

Halo is the Game of the Millennium
Halo: Combat Evolved
By Matthew Tran

Title: *Halo: Combat Evolved*
System Requirements: Xbox, Standard Controller
Publisher: **Microsoft**
Developer: **Bungie**
Genre: Action, Shooter
Release Date: November 15, 2001
Multiplayer: 1-4 Players, Split Screen or via Internet
Price: \$49.95



Intense graphics, vivid colors!

In the year 2552 Earth has become over-populated.

The United Nations Space Command takes on a quest to colonize other planets. However when they come face to face with Covenant, an alien race bent on the destruction of mankind, their only hope lies with the last cyborg super-soldier called SPARTAN-II.

Bungie struck gold when they created *Halo*. From stunning visuals to entertaining game play to the sounds of your MA5B Assault Rifle ripping the limbs off your enemy's body, you'll definitely be spending countless hours glued to your television set. You play the game as the last SPARTAN-II known as Master Chief awakened from cyrosleep just as the Covenant invades your ship! The aliens are aggressively searching for this mysterious artifact called Halo and only you can stop them!



What are you looking at punk?

If looks could kill then the visuals in *Halo* are capable of first-degree murder. Your character wears a shiny metallic armor with a highly reflective faceplate. Your enemies are also donning suits with their choice of a blue neon force field, a greenish glowing shield, or a rustic armor. Aside from the treads, each level is created with two words in mind "eye-candy." Whether you're in a rocky hillside, in a

swampland, or aboard an alien vessel, each environment is definitely worth taking the time to explore.

The game play is like many other successful first person shooters (FPS) such as Half-Life and Unreal. *Halo* contains a total of twelve weapons. All the controls are pretty much the same as other FPS, just point and shoot. However, the game surpasses its predecessors in that it allows you



Watch out for that pothole!

to control vehicles such as a warthog, a tank, and two different types of alien craft, all done in the third person mode. The artificial intelligence of your marines and the Covenant aliens are amazing! The marines can actual hold there own in battle and will follow your lead. The aliens are also deviously cunning in combat, as they will use their shield to block your shots,

attack you from different angles, or charge at you when you reload!

The only disappointing feature in *Halo* is that it automatically saves your game at checkpoints and levels by overwriting your last checkpoint. So if you're in the middle of a level and would like to change to cooperative two-player mode, then you would have to restart from the beginning of the level! This is very frustrating and tedious if there was a previous checkpoint you would like to replay or explore.

When I first saw *Halo*, I expected it to be difficult to control or time consuming to learn the game play. I was wrong. The controls are simple and the game play is never dull. The story is linear and will lead you from beginning to end. What you do in-between is up to you! Aside from the poor design of the saving function, *Halo* hits high marks on everything else! 5 out of 5 stars: ★★★★★



If I'm not back in five minutes, just wait longer!