



Fire Weapon

Reload/Action

Switch Weapons

Melee Attack

Jump

Swap Grenades

Flashlight

Zoom Scope (Click)

Throw Grenade
E-brake (Warthog)
Boost (Vehicles)

Crouch (Click)

Score

Pause Game
Settings



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HALO 2

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 gameplay 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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Choose your weapon, find your friends, save the Earth!

Don’t miss the best selling novel series from Del Rey, www.delreymedia.com, based on the hit Xbox and PC games. *Halo: The Fall of the Reach*, by author Eric Nylund, explores the history of the heroic super-soldier, the Master Chief. *Halo: The Flood*, by author William C. Dietz, continues the story as the Master Chief struggles to unlock Halo’s secrets. The Human-Covenant war rages on as the alien juggernaut sweeps inexorably toward its final goal: destruction of all human life in *Halo: First Strike*, by author Eric Nylund.

Go beyond the game with action figures from JoyRide Studios, www.joyridestudios.com; Xbox strategy guide from Prima, www.primagames.com; and the official game soundtrack from Sumthing Else MusicWorks, Inc., www.sumthing.com—or look for ‘em at www.bungiestore.com.

SECRET TRANSMISSION

To: Office of Naval Intelligence (ONI)

From: Cortana, UNSC Pillar of Autumn shipboard AI

Re: SPARTAN-117 and the Destruction of Halo

Sir. As the rich data-bursts attached in this transmission make clear, we have been to hell and back. I'll be brief.

After *Reach* fell, I followed Cole protocol, and slipped the *Pillar of Autumn*. Using astronomical symbols SPARTAN 117 captured from a Covenant vessel, I chose an exit-vector that would place us in an uncharted system near a late-life gas giant planet (new classification, "Threshold"). To my considerable surprise, in orbit around the planet was an artificial ring construct, 10,000 kilometers in diameter.

Initially, I feared the ring was a Covenant installation. It was not. But the enemy had tracked us and was lying in wait around the ring. Rather than risk capture, Captain Keyes ordered my upload into SPARTAN 117's neural network. While we abandoned ship, the Captain managed to land the *Autumn* on the ring, saving the lives of many of the crew.

<construct coordinates and schematics encrypted/enclosed#####>

The Covenant referred to the ring as "Halo." It seems a prophecy about Halo's existence is central to our enemy's religion, and its discovery was cause for much celebratory chatter on the Covenant battle-network.

During our initial operations on the surface of Halo, we encountered an alien artificial intelligence, designation "343 Guilty Spark." This AI claimed its primary purpose was tactical containment of a virulent, parasitic life form called "The Flood."

<information on Flood parasite morph/biology encrypted/enclosed#####>

Through a connection to Halo's deep data cores, I ascertained that the ring was built by an ancient race of beings (referred to by the Covenant as "The Forerunners") as a weapon of last resort against the Flood. A sizable population of Flood was in stasis on the ring, and the Covenant, either by accident or design, released the parasite. Not their most brilliant maneuver.

<information on Forerunner artifacts, structures, symbols encrypted/enclosed#####>

343 Guilty Spark convinced SPARTAN 117 to activate Halo's primary weapon system and eliminate the Flood. The AI neglected to tell him however, that because the Flood consumes any suitable sentient host, Halo would make no distinction between the Flood and other life forms. In short: if Halo fired, it would destroy every thinking being in the galaxy. Human, Covenant, everything.

MASTER CHIEF

When we realized that Halo could destroy all life, SPARTAN-117 and I decided our only choice was to destroy Halo—stop 343 Guilty Spark from completing his assigned task, and deny the Covenant a weapon of unthinkable power. We used the *Pillar of Autumn's* fusion reactors to start a chain reaction that utterly destroyed the ring. I'm sorry to report that Captain Keyes was lost to the Flood.

With respect to our ongoing fight against the Covenant, our time on Halo was well spent. I have gathered a wealth of new information for our database of Covenant weapons, technology, tactics, and society. Additionally, SPARTAN-117's proficient use of arms, and the destruction of the ring, resulted in a significant loss of enemy personnel and materiel.

That being said, I fear that the Covenant will not take kindly to our obliteration of their holy relic. Having thus struck the hornets' nest, we are now heading home with all speed.

<known casualties, incurred losses, unaccounted records encrypted/enclosed#####>

Re: SPARTAN-117 - MASTER CHIEF

Spartan 117, the Master Chief, is a member of the SPARTAN-II project. He is a genetically, biologically, and technically enhanced fighting unit, standing seven feet tall and weighing half a ton in his armor.

His reflexes are unmatched, his strength and endurance quite unlike any other human and his tenacity molded by a lifetime of conscripted military training. The Master Chief is proficient in all current ballistic weapons and tactics, incursion, and unarmed combat, and has extensive experience with Covenant military tech.



BREAKDOWN OF KNOWN COVENANT UNITS

Covenant society is highly segmented, consisting of a confederation of races. While an overall socio-political review is important for understanding the nuances of Covenant society, including the role of Prophets, the key for combating our enemy is to review the Covenant fighting classes which are comprised of Grunts, Jackals, Hunters, Elites, Brutes, Drones, and Prophets.



Grunts

The basic infantry unit of the Covenant, Grunts are dangerous in groups but present little threat individually. Short, stocky, and relatively slow, they will often panic when faced with superior forces. However, if they are being led by an Elite, they will stand and fight.



Jackals

Excellent shots, the Jackals seem to be higher in status—if not necessarily rank—than the Grunts. They often will be found in defensive positions, fighting from behind their distinctive energy shields. A well-used shield makes a Jackal a difficult target, but the notch they use to return fire provides a weak spot that can be exploited.



Hunters

Hunters are incredibly dangerous foes, deployed more like equipment than soldiers. They are brought in for demolition or heavy defense, and always work in pairs. These massive creatures appear to be composed of multiple organisms that exist within the Hunter armor, creating a bipedal hive creature. Near-impenetrable armor and a devastating hand-held fuel rod weapon make Hunter pairs very problematic.

Elites

The Elites are the core of the Covenant military. Excellent soldiers, brilliant tacticians, and disciplined, aggressive fighters, they are the primary strength of the Covenant force. Faster, stronger, and tougher than Humans, they fight in relatively small numbers but often lead squads of Grunts. Armor color seems to indicate rank, and we believe Elites are promoted based on numbers of casualties they inflict.



Brutes

Not as readily understood as Elites, Brutes fight together in a pack and are physically stronger. Brutes demonstrate similar battlefield abilities to Elites, and their numbers have demonstrably increased since the conflict began. They carry a ballistic explosive weapon with an attached bayonet device.



Drones

Like the Brutes, Drones appear to be new additions to Covenant fighting forces and are being deployed en masse. Apparently insectoid in origin, in addition to maintaining Covenant spaceships, they have a limited ability to fly and are excellent shots. Highly intelligent, their mastery of antigravity flight assistance has given them an almost insurmountable strategic advantage in combat.



Prophets

Little intel is available on these creatures. We know that they are administrative or religious in nature and have little to do with actual battlefield circumstances. None has ever been killed or captured, and they appear to be few in number.



CONTROLLER (DEFAULTS)

- Single player only
- Multiplayer only



DUAL WIELDING



THUMBSTICKS



The Mjolnir Mark VI armor features an upgraded HUD system tied directly to armor sensors and integrated fully with the neural interface. The HUD tracks ammunition status on all UNSC weapons and now cross-references temperature readings to track charge-depletion of Covenant weapons, should they be used.



Weapon Indicators

Mjolnir Mark VI armor can monitor the status of two weapons simultaneously. A left-wielded weapon and ammo display on the left of the HUD, while right-hand or single-use weapons display on the far-right portion of the HUD. When a single weapon is wielded, status on your grenade types displays on the left side. Since SPARTAN-117 can keep a weapon in reserve, it is indicated on the right side.

Motion Tracker

Indicates relative whereabouts of allies and hostile combatants. Located on the lower-left portion of the HUD, it is tuned to detect aggressive or obvious motion and cannot show the location of stationary or slow-moving hostiles.

Shield Indicator

A bar above the motion tracker. Solid blue indicates an optimal state.

Warning Indicators

These display below your reticle to provide valuable information.



Reload



Low Ammo



Low Battery



No Ammo



No Battery



No Grenades

End transmission.

Getting Started

The player profile defines your control settings, your character's appearance, voice options, and some Xbox Live settings. You can alter your settings at any time by choosing **Settings** from the **Main Menu**, and then selecting **Player Profile**.

To create a new player profile, press **START** from the **Start screen**, then select **Create New Profile**. Type a profile name using the virtual keyboard and then press **START** again.

Main Menu

From the Main Menu, select **Campaign** to begin a solo or cooperative game. Select **Xbox Live**, **Split Screen**, or **System Link** to start a multiplayer game. Select **Settings** to customize player profiles or modify game types.

Campaign

You can play a campaign as a single player in a solo campaign or with a friend in cooperative campaign. You play a cooperative campaign in split screen mode. A campaign is associated with a player profile. To start a new campaign, you need to create a new player profile.

To start a solo campaign, select **Campaign** from the **Main Menu**. Select **New Campaign**, select a difficulty, and then press **A**.

To start a co-op campaign, select **Campaign** from the **Main Menu**, and then select **Cooperative**. Both players need to select a player profile and then press **A**.

Saving Progress and Loading a Level

Your progress in a campaign is saved automatically at specific checkpoints throughout a game level. To continue a campaign from your last saved checkpoint, select **Campaign** from the **Main Menu**, and then select **Resume**. To load a specific level, select **Campaign**, and then select **Select Level**. You can select only levels you've already conquered.

CURRENT UNSC WEAPONRY

Since you all will be required to use non-specialist equipment in these difficult circumstances, we are issuing you a refresher on the current available UNSC arsenal. If you have not used any of these weapons in the field or in practice, you would do well to familiarize yourself with them before entering a combat zone. Some of these weapons you can dual-wield, enabling you to fire them simultaneously. To dual-wield, press and hold **Y** to pick up the secondary weapon. Use the Left and Right triggers to fire.

Ammo Capacity:
12 rounds per magazine.



M6C Pistol (dual wield)

Standard UNSC sidearm. Recoil-operated magazine-fed handgun, firing a magazine of six 12.7mm semi-armor piercing rounds. Fired accurately in semi-automatic mode, can be powerful anti-personnel weapon. This stripped-down "C" variant does not feature a scope.

Ammo Capacity:
36 rounds per magazine.



BR55 Rifle

Battle Rifle fires 9.5mm rounds from 36-round magazine. Mounted with a 2X optical scope for targeting. Fires in short, automatic bursts of three rounds. Very accurate, relatively high rate of fire makes it a useful all-around infantry weapon.

Ammo Capacity:
60 rounds per magazine.



M7/Caseless Sub Machine Gun (SMG) (dual wield)

"Bullet hose" fires sustained burst of 5mm fire from 60-round magazine. SMGs, while not accurate over long distances, can provide withering fire at close quarters. Tends to "walk" upwards as compounding momentum from recoil takes hold. Therefore, careful moderation of aim required to maintain accuracy.

S2 AM Sniper Rifle

Gas-operated, magazine-fed weapon utilizes a smart-linked scope with two levels of magnification (5X and 10X). Firing 14.5mm armor-piercing, fin-stabilized, discarding-sabot rounds makes it very powerful. Sheer size and limited magazine capacity dictate strategic use. Devastating from a secured position, has clearly limited use as close-range weapon.



Ammo Capacity:
4 rounds per magazine.

M19 SSM Rocket Launcher

Most commonly used light anti-vehicle weapon in UNSC arsenal. Man-portable, shoulder-fired, with single 2X level of magnification. Fires 102mm shaped-charge, high explosive tracking rockets. Reticle indicator denotes when launcher has achieved lock on target.



Ammo Capacity:
2 102mm shaped-charged rockets.

M90 Shotgun

Powerful, loud, pump-action, magazine-fed, firing 8-gauge magnum (3.5") rounds with strong recoil. Devastating at close range and in confined quarters, should be used with caution. Ineffective damage ratios at long range mean it should be used appropriately.



Ammo Capacity:
12 8-gauge shotgun shells.

COVENANT WEAPONS

Radius: 15-30 feet.



M9 HE-DP Fragmentation Grenade

Basic explosive device has changed little thanks to excellent design and flexibility. Well-thrown grenade will kill or stun most opponents. Fuse activates half a second after striking surface or object to avoid accidental detonation. Also allows combatants to "bounce" grenade into difficult to reach targets.

Ammo Capacity:
Unlimited.



M41 LAAG (vehicle mounted)

3-barreled, electric-powered, link-less drum-fed, vehicle mounted light anti-aircraft gun. Standard armament on Warthog. Fires 450-550 rounds per minute. Excellent armor penetration capability.

Ammo Capacity:
Unlimited.



M68 Gauss Cannon (vehicle mounted)

Asynchronous linear-induction motor produces bipolar magnetic field to fire 25mm projectile at hyper-sonic velocity. Excellent armor penetration capability, but not as effective against multiple infantry.

Recent events have exposed us to yet more Covenant military technology, much of it more powerful than previously encountered, and used in widely differing combat situations. Following is a rough field guide to currently known Covenant armaments.

Plasma Pistol (dual wield)

Understood better than most Covenant weapons, Plasma Pistol is semi-automatic, directed-energy weapon. Fires rapid bursts of superheated plasma, but holding trigger for extended period can build a powerful overcharged plasma bolt. Becomes temporarily unusable as it discharges excess heat. Both Plasma Pistol and Rifle use power core we don't fully understand.

Core Power Output:
100-150 kV : 2-3 dA.



Plasma Rifle (dual wield)

Favored by Elites, but used by many Covenant troops, is a directed energy weapon and capable of both automatic and semi-automatic fire. Extended bursts of automatic fire cause weapon to overheat, temporarily disabling gun and depleting energy core. Once energy core has completely discharged, it is useless.

Rate of Fire:
420-600 rounds per minute.



Needler (dual wield)

Unusual magazine-fed weapon fires razor-sharp crystalline projectiles, using unexplained homing ability to center on soft organic targets, to pierce flesh no matter the angle of impact. Energy shields deflect them successfully, and they ricochet from other hard surfaces. Ammunition explodes after it impacts flesh, causing further damage.

Ammo Capacity:
30 rounds per magazine.



Ammo Capacity:
36 rounds per magazine.



Covenant Carbine

Rare Covenant projectile-firing rifle, a powerful, stocky weapon, and fitted with magnifying scope. Fires single rounds with high degree of accuracy and power. In some ways its technology mimics Covenant Fuel Rod Gun, although obviously on a smaller scale, but offers similar penetration to UNSC Battle Rifle.

Covenant Energy Sword

Initially thought to be purely ceremonial. Few have been seen in combat, but they are invariably carried by high-ranking Elites. We don't understand how it functions, but it cuts through any armor with ease. Press **B** for regular melee attack and pull **Right trigger** for basic undercut attack. Or wait until reticle turns red to lock on an enemy, then pull **Right trigger** to perform a fatal lunge attack.

Length: 3 feet.



Output Capacity:
18 bursts per charge.



Particle Beam Rifle

Very precise, powerful weapon, uses relatively familiar particle beam acceleration method to fire devastating beam of energy. Limited battery capacity means weapon can fire only 18 bursts before depleting charge. Integrated scope enables two levels of zoom, approximately 5x and 10x. Makes excellent sniper weapon.

Fuel Rod Gun

Launching highly radioactive fuel rod projectiles, weapon is effective against both vehicles and personnel. Weapon is bulky, heavy and carries five fuel rods per clip. Single 2X level of magnification.

Ammo Capacity:
5 rounds per clip.



Ammo Capacity:
4 rounds per belt.



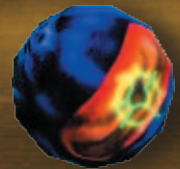
Brute Shot

Type of grenade launcher used, as far as we can tell, exclusively by Brutes. Grenades it fires from a 4-round belt can be deflected deliberately for tactical reasons, such as firing around corners. One of the least precise Covenant weapons yet encountered, limited ammunition capacity is made up for by huge, razor-sharp bayonet attachment.

Plasma Grenade

Using unknown technology that can apparently differentiate between strategic targets and non-threatening surfaces, this grenade, when thrown accurately, adheres to combatant or vehicle, but not to a wall. Three-second fuse is activated as soon as grenade comes to rest either on ground or stuck to intended target.

Radius: 30 feet.



UNSC GROUND TRANSPORT

Although much of our spaceborne weaponry has been eliminated or disabled, the Covenant has ignored most of our land-based moveable systems. We believe this to be a tactical mistake on their part. Since their intention seems to be the capture, rather than destruction of Earth, they will have to fight on our terms at ground level.



M12 Warthog LRV

CREW: 1+1 (plus one more in rear)

Weight: 3.25 tons

Armament: 12.7mm three-barreled machine gun

Light reconnaissance vehicle (LRV), a proven and reliable standard UNSC vehicle. Also unofficially known as "Warthog," LRV is equipped with powerful machine gun. Maneuverable and excellent in any terrain, Warthog relies on superb traction and updated braking system. To power-slide, pull the **Left trigger** for the E-brake.



M12G1 Warthog LAAV

CREW: 1+1 (plus one more in rear)

Weight: 3.5 tons

Armament: 25mm Gauss Cannon

Light anti-armor vehicle (LAAV) identical in every respect to other Warthog variants, except for turret-mounted Gauss Cannon.

M808B Scorpion MBT

CREW: 1 Human (neural interface required) or single cyborg pilot

Weight: 66 tons

Main gun: 90mm high velocity shell

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



Although Scorpion Main Battle Tank's primary role is as anti-vehicle platform, its effectiveness against Covenant infantry makes it a useful anti-personnel weapon, too. Ceramic-titanium armor makes it almost invulnerable to small-arms fire. Vehicle has single-pilot cockpit, but in emergencies can transport four additional infantrymen on "jumpseat" platforms.

Boarding

If you're close to a slow-moving or stationary vehicle, press and hold **X** to board that vehicle. It's possible to board from the front, rear, and side of a vehicle—and above one if you jump carefully. Boarding allows you overtake the driver, passenger, and even gunner seat of most vehicles.

INTEL ON COVENANT VEHICLES

The Covenant has deployed a huge ground fleet, presumably with the intention of speeding its incursion into populated human areas. Until we know more about their intentions, we must assume that this is an occupying force, although they will kill any human, civilian or military that they encounter.



Ghost

CREW: 1

Propulsion: Boosted Gravity Propulsion Drive

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

Standard reconnaissance and rapid attack vehicle, deployed by Covenant in all ground combat. Usually, but not always piloted by Elites, is highly maneuverable and fires twin bolts of superheated plasma in 100-250kW range. Vehicle is also capable of sustained bursts of speed, although cannot fire and appears to be less maneuverable at such speeds. Pull **Left trigger** to boost speed. Possible that it uses energy from weapons systems to achieve speed increase.



Banshee

CREW: 1

Propulsion: Boosted Gravity Propulsion Drive

Armament: Two Plasma Cannons

Secondary Weapon System: Fuel Rod Cannon

Fast and maneuverable, a formidable aerial assault vehicle. Well shielded against small arms fire, Banshee can be crippled or destroyed by heavier weapons. Fuel rod cannon makes it a dangerous bomber as well as fast fighter. Banshee has been observed barrel-rolling and looping in turns and arcs that would be impossible with conventional aerodynamics.

Wraith

CREW: 1

Propulsion: Boosted Gravity Propulsion Drive

Armament: Plasma Mortar & 2 Auto-firing Plasma Cannons



Slow, bulky, and presenting a huge target, is nonetheless Covenant's most destructive mobile armor. Huge bulk is well shielded; covering fire it provides from massive Plasma Mortar makes it an inestimably dangerous foe. Piloted by a single occupant, who controls all vehicle and weapons systems, also features limited boost system for enhanced maneuverability.

Spectre

CREW: 1+1 gunner (+ 2 riders)

Propulsion: Boosted Gravity Propulsion Drive

Armament: Plasma Cannon



Multi-troop armored transport is small and maneuverable and while slow, can move with ease in confined spaces. Main weaknesses are lack of speed and acceleration, and that occupants are fairly exposed. Rear-mounted plasma cannon is dangerous, and vehicle provides multiple firing positions.

Shadow

CREW: 2+8

Propulsion: Boosted Gravity Propulsion Drive

Armament: Plasma Cannon



Covenant's main mode of moving large numbers of troops around on land. Can hold driver, gunner, and up to 8 occupants, depending on species of Covenant. Seems to be outfitted to carry Elites, Brutes, Grunts, and Jackals. Equipped with plasma cannon, but main purpose is to deploy infantry.

SETTINGS

Use the **Settings** menu to customize a player profile or create a set of rules for a multiplayer game type.

Player Profiles

You can have a number of different customizable player profiles. Change a profile's name, modify the controller settings, edit the multiplayer characteristics for a profile, or delete a player profile. To create or edit a player profile, select **Settings** from the **Main Menu**, then select **Player Profiles**.

Changing the Control Layout

You can change the control layout for each player profile to better suit your style, including the button scheme and the speed at which you look around. A number of people choose to invert their controls. This means that when you push the Right thumbstick forward, you look down, and when you pull it back, you look up. Experiment to find which combination works best for you.

To change the control layout, select **Controls** from the **Edit Profile** screen. You can also modify your layout in a campaign or a multiplayer game by pressing **START** to bring up the **Game Menu**.

Changing the Appearance of Your Multiplayer Character

To customize the appearance of your character in multiplayer games, select **Appearance** from the **Edit Profile** menu. You can choose either a Spartan or a Covenant Elite, set primary and secondary colors, and design a custom player emblem.



Game Variants

Every type of multiplayer game has a set of rules called a variant. You can modify the rules for a game you've created by creating a custom game variant. To customize a game variant, select **Options** from the **Main Menu**. To use a variant that you've created, go to **Game Setup** in the **Game Lobby** and select **Change Rules**.

MULTIPLAYER BASICS

Halo 2 multiplayer enables friends to find one another, to game together, and to move throughout the *Halo 2* world as a group. You can play multiplayer games with your friends via Split Screen, System Link, and over the Xbox Live™ service.

Split Screen

With split-screen play, you can compete with up to three other players, side by side, on a single console. To start a split-screen game, select **Split Screen** from the **Main Menu**.

System Link

With system-link play, you can connect two Xbox consoles with an Xbox system-link cable, or up to 16 Xbox consoles using an Ethernet hub. For more information on how to do this, see your Xbox console Instruction Manual. To host or join a system-link game, select **System Link** from the **Main Menu**.

Xbox Live

With the Xbox Live service, you can play a multiplayer game with people from all over the world, and you can download new *Halo 2* maps. To play an Xbox Live multiplayer game, select **Xbox Live** from the **Main Menu** (see pg. 24 for details).

Game Lobbies

In order to play any type of multiplayer game, you need to go through a game lobby. A game lobby is the gathering place to meet and talk to friends, start a game, or join a game.

In the **Pregame Lobby** you can set up a game; you also can customize your game map and options there, and start a co-op campaign in split-screen play.



When you play a system link game, go to the **Available Games** screen to create a new game or join an available game.

Game Types

There are seven multiplayer game types. Each game type has a number of built-in variants that create different rules for a game. The Slayer game type has a regular variation called "Slayer," "Team Slayer," "Rockets," and so forth. You also can create a custom variant for a game type to create your own rules for a game.

- **Slayer:** Kill the most opponents.
- **Capture the Flag:** Score the most points by capturing the other team's flag and bringing it back to your team's base.
- **Assault:** Score the most points by carrying, arming, and dropping your team's bomb in the other team's base.
- **King of the Hill:** Control the hill for the longest time.
- **Oddball:** Find the ball and hold on to it for the longest time.
- **Juggernaut:** Only the Juggernaut can win—and if you are the Juggernaut, everyone is out to get you.
- **Territories:** Earn the most time by finding and controlling territories on the map.

Maps

A map is a self-contained game level designed specifically for multiplayer games. Most maps are based on variations of specific campaign levels in *Halo 2*. Maps come in different sizes and have different types of buildings, scenery, etc. Large maps work well when you have a lot of people. Some maps have objects with which you can interact. Press **X** to interact with an object. You can use any game type with any map.

Voice Proximity

When playing System Link and Xbox *Live* games, you can hear other players' voices. In *Halo 2*, the louder the players' voices, the closer they are to you on a map. When they're softer, they're farther away. Use this to help determine another player's proximity. Be careful though—nearby enemies can hear you talking as well.

If you have an Xbox Communicator, you can use voice to direct your team. You can tap the **White** button to engage your radio and talk to your team, no matter where they are on a map. The radio will remain open until you stop talking.

Multiplayer HUD

The multiplayer HUD adds the Multiplayer Scoreboard, which shows the score of the leading player or team above your score. If you are the leader, the score of the second-place team or player is shown underneath. It is located on the lower-right side of the screen. Hold down the **BACK** button to see more extensive scores.

Multiplayer Warning Indicators

There are several additional warning indicators that show up below your reticle in multiplayer games—these are valuable.



Bomb Dropped



Flag Dropped



Enemy has Bomb



Enemy has Flag

Waypoints

Waypoints are HUD elements used to indicate status on objects in your field of view. Pay attention to the waypoints in team games and in objective-based games like CTF and Assault.

Friends Waypoints



Friend



Firing



Taking Fire



Killed



Talking



Has Oddball



Has Bomb



Has Flag

Objective Waypoints



Capture the Flag



Oddball



Assault



King of the Hill



Territory



Objective



Dropped Flag



Dropped Oddball



Dropped Bomb

Xbox Live!

Take Halo 2 Beyond the Box

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a friends list with other players, see when they're online, and receive invitations to play games. For games with multiplayer mode, invite your friends to play and talk to them in real time while you play. For games with downloadable content, download new items such as levels, missions, weapons, vehicles, and more to your Xbox console.

Connecting

Before you can use the Xbox Live service, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting, go to www.xbox.com/connect.

Matchmade Game

Quickmatch

Quickmatch picks a random game type, map, and the fastest service for you to start having fun against players with a similar skill level.

OptiMatch

Choose a matchmaking playlist and you'll get matched with other players who select that same playlist and have similar skill levels. They will also be players who have the optimal connection speed to provide you with the best possible experience.

Levels

The outcome of a Quickmatch game or an OptiMatch game affects your Halo 2 Xbox Live level for a particular playlist. For each type of playlist, you can earn a different level. As you get better at a playlist, your level increases. The more you play, the better chance you have of playing a player in a similar skill level.

Custom Game

You can play a game with a specific player, a Party of players, or another Clan. A Custom Game is a private game that you must invite other players to join (see pg. 26 for details). To create a Custom Game, select **Create Party**, and then select **Game Setup** to configure the game. When everyone in your Party is ready, select **Start Game**.

Note: A Custom Game has no effect on any of your Xbox Live Halo 2 levels.

Create Party

You can create a Party to game as a group (see pg. 26 for details).

Xbox Communicator

Keep track of your Clan, taunt opponents, or yell at your buddy who doesn't have a clue what "stay put" means. See the instructions that came with your Xbox Communicator for more information.

Xbox Live Guests

You can have up to three additional guests play a custom game with you on your Xbox console in split-screen mode. Select **Xbox Live** from the **Main Menu**, then press **A** and select a player profile.

Xbox Live Stats

You can compare your stats to other players' worldwide. For even more detailed stats info, go to Bungie.net on the web.



GAMING WITH FRIENDS!

There are several ways to find and play *Halo 2* multiplayer games with friends and people you meet online. With an Xbox Live account, you can access your Xbox Live Friends list to play *Halo 2* multiplayer games. You can also create a **Party**, which is a temporary group of friends for a session of Xbox Live multiplayer gaming. And you can create a group of players to form a **Clan**.

Friends List

When you sign into your Xbox Live account, the Friends list is available in *Halo 2*. You can press **Y** at any time to bring up the Friends list. Or you can press **START** in a campaign or multiplayer game, and then press **Y** to access the Friends list. Use the Friends list to see friends, Clan information, and a list of players you've recently played against.

Friends

You can add up to 100 other gamers to your Friends list. Send a text or a voice message to a friend, send a Party invite, or remove a friend from your list. The Status column shows you who is online, who is in your Party, and the current Party Leader.

Clan

The Clans tab lists all the players in your Clan so you can send them messages. You can create, join, or leave a clan from the **Clans** tab.

Players List

The Players List displays all current players and up to 100 of the most recent players you've competed with or against. You can view player profiles, send text or voice messages, provide feedback about what kind of players they are, or invite them to be a friend.

Party

A Party is a temporary group of friends, or other players you've just met, who are playing an OptiMatch or a Custom Game together on the Xbox Live service. It's like being on a virtual couch with people from all over the world as you travel throughout the *Halo 2* universe.

Create a Party

To create a Party, select **Create Party** from the **Xbox Live** screen, then send out your party invitations! Press **Y** in the **Pregame Lobby** to bring up your friends list, highlight the friend you want to invite, and then press **A** to send a Party invite. Friends who join your Party appear in the Pregame Lobby.

As the **Party Leader**, it's up to you where you take your Party. To see where you can take your Party, select **Game Setup** from the **Pregame Lobby**. When you move between games, you can bring your Party with you.

Note: Parties are session-based, so when everyone logs out, the Party comes to an end.

Clans

A Clan is a semi-permanent organization of *Halo 2* players on the Xbox Live service. Each Clan can have up to 100 members, but you can be a member of only one Clan at a time. To create, join, or leave a Clan, press **Y**, and then go to the **Clans** tab on the **Friends List**.

Clan levels represent the entire clan. Clans are organized into four roles: **Overlord**, **Staff**, **Member**, and **Peon**. A Clan must have at least one Overlord. Everyone who joins a Clan is made a Member by default.

To read more about your Clan, go to Bungie.net (see pg. 29 for details).

Individual Strategy

When you play as an individual player, it's important to manage your two different weapons correctly. Try to carry a long-range (such as a Battle Rifle) and short-range weapon (such as a Shotgun). Make sure you've always got a few grenades. Running backwards and throwing grenades is a great defensive move when another player surprises you in a map. Use dual wielding in tight spaces at short range, and vehicles when outdoors. Try boarding another player's vehicle. A successful boarding ejects another player from their seat. Move slowly by crouching if you want to stay invisible on other players' motion trackers. Also, don't charge through the front door. Use a little stealth and planning.

Team Strategy

Teams that are successful are teams that coordinate—and communicate—well with each other.

- Use voice to direct your team. You can tap the **White** button to engage your radio and talk to your team no matter where they are on the map. Be careful though—nearby enemies can hear you talking as well.
- Manage your team's weapon selection. In Team Slayer, put someone on a Rocket and someone on a Sniper Rifle.
- Find out what your teammates are good at and let them do it. Who are the best long-range shooters? Put them on sniping duty.
- Stick to your teammates. Don't go off by yourself unless there is a tactical reason to do so. Note that there is a marker above your teammates' heads to tell you if they're on your team.
- Know what game type you're playing. Not everyone on your team can be doing the same thing. They need to take on different tactical roles. Someone needs to stay on defense in Capture the Flag (CTF)—if everyone is on offense, you won't win.

Bungie.net is the gaming center of the universe for the *Halo 2* community, *Halo 2* Clans, and the individual *Halo 2* player. Bungie.net is the place to get the latest *Halo 2* information, to interact with the Bungie team, and to buy cool *Halo 2* merchandise at the Bungie Store. Bungie.net is your resource to learn how to be a better *Halo 2* player.

If you create a Bungie.net account, you can access the Bungie forums and see which of your Xbox Live friends are online. You can review the stats from the most recent *Halo 2* games you've played on the Xbox Live service, compare stats with friends, and check your current level on the various playlists.

Clan Support

Each *Halo 2* Clan can have its own page on Bungie.net with a private forum and news system. You can interact with other Clan members, review Clan stats, and formulate strategies. Bungie.net also includes information on the top *Halo 2* Clans.

The 7th Column

Discover the 7th Column, Bungie's official fan club and underground army, and help us take over the world. Members can create their own groups with their friends on Bungie.net complete with personal forums, news, and more.

Delve deeper into the world of Bungie and *Halo 2*—here are just a few of the many great community sites on the 'net (in alphabetical order):

- Halo Planet (www.haloplanet.com)
- HBO (halo.bungie.org)
- Rampancy.net (www.rampancy.net)
- Red vs Blue (www.redvsblue.com)
- Subnova (www.subnova.com)

The Bungie.net logo is displayed in white text on a dark background. The word "bungie" is in a lowercase, sans-serif font, and ".net" is in a similar font. A small blue and white icon of a Halo 2 character is positioned between "bungie" and ".net". The logo is enclosed in a stylized orange and black frame that resembles a game console or a piece of equipment.

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– *Casting Director*

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– *Additional Music & Audio Production*

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(in alphabetical order)
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– *Gravemind*

Julie Benz
– *Miranda Keyes*

Hamilton Camp
– *Prophet of Mercy*

Tim Dadabo
– *343 Guilty Spark*

Robert Davi
– *SpecOps Leader*

Keith David
– *Arbiter*

Steve Downes
– *Master Chief*

Robin Atkin Downes
– *Prophet of Regret*

Miguel Ferrer
– *Heretic Leader*

John Michael Higgins
– *2401 Penitent Tangent*

Ron Perlman
– *Lord Hood*

Kevin Michael Richardson
– *Tartarus*

David Scully
– *Sergeant Johnson*

Jen Taylor
– *Cortana*

Michael Wincott
– *Prophet of Truth*

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– *Brute*

David Cross
– *Marine*

Tim Dadabo
– *Marine*

Chris Edgerly
– *Brute*

Orlando Jones
– *Marine Sergeant*

John Kassir
– *Marine*

Andy McKage
– *Marine*

Marty O'Donnell
– *Jackals, Hunters, & Flood*

Brian Posehn
– *Grunt*

Laura Prepon
– *Marine*

Michelle Rodriguez
– *Marine*

David Scully
– *Elite*

Pete Stackler
– *Marine Sergeant*

Joseph Staten
– *Grunt*

Norm Woodell
– *Elite*

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The Bungie Auxiliary Players

Casting & Voice-Over Production Services
Blindsight

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

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

Technical support is available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12. TTY users: 001-866-251-26-21.
- In Colombia, call 01-800-912-1830.

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

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