
Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Dover](#) on Tue, 20 Jul 2010 00:39:11 GMT
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JohnDoe wrote on Mon, 19 July 2010 13:03I pre-ordered SC2 since a) macfag and b) I feel like playing a rts despite being mediocre at the genre. Is the MP still fun for people with less than 100apm? How micro/macro heavy is it compared to generals? Which faction should I start with if I prefer macro?

60 APM is probably the bare minimum you need to get into the Diamond League, assuming all your other skills are good enough to compensate. Considering how awful everyone is at this stage in the game's life-cycle, you could conceivably achieve some success with as low as 40-50 APM. It's difficult to say how micro/macro heavy it is, since that would depend heavily on who you're playing, but I can say with confidence it's more taxing than Generals. Most macro-bot players tend to enjoy playing the Zerg, but I feel the other two are easier to pick up and learn. Try all three and see which you have the most fun with.
