

First Impressions of Starcraft 2..

Posted by Johannicus - 26 Jul 2010 20:50

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 TheBlackWaltz - 28 Jul 2010 08:18

Johannicus wrote:

Tin wrote:

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

Thats what made Starcraft so popular in the first place, well balanced and fun.

I guess I just need some more time and teammembers with patiance while I learn how to not turtle 🐢

Im a turtler to 🐢
on c&c so im sure ill be the same on SC2 if / when i get it

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Re: First Impressions of Starcraft 2..

Posted by Johannicus - 28 Jul 2010 12:24

Turtler works good in singleplayer but not in multiplayer, especially against a human opponent. Atleast not a building based turtle. Unit wise it might work.

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Re: First Impressions of Starcraft 2..

Posted by Greenie - 28 Jul 2010 12:36

VoGon wrote:

SC and BW were just the best RTS games EVAR!

Total Annihilation. Nuff said.

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Re: First Impressions of Starcraft 2..

Posted by dynamical - 28 Jul 2010 14:42

turtling is for little girls xD

(i suck tbh)

brb, getting new comp and reinstalling windows 🙄

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Re: First Impressions of Starcraft 2..

Posted by Johannicus - 28 Jul 2010 19:07

dynamical wrote:

turtling is for little girls xD

(i suck tbh)

brb, getting new comp and reinstalling windows 🙄

No, those who complain about a tactic are bad gamers. Those who win by using a good tactic are good gamers. Camping, turtleing etc are good tactics, its those that usually die by said tactic that complain.

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Re: First Impressions of Starcraft 2..

Posted by Johannicus - 28 Jul 2010 19:09

Greenie wrote:

VoGon wrote:

SC and BW were just the best RTS games EVAR!

Total Annihilation. Nuff said.

SC+BW are one of the all time best RTS out there!

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Re: First Impressions of Starcraft 2..

Posted by dynamical - 28 Jul 2010 23:19

Johannicus wrote:

dynamical wrote:

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(i suck tbh)

brb, getting new comp and reinstalling windows 😊

No, those who complain about a tactic are bad gamers. Those who win by using a good tactic are good gamers. Camping, turtleing etc are good tactics, its those that usually die by said tactic that complain.

ah, you took me way too seriously 😊

But for the sake of argument; what about those who complain about how [some tactic that works in other games] doesnt work instead of adopting one that does? 😊

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Re: First Impressions of Starcraft 2..

Posted by Johannicus - 29 Jul 2010 12:56

dynamical wrote:

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haha, no I just saw the opportunity to say what I thought. Hence why I brought up camping. Camping has saved my life many times so I don't care if ppl complain about me doing it.

Those who complain and doesn't adapt to the game usually stops playing. I say stop whining or stop playing. I'm currently reworking a strategy in SC2. But I do have to say on the subject that I miss the old RTS games that took 1-2 hours sometimes because of the epic battles. I don't want all RTS games to turn into fast paced matches. For example, I haven't seen a single nuclear launch in SC2 multiplayer which you usually saw a couple of in SC and BW.

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Re: First Impressions of Starcraft 2..

Posted by Johannicus - 29 Jul 2010 13:07

For those of you that don't have the collectors edition but wondered what it exactly contained or how it looks.

[youtube:29se71k0][[/youtube:29se71k0]

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Re: First Impressions of Starcraft 2..

Posted by VoGon - 29 Jul 2010 15:37

Johannicus wrote:

I don't want all RTS games to turn into fast paced matches. For example, I haven't seen a single nuclear launch in SC2 multiplayer which you usually saw a couple of in SC and BW.

I still shiver and panic when I hear "NUCLEAR LAUNCH DETECTED!" 😊

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