
Subject: Re: Starcraft2 beta key
Posted by [Dover](#) on Mon, 24 May 2010 02:36:16 GMT
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[NEFobby[GEN] wrote on Sun, 23 May 2010 15:45]Zealots?

They have a new charge ability, and where before they were a mindless attack-move unit good for soaking up tank fire and spider mines away from your more valuable Dragoons and templar. In SC2, they now actually require a brilliant bit of micro (At very least, taking charge off autocast and using it/putting it back on at the appropriate moment) to use effectively. This change makes them smarter. The old zealot legs upgrade was passive, which is boring and requires less skill and flair to use successfully.

Additionally, because the other units that used to make up the majority of the Protoss forces (Dragoons) don't exist, zealots are now much less of a dumb meatshield and more a proper melee attack unit. For example, in Brood War it takes three to four zerglings to take down one zealot. In SC2, the zealot can easily overcome that same number of zerglings, regardless of the zergling having no stats changed and the zealot losing 10 shields between Brood War and SC2.

tl;dr - Old zealot = Hurr durr 1a2a3a hope my dragoons don't die
New zealot = a smart proper attacking unit that requires at least some skill to properly field.

[NEFobby[GEN] wrote on Sun, 23 May 2010 15:45]
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.

Oh but it is, and more! If you mean the units, there has only been four years in in-game lore time between Brood War and SC2. It would be unreasonable to expect there are no similarities. If you mean the game itself, the editor is more powerful than anything Blizzard has put out, the engine is fully 3D and beautiful, complete with a physics engine.

[NEFobby[GEN] wrote on Sun, 23 May 2010 15:45]
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.

Funny enough, between 1/3 and 1/2 of the current beta testers have never played Brood War (Depending on what one considers "playing Brood War" to mean.

[NEFobby[GEN] wrote on Sun, 23 May 2010 15:45]
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.

Given how incorrect you've been about your assessment of SC2 and the comparisons you draw to Brood War, you couldn't be more wrong.

[NEFobby[GEN] wrote on Sun, 23 May 2010 15:45]

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.

lolwut. SC2 looks much better than C&C 3.
