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Press Start: 'Halo: Reach' Xbox 360; Green Lantern game; women spend more virtually

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-- Not entirely a surprise, but cool nonetheless is the limited edition *Halo: Reach* Xbox 360 bundle (\$399) that Microsoft will release with the game's Sept. 14 arrival. The special silver coated 250GB console designed by Bungie comes with two custom wireless controllers and wired headset, a standard edition of *Halo: Reach*, a limited edition elite armor set token and an episode of *Halo Legends*. The controller (\$60) and headset (\$50) will be available separately in late August. Pre-orders are being taken now at retailers including Amazon.com and GameStop. At Comic-Con, Bungie also unveiled more intel on its Forge

2.0 editing features; a video is on <http://halo.xbox.com/en-us>.

-- One of the early classic USA TODAY headlines went, "Women and men: still different". A new study by online game card seller PlaySpan and research firm VGMarket finds that is true in the virtual world, too. Their survey of more than 2,000 online customers, reported by [Gamasutra](#) and [VentureBeat](#), found that the average female buyer spends twice as much the average male on in-game loot -- \$50 annually compared to \$25 for men. Women spent more on virtual items, too: \$55 vs. \$30. Overall, about 75% of online game players have bought a virtual good using real money.

-- A Green Lantern video game is in the works timed to come out in tandem with next summer's film. Warner Bros. Interactive made the announcement at Comic-Con, as reported by [Game Informer](#). Double

Helix (*Silent Hill Homecoming*) and
Griptonite Games (*Iron Man 2*) are
working on the game titled *Green
Lantern: Rise of the Manhunters*.

By Mike Snider