## 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

## halo is a cool guy

Halo is a multi-billion dollar vid vid	deo 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 Adjection	war between humanity and a theocratic		
alliance of aliens known as the Proper Noun. The Coven	nant are led by their religious leaders, The Prophets		
, and worship an ancient civilization known as the Forerunners	s, who perished in combat with the parasitic Flood.		
Many of the games center on the experiences of Master Chief J	John-117, a cybernetically enhanced human		
super-soldier, and his artificial intelligence (AI) companion, Co	ortana. The term "Halo" refers to Halo		
megastructures: large, habitable ringed structures, similar to the	e Orbitals in Iain M Banks' Culture novels, or		
author Larry Niven's Ringworld.			
The series has been praised as being among the best first-perso	on shooters on a video game console, and is		
considered the Microsoft Xbox's "killer app". This has led to the	ne 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 M	licrosoft, its sequels went on to break various sales		
records. Halo 3 sold more than US\$170 million worth of copies	es in the first twenty-four hours of release,		
breaking the record set by Halo 2 three years prior. Halo: Reach	ch, 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 bil	illion.		

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