

 XBOX 360.



COMBAT EVOLVED
HALO
ANNIVERSARY

To learn more about *Halo®: Combat Evolved* Anniversary features, visit:
www.halowaypoint.com/remastered



⚠ WARNING Before playing this game, read the Xbox 360® console instructions, Kinect™ sensor manual, and any other peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement hardware manuals, go to www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

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 taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play 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.

It's hard to imagine now, but in 2001, when *Halo: Combat Evolved* was released, the landscape of console games looked very different. There were first-person shooters, even sci-fi soldiers, but there was nothing like the iconic experience that *Halo* offered: pulse-pounding combat against convincing AI enemies, set in a fully realised universe with a rich, epic history and a cast of memorable characters.

Now, in 2011, it's impossible to imagine the gaming landscape without it. If *Halo* didn't create the "space Marines" genre, it certainly defined it, forever—and the fans made it a phenomenon. Your mother or neighbor may never have picked up a controller in their lives—but if they've heard of a single game, chances are it's this one. *Halo* and its sequels have sold well over 40 million copies, and fans have explored its universe in novels, comics, and anime films.

To thank fans everywhere as we celebrate the tenth anniversary of *Halo* and to whet your appetite for what's to come in the next ten years, Microsoft Studios and 343 Industries are thrilled to present the game that started it all, remade and remastered using a decade's worth of technological innovation—*Halo: Combat Evolved* Anniversary.

HEROES NEVER DIE

At the heart of *Halo* remains John-117, known to fans the world over as the Master Chief. Abducted as a boy by the Office of Naval Intelligence, he's a surviving subject of Dr. Catherine Halsey's SPARTAN-II project, a cadre of genetically enhanced super-soldiers representing humanity's best defense against the relentless alien collective known as the Covenant. With most of his fellow Spartans fallen in battle on Reach and elsewhere, the Master Chief is one of the only Spartans left. You've got to like our odds.

THE STORY SO FAR

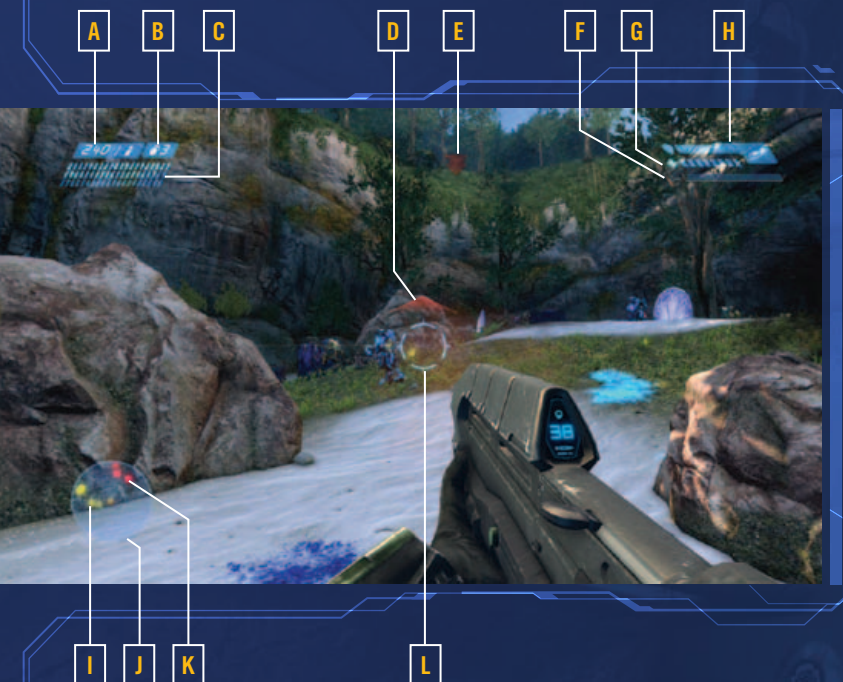
It's the year 2552, and humanity is on the brink of extinction. After centuries of colonising the galaxy via faster-than-light travel under the United Nations Space Command (UNSC), humans encountered an enemy that could end their very existence—a powerful alliance of alien species calling itself the Covenant. Motivated by religious fanaticism, this collective made its intentions brutally clear at first contact: eradicate humankind.

The Human-Covenant War that ensued has now raged for decades. After a series of catastrophic defeats, the UNSC imposed extreme measures to protect humanity. Ships being followed by enemy forces are to jump blindly through slipspace, or even destroy themselves, rather than take the smallest chance of leading the Covenant to Earth.

On the planet Reach, the UNSC battles a massive Covenant fleet bent on wiping out humanity's last military stronghold. The cruiser *Pillar of Autumn*, carrying what is believed to be the last surviving Spartan and a critical AI construct, escapes into slipspace, hoping to buy humanity just a little more time...

YOUR HUD

The heads-up display (HUD) is your view of the world through your MJOLNIR combat armour's visor but enhanced with essential information. Knowing how to read and understand the components of the HUD may well mean the difference between life and death in combat.



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

MULTIPLAYER

Halo: Combat Evolved Anniversary comes with new multiplayer map sets created for *Halo: Reach*. Access these maps via the **Multiplayer** option in the Main menu.

MULTIPLAYER ON DISC

For multiplayer mode, set your connection type by selecting **Network** from any game lobby, and then choose **Xbox LIVE**, **System Link**, or **Local**. An Xbox LIVE® Gold Membership is required to search for or host games on Xbox LIVE.

MULTIPLAYER VIA DOWNLOAD CODE

You can also access multiplayer maps in *Halo: Combat Evolved Anniversary* using the download code included on the card in your disc case. Once you've downloaded the maps, you can then use them via your *Halo: Reach* multiplayer experience alongside all the usual *Halo: Reach* hoppers, maps, and modes.

MULTIPLAYER BASICS

In multiplayer, you can select loadouts, including starting armour ability, primary and secondary weapons, and type and number of grenades. Engage in multiplayer combat from any of three lobbies: Matchmaking, Firefight, and Custom Games.

MATCHMAKING

The Matchmaking Lobby groups you online with players of similar skill levels (Xbox LIVE Gold Membership required).

FIREFIGHT

In Firefight, you and up to three friends engage Waves of Covenant invaders and accrue points with each kill. Look for medal score multipliers (headshots, grenade sticks, and more).

CUSTOM GAMES

Create a private match and customise multiplayer games by changing game or players settings, or select game and map options, all in the Custom Game Lobby. When creating a game on Xbox LIVE, you can set privacy options from the Network menu and play custom games with people on your friends and recent players lists.

THEATER

View, edit, and take screenshots from films of solo and multiplayer games using a combination of camera angles. Players with an Xbox LIVE Gold Membership can also store films and screenshots online and share them with friends.

FORGE

Arrange objects, equipment, and hazards on any multiplayer map. Map variants can be created by you alone, or with friends on Xbox LIVE, system link, or a local Xbox 360 console.

CO-OP OVER XBOX LIVE

You can play the original *Halo* campaign in split-screen mode with a friend offline or over Xbox LIVE by starting your own lobby or joining your friend's. You can invite a friend to play the campaign with you online via the Guide menu or the Lobby menu in-game.


SKULLS

A popular *Halo 2* innovation was skulls—hidden objects that change gameplay. *Halo: Combat Evolved Anniversary* adds this exciting element. Once collected, skulls can be activated or deactivated in the Campaign Lobby.

3-D

Halo: Combat Evolved Anniversary comes packed with audio and visual enhancements, and if you own a 3-D TV, all of that is taken even further into a three-dimensional *Halo* experience—it's *Halo* like you've literally never seen it before.

CLASSIC VIEWER

To get a sense of just how enhanced this new *Halo* is, toggle at any time between original and remastered versions of the game using .

IN-GAME ACHIEVEMENTS

A whole new list of achievements is now waiting for you in the original *Halo* campaign, to further enhance your gamerscore on Xbox LIVE.

KINECT FEATURES

These features are enabled via a title update, which downloads automatically if you are signed in to Xbox LIVE. Players with a Kinect sensor can take advantage of a number of Kinect-enabled gesture and voice* features, including the ability to select and analyse enemies and objects—unlocking vital intelligence about them in the Library—and to move among in-game menus. Refer to in-game information for a complete listing of features and their associated Kinect voice commands.

HALO WAYPOINT CONSOLE/WEB/MOBILE

Access a wealth of information about the *Halo* universe online anytime at Halo Waypoint—everything from fiction details to community-generated content to exclusive, never-before-seen shows and series. You can even access a comprehensive view of your campaign and multiplayer career, including statistics, across multiple *Halo* titles. Waypoint is your all-purpose destination for *Halo* news, games, intel, forums, community features, and merchandise, and you can reach it directly from the Main menu, your Xbox 360 Dashboard, your PC, or even your mobile device. Just point your internet-enabled browser to www.halowaypoint.com.

Voice functionality only available in supported countries and languages. See <http://support.xbox.com/Pages/kinect/speech-recognition/default.aspx> for a list.

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

Limited Warranty For Your Copy of Xbox Game Software ("Game")

Warranty.

Microsoft Corporation ("Microsoft") warrants that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. This limited warranty is void if any difficulties with the Game are related to accident, abuse, virus or misapplication. Microsoft does not make any other warranty or promise about the Game.

Your remedies.

If you discover a problem with the Game covered by this warranty within the 90 day period, return it to your retailer along with a copy of the original sales receipt. Your retailer will, at its option, (a) repair or replace the Game, free of charge, or (b) return the price paid. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. To the extent that you could have avoided damages by taking reasonable care, Microsoft will not be liable for such damages.

Statutory rights.

You may have statutory rights against your retailer which are not affected by Microsoft's limited warranty.

IF YOU DID NOT PURCHASE THE GAME FOR YOUR PERSONAL USE (THAT IS, IF YOU ARE NOT DEALING AS A CONSUMER)

The following terms apply to the maximum extent permitted by applicable law.

No other warranties.

Microsoft and its suppliers disclaim all other warranties and conditions, either express or implied, with respect to the Game and the accompanying manual.

Limitation of liability.

Neither Microsoft nor its suppliers shall be liable for any damages howsoever caused arising out of or in any way related to the use of or inability to use the Game, even if Microsoft or any supplier has been advised of the possibility of such damages. In any case, Microsoft's and its suppliers' entire liability is limited to the amount actually paid by you for the Game.

For questions regarding this warranty contact your retailer or Microsoft at:

Microsoft Ireland Operations Limited
Sandyford Industrial Estate
Blackthorn Road
Dublin 18
Ireland

NEDERLANDS

WAARSCHUWING

Lees voor het spelen van deze game de instructiehandleiding bij de Xbox 360 en eventuele overige handleidingen door voor belangrijke informatie over veiligheid en gezondheid. Bewaar alle handleidingen voor toekomstig gebruik. Bezoek www.xbox.com/support of bel met Xbox Customer Support om een nieuwe handleiding te ontvangen.

Belangrijke gezondheidswaarschuwingen voor het spelen van videogames

Lichtgevoelige aanvallen

Bij een zeer klein percentage personen kan een aanval optreden wanneer zij worden blootgesteld aan bepaalde visuele beelden, waaronder lichtflitsen of bepaalde patronen die in videogames kunnen voorkomen. Ook bij mensen die geen ziektegeschiedenis hebben van dergelijke aandoeningen of van epilepsie kan een lichte aandoening optreden waardoor zij "lichtgevoelige epileptische aanvallen" ervaren bij het bekijken van videogames.

Deze aanvallen kunnen gepaard gaan met verschillende symptomen, waaronder een licht gevoel in het hoofd, verminderend gezichtsvermogen, zenuwtrekken in het gezicht of de ogen, trillen van armen of benen, desoriëntatie, verwarring of tijdelijk verlies van bewustzijn. Deze aanvallen kunnen ook leiden tot bewusteloosheid of stuip trekkingen waarvan verwondingen als gevolg van vallen of het in aanraking komen met nabije objecten het gevolg kunnen zijn.

Wanneer je een van deze symptomen ondervindt, dien je onmiddellijk de game te staken en een arts te raadplegen. Ouders moeten letten op deze symptomen of hun kinderen ernaar vragen - het ondervinden van deze aanvallen treedt met meer waarschijnlijkheid op bij kinderen en tieners dan bij volwassenen. Het risico van lichtgevoelige epileptische aanvallen kan worden verminderd door de volgende voorzorgsmaatregelen te treffen: verder van het scherm af te gaan zitten; een kleiner scherm te gebruiken; in een goed verlichte kamer te spelen; niet te spelen wanneer je slaperig of moe bent.

Wanneer bij jezelf of een van je familieleden een ziektegeschiedenis van epilepsie bestaat, dien je een arts te raadplegen voordat je een game speelt.

Beperkte garantie voor jouw exemplaar van Xbox-gamesoftware ("Game")

Garantie. Microsoft Corporation ("Microsoft") garandeert dat deze Game in hoofdzaak functioneert overeenkomstig de bijbehorende handleiding tot een periode van 90 dagen na de datum van aankoop. Deze Beperkte Garantie geldt niet indien het niet overeenkomstig de Beperkte Garantie functioneren van de Game het gevolg is van ongeluk, misbruik of verkeerd gebruik. Microsoft verleent geen andere garanties en doet geen andere toezeggingen voor de Game.

Mogelijkheden tot verhaal. Als je binnen de periode van 90 dagen een probleem aantreft met de Game dat onder deze Garantie valt, moet je de Game terugbrengen naar de winkel met een exemplaar van de oorspronkelijke aankoopbon. Je leverancier zal dan, naar eigen keuze, (a) de Game gratis repareren of vervangen, of (b) de aankoop prijs terugbetalen. Voor een eventuele vervangende Game wordt garantie verleend voor de resterende tijd van de oorspronkelijke garantietermijn, of, indien dat langer is, 30 dagen na ontvangst van de vervangende Game. Voor zover is toegestaan op grond van toepasselijk recht wijst Microsoft alle aansprakelijkheid af voor schade die is veroorzaakt door nalatigheid.

DEZE BEPERKTE GARANTIE VERLEENT U SPECIFIEKE WETTELIJKE RECHTEN. HET IS MOGELIJK DAT U DAARNAAST NOG ANDERE RECHTEN HEBT DIE VERSCHILLEN VAN STAAT/RECHTSGEBIED TOT STAAT/RECHTSGEBIED. ALS JE DE GAME NIET VOOR PERSOONLIJK GEBRUIK HEBT GEKOCHT (ALS JE DUS NIET OPTREEDT ALS CONSUMENT) De volgende bepalingen gelden voor zover maximaal is toegestaan onder toepasselijk recht.

Geen andere garanties. Microsoft en haar leveranciers verlenen geen andere garantie, noch uitdrukkelijk noch impliciet, met betrekking tot de Game en de bijbehorende handleiding.

Beperking van aansprakelijkheid. Voor zover is toegestaan onder toepasselijk recht, wijzen Microsoft en haar leveranciers alle aansprakelijkheid af voor enige andere schade die is ontstaan door het gebruik of verhindering tot gebruik van de Game, ook indien Microsoft of haar leveranciers op de hoogte zijn gesteld van het risico van dergelijke schade. In ieder geval zal de totale aansprakelijkheid van Microsoft en haar leveranciers beperkt zijn tot het daadwerkelijk door jou betaalde bedrag voor de Game.

Als je vragen hebt over deze garantieovereenkomst, kun je contact opnemen met je leverancier of met Microsoft op het volgende adres:

Microsoft Ireland Operations Limited
Sandyford Industrial Estate
Blackthorn Road
Dublin 18
Ireland

Customer Service Numbers

| | PSS* | TTY** |
|-------------------------|------------------|------------------|
| Australia | 1 800 555 741 | 1 800 555 743 |
| Österreich | 0800 281 360 | 0800 281 361 |
| Belgique/België/Belgien | 0800 7 9790 | 0800 7 9791 |
| Česká Republika | 800 142365 | |
| Danmark | 80 88 40 97 | 80 88 40 98 |
| Suomi/Finland | 0800 1 19424 | 0800 1 19425 |
| France | 0800 91 52 74 | 0800 91 54 10 |
| Deutschland | 0800 181 2968 | 0800 181 2975 |
| Ελλάδα | 00800 44 12 8732 | 00800 44 12 8733 |
| Magyarország | 06 80 018590 | |
| Ireland | 1 800 509 186 | 1 800 509 197 |
| Italia | 800 787614 | 800 787615 |
| Nederland | 0800 023 3894 | 0800 023 3895 |
| New Zealand | 0508 555 592 | 0508 555 594 |
| Norge | 800 14174 | 800 14175 |
| Polska | 00 800 4411796 | |
| Portugal | 800 844 059 | 800 844 060 |
| Россия | 8 (800) 200-8001 | |
| España | 900 94 8952 | 900 94 8953 |
| Saudi | 800 8443 784 | |
| Slovensko | 0800 004 557 | |
| Sverige | 020 79 1133 | 020 79 1134 |
| Schweiz/Suisse/Svizzera | 0800 83 6667 | 0800 83 6668 |
| South Africa | 0800 991550 | |
| UAE | 800 0 441 1942 | |
| UK | 0800 587 1102 | 0800 587 1103 |

*PSS – Product Support Services; Produkt-Supportservices; Services de Support Technique; Produktsupporttjenester; Tuotetuki; Produktsupport; Υπηρεσία υποστήριξης πελατών; Supporto tecnico; Serviço de Apoio a Clientes; Servicio de soporte técnico; Serviços de Suporte ao Produto; Služby podpory produktov; Dział wsparcia technicznego produktu; Műszaki terméktámogatás; Služby produktovoj podpory; Службы поддержки продуктов.

**TTY –Text Telephone; Texttelefon; Service de télécommunications pour les malentendants; Teksttelefon; Teksttelefon; Tekstipuhelin; Τηλέφωνο κειμένου; Texttelefon; Trasmisione telefonica di testo; Linha especial para dispositivos TTD (telecomunicações para deficientes auditivos); Teléfono de texto.

For more information, visit us on the Web at www.xbox.com

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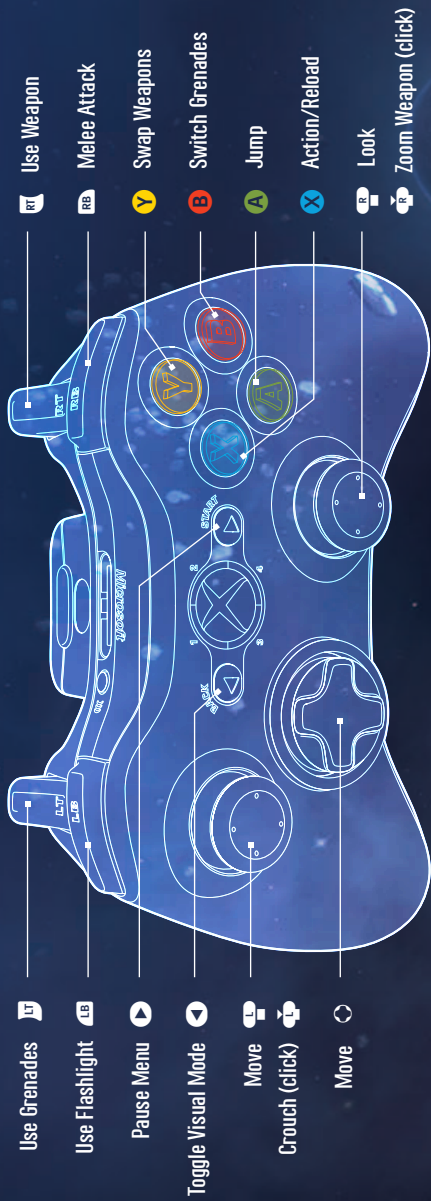
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