

JULY 1 2021 LEVEL STARCRAFT 2 HARD AI 16-17 MIN

ZULFIKAR MOINUDDIN AHMED

I have played Starcraft 2 for a long time and I was never any good really. I had been working on Universal Human Nature for a while and I have some ambitious plans for improvement of Life Satisfaction for 8 billion people. I was a bit overwhelmed and decided to play SC2 for a while with a new attitude. I decided that I just want to reach a respectable level for a change.

I am playing Protoss versus AI. The bad thing about AI is that actual people do things AI does not but it's still good.

So I am not as bad as I was afraid of. I played a number of games and found that with Protoss I can get around 16-17 minute wins 1v1.

I think routine build is the first key. I go for 6 gateway openings but not with any hurry. This is good if you keep up the Stalker production. I skip zealots altogether. I won't get through the build order but you do want to keep Stalker production up while getting to around 2-3 bases and a good amount of Pylons and Stalkers. A few immortals. I add Void Rays for air if needed.

The first encounter I sometimes will lose but I am not bothered because I will keep the bases lose at most one. Then I just smoothen out the economy, make sure 3x2 gases have probes, the mineral workers are max, and just pump out stalkers and go straight to main base of the opponent.

This is a good bread and butter strategy but it takes some time to get used to.

I don't even bother with upgrades for this. Upgrades take arbitrary amount of time and not worth waiting for if your army is large enough. I found focus on keeping up production wins more than trying to keep track of losses. Eventually the Hard AI cannot keep up and I win.

1. WHAT I LIKE HERE

I am 48 and play for pleasure and am not interested in going to any pro events. What I like is the slight improvement of skill gives me a good feeling. A layer of movements become natural and you don't think about them at all. We pay attention to the things that are difficult only. And that's the way skill level improves. I simplify life and don't bother with micromanagement at all. It's not worthwhile. For me keeping the economy smooth is easier to work on and I am sloppy with losses. But that gets me wins.

I think micromanagement is much higher tier than my skill level. If I pay attention to micro then I will not have a good economy. This is something I was missing for years. You can't win Starcraft games by micro at all unless your macro is perfected and without thought. So it's not worthwhile paying attention to micro at all. Micro is for uber good players whose mastery of the economy needs no thought. No doubt this is possible too but that requires a lot of practice.

Date: July 1, 2021.