A few years have passed since the war with the covenant ended, but the alliance was still very fragile. Master Chief (you) has been stationed in the outer rim colonies to ensure order and that’s when the grunts attack! As the Protector of mankind you cannot let this stand. Stop all the grunts or war is sure to break out.

There are 4 types of enemies you may encounter:

Scout: 500 Points
Grenadier: 700 Points
Gunner: 800 Points
Elite: 1000 Points

The fate of the human race is in your hands once again, do not let us down. You have 30 sec to take out all enemies or they will escape and call for re-enforcements. Use the arrow keys or w,a,s,d keys to move.