

## First Impressions of Starcraft 2..

Posted by Johannicus - 26 Jul 2010 20:50

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I got my collectors edition of Starcraft 2 today and why Im not playing it is because blizzard wont allow me to play it until launchday!! Im glad I got all the other goodies to keep me company until launch 🤔

The Soundtrack is worth every penny! Great songs, especially "Public Enemy", "Card to play" and "The Hive". 10/10

Artbook was a bit of a letdown, good pictures but too little of the "Queen of Blades" 🤔  
5/10

Behind the scenes DVD was real cool as it had all cinematics and some other cool stuff.

8/10

Dogtags in metal with inbuilt USB storage containing Starcraft+Broodwar was really nice! 9/10

Gameplay: Ok, singleplayer is awesome! Great cinematics, story and you choose which mission to do and what upgrades fit your type of play. They even included an arcade game that's accessible after a few missions, and I mean old school arcade but with SC2 graphics. 🤔

Multiplayer: After some matches with Tinwax and a friend of mine this is my opinion of the multiplayer. I will never ever play matches against random players because they removed the turtle aspect of the game in multiplayer. No more build up your defenses and when you feel safe prepare for offense. Defensive bunkers and towers die way too easy, just as in W3. In this game the computer ain't my enemy, it's my inability to spam units. But co-op is fun. The only way to choose which map to play and against how many opponents and if you want AI in the game is to play unranked matches. All ranked matches are against random teams of "same" skill 🤔

You just pick 1v1, 2v2, 3v3, 4v4 or FFA and your race and then it's random matchmaking.

Summary: I will buy the next part since the story seems to be great, but multiplayer will only consist of games with my friends or TWK. Cause the hardcore players will eat me like a snack. 🤔

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## Re: First Impressions of Starcraft 2..

Posted by Tunes - 26 Jul 2010 23:28

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I will leave all that excitement for when I come back from vacations, around September...

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## Re: First Impressions of Starcraft 2..

Posted by TheBlackWaltz - 27 Jul 2010 14:04

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now tbh I have never played SC but jsut looking at the trailer for SC2 looks like a game id enjoy  
however, do i need SC first?

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## Re: First Impressions of Starcraft 2..

Posted by DreamState - 27 Jul 2010 14:43

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### **TheBlackWaltz wrote:**

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I didn't have the first (nor did I play it!). But from the raves I've heard about the first, that's why I'm  
jumping onboard this one. I would think a fair number in the community will end up with this so it should  
lead to some fun battles 😊

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## Re: First Impressions of Starcraft 2..

Posted by VoGon - 27 Jul 2010 16:26

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You and Blackwaltz are just Heretics....

SC and BW were just the best RTS games EVAR!

We just need to see if this one will be as good...

Eagerly awating the release here...

😊

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## Re: First Impressions of Starcraft 2..

Posted by TheBlackWaltz - 27 Jul 2010 16:29

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Sadly I was 12 when SC was out leaving the console nightmare 🙄

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## Re: First Impressions of Starcraft 2..

Posted by liger - 27 Jul 2010 17:30

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says no associated copy, altho on website it says ive activated

meh 🙄

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## Re: First Impressions of Starcraft 2..

Posted by dynamical - 27 Jul 2010 21:14

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Installing †

my new comp hasnt arrived yet though, so i have to do this all over again (and windows 🙄)

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## Re: First Impressions of Starcraft 2..

Posted by Johannicus - 28 Jul 2010 00:09

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\*Updated my post\*

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## Re: First Impressions of Starcraft 2..

Posted by Tin - 28 Jul 2010 03:43

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i might actualy go hardcore (ranked games) cos im rly liking this for an rts good pace units are pretty baalanced in general, i am spam happy xD

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