
Subject: fuck off with your Starcraft II ending spoilers
Posted by [JohnDoe](#) on Mon, 26 Jul 2010 23:16:32 GMT
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avoid the entire internet until you've completed the campaign...7 million sold leads to literally every single pubescent cretin being an absolutely hilarious troll and spoiling the ending in places you wouldn't expect...I haven't even played SC1, but now I know Karrigan's fate, whoever that is

this community service should help my renekarma

Subject: Re: fuck off with your Starcraft II ending spoilers
Posted by [Starbuzz](#) on Mon, 26 Jul 2010 23:25:04 GMT
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aw f*&%! I feel bad for you! That's sucks! Nobody should have to suffer that.

I am playing SC1, took out my CD's and Prima guides (lol) a few days ago and I am having a lot of fun playing and discovering the storyline for the first time. I am on the Terran missions now.

I had been very careful not to read any StarCraft story related articles. I have been to the StarCraft wiki page many times but each time closed my eyes during the "plot" section.

hope you get justice!

Subject: Re: fuck off with your Starcraft II ending spoilers
Posted by [R315r4z0r](#) on Mon, 26 Jul 2010 23:27:12 GMT
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Pretend you don't like Star Craft. Then the chances of you running into spoilers will dramatically decrease.

Subject: Re: fuck off with your Starcraft II ending spoilers
Posted by [JohnDoe](#) on Mon, 26 Jul 2010 23:37:48 GMT
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i was in the politics section of a rather large forum...it's not enough to avoid starcraft wikis

so apparently this forum's biggest weirdo is an anime fan

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [nope.avi](#) on Mon, 26 Jul 2010 23:55:38 GMT

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I have absolutely no interest in starcraft and have already had it spoiled for me multiple times.

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [zeratul](#) on Tue, 27 Jul 2010 00:39:58 GMT

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Damn that sucks

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [Dover](#) on Tue, 27 Jul 2010 03:46:31 GMT

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The only real StarCraft site I visit is TeamLiquid, and the mods there are pretty good at laying down the law.

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [Herr Surth](#) on Tue, 27 Jul 2010 09:08:03 GMT

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JohnDoe wrote on Mon, 26 July 2010 18:37i was in the politics section of a rather large forum...it's not enough to avoid starcraft wikis

so apparently this forum's biggest weirdo is an anime fanthere goes your renekarma, hitler.

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [GEORGE ZIMMER](#) on Tue, 27 Jul 2010 11:33:10 GMT

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People play starcraft for the story?

ahahahaha

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [DRNG](#) on Tue, 27 Jul 2010 18:44:02 GMT

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GEORGE ZIMMER wrote on Tue, 27 July 2010 06:33 People play starcraft for the story?

ahahahaha

Played it for the story and the online USE MAP SETTINGS maps.

-- Once you filter past all the Koreans.

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [Herr Surth](#) on Tue, 27 Jul 2010 18:50:01 GMT

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GEORGE ZIMMER wrote on Tue, 27 July 2010 06:33 People play starcraft for the story?

ahahahaha

why the mad laughter?

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [zeratul](#) on Tue, 27 Jul 2010 19:36:17 GMT

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DRNG wrote on Tue, 27 July 2010 12:44

-- Once you filter past all the Koreans.

US West has less Koreans until late a night

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [slosha](#) on Tue, 27 Jul 2010 19:37:32 GMT

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Why in the hell is this game \$60?

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [zeratul](#) on Tue, 27 Jul 2010 19:40:45 GMT

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Glock wrote on Tue, 27 July 2010 13:37 Why in the hell is this game \$60?

The Battlechest for the original is around 30-35

im somewhat surprised its not more expensive

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [DRNG](#) on Tue, 27 Jul 2010 22:54:59 GMT

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Real men play Starcraft Shareware (CD).

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [R315r4z0r](#) on Wed, 28 Jul 2010 00:35:20 GMT

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nope.avi wrote on Mon, 26 July 2010 19:55 I have absolutely no interest in starcraft and have already had it spoiled for me multiple times.

Really? It's been working for me. I don't even know the release date for the game. All I know is that it comes out sometime this month.

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [Dover](#) on Wed, 28 Jul 2010 01:17:28 GMT

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GEORGE ZIMMER wrote on Tue, 27 July 2010 04:33 People play starcraft for the story?

ahahahaha

It's easily hands down the best story of any RTS game, although when you take a look at other RTS games it's not hard to claim that title...

Glock wrote on Tue, 27 July 2010 12:37 Why in the hell is this game \$60?

What price would you expect for it? When StarCraft 1 was first released it was \$60 too. RA3 was a shitpile and it went for \$60 when it was launched. \$60 is the price new games go for.

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [slosha](#) on Wed, 28 Jul 2010 02:56:45 GMT

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Dover wrote on Tue, 27 July 2010 20:17

Glock wrote on Tue, 27 July 2010 12:37 Why in the hell is this game \$60?

What price would you expect for it? When StarCraft 1 was first released it was \$60 too. RA3 was a shitpile and it went for \$60 when it was launched. \$60 is the price new games go for.

Console games go for \$60. Last time I checked, the developers/publishers that still give two shits about PC gaming charge \$50. Besides that, \$60 is way too much for a game anyways.

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [nopol10](#) on Wed, 28 Jul 2010 10:03:00 GMT

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Will the other parts of Starcraft 2 that are to be released in future going to cost as much? I seriously don't think S\$109 is a good price for any game especially when its just the standard edition, though people don't seem to care anyway, just look at this queue in my country:

<http://qisahn.com/blog/2010/07/starcraft-ii-launch-at-funan-the-story-so-far/>

According to my friends who were passing by, the photos above show less than half the queue that is OUTSIDE the shopping mall. Luckily I'm not a Starcraft fan and have already contributed to Blizzard's coffers by purchasing the Battlechest a few years back for absolutely no reason at all.

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [JohnDoe](#) on Wed, 28 Jul 2010 10:43:54 GMT

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GEORGE ZIMMER wrote on Tue, 27 July 2010 06:33People play starcraft for the story?

ahahahaha

there's nothing funny or weird about that. people without asperger's usually enjoy a decent story as an incentive to play single player.

you've made 2500 shitposts while consistently being horrible at renegade...pretty cool and totally not weird

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [Herr Surth](#) on Wed, 28 Jul 2010 11:00:10 GMT

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not as many good rts storylines as shooter and rpg ones, sadly.

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [JohnDoe](#) on Wed, 28 Jul 2010 11:37:20 GMT

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My RTS history:

- C&C+Red Alert as an 10 year old fascinated by cheesy cutscenes
- Generals which had no story

My RPG history:

- Pokemon Red&Blue
- Gothic 1

niceee

Apparently Starcraft has a decent storyline, tho..

Subject: Re: fuck off with your Starcraft II ending spoilers
Posted by [Herr Surth](#) on Wed, 28 Jul 2010 11:43:08 GMT
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its a bit too packed with pathos for my taste, but it beats pretty much any other rts story i've seen.

since youve mostly played shooters so far if i remember correctly, did you ever play fps/rpg hybrids such as deus ex/systemshock2?

Subject: Re: fuck off with your Starcraft II ending spoilers
Posted by [JohnDoe](#) on Wed, 28 Jul 2010 12:11:06 GMT
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i like sci fi, so it'll probably be just fine

deus ex always crashed back in the day, but it's in my steam account...maybe someday...all I played for like 5 years was renegade and enemy territory and now I've got a macbook that runs about 5 games smoothly out of the 10 games that are ported...I'd love to play the mass effect games tbh

Subject: Re: fuck off with your Starcraft II ending spoilers
Posted by [InternetThug](#) on Wed, 28 Jul 2010 15:00:33 GMT
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i heard starcraft 2 only has one campaign (terran) ... a terrible storyline, unoriginal new units, ...and chat channels and pro league haven't even been included yet ... a 12 years in the making game released unfinished ... wtf?

Subject: Re: fuck off with your Starcraft II ending spoilers
Posted by [GEORGE ZIMMER](#) on Wed, 28 Jul 2010 15:45:26 GMT

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Ralph wrote on Wed, 28 July 2010 10:00i heard starcraft 2 only has one campaign (terran) ... a terrible storyline, unoriginal new units, ...and chat channels and pro league haven't even been included yet ... a 12 years in the making game released unfinished ... wtf?
world of warcraft

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [Dover](#) on Wed, 28 Jul 2010 17:22:44 GMT

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Ralph wrote on Wed, 28 July 2010 08:00i heard starcraft 2 only has one campaign (terran) ... a terrible storyline, unoriginal new units, ...and chat channels and pro league haven't even been included yet ... a 12 years in the making game released unfinished ... wtf?

Right...

One campaign with 26 missions, so pretty much what you got in Brood War only in a more focused narrative.

The storyline is great.

The units are fine, and even if they were unoriginal, originality isn't something I need to look for from the next in a line of RTSs from a company that has defined RTSs.

Chat channels aren't included because they've been abused to high hell in the old battlenet.

Even if they did include the pro league, there aren't enough deserving players skilled enough to even fill one division of it.

I get the feeling you're complaining for the sake of complaining.

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [JohnDoe](#) on Wed, 28 Jul 2010 17:53:20 GMT

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I had the game sent home instead of to my dorm...pretty sure this would ruin the last of my exams. I've watched some early beta matches and broodlords seem a bit imba, while terran tank builds seem impossible for non-pros...does the balancing still need refinement? I'll have to wait 14 weeks

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [Dover](#) on Wed, 28 Jul 2010 18:25:20 GMT

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JohnDoe wrote on Wed, 28 July 2010 10:53I had the game sent home instead of to my dorm...pretty sure this would ruin the last of my exams. I've watched some early beta matches and broodlords seem a bit imba, while terran tank builds seem impossible for non-pros...does the

balancing still need refinement? I'll have to wait 14 weeks

Brood lords aren't bad at all. They require a lot of resources, time to produce, and babysitting. Most Zergs I see don't even get Hive tech, and instead try to compose their entire lategame army of Roaches and Hydras. You're right about the pure-mech builds. Don't try them if you don't know you're doing.

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [JohnDoe](#) on Wed, 28 Jul 2010 19:33:22 GMT

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well I meant they were too strong...3 of them already spit out so many broodlings that the enemy can't touch you, especially with terrans...it was hilarious, but the way the broodlings fuck up the enemy AI seemed like a little too much

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [Dover](#) on Thu, 29 Jul 2010 03:38:05 GMT

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JohnDoe wrote on Wed, 28 July 2010 12:33well I meant they were too strong...3 of them already spit out so many broodlings that the enemy can't touch you, especially with terrans...it was hilarious, but the way the broodlings fuck up the enemy AI seemed like a little too much

A halfway attentive Terran would see Broodlord tech coming a mile a way thanks to scanner sweeps (Affectionately nicknamed "Terran Maphack", mostly by non-Terran users). With the ease and effectiveness that any given player is able to deploy Vikings, Brood Lords shouldn't cause too much trouble at all, considering how slow, fragile, and expensive they are. They're almost more trouble than they're worth.

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [InternetThug](#) on Thu, 29 Jul 2010 04:56:31 GMT

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its cute how you guys used to hate each other and now you're friends. but i can definitely see why dover would be so good at this game.

Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [JohnDoe](#) on Thu, 29 Jul 2010 08:38:19 GMT

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I've flamed literally every noted player in clanwars history at some point in time (except clear <3) and wound up playing with them and being cool with every one of them shortly afterwards (except

wiskey, but he's The Worst). Dover makes the most knowledgable posts about SCII on here, I'm in starcraft fever without being able to play the game till the 10th and I can't remember why I'm supposed to insult him, that's how serious it is.

Hope this clears EVERYTHING up

Subject: Re: fuck off with your Starcraft II ending spoilers
Posted by [Herr Surth](#) on Thu, 29 Jul 2010 09:15:36 GMT
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EXPLAIN WHY YOU NEVER FLAMED CLEAR

Subject: Re: fuck off with your Starcraft II ending spoilers
Posted by [trooprm02](#) on Wed, 11 Aug 2010 14:53:53 GMT
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Fuck StarCraft...it doesn't look like a bad game, but I bought C&C 4 when it came out and haven't even had time to install it yet lol

Subject: Re: fuck off with your Starcraft II ending spoilers
Posted by [Dover](#) on Wed, 11 Aug 2010 21:13:41 GMT
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By the way, Mr. Doe, how's the StarCraft fever now?

Subject: Re: fuck off with your Starcraft II ending spoilers
Posted by [JohnDoe](#) on Wed, 11 Aug 2010 21:25:22 GMT
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I got home from uni yesterday and had a night out with friends...this morning I unpacked my \$\$\$ SCII collectors edition \$\$\$ and installed both games. I'm still somewhere in the middle of the Terran campaign...too much fucking micro Raynor/Kerrigan missions where I just macro up and destroy bases that cover the whole map even though Blizzard wants me to take some stupid sneaky path.
