

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 Johannicus - 29 Jul 2010 18:37

VoGon wrote:

Johannicus wrote:

I dont want all RTS games to turn into fast paced matches. For example, I havnt seen a single nuclear launch in SC2 multiplayer wich you usualy saw a couple of in SC and BW.

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

Same here, especially when you couldnt tell if it was your ally attacking or someone attacking you. 🤖

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Re: First Impressions of Starcraft 2..

Posted by eskimo - 29 Jul 2010 19:23

the 7 hour trial takes forever to download ^^ lol. haha

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Re: First Impressions of Starcraft 2..

Posted by VoGon - 30 Jul 2010 08:46

Johannicus wrote:

Same here, especially when you couldnt tell if it was your ally attacking or someone attacking you. 🤖

If i do remember it correctly everyone in the game would hear it independent of who was the target...

We had a friend that started using them with 4 ghosts pointing at the same time, so you would find one, kill him, think "threat is over, phew!" and then after some seconds... booooooooooom... and all my Zergs would disappear...

Still havent got the game, but can you play multiplayer with the 3 races or just Terran?

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Re: First Impressions of Starcraft 2..

Posted by TheBlackWaltz - 30 Jul 2010 09:28

eskimo wrote:

the 7 hour trial takes forever to download ^^ lol. haha

Wheres that at??

and vagon from what i have read multiplayer is all races 😊

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Re: First Impressions of Starcraft 2..

Posted by Tunes - 30 Jul 2010 10:04

VoGon wrote:

Johannicus wrote:

Same here, especially when you couldnt tell if it was your ally attacking or someone attacking you. 🤔

If i do remember it correctly everyone in the game would hear it independent of who was the target...

We had a friend that started using them with 4 ghosts pointing at the same time, so you would find one, kill him, think "threat is over, phew!" and then after some seconds... boooooooooom... and all my Zergs would disappear...

Still havent got the game, but can you play multiplayer with the 3 races or just Terran?

You still remember that... 🤔

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Re: First Impressions of Starcraft 2..

Posted by Johannicus - 30 Jul 2010 20:19

VoGon wrote:

Still havent got the game, but can you play multiplayer with the 3 races or just Terran?

In singleplayer you mainly play as terran with a few protoss levels and ofc "The lost Viking" arcade game.

In Multiplayer you can play all races but some units that you had access to in singleplayer does not exist in multiplayer. For example, they removed the firebat, medic and science vessel. But those exist in singleplayer as usable units.

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Re: First Impressions of Starcraft 2..

Posted by eskimo - 31 Jul 2010 00:41

TheBlackWaltz wrote:

eskimo wrote:

the 7 hour trial takes forever to download ^^ lol. haha

Wheres that at??

and vagon from what i have read multiplayer is all races 🤔

Someone ha has brought the game gets two guests passes worth 7 hours game play.

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Re: First Impressions of Starcraft 2..

Posted by vapour - 31 Jul 2010 17:01

Good game to begin my RTS career?

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Re: First Impressions of Starcraft 2..

Posted by dynamical - 31 Jul 2010 17:11

_vapour wrote:

Good game to begin my RTS career?

i'll go for: yes.

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Re: First Impressions of Starcraft 2..

Posted by Gazza - 31 Jul 2010 18:06

_vapour wrote:

Good game to begin my RTS career?

Just hope the ranking system is good - or else you will get raped by the sc2 fanboys

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