Subject: Re: Renforums vs Jelly 9/11 commemoration game
Posted by Dover on Sun, 29 Aug 2010 20:56:43 GMT
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Herr Surth wrote on Sun, 29 August 2010 04:39hey dover, give me newbie tips for sc:bw and sc2

1) The mistake a lot of newer players make is not making enough workers. This is especially true of ex-WarCraft 3 players who are used to only having to make like 5 guys to mine gold and another 5 for lumber. Optimal numbers per base are:
-In Brood War you want a little over 2 guys per mineral patch (8 patches per mineral line is normal) and 3 in your 1 gas geyser, coming out to about 19-20 per base.
-In StarCraft 2 you want 2.5-3 guys per mineral patch (Again, 8 patches is standard) and 3 on both your gas geysers for a total of about 30.
When you have that many workers per base, it's known as "saturated". It's okay and even encouraged to build workers past saturation, especially on your first base, since you can easily move the excess over when you expand to get new bases running at peak efficieny faster. One simple rule often told to the bottom of the bottom players to help them improve is "Never ever stop building workers". Of course, you'll want to stop eventually, having over 70 workers eats into your max army quite a bit, but the rule is good enough and simple enough to be a good newbie tip.

tl;dr -- Make lots of workers.

2) The next mistake that a lot of newer players make, once they've made their lot of workers, is that they don't spend their newfound income. Money in the bank is money that isn't working for you. Next time you lose a match or a big battle, take a look at what your money looks like. If you have 1000 minerals stockpiled, that's 20 marines you could have had. Often times I'll see players with 4k+ stockpiled because they're too busy trying to dance their reapers around or do some other cute micro. That isn't going to be as good as having all those potential units that they have out on the battlefield. If your barracks or gateways are working at peak efficiency and your money is still climbing higher, throw down more unit producing structures. If you have a large army and control the map, use those extra funds to take another base and expand your income even more. Spend money on upgrades whenever you can afford them and whenever they are useful (Or rather, will be useful, since they take 2+ minutes to finish).

tl;dr -- Spend your money. Keep it as closed to 0 as possible.

3) This kind of ties in with #2, but you should avoid queuing up a ton of units out of your unit producing strucutres. It ties up money that can be used more efficiently elsewhere. If you queue up 5 reapers at a barracks and they take 40 seconds each to build, you won't see the full return on your investment until 200 seconds later, and that's a lifetime in StarCraft matches. Avoid the temptation to queue up units as a way to make producing units easier, and train yourself to order unit production at one "wave" at a time. Avoid queuing up units to get your money closer to 0 to satisfy tip #2. That is false efficiency and will not help you very much at all.

tl;dr -- Don't queue.

Together, these three concepts are known as "macro", and it's the largest single factor between a

bronze/silver player and a low-Diamond player. You don't even need any kind of brilliant strategy to climb the ladder as long as you're optimizing your income and just making a lot of shit. The strategizing comes later, but since you're asking for newbie tips, don't worry about that yet.

The last tip I can give you is to watch the minimap. Other than your money/supply counters, it's arguably the most important part of the screen. You'll find that things like surprise drops and nydus worms are a lot easier to deal with when you see them before all your workers start dying.