
Subject: Re: Starcraft2 beta key
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 23 May 2010 22:45:00 GMT
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Zealots?

I haven't said that the game isn't without its many slight changes and evolution, I'm saying its not enough of a new game to constitute the 12 year gap.

I like SC2 just fine, and I think most people do, because its familiar. If you knew the old game, learning to play this one isn't a problem. Though the game is not enough of a sequel in my opinion. The build system and buildings are basically the same, except the Zerg's new usage of the Queen, and a couple new buildings per side. You're still collecting minerals and vespene the same way. More than half the units are right out of SC1 with some slight feature differences and upgrade differences.

I think gameplay-wise, the jump from SC1 to Brood War is about the same size as the jump from Brood War to SC2. I am sure some hardcore SC1 players can spot more differences than me, and are very happy with the game because of its similarity to its prequel, but I don't think it leaves much for people like myself who played SC for a couple years and then eventually got bored of it. There isn't enough new content to reel me in for another couple years - maybe a couple weeks though.

Graphically, I think C&C3 may look better overall, and that was 3 years ago. Also comes in the fact that they'll be selling the campaigns separately, which is probably going to be more than \$150 all together for a game very similar to one I already have, and more people will continue playing.
