XBOX 360

Field Manual [MIL-FBS-295937[1]B]
UNSC Department of Doctrine and Training

WELCOME TO NOBLE TEAM

▌ MSSG: Received
▌ Authenticate: < S-312

23.07.2552

Subject: Reassignment

To: [CLASSIFIED] S-312

1.   I commend you for the exemplary manner in which you've conducted your duties while serving with ONI/SectionTHREE/Beta-5.

2.   You were chosen not only because of your initiative, discipline, and ingenuity, but also for your skill as a pilot. All of these were demonstrated admirably during your counter-insurgency operations on Mamore [13.04 - 10.05.2552].

3.   I'm glad to have NOBLE's action element back up to full strength and look forward to having you on the team.

Urban Holland
Colonel, USW
NOBLE, Commanding Officer

▌ PSA; Condensed SF Manual [FM 7-28]
▌ Authenticate: < |

FM 7-28 CONTENTS

›

HEADS-UP DISPLAYS

› SPARTAN HUD

Your Spartan III MJOLNIR armor is equipped with a full helmet that, in addition to offering unsurpassed protection from ballistic and energy projectiles, carries a sophisticated, tactical heads-up display (HUD).

The HUD not only shows your current loadout of grenades, weapons, and ammunition, it also provides real-time monitoring of two important biometrics: shield strength and body health. While your shield is fully rechargeable, it does not make you invulnerable; significant injuries may be too grave to allow full recovery in the short term, so monitoring both shield and health status is imperative.

1 › Grenade Inventory
Press **B** to cycle through grenades. Pull **LT** to throw the selected grenade.

2 › Compass
Displays your current directional heading.

3 › Shield and Health Meters
Display your defensive shield strength and base body health.

4 › Weapons and Ammunition
Displays available weapons and ammunition, with the active weapon icon below (and larger than) the secondary weapon icon. Press **Y** to swap weapons. To pick up ammunition, walk over to ammunition crates (Campaign and Firefight) or over a weapon of the same type (all game modes).

5 › Campaign Scoring
Displays the game clock, current score multiplier, and scoreboard.

6 › Challenge Progression
Displays progress toward one of the many mode-spanning challenges.

7 › Fireteam Members
Displays the names and status of any non-NOBLE UNSC personnel currently accompanying you.

8 › Motion Tracker
Displays locations of any nearby friendly (yellow) and hostile (red) units, as well as their elevation relative to your position. Also indicates nearby vehicles (in gray if not in use).

9 › Armor Ability Icon
Indicates any currently equipped armor ability.

10 › Credit Acquisition
Displays Credits earned for in-game actions.

> FALCON HUD

1 > Pitch Indicator
Displays your current degree of pitch.

2 > Current Objective
Indicates the location of and distance to your current objective.

3 > Altimeter
Displays your current altitude above sea level.

4 > Altitude Lock
Indicates that the current altitude is locked and being automatically maintained.

Commandeered vehicles also interface with your HUD, relaying key information about controls and combat.
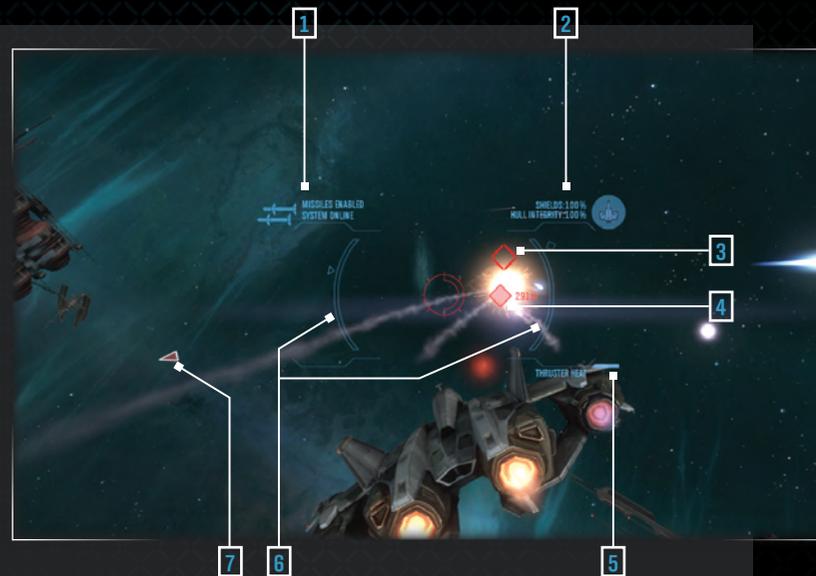
> SABRE HUD

1 > Current Weapon
Indicates your current selected weapons system. Press Y to swap weapons.

2 > Vehicle Health
Displays your vehicle condition and shield status.

3 > Target Locking Reticle
Indicates targets which have been, or are in the process of being, acquired.

4 > Target Marker
Identifies potential targets in your immediate area.

5 > Thruster Heat Indicator
Indicates current thruster heat level; safeties will automatically disengage afterburners.

6 > Pitch and Roll Indicators
Display your current degrees of pitch and roll.

7 > Current Target Marker
Indicates the direction toward the engaged target.

ORDNANCE

WEAPONS—UNSC

Weapon	Close	Med	Long	Support	Grenade
M6G—Magnum 2x zoom; AM rated.*	○	●	○		
MA37—Assault Rifle Short, controlled bursts are most effective; high ROF.**	●	○			
M392 DMR—Designated Marksman Rifle 3x zoom. AM rated.*		○	●		
M45 TS—Shotgun Most effective at close range; small magazine.	●	○			
SRS99—Sniper Rifle 5x, 10x zoom; small magazine; AM rated.*		●	○		
M41SSR MAV/AW—Rocket Launcher 1.8x zoom; tracks flying targets; AOE.†	●	○		▲	
M6 G/GNR—Spartan Laser 2.5x zoom; 2.5 sec. charge up.		○	●	▲	
M319 GL—Grenade Launcher Hold trigger for alt. fuse: manual detonate/EMP‡; knocks out shields; temporarily disables most vehicles; projectile is bounceable; AOE.†	●	○		▲	▲
M247H HMG—Machine Gun Heavy; limited ammo.	○	●		▲	
M9 HE/DP—Frag Grenade Bounceable; deflected by Jackal shield; AOE.†		●			▲
H-165 FOM—Target Locator 2x, 4x zoom; very low ROF.**		○	●	▲	

*Anti-materiel rated; particularly useful against delicate equipment—like brains.

**Rate of fire.

†Area of effect.

‡Electromagnetic pulse.

● Optimal Range

○ Effective Range

WEAPONS—COVENANT

Weapon	Close	Med	Long	Support	Grenade
T25 DEP—Plasma Pistol Hold trigger for alt. fire: overcharge; semi-guided; knocks out shields; temporarily disables most vehicles; overheats; AOE.†	●	○			
T25 DER—Plasma Rifle Very effective against shields; overheats; high ROF.**	●	○			
T51 DER/1—Plasma Repeater Very effective against shields; hold ⓧ to vent waste heat (can be interrupted).	●	○			
T25 C—Spike Rifle Short, controlled bursts are most effective; only issued to Brute shock troopers; high ROF.**	●	○			
T33 GML—Needler Six projectiles to cause S-C††; semi-guided; projectiles deflected by Jackal shield; high ROF.**	●	○			
T31 R—Needle Rifle 2x zoom; three projectiles to cause S-C††; semi-guided; projectiles deflected by Jackal shield; AM rated.*		●	○		
T50 DER/H—Concussion Rifle Small magazine; AOE.†	○	●			
T1 EW/S—Energy Sword Melee weapon.	●				
T2 EW/H—Gravity Hammer Melee weapon; AOE.†	●				
T33 LAAW—Fuel Rod Gun 2.5x zoom; AOE.†		●	○	▲	
T52 GML/E—Plasma Launcher 2.5x zoom; very effective against shields; tracks targets; hold trigger to increase number of projectiles (max. 4); AOE.†		●	○	▲	
T52 SAR—Focus Rifle 3.5x, 9.5x zoom; overheats.		○	●		
T52 DESW—Plasma Cannon Very effective against shields; heavy; limited ammo.	○	●		▲	
T1 APG—Plasma Grenade Sticks to target; deflected by Jackal shield; AOE.†					▲
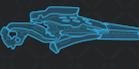
††Super-combine: projectiles react explosively in unshielded targets.

ORDNANCE (CONTD)

> VEHICLES—UNSC

M274 ULATV—Mongoose
Unarmored vehicle used primarily by couriers.

Crew 1+1 (1 driver, 1 passenger)

M12 FAV—Warthog
Lightly armored force application vehicle; highly maneuverable, extremely versatile platform.

Crew 2+1 (1 driver, 1 gunner, 1 passenger)

Armament LRV: M41 12.7mm LAAG (vulcan machine gun); LAAV-G: M68 25mm ALIM (gauss cannon); LAAV-R: M79 65mm MLRS (rocket launcher)

M808 MBT—Scorpion
Primary armored fighting vehicle; requires support on today's high-speed battlefield.

Crew 1+1 (1 commander, 1 machine gunner)—can accommodate up to 4 riders

Armament M512 90mm SBHV (smooth bore, high velocity) cannon; M247 7.62mm MMG (medium machine gun)

UH-144—Falcon
Primary air-to-ground support/transport VTOL.

Crew 3 (1 pilot, 2 gunners)—can accommodate up to 3 riders

Armament UH-144A: M638 20mm auto-cannon, 2 x M460 40mm AGL; UH-144S: M638 20mm auto-cannon, 2 x M247H 12.7mm HMG

D77-TC—Pelican
Primary space-to-ground support/transport VTOL; extremely versatile platform.

Crew 3 (1 pilot, 1 copilot, 1 crew chief)—can accommodate up to 10 passengers and 1 vehicle

YSS-1000—Sabre
Primary planetary defense fighter for the Inner Colonies.

Crew 1+1 (1 pilot, 1 radar intercept officer)

Armament 2 x M1024 ASW/AC 30mm MLA; 2 x ST/medusa missile pod

GA-TL1—Longsword
Primary A/X strike fighter; extremely versatile platform.

Crew 4 (1 pilot, 1 copilot, 1 navigator, 1 systems technician)

Armament 2 x M9109 ASW/AC 50mm MLA; 4 x ASGM-10

> VEHICLES—COVENANT

T-32 RAV—Ghost
Primary reconnaissance/rapid attack vehicle; very little protection for pilot.

Crew 1 (1 pilot)

Armament 2 x plasma cannons (linked)

T-48 LAGC—Revenant
Lightly armored mobile artillery; open vehicle affords very little protection to crew.

Crew 1+1 (1 pilot, 1 passenger)

Armament Plasma mortar

T-26 AGC—Wraith
Primary armored fighting vehicle for ground forces; blind spot/relatively weak rear armor.

Crew 1+1 (1 pilot, 1 plasma cannon gunner)

Armament Heavy plasma mortar; plasma cannon

T-47 UHAP—Scarab
Recent intelligence suggests this is not a fighting vehicle, but an ultra-heavy infantry unit.

Crew 1+5 (1 pilot, 5 defenders)—can accommodate 12 defenders

Armament Ultra-heavy focus cannon; ultra-heavy plasma cannon, 3 x T-52 DESW

T-28 TC—Spirit
Primary troop carrier; heavy armor is virtually immune to damage.

Crew 1 (1 pilot)—can accommodate up to 30 passengers and 2 vehicles

Armament Heavy plasma cannon

T-52 TC—Phantom
Primary ground support/troop carrier; heavy armor is virtually immune to damage.

Crew 4 (1 pilot, 1 weapon officer, 2 plasma cannon gunners)—can accommodate up to 30 passengers and 2 vehicles

Armament Heavy plasma cannon, 2 x T-52 DESW

T-26 GSA—Banshee
Primary ground support; lightly armored, but extremely maneuverable.

Crew 1 (1 pilot)

Armament 2 x heavy plasma cannon; FRC-G

T-27 XMF—Space Banshee
Most common interceptor/escort spacecraft; unshielded, but extremely maneuverable.

Crew 1 (1 pilot)

Armament 2 x heavy plasma cannon; FRC-G

T-31 XMF—Seraph
Superiority fighter; heavy shields, but extremely maneuverable.

Crew 1 (1 pilot)

Armament 2 x heavy plasma cannon

ORDNANCE (CONTD)

COVENANT SPECIES

> ARMOR ABILITIES

Information regarding armor abilities may also be accessed by pressing ◀ while in the field.

Jet Pack
FIELD DATA This newest model portable jump-jet finally has the power to lift a Spartan in the latest-generation MJOLNIR armor.

Sprint
FIELD DATA S-320 is largely responsible for this plug. While not quite a hack, it does temporarily override the safety limiters on actuators and "muscles"—cheating the system regulators to keep the operator cool as well.

Holographic Decoy
FIELD DATA This gives the operator the ability to create a virtual, holographic projection, which can be used as a decoy to draw enemy fire. The decoy has a regular lifespan of 10 seconds, but may be canceled at any time.

Active Camouflage
FIELD DATA Renders the operator virtually invisible. Overall effectiveness is dependent on operator discipline—rapid or sudden movement tends to overtax the system.

Drop Shield
FIELD DATA An evolution of the bubble shield employed by β5 Strike Teams, it creates a temporary, semi-spherical protective shield that also provides a curious restorative effect (still under investigation).

Armor Lock
FIELD DATA Fairly effective even in this early prototype stage, it has internal components nearly identical to the Covenant gear that spawned it. The biggest drawback is that the local gravitic effect essentially immobilizes the operator.

Evade [RESTRICTED—COVENANT MATERIEL]
This appears to be a dummy module or terminator plug. While it is critical for operating the Elites' armor, its precise function is unknown. Spartans are encouraged to acquire it in the field if possible.

Elites
The leadership in any given group. In most cases, neutralizing Elites will cause the rest of the unit to lose cohesion.

Hunters
Heavily armed and armored infantry who are always deployed in pairs, compensating for their relative lack of agility.

Brutes
Aggressive and prone to shocking acts of violence, these creatures are easily provoked into foolhardy acts of bravado.

Skirmishers
Although of the same species as Jackals and similarly deployed, Skirmishers are quicker and more agile than their smaller cousins.

Jackals
Jackals employ energy shields that are considerably stronger than any other known personal shield system, thanks to their linear configuration.

Drones
Also known as "Buggers," they are essentially flying insects with guns. Where one appears, there are bound to be many more.

Grunts
While lacking in intelligence and discipline, they are ferocious in large packs, but rapidly devolve into disarray when their leadership is neutralized.

Engineers
These units are noncombatant support "personnel," but they still represent a significant threat and should be dealt with appropriately.

GAME CONTROLS

BUTTON LAYOUT

Use Grenades — LT

Use Armor Abilities — LB

Game Menu — ▶

Multiplayer Score — ◀

Move — L

Crouch (click) — L

Night Vision — ◖◗

RT — Use Weapon

RB — Melee Attack
Action/Reload

Y — Swap Weapons

B — Switch Grenades
Melee Attack

A — Jump

X — Action*/Reload
Switch Grenades

R — Look
R — Zoom View (click)
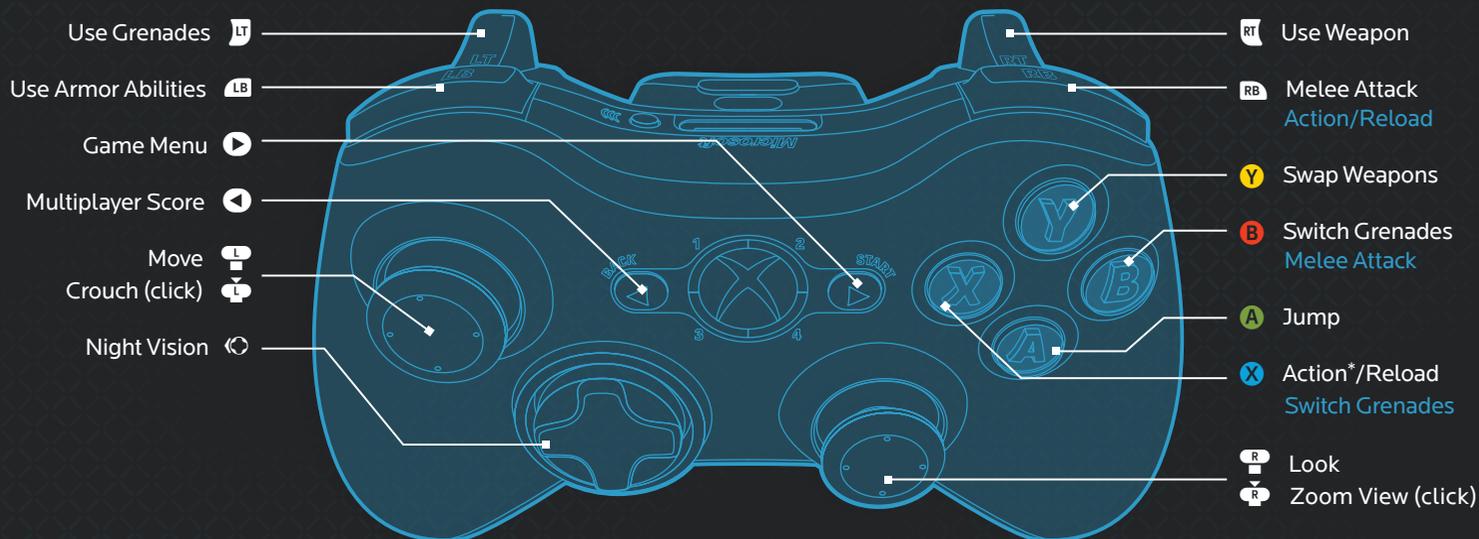
*For alternate control configurations, press ▶ to bring up the **Menu** screen, and then choose **Controller**.*

Medkits
To use a medkit, walk over to it and then hold Ⓧ.

Night Vision
To activate your low-light vision filter, press ◖◗.

Vehicles
To enter or drive a vehicle, stand near the passenger's or driver's side of the vehicle and then hold Ⓧ.

*Enter a vehicle, pick up a weapon, flip switches, open doors, and so on.

> ACTIVE ROSTER

This subtle yet powerful new feature displays your friends' activities at a glance and allows you to join their game, invite them to your squad, or get in the join queue if they're in the middle of a match.

To switch your current network between system link and Xbox LIVE®, press Ⓨ. To join an open lobby, select it in the Active Roster and then press Ⓧ.

> LOADOUTS

In multiplayer, you can select starting armor ability, primary and secondary weapons, and the type and number of grenades to carry. Some game types have limited loadout options, while others change dynamically as the game progresses.

For example, to play Invasion on the UNSC side, you begin as a Scout (Sprint, assault rifle, magnum, two frag grenades). On the Covenant side, you begin as a Warrior (Evade, plasma repeater, plasma pistol, two plasma grenades).

You can swap out your current loadout when you respawn by pressing Ⓧ.

Loadouts change based on playlist and game type. Some game types stagger loadouts, making new, more powerful sets available as a game progresses.

> SOCIAL SETTINGS

For the best Matchmaking, define yourself using four social criteria:

Chattiness — Chatty or Quiet
Motivation — Winning or Having Fun
Teamwork — Team Player or Lone Wolf
Tone — Polite or Rowdy

> CONNECTION OPTIONS

Customize your experience by defining your desired Matchmaking criteria and toggle settings to refine your searches for teammates.

> VOTING

In *Halo®: Reach*, you have more control over game variants and maps within each playlist than in any previous *Halo* game. Once players are matched, the game provides a default option and up to three alternatives, to be chosen by a majority of votes.

> PLAYLISTS

Playlists are collections of game types with similar properties used in Matchmaking. In addition to game types, each playlist features a number of settings, including minimum/maximum player count, number/size of teams, and restrictions on playlist access. You'll also find settings for voices, voting, recycling, TrueSkill®, and weighting of search criteria.

Arena

In the Arena, players are grouped into Divisions according to TrueSkill rank. You must complete a certain number of games per day to qualify and receive a daily Rating; complete enough days to qualify and you're put into a Division. The Arena is divided into play Seasons. At the end of each Season, your final Division placement and percentile rank are displayed.

Your TrueSkill rank is updated regularly, reflecting your performance as indicated by your Rating. Division placement, qualification requirements, cutoffs, and Season start/end dates may vary over time.

Cooperative

New in *Halo: Reach*, Campaign missions and Firefight are now playable via Matchmaking on Xbox LIVE. Join up to three other players to complete any Campaign mission, battle enemy Waves in Firefight, or square off in Score Attack (two players in a mad dash for kills and the highest Firefight score).

Competitive

Here you'll find all the traditional *Halo* offerings like Slayer and Objective, plus a new game mode—Invasion. This round-based game pits Spartans against Elites on incrementally expanding battlefields with one side attacking, the other defending. As the game progresses and map objectives are completed, each opposing squad of six can access more powerful loadouts.

You can engage in multiplayer combat from six game lobbies: Matchmaking, Firefight, Custom Game, Campaign, Theater, and Forge.

> MATCHMAKING

This lobby groups you with players of similar skill levels (Xbox LIVE Gold Membership required). When you pick a playlist, Matchmaking compares your rating/skill level (or the average rating/skill level of your party) to those of other players in that playlist. Playlists are divided into ranked and social lists of the most popular solo and team game types. Ranked playlists have some restrictions to balance the competition (no guests, no parties larger than team size for that playlist), but only via ranked matches can you raise your skill level.

> 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).

Tracking Your Game

On the bottom right, your HUD displays important gameplay information like the game clock (either time elapsed or time remaining, depending on game mode), current score multiplier (adjusted according to skills, difficulty level, and current mission status), and scoreboard (shows your score and the highest current score—or, if you're in the lead, the score of your closest competitor).

Waves, Rounds, and Sets

Progress is measured as you battle Waves in Sets of Rounds. A Wave consists of one Covenant squad deployed to kill you. The number of enemies in each Wave varies, depending on squad makeup. A Round is comprised of five Waves

of Covenant. After each Round, you have a break to reestablish a defensive perimeter. A Set consists of three Rounds (15 Waves total) and ends with a Bonus Round. After each Set, you get progressively longer breaks to resupply.

The Bonus Round is a timed killing frenzy in which your team tries to rack up points before all players die or the timer expires. The Iron skull is always activated in this round. If your team scores enough points, you win bonus lives.

Firefight

By default, lasts one Set. Tough Luck (all Rounds), Catch (Rounds 2 and 3), and Cloud (Round 3 only) skulls are enabled by default on Round change; other skulls can be activated in the Firefight Game Options (FGO) menu.

Firefight Classic

Lasts until all lives have expired. Tough Luck (all), Catch (2 and 3), and Black Eye (3 only) are enabled on Round change. Enable others from the FGO menu.

Generator Defense

Up to four players (Spartans and Elites); Spartan players protect three generators. Round ends when all are destroyed or when Spartan lives are exhausted. The generators can be locked down for 30 seconds by Spartans and are only affected by Elite fire; their health replenishes when not under attack.

Gruntpocalypse

Like Firefight, except lasts one Round, and all AI enemies are Grunts. Catch, Cloud, Grunt Birthday Party, and Cowbell skulls are enabled at start.

Rocket Fight

Like Firefight, but lasts only one round; all players have rocket launchers and unlimited rockets. Tough Luck and Catch skulls are enabled at the start.

MULTIPLAYER GAME LOBBIES (CONTD)

Score Attack
Like Firefight, but with 1–2 players only; AI encounters in each Wave are the same every time you play.

Versus
Up to four total Spartan and Elite players (no AI Elites). Elites have unlimited lives. A Spartan team who kills an Elite gets an extra life. After 10 minutes (or when Spartan lives are gone), the Round ends and players switch teams.

Respawn and Resupply
In each Firefight, your team shares a pool of limited lives. Teammates who die respawn in a safe area, but the team generally loses a life from the pool. Dead players respawn for free, however, after each Bonus Round and when you have no lives remaining but at least one member survives a Wave. More lives are awarded at the end of each Round or Set. Choose from among available respawn locations by using ○. New medkits and UNSC weapons are provided at the successful completion of each Round.

Customizable Options
You can customize Spartan and Elite traits (respawn time; starting lives; maximum extra lives; Elite kill bonuses, for Spartans only; loadouts), as well as Wave properties (which skulls are active; which squads will appear in initial, main, and boss Waves; whether squads appear randomly or in sequence). In addition, you can set generator properties, scenario settings, turn count, Wave limits, and the overall time limit to suit your preferred style of play.

Loadouts
In Firefight, Spartan loadouts include Air Assault (Jet Pack, assault rifle, magnum); Recon Marksman (Sprint, DMR, assault rifle); Operator (Armor Lock, shotgun, magnum); and Medic (Drop Shield, DMR, assault rifle).

Elite loadouts include Champion Assassin (Active Camouflage, concussion rifle, needler); Ranger (Jet Pack, plasma repeater, plasma pistol); Royal Zealot (Evade, needle rifle, needler); Sentry (Drop Shield, needle rifle, plasma pistol); and Gladiator (Hologram, energy sword, plasma repeater).

Skulls
Firefight skulls come in both primary and secondary varieties, and affect gameplay in various ways. Three skulls (red, blue, and yellow) are customizable and can be used to specify Spartan, Elite, and Wave traits. You can activate additional skulls in the Firefight Game Options menu.

PRIMARY

	Tough Luck	Enemies will dodge your grenades.
	Catch	Enemies toss grenades of their own.
	Black Eye	Meleeing enemies recharges your shields.
	Tilt	Shields and armor exchange properties.
	Famine	Additional weapons drop with less ammunition.
	Mythic	Enemies are twice as durable.
	Iron	Respawning is disabled (it does not appear in the FGO menu and cannot be toggled).
	Thunderstorm	All enemies are upgraded in rank.
	Cloud	Motion-tracking sensor is hidden.

SECONDARY

	Blind	Your HUD and weapons are rendered invisible to you.
	Cowbell	Acceleration scale from explosions is 3x greater.
	Grunt Birthday Party	The party starts once a Grunt takes a headshot.
	I.W.H.B.Y.D.	Combat dialogue becomes a little more… memorable.

MULTIPLAYER

> CUSTOM GAME
Create a private match or customize multiplayer games by changing game or player settings. Customize your game and select game and map options 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.

> CAMPAIGN
Play the Campaign solo or cooperatively with up to three other players on Xbox LIVE (via Custom Game and Matchmaking), a LAN, or system link. If friends are unavailable, use Matchmaking to team up with people who aren't on your friends list. Choose from four difficulty settings; drop-out functionality is supported and will not result in a severed connection or a return to the lobby.

> THEATER
View, edit, and take screenshots from films of multiplayer and solo 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.

Record Film Clip   Play/Pause Film   End Film

Take Screenshot   Skip Backward   Skip Forward
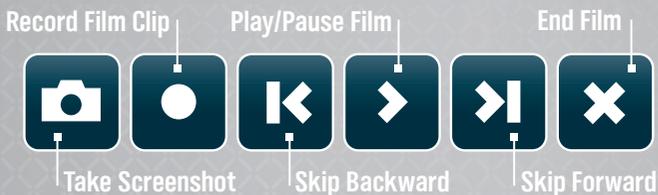
> FORGE
Arrange objects, equipment, and hazards on any multiplayer map. Remember, even the most subtle change can dramatically affect gameplay. Map variants can be created by you alone, or with friends on Xbox LIVE, system link, or a local Xbox 360 console.

To create a unique game type, press ⊗ in the Custom Game Lobby. The Game Options menus display elements you can customize, based on the default game type selected. Customize victory conditions, vehicle and weapons placements, player attributes, and more. You can save your favorite custom game types from the Game Options screen, or after selecting the custom game from the Recently Played list on the Games menu.

Assault
Retrieve the bomb, arm it in your opponent's base, and protect it until it detonates. Assault can also be played as any one of several variants, including Grifball, Neutral Bomb Assault, and One Bomb Assault.

Capture the Flag
Each team has a flag; four Rounds of three minutes are played. Each flag is worth a point, and the Round ends if a flag is captured; whichever team has the most winning Rounds out of four wins. Capture the Flag can also be played as any one of several variants, including One Flag, Multi-Flag, and Neutral Flag.

Headhunter
Any player killed drops a skull that can be collected and placed in one of several (moving) goals. You can collect up to ten skulls at once—but if you're killed, you drop them all. Headhunter can also be played as a variant called Headhunter Pro, in which the only armor ability available to the player is Sprint, the motion tracker is disabled, and skull drops require a headshot.

Infection
Three players initially spawn as zombies and attempt to infect other players by killing them; players who are killed respawn as zombies. Infection can also be played as a variant called Safe Havens, in which a moving hill offers invulnerability to humans as they attempt to avoid zombies.

Invasion
A Versus variant consisting of three phases: Territories, Assault, and Capture the Flag. Invasion can also be played as any one of several variants, including Invasion Slayer, Invasion: Boneyard, Invasion: Island, and Invasion: Spire.

Juggernaut
One player initially spawns as an over-shielded, superfast Spartan with a gravity hammer: the juggernaut. The other players vie to kill the juggernaut, and whoever does so becomes the next juggernaut. The juggernaut with the most kills wins.

King of the Hill
Your score goes up the longer you stay alive in the uncontested hill. King of the Hill can also be played as a variant called Crazy King—in which the hill moves.

Oddball

The arena contains one skull at initial spawn, and all the players fight to capture and hold it for a predetermined duration. Oddball can also be played as a variant called Hot Potato, in which the skull has a nasty habit of exploding, thus killing the player holding it.

Race

Each player spawns in a Mongoose and races the others from checkpoint to checkpoint around a circuit. To win, be the first player to reach a predetermined number of checkpoints. Race can also be played in two variants: Rally, in which the checkpoints are randomly dispersed around the area instead of being arranged on a circuit, and Rocket Race, in which teams of two use a rocket launcher with an infinite supply of rockets to wreak havoc on their opponents.

Slayer

Every player vs. every other player, with loadouts. Slayer can also be played as any one of several variants, including Classic Slayer (no loadouts), Elite Slayer (everyone plays as an Elite), SWAT (Sprint, DMR, magnum, no shields and no motion tracker), and Slayer Pro (DMR, grenades, no motion tracker).

Stockpile

Teams collect randomly placed flags (or steal opponents' flags once collected), return them to their team's hill, and defend them, collecting one point for each flag on their hill when time expires.

Territories

Three hills can be captured if defended for a predetermined duration. Each team scores one point per hill for each second they control it. The first team to reach a predetermined score, or the team who is ahead when time expires, wins. Territories can also be played as a variant called 3-Plot Territories—in which the hills move.

The Forge is a game mode that allows you to tweak, create, or even destroy the objects present on any multiplayer map.

Although you may move and fight freely as a player in the Forge, the real work is done in Edit Mode. Pressing ⟳ will switch you into Edit Mode, in which you gain the ability to manipulate the objects (weapons, vehicles, map objectives, and more) around you. Pressing ⟳ again will switch you back into Player Mode, so that you can test the changes you have made.

You can also enlist other players to reshape a map. Up to eight players may join a Forge game over system link or Xbox LIVE, and up to four players can build together in local split-screen mode.

Here are a few tips to get you started:

1. You are assigned a set budget for adding items to a map. If you run out of Credits, delete default map objects to acquire a few more Credits.

2. Not all objects (vehicles, for example) are available for use on all maps.

3. Press ⊗ when you have an object highlighted to learn more about the object and what options you can select for its properties on the map.

When you're done reshaping the world, remember to save your new map variant by pressing ▶ and selecting **Save Map**. Then try your new map out in the Custom Game Lobby or upload it to your File Share to share it with your friends.

You can review Forge controls and other options by pressing ▶ during a Forge game session.

Within the Forge, you can also access Forge World—a selectable map in seven intertraversable sections, forming the largest multiplayer map ever created for the *Halo* universe—and play in map variants made by Bungie with the same tools and objects available to players. Forge World features stunning *Halo* terrain features: waterfalls, meadows, seas, mountains, trees, and even Forerunner architecture. It's an epic environment for players to explore and fight in.

Visit **www.halowaypoint.com** or **www.bungie.net** for further information on using the Forge.

MULTIPLAYER

You can access your in-game identity, player settings, and file sharing options from any game lobby or even during gameplay by pressing ▶ to open Your Settings.

MEDIA

File Share	Manage the film clips, screenshots, maps, and game variants you want to share through Xbox LIVE (requires an Xbox LIVE Silver or Gold Membership).
Screenshots	Flip through your scrapbook of pain, including shots from your own game films and shots downloaded from friends.
Active Transfers	Review current and pending file transfers.
Marketplace	Visit the Xbox LIVE Marketplace for *Halo*-related downloads, game demos, and more.
Bungie Favorites	Get hot new maps, game types, films, and screenshots… straight from Bungie to you.
Bungie Pro Render	Use render minutes gained as a Bungie Pro subscriber to turn your favorite films and clips into ready-to-view video files.
Querying Files In-Game	Better define the parameters of your search by specifying file type, game type, map, author, or tag.

SETTINGS

Game Controls	Set controller preferences.
Appearance	Pick your Service Tag, gender, and armor details.
Voice Communication	Control how and when you hear friendly and enemy voices during Matchmaking games.
Screen Settings	Set subtitle and screen brightness options.

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.

❯ XBOX LIVE CONNECTION INFORMATION
For more information about networking issues while playing on Xbox LIVE, visit **www.bungie.net/router**.

❯ SYSTEM LINK
To host or find a system link game, choose **System Link** from the **Network** menu. Select a game browser to view details or to join if a player slot is available.

❯ QUEUE JOINING
You can automatically join your friends as soon as their game has ended. Just highlight them in **Active Roster** and then select **Queue Join** from the menu. Both parties will be notified that, pending the completion of the current game, they'll be paired together in a squad.

❯ CONNECTION OPTIONS AND SOCIAL SETTINGS
Prioritize what matters most to you in your online experience. You can define your preferred matching criteria and toggle parameters when you're looking to be paired with a teammate.

❯ XBOX LIVE PRIVACY
You have several privacy options when playing on Xbox LIVE. From any lobby, select **Network**, and then under **Xbox LIVE** select **Open Party**, **Friends Only**, or **Invite Only**. Open Party allows friends and recent players to join your party. Friends Only is limited to friends or current party members. Invite Only requires an invitation from someone in your party to join.

Halo Waypoint is your hub for all things *Halo*. Whether it's the intricate details of *Halo*'s fiction, the incredibly creative community-generated content, or a comprehensive look at your Campaign and multiplayer Career across many *Halo* titles—Waypoint has you covered. Halo Waypoint also provides fans with access to exclusive, never-before-seen shows and series, offering the community the *Halo* news and entertainment they need, when they need it. Waypoint is adding new features all the time, so keep accessing it on your console, web browser, or mobile phone to stay up-to-date on the world of *Halo*. You can access Halo Waypoint via *Halo: Reach*'s Main menu, the Xbox LIVE dashboard, or visit **www.halowaypoint.com**.

BUNGIE.NET

Bungie.net is a community, a centralized source of *Halo* information.

Features and functionality available on the site include extended postgame carnage reports, providing detailed information about who killed whom, with what, and where. Bungie.net also lets you view and share high-resolution in-game screenshots from your File Share so you can build and edit a gallery of your favorite gameplay moments and share it with the world.

You can also view, rate, and recommend other items from friends or your own File Share. You can queue downloads of cool movies or game variants to your Xbox 360 console, automatically receiving them next time you log into *Halo: Reach*. But that's just scratching the surface—Bungie.net will also let you view your lifetime aggregate multiplayer stats, metagame data, or show you and the world which achievements you've unlocked.

And building on the social aspects of the multiplayer game, you can also view your stats relative to those of people on your friends list, fueling competition among peers and friends instead of simply losing your identity and stats in a sea of millions of gamers. This friends-only *Halo: Reach* leaderboard is a great way to create contests and rivalries between friends. Bungie.net even tracks your rating promotion history so you can remember wistfully your data as a freshly scrubbed private.

Bungie.net is more than an extension of your *Halo* experience—it's a clean, well-lit place to meet folks with similar interests and a shared enjoyment of gaming. Meet new players and share moments, content, and games. You'll have access to strategy guides, interviews, podcasts, news, features, and constant community interaction. And there's even a Bungie.net store, featuring exclusive merchandise and apparel. Bungie.net is built to make your gaming experience deeper and better than ever before.

Xbox LIVE is your connection to more games, more entertainment, more fun. Visit **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, visit **www.xbox.com/live**.

› 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 with whom and how your family interacts online with the LIVE service, and set time limits on how long they can play. For more information, visit **www.xbox.com/familysettings**.

LIMITED WARRANTY FOR YOUR COPY OF XBOX GAME SOFTWARE ("GAME") ACQUIRED IN THE UNITED STATES OR CANADA

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication and (c) does not cover the Halo collectible statue (the "Statue") if it is included with the Game.

Returns within 90-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties for the Game and no others of any nature are made or will be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME AND/OR THE STATUE (IF APPLICABLE). THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. MICROSOFT GIVES NO EXPRESS WARRANTIES, GUARANTEES OR CONDITIONS FOR THE STATUE (IF APPLICABLE). TO THE EXTENT PERMITTED UNDER YOUR LOCAL LAWS, MICROSOFT EXCLUDES THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT FOR THE STATUE (IF APPLICABLE). Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts, exclusions of warranty, and/or limitations of incidental or consequential damages, so the above limitations and/or exclusions may not apply to you. This limited warranty gives you specific rights, and you may also have additional consumer rights that vary from state/jurisdiction to state/jurisdiction.

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 seven days a week including holidays.

Visit the Microsoft Xbox support page at **www.xbox.com/support**.

Talk to us on Twitter **@XboxSupport**.

Or:

- 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 Brazil, call 0800 891 9835.
- In Chile, call 1230-020-6001.
- In Colombia, call 01-800-912-1830.

For information about Xbox LIVE, visit the Xbox LIVE page at **www.xbox.com/live**.

www.xbox.com/haloreach