1. ***StarCraft II: Wings of Liberty*** is a [military science fiction](http://en.wikipedia.org/wiki/Military_science_fiction) [real-time strategy](http://en.wikipedia.org/wiki/Real-time_strategy) [video game](http://en.wikipedia.org/wiki/Video_game) developed and released by [Blizzard Entertainment](http://en.wikipedia.org/wiki/Blizzard_Entertainment) for [Microsoft Windows](http://en.wikipedia.org/wiki/Microsoft_Windows) and [Mac OS X](http://en.wikipedia.org/wiki/Mac_OS_X).

2 A [sequel](http://en.wikipedia.org/wiki/Sequel) to the award-winning 1998 video game [*StarCraft*](http://en.wikipedia.org/wiki/StarCraft) and its expansion set [*Brood War*](http://en.wikipedia.org/wiki/StarCraft:_Brood_War), the game was released worldwide on July 27, 2010.[[6]](http://en.wikipedia.org/wiki/StarCraft_II:_Wings_of_Liberty#cite_note-6)

3 It is split into three installments: the base game with the subtitle *Wings of Liberty*, an [expansion pack](http://en.wikipedia.org/wiki/Expansion_pack) [*Heart of the Swarm*](http://en.wikipedia.org/wiki/StarCraft_II:_Heart_of_the_Swarm), as well as an upcoming expansion pack [*Legacy of the Void*](http://en.wikipedia.org/wiki/StarCraft_II:_Legacy_of_the_Void).[[7]](http://en.wikipedia.org/wiki/StarCraft_II:_Wings_of_Liberty#cite_note-StarCraft_II_split_into_trilogy-7)

4.The game revolves around three species: [Terrans](http://en.wikipedia.org/wiki/Terran_Marine)   
 The terrans arrived in the Koprulu Sector via supercarriers in 2259,[11] landing on three separate planets – Tarsonis, Moria and Umoja. They were cut off from Earth.[12] The terran population expanded rapidly for at least three generations

[Zerg](http://en.wikipedia.org/wiki/Zerg),

The zerg were native to Zerus, a hostile ash world near the core of the Milky Way Galaxy.[2] The first spawning pool on Zerus was the catalyst for the creation of the zerg.

[Protoss](http://en.wikipedia.org/wiki/Protoss),

The protoss originated on Aiur, where they developed a rudimentary tribal society based on group-hunting and warrior rule. The early protoss lived in harmony and seclusion on Aiur for hundreds of generations.

5 *Wings of Liberty* focuses on the Terrans, while the expansions *Heart of the Swarm* and *Legacy of the Void* will focus on the Zerg and Protoss, respectively. The game is set four years after the events of 1998's [*StarCraft: Brood War*](http://en.wikipedia.org/wiki/StarCraft:_Brood_War), and follows the exploits of [Jim Raynor](http://en.wikipedia.org/wiki/Jim_Raynor) as he leads an insurgent group against the autocratic [Terran Dominion](http://en.wikipedia.org/wiki/Ara_Tribe" \l "Terrans" \o "Ara Tribe). The game includes both new and returning characters and locations from the original game.

6.The development of *StarCraft II* was announced on May 19, 2007, at the [Blizzard Worldwide Invitational](http://en.wikipedia.org/wiki/Blizzard_Worldwide_Invitational) in [Seoul](http://en.wikipedia.org/wiki/Seoul), [South Korea](http://en.wikipedia.org/wiki/South_Korea).[[32]](http://en.wikipedia.org/wiki/StarCraft_II:_Wings_of_Liberty#cite_note-ign1-32) According to [Rob Pardo](http://en.wikipedia.org/wiki/Rob_Pardo) and Chris Sigaty, development on the game, though initially delayed for a year by the temporary reassignment of Blizzard's resources to [*World of Warcraft*](http://en.wikipedia.org/wiki/World_of_Warcraft),[[33]](http://en.wikipedia.org/wiki/StarCraft_II:_Wings_of_Liberty#cite_note-33) began in 2003, shortly after [*Warcraft III: The Frozen Throne*](http://en.wikipedia.org/wiki/Warcraft_III:_The_Frozen_Throne) was released.[[34]](http://en.wikipedia.org/wiki/StarCraft_II:_Wings_of_Liberty#cite_note-34) *StarCraft II* supports the [DirectX 9](http://en.wikipedia.org/wiki/DirectX) software, and it is also fully compatible with [DirectX 10](http://en.wikipedia.org/wiki/DirectX_10) as well.

7.[*StarCraft: Brood War*](http://en.wikipedia.org/wiki/StarCraft:_Brood_War) has been called the most successful [e-sport](http://en.wikipedia.org/wiki/E-sport) in the world that includes its own ranking system, and it has been referred to as the national pastime in South Korea, where there are two television channels dedicated to broadcasting professional *StarCraft* matches.Since its launch, *StarCraft II* has become a successful [e-Sport](http://en.wikipedia.org/wiki/Electronic_sports) with many leagues of on going tournaments with prize-pools up to US$170,000.[[](http://en.wikipedia.org/wiki/StarCraft_II:_Wings_of_Liberty#cite_note-109)