

StarCraft II: Wings of Liberty FAQ – BlizzCon 2010

StarCraft II: Wings of Liberty General

Q: What's new with StarCraft II at BlizzCon 2010?

A: Blizzard Entertainment is previewing a number of StarCraft II custom maps at BlizzCon 2010. These custom maps are playable at the StarCraft II play area on the show floor, and include a variety of different game types. Four of the custom maps were created internally by the StarCraft II development team, while others were created by the StarCraft II community. The community-created maps are the winning entries in a recent map contest.

We're also hosting a prestigious StarCraft II invitational eSports tournament, featuring skilled pro-gamers from all across the world. Matches will be played on the RTS stage throughout both days of BlizzCon.

Q: When can the general public play the official StarCraft II custom maps showcased at BlizzCon 2010?

A: The custom maps created by the StarCraft II development team are currently in a preview state, and require additional development time as well as other work such as localization, before we can release them to the public. We plan to release these maps for free over Battle.net, one-by-one, over the coming months.

Q: Can you describe the official StarCraft II custom maps from BlizzCon 2010?

A:

Aiur Chef

This is a whimsical eight-player free-for-all in which you control a chef and must scour the map for ingredients to create succulent dishes. Each round has a secret theme ingredient and three recipes to complete. Completing recipes grant you different rewards such as points, powers, or items. The chef with the most points at the end of three rounds is named the next Aiur Chef!

Blizzard DOTA

This is a 5v5 team game inspired by the popular archetype from Warcraft III, Defense of the Ancients. Blizzard's greatest heroes have been drawn from their respective universes to do battle on a chess-themed battleground. You control a hero and must level up, buy items, and work together with your teammates to defeat waves of units and ultimately destroy the opposing team's King Tower.

Left 2 Die

This is an evolution of the "Outbreak" Wings of Liberty Campaign mission, where the colonists on Meinhoff were infested by a zerg virus. In this cooperative mission, you and a friend will unlock, purchase, and use new technologies necessary to survive nighttime assaults by unique zerg units, repel their attacks, and purge the infestation.

StarJeweled

StarJeweled combines two distinct game types into a unique 2v2 experience. The right side of the game is a match-three style puzzle game. Matching jewels and clearing them away generates energy. Energy is then used to spawn special units and activate abilities; defeat the enemy base to win.

Q: Will Blizzard release other custom maps for Wings of Liberty aside from the four showcased at BlizzCon 2010?

A: Yes -- we're committed to supporting the StarCraft II community with new content. In September we released Burning Tide, a 3v3 map that requires players to race for resources while dodging a surging lava tide. In addition to the four maps we're previewing here at BlizzCon, we have plans to create other official custom maps as well as new ladder maps, which will be released over Battle.net.

Q: Why didn't you showcase Heart of the Swarm at BlizzCon 2010?

A: The development team is already hard at work on Heart of the Swarm, but we're still in a relatively early stage of development on the first StarCraft II expansion set. We look forward to showing off the game in the coming months.

Q: When will you release Heart of the Swarm?

A: We know that players are eager to find out what happens to Jim Raynor and Kerrigan next in the epic StarCraft II saga, but it's too early to share a release date at this time.

Q: Will there be a Heart of the Swarm beta test? When?

A: We'll announce more information about potential beta testing as we draw further into development on Heart of the Swarm.