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[Epic's Mark Rein on Bungie's E3 Presentation - Halo 3 Single Player](#)

'... if Microsoft had set up eight machines [...] it would have won all kinds of awards'

Who better to discuss Bungie's Halo 3 if not Epic's Mark Rein, who has the only game on the market able to compete with the popular FPS? In an interview with Computer & Video games, the man behind Gears of War talks about [Bungie's](#) show at this year's E3 and how although they could have done so much better, they really didn't have to. All this because Bungie chose to show off a single-player campaign of [Halo 3](#), instead of its multiplayer mode. "I think that [showing the single-player campaign] hurt Halo 3 at E3", Rein told CVG. "Halo 3 didn't win any game of the show awards that I could see. Well, because they didn't have to show Halo. There was no need. I'm sure if they'd actually had a big Halo 3 presence, if Microsoft had set up eight machines or 12 or 16 machines so you could sit and play it, it would have won all kinds of awards. But they don't need to because, like me, everyone's already placed their order... So I think that worked against them at E3," the Epic boss added. Although Epic's boss doesn't exactly dot the I - yes, they could have done this and that... but they're fine the way they are... but still, it was against them... - Bungie clearly missed out on some awards because of showing off single player Halo 3. And if you happen to meet Bungie's guys on the street and ask them about this, they themselves will tell you that it was a sort of mistake not to show Halo 3's multiplayer abilities. Who doesn't want an award? Sure, setting up all those machines and not getting people's attention wouldn't have been too good either, but given that Halo 3 is the bomb... yeah well, I guess I just said almost the same thing as Epic's head.