Exercises   
  
**5. Fukushima Daiichi Nuclear Disaster**   
   
 There is a monk who prays for the resurrection of his land in Japan. Fukushima Daiichi is one of Japan’s nuclear power plants located on the eastern shoreline of Japan's largest island. On Friday March 11, 2011 Fukushima Daiichi experienced the aftermath of the Tohoku earthquake, a tsunami. The tsunami wave rose up to 50 ft. tall, much taller than the 20 ft. sea barrier protecting the plant, and flooded the basement of the Turbine Buildings.

"This radiation is like an invisible snow. It's fallen and brought us a long winter,   
but eventually the snow will melt and spring will come." - Koyu Abe, a Buddhist Monk. [1]  
  
 Geiger counters reveal that radiation levels are high enough to be lethal in just a few hours exposure to the area. Everyone living within 12 mi of Fukushima Daiichi is forced to evacuate. Farmers are told to kill their cattle and ruin their crops. There is a general lack of knowledge of the detrimental side effects of what this event means. Radiation is invisible to the naked eye, making it an even scarier force to deal with.  
  
Willacy, Mark. "Japanese Communities Record Chernobyl-level Radiation." Lateline. Australian Broadcasting Corporation, 19 Oct. 2011. Web. 05 Sept. 2013. <<http://www.abc.net.au/lateline/content/2011/s3343819.htm>>.[1]  
  
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 **8. How to play Starcraft 2**  
  
 Like most Real Time Strategy Games, Starcraft 2 has resources that you will rely upon to build structures and units that will help you win the game. You start the game off, no matter which faction you pick, with 6 workers who should automatically be rallied to the first mineral patches in what many a Pro Gamer call your **Main Base**. You spawn in this initial location with the same advantages as everyone else at first, but you must build up your technologies and create your army. This is where things become tricky. What units do I start to build first? What structures do I want to build first? I will provide step by step instructions on a number of builds with one of the three factions in Starcraft, Terran.  
  
Terrans have lots of great units that are unique to their race. Marines make up the backbone of most armies, but there are lots of different tactics to choose from.   
  
Here's a step by step guy to building up a basic composition. There are lots of varities, but this is a very standard play that will help you win most games.  
  
**1.** Use your minerals immediately to build **SCVs** from your **Command Center.**   
  
**2.** Once you've built **4** new **SCVs** and your supply is at **10/10** build a **Supply Depot** to expand your supply to **10/18**. The best place to put your depot is near your ramp to begin building a **Wall** to keep out enemy units. You'll notice the depot has a function that lets you raise and lower it to allow units to pass through, this makes it ideal for building sections of the wall. Immediately after the depot is done, have another **SCV** processing in your **Command Center**.   
  
*!Don’t forget to put your SCVs back to work after they’re through building a structure!*  
 **3.** Continue to pump out **SCVs** one at a time, but once you hit **150 miner**als while maintaining constant **SCV** production, build a **Barracks** near a strategically sound location by your ramp and supply depot. As soon as **the Barracks** is done start pumping out **Marines.**   
  
**4.** Put another supply depot by your barracks and other supply depot. If done correctly, this should form a perfect wall to keep out any intruders for a temporary amount of time.   
  
**5.** **IT IS IMPORTANT TO NOTE** - that while all this is going on you should still be continually pumping out **SCVs** from your **Command Center**. Without enough resources your opponent will soon overwhelm you with his numbers alone.   
  
  
  
  
**6.** Get Gas. Build **Refineries** near your **Command Center** so that you can begin building special units besides **Marines** and start having resources to upgrade your units.   
  
**7.** Continue to build **Marines**, **Barracks**, **SCVs**, and supply depots. Once you've hit about **12 Marines**, consider advancing your **Barracks** to a **Tech Lab** upgrade so that you can purchase **Combat Shield**, **Stimpack**, and **Marauders**. You may also want to check out the **Reactor**, which will **double your unit production from a single Barracks**.   
  
**8.** Once you've begun your upgrades for your **Marines** and have nearly maxed out your resource limit at your **Main Base**, it's time to **expand** to what some pros call your **Natural**. Your natural is the closest mineral patch near your **Main Base**. Typically, this means you'll be building outside the safety of your initial **wall**. It's important to move out your **expansion** with a handful of units in order to insure it's construction goes uninterrupted.  
  
**9.** Turn your **Command Center** into an **Orbital Command Center**. The **Orbital Command Center** upgrade allows you to scan for invisible units, build special workers called **MULEs**, and add additional supply to your depots if necessary. In almost all cases you'll want **MULEs** to expand your resources, but if you are attacked by an invisible unit then the Scan from the **orbital** will be your life savior.  
  
**10.** Build a **Factory**. **Factories** have **Mines**, **Tanks**, **Hellions**, and **Thors**. These are all great units. For this particular build, you'll want to go with **Tanks**. Once your **Factory** is up, you'll want to lift it from the ground and the **Barracks** with the **Tech Lab** from the ground and move the **Factory** next to the **Tech Lab** and the **Barracks** somewhere else close. If you are confused by this, just build a **Tech Lab** on your **Factory**.   
  
**11.** Continue to build **SCVs** at your **Natural**, your **Main Base** should be capped out on workers and you should have a fairly large army with tanks coming out soon.   
  
**12.** Build a **Starport**. **Starports** have **Medivacs**, **Vikings**, **Banshees**, and **Ravens**. All of these flying units have unique advantages. For now, just build **Medivacs** as they will support your **Marine Marauder** infantry.   
  
**13. Tanks Tanks Tanks**. Use them well. These artillery units have a lot of damage when they are sieged up, but be warned, they can harm your friendly units as well. If an enemy unit is on top of your unit, the tank will target the enemy unit, but deal splash damage to yours.   
  
**14.** Moving out to attack. Now that you have a substantial army composed of lots of marines, some **Marauders**, a handful of **Tanks**, and several **Medivacs**, you are ready to make your first engagement with the enemy if you haven't already.  
  
**15.** **Positioning** is vital to this. Have your **Marines** and **Marauders** move ahead of your **Tanks** so that they can spot large armies and pull back if necessary. They're there to provide sight range for your **Tanks** and protection from ambushes.  
  
  
**16.** **Medivac** drops. Load up 6 marines into one of your **Medivacs** and go around the border of your map and drop your **Marines** either in your opponents **Natural** or **Main Base**. This kind of harassment will distract your enemy and allow you free reign to move your main army forward. Continually doing these kinds of pushes will lead to victory. Excellent tactical drops when your opponent is unaware and excellent unit control is what we call the **Micro Game**.  
  
**17.** Continue to **expand**. Once your **Natural** is maxed out take another **expansion**. Always have units being produced. **Never go above 1000 minerals**. Constant production and large armies are what we call playing the **Macro Game.**  
**18.** Push push push push. Knock down the enemies structures, deny them bases, and destroy their army with impudence. It will take practice, but the game of Starcraft has lots of variable strategies. Watch professional players like **Stephano**, **LiquidTLO**, **Day9**, and many others. You will soon have a firm grasp on what you need to do to win.   
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
Once again let's go over some key concepts for winning Starcraft games.  
  
 **1. Constant Worker production  
2. Walling off  
3. Scouting  
4. Constant unit production  
5. Teching up  
6. Expanding  
7. Positioning  
8. Micro game  
9. Macro game**  
  
  
Keep these in mind and victory shall be yours!  
Consider all of these things while playing the game and anticipate what your opponent will do next. It's a game of strategy and skill. Whoever does the best in both these things will win the game. Good luck and have fun!