

Welcome to Kombo's Halo: Reach Hands-on Blowout

By **kombo** - May 4, 2012



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I start gushing, let's get this table of contents out of the way:

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(There, Bungie likes 7s, right?)

Bungie, I swear to god, you have been too good to me all my life. First, you change the way we play shooters on consoles forever. Then, you change the way we play shooter on consoles *online*, followed by a satisfying conclusion to an epic trilogy (how often does *that* happen?) *and* a gritty spinoff.

And as if all that wasn't enough, you go and invite me to an exclusive event in San Francisco to hang out with you and play *Halo: Reach* for two whole days straight? Wow, Bungie. Seriously. You're the coolest.

Welcome to Kombo's *Halo: Reach* blowout. We've collected and dissected every shred of information we could about the upcoming mega-game, and now we're directing it right to your face. Gee, you're almost as lucky as me, huh?

First off, let's talk about the campaign. Why? Because it's amazing. It is, without a doubt, the most polished, fully-featured and all around well put together campaign since *Halo: Combat Evolved*, and now you're going to get the details of two full levels – that's two full levels – fed straight to your eyes a whole two weeks before the game comes out.

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Click through for each full preview, and don't miss our two part interview with Bungie's Community Director, Brian Jarrard. Here's [part 1](#) and [part 2](#).

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[Nightfall](#) is a loving tribute to the classic *Combat Evolved* mission, The Truth and Reconciliation. While its influences are clear, *Reach*'s new features, like assassinations and armor abilities, give the stealth an edge and make the desperate Firefights more intense than ever.

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[Tip of the Spear](#) is a desert level with plenty of vehicles – like the new Rocket 'Hog and Revenant – and plenty of Covenant to blow up and run over with them. Combined with some action packed on-foot assault portions and an explosive, jet pack fueled ending, Tip of the Spear is one of the best missions in the game.

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And then God said, "Let there be freaking awesome multiplayer, and a shitload of it, too."

Naturally, the heart of any *Halo* game's longevity is its multiplayer, and *Reach* has more features and modes packed into it than any other game in the series. Between [versus matches](#) and [Firefight](#), and the hundreds of variations possible in each thanks to the ridiculous amount of customization now available to players, there's no reason to ever stop playing *Reach* – and that's before you start tinkering around in the completely fleshed out [Forge World](#).

Don't forget – check out our separate previews of [Nightfall](#), [Tip of the Spear](#), [multiplayer](#), [Firefight](#) and [Forge World](#), parts [1](#) and [2](#) of our interview with Brian Jarrard, and don't miss out on *Halo: Reach* when it hits shelves on September 14 (which, by the way, is my birthday – seriously! Thanks, Bungie!).

Look out for our full review on September 11!