

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 liger - 01 Aug 2010 14:25

from ive seen they are planning on adding it next patch

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Re: First Impressions of Starcraft 2..

Posted by Tunes - 01 Aug 2010 15:30

Zerg and Protoss campaings should be releases around half the price, so about 15 to 25€ each one (ROBBERY).

Blizzard is turning battle.net into a money milking cow... As they announced a few months ago, which I think I posted it here somewhere.

I don't have the game yet, will buy it around september just because I must have it as collector as the two DLC.

About premium maps and stuff.. I don't really care, won't spend that much time on battle.net with SC2, but will for sure do it on diablo 3 as playing alone is a complete pain.

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Re: First Impressions of Starcraft 2..

Posted by VoGon - 01 Aug 2010 16:32

Got mine today. OMGOMGOMGOMGWFTBBQ!

Amazing cinematics as Blizzard knows how to do in their games.

Rocking, so far only doing the campaign and haven't tried online yet, but will sure do it as soon as my old "rts reflexes" come back...

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Re: First Impressions of Starcraft 2..

Posted by Johannicus - 01 Aug 2010 19:37

Tunes wrote:

Zerg and Protoss campaings should be releases around half the price, so about 15 to 25€ each one (ROBBERY).

I think they will release the next part next year and it will include the same as this game. A 26 mission long campaign and some multiplayer additions. SC 1 had around 26 missions in total if you dont count the missions wich teach the basics of how the race works. And with 12 month or even 6 month between them, a full price for a full game isnt that much. See it as they are releasing 3 games set in the Starcraft universe instead of 1 HUGE game splitt in 3.

But blizzard still need to learn some tricks in storytelling from some of the RPG companies on the market like Bioware and Obsidian. Not that the campaign is bad it just need some more hooks that make you want to learn what happens next.

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Re: First Impressions of Starcraft 2..

Posted by Johannicus - 01 Aug 2010 19:38

For those of you that want a Starcraft signature: [sc2sig.com/"](http://sc2sig.com/"onclick="window.open(this.href);return false;)
onclick="window.open(this.href);return false;

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Re: First Impressions of Starcraft 2..

Posted by Tin - 01 Aug 2010 22:11

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Re: First Impressions of Starcraft 2..

Posted by Tunes - 01 Aug 2010 22:26

VoGon wrote:

Got mine today. OMGOMGOMGOMGWFTBBQ!

Amazing cinematics as Blizzard knows how to do in their games.

Rocking, so far only doing the campaign and haven't tried online yet, but will sure do it as soon as my old
"rts reflexes" come back...

Do I have to pwn yer tires?! 😊
devil.

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Re: First Impressions of Starcraft 2..

Posted by TheBlackWaltz - 02 Aug 2010 12:55

eskimo wrote:

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

Any lovely person who has brought the game fancy saving me a guest pass 😊
(hopefully have the net in a few weeks)

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Re: First Impressions of Starcraft 2..

Posted by Johannicus - 02 Aug 2010 14:38

TheBlackWaltz wrote:

eskimo wrote:

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

Any lovely person who has brought the game fancy saving me a guest pass 😊
(hopefully have the net in a few weeks)

Sry, gave both away =(

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Re: First Impressions of Starcraft 2..

Posted by VoGon - 02 Aug 2010 15:01

TheBlackWaltz wrote:

eskimo wrote:

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

Any lovely person who has brought the game fancy saving me a guest pass 😊
(hopefully have the net in a few weeks)

Count on me u nooba

I have 2 so one if for Black, the other still can be asked for.

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