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## [Multiplayer Halo Wars Plays. That's it?](#)

*All we knew so far was the last fall's X06 trailer and that the multiplayer plays*

The [Xbox 360](#) exclusive RTS from Ensemble Studios, is something anyone barely hears about anymore. Since Ensemble took on Halo, to make the [RTS](#) version of Bungie's series, the only taste anyone has had of Halo Wars game, was a cinematic trailer released at X06 last fall. Since then, no [screenshots](#), no videos, no nothing. So, just when we were about to forget all about it, Ensemble decided to make a demonstration of the playable multiplayer [Halo Wars](#) to MGS's Shane Kim and staff:

"We made sure we had a fairly polished build of our game ready for these folks to play, including some wicked new UI work by Ensemble Studios Artist Andy Gotcher and Programmer Billy Khan. By all accounts the [Microsoft](#) gang had a good time with the game and was quite impressed with its current state. We've got a long way to go still, but it's very encouraging when a group like this can sit down and have fun beating the hell out of each other so far from any ship date."

So, again, practically no details about the game itself. Why did they even bother to make this article? To tease people? [Halo 3](#) is teasing enough, coming in fall and all that, so even if there is a little progress on Halo Wars, it's still not due well after Halo 3 launches. Comforting to know isn't it? Sorry if I ruined the excitement for you, but really now, Halo Wars still has a long time to go, even if we're only talking about the multiplayer piece.