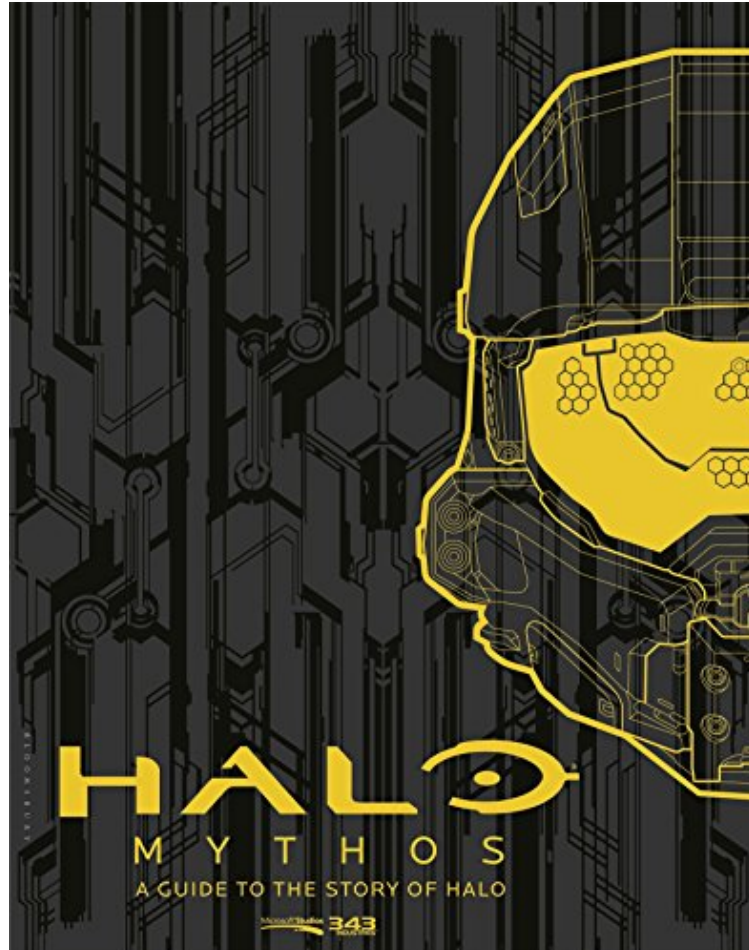


[Ebook free] Halo Mythos: A Guide to the Story of Halo

Halo Mythos: A Guide to the Story of Halo

343 Industries

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343 Industries : Halo Mythos: A Guide to the Story of Halo before purchasing it in order to gauge whether or not it would be worth my time, and all praised Halo Mythos: A Guide to the Story of Halo:

67 of 68 people found the following review helpful. An amazing compilation of all of the Halo lore we've learned about over the past fifteen years. By Jared LBeing an avid Halo fan, I have been looking forward to this book's release ever since hearing about it several months ago. I received it in the mail today and have not been able to put it down for the past few hours! With over 200 pages, there are vibrant pieces of artwork (some of them brand new pieces not shown anywhere else) every couple of pages with lots of text in-between them. Unlike a lot of the other Halo encyclopedias/guides, this book appears to be a majority of text; that means you're going to get a lot of detail about what you're reading. The book appears to cover everything from 2001's "Halo: Combat Evolved" up to 2015's "Halo 5: Guardians" release, along with all novel, comic, and media coverage in between the games. The book is divided up into several sections: "The Forerunner Legacy", "Rise of Humanity", "End of the War", "The Aftermath", and "Return of

the Prometheans". Each section has several chapters to them relating everything that happened in that particular part of the Halo universe. There is a nice size index at the back of the book incase you're looking for anything specific. Whether you're a Halo fanatic or are new to the series, this book is for one and all and appears to have become the quintessential companion book for all things related to Halo's story. It will not disappoint! 17 of 19 people found the following review helpful. Visually Gorgeous, and Overall Superb
By Daniel GI just got this in the mail an hour ago, and I can't put it down! Not only is it a visually stunning book, but it is chock full of information about the Halo universe. This is a must-have for any fan of Halo!! I highly recommend it! 0 of 0 people found the following review helpful. A really nice overall explanation and exploration of the Halo universe
By ShantasticI have been a Halo fan since day one. I have read some of the books and spent literally countless hours playing every Halo game. But the games leave a lot of story gaps. Sometimes you end up being part of a mission and while it is great fun, you have to ask your self, "what the heck just happened?" This book explains the Halo universe. I had so much fun reading it. When I now play with friends, I will drop Halo history over the mic and, while they think I am beyond a Gamer Nerd, they are always interested in the ideas that make the Halo universe complex and great. I really like it.

This official, comprehensive, authoritative guide to the Halo universe, written in collaboration with 343 Industries, the developers of the Halo franchise, marks the first time that a book incorporates the entirety of the Halo canon, including the games, books, comics, live-action and animated entertainment, and more. The book also includes over 50 specially commissioned full-color paintings showcasing vehicles, artificial intelligence, weapons, ships, and never-before-seen aspects of Halo environments. The amazing illustrations come from a variety of renowned illustrators, including Jean-Sbastien Rossbach, Leonid Kozienko, Benjamin Carr, Isaac Hannaford, and 343's internal art team, too. For the first time ever, the timeline of the Halo universe is available in one place, charting humanity's battles against alien forces of the Covenant, Forerunners, and the Flood--making this book an absolute must-have for Halo fans.

About the Author Halo is a worldwide gaming phenomenon that pits soldiers against aliens in an interstellar war. With sales of 65+ million units since 2001, Halo is the largest science fiction video game entertainment brand today, with 6+ billion hours played online and 3.5+ million users per month. 343 Industries is an American video game developer located in Kirkland, Washington. Named after the Halo character 343 Guilty Spark, the company was established in 2009 by Microsoft Studios to oversee the development of the Halo science fiction media franchise. The concept art team at 343 Industries contributed many illustrations for Halo: Mythos, including full-color paintings by Darren Bacon, David Heidhoff, and Chase Toole. Jean-Sbastien Rossbach is an award-winning illustrator, concept artist, and painter. His art has appeared in many books, video games, and comics, including A Game of Thrones, Halo, Tomb Raider, and The Punisher. Leonid Kozienko is a self-taught digital illustrator from Russia. His fantasy and science fiction art has appeared in Star Wars and Warhammer 40,000 games. Benjamin Carr is known for his hundreds of science fiction and fantasy cover illustrations. Benjamin is also the author and illustrator of many comics, including Star Wars, Mass Effect, Blade Runner, and Smoke City, and a concept artist for video games and cinema. Isaac Hannaford has thirteen years' experience creating some of the most visual designs in entertainment. He has contributed concept art to games such as Halo 3, Halo 3: ODST, Halo: Reach, and Team Fortress 2.