
Subject: Re: Westwood lives on
Posted by [Dover](#) on Mon, 30 Aug 2010 10:09:09 GMT
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JohnDoe wrote on Mon, 30 August 2010 02:28Dover wrote on Sun, 29 August 2010 23:47JohnDoe wrote on Sun, 29 August 2010 15:30what are you guys talking about? i usually try to complete games 100% on the highest difficulty, but does this mean i have to play the campaign with several accounts for several story versions or can everything be seen through that section on the bridge that lets you replay old missions for achievements?

You can "start over" at any point you want, so there's no need for multiple accounts. You can get the alternative story options either by going through the Mission Archives or by reloading an old save. The first way is more of a "what-if" kind of scenario, where you get the achievements and stuff, but you don't get more Credits or Research if that mission has any. The second option (reloading an old save) is if you're legitimately unhappy with the outcome of your decision and want to go forward with a different branch.

You can do it all the way though once on Brutal, but you'll probably miss "Hurry Up It's Raid Night" or whatever the achievement is for doing the whole campaign in 8 hours.

JohnDoe wrote on Sun, 29 August 2010 15:30ill give the convoy mission another shot sooner or later (playing lost viking atm lol) with more armory upgrades...the other available mission was ridiculously easy...i thought i'd have to protect the artifact for like 10 mins against waves of enemies, but all i had to do was kill 3 stone creatures...with 130 marines,mauraders and medics lol

If you're looking for an extra challenge, try taking the artifact from the opposite lane, with the Zerg and Protoss hitting you from both ends. For some missions there are feats of strength (Hidden, 0-point achievements) for doing stupid shit like that, but not for that mission unfortunately.

There's some kind of system set up where the armory upgrades are limited to a time when you would be able to legitimately get them. You can't, say, play the whole campaign, and then go back and do the convoy mission with BCs.

I can honestly say that getting the final Lost Vikings achievement is probably the hardest thing in the campaign. Shit gets so frustrating. >:[

Ya, I'm not trying to get every achievement (yet)...I just want to beat the game on brutal and get all of the (somewhat significant) story. Am I really missing something by beating it on brutal, playing multiplayer and sometime later beating it in 8 hours on normal and making the opposite story choices?

With armory upgrades I meant basic shit pertaining to that mission like upgrading the medics (is this a waste since later all you're going to use are medivacs?). All I've got are stims atm

No, you aren't missing anything.

The medic upgrade is commonly considered to be one of the "essential" upgrades, since you'll probably be going marine-medic for like the first half of the campaign, easily. Some people do it all game long. The medivac is pretty good, but it can't compete with the medic for cost. Don't worry too much about your choices with the armory upgrades. It's pretty clear which ones are the good ones and which ones are the shitty ones when you unlock them, and you get plenty of cash by the end to cover all the basics.
