Continue

Blizzard has just revealed the official PC requirements for StarCraft: Remastered. PC gamers will need at least an Intel Pentium D or AMD Athlon 64 X2 CPU with 2GB of RAM, 2.8GB of free hard-disk space, and an NVIDIA GeForce 6800 (256 MB) or an AMD Radeon X1600 graphics card.As you may have guessed, the game does not even require a mid-end PC system in order to be played. Blizzard recommends an Intel Core 2 Duo E6600 or an AMD Athlon 64 X2 5000+, the 64-bit version of Windows 10, 4GB of RAM and an NVIDIA GeForce 8800 GT or an AMD Radeon HD 4850.StarCraft: Remastered releases on August 14th, and you can find below the games full PC requirements.Minimum Requirements:Operating System: Windows 7 / Windows 8 / Windows 10 Processor: Intel Pentium D or AMD Athlon 64 X2 Video: NVIDIA GeForce 6800 (256 MB) or ATI Radeon X1600 Pro (256 MB) or better Memory: 2 GB RAM Storage: 2.8 GB HD space Internet: Broadband Internet connection Input: Keyboard and mouse Resolution: 1024 x 768 minimum display resolutionRecommended Requirements:Operating System: Windows 10 64-bit Processor: Intel Core 2 Duo E6600 (2.4 GHz) or AMD Athlon 64 X2 5000+ (2.6 GHz) or better Video: NVIDIA GeForce 8800 GT (512 MB) or ATI Radeon HD 4850 (512 MB) or better Memory: 4 GB RAM Storage: 2.8 GB HD space Internet: Broadband Internet connection Input: Keyboard and mouse Resolution: 1024 x 768 minimum display resolutionJohn is the founder and Editor in Chief at DSOGaming. He is a PC gaming fan and highly supports the modding and indie communities. Before creating DSOGaming, John worked on numerous gaming websites. While he is a die-hard PC gamer, his gaming roots can be found on consoles. John loved and still does the 16-bit consoles, and considers SNES to be one of the best consoles. Still, the PC platform won him over consoles. That was mainly due to 3DFX and its iconic dedicated 3D accelerator graphics card, Voodoo 2. John has also written a higher degree thesis on the The Evolution of PC graphics cards.Contact: Email 2017 video gameStarCraft: RemasteredDeveloper(s)Blizzard EntertainmentPublisher(s)Blizzard EntertainmentSeriesStarCraftPlatform(s)Microsoft WindowsMacOSReleaseAugust 14, 2017Genre(s)Real-time strategyMode(s)Single-player, multiplayerStarCraft: Remastered is a remastered edition of the 1998 real-time strategy video game StarCraft and its expansion Brood War, which was released on August 14, 2017. It retains the gameplay of the original StarCraft, but features ultra-high-definition graphics (ultra HD), re-recorded audio, and Blizzard's modern online feature suite. The remaster was developed over the period of a year and included playtesting from professional StarCraft players.StarCraft: Remastered was the first project released by the "Classic Games division", a team at Blizzard focused on updating and remastering some of their older titles, with an initially announced focus on StarCraft, Diablo II, and Warcraft III.[1] Prior to release, the original StarCraft and its expansion were both made free to download and play.[2] The remaster features redone visuals and sound assets while still using the same engine as the original, which allows for cross-play compatibility across both versions.It received favorable reviews upon release, with many critics praising its success in updating the visuals while leaving the gameplay unchanged.[3]See also: Gameplay of StarCraft and Gameplay of StarCraft: Brood WarStarCraft: Remastered retains the gameplay of the original, but updates its graphics and sound.[4] Its remastered graphics support up to 4K ultra-high-definition resolution, and its original soundtrack and sound effects are re-recorded.[5] Its online features are updated to support Blizzard's modern suite, including improved multiplayer matchmaking, social integration with other Blizzard games, and saved settings on Blizzard's cloud computers such that player campaign progress, replays, custom maps, and keybindings are synced wherever the player opens the game.[4][5] Players can pair their online accounts from the original game with Blizzard's modern online accounts to continue their win/loss statistics into the remaster.[6] Additionally, players can switch between the original and new graphics[6] and view new zoomed perspectives for players to appreciate the remaster's new level of detail. It was localized into 13 languages.[5]Blizzard Entertainment developed the remaster over a year. The game's original artist returned to assist with development. Professional StarCraft players from South Korea, including Flash, Bisu, and Jaedong, gave the company feedback during several playtests.[6] Blizzard's president publicly announced the remaster in late March 2017 at a StarCraft event in Seoul, South Korea.[5] It was also announced that later that week, Blizzard would make the original gamesthe StarCraft Anthologyfree to download and would include an update with some of the remaster's features, including the ability to run on modern computers.[7] The remaster was released on macOS and Windows on August 14, 2017.[8] The developer said that their "classic games team" plans to further support the community after the remaster's launch, and will look for feedback on ideas such as voice chat integration.[6] Players who purchased the title in advance of its release received alternative aesthetic options for in-game assets in both the remaster and StarCraft II.[9] Blizzard's Robert Bridenbecker and Pete Stilwell explained to Team Liquid that in almost every respect that Brood War fans care about, StarCraft: Remastered will be the same as Brood War, as it's the same client powering each version.[10][11] Lemon Sky Studios partnered with Blizzard to provide most of the remastered art assets.[12][13]An essay by "Thieving Magpie" of Team Liquid explained the difference between the original and remastered versions, stating that the StarCraft engine generated such "classic" gameplay because of its awkward compromises between a flat 2D engine and the forced isometric perspective it presents to the player.[14] In StarCraft game programmer Patrick Wyatts own words: "Because the project was always two months from launch[,] it was inconceivable that there was enough time to re-engineer the terrain engine to make pathfinding easier, so the pathfinding code just had to be made to work. To handle all the tricky edge-cases, the path[find]ing code exploded into a gigantic state machine which encoded all sorts of specialized 'get me out of here' hacks."Pre-release launch event of StarCraft: Remastered at Gwangalli Beach in BusanStarCraft: Remastered had a pre-release of the game in South Korea, where the game was available to play two weeks early in the country's PC bangs.[15] Blizzard also hosted a pre-release launch event at Gwangalli Beach in Busan which was attended live by thousands of spectators and viewed online by over 500,000 viewers.[16] At this celebration, the StarCraft: Remaster Pack was on sale.[17] And the event was played by Guillaume Patry, Hong Jin Ho, Lee Yoon Yeol, Park Jung-suk, and Lee Jae Dong and Kim Taek Yong, and Lee Young Ho.[18]Following the pre-release in South Korea, a global release event was held on 14 and 15 August 2017, in the headquarters of video live streaming platform Twitch in San Francisco. The event featured retired professional StarCraft players from outside of South Korea taking part in an exhibition tournament over two days. It was hosted by popular StarCraft and StarCraft II personalities Sean "Day[9]" Plott, Nick "Tasteless" Plott, Dan "Artosis" Stemkoski, and Geoff "iNcontroL" Robinson, the latter two of which also competed in the exhibition tournament.[19]Following the game's release, Blizzard announced plans for continued development, including improved matchmaking and support for the game's competitive scene. On June 15, 2018, they announced the launch of the Korea StarCraft League (KSL), a competitive league to run alongside the AfreecaTV StarCraft League (ASL) run by afreecaTV with two seasons planned for that year.[20] The league began airing regular matches starting on July 19, 2018. In February 2019, it was confirmed that the league would continue running beyond its initially announced two-season run for 2018, with 2019's first season running in the first half of that year.[21]On June 19, 2018, Blizzard announced that a new ranking system would be implemented as part of patch 1.22.[22] This system ranked players from the F to S, the latter representing the top 1% of players. To accompany the new rankings, profiles were updated to include select statistics for players and have borders of their profile portraits corresponding to their ranking. Additional cosmetic rewards for ranked play were unique profile pictures for all players ranked B, A, or S. The update also featured general improvements to matchmaking, an updated map pool.[23]The first post-release monetization came on April 30, 2019, with the introduction of purchasable announcers to the game which replaced the default announcers with popular community figures. Blizzard initially worked with three popular South Korean StarCraft casters, Yong "Jeon" Jun, Kim Jung Min, and Jae "Um" Kyung to create a total of four announcer packs, one each and one that featured all three of them.[24]On June 8, 2019, as part of the grand finals of the third season of the KSL, Blizzard announced a graphics overhaul pack for the game by Carbot Animations, the producers of multiple Blizzard-related parody animations, including their first and longest-running one, the StarCrafts series. As a graphical overhaul, its effect applies to all game modes and menus in StarCraft: Remastered.[25] It was released on July 10, 2019, as StarCraft: Cartooned alongside an announcer pack featuring South Korean YouTuber and children's television host Hyejin "Hey Jini" Kang.[26]ReceptionAggregate scoreAggregatorScoreMetacritic85/100[3]Review scoresPublicationScoreIGN9/10[27]Softpedia9/10[28]AusGamers9/10[29]4Players80%[30]PC Games80%[31]Following resumed updates for the original StarCraft and its expansion, Brood War, gaming and tech outlets praised Blizzard's commitment to its older games.[32][33][34] The announcement of the original game becoming free and a remaster being in development was also met with speculation of potential other remasters coming from Blizzard.[35]StarCraft: Remastered received favorable reviews upon release, with critics praising its visual improvements and commitment to the original's gameplay. On Metacritic, it currently has an average score of 85 out of 100 based on 30 critics, indicating "generally favorable reviews".[3] PCGamer's Tyler Wilde commended the game's successful modernization and stated that, despite minor grievances, "This is a project for StarCraft fans that serves them whether they spend $15 or not, and makes no compromises."[36] In a positive review, IGN's TJ Hafer praised the game's faithfulness to the original and concluded, "StarCraft Remastered makes the original game play as well as you remember and look as good as you remember."[27]Some reviewers took issue with the unchanged gameplay of StarCraft: Remastered and expressed concern that it would not be friendly to new players. In an overall positive review, Softpedia's Silviu Stahie wondered if the decision to leave the gameplay of the original untouched would hurt the title's appeal and stated, "[...] the new generation might not appreciate it."[28] Similar worries were shared by M3's Viktor Eriksson, who felt that the remaster was unnecessary, with no changes to the gameplay and too few changes overall.[37]^ Makuch, Eddie (November 4, 2015). "Blizzard Looking to Revive These Classic Games". GameSpot. Retrieved July 19, 2019.^ Fenlon, Wes (April 18, 2017). "StarCraft and Brood War are now completely free, get first patch in 8 years". PC Gamer.^ a b c "Starcraft Remastered". Metacritic. Retrieved April 23, 2018.^ a b Te, Zorine (March 26, 2017). "StarCraft: Remastered announced, releasing this summer". Yahoo Esports. Retrieved April 18, 2017.^ a b c d McWhertor, Michael (March 26, 2017). "StarCraft: Remastered coming this summer". Polygon. Retrieved April 18, 2017.^ a b c d Te, Zorine (March 26, 2017). "Blizzard's StarCraft: Remastered took one year to make, post-launch support confirmed". Yahoo Esports. Retrieved April 18, 2017.^ McWhertor, Michael (March 26, 2017). "Blizzard is making the original StarCraft free". Polygon. Retrieved April 18, 2017.^ Peckham, Matt (June 30, 2017). "Here's When You Can Play 'StarCraft' With Glorious 4K Graphics". Time. Retrieved July 19, 2019.^ McWhertor, Michael (June 30, 2017). "StarCraft: Remastered coming Aug. 14". Polygon. Retrieved June 30, 2017.^ "'StarCraft: Remastered' Doesn't Fix the Broken Perfection of 'Brood War'". March 27, 2017.^ "StarCraft Remastered plays exactly the same as the original, but at a resolution that won't make your eyes bleed". March 27, 2017.^ "Behind the Scenes: Remastering StarCraft". Lemon Sky Studios. Retrieved April 24, 2020.^ "Malaysia's Lemon Sky Studios part of project to remaster Command & Conquer | The Star Online". www.thestar.com.my. Retrieved April 24, 2020.^ "Broodwar and Starcraft 2 - Pathing".^ "GG Together StarCraft: Remastered Korea Launch Event". July 28, 2017. Retrieved August 1, 2017.^ "'Starcraft: Remastered' prelaunches in Korea". July 31, 2017. Retrieved August 1, 2017.^ ", ': ' ". (in Korean). July 3, 2017. Retrieved March 30, 2018.^ ": ". starcraft.com (in Korean). Retrieved March 30, 2018.^ "StarCraft: Remastered Launch Event". Blizzard Entertainment. August 8, 2018. Retrieved June 27, 2019.^ "Blizzard Launching Its First StarCraft: Remastered League". IGN. June 19, 2018. Retrieved August 2, 2018.^ "Korea's StarCraft League is about to launch into third season!". February 22, 2019.^ "StarCraft Remastered Patch 1.22 Brings New Ranking System". June 19, 2018.^ "New StarCraft: Remastered ladder system is live!". June 19, 2018. Retrieved August 2, 2018.^ ".^ McWhertor, Michael (June 20, 2019). "New StarCraft graphics pack turns the entire game into a cartoon". Polygon. Retrieved June 27, 2019.^ "StarCraft: Cartooned makes Remastered more animated for $10". July 9, 2019.^ a b "StarCraft Remastered review". IGN. August 19, 2017. Retrieved April 23, 2018.^ a b Stahie, Silviu (August 28, 2017). "StarCraft: Remastered Review - Fueling Nostalgia for Old Gamers". Softpedia.^ "StarCraft: Remastered Review". AusGamers.com.^ "StarCraft - Test, Strategie - 4Players.de". August 17, 2017.^ Schtz, Felix (August 17, 2017). "Starcraft Remastered im Test: Grafikupdate fr die Strategielegende". PC Games.^ "Blizzard is remastering StarCraft in 4K resolution this summer". March 26, 2017.^ "Blizzard reveals StarCraft: Remastered, set for release this summer". PC Gamer. March 26, 2017.^ "Blizzard is making the original StarCraft free". Polygon. March 26, 2017.^ "StarCraft Remastered brings 4K graphics, modern audio, and more to the legendary RTS". March 26, 2017.^ Wilde, Tyler (August 15, 2017). "StarCraft: Remastered is a success in just about every way". PC Gamer.^ "Starcraft: Remastered efterlngtad nyversion gr allt rtt". August 22, 2017.Kuchera, Ben (August 18, 2017). "The trouble with Zerglings: How Blizzard updated a classic (while keeping it the same)". Polygon. Retrieved August 20, 2017.Official website Portals: 2010s Space Speculative fiction Video gamesRetrieved from " Updated: 5 years ago Article ID: 122814 This page details the video cards that are supported for use with StarCraft: Remastered.Due to potential programming changes, this list may change over time. Note: NVIDIA GeForce 6800 and ATI Radeon X1600 Pro are the minimum required cards to run StarCraft: Remastered. Using a slower video card may lead to performance issues in-game. If your video card is not listed here, it does not meet the minimum system requirements and is not supported. NVIDIAAMD/ATIINTELGeForce 6 (6xxx) seriesRadeon X1000 seriesIntel HD Graphics 3000 seriesGeForce 7 (7xxx) seriesRadeon HD 2000 seriesIntel HD Graphics 4000 seriesGeForce 8 (8xxx) seriesRadeon HD 3000 seriesIntel HD Graphics 4200/4400/4600GeForce 9 (9xxx) seriesRadeon HD 4000 seriesIntel HD Graphics 5000 seriesGeForce 100 seriesRadeon HD 5000 seriesIntel HD Graphics 6000 seriesGeForce 200 seriesRadeon HD 6000 seriesIntel HD Graphics 500 seriesGeForce 300 seriesRadeon HD 7000 seriesIntel HD Graphics 600 seriesGeForce 400 seriesRadeon HD 8000 seriesIntel UHD Graphics 600 seriesGeForce 500 seriesRadeon R5/R7/R9 200 seriesGeForce 600 seriesRadeon R5/R7/R9 300 seriesGeForce 700 seriesRadeon R9 Fury/Nano seriesGeForce 800M seriesRadeon Pro DuoGeForce 900 seriesRadeon RX 400 seriesGeForce 10 seriesRadeon RX 500 seriesVolta seriesRadeon RX Vega seriesGeForce 16 seriesRadeon VII seriesGeForce 20 seriesRadeon RX 5000 series Note: NVIDIA GeForce 8600M GT and ATI Radeon HD 2600 Pro are the minimum required cards to run StarCraft: Remastered. Using a slower video card may lead to performance issues in-game. If your video card is not listed here, it does not meet the minimum system requirements and is not supported. NVIDIAAMD/ATIINTELGeForce 8600M GTRadeon HD 2600 ProIntel HD Graphics 3000GeForce 8800 GSRadeon HD 2600 XTIntel HD Graphics 4000GeForce 8800 GTRadeon HD 3870Intel HD Graphics 5000GeForce 9400MRadeon HD 4670Intel Iris Graphics 5100GeForce 9600M GTRadeon HD 4850Intel Iris Pro Graphics 5200GeForce GT 120Radeon HD 4870Intel HD Graphics 5300GeForce GT 130Radeon HD 5670Intel HD Graphics 6000GeForce GTX 285Radeon HD 5750Intel Iris Graphics 6100GeForce 320MRadeon HD 5770Intel Iris Pro Graphics 6200GeForce GT 330mRadeon HD 5870Intel HD Graphics 515GeForce GT 640MRadeon HD 6490MIntel Iris Graphics 540GeForce GT 650MRadeon HD 6630MIntel Iris Graphics 550GeForce GT 660MRadeon HD 6750MIntel Iris Plus Graphics 640GeForce GT 675MXRadeon HD 6770MIntel Iris Plus Graphics 650GeForce GT 680MXRadeon HD 6970MGeForce GT 750MRadeon R9 M290GeForce GT 755MRadeon R9 M290XGeForce GTX 775MRadeon R9 M370XGeForce GTX 780MRadeon R9 M380Radeon R9 M390Radeon R9 M395Radeon Pro 450Radeon Pro 455Radeon RX 470Radeon RX 480Radeon Pro 555Radeon Pro 555Radeon Pro 560Radeon RX 560Radeon Pro 570Radeon RX 570Radeon Pro 575Radeon Pro 580Radeon RX 580Radeon Pro WX 7100Radeon RX Vega 56Radeon RX Vega 64Vega Frontier Edition AirRadeon Pro WX 9100 Please log in to submit feedback. StarCraft: Remastered launches on August 14, but if you reserve your copy ahead of time, youll receive bountiful rewards, including the infested terran co-op commander Alexei Stukov and three unique portraits in StarCraft II. Youll also receive three building skins in StarCraft: Remastered. Read on for a look into these stunning in-game rewards! Korhal Command Center When a terran army touches down on a new planet, its the Command Center that lands first. For those who pre-purchase StarCraft: Remastered, were giving it an extra coat of paint befitting its nobility. The Korhal Command Center, a bespoke artisanal skin crafted by the Dominions finest engineers, is covered in real gold! As a result, it weighs several times as much as a normal Command Center, but have no fear its thrusters have been upgraded to maintain the speedy liftoff and agile cross-map floating youve come to expect. Aiur Nexus The Nexus is the psionic fulcrum of every protoss base. StarCraft: Remastereds special Aiur Nexus skin has a scintillating appearance to complement its importance on the battlefield. Though the Probes it produces are identical in every way to Probes produced by a normal Nexus, one can only assume that they will feel a slight sense of superiority as they go about their bustling mechanical lives. If your house looked this cool, you would, too. Char Hive The Hive is the focal point of the Swarm, the pinnacle of the species millennia-spanning evolution. For zerg units, the Hive is home . . . and nothing says home like bubbling lava and black volcanic rock. The Char Hive glows with perpetual heat; though not quite extreme enough to damage enemy melee attackers, it will help keep your Drones and Larvae warm on the colder planets of the Koprulu sector. Stukov Commander and Exclusive Portraits On top of the stylish pre-purchase skins spotlighted above, purchasing StarCraft: Remastered will earn you the Co-Op commander Stukov (plus three unique portraits) in StarCraft II. Stukov commands a twisted army with the strengths of both Terran and Zerg, including the gigantic Apocalisk, an Ultralisk in Thor armor with blades, flamethrowers, and anti-air missiles. Reserve Your Copy Today Remember, these awesome in-game skins will only be yours if you pre-purchase StarCraft: Remastered before its August 14 launch date! For more details, check out the Blizzard Shop. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. 20052025 Mashable, Inc., a Ziff Davis company. All Rights Reserved. Mashable is a registered trademark of Ziff Davis and may not be used by third parties without express written permission. Share copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Updated: 5 years ago Article ID: 28438 Below are the minimum system specifications for StarCraft: Remastered on Windows and Mac. Due to potential programming changes, the minimum system requirements for StarCraft: Remastered may change over time. For a list of compatible video hardware, see our Supported Video Cards list. Note: Use of the real-time lighting feature in StarCraft: Remastered requires a graphics card with at least 2GB of Dedicated VRAM, and at least 3GB of system RAM. Minimum RequirementsRecommended SpecificationsOperating SystemWindows 7 / Windows 8 / Windows 10Windows 10 64-bitProcessorIntel Pentium D or AMD Athlon 64 X2Intel Core 2 Duo E6600 (2.4 GHz) or AMD Athlon 64 X2 5000+ (2.6 GHz) or betterVideoNVIDIA GeForce 6800 (256 MB) or ATI Radeon X1600 Pro (256 MB) or betterNVIDIA GeForce 8800 GT (512 MB) or ATI Radeon HD 4850 (512 MB) or betterMemory2 GB RAM4 GB RAMStorage8 GB HD spaceInternetBroadband Internet connectionInputKeyboard and mouseResolution1024 x 768 minimum display resolution Minimum RequirementsRecommended SpecificationsOperating SystemOS X 10.13macOS 10.15 (latest version)ProcessorIntel Core 2 DuoIntel Core i3 or betterVideoNVIDIA GeForce 8600M GT or ATI Radeon HD 2600 ProNVIDIA GeForce GT 650M or ATI Radeon HD 5670 or betterMemory2 GB RAM4 GB RAMStorage8 GB HD spaceInternetBroadband Internet connectionInputKeyboard and mouseResolution1024 x 768 minimum display resolution Note: FileVault options and case-sensitive formatted volumes are not supported for installation of Blizzard games. Please log in to submit feedback. CPU:Intel Pentium D or AMD Athlon 64 X2GPU:NVIDIA GeForce; 6800 (256 MB) or ATI Radeon X1600 Pro (256 MB) or betterOS:Windows 7 / Windows 8 / Windows 10RES:1024 x 768 minimum display resolutionNET:Broadband Internet connectionCPU:Intel Core 2 Duo E6600 (2.4 GHz) or AMD Athlon 64 X2 5000+ (2.6 GHz) or betterGPU:NVIDIA GeForce 8800 GT (512 MB) or ATI Radeon HD 4850 (512 MB) or betterNET:Broadband Internet connectionRecommended peripheral: Keyboard and mouseThere are only official system requirements on the site which are released by developers or an official publisher.Can you run it?Compare the system requirements with a configuration you can add below. To save the configuration, please register and log in. Similar games: The remastered version of StarCraft is coming out very soon. In fact, it will launch on August 14th worldwide, and for now, itll only come out on the PC. You can already preorder StarCraft Remastered; it costs $15 and includes the Brood War expansion. The remastered version features native 4K and widescreen support, redesigned visual assets, and a new matchmaking feature.StarCraft Remastered Launch Date & Price Revealed, Preorders Go LiveIts amazing to see how influential and beloved StarCraft still has. The game launched in 1998, almost twenty years ago, and yet, people still love playing it to this day. Since the original StarCraft has such a dedicated fan base, it only makes sense to make a remastered version. Well, StarCraft Remastered is just a month and a half away as of writing this article. It will launch on PC on August 14th for the price of fifteen dollars. The Brood War expansion is included in the bundle. See, Activision? This is how its supposed to be done.The remastered version will feature completely remade visual assets, as well as native 4K and widescreen support. However, you can toggle between the new and old visuals by hitting F5, if you really want to play old-school. The audio assets are also getting a facelift, as well as the cutscenes in the single player campaign.The one thing thats staying the same is the gameplay. An appropriate decision, considering that the balanced gameplay has always been one of StarCrafts fortes. Additionally, this will allow for cross-play between the remastered version and the original version. Yes, those that own the original version will be able to play with those that own the new one. However, youll only be able to do so with friends. StarCraft Remastered is introducing a new matchmaking system, but thats for the remastered edition only.If you want to get StarCraft Remastered, the game is available for preorder. If you want to get the original version, you can download it for free, Brood War included.Train Valley Origins has launched on Steam, inviting players to delve into the golden age of rail travel through a beautifully crafted puzzle-simulation experience. With 40 levels and a plethora of unlockable locomotives, the game enables players to design intricate rail networks and optimize their operations. For more information, visit Train Valley Origins.Indie publisher Spiral Up Games announces that its pixel-art prison RPG, Back to the Dawn, will exit Early Access on July 18, 2025, offering a new storyline and quests. Players assume the role of Thomas the Fox, a journalist framed for exposing a conspiracy, and must navigate through the perils of life in a maximum-security prison. For a sneak peek, check out Back to the Dawn.Owlcat Games is showcasing demos for their upcoming titles Rue Valley and Nested Lands during Steam Next Fest. Rue Valley, an emotionally driven narrative RPG, promises enhanced visuals and gameplay, while Nested Lands serves as a settlement survival RPG with an extensive demo that offers over three hours of gameplay. Discover more about these titles at Rue Valley and Nested Lands.The medieval action-adventure game Ertugrul of Ulukayin has launched in Early Access, featuring two playable chapters set in 13th-century Anatolia. Players will be drawn into a world rich with Turkish mythology while engaging in dynamic combat and storytelling. To explore this game, visit Ertugrul of Ulukayin.POSTAL 2 Redux, a remake of the infamous 2003 shooter, has been announced for multiple platforms, including PC and consoles. This ground-up overhaul reintroduces players to the chaotic world of Paradise, Arizona, now with improved graphics and new content. Keep an eye on the upcoming Kickstarter campaign by following the pre-launch page here.Two stunning physical editions of NINJA GAIDEN: Ragebound will be released on September 12, 2025, for PlayStation 5 and Nintendo Switch. The Special Edition will contain exclusive collectibles and is a tribute to the legendary franchise that blends 8-bit charm with modern gaming finesse. For pre-order details, check out Silver Lining Interactive..: , , , , , , . 3 , , , , . 11 , , , , , , , , , .. , , , , , , , , .. , , , , . Original image has been replaced. Credit: Mashable Ahead of the release of StarCraft: Remastered, Blizzard made the original versions of StarCraft and StarCraft: Brood Wars completely free.StarCraft and its popular expansion Brood Wars both released for PC in 1998. A surprise patch released last night that made the game free to download alongside some fixes. Whether you never got a chance to experience the endless three-sided space war of StarCraft or want to dive back into the game to scratch that nostalgic competitive itch, you can do so now by downloading the game for PC or Mac.StarCraft features three races: the human Terrans, the psychic Protoss, and the Zerg (if you don't know what a Zerg rush is, just Google it). The game has over 50 single-player missions and a popular multiplayer mode that was a hit at LAN parties before online gaming grew to its current ubiquity. Mashable Top Stories The original StarCraft's popularity and robust multiplayer made it one of the most popular esports of its time with millions of fans watching pro-level competitions a decade before Twitch even existed. StarCraft's pro scene really made its mark in South Korea, where it continues to have its largest fanbase (although StarCraft II has never reached the popularity that StarCraft had in its hay-day).A few weeks ago, Blizzard announced StarCraft: Remastered, which takes the original game and overhauls its graphics, soundtrack, and voices to give it a more modern feel. It is expected to release this summer and its price has not been announced. Topics Blizzard Entertainment Esports Gaming Kellen is a science reporter at Mashable, covering space, environmentalism, sustainability, and future tech. Previously, Kellen has covered entertainment, gaming, esports, and consumer tech at Mashable. Follow him on Twitter @Kellenbeck HowLongToBeatStarCraft Remastered NewsLoad More If you havent updated your PC since StarCraft was initially released back in 1998, you might have to do it if you want to play the Remastered version. Although the specifications of the minimum requirements date back from the start of the 21st century, to play it on recommended ones, youll need just slightly better components.StarCraft Remastered is the upcoming fifteen-dollar version of the game that upgrades the classic and its expansion Brood War. With the new graphics (up to 4K) and audio, as well as an enhanced narrative, players can enjoy the brand new multiplayer that includes a matchmaking system and leaderboards.Note from Blizzard: Due to potential programming changes, the minimum system requirements for StarCraft Remastered may change over time.StarCraft Remastered Windows RequirementsTo run it on a Windows PC, youll need around 2.8 GB of HD space, an internet connection and a minimum display resolution 1024 x 768. The minimum and recommended specifications are as follows:Minimum RequirementsRecommended SpecificationsOperating SystemWindows 7 / Windows 8 / Windows 10Windows 10 64-bitProcessorIntel Pentium D or AMD Athlon 64 X2Intel Core 2 Duo E6600 (2.4 GHz) or AMD Athlon 64 X2 5000+ (2.6 GHz) or betterVideoNVIDIA GeForce; 6800 (256 MB) or ATI Radeon X1600 Pro (256 MB) or betterNVIDIA GeForce 8800 GT (512 MB) or ATI Radeon HD 4850 (512 MB) or betterMemory2 GB Ram4 GB RamMac System Requirements for StarCraft RemasteredA lot of the requirements stay the same 2.8 GB of space, an internet connection and a minimum 1024 x 768 display resolution.Minimum RequirementsRecommended SpecificationsOperating SystemOS X 10.10macOS 10.12 (latest version)ProcessorIntel Core 2 DuoIntel Core i3 or betterVideoNVIDIA GeForce 8600M GT or ATI Radeon HD 2600 ProNVIDIA GeForce GT 650M or ATI Radeon HD 5670 or betterMemory2 GB Ram4 GB RamIf you somehow still cant run the game on your computer, there is a free StarCraft patch 1.18 that you can download from the official site and probably manage to start it on your toaster. Weve made a list about the differences between the Free and Remastered version, if you are wondering about them. The free version obviously takes even less space on your HD, and it is around 1.5 GB.

Sc remastered ost. Starcraft remastered system requirements mac. Starcraft remastered system requirements. Starcraft remastered mac m1.