
Subject: Starcraft 2 Beta Wings of Liberty.
Posted by [FACEBUTT](#) on Sun, 20 Jun 2010 12:23:10 GMT
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As for someone who played beta for month, i would like to say its its most epic RTS game so far. I love new league system that allows everyone to play SC2, 5 placement matches throw you into one of four different leagues.Diamond,Gold,Silver,Bronze. Game feels easier compared to SC1, however it feels much more enjoyable.

I've been firstly in bronze then gone into silver at top 12.

I'm so impressed with graphics, light effect, shining units,maps, etc. Blizzard done their best with unit design, i love new units and the old ones that have been changed. I thought blizzard would ran out of ideas but they didn't. Every race has something new to offer, although they didn't change core and brought back iconic units like marine,zealot,zergling and more. There are also few new buildings.

Gameplay is much more polished, units have better AI, mechanics improved.Both Micro and Macro plays high role here, however macro is much more important. Units have fairly balanced new abilities that makes game deeper. Harassment is pretty much viable in SC2, its even better with new units like Banshee,Stalker,Baneling/Roach Drop, etc. Im a bit disappointed with few BO"s for every factions, this might evolve sometime.

Audio Music , i have to say..never heard such a beautiful music like terran themes especially, every faction have music that does fit. Explosions,guass rifle sounds, mutalisk scream, hydralisk,missles sounds awesome and realistic. Who doesn't love siege tank sound or carrier has arrived?

Balance is good, there are no imbalances atm, game is very playable with no bugs expect some minor.

Most loved faction? Okay Terran, can't stand lovely Thors,Siege Tanks,Marines,Ghosts and music

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [zeratul](#) on Sun, 20 Jun 2010 12:25:54 GMT
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I realize it is just a beta but any sign of custom maps?

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Herr Surth](#) on Sun, 20 Jun 2010 12:27:14 GMT
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Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Dover](#) on Sun, 20 Jun 2010 22:14:06 GMT
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As for the article that was linked, half of what's written is sensationalist bullshit. It's a shame that people who don't follow StarCraft II close enough (Or even though that do but are looking for something to bitch about) will grab their pitchforks anyway.

EDIT: In other news, Hydralisks are now snazzy dancers, in addition to ruthless killing machines.

<http://www.youtube.com/watch?v=WMupsZAPm9I>
<http://www.youtube.com/watch?v=C8toFV3KKs0>

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [FACEBUTT](#) on Tue, 22 Jun 2010 10:36:38 GMT
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Im looking forward for opinions of beta

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Herr Surth](#) on Tue, 22 Jun 2010 11:07:32 GMT
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I FOR ONE WELCOME OUR NEW BLIZZARD OVERLORDS

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [cmatt42](#) on Tue, 22 Jun 2010 23:22:17 GMT
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Ziggy Sobotka wrote on Tue, 22 June 2010 06:07
I FOR ONE WELCOME OUR NEW BLIZZARD OVERSEERS

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Dover](#) on Wed, 23 Jun 2010 00:39:49 GMT
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FACEBUTT wrote on Tue, 22 June 2010 03:36 Dover wrote on Sun, 20 June 2010 17:14 I'd just like to say that if you're a Bronze Leaguer, your opinions on balance or BOs or harassment or difficulty don't count for much. And just so you don't grow some unwarranted self importance, you were top 12 in your division of like 50 people, not top 12 in all of the Silver League. That said, if putting "Hurp Durp Division, Silver League: 12" next to your name gave you some confidence and made you feel like you could succeed at the game, the division system did its job.

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And you should feel successful! You're 12th in your 50-60 man division! That's an accomplishment! Good for you!

Ziggy Sobotka wrote on Tue, 22 June 2010 06:07

I FOR ONE WELCOME OUR NEW BLIZZARD OVERSEERS

You should welcome them. They're better than:

-The game being managed by a greedy semi-outlaw monopolistic "ruling body", like KeSPA in StarCraft 1's case

-A company that only looks to push out the next product in a series, like EA in C&C's case

-ABSOLUTELY NOBODY, like in Renegade's case

Think about it. If you limit yourself to video game companies (to exclude obvious answers like Microsoft and Google), what company has a track record of post-release support better than Blizzard's? Those facts are strong enough to remain persistent throughout your ridiculous "big brother is out to get you" scare tactics.

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [Herr Surth](#) on Wed, 23 Jun 2010 10:37:39 GMT

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Quote:Those facts are strong enough to remain persistent throughout your ridiculous "big brother is out to get you" scare tactics.

Yeah, not including a LAN modus for some bullshit reason is totally Big Brother-esque. What? Honestly, can you even read or did you just look at the pretty pictures in the link?

Do you even know any gamecompanies beside EA and Blizzard that you honestly consider SCII the shining paragon of Onlinefunctionality/userfriendliness/userrights etc.?

re: kespa

<http://www.the-ghetto.org/content/kespa-vs-blizzard-why-i-cant-root-for-either>

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [Dover](#) on Wed, 23 Jun 2010 11:05:11 GMT

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Ziggy Sobotka wrote on Wed, 23 June 2010 03:37Quote:Those facts are strong enough to remain persistent throughout your ridiculous "big brother is out to get you" scare tactics.

Yeah, not including a LAN modus for some bullshit reason is totally Big Brother-esque. What? Honestly, can you even read or did you just look at the pretty pictures in the link?

I've read that article even before you linked it, and I'm intimately familiar with the TeamLiquid community where the loudest tears are being shed. The big brother remark refers to your "BLIZZARD OVERSEERS" bullshit. I can completely understand the reasoning behind taking LAN away. It keeps bullshit like the KeSPA debacle from happening and prevents work-around methods like Garena or Hamachi from allowing hundreds of thousands of people to play DotA in countries that don't give two shits about US copywrite laws like Russia or Malaysia or Thailand. Really, the reasons from taking them away are a lot more compelling than the reasons for keeping it (Which amount to the wide-eyed recollections of a few nerds about that totally sweet LAN party they went to a decade ago).

Ziggy Sobotka wrote on Wed, 23 June 2010 03:37Do you even know any gamecompanies beside EA and Blizzard that you honestly consider SCII the shining paragon of Onlinefunctionality/userfriendliness/userrights etc.?

I take it you're taking me up on my challenge, then? Name one game company that does a better job than Blizzard at supporting their games post-launch. And no, SCII isn't the shining paragon of anything, but considering the game hasn't even launched yet, it's doing more than acceptably well. Certainly not enough to warrent the epic bitching taking place on the subject.

Ziggy Sobotka wrote on Wed, 23 June 2010 03:37

re: kespa

<http://www.the-ghetto.org/content/kespa-vs-blizzard-why-i-cant-root-for-either>

Read that article too. He makes it very clear why he can't root for KeSPA (Although he conviently leaves out the scandal a few years ago where they tried to sell broadcast rights that they didn't have to OGN/MBCGame, or how they used their clout to run the GOM league out of business to keep competators out, or their horrible mishandling of the match fixing incidents which were known to them. The list goes on and on), but sort of glosses over why he Blizzard can't do a better job, citing only some issues that nobody but WarCraft III players (All eight of them) care about.

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [Herr Surth](#) on Wed, 23 Jun 2010 11:24:19 GMT

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Quote:The big brother remark refers to your "BLIZZARD OVERSEERS" bullshit.<http://knowyourmeme.com/memes/i-for-one-welcome-our-new-overlords>

Quote:(Which amount to the wide-eyed recollections of a few nerds about that totally sweet LAN party they went to a decade ago).

Quote:where the loudest tears are being shed.

Quote:citing only some issues that nobody but WarCraft III players (All eight of them) care about. replying as soon as I find the definition of an elitist...

Quote:I take it you're taking me up on my challenge, then? Name one game company that does a better job than Blizzard at supporting their games post-launch. Massive Entertainment (until the new insect overlords arrived, that is
They can support their games post-launch as much as they want to, its completely irrelevant to the discussion.

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [Dover](#) on Wed, 23 Jun 2010 12:14:46 GMT

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Ziggy Sobotka wrote on Wed, 23 June 2010 04:24

Quote:The big brother remark refers to your "BLIZZARD OVERSEERS" bullshit.<http://knowyourmeme.com/memes/i-for-one-welcome-our-new-overlords>

Overseers != Overlords. You can't expect people to know what meme you're mis-quoting if you're mis-quoting it.

Ziggy Sobotka wrote on Wed, 23 June 2010 04:24replying as soon as I find the definition of an elitist...

I hope the definition will tell you that it changes nothing and doesn't make what I'm saying any less true. I also like how you dodged everything of consequence I wrote -- That was really cute too.

Ziggy Sobotka wrote on Wed, 23 June 2010 04:24Massive Entertainment (until the new insect overlords arrived, that is

From Massive Entertainment's website, I can see to date they've released three games, and one is just a sequel to another. It's hardly appropriate to compare Blizzard to a company who's

accomplishments Blizzard matched in 1993 with Rock N' Roll Racing.

Ziggy Sobotka wrote on Wed, 23 June 2010 04:24 They can support their games post-launch as much as they want to, its completely irrelevant to the discussion.

Dohohoho, the guy who just tried to sidetrack the conversation with accusations of elitism is now preaching about relevancy to the discussion. Dohohoho.

It's very relevant. The articles you linked imply that Blizzard somehow mishandles their games, is only looking for a short-term buck, and that is petty issues like "chat channels" aren't fixed in SC2 by launch, they'll never get done, ever. Blizzard's history suggests the opposite is true on all counts.

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [Herr Surth](#) on Wed, 23 Jun 2010 12:38:59 GMT

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Dover wrote on Wed, 23 June 2010 07:14 Ziggy Sobotka wrote on Wed, 23 June 2010 04:24
Quote: The big brother remark refers to your "BLIZZARD OVERSEERS" bullshit. <http://knowyourmeme.com/memes/i-for-one-welcome-our-new-overlords>

Overseers != Overlords. You can't expect people to know what meme you're mis-quoting if you're mis-quoting it.

Good thing I didnt write overseers then, as far as I remember.

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Quote:

It's very relevant. The articles you linked imply that Blizzard somehow mishandles their games, is only looking for a short-term buck, and that is petty issues like "chat channels" aren't fixed in SC2 by launch, they'll never get done, ever. Blizzard's history suggests the opposite is true on all counts. Right, I'll buy the game as soon as they patch LAN modus and chat into the game and they remove the region-lock. Maybe.

Its possible I edited the overlord in, but im pretty sure I did so before you posted. Did you copy the quote from whoever quoted me maybe?

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [GEORGE ZIMMER](#) on Wed, 23 Jun 2010 14:54:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dover wrote on Wed, 23 June 2010 06:05nerds
don't make me post your picture.

Also, SCII is cool, yeah, but shit dude, it's not the shining pinnacle of achievement in the gaming industry you make it out to be. It's a solid game, but it's nothing special- it's just SC1 but updated graphics, and some other small changes. That's not bad at all, but it's not the greatest damn thing ever. Stop getting your panties wet.

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [Dover](#) on Wed, 23 Jun 2010 19:53:51 GMT

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Ziggy Sobotka wrote on Wed, 23 June 2010 05:38Good thing I didnt write overseers then, as far as I remember.

No, you're right. I saw that on the guy below you who appears to have changed your quote. My bad, I should have paid closer attention and caught that. :S

Ziggy Sobotka wrote on Wed, 23 June 2010 05:38Yeah, declaring that WacraftIII only had 8 players is totally not stupid.

You're doing it again.

Ziggy Sobotka wrote on Wed, 23 June 2010 05:38Maybe they can. If they can't, you're fucked. If that doesnt seem wrong to you, what will?

Hasn't that always been the case? With every game? Ever? That seems perfectly right to me.

Ziggy Sobotka wrote on Wed, 23 June 2010 05:38 So the fact that Massive Entertainment had LESS resources to continue supporting WiC after releasing it and still did an awesome job is your reason why this example isn't true.

Less resources than Blizzard in 1993 after Rock N' Roll Racing? Before WarCraft 1: Orcs & Humans? I doubt that.

Ziggy Sobotka wrote on Wed, 23 June 2010 05:38 interesting. I haven't been all that active in the online gaming department, so forgive me for not including tons and tons of examples.

I accept your surrender and apology, in that case. How am I supposed to respond to that? You're basically saying "Excuse me, I have no idea what the fuck I'm talking about", to which the proper response would be "Then shut the fuck up."

Ziggy Sobotka wrote on Wed, 23 June 2010 05:38 Right, I'll buy the game as soon as they patch LAN modus and chat into the game and they remove the region-lock. Maybe.

- You're not getting LAN. LAN enables piracy. LAN enables KeSPA and KeSPA-wannabes to hijack the game. If the law was perfect everywhere on Earth and these weren't issues Blizzard had to concern themselves with, LAN would be a trivia matter. But they aren't, so it isn't. You're not getting LAN.

- Chat is already in the game. People just want the old Battle.net 1.0 style chat. Which is retarded because it's just an IRC port without the many things that make IRC great and with plenty of spam added. All along Blizzard has been saying "Hang tight, old chat channels suck, we're coming up with something better". And people have just continued bitching about how it's marginally harder to use a gaming platform as a chat room. Chat is here and/or confirmed to be coming, depending on how you define it.

-Region-Lock is also on their confirmed list of things to work out.

Then again, why should I care if you buy it or not. Don't buy it. I don't give a fuck. Keep playing WiC, I'll be busy enjoying the RTS game of the decade.

GEORGE ZIMMER wrote on Wed, 23 June 2010 07:54
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lol, dgaf

GEORGE ZIMMER wrote on Wed, 23 June 2010 07:54 Also, SCII is cool, yeah, but shit dude, it's not the shining pinnacle of achievement in the gaming industry you make it out to be. It's a solid game, but it's nothing special- it's just SC1 but updated graphics, and some other small changes. That's not bad at all, but it's not the greatest damn thing ever. Stop getting your panties wet.

Considering SC1 was (still is) the shining pinnacle of RTS achievement in the gaming industry,

having SC2 being "just" SC1 with updated graphics and small changes seems pretty reasonable to me.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [FACEBUTT](#) on Thu, 24 Jun 2010 10:20:22 GMT
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[quote title=Dover wrote on Tue, 22 June 2010 19:39]FACEBUTT wrote on Tue, 22 June 2010 03:36Dover wrote on Sun, 20 June 2010 17:14I'd just like to say that if you're a Bronze Leaguer, your opinions on balance or BOs or harassment or difficulty don't count for much. And just so you don't grow some unwarranted self importance, you were top 12 in your division of like 50 people, not top 12 in all of the Silver League. That said, if putting "Hurrp Durp Division, Silver League: 12" next to your name gave you some confidence and made you feel like you could succeed at the game, the division system did its job.

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And you should feel successful! You're 12th in your 50-60 man division! That's an accomplishment! Good for you!

Never were in any lccup etc, never got ranked so far anywhere. Just wanted to say where i am, not to scream o guys im so high. People in leagues are pretty random same with match system, random people. Im casual at SC2, which means noob even big. There are only few good players, rest is hyping.

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [snpr1101](#) on Thu, 24 Jun 2010 10:24:44 GMT

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Pretty old but worth a link I guess.

Was watching some Sc2 Vids and came across this.

http://www.youtube.com/watch?v=rx4sOAt2EPM&feature=PlayList&p=350A279191100EBC&playnext_from=PL&playnext=1&index=2

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I've seen this, lol@overlord LOLLOL

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [snpr1101](#) on Thu, 24 Jun 2010 10:42:21 GMT

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Yea lol. I rekcon High Templar was the best.

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [Dover](#) on Thu, 24 Jun 2010 11:17:20 GMT

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[quote title=FACEBUTT wrote on Thu, 24 June 2010 03:20]Dover wrote on Tue, 22 June 2010 19:39FACEBUTT wrote on Tue, 22 June 2010 03:36Dover wrote on Sun, 20 June 2010 17:14I'd just like to say that if you're a Bronze Leaguer, your opinions on balance or BOs or harassment or difficulty don't count for much. And just so you don't grow some unwarranted self importance, you were top 12 in your division of like 50 people, not top 12 in all of the Silver League. That said, if putting "Hurrp Durp Division, Silver League: 12" next to your name gave you some confidence and made you feel like you could succeed at the game, the division system did its job.

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I'm not trying to put you down for the league you got placed in. I'm just trying to make you aware that when you say things like "I'm disappointed that there are few builds for each race" or "SC2 feels easier than SC1", your opinion doesn't count for much.

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [FACEBUTT](#) on Thu, 24 Jun 2010 14:48:46 GMT

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Oh, ive misunderstood. Yes i known my opinions in these directions doesn't matter really. However i've had read a lot about SC2 from tl and got some more knowledge.

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [Dover](#) on Thu, 24 Jun 2010 19:49:36 GMT

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FACEBUTT wrote on Thu, 24 June 2010 07:48Oh, ive misunderstood. Yes i known my opinions in these directions doesn't matter really. However i've had read a lot about SC2 from tl and got some more knowledge.

When it comes to Brood War, TL is a wonderful, intelligent, analytic source of good solid information. When it comes to SC2, they're a bunch of immature whining crybabies that expect instant gratification and perfection from a game that hasn't been released yet and that they've been playing for free. I'm not saying don't trust TL, but I'm saying take anything written in the StarCraft 2 section with a grain of salt.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [InternetThug](#) on Mon, 28 Jun 2010 07:57:21 GMT
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man dover you sure are cocky about being good at the nerdiest game of all time

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Dover](#) on Mon, 28 Jun 2010 20:05:27 GMT
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Ralph wrote on Mon, 28 June 2010 00:57man dover you sure are cocky about being good at the nerdiest game of all time

I'm actually pretty bad. I'm just a hell of a lot better than these clowns who think they're good. >:[

And to be fair, StarCraft is a mainstream as hell, and a lot less nerdy than a game with a hundred or so players remaining at most. Like, oh, Renegade?

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Rocko](#) on Mon, 28 Jun 2010 21:43:37 GMT
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command and conquer generals is 10x better than starshit

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Starbuzz](#) on Tue, 29 Jun 2010 01:28:27 GMT
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tbh, I don't think Starcraft is a nerdy game. I have always seen games that are hard by design as a damn good game. I say the same thing for Age of Empires 2 as well.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Dover](#) on Tue, 29 Jun 2010 02:56:06 GMT
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Rocko wrote on Mon, 28 June 2010 14:43command and conquer generals is 10x better than starshit

Wasn't Generals the one C&C game that diehard fanbois didn't like because it used the StarCraft-esque peon system? Oh irony.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [FACEBUTT](#) on Tue, 29 Jun 2010 21:10:48 GMT
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Rocko wrote on Mon, 28 June 2010 16:43command and conquer generals is 10x better than starshit

LOL

Known you're noob there. GEN + ZH was a humvee battles and scorp massing/china inf. Whats fun? Sure counter system was decent but rest was a failure.

and.

It has worst balance ever, i quited crap.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Rocko](#) on Tue, 29 Jun 2010 21:18:08 GMT
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FACEBUTT wrote on Tue, 29 June 2010 16:10Rocko wrote on Mon, 28 June 2010 16:43command and conquer generals is 10x better than starshit

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Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Dover](#) on Wed, 30 Jun 2010 00:35:39 GMT

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Rocko wrote on Tue, 29 June 2010 14:18FACEBUTT wrote on Tue, 29 June 2010 16:10Rocko wrote on Mon, 28 June 2010 16:43command and conquer generals is 10x better than starshit
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>:[

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [Herr Surth](#) on Wed, 30 Jun 2010 12:04:49 GMT

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Dover wrote on Tue, 29 June 2010 19:35Rocko wrote on Tue, 29 June 2010 14:18FACEBUTT wrote on Tue, 29 June 2010 16:10Rocko wrote on Mon, 28 June 2010 16:43command and conquer generals is 10x better than starshit
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>:[

keep on dreaming bro

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [DRNG](#) on Wed, 30 Jun 2010 16:01:34 GMT

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Ralph wrote on Mon, 28 June 2010 02:57man dover you sure are cocky about being good at the nerdiest game of all time

We could probably list 10 games nerdier than Starcraft.

I'll start:

1.Final Fantasy 1 - 535353759930407

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [ErroR](#) on Wed, 30 Jun 2010 16:12:38 GMT

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lol, true

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [FACEBUTT](#) on Thu, 01 Jul 2010 10:28:24 GMT

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Posted by [Dover](#) on Thu, 01 Jul 2010 11:11:52 GMT
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Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [FACEBUTT](#) on Thu, 01 Jul 2010 21:25:59 GMT
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Dover wrote on Thu, 01 July 2010 06:11FACEBUTT wrote on Thu, 01 July 2010 03:28Rocko wrote on Tue, 29 June 2010 23:18FACEBUTT wrote on Tue, 29 June 2010 16:10Rocko wrote on Mon, 28 June 2010 16:43command and conquer generals is 10x better than starshit

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<http://sc2.nibbits.com/assets/3/ai-mods> , btw look here if you hadn't known that,yet

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Dover](#) on Fri, 02 Jul 2010 01:48:53 GMT

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FACEBUTT wrote on Thu, 01 July 2010 14:25Dover wrote on Thu, 01 July 2010 06:11FACEBUTT wrote on Thu, 01 July 2010 03:28Rocko wrote on Tue, 29 June 2010 23:18FACEBUTT wrote on Tue, 29 June 2010 16:10Rocko wrote on Mon, 28 June 2010 16:43command and conquer generals is 10x better than starshit

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And I know about those AI mods. They aren't that great. They're really no substitute for a good practice partner. :/

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [nope.avi](#) on Fri, 02 Jul 2010 02:31:59 GMT
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zero hour>generals>all other rts including starcraft

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [DRNG](#) on Fri, 02 Jul 2010 03:20:21 GMT
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nope.avi wrote on Thu, 01 July 2010 21:31I want you to get mad. I need you to get mad. I feed off your ever expanding anger, for I live off your rage.

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [snpr1101](#) on Fri, 02 Jul 2010 03:34:09 GMT

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DRNG wrote on Thu, 01 July 2010 22:20nope.avi wrote on Thu, 01 July 2010 21:31I want you to get mad. I need you to get mad. I feed off your ever expanding anger, for I live off your rage.

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Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [Dover](#) on Fri, 02 Jul 2010 03:56:59 GMT

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nope.avi wrote on Thu, 01 July 2010 19:31zero hour>generals>all other rts including starcraft

lol

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [zeratul](#) on Fri, 02 Jul 2010 03:59:15 GMT

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nope.avi wrote on Thu, 01 July 2010 20:31Starcraft>Generals>all other rts

Fixed

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [Dover](#) on Fri, 02 Jul 2010 04:03:20 GMT

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Zeratul wrote on Thu, 01 July 2010 20:59nope.avi wrote on Thu, 01 July 2010

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Fixed

You mean StarCraft 1, right? You won't like StarCraft 2 since you won't be able to download all your precious hacks right away.

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [zeratul](#) on Fri, 02 Jul 2010 04:04:55 GMT

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No... Because my comp wont even run StarCraft 2

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Posted by [snpr1101](#) on Fri, 02 Jul 2010 04:11:14 GMT
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Dover wrote on Thu, 01 July 2010 23:03Zeratul wrote on Thu, 01 July 2010 20:59nope.avi wrote on Thu, 01 July 2010 20:31Starcraft>Generals>all other rts
Fixed

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I do believe the man smart enough to make them.

^ Probs a bit mean in hindsight.

Ontopic: So I just bought SC this afternoon; (I have played it many, many years ago) and was wondering if anyone wanted to teach this SC nub 2L2P online. Few friendly matches etc. Have only really learned about the game from watching youtube vids rather than playing.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [FACEBUTT](#) on Fri, 02 Jul 2010 10:02:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

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Going asap to get SC2 :S 60 bucks.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [FACEBUTT](#) on Fri, 02 Jul 2010 10:06:37 GMT
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Z3RATUL99 wrote on Thu, 01 July 2010 23:04Dover wrote on Thu, 01 July 2010 22:03Zeratul wrote on Thu, 01 July 2010 20:59nope.avi wrote on Thu, 01 July 2010 20:31Starcraft>Generals>all other rts
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Cheating in SC is considered as crime, you're balls will get cut off. Prepare.

So you cheat in ren and SC also? Thats faggotary, your second faggottest person here on forum next to troomp2. Im third/fourth so gg.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [FACEBUTT](#) on Fri, 02 Jul 2010 10:08:34 GMT
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maphack hour + gen have based build,miner system on starcraft. There is no way that generals zh can be better than precursor. You should take retarded tests.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Goztow](#) on Fri, 02 Jul 2010 10:24:13 GMT
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Stop feeding the rocko troll, please.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Dover](#) on Fri, 02 Jul 2010 12:15:30 GMT
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snpr1101 wrote on Thu, 01 July 2010 21:11Ontopic: So I just bought SC this afternoon; (I have played it many, many years ago) and was wondering if anyone wanted to teach this SC nub 2L2P online. Few friendly matches etc. Have only really learned about the game from watching youtube vids rather than playing.

Sure. :]

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Going asap to get SC2 :S 60 bucks.

The basic AI is laughable, but even Dark/Green tea is pretty bad. Silver/gold is a pretty shitty level to be at. Really, anything below diamond is shameful at this stage.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [nikki6ixx](#) on Tue, 06 Jul 2010 20:25:46 GMT
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<http://www.techspot.com/news/39543-blizzard-forums-to-display-users-real-names.html>

:/

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Dover](#) on Tue, 06 Jul 2010 21:31:13 GMT
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nikki6ixx wrote on Tue, 06 July 2010 13:25
<http://www.techspot.com/news/39543-blizzard-forums-to-display-users-real-names.html>

:/

This isn't nearly as big a deal as people would like to pretend it is.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Herr Surth](#) on Tue, 06 Jul 2010 21:35:37 GMT
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It is for some people. But I guess you may not comprehend that other persons have other views on privacy than you do.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Dover](#) on Tue, 06 Jul 2010 21:38:51 GMT
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Ziggy Sobotka wrote on Tue, 06 July 2010 14:35 It is for some people. But I guess you may not comprehend that other persons have other views on privacy than you do.

Just because other people have views doesn't make them valid.

Comprehension is exactly what those "other people" I'm referring to aren't doing. A first and last name isn't much to go on in a world as big as the one we live in. Furthermore, if they don't like it, they could just not post, and all their privacy concerns are gone. The only people this would affect are the one's who like to use the internet as their personal playground and then hide behind their anonymity, and those people have plenty of other places to go.

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [nikki6ixx](#) on Wed, 07 Jul 2010 19:34:39 GMT

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It's just that shit like this:

http://www.nydailynews.com/news/world/2010/05/27/2010-05-27_video_gamer_hunts_down_stabs_man_who_killed_his_online_counterstrike_character.html

and now this:

http://wowriot.gameriot.com/blogs/Americans-are-bad-at-games/Real-Names-on-the-Official-Forums-New-REAL-ID-function?utm_source=feedburner&utm_medium=feed&utm_campaign=Feed:+wowriot+

... don't particularly bode well for what Blizzard is trying to do. People who want to troll will still continue to do so, and because half the internet is filled with semi-autistic, rage-filled, pubescent, oversexed, dicktrees, they're going to go to the effort of exposing anyone they dislike similar to what the asshole in the above link did. That's low.

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [Dover](#) on Wed, 07 Jul 2010 20:06:25 GMT

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It's not low. It's smart. It's a solution that doesn't dramatically increase the amount of moderation on the forums while still doing a lot to clean out the trolls and dicktrees who suddenly don't have a mask to hide behind. It also promotes people being responsible for their words and actions, which would be a nice change to the internet.

Lastly, it's the official battle.net forums. Big fucking deal. No worthwhile exchanges of information take place there anyway.

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [nikki6ixx](#) on Wed, 07 Jul 2010 20:12:05 GMT

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I'm not saying Blizzard's action is low at all. What I'm saying is that asshole who posted the employee's entire livelihood for all to see was low.

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [Dover](#) on Thu, 08 Jul 2010 01:46:28 GMT

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nikki6ixx wrote on Wed, 07 July 2010 13:12 I'm not saying Blizzard's action is low at all. What I'm saying is that asshole who posted the employee's entire livelihood for all to see was low.

In that case, I agree, although I'm not entirely sure what that has to do with what Blizzard is doing.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [nope.avi](#) on Thu, 08 Jul 2010 02:03:08 GMT
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Dover wrote on Wed, 07 July 2010 21:46nikki6ixx wrote on Wed, 07 July 2010 13:12I'm not saying Blizzard's action is low at all. What I'm saying is that asshole who posted the employee's entire livelihood for all to see was low.

In that case, I agree, although I'm not entirely sure what that has to do with what Blizzard is doing. It means that someone could easily pick out another forum user's info just like that.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Dover](#) on Thu, 08 Jul 2010 04:13:55 GMT
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No. It means they could pick out their name just like that.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [JohnDoe](#) on Mon, 19 Jul 2010 20:03:27 GMT
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I 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?

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.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [JohnDoe](#) on Tue, 20 Jul 2010 07:39:49 GMT
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sheeeit, I figured that literally every RTS pro/semi-pro would jump all over this game and ruin the fun for everyone else, but it seems a lot of WoW tards are having their first rts experience. I played china and later tank general in ZH...literally my only mp rts experience

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [snpr1101](#) on Tue, 20 Jul 2010 08:12:08 GMT
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Played a few games on battle.net - feel like I'm disadvantaged like no other game because of location. I get half a second+ Delays when doing anything; Microing still makes a difference, but it's hard not being able to see exactly what your units are doing near-real time.

Every command given while microing has to be done ahead of time i.e vulture micro.

Can't wait for SC2 though. Despite those who have played the beta; it will be an even playing field from the start.

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Posted by [Dover](#) on Tue, 20 Jul 2010 11:28:18 GMT
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Oh, don't worry. Every RTS pro/semi pro will be jumping all over it, but they're far outnumbered by WoW fags and people who just don't know how to RTS in general. That, and you won't be matched against pros anyway.

snpr1101 wrote on Tue, 20 July 2010 01:12Played a few games on battle.net - feel like I'm disadvantaged like no other game because of location. I get half a second+ Delays when doing anything; Microing still makes a difference, but it's hard not being able to see exactly what your units are doing near-real time.

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It won't be anything close to an even playing field, but not because of the beta experience.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Dover](#) on Thu, 22 Jul 2010 00:21:57 GMT
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New 2 1/2 min trailer. My dick is hard.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Starbuzzz](#) on Thu, 22 Jul 2010 03:38:08 GMT
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Dover wrote on Wed, 21 July 2010 19:21New 2 1/2 min trailer. My dick is hard.

that's an awesome trailer! wow that's the scene where the f\$#&%@! abandoned Kerrigan. And amazing voice acting too...they got Raynor's voice all right. Looks like Blizzard is serious about getting it right.

Sometimes I wish I didn't suck so much at RTS and wish I could have played StarCraft more. It's a wealthy gaming universe in every sense.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [zeratul](#) on Thu, 22 Jul 2010 04:16:57 GMT
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Lets see if anyone gets killed over StarCraft 2 on release night

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [DRNG](#) on Thu, 22 Jul 2010 04:18:21 GMT
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Dover wrote on Wed, 21 July 2010 19:21New 2 1/2 min trailer. My dick is hard.

Remember Kerrigans nipples? They are gone.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [IAmFenix](#) on Thu, 22 Jul 2010 17:54:55 GMT

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Dover wrote on Wed, 21 July 2010 19:21New 2 1/2 min trailer. My dick is hard.

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [Starbuzzz](#) on Wed, 04 Aug 2010 14:25:26 GMT

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they are making action figures for StarCraft II! Raynor, Templar (maybe Zeratul?), and Marine.

I don't know about you guys but that Marine looks totally badass.

Raynor and the Templar are just statues but rumours has it that the Marine is fully posable and he looks like it too. More pics here:

<http://kotaku.com/5595514/a-closer-look-at-dcs-starcraft-ii--world-of-warcraft-toys/gallery/>

File Attachments

1) [starcraft2_comiccon.jpg](#), downloaded 4610 times



Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [grant89uk](#) on Wed, 04 Aug 2010 17:20:12 GMT

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Dover wrote on Sun, 20 June 2010 23:14 I'd just like to say that if you're a Bronze Leaguer, your opinions on balance or BOs or harassment or difficulty don't count for much. And just so you don't grow some unwarranted self importance, you were top 12 in your division of like 50 people, not top 12 in all of the Silver League. That said, if putting "Hurr Durp Division, Silver League: 12" next to your name gave you some confidence and made you feel like you could succeed at the game, the division system did its job.

As for the article that was linked, half of what's written is sensationalist bullshit. It's a shame that people who don't follow StarCraft II close enough (Or even though that do but are looking for something to bitch about) will grab their pitchforks anyway.

EDIT: In other news, Hydralisks are now snazzy dancers, in addition to ruthless killing machines.

<http://www.youtube.com/watch?v=WMupsZAPm9I>

<http://www.youtube.com/watch?v=C8toFV3KKs0>

Your honestly a fucking asshole.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [zeratul](#) on Wed, 04 Aug 2010 23:18:23 GMT
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Starbuzz wrote on Wed, 04 August 2010 08:25 they are making action figures for StarCraft III! Raynor, Templar (maybe Zeratul?), and Marine.

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It is Zeratul if i recall from past websurfing

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Rocko](#) on Wed, 04 Aug 2010 23:57:38 GMT
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yo is dat guy in da blue like real fat or what

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [IAmFenix](#) on Thu, 05 Aug 2010 00:09:09 GMT

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Z3RATUL99 wrote on Wed, 04 August 2010 18:18Starbuzz wrote on Wed, 04 August 2010 08:25they are making action figures for StarCraft II! Raynor, Templar (maybe Zeratul?), and Marine.

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It is Zeratul if i recall from past websurfing

It is, the Marine is named Tychus or something similar to that (pronounced that way anyways)

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [Herr Surth](#) on Thu, 05 Aug 2010 09:34:47 GMT

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what? marines don't have names!

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [snpr1101](#) on Thu, 05 Aug 2010 09:51:51 GMT

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This one time, at boot camp

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [Starbuzz](#) on Thu, 05 Aug 2010 13:44:43 GMT

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btw, one of SC2's units sucks. It's that giant Thor. So cheesy and unoriginal.

Subject: Re: Starcraft 2 Beta Wings of Liberty.

Posted by [GEORGE ZIMMER](#) on Thu, 05 Aug 2010 20:43:18 GMT

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Starbuzz wrote on Thu, 05 August 2010 08:44btw, one of SC2's units sucks. It's that giant Thor. So cheesy and unoriginal.

With the exception of most of the Protoss, pretty much all of SC is unoriginal. Doesn't stop it from being a good game (so inb4dover), but SC was never about its originality.

Subject: Re: Starcraft 2 Beta Wings of Liberty.
Posted by [Dover](#) on Mon, 09 Aug 2010 07:54:31 GMT
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grant89uk wrote on Wed, 04 August 2010 10:20Dover wrote on Sun, 20 June 2010 23:14I'd just like to say that if you're a Bronze Leaguer, your opinions on balance or BOs or harassment or difficulty don't count for much. And just so you don't grow some unwarranted self importance, you were top 12 in your division of like 50 people, not top 12 in all of the Silver League. That said, if putting "Hurp Durp Division, Silver League: 12" next to your name gave you some confidence and made you feel like you could succeed at the game, the division system did its job.

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lol k.
