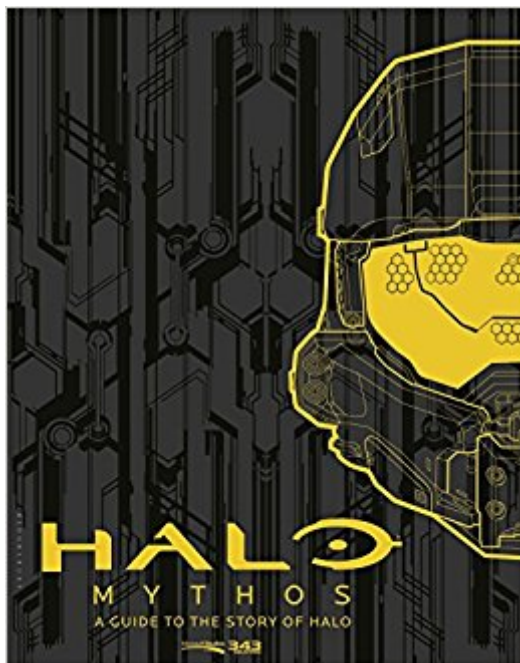


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Halo Mythos: A Guide To The Story Of Halo



Synopsis

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-Sébastien Rossbach, Leonid Kozienco, 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.

Book Information

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Customer Reviews

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-Sébastien 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.

Being 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 Foreunner 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 in case 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!

I 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!

I 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 is a great way to get caught up with the world that is Halo. If you can't play the old games or read the books, or it's just been a long time since you've played/read them, or you just love the little details...then this book is for you. The art is great, the reading is great, the store is epic. It's more summery, or matter of fact. Broken into sections and parts.

If you want a chronology of HALO, begin here. The art work is an extra plus along with the drawings of all the hardware from the video game(s). But the real key is the written word, the history of who, what, when, where, why, and how. Regardless of whether you play the game, put together the Mega Bloks kits or read the spin-off novels, this is the place to begin and you'll find yourself coming back time and time again to clarify or remember an element or character.

I was heavily surprised by this book and excited to keep reading as it dove into the Mythos of Halo itself. Pros: - Very in depth - Well put together with a proper flow of material - Fantastic art to correspond with the information. Cons: - There aren't more of these!

A wonderful guide into the story of what we know as Halo. This helps people who are into the games only and want to see what's going on with the story in other media. The art work is stunning. I kinda wish I had an artistic ability. It's a wonderful insight to the mythology. And gives you everything you need to know. But it ends right where Halo Wars 2 picks up so this means we are probably gonna get an updated one in a few years

A wonderful comprehensive guide to all things Halo! My son is obsessed and he loves it. I'm interested because my son is and this book helped me gain a lot of knowledge into what he is always talking about. Great book

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