
Subject: Re: C&C 3 Battlecast Primetime
Posted by [CarrierII](#) on Wed, 15 Aug 2007 08:47:43 GMT
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If you think it's an unworkable concept, look at the status that professional (yes, professional) Starcraft players have in Korea. The "RTS as a sport" idea is popular there, and EA are trying to be first off the ground with it over here.
