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XBOX LIVE®

HALO 3

MATURE 17+
M
CONTENT RATED BY ESRB

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Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

HALO 3

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THE STORY SO FAR

It is the year 2552. Humanity has long been at war with the terrifying alien civilization that collectively calls itself the Covenant. This monstrous conglomerate of warlike species sees Humanity as a form of heresy against their religion—a religion based in the single-minded belief that a Great Journey awaits its faithful and that this Journey can be embarked upon by firing an array of vast ringlike weapons scattered throughout the galaxy.

These immense terraformed rings, known as Halos, have been abandoned by their mysterious and long-vanished creators, the Forerunners.

This conflict, terrible and destructive though it is, has recently been complicated by a series of cascading events. One of these artificial worlds, these Halos, was discovered and subsequently destroyed by Human forces, led by Spartan-117—the Master Chief—the last fighting member of the legendary SPARTAN II military program and Humanity's last, best hope.

Conflict at a second Halo installation then ignited a galaxy-spanning conflagration as civil war erupted within the Covenant, driven by revelations that the Covenant leadership, the Prophets, had been deliberately deceiving its populace.

In truth, these Halos would not take the Covenant on a Great Journey but rather eradicate all sentient life in the galaxy—a last-resort defense against the most terrifying menace the galaxy has ever known—and a menace the deluded Covenant has reawakened for the second time in a hundred thousand years.

That horror is the Flood—a sentient, all-consuming parasite that makes monstrous puppets of those it kills and will not stop until every last thinking creature is absorbed into its ferociously intelligent plan.
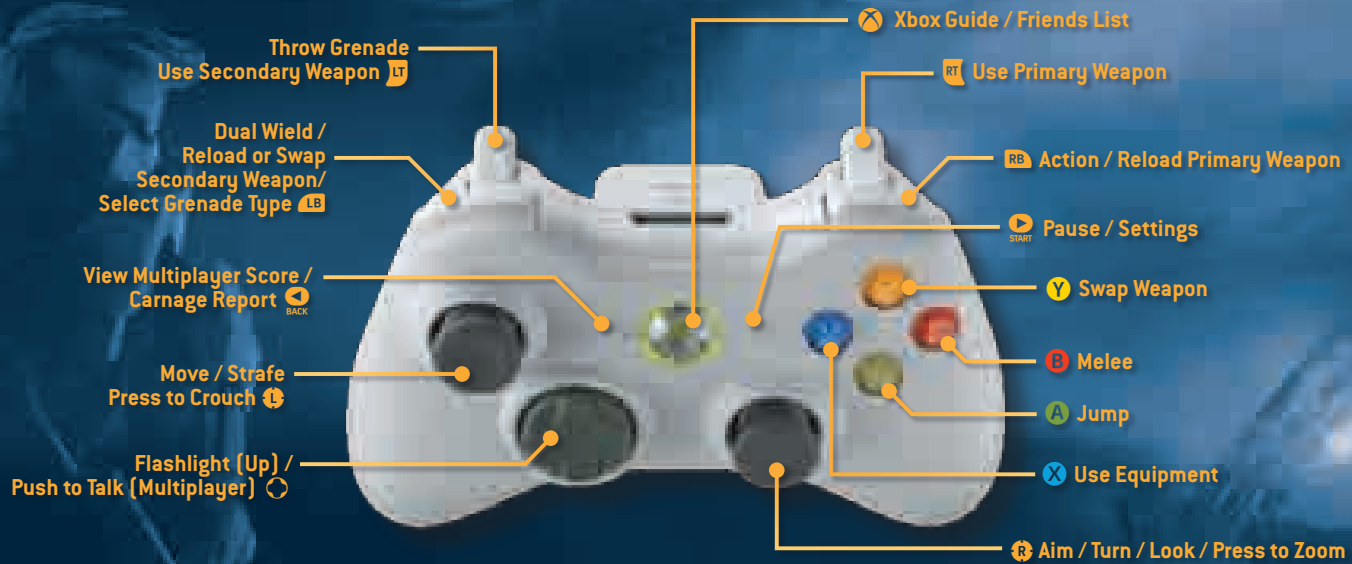
The second Halo has been activated, putting all of the remaining installations in a dangerous state of emergency standby—they are now primed to fire. Worse still, the Covenant has discovered the long-hidden location of Earth and crushed almost all Human resistance as it seeks vital clues to the nature of the Halo array, some of which may have been hidden under our very feet for untold millennia.

Even with our newfound allies, the Elites, and their valiant and honorable leader, the Arbiter, we are still hopelessly outnumbered. The Prophets set their wills against us—and forces greater than the Covenant wheel malevolently into place, intent upon the destruction of all but the Flood.

As the Master Chief hurtles Earthward in a Forerunner spacecraft, he may be our last chance to stop the Covenant, the Flood, and the ticking time bomb that is the Halo network, before every last soul in the galaxy is destroyed. The stakes have never been higher.

It's time to finish the fight.

GAME CONTROLS, DEFAULT

Throw Grenade
Use Secondary Weapon **LT**

Dual Wield /
Reload or Swap
Secondary Weapon/
Select Grenade Type **LB**

View Multiplayer Score /
Carnage Report **BACK**

Move / Strafe
Press to Crouch **L**

Flashlight (Up) /
Push to Talk (Multiplayer)

Xbox Guide / Friends List

RT Use Primary Weapon

RB Action / Reload Primary Weapon

START Pause / Settings

Y Swap Weapon

B Melee

A Jump

X Use Equipment

R Aim / Turn / Look / Press to Zoom

Film Controls

LT Left Trigger Thrust (Flying Cam)	**Y** Y Button Flying Cam/Player Cam
RT Right Trigger Slow Motion/Fast Forward	**X** X Button Hide/Show Control Pad
LB Left Bumper Move Down (Flying Cam)	**B** B Button Hide/Show HUD
RB Right Bumper Move Up (Flying Cam)	**A** A Button Play/Pause

L Left Stick
Move Camera/
Press to Pan
(Flying Cam)

R Right Stick
Look/Rotate
Camera
(Flying Cam)

D-Pad
Switch Players
(Player Cam)

Forge Controls, Edit Mode

LT Left Trigger Thrust	**Y** Y Button Delete Item
RT Right Trigger Hold to Rotate Selected Item	**X** X Button Inventory/Item Options
LB Left Bumper Move Down	**B** B Button Hold to Drop Selected Item
RB Right Bumper Move Up	**A** A Button Pick Up/Drop Item

L Left Stick
Move/Rotate
Selected Item

R Right Stick
Look/Rotate
Selected Item

D-Pad
Play/Edit Mode

HEADS-UP DISPLAY (HUD)

Graphically projected onto your visor, the HUD shows the weapons, grenades, and equipment you're carrying, your shields and health status, the proximity of friendlies and hostiles, and various indicators for events and pathfinding.

1. GRENADES

To cycle through your grenades, press **LB**. The selected grenade will be outlined in blue. You cannot use grenades while dual-wielding. The number of each grenade type you have is indicated to the left of its icon. If you run out, its icon will be gray until you replenish your supply.

2. EQUIPMENT

You can carry one piece of equipment at a time. Press and hold **RB** to swap your current equipment with a newly located piece. Equipment is deployed at your present location by pressing **X**.

3. SHIELDS

Your shield indicator will show solid blue when in an optimal state and will flash red when fully depleted.

4. MOTION TRACKER

MJOLNIR Mark VI armor has limited motion-detecting capability. It can differentiate between friendly (yellow), hostile (red), and waypoint (white) entities. Multiplayer teammates speaking nearby will show a voice indicator to help you locate them. Elevation is not distinguished on the tracker, so use your instincts to locate enemies above or below you. A slow-moving or stationary target will not appear on the motion tracker, but this limitation applies to opponents' motion-tracking devices, too. Use this to your advantage when sneaking up on an enemy.
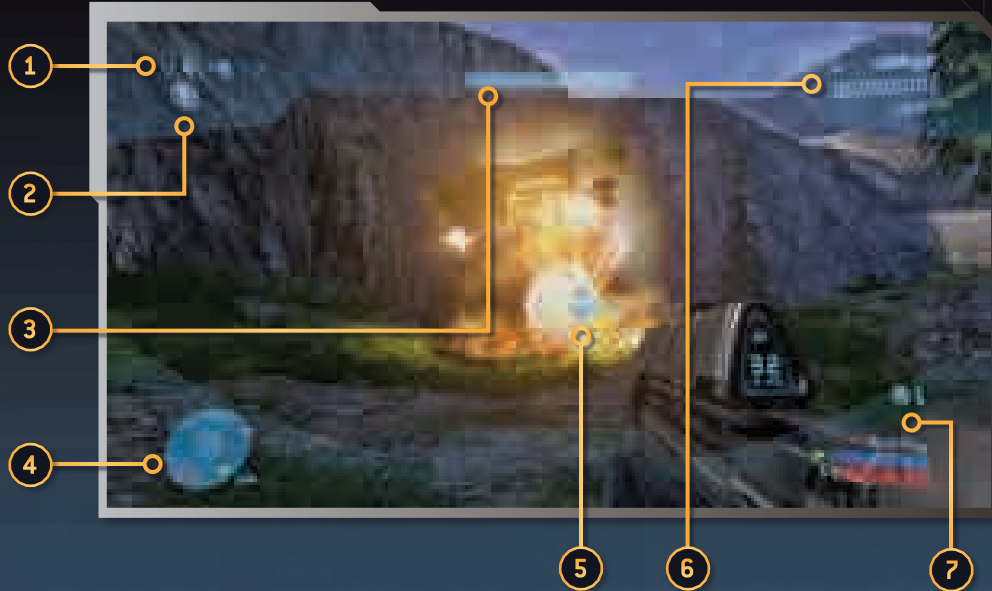
5. WAYPOINT

A waypoint shows the direction of your next objective or destination. In multiplayer games, it indicates the location of game objectives such as flags and VIPs.

6. WEAPONS AND AMMO/CHARGE

The weapon you are currently using and the ammo or charge it contains are shown above the icon that indicates your secondary weapon. When running low on ammo or charge, your current weapon icon will flash red: Either reload ammo (press **RB**) or switch weapons (press **Y**) at this time.

7. MULTIPLAYER INFORMATION

In multiplayer games, the voice communication indicator and game-specific scoring information will be displayed in the lower-right corner of your screen. For more information on the voice communication modes,
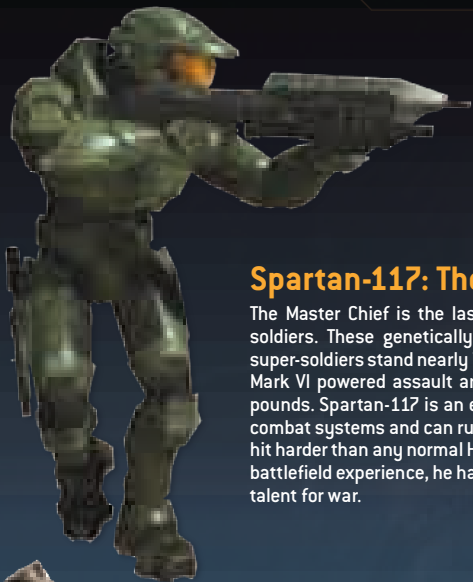
Spartan-117: The Master Chief

The Master Chief is the last of the elite SPARTAN II soldiers. These genetically superior, highly trained super-soldiers stand nearly 7 feet tall and, in MJOLNIR Mark VI powered assault armor, weigh almost 1000 pounds. Spartan-117 is an expert in all weapons and combat systems and can run faster, jump higher, and hit harder than any normal Human. Honed by years of battlefield experience, he has an unparalleled natural talent for war.

The Arbiter

The disgraced Commander of the Covenant Fleet of Particular Justice was stripped of his rank and forced to don the ancient Armor of the Arbiter—an Elite custom where a warrior is sent on a suicide mission to claim great honor in death. The Arbiter discovered, however, that the Covenant's Great Journey was a lie and he subsequently started a civil war that has shaken the foundations of the Covenant. The Arbiter's people, the Elites, have joined Humanity's struggle against the rest of the Covenant.
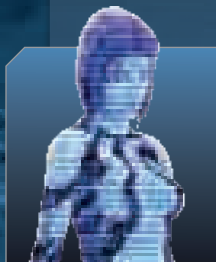
Cortana

The UNSC's most sophisticated AI, Cortana is the onetime shipboard intelligence of the Halcyon-class cruiser *Pillar of Autumn*. After helping to destroy the first Halo, she was lost during events on Delta Halo. Her last known location was aboard the Flood-infested Covenant capital ship *High Charity*, in the thrall of the Flood. Cortana is the only link to the incredible secret of Halo. She must be saved.

The Prophet of Truth

The deluded leader of the Covenant, this zealot is forcing his civilization down a suicidal path. He intends to activate the Halo and will sacrifice anything or anyone to do so. The Prophet believes he can follow the Forerunners to their mysterious final destination and share their ancient and unlimited power. He now knows that the secret to this power may lie in the ancient sands of Earth.
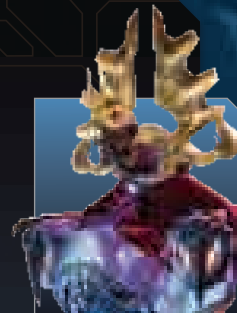
Gravemind

The virulent Flood spreads by absorbing sentient creatures. When it reaches a certain critical mass, it develops a centralized intelligence known as a Gravemind. It was destroyed once before by activation of the Halo array, but it will not be stopped this time in its campaign to consume every thinking creature in the galaxy. The Gravemind now roams free aboard the former Covenant ship *High Charity*.
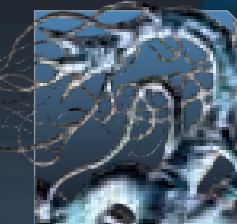
Sergeant Johnson

Sergeant Major Avery Johnson is the battle-hardened and longtime cohort of the Master Chief. An excellent soldier and unmatched marksman who's seen more than his fair share of combat, no other Human knows the Master Chief like Johnson does. Johnson is never more at home than in the thick of battle and he will do anything for his men and his homeworld.

Commander Miranda Keyes

Commander Miranda Keyes now finds herself in the unenviable position of coordinating post-invasion resistance on a battered and occupied Earth. Her father, Captain Jacob Keyes, died on Halo as one of the first Human victims of the Flood. Her dedication to duty and raw ability have helped her avoid accusations of nepotism during her short but distinguished career.
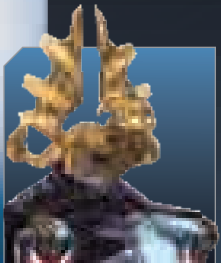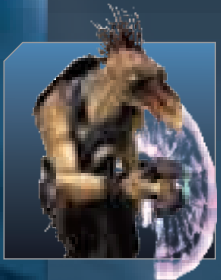
COVENANT SPECIES
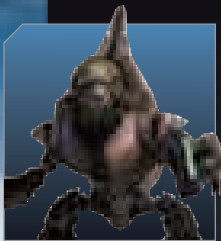
Grunts (Unggoy)

Tough, vicious, and capable with a wide range of Covenant hardware, Grunts are a significant military force. Their discipline, however, is hierarchy-reliant and dependant upon strong leadership and strength of numbers. Leaderless, they present significantly less resistance.

Prophets (San 'Shyuum)

The religious and political leaders of the Covenant, Prophets enforce a misguided theology based on the belief that firing the Halo array will herald some kind of sublimation event called the Great Journey. Physically frail, Prophets wield power through absolute command of Covenant (and scavenged) technology.

Jackals (Kig-yar)

Physically less powerful than some other Covenant species, Jackals are employed mainly as sharpshooters thanks to their excellent vision and dexterity. Their lack of physical durability means they often employ energy shields during combat. Countersniping them takes extraordinary skill.

Drones (Yanme'e)

These flying, insectile warriors serve almost exclusively as professional soldiers rather than conforming to Covenant societal norms. Their ability to fight on the wing makes them an excellent strategic weapon against ground-based opponents.

Brutes (Jiralhanae)

A shift in Covenant hierarchy at the time of the Elite insurrection elevated Brutes to a position of military command. The Brutes wasted no time in applying their pack and Alpha male mentality to their new Covenant role. They are powerful, dangerous, and prone to acts of berserker violence.
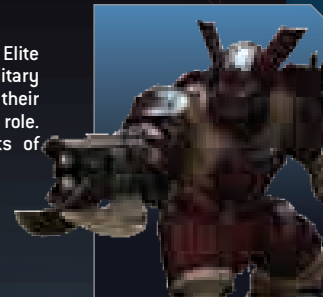
Elites (Sangheili)

Formerly the ruling military class of the Covenant, Elites are proud fighters with a valiant history. Their recent split from the Covenant was sparked by religious differences, but the schism runs deeper than that. Elites now ally with their former Human foes in part because of a deep-seated resentment of Prophet rule and in part because they understand the scale of the Flood threat.
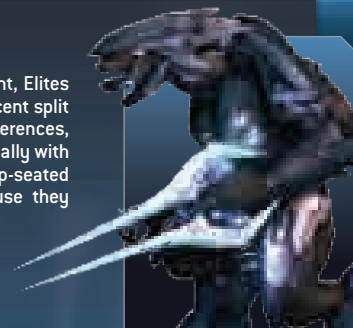
Hunters (Lekgolo)

Hunters are actually an assemblage of wormlike entities that create a communal, armor-plated form. They always fight in pairs, are the strongest Covenant fighting units, and wield powerful Plasma Cannons. Their political motivation is completely unknown.
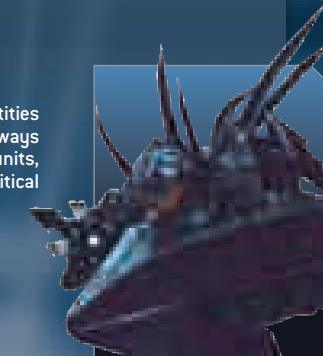
WEAPONS

Spartans are trained to use any weapon found on the battlefield—Human or otherwise. This training and philosophy means that resupply is always just one victory away. Efficient and deadly, Spartans often look at opposing forces as a kind of mobile weapons cache.

UNSC Weapons

PISTOL*
M6G
12 Rounds/Magazine

SUBMACHINE GUN*
M7/CASELESS
60 Rounds/Magazine

ASSAULT RIFLE
MA5C ICWS
32 Rounds/Magazine

BATTLE RIFLE
BR55HB SR
36 Rounds/Magazine

SHOTGUN
M90A CAWS
6 8 Gauge Shells

SNIPER RIFLE
SRS 99D AM
4 Rounds/Magazine

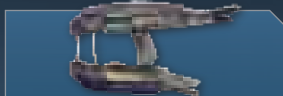**ROCKET LAUNCHER**
M41 SSR MAV/AW
2 HE Rockets/Launch Assembly

SPARTAN LASER
WAV M6 GGNR
5 Shots/Charge

Covenant Weapons

PLASMA PISTOL*
100–150 kV, 2–3 dA

PLASMA RIFLE*
420–600 Rounds/Minute (variable)

BRUTE SPIKER*
48 Spikes/Magazine

NEEDLER
30 Needles/Caddy

CARBINE
36 Rounds/Magazine

BRUTE SHOT
6 Rounds/Belt

BEAM RIFLE
18 Shots/Charge

ENERGY SWORD
10 Uses/Charge

* DENOTES WEAPONS THAT CAN BE DUAL-WIELDED

Grenades

You can carry a maximum of two of each grenade type at a time. Press (LB) to switch between available grenade types when not dual-wielding.

FRAG GRENADE
M9HE-DP Fragmentation
Kill Radius: 5m
Casualty Radius: 15m

PLASMA GRENADE
Type-1 Antipersonnel
Kill Radius: 4m
Casualty Radius: 12m

SPIKE GRENADE
Type-2 Antipersonnel
Kill Radius: 3m
Casualty Radius: 11m

Support Weapons

A turret is typically activated by pressing (RB). A Spartan, however, is strong enough to tear off these weapons (press (B) while using the turret) and use them almost like rifles. When detached, these weapons have limited ammunition capacity.
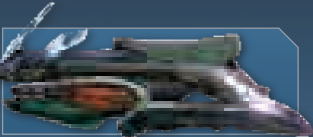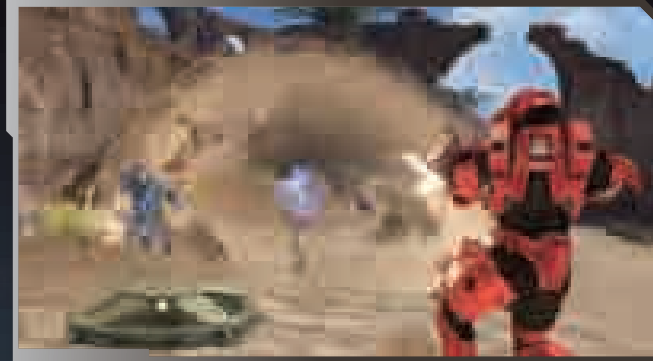
PLASMA CANNON
Type-52 Automatic Plasma Cannon
200 Shots/Charge

MACHINE GUN
AIE-486H HMG
200 Rounds/Belt

MISSILE POD
LAU-65D/SGM-151
8 Guided Missiles/Charger

EQUIPMENT

UNSC and Covenant forces have recently deployed powerful new combat equipment to all fronts in the war. Once you pick up a piece of equipment, you can activate it by pressing (X) or swap it with a different piece of equipment by holding (RB). Note: Some equipment is activated immediately upon acquisition.

Here are a few of the many equipment options you'll encounter in the field:

BUBBLE SHIELD
This globular local-radius energy shield deflects all projectile weapons and thrown grenades. Its effect is short-lived, and it can be penetrated by simply walking through its field. The generator itself is very fragile once deployed.

TRIP MINE
This pressure-sensitive explosive can be set off by any contact with a physical object or by close contact with vehicular gravitational or energy fields. Trip Mine explosive power is significant, and mines should be handled with extreme caution.

GRAV LIFT
This basic tool use of the gravity field generators found on Covenant vehicles provides a short-range lift allowing the easy vertical elevation of beings, objects, and even vehicles.

VEHICLES

UNSC Vehicles

MONGOOSE

Crew: 2

Weaponry: No Armament

WARTHOG LRV/LAAV

Crew: 2 (+ 1 gunner)

Weaponry: Variable

SCORPION

Crew: 1 (+ 1 gunner and 4 jumpseats)

Weaponry: 90mm High-Velocity Cannon, 7.62mm Machine Gun

HORNET

Crew: 1 (+ 2 jumpseats)

Weaponry: 2 Class-2 Guided Munitions Launch Systems

PELICAN

Crew: 1 (+ 10 in cargo hold)

Weaponry: Variable

Covenant Vehicles

GHOST

Crew: 1

Weaponry: Twin Plasma Cannons (100–250 kW range)

SHADE

Crew: 1

Weaponry: 2 Class-2 Energy

WRAITH

Crew: 1 (+ 1 gunner)

Weaponry: Plasma Mortar, Dual Auto-Firing Plasma Cannons

BANSHEE

Crew: 1

Weaponry: 2 Class-2 Energy, 1 Class-2 Projectile

PHANTOM

Crew: 1 (+ 2 gunners and 24 in cargo hold)

Weaponry: 3 Class-2 Energy

BASICS

Game Lobbies

A game lobby is the starting point for all gameplay, map editing, and film viewing in *Halo 3*. Each lobby gives you the option to select **Switch Lobby** and move yourself (and friends, if you are in a Party) to a different game lobby. Lobbies also let you change your network mode between **Xbox LIVE**, **System Link**, and **Local**. These are the five game lobbies:

- ### CAMPAIGN
  Continue the adventure of the Master Chief, taking on the might of the Covenant alone or with some help in cooperative combat. Co-op matches let players team up and coordinate attacks against their foes, sharing vehicles or competing for points in Campaign Scoring mode.

- ### MATCHMAKING
  Make every online match competitive through automatic grouping of players with similar skill levels in playlists dedicated to the most popular game types. Requires an Xbox LIVE® Gold Membership.

- ### CUSTOM GAMES
  Create a private match or customize your own multiplayer games by changing numerous game and player settings. For example, if you want to make a punishing variant of the new Infection game type, you can arm the Humans with just grenades and pistols to fight off a lightning-fast Alpha Zombie with vampiric shields. Good luck, Humans!

- ### FORGE
  Arrange objects, equipment, and hazards within the predefined geometry of any *Halo 3* multiplayer level. Although this may sound simple, the subtlest change can have a dramatic effect on gameplay. Map variants can be created either alone or in tandem with friends over Xbox LIVE or system link.

- ### THEATER
  View, edit, and take screenshots from films of campaign and multiplayer games using any possible combination of camera angles. *Halo 3* players with an Xbox LIVE Gold Membership can store films and screenshots online and share them with friends.

Your Settings

Your Settings lets you access your in-game identity, player settings, and file sharing options from any game lobby or right in the middle of battle. To view **Your Settings**, press ▶START at any time. **Your Settings** is divided into **Media** and **Settings** sections.

MEDIA

BUNGIE FAVORITES	Get hot new maps, game types, films, and screenshots ... straight from Bungie to you.
FILE SHARE	Manage the films, film clips, screenshots, maps, and game variants you want to share through Xbox LIVE. Requires an Xbox LIVE 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 files, game demos, and more.
BUNGIE PRO	Join Bungie Pro to upgrade your File Share capacity on Xbox LIVE.

SETTINGS

GAME CONTROLS	Set button, control stick, and crouch 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.

MULTIPLAYER

Every major game type in *Halo 3* now has a multiplayer component. This includes Campaign, traditional multiplayer, map editing, and even watching films of saved games. Every aspect of *Halo 3* can now be enjoyed with friends. You can experience all these *Halo 3* multiplayer modes on Xbox LIVE, system link over a local area network (LAN), or split screen on one Xbox 360® console. To select your network mode, pick **Network** from within any game lobby, and then select **Xbox LIVE**, **System Link**, or **Local**.

An Xbox LIVE Gold Membership is required to search for and host games on Xbox LIVE.

Creating or Joining a Party

A *Halo 3* party is a group of players who throw their collective weight around in Xbox LIVE, system link, or local multiplayer for as long as they choose to stay together. Parties can be created in a number of ways, including joining opponents you've met through matchmaking, hosting a party from the **Custom Games** lobby for a private battle, and asking your roommate to join you in the **Forge** to create the perfect map.

Starting a party is as easy as picking the lobby for the game type you want and setting your network mode. Just like that, you're now the leader of a one-Spartan party. Well done!

As the Party Leader, you decide how large or small you want your party to be, who you invite and allow to join your party, whether or not to join up with other parties.

To find more party members, press **Y** from any game lobby to bring up your friends list. From your friends list you can check out your friends' **Service Records** and join their current parties or invite them to join yours.

Xbox LIVE Privacy

Halo 3 has several options for privacy 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 any recent player to join your party. **Friends Only** will allow only friends of any current party member. **Invite Only** is the most private setting, and requires an invite from someone in your party to join.

Finding a Game

Use the **Matchmaking Lobby** to automatically find opponents of your skill level. After you pick a playlist, the matchmaking service will compare your rating and skill level (or the average rating and skill for your party) against everyone else 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 keep the playing field level (no guests, and no parties larger than team size for that playlist) but it is only by playing in ranked matches that you can raise your skill level and reach the highest ratings of the UNSC.

System Link

To host or find a system link game, go to the **Network** menu and choose **System Link**. System link games are listed in the game browser. Selecting a game in the browser shows you the details for that game and gives you the option to join if the game is not private or full and your player stats allow.

Xbox LIVE Connection Information

For more information about networking issues while playing *Halo 3* on Xbox LIVE, visit **www.bungie.net/router**.

Creating a Custom Game

Set up your game by selecting game and map options in the **Custom Game Lobby.** When creating a game on Xbox LIVE, you can restrict it using privacy options in the **Network** menu. See "Xbox LIVE Privacy" on page 21 for more privacy options.

Game Types

Halo 3 includes all your favorite game types along with some new ones. Here are their default objectives.

- **VIP:** Protect your VIP from the other team—and slaughter theirs.
- **Slayer:** Kill, kill, kill opponents!
- **Oddball:** Hold on to the ball for as long as you can.
- **Capture the Flag:** Score points by capturing the flag and returning it to your team's base.
- **Assault:** Score points by detonating bombs in the other team's base.
- **Infection:** Score points for killing Flood or infecting Humans.
- **Juggernaut:** *Be* the Juggernaut—if you are, everyone is out to get you.
- **King of the Hill:** Control the hill for the longest time.
- **Territories:** Score points by controlling territories on the map.

Voice Communication

During multiplayer games, the following voice communication indicators will appear on your HUD to show the current voice mode:

	Open Chat: The voice channel is always open in smaller games. Just speak and you'll transmit your voice to other players.
	Push to Chat: This icon will appear when you need to press a button to broadcast your voice to other players. This is necessary in larger games.
	Your microphone is transmitting.
	Voice communication is not allowed.

Visit game control settings to choose different controller configurations for push to chat. By default this is mapped to ◌ .

Creating a Custom Game Variant

To create your own unique game type, press ⓧ at any time in the **Custom Games Lobby.** The **Game Options** menus will display all customizable game elements based on the base game type selected. Customizable elements include victory conditions, vehicle and weapon placements, player attributes, and social settings such as friendly fire options.

You can save your favorite custom games for later use through the **Game Options** screen or after selecting the custom game from the **Recently Played** games list in the **Games** menu. Saved custom games can be uploaded to your **File Share** so you can share them with friends on Xbox LIVE.

Carnage Report

After every battle you can press ◁ᴮᴬᶜᴷ to view the **Carnage Report**, which provides all game stats as well as the **Service Record**, **File Share**, and gamer cards of all players from that game. Select a player's name and press Ⓐ from the **Carnage Report** to view their medals and **Player Carnage** details.

Spartan Ratings

Play in **Matchmaking** to earn a Spartan Rating. You'll start out as a raw recruit in the enlisted ranks and if you stick with it you can earn your way to the officer ranks. Enlisted ratings require Experience (EXP), which you earn by doing well in ranked and social playlists. Officer ratings require you to reach a "Highest Skill" milestone in addition to earning the required EXP. You must play (and win) in ranked playlists in order to raise your skill level.

RECRUIT   SERGEANT   LIEUTENANT

Visit **www.bungie.net** for a more detailed explanation of the Spartan rating system and its use in matchmaking.

File Share

Your **File Share** is a dedicated space, hosted on Bungie servers but accessible from within *Halo 3*, that allows you to store and share game files with other *Halo 3* players. You can upload game films, film clips, screenshots, map variants, and custom game types to your **File Share** and then recommend them to others so they can appreciate your creative skills. You can also check out any other *Halo 3* player's **File Share** by highlighting their name from within a game lobby and then pressing Ⓐ to bring up their **Player Details**.

For more information on **File Share** options and space limitations, visit **www.bungie.net**.

Playing Co-op

Visit the **Campaign Lobby** to start or continue the *Halo 3* campaign in cooperative mode. In co-op mode, players work together to plan and coordinate attacks, operate vehicles, and fight as a team to defeat the Covenant threat. Co-op play completely changes the pace, the rules, and the feel of the game. It is highly recommended that in co-op mode players select one of the higher difficulty levels such as Heroic or Legendary.

Campaign Scoring

Co-op and single-player games now keep track of kill counts, weapons used, and other battle stats for each player so you can finally prove which of your co-op teammates is the meanest Spartan around. To access **Campaign Scoring** options, press Ⓧ from the **Campaign Lobby**. When **Campaign Scoring** is turned on, scores will be displayed in the lower-right corner of your screen and stats will be displayed in a **Carnage Report** shown at the end of each level.

VIEWING FILMS

The **Theater** allows you to watch, edit, rename, take screenshots from, and share your saved films. Every time you play a game in *Halo 3* you can save a copy of that game to watch later in the **Theater**. Films are broken up into categories by type, so you'll have Campaign, Multiplayer, and Forge films, as well as Film Clips.

Once you start up a saved film, prepare to experience *Halo* like never before. You're no longer playing the game, instead you're driving the camera to watch each encounter in any way you want. Follow the person who saved the film in first person, tag along with anyone in third-person view, or break out into flying camera mode and move around freely to get a closeup of a particularly humiliating assassination. Total camera control is now yours.

And what if you want the world to see your Spartan Laser triple kill but maybe not the grenade suicide you suffered during your victory celebration? No problem, just cue your film to the right moment and with a few button presses you can record and save a new Film Clip showing your own cinematic perspective on the action. Film Clips are also a great way to save and study strategies from opponents you face online.

When viewing a film in the **Theater**, press Ⓧ to show/hide the **Theater Control Pad** and ▶START for an overview of the camera controls.

Record Film Clip · **Play/Pause Film** · **End Film**

Take Screenshot · **Skip Backward** · **Skip Forward**

For more information on saving, viewing, and editing films, visit **www.bungie.net**.

THE FORGE

The **Forge** is a new game mode that allows you to tweak, create, or even destroy the objects present on any multiplayer map. In short, welcome to world domination!

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

Reshaping a map can be a lot of work, so you may wish to enlist the aid of other players in the **Forge**. 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 splitscreen mode. Cooperate with your friends to make the work go faster, but don't forget to throw a fusion coil at them from time to time …

Here are a few tips to help you get started:

- You are assigned a set budget for adding items to each map, and if you run out of credit you can delete default map objects and get a few credits back.

- Not all objects (vehicles, in particular) are available for use in all maps.

- 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 ▶ at any time during a **Forge** game session.

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

BUNGIE.NET

Bungie.net is a community, a constantly updated source of *Halo* information, and a centralized resource for your online *Halo 3* history.

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 *Halo 3* 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 3*. But that's just scratching the surface—Bungie.net will also let you view your lifetime aggregate multiplayer stats, meta-game data, or show you and the world which achievements you've unlocked.

And building on the social aspects of the multiplayer game, we'll also let you view your stats relative to the folks 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 3* leaderboard is a great way to create contests and rivalries between friends. Bungie.net can even track your rating promotion history so you can remember wistfully your days as a freshly scrubbed Private.

Bungie.net is more than an extension of your *Halo 3* experience—It's a clean, well-lighted place to meet folks with similar interests and a shared enjoyment of gaming. Meet new players and share moments, content, and games. We'll present you with a pile of strategy guides, interviews, podcasts, news, features, and constant community interaction. And there's even a Bungie.net store, featuring cool merchandise and apparel, available nowhere else. Bungie.net is built to make your gaming experience deeper and better than ever before.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

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. For more information, go to www.xbox.com/familysettings.

THE XBOX 360 HARD DRIVE

The enhanced game features of *Halo 3* require an Xbox 360 Hard Drive. For example, using a hard drive enables you to download new content and share custom games, saved films, and screenshots. Visit www.bungie.net for more information about hard drive functionality in *Halo 3*.

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And last but not least...
Literally hundreds of friends, family, partners, colleagues, and community members that we didn't have room to 7hank.

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