

## 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" 🤔

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 - 07 Aug 2010 00:45

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### Tin wrote:

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

my tin-to-english translator couldnt not translate due to every word being english

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## Re: First Impressions of Starcraft 2..

Posted by Lee.H - 07 Aug 2010 21:35

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