# Halo 5: Guardians

# Fact Sheet

# June 2015

**Title:** Halo 5: Guardians

**Publisher:** Microsoft Studios

**Developer:** 343 Industries

**Format:** Blu-ray and digital download for Xbox One; Xbox Live-enabled

**ESRB Rating:** RP for Rating Pending (Anticipated M for Mature)

**Price1**: Standard Edition: $59.99 (USD), £44.99 (GBP), €69.99 (EUR), $99.95 (AUD)

Digital Deluxe Edition: $89.99 (USD), £69.24 (GBP), €98.99 (EUR), $137.70 (AUD)

Limited Edition: $99.99 (USD), £79.99 (GBP), €99.99 (EUR), $149.95 (AUD)

Limited Collector’s Edition: $249.99 (USD), £199.99 (GBP), €249.99 (EUR), $329.95 (AUD)

# Availability: Oct. 27, 2015 (Worldwide except Japan)

# Oct. 29, 2015 (Japan)

**Product Overview:** Built from the ground up to take advantage of the Xbox One and Xbox Live, *Halo 5: Guardians* is the next video game installment of the legendary sci-fi franchise, featuring the most ambitious campaign and multiplayer experience in franchise history, all running at 60 frames per second on dedicated servers.   
  
A mysterious and unstoppable force threatens the galaxy, the Master Chief is missing and his loyalty questioned. Experience the most dramatic *Halo* story to date through the eyes of the Master Chief and Blue Team, and Spartan Locke and Fireteam Osiris – in a 4-player cooperative epic that spans three worlds. Challenge friends and rivals in new multiplayer modes: Warzone – massive 24-player battles featuring AI enemies and allies, and Arena – pure 4-vs-4 competitive combat.

**Features:** **An Intense Story on a Galactic Scale**: Hunt the truth. Featuring epic worlds, epic battles and epic scale, *Halo 5: Guardians* riveting campaign weaves a dramatic story full of new and fan-favorite characters and enemies that will forever change the Halo universe. The Master Chief and Blue Team have gone missing, and tasked to hunt them down is the UNSC’s elite man hunter, Spartan Locke, and Fireteam Osiris. As the pursuit continues, they begin to unravel the mystery behind an unstoppable force that threatens the entire galaxy.

**Your Team is Your Weapon**: Play with up to three friends through seamless drop-in/out online cooperative play on dedicated servers and experience the story through the perspective of each Spartan Fireteam, or play solo and issue unique commands to your Spartan team letting the new Fireteam AI turn them into deadly weapons on the battlefield.

**The Next Evolution of Halo Combat:** *Halo 5: Guardians* evolves *Halo’s* core gameplay with new and improved movement and gunplay, powerful Spartan Abilities that deepens the battlefield experience with a dynamic arsenal of new ways to engage enemies, all at a bristling fast 60 frames per second using an overhauled Halo engine.

**Iconic Score and Immersive Audio:** With an engrossing score that embodies classic *Halo* themes, brand-new audio effects and dialogue that dynamically captures the changing action on the battlefield, *Halo 5: Guardians* makes every piece of music, gunfight and explosion come to life like never before.

**Warzone –** An all-new massive multiplayer experience, Warzone is built from the ground up to take advantage of Xbox One and Xbox Live. With up to 24 players, Warzone combines the best elements of Halo into one, gigantic multiplayer mode. Featuring maps three to four times larger than any previous map in *Halo*, players will freely take on multiple objectives, battling against enemy players as well as AI opponents, all linked together through the Requisition System (REQ System).

**Arena**: Halo’s established legacy of pure, skill-based 4-vs-4 competitive combat, thrives in the Arena multiplayer mode. Featuring maps, modes, weapons, movement and combat abilities that have been fine-tuned to be perfectly balanced, Arena is designed for competitive gamers and eSports with new features, such as CSR (Competitive Skill Rating) system and spectator mode.

**Requisition (REQ) System:** The REQ System richly rewards players with REQ Points after each match in Arena or Warzone. Redeem REQ Points to unlock weapons, armor, skins, assassination animations and more. In Warzone, use the REQ System to call in weapons and vehicles to turn the tide of battle.

**Extensive Multiplayer Content**: *Halo 5: Guardians* features the most multiplayer content in any Halo game, with over 20 multiplayer maps available at launch and more than 15 additional multiplayer maps being added through June 2016 at no additional cost2. Post-launch, players can also expect new community created maps, a constant rotation of multiplayer game modes and a huge variety of unique armor sets, weapons, skins, visors, emblems and more through the REQ System.

**Digital Deluxe Edition:**The digital deluxe edition of *Halo 5: Guardians*, available for download via the Xbox Store, includes the following content:

* Full game download of *Halo 5: Guardians*
* Warzone REQ Bundle: 14 Premium Requisition packs 3
* *Halo: The Fall of Reach* – Animated Series 4

**Limited Edition:** Lock and load with the *Halo 5: Guardians* Limited Edition which includes the Warzone REQ Bundle - 14 Premium Requisition packs to enhance Spartan combat. 3 The Limited Edition also contains:

* *Halo: The Fall of Reach* – Animated Series 4
* *Guardian* model by Metal Earth® 5
* Uniquely-designed Spartan themed SteelBook®
* Spartan Locke’s Classified Orders
* Dossiers on Blue Team and Fireteam Osiris
* Xbox Live Gold 14-day Trial6 - perfect for playing with friends

**Limited Collector’s Edition:** A premium edition of *Halo 5: Guardians* that includes a commemorative statue featuring The Master Chief and Spartan Locke, designed by 343 Industries. The Limited Collector’s Edition contains a full game download and the following Limited Edition content:

* Warzone REQ Bundle: 14 Premium Requisition packs 3
* *Halo: The Fall of Reach* – Animated Series 4
* *Guardian* model by Metal Earth® 5
* Uniquely-designed Spartan themed SteelBook®
* Spartan Locke’s Classified Orders
* Dossiers on Blue Team and Fireteam Osiris
* Xbox Live Gold 14-day Trial6 - perfect for playing with friends

1 Actual retail prices may vary.

2 Monthly Updates from December 2015 through June 2016. Download from Xbox Live; ISP fees apply. Dates and content subject to change.

3 Digital content provided on single card inside package. Warzone REQ Bundle (includes 14 Premium Requisition Packs, with 2 releasing on a weekly basis) requires *Halo 5: Guardian*s game, Xbox Live Gold membership (sold separately) and broadband internet; ISP fees apply.

4 Halo: *The Fall of Reach* – Animated Series is streaming only via Halo Channel and requires broadband internet; ISP fees apply.

5 Guardian model requires assembly.

6 Offer cannot be transferred, redeemed for cash, or combined with any other offer. Offer is not valid on prior Xbox Live Gold membership purchases.

**About the *Halo* Franchise**

The *Halo* franchise is an award-winning collection of properties that have transcended video games and grown into a global entertainment phenomenon. Beginning with the original *Halo: Combat Evolved* (2001), the critically acclaimed and record-shattering series of games have 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 game have sold more than 62 million copies worldwide, driving nearly over 6 billion hours of gameplay by fans connected to Xbox Live. To date, more than 62 million copies of *Halo* games have been sold worldwide, driving nearly over 6 billion hours of gameplay by fans connected to Xbox Live.

**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, and licensed products. 343 Industries is home to world-class talent that delivered award-winning titles like *Halo 4* and *Halo: Combat Evolved Anniversary* as well as the mobile action-shooter *Halo: Spartan Strike* and live-action digital series “Halo: Nightfall” and “Halo 4: Forward Unto Dawn.” The studio is currently developing the next video game in the legendary franchise, *Halo 5: Guardians,* while continuing to transform entertainment experiences with groundbreaking projects, including the “Halo Channel” and an upcoming Steven Spielberg produced Halo television series.

**Assets**

Assets for *Halo 5: Guardians* are available at <http://news.xbox.com/media/?Category=xbox-one-games&SubCategory=halo-5-guardians>

**For more information, press only:**

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