MOMBASA RECONCILIATION PROJECT

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Proposal

My proposal to 'fix' the issues present in the layout between the *Halo 2* New Mombasa and the *ODST* New Mombasa, is to compromise the two into a cohesive unified vision rather than making preferences of one over the other.

Sources

Sources to be consulted when determining a comprehensive layout of New Mombasa are:

- *Halo 2*
  - Outskirts
  - Metropolis
  - Headlong
  - Ivory Tower
  - Terminal
  - Turf
  - District (from H2Vista)
- *Halo 3: ODST*
  - All levels except Data Hive
- *Halo 3*
  - Longshore
- *Halo Anniversary*
  - Breakneck
- *Halo Evolutions*
  - Palace Hotel

Summary

In short, my proposal would only change the skybox of the *Halo 2* version to match the building elements from the *ODST* version. In most of the *ODST* game, the *Halo 2* locations were not seen. In the *Halo 2* version, the location of the assault carrier and the tether were radically altered in *ODST*.

I do not support reorienting the island or making the bridge appear to be in a different location for various reasons. Attached to this email and doc are several renders of a map of present-day Mombasa along with the full 3D geometry for the Uplift tether island, the *ODST* version of New Mombasa, the Halo 2 version of New Mombasa, Old Mombasa, and multiplayer maps Turf, Headlong, and Terminal all correctly scaled to the island itself. The maps not present (because I don't have access to them), are *Halo 2 Vista*'s District and *Halo 3*'s Longshore (both of which would be on the Old Mombasa side). I also didn't include Ivory Tower and its surrounding buildings as I believe these are on the portion of New Mombasa near the land-based tether location, which we have little to go on.

In a few of the images I have placed the Covenant assault carrier over the gravity lift location for the final leg of the "Uplift Reserve" mission in *ODST*. This is where the carrier was deploying assets into the city and when spooked into leaving, where it departed into Slipspace. It gives a definitive position for the carrier when it departs. It would also be key in determining where the *In Amber Clad* came from to tuck itself into the carrier's slipspace field. Image below.



Skybox Change

The biggest change for *Halo 2* would be the assault carrier would be at the extreme right of screen when the Chief emerges from the underground highway at the beginning of the Metropolis level. Right now, it's just left of center looking at the bridge before you.

The tether would also be moved to far right as well. In addition, despite the heavy fog (which should remain) the larger building tops of the *ODST* game such as the Vyrant Telecom Tower would be visible in the same direction as the newly-placed tether. I have simulated (badly) the look of the buildings and tether from a screenshot. (Full versions of these images are included in the zip file.)





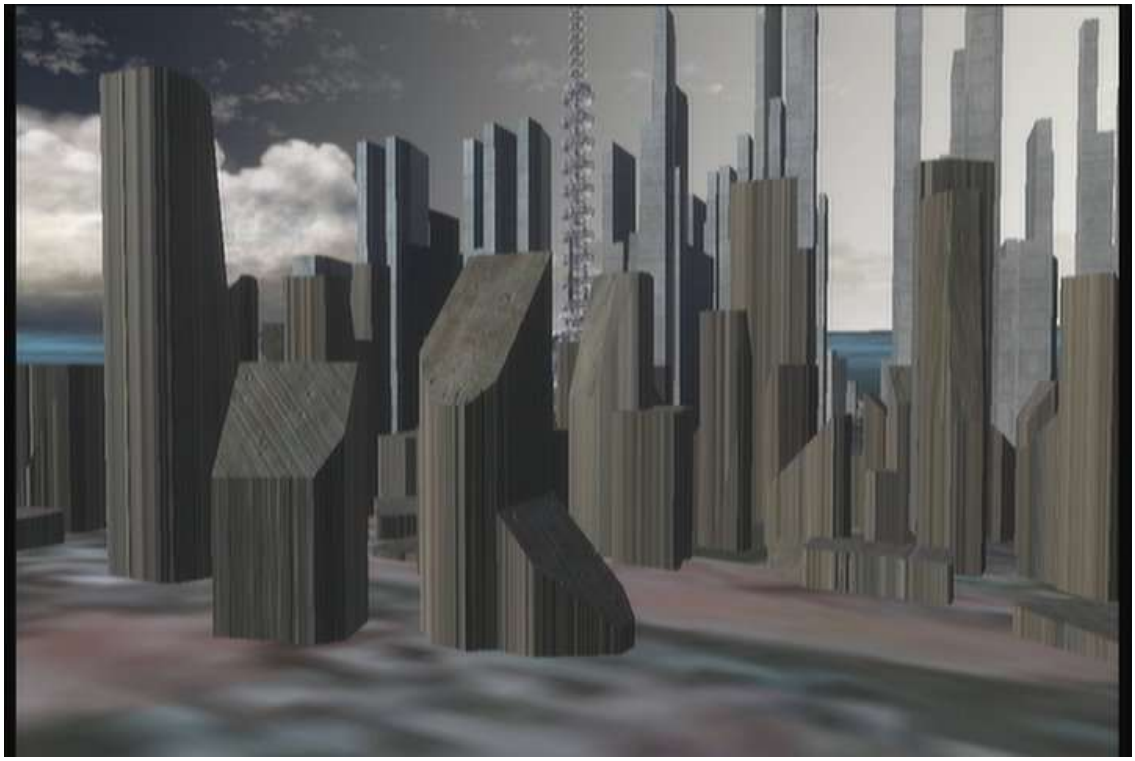
Also, at the end of the level where the Scarab is stuck and can no longer move, the opposite side of the city's cut inlet houses the original location of the space tether. This would no longer be visible here and probably wouldn't be visible to the far right at this perspective (though it may be visible into the sky looking up. The buildings can remain on that side however. Another (badly) photoshopped screenshot depicts the look.





The cut channel into the island revealed by the map on the Terminal multiplayer level needs to still be there for the final Scarab battle in *Halo 2* to make sense. There was no such cut in the island in the overview of the *ODST* version island in the opening and final cutscenes of that game, but regardless it needs to be put back.

Interestingly, in the small low-rez version of the *ODST* New Mombasa island (during the pod drop cutscene) actually has the brownish-colored *Halo 2*-style buildings starting right behind the very tall *ODST*-style towers:



Headlong

In my included files, I have a proposed location for the multiplayer map Headlong. Its actual location was always assumed to be in Old Mombasa but when Waypoint was young, a video

about Headlong cemented its location in New (rather than Old) Mombasa, which seems impossible to reconcile for this project now = http://www.youtube.com/watch?v=J_BScFu4xGg

The only constraint for Headlong's location is that when looking out into the water, there is nothing at all on the horizon. For this to be in Old Mombasa (as had been assumed for years) this was not a problem as the map was oriented to look out at the Indian Ocean. If it's on the island now, it would have to be in the southernmost portion where the ONI Alpha Site facility is and that's impossible. So the whereabouts of Headlong is an unknown for now.

Another issue to contend with which includes both Headlong and Breakneck is the portioning of the old city into sectors. Headlong is in Sector 14 and Breakneck is in Sector 21. Any proposed locations for these would have to make sense in a general mapping scheme that makes sense. Sector 0-5 of Liberty Street seen in the Outskirts and Turf levels of *Halo 2* would also need to be considered. We know from *ODST* that the new city is broken into numbered Districts along with at least Sectors A and B.

Breakneck

The only real impossibility is the location of the multiplayer map Breakneck from Halo: Anniversary. The way it is situated it would have to be on an island clearly not seen during the events of *ODST*. This has been a source of confusion on Halopedia as well trying to justify its location. It can't be in New Mombasa as the vista is looking *at* New Mombasa, but then neither can it be in Old Mombasa as it's far too close to the edge of the city to be on the mainland.

Detailed Map

I have also included a detailed map with district callouts that was used as the base for the scaled city renders. It's a mix of names of real-life Mombasa and Halo game callouts. There's a separate line map of the ODST game city districts.

Appendix A

Old Mombasa and New Mombasa real and fictional locations from my Halo doc:

- Mombasa, Old
  - Landmarks:
    - 'District' (Old Mombasa) {H2VMP}
      - Atrium {H2VMP}
      - Alleyway {H2VMP}
      - District Businesses:
        - Kinz X {H2VMP}
        - Tecnniqe {H2VMP}
        - RJC {H2VMP}
        - Glory {H2VMP}
        - Cimaroon {H2VMP}
        - HiNOS {H2VMP}
        - Candland {H2VMP}
        - Endosonique {H2VMP}
        - Ohz-Hniu {H2VMP}
        - KonyK {H2VMP}
        - MEG? {H2VMP}
      - Parking Garage {H2VMP}

                - Voi Theater {H2VMP}
                - Remarks:
                    - "The alleys of Old Mombasa were never kind to the unwary. On Covenant-controlled Earth, ramshackle homes prove ideal for ambush." {H2VMP}
            - Hotel Zanzibar {Halo2}
            - Liberty Street (Sector 0-5) {Halo2}
            - Mtongwe MagLev Station {H2MP}
            - Nyali {Sadie'sStory}
                - Nyali MagLev Station {H2MP}
                - Nyali.0002 Traffic Congestion Camera {Sadie'sStory}
            - Obote District {Sadie'sStory}
                - Obote.5356.62343 Traffic Congestion Camera {Sadie'sStory}
                - Obote.6539.62343 Traffic Congestion Camera {Sadie'sStory}
                - Obote.6721.62343 Traffic Congestions Camera {Sadie'sStory}
            - 'Turf' city center {H2VMP}
                - Warehouse {H2VMP}
                - Remarks:
                    - "Though they dominate on open terrain many Scarabs have fallen victim to the narrow streets of Earth's cities." {H2MP}
            - Section 21 "Breakneck" {H1AMP}
                - New Branch Construction Project {H1AMP}
                - Remarks:
                    - “The initial Covenant strike is over, but the fight for Mombasa has just begun.” {H1AMP}
                    - Section 21 once looked out onto the New Mombasa Orbital Elevator with pride and optimism. Now, with much of the city flooded by the Covenant’s brutal assault, the skyline is only a shattered ghost of what it once was as the battle for humanity’s survival continues on the streets and corridors below. {H1AMP}
            - Underground Highway {Halo2}
            - Police Underground Bunker (outside city limits) {Sadie'sStory}
        - Remarks:
            - Industrial port city. Site of first Covenant attack on Earth, October 20, 2552
- Mombasa, New
    - Urban Infrastructure AI: Superintendent {HTEVG:p129}
    - Landmarks:

- Toll Booths/Bridge
- Mtongwe Underpass (Highway Tunnel) {PalaceHotel:p347} {Halo2}
- Floodgate
- Moi Avenue Junction {PalaceHotel:p348}
- Beira Road {Fact}
    - Beira Plaza {PalaceHotel:p352}
- Kilindini District
    - Kilindini Underpass {PalaceHotel:p368}
    - Kilindini Park Cultural Center/Ampitheater{Halo2} {PalaceHotel:p355}
    - Kilindini Metro Station East End {ODSTGameData}
        - (Kilindini MagLev Station {H2MP})
- Mwatate Street Transit Center {PalaceHotel:p364}
- Shimanzi District {Fact}
    - Shimanzi Road {PalaceHotel:p365}
- Palace Hotel {PalaceHotel:p366}
- Kilindini Harbor {PalaceHotel:p353}
    - Mombasa Quays {H3MP} {PalaceHotel:p353}
        - Mombasa Inlet Plant "Longshore" {H3MP}
- Kizingo District {ODST} {Sadie'sStory}
    - Kizingo.26587 Traffic Congestion Camera {Sadie'sStory}
- Kwakiziwi District {Sadie'sStory}
    - Koinage Road {Fact}
        - Koinage.ERR Traffic Congestion Camera {Sadie'sStory}
    - Kwakaziwi.62343 Traffic Congestion Camera {Sadie'sStory}
    - Maniyimbo Road {Sadie'sStory}
        - Maniyimbo.09094 Traffic Congestion Camera {Sadie'sStory}
- Docks {Halo2}
- Section 14 *Headlong* Dock {H2MP}
    - Length: 488.9m (1,604ft)
    - Width: 441.96m (1,450ft)
    - Height 296.27m (972ft)
    - Remarks:
        - "Although during the day Section 14 monitors almost all harbor traffic, at night it’s one of the city’s most notorious hangouts."
- Liwatoni District {H2MP}
    - Liwatoni MagLev Station 7 *Terminal* {H2MP}
        - Length: 490.28m (1608.54ft)

        - Width: 251.47m (825.03ft)
        - Height: 314.35m (1031.33ft)
        - Directory:
            - Parking Complex {H2MP}
            - Garage {H2MP}
            - Ticket Area {H2MP}
            - Station Cafeteria {H2MP}
        - Remarks:
            - "The CTMS made New Mombasa's rail system one of the safest on Earth; unfortunately it was one of the Covenant's first targets." {H2MP}
- Makupa District {Sadie'sStory}
    - Makupa.40786 Traffic Congestion Camera {Sadie'sStory}
- Manyimbo District {H2MP} {Sadie'sStory}
    - Manyimbo MagLev Station {H2MP}
    - Manyimbo.09094 Traffic Congestion Camera {Sadie'sStory}
- Waterfront Highway {ODST}
- City Center Businesses
    - African Trust Bank {ODST} {Sadie'sStory}
    - AMG Transport Dynamics {H3Recon}
    - Asklon {Halo2} {ODST}
    - Atlas Communications Corporation (AC) {ODST}
    - Tononoka
    - EnerGuide {ODST}
    - Ivory Tower {H2MP}
        - Location: New Mombasa
        - Remarks:
            - "Once the home to famous socialite Lance O'Donnell, the top floor of this building is now a public park." {H2MP}
    - Mainz Träger {ODST}
    - New Mombasa Parks and Recreation (NMPR) {ODST}
    - New Mombasa Postal Service (NM Post) {ODST}
    - New Mombasa Tourist Board {Halo2}
    - New Mombasa Transit Authority (NMTA) {H2MP} {ODST} {Sadie'sStory}
    - New Mombasa Waste Management (NMWM) {Halo2} {ODST}
    - Nomolos Refining {ODST}
    - SinoViet Heavy Machinery {{ODST}}
    - Traxus Heavy Industries {{ODST}}

- Tecnniqe Electronics {Halo2} {ODST}
- Tterrab Industries {Halo2}

- Sidiriya District {Sadie'sStory}
  - Sidiriya.733.0$ Traffic Congestion Camera {Sadie'sStory}
- Tangana District {ODST}
  - New Mombasa Police Department (NMPD) {ODST}
    - East Lobby 1 {ODST}
      - Operations Bureau {ODST}
    - Pelican Landing Pad P1 {ODST}
    - East Lobby 2 {ODST}
    - Pelican Landing Pad P2 {ODST}
    - Pelican Landing Pad P3 {ODST}
    - East Cadogan Wing {ODST}
    - East Urotanke Wing {ODST}
    - East Lobby 3 {ODST}
    - Pelican Landing Pad P4 {ODST}
    - Pelican Landing Pad P5 {ODST}
    - East Lobby 4 {ODST}
      - Support Services {ODST}
    - Pelican Landing Pad P6 {ODST}
    - Emergency Communications Department (14th Floor) {Sadie'sStory}
      - Public Service Announcements Division {ODST}
  - Vyrant Telecom Tower {ODST}
- Tononoka District {Sadie'sStory}
- DISTRICT 0 (Kikowani District) (Green) {ODST}
  - EnerGuide Tower {ODST}
  - Kikowani Metro Station
    - Kikowani.0735 Traffic Congestion Camera {Sadie'sStory}
  - Optican Tower {ODST}
- DISTRICT 1 (Green) {ODST}
  - Vyrant Telecom Tower {ODST}
- DISTRICT 2 {ODST}
  - Vyrant Telecom Tower {ODST}
- DISTRICT 3 (Green) {ODST}
  - Asklon Tower 1 {ODST}
  - Asklon Tower 2 {ODST}
  - Fueder Construction Tower {ODST}
  - HiNOS Tower {ODST}
  - Jotun Tower {ODST}
  - SinoViet Tower {ODST}
  - Traxus Tower {ODST}
- DISTRICT 4 (Red) {ODST}
  - Jotun Tower {ODST}
  - Kizingo Boulevard {ODST}
- DISTRICT 5 (Tayari District) {ODST}

- Jotun Tower {ODST}
- Tayari Plaza {ODST}
- Traxus Tower {ODST}

- DISTRICT 6 (Red) (Lumumba District) {ODST}
  - Tayari Plaza {ODST}
  - Vyrant Telecom Tower {ODST}
- DISTRICT 7 {ODST}
- DISTRICT 8 (Red) (Blue?) {ODST}
  - Asklon Tower {ODST}
  - EnerGuide Tower {ODST}
  - Fueder Construction Tower {ODST}
  - HiNOS Tower {ODST}
  - Misriah Armory Tower {ODST}
  - Optican Tower {ODST}
  - SinoViet Tower {ODST}
- DISTRICT 9 (Lumumba District) {ODST}
  - EnerGuide Tower {ODST}
  - New Mombasa Uplift Offices {ODST}
  - Uplift Nature Reserve {ODST}
- DISTRICT 10 (Red) {ODST}
  - Kizingo Boulevard {ODST}
  - ONI Alpha Site {ODST}
  - ONI Building {ODST}
  - Roof Landing Pad {ODST}
  - Elevator (3) {ODST}
  - Data Hive {ODST}
    - Sublevel 1 {Inferred}
    - Sublevel 2 {Inferred}
    - Sublevel 3 {Inferred}
    - Sublevel 4 {Inferred}
    - Sublevel 5 {Inferred}
    - Sublevel 6 {Inferred}
    - Sublevel 7 {ODST}
      - Maintenance {ODST}
      - Stack Shaft Chamber {ODST}
      - Cryo Data Stack {ODST}
    - Sublevel 8 {ODST}
      - Maintenance {ODST}
      - Stack Shaft Chamber {ODST}
      - Cryo Data Stack {ODST}
    - Sublevel 9 {ODST}
      - Maintenance {ODST}
      - Dr. Endesha's Office (006182) {ODST}
      - Data Center Monitor Room (2) {ODST}
    - Sublevel 10 {ODST}
      - Power Juncture {ODST}
      - Data Core {ODST}
      - Superintendent AI Data Center {ODST}

        - Sublevel 11 {Inferred}
        - Sublevel 12 {ODST}
            - Maintenance {ODST}
        - Forerunner Portal Machinery {ODST}
    - Uplift Orbital Elevator Island {Halo2} {ODST}
        - Orbital Shuttle Hub {H2MP}
- Remarks:
    - Industrial port city. Site of first Covenant attack on Earth, October 20, 2552
    - Two hundred and fifty years ago [from 2552] New Mombasa—at that time the world's busiest sea port—was chosen to be Earth's first tether city. Over the next eleven years the city experienced explosive growth, but nothing compared to what followed. The city grew out as well as up, its urban sprawl unequaled throughout the continent. By 2430 New Mombasa had absorbed all of the island and many of the surrounding towns found themselves overrun by residents of the old city. The switch was never official and many of the neighborhoods within direct line of sight to the Mombasa Tether still distribute newspapers and chatter directories under their "old" names, but all municipalities within a 74km radius of the island are now referred to as Old Mombasa. {ODST}