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Subject: Re: Starcraft2 beta key  
Posted by [Dover](#) on Tue, 25 May 2010 10:32:25 GMT  
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FACEBUTT wrote on Tue, 25 May 2010 01:48C&C 3 design is far better then SC2 and WiC. Ea put a lot work into graphics and made game looking really cool for another years, however left without support. Kanes wrath and TW still has CW and community increases with every "come back guy from past". SC2 graphics and design looks better then thos eyou've posted in SS. I like sc2 graphic but IMO C&C3 and KW design is godly compared to SC2.

I'll just pretend you didn't just say this.

FACEBUTT wrote on Tue, 25 May 2010 01:48As for SC1, ive played 2 years and got dissappointed from "skill balance" which is required most for terran. Protoss is pretty easy to play,but zerg gives some difficulties. Even if that balance is ALMOST perfect, from that what i have heard people say late Toss doesn't give a chance to terran.

The term for a player who uses perceived imbalances as a crutch for losses is "scrub". If you followed Brood War's competitive history you would know that the racial balance has shifted several times, with no race maintaining a sizable advantage over the others for any extended period of time. The solution is to play better or to quit. That's the mark of a truly great game. Balanced on such a razor-thin edge that victory or defeat lies solely in the hands of the player, and entertaining enough to keep the player base motivated to improve for over a decade.

You shouldn't be disappointed with the "skill balance" of the game. You should be disappointed with yourself for being a quitter and for trying to excuse your failures by passing blame on to the game.

As for Terran being unable to overcome Protoss in the late game, By.FlaSh would like a word with you. The match starts at around 1:45.

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