

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" 🤔

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 - 02 Aug 2010 16:33

VoGon wrote:

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.

Thanks Vagon 😊
Ill show you how to play in the 8th hour

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Re: First Impressions of Starcraft 2..

Posted by vapour - 02 Aug 2010 17:10

There's a 1v1 tournament on in London on tuesday if anyone's interested 😊

A couple of guys i know are going for a laugh, free entry and 32 spaces.

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Re: First Impressions of Starcraft 2..

Posted by liger - 02 Aug 2010 20:18

take notice: playing with 2GB is not overly pleasant.

3GB plays just fine

PS: i hope my ram will get back to me soon 😊

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Re: First Impressions of Starcraft 2..
Posted by Johannicus - 02 Aug 2010 21:03

liger wrote:

take notice: playing with 2GB is not overly pleasant.

3GB plays just fine

PS: i hope my ram will get back to me soon 😊

I already got 3 Gb since Win 7 64 requires a larger amount to simulate 32 games.

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Re: First Impressions of Starcraft 2..
Posted by vapour - 04 Aug 2010 17:30

My mate won the London tournament and got a collectors edition :>

Selling the game to me with the exclusive content for 30 😊

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Re: First Impressions of Starcraft 2..
Posted by Gazza - 05 Aug 2010 00:21

pls just face it, the RTS pro will be buying as soon as he gets the cash 🤔

Feel free to boost my ego.

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Re: First Impressions of Starcraft 2..

Posted by Tin - 05 Aug 2010 19:37

lol caryyingme... who was it who has saved yoru ase eo many times in 2v2 sou can still attack so far?

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Re: First Impressions of Starcraft 2..

Posted by eskimo - 05 Aug 2010 23:57

Tin wrote:

lol caryyingme... who was it who has saved yoru ase eo many times in 2v2 sou can still attack so far?

i think Tin has created a new language.

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Re: First Impressions of Starcraft 2..

Posted by TheBlackWaltz - 06 Aug 2010 08:54

eskimo wrote:

Tin wrote:

lol caryyingme... who was it who has saved yoru ase eo many times in 2v2 sou can still attack so far?

i think Tin has created a new language.

agreed

Re: First Impressions of Starcraft 2..

Posted by Tin - 06 Aug 2010 14:07

thats about the 300th time youve said that eski and ur all used to it now so shush and accept it

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