

# Halo: Reach: A Chat with Brian Jarrard Part I

By **kombo** - May 4, 2012

Bungie's Community Director Brian Jarrard is a serious authority on all things *Halo*, be that the subtleties of *Reach*'s campaign narrative or sweet custom Firefight scenarios like "SN1PERTIMEZ." That's why we were so excited to get a chance to chat with him last week in San Francisco.

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In part I, we ask Brian about Bungie's motivations behind a lot of the changes in *Reach*, including why they chose that particular chapter of the *Halo* lore, making sure the game lived up to expectations, and more. Check out part 2 [here](#), and don't forget our hands-on blowout!

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