

Action Controls

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ONLY ON XBOX



- Flashlight On/Off
- Switch Grenade
- Switch Weapon
- Melee Attack
- Pick Up/Swap/Reload Weapon Perform Action
- Jump

- Move
- Turn/Aim
- Crouch
- Fire Weapon
- Charge Weapon
- Throw Grenade
- Scope Zoom
- Pause Menu
- Go Back
- Left Thumbstick, D-pad
- Right Thumbstick
- Left Thumbstick Button, press in
- Right Trigger
- Right Trigger hold, then release to fire
- Left Trigger
- Right Thumbstick Button, press in
- START Button
- BACK Button

HALO

COMBAT EVOLVED

0901 Part No. X08-54602



BUNGIE
Microsoft



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

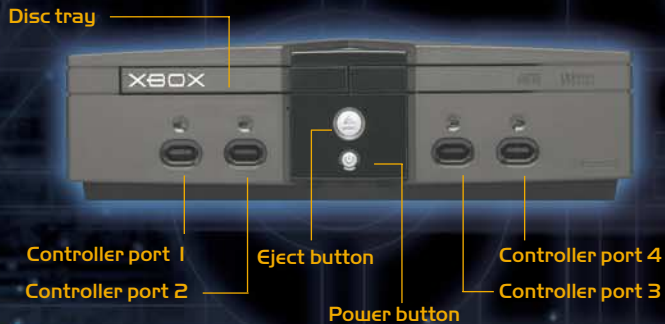
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Using the Xbox Video Game System

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the **Power button** and the status indicator light will light up.
3. Press the **Eject button** and the disc tray will open.
4. Place the Halo™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing Halo.



Using the Xbox Controller



Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

1. Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Halo.

The Story So Far

The year is 2552. Planet Earth still exists, but overpopulation has forced many of her former residents to colonize other worlds. Faster-than-light travel is now a reality, and Earth's unified government, through the United Nations Space Command, has put its full weight behind the colonization effort; millions of humans now live on habitable planets in other solar systems. A keystone of humanity's colonization efforts is the planet Reach, an interstellar naval yard that builds colony ships for civilians and warships for the UNSC's armed forces. Conveniently close to Earth, Reach is also a hub of scientific and military activity.

Thirty-two years ago, contact with the outer colony Harvest was lost. A battlegroup sent to investigate was almost completely destroyed; only one badly damaged ship returned to Reach. Its crew told of a seemingly unstoppable alien warship that had effortlessly annihilated their forces.

This was humankind's first encounter with a group of aliens they eventually came to know as the Covenant, a collective of alien races united in their fanatical religious devotion. Covenant religious elders declared humanity an affront to the gods, and the Covenant warrior caste waged a holy war upon humanity with gruesome diligence.

After a series of crushing defeats and obliterated colonies, UNSC Admiral Preston Cole established the Cole Protocol: no vessel may inadvertently lead the Covenant to Earth. When forced to withdraw, ships must avoid Earth-bound vectors—even if that means jumping without proper navigational calculations. Vessels in danger of capture must self-destruct.

On Reach, a secret military project to create cyborg super-soldiers takes on newfound importance. The soldiers of the SPARTAN-II project rack up an impressive record against the Covenant in test deployments, but there are too few of them to turn the tide of the war.

Existing SPARTAN-II soldiers are recalled to Reach for further augmentation. The plan: board a Covenant vessel with the improved SPARTAN-IIs and learn the location of the Covenant home world. Two days before the mission begins, Covenant forces strike Reach and annihilate the colony. The Covenant are now on Earth's doorstep. One ship, the *Pillar of Autumn*, escapes with the last SPARTAN-II and makes a blind jump into deep space, hoping to lead the Covenant away from Earth.



The Main Screen



Now that you've powered up the Xbox video game system and properly inserted your Halo disc, the Main screen appears with the choices described below.

Campaign

Choose this option to begin a new campaign or to resume where you left off in an existing campaign. If you

have not yet created a player profile, a new one will be created for you automatically. You'll be asked to name it. Your progress in the single player game will then be saved to this profile. If you've already created a player profile (from the Settings menu), you'll be given the option to use this profile or to create a new one.

Multiplayer

Choose **Multiplayer** to take on your friends in head-to-head combat, or to play through the campaign cooperatively with another person. The Multiplayer games are described in detail on page 26.

Settings

On the Settings menu you can modify player profiles, customize controls, and define custom multiplayer game types.

Game Demos

Use this option to learn more about other Xbox games.

Loading and Saving Games

While playing through Halo's single-player campaign, the game automatically saves your progress to the Xbox hard disk at various "auto-save" points in a level. These auto-saves occur transparently so that when you die, the game automatically reloads at the most recent auto-save point. Use the following instructions to start a new game, or load a saved game.

Note: When you save a profile to an Xbox Memory Unit using the Xbox Dashboard, you can only return to the start of the level you were playing when you quit the game. For more information about saving games to Xbox Memory Units, see the Xbox Instruction Manual that comes with your Xbox video game system.

To start a new game

1. Select **Campaign** from the Main screen.
2. Name your new profile using the virtual keyboard.
3. Select **Done** to save the profile for the new campaign with the name you've provided.
4. Select a difficulty level for your new campaign.

To load a saved game

1. Select **Campaign** from the Main screen.
2. Select the profile you were using when the game was saved.
3. Select one of the completed levels from the game. The last level you played on will be selected by default.
4. Choose a difficulty level from the Choose Difficulty screen.

The Pillar of Autumn and Its Crew

The *Pillar of Autumn* is a Halcyon-class warship that has seen decades of service. An aging but sturdy vessel, and one of the smallest cruisers in the human fleet, the military High Command chose it specifically as an inconspicuous launch pad for a covert offensive against the Covenant. Genetically-engineered cyborg soldiers in state-of-the-art battle suits were supposed to board a Covenant vessel and locate the Covenant home world. A surprise Covenant attack on the human military base on the planet Reach annihilated all but one of the SPARTAN-II soldiers. The remaining SPARTAN-II, known only by his rank of Master Chief, was stored in a cryosleep chamber upon the *Pillar of Autumn* shortly before the ship made a blind jump across the galaxy in a desperate effort to lead the Covenant away from Earth. The Master Chief is easily the best soldier aboard the *Pillar of Autumn*, but many of the human military's finest also call the ship home.



The Marines

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.



Captain Jacob Keyes

Twenty-six years into his military career, Captain Keyes commands respect as a keen strategist and inspirational leader of his men. He became a minor hero early in his career, when he led a small group of security troops against a Covenant ambush of the colony ship *Meriwether Lewis* and held them off long enough for the ship to escape. His many decorations and years of combat experience against the Covenant made him a natural choice to command the *Pillar of Autumn* and its secret cargo.

Cortana

Cortana is the highly advanced AI at the heart of the *Pillar of Autumn*. Her design allows her to be uploaded into an appropriately configured battle suit for safekeeping. She is capable of hacking into alien computer systems, and has used this skill to intercept Covenant communications during combat. She interprets this data to provide her caretakers with directional waypoints and the best available information about troop movement and strategy.



The Covenant

The Covenant forces have spent more than thirty years trying to wipe out humankind. Because their efforts have been so successful, and because few Covenant troops have ever been captured alive, little is definitively known about their origins, society, or motivations. Intercepted communications and battlefield reports indicate a religious underpinning to their genocidal campaign. What follows are brief descriptions of the alien races known to belong to the Covenant collective, gathered mostly from encounters on the battlefield.



The Grunts

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. They are known to use a variety of weapons including the plasma pistol, plasma rifle and plasma grenades.



The Jackals

With superior senses of sight, hearing and smell, Jackals serve as scouts and assassins for the Covenant forces. They use plasma pistols and carry a strong energy shield to compensate for their physical weakness; a well-positioned Jackal can hold his own against several Marines, though grenades are effective against them. They stand approximately 5' 8" tall.

The Elites

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're quite capable of brilliant battlefield tactics as well. Their natural resilience is augmented with full-body energy shielding which recharges when depleted. They wield plasma pistols, plasma rifles, grenades and needlers.



The Hunters

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.



Fighting the Enemy

You are the Master Chief—all that remains of a classified military project to build a series of genetically enhanced super-soldiers. You are humanity's last and best hope against the Covenant—but you're woefully outmatched, and survival is not guaranteed.

Your Armor

Human soldiers have used performance-enhancing equipment for hundreds of years, and your MJOLNIR battle suit represents the current pinnacle of military technology. As a product of the SPARTAN-II project where you were bio-engineered and technologically enhanced for better reflexes, eyesight and coordination; the addition of your MJOLNIR armor makes you nearly invincible.



The battle suit utilizes a neural interface implanted in your brain. Your armor's movements and weapons are controlled at the speed of your thoughts. The battle suit also contains a layer of crystal that forms a network capable of supporting starship-grade AI so you can overpower alien computer systems if necessary. The suit's shell is comprised of many layers of strong alloy, and a refractive coating to disperse energy weapon hits. Internally, the suit regulates temperature and can reactively change in density as necessary.

Your HUD

The Heads Up Display (HUD) is your view of the world through your battle suit's visor, but enhanced with essential information. Knowing how to read and understand the components of the HUD greatly improves your ability to fight in battle.



- | | |
|----------------------------|----------------------------|
| A Ammo in Clip | G Health |
| B Ammo | H Shield |
| C Grenades | I Direction of Fire |
| D Targeting Reticle | J Motion Tracker |
| E Navigation Point | K Ally (yellow) |
| F Flashlight | L Enemy (red) |

A B C Weapon Indicator

The weapon indicator in the upper-left corner of your HUD displays information about the weapon you're currently using. For ballistic weapons, you can quickly check how many magazines of ammo you have left, as well as the number of rounds left in a magazine. It also displays the number of grenades you have.



When you arm yourself with enemy charge weapons such as the Covenant plasma rifle or pistol, the Weapon Indicator changes to indicate the percentage of charge you have left in the weapon.

D Targeting Reticle

The targeting reticle is the aiming device for the weapon currently in use. The reticle style changes based on the type of weapon it is. When the reticle turns red, an enemy is in range and targeted.

E Navigation Points

A red triangle on the HUD represents a nav point. The direction an triangle points indicates the heading you must take to reach the next nav point. Nav points are useful navigational tools for meeting up with your crew at prearranged locations or to help you maintain awareness of areas of interest.

F Flashlight Indicator

The Flashlight Indicator appears on the HUD when you press the **White button** to turn on your battle suit's built-in flashlight. The indicator tells you how much charge you have left to power the flashlight. Because the flashlight does drain power from your battle suit, use it only as needed.

G H Health and Shield Indicators

The Health Indicator is the gauge next to the blue cross symbol. Your health indicator is persistent but additional indicators will appear on the HUD when you're driving the Warthog and have a gunner or passenger on board (shown below). How full the fill bar is, and the color used to fill it, indicates health status: red is poor, yellow is okay, and blue is excellent. Health does not restore automatically over time, but sometimes health power-ups can be found right when you need them.



The Shield Indicator is the gauge next to the shield symbol. When you're not taking damage, your shield charges automatically and stops charging when you reach full power. When your shields are at a critical level, the fill bar color changes to red until they recover to full power.

I Direction of Fire Indicator

When you're in a firefight, the red arrows that appear on the HUD indicate the direction(s) from which you're receiving enemy fire.

J Motion Tracker

The Motion Tracker in the lower-left area of your HUD is like overhead radar in that it displays characters and vehicles in motion in a position relative to your own. Enemies using visual stealth or that are motionless do not appear on the Motion Tracker. When a unit or vehicle starts and then stops moving, the representative dot grows and fades away.

Scope Zoom

For weapons that use a scope, you can change the zoom magnification level for a closer view of objects. To cycle through the magnification levels press in the **Right thumbstick**. Continue to press in the thumbstick until you cycle back to normal view.



Melee Fighting

Melee fighting involves the use of the weapon in your hands as a blunt instrument to ward off attackers. This is handy when the enemy is in close, or when you're out of ammo and want to keep dishing out the pain! Your ability to fight in Melee mode varies from weapon to weapon, so experiment to find the best weapon for the situation. To use melee fighting, press the **B** button.

Human Weapons

Your weapons arsenal makes you lethal on the battlefield. You're probably already familiar with them, but here are briefs on the weapons. Since you carry only two weapons at a time besides grenades, you need to know the pros and cons of whether or not to swap one weapon for another in a given situation.



M9 HE-DP Grenade

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 direct fire weapons can't reach. Increase the angle of the throw to toss it farther, or to get it over obstacles. Be careful not to throw it too close to your own location.



M6D Pistol

This pistol is a recoil-operated, magazine-fed handgun. It is issued with a smart-linked scope capable of 2x magnification (press in the **Right thumbstick**). It fires 12.7mm semi-armor-piercing, high-explosive rounds. It can shoot either semi-automatic or automatic fire (pull and hold the **Right trigger** for automatic fire).

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



MA5B Assault Rifle

This 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 fully 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.



M90 Shotgun

The shotgun is a pump-action magazine-fed (dual tubular non-detachable type) weapon. It fires 8 gauge magnum (3.5") rounds. This weapon is very effective against targets at close range and may be used to engage several targets simultaneously at medium and long range.



M19 SSM Rocket Launcher

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 and fire control systems.



S2 AM Sniper Rifle

This rifle is a gas-operated magazine-fed weapon. It is issued with a smart-linked scope with two levels of magnification (press in the **Right thumbstick** once for 2x, press again for 10x, and once more to deactivate). Also, while still in zoom mode you can press the **White button** to activate light amplification. It fires 14.5mm armor-piercing fin-stabilized discarding-sabot rounds.

WARNING: The 14.5x114mm APFSDS round is an anti-materiel munition. It can easily over-penetrate several armored soldiers. Be sure of what is on the other side of your target before firing.



M41 LAAG

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. Recoil from sustained fire is prodigious and negatively impacts accuracy at long range.

Covenant Weapons

You should also be aware of the weapons the Covenant use since you can pick up and use any that you find by walking over them when you see them lying on the ground. The Covenant seem more vulnerable to these weapons, so take advantage of this weakness whenever possible.

Plasma rifle

Core power output: 100-150 Kv @ 2-3 dA

Rate of Fire: 420 to 600 RD/MIN

This is a directed energy weapon. It is capable of either semiautomatic or automatic fire (pull and hold the **Right trigger** for automatic fire). Continuous rapid fire overheats the weapon—this in turn depletes the weapon's power core. We currently do not understand how to replace or re-charge a power core.

Note: This weapon will deplete its energy source as you use it. It is wise to replace it as often as possible.

Plasma pistol

Core power output: 100-150 Kv @ 2-3 dA

Overcharge power output: 1.5 Mv @ 2-3 dA

This weapon is a semi-automatic directed energy weapon. If you pull and hold the **Right trigger**, the weapon may become over-charged; when the **Right trigger** is released the bolt is launched. After the over-charged bolt is launched the weapon temporarily stops functioning as it dumps waste heat. Use of the over-charge capability rapidly depletes the weapon's power core. We currently do not understand how to replace or re-charge a power core.

Note: This weapon will deplete its energy source as you use it. It is wise to replace it as often as possible.

Needler

Very little is known about this weapon other than that it is a magazine fed weapon capable of automatic fire. Its projectiles penetrate soft targets no matter what the angle of impact. They ricochet off of hard surfaces at oblique angles, however, and are always deflected by energy fields, the only exceptions to this being the shields generated by the MJOLNIR battle suit and the Elite's combat armor. The composition and energy signature of its projectile is unknown. The manner in which the projectiles home in on their target is also unknown.



Stationary Gun (Shade)

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



Plasma Grenade

This weapon is similar to our own hand grenade in that it is a thrown anti-infantry and anti-vehicle weapon. It has some kind of internal mechanism that allows it to distinguish between targets and background. For example, it will stick to a soldier or vehicle, but not a tree or wall. It has a three-second fuse that is activated after it sticks to a target or otherwise comes to a rest.



Getting Around on Halo

Halo is vast and you will need to cover a lot of ground quickly, so vehicles are indispensable. Therefore, hijacking Covenant vehicles is useful and necessary. The strength provided by your MJOLNIR armor allows you to right overturned vehicles by standing next to the vehicle and pressing the **X** button.

Human Vehicles

Humans brought the following vehicles with them on the *Pillar of Autumn*:



M12 LRV

Crew: 1+1 (plus 1 more in rear)

Weight: 3.25 tons

Armament: 12.7mm three-barreled machine-gun

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.



M808B Scorpion MBT

Crew: 2 (or 1 cyborg)

Weight: 66 tons

Main gun: 90mm HV (High Velocity)

Secondary/coaxial gun: 7.62mm AP-T (Armor Piercing, Tracer)

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 anti-tank infantry. Up to four soldiers may ride on (and fire from) the Scorpion's track pods. Riding on a tank is always hazardous and should be done only when the advantages outweigh the risks.

Covenant Vehicles

You may encounter the following standard Covenant vehicles on Halo:

Ghost

Crew: 1

Weight: 3.25 tons

Armament: Two Plasma Cannons (100-250 kW range)

The Ghost is the Covenant's standard reconnaissance and rapid attack vehicle. It is equipped with two of what are 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. While the vehicle is fast and maneuverable, the driver is virtually unprotected.



Banshee

Crew: 1

Weight: 2.25 tons

Armament: Two Plasma Cannons (100-250 kW range)

Secondary weapon: Two Fuel Rod Cannons

The Banshee is the Covenant's standard ground assault aircraft. It is very fast, extremely maneuverable and capable of hovering. 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.



Starting Multiplayer



Power-Ups



Multiplayer allows you to play Halo in a number of exciting and varied ways, and with a few features that differ from the main Halo campaign, such as the liberal use of ammo and health power-ups in many of the multiplayer environments. Read the descriptions below to find the type of game you'd like to play and then follow the setup instructions.

Cooperative Play

This option allows two players connected to a single Xbox video game system to play through the entire single player campaign side by side.

To start a Cooperative game

1. Select **Multiplayer** from the Main screen
2. Select **Cooperative Play** from the Multiplayer screen.
3. Each player presses **START** or **A** to join the game. Each player must select a custom player profile.
4. Select the difficulty level for the campaign.
5. Press **START** or **A** to begin.

Split Screen

This option allows up to four players to play in split screen mode on a single Xbox video game system. You'll pick your own maps and game settings.

To start a Split Screen game

1. Select **Multiplayer** from the Main screen.
2. Select **Split Screen** from the Multiplayer screen.
3. Each player presses **START** or **A** to join the game. Players may select a custom player profile if desired.
4. Select the map you'd like to play on.
5. Select the game type you'd like to play.
6. Press **START** or **A** to join the game.

System Link Play

You can connect two Xbox consoles together using an Xbox System Link Cable, or up to four Xbox consoles using an Ethernet hub and standard Ethernet cables.

To start a System Link Play game

1. Physically connect two Xbox video game systems to each other using Xbox System Link Cables, or up to four Xbox consoles using Ethernet cables to plug them into a 10Base-T network. Refer to your Xbox Instruction Manual for more information about how to do this.
2. Select **Multiplayer** from the Main screen.
3. Select **System Link Play** from the Multiplayer screen.
4. Each player must press **START** or **A** to select a profile and then join the game. Halo attempts to find an available game on the linked network.
5. If there is no game and you'd like to start your own, press **X** or **A**.
6. Select the map you'd like to play on.
7. Select the game type you'd like to play.
8. Press **A** to begin.

Multiplayer Game Types

The following information briefly describes the multiplayer games you can choose from. Full descriptions of the game types and options are available in the Multiplayer Game setup screens.

Capture the Flag (CTF)

In CTF the object of the game is to capture the enemy flag and return it to your own base, but there are a number of options that change the rules of game in all sorts of unpredictable ways.

King of the Hill

In King of the Hill, the object of the game is to capture and hold key locations on the map. The first player to occupy the target zone for a pre-set amount of time wins the game.

Slayer

Slayer games feature head-to-head battles against the other players. The first player or team to eliminate a certain number of enemies wins the game.

Oddball

In Oddball the object of the game is to find and hold the ball for as long as you can. The Oddball basic rules can also be changed so that you can play lots of other game types as well.

Race

Be the first player or team to "tag" all the objective points that appear during the game to win the race.

About Bungie

Bungie was founded in 1991 with two goals: to develop games that combine brilliant technology, beautiful art, intelligent stories and deep gameplay, and then sell enough of those games to achieve our real goal of total world domination.

We've spent the last ten years perfecting our craft, and along the way we shipped games like the Marathon Trilogy and the Myth series, hailed as classics by critics and gamers around the world. Our only advantages were a willingness to work hard and an unwillingness to take anything too seriously.

It might sound like we're bragging, but we wouldn't be where we are today without the support of a rabid, intelligent and steadily growing fan base. But what is it about Bungie that attracts such devotion? We're not entirely sure ourselves, but if you're interested we humbly ask that you visit our Web site, www.bungie.com. There you can find out more about our games and the people and philosophies behind them. To us, Bungie is not just a name—it's a way of life. We hope you'll join us. Next stop: world domination!

Brothers and Sisters: the time is nigh. There is strength in numbers. Unite and the planet is ours: www.seventhcolumn.org

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Special Thanks:

Everyone—Jule Zuccotti, Ed Fries, Matt Gradwohl, Michael Sartain, Mark Thomas, Stuart Moulder, Jonathan Sposato, Peter Parsons, Chris Cocks, Vic Bonilla, Miguel Chavez, Claude Errera, Brian Morden; Hamilton—Sandy&Chibi; Marcus—Lynn&kids I'm back!; M. Soell—All hippos worldwide; rnek—Ba Ma Guh, Laurel G.; Marty—Mariee-last crunch!!; Adrian—stage3 314 Spahr; 2DX; Tyson—The r.net and RHL gang; Butcher—Neeen Watering Hole; Adam—AprilD, ShandG, GregO; Chris L.—minivan-redbricks&BB; Hardy—All my family&frnds; Tom—The guys from NoVA; Bernie—ill M+Sha sushi; Zlita; David C.—Mary & all the kids; Mat—No more bloody eyes!; Michael—Erika Hall; Paul B.—Laura Drevecky; M. Cody—Betsy & Monkey; Stefan—God, 48th&VanDorn KFC; Joseph—Susan Lusty (Ethen?); Outsiders—thx 4MPHIAI; Carney—ma9; it has begun...; Jay—HDT you rock!; Erik—Christine&FatboySlim; M. Wu—Liz and Leia; Paul R.—Keely, Mom & Dad; Chucky—Weedmonkeys free AKI!; Steve A.—Sweetta, Mom & Dad; Luke—Rachel, Mom and Dad; Dave D.—BP Bean, and Pauls; Lorraine—4 lettin' me join in; John—ConDev, Alex—Laura Seropian; Matt—the army; Rick—Sandy, Nathan & Celina; Zach—Ist one, Mom & Dad; Eric A.—Joy's love & support; Jeffrey—Kate, M&D, the girls; Chris B.—Jody, Maxwell, Jaime—Meg, Bugs and the BB's; Ryan—MPplayers, Fans, Guz; R. McLees—Family new and old.

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