

AIMING

Aiming

The reticle may change from weapon to weapon, but the principle remains the same: take aim and fire. You could say it's a simple point 'n' click interface. The Master Chief's HUD provides a modicum of assistance by changing the color of the crosshair to indicate whether the target is hostile or allied. Point at a Grunt's head, and it will be red; direct it at a Marine, and it will be green. It's as simple as that.

R

There is an exception. Over long distances, your reticle will retain its neutral color while pointed at friend and foe alike. This does not necessarily mean that your shots will not reach, but merely that the Master Chief's software cannot identify the target at that range. If you're a confident marksman, feel free to fire away.



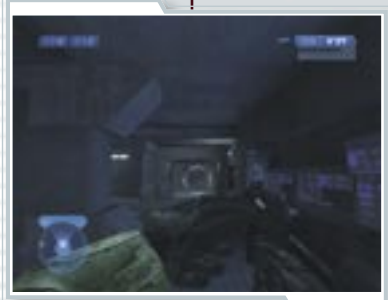
RELOAD

Reload

Human weapons must be reloaded when their current clip is depleted. If you attempt to fire (or, with an automatic weapon, continue to fire) when their bullet count reaches zero, the Master Chief will perform an immediate reload. You can perform this action manually by pressing X. As a rule of thumb it's extremely bad practice to allow the Master Chief to automatically reload during a firefight, as doing so leaves him momentarily vulnerable. If your current clip is almost depleted you should either switch to your secondary weapon, or dive behind available cover to manually reload before this happens. While it may appear that the Master Chief discards unused bullets when he throws away a partially depleted clip, this is not actually the case. Don't be shy to reload, and always do so after battles.

X

Plasma-based Covenant weapons have built-in power sources and cannot be reloaded. This is not quite the advantage it could be, though: they are highly prone to overheating. When the temperature gauge rises, it's advisable – unless, perhaps, you're one shot away from dispatching a final Elite – to hold your fire for a moment and allow it to cool down.



COLLECTING

Collecting Ammunition

To collect ammunition, simply walk over an available clip or weapon and the Master Chief will automatically add what he finds to his current stocks. The amount found will be indicated on the upper left of the screen. There is a limit on the amount of ammo that can be carried at any given time. If you're dual-wielding two guns of the same type, though, your stores will be cumulative.



AMMUNITION

CLOSE COMBAT

Close Combat

Even with the combined weapons technology of the human and Covenant races at your disposal, you should never underestimate the potency of a well-aimed melee attack. Press B to unleash your inner barbarian and use your right-hand weapon as a crude (but effective) cudgel. If you're holding two active weapons, the left one will be thrown away to enable you to perform the attack.

B

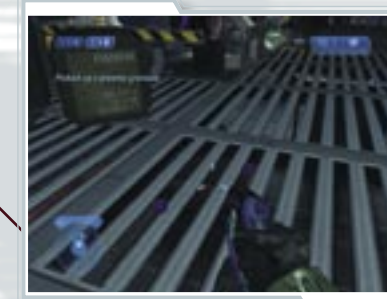
Don't regard close-quarters combat as a last resort. A blow to the head can often offer the most trenchant conclusion to the life of a fleeing Grunt or troublesome, shield-bearing Jackal. Combine melee attacks with stealth tactics (plus a small amount of patience), and you can devastate an unprepared combat group without firing a single shot. Expert Halo 2 players will, for example, try to thin the numbers of a patrolling force of Covenant Elites by creeping behind each and delivering a single, solid blow to their backs.



COLLECTING

Collecting Grenades

As with ammunition, grenades are collected automatically as the Master Chief walks over them. You can only carry four of each type. When your stocks are full, it's worth noting the positions of large amounts of free grenades. You could, should you wish, use your collection with wild abandon during your next combat encounter, then backtrack to replenish your supplies (if required) when the battle ends.



HOW TO USE THE WALKTHROUGH

The following information serves as a brief introduction to the various elements that you will find in the walkthrough. You should read this before embarking on the Campaign mode.

A Maps

At the beginning of each mission you will find a map for the whole area. Study each one carefully and use them to negotiate each level. The numbers on the map correspond to the numbers in the headlines of the text.

You'll find collectable items – firearms, grenades and Energy Swords – marked on each map. The icons tell you what kind of weapon you'll find. The enemy icons give you a general idea which adversaries you will encounter in specific locales. If you see a label for "Grunts", for example, you can rest assured that you will meet lots of Grunts in that area.

Letters mark the connections between maps. If you reach an "A", look for "A" on the next map to continue from there. If you need an explanation of the different icons used on the maps, you can find the legend on the foldout cover of this guide.

B Headlines

Headlines usually begin with a number. Look for this number on the map to find the location that the text pertains to.

C Information

The text of the guide tells you about the situations you'll encounter in the game: what you have to do, what you can do, and what you definitely shouldn't do. Use this information to find out what your objective in a specific situation is, and which enemies you will encounter on your way to victory.

D Index Tab

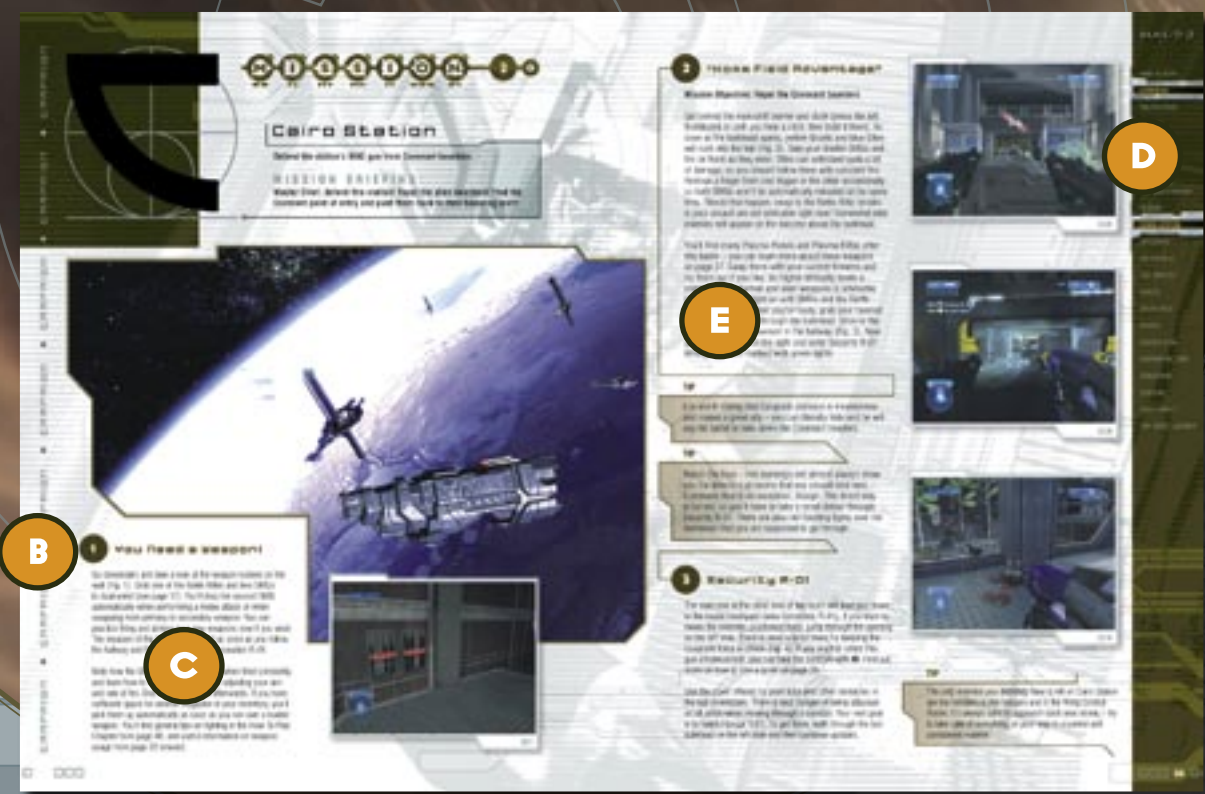
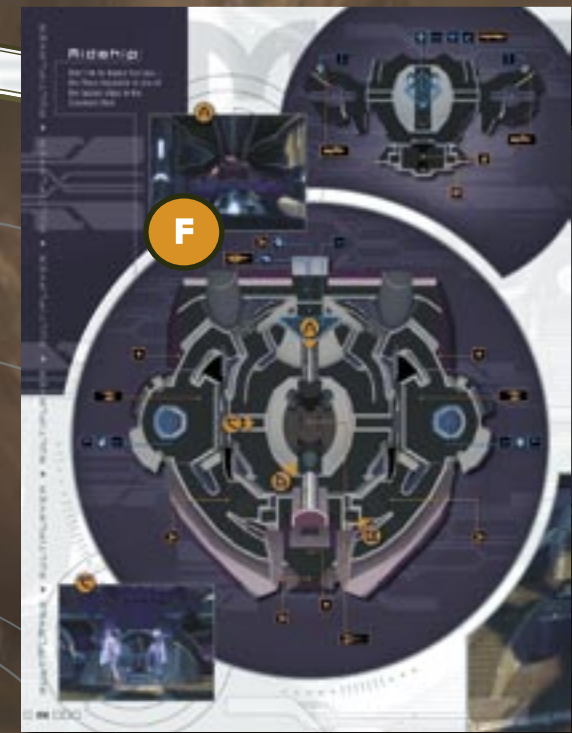
The index tab on the right margin of each double-page spread will help you to find your way around this guide. Use it to rapidly pinpoint the information you require.

E Difficulty Level

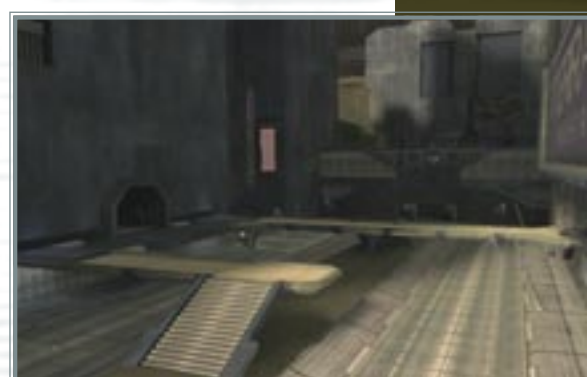
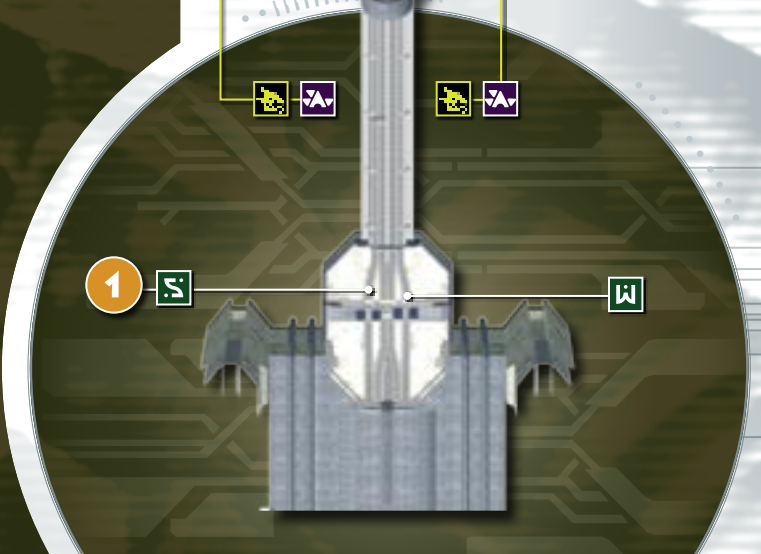
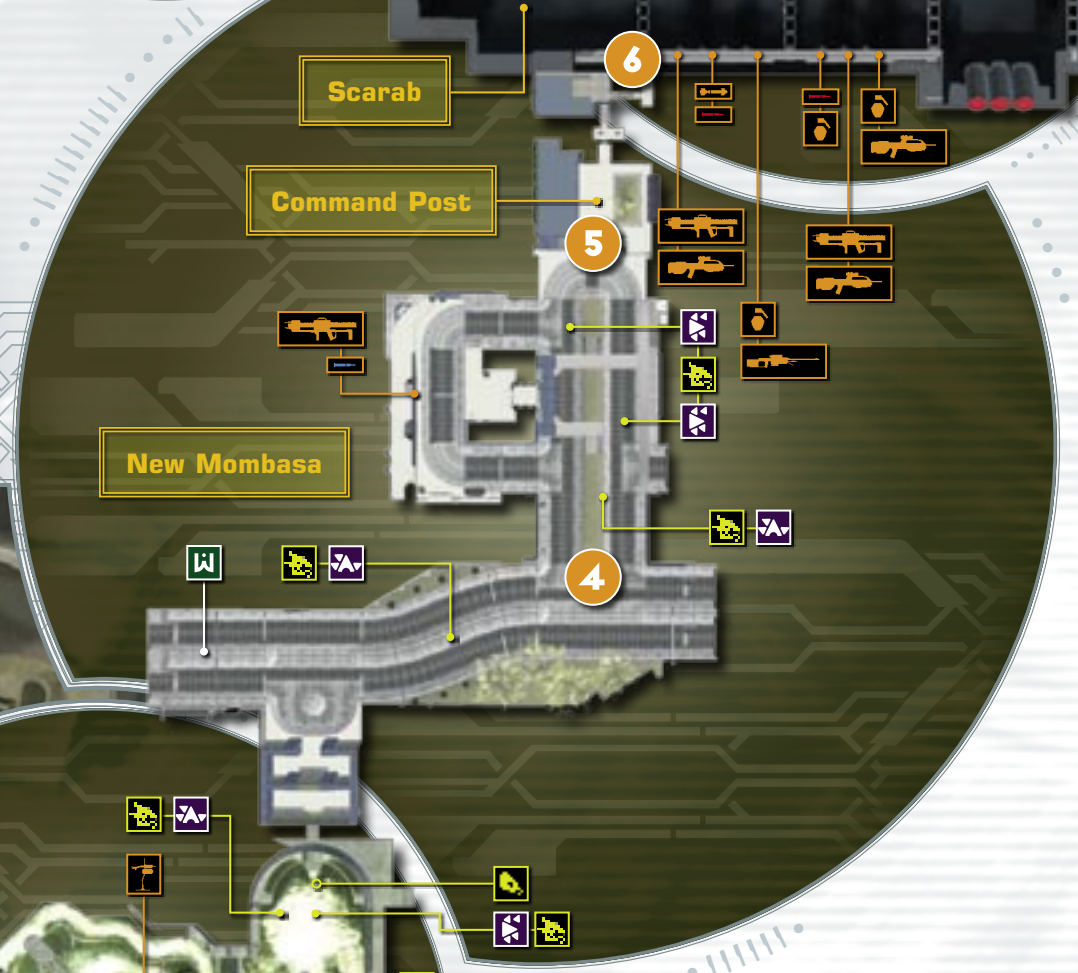
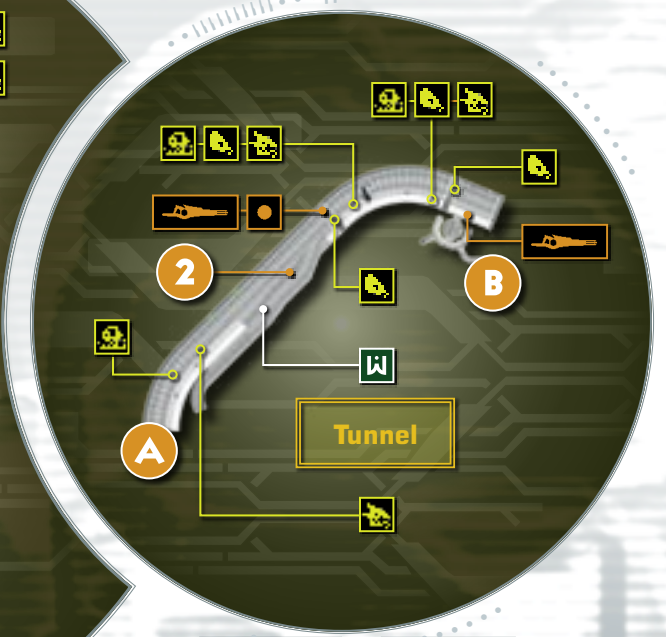
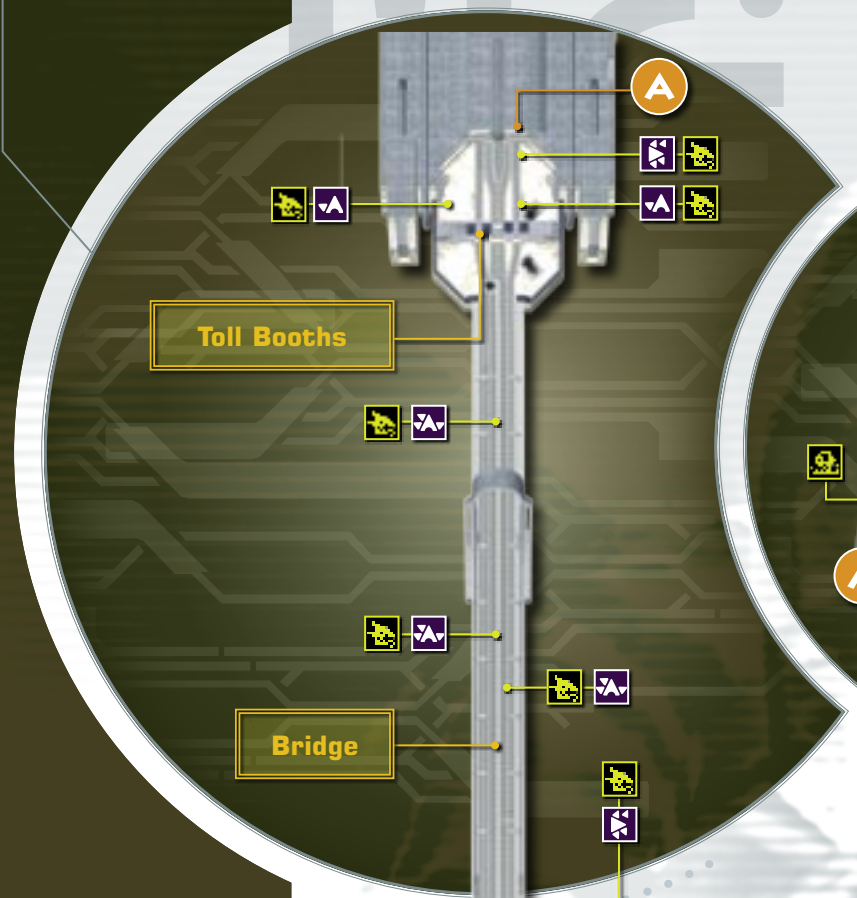
Generally, the information in the walkthrough relates to Halo 2's Normal mode, but significant differences you might face on higher difficulty levels are specifically noted. You will encounter tougher enemies when playing on Heroic or Legendary, and some groups of enemies may be larger, in different locations, or both.

F Multiplayer

On the multiplayer maps, large letters with arrows link to corresponding screenshots of the area in question. These views will help you find your bearings when you first begin playing Halo 2's multiplayer mode. Other elements include the default position for weapons and the positions of Hills for King of the Hill, the bomb for "Neutral Bomb Assault", and Territories for the selfsame game type.



CAMPAIGN





Metropolis

Take the bridge, break the Covenant's grip on the city center

MISSION BRIEFING:

Master Chief, climb into the tank and drive down to the bridge. Advance into the city center through the tunnel and help the Marines stationed there. And finally: destroy that Scarab!

1 "Ladies Like Armor Plating"

Mission Objective: Crush Covenant resistance on the bridge

Climb into the Scorpion. After the two Marines have taken their seats, get rolling. Your comrades will shoot everything within range from their side. Look out for distant movement on the bridge and react as soon as the Ghosts begin to approach you (Fig. 1). One well-aimed hit with the cannon will usually destroy these speedy Covenant vehicles, but it's always worthwhile to bathe them in constant machine gun fire. The engines of a terminally ill Ghost will often explode. Watch out for the characteristic sound these "dying" Ghosts make and remember to keep your distance.

There's a Wraith on the middle of the bridge (Fig. 2). Shots from its mortar cannon are relatively slow and fly in an arc but, as your tank is not blessed with any real degree of acceleration, you should definitely keep one eye on the skies. Hit the Wraith a few times with the Scorpion's cannon to destroy it. Behind the Wraith is a hole in the road. Drive around it – staying to the left is safer. At this point, Phantoms will arrive from behind. Shoot the cannons attached to their undersides. Additionally, Banshees will attack from above, and there are some more Ghosts to deal with. At the toll booth a veritable Covenant armada is waiting for you (Fig. 3). Two Wraiths will emerge from the tunnel – and you'll have to get past them because, typically, the tunnel is where you need to go next. The best strategy when you encounter Wraiths is to keep moving at all times.

TIP

Move the Scorpion with **W**. Turn the tank's cannon with **G**. **R** fires the cannon, while **L** fires its machine gun. You'll find a detailed introduction to the Scorpion on page 34.

2 Through the Back Entrance

Mission Objective: Make your way to the surface

A floodgate blocks the road in the tunnel. Get out and continue on foot or, alternatively, with a Ghost or Warthog you could even drive over the ramp on the right side. You can swap your weapon for something better with the Marines down there – you could, for example, grab a Shotgun for close-quarters combat. There's a Beam Rifle on the floodgate (Fig. 4), which is handy for attacking the Covenant further down the tunnel (mainly Elites and Jackal Snipers). Your goal is the exit of the tunnel (Fig. 5). Go through the tubes (take the one on the left side) to reach a park.

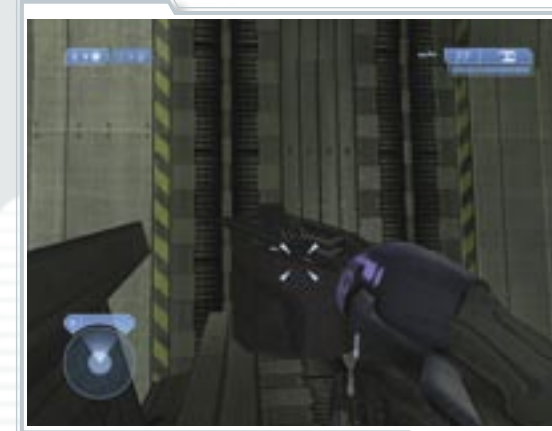
TIP

There are weapons in the Covenant containers. Some are open and you can help yourself to anything you want (Fig. 6).

3 "This Town Ain't Big Enough For Both of Us"

Mission Objective: Regroup with Marine forces in the city center

Take out the enemies in the basin one after the other using a Sniper Rifle or Beam Rifle (Fig. 7). The crew of the Warthog down there would like you to man their cannon, but you should instead take the wheel for yourself and get one of the Marines to be the gunner. Your goal is the passage (Fig. 8) under the right rim of the dome. You could also choose to run through without a vehicle and use the Rocket Launcher lying behind a corner there to fight the Wraith. You might even prefer to board one of the Ghosts. Whatever you opt for, you should go through the arch (Fig. 9) behind the Wraith (under the small dome) and advance into the city center.



04



05



06



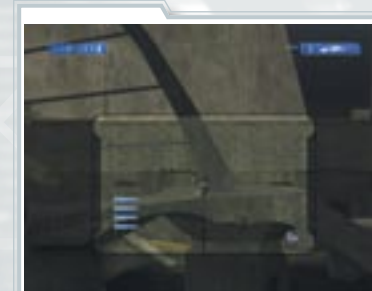
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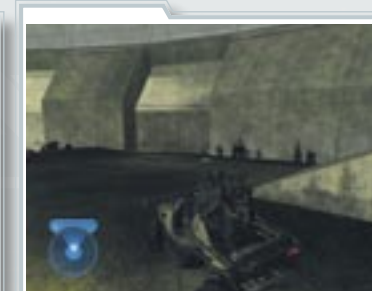
02



03



07



08



09



4 In the City Center

There is a Marine command post in the building at the end of the city. You'll have to destroy the Wraiths on the road, and should destroy the weapons of the attacking Phantom – or, at very least, drive it away with a sustained barrage of fire. You could use a Ghost for that – just dodge the attacks while moving sideways, or instead go and pick up the Rocket Launcher lying in a back road (Fig. 10). A Warthog with a Gauss Cannon will offer support. You could choose to drive it yourself, of course, because this vehicle is another of your many options here. If you are feeling especially brave (or, perhaps, just plain foolhardy), jump on a Wraith and attack the pilot at close range (Fig. 11).

As soon as you've defeated all the Covenant in the city center, the entrance into the building opens – it will be marked with a Waypoint (Fig. 12). A Marine will lead you to your next destination. Should you lose him, just go upstairs and through the glass door.



5 "Field Expedient"

Mission Objective: Board and destroy the Scarab

A giant Scarab strides closer and closer to your position, seemingly unstoppable... but then it walks just slightly over the building you're in. Run to the staircase on the left and get back into the building one floor higher. Again, a Marine will guide you, but if you lose him the directions are: up the stairs, through the glass door, right up the next set of stairs and then off to the left. Another glass door leads you outside where you'll be standing almost face-to-face with the Scarab. You'll find many weapons and lots of ammunition as you follow this route, and there are more of both on the bridges. Take everything you need – we recommend the Rocket Launcher and some rockets or a Sniper Rifle. But don't get too greedy. You'll need a suitable close quarters weapon when you eventually board.



6 Board the Scarab

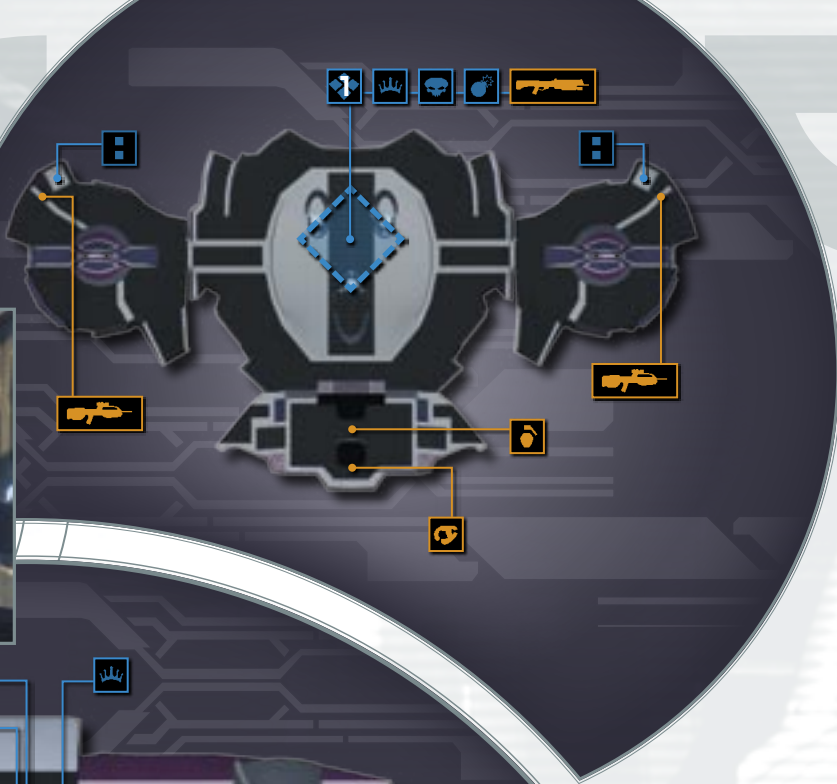
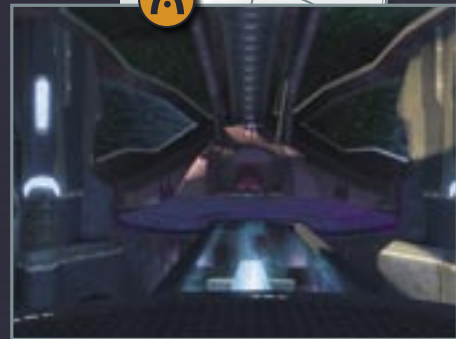
You have to kill the entire crew of the Scarab. You could jump onto the monstrous vehicle from a bridge at the first possible opportunity, but bear in mind that immediate close combat would be very dangerous. Prepare your attack by firing rockets from the walkway.

Eventually, the Scarab will be trapped and you can jump onto its deck whenever you want to (Fig. 13). The last – and strongest – Elites won't show up on the deck voluntarily. You have to go downstairs to meet them. There is a white Ultra Elite here, and he's equipped with an Energy Sword (Fig. 14). He doesn't initially brandish it, but will draw it if angered – if you can't see him, listen out for the sound. He can kill you with a single swipe, so be careful not to get too close. Take grenades and the Rocket Launcher with you, but remember not to use the latter if you are too close to an opponent. Another option would be to take the Plasma Pistol to neutralize the shields of your assailants, then deliver lethal shots with a different weapon. As soon as the last Covenant falls, a long cutscene will begin. It has a rather special ending...



Midship

Don't let its luxury fool you – the Pious Inquisitor is one of the fastest ships in the Covenant fleet.



At the back end of both bases you'll find gaps in the floor that are difficult to see from above (Fig. 1). The gravity elevators one level below will take you up again. Defenders should always train an eagle eye on this route into their base.

This map is rather small, but as its color scheme and construction don't offer many recognizable spots, it may take a while for you to feel completely comfortable when navigating from one point to the next. Your first task should be to learn which ramp leads where.

Keep an eye on the "space crates" situated in various spots. These things can blow up quite nicely (if you catch an opponent in the explosion), or very annoyingly (should someone else do the same to you).

MIDSHIP

Recommended Number of Players:	4-6
Recommended Game Variants:	Slayer, 2 Flag CTF, Territories, Juggernaut
Vehicles:	none
Territories:	1. Center, 2. Planetside Deck, 3. Moonside Deck, 4. Batteries, 5. Walkway

Tips:

- Look out of the windows of the base: you'll see the Moon from one window and the Earth from the other. The view will help you find your bearings on the spaceship.
- You can reach the bases via the windows, too. Jump on the wall outside and, from there, to the balcony (Fig. 2). You can also use the container on the one side as a platform.
- On the very top of the base you'll find an Energy Sword. To reach it, you'll have to run across the platform in the center – but it offers no cover...
- In team-oriented games like CTF and Assault, have someone grab a suitable long-range weapon – a Battle Rifle or Sniper Rifle, for example. They can act as a support sniper from inside your base.



01



02

