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Subject: Diablo III Appreciation Time  
Posted by [DRNG](#) on Wed, 28 Jul 2010 02:34:00 GMT  
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It shouldn't be too long now, another great game is on the way.

Can you hold out?

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Subject: Re: Diablo III Appreciation Time  
Posted by [GEORGE ZIMMER](#) on Wed, 28 Jul 2010 02:49:51 GMT  
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in before canceled for some new WoW expansion being made

I need to play diablo II still...

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Subject: Re: Diablo III Appreciation Time  
Posted by [DRNG](#) on Wed, 28 Jul 2010 03:00:24 GMT  
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GEORGE ZIMMER wrote on Tue, 27 July 2010 21:49in before canceled for some new WoW expansion being made

I need to play diablo II still...

It's full of spam bots, Baal\Diablo running bots, auto looters and hackers when playing online. No such thing as moderation anymore.

I'll give you a few examples:

You join a game, or even create one and 40,000 players with names such as "ssissasefgis" or "ejkgsgeiguib" join the game and tell you "HOW DIABLOLOOT.COM IS TOTALLY SAFE AND NOT A FREE VIRUS JOIN NOW AND GIVE US ALL YOUR PERSONAL INFORMATION AND PAY YOUR HARD EARNED CASH FOR ITEMS ON A 10-YEAR OLD GAME!" They will also PM you from the chat rooms into your game with the same annoying spam.

Then you have the Baal\Diablo running bots, they are pretty much all level 90-99 Paladins (Hammerdin) with auto looters picking up all the unique items, rings, amulets and charms. If you are looking to find a Baal or Diablo run that's actually run by real, active players then good luck, they're all gone..using bots now.

Don't even bother, wait for Diablo III.

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Subject: Re: Diablo III Appreciation Time  
Posted by [liquidv2](#) on Wed, 28 Jul 2010 04:38:02 GMT  
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diablo 2 got fucked by bots  
the ingame economy is ruined due to magic find bots that run hundreds of times every day  
the ladder is ruined because people have bots level their characters making hundreds of games a day

like DRNG said when you join a game 3 bots join and flood the screen with ads for sites where you can buy items

they stopped moderating the game and it went to hell  
i've always wondered if they allow those item sites to exist because they help pay to keep the servers up or something on the side

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Subject: Re: Diablo III Appreciation Time  
Posted by [Dover](#) on Wed, 28 Jul 2010 17:26:24 GMT  
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You can weed out 99% of the spambots by creating games with level restrictions that keep out level 1 characters. It isn't the bots that ruined the economy so much as a few duping exploits that are still out there, but the bots certainly don't help.

On topic: I have SC2, I'm set for the next decade.

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Subject: Re: Diablo III Appreciation Time  
Posted by [grant89uk](#) on Thu, 29 Jul 2010 17:39:34 GMT  
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Ive been waiting for diablo 3 for a few years now, it almost seems like one of those games though that always seemed so near but gets constantly put back.

Game.co.uk was taking preorders for it like 2 years ago I thnk and its still not out LOL.

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Subject: Re: Diablo III Appreciation Time  
Posted by [Reaver11](#) on Thu, 29 Jul 2010 20:35:18 GMT  
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It probably will have the 'EU servers only' just like starcraft 2...

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Subject: Re: Diablo III Appreciation Time  
Posted by [Dover](#) on Thu, 29 Jul 2010 22:26:11 GMT  
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Reaver11 wrote on Thu, 29 July 2010 13:35It probably will have the 'EU servers only' just like starcraft 2...

People love to complain about StarCraft 2.

EU-only servers have existed since patch 1.08 of StarCraft 1 (Back in 2001), and that's because when there was only one server in Irvine, California, you Europe guys would bitch and complain about lag and latency.

Cross-realm play in StarCraft 2 has been confirmed several dozen times to be included in the first or second patch, once they figure out how to integrate the pay-to-play regions (Russia, parts of Latin America) whose current governments can't seem to be bothered with giving two shits about piracy.

tl;dr -- stfu and quit your bitching

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Subject: Re: Diablo III Appreciation Time  
Posted by [HaTe](#) on Thu, 29 Jul 2010 22:49:24 GMT  
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All games have their spammers and retards. I must say that for the most part i hate rpg based games, and usually anything not a fps or tps, but i happened to have loved Diablo II exp, and cannot wait for Diablo III. It's about freakin time it's gonna be released though...damn you blizzard.

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Subject: Re: Diablo III Appreciation Time  
Posted by [DRNG](#) on Thu, 29 Jul 2010 23:21:38 GMT  
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HaTe wrote on Thu, 29 July 2010 17:49All games have their spammers and retards. I must say that for the most part i hate rpg based games, and usually anything not a fps or tps, but i happened to have loved Diablo II exp, and cannot wait for Diablo III. It's about freakin time it's gonna be released though...damn you blizzard.

"It's too early to estimate Diablo III's release date. As with all Blizzard Entertainment games, our goal is to create a game that is as fun, balanced, and polished as possible. We intend to take as much time developing Diablo III as is necessary to ensure the game meets our own high expectations and those of our players. We're aiming to release Diablo III on both Mac and Windows simultaneously in as many regions as possible, and to localize the game in several languages. We'll have more details to share about countries, languages, and specific dates as we get closer to release."

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Subject: Re: Diablo III Appreciation Time  
Posted by [Dover](#) on Fri, 30 Jul 2010 05:14:20 GMT  
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DRNG wrote on Thu, 29 July 2010 16:21 "We're working on the StarCraft II expansions because that's more important."

Fix'd.

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Subject: Re: Diablo III Appreciation Time  
Posted by [DRNG](#) on Fri, 30 Jul 2010 18:21:01 GMT  
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Dover wrote on Fri, 30 July 2010 00:14 DRNG wrote on Thu, 29 July 2010 16:21 "We're working on the StarCraft II expansions because that's more important."

Fix'd.

Well, of course they are working on the expansions -- why release one part of the game then hold back the other two parts till you release a completely different game. If Starcraft is more important then by all means let it be released first, so then Blizzard can fine tune and perfect Diablo III for it's release.

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Subject: Re: Diablo III Appreciation Time  
Posted by [HaTe](#) on Fri, 30 Jul 2010 23:12:52 GMT  
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I've read that before DNRG, yes i do want a game to be as good as possible, and not rushed. At the same time I do want the game to be released while i can still play it though. It's nearing that time for me, and it's been several years since the first announcement of DIII.

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Subject: Re: Diablo III Appreciation Time  
Posted by [trooprm02](#) on Wed, 11 Aug 2010 14:58:08 GMT  
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Yes, I can holdout. Probably won't bother with this one either....Diablo style online gameplay is just another MMORG imo.

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