

PRIMA'S OFFICIAL



STRATEGY GUIDE



HALO

COMBAT EVOLVED



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Microsoft®

BUNGEIE™

This game has received the following rating from the ESRB



Tactics and Tricks

□ Survival 101

Since the Covenant landed, Halo is not a peaceful place. You have to fight through acres of real estate to reach your goals. Since the foes you face are very hostile and trying hard to keep you from those goals, they'll need to be smacked around. However, there are many, many more of them than there are of you. So you must use strategy, tactics, and underhanded tricks to survive. Here's a primer on what to do to stay alive.

Weapon Choice

Almost paramount to your success is choice of weapons. The "Weapons" and "Enemies" sections of this guide give detailed information on what weapons are good against what enemies.

The keys to choosing the best weapons are versatility and personal choice. Versatility means you need a weapon that will serve you well over the long haul. A Rocket Launcher may be great for groups that stand far away, but it won't help in close quarters with a mob after you. So, if you're in a mission that is one cramped room after another, an Assault Rifle may be a better choice.

Personal choice also plays a big part. You want to be comfortable with the weapon you have. Some players may find that they overheat the Plasma Rifle every time they fire it. Others may find it easy to squeeze off short bursts with it, giving them a nearly continuous stream of damage. If you find a gun that you love, stick with it.



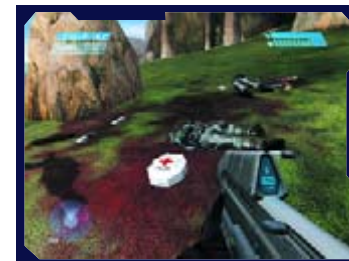
The Rocket Launcher is great against Hunters, but it's a bit much when faced with Flood Infection Forms.



Our favorite is the Shotgun. We won't let Master Chief leave the house without one. It's simple; you shoot something, and it falls down.

Weapon Swapping

Halo has an interesting feature; you can only carry two weapons at any time (not including Grenades). This makes much more sense than other games that allow you to carry a battle-ship worth of guns in a backpack. However, this limitation can lead to you feeling like you're underequipped for the larger battles you must face. Often, a weapon cache is near the site of the battle. If you want to start off with a Rocket Launcher and mop up with a Shotgun and Assault Rifle, you can pick up the Rocket Launcher and fire until it's empty. Then run back to a cache and drop it for a smaller weapon. This can take a bit of time, but think of how much you'll save in Band-Aids.



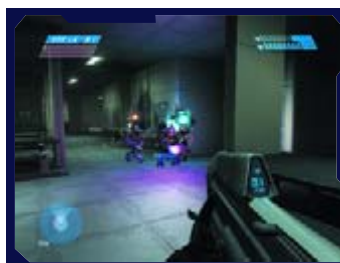
This cache has a few goodies in it. If you can't decide what to take, grab two and come back later for more.

Extended Firepower

Reloading can take a long time. Time you don't have when a platoon of Covenant aliens and Flood Combat Forms are charging at you. A tactic to keep you alive and give you some breathing room is switching weapons instead of reloading. Empty your first weapon, then quickly press **V** to switch to your second weapon. Presto! You've got a loaded weapon.

TIP

Take any quiet moment to reload all your weapons, even if you're only down by a few bullets. That way, you'll get the maximum firing time when you get into a fight.



Uh oh, the Assault Rifle is empty.



Luckily, the Shotgun isn't.

Charging

This isn't recommended often, but simply charging in, guns blazing, can clear a room or area quickly. If enemies are dug in tight, tucked behind solid cover, you can flush them out with a mad dash into their midst. Try to soften them up with a Grenade first, then sweep in. Also, a quick dash through a room and out the other side – without fighting at all – can get you through unscathed and without expending any ammo.

Against a few enemies, charging can lead to melee attacks, which are effective and save ammo. Your shield can soak up a lot of damage from the weaker weapons. When you're faced with a group of Grunts or Jackals, a charge followed by clubbing a lot of heads with the butt of your gun can leave you standing, safe, in a pile of dead aliens.



Just book straight across this room from one door to the other and you'll get through without a scratch or a shot fired.

The melee attack is so much more effective than you may think. And it's satisfying.

Concentrated Fire

When presented with several targets, you may feel the need to just unleash with the Assault Rifle, sweeping it this way and that. Resist that urge. Instead, pick a single target and concentrate your attack on it until it goes down. Then move to the next. Four healthy enemies and one dead one are easier to deal with than five slightly wounded enemies.

As to who you should target first, if you're alone go after the Grunts first, since they fall so easily. That will whittle down the amount of guns firing at you. If you have support from a few Marines, concentrate on Elites or Jackals. The Marines can deal with Grunts easily.



When storming this beach, go after the Elites and leave the smaller foe to your Marines. They'll thank you later.

Take It Slow



This bridge is the perfect place to take it slow. Methodically wiping it clean is much safer than rushing headlong into a fray.

Now this is the best advice of all. You'll encounter it often in the walkthrough. Pushing forward without pause can get you neck-deep in enemies and surrounded, which is a fatal combination. You'll do much better against one or two enemies than against five or six. So move forward slowly when you see a large group of foes. Pick off the closest before the others notice.

Retreat

You're not here to win medals. Judicious backpedaling isn't cowardice; it's healthy. Like taking it slow, retreating lets you deal with enemies one at a time instead of in clusters. You can string foes out in a line so that they can only attack singly or in pairs, instead of bunching up and bringing a ton of guns to bear on you. Be careful, though, of obstacles behind you. If you bump into a wall or corner, you can get hung up and become a sitting duck.



Whoops, too many aliens. Fire as you retreat and remember that no foe is a match for you in a one-on-one fight.





Take Cover

It's easy to forget that you can crouch. Press **C** straight down, and Master Chief will duck. You can then use low walls and rocks to protect yourself from enemy fire. There are also copious amounts of barrels, Covenant shields, walls, and corners that you can simply stand behind to be out of harm's way.

Take cover to let an enemy's withering broadside play itself out before you pop up to respond. You can also use the time to reload. Just don't forget that you can use the environment to keep yourself safe.

If you can't see them, chances are they can't hurt you.



Sneak Attack

One of the surprises in *Halo* is the melee attack. As mentioned earlier, it's very effective, especially if you sneak up behind a Covenant alien. Elites, Grunts, and Jackals all fall with one press of **B** if you sneak up behind them or find them asleep.

Do not fire at a sleeping alien. Use a melee attack instead and search for more sitting ducks.

If you find a Grunt asleep, it means he thinks he's safe. There are probably more slumbering or unaware aliens around. Let the head bonkings commence.



The melee attack is nearly useless against the Flood.

The Enemy of My Enemy...

Once the Flood is unleashed, you have to deal with two enemies. Once you cross the Monitor and its Sentinels, you have three enemies. Luckily, they all hate each other. So, when you find groups of them fighting amongst themselves, let them. Stand back and try not to be noticed as they blast away, killing and wounding and making each other much softer targets when you come in to clean up.



This area is a good example of your foes unwittingly helping you. Let them paste each other before you wander in and take charge.

Hoarding

Similar to the weapon swapping technique, hoarding involves backtracking to caches of weapons and supplies to give yourself an edge. If you pass supplies – ammo, weapons, Health Packs – but don't need them, keep in mind where they are. Move forward, clearing away any resistance. If you take damage or just need to refill, run back to the cache and load up. It can take time, but it can keep you alive and healthy.

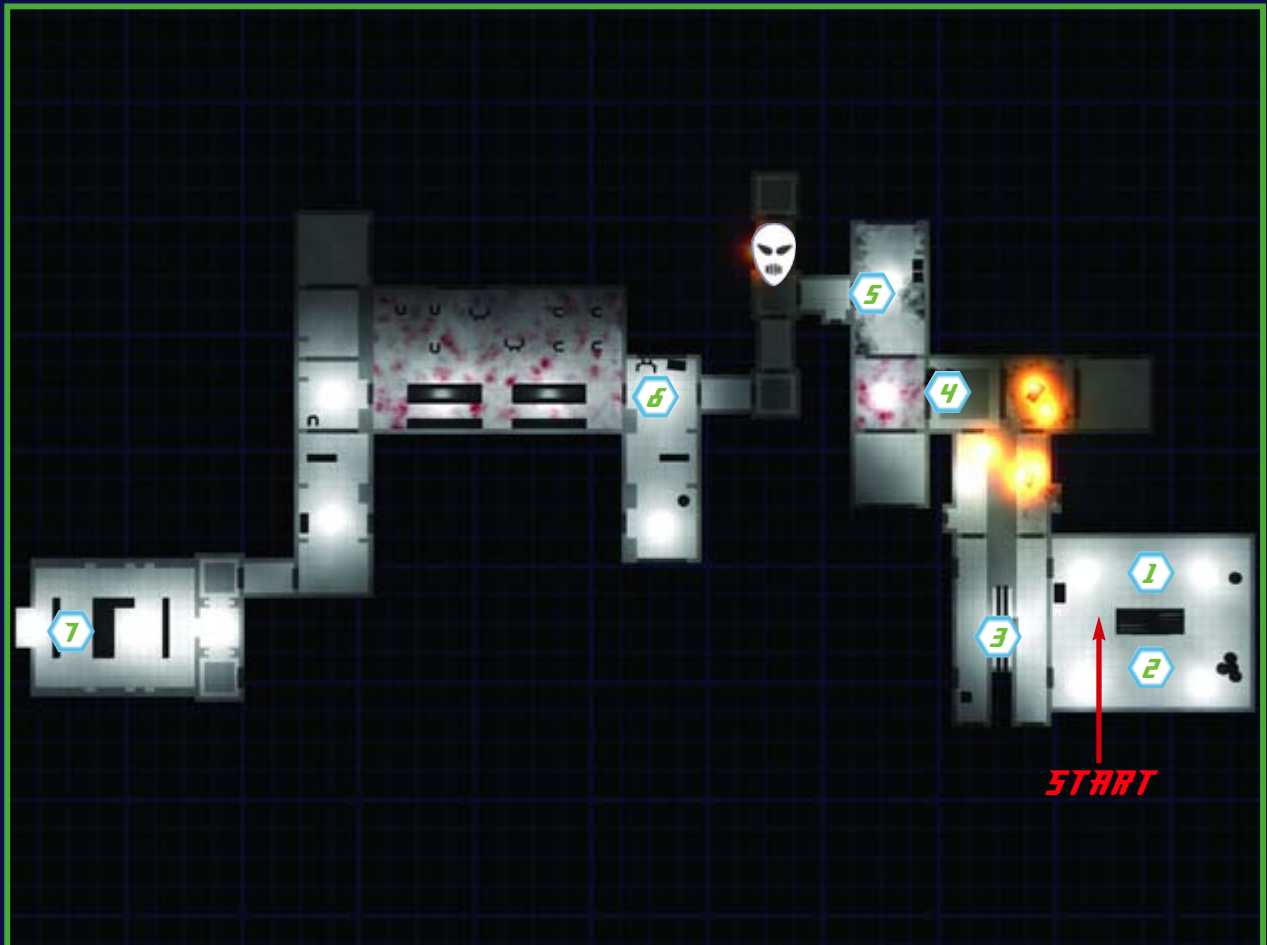


This overturned Warthog has a bunch of stuff strewn around it. You can come back here if you need a quick topping off of bullets or Grenades.



Pillar of Autumn

□ Reville



MISSION OBJECTIVES: *Find Captain Keyes On the Bridge



Captain Keyes ponders the situation he's in – far from home, in uncharted space, and heavily outnumbered. That's military life. He orders everyone to battle stations.



The Marines make ready with all their fancy toys. It looks like it's gonna hit the fan. Just another day in the corps.



Meanwhile, Master Chief is pulled from cryosleep. It's time for you to take a test drive.



First, use **B** to look around. Circle the Thumbstick, and the technician will give you an OK. After your health meter is brought on line, press **X** to exit the tube.

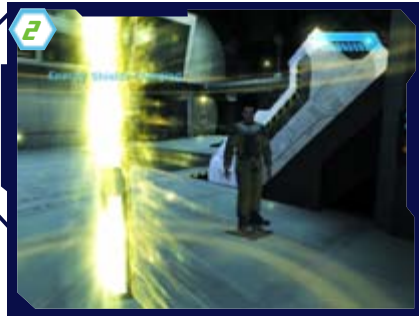


Now wander around the hold, using **L** to move your feet and **R** to control your direction. When you've got the hang of it, step over to the red square for the next test.



Use **R** to aim the blue crosshair at the five lights. When they go green, you've hit them. Change them all to green to get a chance to try the targeting with inverted controls. You get to decide which you like better.

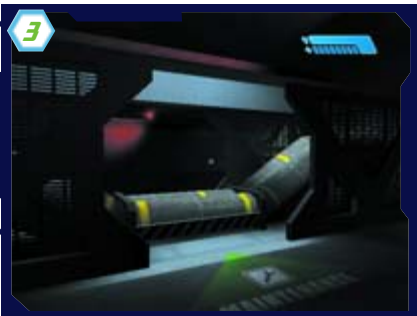
TIP
You can change it back later, but get a feel for the two types of directional control and make a choice for the moment.



Now move over here and stand in the yellow and black square to get your shields charged up. Press **A** when you're ready.



Captain Keyes is anxious to have Master Chief on the bridge. The technician shows you out after you witness Sam's demise. Things are getting hairy.



OK, so the technician didn't make it either. Now you have to find an alternate route. Jump over these pipes to the hallway beyond.



Press **R** to get under the stuck blast door. Head for the green light on the small door. Stay covered when the shooting starts to save your health.

TIP
Notice the color-coded arrows that show up on the hallway floor. They'll help guide you as you run around the ship.

NOTE
When a door light is red, you can't access it. A green light means it's unlocked.



After a couple of close calls, duck under a stuck blast door, then go through this door with a green light. Note the blue arrow marked "Bridge" on the floor pointing toward it.





You have no weapons, so step lively. Don't worry about the alien that you meet; the Marines will keep it occupied. When you get to this Marine, he acts as your guide to the Captain. Follow him closely.

NOTE

Before you step onto the bridge, take a minute to read the bulletin board. It's not important, but it is funny.



The Master Chief meets up with Captain Keyes and Cortana, the ship's AI. They trade barbs before a boarding party of Covenant aliens smashes its way onto the Pillar of Autumn.

Captain Keyes tells them that he'll try to land the ship on the ring-like world of Halo. He orders Master Chief to take Cortana down to Halo in a lifeboat. The adventure begins.

Pillar of Autumn

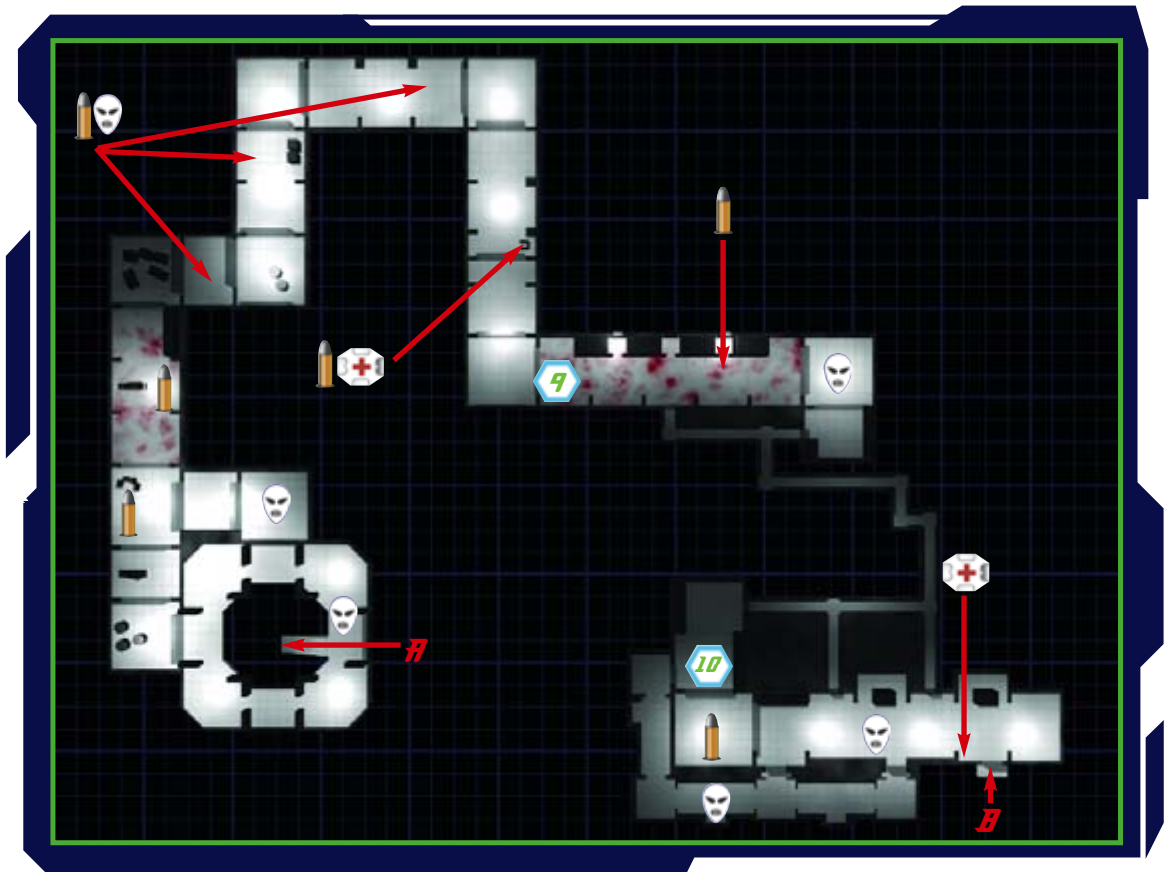
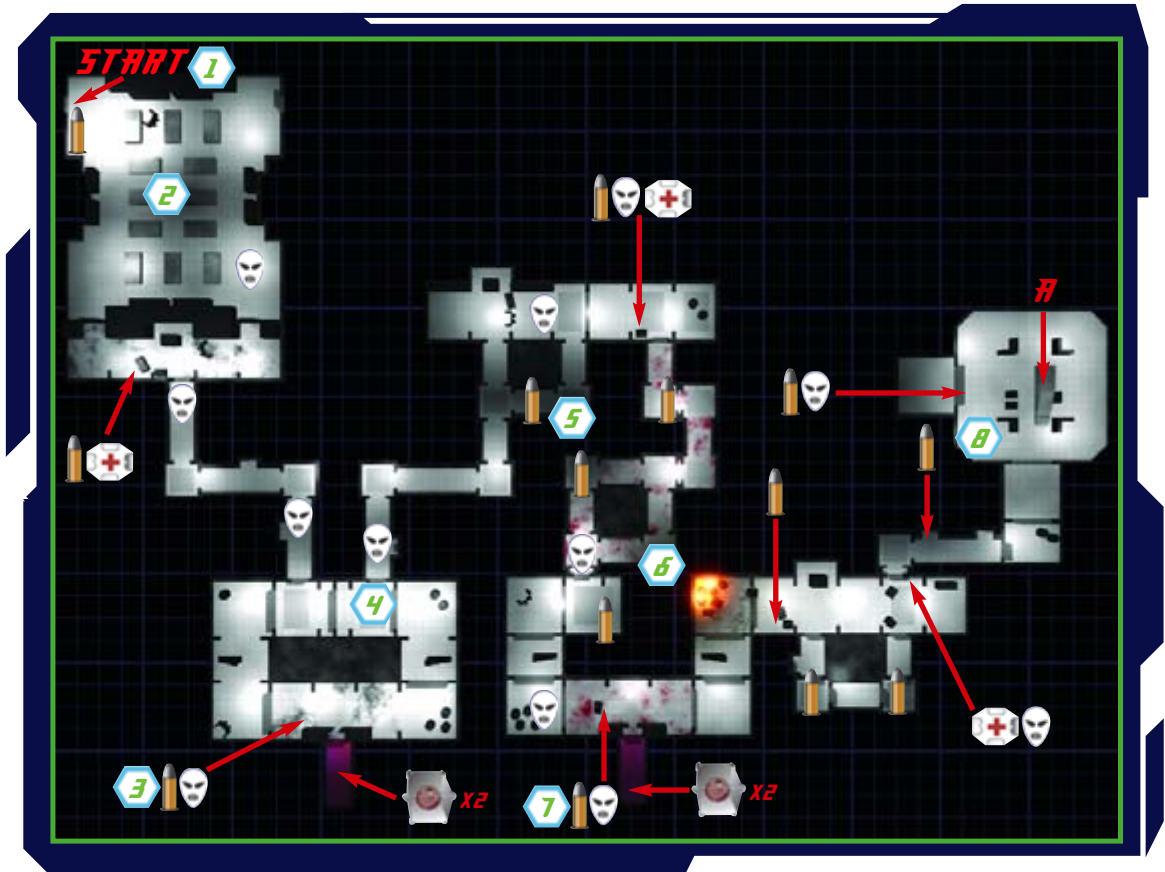
AI Constructs and Cyborgs First!

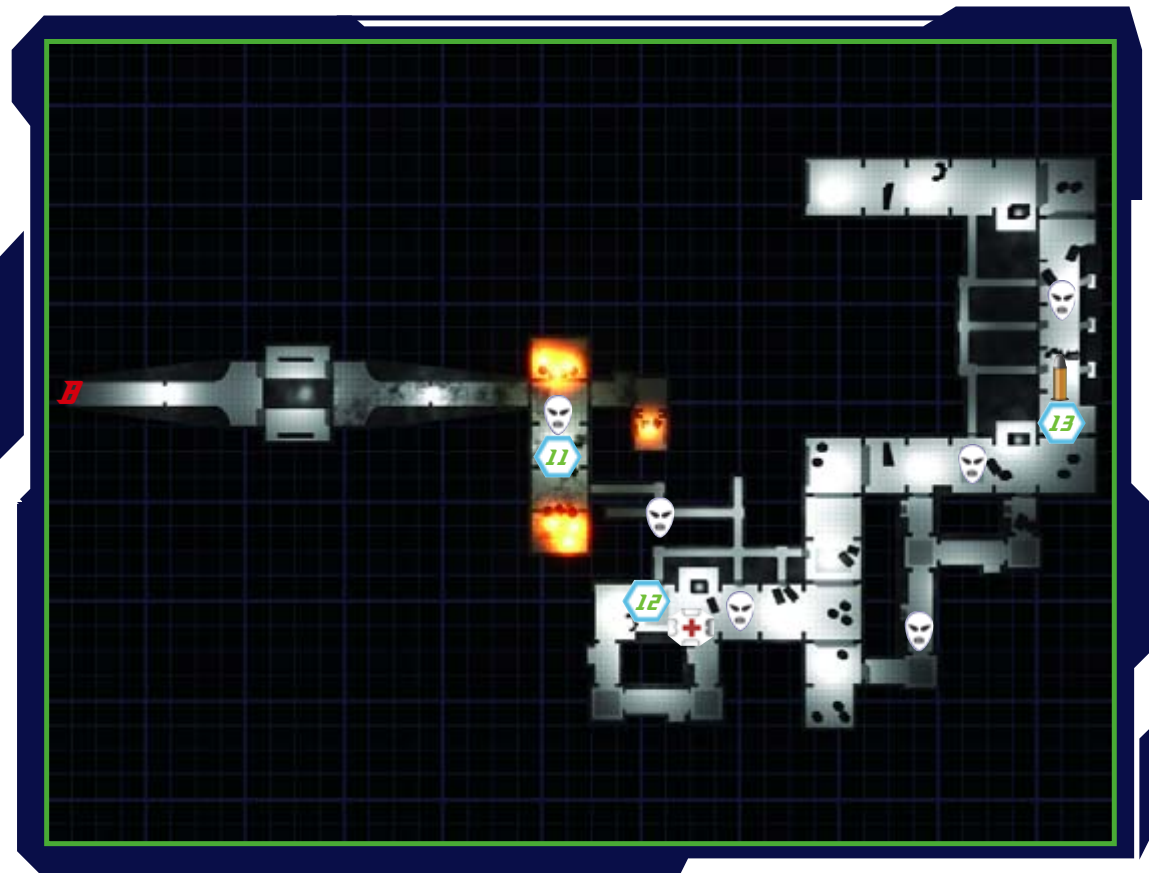
Here's your chance to dish out a little payback to the Covenant. You're armed and ready to fight. You must get Cortana off the ship so the aliens don't get hold of a human AI.

ITEMS:	Health Pack x6, Over Shield x4
ENEMIES:	Grunts-Major, Grunts-Minor, Elites-Major, Elites-Minor
NEW WEAPONS:	Pistol, Assault Rifle, Plasma Rifle, Plasma Pistol, Fragmentation Grenade



Pillar of Autumn: AI Constructs and Cyborgs First!





MISSION OBJECTIVES: *Get off the Pillar of Autumn



Exit the bridge and you can use the M6D Pistol that Keyes gave you. It's not much, but it's enough to take care of the first few Grunts and get you to this point, where you pick up an Assault Rifle. Rock and roll.



This cafeteria is the sight of a vicious battle. Help the Marines fend off the nasty aliens. After things settle down, you may want to grab a Plasma Rifle. Try one out and see if you like it.



Pillar of Autumn: AI Constructs and Cyborgs First!



TIP

Check your fire. Marines are all over the place. Make sure they aren't in your line of fire, or you'll blow away friends, which is not nice and a waste of ammo.



When you reach this airlock, it explodes, killing a couple of Marines. Covenant troops come pouring in. A well-placed Grenade (if you have one) can help stem the tide. Blast the survivors and duck into the airlock to find a pair of Over Shields. Grab one and be on your way.



A couple of Elites are in this corridor, but you should have some Marine backup to deal with them. Fire down the hall and duck away to reload.



Flank the next group of enemies by ducking down the corridor that puts you here, to the aliens' left. The Marines are firing to the enemies' front, so you can cut them down in a right-angle cross fire.



Flank this group as well. A pair of Marines will help you crush the Covenant boarders.

NOTE

The Pillar of Autumn is littered with ammunition. There are ammo packs and dead Marines with their rifles laying nearby. So don't feel shy about burning cartridges as you fight.



At the next airlock you find another set of enemies. Watch out for your backups' fire; don't cross into it by mistake. After the fight, duck into the Covenant boarding launch to find another pair of Over Shields.



Duck under a blast door and work your way to this central stairwell room. A pitched battle is being fought. To save your Marine buddies, run up the stairs and attack the Covenant on even ground. You can wipe them out while they're distracted by your troops.



Fight your way through the corridors to this bank of lifepod airlocks. Pass them by and destroy the Grunts at the end of the hall. Cortana will guide you with a Nav Beacon to a dark Maintenance hall. Turn on your flashlight and step inside.

NOTE

In the Maintenance halls, Cortana turns on a Motion Detector. It shows up in the lower-left corner of your HUD and will stay with you for the rest of the game. Get used to checking it so you won't get surprised by enemies.



The access tunnel lets you out here, but a busted door blocks your way. Stand next to it and press **Q** to bash it open with your melee attack. You can also use that attack to quickly and silently kill the Grunt beyond. Then it's a gun fight to get farther on.



Go through the cryo-chamber observation deck – where poor Sam met his fate – and fight your way into this burned-out section of the ship. An explosion or two will go off, so hang back at first. Once it's clear, get to the access hall door you see in this screen and enter it.



You have three exit choices from the access hall. Come out here, near a trio of Marines, and fight your way back. It's the farthest exit from your goal, but fighting up ensures you won't be flanked and surrounded.



This next row of airlocks has a barricade between you and your enemies, as well as a scattered bunch of Fragmentation Grenades. Pick them up and toss them over the roadblock to fling the aliens around in an explosive dance.



Jump the barricade and head toward the airlock. A cut scene will start. Master Chief tosses a Marine into the lifeboat, and they launch.

The boat approaches Halo, an impressive ring structure in space. The Pillar of Autumn is on its way down as well.

The approach is a bumpy one. Happy landings.



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