# “Halo: Reach”

# Fact Sheet

# September 2010

**Title:** “Halo: Reach”

**Publisher:** Microsoft Game Studios

**Developer:** Bungie

**Format:** DVD for the Xbox 360 video game and entertainment system; Xbox LIVE-enabled

**ESRB Rating:** Rated “M” for Mature

**Price:** $59.99 Standard Edition

$79.99 Limited Edition

$149.99 Legendary Edition

# Availability: September 14, 2010 (Worldwide, except Japan)

September 15, 2010 (Japan)

**Product**

**Overview:** “Halo: Reach,” developed exclusively for Xbox 360, is the blockbuster prequel to the landmark “Halo” video game franchise and is the biggest game yet in the Halo series. “Halo” is one of the biggest video game series in history, and is the top selling franchise on Xbox. It has defined a generation of gamers and changed how people view video games.

“Halo: Reach” tells the tragic and heroic story of Noble Team, a group of Spartans, who through great sacrifice and courage saved countless lives in the face of impossible odds. The planet Reach is humanity’s last line of defense between the encroaching Covenant and their ultimate goal, the destruction of Earth. If it falls, humanity will be perched on the brink of destruction.

As evidence of the game’s highly anticipated release, more than 2.7 million players participated in the “Halo: Reach” multiplayer beta in May, making it the largest console video game beta test on record and more than triple the size of the historic “Halo 3” beta.

**Features:** Top features include the following:

* **Welcome to Noble Team.** ”Halo: Reach” immerses you in the ominous and heroic story of “Halo: Reach” as you play as a member of Noble Team, a squad of iconic Spartan soldiers, each with deadly talents as unique as their individual personalities and customized gear.
* **An Intense and Epic Campaign.** Live the events that set the stage for the “Halo” trilogy as the UNSC and Covenant clash at the height of their military power. New weapons, vehicles, and abilities complement the familiar “Halo” arsenal for the largest-scale battles ever witnessed in the “Halo” universe. Fiercely cunning artificial intelligence (AI) adds depth and complexity to each encounter, helping make every play-through a unique and challenging experience, whether players go it alone or connect with up to three friends to launch a cooperative assault.
* **The Definitive Multiplayer Experience.** The “Halo” series has set the gold standard for the multiplayer experience in video games.“Halo: Reach” continues that rich tradition by introducing a dramatically expanded suite of multiplayer offerings that promise once again to redefine the landscape of online gaming.1
* New social settings for matchmaking enable you to play with the people you want, find like-minded teammates, vote on preferred maps and game types and also keep an active roster.
* Matchmaking is now integrated across every facet of “Halo: Reach,” including campaign mode and Firefight.
* The next generation of Firefight mode lets players go head-to-head in Versus mode and allows for a incredibly deep level of customization and replayability by allowing players to change game rules and settings.
* New multiplayer game modes like “Invasion” and “Arena” offer competitive players a chance to show off their skills like never before.
* Forge tools and the advent of the Forge World space enable players to construct entirely new maps and game modes and share them with the “Halo” community over Xbox LIVE. The future of “Halo” multiplayer experiences will continue to grow and be shaped by the people who play it for years to come.
* **Stunning Technical Advancements.** “Halo: Reach” takes a significant leap forward with all-new engine technology representing the next generation of art, audio, AI, animation and Hollywood-style special effects. Power through massive scale combat across sweeping open environments and fight up close and personal alongside new characters and creatures as you unravel mysteries buried deep in the “Halo” universe.
* **Player Customization & Reward.** “Halo: Reach” gives you the ability to customize and personalize your Spartan with a staggering array of armor accessories that will appear in both multiplayer and campaign play. Across every game mode, you’re rewarded for everything you do, for every style of play, earning valuable credits that can be used to unlock additional cosmetic upgrades via the Armory.

**Special Editions:** Bungie and Microsoft Game Studios are pleased to present two special versions of “Halo: Reach” including in-game content and exclusive collectible items designed by the game's creators.  
  
**“Halo:®: Reach” Limited Edition**

In addition to the game disc and manual, this edition also includes:

* Game disc housed in recovered ONI “black box”
* An exclusive Elite armor set for use in multiplayer modes
* Artifact bag containing Dr. Halsey’s personal journal and other classified documents and effects that unravel long held secrets from the “Halo” universe

**“Halo:®: Reach” Legendary Edition**

The complete “Halo: Reach” collection. In addition to the game disc, manual, and the complete contents of the Limited Edition, the Legendary Edition includes:

* Noble Team statue expertly crafted by the artisans at McFarlane Toys. Individually molded and hand-painted, this statue is a must-have for any serious “Halo” fan
* UNSC-themed custom packaging
* An exclusive multiplayer Spartan armor effect

**About “Halo”**

The “Halo” franchise is an award-winning collection of properties that have grown into a global entertainment phenomenon. Beginning with the original “Halo: Combat Evolved” (2001), the critically acclaimed and record-shattering series of games has since inspired multiple New York Times best-selling novels, comic books, action figures, apparel and more.

Published by Microsoft Game Studios, the “Halo” franchise of games is exclusive to the Xbox 360 video game and entertainment system and the Xbox LIVE online entertainment network. To date, more than 34 million copies of “Halo” games have been sold worldwide, driving more than 2 billion hours of gameplay by people connected to Xbox LIVE.

1 Xbox LIVE Gold Membership required for online multiplayer gameplay.

**For more information, press only:**

Mark Van Lommel, Edelman, (323) 202-1074, [mark.van.lommel@edelman.com](mailto:mark.van.lommel@edelman.com)

Ken Zhang, Edelman, (206) 505-6565, [ken.zhang@edelman.com](mailto:ken.zhang@edelman.com)