
Subject: Re: Starcraft2 beta key
Posted by [Dover](#) on Sun, 23 May 2010 22:23:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

[NEFobby[GEN] wrote on Sun, 23 May 2010 10:29]I might be the only person in this thread that is a bit disappointed with the game.

Considering Star Craft is probably the most successful retail game in history, and it's about 12 years old now, it was expected that Blizzard wouldn't change much of the gameplay to keep the hardcore fanbase. Anyway, that's exactly what they did - I've got the beta, and I've played a few rounds online.

Gameplay-wise, it's basically an expansion to Brood War. I loved Starcraft and played it for a few years, it is very well balanced and creative, but I expected more of a new game after 12 years. Starcraft 2 offers the same buildings, same units, same factions, even some of the same sounds, with a few minor changes here and there. A few things have been removed on other things have been added. That doesn't make it a bad game, since Starcraft 1 was great, but you can tell that Blizzard REALLY didn't want to take any risks with this game.

The visual and audio presentation is great, but it's nothing ground breaking, and doesn't offer much new to the genre.

I'm looking forward to the singleplayer cause I KNOW that it would be good. But I expected the multiplayer to be something other than a Starcraft remake with a few new units.

That's a pretty heavy charge you're leveling, and I expect you back it up with some evidence. Name one unit or building that is completely unchanged.
