

Blizzard is planning to redo the 1998 StarCraft with better graphics

Blizzard's recent announcement will certainly make the StarCraft believers happy when the game company decides to remake StarCraft with better graphics but still retains its content and gameplay.

StarCraft is a legendary real-time strategy game with 8x and 9x generations. Although it was released in 1998, the number of StarCraft players still exists a lot.

And with Blizzard's recent announcement it will surely make the StarCraft believers happy when the game company decides to remake StarCraft with better graphics but still keep the content and gameplay.

StarCraft: Remastered will maintain the same gameplay as the original version in 1998, but the game's graphics and sound will be improved to make it more suitable for modern computer configurations today.



Keeping StarCraft's playing style is extremely important because it is still a popular subject in e-sports, especially in Korea. Blizzard's representative said: The gameplay and balance of soldiers will be completely preserved.

Here's what you need to know about the remake of StarCraft:

1. Release time is expected in the summer of 2017.
2. The new StarCraft will be able to display 4K graphics and extended screens.
3. The whole sound system is improved.
4. The online competition department will be updated, supporting file storage via Dropbox, iCloud .
5. Further development of custom content and maps.
6. The game will be released on Windows and Mac, but currently we don't know the price information.

7. Like the previous StarCraft version, players will be paired when playing online.
8. In addition to the plot of the old version, StarCraft: Remastered will now include new expansion stories.
9. There will still be a battle around 3 forces: Protoss, Terran and Zerg.

Graphic comparison of StarCraft 1998 and StarCraft: Remastered:

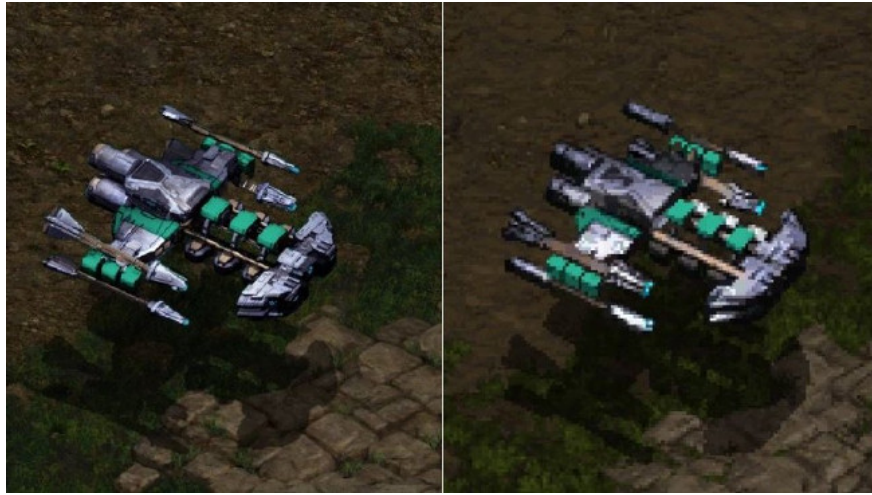
1. Carrier of Protoss



1. O of Zerg



1. Terran's Battlecruiser



1. Infantry of Zerg



1. Protoss





1. Terran army



1. Zerg



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