



# Halo Wars Gets Mixed Reviews

*by Dyllon Devost*

Halo Wars is a real-time strategy video game developed by Ensemble Studios and published by Microsoft Game Studios for the Xbox 360 video game console.

The game is set in the Halo science fiction universe, 20 years before the video game Halo: Combat Evolved, which was released on 2001. Halo Wars was released in Japan and Australia on February 26, 2009, PAL territories on February 27, 2009, and North America on March 3, 2009.

Expand\_Your\_Musical\_Tastes\_with\_PB&JIt is the last project to be developed by Ensemble Studios. Ensemble first hinted that their next project was a console real-time strategy game in mid-2006.

The game was officially unveiled on September 27, 2006 at Microsoft's X06 Xbox show. Acknowledging that previous console real-time strategy games often fell short, Ensemble built Halo Wars specifically for the Xbox 360's limited controller.

The game was an attempt to bring together Halo first-person shooter fans to play a real-time strategy game and experienced strategy players to play a Halo game.

On release, Halo Wars was met with generally positive reviews from gaming critics. Critics lauded the game's attention to the Halo universe along with the intuitive control scheme.

According to Samantha Wade this game is not going to be recommended to people. One of her reasons is because she does not like the way they set it up, she feel's that it is boring, and very plain.

Sam says," A video game is supposed to be fun and enjoyable. In this game, it's mostly just soldiers running around, and shooting guns. There needs to be a point to the game, and I feel that there isn't one."