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2001 video game "halo 1" redirects here. for the song nine inch nails using this pseudonym, see down in it. halo: combat evolved artwork for U.S. and European versions, depicting the character of master player ChiefDeveloper(s)BungieGearbox software (PC)Westlake interactive (Mac)Publisher(s)Microsoft studiosmacsoft (mac os X)Director(s) 10 October 2003[3] halo: combat evolved, also known as halo: ce, is a first-person shooter game developed by bungie and published by microsoft game studios. was released as a launch game for microsoft xbox game consoles on November 15, 2001. microsoft released versions of the game for windows and mac os x in 2003. the game was then released as original xbox downloadable for xbox 360. halo is set in the twentieth century, with the player taking the role of master chief, a cybernetically upgraded supersoldier. the head is accompanied by cortana, an artificial intelligence. players fight aliens while trying to discover the secrets of the homonymous halo, an artificial ring-shapedbungie began the development of what would become halo in 1997. At first, the game was a real-time strategy game that turned into a third-person shooter before becoming a first-person shooter. during development, microsoft acquired bungie and turned halo into a launch game for its first video game console, the xbox. halo was a critical and commercial success and is often praised as one of the greatest video games of all time. the popularity of the game led to labels like "halo clone" and "halo killer," applied to similar games or expected to be better than it. his sequel, halo 2, was released for the original xbox in 2004, and the game generated a multi-million-dollar multimedia franchise that incorporates games, books, toys and movies. the game is inspired and used in the red vs. Blue video series, which is credited as one of the first major successes of the machinima (the technique of using 3d motors in real time, often from video games, to create animated films.) More than five million copies were sold worldwide by November 2005. a high definition remake, halo: combat evolved anniversary, was released for xbox 360 on the 10th anniversary of the launch of the original game. the anniversary was reissued for xbox one as part of halo: the master chief collection in 2014, was released on pc windows in March 2020. gambling the boss fires the assault rifle in a bunch of grunts enemies. ammunition sensors, health and movement are displayingin the corners of the screen. Halo: Combat Evolved is a shooter game where players experience gameplay in a 3D environment almost entirely from a first-person view (FPS). The player can move and look up, down, left, or right. [6] The game features vehicles, ranging from 4x4s armored and tanks to alien hovercraft and aircraft, many of which can be controlled by the player. The game passes to a third-person perspective during the use of the vehicle for pilots and mounted arms operators; passengers keep a first-person view. [7] The head-up display of the game includes a "motion tracker" that records allies in motion, moving or shooting enemies, and vehicles, within a certain range of the player. [8] The character of the player is equipped with an energy shield that cancels damage from fire of weapons and forced impacts. The shield charge appears as a blue bar in the corner of the game's head display, and it automatically recharges if you do not suffer damage for a short period. [8] When the shield is completely exhausted, the player becomes highly vulnerable, and further damage reduces the success points of their health meter. [9] When this health meter reaches zero, the character dies and the game reloads from a saved control point. Health can be reintegrated through the collection of health packages scattered around the levels of the game. [8] Halo's arsenal consists of science fiction weapons. The game has been praised to give each weapon a unique purpose, thus making every useful in differentFor example, plasma weapons need time to cool if shot too quickly, but they cannot be recharged and must be discarded after battery exhaustion, while conventional weapons cannot overhear, but require recharge and ammunition. In contrast to the great weapons inventions of contemporary FPS games, Halo players can only bring two weapons at once, asking strategy when they manage firearms. [11] Halo starts from traditional FPS conventions by not forcing the player character to stick his gun before distributing grenades or reddened melee-range instruments; Instead, both attacks can be used while a gun is still equipped, supplanting or completing the fire of small weapons. [8] Like the other weapons of the game, the two types of grenades differ, the fragmentation grenade bounces and detoxifies quickly, while the plasma grenade adheres to the targets before exploding. [12] [13] The main enemy force of the game is the Alliance, a group of alien species allied by faith in a common religion. Their forces include Elites, ferocious warriors protected by charging shields similar to those of the player; Grunts, who are short creatures and cowards who are usually led by Elites in battle, and often flee in terror instead of fighting in the absence of a leading elite; Jackals, originally space pirates, who wear a highly resistant energy shield on one arm and a form of handgun on another; and colonists Hunters thick powerful creaturesMost of their bodies and a large assault cannon firing explosive green plasma bullets. [14] a secondary enemy is the flood, a form of alien life parasite that appears in different variants. [15] Other enemies include sentinels, aircraft robots designed by an extinct breed called forerunners to protect their structures and prevent flooding outbreaks. the sentinels are able to wander around in the closed spaces and produce an energy shield when under attack. They have no duration, but oane powerful laser weapons and are immune to flood infection. [15] the artificial intelligence of halo was welcomed. [16] the player is often helped by the marines united nations space command (unsc.) that offer ground support, such as firearm towers or horse-drawn rifle while the player drives a vehicle. [10] multiplayer a split screen mode allows two players to play cooperatively through the halo campaign. [6] the game also includes five competitive multiplayer modes, which can be customized between two and 16 players; up to four players can play split-screen on a xbox, and other players can join by using a "system link" feature that allows up to four xbox consoles to be connected together in a local network. [6] halo lacks artificially intelligent game robots, and was released before the launch of online xbox live multiplayer service; therefore the lan parts are necessary to reach the limit of 16 players of the game.[1,7] a configuration that was the first for a console game, but it was oftenIn addition to this limitation, the multiplayer components of Halo were generally well received by critics, and is widely considered one of the best multiplayer games of all time.[7],[11][18] Although the Xbox version of Halo lacks official support for online multiplayer game, third-party package tunneling software provide unofficial ways around this limitation. [19] Halo's Windows and Macintosh ports support online games that involve up to 16 players and include multiplayer maps, not in the original Xbox version. [20] However, the cooperative game was removed from ports because it would require large amounts of recoding to be implemented. [21] In April 2014, it was announced that the servers and matchmaking of GameSpy, on which the PC Halo relied, would be closed by 31 May of the same year.[22] A team of Bungie fans and employees announced they would produce a patch for the game to keep its multiplayer servers online. [23] The patch was released on May 16, 2014. [24] Syntax setting See also: Characters of Halo Halo: Combat Evolved takes place in a science fiction environment of the 26th century. The quickest journey of light called slipspace[25]:3 allows the human race to colonize different planets from Earth. The planet Reach serves as an interstellar centre of scientific and military activity. The United Nations Space Command (UNSC) develops a secret program to create enhanced supersoldiers known as Spartans. More than twenty years before the beginning of the game, aAdvanced collective of alien races called the Covenant begins a holy war against humanity, declaring them an affront to their gods. The army of humanity experiences a series of crushing defeats; even if the Spartans are effective against the Alliance, they are too few in number to turn the tide. In 2552, the Alliance forces attacked Reach and destroyed the colony. The starship Pillar of Autumn escapes the planet with Spartan John-117's chief officer on board. The ship begins a jump to the slide, hoping to lead the enemy away from Earth.[8]:4–5 The game begins as a Pillar of Autumn comes out of the slide and its crew discovers a large structure of the ringworld of unknown origin. The Alliance pursues autumn and attacks. With the heavily damaged ship, the captain of the autumn, Jacob Keyes, entrusts the artificial intelligence of the ship (AI) known as Cortana to the Master's Head to prevent the Alliance from discovering the position of the Earth. Keyes orders the crew to abandon Autumn and fly the ship to a crash-landing ringworld. On the surface of the ring, Master Chief and Cortana save other survivors and help organize a counter-offensive. Learning that Keyes was captured by the Alliance, Chief and a small contingent of soldiers save him from the cruiser of the Truth and Reconciliation Pact. Keyes reveals that the Alliance calls the world of the rings "Halo" and that they believe it is a weapon. Intended to stop the Alliance to use Halo, Keyes seekspotential cache weapons, while Master Chief and Cortana set an assault in the ring world control room. Cortana enters Halo's computer systems and, after discovering something, sends the Master Chief to find and stop Keyes from continuing his research. In search of the captain, Master Chief meets a new enemy, the flood parasite. Flood's exit pushes Halo's guardian, AI 343 Guilty Spark, to enlist the help of the Master Chief in activating Halo's defenses. After the head recovers the ring activation index, 343 Guilty Spark brings it back to the Halo control room. Cortana intervenes before the Master Chief can activate the ring; discovered that the purpose of the installation is to destroy all the sentient life in the galaxy, starving the flood of potential hosts. When Cortana refuses to yield the Halo activation index, 343 Guilty Spark attacks her and Chief. To stop the activation of Halo, Master Chief and Cortana decide to destroy the installation. They serve Keyes' command codes to destroy Autumn and Alo with it, Master Chief returns to Truth and Reconciliation, only to discover that Keyes has been assimilated by the flood. The Master Chief returns in autumn and manually destabilizes ship's reactors, and expiring the subsequent detonation in one of the fighters of Autumn, while most Alliance forces, UNSC, and the infected flood is destroyed along with the installation of Halo.He justifies their sacrifices and believes that their work is over, but the Master Chief states that they are only beginning. 343 Guilty Spark is proven to have survived the destruction of Halo in a post-credit scene. Development prototypes In 1997, Bungie included about 15 people working in southern Chicago, Illinois. During the development of Myth II: Soulblighter, a group of three-702-705" worked on a real-time strategy game (RTS) with a focus on science fiction, realistic physical simulations and three-dimensional terrain. [26] The first versions used the Myth engine and the isometric perspective. [27] The project had the Monkey Nuts work title, then Blam! After the project led Jason Jones could not tell his mother the original name.[28]:ix[29] Experimenting with ways to control the units, Bungie added a mode that attacked the camera to the individual units. The observation point continually approached the units as developers realized that it would be more fun for players to drive vehicles that have the computer to do so. "And controlling [the vehicle.] only that double tactile nature of loading a guy in, getting a guy out, hands on the wheel - it was like, this should not be a RTS game", remembered the founder of Bungie Alec Seropian. By mid-1998, the game had become a third-person shooter. [26] Peter Tamte, the then executive vice president of Bungie, used his contacts from his former position at Apple to get Joseph Staten and Jason Jones an audience with CEO Stevejobs, impressed, accepted to debut the game in the world at 1999 macworld conference & Expo.[26] anticipation built for the unknown game bungie after favorable reviews from journalists in the sector under non-disclosure agreements to electronic entertainment expo 1999.[30][31] the first official halo screenshot. days before the announcement of the macworld, blam! still had no permanent title; the possible names had included the christmas babble machine, solipsis, the crystal palace, the hard vacuum, the star creator and the star shield. [32] bungie assumed a branding company that came under the name covenant, but the artist bungie paul russell suggested alternatives, including halo. even if someone did not like the name, comparing it to something religious or a female shampoo, the designer marcus lehto said: "has described enough of what our intent was for this universe in a way that created this sense of mystery." [26] on 21 July 1999, during the macworld conference & expo, jobs announced that halo would be released for macos and windows simultaneously. [30] the premise of history at this point involved a human transport spaceship that crashes on a mysterious world of rings. the first versions of alien alliance come to plunder what they can, and war erupts between them and humans. unable to match the technologically advanced alien race, human beings turn to the guerrilla. [33] at this point, bungie promised an open-world game with ground that reacted and deformed by explosions, persistent environmental details as spacetracks, and variable meteorology, none of which made it in the final product. [34][35][36] These early versions presented the Halo-specific fauna, later fell due to design difficulties and deduction of the diluvius surprise creatures. [37] The Master Chief was simply known as the cyborg. When Halo was shown at E3 in June 2000, he was still a third-person shooter. [38] The financial situation of Xbox Bungie during the development of Halo was precarious. Before Myth II: Soulblighter's release, Bungie had survived Myth's sales and had lost the release dates. A glitch that caused Myth II to erase the contents of the directory from which it was installed was discovered after 200,000 copies were produced for the launch of December 1998. Bungie remembered the copies and issued a correction, costing the company \$800,000. [39] As a result, Bungie has sold a part of the company and its publishing rights to Take-Two Interactive. [26] Still faced with financial difficulties, the Tamte of Bungie contacted Ed Fries, the head of Microsoft Game Studios, about a possible acquisition. Fries was working on developing the software line for the first Microsoft gaming console, the Xbox. Fries negotiated an agreement with Take-Two Interactive where Microsoft acquired Bungie and the rights for Halo, while Take-Two retained Myth and Oni properties. [26] Jones and Seropian launched the purchase to the rest of Bungie as the way they could shape the future of a new game console. [26] Microsoft announced its acquisition19 June 2000. Halo was now the launch game for the Xbox.[26] In less than a year, Bungie had to turn Halo from a loose collection of ideas into a shipping product on an untested console. To make players more connected to the action, Jason Jones pushed to transform the perspective of the game from third person to first person. [41] A key concern was to ensure that the game played well on the Xbox gamepad; at the time, first-person shooters on consoles were rare. Speaking of the effort, designer Jaime Griesemer wrote the code to discern the player's intent and assist the player's movement and aim without being obvious. The game buffered player inputs so that the result was the desired player's movement, rather than motion players were actually doing. [26] Other Bungie projects have been demolished, and their teams have absorbed Halo in a hurry to complete it. Griesemer said that after Bungie's team moved to Microsoft campus in Redmond, Washington, he was so busy that he didn't undo his personal belongings for six months. [26] The prototyping designers dating and AI enemy level sandbox, "B30". The success of the gameplay on this small piece of the game excited the team, and B30 became "The Silent Cartographer", the fourth mission. [42] Bungie cut features drastically to make the release date. The open-world plans were demolished.[42]:1440""-1445"""" and it became clear that the long planned campaign was not feasible. Staten described his role as putting "channel history"The gaps that seemed smooth on top. To save time, Lehto suggested reuse campaign levels; Bright directional arrows were added after players got lost. [26] Microsoft Eric Trautmann and Brannon Boren game writers have performed last-minute rewrites to improve the script a week before voiceover sessions, but have not been allowed to view the game. [citation required] An online multiplayer component was abandoned because Xbox Live would not be ready. Only four months before the release, it was decided that the multiplayer was not yet fun, so it was demolished and rebuilt from scratch, using the team members who moved from the missing Bungie West team after completing Oni.[26][42] Some staff members have slept in the office for the last few months to make sure the game has made its expiration.[28]:ix-xi Design See also: Factions of Halo Bungie's social cultures - and the rush to complete the game - that team members provided input and feedback on disciplines.[28]:4, 67 Aspects as level design required collaboration among designers creating environments for players from Bungie hired Shi Kai Wang as an additional artist to refine Lehto's designs.[28]:5 The aliens that make up the Covenant began with various exploratory drawings that were rolled up once the role of each enemy in the gameplay was defined. [28]:28by Paul Russell, the visual design of the game has changed in response to the change of game and history. Artists tried to distinguish each faction in the game from their architecture, technology and armor. The original curved aspect of the UNSC was made more blocking to distinguish it from the Alliance.[38] human weapons were also projected-based to provide a contrast to the energy weapons of the Alliance. [26] The interior of the Autumn Pillar was a significant influence on the production design of the film Aliens [28]:75 The organic, curvilinear forms, along with a palette of green and purple colors were used for the Alliance.[26] while the Forerunner was defined by their angular constructions; The interiors originally designed Aztec models and Louis Sullivan's work before becoming more refined five months. The main article: Halo Original Soundtrack Composer Martin O'Donnell and his TotalAudio company were commissioned to create music for the debut of Halo MacWorld. Staten told O'Donnell that music should give an ancient mystery feeling. [43][26] O'Donnell decided that Gregorian chant would be appropriate, and he performed the voice next to his compositional companion Michael Salvatori and additional singers. [26] Since he did not know how long the presentation would be, O'Donnell created opening and closing sections "smushy" which could be expanded or cut as the time needed to back up a central rhythm section. [44]was recorded and sent to New York for the show the same night that the piece was finished. [45] shortly before the bungie was purchased by microsoft, o'donnell joined bungie as a member of staff, while saviors remained at totalaudio. o'donnell designed the music so that "it could be dissected and remixed in such a way as to give [he] multiple and interchangeable loops that could be recombined randomly to keep the interesting piece and a variable length." development involved creating "alternative central sections that could be transition to if the game required such change (i.e. less or more intense.)" [46] or 'donnell sat down "The level designer would tell me what he hoped a player would feel at certain points or after doing certain tasks." based on this information, o'donnell would develop cue the designer could script at the level, and then he and the designer would play through the mission to see if the audio worked. [46] did a little bit of music because he believes that "[music] is better oato in a game to speed up the emotional state of the player and works better when oato less," and that "[i]f the music is constantly playing tends to become sound wallpaper and loses its impact when it is necessary to really improve some dramatic component of the gameplay." [47] the skins arrived so late that o'donnell had tooin just three days. [26] Release Ed Fries described the period before the launch of Xbox as chaotic; "You must imagine this panic environment combined with adrenaline, but money is not mostly object at the same time. So we were spending a lot of things, trying to do all these crazy things," he recalled. [26] After several tie-ins videogames scheduled for Steven Spielberg's A.I. Artificial Intelligence film have been scrapped, it became clear that Halo had to serve as the Xbox Tent title,[26] a role that the game had never been intended to fill. [48] Halo's debut had been well received, but his move to the unproven Xbox console caused the treatment of the coldest print than it was before.[49]:16 While a playable demonstration of the game at Gamestock 2001 was well-discussed,[50] critics had mixed reactions to his exhibition at E3 2001,[51][52] where the game was shown in a very poor state, with frame rates. Also within Microsoft, Halo was divisive. [48] After Bungie refused to change the name Halo to placate marketing research teams, the subtitle "Combat Evolved" was added to make it more descriptive and compete better with other military-themed games.[26][54] Fries analysts recalled had suggested that Halo had the palette of "rong" colors compared to competing console games; Fries never showed the results to Bungie. [48] The game was released in North America at the same time as the Xbox, on November 15, 2001. Halo: The fall of the Reach,halo novel: Combat evolved, was released a few weeks before the game. the author of science fiction eric s. nyland wrote the novel in seven weeks. [55] the novel was almost killed halfway through completion; nyland accredits traumann with rescue. [56] the fall of the breed became a weekly bestseller of publishers with almost two hundred thousand copies sold. [57] the following novel, titled halo: the flood, is a bond with halo: Combat evolved, describing not only the experiences of the master chief but also those of other characters on installation 04. written by William c. dietz, this novel appeared in the list of bestsellers publishers weekly in May 2003. [58] on july 2002, a halo port for windows was announced in development by software gearbox. [59] his exhibition at e3 2003 was positively welcomed by some critics.[60][61] with skepticism by others [62] was released on September 30, 2003.[4] and included support for online multiplayer game and characterized sharper graphics, but had compatibility issues that caused bad performance.[20][63] halo was then released for mac os x on December 11, 2003. [5] on December 4, 2007, the game became available for xbox 360 through download from xbox live marketplace. [64] sales while halo was not an immediate success in ocita, had a long queue sales rate and a very high hook rate for the Xbox.[26] during the two months following the release of halo, the game sold over fifty percent of xbox consoles. [65] a millionhad been sold about five months after the release, a faster pace than any previous six-generation console game. [66] The game sold three million copies worldwide by July 2003.[67] four million by January 2004,[68] and five million by November 2005. [69] In July 2006, his Xbox version sold 4.2 million copies and earned only \$170 million in the United States, while his computer version sold 670,000 copies and earned \$22.2 million.[70] Next Generation ranked it as the second best-selling game launched for PlayStation 2, Xbox or GameCube between January 2000 and July 2006 in that country. [71] ReceptionAggregated ratingAggregatorScoreMetacritic(Xbox) 97/100[2](PC) 83/100[4]Review scoresPublicationScoreAllGame[72]Edge10/10[11]Eurogamer8/10[73]Game Informer9.5/10[74]GameSpot9.7/10[10]GameSpy80/100[9]IGN9.7/10 It's been over. "[11] GameSpot said that "Halo's single-player game is worth picking up an Xbox alone," concluding, "It's not only this easily the best Xbox launch games, but it's easily one of the best shooters ever, on any platform." [10] IGN observed the same way, calling Halo to "cant' miss, non-brainer, safe thing, five stars.[7] The AllGame publisher Jonathan Licata praised Bungie for doing "an extraordinary job with Halo, taking many success elements from previous standouts in the genre to make a very playable game". [72] Among the specific aspects that reviewers praised were the balance of weapons, the role of drivable vehicles,[5][7] and the artificial intelligence of enemies. [5][11] The game has received numerous Game of the Year awards, including those of the Academy of Arts and Interactive Sciences,[75] Electronic Gaming Monthly, Edge and IGN.[76] GameSpot called Halo the third best console game of 2001, and won the annual "Best Xbox Game" of the publication and, among console games, the "Best Shooting Game" awards. It was a runner-up in the "Best Sound" category. [77] The British Academy of Film and Television Arts awarded Halo "Best Console Game", and Rolling Stone presented it with their "Best Original Soundtrack" award. According to Xbox.com, the game received a total of 48 prizes. [76] Although the overall reception of Halo was largely positive, the game received criticism for its level design. GameSpy commented, "they trumpet through countless corridors and control rooms that everyone looks exactly the same, fighting identical-looking groups of enemies over and over... it is simply frustrating to see a game with such destructive sequences too often degenerate [into] this kind of action without thoughts and repetitive." [9] Similarly, an article on Game Studies.org observed, "In the latter part of the game,scenarios are based on repetition and quantity rather than innovation and quality." [78] eurogamer concluded, "halo is a very two-half game. the first half is fast, exciting, beautifully designed and constantly full of surprises. the second half is festooned with gobsmacking twist plot and big cinematic, but disappointed by repetitive paint for the design of the levels of numbers." [73] halo was released before the launch of live xbox, and the lack of multiplayer and bot online to simulate human players was criticized by GameSpy:[9] in 2003 gamespy included halo in a list of "top 25 games more overestimate". [19] halo's pc port received generally favorable reviews, getting a score of 83% on metacritic. [4] gamespot stated that it was "still an incredible action game ... [and] a real classic", awarding it 9.0 out of 10.[63] received a score of 8.2 out of 10 from ign, which stated: "if you played the game on xbox, there's not much for you here. "[20] Eurogamer defined the game "a missed opportunity", but stated that the online multiplayer component was "a huge draw ... for Halo veterans." [21] halo was praised as one of the greatest games of all time,[79][80] and was ranked by ign as the fourth best shooter of first-person made. [81] the popularity of the game led to labels such as "halo clone" and "halo killer", applied to similar or anticipated games to be better than it. [82][83] legacy halo is accredited with the modernization of the genus FPS.[84]at GameSpot, the "numerable subtle innovations of Halo have been borrowed from countless other games." [85] The game is often cited as the main reason for the success of Xbox.[86] and started what is commonly considered as the top franchise of the system. [87] The game designer Vox Day has credited the game with the use of sci-fi environments to follow half life in the extraction of static levels and a similarity with the crawls dungeon, which the FPS genre inherited from Akalabeth. Next day he wrote that Halo pushed a sustained trend of many other FPS console games. [88] In July 2006, Next-Gen.biz published an article that estimated Halo as the second 21st-century console game generated by the highest revenues in the United States, behind Grand Theft Auto: Vice City.[89] The popularity of the game has triggered the use of terms such as "Halo clone"[90][92] and "Halo killer". [83] The Haloelb game was used for the game Zombies [93] Halo was mentioned in both Major League Gaming and World Cyber Games.[94][95] The game's sequel, Halo 2, made \$125 million with a unitary turnover of \$2.38 million on the first day of its publication.[96] gaining the distinction of the most sold American average product in history. [97] Three years later, Halo 3 broke that record with the biggest opening day in the history of entertainment, taking US\$1.70 million in its first 24 hours.[98] In addition, the inspired game and was used in the fan-created Red vs. Blue video series, which isas the "first great success" of the machinima (the technique of using 3D motors in real time, often from video games, to create animated films). [99] Halo: Custom Edition On March 15, 2004, Gearbox Software released Halo: Custom Edition for Windows, which allowed players to use custom-made maps and game changes through the Halo Editing Kit developed by Bungie. [100] Halo: Custom Edition consists of multiplayer maps and requires an original copy of Halo for PC to install. Custom maps can be both single and multiplayer. [100] Remake main article: Halo: Combat Evolved Anniversary During the Microsoft press conference at the E3 Expo 2011, it was revealed that Halo: Combat Evolved would be remade by 343 Industries with an internal game engine and would include the results, Terminals and Teschi. It was released for the Xbox 360 on November 15, 2011. The release date marks the tenth anniversary of the release of the original game.[101] The remastered version of the original game includes the multiplayer and cooperative online game feature. [102] The remake is also the first Halo game to include Kinect support.[103] The game is a mix of two game engines, the original Halo engine created by Bungie that provides gameplay and a new engine created by 343 and Saber that is responsible for improved graphics, and the player is able to switch between the improved and classic modes of the game at any time. Reach the game engine, tailored with playlists to imitate the original multiplayer, instead of including the original multiplayer mode of the game. The anniversary was then included as part of Halo: The Master Chief Collection.[105][106][107] The Anniversary version of the game is the version in The Master Chief Collection for Xbox One. The single-player game is identical to the Xbox 360 version, including the ability to exchange between the updated "anniversary" graphics and the original graphics of the game. However, unlike the Xbox 360 version, the multiplayer component is the original multiplayer engine of Combat Evolved, instead of Halo: Reach and is playable on Xbox Live. Xbox Goes Global With European and Australian Launches, on xbox Goes Global. news.microsoft.com. Microsoft. 14 March 2002. Archived from the original on 20 May 2015. Retrieved 20 May 2015. ^ a b c "Halo: Combat Evolved for Xbox Reviews". Metacritic. CBS Interactive. Archived from the original on 20 May 2015. 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