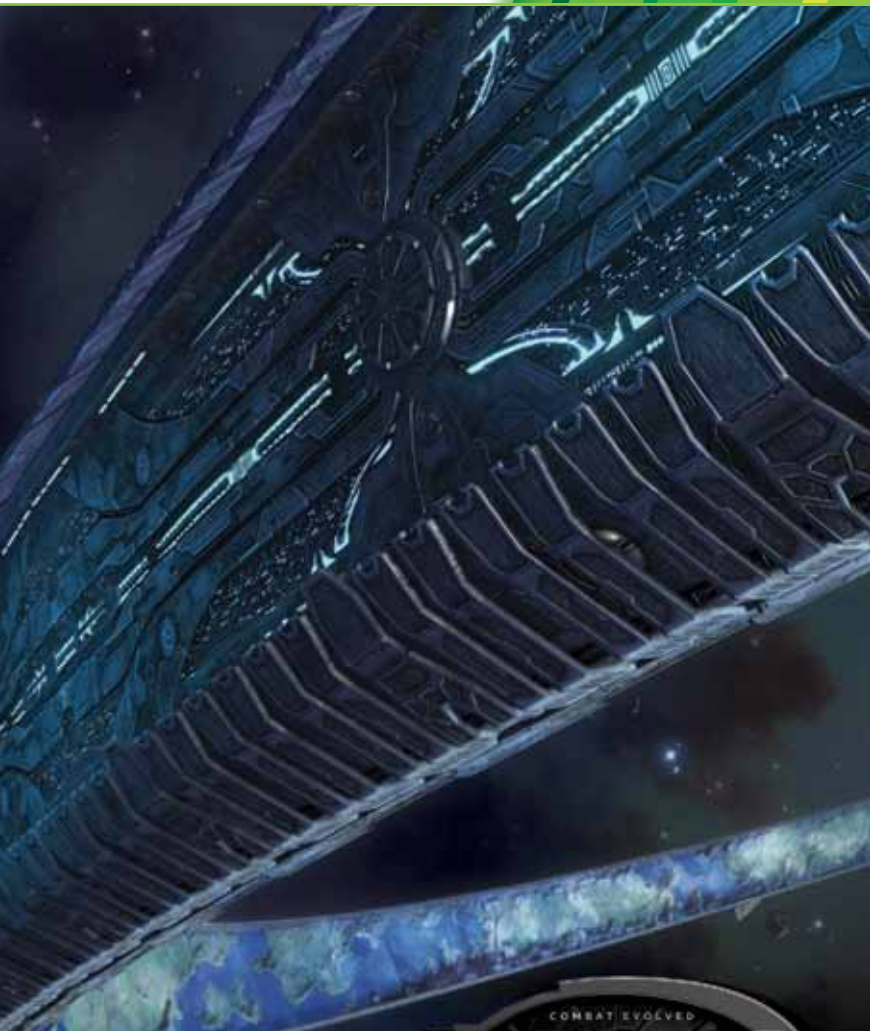




XBOX 360.



To learn more about *Halo®: Combat Evolved* Anniversary features, visit:
www.halowaypoint.com/remastered



⚠ WARNING Before playing this game, read the Xbox 360® console instructions, Xbox 360 Kinect™ Sensor manual, and any other peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

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 or stand 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.

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It’s hard to imagine now, but in 2001, when *Halo: Combat Evolved* was released, the landscape of console games looked very different. There were first-person shooters, even sci-fi soldiers, but there was nothing like the iconic experience that *Halo* offered: pulse-pounding combat against convincing AI enemies, set in a fully realized universe with a rich, epic history and a cast of memorable characters.

Now, in 2011, it’s impossible to imagine the gaming landscape without it. If *Halo* didn’t create the “space Marines” genre, it certainly defined it, forever—and the fans made it a phenomenon. Your mother or neighbor may never have picked up a controller in their lives—but if they’ve heard of a single game, chances are it’s this one. *Halo* and its sequels have sold well over 40 million copies, and fans have explored its universe in novels, comics, and anime films.

To thank fans everywhere as we celebrate the tenth anniversary of *Halo* and to whet your appetite for what’s to come in the next ten years, Microsoft Studios and 343 Industries are thrilled to present the game that started it all, remade and remastered using a decade’s worth of technological innovation—*Halo: Combat Evolved* Anniversary.

HEROES NEVER DIE

At the heart of *Halo* remains John-117, known to fans the world over as the Master Chief. Abducted as a boy by the Office of Naval Intelligence, he’s a surviving subject of Dr. Catherine Halsey’s SPARTAN-II project, a cadre of genetically enhanced super-soldiers representing humanity’s best defense against the relentless alien collective known as the Covenant. With most of his fellow Spartans fallen in battle on Reach and elsewhere, the Master Chief is one of the only Spartans left. You’ve got to like our odds.

THE STORY SO FAR

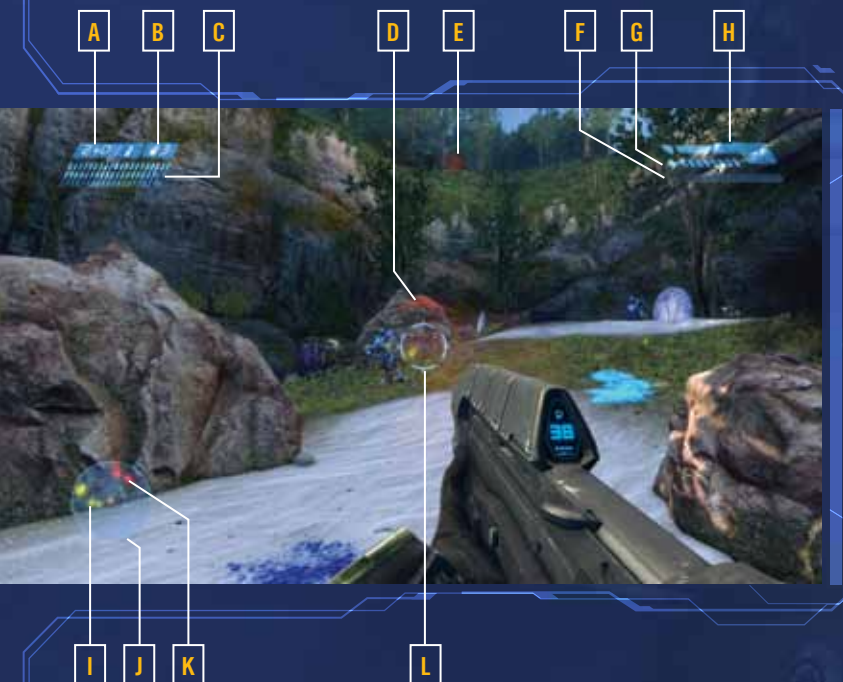
It’s the year 2552, and humanity is on the brink of extinction. After centuries of colonizing the galaxy via faster-than-light travel under the United Nations Space Command (UNSC), humans encountered an enemy that could end their very existence—a powerful alliance of alien species calling itself the Covenant. Motivated by religious fanaticism, this collective made its intentions brutally clear at first contact: eradicate humankind.

The Human-Covenant War that ensued has now raged for decades. After a series of catastrophic defeats, the UNSC imposed extreme measures to protect humanity. Ships being followed by enemy forces are to jump blindly through slipspace, or even destroy themselves, rather than take the smallest chance of leading the Covenant to Earth.

On the planet Reach, the UNSC battles a massive Covenant fleet bent on wiping out humanity’s last military stronghold. The cruiser *Pillar of Autumn*, carrying what is believed to be the last surviving Spartan and a critical AI construct, escapes into slipspace, hoping to buy humanity just a little more time...

YOUR HUD

The heads-up display (HUD) is your view of the world through your MJOLNIR combat armor's visor but enhanced with essential information. Knowing how to read and understand the components of the HUD may well mean the difference between life and death in combat.



A	Ammo	G	Health
B	Grenades	H	Shield
C	Ammo in Clip	I	Ally (yellow)
D	Direction of Fire	J	Motion Tracker
E	Navigation Point	K	Enemy (red)
F	Flashlight	L	Targeting Reticle

MULTIPLAYER

Halo: Combat Evolved Anniversary comes with new multiplayer map sets created for *Halo: Reach*. Access these maps via the **Multiplayer** option in the Main menu.

MULTIPLAYER ON DISC

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.

MULTIPLAYER VIA DOWNLOAD CODE

You can also access multiplayer maps in *Halo: Combat Evolved Anniversary* using the download code included on the card in your disc case. Once you've downloaded the maps, you can then use them via your *Halo: Reach* multiplayer experience alongside all the usual *Halo: Reach* hoppers, maps, and modes.

MULTIPLAYER BASICS

In multiplayer, you can select loadouts, including starting armor ability, primary and secondary weapons, and type and number of grenades. Engage in multiplayer combat from any of three lobbies: Matchmaking, Firefight, and Custom Games.

MATCHMAKING

The Matchmaking Lobby groups you online with players of similar skill levels (Xbox LIVE Gold Membership required).

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).

CUSTOM GAMES

Create a private match and customize multiplayer games by changing game or players settings, or select game and map options, all 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.

THEATER

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

FORGE

Arrange objects, equipment, and hazards on any multiplayer map. Map variants can be created by you alone, or with friends on Xbox LIVE, system link, or a local Xbox 360 console.

CO-OP OVER XBOX LIVE

You can play the original *Halo* campaign in split-screen mode with a friend offline or over Xbox LIVE by starting your own lobby or joining your friend's. You can invite a friend to play the campaign with you online via the Guide menu or the Lobby menu in-game.


SKULLS

A popular *Halo 2* innovation was skulls—hidden objects that change gameplay. *Halo: Combat Evolved Anniversary* adds this exciting element. Once collected, skulls can be activated or deactivated in the Campaign Lobby.

3-D

Halo: Combat Evolved Anniversary comes packed with audio and visual enhancements, and if you own a 3-D TV, all of that is taken even further into a three-dimensional *Halo* experience—it's *Halo* like you've literally never seen it before.

CLASSIC VIEWER

To get a sense of just how enhanced this new *Halo* is, toggle at any time between original and remastered versions of the game using .

IN-GAME ACHIEVEMENTS

A whole new list of achievements is now waiting for you in the original *Halo* campaign, to further enhance your gamerscore on Xbox LIVE.

KINECT FEATURES

These features are enabled via a title update, which downloads automatically if you are signed in to Xbox LIVE. Players with a Kinect sensor can take advantage of a number of Kinect-enabled gesture and voice features, including the ability to select and analyze enemies and objects—unlocking vital intelligence about them in the Library—and to move among in-game menus. Refer to in-game information for a complete listing of features and their associated Kinect voice commands.

HALO WAYPOINT CONSOLE/WEB/MOBILE

Access a wealth of information about the *Halo* universe online anytime at Halo Waypoint—everything from fiction details to community-generated content to exclusive, never-before-seen shows and series. You can even access a comprehensive view of your campaign and multiplayer career, including statistics, across multiple *Halo* titles. Waypoint is your all-purpose destination for *Halo* news, games, intel, forums, community features, and merchandise, and you can reach it directly from the Main menu, your Xbox 360 Dashboard, your PC, or even your mobile device. Just point your internet-enabled browser to www.halowaypoint.com.

Xbox LIVE is your connection to more games, more entertainment, and more fun. To use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member at www.xbox.com/live.

To determine if Xbox LIVE is available in your area, visit www.xbox.com/live/countries.

For information on Family Settings, which allow you to set gameplay time limits, restrict access to certain content, and approve how and with whom your family interacts over Xbox LIVE, visit www.xbox.com/familysettings.

Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty

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; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

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 and no others of any nature are made or shall 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. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

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The limited warranty above does not apply to merchandise (the "Merchandise") included with special editions (for example, such as Limited Collector's Editions) of the Game. MICROSOFT GIVES NO EXPRESS WARRANTIES, GUARANTEES OR CONDITIONS FOR THE MERCHANDISE. TO THE FULL EXTENT PERMITTED UNDER YOUR LOCAL LAWS, MICROSOFT, ITS RETAILERS AND SUPPLIERS EXCLUDE THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT FOR THE MERCHANDISE.

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.

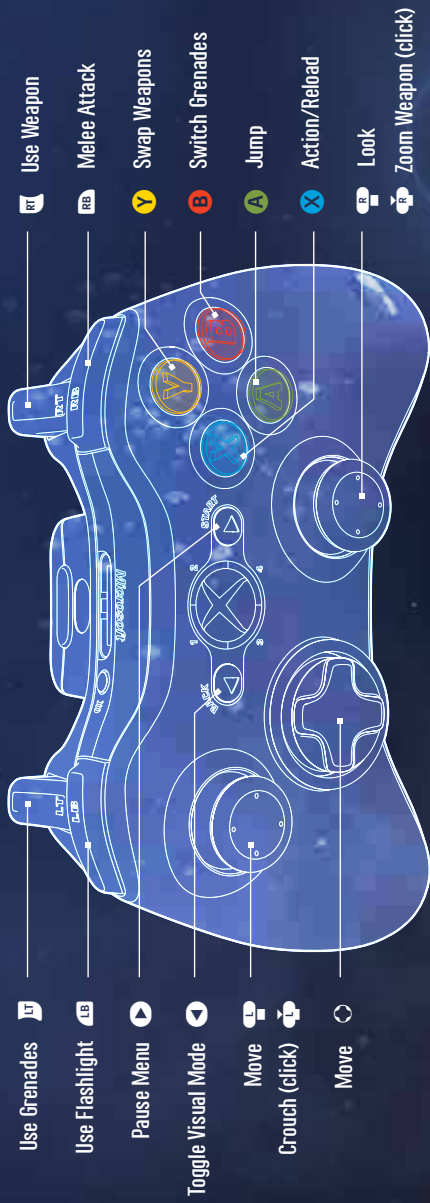
Xbox Customer Support

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.

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