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[Next-Gen MMO from Blizzard](#)

This time it's for real, but can it be StarCraft 2?

No, it's not [StarCraft 2](#), enough already! Blizzard did say something about "revisiting" the RTS's scenery but in a more complex context at their World Wide Invitational (in short WWI) in Seoul. However, Lee Sang-Ho, head of MBC Game was skeptical about it: "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." Then [Blizzard](#) answered, dismissing all StarCraft 2 rumors (as a 3D MMO), as posted on 3D Gamers: "We do intend to announce a new product at the Worldwide Invitational next month in Korea, and we appreciate the enthusiasm and interest in getting an advance look at what that will be, but players will have to wait until May 19th to find out more. Also, we have a very strong connection with the characters and settings of StarCraft, and we do plan to revisit that universe at some point in the future, but we don't have anything new to announce in that regard at present." So that's over and done with... or is it? MegaGames says that Blizzard has started posting new job openings aimed at the creation of a "next-gen [MMO](#)". Those openings are: Lead Engine Programmer, Lead Tools Programmer and Lead Technical Artist. They all appear on Blizzard's official site. So again, fans can't rest. However, most of them think that StarCraft as a MMO won't work and that it stands only as an RTS. Diablo on the other hand...