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“Halo 4, beginning of the Reclaimer Trilogy”

*Halo 4* is the long awaited return of the main Halo series, and start of what is called the Reclaimer Trilogy, by 343 Industries.

For better or for worse, the game has been completely reworked. Previous versions left off the story back in 2007 with the ending of *Halo 3* being the supposed end the fight.”

After activating the incomplete ring to eliminate the parasitic Flood, Master Chief and Cortana escape the self-destructing ring and float off in space aboard the back half of the frigate Forward Unto Dawn that was split from the explosion, and they are believed to be dead by the UNSC.

Of course, being the main characters in the storyline, they never die. Knowing that the chance of being rescued was slim, Master Chief had Cortana put him in cryogenic sleep with the last words spoken being “Wake me when you need me.” If the game was completed on legendary mode, players saw a scene of the ship drifting towards a planet.

Since the game has so recently been released, all reviewers have been able to write about are backstory and leaked storyline, as well as clips from the official web-series from Microsoft called *Forward Unto Dawn* (go figure) to go off of.

343 has stated that the game will focus more on telling a mysterious story than the basic first-person shooter, telling the emotional story of Master Chief and Cortana. The company wants to do a better job than Bungie (developers of *Halo:CE* - *Halo: Reach*) at tying together all the stories and future media to make more of a complete story.

*Halo 4* is set to take place four years after the events of *Halo 3* on the Forerunner planet of Requiem. The bulk of the main storyline is spent further developing the relationship between Master Chief and his AI Cortana, but players also follow Cortana’s personal struggle from her exposure to Halo and the forerunner technology. Her continued operation past the AI’s natural lifespan partially causes her “Rampancy” which leads to instability and usually leads to the death of the AI.

Halo has never been just about the campaign - it is also one of the most popular multiplayer games to date. Halo 4 has *Spartan Ops*, a player mode that replaced Firefight in Halo 3: ODST and Halo: Reach. There are also returning favorites such as the map-maker forge mode, and of course, online multiplayer, which is called *Infinity Multiplayer.*

This new take on the classic multiplayer adds Spartan Points (SP) which the player can use to purchase various armor abilities, weapons, and upgrading personal loadouts.

So far, this has gotten a lot of mixed feelings from the fans of the series. Some say it’s a step in the right direction for what the multiplayer FPS genre is becoming, while die-hard fans say it completely ruins the feel of Halo’s streamlined and competitive feel that gives all players an equal chance no matter how long they have played. Basically, don’t fix what isn’t broken.

Though this is a new company Microsoft created for the Halo franchise, there is reason to believe that, at its core, it will still have the iconic and easily noticeable feeling of Halo.

Simply put, the new version will either be a more-than-welcomed return to the Halo universe, or a horrible mess. In the meantime, 343 Industries must deal with the stress of having millions of gamers depending on them to carry on the great thing that Halo has become.