
Subject: Re: Command And -_- - 4

Posted by [DRNG](#) on Fri, 26 Mar 2010 20:27:26 GMT

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Dover wrote on Thu, 25 March 2010 14:46nikki6ixx wrote on Tue, 23 March 2010 10:12

I was reading Destructoid's review of the game (30% rating) and was amazed that you have to 'level up' in order to unlock units and perks...

In an RTS? Seriously?

That means you're screwed down the line in later missions because you likely won't have the needed units to counter the enemies new toys. What idiocy.

The modern RTS tries to be all things to all people. This is why SC2 will be such a success amongst RTS players and such a failure amongst WoW players, who will think "WHAT IS THIS I DON'T EVEN..."

I've been wondering if SC2 will have the same online play as SC. I mean Use Map Settings, player created maps. Not melee 1v1 2v2 3v3 etc.. maps for ladder whores.
