Minecraft Might Be Getting An RTS Spin-off

Mojang is allegedly developing a real-time strategy spin-off of Minecraft, according to Giant Bomb co-founder Jeff Gerstmann.

Gerstmann, who has recently left the site after 14 year, took to Twitch for a discussion about his future post-Giant Bomb as well as all things videogames. As shared on ResetEra, around an hour into the five-hour stream Gerstmann briefly goes over the project and what he's seen of it so far. "There's a new Minecraft spin-off in the works," he began. "Microsoft appears be testing it and putting it out under codenames and all the basic stuff." He also claimed he had seen screenshots and that the game seemed to be a real time strategy game, an RTS.

The unnamed spinoff will feature players controlling a "Steveesque unit", which orders units around from a third perspective in order to eliminate enemy factions like Piglins. Gerstmann also said that there would be some story and cutscenes. However they are still very much in the development stage.
Gaming

Gerstmann wasn't sure if the Xbox showcase will feature it. "It's not too far away that Microsoft might announce it sometime in the next couple of weeks," he stated. "But who is to say? "I don't know the plans of the company, I just saw it and got a rough idea of it."

It's not totally wild to assume Mojang is playing around with slotting Minecraft into different genres-dungeon crawler spin-off Minecraft: Dungeons was pretty successful, garnering a very respectable score of 75 from Rachel Watts in her review. Double Eleven has been recruiting for an RTS of a "major intellectual" game, further increasing the chances of the game ever being developed. You should take rumours with caution until you see official announcements.

Technically, this isn't entirely the first concept of a Minecraft RTS, either. Brendan Sullivan made a great-looking prototype during an art test for Mojang in 2019. The job was awarded to him, which is no surprise considering how amazing the whole thing is. I wouldn't be surprised if a Minecraft RTS looked something like this.