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Ranked among us games

The Halo series is not only one of the most important shooter franchises of all time, but it is also the only one that has managed to save the entire platform. The original Xbox was launched with faded exclusives such as *Blinx: Time Sweepers* and *Woznibest frenzy* that wouldn't give players much reason to pick up the console - if it weren't for Halo: Combat evolved. The original game generated countless books, toys, TV series and, of course, sequels. At present, most halo games - not counting spin-offs - can be found in enhanced form on the main head set. For this list, however, we judge it as it was when it was first launched, not counting versions like Halo: CE Anniversary or Halo 2 anniversary as distinct inputs. With 12 different games divided across multiple genres, there is a whole world of games to (re) experience before Infinite Halo comes out next year. Here are all halo games ranked from best to worst, to help you decide which games to play and which to avoid like the plague of floods. Read another 1. Halo: The original game has evolved to define a whole generation of players, and for a very good reason. Halo: A rare first-person combat shooter developed just as much as focus on the universe and narrative as it did a competitive multiplayer, giving both types of players something to live on. Halo's campaign begins with a catastrophic emergency escape on the honorary circuit and quickly develops into a mystery surrounding the ongoing struggle with the covenant and zombie-like floods. Its final mission is one of the most exciting in all of the games, culminating in a high-speed escape sequence. If campaign modes aren't something you have, you can stick to the massive local multiplayer mode. Blood Gulch battles can be made early in the morning, with friends sticking each other with grenades and running over them with scorpio tanks. Halo: Combat evolution is more than just the biggest Xbox game - it was Xbox. 2. Halo 2 Bungie can be making a sequel to Cut Cookies for Halo: Anti-Evolved and Fans Are Likely to Be Satisfied. Instead, the studio chose a more ambitious game focused on the civil war brewing within the ranks of the Covenant. For about half of the game, you control the master head, but the other half was spent as an elite warrior era known as Arbiter. It encourages players to rethink the conflict, and who was ultimately responsible for its continuation. Halo 2 may be more of a feature for Xbox than the original game because it was the first to take advantage of Xbox Live. With the power of the Internet, players can tear each other apart from all over the world, and they have been doing so with smiles on their faces ever since. 3. Halo: After reaching the release of Halo 3 and Halo 3: ODST, it seems that he was ready to proceed from the franchise. It would later do so with destiny, but the studio had one more game in advance. Halo: Getting - prequel directly into the first game - was a tragedy rather than a victory story, but he managed to be one of the strongest campaigns in the series so far. The Nobel and Glass team's sacrifice to the proud planet paved the way for the story of the main president himself, and we will never forget those last sterile moments against the overwhelming power of the Covenant. Halo: Access opted for a different style than the multiplayer of its predecessors, too, allowing for customizable and special suit powers that radically changed the flow of the game. Temporarily locking your shields can make you impervious to damage and even able to destroy an unlucky tank. Forge's powerful option also makes maps and customization modes a breeze to create. Who doesn't love Grefball? Read our full aura: Access to review 4. Halo 3 finished the fight and the logo was etched in the minds of Halo fans for several months before the launch of Halo 3. This was the culmination of years of accumulation and conflict, with the war between the Covenant and humanity eventually ending to a kind of conclusion. Bungie did not disappoint, with one of the most emotional and intense campaigns in the entire series, albeit with less consistency across the mission than any of the previous game... We could have done without the Sections of The Halo 3 Tomb in multiplayer competitive was a good reason for playstation 3 and Wii owners to get jealous. It was built on the basis of the first two games, adding new weapons and an excellent selection of karabs. However, its successes were slightly undermined by the release of Call of Duty 4: Modern Warfare less than two months later, and this rivalry continued in 2019. 5. Halo Wars began its life as a real-time strategy game before being formed in the first-person shooter we know and love, and in 2009, the band's studios used this iteration as an inspiration for Halo Wars. Taking place significantly before other gaming events, Halo Wars follows a ship called Spirit of Fire caught in its own battle with the Covenant. You can not only guide spartans into combat, but also marines, ODST units, and vehicles, making it one of the most hectic games in the franchise. Halo Wars was also one of the first real-time strategy games to successfully use gamepad. The controls were simplified and Halo Wars was fairly simple compared to its contemporaries on PCs, but it showed how much possibility the Halo series really had. 6. Halo 4 343 Industries had an impossible task to develop a new halo game after the original Studio Bungie had called it quit. The task was more difficult because Halo 3 seemed to have ended the story of the main president. As it turned out, there was still plenty left to say in the restoration saga, and 4 Has seen a veteran spartan earth on a mysterious artificial planet where it will face the covenant, as well as a new type of enemy called promethene. The campaign suffered from a repetitive structure, but succeeded in showing a human side to John-117 that we had never seen before. Clearly influenced by Call of Duty, 343 took a different approach to halo 4 multiplayer by allowing players to choose their starting weapons. It seemed blasphemous, but Halo 4's excellent map design and anti-vehicle helpmake it a must-play, even for those who haven't usually played online games. Read our full Halo 4 review 7. Halo 3: ODST independently expand to Halo 3, Halo 3: ODST was the first game in the series no star master head. Instead, the players took control of a member of the elitist orbital shock drop squad in an investigative puzzle in New Mombasa. It's different from other shooters and puts more emphasis on tactics than chaos for everyone, but there's still a lot of alien goodness killing you've come to expect. ODST contains a multiplayer mode of Halo 3 instead of its own including, but it did not include additional maps and shoot mode also found in subsequent games. 8. Halo 5: Halo Guards 4 seems to have put the series on the right track, with a clear enemy of battle and battle brewing inside the master head. This made it very strange that 343 chose to take almost all the focus of the character and instead put it on Luke Spartan, a newcomer trying to bring the president to justice. It's Halo 5: Guardians that the story especially went off the rails, not always for the best. But the diverse mission design and the best audio and visual design in its class helped make it still worthwhile. Halo 5: The Guards also saw the biggest changes in multiplayer, which used aim-down mode scenes to shoot more accurately, in addition to the new Spartan abilities to change the course of the battle. Warzone's development brought huge as well, which included vehicles and characters controlled by artificial intelligence. Leaving vehicles out of the multiplayer-style arena will eventually make them feel incomplete. Read our full Halo 5: Guardians review 9. Halo Wars 2 who knew the spirit of fire is still important many decades after his first mission? In Wars 11 - set after the events of Halo 5 - the crew finds themselves thrown into the middle of a conflict involving a rogue brute that can have implications for the entire solar system. Focusing on different elements of the Halo universe but still connecting to the main story, Halo Wars 2 is essential for longtime lovers, but it offers very little innovation. The basic strategy is simplified in real time almost unchanged, apart from offering some new multiplayer modes. Read our full Halo Wars 2 review 10. Halo: Strike Spartan probably due to lukewarm reception to Assaulting the consoles, Microsoft chose not to release halo-up: Spartan strike on Xbox at all. This is a shame because the sequel was the most interesting game. They kept the same perspective and basic gameplay episode of Spartan Assault, but with promethene enemies appeared very prominently and because they were more diverse environments, it was a more ambitious game worthy of the halo name. Unfortunately, the game is no longer available on iOS, but can still be purchased from Steam. 11. Halo: Spartan assault on top-down shooter twin stick instead of first-person game, Halo: Spartan assault is designed with mobile devices in mind, and as such, it's simply not as deep as the console and PC siblings. You battle the covenant across short missions, using weapons and grenades to drive them out, and although they do feature one of halo 4's most important characters, it does not do anything interesting with the traditions of the series or gameplay. On the go, it does the job, but the ports for Xbox and its computers are disappointing. Read Our Full Halo: Spartan Assault Review 12. Halo: Fireteam Raven in this sidequel collaborative corridor, which was exclusive to Dave and Buster in 2018, can join up to four players together as odst soldiers to defend the fall column during halo: Combat Evolved events. You can fly through familiar maps, which look incredible on a 130-inch 4K screen, fight classic floods and covenant villains, and meet characters like Captain Keyes and the Main President. Unfortunately, the experience is very difficult and short. There is no hiding and reloading your armor during the shooter on the rails, weapons like pistol and gun are weak compared to the original game. You and your friends probably spend about \$20 - \$30 each for completing six campaign missions over about an hour. Hardcore fans will enjoy the novelty of holding a physical gun and killing covenant personally. Not to mention that you can scan the QR code at the end of the game and compare your score with others on Halo Waypoint. Editors' recommendations