

'Halo' series celebrated at HaloFest fan event

November 11 2014, by Derrick J. Lang



In this June 9, 2014 file photo, Bonnie Ross, General Manager of 343 Industries, Microsoft Games Studios, presents "Halo 5: Guardians," an upcoming title for the Xbox One, during a presentation ahead of the Electronic Entertainment Expo at the University of Southern California's Galen Center in Los Angeles. "Halo" fans are gathering in Hollywood on Nov. 10, 2014, for the first-ever HaloFest, a fan-centric celebration of the video game franchise featuring the premiere of the "Halo: Nightfall" live-action series and a first look at the multiplayer mode for "Halo 5: Guardians." (AP Photo/Damian Dovarganes, File)

Master Chief stormed Hollywood. "Halo" fans toasted the sci-fi video game franchise, which centers on super-soldier protagonist Master

Chief, during a Monday celebration at the Avalon nightclub and theater. The event featured the debut of the "Halo: Nightfall" live-action series and a preview of the multiplayer mode from the upcoming "Halo 5: Guardians" game.

"We're super-excited about tonight," said Kiki Wolfkill, executive producer at "Halo" studio 343 Industries. "It's the first time we've brought so much together at the same time. It's great that it's all here because there were several times we thought it might be impossible."

The first "Halo: Combat Evolved" game launched in 2001 on the original Xbox and became a cultural sensation, spawning several sequels, spin-offs, novels and comic books set within the game's universe.

"Nightfall" marks the second live-action "Halo" spin-off after "Forward Unto Dawn," which was released alongside "Halo 4" in 2012. Steven Spielberg's Amblin TV production company is currently working on an untitled "Halo" show scheduled to debut next year.

"Nightfall" and access to the "Halo 5" multiplayer beta are included in "Halo: The Master Chief Collection," which brings the four previous "Halo" installments to the Xbox One console Tuesday.

The "Halo 5" multiplayer offers new ways for players to move on the battlefield, including thrusting away from oncoming fire and pounding into the ground for a devastating attack. The beta test, which will feature three modes and seven maps, is set to kick off Dec. 29—the earliest beta test ever for a "Halo" game.

"It's really hard," studio head Josh Holmes said backstage at HaloFest. "The team is definitely going through a lot to get the beta out this early, but I think we all agree it's worth it just because it's going to have such a positive impact on the game."



In this July 26, 2014 file photo, Halo character Connor Sullivan walks in front of the convention center on day 3 at the 2014 Comic-Con International Convention in San Diego. "Halo" fans are gathering in Hollywood on Nov. 10, 2014, for the first-ever HaloFest, a fan-centric celebration of the video game franchise featuring the premiere of the "Halo: Nightfall" live-action series and a first look at the multiplayer mode for "Halo 5: Guardians." (Photo by Denis Poroy/Invision/AP, File)



This file photo provided by Microsoft shows a scene from the "Halo" video game for the Xbox One. "Halo" fans are gathering in Hollywood on Nov. 10, 2014, for the first-ever HaloFest, a fan-centric celebration of the video game franchise featuring the premiere of the "Halo: Nightfall" live-action series and a first look at the multiplayer mode for "Halo 5: Guardians." (AP Photo/Microsoft, File)

More information: www.halowaypoint.com

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