# halo is a cool guy

1. Noun _____

2. Noun _____

3. Proper Noun _____

4. Number _____

5. Proper Noun _____

6. Verb - Past Participle _____

7. Proper Noun _____

8. Proper Noun _____

9. Noun _____

10. Adjective _____

11. Proper Noun _____

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Halo is a multi-billion dollar _____Noun_____ _____Noun_____ video game franchise created by _____Proper Noun_____ and now managed by _____Number_____ _____Proper Noun_____ and _____Verb - Past Participle_____ by _____Proper Noun_____ _____Proper Noun_____. The _____Noun_____ centers on an _____Adjective_____ war between humanity and a theocratic alliance of aliens known as the _____Proper Noun_____. The Covenant are led by their religious leaders, The Prophets , and worship an ancient civilization known as the Forerunners, who perished in combat with the parasitic Flood. Many of the games center on the experiences of Master Chief John-117, a cybernetically enhanced human super-soldier, and his artificial intelligence (AI) companion, Cortana. The term "Halo" refers to Halo megastructures: large, habitable ringed structures, similar to the Orbitals in Iain M Banks' Culture novels, or author Larry Niven's Ringworld.

The series has been praised as being among the best first-person shooters on a video game console, and is considered the Microsoft Xbox's "killer app". This has led to the term "Halo killer" being used to describe console games that aspire, or are considered, to be better than Halo. Fueled by the success of Halo: Combat Evolved, and immense marketing campaigns from publisher Microsoft, its sequels went on to break various sales records. Halo 3 sold more than US$170 million worth of copies in the first twenty-four hours of release, breaking the record set by Halo 2 three years prior. Halo: Reach, in turn, broke the record set by Halo 3, selling $ 200 million USD worth of copies on its first day of release. The games have sold over 40 million copies worldwide, and all Halo merchandise has grossed almost $3 billion.