

**“Halo Wars 2”
Fact Sheet
May 2017**

Title: “Halo Wars 2”

Publisher: Microsoft Studios

Developer: Creative Assembly / 343 Industries

Format: Xbox One Family of Devices and Windows 10 Exclusive

ESRB Rating: T for Teen

Price²: Standard Edition: \$59.99 USD
Ultimate Edition: \$79.99 USD
Season Pass: \$29.99 USD (also included in “Halo Wars 2” Ultimate Edition)

Availability: February 21, 2017
February 17, 2017 for Early Access (included in “Halo Wars 2” Ultimate Edition)

Product Overview: The best-selling console real-time strategy (RTS) of all time is back! “Halo Wars 2” is an action-packed RTS on the biggest Halo battlefield ever. Get ready to lead armies of Spartans and other Halo fighting forces like Warthogs, Scorpions, and exciting new units in a brutal war against a terrifying new enemy, The Banished.

In this long-awaited sequel to the acclaimed “Halo Wars,” a new enemy threatens the Halo universe and the only thing standing between Armageddon and humanity is the brave crew on board the *Spirit of Fire*. “Halo Wars 2” returns fans worldwide to the role of commander throughout an incredible campaign featuring the biggest battles in Halo history. In addition to the epic campaign, “Halo Wars 2” comes packed with competitive and cooperative multiplayer modes² built specifically for a wide range of new and veteran gamers.

“Halo Wars 2” also marks a new frontier for Halo strategy gaming on Windows 10 PC with special features designed just for PC gamers. Through Xbox Play Anywhere, the Xbox One and Windows 10 version of “Halo Wars 2” are included with a single digital purchase, at no additional cost.

Whether you want to lead your army from your desk or your sofa, with a mouse and keyboard or controller in your hands, it’s time to hit the battlefield with “Halo Wars 2.”

Features: **The Return of the Spirit of Fire:** Experience a riveting campaign which reintroduces the *Spirit of Fire* to the current Halo timeline, as Captain Cutter and his crew fight a dangerous new enemy intent on conquering the galaxy. Brought to life through detailed in-game graphics and the cinematic artistry of Blur Studio, the story of “Halo Wars 2” dives straight into the chaotic state of the Halo universe directly after the events of “Halo 5: Guardians.”

The Dawn of Atriox: “Halo Wars 2” introduces a new menacing villain to the Halo universe – Atriox, the leader of a violent, mercenary force known as The Banished. The Banished bring many classic Halo alien weapons of war to the battlefield with an explosive new redesign, making them more brutal and deadly than anything the UNSC has ever encountered in their battles with the Covenant.

The Biggest Halo Battlefield Ever: “Halo Wars 2” takes place on the mythical Ark, the largest, most mysterious and most powerful installation ever created by the Forerunners. The Ark was first introduced in “Halo 3,” where the Master Chief learned that it is the literal birthplace of the series’ eponymous Halo rings. Now players will have a chance to fight to control that power for themselves.

A New Kind of Strategy: “Halo Wars” redefined the real-time strategy (RTS) genre on consoles and “Halo Wars 2” is set to take that evolution even further with a hybrid of action-oriented and classic tactical gameplay modes. Veteran developer Creative Assembly (“Total War: Rome II, Total War: Shogun 2”) brings decades of RTS experience to the Halo universe and delivers a game which will be action-packed fun for players new to strategy games and deeply challenging and rewarding for RTS experts.

Multiplayer Gameplay Modes Include:

- **Skirmish (Solo and Online Multiplayer³ Co-op):** Test your battle strategies against a range of AI difficulty levels. Fight across all the environments and multiplayer game modes with as many AI and co-op friends (or enemies!) as each mode will allow.
- **Strongholds (Online Multiplayer):** Strongholds is a fast-paced game mode where the objective is to capture and control the most bases when the round's timer stops. Players will start off with a pre-built base and pool of resources to quickly deploy troops, and capturing a base increases the total amount of forces a player can control.
- **Domination (Online Multiplayer):** In Domination, build your base, build your army, and battle for control of the map and supremacy of the Ark! Take control of distinct nodes on the map and hold them long enough to win the game. There's no time limit and a match will end when one player has held enough nodes to get the enemy counter down to zero.
- **Deathmatch (Online Multiplayer):** In Deathmatch you'll plan and build your base and army, but instead of fighting for map control you'll fight until only one team remains standing. Outthink and outflank your opponents, then have a celebratory barbecue on the smoking remains of their home bases.
- **Blitz (Online Multiplayer and Co-op):** Blitz is a new, innovative and action-packed twist on RTS gameplay that combines card-based strategy with explosive combat. Your card deck is your army in Blitz as you build collections of powerful Halo vehicles and troops and command those units in fast-action battles.

Many More Wars to Come: The launch of “Halo Wars 2” was just the beginning of the war on the Ark and this amazing new chapter in Halo and real-time strategy history. The “Halo Wars 2” Season Pass offers incredible value for fans extending long after launch, with more than six months of regular updates post-launch, including: new Leaders with abilities that change the course of multiplayer battles and new Units that add to your multiplayer arsenal. Additionally, “Hollywood” – a brand new campaign expansion for “Halo Wars 2 – will be available this September.”

...And a Chance to Go Back to the Beginning: “Halo Wars: Definitive Edition” is an enhanced version of the original “Halo Wars” that runs natively on Xbox One and Windows 10. This version features improved graphics, additional Achievements, and includes all of

the downloadable content created for the classic real-time strategy game and is available to anyone who purchases the “Halo Wars 2” Ultimate Edition or purchasable standalone from the Xbox Store, Windows Store and Steam.

Game Editions:

Standard Edition:

- Real-time strategy makes an explosive return to the Halo Universe in “Halo Wars 2.” Get ready to lead Spartans, Warthogs and other classic Halo fighting forces in a brutal war against a terrifying new enemy on the biggest Halo battlefield ever.

Ultimate Edition:

- Prepare yourself for war with the “Halo Wars 2: Ultimate Edition.” Download and start playing “Halo Wars 2” on February 17, 2017, four days before the game’s standard release date.
- The “Halo Wars 2: Ultimate Edition” includes:
 - “Halo Wars 2” – Early Access
 - Play “Halo Wars 2” four days early.
 - “Halo Wars 2 Season Pass” token
 - “Halo Wars: Definitive Edition” token
 - Experience an enhanced version of the original “Halo Wars,” including all of its downloadable content, running natively on Xbox One and Windows 10.

Expansions:

Halo Wars 2: Awakening the Nightmare:

- “Halo Wars 2: Awakening the Nightmare” is a full expansion coming to “Halo Wars 2,” featuring a new campaign, Blur cinematics, new multiplayer Leaders, new maps and Terminus Firefight – a unique game mode where players build bases and armies to defend against waves of enemy forces. Expanding on the epic story from “Halo Wars 2,” in “Halo Wars 2: Awakening the Nightmare” players play from the perspective of the Banished and experience their desperate struggle against a terrifying and ancient enemy – the Flood!

¹ Select regions only, check with your local retailer.

² Actual retail prices may vary.

³ Online multiplayer requires Xbox Live Gold subscription (sold separately).

About the Halo Franchise:

Exclusively published by Microsoft Studios and developed by 343 Industries, the Halo franchise is an award-winning collection of properties, more than \$5 billion in worldwide sales to date, that has transcended video games and grown into a global entertainment phenomenon. Beginning with the original “Halo: Combat Evolved” (2001) to the record-breaking launch of “Halo 5: Guardians” (2015), the critically acclaimed and record-shattering series of games has reinvented how people think about video games and has since built a fan base of millions worldwide and inspired multiple New York Times best-selling novels, a live-action digital series, comic books, action figures, apparel and more.

Exclusively published by Microsoft Studios, the Halo franchise of games have sold more than 70 million copies worldwide, driving nearly more than 6 billion hours of gameplay by fans connected to Xbox Live.

About 343 Industries:

343 Industries is the developer of the blockbuster “Halo” series of video games and, as part of Microsoft Studios, oversees the “Halo” franchise, including games, original programming, novels, comics, licensed collectibles, apparel and more. The studio most recently launched “Halo 5: Guardians” in 2015 and is currently developing “Halo Wars 2” for Xbox One and Windows 10 PC, while continuing to transform entertainment experiences across the “Halo” universe with groundbreaking projects, such as the upcoming Steven Spielberg produced television series.

About Creative Assembly:

Founded in 1987 and based in Horsham, West Sussex, Creative Assembly is one of the UK's most successful and established game studios. Creator of the multi award-winning Total War strategy series, the studio has received numerous press, industry and consumer accolades, including BAFTA and the Develop Industry Excellence awards. With over 400 highly talented developers and counting, the studio is still expanding with new triple-A console, PC and mobile projects. Creative Assembly's website is located at www.creative-assembly.com

Assets

Assets for "Halo Wars 2" are available at: <http://news.xbox.com/media/?sm=halo+wars+2>

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