Zerg Bronze to GM Playlist:

Zerg Playlist: https://youtube.com/playlist?list=PLFUDU8AOevUd6ej64SOB429mHyuRL-XC9

Terran Playlist: https://www.youtube.com/playlist?list=PLOrKQEirgvjC6wYzKFAYaIBI5kaIS9NX5

Protoss Playlist: https://youtube.com/playlist?list=PLOrKQEirgvjBJrKM31yhwA8v54pcBuXsx

Replays can be found in the #replaypacks channel on PiG's discord

Order of progression
- Settings
  - F1-F4 camera keys
  - Standard or grid is fine. Move all army and idle worker to ~ and Caps Lock
  - Deeper mechanics video:
    https://www.youtube.com/watch?v=9EEv2pw94WQ&list=PLFUDU8AOevUf-8cdOzmuZ5QZqVg3A3VC6&index=8&t=881s&ab_channel=PiG

- Basic Gameplan
  - Use this as a guidepost to build your fundamental habits that allow you to do the necessary tasks automatically, and allow you to adapt and adjust strategically around them, as well as spar with your opponent in the war of attention that is a big part of SC2
    - Beginner zerg opening
    - https://www.youtube.com/watch?v=LQiqiMcbpGA&ab_channel=PiG

Micro resources:
- https://www.youtube.com/watch?v=gTcdPlk1cds&feature=youtu.be&ab_channel=PiG
- https://www.youtube.com/watch?v=fRwkpO-Jzos&ab_channel=PiG
- https://www.youtube.com/watch?v=5uT7D0MSqn8
- https://www.youtube.com/watch?v=fTj2W6RxPNQ&ab_channel=PiG

Welcome to SC Series:
https://www.youtube.com/playlist?list=PLFUDU8AOevUfLTtmAeBf1mvJ1VIa7dy0g

First ep bronze 2+

- Most important Mechanics
  - **How to Inject: camera location, box queen, inject**
  - Ctrl grouping eggs

- The base layer of mechanics that are the MOST fundamental
  - **Macro Cycle**
  - Map vision
- Mechanical Habits:
  - Rally points
    - Saturate a base and move on
  - Manually rallying eggs
    - **Overlords for vision**
    - Build 3 drones and put on gas
  - shift-deselecting/cloning
    - Put back on gas
    - Place scouts around the map
  - Alt Ctrl Group Stealing
    - You can set up control group stealing as default to use the same method that I use
      - Coaching how to set up control group stealing: https://www.youtube.com/watch?v=KlvmdaX9tE8&ab_channel=PiG

Next step: GOLD 3+

- Habits:
  - Tapping unit production whilst doing other things
    - Always knowing what unit you're building!
      - Drones vs army (or 50/50)
  - Looking at your money and supply as you do a macro cycle
    - If over 1k+ minerals after a macro cycle = build some macro hatcheries
    - Supply gap is small = extra overlords
    - Supply gap is large = skip overlords this cycle

  - Not sure what to do in-between macro cycles?
    - Memorise your build order better first of all so you intuitively know when to put down your buildings
    - But you'll still have down time - so go through your bases using camera locations - this is also a great way to practice getting comfortable with those hotkeys
      - Check your saturation and replace missing drones
      - Start upgrades
      - Put workers on gases

- You also can poke with your units
  - Just looking at your overlords and glancing at your spotters is great
  - Send in a zergling to see what their army composition looks like
  - Adjust your spotters on the map to have more vision/more redundancy (not just 1 ling outside their base, another at the halfway point to confirm they really are pushing you, not just moving around outside their base)
  - Do a ling runby or even poke in with your army
    - Great for increasing your micro and interaction, pressuring your opponent
    - Doing this with your whole army is very dangerous, but with just a small pack of lings is low risk with potentially high reward

  - Checking the minimap
    - whenever you do consistent tasks like a macro cycle your eyes should be glancing to it
    - Glance at it in between tasks:
      - Do I have spotters seeing all the main attack routes?
      - Do I have spotters on the edges/overlords around my base?

- 2nd Overlord sacrifice 3:45 each game
- Constant ling map vision - 4 lings early and replace if they die
- Early 3rd creep queen to build the habit of basic creep connection and using that ctrl group
- Setting up for the next step:
  - Drone behind roach attack rather than rallying roaches
  - Double evo + hydra den
  - ~55-60 drone 1-1 roach hydra timing to hit maybe 3-4 minutes after the first roach attack

Next session - Plat 2+

- Reaction Lists/Set Plays
  - How to deal with liberator etc.

- - - I took some damage - "what do I focus on? I'm so tilted and excited I'm going to just do random shit for the next 10 minutes"
    - VISUALISED REPLAY PRACTICE
  - Scouting
    - Signs of greed vs aggression
    - Touch on: Understanding what a normal build looks like
  - How to engage different armies?
    - Siege armies - engage from multiple flanks in the open
    - Ambush when they're moving out and unsieged
    - Concave management in ranged vs ranged
    - Stutter step forwards in overwhelming the enemy
    - Stutter step back vs melee (mass charge or mass ling)

  - Split the army consistently
    - 5 roach runby whilst distracting with main army for first push
    - for our roach hydra attack
  - More creep spread consistently
  - Maybe: When to go straight to double evo and hydras and use the roaches more defensively (previous session game vs 2-star VR was a good example)

Replay Analysis - game vs vorple's 4-gate prism stalker on 2000 atmospheres
- Scouted: big signs of aggression
  - Lots of gates very early
  - Robo only tech structure

SET PLAYS/REACTION LISTS:

Set Play - oracle flies into mineral line
- A move queens to defend
- If no spore - pull drones away in direction of queens
  - Shift them back to minerals so they automatically return
- Drop a spore in each base
  - This costs a lot of minerals - delay tech/gases if necessary to replace drone losses (3 drones died becoming spores + whatever dies to the oracle)

Set Play - adepts coming
- 2 adepts killed my spotting lings
  - Build 14 zerglings and clean them up
  - Reset map vision with the lings
    - You're 7 drones behind

Probe at natural/Pylon Block
- Always assume you will get blocked
- Immediately send 2 drones

- ○ 1 attacks probe
  - ○ 1 goes to 3rd base
    - ■ If Pylon goes down = take 3rd, send drone back to mining
    - ■ If no pylon = take natural, send drone back to mining

2 PROBES BLOCK BOTH BASES
- Send drone to 4th base and try to take that
  - ○ If blocked = take macro hatch in front of natural (you can still mine ok and it gives production, you can add the actual hatch once the pylon cleared
- Overlord + 1 drone
- @pool = 4-6 lings + queen
  - ○ Clear pylons and get map control
  - ○ OPTION: dive across map to take advantage of their terrible position and do big damage with 6 lings also
  - ○ Resume normal build

Diamond 3+ (New Opening)

- Play the REWIND GAME!
  - ○ After every game, hit rewind, take a guess about the game state at a certain point then see how close you were "I think when they attacked with the first big roach attack they had 45 drones behind it".

- **New opening!** For vs Terran + Protoss
  - ○ Still same 17 pool, 17 hatch 17 gas
  - ○ 21 overlord + 2 lings
  - ○ @ling speed, Pull 2 off gas
  - ○ 32 3rd hatch
  - ○ 31 3rd queen
  - ○ 33 overlord
  - ○ 3:30 - back on gas
  - ○ 4:00 Defensive tech (roachwarren/bane nest) is flexible **55-60 supply/2.5-base full minerals, 1-gas.**

ZvZ
- ^SAME
- After 3rd hatch
  - ○ Instead of queen/overlord

:
- Bane nest
- 2x overlords

- 34 nonstop ling-bane and gogogo

- How to engage different armies?
    - Siege armies - engage from multiple flanks in the open
    - Ambush when they're moving out and unsieged
    - Concave management in ranged vs ranged
    - Stutter step forwards in overwhelming the enemy
    - Stutter step back vs melee (mass charge or mass ling)

Set plays and replay analysis

Cannon rush game blackburn
- TELL: Spot pylon going down at natural
    - Pull 4 drone and attack pylon + ctrl group main army
        - Spread drones from all sides
        - Patrol 1 drone to block scariest wall-off location
    - Control group 10 more drones
- Is it committed?
    - Tells = 2nd probe, pylon finishing, cannons going down
        - Pull second army key of 10 more drones
        - Split attacks between all the different buildings and always keep 1-2 drones attacking each probe
        - Bonus points if you intercept and kill the probes = complete shutdown

Diamond 2+ mutalingbane

- More macro hatcheries and bases faster than ever
- Stacking injects
- More runbys and backstabs
- Harassing with mutas -
    - After a macro cycle:
        - micro in for ~15 seconds, disengage and queue to a new harass angle
        - Macro Cycle, check your bases
        - Micro in for ~15 seconds, disengage and queue to a new harass angle
    - It's ok to tunnel vision on the mutas a bit more at first whilst learning how to micro them, what you can engage into and what you can't
        - Your aim is to:
            - Learn the micro techniques so they can be repeated without thinking

- Learn to visually recognise what to attack into, and what to avoid
    - Note: pros with their thousands of hours of practice simply recognise the pattern instantly and know what to do.

Build Changes

- New opening is pretty much the same
    - Still pool first
    - Fast 3rd hatch, fast 3rd queen
    - @ling speed, Pull 2 off gas
    - 3:30 - back on gas
    - Defensive tech (roachwarren/bane nest) is flexible
        - ZvZ 2:50
        - 4:00 vs terran and protoss + LAIR + 2nd gas

- 5 queens (vs Terran we can go 6-7 queens for more safety)
- Rule of 2-gas
    - No more gases beyond the first one or two gases until all 3 mineral lines are 16+ drones each
- Gas spending order:
    - Spire
    - Bane speed
    - First mutas
    - Spire + evo upgrades
    - More mutas + ovie speed

Blackburn ZvP Analysis
- The standard TRUNK of our build goes vs a player who takes a 3rd and plays a macro game
    - 3-base saturation
    - 4th + 5th base + macro hatch
    - Mutas, lingbane, drone 4th base up (gases on 4th/5th base are priority)
    - Nonstop mutalingbane off 66-72 workers and

But in this game the opponent stayed on 2-base and went for a big attack. So wtf do we do here?
- Stop at 3-base workers and pump units
- Roach warren
- EXTRA MAP CONTROL
    - We don't want to get caught building mutas as they attack - we only want mutas IF we think we can get them across the map before they hit us
        - Mutas suck in a front on fight, they're a harassment unit
- Send lings ready to backstab (steal onto backstab key)

- - - Lings suck in a big fight
  - So basically if our opponent attacks us - we just mass roach ravager ling, defend and only make mutas once we crush a fight

In general the job of muta-ling is to open new fronts where your opponent isn't prepared

What is an optimal PvZ opening?

- 14 pylon
- 16 gate
- 17 gas
- 20 nexus
- 20 core
- 21 2nd gas
- 22 2nd pylon
- Warpgate, adept
- 2:20 tech

- 2:20-2:30   - robo was 3:08 this game, because scared from pool first.

NEXT SESSION - D2+, let's simplify it a bit! -

- Too many concepts, too many moving pieces and a bit hard to digest that last session!
  - Main goals are just to get used to taking more hatcheries earlier and using a more fragile, faster melee composition
  - Mutas are coming in kind of late so later on we'll learn 2-base muta to really get expert with mutas.

- Let's slow down and just remind of the build. Explain the basics of what I'm clicking on and why at each point
  - Don't need to look at scouting so much, just the movie and the map vision

Option to make this style a bit easier:
- Build a round of safety lings at 4:00-4:30 as standard in ZvT AND ZvP!?
  - Can show this choice for a few games and then go back to doing it without - just to show a different, safer but less economic option

Replay analysis - 2000 atmos vs BC mine mech

- We spot early fusion core and tech lab starport producing = BC
  - 3 extra queens (8 total)
  - 5:10 spores (2 in the main, 4 total)
  - If many hellions = extra lings (enough to defend hellions on their own whilst queens fight BC)

2-base muta

How to get GOOD with mutas!? Too much to handle I can't manage the mutas and so much economy and stuff going on.

2-Base muta Build! We can even do a 2-base muta version in ZvZ to get as many reps as possible

- Ok so for some players who SUCK at handling mutas and want to get really good at it - remember when you suck at something in SC2 - LEAN INTO THAT! Focus even more on your wins and losses resulting on that one factor and you'll initially lose games, but be fully focused on that one thing and you'll get better.

Build:
- 17 pool, **17 gas,** 17 hatch
  - Gas is faster is only change at start
- First 100 gas after ling speed = Lair + 2nd gas
- 3rd queen
- Lair finishes = Spire + overseer scout
- 50 - 3rd hatch
  - 3rd/4th gas, bane nest
- 8 mutas
- +1 air attack
- 5 more mutas
- Double evo chamber
- Bane speed and 1-1 upgrades

Gas Spending after spire:

Goals/Notes:

- Keep mutas super active
- Reinforce muta count
- Force a big reaction and do lots of damage
- Drone our 3rd base behind our harassment
- Hit a big bane-speed roll in onto the enemy natural and 3rd mineral lines whilst our mutas distract in the main base
- Set up for a basetrade if they weather the storm
- Vs Phoenix play: Add corruptors to tank for your mutas
- Vs very aggro bio or hydra play get bane speed faster

Aggressive builds for masters 3+ - Choosing the path of least resistance

Doing much more aggressive builds in masters 3: Attention to detail, one push that sets up for the next one. Widening of skills. Ability to abuse a greedy meta. Not being a one trick "I JUST MACRO" AKA I just defend and sit on my ass like an idiot and let my opponent do whatever they want.

Tenets of Aggression
- Understand the meta
- Understand different types of builds from the enemy
- Understand the Tells of your aggression
  - Deny the enemy seeing these
- Always have a plan B, and preferably a plan C and D.
  - A gets scouted - don't commit, or stop committing - go straight to B.
  - As you attack with B, drone up and add the tech for C.
  - C isn't working out? Enemy has a way better army? Avoid fighting and set up for a basetrade, whilst teching to D
  - D - ok this one better work :D

ZvT

Roach into muta into roach
- Lambo's 5 roach pressure
- (4-lings pin reaper back/punish, 5 roaches, 1 ravager max)
- 2-base muta
- 3-base 55-66 drone 1-1 roach ravager all-in

Lings into speedlings into ravagers
- Gas pool
- 4 lings keep reaper at home/deny scout
- 14 lings charge in and surround first hellions + ravage scvs
- 6 roaches/ravagers + ling flood for the finish

ZvZ
- Stage 2 Aggressions it the key
  https://www.youtube.com/watch?v=zyYBrd0qrEU&ab_channel=PiG
- Ling-bane pressure into a roach bane all-in (2-gas, 35 drones)

ZvP

- 55 drone, 4-5 gas hydra ling (maybe add slow banes) bust.

Vs ground
- Mutas into roach ravager ling
- Straight up roach ravager ling timings

Notes:
- To set up for this in ZvP we'll look for 1-2 snipes/delays on the protoss 3rd to disrupt them
- We'll add zergling minivan into their main while we attack later

12 pool into queen ravager walk (less queens vs ground obviously)
- Greedy 3rd hatch super late gas version
- 4:30 double gas

Game romanticide vs wtf 1 base marine tank banshee

 We were doing: Lings into speedlings into ravagers
- No CC, reactor first
  - No scouting
  - Might not be expanding
  - 0 mobility
- Skip the speedling wave - its job is to catch a player whos reaper hellion is out of position or not being watched and fuck up an expand
  - They dont have a reaper or an expansion! SKIP
  - Go straight to 35 drone, 2-gas, ravager ling attack.

PiG's greedy 12 pool

- Standard 10 ling pressure 12 pool same as lambos guide super standard
- The difference is we delay gas literally forever and rush a 3rd hatch - ~30 supply/after 3rd queen we drop that 3rd hatch
- @2-base saturation → go 4-gases + RW
- 4:30 overlord sacrifice to check their followup
- A few ling spotters to try and see any moveouts

Masters 2 - Spellcaster practice!

How to learn spellcasters
- Thinking of Spellcasters as a single spell unit and focus on getting good mechanical repetitions with that spell
  - Infestors = fungalers
  - Vipers = abducters
- Using compositions that generically compliment them
  - Roach infestor
  - Roach hydra viper
    - Roaches are tanky and a-movey so you can focus on the spellcasters
    - Hydras do good damage so they can quickly kill abducted units/blast through units before blinding cloud works
- Separate control groups for spellcasters vs your army
  - Get used to moving 2 control groups around when maneuvring army
    - If you struggle you can right click the spellcasters on an army unit so they follow the army around automatically, and just micro them in the fight
- In the fight:
  - A move army, focus on spellcasters
  - Click your spellcasters just up behind your front line of other units, we want them all in range of casting their spells ASAP, but preferably no closer so we aren't throwing them away
  - You need to learn their max casting range so you can click them just inside this range
    - If you are too far back you will cast spells, and the caster will have to MOVE IN RANGE before even casting its spell. By which point it's probably shooting a fungal at a piece of empty ground, or trying to blinding cloud a section of army that's already moved on

- Defensive advantage - aoe spells and abducts etc are amazing if you can:
  - Set up a concave (2-box micro to split your army into a spread)

- ○ Micro spellcasters forward and land a spell on the enemy army as it moves forward in a big clump - this is where you can hit maximum splash damage (splalsh means area effect damage that hits multiple units), or abduct a bunch of units before the enemy is ready to respond

- ● Neural = I rarely use this spell, 11 years in I've never really practiced using it much as I saw it as unreliable, but it's actually really good.I'll try to use it in this series in any games where the game goes a bit longer as the later game addition to the roach fungal army

How to bind multiple rapid fire keys:
https://www.youtube.com/watch?v=yl8fiekycR0&t=45s&ab_channel=JaKaTaKtv
https://tl.net/forum/sc2-strategy/446530-rapid-fire-hotkey-trick

ZvT Roach infestor build guidelines
- ● Any standard opening
- ● Don't need first gas as early, can deprioritise it
- ● Skipping ling speed - 3:20 roach warren into 5 safety roaches instantly for safety
  - ○ Few extra slowlings if needed and spread them on top of ramp etc
- ● Lair + extra gases a bit earlier
- ● Infestation pit asap - pathogen glands first, when it's at 40% complete, get 4-7 infestors
- ● 3-base saturation
- ● Double evos
- ● Massing roaches
- ● Add pathogen and more infestors

For infestors to work vs terran especially:
- ● You have to catch your opponent on the move where fungal can land big hits
- ● Vs mega turtle tank stuff
  - ○ Burrow + neural

Masters 1 - Solid Openings into Reactive Timing Attacks

- ● Lots of solid basis + reactive play
  - ○ Try to mix in timing attacks
- ● Commentary

Do Zerg B2GM builds work at GM?

2-base roach push
- 36 RW
- 44 3rd base
- 4-gases, 44 drones mass roaches with speed and gogogo!

To speed the push up:
- No 4th gas, just 41 drones (maybe even a little lighter at 37- 38 (13/16 on natural)
- Delay 3rd base Until our roach push is moving out
- Skip ling speed

If we want to lean OUT of the push and transition harder we probably want MORE drones, faster 3rd base etc.

Mechanics

- Sort out repeat rate
- Inject queen Hotkey - 8 OR , OR . OR L (second army key swaps out midgame)
    - **Good for Air Defence**
    - **Easier to pull queens**
    - **OFC consistently quicker injects cos no boxing**

https://www.youtube.com/watch?v=V3csGEzHj2k&ab_channel=LamboSC2