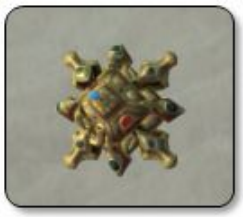
Cheat Sheet

Game Overview:

Nexus

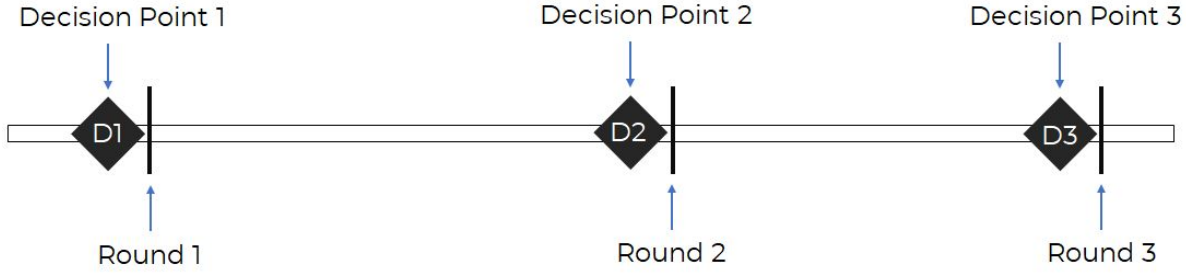


- The AIs send combat units to opposing Nexuses.
- To win, the AI needs to bring one of the opponent's Nexus' health points to 0.

Income:

Standard Income:	**+100** Minerals per round
Additional Income (Pylons):	**+75** Minerals per round Maximum pylons: 3 • 1st Pylon Cost: 300 Minerals • 2nd Pylon Cost: 400 Minerals • 3rd Pylon Cost: 500 Minerals

Combat Units:	*Cost*	*Health*	*Attack*
Marines	50 Minerals	Low	Small, quick shots **(effective against immortals)**
Banelings	75 Minerals	Medium	Single explosion **(effective against marines)**
Immortals	200 Minerals	High	Large, slow shots **(effective against Nexuses)**

Timeline:

Rounds & Decision Points	• The game is uniformly split into rounds. • Before each round, the AI chooses which units to buy and which lane to place them in at a Decision Point.