
Subject: SC2

Posted by [zeratul](#) on Fri, 22 May 2009 02:20:07 GMT

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Anyone here planning on buying StarCraft 2?

Subject: Re: SC2

Posted by [kill](#) on Fri, 22 May 2009 02:39:13 GMT

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yes looks ok :/

Subject: Re: SC2

Posted by [Dover](#) on Fri, 22 May 2009 04:40:31 GMT

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Honestly, they could put a turd in a box that says "StarCraft II" and I'd still buy it.

Subject: Re: SC2

Posted by [nikki6ixx](#) on Fri, 22 May 2009 04:45:42 GMT

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I have a weird feeling that this game will be responsible for mass starvation in Korea.

Subject: Re: SC2

Posted by [Herr Surth](#) on Fri, 22 May 2009 08:37:24 GMT

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Dover wrote on Thu, 21 May 2009 23:40 Honestly, they could put a turd in a box that says "StarCraft II" and I'd still buy it.

would you make the turd your new avatar?

Subject: Re: SC2

Posted by [u6795](#) on Fri, 22 May 2009 10:32:56 GMT

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nikki6ixx wrote on Fri, 22 May 2009 00:45 I have a weird feeling that this game will be responsible for mass starvation in Korea.

Does this mean Blizzard is a North Korean company? The best part is I can totally see this being the subject for a B-rate Korean action movie.

Subject: Re: SC2
Posted by [luv2pb](#) on Fri, 22 May 2009 20:08:30 GMT
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Dover wrote on Fri, 22 May 2009 00:40Honestly, they could put a turd in a box that says "StarCraft II" and I'd still buy it.
No, no, you got it confused with an EA game again.

Subject: Re: SC2
Posted by [Starbuzzz](#) on Fri, 22 May 2009 20:09:40 GMT
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nikki6ixx wrote on Thu, 21 May 2009 23:45I have a weird feeling that this game will be responsible for mass starvation in Korea.

Only if they upgrade the comps at the cheap Korean internet cafes.

Subject: Re: SC2
Posted by [cmatt42](#) on Sat, 23 May 2009 21:50:35 GMT
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Absolutely, and I'm naming it as the reason I fail the semester it's released during in advance.

Subject: Re: SC2
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 23 May 2009 22:36:40 GMT
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Aren't they releasing the campaigns separately? Because that's totally uncalled for. I wouldn't put in that much money for any game.

Subject: Re: SC2
Posted by [zeratul](#) on Sat, 23 May 2009 23:46:17 GMT
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im getting it for one hell of an online experience

Subject: Re: SC2
Posted by [Herr Surth](#) on Sun, 24 May 2009 12:47:10 GMT
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[NEFobby[GEN] wrote on Sat, 23 May 2009 17:36]Aren't they releasing the campaigns

separately? Because that's totally uncalled for. I wouldn't put in that much money for any game. You can still say that when you the game is out and you see the actual prize/length of those campaigns. untill then, thats totally uncalled for.

Subject: Re: SC2
Posted by [cmatt42](#) on Sun, 24 May 2009 21:40:08 GMT
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Fobby wrote on Sun, 24 May 2009 00:36Aren't they releasing the campaigns separately? Because that's totally uncalled for. I wouldn't put in that much money for any game. I have no doubt in my mind that the campaigns are going to be pretty full, and that's saying nothing about the multiplayer, which is a much bigger deal. What prices have you seen/heard?

Subject: Re: SC2
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 24 May 2009 21:58:26 GMT
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I've personally heard that each of the three parts will be priced like an individual game - if this were true, that would make Starcraft 2 around 150 bucks for all 3 parts. Even if it's the best game I've ever played, it wouldn't be worth the money I could use to buy two or three games combined.

I certainly hope that rumour isn't true.

Subject: Re: SC2
Posted by [R315r4z0r](#) on Sun, 24 May 2009 22:06:25 GMT
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I spent \$200 on Guitar Hero World Tour (Band Kit).

And I haven't regretted it. It's mad fun.

Subject: Re: SC2
Posted by [The Party](#) on Mon, 25 May 2009 00:35:21 GMT
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Zeratul wrote on Sat, 23 May 2009 18:46im getting it for one hell of an online experience

If you just want the experiance then just play EVE, it is a pretty good engaging game and good graphics. I also really like Star Wars Galaxies. But I know others hate it. p

Star Wars FTW! ^_^

Subject: Re: SC2

Posted by [zeratul](#) on Mon, 25 May 2009 05:15:27 GMT

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you know you are the second person who has told me to play that and both were for the same reasons i may just check EVE out sounds like a cool game

Subject: Re: SC2

Posted by [The Party](#) on Mon, 25 May 2009 12:34:59 GMT

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Only to play it on your crappy ugly CRT? Get LCD. <.<

Subject: Re: SC2

Posted by [JeepRubi](#) on Mon, 25 May 2009 22:02:00 GMT

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[NEFobby[GEN] wrote on Sun, 24 May 2009 16:58]I've personally heard that each of the three parts will be priced like an individual game - if this were true, that would make Starcraft 2 around 150 bucks for all 3 parts. Even if it's the best game I've ever played, it wouldn't be worth the money I could use to buy two or three games combined.

I certainly hope that rumour isn't true.

They're probably going to do just that, and they'll still make record sales.

Blizzard knows how to make money

Subject: Re: SC2

Posted by [nikki6ixx](#) on Tue, 26 May 2009 02:43:19 GMT

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If it were EA that were selling three missions as individual games, people would be shouting from the rooftops about that bad ol' greedy EA. Yet Blizzard will likely do it, and I've yet to hear much rage about the issue.

Weird, huh?

Subject: Re: SC2

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 26 May 2009 02:46:40 GMT

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That's Blizzard for you. Don't they've got 10 million people subscribed to WoW monthly? That's 150 million bucks per month for subscriptions alone, not including all the other things they sell like the game itself, and other games.

Damn, that's 1.8 billion per year.

Subject: Re: SC2
Posted by [zeratul](#) on Tue, 26 May 2009 15:12:25 GMT
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Well ea games keeps ruining and cancelling good games and people jsut look for reasons to complain about them... Blizzard on the other hand are completly awesome and are practicly worshiped... kinda liek Bungie

Subject: Re: SC2
Posted by [Herr Surth](#) on Tue, 26 May 2009 16:15:51 GMT
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bungie?
you're kidding
right?

Subject: Re: SC2
Posted by [zeratul](#) on Tue, 26 May 2009 18:25:59 GMT
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i dont worship them i am just using them as an example... hell i dont worship anyone but god (DO NOT DERAILED MY TOPIC)

Subject: Re: SC2
Posted by [cmatt42](#) on Tue, 26 May 2009 21:28:12 GMT
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nikki6ixx wrote on Mon, 25 May 2009 21:43If it were EA that were selling three missions as individual games, people would be shouting from the rooftops about that bad ol' greedy EA. Yet Blizzard will likely do it, and I've yet to hear much rage about the issue.

Weird, huh?
It already passed. Everyone was pissed off when it was announced, but we realized that it's been so long since StarCraft was released, we just want to play.

Subject: Re: SC2
Posted by [zeratul](#) on Tue, 02 Jun 2009 04:25:59 GMT
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He be correct no one even cares anymore

Subject: Re: SC2
Posted by [nikki6ixx](#) on Thu, 06 Aug 2009 01:02:37 GMT
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<http://www.techspot.com/news/35729-starcraft-2-release-pushed-back-until-2010.html>

lol.

And I still don't understand how on Earth they're getting away with releasing each campaign separately. I have no interest in the game myself, but if I was a fan, I wouldn't stand for it at all.

Subject: Re: SC2
Posted by [kill](#) on Thu, 06 Aug 2009 01:13:16 GMT
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any1 know when it comes out

Subject: Re: SC2
Posted by [Dover](#) on Tue, 11 Aug 2009 14:44:59 GMT
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kill wrote on Wed, 05 August 2009 18:13any1 know when it comes out

I pre-ordered a few days after the announcement came, and the date then was 10/1/08.

So...uh...about ten months ago.

Subject: Re: SC2
Posted by [zeratul](#) on Thu, 20 Aug 2009 03:54:21 GMT
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Dover wrote on Tue, 11 August 2009 09:44kill wrote on Wed, 05 August 2009 18:13any1 know when it comes out

I pre-ordered a few days after the announcement came, and the date then was 10/1/08.

So...uh...about ten months ago.

Subject: Re: SC2

Posted by [GEORGE ZIMMER](#) on Fri, 21 Aug 2009 00:52:24 GMT

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Zeratul wrote on Tue, 26 May 2009 11:12 Well ea games keeps ruining and cancelling good games and people jsut look for reasons to complain about them... Blizzard on the other hand are completly awesome and are practicly worshiped... kinda liek Bungie
Yeah, thank GOD for them releasing Starcraft: Ghost, never delaying Starcraft II on account of World of Warcraft, and releasing Diablo III on a timely manner

oh wait

Subject: Re: SC2

Posted by [nikki6ixx](#) on Fri, 21 Aug 2009 01:07:41 GMT

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GEORGE ZIMMER wrote on Thu, 20 August 2009 19:52 Zeratul wrote on Tue, 26 May 2009 11:12 Well ea games keeps ruining and cancelling good games and people jsut look for reasons to complain about them... Blizzard on the other hand are completly awesome and are practicly worshiped... kinda liek Bungie
Yeah, thank GOD for them releasing Starcraft: Ghost, never delaying Starcraft II on account of World of Warcraft, and releasing Diablo III on a timely manner

oh wait

Not to mention that they'll likely be charging maybe 40 bucks a pop for each single player expansion making SC2 an investment of at least one hundred-twenty plus bucks, as well as suspending LAN play.

If EA did what Blizzard is doing with SC2, they'd have fucking Molotov's thrown through their window's, but hey, since it's Blizzard, people will shill out tons of money!!

Subject: Re: SC2

Posted by [zeratul](#) on Sat, 22 Aug 2009 00:20:06 GMT

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nikki6ixx wrote on Thu, 20 August 2009 20:07 GEORGE ZIMMER wrote on Thu, 20 August 2009 19:52 Zeratul wrote on Tue, 26 May 2009 11:12 Well ea games keeps ruining and cancelling good games and people jsut look for reasons to complain about them... Blizzard on the other hand are completly awesome and are practicly worshiped... kinda liek Bungie
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If EA did what Blizzard is doing with SC2, they'd have fucking Molotov's thrown through their window's, but hey, since it's Blizzard, people will shell out tons of money!!

Exactly thats the beauty of it...

Subject: Re: SC2

Posted by [R315r4z0r](#) on Sat, 22 Aug 2009 00:26:05 GMT

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The thing with EA is that they had the wrong idea about games.

They bought and bought and bought out countless game companies and took over the rights to their games because they thought it would be profitable. But now they are stuck with hundreds of titles with thousands of fans in each that they have to appease.

They have so many things to do, so many people to attend to and make happy, that they don't have the time to sit down and polish their games as much as other companies... it would only cause them to lose money.

Subject: Re: SC2

Posted by [zeratul](#) on Sun, 23 Aug 2009 16:41:42 GMT

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greedy basterds

Subject: Re: SC2

Posted by [R315r4z0r](#) on Sun, 23 Aug 2009 16:55:42 GMT

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Not necessarily, without money, they can't use more expensive tools to make the games with the current amount of quality they have.

If they spend too much money on one thing, other games will suffer.

The best thing they can do now is sell off rights to many of their games or franchises. The less games they own, the more quality can be put into others.

Subject: Re: SC2
Posted by [Dante](#) on Fri, 28 Aug 2009 22:20:51 GMT
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Blizzard's core motto is to make the most epic gaming experience ever, thus if they have to delay a game because of quality or game play they don't like, they will.

I for one am looking forward to SC2, as well as D3, especially after playing them at BlizzCon.

Subject: Re: SC2
Posted by [Kimb](#) on Sat, 29 Aug 2009 17:22:18 GMT
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all i have to say is Diablo III

Subject: Re: SC2
Posted by [QoQFrost](#) on Sun, 30 Aug 2009 04:19:45 GMT
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Starcraft II will be the new DNF

Subject: Re: SC2
Posted by [cmatt42](#) on Sun, 30 Aug 2009 14:00:30 GMT
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QoQFrost wrote on Sat, 29 August 2009 23:19 Starcraft II will be the new DNF
How? We have a target time window.

Subject: Re: SC2
Posted by [nikki6ixx](#) on Wed, 11 Nov 2009 04:11:50 GMT
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<http://www.techspot.com/news/36894-blizzard-delays-starcraft-ii-beta-until-2010.html>

HA

HA

HAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA!!

Subject: Re: SC2
Posted by [Dover](#) on Wed, 11 Nov 2009 05:48:42 GMT
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nikki6ixx wrote on Tue, 10 November 2009 20:11
<http://www.techspot.com/news/36894-blizzard-delays-starcraft-ii-beta-until-2010.html>

HA

HA

HAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA!!

I've come to peace with this, although I may or may not have shed a tear or two.

Subject: Re: SC2
Posted by [RoCk2Star](#) on Wed, 11 Nov 2009 22:22:13 GMT
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Sim City 2, ok.

Subject: Re: SC2
Posted by [Dover](#) on Wed, 11 Nov 2009 22:31:16 GMT
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RoCk2Star wrote on Wed, 11 November 2009 14:22 Sim City 2, ok.

Faggot.

Subject: Re: SC2
Posted by [GEORGE ZIMMER](#) on Wed, 11 Nov 2009 23:34:06 GMT
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IN OTHER NEWS WORLD OF WARCRAFT IS GOING TO BE UPDATED

ENTIRELY UNRELATED THOUGH, GUYS

Subject: Re: SC2
Posted by [Altzan](#) on Thu, 12 Nov 2009 00:09:27 GMT
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I wish this thread was about Star Control II

Subject: Re: SC2
Posted by [RoCk2Star](#) on Fri, 13 Nov 2009 15:24:49 GMT
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Dover wrote on Wed, 11 November 2009 23:31RoCk2Star wrote on Wed, 11 November 2009 14:22Sim City 2, ok.

Faggot.

Overused, try harder bro !

Subject: Re: SC2
Posted by [GEORGE ZIMMER](#) on Fri, 13 Nov 2009 16:09:21 GMT
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I actually kinda wish they WOULD make more Sim City games, but they went down the same road as C&C did :[

Subject: Re: SC2
Posted by [Dover](#) on Fri, 13 Nov 2009 16:22:56 GMT
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GEORGE ZIMMER wrote on Fri, 13 November 2009 08:09I actually kinda wish they WOULD make more Sim City games, but they went down the same road as C&C did :[

Sim City 4 really pretty good. It's only limiting factor was sometimes things like traffic calculation would get screwy, but that's more to keep CPU usage reasonable than anything else.

Subject: Re: SC2
Posted by [nikki6ixx](#) on Fri, 13 Nov 2009 17:54:02 GMT
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Dover wrote on Fri, 13 November 2009 10:22GEORGE ZIMMER wrote on Fri, 13 November 2009 08:09I actually kinda wish they WOULD make more Sim City games, but they went down the same road as C&C did :[

Sim City 4 really pretty good. It's only limiting factor was sometimes things like traffic calculation would get screwy, but that's more to keep CPU usage reasonable than anything else.

There was a huge patch done by a group of volunteers that fixed many of the traffic routing problems.

However, SimCity 4 kinda sucked because it required so much micr-management that I didn't have the patience for.

Subject: Re: SC2

Posted by [Dover](#) on Fri, 13 Nov 2009 17:56:49 GMT

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nikki6ixx wrote on Fri, 13 November 2009 09:54Dover wrote on Fri, 13 November 2009 10:22GEORGE ZIMMER wrote on Fri, 13 November 2009 08:09I actually kinda wish they WOULD make more Sim City games, but they went down the same road as C&C did :[

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There was a huge patch done by a group of volunteers that fixed many of the traffic routing problems.

However, SimCity 4 kinda sucked because it required so much micr-management that I didn't have the patience for.

I'm aware of those patches, but besides fixing the traffic issues they also murder my CPU, which make me regret ever downloading them.

And I'm pretty sure there are some in-game workarounds to some of the micromanagements (Like reducing bloated school budgets globally as opposed to setting it school by school).
