

= StarCraft : Brood War =

StarCraft : Brood War is the expansion pack for the award winning military science fiction , real @-@ time strategy video game StarCraft . Released in 1998 for Windows and Mac OS , it was co @-@ developed by Saffire and Blizzard Entertainment . The expansion pack introduced new campaigns , map tilesets , music , extra units for each race , and upgrade advancements . The campaigns continue the story from where the original StarCraft ended , with the sequel StarCraft II : Wings of Liberty continuing from the conclusion of Brood War . The expansion was released in the United States on 30 November 1998 .

Brood War was critically well received , with reviewers praising it for being developed with the care of a full game rather than as an uninspired extra . As of 31 May 2007 , StarCraft and Brood War have sold almost ten million copies combined . The game is especially popular in South Korea , where professional players and teams participated in matches , earned sponsorships , and competed in televised matches .

= = Gameplay = =

StarCraft focuses around three distinct interstellar species : the psionic Protoss , the adaptable Terrans , and the insectoid Zerg . The game revolves around players collecting resources to construct a base , upgrade their militaries , and ultimately conquer opponents . Brood War 's gameplay remains fundamentally unchanged from that of StarCraft , although it made small alterations to unit costs and some abilities . These changes make rushing tactics ? a factor that gained some criticism in the original StarCraft ? less practical . The single @-@ player campaign has an increased difficulty ; missions are no longer entirely linear , and a greater focus on strategy is needed to complete missions . In addition , the game 's artificial intelligence ( AI ) has been augmented so that AI @-@ controlled players are more intelligent and tend to use tactics more effectively .

Brood War introduces seven new units . Each race is given access to a unique ground unit : the Zerg can create a defensive unit that can attack from the concealment of its burrow , while the Terrans can train combat medics . The Protoss are able to produce dark templar units , a powerful cloaked melee unit only given to the player in special missions of StarCraft . Protoss players can merge two of these units to create a special spellcaster unit . Each race is also given access to a dedicated air @-@ to @-@ air attack unit .

= = Synopsis = =

= = = Setting = = =

Brood War takes place in Chris Metzen 's StarCraft universe , set around the early 26th century . Terran exiles from Earth have colonized a distant area of the Milky Way galaxy called the Koprulu Sector , having established several governments . Eventually , a civil war breaks out and ends with the formation of the Terran Dominion . However , humanity soon becomes caught in a war between the Protoss and the Zerg , which culminates at the end of StarCraft with the death of the Zerg leader , the Overmind , on the Protoss homeworld of Aiur . Without the Overmind to command , the Zerg rampage mindlessly across Aiur , while the celebrates ? the secondary commanders of the Swarm ? attempt to regain control . After the discovery of alien life in the Koprulu Sector , the United Earth Directorate ( UED ) ? the international body governing Earth ? decides to send an expeditionary force to secure the sector and prevent the aliens from finding Earth . Brood War begins two days after the conclusion of StarCraft .

= = = Characters = = =

The player assumes the roles of three anonymous characters over the course of the game . In the first campaign , the player assumes the role of a Protoss fleet commander . The player 's character is commanded by Zeratul and Aldaris , two adversaries from StarCraft who have since reconciled their differences to lead their people in the face of the rampaging Zerg . They are joined by Jim Raynor , a Terran rebel on the run from the Dominion , Artanis , the previous Executor of the third campaign of StarCraft who has recently been promoted , and Raszagal , the matriarch of the dissident dark templar faction in Protoss society . The second campaign sees the player as a captain in the UED expeditionary force , reporting to the fleet 's admiral Gerard DuGalle and his vice @-@ admiral Alexei Stukov . To secure the sector , the UED plans to overthrow the Terran Dominion and its emperor Arcturus Mengsk , and are assisted in this by Samir Duran , a mysterious psionic ghost espionage agent , and his group of anti @-@ Dominion rebels . The final campaign has the player assume the position of a Zerg cerebrate , a commander within the Zerg Swarm . The player is put under the control of Sarah Kerrigan , a Terran who was infested by the Zerg in StarCraft .

= = = Plot = = =

The story of Brood War is presented through its instruction manual , the briefings to each mission , and conversations within the missions themselves , along with the use of cinematic cut scenes at the end of each campaign . The game itself is split into three new episodes , one for the player to command each race .

In the first episode , Aldaris , Zeratul , and the newly promoted Artanis work to evacuate the surviving Protoss from their devastated homeworld through a warp gate to a dark templar colony on Shakuras , where they meet the matriarch of the dark templar , Raszagal . Although the Zerg are able to follow the Protoss to Shakuras , Raszagal informs the survivors of a Xel 'Naga temple on the surface of the planet with the power to scour the Zerg from the surface if activated . Reluctantly partnering with Sarah Kerrigan , who informs them of a new Overmind growing on Char , the player joins Zeratul and Artanis in an operation to recover two key crystals ( Khalis and Uraj ) necessary to operate the temple . Upon their return , it is revealed that Aldaris has begun an uprising against the dark templar over their alliance with Kerrigan . The uprising is crushed , and Aldaris is killed by Kerrigan , who reveals that her motives are to ensure the destruction of the Zerg cerebrates on Shakuras so she can gain control of the Zerg herself before departing the planet . Despite knowing that activating the temple will accomplish Kerrigan 's objectives , Zeratul and Artanis proceed with little other choice , wiping the Zerg off Shakuras ' surface .

In the second episode , the player leads the United Earth Directorate 's initial incursions against the Terran Dominion . Upon meeting Samir Duran , the fleet 's vice @-@ admiral Alexei Stukov conscripts Duran as a special advisor . The UED soon discovers a " psi disrupter " ? a device capable of disrupting Zerg communications ? on the former Confederate capital Tarsonis . Although Duran persuades admiral Gerard DuGalle to have the anti @-@ Zerg device destroyed , Stukov 's forces relieve Duran at the last moment . The UED proceeds to the Dominion throne world Korhal IV where the player defeats Arcturus Mengsk 's armies , although Mengsk is rescued when a Protoss fleet commanded by Jim Raynor arrives . The UED tracks Raynor and Mengsk to the Protoss homeworld of Aiur , but the two escape the massive UED assault when Duran inexplicably moves his forces out of position and allows the Zerg to interfere with the operation . Having understood that the UED invasion had caused Mengsk , Raynor , and the Protoss to band together against a common foe , Stukov realizes that Duran 's actions and the Zerg attack were too much to be a coincidence ? the Zerg were also allied with the Terran Dominion and the Protoss , and Duran had been working to undermine the UED . While Stukov takes a contingent of troops and reconstructs the psi disrupter on Braxis , DuGalle is unaware of his intentions and becomes convinced that he is a traitor . The player helps Duran hunt down Stukov inside the psi disrupter , but before he dies , Stukov reveals to DuGalle that Duran is the real enemy . Duran flees after the player foils his attempt to sabotage the psi disrupter . Using the psi disrupter 's capabilities , DuGalle and the UED are able to assault the Zerg world Char and take control of the new Overmind growing there .

The final section of Brood War sees the player helping Sarah Kerrigan defeat the UED . With the Overmind falling under the United Earth Directorate 's command , all operations amongst native factions in the sector are damaged , including Kerrigan 's forces . To begin the campaign against the Directorate forces , Kerrigan and Samir Duran form a reluctant alliance with Jim Raynor , Protoss praetor Fenix , and Arcturus Mengsk to destroy the psi disrupter . After destroying the psi disrupter , the player leads Kerrigan 's forces in a full @-@ scale assault on Korhal , quickly breaking the UED 's hold over the planet . In the aftermath , Kerrigan betrays her allies , destroying a large number of Dominion forces and killing both Fenix and Mengsk 's right @-@ hand man , Edmund Duke . Angry at Kerrigan 's betrayal , Raynor promises that he will kill her one @-@ day and then retreats . Kerrigan travels with Duran to Shakuras and abducts Raszagal , who she uses to blackmail Zeratul into killing the Overmind on Char , thus bringing all Zerg forces under Kerrigan 's control . Zeratul attempts to rescue Raszagal , but the player prevents their escape , and Zeratul eventually kills Raszagal when it becomes clear she has been irreversibly brainwashed by Kerrigan . At that moment it became clear that Aldaris 's uprising in the first episode was an attempt to stop the brainwashed Raszagal from betraying her people any further . Upon leaving Char in search of Artanis , Zeratul stumbles upon a genetics facility run by Duran without Kerrigan 's knowledge where a Protoss / Zerg hybrid is being developed . At the same time , Kerrigan is attacked on Char by the Dominion , the UED , and a vengeful fleet commanded by Artanis . Despite being outnumbered , Kerrigan defeats all three fleets and eradicates the surviving UED fleet , leaving her the dominant power in the sector . Before the UED fleet was wiped out , Admiral DuGalle sent a final message back to his family before committing suicide with his pistol .

= = Development = =

Development on Brood War began shortly after the release of StarCraft in 1998 , and was announced after the release of StarCraft 's first two expansion packs , Insurrection and Retribution . Most of the team at Blizzard Entertainment responsible for StarCraft returned to work on Brood War . They were assisted by members of Saffire , who were contracted for a variety of tasks consisting of programming and design for levels , visuals , and audio effects . According to Shane Dabiri , the game 's producer , Brood War aimed to drastically increase the significance of the story within gameplay , stating that the team was adding scripting that would allow " Final Fantasy type events " to be played out during the course of a level . Dabiri further explained that the objectives in the missions would also reflect the story in a far more interactive way , with players being presented with tactical decisions over which objectives to pursue and with fewer missions revolving around simple annihilation of the enemy . Although originally slated for release in the US in October 1998 , Brood War 's release was delayed by a month for a November release .

As with StarCraft , an exemplar campaign showcasing the methods of creating a custom campaign for Brood War is available . Entitled Enslavers : Dark Vengeance , the campaign follows the actions of a rogue dark templar , Ulrezaj , and his attempts to remove the Khalai Protoss from his homeworld of Shakuras , with the player and Zeratul trying to stop him . However , it is not included in the release and must be downloaded separately from Battle.net.

= = Cultural impact = =

= = = Critical reception = = =

StarCraft : Brood War was critically acclaimed . The magazine PC Zone gave Brood War a short but flattering review , describing it as having " definitely been worth the wait " . PC Zone praised the inclusion of new units and the balancing tweaks as transforming the original StarCraft " from an okay game into something akin to the mutt 's nuts " . The review also drew note to the cinematic cut scenes , stating that they " actually feel like part of the story rather than an afterthought " .

IGN praised Brood War as a " carefully designed " expansion , " with a surfeit of new features that

will satisfy even the pickiest of gamers " . Although stating that there was " enough to enrich the core gameplay without losing the flavor " , IGN presented concern over the difficulty of the game : " Brood War 's difficulty is an order of magnitude higher than StarCraft . [ Players will ] barely have enough time to acquaint [ themselves ] with the new units before the enemy starts coming at [ them ] full bore . " However , IGN praised the plot as " compelling " and described the extended multiplayer as " one of the best features " of the game , ultimately rating the expansion as " impressive " .

GameSpot was also positive in its review , stating that the design of Brood War " contains all the care , detail , and ingenuity of a true sequel " that " completely revitalizes " the original game . The reviewer praises the " seemingly minor but terribly significant modifications " to the balance of the game , putting the results as " outstanding " , but draws concern to the interface 's shortfalls in coping with these changes . GameSpot also notes the music and audio work on Brood War as a bold improvement , describing the voice acting as " completely convincing " in a heavily story @-@ driven single @-@ player campaign that although becoming less innovative in the latter stages , " remains captivating to the end " . The review concludes that Brood War is a " more @-@ than @-@ worthy successor to StarCraft and one of the finest computer game expansion sets of all time " , and gave a special achievement award of " Best Expansion Pack " to the game .

In its review , The Cincinnati Enquirer commended Brood War 's new content , praising the efforts gone to in the development of the expansion . Noting the increased difficulty of the expansion and its multiplayer success , The Cincinnati Enquirer stated that " While it ? s rare that an expansion pack reawakens the joy birthed from the original , Brood War proves it ? s not impossible " and concluding that the expansion was a " worthwhile choice " .

However , the critical response to Brood War was not universal . Game Revolution described the gameplay as " identical to StarCraft in almost every way " and displaying mixed feelings towards the new units . The reviewer continued by stating that " while the unit upgrades are good , the scenarios still don 't cut it " , describing the single @-@ player mission design as an " afterthought " despite the expansion possessing an " interesting " storyline . Dismissing the multiplayer additions as unimportant , Game Revolution summarized that while " a fun expansion " , Brood War was " a mixed bag " .

= = = Legacy = = =

After its release , StarCraft , along with its expansion Brood War , rapidly grew in popularity in South Korea , establishing a successful professional gaming scene . Some pro @-@ gamers have gained television contracts , sponsorships , and tournament prizes , allowing the most famous player , Lim Yo @-@ Hwan , who is known in @-@ game as SlayerS `BoxeR` , to gain a fanclub of over a half million people . Professional gamers dedicate many hours each day to playing StarCraft when preparing for the highly competitive leagues . Lee Yun @-@ Yeol , a Terran player known as [ Red ] NaDa , reported earnings in 2005 of US \$ 200 @,@ 000 . In April 2009 , a Collegiate Star League was formed in the U.S. to facilitate inter @-@ collegiate competition amongst university teams and clubs . On October 2009 , the first ever live collegiate Starcraft match occurred between Rutgers University and Princeton University in a best @-@ of @-@ five series .

On May 2 , 2012 , KeSPA , Ongamenet , Blizzard Entertainment , and GomTV announced the introduction of StarCraft II : Wings of Liberty to professional competitions in South Korea with StarCraft : Brood War being completely phased out in October .

However , even after being supplanted by its successor , Brood War competition remained popular for part of an audience and streaming channels of retired professional gamers kept popularity . Outside governance of Korean eSports Professional Association , amateur competitions started to gain popularity , and in 2014 , few higher profile tournaments were announced - with prize pool matching competitions from the peak of popularity and one even returning to the television channel - OGN .