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Starcraft 2 Beta Stage

[Blizzard's World Wide Invitational - Starcraft 2 Confirmed](#)

Whether it's still a RTS, or becoming a MMO like WoW, it's being developed in 3D

It's official [MMO](#) and RTS fans: [StarCraft](#) 2 is in the works. Not only that, but a new race has been added and existing units' characteristics will have many changes, as TeamLiquid translates the original Korean news article on [Blizzard's](#) World Wide Invitational (in short WWI) in Seoul. I'm sure you're quite surprised at the news and so am I to be totally honest. Who would have thought that after all this time, Blizzard would announce a new installment of the highly successful real-time strategy series, StarCraft, and in 3D too. What, I forgot to mention it was being developed in 3D? The translators also say that the information has been leaked from previous Blizzard employees (obviously). Thus, through an acquaintance of ex-Blizzard North employees, StarCraft 2's development and its announcement at the WWI has been confirmed. Organizers of the two big StarCraft leagues in Korea, MBC Game and OnGameNet had a few words each. Lee Sang-Ho head MBC Game: "Frankly, it's half anticipation and half worry. If SC2 is released in a form that is compatible with e-sports broadcast, there will be many new gamers and the entire industry will develop. However if it comes out in a form that is not easy to broadcast, like [WarCraft 3](#), StarCraft fans will focus on the sequel while the original league will suffer a decline." Is it just me or the man's skeptical about the whole deal? As for OnGameNet's StarCraft commentator, Um Jae-Kyung, he thinks that the developer "has probably already grasped the difference between this nation's gamers and foreign gamers' difference in inclination through WarCraft 3." From this point on, Jae-Kyung's statement is identical to Sang-Ho's: "So I'm hoping for a more balanced structure, a structure with e-sports in mind. However, (that "however" is so typical!) I believe that the e-sports league will continue to focus on StarCraft and a new league focusing on StarCraft 2 will form, the industry growing bigger as a result. As a gamer, I'm really looking forward to it." Us too, but there's one question that has remained unanswered: now that it's going to be in 3D, will it still be a RTS, or is it becoming a MMO just like World of Warcraft?