

PRIMA'S OFFICIAL



STRATEGY GUIDE



# HALO

COMBAT EVOLVED



primagames.com®

Microsoft®

BUNGIE®

This game has received the following rating from the ESRB





**Prima Games**  
A Division of Random House, Inc.

3000 Lava Ridge Court  
Roseville, CA 95661  
800-733-3000  
www.primagames.com

Mario De Govia • Brandon Smith • Damien Waples

## Table of Contents

<b>Welcome to Halo.....</b>	<b>Truth and Reconciliation: Into the Belly of the Beast.....</b>
The Beginning.....	<b>Truth and Reconciliation: Shut Up and Get Behind Me...Sir.....</b>
The Characters.....	<b>The Silent Cartographer: The Silent Cartographer.....</b>
<b>Controls.....</b>	<b>The Silent Cartographer: That Was Easy!.....</b>
Basic Handling.....	<b>The Silent Cartographer: Shafted.....</b>
Combat Controls.....	<b>Assault on the Control Room: Fortress World.....</b>
<b>Weapons and Items.....</b>	<b>Assault on the Control Room: Rolling Thunder.....</b>
Weapons.....	<b>Assault on the Control Room: The Control Room.....</b>
Items.....	<b>343 Guilty Spark: The Lost Away Team.....</b>
<b>Vehicles.....</b>	<b>343 Guilty Spark: The Flood.....</b>
Vehicle Types.....	<b>The Library: New Friends.....</b>
Human Vehicles.....	<b>The Library: Wait, It Gets Worse!.....</b>
Covenant Vehicles.....	<b>The Library: But I Don't Want to Ride the Elevator!.....</b>
<b>Enemies.....</b>	<b>The Library: Fourth Floor: Tools, Guns, Keys to Super Weapons</b>
Covenant.....	<b>Two Betrayals: The Gun Pointed at the Head of the Universe...</b>
Flood.....	<b>Two Betrayals: Breaking Stuff to Look Tough.....</b>
Forerunner.....	<b>Two Betrayals: The Tunnels Below.....</b>
<b>Tactics and Tricks.....</b>	<b>Two Betrayals: Final Run.....</b>
Survival 101.....	<b>Keys: The Maw.....</b>
<b>How to Use This Walkthrough.....</b>	<b>Keys: In No Mood.....</b>
Mission Briefing.....	<b>Keys: The Captain.....</b>
<b>Pillar of Autumn: Reveille.....</b>	<b>The Maw: ...And the Horse You Rode in on.....</b>
<b>Pillar of Autumn: AI Constructs and Cyborgs First!.....</b>	<b>The Maw: Light Fuse, Run Away.....</b>
<b>Halo: Arrival.....</b>	<b>The Maw: Warning: Hitchhikers May Be Escaping Convicts.....</b>
<b>Halo: Reunion Tour.....</b>	<b>Multiplayer.....</b>
<b>Truth and Reconciliation: The Truth and Reconciliation.....</b>	



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2004 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Senior Product Manager: Jennifer Crotteau

Project Editors: David Mathews and Michelle Pritchard

© 2004 Microsoft Corporation. All rights reserved. Microsoft, Bungie, Halo, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries/regions.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit [www.esrb.org](http://www.esrb.org). For information regarding licensing issues, please call the ESA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

### Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-3744-9

Library of Congress Catalog Card Number: 2001096806





## Welcome to Halo

### □ The Beginning

Welcome to *Halo*, a game of combat that plunges you into the middle of interstellar war. The year is 2552, and humanity is in trouble.

Faster-than-light travel has allowed the human race to colonize hundreds of other planets, spreading across the galaxy in search of new worlds, new lands to populate and explore. Our exploration has not come without cost, however. Factions sprang up and wars were fought. That time has passed, though, and under the leadership of the United Nations Space Command, colonization has increased. The wars taught the UNSC to be prepared for hostility. Military ships and soldiers, based on the planet Reach, patrol the space-ways, keeping order and helping the citizens on the many worlds they inhabit.

Over three decades before the event you're about to experience, the colony Harvest, at the outer reaches of humanity's spread, went silent. UNSC battleships were sent to investigate. Only one ship returned, badly damaged. It brought chilling news of a vastly superior alien ship that obliterated the humans.

The Covenant had arrived.

Several alien species, banded together underneath the blanket of a common religion and calling themselves the Covenant, had declared war on the human race. Their religious leaders insisted that the earthlings must be wiped out in a holy war.

It became obvious that the Covenant could succeed with their superior technology and numbers. The UNSC wasn't going to go quietly, however, and poured all their knowledge and resources into checking the Covenant's bloody march across human space. Keeping the location of Earth from the Covenant was deemed of the utmost importance. Admiral Preston Cole set up the Cole Protocol – for damaged ships self-destruction instead of capture, for retreating ships random FTL jumps instead of heading to earth.

A program to enhance soldiers with cybernetic implants, called SPARTAN-II, was revitalized after having been dormant since the human vs. human wars. The newly created super-soldiers began to prove their worth, making impressive gains in ground combat against the Covenant. But the SPARTAN-II soldiers were too few, and the Covenant ships too powerful, for the war to shift in humanity's favor.

Now the SPARTAN-IIs have been recalled to Reach for more augmentation. They will be equipped with MJOLNIR armor, increasing their strength and resistance, then sent in search of the Covenant's home world.

Two days before the mission, Reach is attacked by the Covenant. Only one ship, the Pillar of Autumn, escapes with merely one of the SPARTAN-II soldiers, an enigmatic figure known as Master Chief. The Captain of the vessel makes a blind FTL jump to try and escape the alien aggressors. Where they'll end up is anybody's guess....

### □ The Characters



#### Cortana

Cortana is an AI, the military-grade computer construct that runs the Pillar of Autumn's systems and helps the crew in any way she can. She can hack alien computer systems and monitor the Covenant's battle-net, their communication band, to help coordinate attacks and defenses. She's playful and is known to make a witty remark or wry comment, even in dire circumstances. Despite this tendency, she does care for the humans of her ship. She can be uploaded to Master Chief's MJOLNIR armor for safekeeping and to support his efforts.



#### Captain Jacob Keyes

Captain Keyes has served UNSC for over a quarter century. His accomplishments have been many, winning a few victories and saving several ships from disaster. He has not been in the limelight often, but his superiors know him to be a very capable and trustworthy officer. For these reasons the Captain was chosen to lead Pillar of Autumn with its load of SPARTAN-IIs on their way to the Covenant home world. When things went bad on Reach, he dutifully enacted the Cole Protocol, making a blind jump to try and lead the aliens away from Earth. Now he's far from home and faced with a new challenge....



## Master Chief

The last of the SPARTAN-II soldiers, Master Chief has been fully augmented with the latest in UNSC technology. He is therefore the very pinnacle of military hardware. A veteran of many battles against the Covenant, Master Chief is a tireless warrior, fighting as hard as he can to keep the aliens at bay. Trained to be the best and given cybernetic enhancements to boost his abilities, he is resourceful and fully conversant with all forms of combat and weaponry. While he seldom wastes words, Master Chief's actions speak louder than a full platoon of regular Marines. It's your job to use all of Master Chief's formidable skills to bring him through the strange world of *Halo*.

## Controls

### □ Basic Handling

The controls for *Halo* utilize 12 buttons and sticks on the controller (counting the Thumbsticks and the Thumbstick buttons separately). So the learning curve can be steep. Once you're used to it, however, you'll be able to handle Master Chief like a dream. Here's what you need to know to get the cyborg from one point to the next.

#### Ⓕ: Linear Movement

- Ⓕ: Straight Forward
- Ⓕ: Straight Back
- Ⓕ: Strafe Right
- Ⓕ: Strafe Left
- Press Ⓕ: Crouch

The Left Thumbstick, Ⓕ, controls linear movement. You can use it to move straight forward, straight back, or strafe left and right. You can't turn your view with Ⓕ. If you press straight down on Ⓕ, Master Chief will crouch. If you move Ⓕ slightly, he'll move while crouching.

#### NOTE

You can use the direction pad, Ⓢ, instead of Ⓕ for linear movement, but you can't use it to crouch. We suggest sticking with Ⓕ.

#### Ⓖ: Perspective/Aiming/Turning

- Ⓖ: Look Up
- Ⓖ: Look Down
- Ⓖ: Turn/Look Right
- Ⓖ: Turn/Look Left
- Press Ⓖ: Weapon Scope/Zoom

The Right Thumbstick, Ⓖ, controls Master Chief's view. Imagine that it controls his head, swinging the view in all directions so that you can make turns, aim your weapons, and look at different heights. Pressing straight down on Ⓖ brings up the weapon scope when you are armed with the Pistol, Sniper Rifle, or Rocket Launcher.

Using Ⓕ and Ⓖ together allows you to move Master Chief through the adventure of *Halo*. It takes some time to get fully comfortable with the system, but you'll learn to love it.



This is well within reach; just hop on up.

#### Ⓐ: Jump

Pressing Ⓐ makes Master Chief jump. Due to his enhanced strength and special armor, your boy can leap higher than a normal human. Don't be afraid to try for jumps that look a bit out of reach. Chances are you can make them.



Dark places are scary. Light them up to see what's hiding in the corners. Note the flashlight gauge in the upper right, under your health monitor.

#### Ⓜ: Flashlight

Press Ⓜ to switch on the flashlight. It is usually mounted under whatever weapon you're holding. So, if you use your melee attack or reload, the beam will sweep around. Also, the charge on the light runs out, albeit slowly. Keep an eye on the gauge on your HUD. Switching it off allows it to recharge.





Control panels like this one are activated with **X**. It's a very useful button.

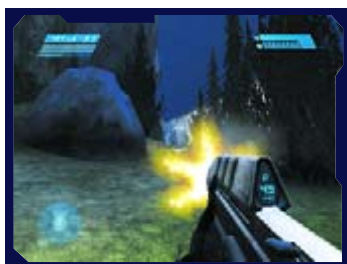
### **X**:Action

There are several things that **X** can do. It allows you to pick up weapons that you find on the ground, reload weapons, and activate buttons and control panels. It's a multipurpose tool, and we'll talk about its weapon uses a little later.



## □ Combat Controls

Master Chief is in a tough business – battling alien forces with superior firepower and technology. Being a cyborg soldier with state-of-the-art hardware and modifications implanted in his body makes him very good at what he does. In order to utilize his capabilities to their fullest, you must know the controls like you were born with them.



There's a lot of firepower in *Halo*. Master Chief is familiar with every type of weapon you come across.

### **R**:Fire Weapon

When you're armed and ready, pulling back on the **R** trigger will fire your weapon. Some weapons have automatic fire, so if you hold **R** they'll fire continuously. That will be covered in the "Weapons and Items" section.



Reloading takes a bit of time; you can watch the whole maneuver on screen.

### **X**:Reload Weapon

Pressing **X** makes Master Chief reload the weapon he's carrying, if he can. You can reload whenever you feel the need, even if you've only fired two bullets. Make sure you just tap **X** when you want to reload.



This scattering of weapons is like a shopping mall; pick and choose what you want.

### **X**:Pick up Weapon

If you stand close to a weapon on the ground, the game will prompt you. You'll see text telling you to press **X** to pick up the weapon. Hold **X** to grab the ordnance.



Pistol or Assault Rifle? It can be so hard to choose.

### **Y**:Switch Weapon

You can carry two weapons, max. To switch between them, press **Y**. This brings up your second weapon, stowing the first somewhere on your person and out of sight. The switch is quicker than reloading, which can be useful knowledge. More on that later.

## NOTE

You'll learn more about how many weapons you can carry and what the best choices are in a later section.

### **B**:Melee Attack



A solid knock to the head will ruin an enemy's day.

Just press **B** and Master Chief will strike a blow with whatever weapon he has handy. You have to be close enough to your enemy for this to work. If you sneak up behind your foe, a Melee Attack will kill them instantly. Also, a Melee Attack can be used to bust open stuck doors.



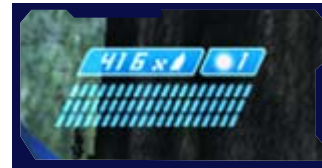
Grenades are a useful addition to your arsenal.

### **L**: Throw Grenade

When you've picked up a batch of Grenades, you throw them by pulling the **L** trigger. It doesn't matter how hard or soft you pull the trigger; the Grenade will travel the same distance.



Here's the symbol for Fragmentation Grenades.



And here's the symbol for Plasma Grenades.

### **BLK**: Switch Grenades

When you've collected both the human Fragmentation Grenades and the Covenant Plasma Grenades, you can switch from one to the other by pressing **BLK**. You can tell what you've got by glancing at the gauge in the upper left of your HUD, next to your ammo counter.



This menu comes up whenever you hit **START**. Be sure you don't hit "Restart Level" when you mean "Resume Game."

### **START**: Pause/Menu

Pausing the game is great when you need to get a bite to eat, rest your eyes, or remind loved ones that you're still alive. You can choose to go back to the last checkpoint if you want to try to clear a section more efficiently. You can also restart the level if you've messed up completely, or save and quit so you can go to bed.

## NOTE

The game automatically saves your progress at certain checkpoints. These are activated by either reaching a location or by clearing an area of foes. You see the word "checkpoint" flash on your screen when you hit one.

## Weapons and Items

### □ Weapons

The galaxy where *Halo* is set is at war. Make no mistake, Master Chief is a soldier, perhaps the very best soldier on humanity's side. As such, he's conversant with most forms of military technology and hardware. He can use whatever he gets his hands on, but you make the choices about what he uses and when. It's up to you to learn the details of the weapons you'll encounter. That way you'll make educated choices, the kind that get you through hostile territory in one piece. Each of the entries below tells you the strengths and weaknesses of each piece. Plus, you'll see the clip size (how many shots can be in the gun at one time) and ammo count (how much extra ammo you can carry) for the guns.

Something to note is that despite being an amped-up, fully-loaded, cybernetically-enhanced super-soldier, Master Chief can only carry two guns at any given time. This isn't a matter of being strong enough; it's about ease of use. More than two rifles slung on the Chief's shoulders will just tangle him up and get him killed. So you only get two guns (and their ammo) at a time, plus eight Grenades – four Fragmentation, four Plasma. Choose wisely.

### Human Weaponry

Based on cartridges and propellants, the basic workings of human weapons in *Halo* should be familiar to you. While more efficient and powerful, the UNSC forces still use bullets, explosives, and scopes. While the general aspects are recognizable, you still need to know the details to make good use of your tools. So take the time to study up. Master Chief's life, and possibly the future of humanity, depends on it.



### M9 HE-DP Grenade

**Description:** The M9 high-explosive, dual-purpose Grenade is a thrown fragmentation device. Use it to suppress or disable vehicles (except tanks). It can be thrown, rolled, bounced, or ricocheted

into places that direct fire weapons can't reach. Increase the angle of the throw to toss it farther or to get it over obstacles.

**Strengths:** The ability to damage all enemies within a wide radius is the reason Grenades are a must for any effective military force.

**Weaknesses:** Drop one too close to your position and find out.





## M6D Pistol

**Description:** This Pistol is a recoil-operated, magazine-fed handgun. It is issued with a smart-linked scope capable of 2x magnification (push **Q**). It fires 12.7mm semi-armor-piercing, high-explosive rounds. It can shoot either semiautomatic or automatic fire (hold **B** for automatic fire).

**Clip Size:** 12  
**Ammo Count:** 120

**Strengths:** The Pistol's powerful bullets, coupled with its 2x scope, make for a very efficient and deadly weapon. In fact, aside from the Sniper Rifle, the M6D Pistol is the only other weapon capable of killing a Covenant alien from a distance with a single head shot.

**Weaknesses:** Even utilizing the automatic firing capability of the Pistol, it still has a very low rate of fire. Therefore, be careful when using it against large groups of attacking creatures, especially in the numbers that the Flood throws at you.

## NONE

Shot placement is very important. The only shot that guarantees immediate death is one centered in the head, above the horizontal line passing through the ear opening and below the crown of the skull.



.45 caliber brain surgery



## MA5B Assault Rifle

**Description:** The Assault Rifle is gas operated and magazine fed. It fires 7.62mm armor-piercing rounds. Rate of fire is limited by a soldier's ability to aim, fire, and change magazines. Short, controlled bursts are more accurate than automatic fire.

The MA5B's integrated computer displays rounds left in the magazine and the relative direction of the gas giant Threshold, for point of reference. This feature is particularly useful for orienting you in areas where it's easy to get turned around and lose your sense of direction.

**Clip Size:** 60  
**Ammo Count:** 600

**Strengths:** The high rate of fire and large magazine make this a very effective weapon against single or multiple enemies. Furthermore, ammunition is fairly easy to find, making this a good weapon to rely on throughout the game.

**Weaknesses:** It doesn't pack the stopping power other weapons in the game boast, meaning you will go through ammo very quickly.



Would you please die?



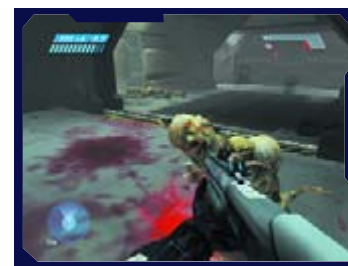
## M90 Shotgun

**Description:** The Shotgun is a pump-action, magazine-fed (dual tubular nondetachable type) weapon. It fires eight gauge magnum (3.5") rounds.

**Clip Size:** 12  
**Ammo Count:** 60

**Strengths:** It's extremely powerful at close range and able to damage multiple enemies at longer ranges. Once you obtain it, the Shotgun should always be in your inventory.

**Weaknesses:** It's fairly ineffective at long range, but that's why you carry two weapons.



Did you have to shoot him right in the face Master Chief?





## S2 AM Sniper Rifle

**Description:** The Sniper Rifle is a gas-operated, magazine-fed weapon. It is issued with a smart-linked scope with two levels of magnification (press **R** once for 2x, twice for 10x, and once more to deactivate). Also, press **W** while in zoom mode to activate light amplification. It fires 14.5mm armor-piercing, fin-stabilized, discarding-sabot rounds.

**Clip Size:** 4  
**Ammo Count:** 64

**Strengths:** It's devastatingly powerful and capable of passing through multiple enemies. The two zoom modes make it an ideal weapon for taking out enemies from medium and long range.

**Weaknesses:** Small clip size makes it ineffective in close-quarters combat. It is also very ineffective against the Flood, even at a distance.



Line 'em up; I'll put 'em down.



Check out the vulnerability tables in the "Enemies" section to learn how to make the most effective use of the Sniper Rifle.



## M19 SSM Rocket Launcher

**Description:** The M19 SSM is a man-portable and shoulder-fired Rocket Launcher. It has two major components, the launcher and the magazine. The magazine (the expendable part of the system) contains two 102mm shaped-charge, high-explosive rockets. It is designed for fast, easy detachment from the launcher. The launcher contains the sighting (press **R** for 2x zoom) and fire control systems.

**Clip Size:** 2  
**Ammo Count:** 8

**Strengths:** It's capable of delivering mass destruction against all enemy units, including vehicles. The zoom feature simplifies the wholesale slaughter of entire battalions.

**Weaknesses:** It isn't versatile enough to take up a prolonged place in your limited inventory. It is really only effective at a distance and in open areas where you won't hurt yourself in the process of hurting your enemies.



When you absolutely must kill every creature in the room....

## NOTE

Use the Rocket Launcher primarily to destroy Covenant vehicles and Hunters. Then exchange it for a more versatile weapon.



## M41 LAAG

**Description:** The Warthog's M41 light anti-aircraft gun is a three-barreled, electric-powered, linkless, drum-fed weapon. It fires 450 to 550-12.7x99mm armor-penetrating rounds per minute. Turret traverse rate is 100 degrees per second, and weapon elevation rate is 60 degrees per second.

**Clip Size:** n/a  
**Ammo Count:** Infinite

**Strengths:** It is extremely powerful and capable of ripping multiple enemies to shreds in seconds.

**Weaknesses:** No matter how bad you wanna be Jesse "I ain't got time to bleed" Ventura, you can't take it with you. Plus, you can't drive and shoot at the same time. You need a Marine to man the guns as you steer.



Wanting to be the one doing the shooting, Master Chief wonders why he's the only Marine with a driver's license.



At long range, short bursts are more accurate than sustained fire.



## UNSC Marines

**Description:** A rugged and diverse assortment of soldiers, the Marines on the Pillar of Autumn are fighting a losing battle against the Covenant's superior weaponry and numbers. Under the leadership of Captain Keyes, they continue to wage a furious struggle against the Covenant, even as their numbers dwindle. They're the best of the best – but they're only human.

**Strengths:** While not technically weaponry, the Marines bear mentioning here. When you have them as backup, you can be a bit more bold in attacking groups of enemies. The Marines can take down the smaller foes rather quickly. They'll also man the guns on a Warthog and ride shotgun on the Scorpion tank. When they're around, you can make faster progress.

**Weaknesses:** The Marines are not nearly as tough as Master Chief. They fall quickly when faced with strong enemies. You need to take out the fiercer threats before your soldiers get slaughtered. It's a bit like combat babysitting at times. Also, they tend to get underfoot when you're driving and will fire at Covenant aliens no matter what – even if you're between them.



## Covenant Weaponry

Outside of being able to be used by creatures with hands, Covenant armaments bear little resemblance to human weaponry. The aliens' guns and arms tend to be based on plasma technology, which seems to use a type of battery. It's a system that is still baffling to the UNSC. The result is that Master Chief can use the Covenant guns, but he can't reload them. Only the Needler can be reloaded; all others must be discarded when their charge is run out. Don't worry, there will be plenty of guns lying around when you're through with a group of Covenant goons.

Note that the ammo count doesn't apply to most of these weapons. You can't carry extra ammo since you can't reload. When you pick up a Covenant weapon, you'll be stuck with whatever load is in the gun. It varies from gun to gun, depending on how much the previous owner used it. The clip size just denotes the highest charge that can be found in one of the guns.



### Plasma Rifle

**Description:** This is a directed energy weapon. It is capable of either semiautomatic or automatic fire (press and hold **Ⓢ** for automatic fire). Rapid fire for a prolonged period will overheat the weapon. Also, simple use will deplete the weapon's energy source, so it is wise to replace this weapon as often as possible.

**Percentage of Charge:** 100%

**Strengths:** With short, controlled bursts to avoid overheating, this weapon can fire uninterrupted for a long time (unlike cartridge-based weapons, which you must reload).

**Weaknesses:** The energy source does not last long, so you must replace the weapon constantly (low battery levels also result in sporadic fire). In addition, it is far too easy to overheat the weapon in battles against multiple enemies, which leaves you defenseless for a prolonged period of time.



It burns!



## Plasma Pistol

**Description:** This weapon is a semiautomatic directed energy weapon. If you pull and hold (R), the weapon will overcharge, and releasing (R) will fire the overcharged bolt. After the overcharged bolt is launched, the weapon temporarily stops functioning as it dumps waste heat. Use of this ability depletes the weapon's power core more rapidly than simple use.

**Percentage of Charge: 100%**

**Strengths:** Overcharged shots are very powerful against any Covenant infantry, especially those with energy shields (Jackals, Elites). Overcharged shots also have limited homing ability (as long as you are locked on when you fire).

**Weaknesses:** Slow rate of fire and the weakness of the primary pulse are the weapon's major downfalls. It is also very draining to the weapon's energy core to continually use the overcharge feature.



Aww, did the little Jackal lose his shield?



## Needler

**Description:** The Needler is a magazine-fed weapon capable of automatic fire. Its projectiles penetrate soft targets no matter what the angle of impact. They ricochet off hard surfaces at oblique angles, however, and are always deflected by energy shields (with the exception of the Master Chief's battle suit and the Elite's combat armor).

**Clip Size: 20**  
**Ammo Count: 80**

**Strengths:** The needles fired by this weapon will home in to a locked-on target and explode on impact. This is also the only Covenant weapon you can reload.

**Weaknesses:** The precious seconds you must wait for the needles to find their target and detonate leave you vulnerable for far too long. It is not suggested that you rely on this weapon when facing multiple enemies. Its inability to penetrate a Jackal's shield and a Hunter's armor further discounts this as a viable weapon.



That didn't work out as well as I planned.



## Plasma Grenade

**Description:** This weapon is similar to your own Grenade in that it is a thrown anti-infantry and anti-vehicle weapon. It has a kind of internal mechanism that allows it to differentiate between a soldier or vehicle and background like trees or walls (it will stick to the former, but not to the latter).

**Strengths:** The ability of the Plasma Grenade to stick to its target is extremely useful when encountering moving targets that can easily evade a Fragmentation Grenade.

**Weaknesses:** It has a three-second fuse that the Fragmentation Grenade lacks. Therefore, if you don't stick it to the target, the target will have ample time to evade the explosion.



A sticky Grenade, now that's just low.



**Sticking the Plasma Grenade to infantry units is always a gamble. After all, they have three seconds to chase you down and take you with them.**





## Stationary Gun (Shade)

**Description:** Although the Shade appears to be a light anti-vehicle weapon, the Covenant uses it almost exclusively in the anti-infantry role. The operator sits directly behind the gun and an armored control suite, but he relies entirely on infantry support for protection from the sides and rear.

**Clip Size:** n/a  
**Ammo Count:** Infinite

**Strengths:** It has a high rate of fire and inexhaustible ammo supply.

**Weaknesses:** It doesn't pack too mean a punch, and you are very vulnerable while in the operator's chair. Also, the plasma rounds do not travel as fast as the Assault Rifle's rounds, so you must lead moving targets (particularly Covenant vehicles) in order to score a hit.



If it only had a drink holder.

**TIP**

When up against a Shade, aim for the operator rather than the unit itself.

## Items

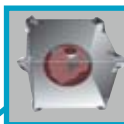
Outside of weapons, there aren't many things to pick up in *Halo*. These items are found throughout the game – sometimes right in your path, sometimes tucked away in less obvious nooks and crannies. Keep your eyes open for these items, or simply refer to the maps in this guide to find their locations.



## Health Pack

The Health Pack completely restores Master Chief's health meter, but it won't instantly recharge his shields if they are

depleted. The packs can be found near wrecked dropships, by the bodies of dead Marines, on walls of human ships, or simply lying around. Health Packs are used immediately and cannot be stored in your inventory for later use.



## Over Shield

The Over Shield triples the damage your shield can take before you start losing health. Over Shields are found tucked

away and usually off a bit from the beaten path. Keep your eyes out, as they come in very handy.

**NOTE**

In a multiplayer game, the Over Shield slowly depletes even if no damage is taken.



## Active Camouflage

Active Camouflage renders you nearly invisible for a short period of time. However, if you fire, the muzzle flash can alert enemies to your position.

Like the Over Shield, Active Camouflage is usually found in less-traveled areas.

**TIP**

While camouflaged, score an instant kill by sneaking up behind enemies and pressing **B** to strike them with the butt of your gun.





## Ammo

Ammo for most weapons can be found on dead infantry or near wrecked dropships. The only exceptions are the Plasma Pistol and the Plasma Rifle. These weapons require the Master Chief to pick up a new weapon when the energy cell of the one he is using is depleted.



## NOTE

If you walk over a dropped weapon that you also have in your inventory, the ammo is automatically stripped from it and placed in the pertinent weapon's clip.

# Vehicles

## Vehicle Types

*Halo* is vast, and you must cover a lot of ground quickly, so vehicles are a great luxury when you encounter them. Many of the vehicles also have offensive capabilities, allowing you to move quickly and mow down foes all at once. Remember that the transport itself is a huge, heavy machine moving at a fast rate. Anything that gets hit by it will be killed.

For the most part, vehicles are impervious to damage. A big hit merely tumbles them and knocks you out of the driver's seat (and does damage to you). The strength provided by your MJOLNIR armor, however, allows you to right overturned vehicles by standing next to them and pressing **X**.

Here are the details of the vehicles you'll find in *Halo*. You can't control all of them, but you should know what they do and how to deal with them all.

## Human Vehicles



### M12 LRV

**Description:** The M12 light reconnaissance vehicle, or Warthog, is the standard vehicle of the UEG armed forces. It is fast and maneuverable but prone to rollovers during hard cornering. A three-barreled machine gun is mounted in the rear of the vehicle. Armed passengers significantly increase the unit's anti-infantry capacity.

#### Controls:

- L**: Accelerate forward
- L**: Reverse
- R**: Steering
- R**: Fires rear-mounted gun if in the gunner seat
- R**: Aims rear-mounted gun if in the gunner seat

When driving the Warthog, a blue arrow appears on the screen. Whichever direction that arrow points is the direction the vehicle travels when you accelerate. Point the arrow in any direction by moving **R**.

**Strengths:** It's very fast and agile. If you stop near friendly troops, one Marine will man the rear-mounted gun, and another will ride shotgun, providing additional fire from his Assault Rifle. The Marines may take a few seconds to think before joining you. You may also need to drive up next to them if they aren't already next to your vehicle.

**Weaknesses:** The Warthog is very easy to roll and doesn't provide the greatest amount of protection.



## TIP

The best protection is in the front of the Warthog. Face your enemies to get the most cover from the vehicle.



## M808B Scorpion MBT

**Description:** The Scorpion main battle tank is primarily an anti-vehicle weapons platform, but it also has very high anti-infantry capabilities. Its ceramic-titanium armor makes it nearly invulnerable to small arms fire. But its deep dead-zone, or the area within which fire from the tank's guns cannot hit targets, puts it at risk from enemy antitank infantry. Up to four soldiers may ride on (and fire from) the Scorpion's track pods.

### Controls:

- Accelerate
- Reverse
- Steer
- Machine Gun
- Turret Cannon

### NOTE

While the Scorpion does have a large dead-zone (the area right next to the tank where its guns can't reach) if any aliens get into the zone, you can simply run over them.

When driving the Scorpion, a blue targeting display appears on the screen. Wherever the display points is the direction the vehicle travels when you accelerate. Point the arrow in any direction by moving .

**Strengths:** The Scorpion has two fire modes. Press to fire the machine gun, and press to fire the cannon. Both have infinite ammo, but the turret cannon needs time to charge between shots. The Scorpion also has the capability of hauling up to four Marines, who will each lend their firepower to the battle. Altogether, you have an almost unstoppable juggernaut with the firepower to take on anything the Covenant throws at you.

**Weaknesses:** It's extremely slow moving and a very large target, so get them before they get you. Destroy enemies in order of strength. Blast the strongest first – such as Covenant vehicles, Shade guns, and Hunters – then move on to the smaller threats.



## D77-TC "Pelican" Troop Carrier (Dropship)

**Description:** The Pelican is the standard method of deploying up to 30 people from orbit to ground. It is capable of vertical takeoff and landing and is equipped with heavy armor, a 70mm "chin gun," and electronic systems hardened against EMP.

### NOTE

Although you cannot fly a Pelican, you will encounter crashed dropships from time to time. Explore the area around any crash sites to find much-needed supplies.





## □ Covenant Vehicles

Because you must both destroy and pilot Covenant vehicles, the "Tactics" section listed under each vehicle type gives you pointers on how to neutralize them while the "Strengths" and "Weaknesses" sections outline the pros and cons of piloting them. If there are no "Strengths" or "Weaknesses" sections for a particular vehicle, you cannot pilot it.



### Ghost

**Description:** The Ghost is the Covenant's standard reconnaissance and rapid attack vehicle. It is equipped with two of what is now accepted as the standard light vehicle mounted weapons: a directed energy weapon capable of projecting a bolt of super-heated plasma in the 100-250kW range.

**Tactics:** Ghosts are lightly armored, so even small arms fire can destroy them. Just keep moving while hitting them with your weapon of choice (Plasma Grenades work well), and they will go down in no time. You can speed things up by blasting the exposed pilot. It can be hard to get a good angle, so circle strafe to get around and take shots at the Covenant goon at the controls.

When driving the Ghost, a blue targeting display appears on the screen. Wherever the display points is the direction the vehicle travels when you accelerate. Point the arrow in any direction by moving **(R)**. Unlike other vehicles, the Ghost can strafe. This lets you track moving targets while firing.

**Strengths:** The quickness and maneuverability of the Ghost make fast, blitzkrieg-like strafing attacks possible. Also, the guns swivel well, allowing clear shots at enemies before the nose of the Ghost has turned toward them.

**Weaknesses:** The Ghost offers almost no protection for the operator, and it has a high "drift" factor. You can ask it to turn, but it may take a moment before it responds.

#### Controls:

- |                          |                           |
|--------------------------|---------------------------|
| <b>(L)</b> : Accelerate  | <b>(L)</b> : Strafe right |
| <b>(L)</b> : Reverse     | <b>(R)</b> : Steer        |
| <b>(L)</b> : Strafe left | <b>(R)</b> : Fire         |



### Banshee

**Description:** The Banshee is the Covenant's standard ground assault aircraft. It has two weapon pods mounted to either side of the fuselage. Both of these pods contain a light plasma cannon and a fuel rod cannon. Though small arms fire may disrupt or disable the pilot, only heavy weapons are capable of inflicting damage or destroying the vehicle.

**Tactics:** You may be tempted to use plasma-based weapons against the relatively slow-moving Banshees (including the Stationary Gun). However, plasma weaponry has a slow rate of fire, so it takes far too long, even for a skilled marksman, to disable Banshees. Instead, stick to the Assault Rifle or Rocket Launcher to obliterate them with haste. Remember to lead your shots if you use the Rocket Launcher.

When driving the Banshee, a blue targeting display appears on the screen. Wherever the display points is the direction the vehicle travels when you accelerate. Point the arrow in any direction by moving **(R)**.

**Strengths:** It's the only flying vehicle at your disposal. It also has two fire modes. Press **(R)** to fire the plasma cannon and **(L)** to fire the destructive fuel rod cannon (devastating against artillery and enemy vehicles).

**Weaknesses:** Be prepared to take some damage if you fly the Banshee into heavy combat. The Banshee is a bit sluggish and has trouble avoiding fire.

#### Controls:

- |                         |  |
|-------------------------|--|
| <b>(L)</b> : Accelerate | <b>(L)</b> : Fires the Fuel Rod Cannon |
| <b>(L)</b> : Reverse    | <b>(R)</b> : Fires the Plasma Cannon   |
| <b>(R)</b> : Steer      |  |



## The Wraith

**Description:** The "Wraith" mortar tank is the primary armored vehicle used by the Covenant. Equipped with an energy mortar, the Wraith is bulbous, thickly armored, and somewhat slow. The humans' more-nimble Warthog easily outruns it.



**Tactics:** The Wraith's mortar is extremely powerful and will severely damage any person or vehicle it hits. However, it is slow to reload, so you do have time between shots to score some big hits of your own. Because of the Wraith's thick armor, the Rocket Launcher is an ideal weapon against the massive tank. If you don't have a Rocket Launcher, jump in a Covenant Banshee or Ghost and fire away. Of course, a real warrior can destroy a Wraith with a few well-thrown Plasma Grenades. Keep some distance as well; the mortar shots are easier to avoid when they're lobbed at far-away targets.



## Covenant Dropship

**Description:** The Covenant dropship is capable of deploying eight units without ever touching the ground. Dual laser cannons similar to that of the Stationary Gun further aid this quick-deployment capability. The energy shielding that protects the dropship is so strong that even multiple shots from the Scorpion's massive cannon cannot penetrate it. Don't waste time or ammo firing at the ship itself.

### TIP

The dropship's doors open prior to release of the enemy forces. Use these few seconds to pick off the unfortunate sitting ducks.



# Enemies

The variety of enemies in *Halo* is not great, but each foe calls for a certain strategy when faced by Master Chief. Leave it to us to point out their strengths and weaknesses, and we'll leave it to you to exploit them.

## Covenant



A mixed group of Covenant forces

The Covenant is a coalition of several alien species. They are fanatics bent on eradicating the human race from the universe.

So far, they're winning.

You will encounter the Covenant in groups of various sizes. Therefore, weapon strategy is very important to your survival. For instance, you may choose to pick off Covenant Hunters and Elites from a distance using the Sniper Rifle, or go commando and simply rush in with bullets and Grenades flying. Regardless of how you choose to play, pay close attention to the following vulnerability tables to maximize your efficiency and minimize your losses.

### NOTE

You'll notice as you square off against the Covenant that many within the same class wear different colored armor (or in the Jackal's case, different colored shields). This denotes a rank within the Covenant hierarchy. The higher ranks are a bit harder to kill than the others. Sometimes a higher rank also indicates access to weapons or armor that lower-ranked class members do not have. In these cases, we note the difference in the "Tactics" section under the appropriate class.



A Major Jackal



A Minor Jackal

## Elite



**Description:** There are a few varieties of the Elite. But all are roughly 8'6" tall and incredibly strong. Their strength allows them to rely on brute force when necessary, but they are quite capable of brilliant battlefield tactics as well. Their natural resilience is augmented with full-body energy shielding that recharges when depleted.

**Weapons:** Aside from Plasma Pistols, they use whatever Covenant weaponry is handy.

**Melee Attacks:** All Elites resort to hand-to-hand combat in close quarters, swiping with their weapons for damaging hits. If near death or hit with a Plasma Grenade, Elites go aggro and rush Master Chief in a final, desperate attempt to take him out. Fortunately, they telegraph this by growling and shaking their fists, so you know they're coming.

The stealth type, near invisible with light-bending camouflage, relies on both Covenant weaponry and devastating melee damage to destroy adversaries. The most lethal of these camouflaged killers are the ones wielding a Plasma Sword, capable of causing instant death with each swing. The sword, however, is visible even when the Elite is camouflaged. Commander Elites also favor the Plasma Sword. Any Elite with such a weapon should be your first target.

**Tactics:** Unless you catch Elites unaware, their quick, cat-like movements make both Fragmentation and Plasma Grenades highly ineffective. Further, their energy shielding is highly resistant to human weaponry; it takes almost a full clip from the Assault Rifle to take one down. Rather, rely on plasma weapons (pistol, rifle, Needler) to cut through their shields and take them down quickly. Use caution when using the Needler against the camouflaged Elites, however, as it is unable to lock on to the creatures.

When Elites charge after being wounded, a melee attack can finish them off with a single blow.



A very angry Elite





## C A U T I O N

Be careful when using Plasma Grenades against Elites. If hit, they will run straight at you, thus becoming a homing missile with you and your team as a target.

## Vulnerability Table

WEAPON	NOTES
M6D Pistol	Slow rate of fire and small clip size make this weapon ineffective against the fast-moving Elites.
MA5B Assault Rifle	At minimum, prepare to expend an entire clip to bring one down (more, if your aim isn't sure).
S2 AM Sniper Rifle	If you've got it, use it. It will tear right through the Elites' shielding. A head shot will take them down instantly.
M90 Shotgun	The closer you are, the faster they fall.
Fragmentation/Plasma Grenades	They will dodge most Grenades thrown at them. Use Grenades only if they are cornered.
M19SSM Rocket Launcher	A waste of a Rocket. Use smaller arms.
Plasma Pistol	Resist the urge to fire a power shot; an Elite will most likely dodge it. Instead, fire continuous bursts to bring them down more quickly than with the Pistol or Assault Rifle.
Plasma Rifle	Very effective if your aim is true. If not, the overheat can leave you vulnerable to a charging and angry Elite.
Needler	Highly Effective. Empty a clip at the Elite, and the needles will home in on it, piercing its shield and quickly dispatching it.



Haven't I seen this in a movie?

RANK	ARMOR COLOR
Commander	Gold
Spec Ops	Black
Stealth (Active Camouflage)	Gray
Major	Red
Minor	Blue



## Grunt

**Description:** Approximately 5' tall and relatively weak, Grunts tend to travel in packs and stick close to more powerful allies. Individually they are easy to defeat, but in groups they can overwhelm careless Marines. Their armor seems to house some sort of life-support mechanism.

**Weapons:** Grunts use Covenant small arms and Plasma Grenades.

**Melee Attacks:** None

**Tactics:** Because Grunts usually attack in large numbers, an Assault Rifle or Plasma Rifle is highly effective. If you catch them resting, or can chase them down while they are running, simply hit them with a melee attack to kill them. Also, try sticking a Plasma Grenade to one of them and watch it flee into its own ranks, causing much collateral damage.

The gray-armored Spec Ops Grunts sometimes carry a massive weapon similar to the Fuel Rod Gun the Hunters use. It is extremely powerful, but its slow rate of fire minimizes its threat level.



Sleeping on the job will get you killed.

When you kill the Grunt, the weapon will self-destruct after a few seconds, damaging anyone in the vicinity, even you.

A melee attack can instantly kill a Minor Grunt, two hits for a Major Grunt. If you encounter a group made up of Grunts only, you can rush in and bash away, saving ammo.

## TIP

Killing one Grunt or a Grunt ally can cause the other Grunts to run around in a panic for a short time. Use this brief respite to reload or take on bigger foes.

## Vulnerability Table

WEAPON	NOTES
M6D Pistol	One or two shots should put a Grunt to rest.
MA5B Assault Rifle	Highly effective against one or many.
S2 AM Sniper Rifle	Obviously effective, but use it on bigger threats before Grunts.
M90 Shotgun	Can take down multiple Grunts with a single shot.
Fragmentation/Plasma Grenades	Grunts are slow to respond to a Grenade, so more than one can be taken out per throw.
M19SSM Rocket Launcher	Akin to using an axe to cut butter. It'll work, but what a mess.
Plasma Pistol	Charge it up and take them out. If you wish to rely on single shots, the M6D Pistol is more lethal.
Plasma Rifle	If you use short bursts to avoid overheating, this is the weapon of choice against the Grunts.
Needler	Great from a distance. Up close, however, you will take a lot of damage as you wait for the needles to find their target and detonate. Stick to either rifle instead.



A brave bunch, aren't they?

RANK	ARMOR COLOR
Spec Ops	Black
Major	Red
Minor	Orange



## Hunter

**Description:** Hunters stand 12' tall, though in their combat state they contract to approximately eight feet. Hunters fight with a Fuel Rod Gun integrated directly into their armor. They carry an enormous and nearly impervious metal shield made of an unknown alloy, which they sometimes use as a melee weapon.

**Weapons:** Fuel Rod Gun

**Melee Attacks:** Hunters charge and then bash Master Chief with their large shields. One hit will remove your shields entirely; the second will kill you.

**Tactics:** Hunters have armor that cannot be pierced by either human or Covenant weaponry. Plus, they tend to travel in pairs. Fortunately, there are places that the armor doesn't cover. If you have a Sniper Rifle, aim at the orange flesh of their neck or back. If not, get close enough to them so they charge you. Then sidestep quickly, so they stomp past you, and unload your weapon at the orange flesh of their exposed back. This is the quickest way to take a Hunter down without a Rocket Launcher. In fact, if you get a clean shot at a Hunter's orange back you can put it down with a *single* Pistol shot.



If you encounter Hunters in groups of other enemies, try and lure the smaller foes away and deal with the Hunters last, or vice versa. The point is not to have a Hunter to deal with, as well as a bunch of little aliens howling for your blood.



**Be careful not to stay stationary for too long, as their Fuel Rod Gun is highly destructive.**

## Vulnerability Table

WEAPON	NOTES
M6D Pistol	Utilize its scope for effective long-range attacks (aim for its neck or back). Also, it is very good for use with the charge-and-dodge tactic.
MA5B Assault Rifle	Really only effective if you shoot them in the back.
S2 AM Sniper Rifle	Aim for the neck or back.
M90 Shotgun	Like the Pistol, one Shotgun round to the back will kill them.
Fragmentation/Plasma Grenade	Will only aggravate them, unless it detonates behind them.
M19SSM Rocket Launcher	They should nickname the Rocket Launcher "Hunter killer."
Plasma Pistol	Ineffective. Don't bother unless you want this pop-gun fed to you with a Fuel Rod chaser.
Plasma Rifle	Go for the orange flesh, but human weapons seem more effective.
Needler	The needles will bounce harmlessly off their exoskeleton armor.



**One shot at the Hunter's back with the M6D Pistol will kill it.**



Toro!

## Jackal



**Description:** With superior senses of sight, hearing, and smell, Jackals serve as scouts and assassins for the Covenant forces. They use Plasma Pistols and carry strong energy shields to compensate for their physical weakness. However, a well-positioned Jackal can hold its own against several Marines. Jackals stand approximately 5'8" tall.

**Weapons:** Plasma Pistol

**Melee Attacks:** None

**Tactics:** Jackals hide behind large energy shields and shoot through small niches around the outer edge of the shields. Without their shields, they are utterly defenseless. You must aim your shots so they pass through the niches in their shields. If that doesn't kill them instantly, it will cause the creatures to stand, leaving them open and vulnerable. A melee attack can stagger a Jackal, leaving it open for slaughter.

In a big group, the Jackals can be a pain. Their shields make it so that you have to pay specific attention to them, rather than just point and shoot. They also have a tendency to charge up their Plasma Pistols, which causes massive damage. Keep moving to avoid their shots as you deal with their compatriots. Then take your time to mash them down.





The Achilles heel

**TIP**

Both Fragmentation and Plasma Grenades bounce off the Jackal's shield. Try to land your throw near the Jackal, without hitting its shield.

## Vulnerability Table

WEAPON	NOTES
M6D Pistol	Will not damage the shield. Instead, use the scope and fire a shot at the hole in the shield.
MA5B Assault Rifle	Aim for the hole and unload.
S2 AM Sniper Rifle	Aim for the hole and it's over.
M90 Shotgun	If you are close enough, one shell will push the Jackal back, and the next will kill it.
Fragmentation/Plasma Grenade	These work wonderfully. The Jackals usually ignore them, so throw 'em if you've got 'em.
M19SSM Rocket Launcher	This will do the trick.
Plasma Pistol	A single powered-up shot will destroy the shield. One more will destroy the Jackal.
Plasma Rifle	Will knock the shield away, leaving the Jackal's body exposed.
Needler	Ineffective. The needles will not penetrate the shield.



"Ha, my shield will protect me!" are a Jackal's last words.

RANK	ARMOR COLOR
Major	Orange
Minor	Blue



## ☐ Flood



That can't be good.

The Flood is the sinister secret hidden on Halo. Flood creatures are parasitic, virulent life forms. The Forerunners recognized the Flood as the deadliest threat to life in the galaxy and built Halo to combat it.

Unlike the Covenant, Flood mutants attack in continuous, almost non-stop waves (hence their name). For this reason, a weapon that can kill a single Flood creature might be wholly inadequate for dealing with the large crowds that swarm you. In fact, that is indeed the case for most of the human and Covenant weaponry. So, when you read the following vulnerability tables, realize that although a Pistol can take down any form with just a few shots, it is all but impossible to survive using it as your primary weapon. Our suggestion, then, is to make exclusive use of the Shotgun (once it becomes available), the Assault Rifle (or the Plasma Rifle), and Grenades.

**TIP**

The Shotgun's wide cone of fire and its devastating punch make it the weapon of choice against all Flood types.



## Infection Form

**Description:** These multiple-legged, scuttling creatures attempt to infect potential hosts by attaching themselves to their victims' bodies. They have no natural defenses but instead rely on sheer numbers to accomplish their goal.

**Weapons:** None

**Melee Attacks:** The Infection Forms of the Flood attempt to crash into their enemies, thus infecting them and using them as hosts to propagate the species.

**Tactics:** They attack in large waves in an attempt to destroy their enemies through attrition. A well-placed Grenade or Assault Rifle shot will eliminate them effortlessly. The Infection Forms pop when they die. This can cause a chain reaction if others are nearby. Shoot one in a crowd of Infection Forms and watch the rest explode.



I'm gonna need a few more bullets.



As each hit you sustain from the Infection Forms only takes a very small portion of your shield away, you may choose to ignore their attacks to conserve precious ammo. Be wary of huge swarms of them, though, since they can drain your shield and leave you vulnerable to other attacks.

## Vulnerability Table

WEAPON	NOTES
M6D Pistol	Fire rate is too slow for the hordes that will rush you.
MA5B Assault Rifle	Very effective in pushing back the rushing Flood.
S2 AM Sniper Rifle	No chance at picking them off from afar as they close the distance quickly.
M90 Shotgun	Only if there are many coming at you. One Shotgun shell per Infection Form is not a good use of ammo.
Fragmentation/Plasma Grenades	A good choice, as this form of the Flood travels in tight packs.
M19SSM Rocket Launcher	Overkill unless there are more deadly foes within their ranks.
Plasma Pistol	Many will reach you due to the semi-automatic mode of this weapon.
Plasma Rifle	Better than the Pistol, but not as effective as the Assault Rifle with its high rate of fire.
Needler	If you are not constantly moving your sights, the needles will home in on just a few creatures, leaving the rest to reach and hurt you.

## Combat Form

**Description:** The Combat Forms of the Flood are infected hosts whose entire bodies are converted into undifferentiated Flood "supercells." Because of this, the Combat Forms can have entire limbs removed, including their heads, and still maintain combat effectiveness.

**Weapons:** They use anything that they can get their appendages on.

**Melee Attacks:** Combat Forms are capable of covering long distances with a single jump and inflicting large amounts of damage with a tentacle-like slash.

**Tactics:** Shoot, shoot, shoot! Use the Shotgun as your primary weapon and the Assault Rifle or Plasma Rifle as your secondary. There are no secrets here. They are called the Flood because they just keep coming. Put them down with Grenades and a heck of a lot of cartridges. Throw Grenades carefully; the Combat Forms move fast and can pass your Grenade before it goes off. Throw short for the best effect.

Also, you can knock down a Combat Form and have it rise again. Be wary of them; paranoia is a survival trait. Move slowly when you're in an infested area and make sure that those in front of you are dead for good before moving on. Getting surrounded will be the death of you.



Say hello to my little friend.

### Vulnerability Table

WEAPON	NOTES
M6D Pistol	Powerful and deadly if there are one or two, but you'll need something bigger for multiple enemies.
MA5B Assault Rifle	Second to the Shotgun in effectiveness against the Flood. However, you will probably take some damage while reloading.
S2 AM Sniper Rifle	Not effective. The bullets pass right through them without causing damage.
M90 Shotgun	Use it; one shot can knock 'em on their butt. The weapon of choice.
Fragmentation/Plasma Grenades	Coupled with the Shotgun, Grenades are the second part of a devastating one-two combo.
M19SSM Rocket Launcher	Pick it up, fire a couple rockets, then drop it. Use your two slots for more effective weapons.
Plasma Pistol	You won't have a chance. Far too slow and not as powerful as the M6D Pistol.
Plasma Rifle	Aside from the Shotgun and the Assault Rifle, this is the only other weapon of any use against the Flood. Just be careful you don't overheat at critical moments.
Needler	Hope you don't have to rely on this weapon.



And stay down.



If you come across a Rocket Launcher, use it up quickly and then swap it for another weapon. It's not a long-term weapon since the Flood creatures move so fast – you'll miss too often.

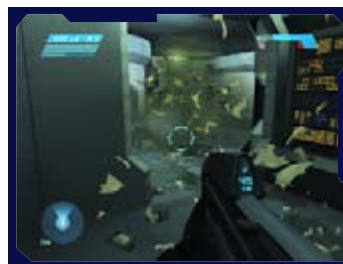
### Carrier Form

**Description:** These fat, bloated creatures have converted their internal biomass into Infection Forms in order to propagate the species. They explode when killed and throw debris everywhere. This debris is made up of the Infection Forms, which continue the assault upon Master Chief.

**Weapons:** None

**Melee Attacks:** Think of them as walking bombs. If you shoot them, they explode. If they get close to Master Chief, they self-destruct. The explosions hurt you and release multiple Infection Forms.

**Tactics:** They are relatively easy to destroy, but remember, once they are detonated, you will face multiple Infection Forms. Their explosions are very powerful and can hurt you. Keep some distance.



I didn't hit it that hard.



Destroy the Carrier Forms when they are near other enemies. The resulting explosion will kill anything nearby.





## Vulnerability Table

WEAPON	NOTES
M6D Pistol	As always, a powerful but slow-firing weapon.
MA5B Assault Rifle	It'll take a third of your clip, but it will do the job.
S2 AM Sniper Rifle	No use against the Flood.
M90 Shotgun	Without a doubt, this is the best weapon for use against the Flood.
Fragmentation/Plasma Grenades	Save your Grenades. The explosion caused by killing Carriers is comparable to that of a Grenade.
M19SSM Rocket Launcher	Fire it and forget it.
Plasma Pistol	It'll kill them, but find something better.
Plasma Rifle	Fire at will but watch the overhear.
Needler	Find something else; the Needler is far too unreliable.

## □ Forerunner

The Forerunners built Halo as both a research facility and a weapon to find the Flood's weakness and destroy it. The Monitor is the only sentient Forerunner life form that Master Chief encounters, and although it has no offensive capabilities, the Sentinels it controls do.

## Sentinel

**Description:** These machines were created to protect the Halo subsystems from the Flood.

**Weapons:** The Sentinel emits a continuous laser beam that sweeps toward its target.

**Melee Attacks:** None

**Tactics:** Sentinels are problematic since they usually attack in groups. However, their lasers are not that powerful. Concentrate on one at a time and hit them with whatever weapon you have at your disposal.



Nice light show.



Dodge this.

## Vulnerability Table

WEAPON	NOTES
M6D Pistol	Sentinels are moving targets, so you will take damage, but the Pistol is strong. If your aim is good, go for it.
MA5B Assault Rifle	Effective against the slow-moving targets, but it will take more shots than plasma-based weaponry.
S2 AM Sniper Rifle	This will make short work of them.
M90 Shotgun	Devastating if you can get close enough.
Fragmentation/Plasma Grenade	If the Sentinels are close to the ground, lob a Grenade in their midst.
M19SSM Rocket Launcher	If your aim is true, they don't have a chance. However, they can skate out of the way.
Plasma Pistol	Plasma is very effective against the Sentinels. One powered-up shot or a few regular shots will reduce them to scrap.
Plasma Rifle	Very effective. It takes just a few shots to knock them out of the air.
Needler	Due to its homing capabilities, this is one of the few times a Needler is ideal.

# Tactics and Tricks

## □ Survival 101

Since the Covenant landed, Halo is not a peaceful place. You have to fight through acres of real estate to reach your goals. Since the foes you face are very hostile and trying hard to keep you from those goals, they'll need to be smacked around. However, there are many, many more of them than there are of you. So you must use strategy, tactics, and underhanded tricks to survive. Here's a primer on what to do to stay alive.

## Weapon Choice

Almost paramount to your success is choice of weapons. The "Weapons" and "Enemies" sections of this guide give detailed information on what weapons are good against what enemies.

The keys to choosing the best weapons are versatility and personal choice. Versatility means you need a weapon that will serve you well over the long haul. A Rocket Launcher may be great for groups that stand far away, but it won't help in close quarters with a mob after you. So, if you're in a mission that is one cramped room after another, an Assault Rifle may be a better choice.

Personal choice also plays a big part. You want to be comfortable with the weapon you have. Some players may find that they overheat the Plasma Rifle every time they fire it. Others may find it easy to squeeze off short bursts with it, giving them a nearly continuous stream of damage. If you find a gun that you love, stick with it.



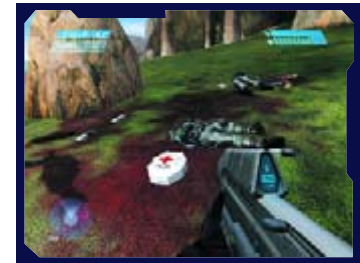
The Rocket Launcher is great against Hunters, but it's a bit much when faced with Flood Infection Forms.



Our favorite is the Shotgun. We won't let Master Chief leave the house without one. It's simple; you shoot something, and it falls down.

## Weapon Swapping

*Halo* has an interesting feature; you can only carry two weapons at any time (not including Grenades). This makes much more sense than other games that allow you to carry a battle-ship worth of guns in a backpack. However, this limitation can lead to you feeling like you're underequipped for the larger battles you must face. Often, a weapon cache is near the site of the battle. If you want to start off with a Rocket Launcher and mop up with a Shotgun and Assault Rifle, you can pick up the Rocket Launcher and fire until it's empty. Then run back to a cache and drop it for a smaller weapon. This can take a bit of time, but think of how much you'll save in Band-Aids.



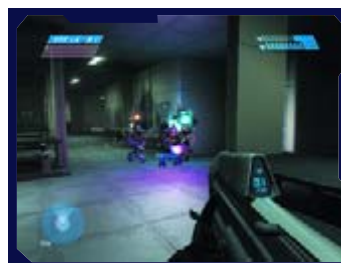
This cache has a few goodies in it. If you can't decide what to take, grab two and come back later for more.

## Extended Firepower

Reloading can take a long time. Time you don't have when a platoon of Covenant aliens and Flood Combat Forms are charging at you. A tactic to keep you alive and give you some breathing room is switching weapons instead of reloading. Empty your first weapon, then quickly press **V** to switch to your second weapon. Presto! You've got a loaded weapon.



**Take any quiet moment to reload all your weapons, even if you're only down by a few bullets. That way, you'll get the maximum firing time when you get into a fight.**



Uh oh, the Assault Rifle is empty.



Luckily, the Shotgun isn't.



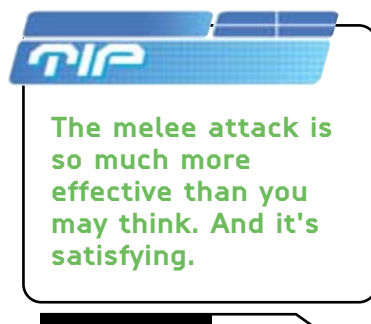
## Charging

This isn't recommended often, but simply charging in, guns blazing, can clear a room or area quickly. If enemies are dug in tight, tucked behind solid cover, you can flush them out with a mad dash into their midst. Try to soften them up with a Grenade first, then sweep in. Also, a quick dash through a room and out the other side – without fighting at all – can get you through unscathed and without expending any ammo.

Against a few enemies, charging can lead to melee attacks, which are effective and save ammo. Your shield can soak up a lot of damage from the weaker weapons. When you're faced with a group of Grunts or Jackals, a charge followed by clubbing a lot of heads with the butt of your gun can leave you standing, safe, in a pile of dead aliens.



Just book straight across this room from one door to the other and you'll get through without a scratch or a shot fired.

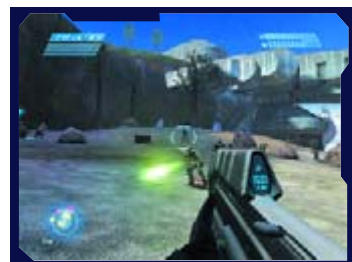


The melee attack is so much more effective than you may think. And it's satisfying.

## Concentrated Fire

When presented with several targets, you may feel the need to just unleash with the Assault Rifle, sweeping it this way and that. Resist that urge. Instead, pick a single target and concentrate your attack on it until it goes down. Then move to the next. Four healthy enemies and one dead one are easier to deal with than five slightly wounded enemies.

As to who you should target first, if you're alone go after the Grunts first, since they fall so easily. That will whittle down the amount of guns firing at you. If you have support from a few Marines, concentrate on Elites or Jackals. The Marines can deal with Grunts easily.



When storming this beach, go after the Elites and leave the smaller foe to your Marines. They'll thank you later.

## Take It Slow



This bridge is the perfect place to take it slow. Methodically wiping it clean is much safer than rushing headlong into a fray.

Now this is the best advice of all. You'll encounter it often in the walkthrough. Pushing forward without pause can get you neck-deep in enemies and surrounded, which is a fatal combination. You'll do much better against one or two enemies than against five or six. So move forward slowly when you see a large group of foes. Pick off the closest before the others notice.

## Retreat

You're not here to win medals. Judicious backpedaling isn't cowardice; it's healthy. Like taking it slow, retreating lets you deal with enemies one at a time instead of in clusters. You can string foes out in a line so that they can only attack singly or in pairs, instead of bunching up and bringing a ton of guns to bear on you. Be careful, though, of obstacles behind you. If you bump into a wall or corner, you can get hung up and become a sitting duck.



Whoops, too many aliens. Fire as you retreat and remember that no foe is a match for you in a one-on-one fight.







If you can't see them, chances are they can't hurt you.

### Take Cover

It's easy to forget that you can crouch. Press **C** straight down, and Master Chief will duck. You can then use low walls and rocks to protect yourself from enemy fire. There are also copious amounts of barrels, Covenant shields, walls, and corners that you can simply stand behind to be out of harm's way.

Take cover to let an enemy's withering broadside play itself out before you pop up to respond. You can also use the time to reload. Just don't forget that you can use the environment to keep yourself safe.



If you find a Grunt asleep, it means he thinks he's safe. There are probably more slumbering or unaware aliens around. Let the head bonkings commence.

### Sneak Attack

One of the surprises in *Halo* is the melee attack. As mentioned earlier, it's very effective, especially if you sneak up behind a Covenant alien. Elites, Grunts, and Jackals all fall with one press of **B** if you sneak up behind them or find them asleep.

Do not fire at a sleeping alien. Use a melee attack instead and search for more sitting ducks.



The melee attack is nearly useless against the Flood.

## The Enemy of My Enemy...

Once the Flood is unleashed, you have to deal with two enemies. Once you cross the Monitor and its Sentinels, you have three enemies. Luckily, they all hate each other. So, when you find groups of them fighting amongst themselves, let them. Stand back and try not to be noticed as they blast away, killing and wounding and making each other much softer targets when you come in to clean up.



This area is a good example of your foes unwittingly helping you. Let them paste each other before you wander in and take charge.

### Hoarding

Similar to the weapon swapping technique, hoarding involves backtracking to caches of weapons and supplies to give yourself an edge. If you pass supplies – ammo, weapons, Health Packs – but don't need them, keep in mind where they are. Move forward, clearing away any resistance. If you take damage or just need to refill, run back to the cache and load up. It can take time, but it can keep you alive and healthy.



This overturned Warthog has a bunch of stuff strewn around it. You can come back here if you need a quick topping off of bullets or Grenades.





## How to Use This Walkthrough

### □ Mission Briefing

Before sending you into the ring world of hostile aliens, let's take a minute to familiarize you with this guide's walkthrough section. The first thing you need to know is that the guide is written for the Normal difficulty setting. The four levels – Easy, Normal, Heroic, Legendary – differ in the number and strength of the enemies you encounter. If you play in a different difficulty level, the objectives and goals are the same. You'll just meet stiffer resistance when trying to reach them.



### Maps

First off, there are 10 levels in *Halo*. Within each level are several missions, each with its own name. We break up the walkthrough by these missions. Each mission has map pieces that show the areas relevant to the mission. You may be able to backtrack into areas not shown on the map pieces, but it's not necessary to complete the mission.

**TIP**

The mission are indicated when the screen goes letterboxed and you can see the mission name in white at the bottom right of your screen.

Secondly, you'll find that there are numbers and letters on the map pieces. The numbers refer you to the screenshots and captions that will guide you through the mission. The letters tell you how the map pieces connect. For example, if a stairway on one piece has an "A" on it, look for the "A" on the next piece to find out where that stairway leads.

## How to Use This Walkthrough



Now wander around the hold, using **R** to move your feet and **L** to control your direction. When you've got the hang of it, step over to the red square for the next test.

Here we see a number on a map and the screen the number refers to. The screenshot will tell you important information about that area and clue you in to where you need to go and what you might need to do.



And here we see how the stairs from the first floor lead to the second floor.

Finally, maps have icons denoting points of interest on your travels. You'll encounter enemies in groups, caches of weapons and ammo, Health Packs, and other useful supplies. Here's a guide to what those icons mean.

### Map Icons



A Health Pack



Active Camouflage



Over Shield



Ammo Cache



A Group of Enemies



Vehicle

The ammo, enemy, and vehicle icons are generic. For instance, a spot with an enemy icon on it indicates you'll meet resistance, but it doesn't specify what types of foes you'll encounter.

### Info Boxes

Each mission phase has a box of information at the beginning. It will give you a rundown of what you can find in the mission. Items, enemies, and new weapons (which don't come up often) are covered in this box.

### Lock and Load

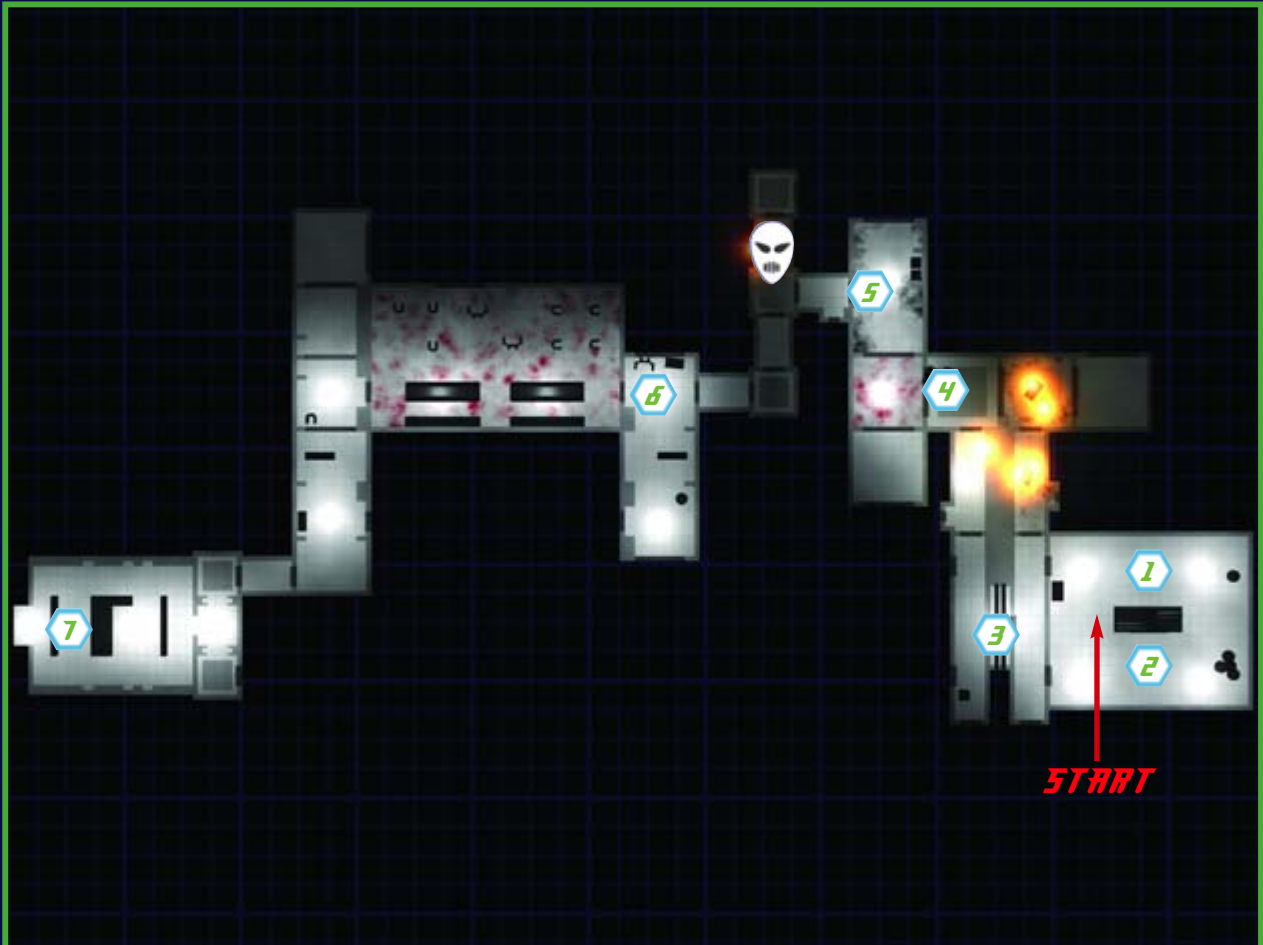
All right, soldier. You've got the specs on your hardware. You've got reports on all your enemies, and you've been trained to move by the finest drill sergeants in the corps. You're not fighting for yourself, for your mamma, or for a planet. You're fighting for the fate of humanity. So get to it!





## Pillar of Autumn

### □ Reveille



**MISSION OBJECTIVES:** \*Find Captain Keyes On the Bridge



Captain Keyes ponders the situation he's in – far from home, in uncharted space, and heavily outnumbered. That's military life. He orders everyone to battle stations.



The Marines make ready with all their fancy toys. It looks like it's gonna hit the fan. Just another day in the corps.



Meanwhile, Master Chief is pulled from cryosleep. It's time for you to take a test drive.



First, use **B** to look around. Circle the Thumbstick, and the technician will give you an OK. After your health meter is brought on line, press **X** to exit the tube.



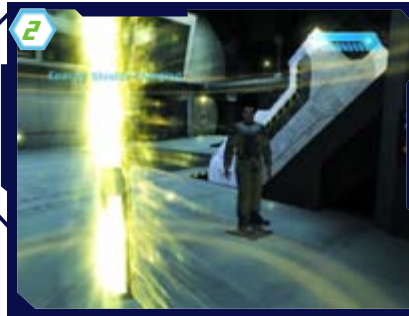
Now wander around the hold, using **L** to move your feet and **R** to control your direction. When you've got the hang of it, step over to the red square for the next test.



Use **B** to aim the blue crosshair at the five lights. When they go green, you've hit them. Change them all to green to get a chance to try the targeting with inverted controls. You get to decide which you like better.



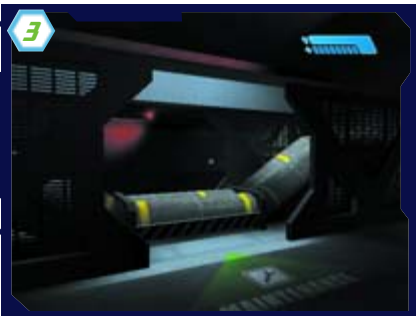
You can change it back later, but get a feel for the two types of directional control and make a choice for the moment.



Now move over here and stand in the yellow and black square to get your shields charged up. Press **A** when you're ready.



Captain Keyes is anxious to have Master Chief on the bridge. The technician shows you out after you witness Sam's demise. Things are getting hairy.



OK, so the technician didn't make it either. Now you have to find an alternate route. Jump over these pipes to the hallway beyond.



Press **L** to get under the stuck blast door. Head for the green light on the small door. Stay covered when the shooting starts to save your health.



Notice the color-coded arrows that show up on the hallway floor. They'll help guide you as you run around the ship.

## NOTE

When a door light is red, you can't access it. A green light means it's unlocked.



After a couple of close calls, duck under a stuck blast door, then go through this door with a green light. Note the blue arrow marked "Bridge" on the floor pointing toward it.





You have no weapons, so step lively. Don't worry about the alien that you meet; the Marines will keep it occupied. When you get to this Marine, he acts as your guide to the Captain. Follow him closely.

## NOTE

Before you step onto the bridge, take a minute to read the bulletin board. It's not important, but it is funny.



The Master Chief meets up with Captain Keyes and Cortana, the ship's AI. They trade barbs before a boarding party of Covenant aliens smashes its way onto the Pillar of Autumn.

Captain Keyes tells them that he'll try to land the ship on the ring-like world of Halo. He orders Master Chief to take Cortana down to Halo in a lifeboat. The adventure begins.

## Pillar of Autumn

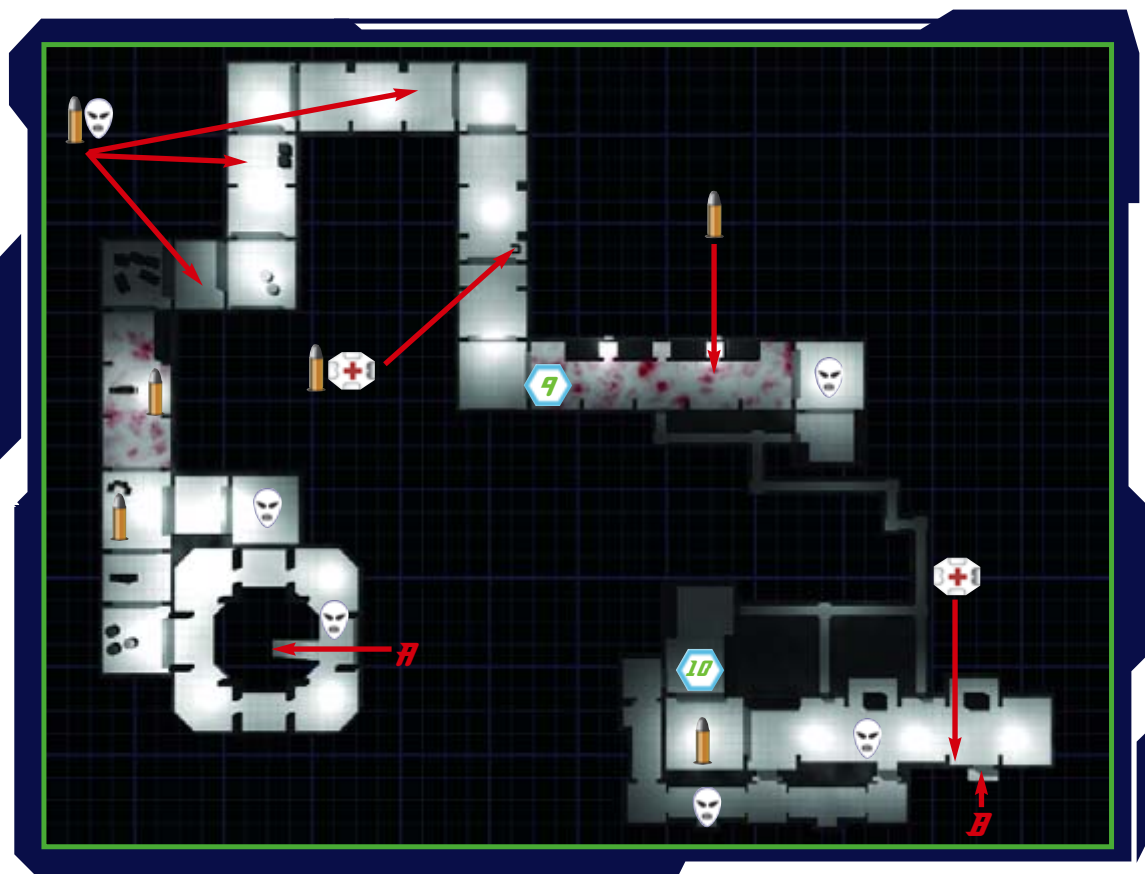
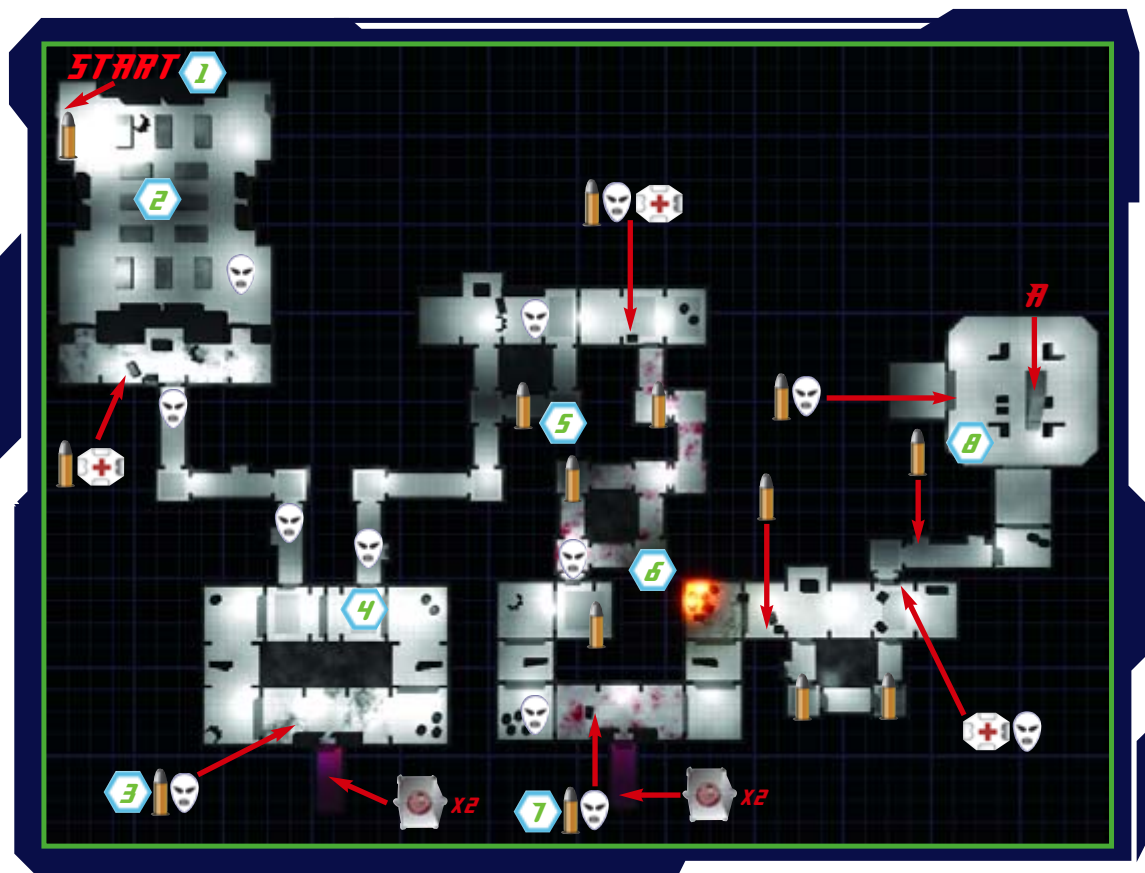
### □ AI Constructs and Cyborgs First!

Here's your chance to dish out a little payback to the Covenant. You're armed and ready to fight. You must get Cortana off the ship so the aliens don't get hold of a human AI.

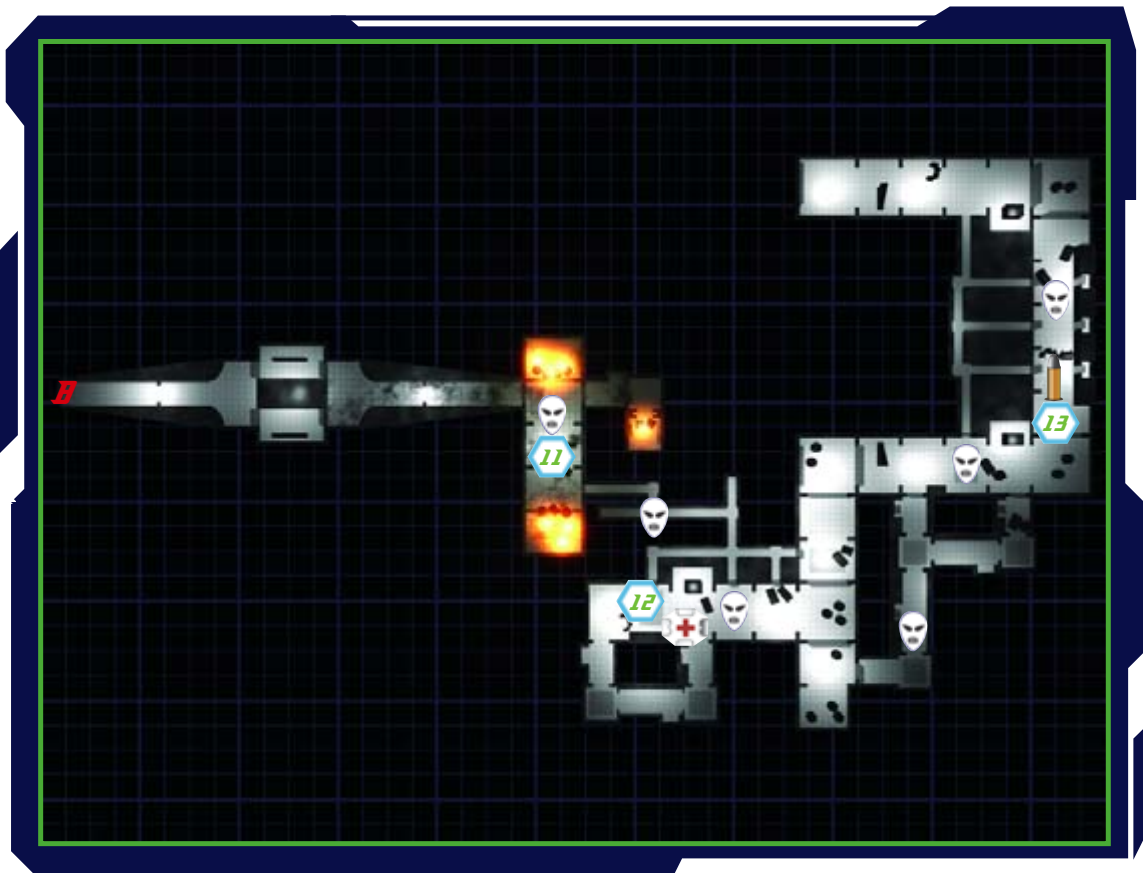
<b>ITEMS:</b>	Health Pack x6, Over Shield x4
<b>ENEMIES:</b>	Grunts-Major, Grunts-Minor, Elites-Major, Elites-Minor
<b>NEW WEAPONS:</b>	Pistol, Assault Rifle, Plasma Rifle, Plasma Pistol, Fragmentation Grenade











**MISSION OBJECTIVES:** \*Get off the Pillar of Autumn



Exit the bridge and you can use the M6D Pistol that Keyes gave you. It's not much, but it's enough to take care of the first few Grunts and get you to this point, where you pick up an Assault Rifle. Rock and roll.



This cafeteria is the sight of a vicious battle. Help the Marines fend off the nasty aliens. After things settle down, you may want to grab a Plasma Rifle. Try one out and see if you like it.



## Pillar of Autumn: AI Constructs and Cyborgs First!



### TIP

Check your fire. Marines are all over the place. Make sure they aren't in your line of fire, or you'll blow away friends, which is not nice and a waste of ammo.



When you reach this airlock, it explodes, killing a couple of Marines. Covenant troops come pouring in. A well-placed Grenade (if you have one) can help stem the tide. Blast the survivors and duck into the airlock to find a pair of Over Shields. Grab one and be on your way.



A couple of Elites are in this corridor, but you should have some Marine backup to deal with them. Fire down the hall and duck away to reload.



Flank the next group of enemies by ducking down the corridor that puts you here, to the aliens' left. The Marines are firing to the enemies' front, so you can cut them down in a right-angle cross fire.



Flank this group as well. A pair of Marines will help you crush the Covenant boarders.

### NOTE

The Pillar of Autumn is littered with ammunition. There are ammo packs and dead Marines with their rifles laying nearby. So don't feel shy about burning cartridges as you fight.



At the next airlock you find another set of enemies. Watch out for your backups' fire; don't cross into it by mistake. After the fight, duck into the Covenant boarding launch to find another pair of Over Shields.



Duck under a blast door and work your way to this central stairwell room. A pitched battle is being fought. To save your Marine buddies, run up the stairs and attack the Covenant on even ground. You can wipe them out while they're distracted by your troops.



Fight your way through the corridors to this bank of lifepod airlocks. Pass them by and destroy the Grunts at the end of the hall. Cortana will guide you with a Nav Beacon to a dark Maintenance hall. Turn on your flashlight and step inside.



### NOTE

In the Maintenance halls, Cortana turns on a Motion Detector. It shows up in the lower-left corner of your HUD and will stay with you for the rest of the game. Get used to checking it so you won't get surprised by enemies.



The access tunnel lets you out here, but a busted door blocks your way. Stand next to it and press **X** to bash it open with your melee attack. You can also use that attack to quickly and silently kill the Grunt beyond. Then it's a gun fight to get farther on.



Go through the cryo-chamber observation deck – where poor Sam met his fate – and fight your way into this burned-out section of the ship. An explosion or two will go off, so hang back at first. Once it's clear, get to the access hall door you see in this screen and enter it.



You have three exit choices from the access hall. Come out here, near a trio of Marines, and fight your way back. It's the farthest exit from your goal, but fighting up ensures you won't be flanked and surrounded.



This next row of airlocks has a barricade between you and your enemies, as well as a scattered bunch of Fragmentation Grenades. Pick them up and toss them over the roadblock to fling the aliens around in an explosive dance.



Jump the barricade and head toward the airlock. A cut scene will start. Master Chief tosses a Marine into the lifeboat, and they launch.

The boat approaches Halo, an impressive ring structure in space. The Pillar of Autumn is on its way down as well.

The approach is a bumpy one. Happy landings.



# Halo

## □ Arrival

You made it to the surface of this odd, ring-shaped world. The price was high and the humans are scattered. You'll have to cover a lot of ground to try and reunite your forces.

**ITEMS:** Health Pack x4

**ENEMIES:** Grunts-Major, Grunts-Minor, Elites-Major, Elites-Minor, Jackal-Major, Jackal-Minor

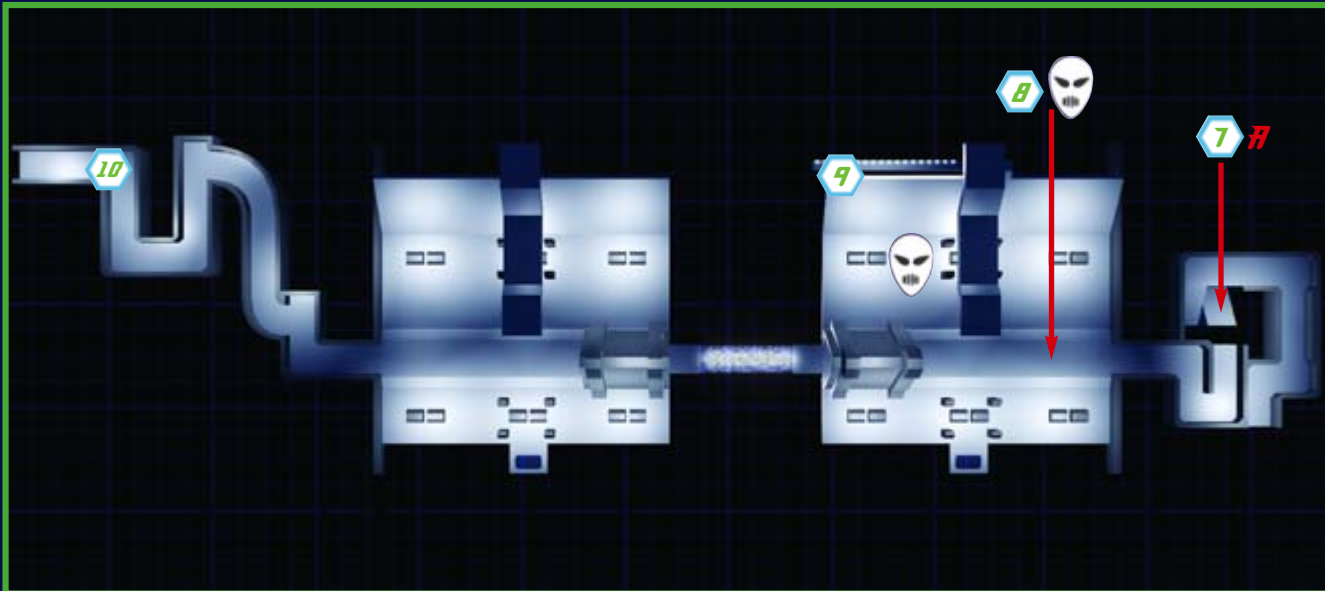
**NEW WEAPONS:** Plasma Grenade, Needler

**MISSION OBJECTIVES:**

- \*Evade the Covenant patrols searching for you
- \*Head for higher ground
- \*Search for other lifeboats







The crash has killed all aboard except for Master Chief. Cortana, safe inside the Chief, warns you that Covenant dropships are approaching. You must get away from the lifeboat. Collect ammo from around the crash sight and head for this bridge. Get across quickly, then hug the cliff wall.



A couple of Covenant Banshees – single occupant airships – are patrolling the sky. Run along the cliff wall as fast as you can; they'll stop bothering you when you run into the alien ground troops here. Eliminate the aliens and gather some Plasma Grenades. They're fun toys, but use them wisely.

## TIP

Don't waste time or ammo trying to bring the Banshees down. Run for cover behind trees or rocks as they fire and you won't be badly harmed, so save your bullets.



As you head farther into the hills, Cortana picks up a lifeboat beacon. You turn the corner to see a fantastic structure, as well as a Covenant dropship unloading troops. Attack them before they destroy the humans nearby. As soon as you blast the aliens, your objectives change.



**MISSION OBJECTIVES:**

- \*Stay with the survivors
- \*Protect the human survivors
- \*Wait for an evac dropship to arrive



Now you must wait with the survivors to help them fight off the Covenant forces. The next enemy dropship lands here. It disgorges Grunts and Elites, as well as Jackals. Stay sharp.

## C A U T I O N

The dropship fires at you as it leaves. Stay in motion to avoid its shots as much as possible. Do not attempt to destroy it. That would be futile – and fatal.



The next dropship lands here. You can pick up ammo and a Health Pack at the human lifeboat. Pick your shots; there's still more fighting to be done.



Another Covenant troop carrier spits out cargo here, where you first came into this clearing. Lock and load.



Two more troop carriers show up almost simultaneously, in spots that have already hosted alien infestations. You know what to do.



Cortana sees more lifeboats crashing to Halo's surface. She asks for the human evac dropship to disengage a Warthog for your use. This'll be fun. Climb aboard and familiarize yourself with the controls before heading to this tunnel entrance.

## TIP

You automatically get one gunner with this Warthog. However, if you hang out for a moment, a second Marine will climb in and ride shotgun – literally.

**MISSION OBJECTIVES:**

- \*Search for the three additional groups of human survivors
- \*Protect the human survivors
- \*Wait for an evac dropship



Follow the underground tunnel to this platform. Covenant goons are waiting for you. Drive back and forth a bit to let the Marines have some shots at the beasties, then park the Warthog in a safe area and hop out.

You must clear this gap to continue. Line up at the bottom of the short ramp, then gun it. You should pick up enough speed to get the lumbering Warthog over to the other side.







Clear the area of aliens, then start up the ramp off to one side. You must battle a few Elites to get up the narrow ramp, but you should end up here, at the control panel for the light bridge. Face the panel and press **X** to activate it.



Get back to the Warthog and tool across the bridge. Follow the tunnel on the other side out into the open to begin the next phase of this mission.



## Halo

### □ Reunion Tour

You've gotten one group of survivors to safety, but there are more. Take a trip around the area and shepherd the remaining humans to their evac ships.

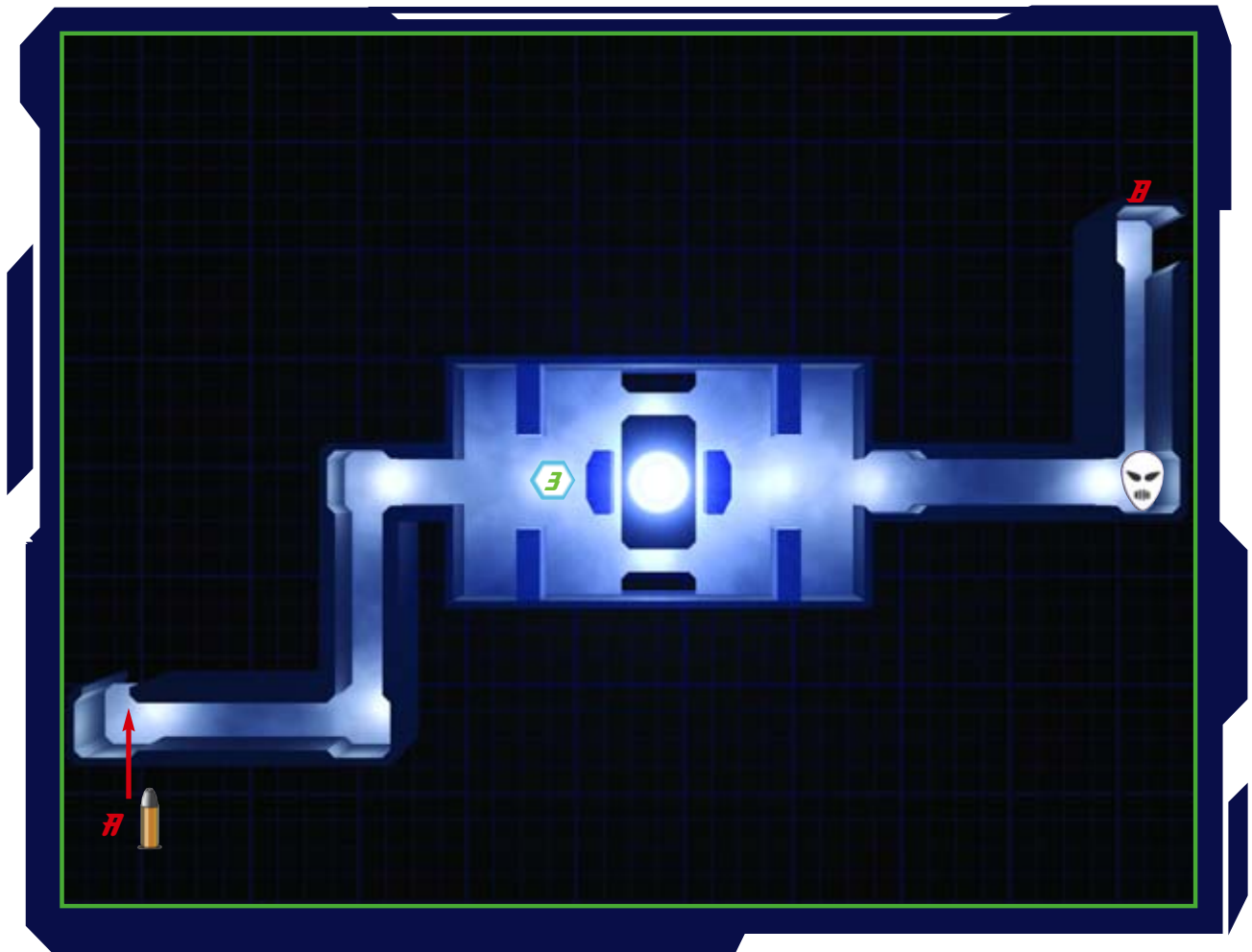
<b>ITEMS:</b>	Health Pack x4
<b>ENEMIES:</b>	Grunts-Major, Grunts-Minor, Elites-Major, Elites-Minor, Jackal-Major, Jackal-Minor
<b>NEW WEAPONS:</b>	Sniper Rifle

**MISSION OBJECTIVES:**

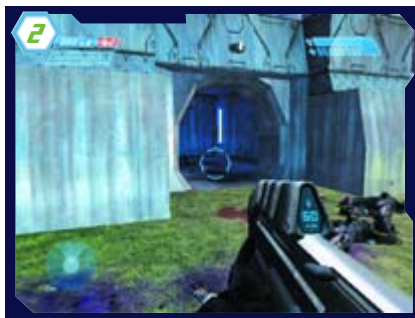
- \*Search for the three additional groups of human survivors
- \*Protect the human survivors
- \*Wait for an evac dropship







**1** Ford the stream and head to this area, taking out the Jackals that guard the pass. Pound over the crest to see another large structure similar to the one you just defended in the last section.



**2** The structure is crawling with Covenant troops. Bring the Warthog in to help clear them out. Then go in on foot to mop up. Cortana suggests you search inside the structure. Find one of the smaller buildings and enter the opening like this one here.



**3** Head to the main room, taking out any resistance on the way, to find the survivors here. Help them destroy the last of the Covenant forces in the area, and an evac dropship will come by to pick them up. Only two more loads to go.

## NOTE

It's possible that the survivors will make their way to the surface on their own. If they do, no worries, just destroy aliens until the dropship arrives.



Climb back into the Warthog and drive to this tunnel. A couple of Banshees may drop in, but if you still have a gunner, he'll make short work of them. On the other side of the tunnel is yet another structure under siege by bad aliens. Wipe 'em out.



A dropship unleashes another wave of aliens. Paste the forest with them, and the second batch of survivors will be picked up. Mount the Warthog again and be on your way.



Tool over to this canyon and, after you've cleared away the alien trash, skate in to find a rocky area. The survivors are on the top of the pile of screen. First, though, check out the crashed lifeboat and secure a Sniper Rifle. Then head up the rocks on foot, clearing Covenant as you go.



When you make contact with the survivors, the enemy dropships start arriving. Position yourself here at first and do some long-range damage with the Sniper Rifle. You must fight three waves before the mission ends.



Cortana reveals that she's found where Captain Keyes is being kept. He's prisoner on a damaged Covenant spaceship, the Truth and Reconciliation. Follow the Nav Point and jump into the back of the evac dropship, and the mission ends.



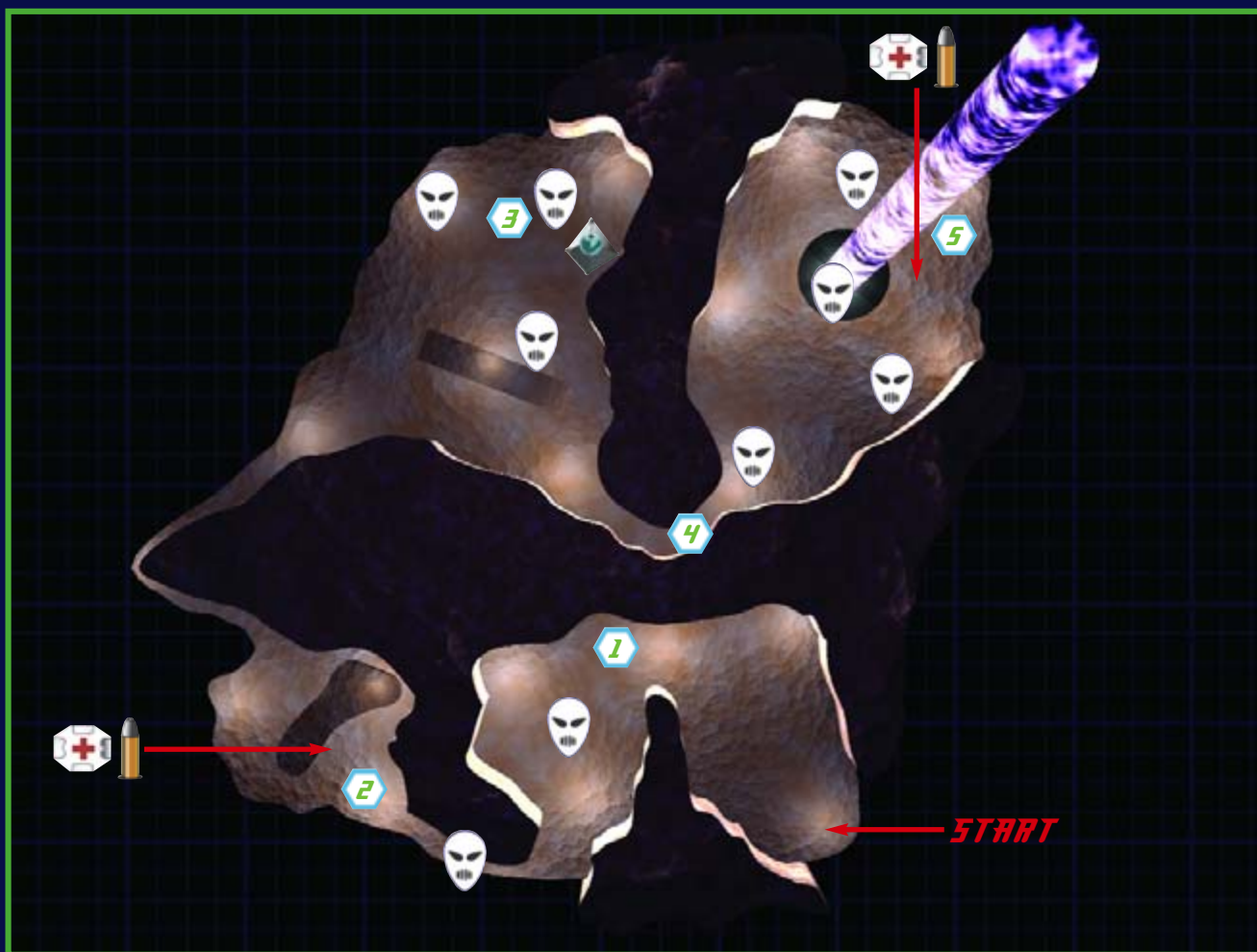
## Truth and Reconciliation

### □ The Truth and Reconciliation

It's a night operation to sneak onto the Covenant ship. You must sneak (sort of) around the canyon area and get to the gravity lift. It won't be too hard since you've got your trusty Sniper Rifle.

<b>ITEMS:</b>	Health Pack x1
<b>ENEMIES:</b>	Grunts-Major, Grunts-Minor, Elites-Major, Elites-Minor, Jackals-Major, Jackals-Minor, Hunters
<b>NEW WEAPONS:</b>	Stationary Gun (Shade)

**MISSION OBJECTIVES:** \*Board the Covenant Battle Cruiser

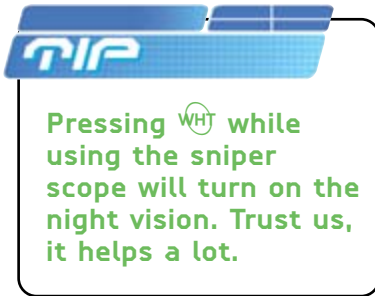




## Truth and Reconciliation: Truth and Reconciliation



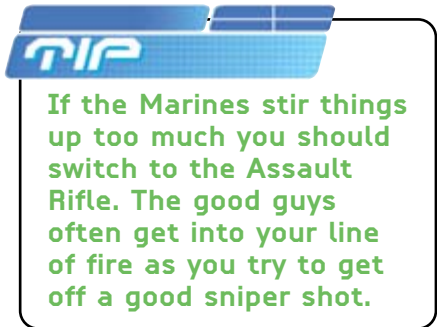
You get to practice your sharpshooting skills on this mission. Work your way along this ledge, starting at the canyon mouth where you were dropped off, and snipe aliens as you go. Be patient; there's no time limit. Clock the enemies' pattern and hit them when they pause to look around.



Pressing **WHT** while using the sniper scope will turn on the night vision. Trust us, it helps a lot.



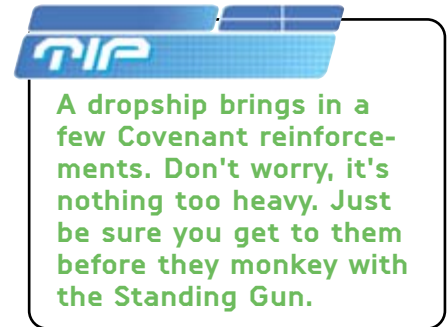
The Marines get a little feisty, but the more kills you make, the safer they are for the big battles. This little area is awash with Covenant troops. Get there first and take out the Standing Gun at once (if there's an alien manning it), then pick away at the others.



If the Marines stir things up too much you should switch to the Assault Rifle. The good guys often get into your line of fire as you try to get off a good sniper shot.



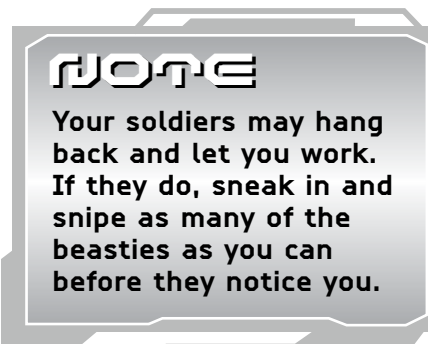
After you've swept that area clear, Cortana tells the Marines to hang back so you can sneak around and flank the next group of aliens. Head to this point, sniping as you go. As soon as you hear Cortana tell the human troops to move out, break cover and blast the Standing Guns. Once again, as soon as it gets too hairy, switch to the Assault Rifle and join in the mayhem.



A dropship brings in a few Covenant reinforcements. Don't worry, it's nothing too heavy. Just be sure you get to them before they monkey with the Standing Gun.



Head up the small canyon and take a position behind this rock. You can take out one of the Standing Guns and a few aliens before the Marines swarm in. Push forward so you see the gravity lift, and target the other Standing Guns. If you're feeling frisky, jump into one of the Shades and use it against the Covenant troops that come down the gravity lift and from the dropship.



### NOTE

Your soldiers may hang back and let you work. If they do, sneak in and snipe as many of the beasts as you can before they notice you.



Step into this Stationary Gun and blast at the waves of Covenant troops that come down from the ship. If you have Marines left, you won't even have to leave the Shade. If you're alone, jump out when the aliens get too close, and deal with them face to face.

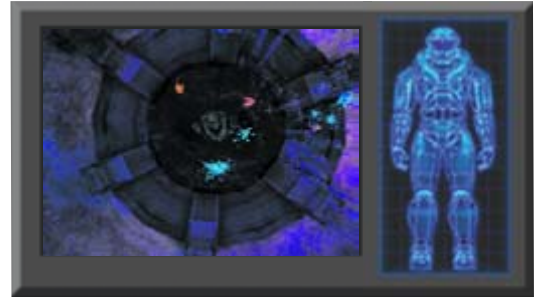




Once the music changes you'll see two large shapes float down the gravity lift. These are Hunters. Get out of the Stationary Gun immediately. Their shots can kill you or knock you off a cliff. Use the tactics described in the "Enemies" section to deal with them. Try to keep from getting flanked by them as well. If you have to split your attention, you're going to get hurt.

## NOTE

Marines are a big help against these guys. They'll keep them busy so you can circle around and tag the Hunters in the weak spot on their backs.



Stand on the gravity lift, and it will bring you into the Truth and Reconciliation, starting the next phase of this mission.



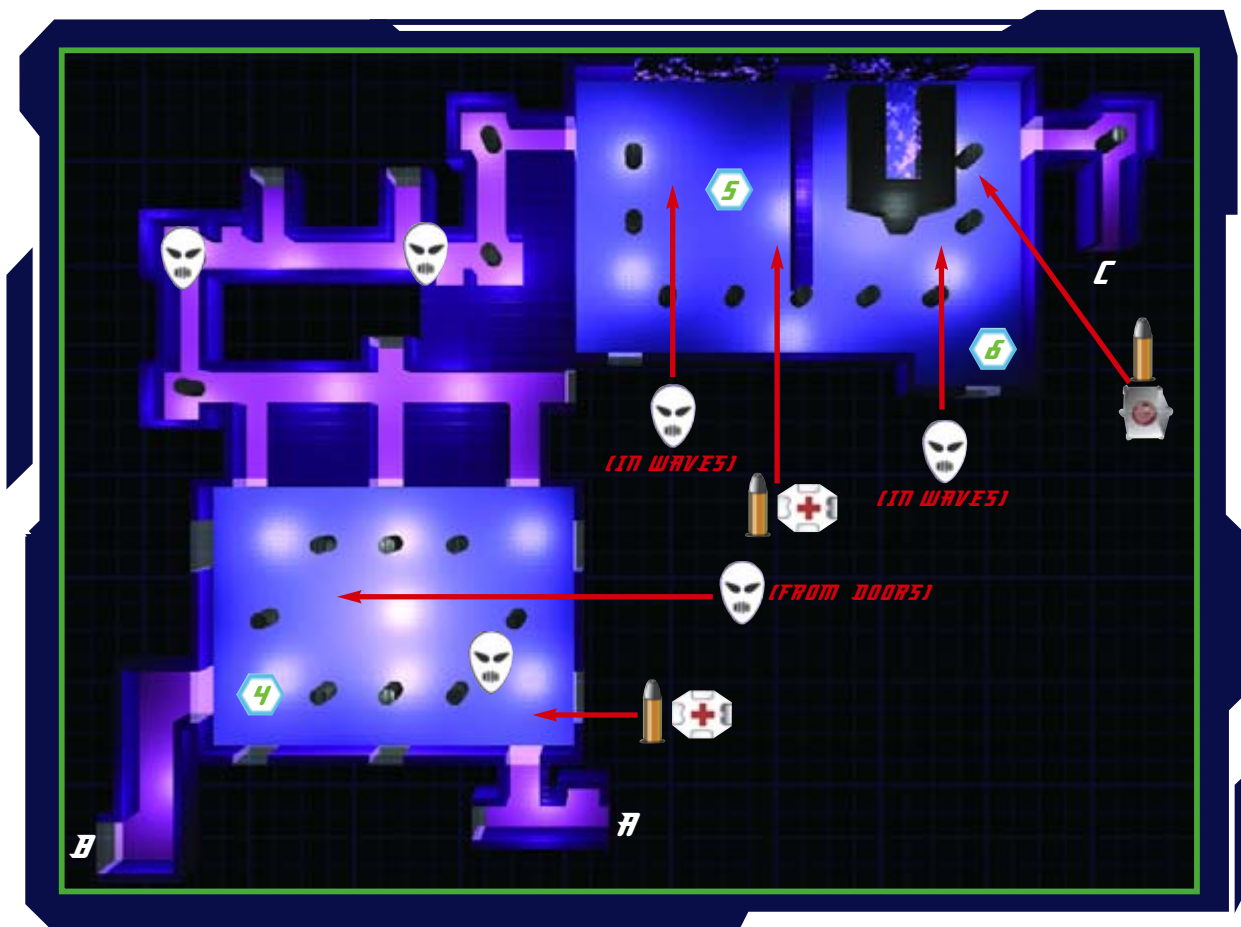
## Truth and Reconciliation

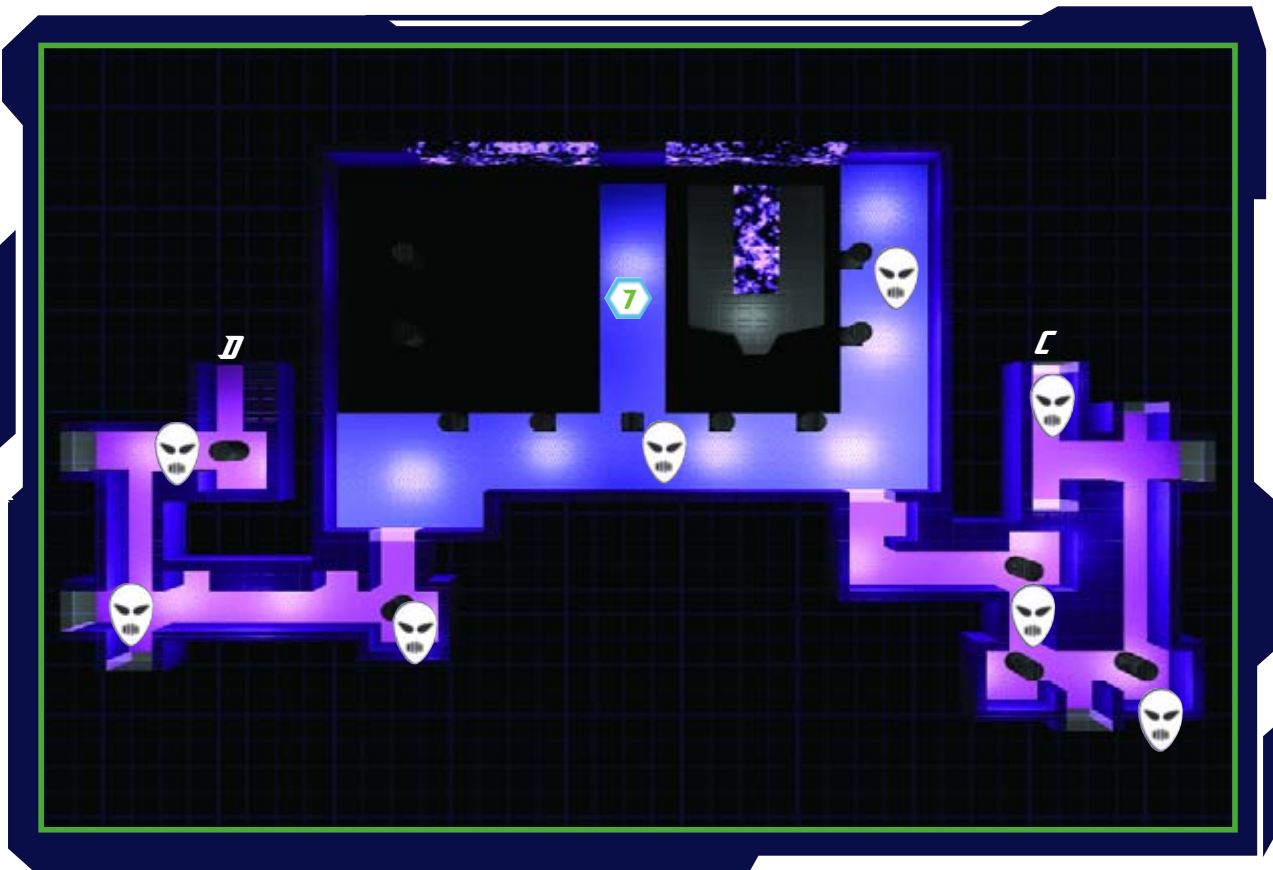
### ☐ Into the Belly of the Beast

Now you're in the thick of things. Being on a Covenant ship isn't healthy, seeing as everyone there wants to kill you. Find the Captain quickly and get to safety.

<b>ITEMS:</b>	Health Pack x5, Active Camouflage x2, Over Shield
<b>ENEMIES:</b>	Grunts-Major, Grunts-Minor, Elites-Commander, Elites-Stealth, Elites-Major, Elites-Minor, Jackals-Major, Jackals-Minor, Hunters
<b>NEW WEAPONS:</b>	None

**MISSION OBJECTIVES:** \*Find the ship's brig and rescue Captain Keyes





It's on now. You've successfully penetrated the alien spaceship. But can you survive? Covenant troops show up quickly to repel the boarders. Grab the Active Camouflage to give your side an edge.

## C A U T I O N

A Stealth Elite with a Plasma Sword may take a toll on your Marines. Concentrate on destroying that enemy first. A Plasma Grenade can do the job quickly.



A large door opens in a wall, and two Jackals appear. Gun them down and go to the end of the hallway they came from. The Marines will stay here as you make your way through the smaller halls. Head back to the room where you arrived and go through one of the unlocked smaller doors.

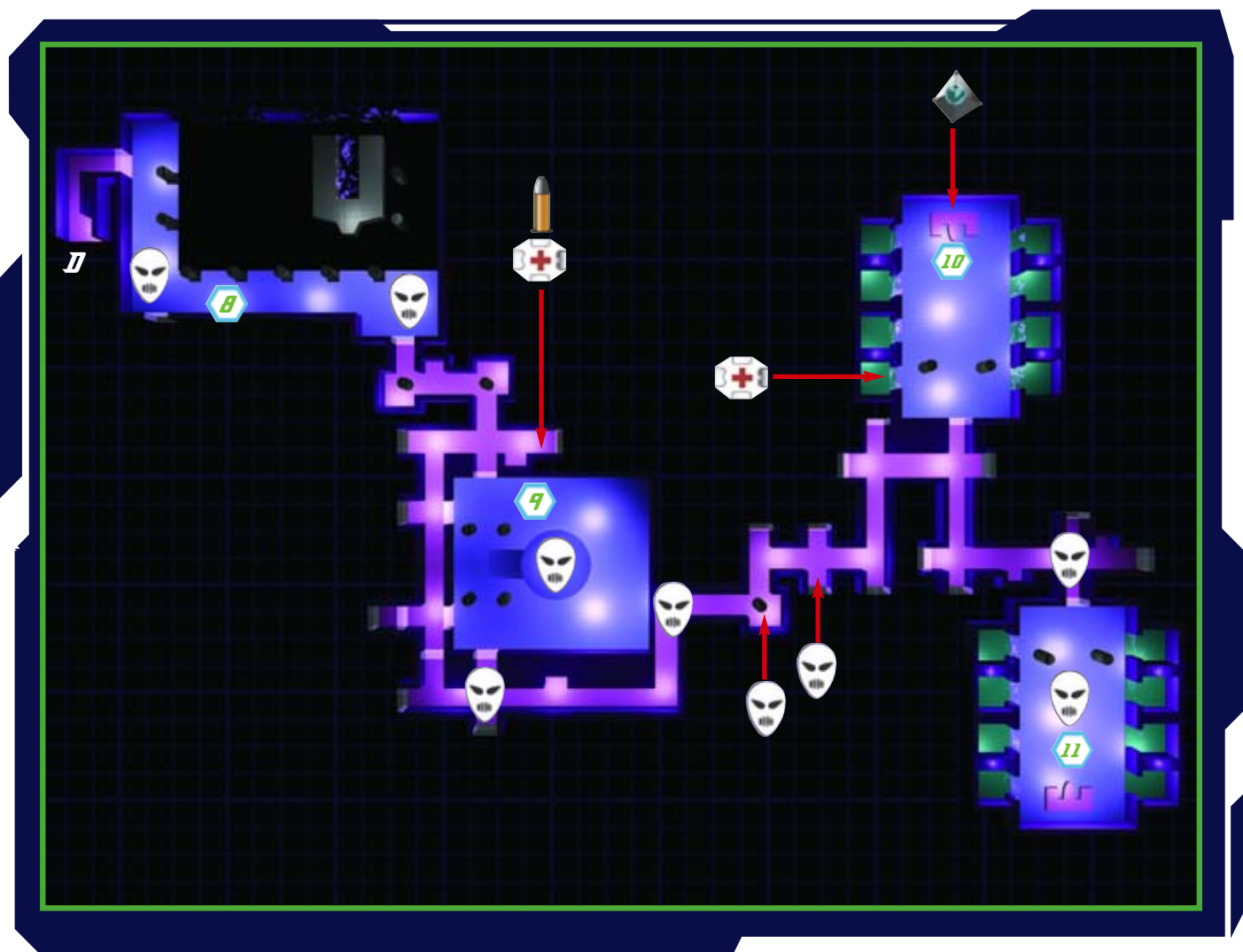
## NOTE

On the Covenant ship locked doors are lined with a red glow, and unlocked doors have a white glow.



Move through the halls, fighting your way here to the first hangar. Clear the upper area of Covenant troops. Cortana tells you that the locked door, with the Marines behind it, is down below. You can simply jump, but shoot the aliens down there first.





### NOTE

You can also follow the halls to the hangar floor. However, you must fight small clutches of Covenant goons as you go, which may be easier than fighting them en masse in the hangar.



Once you get to the hangar door, activate it with this control panel. It releases the Marines to help you fight off the beasties. Once you're done, follow the Nav Point through another door down there.



Fight your way through the halls to this, the next hangar. As usual, it's infested with aliens. Clear them out with the help of your trusty soldiers. This battle takes a long time. The aliens on the upper deck make life hard; a Grenade or two may discourage them.



Cortana mentions that she can unlock a door. Unfortunately, the first one she tries lets loose another swarm of aliens. The second one releases a pair of Hunters. Use your dodge tactics to hit their weak spot and topple them. Then follow the Nav Point to the door out of this hole.



Climb through the halls, and Cortana suggests reinforcements. Exit onto the upper deck of the hangar you just left and fight your way to the Nav Point. It marks a control panel that allows a dropship to bring in more Marines. Activate it and wait for your backup. Proceed as soon as they touch down.



Another fighting trip through the halls and you come out here, on the third tier above the hangar floor where you fought the Hunters. Another wave of Covenant aliens comes out to play. Play hard and move to the next unlocked door – which has yet another group of attackers guarding it. More come up behind you as well, so stay sharp.



This next room is another battlefield waiting to happen. Charge in and rack up a body count. Watch out for the Commander Elite with the Plasma Sword. He should be your first target since his attacks can take out a Marine – or your shields – in one stroke.



If any of your soldiers are left, they seem content to stay in the last room, so follow the Nav Point out the door and into the halls. Go into the first brig area here and deactivate the cells at the control panel. Grab the Health Pack if you need it, then snap up the Active Camouflage. Time for fun.



Use your melee attack to whack the two Jackals in front of the main brig. Then stroll in undetected thanks to your Active Camouflage. Use your melee attack on the two Stealth Elites, then place a Plasma Grenade right on the Commander Elite and run. When he goes off like a firecracker, use the control panel to open the cells.

## TIP

Remember, you have to hit the Stealth Elites from behind to make them keel over in one hit. This is a little challenging since they're cloaked.

## C A U T I O N

While it is stylish, the Grenade trick may backfire. The Commander might run right at you and take you with him to wherever the aliens go after they die. You may want to give yourself some distance and pitch the Grenade at him.



The Captain scolds Master Chief and Cortana for coming after him, but he's probably pleased. He's heard that the aliens call this ring-like world Halo.

## Truth and Reconciliation: Shut Up and Get Behind Me...Sir



Cortana adds that the Covenant thinks that Halo is a powerful weapon that can wipe out the humans. They're looking for the world's control room.

Keyes tells Master Chief that he and Cortana must find the control room before the aliens do. First, though, they've got to get off the Truth and Reconciliation.

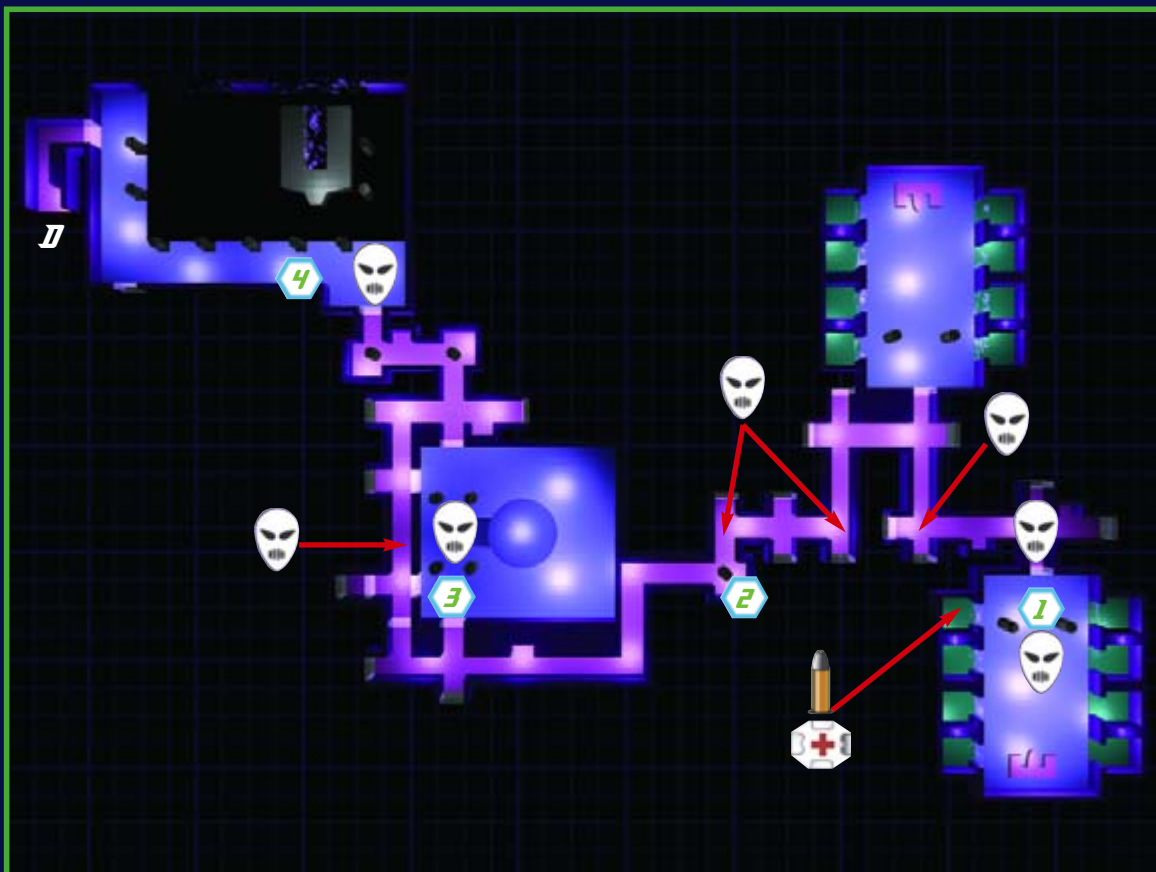
## Truth and Reconciliation

### □ Shut Up and Get Behind Me...Sir

The Captain is a tough guy, and he'll help out all the way to the escape point. You, however, are the bruiser and need to take point. Escort the old man to the hangar.

<b>ITEMS:</b>	Health Pack
<b>ENEMIES:</b>	Grunts-Major, Grunts-Minor, Elites-Stealth, Elites-Major, Elites-Minor, Jackals-Major, Jackals-Minor
<b>NEW WEAPONS:</b>	None

**MISSION OBJECTIVES:** \*Return to Shuttle Bay for extraction







Your job is to protect the Captain and get back to the hangar. Right off the bat you're attacked by a pair of Stealth Elites. Fortunately, the Captain is a good shot, and the Marines you freed have Grenades. It's a running fight from here on. Stay at point to take the brunt of the attacks. If Keyes dies, the mission is a failure.



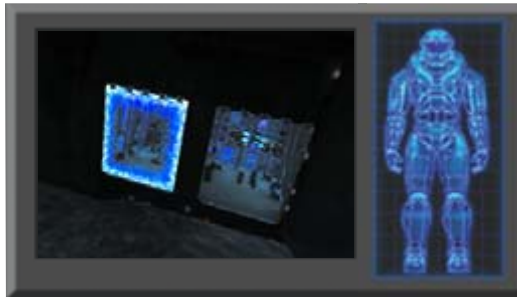
It may get confusing in the halls. Here's the halfway point between the brig and the next room. Note that you'll take hits from your own guys since they're shooting past you and aren't too bright. Let it go and give your shields time to recharge after each engagement.



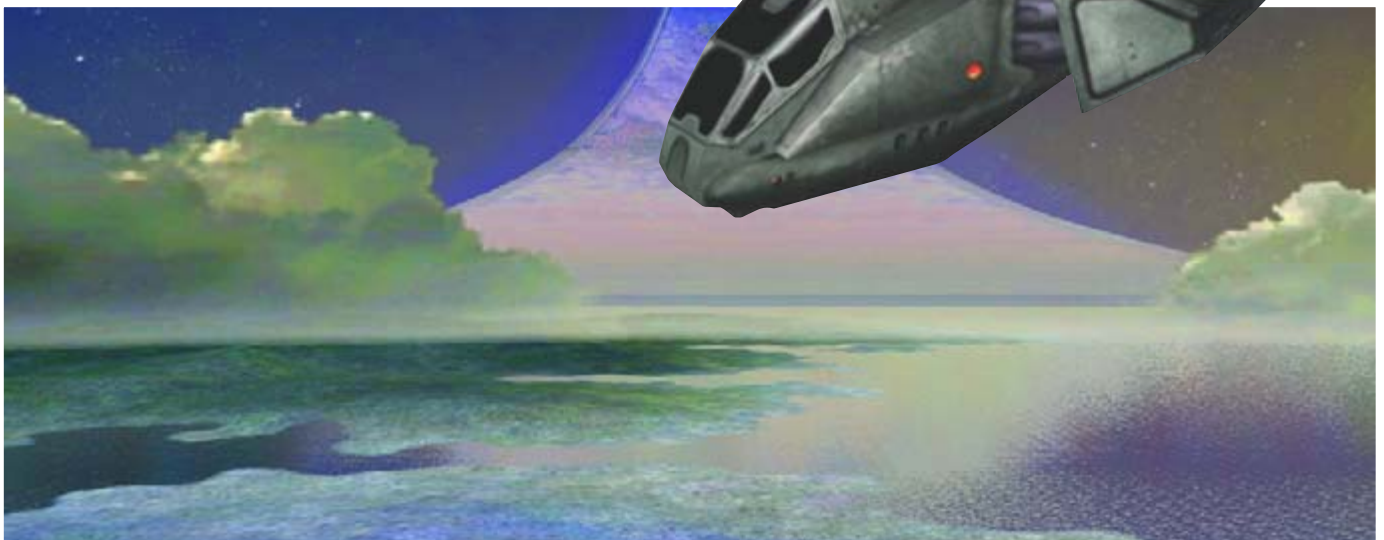
The room where you left the other Marines has been retaken by Covenant forces. Two Stealth Elites with Plasma Swords are waiting inside. Stay here by the door to get the drop on the first one. Defeat the second one, and Cortana calls for extraction. They can't come for you, however, so the Captain says he'll fly a dropship out of there. Follow the Nav Point out.



Back in the shuttle bay you found a control panel and more alien goons. Blast one and use to activate the panel.



The Captain pilots the Covenant dropship out of the hangar – but not before leaving a calling card of two smashed Hunters.



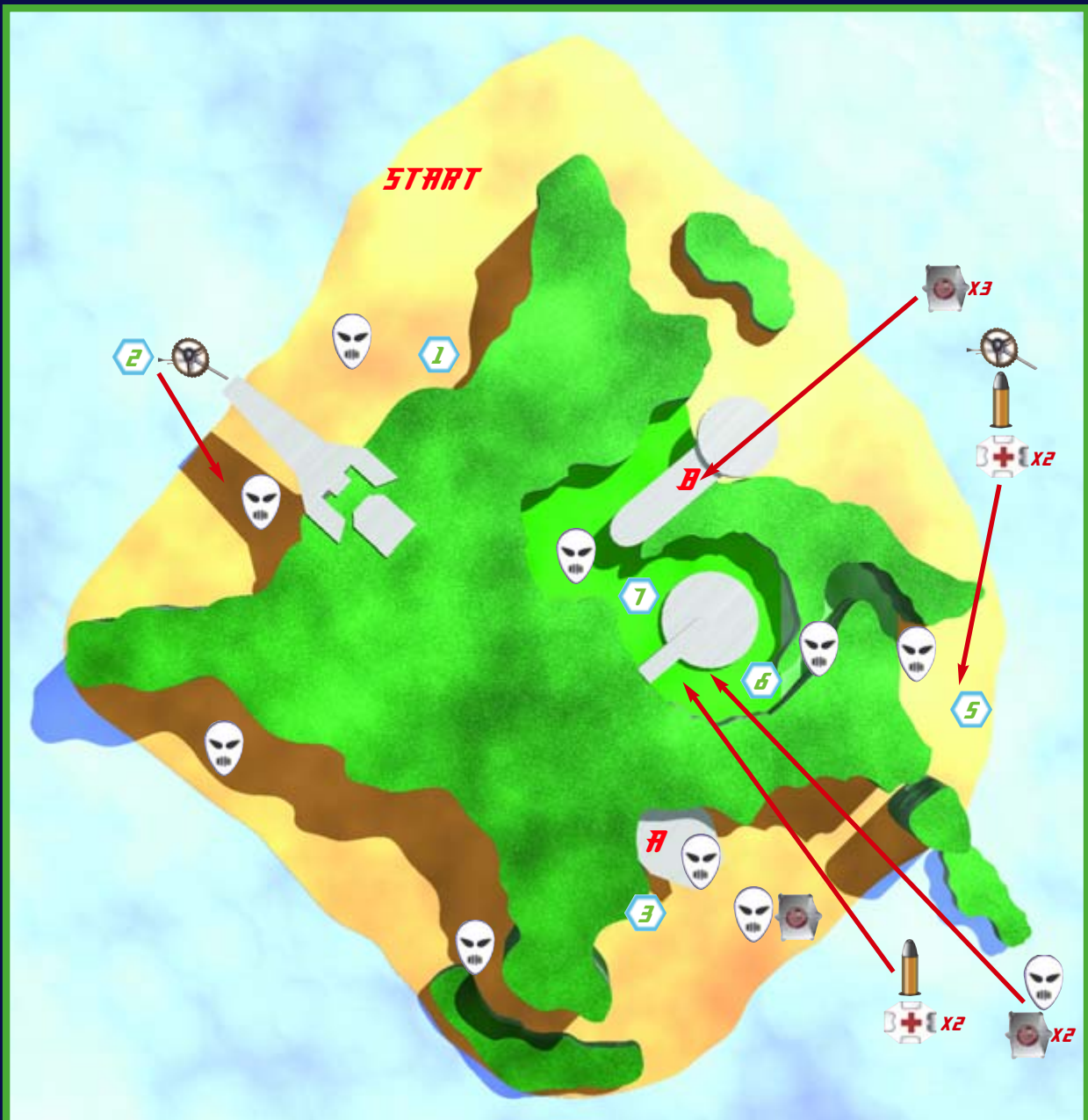
## The Silent Cartographer

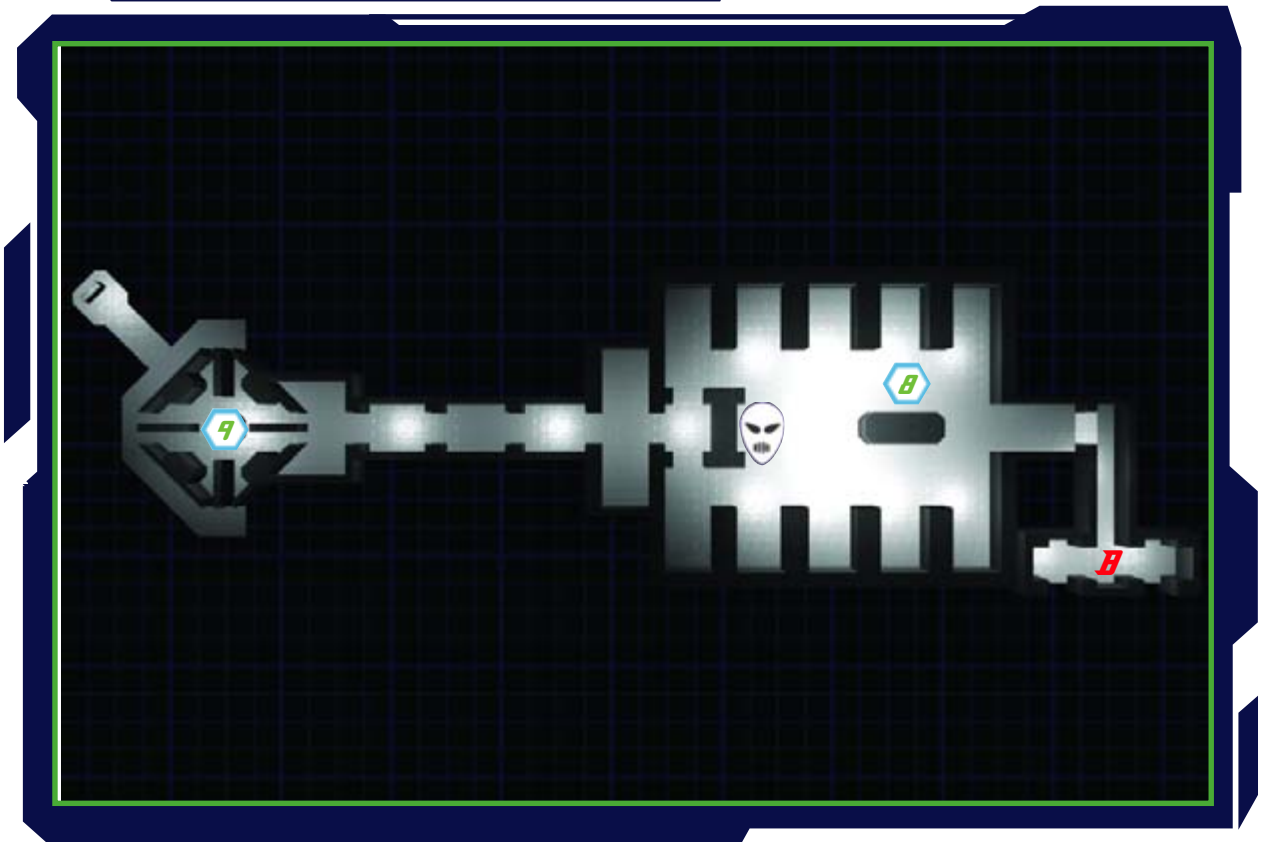
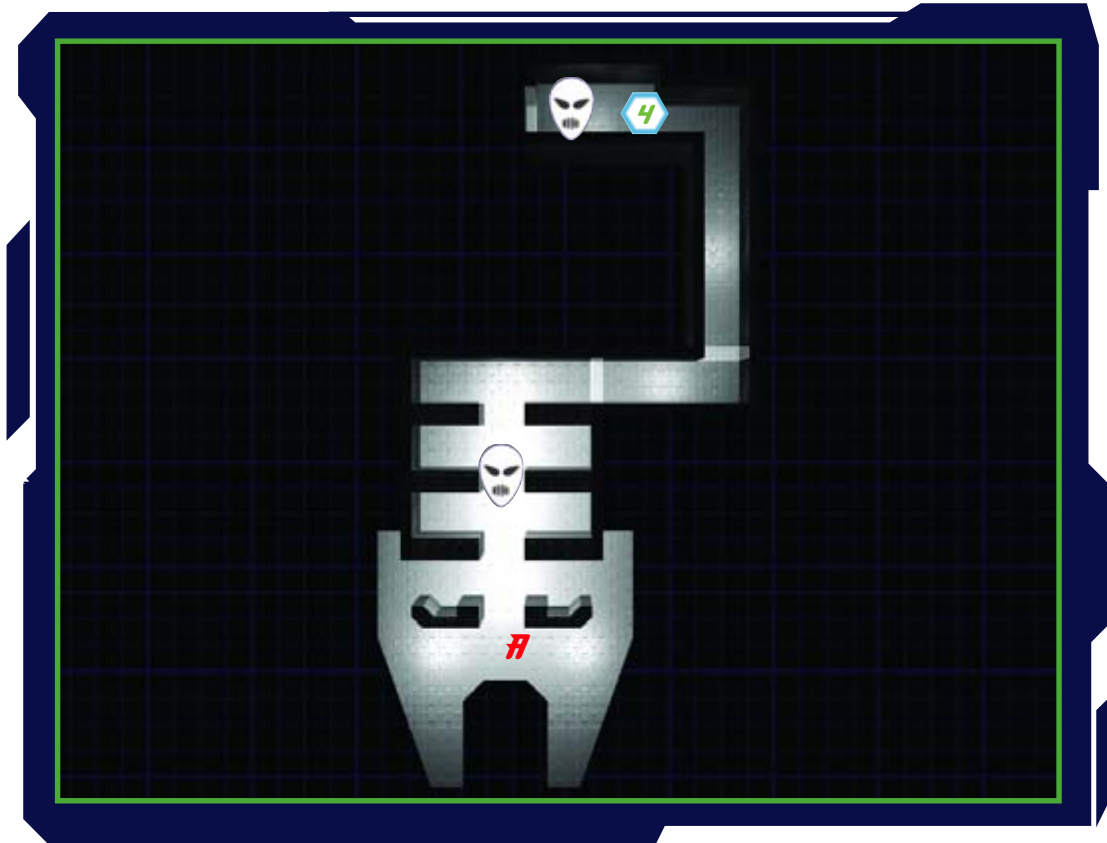
### □ The Silent Cartographer

Ready for some beach buggy action? The Warthog is once again at your disposal. You must go around and in this island to get to your goal.

<b>ITEMS:</b>	Health Pack x4, Over Shield x6
<b>ENEMIES:</b>	Grunts-Major, Grunts-Minor, Elites-Major, Elites-Minor, Jackals-Major, Jackals-Minor, Hunters
<b>NEW WEAPONS:</b>	None

**MISSION OBJECTIVES:** \*Clear the landing beach of hostiles







## The Silent Cartographer: The Silent Cartographer



The dropship unloads you and a contingent of Marines onto a hot LZ. Covenant aliens are all over the beach, and they're gunning for you. Take out the two Grunts tucked against the cliff wall here to your left, then run up to join the main fight. Concentrate on the Elites since they're toughest. The human troops can take care of the little Grunts.



Hang onto your Pistol.  
You'll need it later.



After the battle, a Warthog is dropped off, fully staffed with a gunner and passenger. Jump in and take off down the beach. If you lose either guy to enemy fire, come back here and pick up a couple more Marines to man the guns.

**MISSION OBJECTIVES:** \*Find the entrance to the map room



A short ride brings you to a dirt ramp with a few alien troops guarding it. Let your passengers take care of them, and continue up the slope. You end up here, at the entrance to a structure built into the side of the island. More aliens await.



Let the Warthog crew take care of the baddies outside – there are a few more below the structure's platform – as you drive around. Then jump out and go into the structure alone.



After a short trip you end up here, facing a half dozen Covenant goons with Cortana squawking about getting through the door before they lock it. You can fight fast and hard, but you won't make it in time. Cortana reports the setback, and Keyes orders you to get in there by any means necessary. That means finding the door's security override.

**MISSION OBJECTIVES:** \*Find the main facility security override



Head back to the Warthog and drive down the beach in your original direction, away from the landing site. You find this overturned Warthog – with supplies if you need them – and a path leading to the interior of the island. Oh, and there are some aliens thirsting for your blood. Fight them off and proceed on foot.



After some casual resistance, you find yourself facing two Hunters. If you stay on this ledge, they probably won't charge you. The rocks and trees provide excellent cover from their Fuel Rod Gun blasts. So take your Pistol, scope in on them, and unload at their weak spots, dodging when necessary. You do have a Pistol, don't you?



Good thing you do, because after you're done with the Hunters, you need to deal with more aliens over this hill. Blast the Jackals that come at you, then perch on this rise and snipe the beasties below. When it's safe, head down and into the structure below after grabbing an Over Shield.



Once inside you descend a steep ramp. It leads to this cluttered room with another pair of Hunters. There's a lot of cover, and you have a Pistol, so don't get too close. The boxes can get in your way, hampering your ability to dodge.



Go into the room until you see the Hunters coming out of the doors on the far side, then backpedal. With luck one will stop with its back to you, and you'll be able to kill it with a single Pistol shot.



This impressive hologram is your goal. Stand next to the control panel and press **X** to shut down the security system. You see a short cut scene that shows the door you were at earlier opening up. Now get back there.



## The Silent Cartographer

### □ That Was Easy!

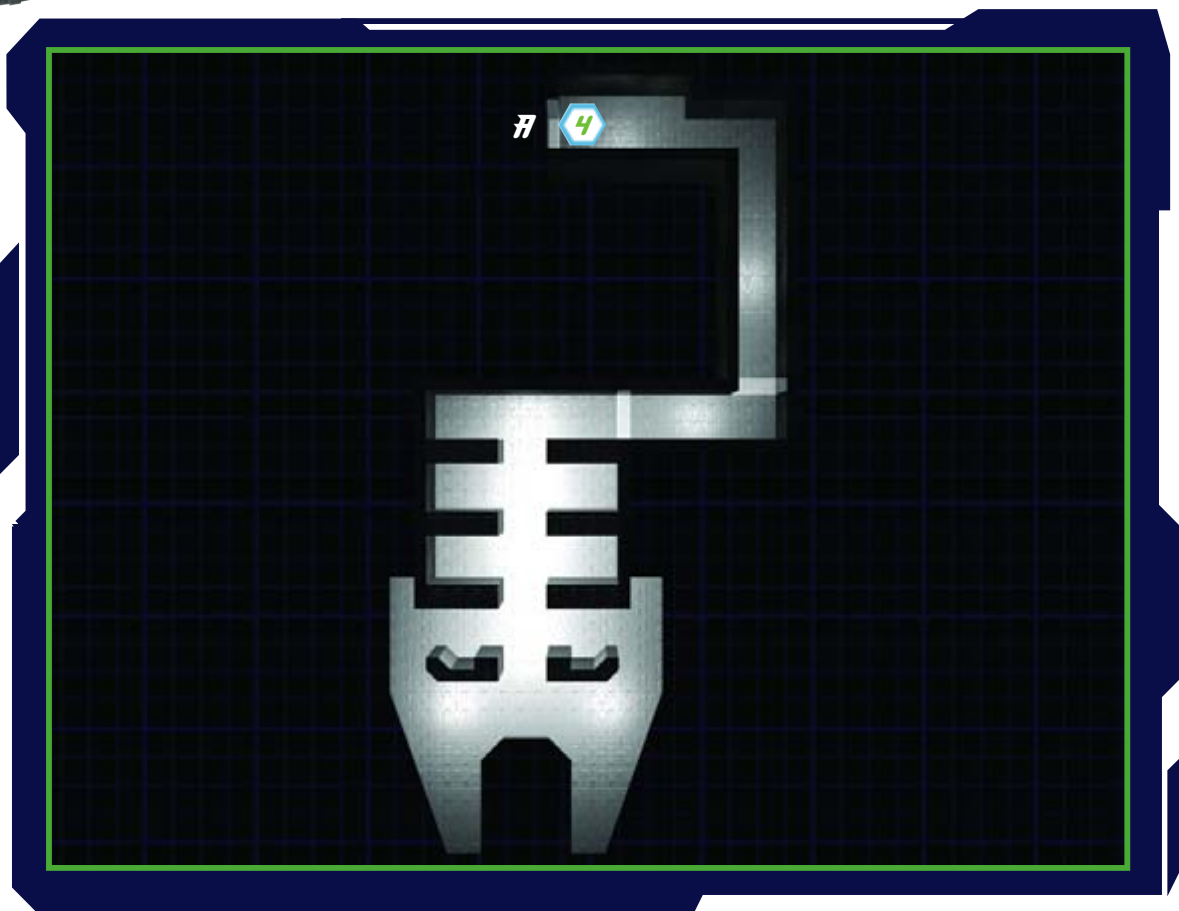
This short phase of the mission is an introduction to a new friend, the Rocket Launcher. You'll complete the tour of the outside of the island and start into its hidden depths.

<b>ITEMS:</b>	HealthPack x2
<b>ENEMIES:</b>	Grunts-Major, Grunts-Minor, Elites-Major, Elites-Minor, Jackals-Major, Jackals-Minor, Hunters
<b>NEW WEAPONS:</b>	Rocket Launcher

**MISSION OBJECTIVES:** \*Find the Silent Cartographer







Back in the room where you fought the Hunters, a couple of Stealth Elites wait. You also get a distress call from a dropship. Fight your way out of the room, and Cortana tells you that the dropship was bringing heavy weapons. Slide down the cliff to the beach (carefully), and pick up the loot.



Slide down the side where the Over Shields are kept. And don't waste those rockets. Save them to use against the Hunters.



Clear the area of Covenant forces, then flip the Warthog and go for a drive. Keep the water to your right and you'll get back to the beach you landed on.



## The Silent Cartographer: Shafted



Keep driving and get back up the slope that lead to the first structure you investigated. Past the Jackals you see two more Hunters here. This time, you're heavily armed. Test out your new Rocket Launcher on them.



When you reach this door, you see it's wide open. Waltz through and you seamlessly enter the next phase of the mission.

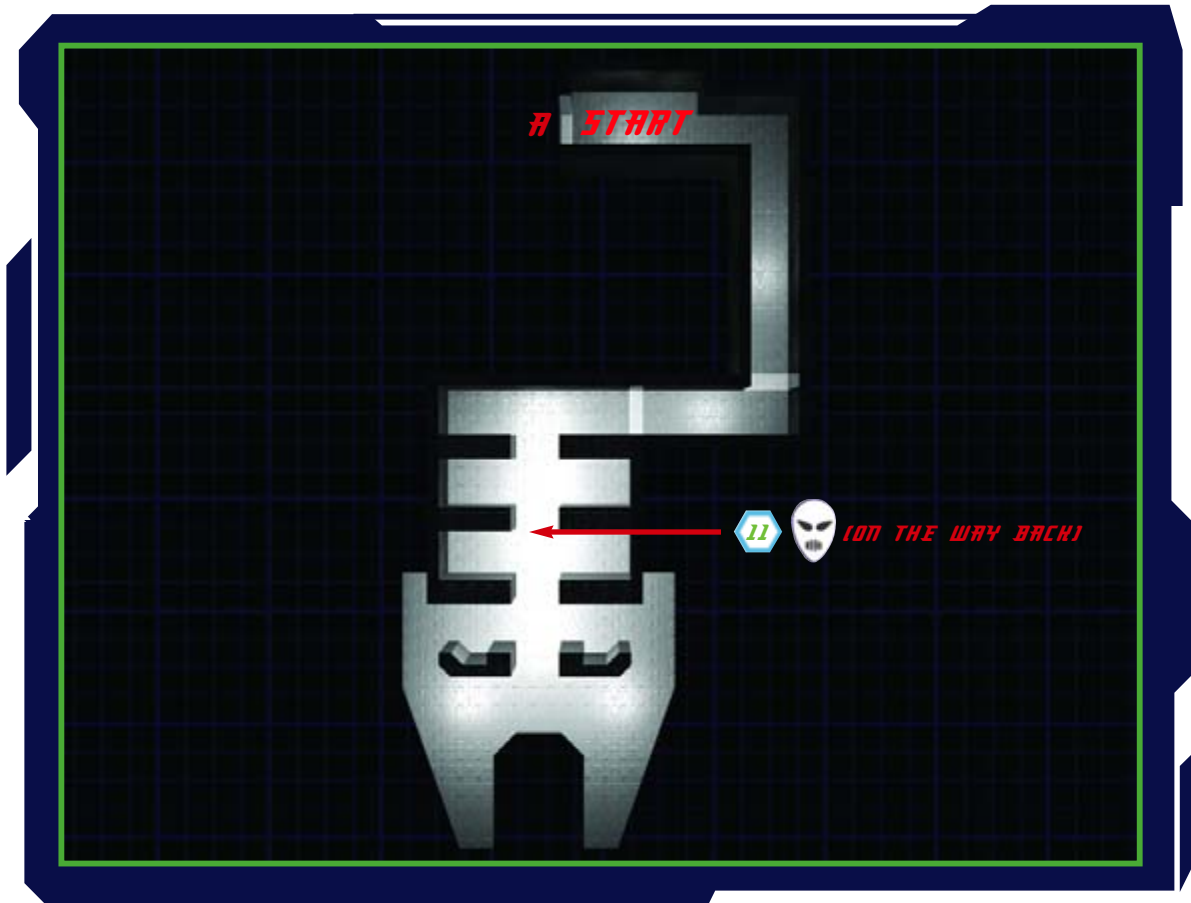
## The Silent Cartographer

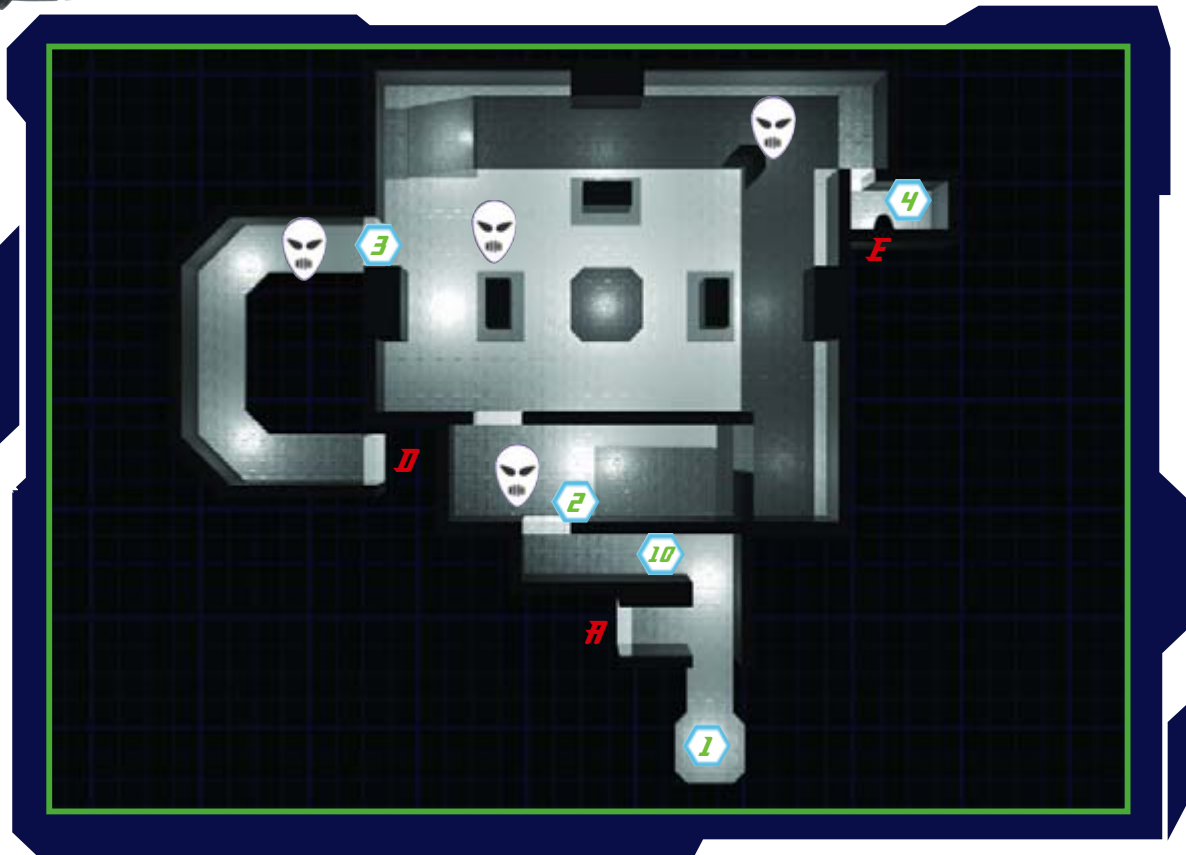
### □ Shafted

Deep inside the island, you must fight your way to the Silent Cartographer. It's a battle to reach it, and it's a battle to get back out.

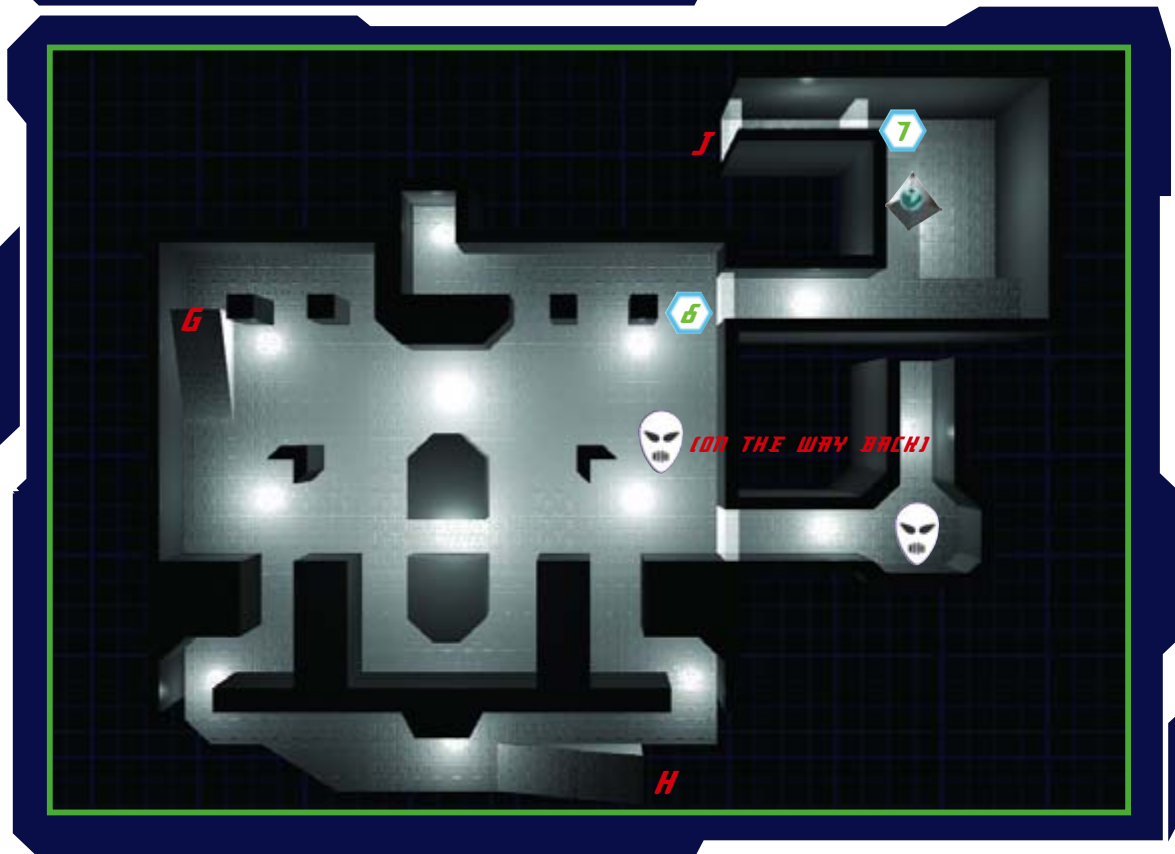
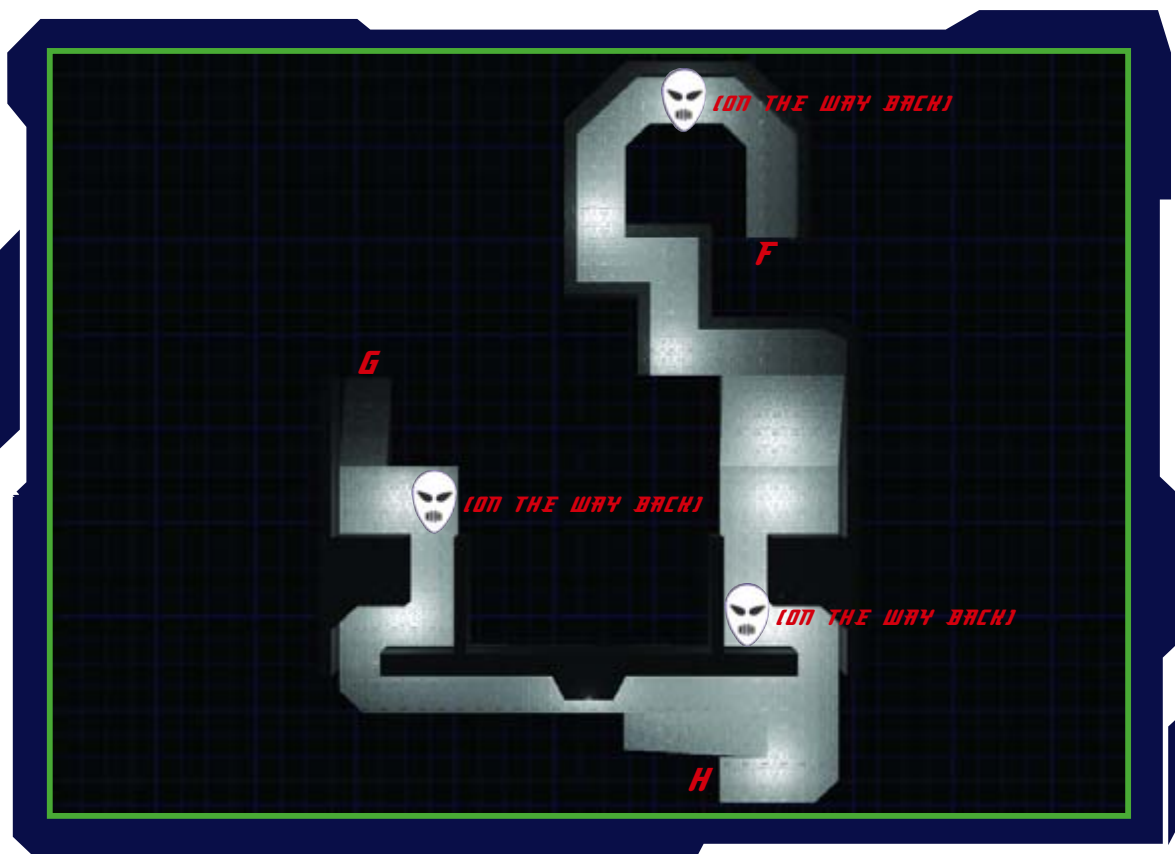
<b>ITEMS:</b>	Health Pack x2, Active Camouflage, Over Shield
<b>ENEMIES:</b>	Grunts-Major, Grunts-Minor, Elites-Commander, Elites-Major, Elites-Minor, Jackals-Major, Jackals-Minor, Hunters
<b>NEW WEAPONS:</b>	None

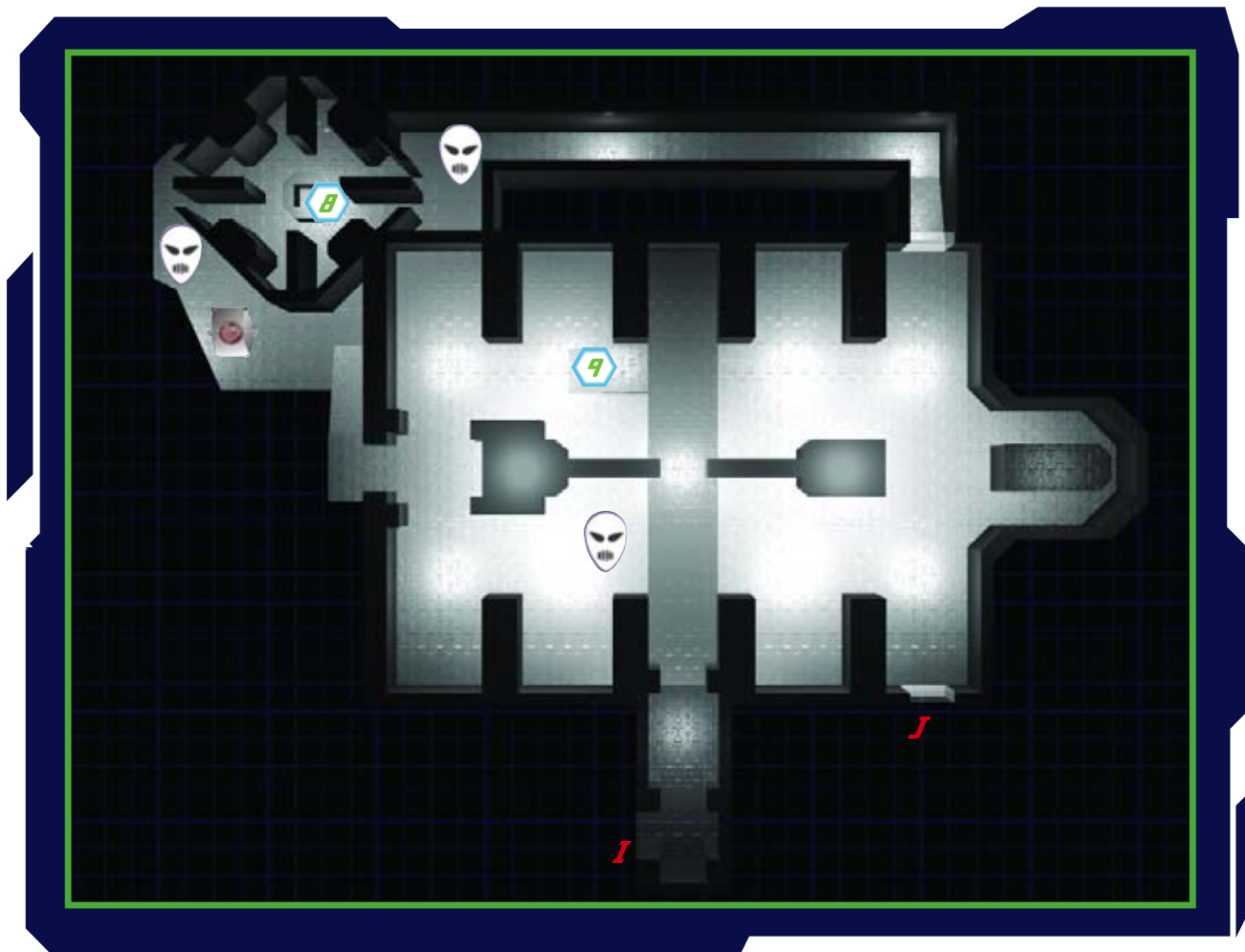
**MISSION OBJECTIVES:** \*Find the Silent Cartographer











Step out on this platform and watch the Master Chief demonstrate gravity with a small rock. Don't fall off. Backtrack and find the other hall.



You can sneak up on the Elite at the entrance to this room and get a quick kill with a melee attack. Go up the ramp to the right of the entry and, with luck, you'll find a couple of snoozing Grunts to smack.



Clear the rest of the room and head through the door here that opens onto a ramp leading down. Careful, a pair of Jackals may be waiting for you.

## The Silent Cartographer: Shafted

### 4 NOTE

There's a corner, tucked away, with a shaft that drops into the next room. You can jump down it and survive if you want to get a different angle, but it's a bit easier to just go down the ramp.



Several Jackals patrol this room. Take them out while keeping watch for the two Hunters lumbering around. Use your trusty Rocket Launcher to destroy the big beasts, then walk down the ramp to the next level.



You hear some chatter about reinforcements and troubled Marines, but you've got to stay focused on finding the Silent Cartographer. This room is empty of aliens (for now) and has two exits. Find this one and follow the ramp down.



Jump off this platform after you get the Active Camouflage. Then follow the ramp down and wreak invisible havoc on the Covenant aliens.



When you're done, get to the control panel here and activate it to bring up the map. Cortana finds the control center's location and tries to raise Captain Keyes. He's out of contact, but a dropship can come by for extraction.

**MISSION OBJECTIVES:** \*Return to the surface for extraction



The way out is up this short ramp to the flyway. Follow it to the next room, but be careful. The Covenant has sent in reinforcements to impede your progress. In the next room you must find the way up the elevated area and fight your way around.



The next room is awash in aliens. Blast away. A well-placed rocket can make things easier. Get to this area (where you came in and whacked that Elite from behind) but be very careful. A Commander Elite with a Plasma Sword is waiting, and the hallway is close quarters.



This is more familiar ground. Hoof it up the ramps to the hallway here, with a dropship staring at you from outside. There are several Stealth Elites waiting, so deal with them harshly.



Jump into the dropship, and it will take off for a new mission.

It flies into an underground chamber, bringing Master Chief to his new destination and next battle.



## Assault on the Control Room

### Fortress World

A few messy battles await you in this section. It's all worth it, though, when you find the Scorpion tank. It's the ultimate piece of hardware and makes the dirtiest fighting a cake walk.

#### ITEMS:

Health Pack x3

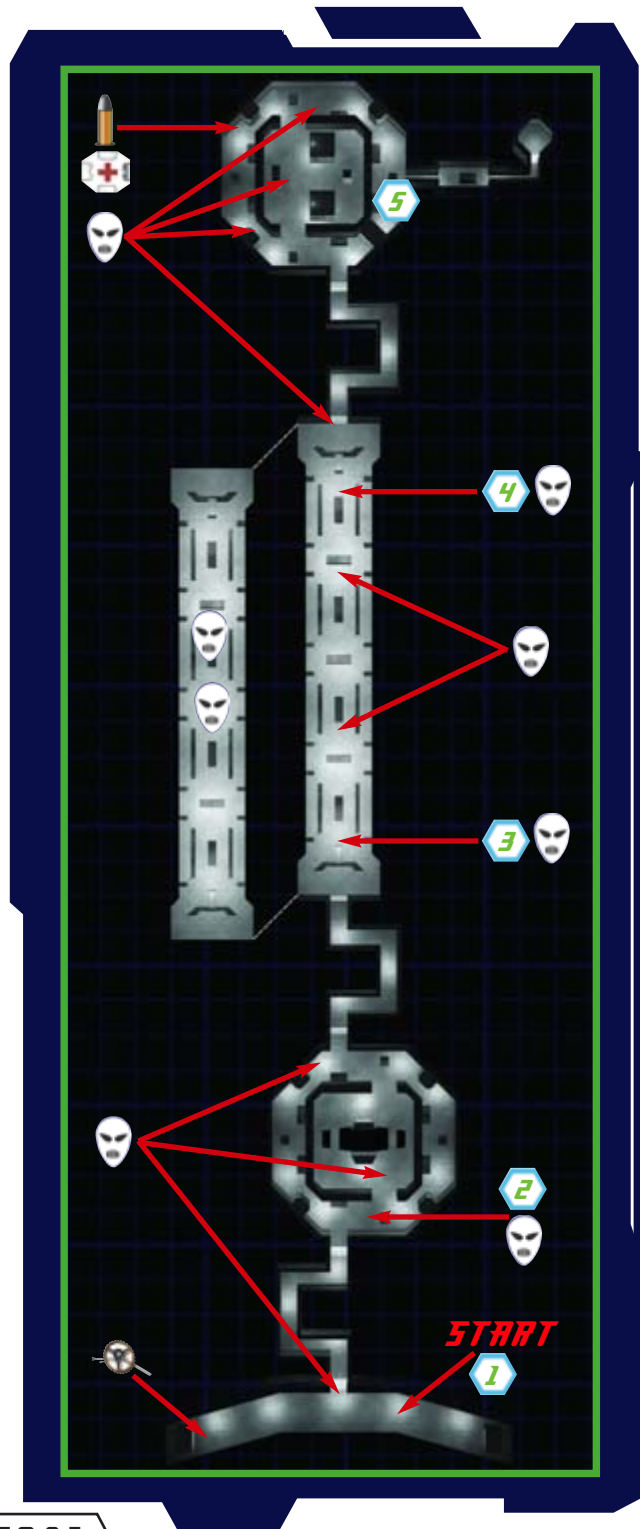
#### ENEMIES:

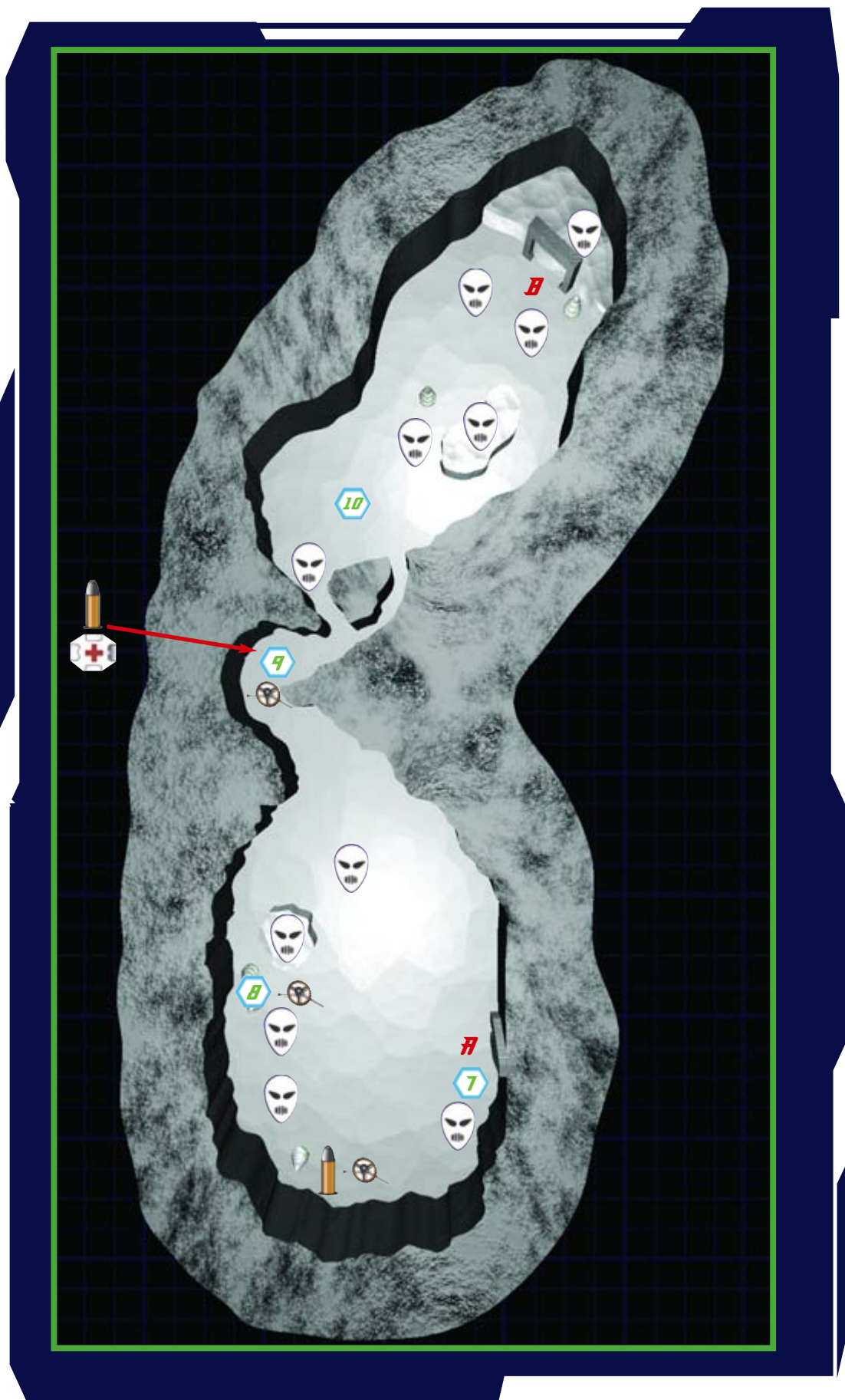
Grunts-Major, Grunts-Minor, Elites-Commander, Elites-Stealth, Elites-Major, Elites-Minor, Jackals-Major, Jackals-Minor, Hunters

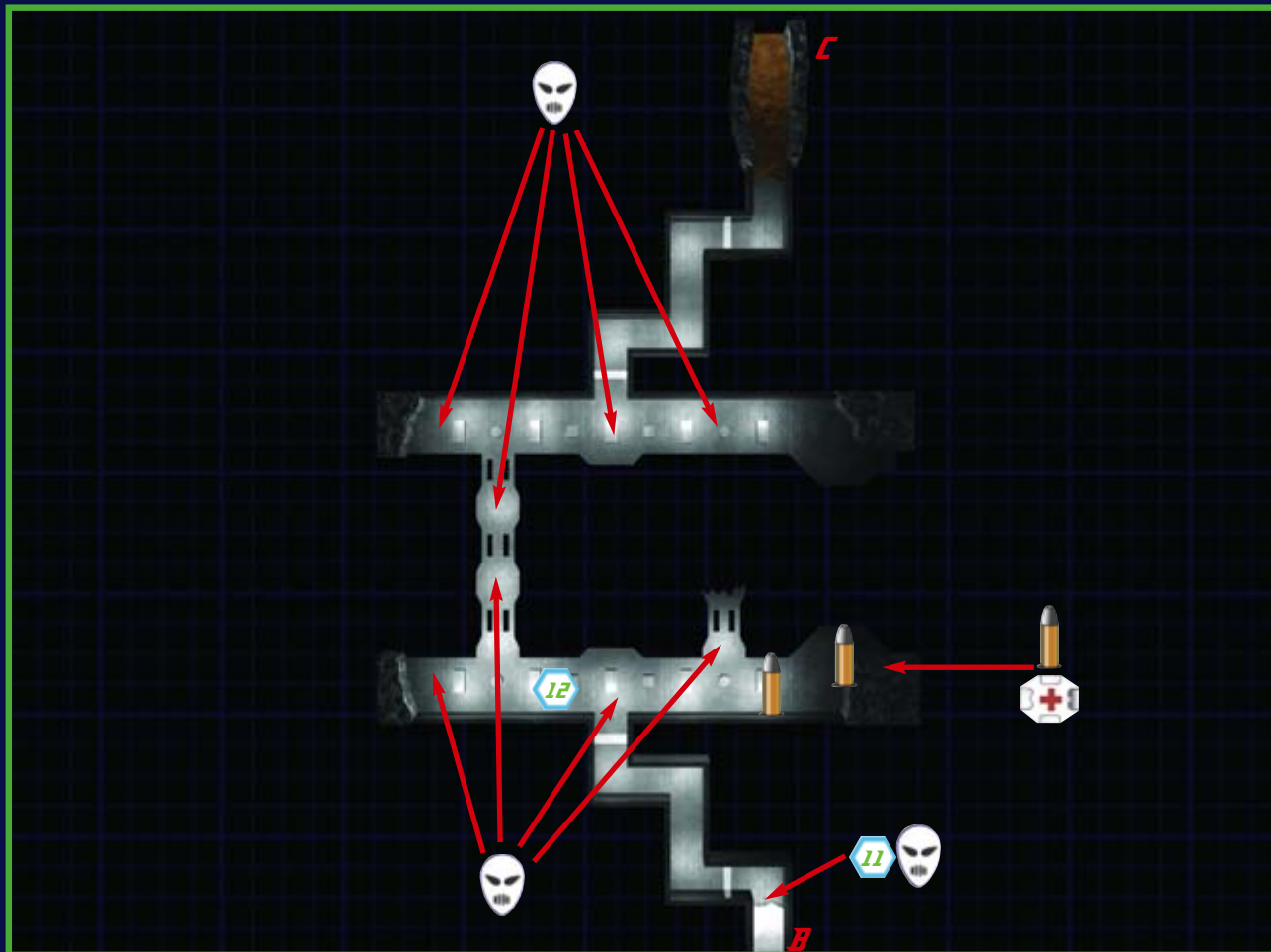
#### NEW WEAPONS:

Banshee, Ghost, Scorpion

**MISSION OBJECTIVES:** \*Reach the transition to the second chasm







Dropship Foehammer brings you in to a ledge with a few very surprised Grunts on it. You get dumped off to do your thing.



Cover the door immediately and stop the Elite from getting to the Banshee; it'll make your life easier. You can use the Shade if need be. Then make your way through the door and past a few Grunts to the next room.

## NOTE

If you want to take a spin in the Banshee go right ahead. You can't take it into the hallways, but it's a chance to get used to the controls.





Take it slow through this first room. It's got a lot of Covenant troops tucked into corners and behind walls. When you wipe them out, Cortana tells you that there's going to be more resistance than she thought. They've got the whole area contained.

### TIP

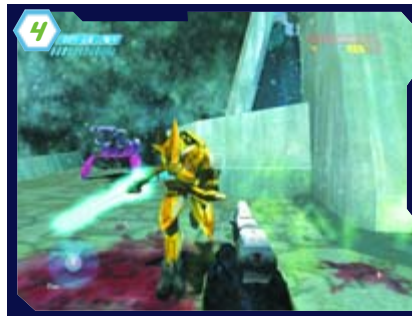
You can get turned around in these rooms. Look for the lit arrows on the floor by the doors. If you go in the direction they point, you're going the right way.



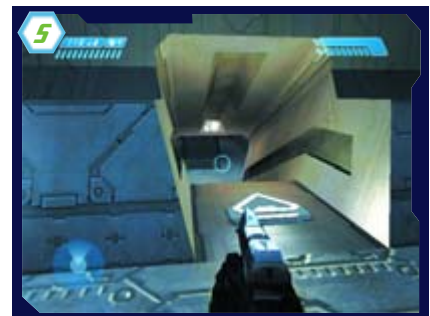
On this snowy two-level bridge you see a Banshee chasing a dropship, as well as several Stationary Guns. Blast the aliens nearby on the bridge, then hop into a Shade and tag the Banshee (you have to lead your shots a lot) to make it easier to cross the bridge. Take your time.

### TIP

If you're lucky, and quiet, you may find a bunch of Grunts asleep on the lower level. Use your melee attack to get rid of them with no fuss.



The bridge has two levels. Methodically clear it of aliens, top and bottom. If you rush, you'll get swarmed and dragged down. A Commander Elite with a Plasma Sword waits here on the other side, and it's best if you face him without any of his cronies around. A well-placed Plasma Grenade can help, but if you're too close, you'll get flung off the edge.



The next room has a Stealth Elite and a pair of Hunters wandering around, so step carefully. You've also got a lot of Grunts on the walkways. A dead Marine has some supplies if you need them. Once you've wrecked the shop, get to this ramp and go down it.

### TIP

In such close quarters, and without heavy artillery, you need to dodge the Hunters' ramming attack and shoot at their weak spot in the back.



A tight hallway leads to a lift. Activate the control panel with **X** to go deep into the bowels of Halo. Follow more halls to get to a large, convoluted room. With luck, you'll find a lot of the Grunts asleep, ripe for your melee attack. After clearing the room, follow the lit arrows to this door for your exit.



You find yourself in open ground with a battle raging. The Marines are getting hammered by Stationary Guns, a Covenant Wraith tank, and a Ghost vehicle, as well as ground troops. Even the odds by blasting the gunner in the Shade to the left of the door you came through.



If you have a Pistol, scope the other gunner on the hill and blast him. Then run for the unmanned Ghost next to the hill here. Once you have the Ghost, mop up the ground troops and the other Ghost. Then concentrate on the Wraith tank, moving constantly to avoid its fire. Careful, though, more ground troops arrive.



Make your way to this area and hop in the Scorpion tank. This is the ultimate UNSC vehicle. Load up with Marines and be on your way. Take the path to the left, not the tunnel, since you can then keep your flanks and rear secure as you fight through the next area.



Several Stationary Guns, a pair of Wraith tanks, a few Ghosts, and ground troops all await you in this area. Go slowly, using the tank's machine gun constantly, and blasting with the turret gun as it charges.

**TIP**

It's almost impossible to get a clean shot on the Wraith tank above the tunnel entrance. You can just ignore it and keep going.



At the tunnel entrance, destroy the Hunters, then jump out here to use the control panel. The blast doors open. Get back into the Scorpion and drive out to the bridge area.



On this bridge area, use the tank to shell the Shades and various ground troops. Feel free to drive right across to the other side. It's always good to keep a tank with you. Jump out briefly to use the control panel and open the blast doors on the other side, then keep rolling.



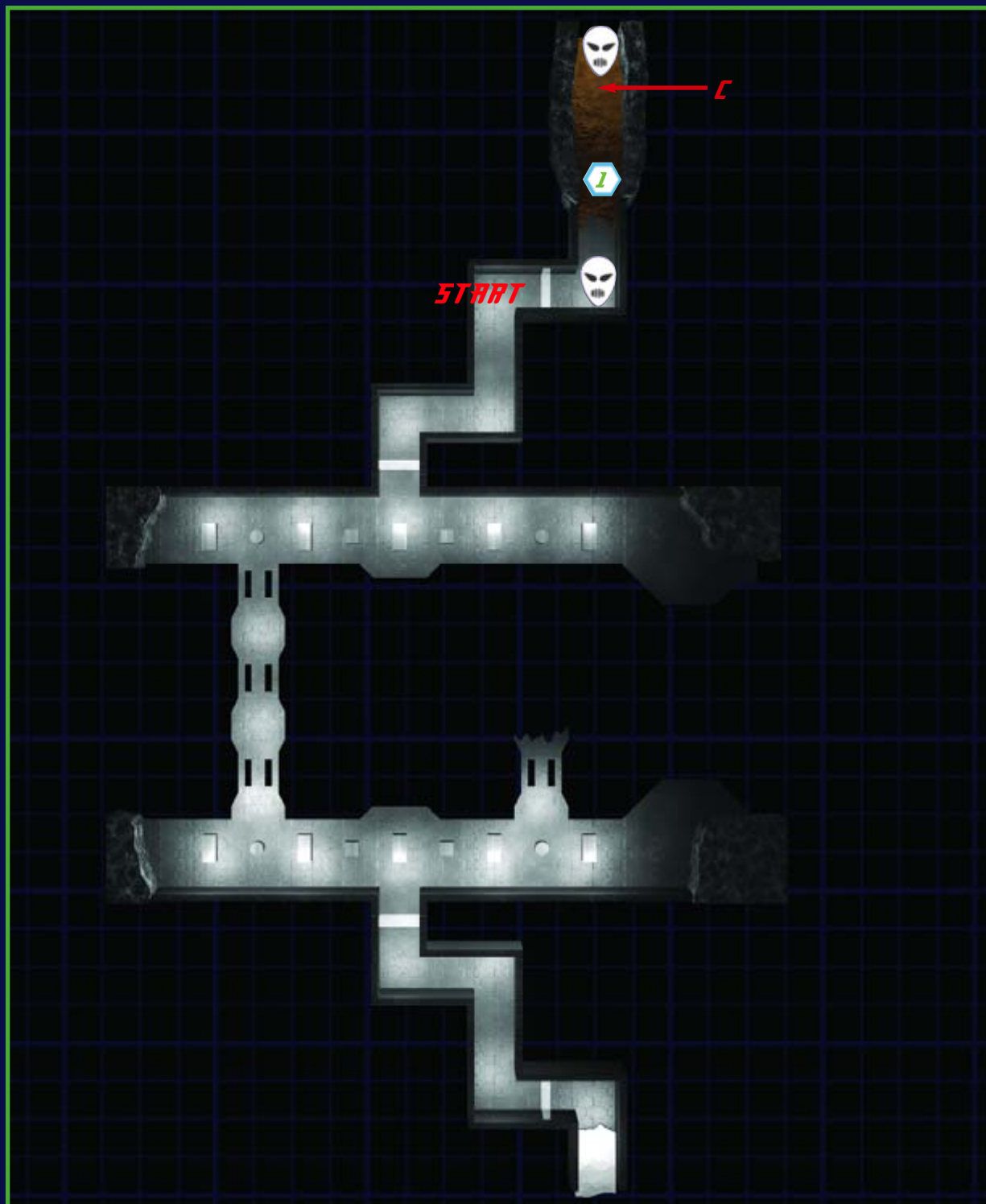
## Assault on the Control Room

### ☐ Rolling Thunder

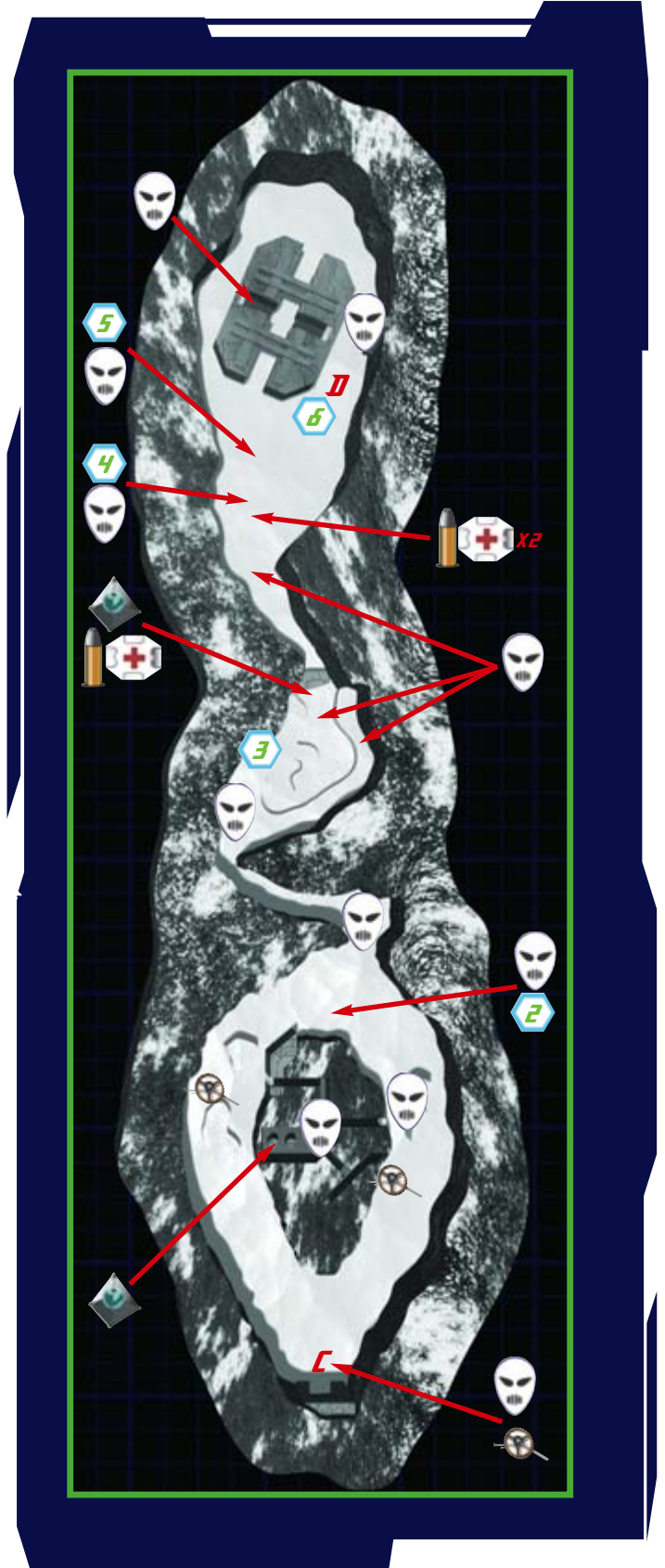
<b>ITEMS:</b>	Health Pack x3, Active Camouflage x2
<b>ENEMIES:</b>	Grunts-Major, Grunts-Minor, Elites-Commander, Elites-Stealth, Elites-Major, Elites-Minor, Jackals-Major, Jackals-Minor, Hunters
<b>NEW WEAPONS:</b>	None

## Assault on the Control Room: Rolling Thunder

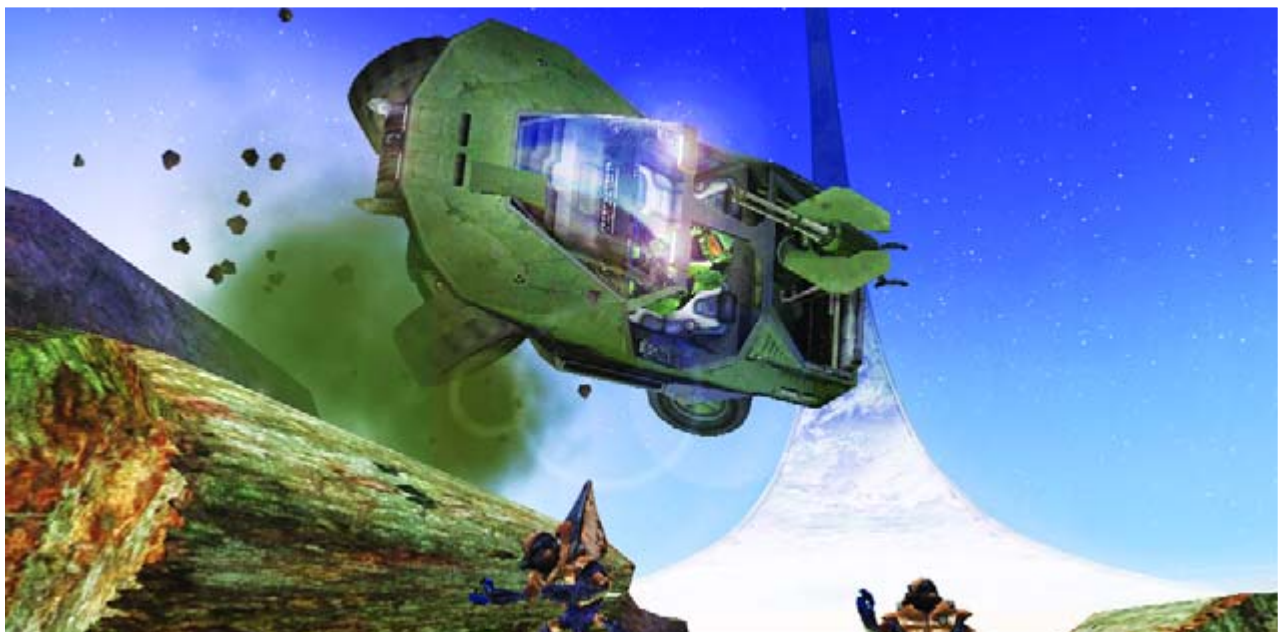
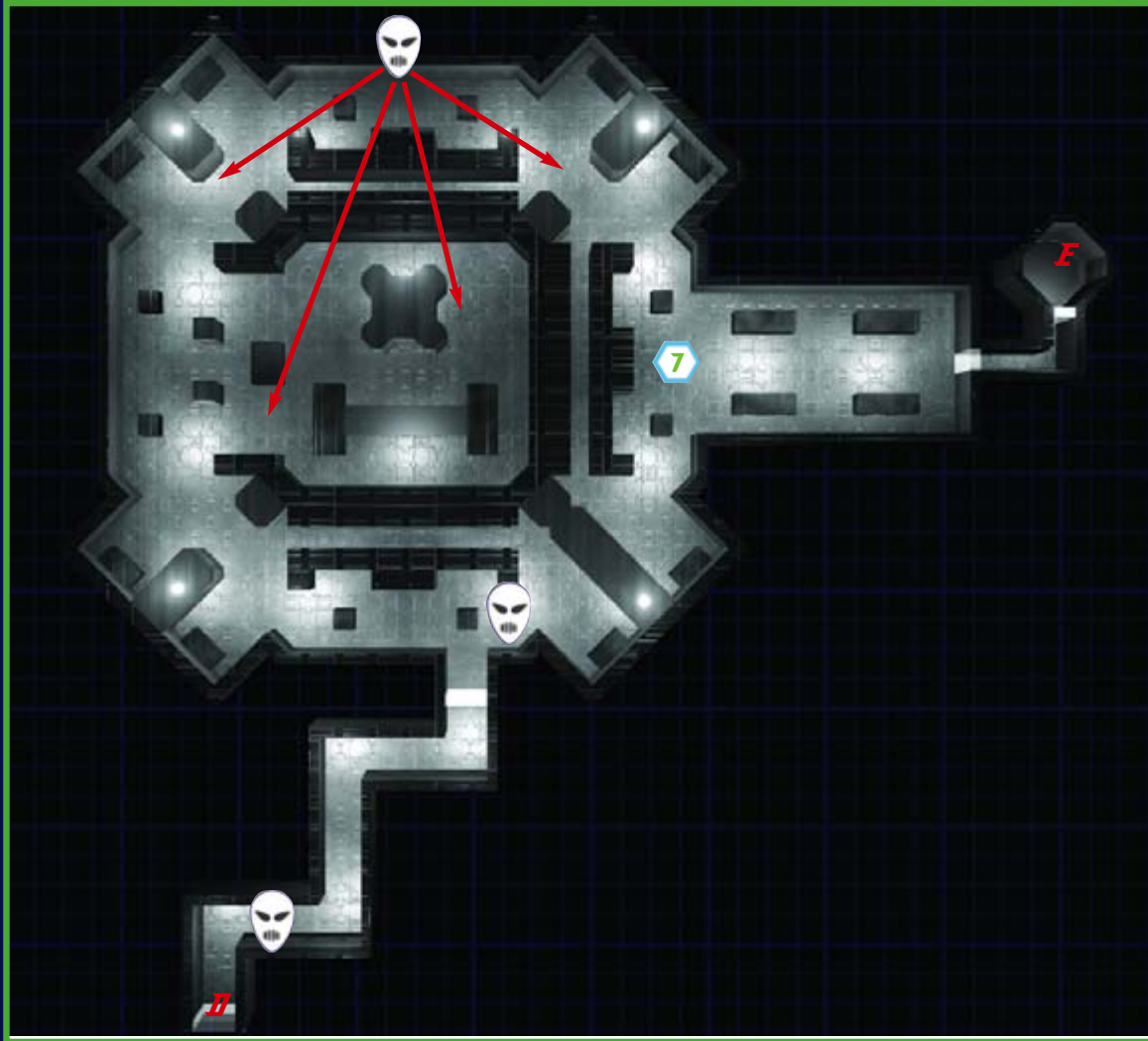
MISSION OBJECTIVES: \*Reach the transition to the second chasm



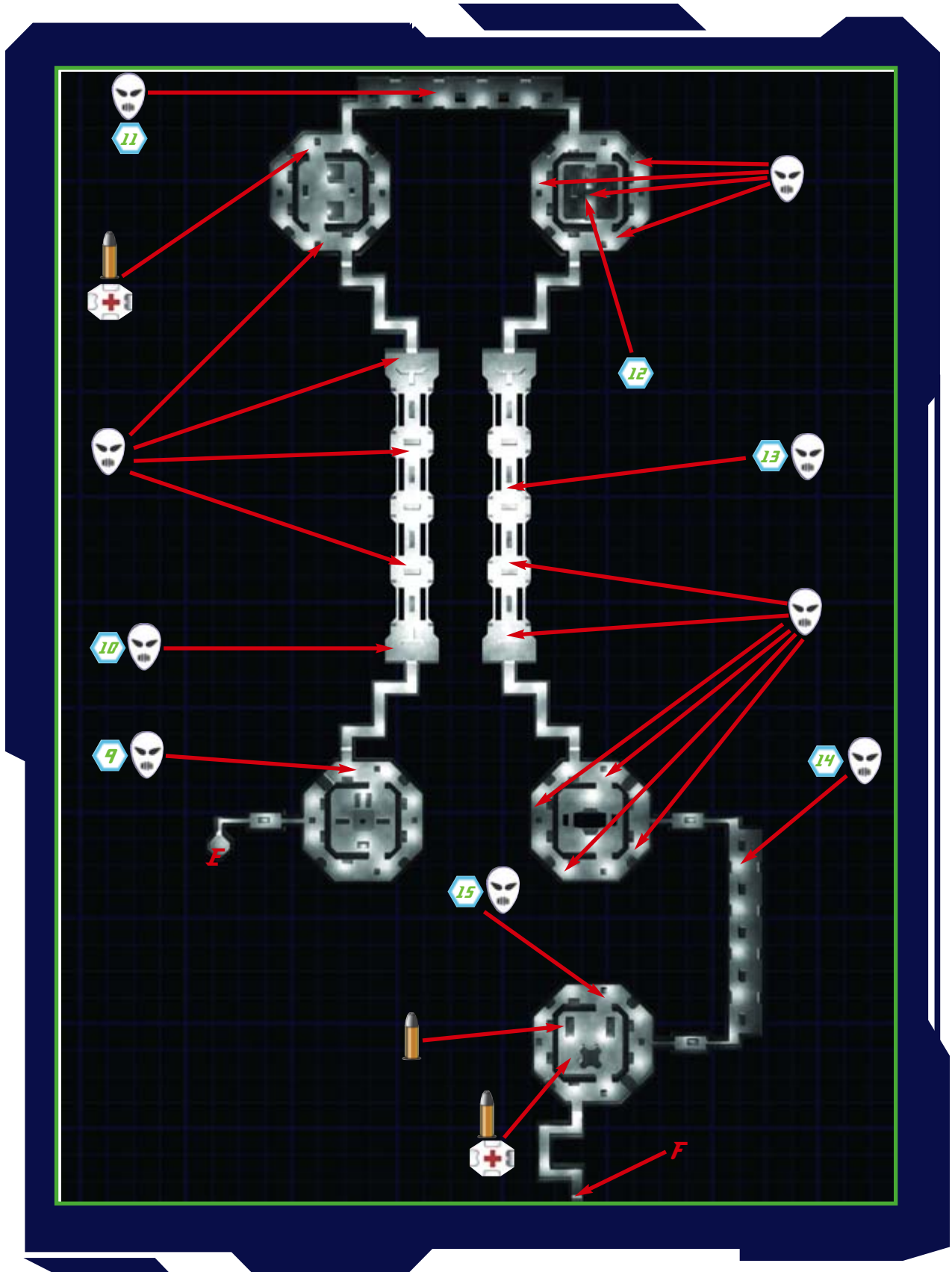




## Assault on the Control Room: Rolling Thunder

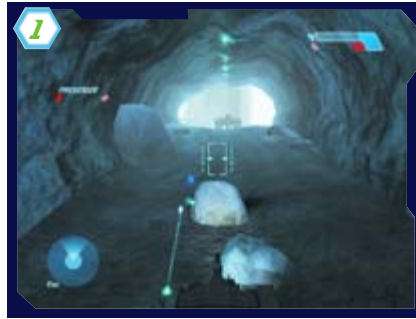








## Assault on the Control Room: Rolling Thunder



Keep rolling through the hall and up the dirt slope, killing Covenant troops as you go. An enemy dropship lands as you ascend, but you've got a tank, so no worries.



There are a lot of ground troops here to eradicate, so be methodical and pound them with the Scorpion. This Wraith tank is a pain; try to deal with it from a good range. A Banshee strafes, and Hunters await. All can be dealt with from the tank. Also, watch for the Stationary Guns as you go. A bomb from the turret gun will flip one, rendering it harmless.

**MISSION OBJECTIVES:** \*Reach the transition to the third chasm



Drive down this twisty ramp, but make sure you blast the Shade across the valley. You find more Marines willing to fight. A Covenant dropship comes in behind you, and a couple of Hunters are in front. Use the turret gun of the Scorpion to clear a path, then dismount. You have to leave the tank behind.



Grab the Rocket Launcher while you're at it. Hang onto the heavy-duty weapon throughout this mission; you'll need it.



Pick up the Active Camouflage before you go through the tunnel. Take out the Stealth Elite in the tunnel, then wreck shop on the group out here. Run about halfway up the path, then turn and use a rocket to take out the Stationary Gun above the tunnel you just exited.



This snow plain is a tough nut to crack. You have a lot of Stationary Guns, Ghosts, ground troops, and a Banshee to deal with. Take out the Grunts in the first Shade here. That'll make it a bit easier to proceed.



Use a Rocket Launcher on at least one of the Ghosts and the Shade on the other. Knock the Banshee out of the sky with the Shade or rockets. Then just go to the door here and clear out the gunners to either side of it. Simple, right?



You don't have to go down the ramp; the only way to make progress is through the door.



You can make some progress in this room with just the melee attack, bonking sleeping Grunts. There are a ton of aliens in here, so be cautious as you head around to this doorway. Once again, the glowing arrows on the floor tell you which way to go.



After a ride up on a lift, you go through another tight hallway – with a Jackal inside – and into this small room with supplies and a pair of Jackals. Stock up and tackle the next large room.



This large room is filled with Grunts and a Commander Elite. You can take care of the Commander through a window, saving you from some damage, then make your way to the heavily guarded door here. Clean house and go through.



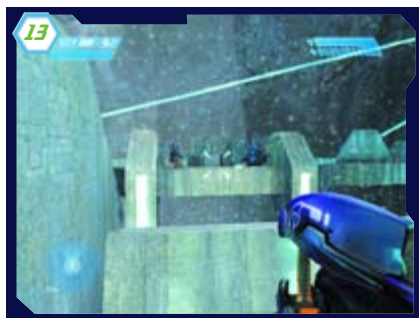
Another bridge awaits. Start sneaky, using your weapon as a club to bash as many sleeping Grunts as you can before being spotted. Enemies on an adjacent bridge are also attacking you, so try to keep cover between you and them. A pair of Elite Majors wait in the middle, and a Stealth Elite is at the end. Take it easy and you'll be fine.



Very few enemies are in the room past the bridge, but you can collect a Health Pack and ammo before moving on to this hall, which harbors a few aliens that need your attention.



Farther on is this large room with multiple enemies. Take your time to clear the perimeter, then leave or go after the aliens in the raised central area. They usually won't bother you if you don't bother them.



Back to the bridges. The one next to the one you're on now has a pair of Hunters who take pot shots at you. Kill the nearest enemies, then use the Rocket Launcher on the Hunters across the way (if you have one). That will give you some breathing room for making it to the other side. Without rockets, make sure to keep moving from cover to cover as you cross.



After the bridge you go through yet another room. This one is populated by Grunts and Jackals. Wipe them out and keep going to here, another wide hallway with Stealth Elites guarding it.



Proceed to the next room. It houses two Hunters. Use the Rocket Launcher to deal with them – from a safe distance – and move on. Once again, if you don't have a Rocket Launcher, use the dodge technique, letting them charge, dodging, then shooting the exposed weak spot on their backs. Continue through a Grunt- and Jackal-choked hall to end this phase.

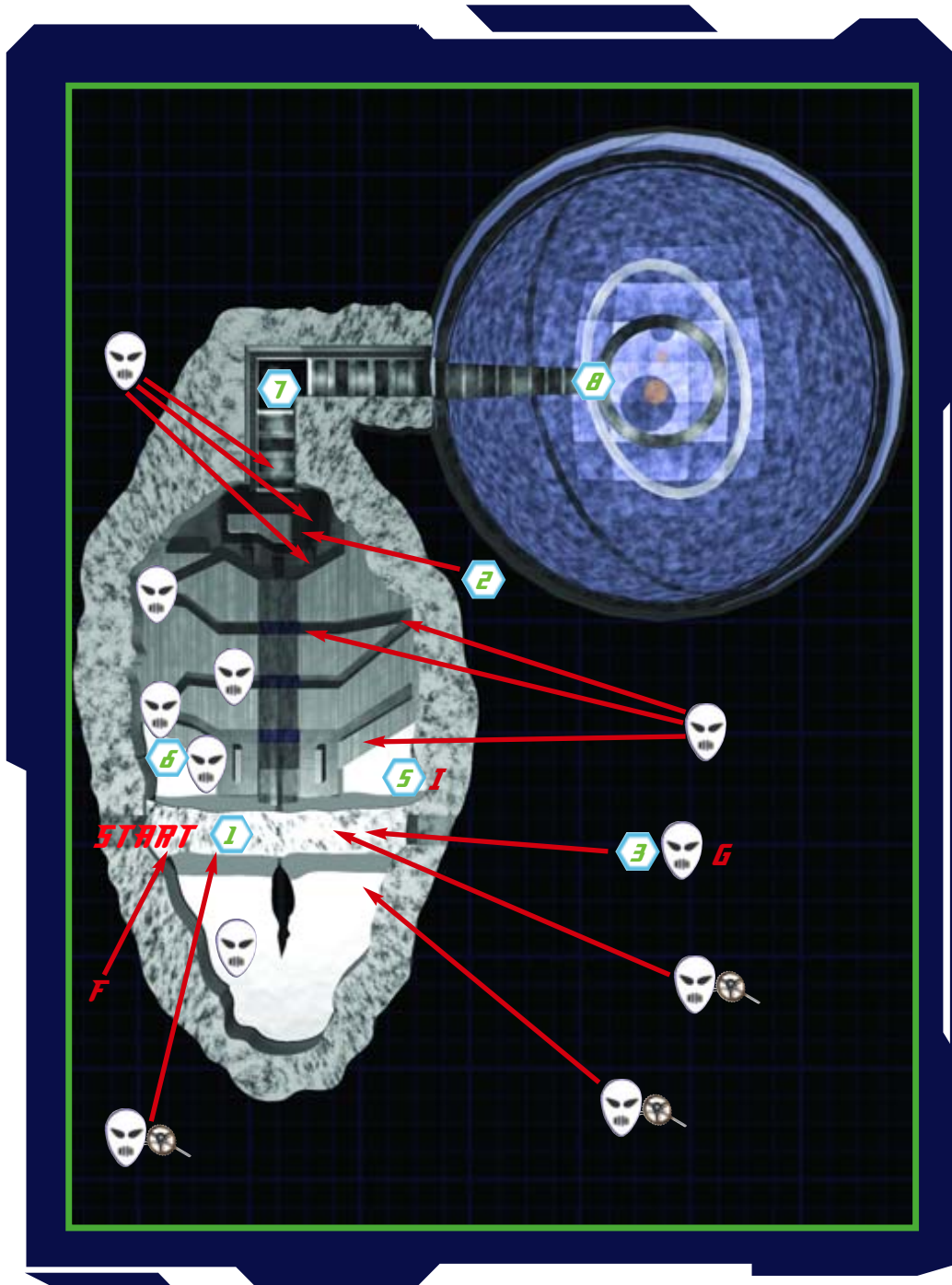
# Assault on the Control Room

## □ The Control Room

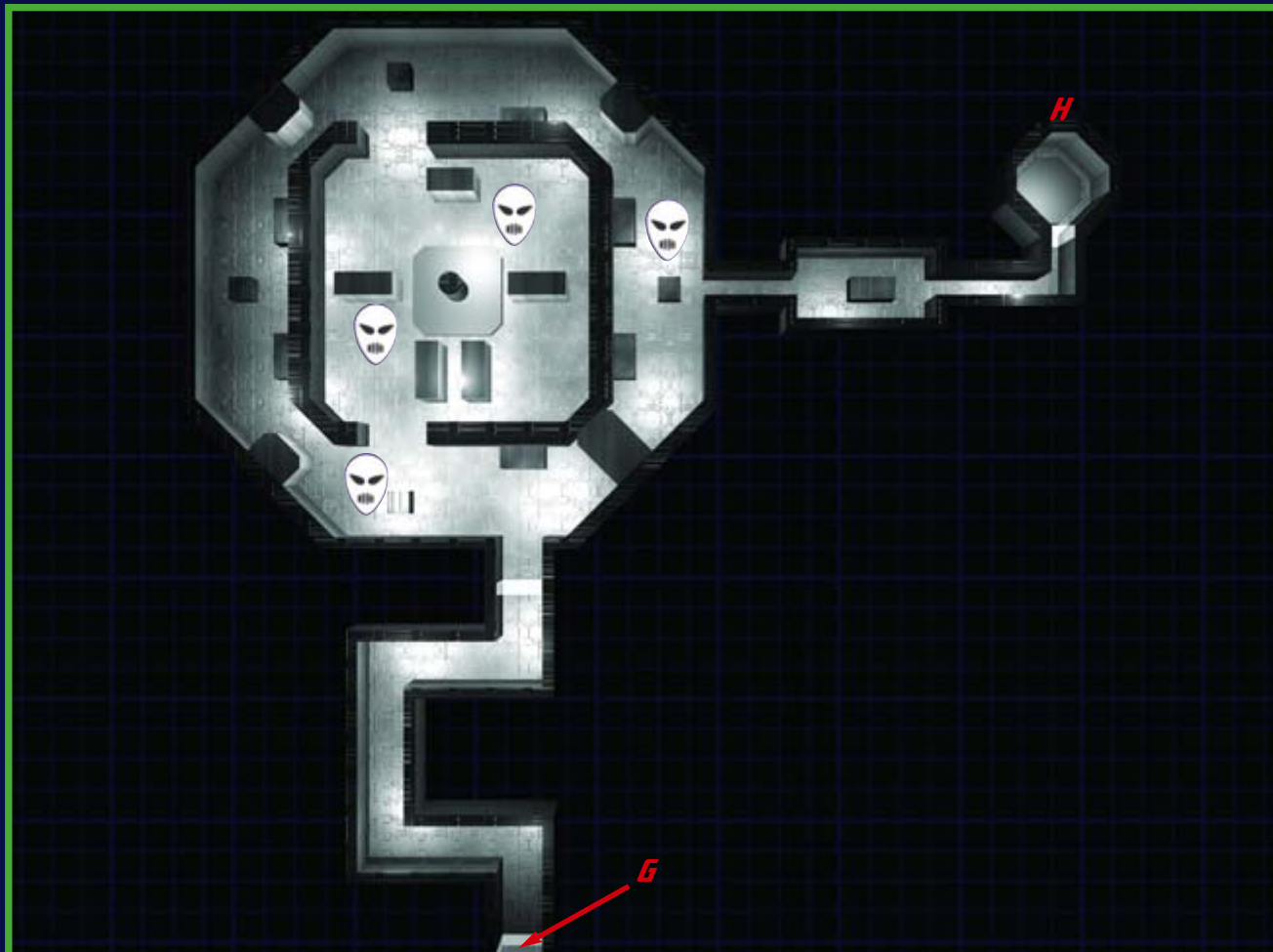
Brutal fighting typifies this phase of the mission. It's a struggle for almost every inch of progress. And when you get into the open areas, it gets worse. You'll be up against several pairs of Hunters and Covenant vehicles. This is a crucible that will test your skills to the utmost.

<b>ITEMS:</b>	Health Pack x1
<b>ENEMIES:</b>	Grunts-Major, Grunts-Minor, Elites-Major, Elites-Minor, Jackals-Major, Jackals-Minor, Hunters
<b>NEW WEAPONS:</b>	None

**MISSION OBJECTIVES:** \*Reach the transition to the third chasm







As soon as you see the title "The Control Room" flash on screen, run out the door to the snowy rock bridge. Charge the aliens and get to the Banshee parked on the bridge. Don't stop to finish an enemy off; just get to the ship. This Major Elite is going to go for it as well – hope you beat him to it.

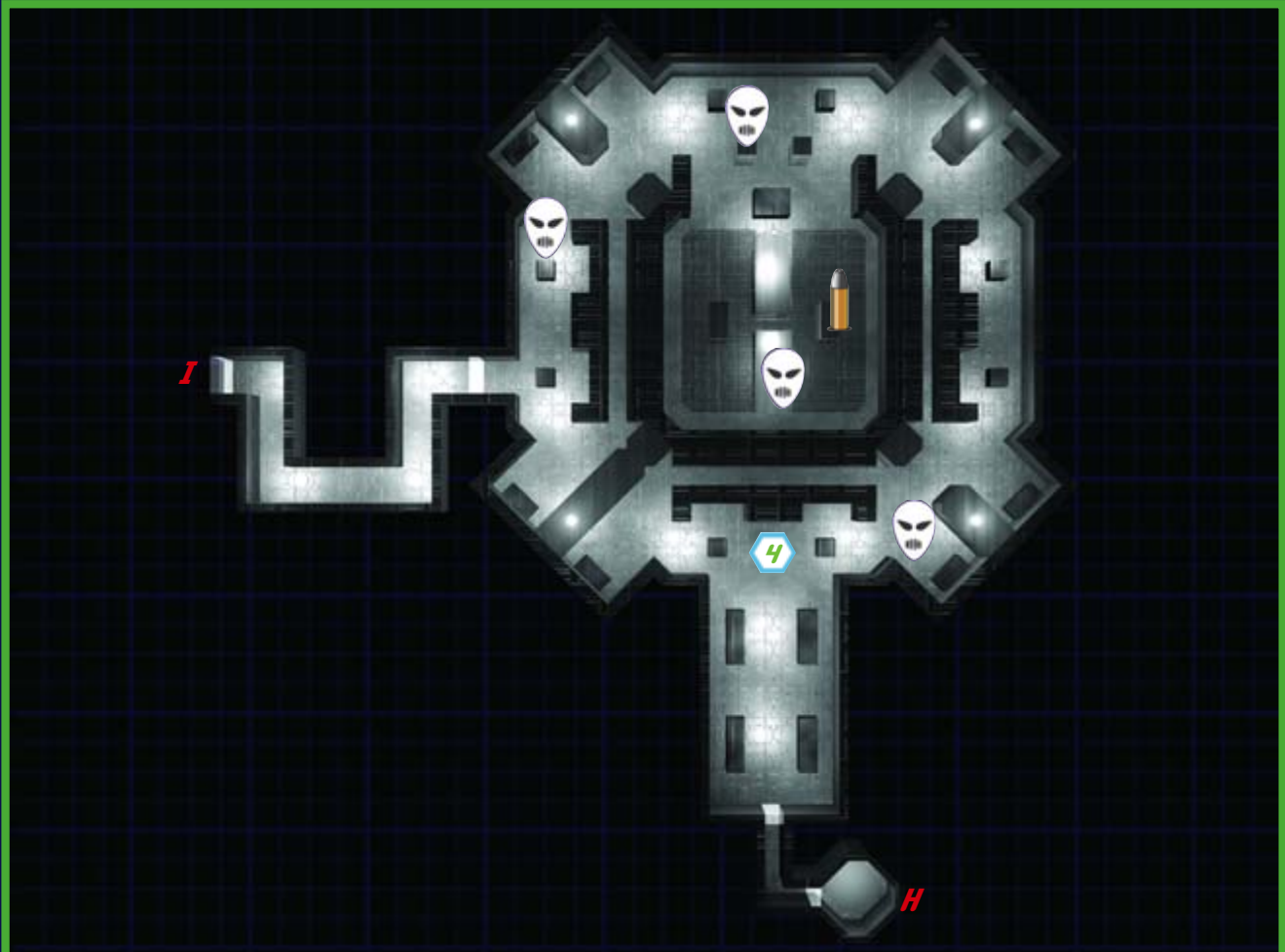


Spend a little time blasting your enemies with the airship. Clear away the Wraith tank below and the other beasties hanging around. Then land up here, at the top of the pyramid-like structure.

## NOTE

The beginning of this mission is much easier if you get a Banshee and can simply fly to the top of the control room. However, you can make it through without the flying machine. The following three screens of strategy are only relevant if you missed getting a Banshee. We really, really suggest you get the Banshee.

## Assault on the Control Room: The Control Room



Without a Banshee you need to fight like crazy to get to the control room. First clear the bridge. Use the Rocket Launcher to blast the Banshees from the sky. Let them get in real close before you fire so you don't waste rockets. At the other end of the bridge, blast the Hunters and go through the door.



Fighting through the rooms is easy compared to the bridge. The first room is Grunts and Jackals. This room – at the bottom of the lift – has a Stealth Elite and a bunch of supplies in the raised area at the center. Get what you need and move on.



You end up here, on the canyon floor. Immediately head to your left and commandeer the Ghost you find there. Use it to blast the Wraith tank and any ground troops you find.



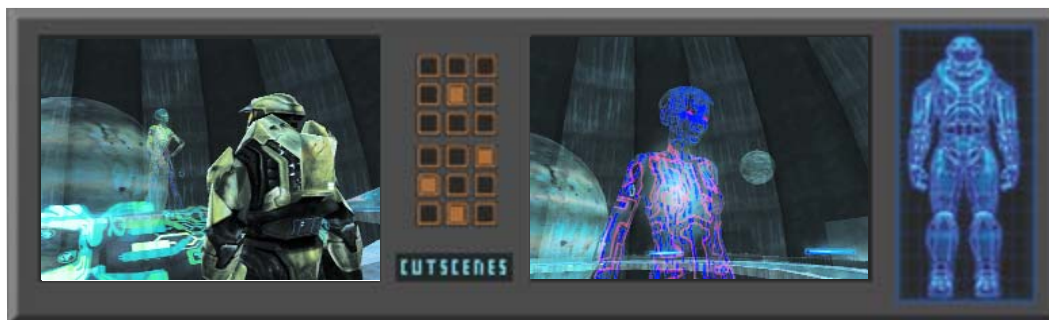
Now you must fight up the path of the pyramid. Two Hunters are at the bottom here. If you have rockets, use 'em. You have to claw up every inch to get to the top, the area you could've just flown to if you'd gotten a Banshee. And you find Hunters up there too.



After a big fight at the top of the pyramid, open the blast door and get ready for another big fight. Once you clear the large hallway, open the other end and keep going.



When you open the third blast door, Cortana announces that you've made it to Halo's control room.



Cortana asks Master Chief to plug her in. She gets a bit giddy with the amount of information pouring in but finds out that a race called the "Forerunners" built Halo.

She discovers that the Covenant found something horrible and the Captain is in danger. She demands that Master Chief find Keyes, immediately.



## 343 Guilty Spark

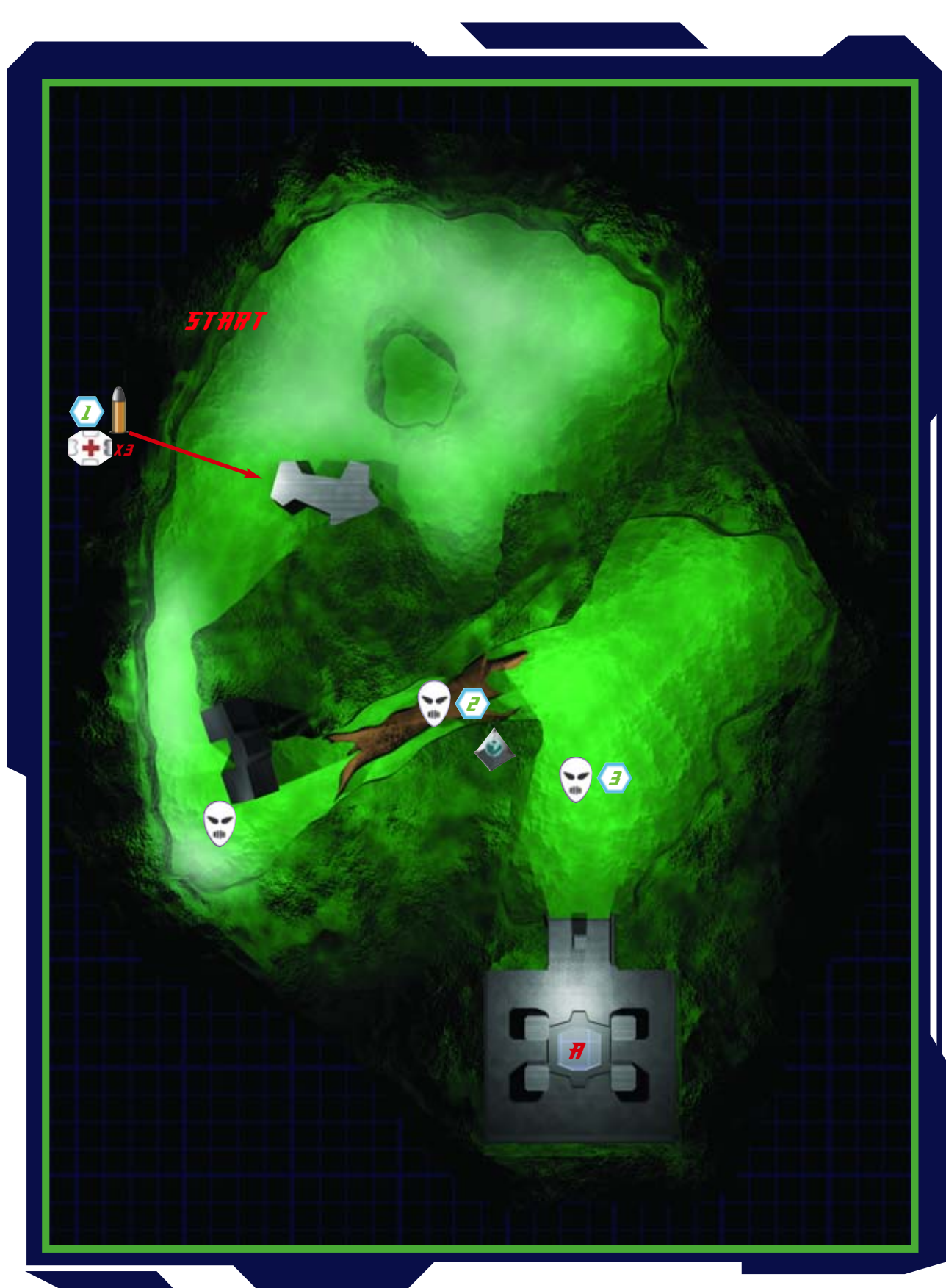
### ☐ The Lost Away Team

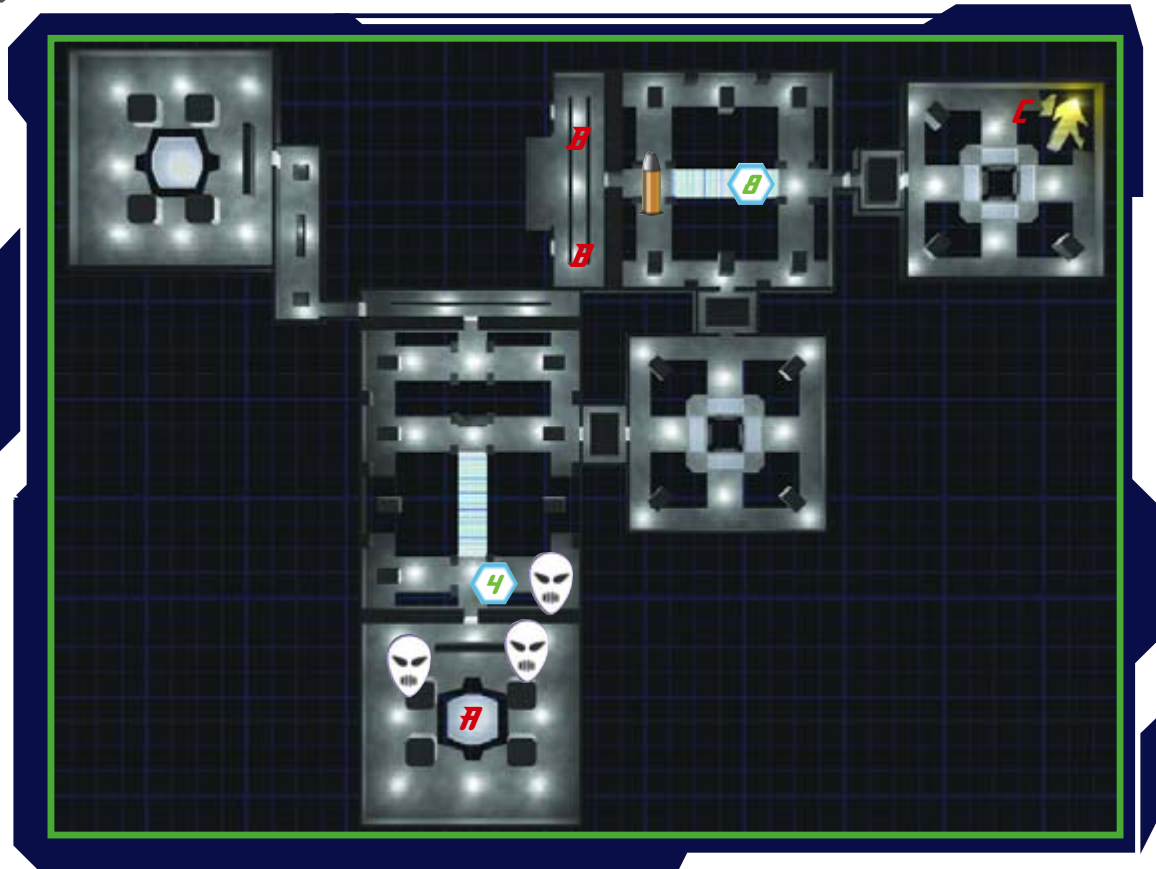
Something isn't right. Cortana is freaking out, Keyes is missing, and the Covenant is apparently running scared. It's up to you to find out what's going on. You may not like the answer.

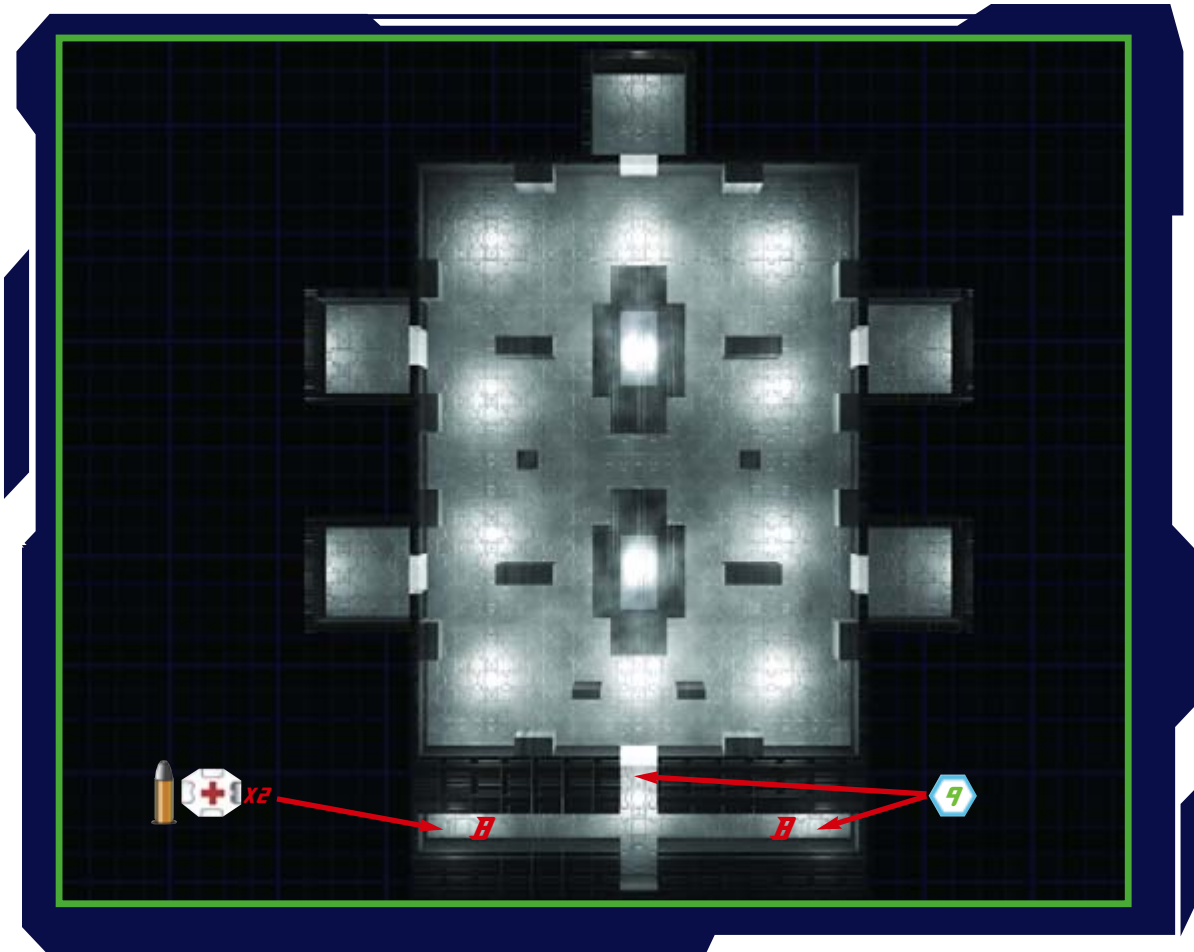
<b>ITEMS:</b>	Health Pack x6, Active Camouflage x1
<b>ENEMIES:</b>	Grunts-Major, Grunts-Minor, Elites-Major, Elites-Minor, Jackals-Major, Jackals-Minor
<b>NEW WEAPONS:</b>	None

**MISSION OBJECTIVES:** \*Locate Captain Keyes









You get dropped off in a swamp. It's dark and foggy; you may get lost. First find this crashed human dropship, with Health Packs and Shotgun ammo – which you can't use yet – strewn around it. Load up and get to the downed Covenant dropship, with enemies to fight. There is a shotgun there.



Past the alien dropship, a pair of Jackals are on this large tree root. Fight them, then get on the root. Follow it to a hotbed of action.



A fierce battle ensues. Ferret out the aliens, then enter the tunnel. You'll have to spend a bit of time underground.

### NOTE

As before, doors that are unlocked have green lights on them. Locked doors have red lights.



Step onto the lift that arrives just inside the tunnel entrance, and activate the control panel to ride it down. Paste the walls with the aliens you find and move to here, a two-level room crawling with aliens. Drop down and go through the door with green lights after dealing with your foes.





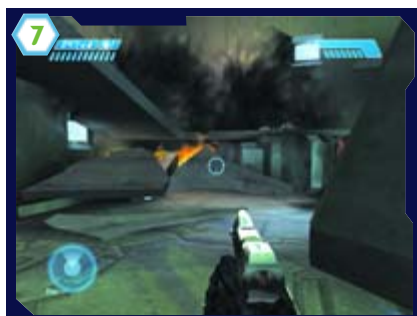
Stay on the second tier and fire at the aliens on the floor. It's safer. Drop to the floor after you've made a dent in their numbers.



Move through the next room (which houses a few Jackals), exiting through the only unlocked door, and you'll end up here. This room has a pair of Stationary Guns on either side of this short platform. Jump to the platform and go through the door at the end of it.



This Marine is in a bad way. He's babbling and dangerous, firing off shots randomly. What is he so scared of?



Move to the corner with the fire raging under a broken catwalk. Use the broken slabs as stepping stones and jump onto the walk. Then go up to the unlocked door.



Activate the energy bridge in this room and walk across to the busted door. No one is challenging your progress, which is odd considering how many aliens there were before.



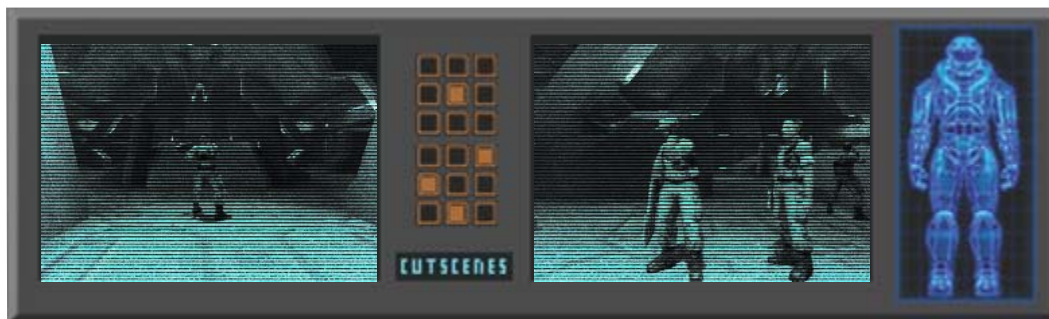
Go down the ramp to get to the door you need to open. Approach it, and a cut scene starts.



Master Chief is a bit on edge. It's too quiet. He checks several times before opening that door.

After finding the dead Marine, Master Chief plucks a recording device from Pvt. Jenkins's helmet. Now we should get a little background.

Things appear all right at first. They get into the swamp without any trouble. Seems like a cake walk.



So far nothing new. The Marines, along with Captain Keyes, made it into the structure and found the room Master Chief is standing in.

Then the trouble starts. They're getting readings from everywhere. But what is it? The answer to that question comes only too soon....

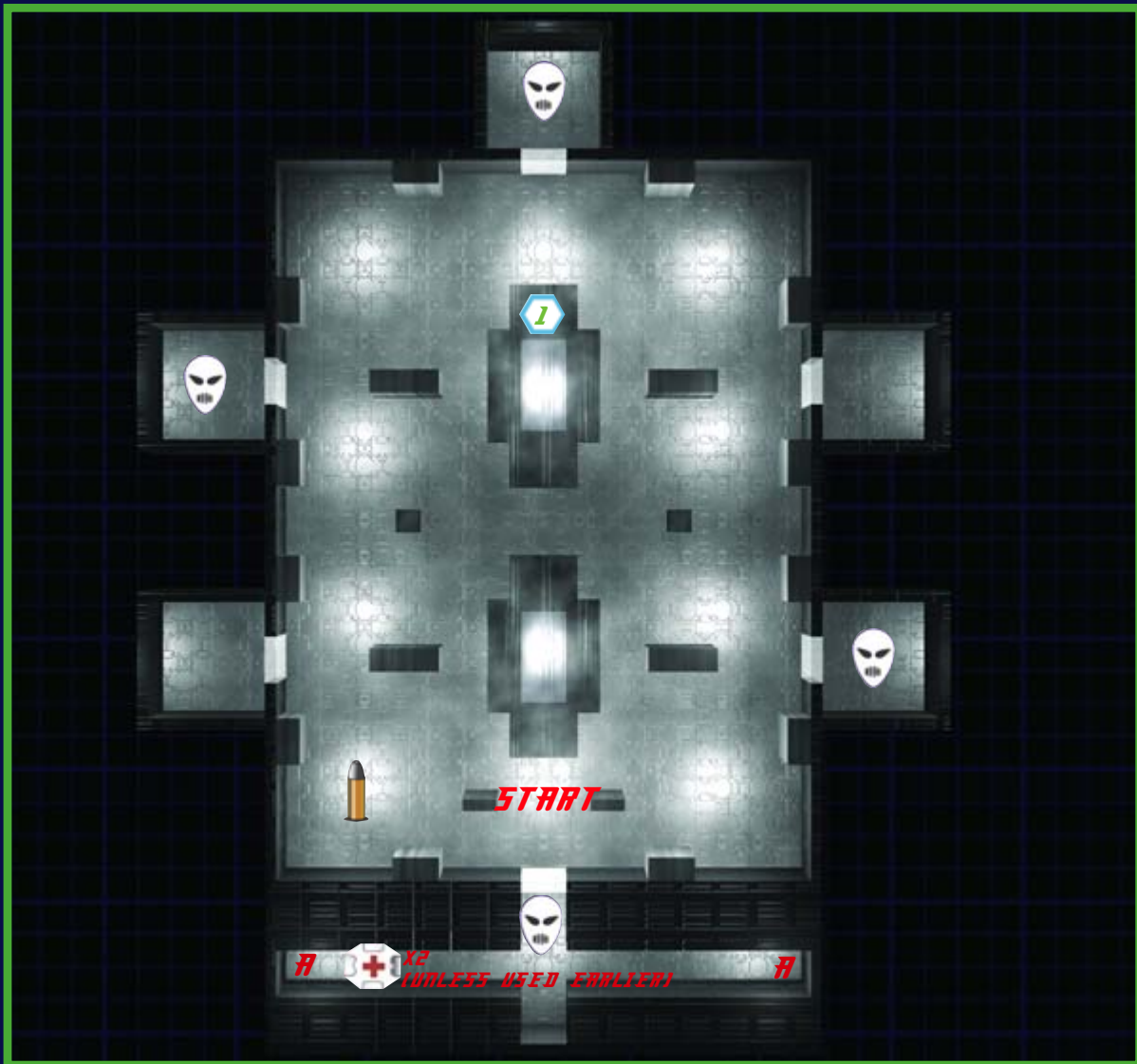
### 343 Guilty Spark

## □ The Flood

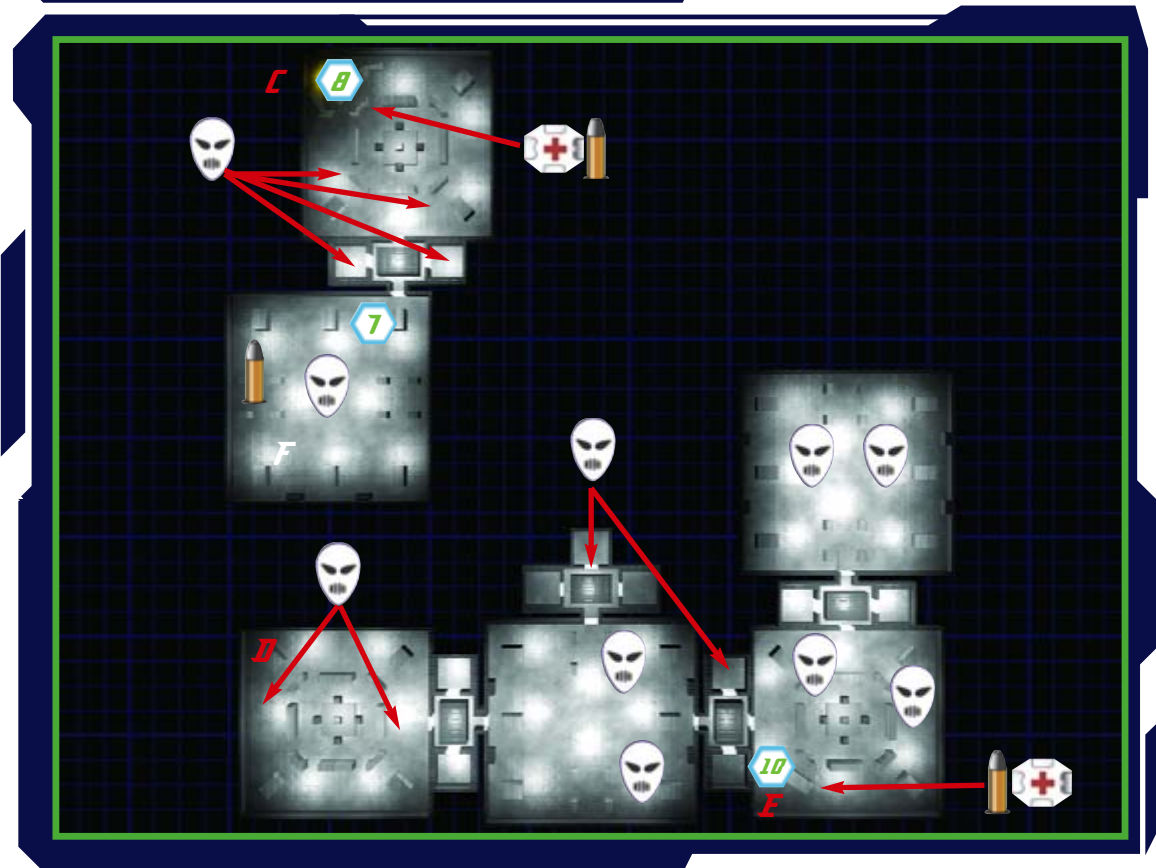
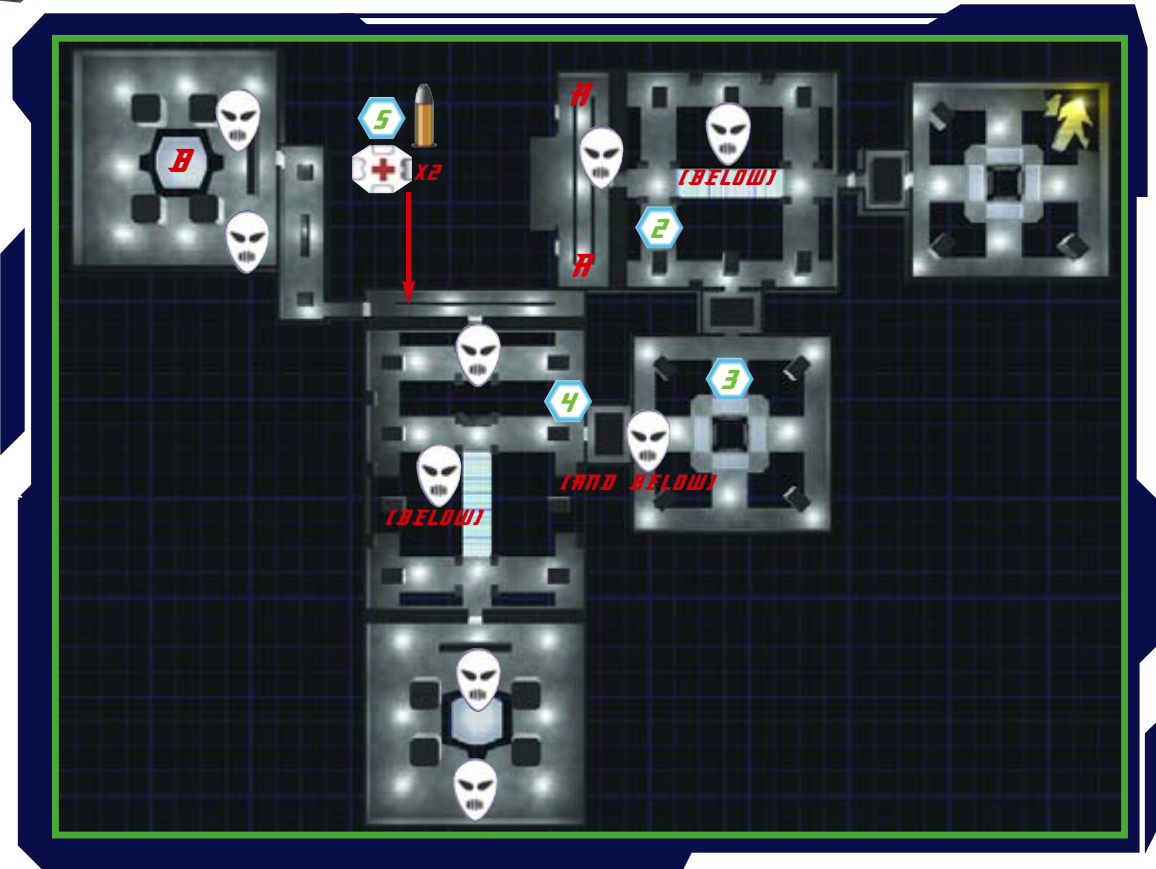
The Covenant has released the Flood. Now you have two enemies to deal with. It's a nasty little triangle, but for now, you just have to get the heck out of there in one piece. A new weapon will help you do just that.

<b>ITEMS:</b>	Health Pack x8, Active Camouflage x2, Over Shield x1
<b>ENEMIES:</b>	Grunts-Major, Grunts-Minor, Elites-Major, Elites-Minor, Jackals-Major, Jackals-Minor, Flood Infection Form, Flood Combat Form
<b>NEW WEAPONS:</b>	Shotgun

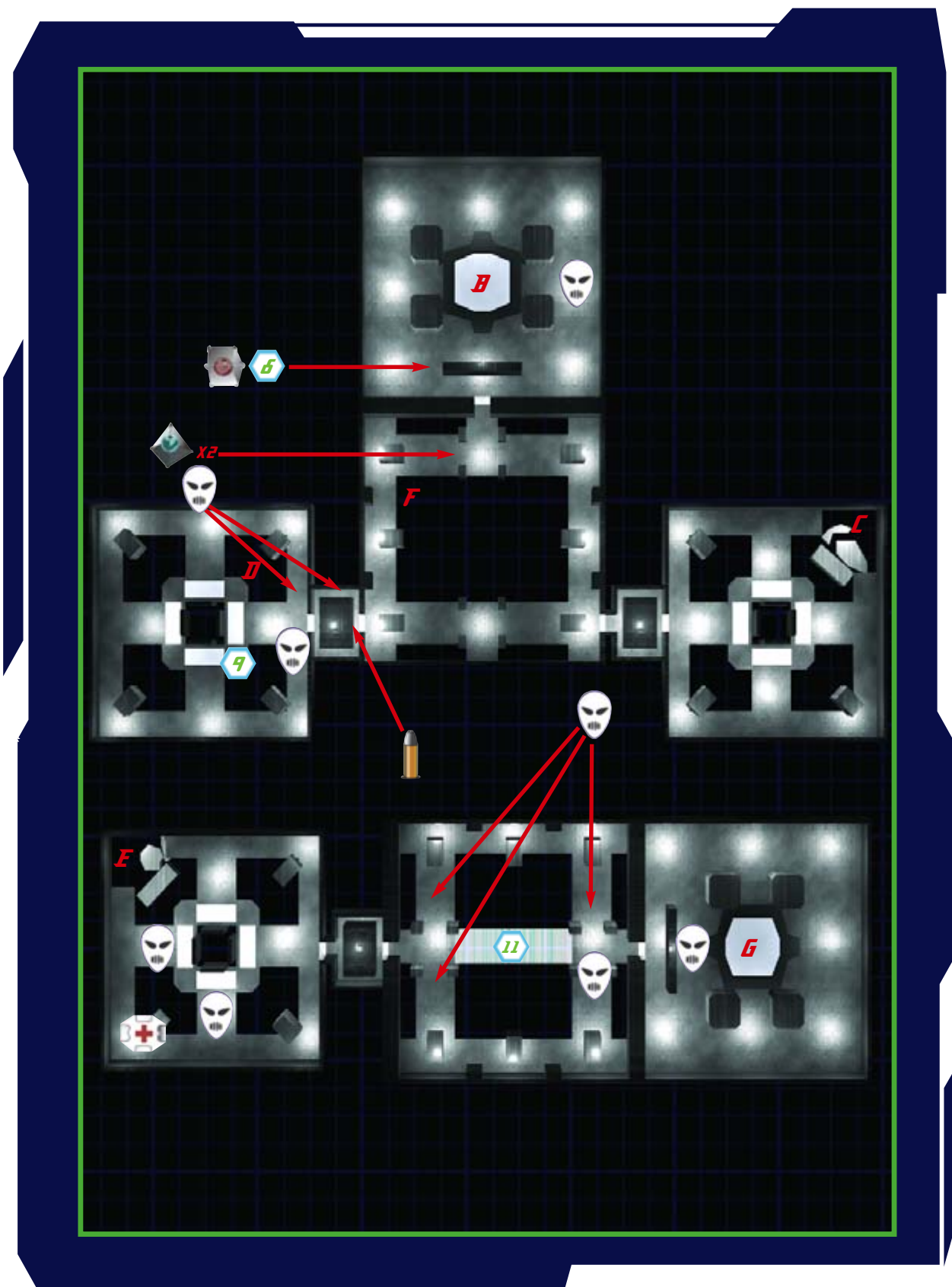
**MISSION OBJECTIVES:** \*Locate Captain Keyes

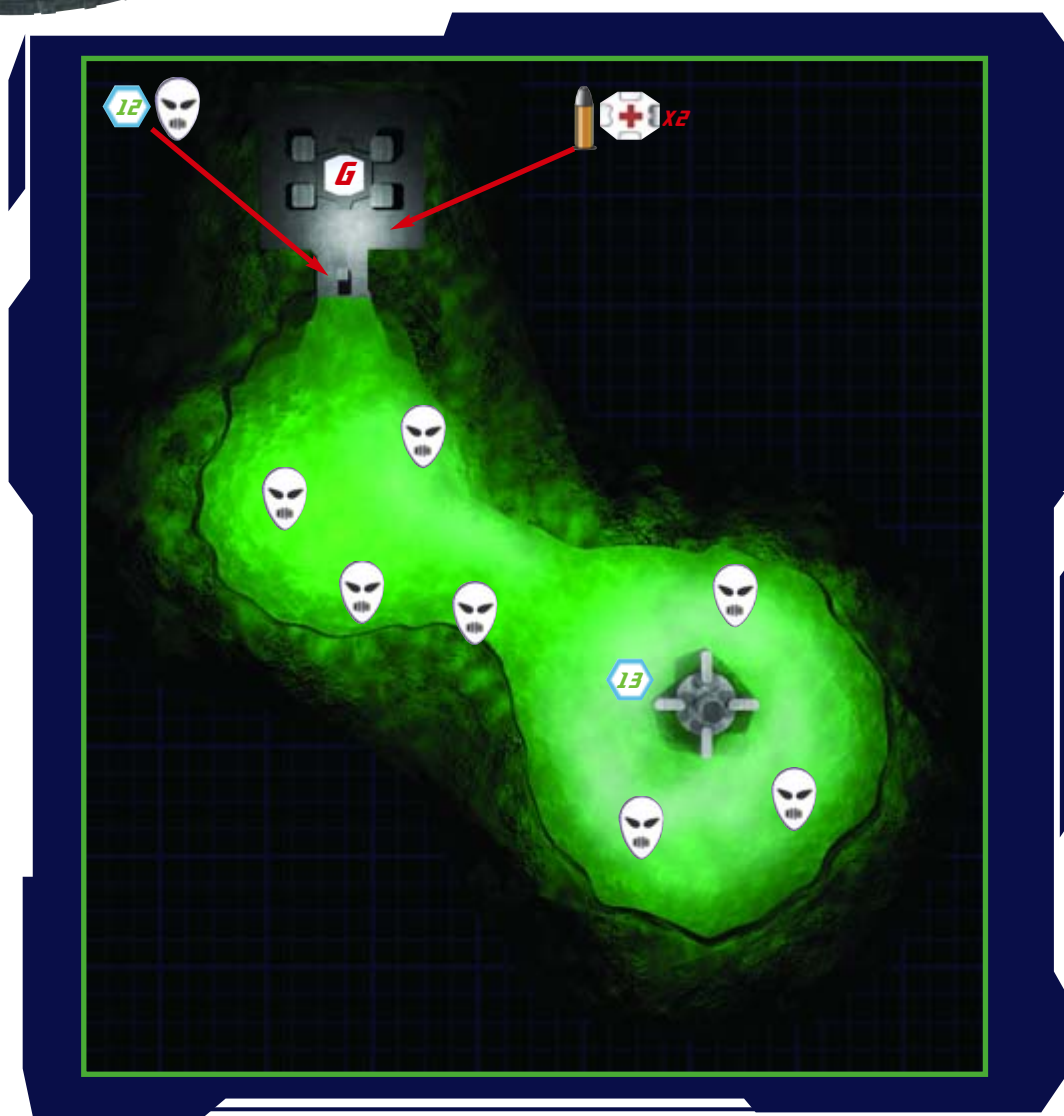












MISSION OBJECTIVES: \*Escape!



The Flood begins. The creatures that got the Marines begin pouring out of the rooms. Run and shoot to keep them off you. After a few waves, Combat Forms show up to fight. Put them down, then read your new instructions.

## NOTE

You'll be backtracking over some of the same area. So the "Items" section refers only to things you didn't have access to in the last phase.



The next big room has a ton of Flood Combat Forms and Covenant aliens on the ground floor. You're not safe up here; they can leap at you. Drop a Grenade or two, then go through the unlocked door.

## TIP

Remember, you don't have to methodically clear every room of monsters – unless you want to, of course. Concentrate on escape rather than eradication.



Be careful not to fall off the upper walkway in this room. Head to the unlocked door and out before the Flood Infection Forms overwhelm you.

## NOTE

If you do fall, you can still get through the area. Go into the next room and use the overturned boxes like stairs to get to the upper deck.



This next room has both Flood and Covenant forces in it. Fire at an enemy to get things started, then duck back the way you came. Wait for a bit, letting them damage each other, then go in to mop up and slide through the closest unlocked door on the upper deck.

## NOTE

The unlocked door across the energy bridge leads to a room with a busted lift. Might as well skip it and take the route that gets you out.



Luckily, you can pick up the Shotgun here. Grab it and arm it immediately. It's the most effective weapon against the Flood. Then run out the next unlocked door.



After walking down a long, empty hallway, you end up in a lift room. Fight off the Flood you find there, then ride the lift down. You end up here. Blast a few more of the creepy creatures and pick up the Over Shield (on a stack of boxes) before moving on.



The next room has a malfunctioning energy bridge, so pick up an Active Camouflage and drop to the floor. Head out this door and into the next Flood-infested area.



You need to jump up this debris to the upper walkway. Be quick so you can get up there while you're still invisible. Head across to the unlocked door and out. You end up on the other side of the busted bridge. Slide out the door across the way.





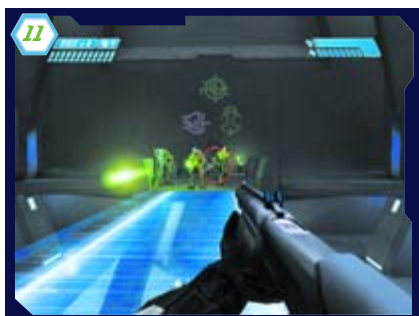
Drop off the upper deck and out through the open door in this room. To make it easier on yourself, pick off as many Combat Forms as you can from the raised catwalk. Once out the door, run straight across the next room to the open door on the opposite wall.



Clear the Flood from this room, then take a look at the fallen pillar with Covenant and human bodies on it. Take a running jump at a side with a slope on it to get up. You find loot and a Health Pack here. Stock up and jump to the upper deck from there. Find the green door and continue.

## NOTE

It looks like you won't make it, but Master Chief can jump. Look for the lowest portion of deck next to the fallen pillar and take a leap. Once on the upper deck, there's a Health Pack on one of the short pillars that has a Marine's body on it.



The next room has a working energy bridge. Face the control panel and turn it on, pausing only to get the Flood off your back. The door leads to a lift, so get on and ride it up.



You meet a complement of Marines who need to get to the evac point with you. You can follow them for a bit, giving support as the Flood attacks. You meet the first serious wave here, so stay sharp.



When you reach a tower in the swamp, another wave of Flood creatures attacks, but you get some unexpected help. The robots use lasers to burn the Flood. They still need help, so don't relax.



Suddenly, you're teleported to the top of the tower. A little blue floating robot introduces itself as the Monitor. It's here to help and takes you away.



# The Library

## □ New Friends

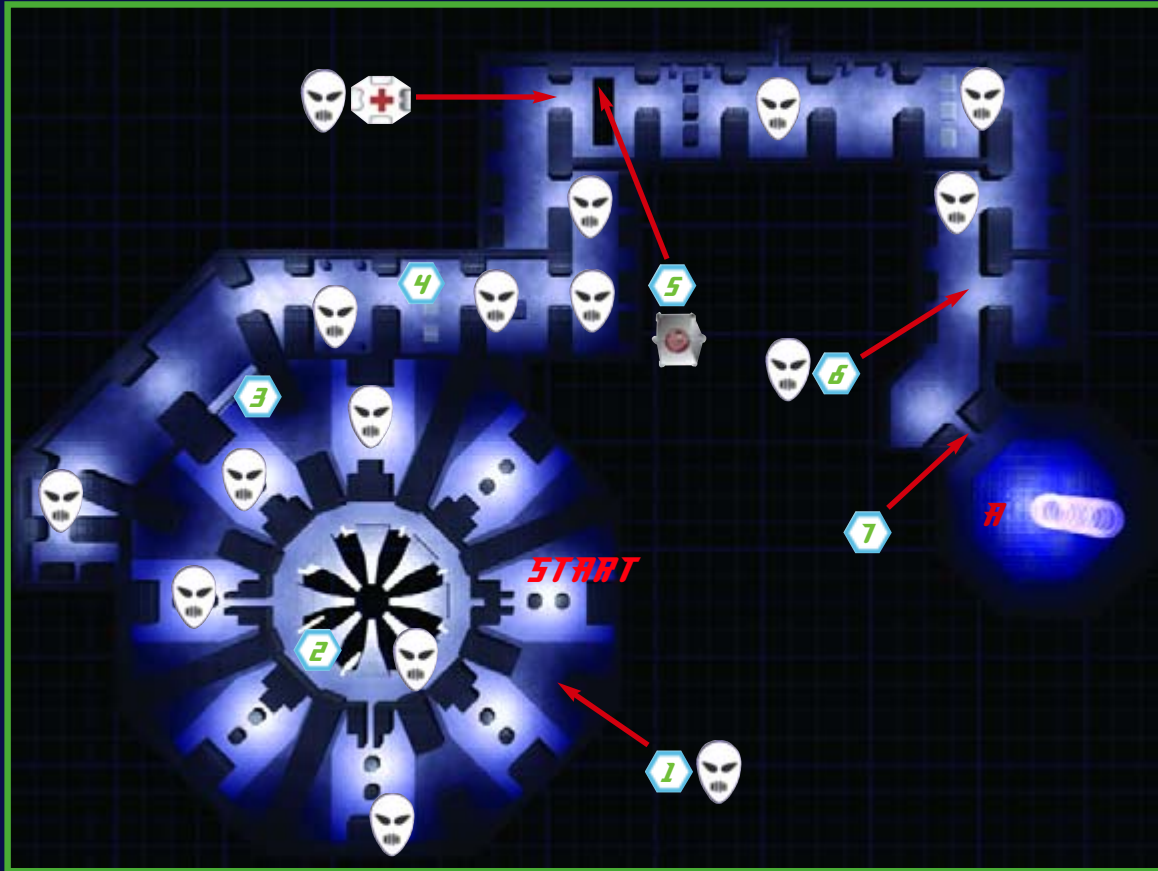
The mysterious blue robot, the Monitor, has brought you to the Library to fetch the Index. Apparently, the Index is a crucial part of Halo's defenses against the Flood. It's one long fight to get to where you need to be, so buckle down.

**ITEMS:** Health Pack x1, Over Shield x1

**ENEMIES:** Flood Infection Form, Flood Combat Form, Flood Carrier Form

**NEW WEAPONS:** None

**MISSION OBJECTIVES:** \*Follow the Monitor to the Index



You get a quick glance at the Index. However, you have to take the long way around to get it. Follow the Monitor and take it slow. This is the first area where the Flood starts to put up a fight. Get a Shotgun as soon as you can and try to clear out each area as you go. Our favorite combo is the Assault Rifle for range and the Shotgun for infighting.



Being patient is the key to surviving. The Flood Combat Forms are loaded with weapons, so ammo shouldn't be much of an issue. Methodically push your way forward, retreating to keep the targets in front of you. The fastest way to die is to let yourself get surrounded.



Go through a short hall and you get a look at where you'll end up. Unfortunately, you have to fight through level after level of this area to get to the lift that takes you to the Index. Look for the Monitor's bright blue light to keep you on the right path. He's floating above the other short hall.



After blasting a legion of Flood creatures, you find the Monitor at this security door. The blue guy has to go override the codes. He returns, and your journey continues to the right.



There are abutments along the halls, which you can jump onto. They give you a bit of high ground to fight from if you need it.



This area has some glass sections along the floor. They get blown out easily, so make sure you don't plummet to your death down one of them.



Wave after wave of Flood creatures come after you. Remember to retreat when necessary to keep them in front of you. The Monitor is no help at all for now. Pick up the Over Shield down here. Keep following the blue light and killing mutant beasts.



Keep an eye on your Motion Detector to see if the nasty things have gotten behind you. Clear them out before moving on.



At this point you're introduced to the Sentinels. They're the Monitor's flying combat robots. They take some of the pressure off, but you still have to pitch in. Target the Flood creatures that shoot at the Sentinels. It's a good plan to keep those allies healthy.



Just beyond the appearance of the Sentinels, you find this massive lift. Jump aboard for a ride to the next level. You've got a long way to go.





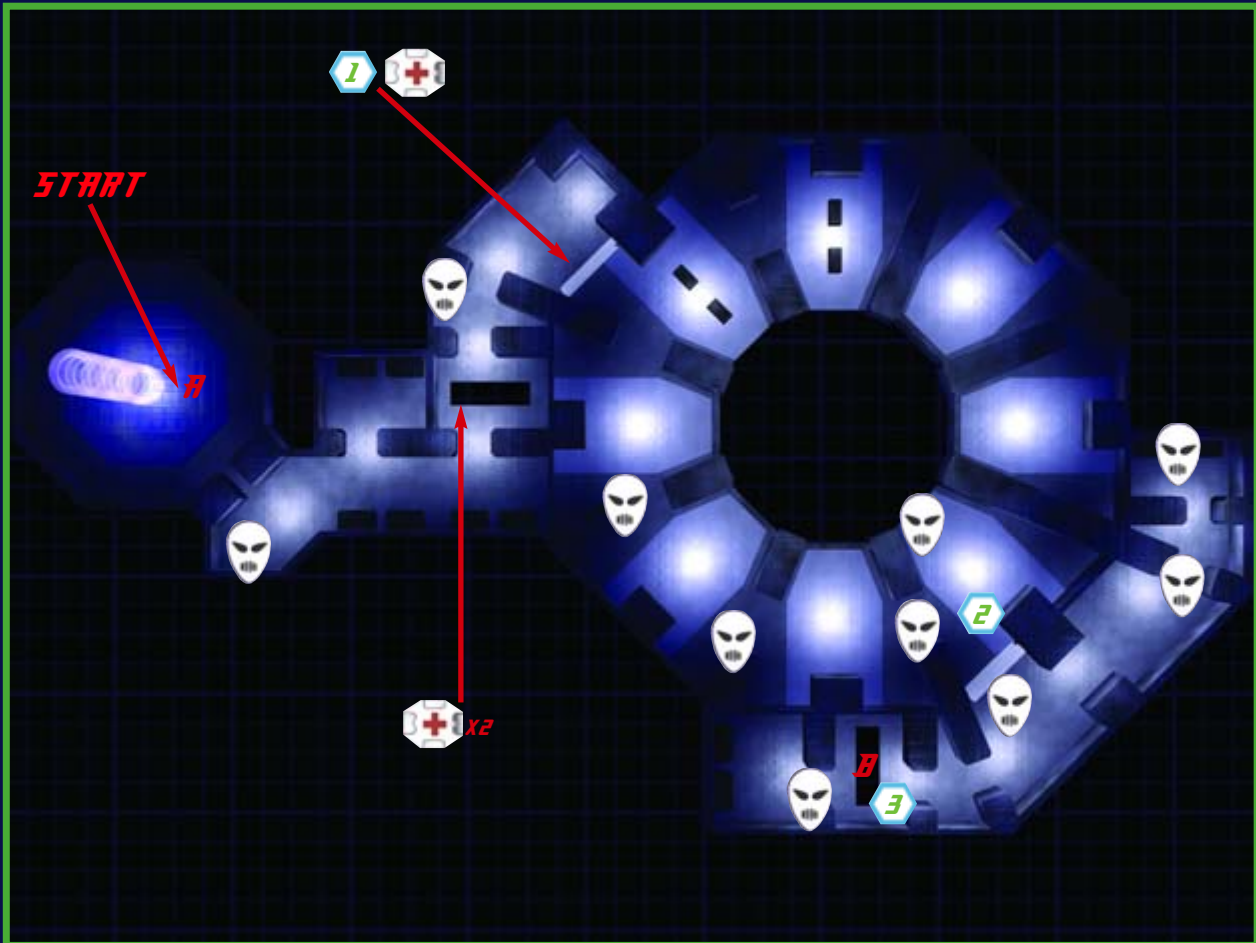
## The Library

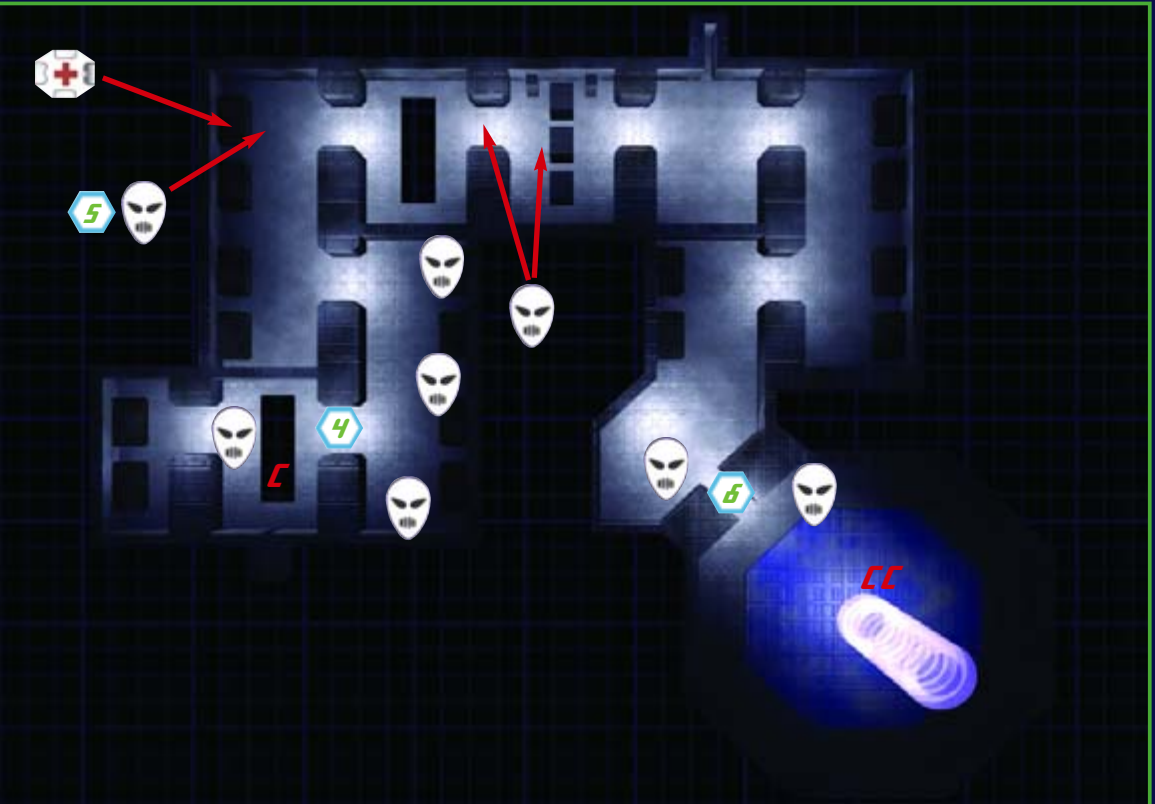
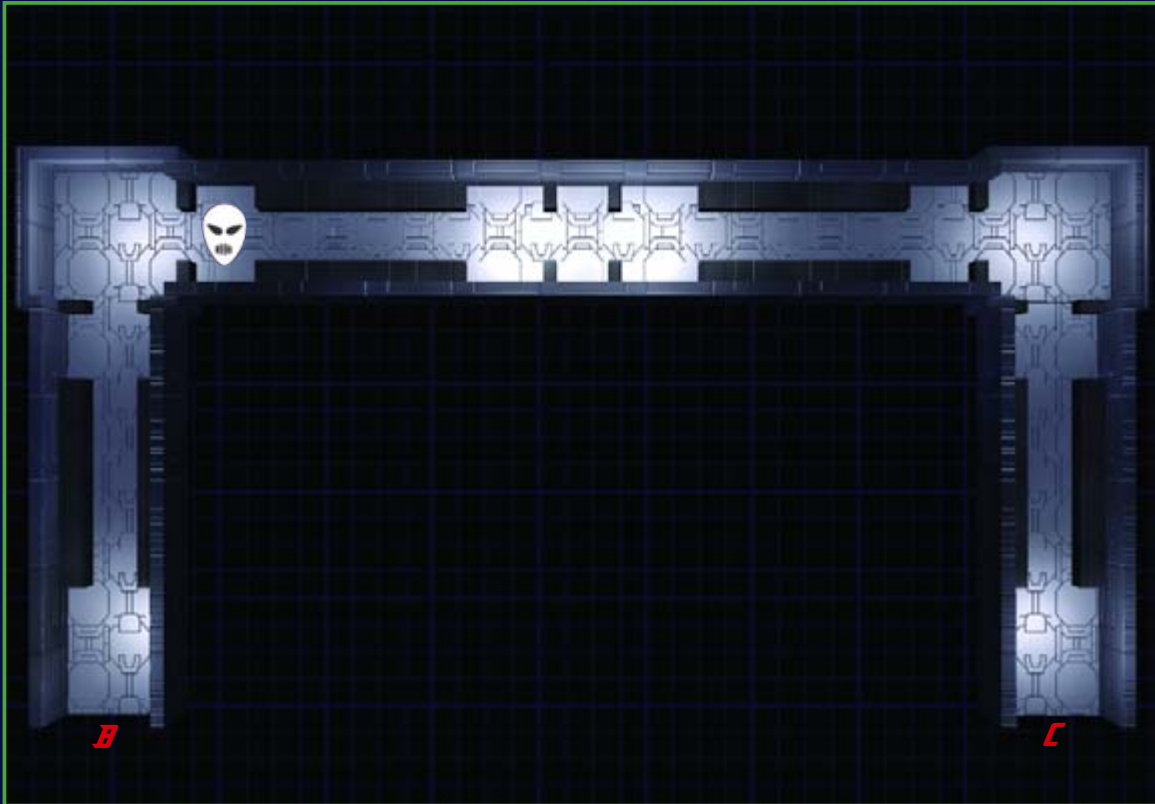
### □ Wait, It Gets Worse!

The journey for the Index continues. You must clear out another level of the Library to reach the next lift. The Monitor and the Sentinels are a little bit of help, but you'll be doing a lot of the heavy lifting.

ITEMS:	Health Pack x4
ENEMIES:	Flood Infection Form, Flood Combat Form, Flood Carrier Form
NEW WEAPONS:	None

MISSION OBJECTIVES: \*Follow the Monitor to the Index







Blast the Carriers that show up when you step off the lift. Then walk down the hall to where the Monitor waits here. It has to attend to a problem and asks you to wait. Stick tight with the Sentinels and blast the Flood creatures that come around. It can get pretty hairy; remember that there are a couple of Health Packs in the ramp area near you.



Follow the Monitor to the right when the door opens. More waves of Flood sweep in, but with the Sentinels you should be all right. When you get to this door, the Monitor has another problem and makes you wait.

### NOTE

Your Mission Objectives change every time the Monitor leaves. We won't note it because it happens so often.



Go down the ramp here and follow the tunnel. At the other end, Flood creatures start attacking. Backpedal into the tunnel and let them come at you. You've got a straight field of fire and can easily deal with them.



Just outside of the tunnel's end is this junction between hallways. Flood creatures keep falling out of the pipes as you try to push forward. Retreat to the junction and mow them down. Then step forward again until another set of enemies shows up. Retreat and shoot, as before. Repeat the pattern until no more Flood beasts show up.



Lob a Grenade at the cluster of Flood mutants in this corner. Be wary because they're armed with Rocket Launchers. Move up to their position when they've been popped and grab a Launcher. Move a bit forward, then backpedal when the next wave appears. Rocket them to pieces and repeat. Swap back to your dropped weapon when the Launcher is out of ammo.



Run through the last bit of hallway and get to the lift here. You can fight the Flood that appear, but you should be able to just skate past them and escape to the next level, which conserves ammo.







## The Library:

### ☐ But I Don't Want to Ride the Elevator!

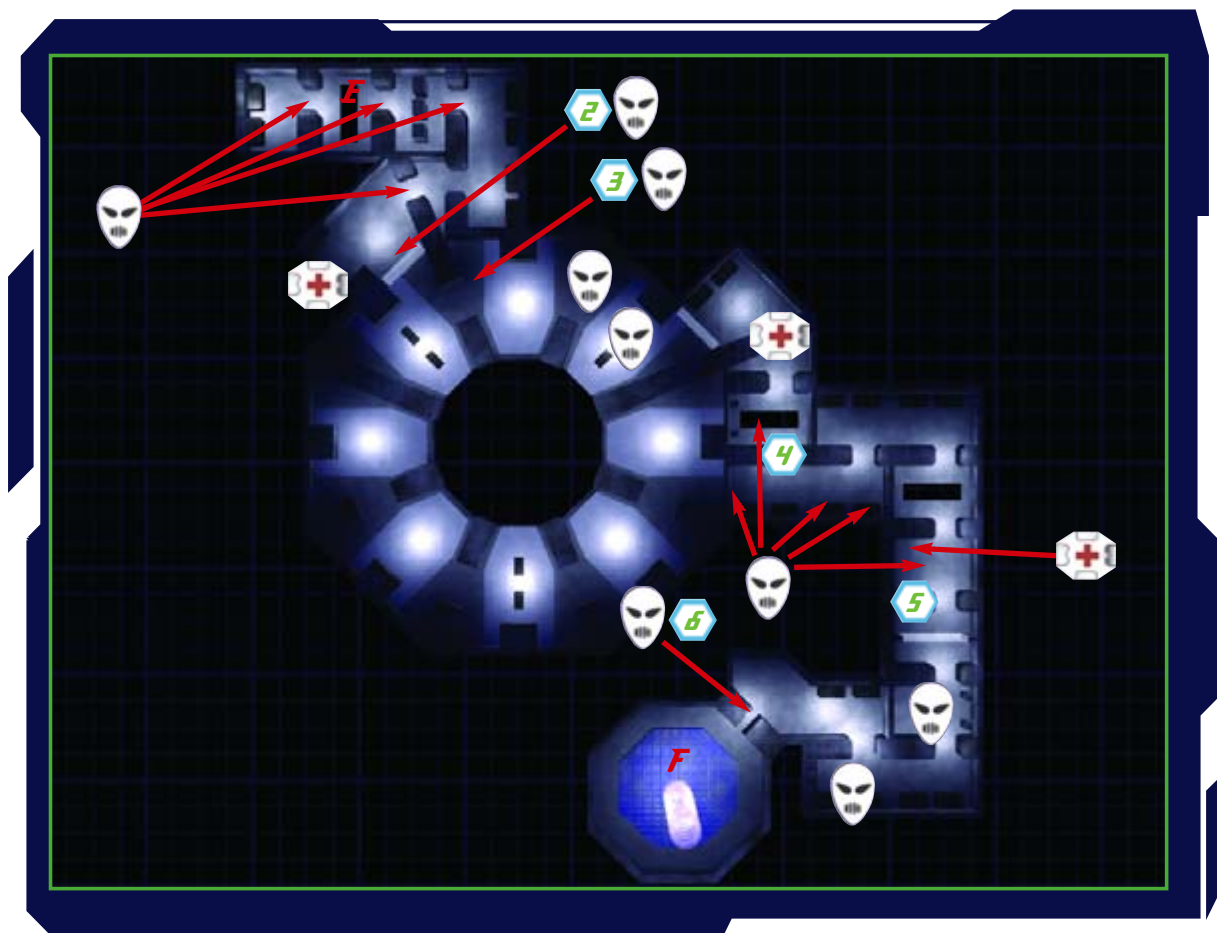
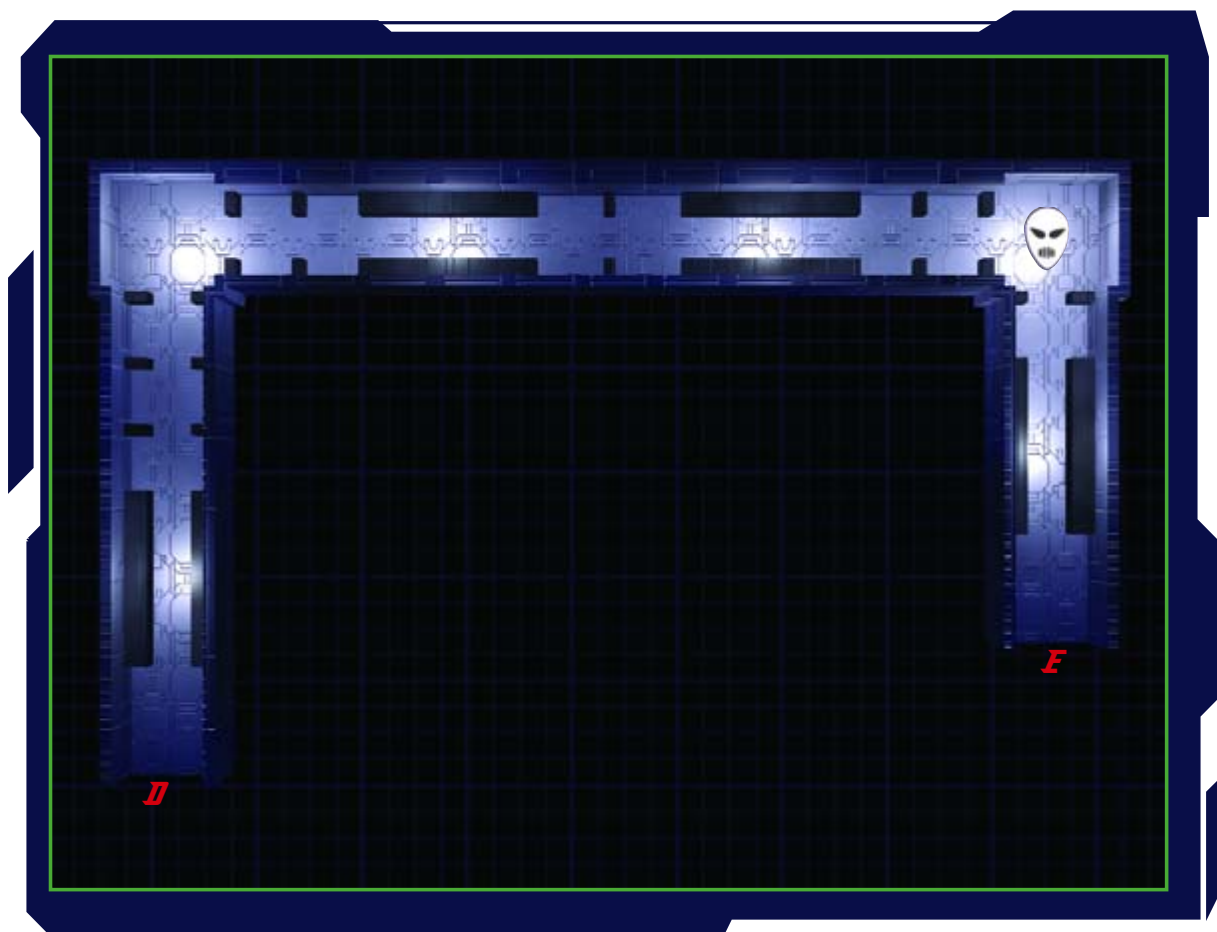
Another level of the Library awaits you. The Flood mutants try to get you, and the Monitor sings to itself. Just another day on Halo.

<b>ITEMS:</b>	Health Pack x4
<b>ENEMIES:</b>	Flood Infection Form, Flood Combat Form, Flood Carrier Form
<b>NEW WEAPONS:</b>	None

**MISSION OBJECTIVES:** \*Follow the Monitor to the Index



## The Library: But I Don't Want to Ride the Elevator!





The Sentinels reappear after you step off the lift, and clear the way for you to jump into a tunnel. Run along the length of it, killing those who get in your way. At the other end the Sentinels fry the next wave of Flood creatures. Let the robots do the heavy work, supporting them when a beast is firing at them.



The Monitor and the Sentinels abandon you. Get to this blast door and fend off several attacks by the Flood. You have to hold out until the Monitor gets the door open. It doesn't take too long.



This length of corridor is another battlefield. Watch out for the Rocket Launcher-toting Flood Combat Form that's waiting after you get through the door. Once again, take the Launcher and use it until it's empty, then go back and pick up the weapon you swapped for it.



The Monitor seems to think you're a Forerunner. That doesn't make him any more willing to help you blast the Flood creatures that keep swarming in at this junction. Use the retreat method of dealing with them, and push on after you've cleared every wave.



Guard yourself for this fight. The Monitor locks you into a small area and leaves to open the way forward. Meanwhile, the Flood chooses that moment to pour in and attack. You can get up on one of the inclined areas to fire down and drop Grenades on your enemies, but move when the Infection Forms swarm. The Shotgun is a close friend, so use it. When the doors open the Sentinels lend a hand, and you're on your way again.



Once again, you can run ahead and just jump onto the lift to the next level, or you can fight all the Carrier Forms that come at you. Let the Sentinels deal with the Flood while you ride up.

## The Library

### □ Fourth Floor: Tools, Guns, Keys to Super Weapons

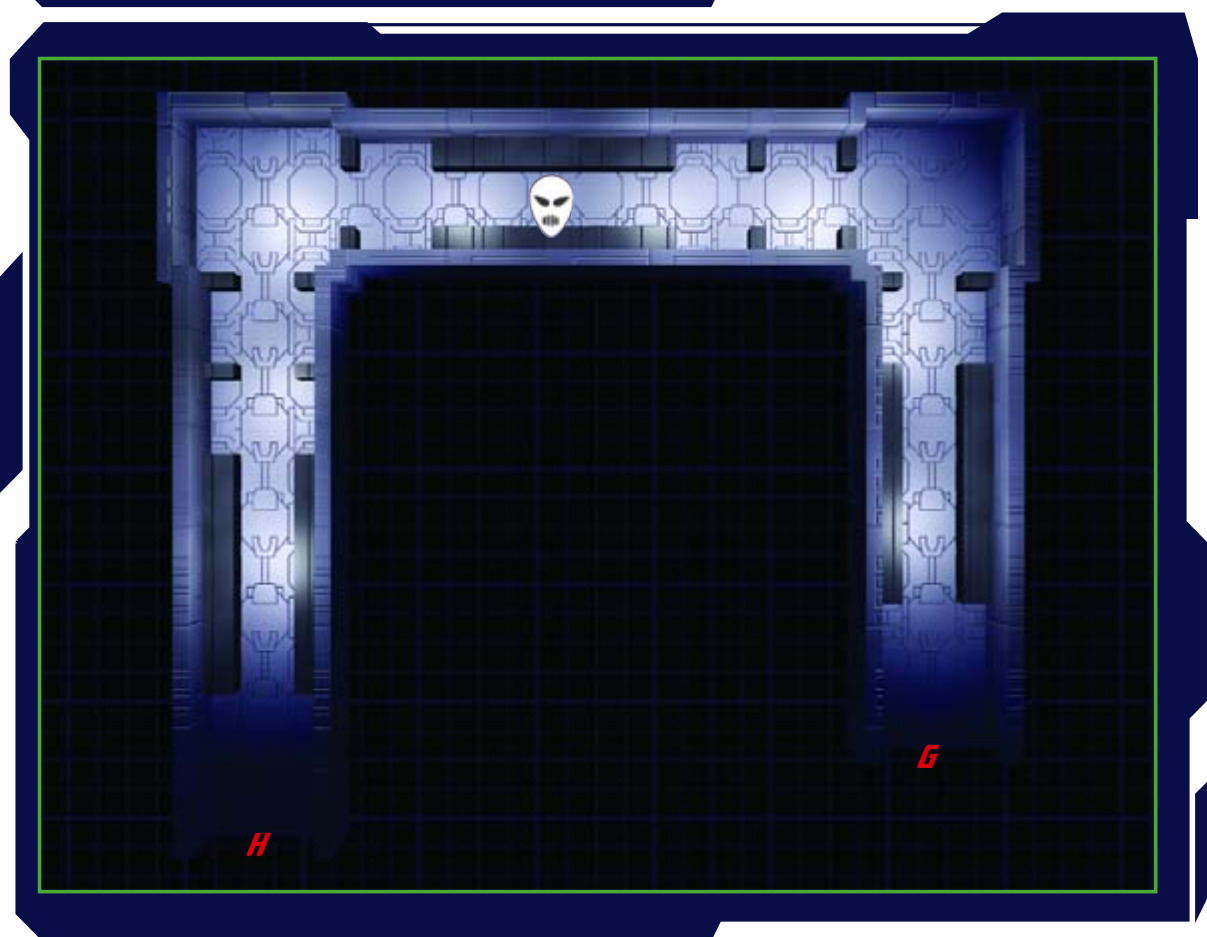
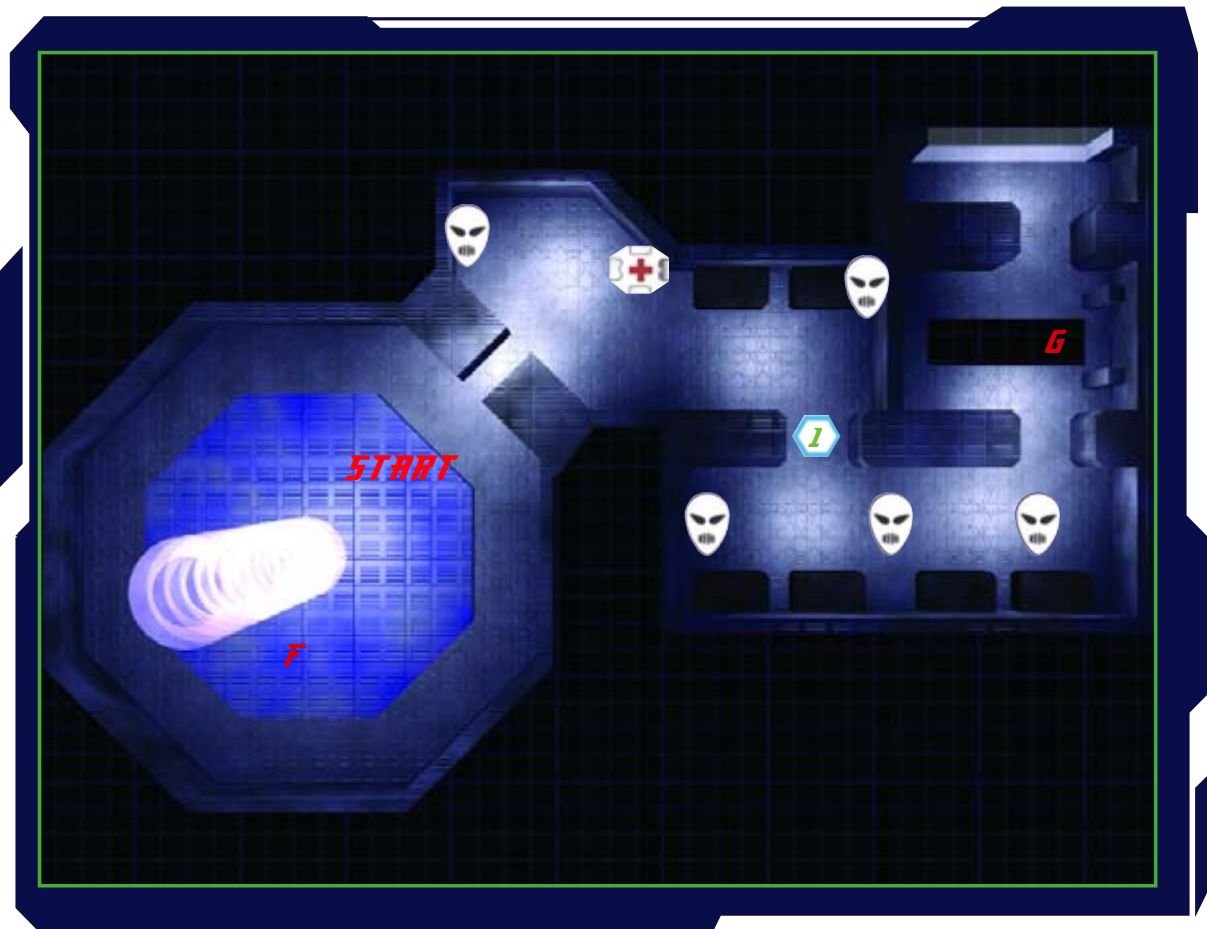
This is the last level of the Library. You'll face Flood all through it, as usual. The Index, however, is supposed to wipe out the sickening creatures, so it's worth the trouble.

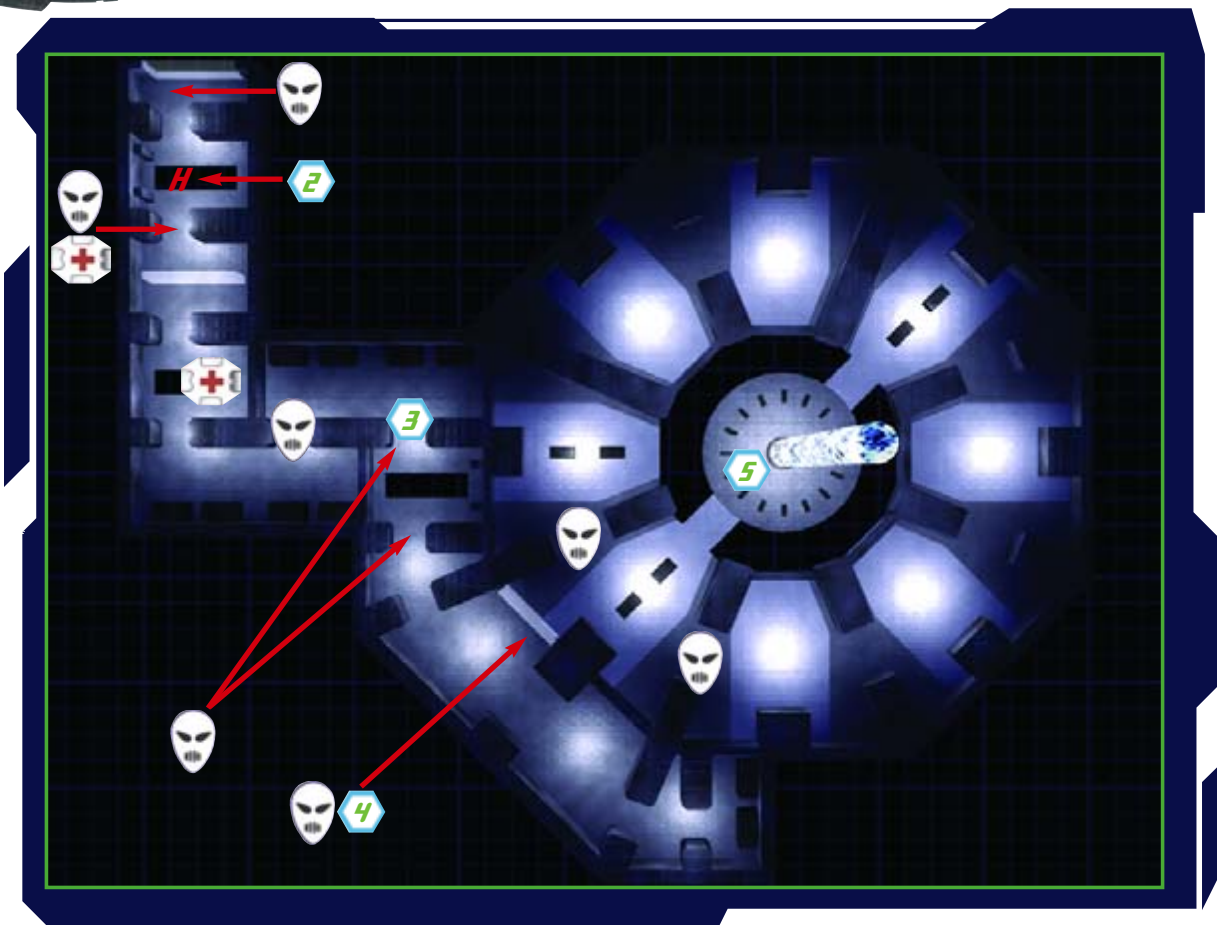
<b>ITEMS:</b>	Health Pack x4
<b>ENEMIES:</b>	Flood Infection Form, Flood Combat Form, Flood Carrier Form
<b>NEW WEAPONS:</b>	None

**MISSION OBJECTIVES:** \*Follow the Monitor to the Index



The Library: Fourth Floor: Tools, Guns,  
Keys to Super Weapons





The Sentinels are back again, but a vicious swarm of Flood Combat Forms will probably take down a lot of them at this junction. Be vigorous in your offense.



Lope through a tunnel – blasting Carrier Forms as they show up – and pop up here, trapped between two doors. You have to fight for a while before the Monitor gets the door open. It's not too grueling, though.



The pipes dump a load of Carrier Forms on you, but that's not too frightening. Clear them before moving to this junction, where Combat Forms come after you.

This door opens, and the Flood breaks loose. Retreat and take the enemy out with Grenades and gunfire. Don't go through the door until you've blasted a ton of the creatures. Then push forward and rile things up, getting the Flood goons to chase you, and retreat again to the door. That way you won't have to worry about your rear.





## Two Betrayals: The Gun Pointed at the Head of the Universe

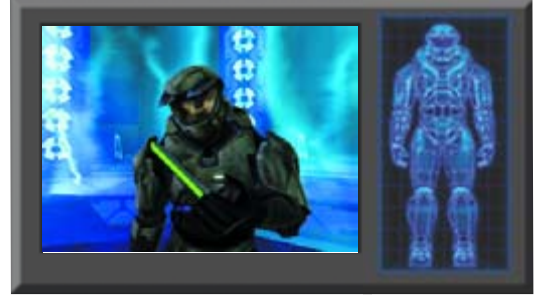
**MISSION OBJECTIVES:** \*Recover the Index

**TIP**

You can rush forward and get onto the main lift right away, avoiding a lot of the fighting.



When you're ready, get onto the main lift. It starts down toward the Index.



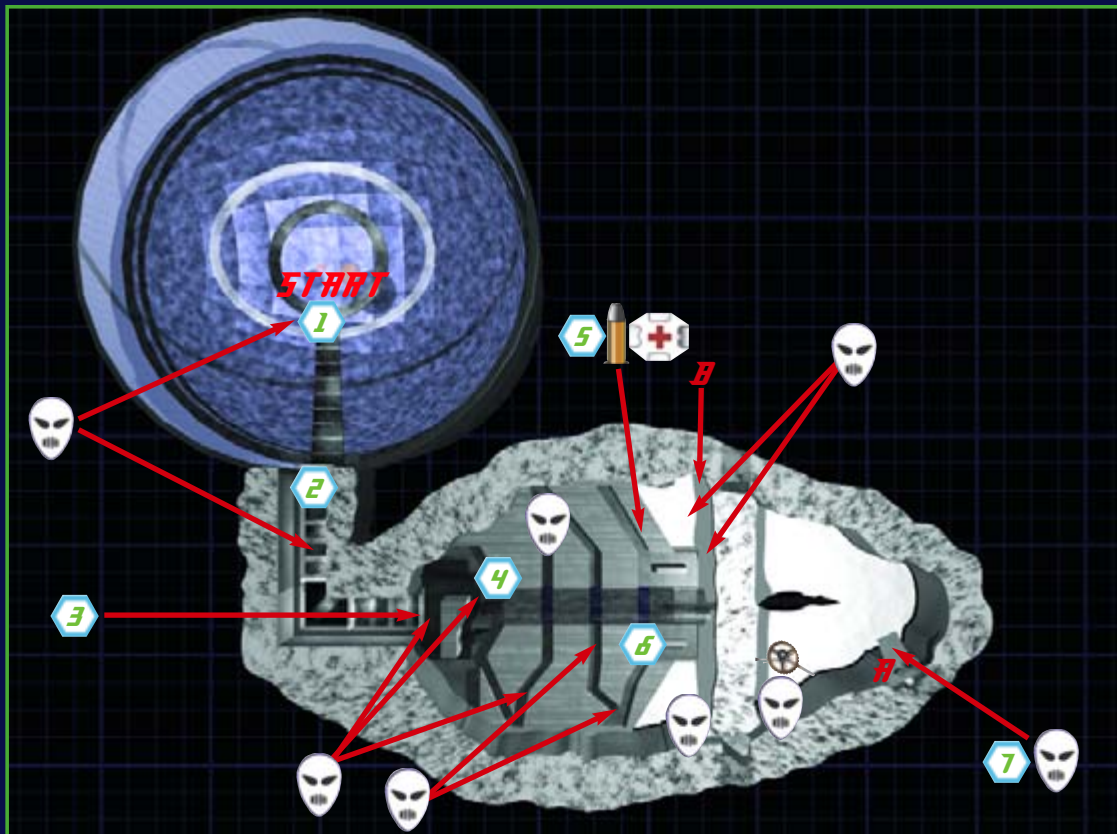
You ride down to the Index, and the Monitor entreats you to pick it up. The little blue robot takes possession right away and transports you back to the Control Room.

## Two Betrayals

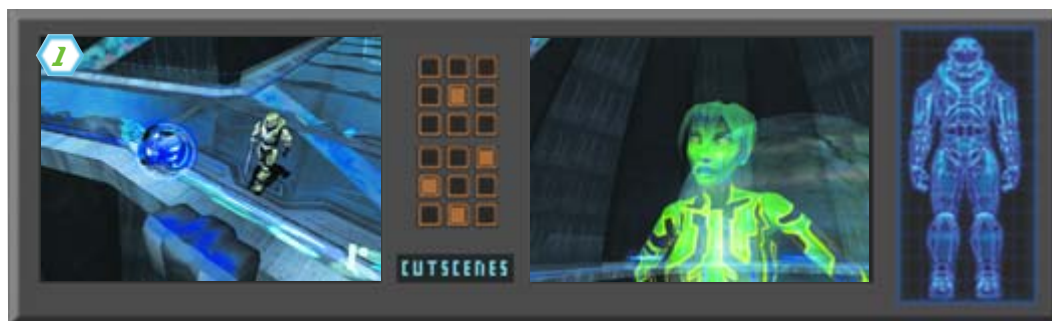
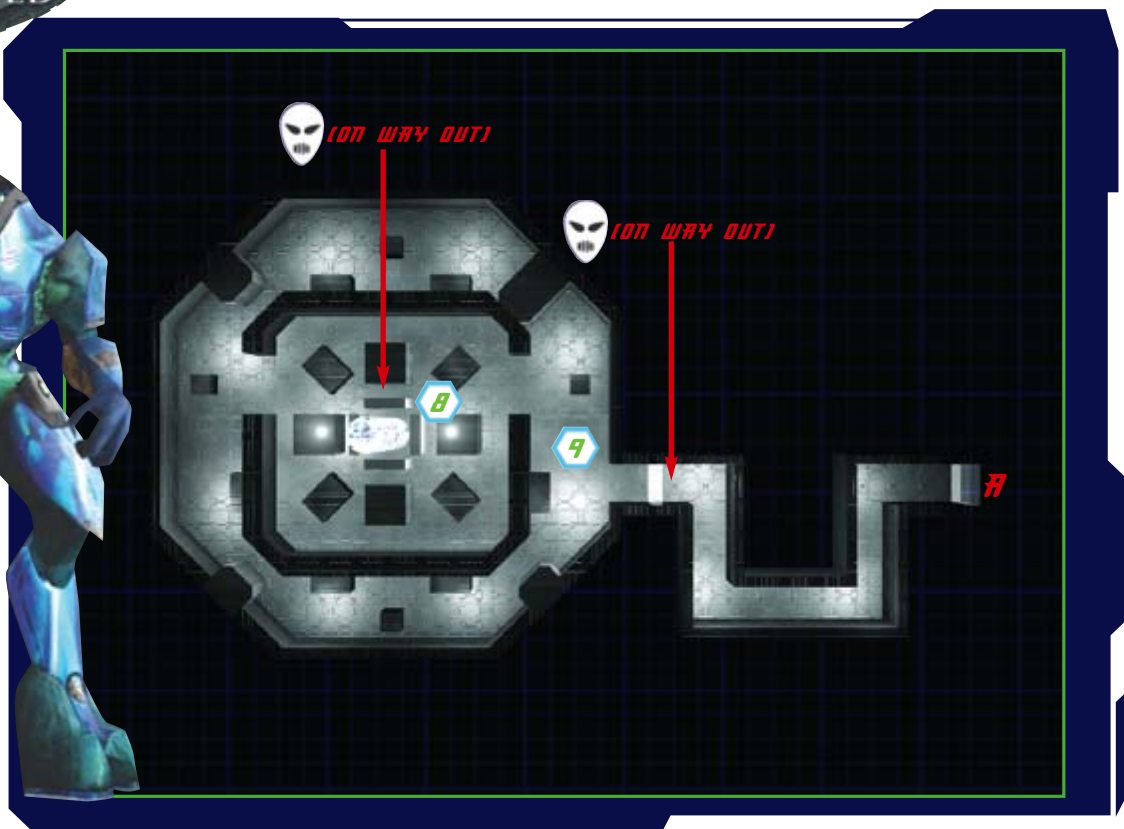
### □ The Gun Pointed at the Head of the Universe

You find out Halo's true purpose, and it's not a nice one. At least you don't have to fight the Flood this time. Unfortunately, you do make another enemy, bringing the score to three groups that want you dead. Try to disappoint them.

<b>ITEMS:</b>	Health Pack x1
<b>ENEMIES:</b>	Sentinels, Grunts-Minor, Grunts-Major, Jackals-Minor, Jackals-Major, Elites-Minor, Elites-Major, Hunters
<b>NEW WEAPONS:</b>	None







The Monitor shows you where to plug in the Index. Master Chief slots it in, and nothing happens.

Cortana shows up to berate Master Chief for what he almost did. After much bickering, she finally explains that the Halo structure is a defense against the Flood. It wipes the area clean of host bodies – that is to say, all life in the whole galaxy.



The Monitor shows no surprise. It assumed that you knew what you were doing. It also alludes to other Halo structures in the galaxy. The Monitor insists that you proceed with the containment protocol.

Cortana slips back into Master Chief's suit and yells at him to get out. The Monitor is getting threatening. Whatever will you do? Obviously, you fight.



The Sentinels turn on you as the Monitor disappears. Keep moving around the circular platform of the Control Room. Backpedal so you can fire at the Sentinels. The Pistol works well; scope it in and focus on one Sentinel at a time. Whittle their numbers down to make it easier on yourself.

## Two Betrayals: The Gun Pointed at the Head of the Universe



Cortana decides that you must destroy Halo by setting off the Pillar of Autumn's fusion reactors. Open the blast doors with the control panel and you'll see Covenant forces battling Sentinels. Snipe with the Pistol, but let them damage each other before wading in.



Open a couple more doors and come out onto the top of the pyramid structure, which you should remember from earlier. Clear it of Covenant forces, and Cortana explains your next mission. You must destroy three Pulse Generators to buy time for your scheme to destroy Halo.

**MISSION OBJECTIVES:** \*Locate and destroy Pulse Generator #1



You can now either fight your way down the pyramid path or slide down a slope like this one – which saves some wear and tear. End up on the path near the Rocket Launcher and grab it.



This can be a grinding fight. Stay here at first, on the side where you found the Launcher, so the Wraith tank won't blast you. You need to clear out some troops before going after the tank. Use the Rocket Launcher on the Elites but make sure you save at least three rockets for the Wraith.



**Don't just run onto the field and start firing. Stay close to the ramps of the pyramid so you can escape to cover if you need to let your shields recharge.**



Once you've got one side cleared, move to this side. Pop the tank with a couple of rockets and blast the loose Covenant troops.



Once the area is secure, jump into the Banshee and fly up to the Nav Point. Use the Banshee's cannons to clear the landing pad, then touch down. Jump out and go through the hall.



This shaft of light is your goal. All you have to do is walk into it. The blast will drain your shields and alert Sentinels. Either find cover and fight it out, or head to the door and run.



Our suggestion? Fire a rocket at the door when it opens to take out a couple Sentinels and cause confusion. Then hightail it out of there.





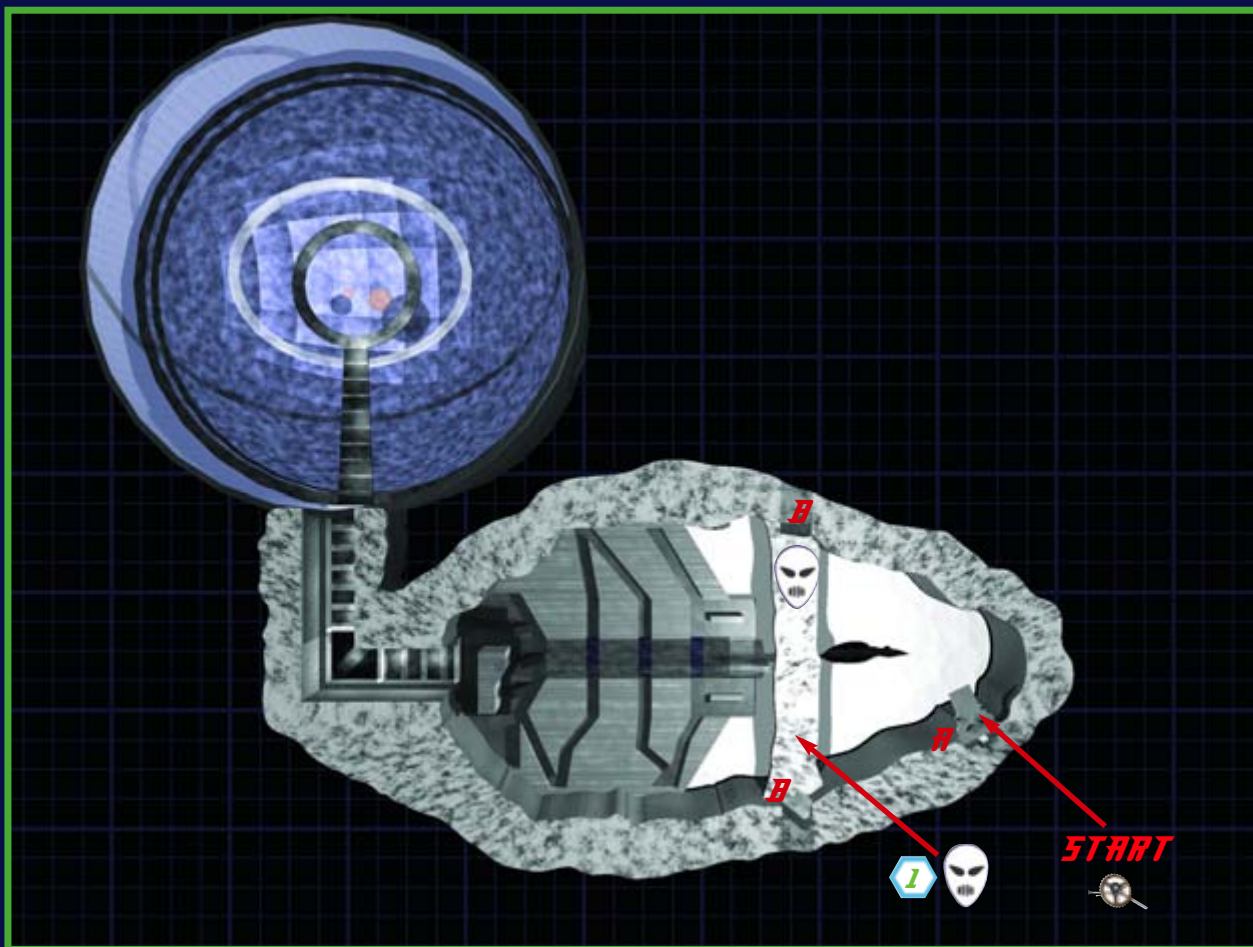
## Two Betrayals

### □ Breaking Stuff to Look Tough

You're in for a long haul in search of the second Pulse Generator. You have to make your way to the canyon floor and then fight back along a familiar snowy path to reach more Banshees. Get set.

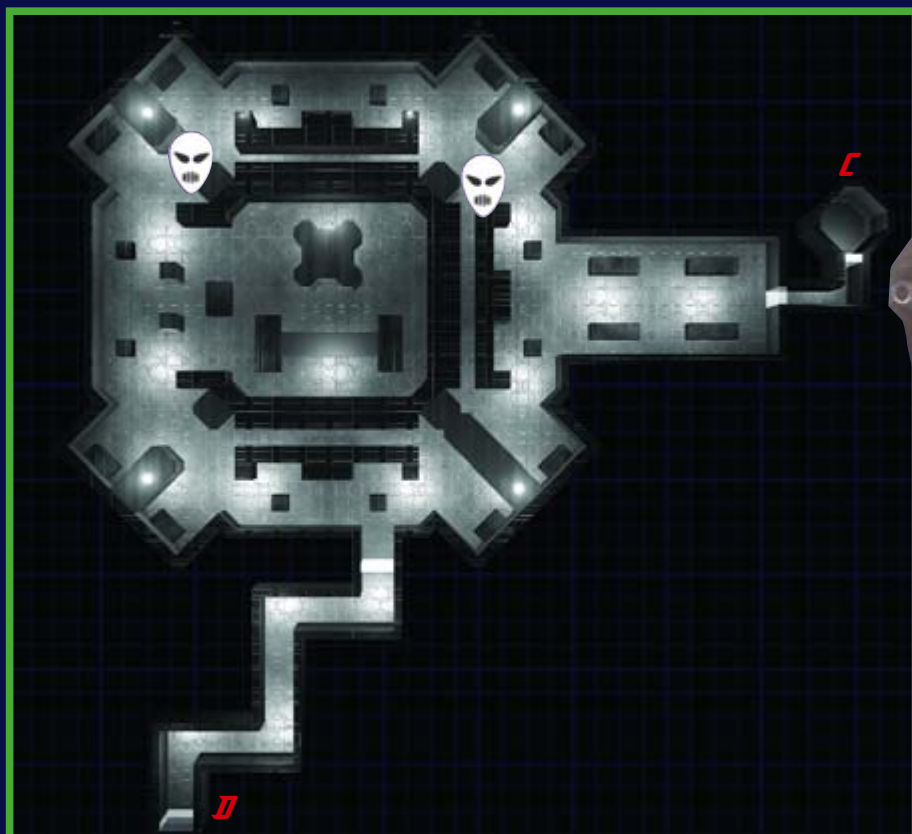
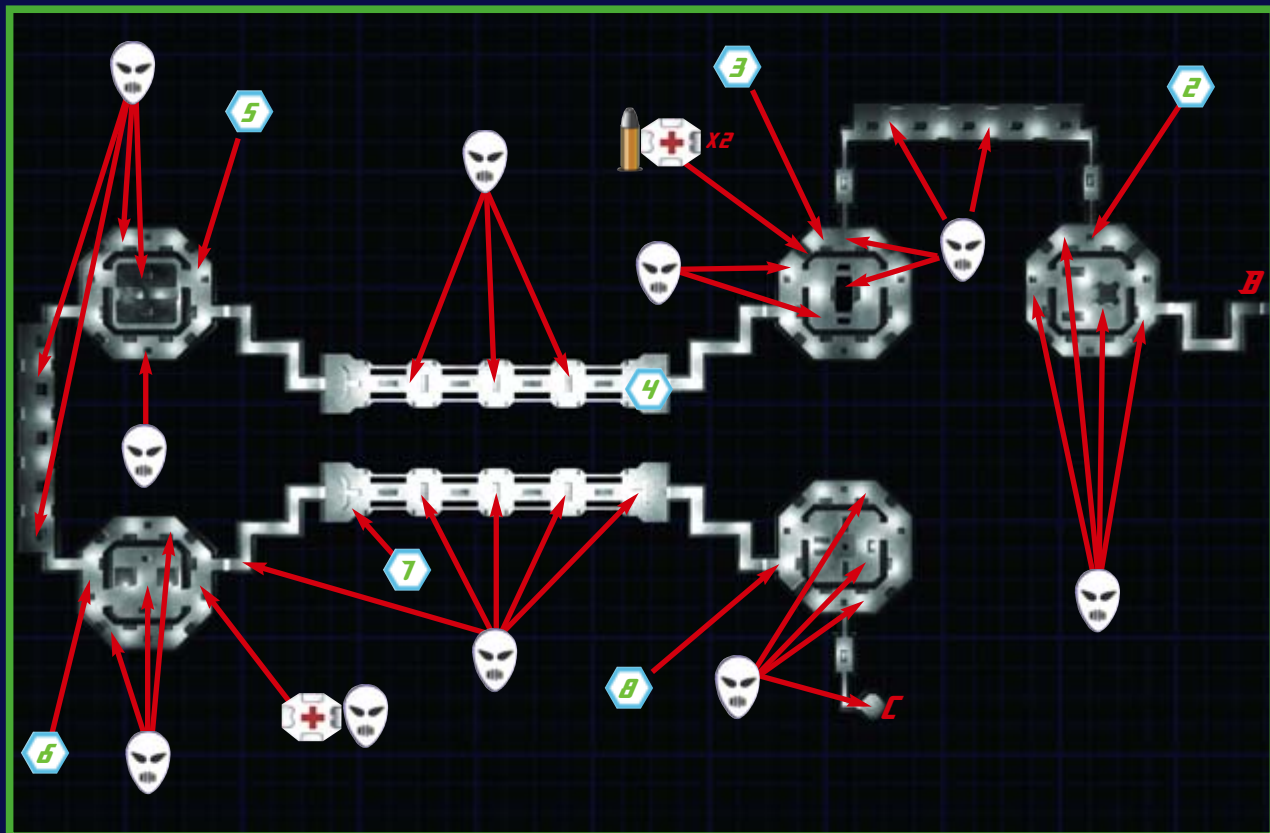
<b>ITEMS:</b>	Health Pack x7
<b>ENEMIES:</b>	Grunts-Major, Grunts-Minor, Elites-Commander, Elites-Major, Elites-Minor, Jackals-Major, Jackals-Minor, Hunters, Flood Combat Forms, Flood Carrier Forms, Flood Infection Forms
<b>NEW WEAPONS:</b>	None

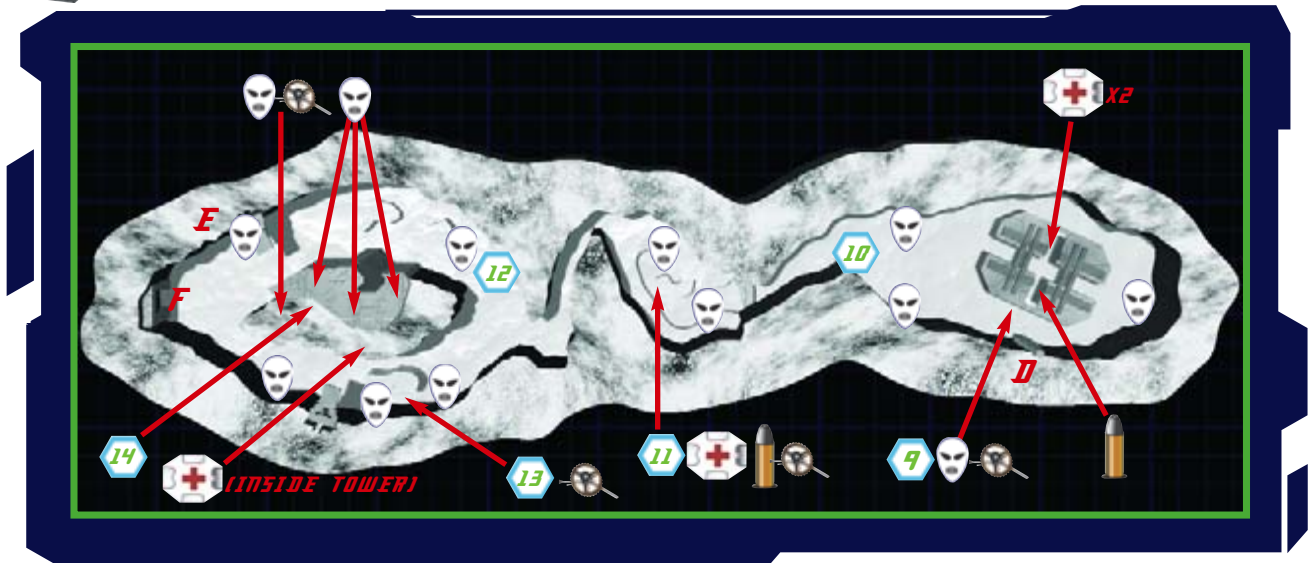
**MISSION OBJECTIVES:** \*Find and enter lower entrance to Canyon B





## Two Betrayals: Breaking Stuff to Look Tough







## Two Betrayals: Breaking Stuff to Look Tough



Jump back into the Banshee and head for the next Nav Point, which is on the bridge. Hover for a bit and clear away the troops before you land.

### NOTE

There are still lit arrows on the floor, but now you must go in the direction opposite the way they point.



Clear the room of resistance and head down this ramp in the back. It leads to a wide hall with more Covenant goons. Sweep them up and move on.



The Flood are in the next room, fighting with Covenant forces. Sit back for a bit and let them duke it out. When the fighting dies down, rush in and mop up. The Flood Combat Forms carry Assault Rifles if you're in need of one.



Move on and you'll come to this set of parallel bridges. The Flood is on one, the Covenant on the other. Step out to get things started, then retreat behind cover to let the two sides beat each other up. Move forward slowly and watch out for the Commander Elite with the Plasma Sword.



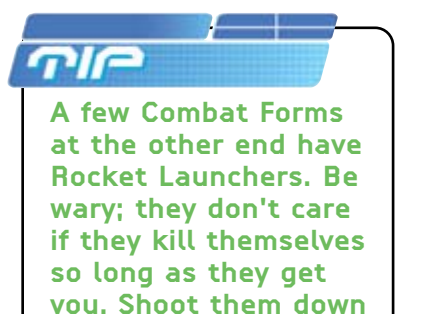
The next room is fully infested with Flood creatures. If you rush the ramp in the center of the room and clear the viewing platform, you can pick off the Combat Forms as they leap up to you. Stem the tide and move on.



Watch out for a Rocket Launcher-wielding Combat Form in the wide hall, and carve through the next room's collection of Flood beasts, including a huge swarm of Infection Forms.



You end up on another bridge, with a Flood vs. Banshees fight. Let them tear at each other before you charge in. If you're lucky, the Flood will blast the Banshees. But don't bet on it. Let the flyers clean the bridge of some Flood creatures. Then dodge and weave along the bridge to reach the other side.



**A few Combat Forms at the other end have Rocket Launchers. Be wary; they don't care if they kill themselves so long as they get you. Shoot them down from afar.**



Another room full of Flood beasts waits for you after the bridge. Blast away and move into the far hall. Then get to the lift and ride it down. Tons of Infection Forms fall in the lift shaft. You should be fine; just leave the lift quickly when it stops.



Keep to the perimeter of the next room to find the exit. Travel through the hall beyond and you'll end up outside again. Another Covenant/Flood battle rages out here. An overturned Ghost waits right in front of the door. Flip it and mount up.



**MISSION OBJECTIVES:** \*Locate and destroy Pulse Generator #2



Use the Ghost to reap the troops in the area. You can also take it against the Wraith tank, or you can duck into the gully and grab the Rocket Launcher to deal with it. Once the area is secure, ride or run down the path here and make your way into the tunnel.

## TIP

The Nav Point is a few canyons away, so you have a bit more traveling to do. Take the Rocket Launcher in the gully with you; there are Hunters a little later on. You can also maneuver the Ghost out of the tunnel, so try hanging onto it.



Past the flipped Warthog – which you can use if you want to – go up the snowy path. Blast any resistance you meet and keep trucking.



Back at this tower, take care of the two Hunters first. You can use the Ghost (if you kept it) or the Rocket Launcher to deal with them.



Keep moving to the back of the area and blast the Wraith tank. Then keep circling the tower to find the empty Banshees next to this hill. Jump into one and fire it up.

## TIP

You can race right for the Banshee and use it to strafe the ground troops and dogfight the other Banshees. It's hard to deal with so many enemies while flying, however.



Fly straight up. The top of the tower is a landing pad with a couple of Stationary Guns and idle Banshees. Strafe the tower top until it's clean. Use the Banshee's cannons to take out the Covenant forces on the platform where the Nav Point leads you. Then land and go in the door.



Sentinels and Flood beasts trade fire in this Pulse Generator room. Let them play a while before breaking it up. Once it's clear, step into the shaft of light to disable the second Pulse Generator. Be careful; as soon as it goes offline, a new swarm of Flood creatures attacks.

## TIP

Orient yourself so that you can run directly to the door after hitting the Pulse Generator. Throw a Grenade just as the door opens to clear a path. Shotgun your way into the hall and you're free.

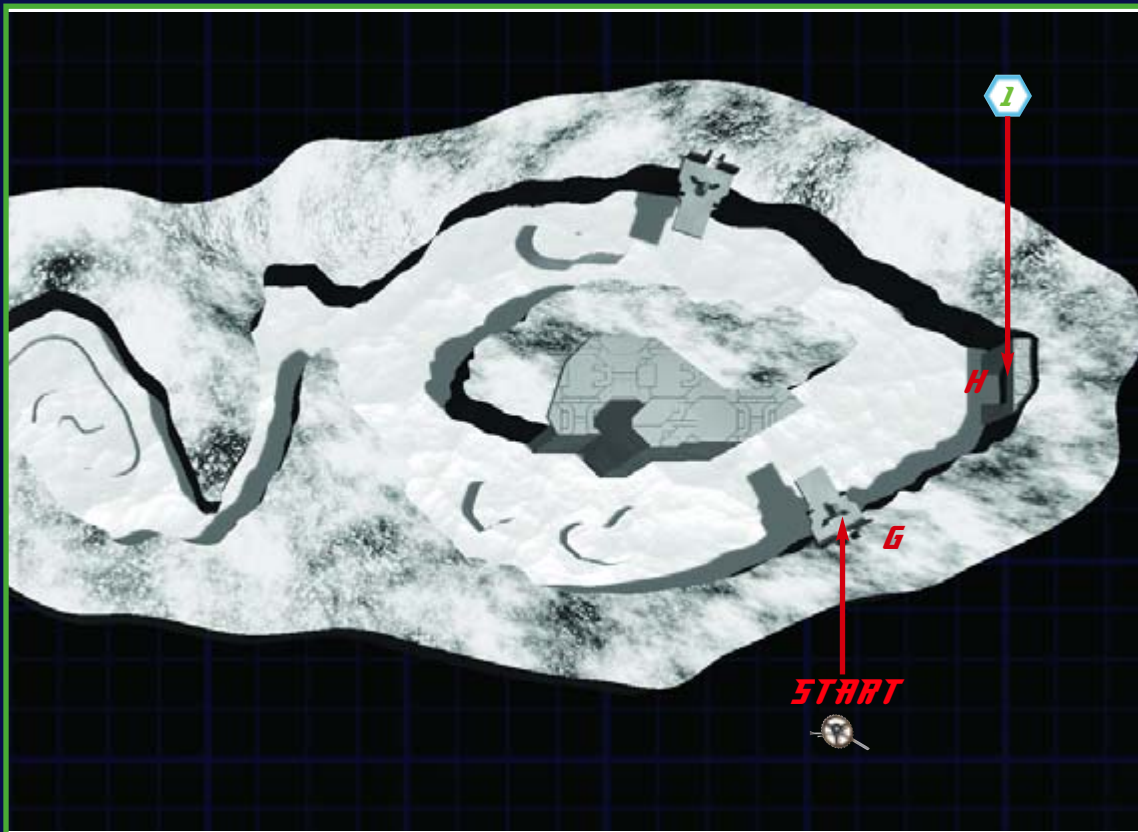
## Two Betrayals

### □ The Tunnels Below

This is another short, but possibly fatal, phase of a mission. In other words, you'll be fending off hordes of creatures that want you dead.

<b>ITEMS:</b>	Health Pack x2
<b>ENEMIES:</b>	Grunts-Major, Grunts-Minor, Elites-Major, Elites-Minor, Flood Combat Forms, Flood Carrier Forms, Flood Infection Forms
<b>NEW WEAPONS:</b>	None

**MISSION OBJECTIVES:** \*Locate and destroy Pulse Generator #2

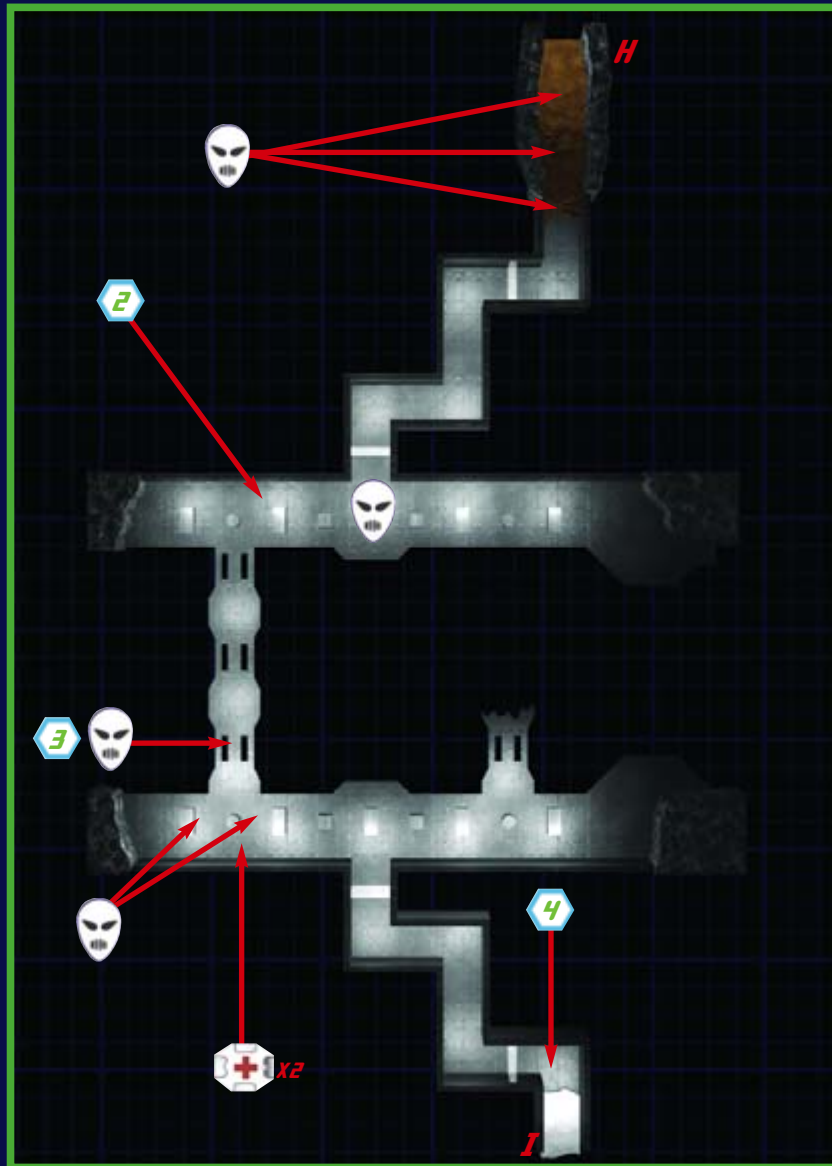




Back on the platform a Banshee waits to ferry you down. Follow the Nav Point to this tunnel and use the cannons to strafe the Covenant and Flood forces that battle below. Keep an eye on the Banshee's gauge, though, so you can bail out if it gets critical.

## C A U T I O N

Some of the Flood forces have Rocket Launchers. Needless to say, they'll knock you right out of the sky. So be careful.



After scouring the tunnel, go to the blast door and use the control panel to open it. You can't take a Banshee inside, so proceed on foot. You end up here, near a bridge over a vast chasm. Destroy the few Flood creatures you find, and hoof it across.



The other side is swarming with Flood beasts. Don't go wading in. Let them come to you, and keep moving to avoid any rockets that might get hurled at you. Pick up a Health Pack if you need it, then go through the blast door.



You must open one more blast door, then the tunnel leads out to the snowy areas once again. You've finished this phase, now on to the final run of the mission.



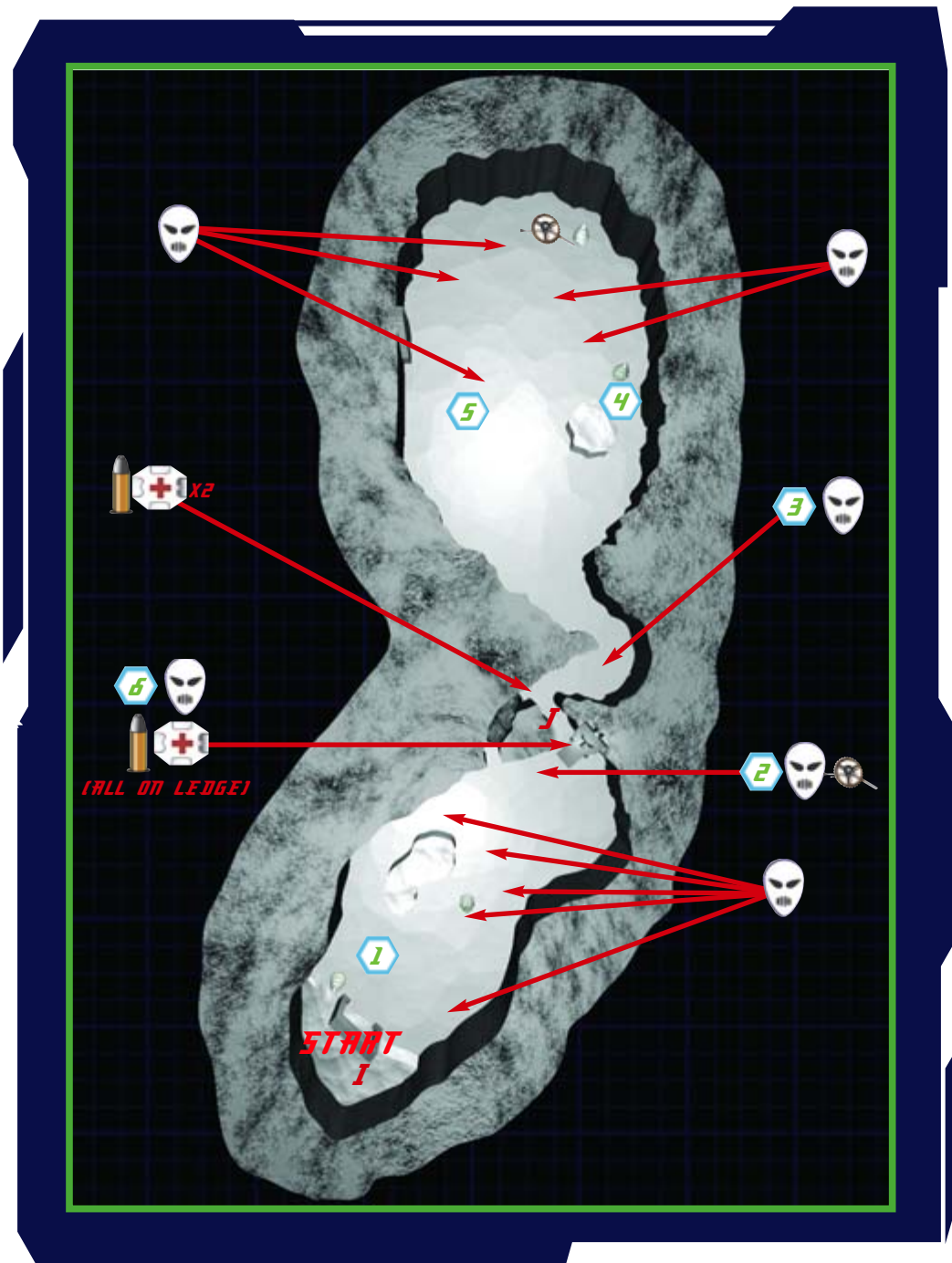
# Two Betrayals

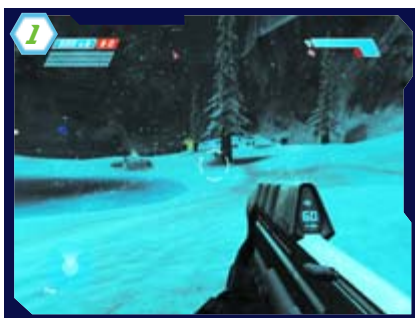
## Final Run

You get a Nav Point almost immediately, but you need to have a Banshee to reach it. So finding a Banshee is the first priority, and that will take time. You have to get through a few huge battles in open terrain. Take it slow and steady to survive.

<b>ITEMS:</b>	Health Pack x3
<b>ENEMIES:</b>	Grunts-Major, Grunts-Minor, Elites-Commander, Elites-Stealth, Elites-Major, Elites-Minor, Jackals-Major, Jackals-Minor, Hunters, Flood Combat Forms, Sentinels
<b>NEW WEAPONS:</b>	None

**MISSION OBJECTIVES:** \*Locate and destroy Pulse Generator #3





This expanse of white tundra is the sight of a vicious fight between Covenant and Flood troops. Head to the right as soon as you get out of the tunnel and destroy a small knot of Flood beasts, then let the battle rage for a while before stepping over to mop up. You need to fly to get to the Nav Point, but that will take some doing. Move on.



Get to this collection of Covenant hardware and jump on a Ghost. Head to the lighted path toward the back of this area. The tunnel is blocked, so don't bother.



Once again groups of your two enemies are fighting. Since you're on the Ghost, you can just wade right in and destroy them all. A couple of Flood Combat Forms have Rocket Launchers, so strafe as you approach and keep firing. Jump off and load up on ordnance before moving on.



May we suggest the Sniper Rifle? It comes in handy a little later. In fact, take the Sniper Rifle and the Rocket Launcher into the next area. You can come back later to pick up what you drop.

## Two Betrayals: Final Run



Move into this area just enough to get the fight started between the Flood and the Covenant. Let this one go for a while since the forces are formidable and you want them weakened. Take it slow. Sneak around the right side until you can see one of the Wraith tanks. Blast it with the Rocket Launcher, then use the Sniper Rifle on the troops.



Snipe at the most troublesome aliens, Elites and Jackals. Hunters are too tough, so don't waste bullets on them. Empty the Sniper Rifle, then retreat to where you picked it up.

C-A-U-T-I-O-N

Stealth Elites are wandering around. They can attack as you retreat to swap the Sniper Rifle, so step lively.



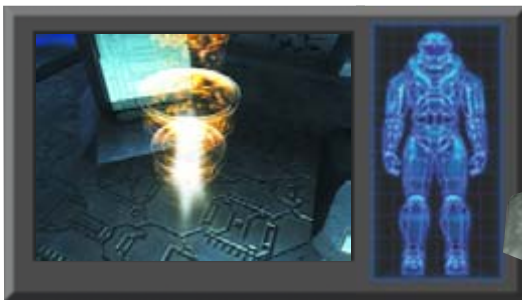
Swap out the empty Sniper Rifle for whatever weapon you dropped and return to the battlefield. Rocket the other Wraith tank and take care of the rest of the aliens. Careful, there are reserves behind a boulder.



Once that grueling chore is over and all the aliens lie dead at your feet, climb into a Banshee and fly back to this Nav Point, high up on a cliff face near where you started this phase. Sentinels lie in wait, so use the Banshee's cannons to take them down, then land and enter the door.



More Sentinels wait inside, protecting the third Pulse Generator. Use your arsenal to bring them down. Then do your bit to disable the Pulse Generator.



Cortana has learned how to teleport like the Monitor does. You can now get to the next area quickly. She powers up, and you're off to the next mission.







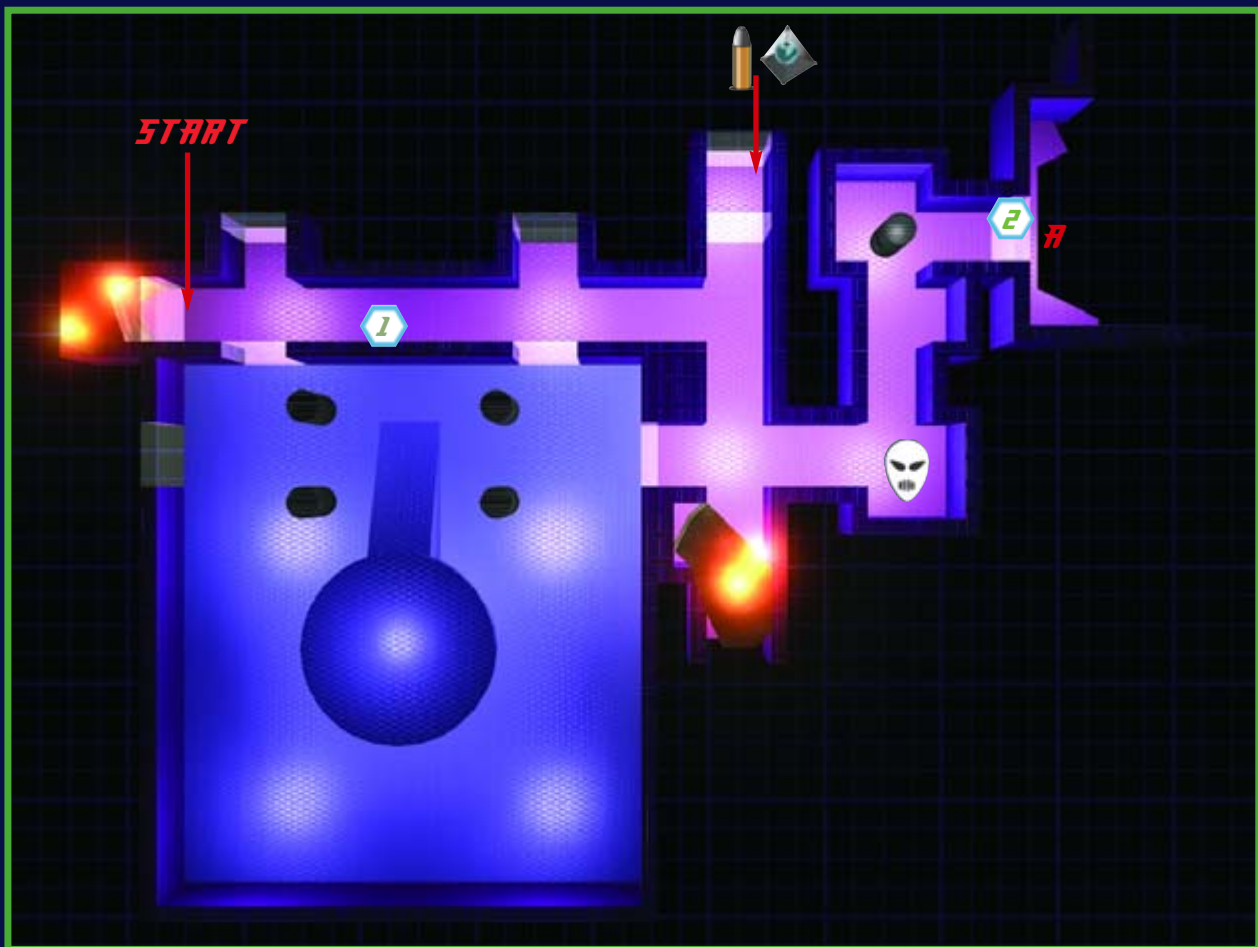
## Keyes

### □ The Maw

You need codes from Captain Keyes – or his cranial implants – to use the Pillar of Autumn as a bomb. It seems like an easy enough mission, but things go awry, and you need to take the long way around.

<b>ITEMS:</b>	Health Pack x4, Active Camouflage x1, Over Shield x1
<b>ENEMIES:</b>	Grunts-Major, Grunts-Minor, Elites-Major, Elites-Minor, Hunters, Flood Combat Forms, Flood Carrier Forms, Flood Infection Forms
<b>NEW WEAPONS:</b>	None

**MISSION OBJECTIVES:** \*Find a way into the Control Room





Cortana has figured out that the Covenant ship Truth and Reconciliation is under siege by the Flood. The Covenant is afraid the beasts will repair the ship and leave Halo.

The good news is that Captain Keyes is still alive and has the implants you need to destroy the Pillar of Autumn.

Cortana gets you inside, even if her coordinates are a little off.



A few steps forward and you can see a bit of the Control Room through a grid. Keyes gives a short message, telling you to leave him. That's not an option. Press on.

**TIP**

Once again, doors outlined with a white light are unlocked. Those outlined with a red light are locked.



Pick up the Active Camouflage and sneak up on a small knot of Covenant and Flood creatures fighting. Drop a discreet Grenade, then get to this point, where a hole has been blasted into the hull floor. Cortana suggests that you continue searching elsewhere, but she's wrong. Drop through the hole.





## NOTE

You can try to find another route, but there isn't one. All you get is an increasing number of Flood creatures swarming at you. Cortana eventually tells you to just jump.

**MISSION OBJECTIVES:** \*Find another way into the ship



You end up in a pool of coolant. Clamber out and let the fighting die down before you expose yourself to the battling forces. You might even be able to pick up a Shotgun.

## TIP

Remember your flashlight? Press **WHY** to activate it.



The next large area hosts another fight between Flood and Covenant. There are Combat Forms on the ledges. Let them blast each other to pieces before waltzing in.



Wind your way up a narrow gorge choked with Flood mutants – picking up a Sniper Rifle as you go – and you see the next open area. Use the Sniper Rifle to put down the Hunters. Jump down when things are calmer and wade through the coolant to land.



A Stationary Gun and some Covenant forces wait in the next area. Get close and throw a Grenade *past* them down the path a bit. It riles up the Flood mutants there, and they attack the gunners. Fight to this corner – where you should have aimed your Grenade – and blast the Flood creatures as they come around.



**MISSION OBJECTIVES:** \*Hold your position under the lift until it reactivates



Drop down a steep edge and keep following the narrow path to another melee between aliens. Be wary of Flood beasts on the ledges as you pass. You find the gravity lift just beyond.



A pitched battle rages for control of the hilltop. Let it die down before you push forward and ride up the gravity lift. If you're feeling bold, grab the Over Shield and rush the lift as soon as you see it, firing as you run. You may take some hits, but you'll be pulled up pretty quickly.



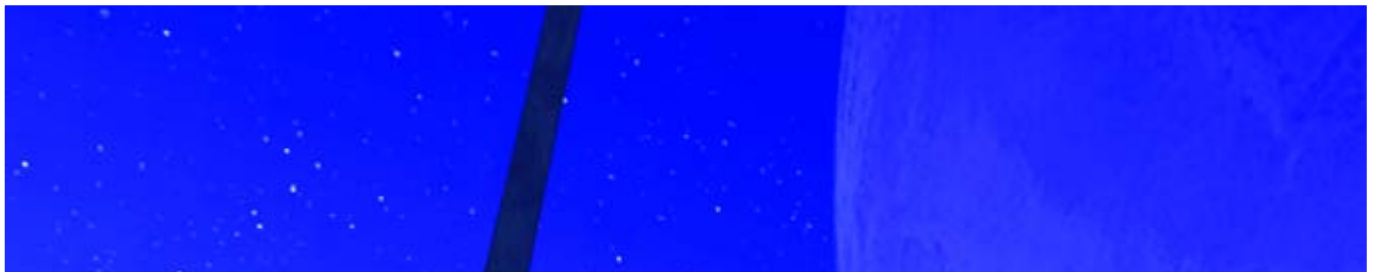
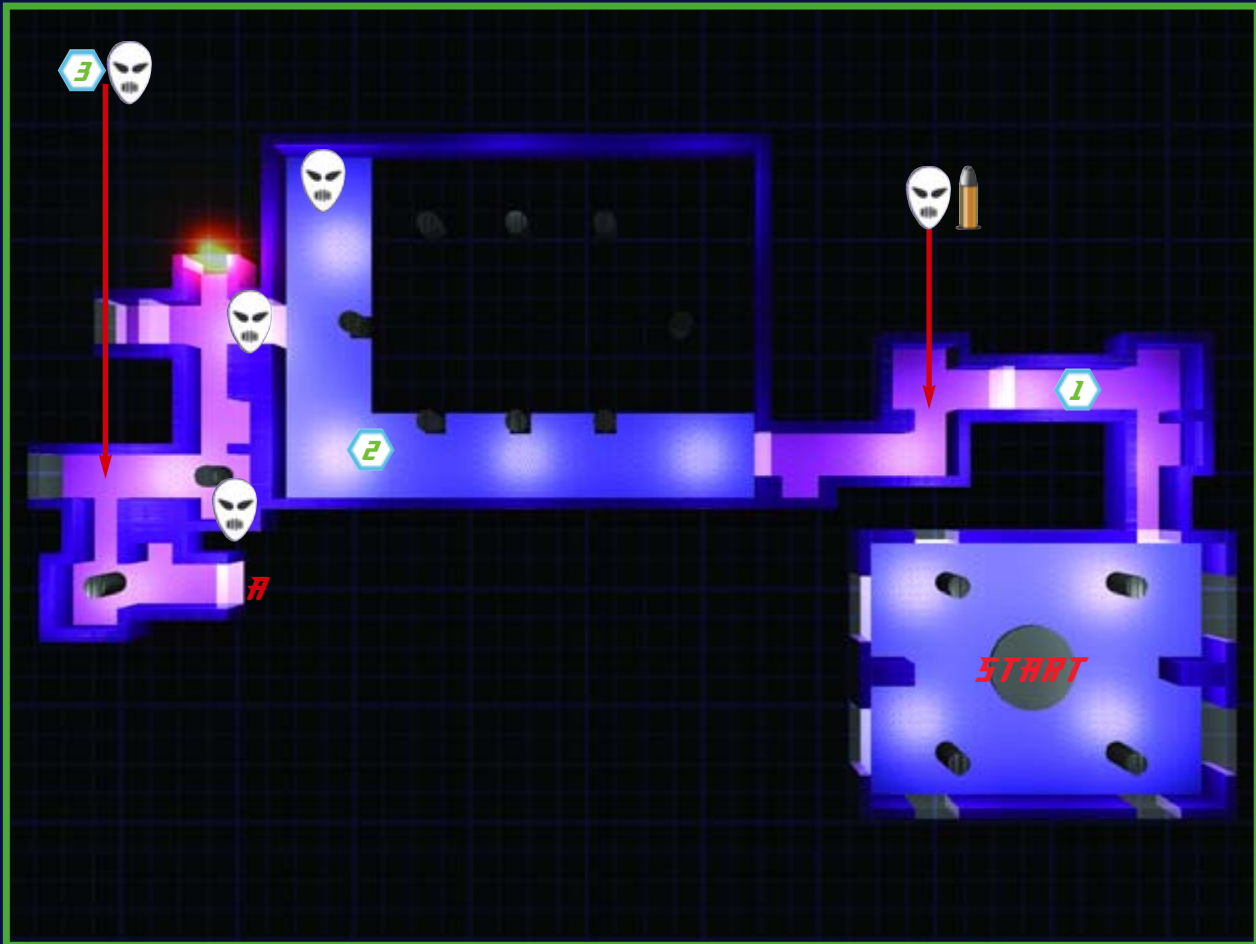
## Keyes

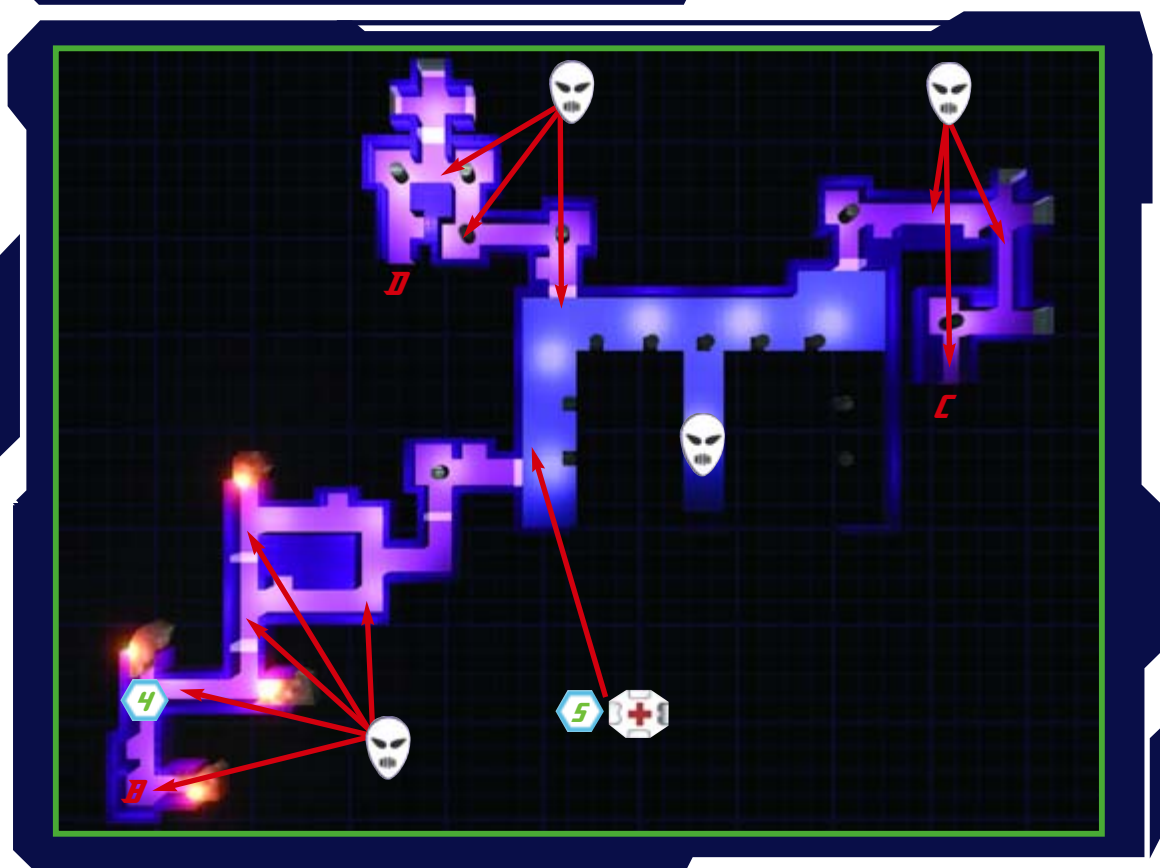
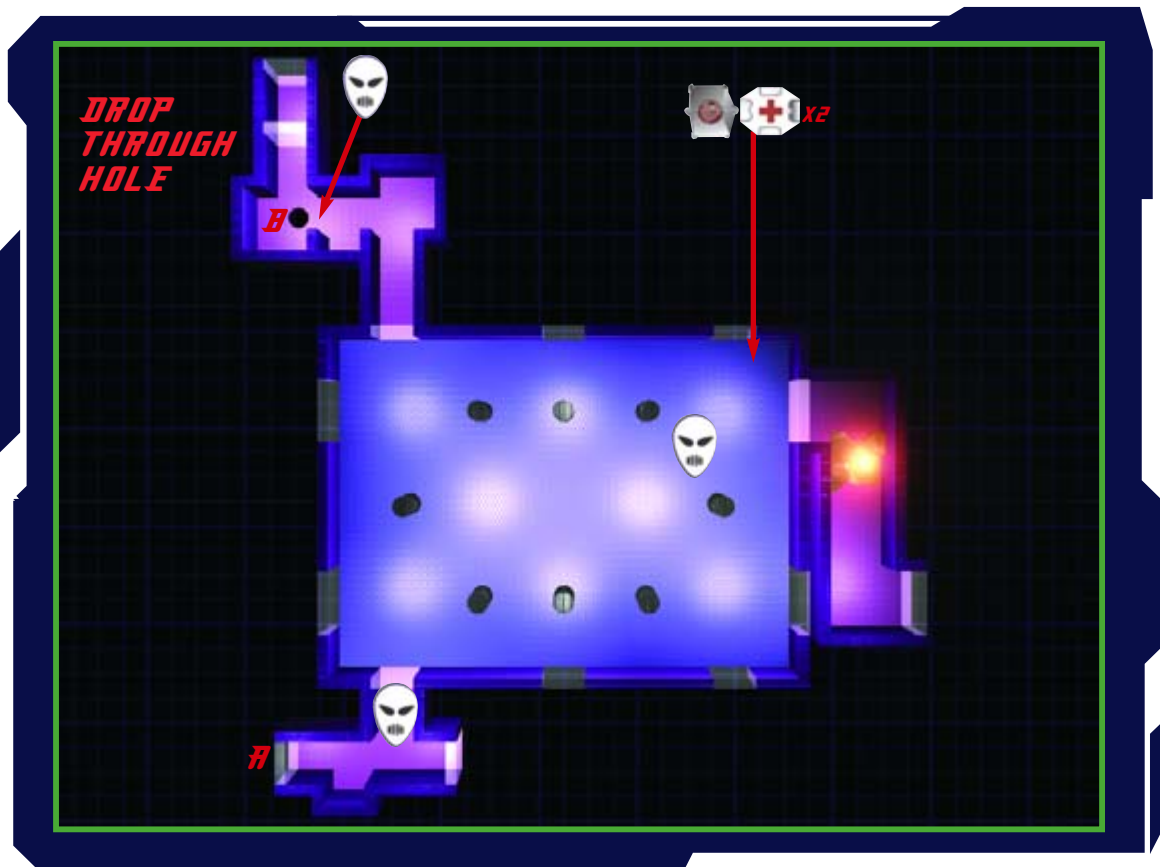
### ☐ In No Mood...

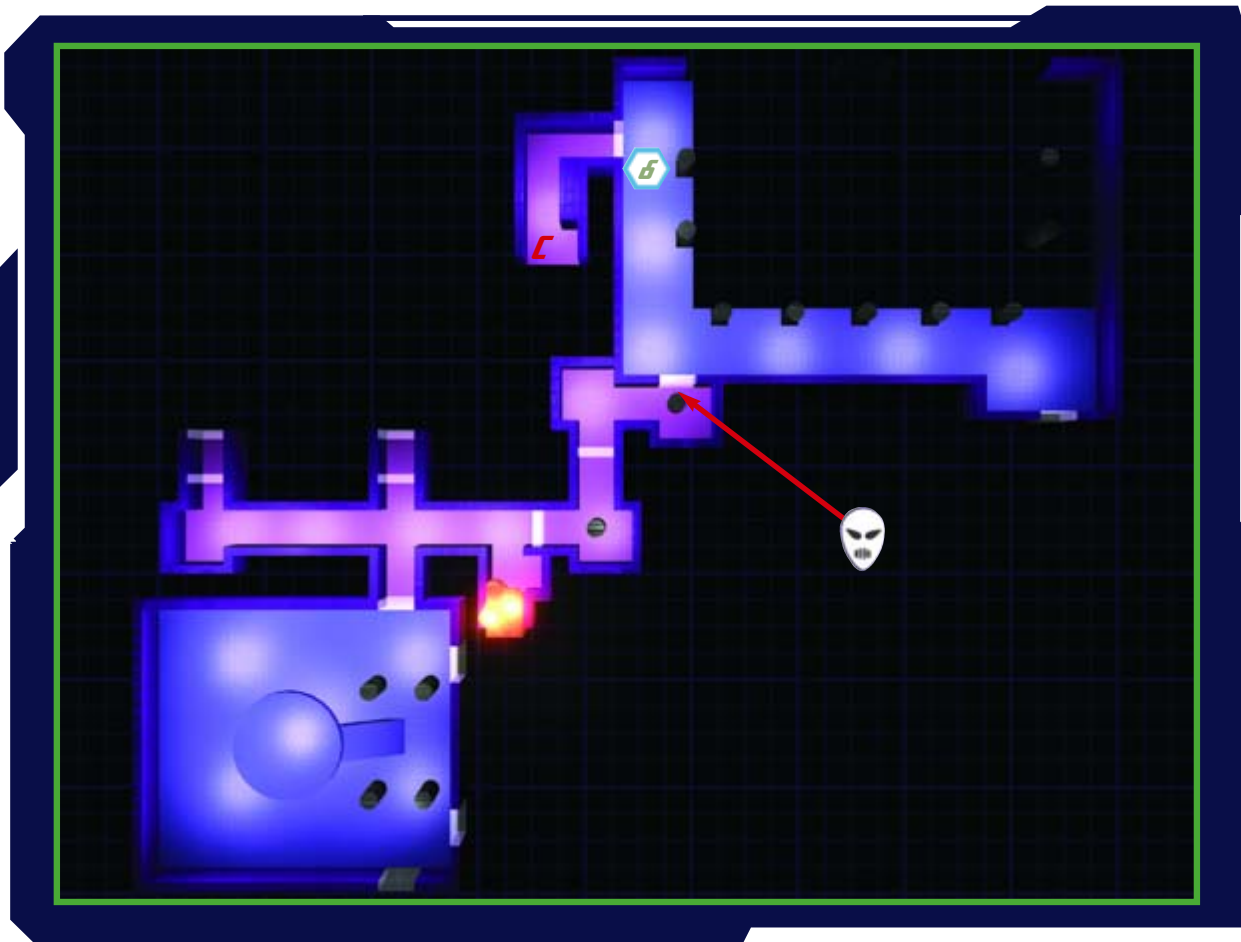
You're back on the Truth and Reconciliation. It's crawling with Flood and Covenant forces. Lucky you. Fight through the corridors and rooms in search of Captain Keyes.

<b>ITEMS:</b>	Health Pack x3, Over Shield x1
<b>ENEMIES:</b>	Grunts-Major, Grunts-Minor, Elites-Major, Elites-Minor, Hunters, Flood Combat Forms, Flood Carrier Forms, Flood Infection Forms
<b>NEW WEAPONS:</b>	None

**MISSION OBJECTIVES:** \*Follow Cortana's directions back to the Control Room







1 You're back in the ship. Head into this hallway, and Cortana gives you a Nav Point. Follow it. She says that the Covenant is in disarray.



2 The hangar you're overlooking is full of Flood creatures, gathering bodies to convert into their Combat Forms. You'll visit them in a second. Keep moving across the catwalk and into the door beyond.

## NOTE

You can drop into the open area and cut out a trip down the hallways, but why not fight tooth and nail for every inch?



3 The hall here is a Flood monster machine. They keep dropping down. Stay steady and pluck away at them, retreating when you have to. When the swarm stops, move into the hangar you overlooked earlier and clear it out as well. Then go through the open door and down another hall.



4 A hole in the floor is the only way to proceed. Drop a Grenade down there first, then jump in. You land in a lower hall. Turn the corner here, and a cluster of Flood mutants are battling Covenant aliens out of sight. Let them. Then mop up and move on. More Covenant goons await, but a Grenade can help you out.





The Nav Point leads to another Shuttle Bay with another battle being fought. You must head to the third level. Let the fight die down, then run across the catwalk to the other side of the Shuttle Bay. Go through the door and up the ramp.



Fight up the hall and you end up on the third tier of the Shuttle Bay, here. Another group of Flood mutants comes out to greet you. Respond appropriately with Grenades and bullets. Follow the Nav Point out of there. You travel up a hall and start the next phase of the mission.

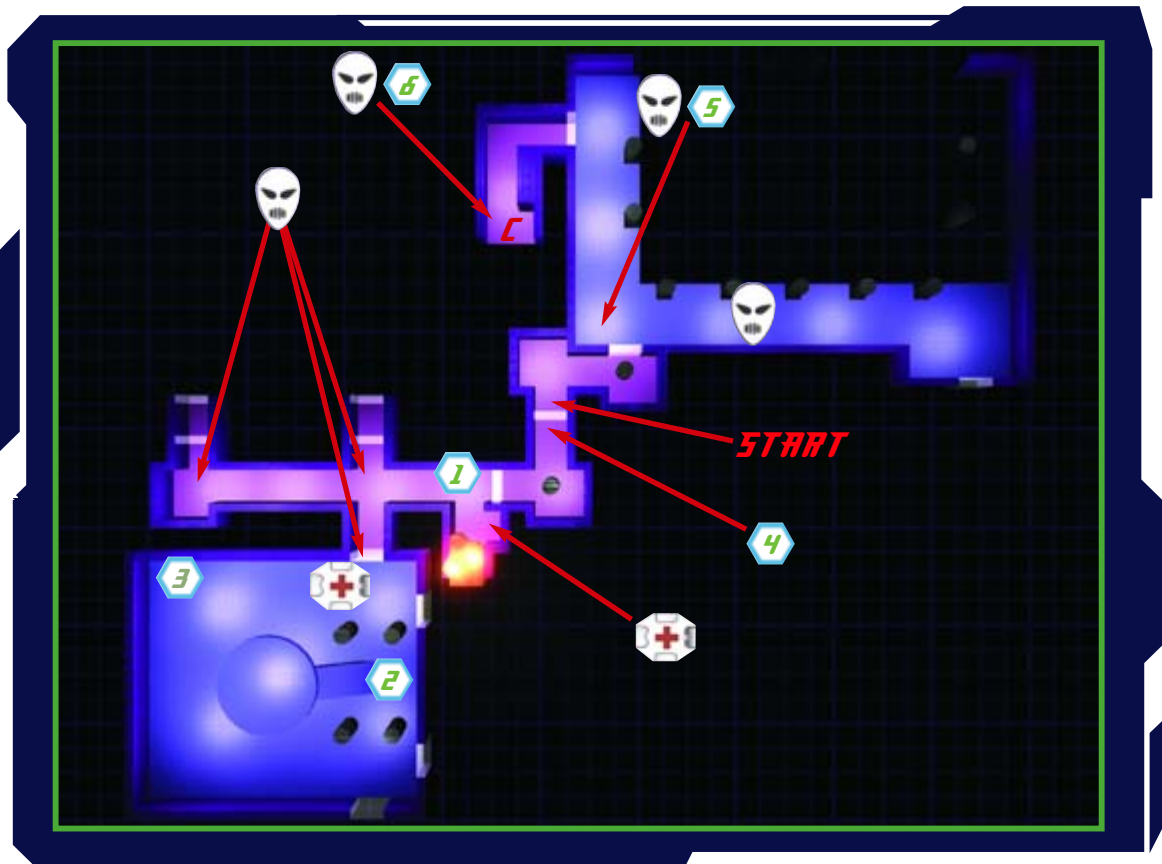
## Keyes

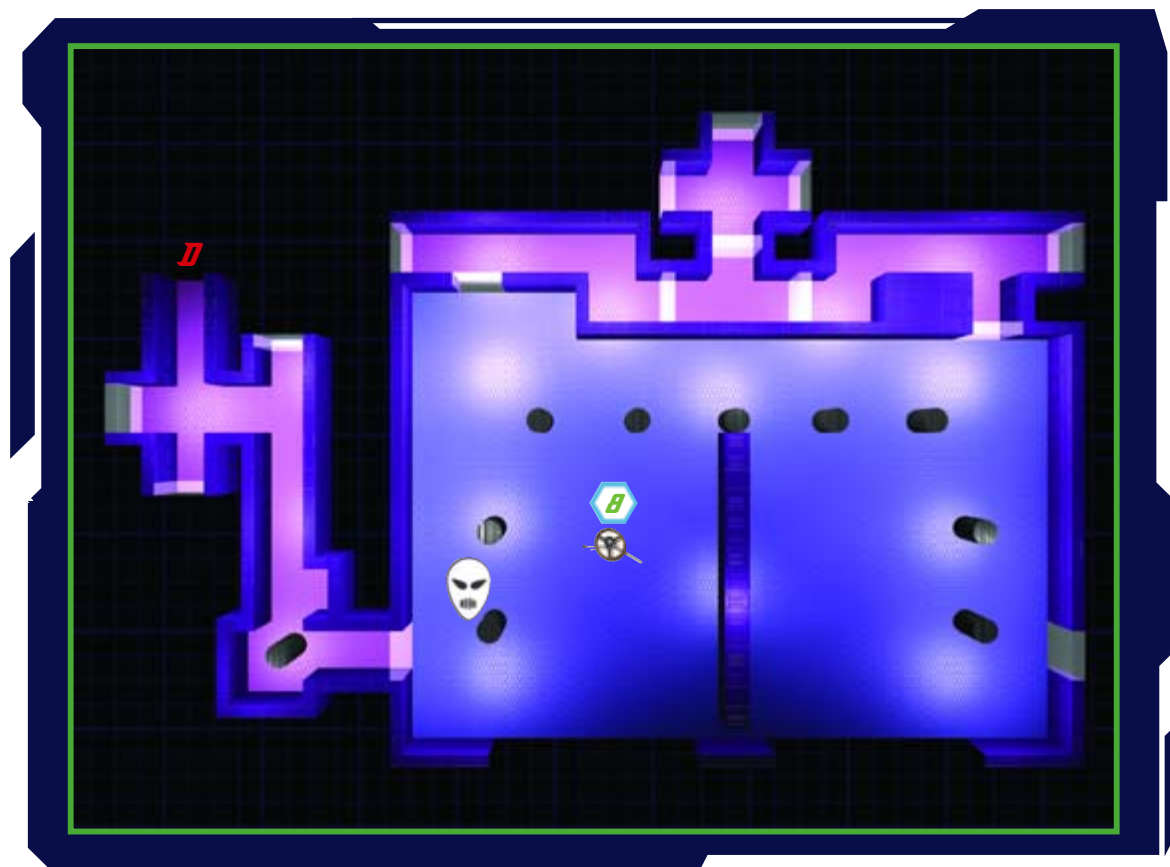
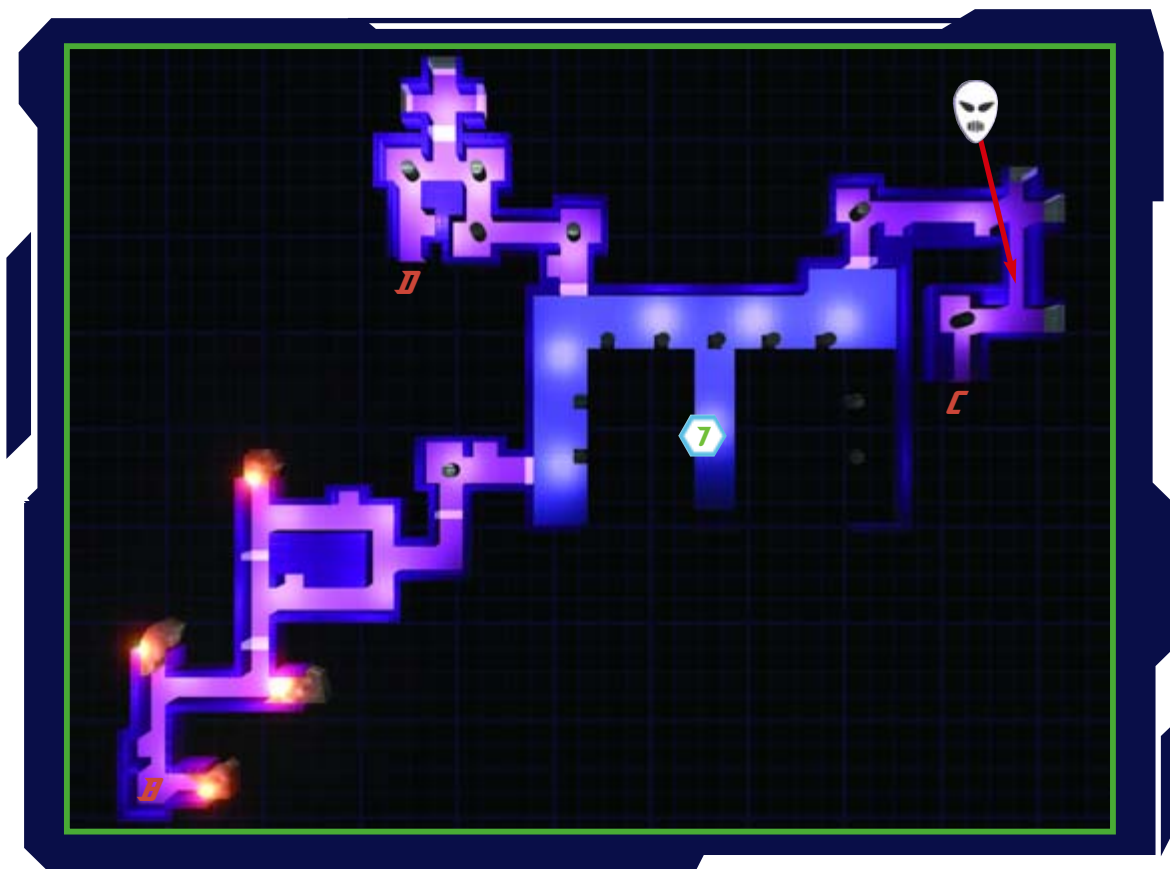
### ☐ The Captain

Your goal is near. You've almost reached the Captain – for the second time – on the grounded Covenant starship. You may not like what you find, though.

<b>ITEMS:</b>	Health Pack x1
<b>ENEMIES:</b>	Grunts-Spec Ops, Grunts-Major, Grunts-Minor, Elites-Spec Ops, Elites-Major, Elites-Minor, Flood Combat Forms, Flood Carrier Forms, Flood Infection Forms
<b>NEW WEAPONS:</b>	None

**MISSION OBJECTIVES:** \*Recover Captain Keyes







Captain Keyes is not having a good time. Cortana urges you to speed things up, but don't listen to her. There are tons of enemies in this cramped space. Toss Grenades and hang back for a bit. Let them come to you, and only proceed when you won't be swamped.

**TIP**

You may have to move forward and then retreat as another wave of enemies comes at you. No worries. Stay safe and annihilate your foes methodically.



Once inside the control room, you see a platform with a grotesque pod in the center. This is Captain Keyes. Approach him.



Cortana can't discern any human life forms nearby. Captain Keyes has been transformed into one of the Flood.

**CUTSCENES**

You need those implants, however, and you can't leave the Captain like this. So...



Master Chief plugs in the implants, and Cortana gets the codes she needs. Now it's time to get out of there.

**MISSION OBJECTIVES:** \*Escape via the Shuttle Bay

Here you have two choices. One is to stay on the platform and defend it from the Flood. Then go to the door to the left and deal with the Covenant goons behind it.



The other choice is to immediately jump from the platform and go to the door on the left. Get close enough so that it starts to open and – before it does open – run to this alcove and hide. The Flood and Covenant creatures start brawling, and you can stay safe until the fight dies down.



In the next hallway, go through the door pictured here, back the way you came. It's calm after the battle in the other room.



## The Maw: ...And the Horse You Rode in on



The third tier of catwalk in the Shuttle Bay has some aliens panicking on it. They're mostly Spec Ops Covenant troops, which means they're a bit tougher and the Grunts have nasty weapons. Be careful.



Cortana points out that you can use one of the Banshees to escape. Head to the other open door on the tier and follow the hall down. You encounter more Spec Ops Covenant troops, so stay frosty.



If you have full shield energy, you can take a shortcut. Jump from the third tier to the docking platform then drop again to the floor of the shuttle bay and run to the Banshee. You'll take hits, but you can make it.



On the second tier you find a few Covenant troops. Now you have to jump. Get on this side of the docking platform and step off.



Either blast the aliens or just run to the Banshee and get in – whatever you prefer.



With a thundering roar you blast out of the Truth and Reconciliation and fly into the night sky.



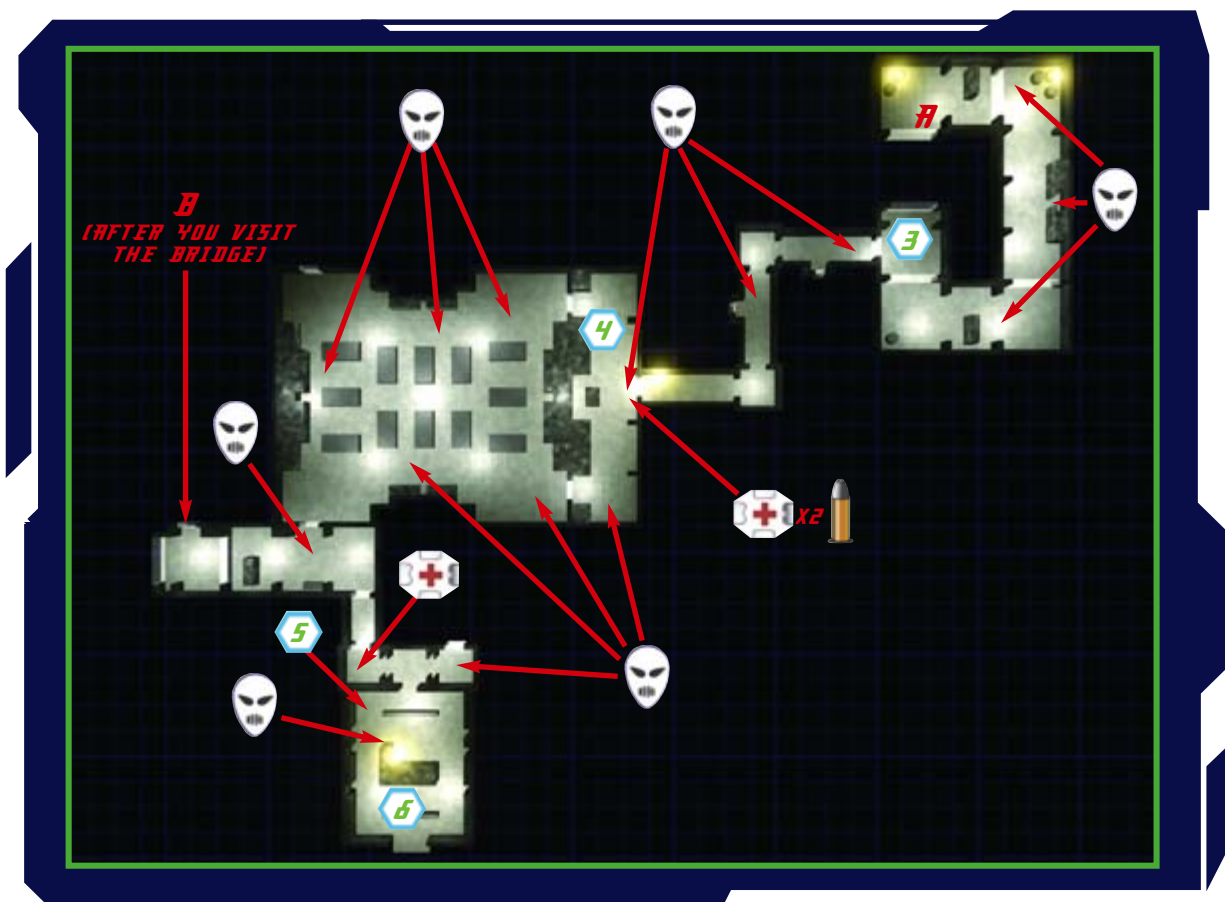
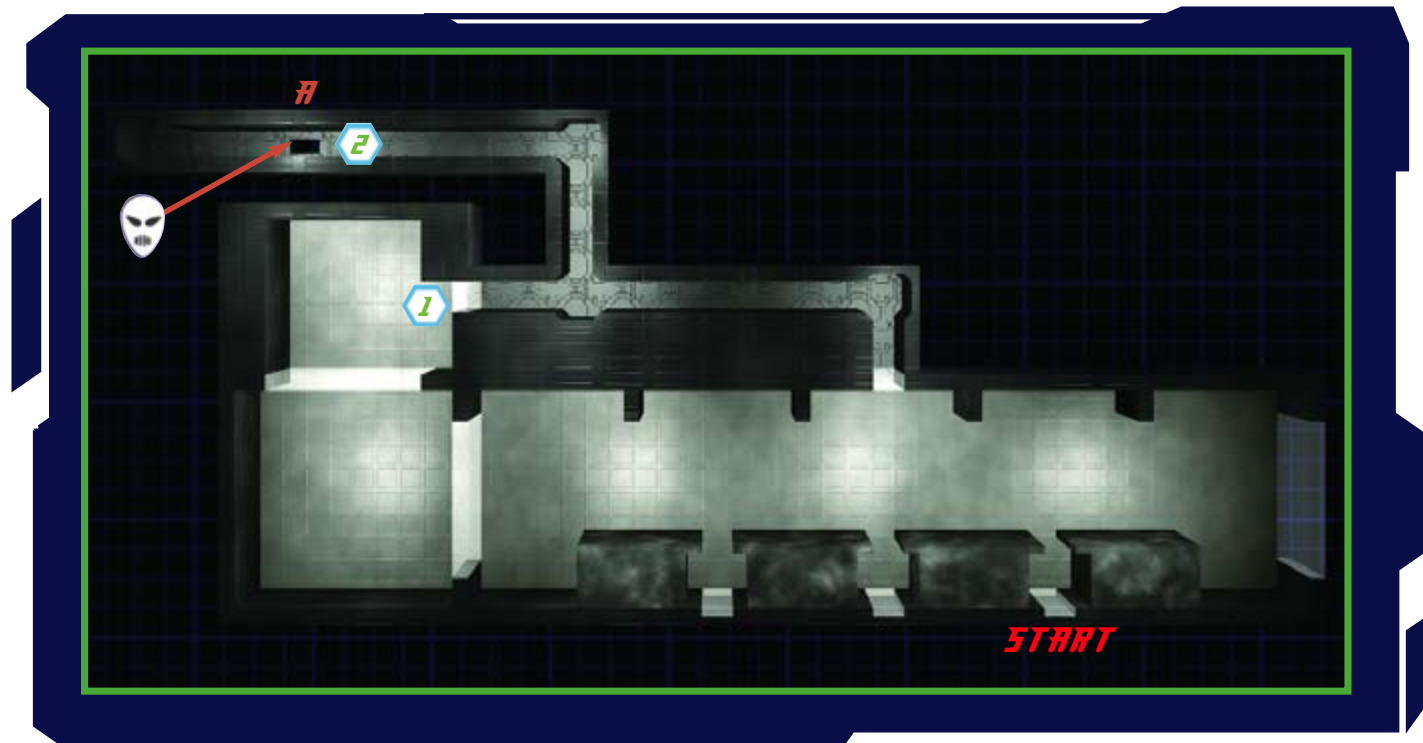
## The Maw

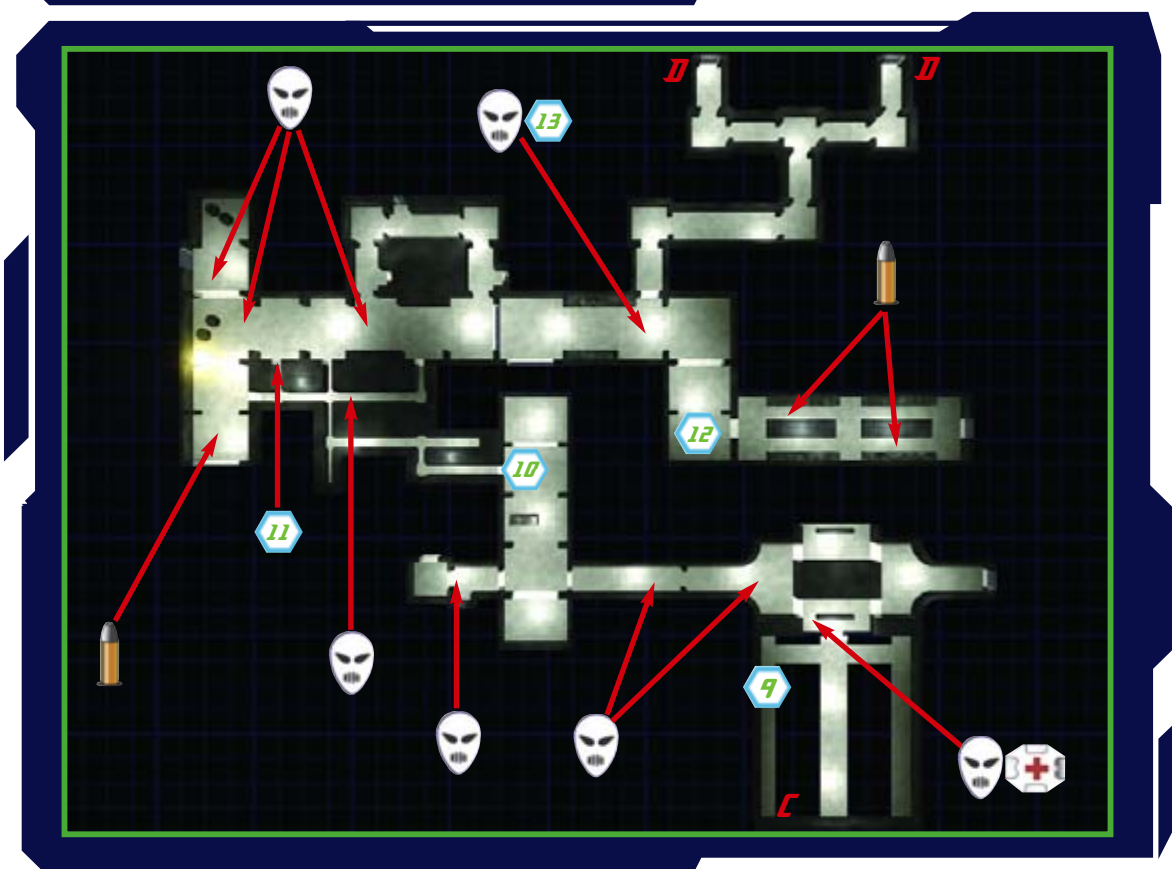
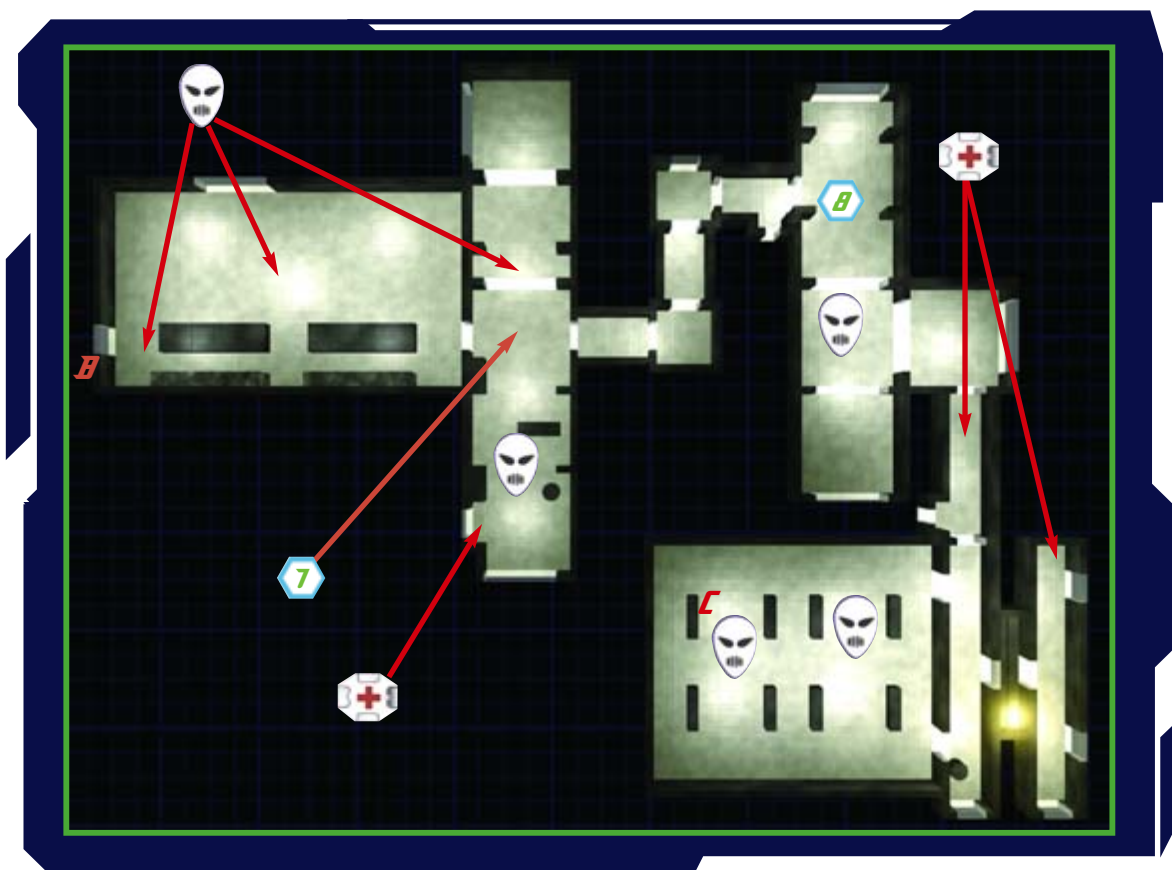
### □ ...And the Horse You Rode in on

These halls should be familiar to you, if a bit more scorched than before. You have to get to the bridge, at first, to try and set off the self-destruct sequence and destroy Halo.

<b>ITEMS:</b>	Health Pack x 7, Over Shield x1
<b>ENEMIES:</b>	Flood Combat Forms, Flood Carrier Forms, Flood Infection Forms, Grunts-Spec Ops, Grunts-Major, Elites-Spec Ops, Hunters, Sentinels
<b>NEW WEAPONS:</b>	None

**MISSION OBJECTIVES:** \*Make your way to the bridge









You get a view of the wreck of the Pillar of Autumn – a sad fate for the vessel.

Master Chief's Banshee flies in. Cortana's not too confident about his piloting. She starts yelling.

No worries, it's all well in hand. Now get to the bridge to set off the ship's self-destruct sequence.



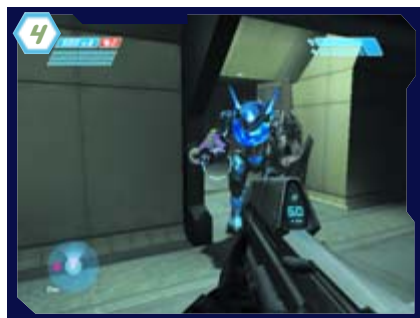
You're in one of the old lifeboat docks. Move to your left and find the open maintenance door here. It's empty of enemies – for now.



You find a ladder leading down. A few Infection Forms erupt out of the hole. Drop a Grenade and wait. You see a Sentinel firing lasers at a couple of Carrier Forms.



You must deal with a few Sentinels and a group of Combat Forms. Press on to this door, which bursts open to reveal another bunch of Flood mutants.



A couple of Hunters are being attacked by the Flood in this corridor. Let the two sides fight. The Covenant should win and then move into the cafeteria. You can sneak up on a Hunter and take him out with one shot. The rest is up to you. It's crawling with Spec Ops aliens, so use Grenades and make quick strikes to whittle them down.



After a few more clusters of Covenant goons, you're at the bridge. Toss a Grenade at this unsuspecting Elite, then nail the Grunts on the bridge itself. Head for the main console at the front of the room.



Master Chief reloads Cortana into the ship's computer, and she starts the self-destruct sequence.

Unfortunately, the Monitor shows up to ruin everything. It is against blowing up the ship mainly because it wants to categorize human history.

Cortana is puzzled. She's afraid that the Monitor has won. Master Chief has a different idea. A Grenade or explosion can set off the ship's engines. Once again, you have to get your hands dirty.

## The Maw: ...And the Horse You Rode in on

**MISSION OBJECTIVES:** \*Get to engineering by way of the cryo storage facility



Sentinels show up to ruin your party. Blast them out of the sky. Cortana suggests that you can make it to engineering through the cryo area.



Get through the armory area (which doesn't yield as much ammo as you might hope) and into this hall. Two Hunters wait for you. Dodge around them to take shots at their weak spots.

### NOTE

Guess what? You can run right across the hall and avoid dealing with the Hunters. Just a thought.



This area has Flood and Sentinels inside. Let them work on each other a bit before running in and polishing off the survivors. Duck under the half-open blast door and deal with more Sentinels.



This cryo area is full of more Sentinels and Flood creatures. When they're done in – by each other or by you – climb the ladder in the back and follow the catwalk to the control room here. A wave of enemies sweeps in, but if you stay by this door, they have to come at you one at a time.



Ignore the Rocket Launcher in the hall leading away from the cryo control room – it's too dangerous in such close quarters – and move to this maintenance hall door. It doesn't have a green light, but it opens as you get near it.



As in the first mission, you now have three choices of exit from the maintenance halls. Choose the one near here, but let the Sentinels, Flood beasts, and Covenant troops finish fighting first.



It can be a hard fight in the hallway. Ignore the arrows on the floor that say "Engineering" and get to this point, where the arrows on the floor say "Armory." Inside, grab a Rocket Launcher and fill up on ammo. We suggest having the Rocket Launcher and the Shotgun. Then move back to Engineering.



Run through this door and into the hallway beyond to end this phase of the mission.



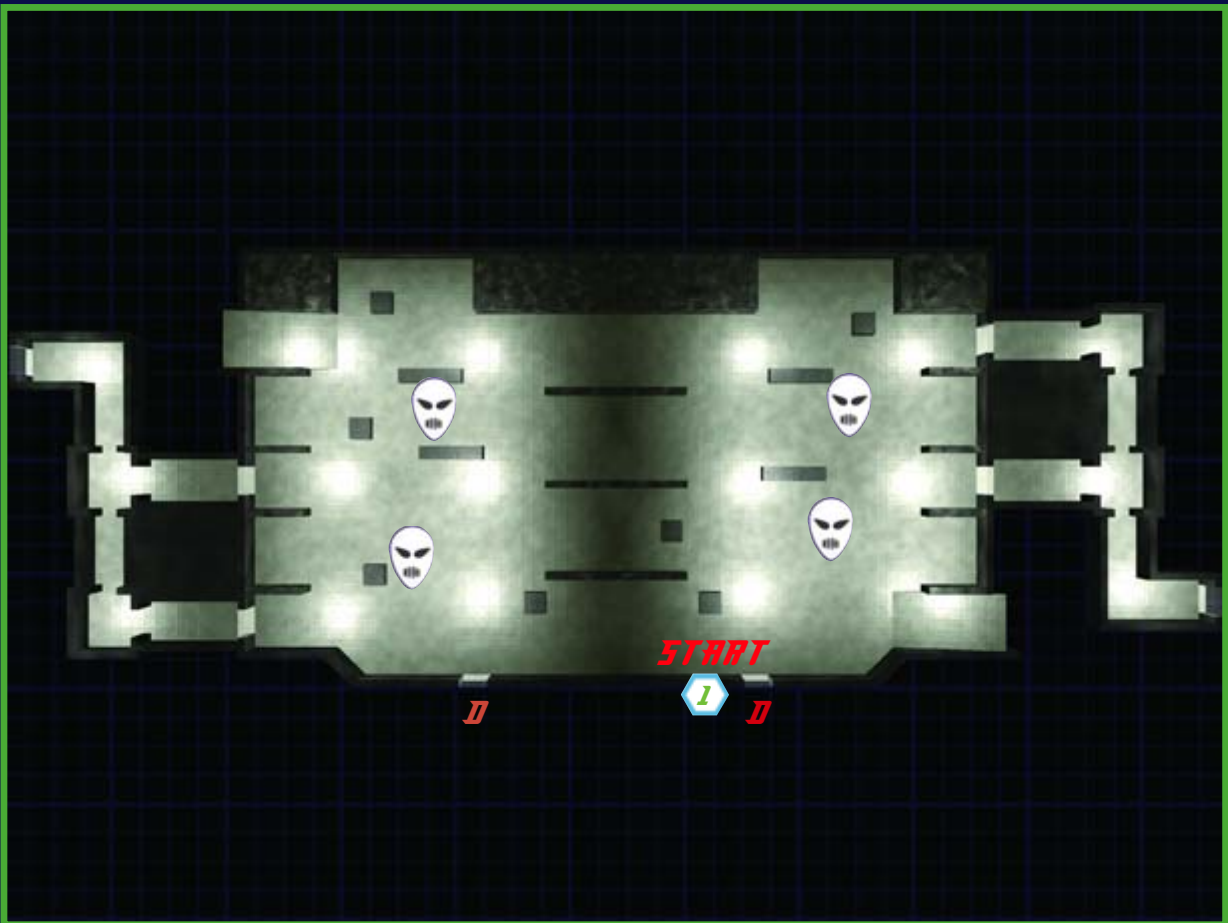
## The Maw

### □ Light Fuse, Run Away

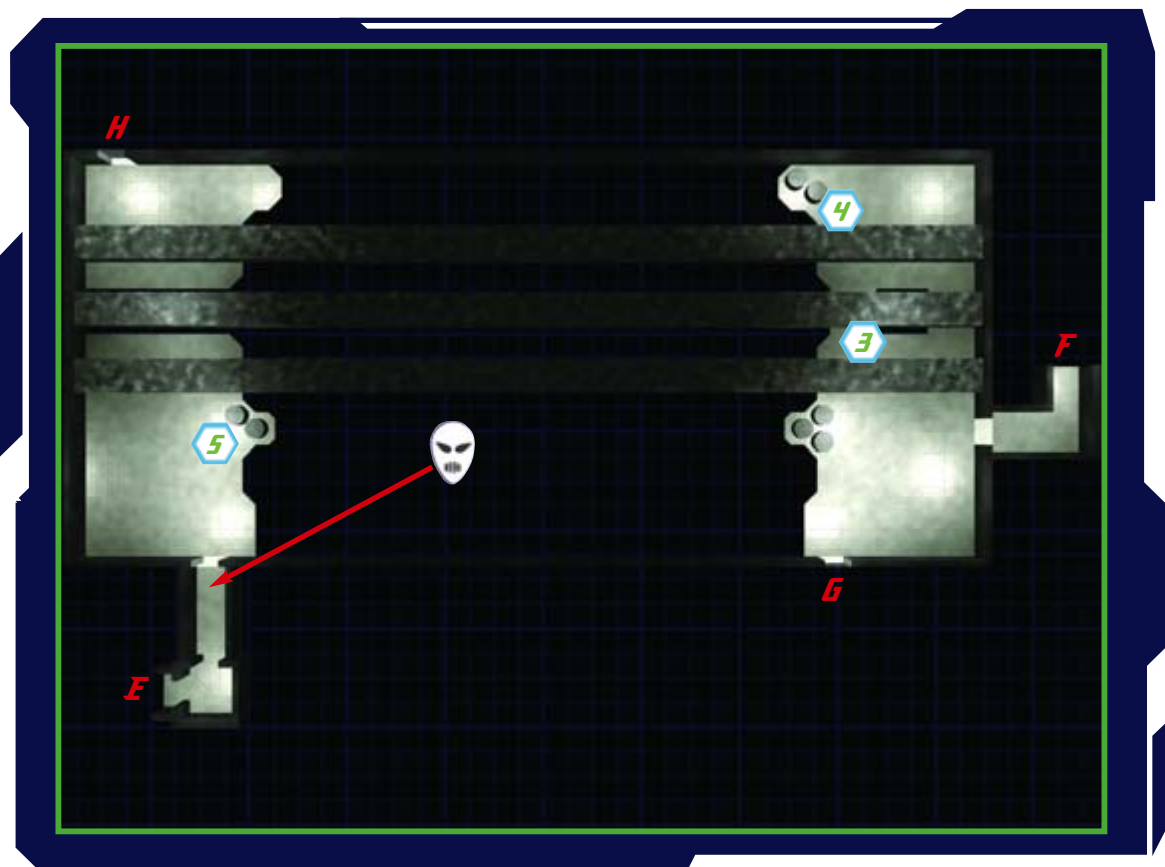
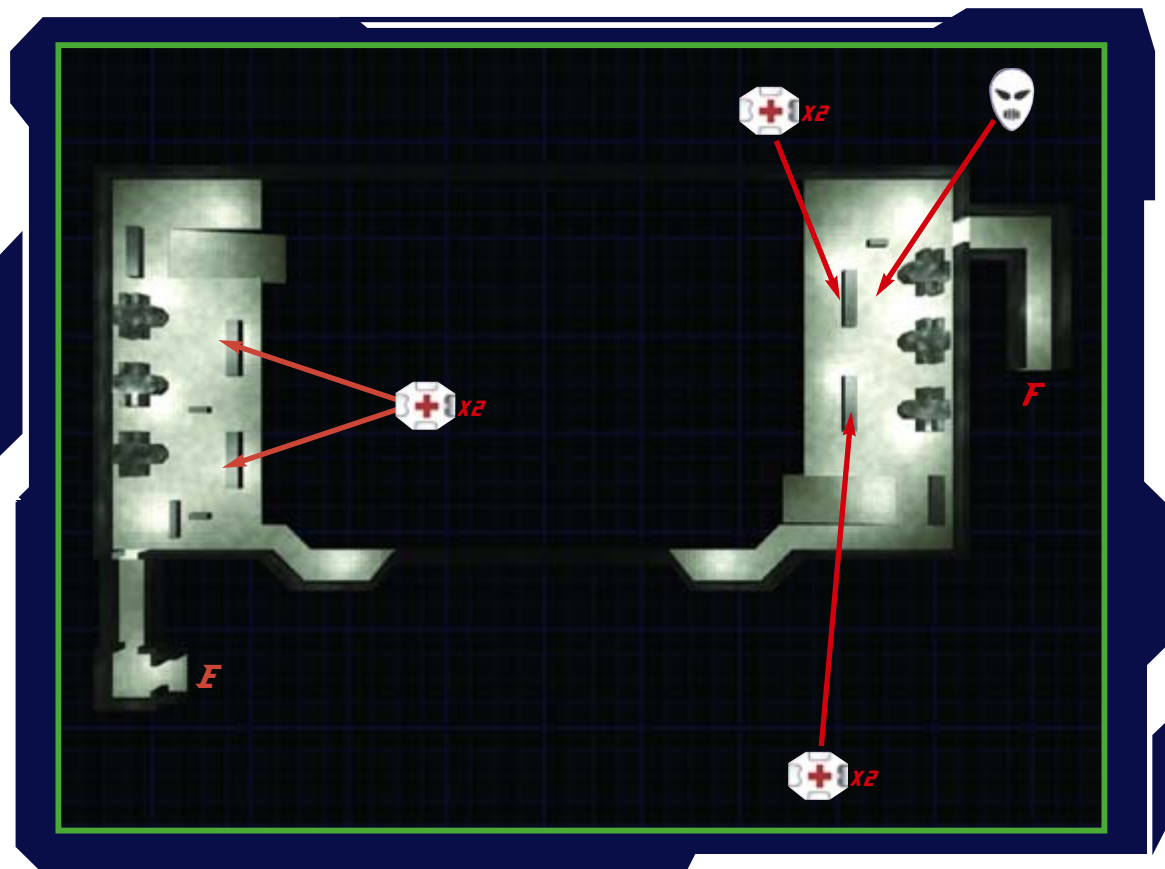
This is the big one. You need to turn the Pillar of Autumn into a bomb. It seems that everyone else on this planet doesn't want that to happen, so you meet some resistance to your plans.

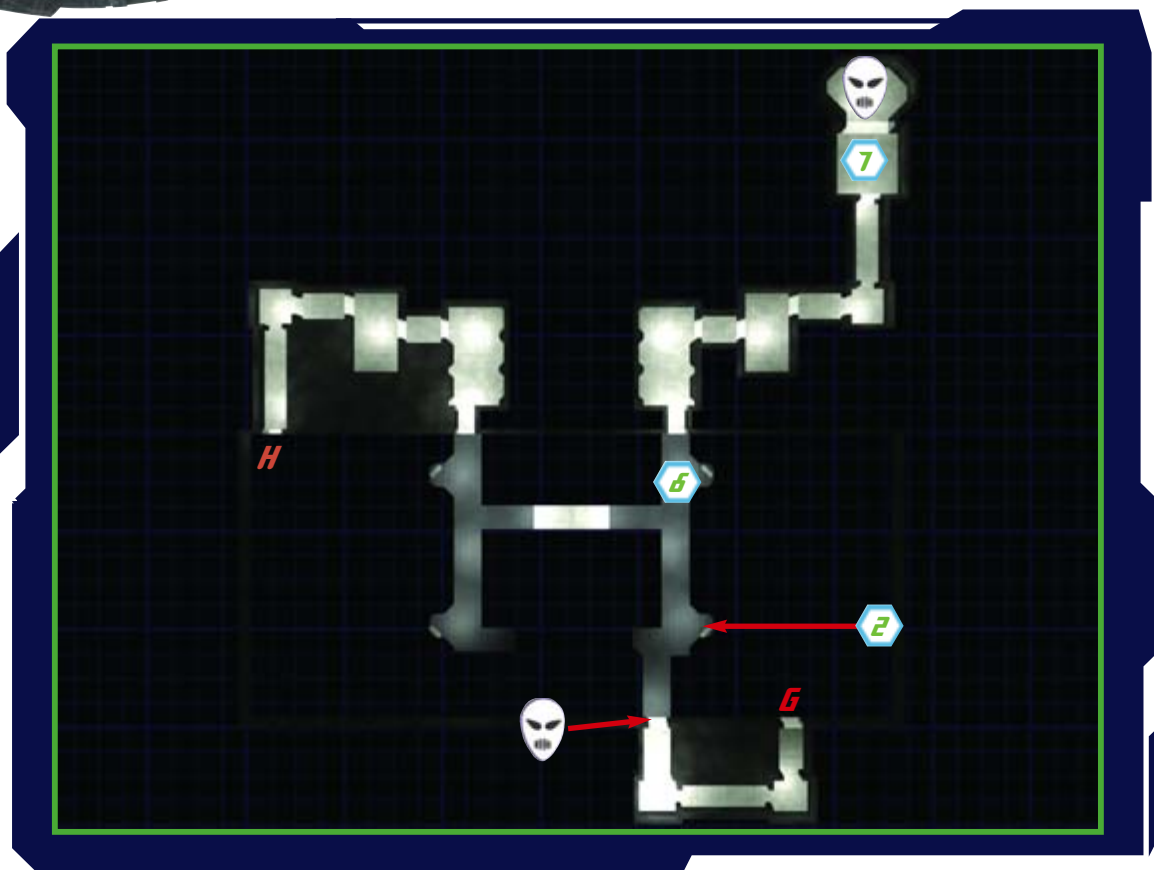
<b>ITEMS:</b>	Health Packs x8
<b>ENEMIES:</b>	Flood Combat Forms, Flood Carrier Forms, Flood Infection Forms, Grunts-Spec Ops, Grunts-Major, Elites-Spec Ops, Hunters, Sentinels
<b>NEW WEAPONS:</b>	None

**MISSION OBJECTIVES:** \*Use the controls on the third floor to retract an exhaust manifold









Take either hall and you'll end up in a big room. Cortana tells you that you need to get access to the exhaust manifold and shoot a rocket, or toss a Grenade, into it. She sets up four Nav Points, pointing out the four control panels.

## NOTE

It doesn't matter in what order you blast the manifolds. Start with whatever is closest and work your way through all four.



Use the ramps and doors to get up to the third level here. Activate the control panel, and a manifold will pull back. This also activates a lot of static from the Sentinels.

**MISSION OBJECTIVES:** \*Destroy the open vent core with a Grenade or rocket



Jump onto the manifold that is retracting, and run to the other side. There's a ledge here that you can stand on. Turn and face the vent. When the gray flaps rise, revealing a bright light, fire your Rocket into the light. That will destroy a core. Three more to go.



Each manifold and vent is the same. Follow the same pattern as you used for the first one and you'll be destroying this ring-like world in no time. The worst part is staying on the ledges as you fire. When the manifold is open, ignore your enemies and concentrate on hitting the vent correctly. You can withstand their attacks as you aim.

## The Maw: Warning: Hitchhikers May Be Escaping Convicts

### TIP

You can get to all the control panels from either side of the room. The third floor has a walkway connecting the two pairs of panels. So take whichever path is closest.



This area on the second floor is blocked. You can use the fallen containers to jump up to the manifold and from there get to the third floor, but you may want to take an easier route to avoid getting shot at.

### TIP

If you run out of rockets or Grenades you can backtrack to the Armory and fill up.

**MISSION OBJECTIVES:** \*Get to the elevator on the third floor



Once you've shoved explosives into the four vents, Cortana sets up a Nav Point that leads to an escape elevator. Go up to the third floor, next to these control panels, and out the door with the green light.



Follow the halls to this area, where a lift descends with several Spec Ops Covenant aliens on board. Blast them, then step on the platform to be brought up. Cortana contacts the dropship Foehammer, telling it to meet you at a pickup point. All that remains is getting there.



## The Maw

### Warning: Hitchhikers May Be Escaping Convicts

<b>ITEMS:</b>	Health Pack x2
<b>ENEMIES:</b>	Grunts-Major, Grunts-Minor, Elites-Commander, Elites-Stealth, Elites-Major, Elites-Minor, Jackals-Major, Jackals-Minor, Hunters, Flood Combat Forms, Sentinels
<b>NEW WEAPONS:</b>	None

**MISSION OBJECTIVES:** \*Escape from the Pillar of Autumn before it's too late



The Pillar of Autumn is on its way to being blasted into its component atoms. Pick a Warthog from this rack of vehicles and get in. You're now in a race against time. Don't stop, don't get out, and don't worry about enemies. Your job is to just go, go, go.



Exit the motor pool and turn left. From here on out, just follow the Nav Point. There's no way to get lost, but you do have to get around one obstacle after another.





These ramps are tricky. If you hit one of the raised sides at the top, the Warthog will flip. Right it quickly and jump back in.

## TIP

Several rooms have upper and lower areas. If you're on the upper ramps, you'll need to be at full speed at all times to jump all the gaps. It's tough, and you'll most likely fall. That means you'll have to **dodge pillars below. Try to make it smooth, maneuvering around them as you pelt down the tarmac.**



When you reach this outside platform, Cortana calls Foehammer for extraction. The pilot is under heavy fire. You can stay and watch as she gets shot out of the air. As soon as she's out of sight, though, gun the engine and keep moving.

## NOTE

You can simply keep going and not stop at all on the platform.



Cortana warns you of a gap coming up. As soon as she does, keep the Warthog centered in the road. You drop once, then the gap shows up. Gun it.



This roadblock is impassable. Jump out of the Warthog and run for the escape ship. Ignore the enemies around you unless they jump right in front of you.



Master Chief hoofs it across the landing platform, pursued by a large group of the Flood creatures.

Master Chief and Cortana punch out of the Pillar of Autumn and make it safely into the skies.

The starship's engines explode, shattering Halo. The two companions watch it burst and destroy itself.



No one else made it out. Cortana justifies their sacrifices and figures that it's over. Master Chief isn't so sure....

# Multiplayer

*Halo* has an extensive and impressive collection of multiplayer options. You can play the main game with another friend – Cooperative mode. You can play various multiplayer games – 26 preset games and customizing options for making more – with four people on one machine. And you can also link up to four Xboxes (connected to four separate TVs) through a hub, and play games with up to 16 players. The opportunities for great gameplay are staggering. Here are some details on what awaits you.

## □ Cooperative Mode

Completing *Halo*'s single-player game is only the beginning of your adventure. There are two additional difficulty levels for you to take on with a friend in Cooperative mode. There are also 13 maps and 26 multiplayer games for you to practice and master.



Of the four difficulty settings in *Halo*, this guide was designed to get you through the Normal setting. And while you can play with a friend on this setting, Cooperative mode is great for the two harder difficulty settings.

Before taking on these harder settings, it really helps to have played through the single-player game. This is because the bar is significantly raised when you up the difficulty setting. Not only are the enemies much harder to kill, but their shots do more damage. If you don't believe us, try taking on a few Grunts in Legendary mode. The creators of the game are not lying when they call Legendary mode "suicide."

So, you've read our warnings and like a true soldier, you've chosen to ignore them. That is admirable, but most likely you won't live to tell the tale.

Unless of course you follow this simple tip: If you want to stand any chance against the harder-hitting enemies, you must work as a team. Cover one another and make sure you communicate your intentions at all times. While it may be a great idea to lob a Grenade at the multiple enemies that lie ahead, your teammate may disagree if he has rushed in among them to take them out commando style (especially after he has to use his severed leg as a crutch because of your errant toss). The point is that communication is the key to survival.

We also suggest that you and your teammate choose different specializations. For example, one of you should carry weapons that are good in close quarters combat (Assault Rifle, Shotgun) while the other carries long-range weapons (Rocket Launcher, Sniper Rifle). So when your friend is knee deep in bodies, emptying clip after clip into the surrounding hordes, you are picking off Elites and Jackals from 50 yards.

Aside from that, remember that the objectives remain the same through any difficulty level. Only the number of creatures varies, as do their power and toughness. That means that the walk-through in this guide will still be of great use to you. After all, you will definitely need to know where all those Over Shields and Health Packs are.



Rush or not? Make sure you know what the other guy is doing.



## □ Multiplayer Games

Because your pride is our reason for being, we exist solely to teach you how to completely dominate your friends at every game *Halo* has to offer. Below is a comprehensive list of all 26 games, their rules, and tips and tactics illustrating how you can kick butt at all of them. Happy hunting!



## Slayer

**Description:** Classic deathmatch. 15 kills to win.

**Tips and Tactics:** The objective here is simple – rack up 15 kills before your opponents do. To be consistently successful at quickly dispatching your opponents, you must focus on three key areas of development.

First, you must be familiar with the map. Know where the weapons and power-ups are located, and more importantly, what areas are high traffic. After all, a good weapon in hand does nothing for you if there is no one to use it on. Remember, it is a race, so keep in the action at all times.

The second thing you must master is accuracy. Every weapon, even the Rocket Launcher, requires some degree of accuracy if you want to be a contender in a deathmatch setting. You must be lethal from all distances and with every weapon. So get to know the weapons and their particular strengths and weaknesses. For example, a Pistol is powerful, but up against a Shotgun at close range, you must be deadly accurate to stand a chance. In this case, a headshot is most desirable.

The third, and most crucial, discipline is the mastery of movement. It goes without saying that almost anyone can score a hit on a stationary opponent. However, throw constant and erratic movement into the mix, and your job becomes exponentially more difficult. You must be constantly moving to win at this game, be it running, jumping, strafing, or ideally all three. So get comfortable with the controls (it helps to play the single-player game through first), then learn to nail your shots while on the go.

If we had to give you just one tip to get you through every multiplayer deathmatch game out there, including *Halo*, it would be to practice. The more you play, the better you will become. And don't get discouraged if you are constantly getting pummeled by a friend; the challenge will help you grow as a player. Also, there are elements of deathmatch in every other game listed later, so developing your skills here is crucial.



## Slayer Pro

**Description:** Classic deathmatch. 25 kills to win. Start with Pistol, Assault Rifle, and Grenades.

**Tips and Tactics:** The same as Slayer, but you have to score more kills.



## Elimination

**Description:** Each player has only one life. The winner is the last cyborg standing.

**Tips and Tactics:** In Slayer, the object is to stay in the fray and kill, kill, kill. Not so in Elimination. Because you only have one life, strategy is crucial. It is very important that you know the map and choose the correct weapon.

The correct weapon for the job relies on two factors: The type of map and your personal preference. If you find yourself in cramped quarters, grab the Shotgun and steer clear of explosives since they can easily harm you in small areas. If you are fighting at a distance, drop the Shotgun and pick up a Sniper Rifle. Most of the time, however, the map will consist of a mixture of areas, and your choice can be based on what you prefer. You may choose the relatively weak Assault Rifle because of its high rate of fire, thus relying less on your accuracy and more on sheer output. Or you may go the opposite route and choose the high-powered Pistol. With it, you must rely solely on your marksmanship to score a kill. It really depends on which weapon you are most comfortable with.





So you have chosen your weapon, or settled on the first one you picked up. Now you must find a place that is easily defendable (a corner is great because there is no chance of being attacked from behind). Then, wait for any poor soul who wanders into your area, and let him have it. After you come out of the confrontation alive, ask the recently deceased to get you a drink from the fridge while you finish off the rest of the combatants.



## Phantoms

**Description:** All players are invisible. To win, follow the Nav Points and kill your targets in order.

**Tips and Tactics:** In this game, holing up in a corner is not the best idea because the navigation display shows your distance to the enemy. If your opponent is waiting for you in the next room and you pause for a moment, the distance reading will not fluctuate because he is stationary. Simply

throw a Grenade in and watch his body go flying.

In Phantoms, it is important to continually be on the run in order to throw your opponents off the track. Also, stay out of open areas and move between floors as often as possible. The navigation display won't let your opponents know if you are on the other side of a wall; it just lets them know your distance and direction.



## Endurance

**Description:** Each player has five lives. Respawn Delay Growth and Odd Man Out rules apply. 10 kills or the last man standing wins.

**Tips and Tactics:** Last man standing means two things. First, you will win if everyone has gone through

his or her five lives before you. Second, you will win if you're the only player actively playing (not waiting to respawn) at any given time. Because of the latter rule, it is not recommended that you play this game with only two players, as it becomes Elimination (the first person to kill wins).



## NOTE

The Respawn Delay Growth rule states that every time you die, your respawn time will increase by five seconds. Likewise, every time you kill someone, your respawn time will decrease by five seconds.

The Odd Man Out rule states that when he dies, the Odd Man Out cannot respawn until someone else assumes the shameful burden of Odd Man Out by dying.

You can edit these settings by choosing a multiplayer game and selecting "Edit Gametypes."



## Rockets

**Description:** Everybody has Rocket Launchers, and nobody has a Motion Tracker. 25 kills to win.

**Tips and Tactics:** There are a few things worth pointing out when you must use the Rocket Launcher. Basically, let the map dictate its usage. This means if you find yourself in close quarters, be careful, as you may inadvertently destroy yourself. If you are firing from a distance at a moving

enemy, utilize the scope and lead your target. That means fire where you think he will be, not where he is when you line him up (unless of course he is staying still).

If you find that you are not connecting with your rockets, fire at the person's feet, or at a nearby wall. The resulting explosion will do immense damage without the risk of your enemy evading the shell.





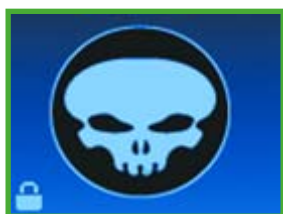
## Snipers

**Description:** Everybody has sniper weapons, and the Respawn Delay Growth rule is on. Watch out. 15 kills to win.

**Tips and Tactics:** Getting into close combat with a Sniper Rifle is ill advised. First, it is a long-range weapon. Second, you only have four bullets before you must reload. Therefore, find a nice position that allows you to

see the most traveled areas of the map, then pick the poor souls off one at a time.

Also, look for the vapor trails of the sniper bullets; they can tell you exactly where your opponents are. Be aware that the same tactic can be used against you.



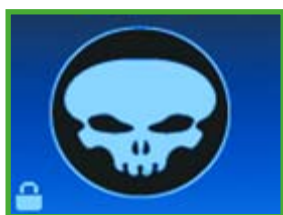
## Oddball

**Description:** Hold the skull for two minutes to win.

**Tips and Tactics:** At the outset of the game, follow the nav display to the skull. The first person to reach the skull picks it up and becomes the Oddball. The object is to hold on to the skull for two minutes. Sound easy? Well, if you have the skull, you cannot shoot (shooting drops the skull). Further, everyone will be gunning for you.

Once you get the skull, there are two ways you can proceed. You can find and plant yourself near a teleport. When your opponents close in, simply run through the teleport out of harm's way. If they follow you, and it is a two-way teleport, just jump back through. You'll amass your required time quickly and easily. Realize, however, certain opponents may consider this strategy cheap, therefore diminishing the game. If so, you will be forced to run around, making sure you are continually moving to make yourself a harder target to hit.

If forced to just run amok, then consider this tip. Firing will only cause the skull to fall to the ground, it won't send it back to its resting location. Therefore, it may be advantageous to confront your opponents, dispatch them, and simply recover the skull. Remember, you don't need to hold onto the skull for two uninterrupted minutes. If you lose the skull after thirty seconds, you only need to grab it for another minute and a half.



## Reverse Tag

**Description:** When you're "it" you run slowly but you score time. Accumulate two minutes to win.

**Tips and Tactics:** It's Oddball without the skull. If you are "it," simply stay alive for two minutes to win using all weapons at your disposal. Oh, and there are no motion detectors for any player.



## Accumulate

**Description:** Score five minutes to win. Kills speed up your timer, but you lose your time bonus if you die.

**Tips and Tactics:** This is a longer version of Reverse Tag (without the speed penalty). The more players you kill while "it," the faster your time accumulates. If you die while "it" and later become "it" again, your time will move at regular pace. Again, there are no motion detectors to help you out.





## Juggernaut

**Description:** The Juggernaut does extra damage. Kill the Juggernaut to steal his powers. Score 10 kills to win the game.

**Tips and Tactics:** The Juggernaut's power is tremendous, even with small arms. However, to fully utilize your increased power, pick a weapon with a high rate of fire to mow down multiple enemies. The Plasma Rifle and Assault Rifle work very well. Also, you can get your kills from any player; killing the Juggernaut simply bestows his power to you.

In addition to motion detectors, those who are not the Juggernaut get the aid of a nav display to help track the Juggernaut.



## Stalker

**Description:** One sneaky player is invisible. Find him and kill him to gain his powers. Score 10 kills to win the game.

**Tips and Tactics:** The invisible player appears as a white blip on your motion detector. Seek and destroy him to become invisible yourself. Once invisible, however, no enemies appear on your motion tracker. Remember, the 10

kills can be any other players, not just the invisible one.



## King

**Description:** Control the hill for a total of two minutes to win the match.

**Tips and Tactics:** Follow the nav reading to the highlighted area of the map. Stay within the boundaries for two minutes to win the game. You must destroy any other enemies within the area before you can accumulate

time. As in Oddball, the two minutes do not have to be all at once. Also, when you're attacking the hill, remember that the defender will only want to move in a limited area. Grenades and rockets can be good tools.



## King Pro

**Description:** Control the hill for two minutes to win the match. Start with Grenades, Pistol, and Assault Rifle.

**Tips and Tactics:** The fight begins right away, as every player has a pretty big arsenal at his or her disposal.







## Crazy King

**Description:** Control the hill for a total of two minutes to win the match, but watch out – it moves from place to place.

**Tips and Tactics:** The "hill" moves approximately every 50 seconds, adding more excitement to the game.



## Race

**Description:** The first player to complete three laps by touching all the flag points wins the race.

**Tips and Tactics:** If you are playing with only two people, this game can quickly become frustrating. The reason is that once you fall behind, it is almost impossible to catch up. Killing your enemy doesn't accomplish much, as he

respawns almost immediately and is quickly back to where he left off. The player who knows the map best will prevail at this game.

To make Race more exciting, play a map that supports vehicles. The maps are larger, so killing an opponent seriously impairs his progress, making a comeback possible.



## Rally

**Description:** The first player to collect 15 flag points wins.

**Tips and Tactics:** This is a much more exciting two-player game than Race. Rally differs from Race in one important way. The flag moves each time someone picks it up.

Knowing this, if you realize your opponent is going to beat

you to the flag, let him have it and get a jump on the next one. Of course, never pass up a chance to kill your enemy and run over his corpse to grab the flag. Once again, vehicles are a blast in this game.





## CTF

**Description:** The first team to capture the enemy's flag and return it to its own base three times wins the game.

**Tips and Tactics:** Get into the enemy base, grab the flag, and hightail it back to your base to score. Of course, your opponent will be doing the same thing.

If you are used to playing CTF in other games, there are two major changes to *Halo's* version. First, your flag need not be in your base to score (CTF Pro reverts to the traditional rule). Second, the flag carrier cannot shoot without dropping the flag.

Due to the two changes, playing one-on-one CTF becomes more of a race than a strategic contest. There is little strategy involved with two players although you may consider dropping the flag to take out your opponent. The risk is that your opponent may touch the dropped flag and return it to his base, starting you over. Remember, just killing an opponent will not return your flag. You must either touch your flag, or, if the flag remains untouched by either team, it will return automatically after a few seconds.

CTF is really a team game, played by at least four players. Strategy comes into play with the more players you add. For instance, you may go for an all-out offensive, or keep a man or two back to defend the flag. Communication is the key in team play; make sure all your teammates know their roles.



### TIP

If you only have two players, try CTF Pro instead of CTF. Scoring only when your flag is at your base makes two-player CTF more like a battle, and less like a race.



## Invasion

**Description:** Carry the enemy flag into the enemy base and plant it at its flag station. Three successful assaults wins, but you only get five lives.

**Tips and Tactics:** You'll begin near the enemy flag. Just pick it up, infiltrate the enemy base, and return the flag to the flag stand. Doing this will give you a point and will

reset the flag. Run back to your base, grab the enemy's flag again, and repeat. Blasting your enemies can help immensely; if you kill an opponent five times he's out, which makes your life easier.



### TIP

If you kill the enemy while he is carrying your flag (causing him to drop it), don't return the flag. If you do, the flag will return next to his spawn point, and he will lose no time. It is much better for you if he has to search for the dropped flag, or worse, wait for it to return on its own, thus losing valuable time.



## Iron CTF

**Description:** All players start with health at 200 percent, and both teams have Scorpion tanks. Three flag captures wins the game.

**Tips and Tactics:** You only have two map choices if you want to use the Scorpion tanks: Sidewinder and Blood Gulch. Both maps are large enough that simply killing the

other player will not guarantee victory. You must balance your play between tank combat and man-to-man combat. There will be times when you are forced to take on a tank without your own tank. If this happens, grab a Sniper Rifle, Rocket Launcher, or some Grenades, and hope that you are cool under fire.





## CTF PRO

**Description:** Three flag captures wins the game, but your flag must be at home to score. Start with Grenades, Pistol, and Assault Rifle.

**Tips and Tactics:** Unlike CTF, CTF Pro requires your flag be safe at your base to score. However, the flag carrier still cannot shoot without dropping the flag. If you have

more than one-man teams you most definitely need a teammate to guard your base, and probably one to cover you as you run with the flag. CTF Pro is recommended for one-man teams (only one person on each team). It ups the difficulty since you not only have to steal your opponent's flag but your flag must be safe at your base to score. It complicates things mightily and makes CTF a game of skill and strategy rather than a foot race.



## Team Race

**Description:** The first team to have all of its players touch all of the flag points in order three times wins the race.

**Tips and Tactics:** It's called Race for a reason. Don't waste time engaging the enemy. All of your teammates must complete three laps for you to win, so you are only as strong as your slowest teammate. If you complete your laps far ahead, start harassing the other team, trying to slow them down.



## Team Rally

**Description:** The first team to have all of its players collect five flag points wins.

**Tips and Tactics:** Each player on your team needs to get five flags to win. Once a player reaches his limit of five, he loses his nav display and can no longer locate a flag. It is now up to his teammates to get their quota of flags.

Knowing the map really comes into play in Team Rally. The places that the flag spawns are set (the pattern is random), and knowing them will give you the edge in a close match. If you have large enough teams, you may consider playing a zone defense. Set each teammate in a different part of the map. That way, someone will always be near the flag when it appears. Of course, any player who reaches the goal of five flags should either protect those on his team who haven't, or seek out and kill members of the opposing team to stop them from grabbing flags.



If you play a map that supports Warthogs, each player has access to his own vehicle. You can each jump in one and go for flags individually, or split into pairs and have one fire the gun while the other drives. If you choose the latter, any flag you pick up will be credited to the driver, so after five switch positions.



## Team Ball

**Description:** The first team to hold the skull for two minutes wins. 10-second respawn delay.

**Tips and Tactics:** Having a teammate to protect you when you have the skull is ideal. Back yourself into a room with only one entrance and have your teammate guard the doorway. If they get past him, drop the skull by

bringing up your gun and hold them off for 10 seconds, the time it takes for your teammate to respawn. Whoever has the least amount of health should carry the skull, leaving those with full health to mount an effective defense.

If there are no safe areas and you are forced to run around in the open, pass the skull off when you get low on health. In this case, you want the player with the most health to carry the skull.







## Team King

**Description:** The first team to control the hill for a total of two minutes wins. 10-second respawn delay.

**Tips and Tactics:** In Team King, the "hill" will change locations every minute or so. You get no bonus for having all your teammates in the area, so have them concentrate on defending the perimeter while you accrue time within

the zone. Remember, no one scores time when the hill is in contention, that is, when members of each team are within the boundaries at the same time. The hill must be clear of all enemies for you to score time.



## Team Slayer

**Description:** The first team to amass 50 kills wins this fragfest. Kills make you slower, but dying makes you faster.

**Tips and Tactics:** Not much to say here – hopefully you have a stronger team than they do. There is a built-in handicap, however. The more you kill, the slower you

become. Likewise, the more you die, the faster you become. The only caution is to watch your friendly fire; accidentally killing a teammate never helps.



## Editing Gametypes



This is the Edit Multiplayer Gametype screen. The big changes can be made in the "Game Options" area.

So now that you are familiar with all of the multiplayer games that *Halo* has to offer, as well as the rules that govern them, you are ready to tweak them to fit your personal preferences.

You can customize any of the multiplayer games by selecting "Multiplayer" from the main menu and then selecting "Edit Gametypes." Then pick the game you would like to change and go through the options, making any changes you prefer. For example, choose Rally, select "Item Options," and change "Vehicle Set" from "Warthog" to "All." This will give you access to the Ghost and the Scorpion Tank in the Rally game. Now just select "Save Changes" and rename your game. Presto, you are set to play a game of your own design.

This handy editing tool will keep you playing *Halo* until Grunts can fly.

Explore the different options you can tweak. You may simply want to change the time limit or the score limit of a specific game. Or you can switch things so drastically that your game is unrecognizable from any of the preset games.

When the game rules are set, you can move on to the Player Options screen and make more adjustments. Suppose you want everyone to be invisible, or you want to change the time between respawns. All that can be accomplished in the Player Options screen.



This is the Player Options screen. Here you can futz with the player attributes.



The Item Options screen controls the weapons and vehicles in a game. You can change the weapon sets so that only a certain type of weapon shows up on a map. The points at which weapons appear are always the same; just the type of weapon can be changed.

On the Item Options screen, shown here, you can choose what items and objects you'll encounter in your game.

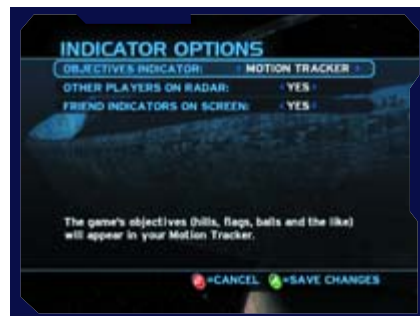


## PRIMA'S OFFICIAL STRATEGY

Finally, you can choose what indicators are used in your game. Removing all indicators – radar, Nav Points, etc. – can make the game much harder. You'll have to cast about with no idea where things are or who you might run into.



The Indicator Options screen is the last stop in game customization.



## The Multiplayer Maps

There are 13 maps for use in multiplayer *Halo* games. They can be huge outdoor areas or a maze of tight corridors. Their shape and nature usually lend themselves to some multiplayer games and not to others. Here, we give you a bit of information on each, offering some pointers on what games work well and pointing out a few of each map's aspects.

The best advice for any multiplayer game is to know the map like the back of your hand. With a command of the geography you can cut off your enemies, beat them to the items, flank their positions, and generally frustrate and confuse them. Study hard and you'll have a distinct edge.

Also, the following maps point out the areas where items appear. Since you can change the types of weapons that appear on each map, we simply marked the points where they are and didn't specify any type of weapon. Knowing these points is important to your multiplayer success. Being better armed is a sure way to rack up the frags.

The following information includes the map itself, some tips and tricks unique to each map, and a list of what weapons you start with and what weapons you can find lying around. The weapons listed are those in the preset maps, you can customize what weapon types appear on each map.

### Chiron TL34

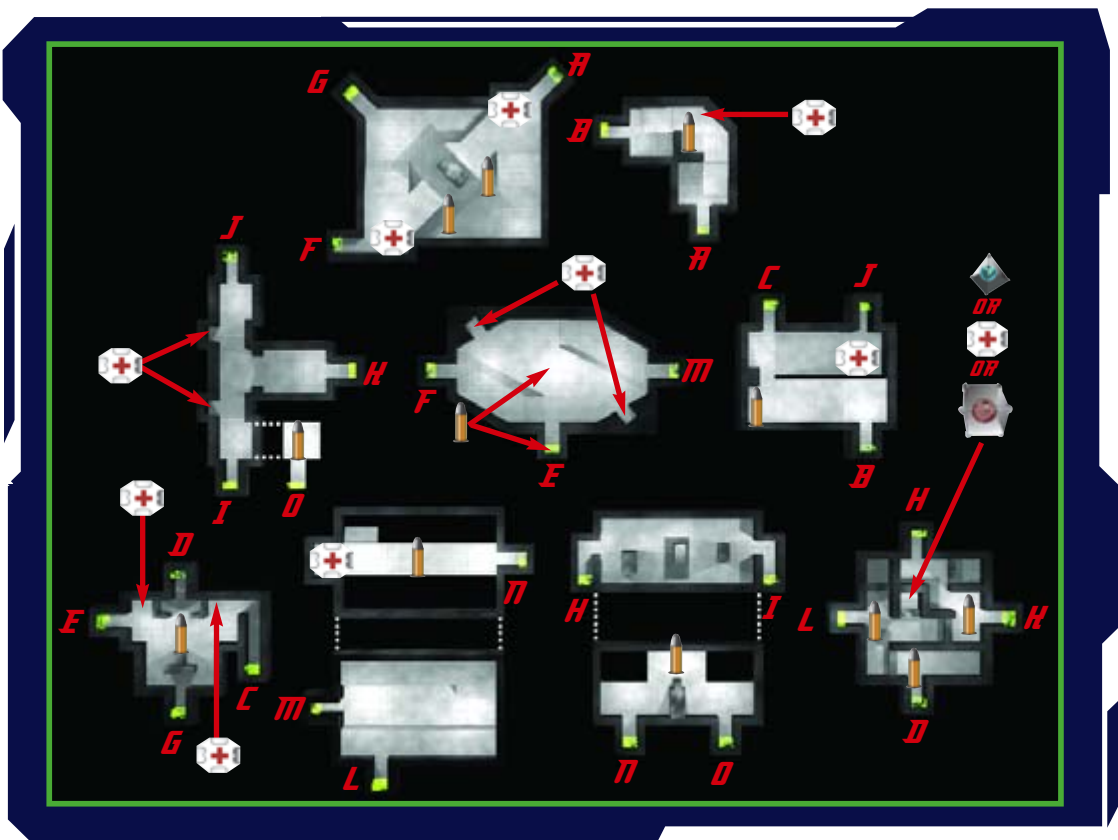
**Recommended Number of Players:** 2-6

**Vehicles Supported:** No

**Weapons:** (Start: Pistol, Fragmentation Grenades) Shotgun, Plasma Pistol, Plasma Rifle, Assault Rifle, Plasma Grenades, Over Shield, Rocket Launcher, Health Pack

**Notes and Tips:** The labyrinthine level design can make playing a two-player game frustrating, as the large number of small, intricate corridors makes finding your opponent difficult. The close quarters make Rockets and Snipers a chore, while the short corridors make Race and Rally a long-winded speed contest (once you fall behind, it is very hard to come back).

Stick to the King series, Slayer, and CTF (provided you have more than two players).





Finding your opponent is difficult, even with the nav display.



The small corridors make the Rocket Launcher a dubious choice.



## Rat Race

**Recommended Number of Players:** 2-6

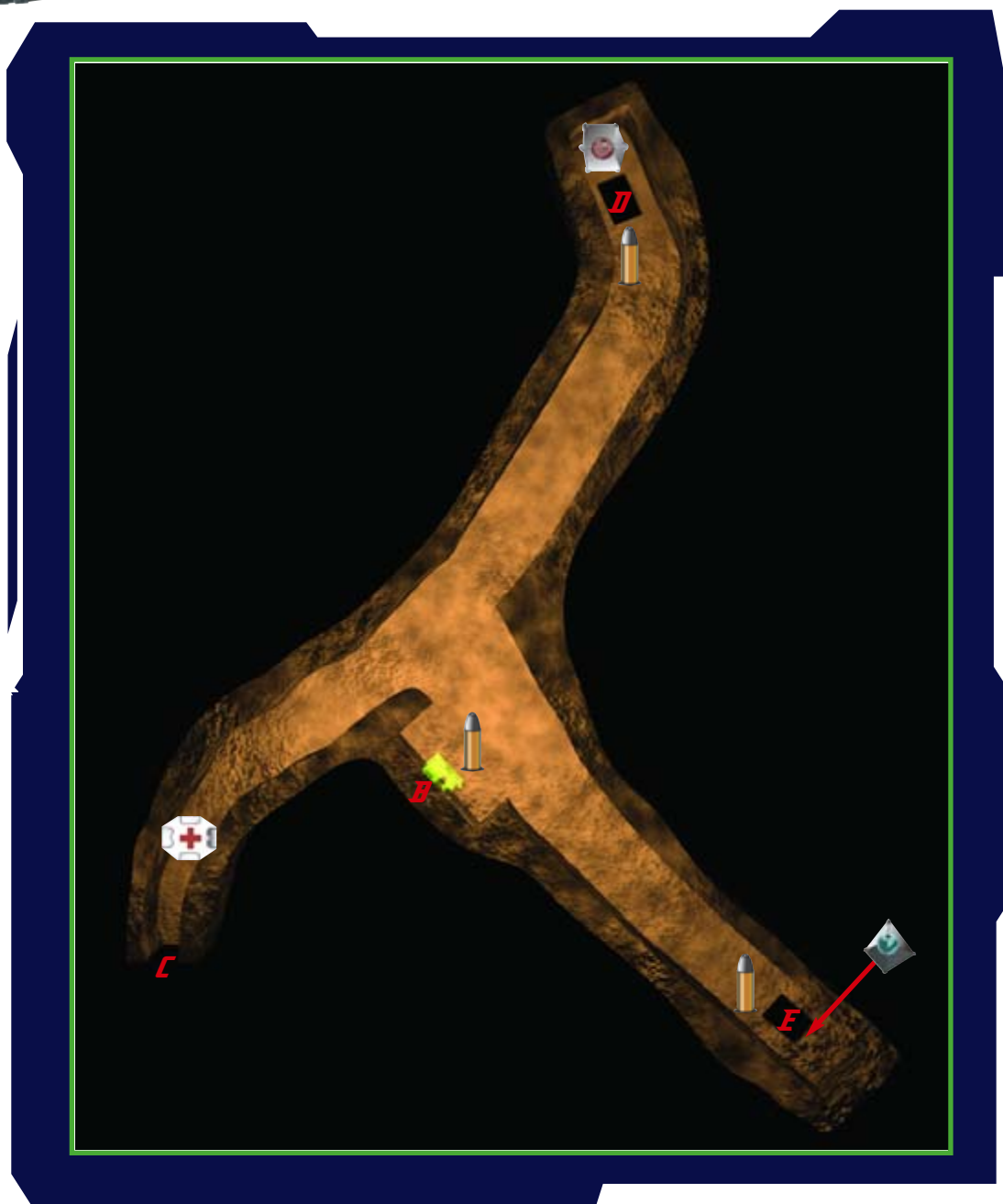
**Vehicles Supported:** No

**Weapons:** (Start: Assault Rifle, Pistol, Fragmentation Grenades) Health Pack, Plasma Rifle, Active Camouflage, Shotgun, Over Shield

**Notes and Tips:** Rat Race is a solid map that works well with all the games. It is a fairly small map, but the long, wide corridors keep it challenging, especially when playing the Oddball series (no place to hide) and the Rockets and Sniper games.







Utilize this pair of energy shields to ward off enemy attacks.



Shoot the Over Shield and Active Camouflage from below, and they will fall to you.

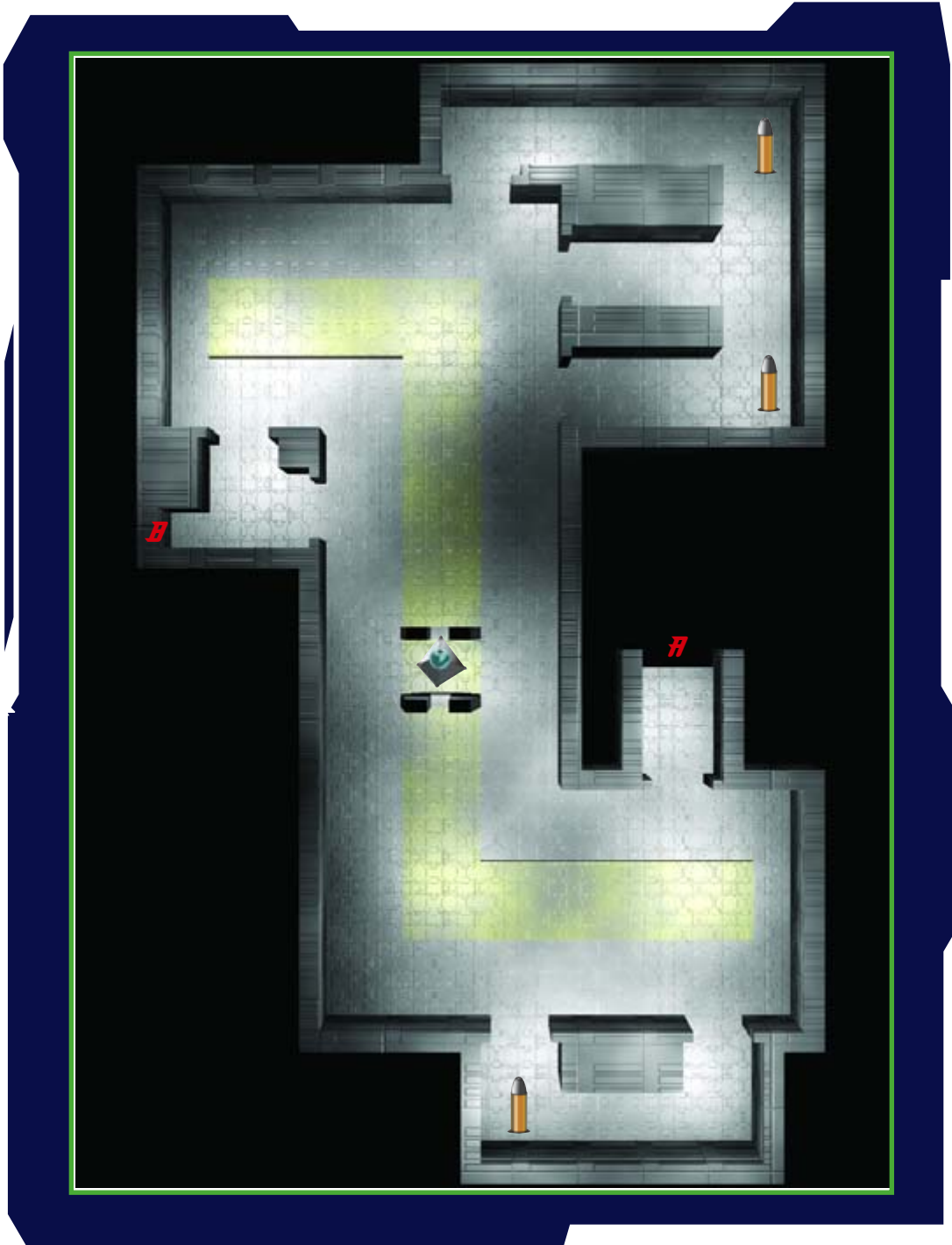
## Prisoner

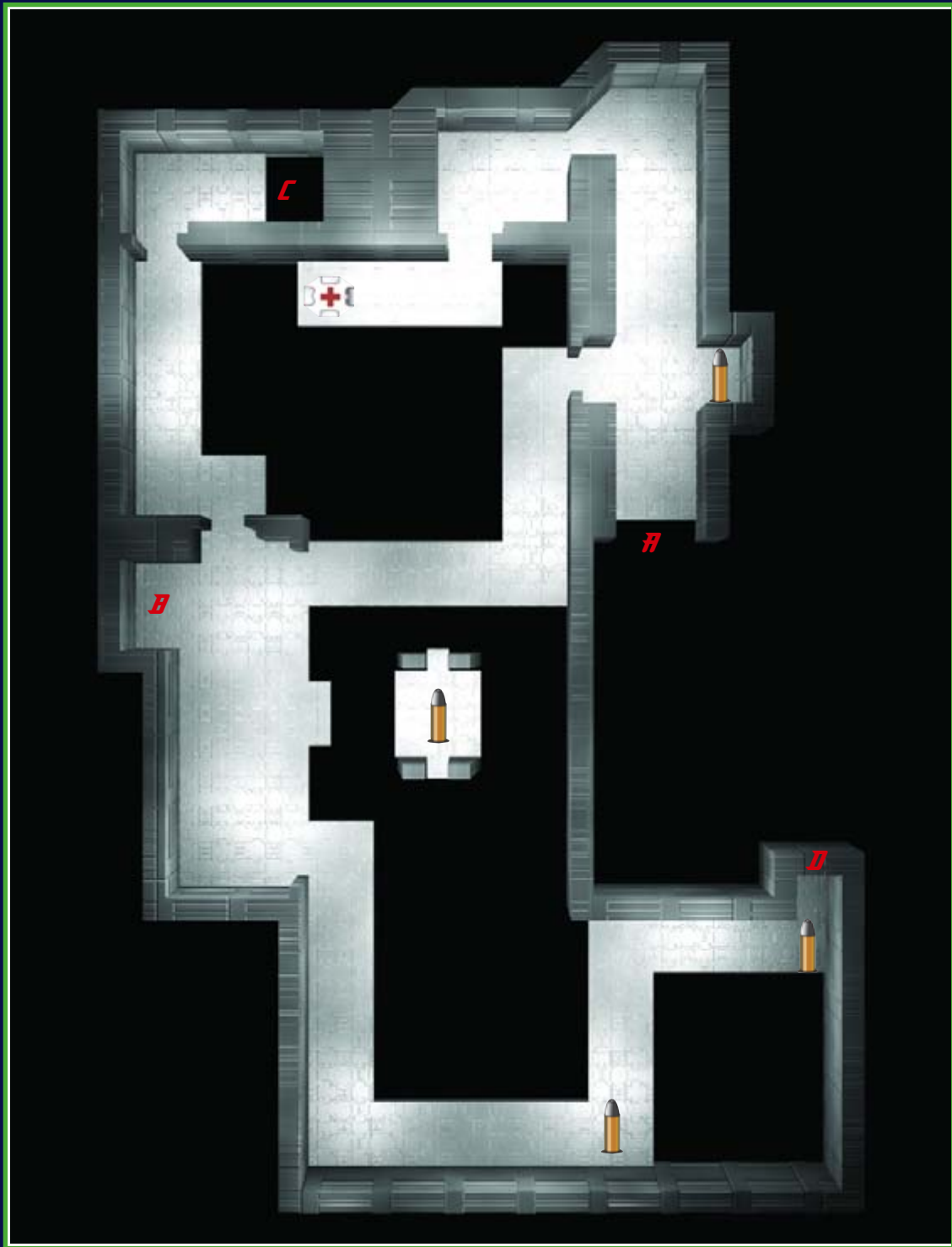
**Recommended Number of Players:** 2-8

**Vehicles Supported:** No

**Weapons:** (Start: Plasma Pistol) Plasma Rifle, Fragmentation Grenades, Rocket Launcher, Health pack, Active Camouflage, Plasma Grenade, Assault Rifle, Sniper Rifle, Over Shield

**Notes and Tips:** This is one of our favorite maps. The multilevel design makes strategy a must, while the compact space keeps you in the action at all times. We loved playing all the games on this level, but the King series was especially challenging.









Grab a Sniper Rifle and pick people off from this high point.



The King is dead.





## Chill Out

**Recommended Number of Players:** 2-8

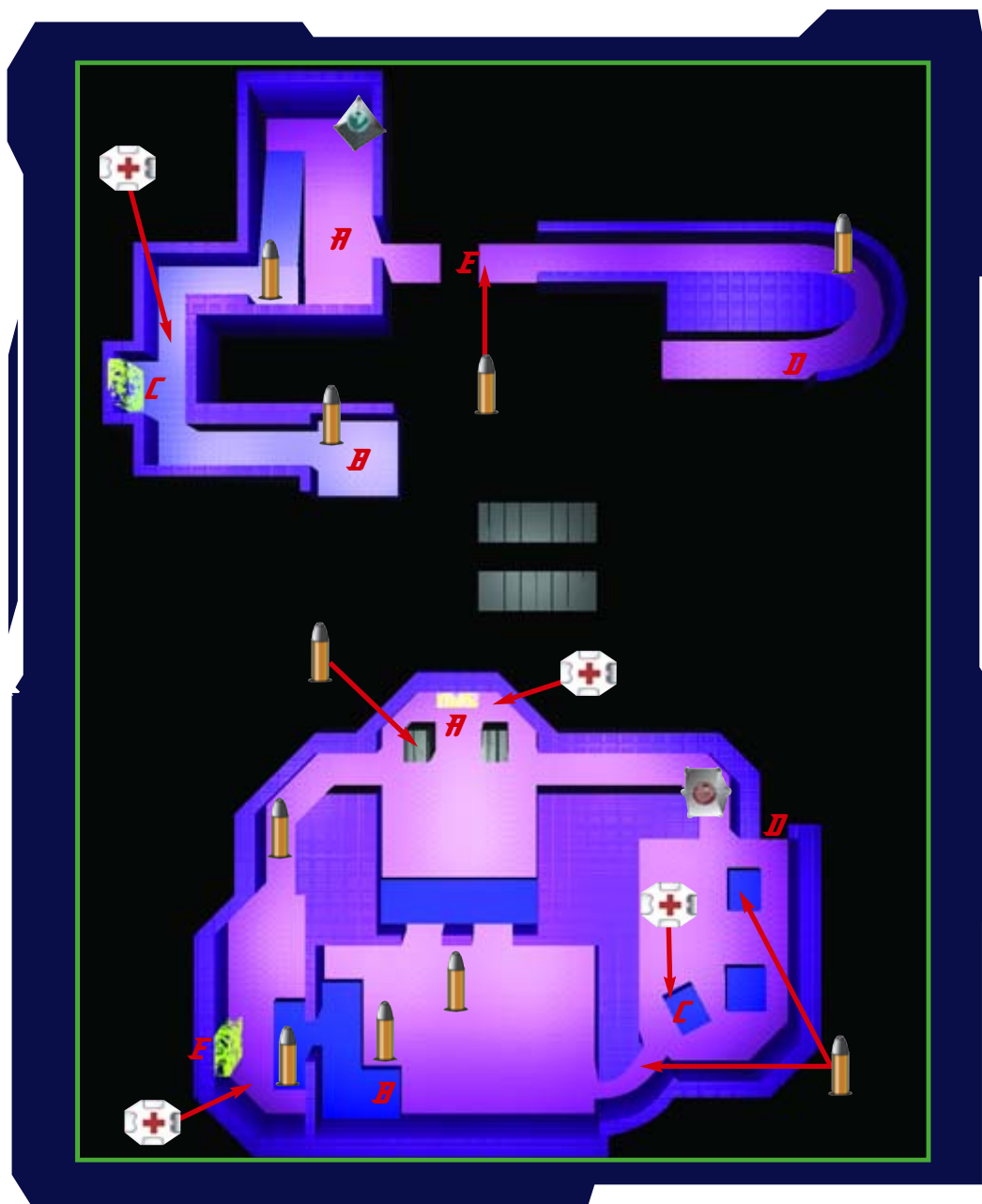
**Vehicles Supported:** No

**Weapons:** (Start: Assault Rifle) Pistol, Plasma Rifle, Fragmentation Grenades, Health Pack, Active Camouflage, Over Shield, Shotgun, Plasma Grenades, Needler, Sniper Rifle, Rocket Launcher

**Notes and Tips:** Make use of the multiple teleporters on this map to evade your enemies (Oddball) and to easily infiltrate your opponent's base (CTF).



Watch for enemies appearing on teleport exits.



## Wizard

**Recommended Number of Players:** 2-8

**Vehicles Supported:** No

**Weapons:** ((Start: Plasma Pistol) Fragmentation Grenades, Health Pack, Active Camouflage, Assault Rifle, Pistol, Over Shield, Needler, Plasma Rifle

**Notes and Tips:** Jumping from platform to platform is both the easiest way to gain kills (Slayer) and the fastest way to get to the enemy's base (CTF). It also gives you the clearest view of the entire map.



Standing on this raised, central platform gives you a good view of the entire map.







## Longest

**Recommended Number of Players:** 2-8

**Vehicles Supported:** No

**Weapons:** (Start: Plasma Pistol) Plasma Grenades, Health Pack, Fragmentation Grenades, Plasma Rifle, Over Shield, Shotgun, Assault Rifle, Active Camouflage

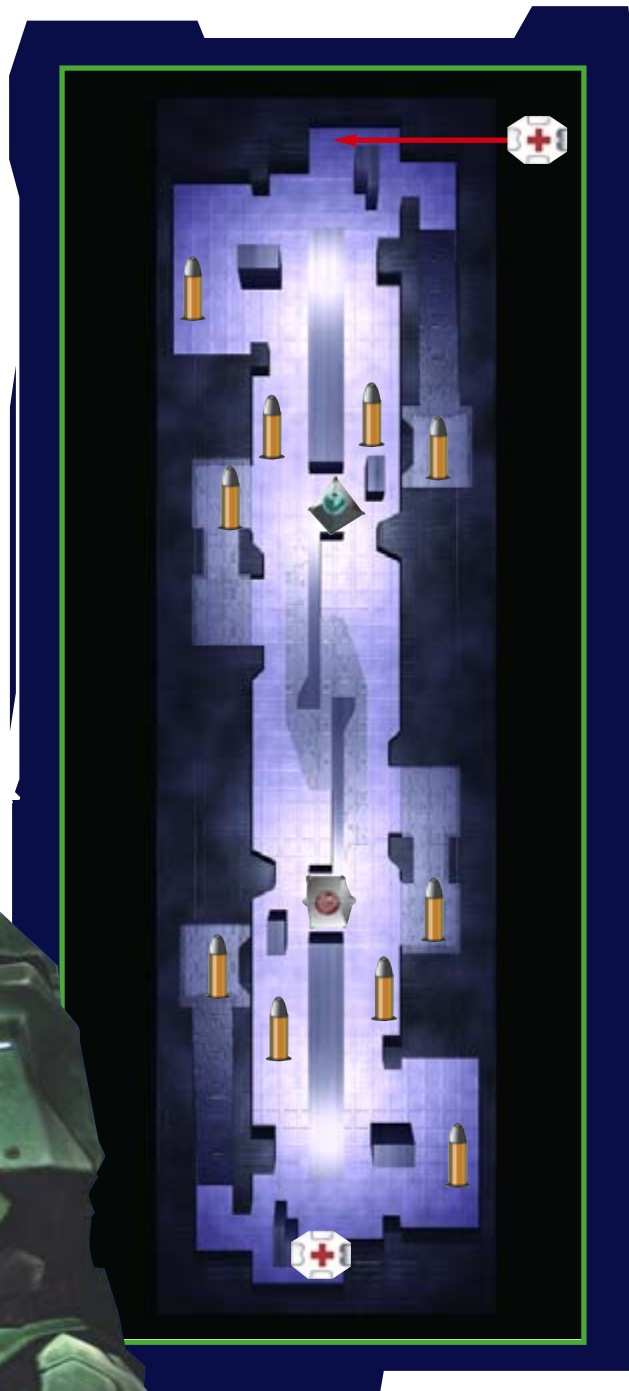
**Notes and Tips:** This map is designed with CTF in mind. The flags are planted at either end of a double hallway, and a series of platforms overlooks both sides of the long hallway.



These provide good cover and a clear shot at approaching enemies.



Take the high ground and rain fire on those below.



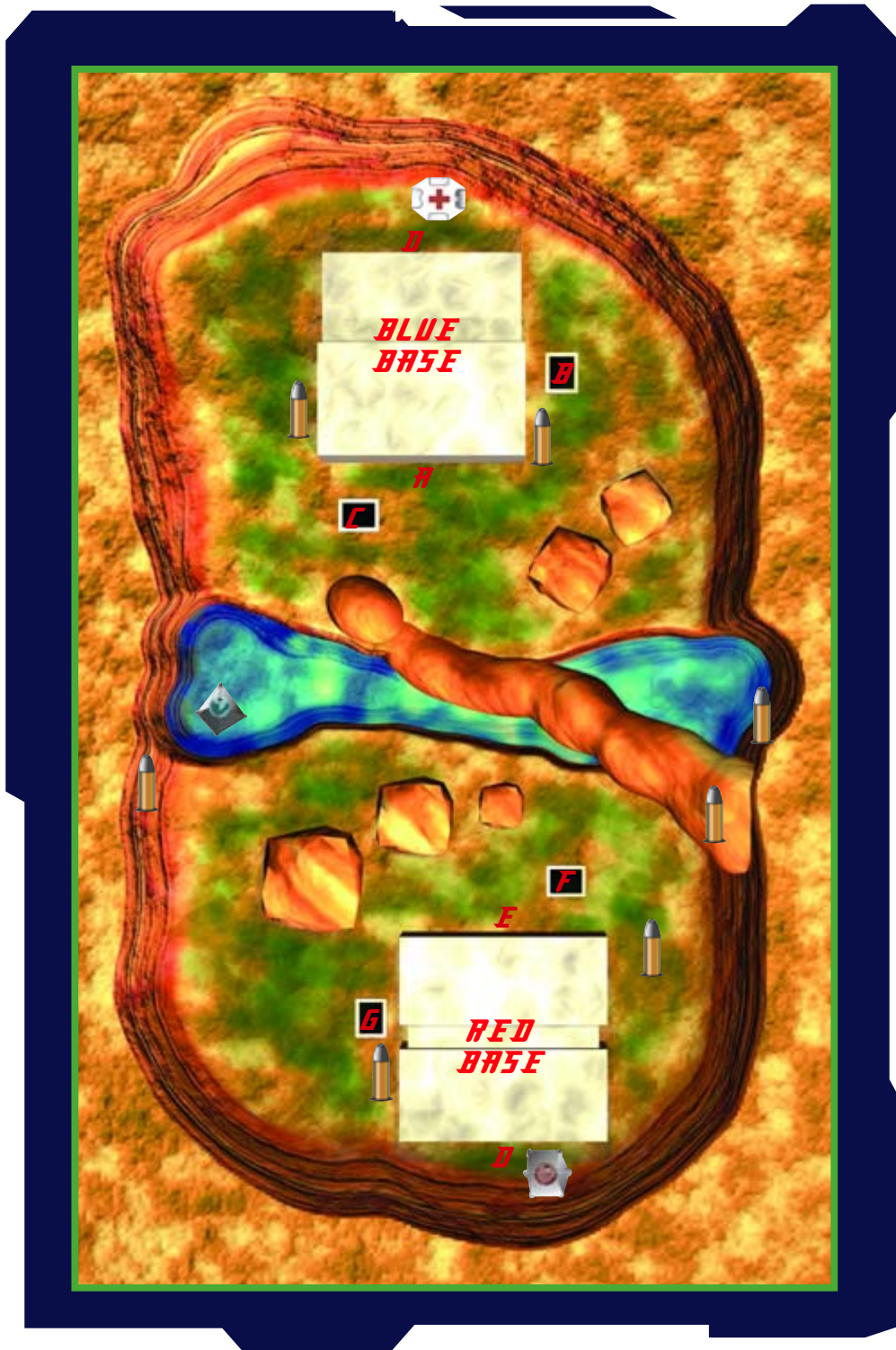
## Battle Creek

Recommended Number of Players: 2-8

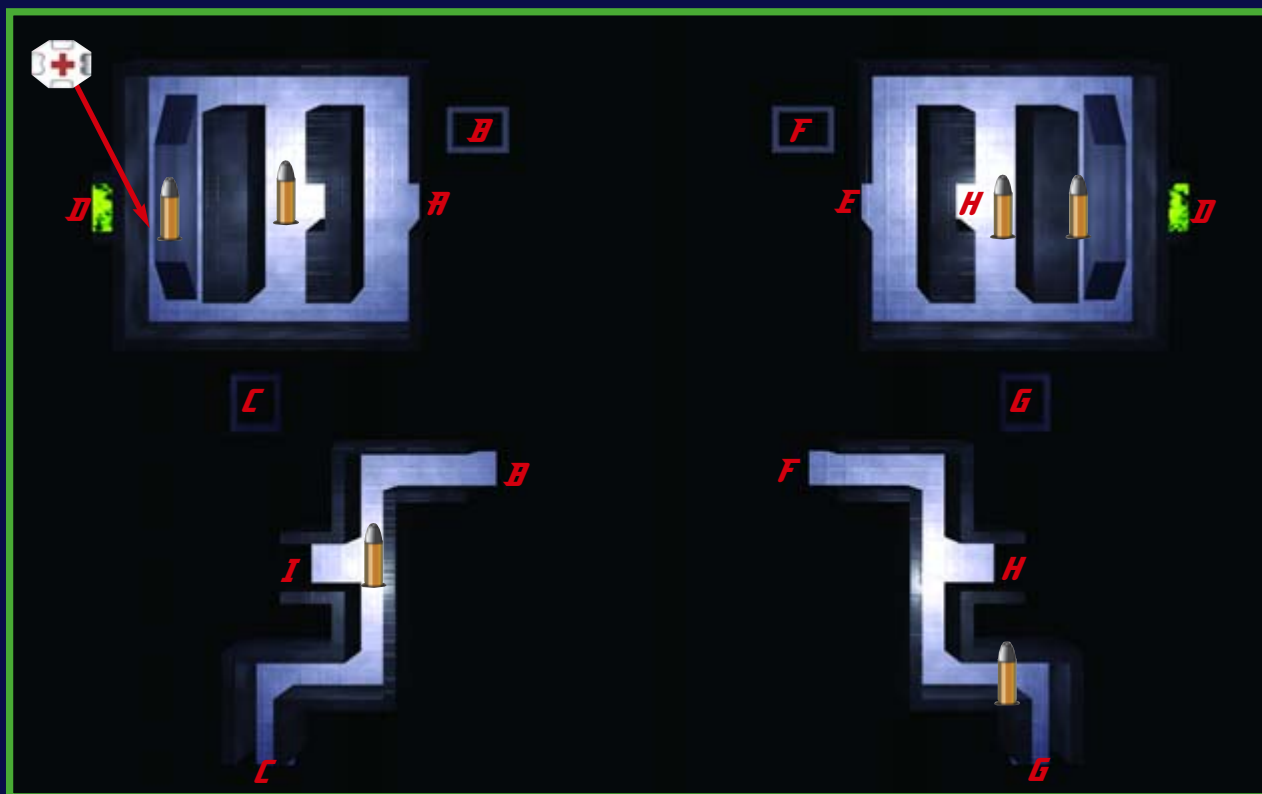
Vehicles Supported: No

**Weapons:** (Start: Plasma Pistol) Health Pack, Plasma Rifle, Sniper Rifle, Rocket Launcher, Active Camouflage, Over Shield, Needler, Plasma Grenades, Assault Rifle, Fragmentation Grenades

**Notes and Tips:** The two bases set on either side of the creek make this map ideal for CTF. Use the two-way teleports to move from one side of the map to the other quickly, or to easily evade competitors in the Oddball games.







This outcropping provides a great view, and of course, the Rocket Launcher. Get here by climbing the ladder and jumping onto the rock bridge.



Try getting into the bases by jumping through a window or falling through the roof.





## Derelict

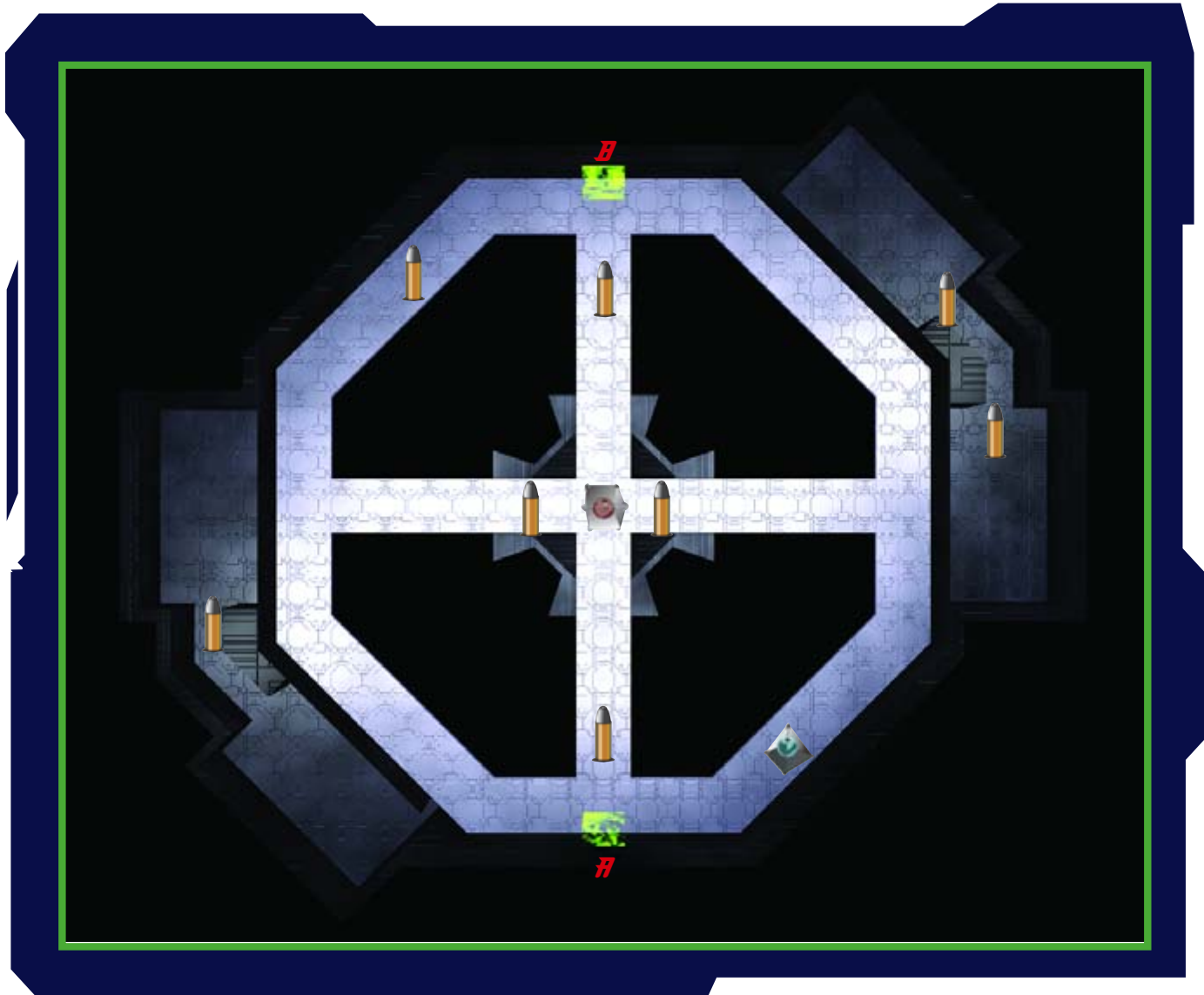
**Recommended Number of Players:** 4-8

**Vehicles Supported:** No

**Weapons:** (Start: Plasma Pistol, Fragmentation Grenades) Pistol, Shotgun, Assault Rifle, Plasma Grenades, Health Pack, Over Shield, Sniper Rifle, Active Camouflage, Rocket Launcher, Needler

**Notes and Tips:** This two-level, circular map provides a lot of cover for intense Slayer and Oddball games. It is a bit small for CTF games unless you only have a few minutes to kill.





Backing yourself into a corner gives you a wide-angle view of the action.

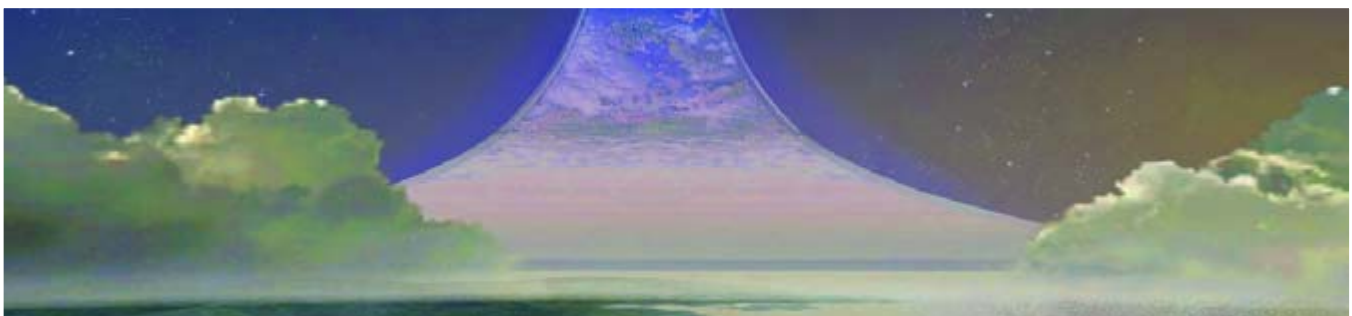
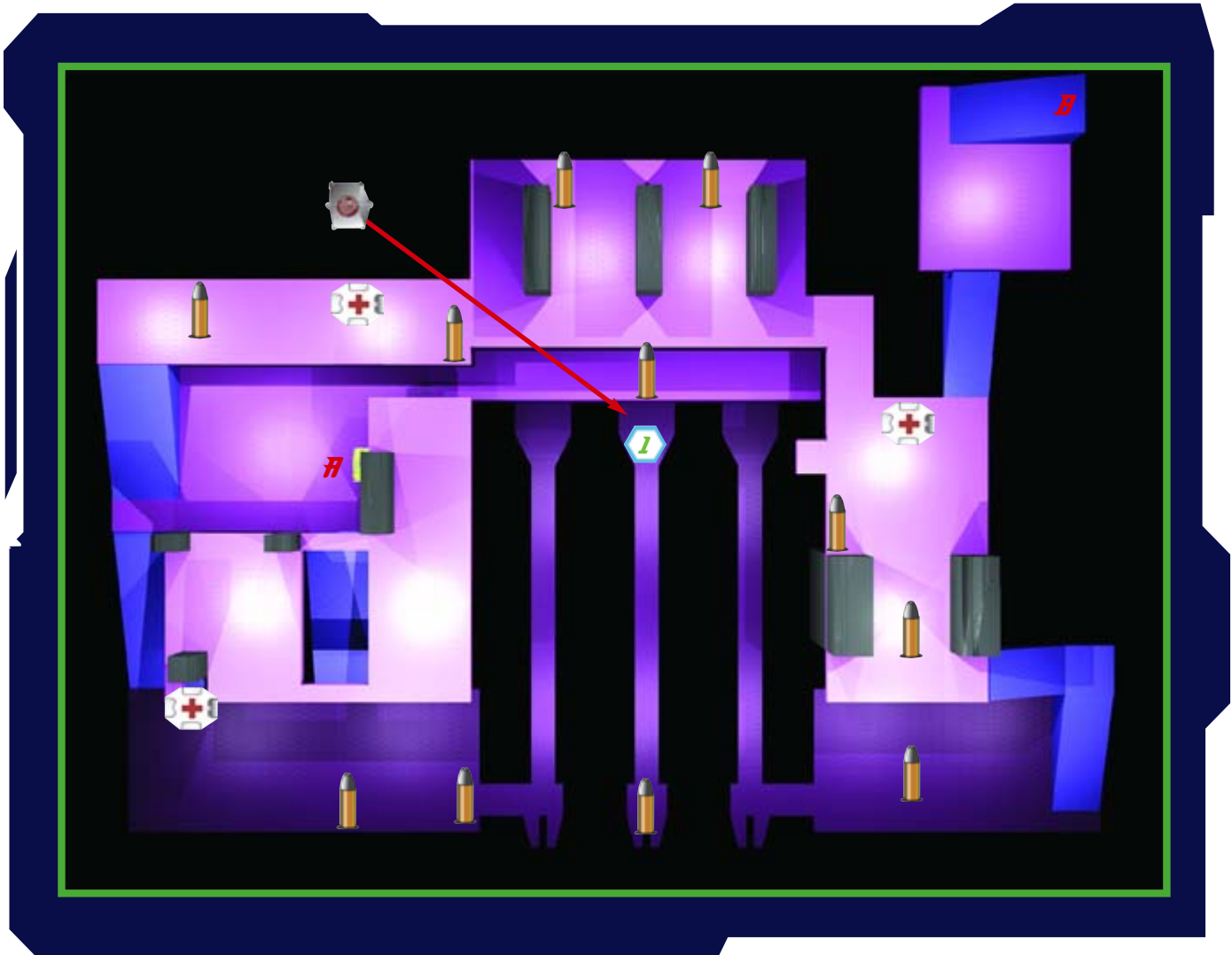
## Damnation

**Recommended Number of Players:** 4-8

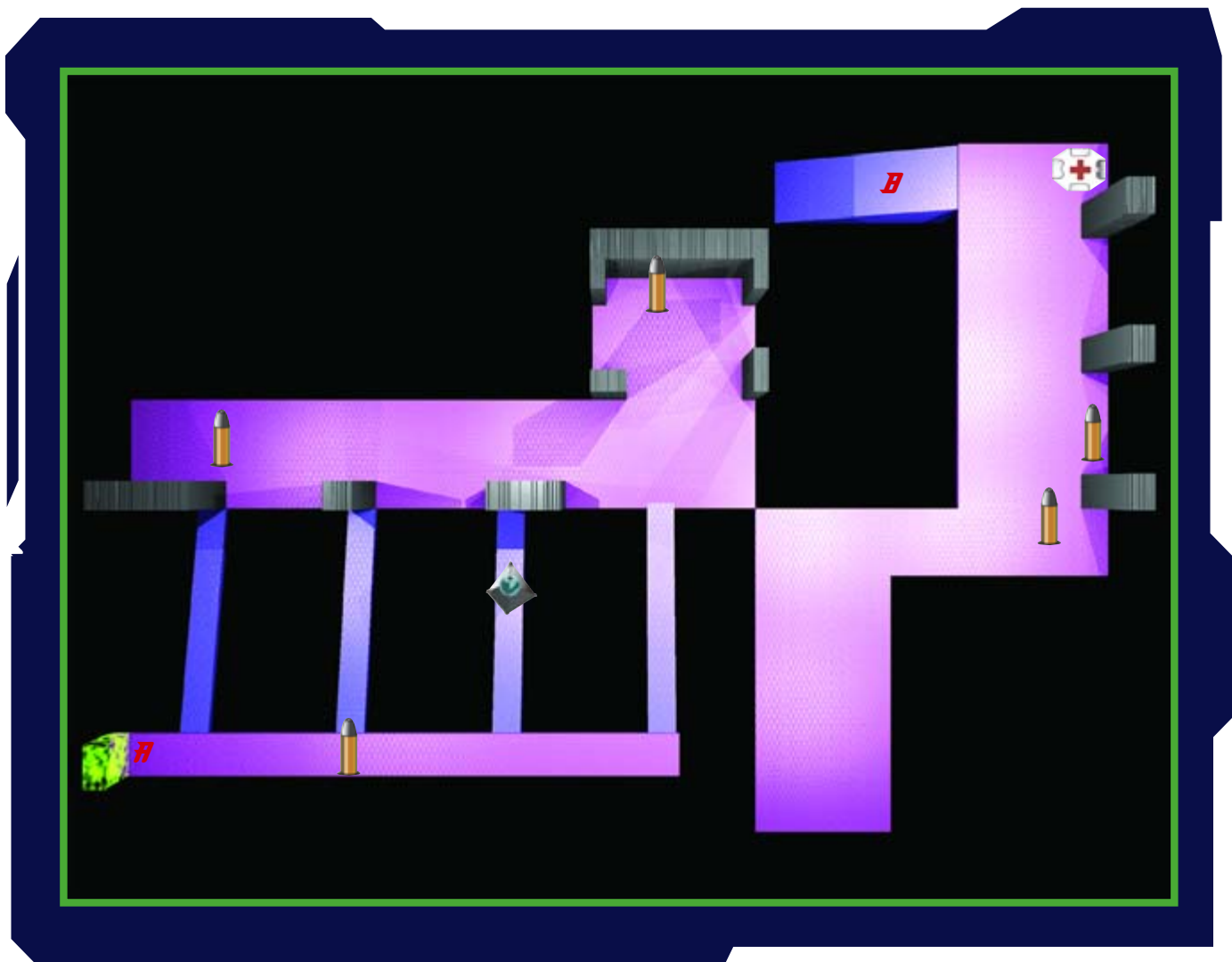
**Vehicles Supported:** No

**Weapons:** (Start: Plasma Pistol) Health Pack, Sniper Rifle, Fragmentation Grenades, Plasma Rifle, Over Shield, Plasma Grenades, Rocket Launcher, Shotgun, Assault Rifle, Active Camouflage, Pistol

**Notes and Tips:** This is a fairly large map that lends itself more to large CTF games than all-out fragfests. Unlike other maps, the flags are approachable from multiple paths, so strategy will play a key role.







Going for the Over Shield here leaves you very vulnerable, as there is no quick escape.

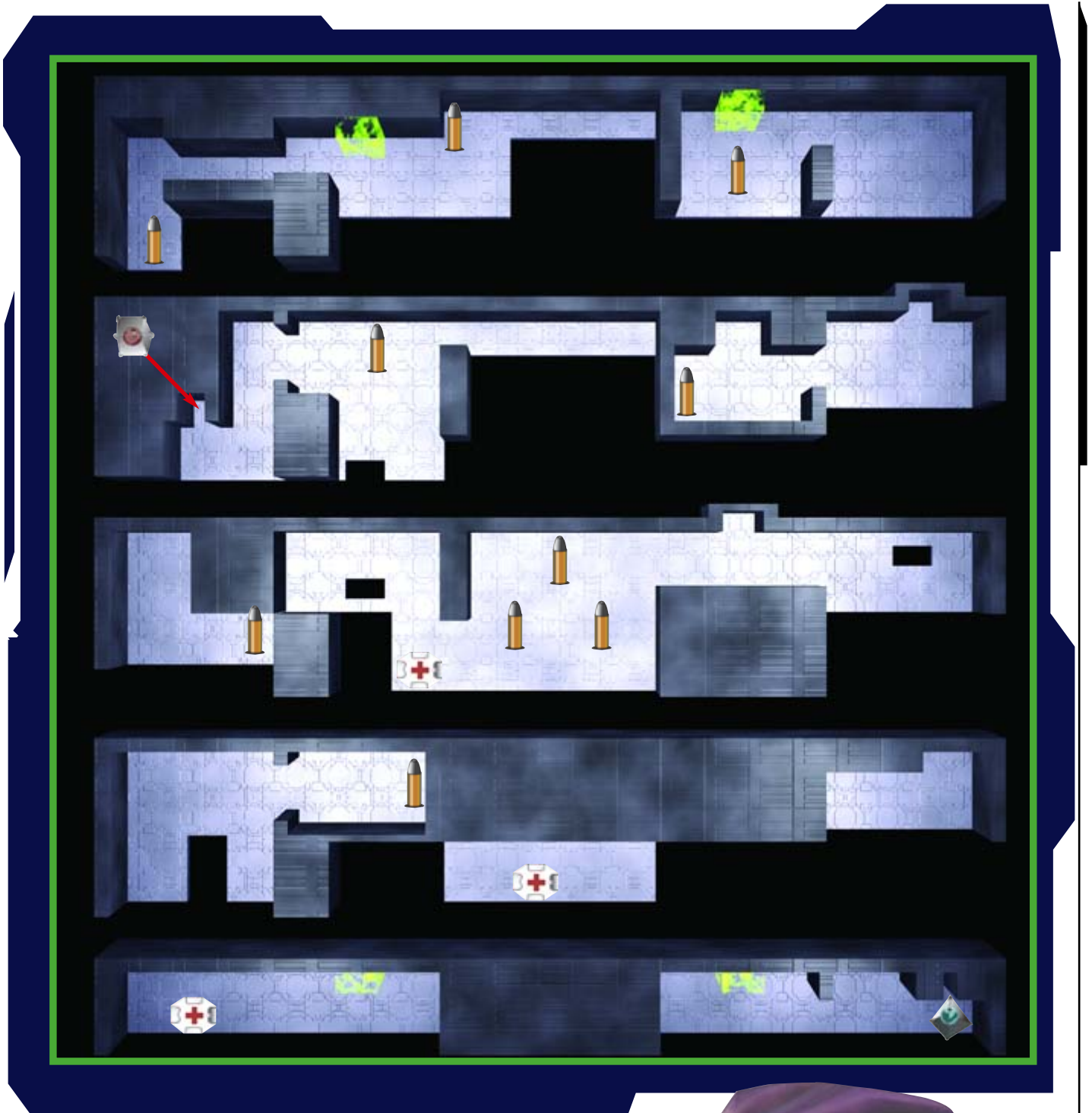
## Boarding Action

**Recommended Number of Players:** 4-16

**Vehicles Supported:** No

**Weapons:** (Start: Pistol, Fragmentation Grenades) Needler, Sniper, Over Shield, Health Pack, Shotgun, Assault Rifle, Plasma Rifle, Active Camouflage, Rocket Launcher, Plasma Grenades

**Notes and Tips:** This map is comprised of two five-level ships facing one another. The only way to infiltrate the other side is through teleports. Both ships are open faced, so there is relatively no cover to be had. This map facilitates any style a player enjoys, be it sniping or close-quarters combat.



Shield yourself from enemy fire while keeping an eye on your flag by backing yourself into one of these structures.





## Blood Gulch

**Recommended Number of Players:** 4-16

**Vehicles Supported:** Yes

**Weapons:** (Start: Plasma Pistol) Shotgun, Assault Rifle, Health Pack, Fragmentation Grenades, Sniper Rifle, Pistol, Plasma Grenades, Over Shield, Rocket Launcher, Active Camouflage

**Notes and Tips:** This map was created for multiplayer CTF or Rally using vehicles. It doesn't get more fun than this.



This area behind the red base gives you a great vantage point of the whole map. Grab a Sniper Rifle and go to town.



Watch the paintjob.





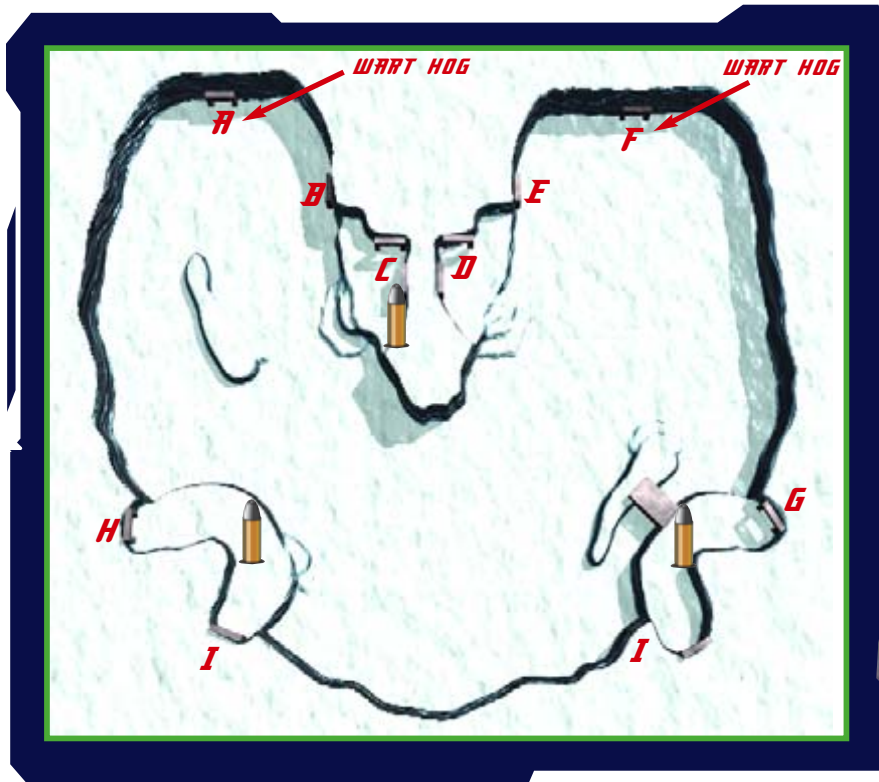
## Sidewinder

Recommended Number of Players: 4-16

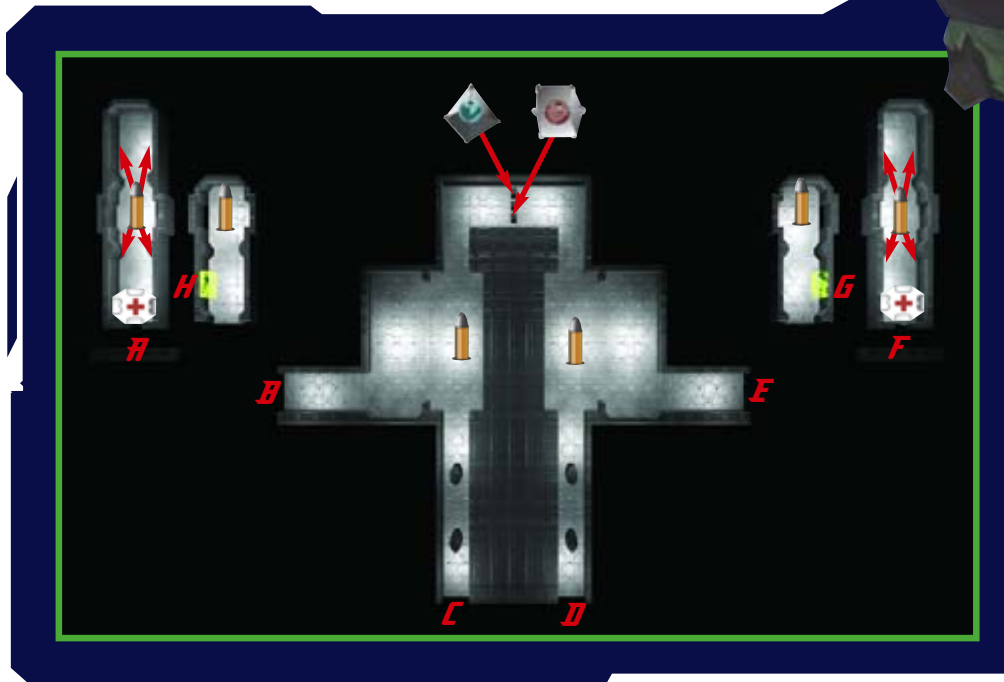
Vehicles Supported: Yes

**Weapons:** (Start: Pistol, Fragmentation Grenades) Health Pack, Assault Rifle, Plasma Rifle, Sniper Rifle, Shotgun, Plasma Grenades, Over Shield, Active Camouflage, Rocket Launcher, Needler

**Notes and Tips:** Besides Blood Gulch, this is the only other map that supports vehicles. Unlike Blood Gulch, however, if you are stuck without a ride, you can make it almost all the way to the other base staying inside, beyond the range of the Scorpion's cannon.



Come to Papa.





## Hang 'Em High

**Recommended Number of Players:** 4-16

**Vehicles Supported:** No

**Weapons:** (Start: Pistol) Shotgun, Needler, Fragmentation Grenades, Assault Rifle, Health Pack, Plasma Grenades, Plasma Rifle, Sniper Rifle

**Notes and Tips:** If you've got a lot of people and you don't want to use vehicles, this is the map for you. No one is particularly safe, as death can come from all sides in this multileveled arena. There is a lot of cover on the ground, but be careful of snipers, as you are highly visible from the upper levels. However, sniping is not all that easy either due to the lack of adequate cover. Basically, the most well-rounded team will emerge victorious here.



You better be fast on the trigger.

