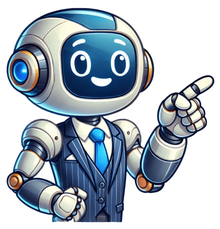
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Halo the fall of reach

The book Halo: The Fall of Reach, written by Eric Nylund and published in 2001, is a military science fiction novel set in the Halo universe. It serves as a prequel to the game Halo: Combat Evolved and explores the events leading up to the game's narrative, including the origins of the SPARTAN-II supersoldiers. The story follows the series' protagonist, the Master Chief. Nylund's work was well-received by critics, adding depth to the plot but also criticized for its large cast of characters. The book has sold over one million copies and paved the way for other Xbox game novelizations in the Halo series, including a comic book adaptation and an animated series. After [he] started writing, he had the chance to see the game in almost every stage of development. He wrote the book based on an approved outline by Bungie and the Halo Story Bible. This helped him avoid conflicts with other Halo publications. Nylund found it easier to write with the "Bible" as the details of the universe were already established. A seven-week deadline was set for Nylund to finish the book. Initially, Bungie opposed the idea of Master Chief having a backstory, but eventually relented in exchange for completing Combat Evolved's script. The Fall of Reach takes place in the Halo universe, spanning several decades from 2517 to 2552. In this universe, traveling faster than light is possible through slipspace. This allowed humans to colonize hundreds of planets controlled by the United Nations Space Command (UNSC). The UNSC's heavy-handed rule led some colonies to revolt; fearing rebellion would tear them apart, military leaders approved the SPARTAN-II Program. The novel follows Master Chief, a Spartan soldier, and Dr. Catherine Halsey, the creator of the SPARTAN-II Project. Key characters include Lieutenant Jacob Keyes, Franklin Mendez, Déjà, Cortana, and John-117, who becomes the protagonist of the story. The novel opens with Dr. Halsey and Lieutenant Keyes traveling to meet a six-year-old boy named John. Dr. Halsey reveals that John is one of 150 children with rare genetic markers suitable for conscription into the SPARTAN-II program. Seventy-five children are kidnapped, replaced by clones, and trained by Franklin Mendez. John-117 demonstrates leadership skills, leading to his promotion as squad leader. In 2525, the Spartans undergo surgical enhancements, becoming highly efficient super soldiers. However, more than half of the original 75 conscripts are paralyzed or killed. The Spartans are equipped with powerful MJOLNIR battle armor and experience a priority shift after a collective of alien races engages in combat. Mendez leaves the Covenant group to train new Spartans as John and his comrades face the enemy. By 2552, the human war against the Covenant is faltering due to its technological superiority. To protect Earth, Vice Admiral Cole introduces the "Cole Protocol," forbidding direct slipspace jumps and destroying ships before capture. Captain Jacob Keyes destroys four Covenant ships in a solo feat dubbed the Keyes Loop, earning him promotion. The Covenant invades Sigma Octanus IV, but humans repel them with heavy losses. Keyes is given command of the Pillar of Autumn for a secret mission to barter with a Covenant leader. Dr. Halsey introduces Cortana, an AI that assists Spartans in their armor. Before departing, Reach is attacked by a massive Covenant fleet, killing most of the Spartans. Cortana guides them to Halo using ancient glyphs, setting the stage for Halo: Combat Evolved. The novel "Halo: The Fall of Reach" was a huge success, selling over 1 million copies by 2009 and paving the way for other Halo novels. This led to a publishing contract between Microsoft and Del Rey, which also included another Halo novel. The book's portrayal of Chief as a more human character influenced the development of Halo 2, making him less robotic. The success of "The Fall of Reach" also inspired a film adaptation, with screenwriter Stuart Beattie writing a spec script for a movie based on the book. However, there were no plans to produce the film until later. In 2010, Del Rey announced that it would be re-releasing the first three Halo novels, including "The Fall of Reach", with new content and cover art. The novel was adapted into a comic series by Marvel Comics, released in September 2010, followed by a 3D animated miniseries in 2015. The game Halo: Reach took some creative liberties with the canon established in the book, while the Paramount+ series loosely adapted "The Fall of Reach" storyline in its second season. Throughout the years, "Halo: The Fall of Reach" has had various adaptations and re-releases, cementing its place as a beloved part of the Halo franchise. January 31, 2002 marked the release of several video games, including Halo: The Fall of Reach. In February 2002, Science Fiction Chronicle published reviews of Code Veronica and Halo: The Fall of Reach. On December 9, 2009, Major Nelson Radio hosted an interview with members of 343 Industries about Halo. Eric Nylund, author of Halo: First Strike, discussed his book on Xbox.com in March 2003. In April 2002, Science Fiction Chronicle announced a deal between Del Rey and Microsoft for XBox novels. The same month, Electronic Gaming Monthly featured an article titled "Hail to the (New) Chief." On April 1, 2008, Halo 3 Planet reported on a potential movie adaptation of Halo: Fall of Reach. In May 2010, GameSpot announced a makeover for Halo novels, including First Strike and The Fall of Reach. On June 23, 2010, IGN revealed the origin story of Master Chief through Halo: The Fall of Reach novel. Russell Frushtick discussed contradictions between Halo: Reach and Halo: The Fall of Reach on MTV News in March 2022. Gizmodo published an article about the dramatic fall of Reach, while ScreenRant covered significant moments from Halo Season 2's Fall of Reach episode on February 22, 2024. Halo: The Fall of Reach – The Animated Series was created by Sequence in conjunction with 343 Industries and released as part of Halo 5: Guardians' Limited Edition in December 2015. The flashback scene shows Linda-058 and Halsey trying to revive flash clones of their children, but they're unresponsive. Halsey regrets not using just the clones initially because they wouldn't have lived long enough. The instructor wakes up John from a nightmare by yelling at him, while other instructors rouse all cadets. At the training facility, Franklin Mendez leads physical exercises with the Spartans, including "Ring the Bell." Despite reaching the bell first, John's team comes in last and skips dinner. In the mess hall, John apologizes for not helping his teammates and shares stolen crackers to mend their bond. Two years later, Chief Petty Officer Mendez briefs the Spartans on a wilderness training exercise where they must find each other and an Albatross dropship within the Reach Military Wilderness Training Preserve. After being dropped off in different areas, John reunites with his team using a river as a meeting point and carves their insignia on a tree. Upon reaching the dropship, however, two UNSC soldiers are waiting nearby without uniforms. The Spartans identify them as hostiles, lure them into a trap, and knock them out with rocks before returning to the ship in one piece. John's actions impress Halsey and Mendez, who promote him to squad leader instead of punishing him. Six years later, all Spartans undergo augmentations during which 27, or 36%, die. The surviving Spartans attend a funeral service for their fallen comrades onboard the UNSC Atlas. Afterward, John talks with Mendez about what will happen to those severely injured and asks if they'll be taken care of. During the conversation, Sam invites John to visit the shooting range with him, setting up an event that likely marks an escalation in their relationship and training as Spartans. As John heads to the gym, he gets into a fight with some ODSTs, easily beating them but causing significant injuries. Later that year, a team consisting of John, Sam, Kelly, Fred, and Linda is sent on a mission to capture Robert Watts, leader of an insurrection in the Eridanus system. They infiltrate his hideout by stowing away on a freighter and track down the luxury items meant for Watts. The Spartans fight their way to Watts' office, capture him, and escape. During the battle, John takes a bullet meant for Sam, but Kelly is able to treat the wound with Biofoam. After completing their mission, the team boards the UNSC Pioneer, where they're briefed on a new alien threat called the Covenant. The animated series "Halo: The Fall of Reach" was created by Sequence and 343 Industries. It's an hour-long adaptation that explores the origins of John-117, Blue Team, and the SPARTAN-II program. The series features audio, sound, and visual effects from the Halo franchise and aims to bring new life to the backstory of Master Chief and his Spartan brethren. While it carefully aligns with the novel, some design choices take artistic liberties. The series only covers the first half of the novel, omitting significant events like the battles on Sigma Octanus IV and Reach. The animation is more ambitious than previous Halo projects, featuring fully animated 3D sequences. The animated film deviated significantly from the book in several key areas.[9] Unlike the novel, the movie did not follow the full story of the book, but instead focused on the first two-thirds and concluded with the death of Samuel-034. The most notable omission was the Fall of Reach, which was only briefly mentioned in the bookend scenes. In contrast to the book, where the team of John-117's companions was introduced gradually, the film gave greater emphasis to the Blue Team, consisting of Frederic-104 and Linda-058, who were given more prominent roles alongside John-117. The Battle of Chi Ceti was also altered, with only the Blue Team launching a mission, whereas in the book all Spartans participated. Additionally, the gym confrontation scene showed three ODSTs instead of four, and omitted the Sergeant's appearance. Furthermore, John-117's character development was different in the film compared to the novel, where he struggled with having to injure and kill fellow soldiers during a training exercise. The film also made changes to the depiction of the Unrelenting battlecruiser and its crew, as well as the UNSC Commonwealth and Pelicans. Other notable differences include the absence of the tree-carving scene from the book and the altered ending. Overall, the animated adaptation took creative liberties with the original story to create a unique narrative.

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