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HALO 2™

SAFETY INFORMATION

About 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

TABLE OF CONTENTS

Report on the Atrocity at Halo 2
Updated Intelligence on Human Weapons and Tactics 3
Our Numbers Deployed on the Human World 4
Controller 6
Sangheili Battle Suit 8
Battle Tactics 9
Noble Tools of Conquest 10
Primitive Implements of War 13
Covenant Vehicle Deployment 16
Human Ground Vehicles 18
Settings 20
Multiplayer Basics 21
Xbox *Live* 24
Gaming with Friends! 26
Multiplayer Strategy 28
Bungie.net 29
Credits 30
Warranty 32
Technical Support 33

Choose your weapon, find your friends, save the Earth!

Don't miss the best selling novel series from Del Rey, ***www.delreydigital.com,*** based on the hit Xbox and PC games. *Halo: The Fall of the Reach*, by author Eric Nylund, explores the history of the heroic super-soldier, the Master Chief. *Halo: The Flood*, by author William C. Dietz, continues the story as the Master Chief struggles to unlock Halo's secrets. The Human–Covenant war rages on as the alien juggernaut sweeps inexorably toward its final goal: destruction of all human life in *Halo: First Strike*, by author Eric Nylund.

Go beyond the game with action figures from JoyRide Studios, ***www.joyridestudios.com***; Xbox strategy guide from Prima, ***www.primagames.com***; and the official game soundtrack from Sumthing Else MusicWorks, Inc., ***www.sumthing.com***—or look for 'em at ***www.bungiestore.com***.

REPORT ON THE ATROCITY AT HALO

To the Prophet of Truth

Most high and honored Prophet: It is with greatest shame that I lay myself before the judgment of the Council. I expect and will accept no mercy. My failure in this matter is absolute; I embrace my responsibility and my punishment.

The disgrace and blasphemy at Halo was an abomination caused by my incompetence and failure of judgment. Although the tales and rumors of the Demon have basis in fact, much of this talk is Unggoy superstition and exaggeration. Certainly the Demon, a Human, activated a catastrophic engine-failure sequence on the crashed Human vessel, but it was allowed to do so because of failures in security and tactics for which I bear full responsibility.

I have no good news to relay, but the Human action was suicidal, either by accident or design. I believe none escaped the catastrophe.

As ever, Jiralhanae accounts of the conflict are unreliable and their accounts of this Human's abilities and actions are absurd. No Human is capable of the things they gossip and chatter about. I suspect panic and excuse, as well as confusion caused by the spread of the parasite.

The Human in question is certainly unusual, although not the creature it has been described as. It stands taller than most, is faster and more aggressive, but still irrevocably a Human animal, worthy of neither fear nor respect. It is merely an exception that proves the rule. As always, Humans remain beneath our contempt. Their failure at Reach compounds their defeat. We sense that their defenses are failing rapidly. I have gathered information on the Human's armor, abilities, and weapons, which follows this report.

Perhaps more worrisome is the discovery and subsequent conflict with the parasite on Halo. This monstrosity festered, rotted, and waited on the Holy World, and although we cannot be sure, the Humans may have released it from its shackles. I do not presume to know the unknowable, but I suspect that the Forerunners meant this filth to stay imprisoned forever. The sacred grace of Halo was polluted before it was destroyed.

I await my punishment with faith and honor.

—Supreme Commander, Fleet of Particular Justice

UPDATED INTELLIGENCE ON HUMAN WEAPONS AND TACTICS

Most high and honored Council, according to records gleaned from the conflict and subsequent victory at *Reach* and the disaster at Halo, the Demon, this exceptional Human, is a class of warrior known as a "Spartan." These Spartans were most numerous on *Reach* and more difficult to eradicate than the other Human troops. It appears that the Demon escaped from *Reach*.

These Spartans may be machine-enhanced. They are certainly well-versed in armed and unarmed combat, and in many ways they fight more like Sangheili than Unggoy. And like the Sangheili, they are able to inspire discipline and tenacity among their weaker ranks.

Their primitive weapons and vehicles rely almost exclusively on projectiles and explosive chemicals. As ancient as their technology seems, it has occasionally caught our troops off guard. Casualties caused by unprepared infantry are unacceptable. They should be better educated in Human methods, tactics and technology. A comparison of these devices and our current weaponry follows.

OUR NUMBERS DEPLOYED ON THE HUMAN WORLD

Council: The Human home world is a primitive mix of cluttered angular dwellings, open bodies of water, and some purposeless agricultural areas. It has little logic in layout or structure, and its warrens of slum and rock will make for challenging battles. Our mission is such that we cannot simply level these structures, and so we shall deploy a wide range of general fighters and specialists to ensure our task is completed with speed, purpose, and accuracy.

Unggoy

Stout and numerous, the Unggoy long have been the lifeblood of our Covenant's infantry. They will obey any order in the service of their duty and fight well with plasma pistol, turret, or in vehicles. Unggoy will as ever fight well with their comrades the Kig-yar, and obey the directives of the Sangheili.

Kig-yar

Slight of build as they are, the Kig-yar remain a valuable fighting force. Excellent shots, and with their shields nearly invulnerable, the Kig-yar offer a great tactical advantage in ground combat. Faster and taller than the Unggoy, they complement each other very well.

Lekgolo

The Lekgolo pairs are simply too large to be deployed in many circumstances on this cramped sewer of a world, and so they will be given specialized missions. We will station them at defensive points as we gain territory, and bring them in for heavy destruction. Their fuel rod guns and sheer ability to inspire fear will be invaluable.

Sangheili

Our iron heart—the ideal fighter for this mission. My brothers. The Sangheili will be deployed across every rank, from simple soldier to Elite Commander. They thirst for Human blood and vengeance for the atrocity at Halo, and their loyalty is unquestioned. Excellent infantrymen and superb commanders, the Sangheili are proficient with most weapons and vehicle systems.

Jiralhanae

The newest ally to join the embrace of our flock is a powerful fighter indeed. The Jiralhanae are endowed with prodigious physical strength, and their simian origin makes them ideal for missions in any environment. We shall deploy them against Humans in the same instances as the Sangheili, but we may also give the Jiralhanae some increased security responsibilities in this conflict.

Yanme'e

Suited for flight and fighting in this planet's gravity, the Yanme'e will be a valuable inclusion to our forces. The Humans are unused to fighting aerial infantry. The Yanme'e will use their ability to fly to gain ground and provide accurate cover fire for other troops.

Prophets

Our guiding light and the directors of our purpose. They are father to the children of our Covenant, and they will lead us to truth and to perfection. The Prophets of Truth, Mercy, and Regret will navigate us through the task that awaits us.

CONTROLLER (DEFAULTS)

Single Player Only
Multiplayer Only

DUAL WIELDING

THUMBSTICKS

SANGHEILI BATTLE SUIT

Sangheili armor features an upgraded HUD system tied directly to armor sensors and integrated fully with the suit.

The HUD is capable of cross-referencing temperature readings to track charge-depletion status on all Covenant weapons. It also tracks the ammunition status of all Human weapons should they be used.

Weapon Indicators
Sangheili armor can monitor the status of two weapons simultaneously. A left-wielded weapon and ammo display on the left of the HUD; right-hand or single-use weapons display on the far-right portion of the HUD. When a single weapon is wielded, status on your grenade types displays on the left side. Since a Sangheili warrior can keep a third weapon in reserve, this is also indicated on the right side.

Motion Tracker
Indicates relative whereabouts of allies and hostile combatants. Motion tracker is tuned to detect aggressive or obvious motion and cannot show location of stationary or slow-moving hostiles.

Shield Indicator
A bar above motion tracker. Solid purple indicates optimal state.

Warning Indicators
These display below your reticle to provide valuable information.

End report.

BATTLE TACTICS

Getting Started
The player profile defines your control settings, your character's appearance, voice options, and some Xbox *Live* settings. You can alter your settings at any time by choosing **Settings** from the **Main Menu**, and then selecting **Player Profile**.

To create a new player profile, press **START** from the **Start screen**, then select **Create New Profile**. Type a profile name using the virtual keyboard, and then press **START** again.

Main Menu
From the Main Menu, select **Campaign** to begin a solo or cooperative game. Select **Xbox *Live***, **Split Screen**, or **System Link** to start a multiplayer game. Select **Settings** to customize player profiles or modify game types.

Campaign
You can play a campaign as a single player in a solo campaign or with a friend in a cooperative campaign. You play a cooperative campaign in split screen mode. A campaign is associated with a player profile. To start a new campaign, you need to create a new player profile.

To start a solo campaign, select **Campaign** from the **Main Menu.** Select **New Campaign**, select a difficulty, and then press Ⓐ.

To start a co-op campaign, select **Campaign** from the **Main Menu,** and then select **Cooperative**. Both players need to select a player profile and then press Ⓐ.

Saving Progress and Loading a Level
Your progress in a campaign is saved automatically at specific checkpoints throughout a game level. To continue a campaign from your last saved checkpoint, select **Campaign** from the **Main Menu**, and then select **Resume**. To load a specific level, select **Campaign**, and then select **Select Level**. You can select only levels you've already conquered.

NOBLE TOOLS OF CONQUEST

Most Supreme Council: The Human environment is unique and as such, provides unique challenges to our infantry. We shall therefore deploy specialized weapon sets to cope with this mix of open-field and close-quarters fighting. The following weapons will be supplied to ground-based troops. Some of these weapons you can dual-wield, enabling you to use them simultaneously. To dual-wield, press and hold Y to pick the secondary weapon, use the Left and Right triggers to fire.

Core Power Output:
100-150kV : 2-3 dA

Plasma Pistol (dual wield)

Standard-issue firearm of lesser Unggoy is still a flexible and useful tool, wielded correctly. Charged bursts of plasma decimate shielding, should the user hold trigger closed. Shorter bursts can be fired rapidly and repeatedly. Charge depletes in difficult battlefield situations. Once energy core has completely discharged, weapon is useless.

Rate of Fire:
420-600 rounds per minute.

Plasma Rifle (dual wield)

Favored by Sangheili but available throughout military, Plasma Rifle makes excellent mid-range weapon. Powerful, light, and deadly in capable hands. Fires super-heated plasma bolts in automatic or semi-automatic fashion. Limited power supply is only weakness. Once energy core has completely discharged, weapon is useless.

Ammo Capacity:
30 rounds per magazine.

Needler (dual wield)

Although of limited use against artillery or vehicles, a dangerous weapon. Inflicts enormous pain on targets as barbs erupt explosively in flesh. Concentrated grouping of quills kills most Humans quickly. Slight ricochet effect means it should be wielded carefully.

Covenant Carbine

Using very high-speed radioactive ammunition, highly flexible and accurate rifle. Best used at medium distances against Human opponents, features a digital visual enhancer, doubling magnification of chosen targets.

Ammo Capacity:
36 rounds per magazine.

Particle Beam Rifle

Excellent choice for long-distance execution of targets. Charged-particle weapon fires lethal beam, shot to head guarantees success against shielded or unshielded target. Rifle has digital visual enhancer, with two levels of magnification for mid- to long-distance targeting.

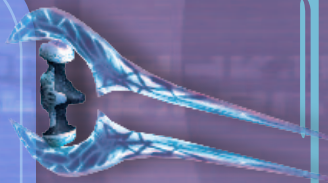
Output Capacity:
18 bursts per charge.

Brute Shot

Jiralhanae grenade launcher fires powerful ballistic explosives. Can fire these explosives in rapid succession—a string of four before reload required. Very short fuse allows skilled marksmen to deflect grenades off of hard surfaces to reach covered targets.

Ammo Capacity:
4 rounds per belt.

Length: 3 feet.



Covenant Energy Sword

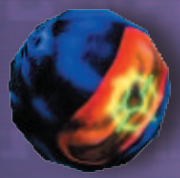
Noble and ancient weapon, wielded by strongest of Sangheili, requires great skill and bravery to use, and inspires fear in those who face its elegant plasma blade. Energy sword not to be used by those of ignoble rank, under any circumstances. Press Ⓑ for regular melee attack, and pull **Right trigger** for basic undercut attack. Or wait until reticle turns red to lock on an enemy, then pull **Right trigger** to perform a fatal lunge attack.

Ammo Capacity:
5 rounds per clip.

Fuel Rod Gun

Fuel Rod Gun is a useful infantry tool, designed to be used against smaller vehicles and personnel. Radioactive ammunition renders it particularly effective against Human ground forces. Optical zoom facility makes it accurate as well as powerful.

Radius: 30 feet.



Plasma Grenade

Most commonly used thrown explosive in our arsenal is flexible and powerful plasma device. Intelligent-adherence quality rewards accurate thrower, and has proven itself especially useful when attempting to halt or destroy Human vehicles. Adheres firmly to Human epidermal layer. Slow fuse allows thrower three seconds to retreat from blast radius.

PRIMITIVE IMPLEMENTS OF WAR

Great Council: Human weapons are primitive, mostly chemical and projectile in nature, but some are effective nonetheless. Our reliance on and expectation of energy-based weapons means that we may need to adjust our strategy when faced with the Human devices. However, the simplistic nature of Human weapons makes them open to analysis. Covenant weapons are always superior, but when faced with a choice of wielding no weapon or a Human weapon, our forces should acquire the nearest weapon at hand—even if Human. A basic understanding of how these primitive weapons work is important so that we may use these weapons to our advantage.

M6C Pistol (dual wield)

Almost laughably weak in most circumstances; however, Human pistol fires metallic projectiles which can be dangerous when fired very accurately. Often used as last resort by desperate Humans and one of their least threatening devices. Features no visual targeting enhancement and can be fired just 12 times before physical reload is required.

Ammo Capacity:
12 rounds per magazine.

BR55 Rifle

Accurate, reasonably powerful, and carries large number of small explosive-fired metallic projectiles. Fires burst of 3 projectiles. Battle Rifle has optical visual enhancement, doubling the magnification of chosen targets.

Ammo Capacity:
36 rounds per magazine.

M7/Caseless Sub Machine Gun (SMG) (dual wield)

Reliance on explosive chemical percussion makes its performance erratic and apparently difficult to control. Kinetic energy causes inaccurate firing. But sheer number of projectiles makes it a more difficult obstacle to infantry.

Ammo Capacity:
60 rounds per magazine.

Ammo Capacity:
4 rounds per magazine.

S2 AM Sniper Rifle

Using gas pressure as mode of percussive acceleration, very high-powered weapon fires aerodynamically assisted projectiles made of very hard metal. Long barrel ensures true and accurate aim, penetrates all flesh. Direct strike to head kills energy-shielded infantry. Has 2 levels of digital visual enhancer, to increase the magnification of chosen targets.

Ammo Capacity:
2 102mm shaped-charged rockets.

M19 SSM Rocket Launcher

Surprisingly effective and somewhat admired, fires missiles containing chemical explosive that can track moving vehicles. Effective even against Lekgolo. Launcher has digital visual enhancer, doubling magnification of chosen targets. Reticle indicator denotes when launcher has locked on target.

Ammo Capacity:
12 8-gauge shotgun shells.

M90 Shotgun

Long-barreled weapon packs many tiny projectiles into each shot fired. Sprays cone pattern and while useless at any reasonable distance, is quite powerful at close range. In warrens of dwellings where we must fight, must be taken seriously. Humans must manually pump to refresh firing chamber.

M9 HE-DP Fragmentation Grenade

Chemical explosive contained within hard casing. Operates on impact-activated timed fuse. When thrown by Human, fuse activates as it strikes object. However, grenade has no adherence ability and bounces unpredictably. Explosive radius and ability to inflict harm not to be underestimated.

Radius: 15-30 feet.

M41 LAAG (vehicle mounted)

The most commonly encountered weapon on the Human "Warthog" vehicle, this projectile firing weapon uses chemical percussion to fire projectiles at a high rate of speed and frequency. Simple but effective technology.

Ammo Capacity:
Unlimited.

M68 Gauss Cannon (vehicle mounted)

This curious Human weapon uses familiar magnetic-coil technology, but to accelerate primitive, though effective, projectiles at incredibly high speeds. Very effective and destructive against energy shielding. Not as effective against multiple ground forces.

Ammo Capacity:
Unlimited.

COVENANT VEHICLE DEPLOYMENT

We have deployed a large number of low-altitude atmospheric and ground vehicles to expedite careful incursion into Human territory. These are best suited to this planet's gravity and atmosphere. Mission requires additional troop transports since we are forced to deploy massive numbers of localized infantry.

Ghost

CREW: 1

Propulsion: Boosted Gravity Propulsion Drive

Armament: Twin Plasma Cannons (100-250 kW range)

Standard individual battle/transport vehicle, has proven itself in thousands of sorties and functions well in this environment. Boost facility, which temporarily diverts power from twin plasma cannons and steering modifiers, achieves very high speeds on this planet. Pull **Left trigger** to boost speed.

Banshee

CREW: 1

Propulsion: Boosted Gravity Propulsion Drive

Armament: Twin Plasma Cannons

Secondary Weapon System: Fuel Rod Cannon

Although slow, Banshee is highly maneuverable in thick atmosphere of planet. Ability to loop and barrel-roll makes it a challenging and slippery target for Human ground emplacements. Twin plasma cannons and single fuel rod cannon make it a formidable vehicle for strafing, bombing, and reconnaissance.

Wraith

CREW: 1

Propulsion: Boosted Gravity Propulsion Drive

Armament: Plasma Mortar and 2 Auto-firing Plasma Cannons

Heavily armed with ballistic plasma cannon, Wraith makes an excellent first-strike ground assault vehicle, as useful against structures and vehicles as it is against individual infantry. Thanks to considerable mass, Wraith is slow, and a boost function assists overall maneuverability.

Spectre

CREW: 1 + 1 gunner (+ 2 riders)

Propulsion: Boosted Gravity Propulsion Drive

Armament: Plasma Cannon

Multi-troop armored transport is small and maneuverable to travel with ease in Human dwelling areas. Can carry pilot and gunner; 2 passengers may ride on the flanks. However, relatively low speed makes it vulnerable to attack. Rear-mounted plasma cannon provides ample discouragement to most Humans, but best employed in end-of-battle scenarios.

Shadow

CREW: 2+8

Propulsion: Boosted Gravity Propulsion Drive

Armament: Plasma Cannon

Most flexible ground-based troop transport, capable of delivering multiple armed troops quickly and efficiently. Can hold driver, gunner, and up to 8 occupants, depending on type and relative size of infantry, but Shadow is outfitted to carry Jiralhanae, Sangheili, Unggoy, and Kig-yar.

HUMAN GROUND VEHICLES

Council: In some ways more primitive than their weaponry, Human vehicles must be taken seriously nonetheless. Usually armed, and considering their wheeled limitations, remarkably agile, Human vehicles have been designed for this precise terrain. Specifications on these vehicles were simple to find in public and encrypted datastreams. We have gleaned little that we had not already assumed.

M12 Warthog LRV

CREW: 1+1 (plus one more in rear)

Weight: 3.25 tons

Armament: 12.7mm three-barreled machine gun

Well-armed and highly maneuverable, the only Human vehicle that can match Ghost in tight quarters. Can carry 3 occupants, one of whom mans turret-mounted projectile weapon. Fires very high density of super-sonic metallic projectiles. Quite fast, can be forced into tight maneuvers using mechanical/magnetic braking system. To power-slide, pull the **Left trigger** for the E-brake.

M12G1 Warthog LAAV

CREW: 1+1 (plus one more in rear)

Weight: 3.5 tons

Armament: 25mm Gauss Cannon

Identical in every respect to other Human personnel transport variants, except for turret-mounted magnetic-accelerator cannon. Fires single penetrating round at very high speed. Effect on shielding and armor must be respected.

M808B Scorpion MBT

Occupancy: 1 Human or single cyborg pilot

Main gun: 90mm high-velocity shell

Secondary/coaxial gun: 7.62mm AP-T (Armor Piercing Tracer)

Heavy, slow, but nonetheless powerful, Human tank capable against ground and aerial targets. Combination of guns—large, single-projectile cannon and secondary coaxial weapon firing a rapid stream of metallic projectiles—make it primary target. Heavily armored and difficult to destroy.

Boarding

If you're close to a slow-moving or stationary vehicle, press and hold Ⓧ to board that vehicle. It's possible to board from the front, rear, and side of a vehicle—and above one if you jump carefully. Boarding allows you overtake the driver, passenger, and even gunner seat of most vehicles.

SETTINGS

Use the **Settings** menu to customize a player profile or create a set of rules for a multiplayer game type.

Player Profiles

You can have a number of different customizable player profiles. Change a profile's name, modify the controller settings, edit the multiplayer characteristics for a profile, or delete a player profile. To create or edit a player profile, select **Settings** from the **Main Menu**, then select **Player Profiles**.

Changing the Control Layout

You can change the control layout for each player profile to better suit your style, including the button scheme and the speed at which you look around. A number of people choose to invert their controls. This means that when you push the Right thumbstick forward, you look down, and when you pull it back, you look up. Experiment to find which combination works best for you.

To change the control layout, select **Controls** from the **Edit Profile** screen. You can also modify your layout in a campaign or a multiplayer game by pressing **START** to bring up the **Game Menu**.

Changing the Appearance of Your Multiplayer Character

To customize the appearance of your character in multiplayer games, select **Appearance** from the **Edit Profile** menu. You can choose either a Spartan or a Covenant Elite, set primary and secondary colors, and design a custom player emblem.

Game Variants

Every type of multiplayer game has a set of rules called a variant. You can modify the rules for a game you've created by creating a custom game variant. To customize a game variant, select **Settings** from the **Main Menu**. To use a variant that you've created, go to **Game Setup** in the Game Lobby and select **Change Rules**.

MULTIPLAYER BASICS

Halo 2 multiplayer enables friends to find one another, to game together, and to move throughout the *Halo 2* world as a group. You can play multiplayer games with your friends via Split Screen, System Link, and over the Xbox *Live*™ service.

Split Screen

With split-screen play, you can compete with up to three other players, side by side, on a single console. To start a split-screen game, select **Split Screen** from the **Main Menu**.

System Link

With system-link play, you can connect two Xbox consoles with an Xbox system-link cable, or up to 16 Xbox consoles using an Ethernet hub. For more information on how to do this, see your Xbox console Instruction Manual. To host or join a system-link game, select **System Link** from the **Main Menu**.

Xbox Live

With the Xbox *Live* service, you can play a multiplayer game with people from all over the world, and you can download new *Halo 2* maps . To play an Xbox *Live* multiplayer game, select **Xbox Live** from the **Main Menu** (see pg. 24 for details).

Game Lobbies

In order to play any type of multiplayer game, you need to go through a game lobby. A game lobby is the gathering place to meet and talk to friends, start a game, or join a game.

In the **Pregame Lobby** you can set up a game; you also can customize your game map and options there, and start a co-op campaign in split-screen play.

When you play a system link game, go to the **Available Games** screen to create a new game or join an available game.

Game Types

There are seven multiplayer game types. Each game type has a number of built-in variants that create different rules for a game. The Slayer game type has a regular variation called "Slayer," "Team Slayer," "Rockets," and so forth. You also can create a custom variant for a game type to create your own rules for a game

- Slayer: Kill the most opponents.
- Capture the Flag: Score the most points by capturing the other team's flag and bringing it back to your team's base.
- Assault: Score the most points by carrying, arming, and dropping your team's bomb in the other team's base.
- King of the Hill: Control the hill for the longest time.
- Oddball: Find the ball and hold on to it for the longest time.
- Juggernaut: Only the Juggernaut can win—and if you are the Juggernaut, everyone is out to get you.
- Territories: Earn the most time by finding and controlling territories on the map.

Maps

A map is a self-contained game level designed specifically for multiplayer games. Most maps are based on variations of specific campaign levels in *Halo 2*. Maps come in different sizes and have different types of buildings, scenery, etc. Large maps work well when you have a lot of people. Some maps have objects with which you can interact. Press Ⓧ to interact with an object. You can use any game type with any map.

Voice Proximity

When playing System Link and Xbox *Live* games, you can hear other players' voices. In *Halo 2*, the louder the players' voices, the closer they are to you on a map. When they're softer, they're farther away. Use this to help determine another player's proximity. Be careful though—nearby enemies can hear you talking as well.

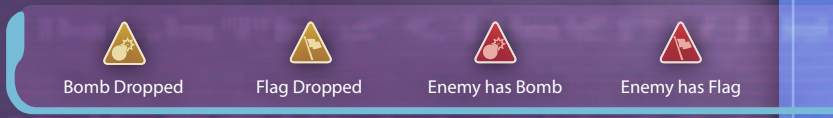
If you have an Xbox Communicator, you can use voice to direct your team. You can tap the **White** button to engage your radio and talk to your team, no matter where they are on a map. The radio will remain open until you stop talking.

Multiplayer HUD

The multiplayer HUD adds the Multiplayer Scoreboard, which shows the score of the leading player or team above your score. If you are the leader, the score of the second-place team or player is shown underneath. It is located on the lower-right side of the the screen. Hold down the **BACK** button to see more extensive scores.

Multiplayer Warning Indicators

There are several additional warning indicators that show up below your reticle in multiplayer games—these are valuable.



Waypoints

Waypoints are HUD elements used to indicate status on objects in your field of view. Pay attention to the waypoints in team games and in objective-based games like CTF and Assault.

Xbox Live!

Take Halo 2 Beyond the Box

Xbox *Live* is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a friends list with other players, see when they're online, and receive invitations to play games. For games with multiplayer mode, invite your friends to play and talk to them in real time while you play. For games with downloadable content, download new items such as levels, missions, weapons, vehicles, and more to your Xbox console.

Connecting

Before you can use the Xbox *Live* service, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting, go to www.xbox.com/connect.

Matchmade Game

Quickmatch

Quickmatch picks a random game type, map, and the fastest service for you to start having fun against players with a similar skill level.

OptiMatch

Choose a matchmaking playlist and you'll get matched with other players who select that same playlist and have similar skill levels. They will also be players who have the optimal connection speed to provide you with the best possible experience.

Levels

The outcome of a Quickmatch game or an OptiMatch game affects your *Halo 2* Xbox *Live* level for a particular playlist. For each type of playlist, you can earn a different level. As you get better at a playlist, your level increases. The more you play, the better chance you have of playing a player in a similar skill level.

Custom Game

You can play a game with a specific player, a Party of players, or another Clan. A Custom Game is a private game that you must invite other players to join (see pg. 26 for details). To create a Custom Game, select **Create Party**, and then select **Game Setup** to configure the game. When everyone in your Party is ready, select **Start Game**.

Note: A Custom Game has no effect on any of your Xbox Live Halo 2 *levels.*

Create Party

You can create a Party to game as a group (see pg. 26 for details).

Xbox Communicator

Keep track of your Clan, taunt opponents, or yell at your buddy who doesn't have a clue what "stay put" means. See the instructions that came with your Xbox Communicator for more information.

Xbox Live Guests

You can have up to three additional guests play a custom game with you on your Xbox console in split-screen mode. Select **Xbox Live** from the **Main Menu**, then press Ⓐ and select a player profile.

Xbox Live Stats

You can compare your stats to other players' worldwide. For even more detailed stats info, go to Bungie.net on the web.

GAMING WITH FRIENDS!

There are several ways to find and play *Halo 2* multiplayer games with friends and people you meet online. With an Xbox *Live* account, you can access your Xbox *Live* Friends list to play *Halo 2* multiplayer games. You can also create a **Party**, which is a temporary group of friends for a session of Xbox *Live* multiplayer gaming. And you can create a group of players to form a **Clan**.

Friends List

When you sign into your Xbox *Live* account, the Friends list is available in *Halo 2*. You can press Y at any time to bring up the Friends list. Or you can press **START** in a campaign or multiplayer game, and then press Y to access the Friends list. Use the Friends list to see friends, Clan information, and a list of players you've recently played against.

Friends

You can add up to 100 other gamers to your Friends list. Send a text or a voice message to a friend, send a Party invite, or remove a friend from your list. The Status column shows you who is online, who is in your Party, and the current Party Leader.

Clan

The Clans tab lists all the players in your Clan so you can send them messages. You can create, join, or leave a clan from the **Clans** tab.

Players List

The Players List displays all current players and up to 100 of the most recent players you've competed with or against. You can view player profiles, send text or voice messages, provide feedback about what kind of players they are, or invite them to be a friend.

Party

A Party is a temporary group of friends, or other players you've just met, who are playing an OptiMatch or a Custom Game together on the Xbox *Live* service. It's like being on a virtual couch with people from all over the world as you travel throughout the *Halo 2* universe.

Create a Party

To create a Party, select **Create Party** from the **Xbox Live** screen, then send out your party invitations! Press Y in the **Pregame Lobby** to bring up your friends list, highlight the friend you want to invite, and then press A to send a Party invite. Friends who join your Party appear in the Pregame Lobby.

As the **Party Leader**, it's up to you where you take your Party. To see where you can take your Party, select **Game Setup** from the **Pregame Lobby**. When you move between games, you can bring your Party with you.

Note: Parties are session-based, so when everyone logs out, the Party comes to an end.

Clans

A Clan is a semi-permanent organization of *Halo 2* players on the Xbox *Live* service. Each Clan can have up to 100 members, but you can be a member of only one Clan at a time. To create, join, or leave a Clan, press Y, and then go to the **Clans** tab on the **Friends List**.

Clan levels are based on the entire clan. Clans are organized into four roles: **Overlord**, **Staff**, **Member**, and **Peon**. A Clan must have at least one Overlord. Everyone who joins a Clan is made a Member by default.

To read more about your Clan, go to Bungie.net (see pg. 29 for details).

Individual Strategy

When you play as an individual player, it's important to manage your two different weapons correctly. Try to carry a long-range (such as a Battle Rifle) and short-range weapon (such as a Shotgun). Make sure you've always got a few grenades. Running backwards and throwing grenades is a great defensive move when another player surprises you in a map. Use dual wielding in tight spaces at short range, and vehicles when outdoors. Try boarding another player's vehicle. A successful boarding ejects the player from their seat. Move slowly by crouch-walking if you want to stay invisible on other players' motion trackers. Also, don't charge through the front door. Use a little stealth and planning.

Team Strategy

Teams that are successful are teams that coordinate—and communicate—well with each other.

- Use voice to direct your team. You can tap the **White** button to engage your radio and talk to your team no matter where they are on the map. Be careful though—nearby enemies can hear you talking as well.
- Manage your team's weapon selection. In Team Slayer, put someone on a Rocket and someone on a Sniper Rifle.
- Find out what your teammates are good at and let them do it. Who are the best long-range shooters? Put them on sniping duty.
- Stick to your teammates. Don't go off by yourself unless there is a tactical reason to do so. Note that there is a marker above your teammates' heads to tell you if they're on your team.
- Know what game type you're playing. Not everyone on your team can be doing the same thing. They need to take on different tactical roles. Someone needs to stay on defense in Capture the Flag (CTF)—if everyone is on offense, you won't win.

Bungie.net is the gaming center of the universe for the *Halo 2* community, *Halo 2* Clans, and the individual *Halo 2* player. Bungie.net is the place to get the latest *Halo 2* information, to interact with Bungie team, and to buy cool *Halo 2* merchandise at the Bungie Store. Bungie.net is your resource to learn how to be a better *Halo 2* player.

If you create a Bungie.net account, you can access the Bungie forums and see which of your Xbox *Live* friends are online. You can review the stats from the most recent *Halo 2* games you've played on the Xbox *Live* service, compare stats with friends, and check your current level on the various playlists.

Clan Support

Each *Halo 2* Clan can have its own page on Bungie.net with a private forum and news system. You can interact with other Clan members, review Clan stats, and formulate strategies. Bungie.net also includes information on the top *Halo 2* Clans.

The 7th Column

Discover the 7th Column, Bungie's official fan club and underground army, and help us take over the world. Members can create their own groups with their friends on Bungie.net complete with personal forums, news, and more.

Delve deeper into the world of Bungie and *Halo 2*—here are just a few of the many great community sites on the 'net (in alphabetical order):

- Halo Planet (www.haloplanet.com)
- HBO (halo.bungie.org)
- Rampancy.net (www.rampancy.net)
- Red vs Blue (www.redvsblue.com)
- Subnova (www.subnova.com)

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Tom Doyle
Justin Hayward
Paul Russell
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Mike Zak

Additional Single-Player Environment Art
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Multiplayer Environment Artist
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– Digital Recording Engineer
Dawn Hershey, C.S.A.
– Casting Director
Jim & Esmerelda McQuillan,
– Making of Halo 2 Documentary
ReelFX, Creative Studios, Inc
– Additional Cinematic Animation
Michael Salvatori
– Additional Music & Audio Production
Steve Vai
– Appears courtesy of Epic Records
Lee Wilson
– Storyboard Artist

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(in alphabetical order)
Dee Baker
– Gravemind
Julie Benz
– Miranda Keyes
Hamilton Camp
– Prophet of Mercy
Tim Dadabo
– 343 Guilty Spark
Robert Davi
– SpecOps Leader
Keith David
– Arbiter
Steve Downes
– Master Chief
Robin Atkin Downes
– Prophet of Regret
Miguel Ferrer
– Heretic Leader
John Michael Higgins
– 2401 Penitent Tangent
Ron Perlman
– Lord Hood
Kevin Michael Richardson
– Tartarus
David Scully
– Sergeant Johnson
Jen Taylor
– Cortana
Michael Wincott
– Prophet of Truth

Artificial Intelligence Cast
Ken Boynton
– Brute
David Cross
– Marine
Tim Dadabo
– Marine
Chris Edgerly
– Brute
Orlando Jones
– Marine Sergeant
John Kassir
– Marine
Andy McKage
– Marine
Marty O'Donnell
– Jackals, Hunters, & Flood
Brian Posehn
– Grunt
Laura Prepon
– Marine
Michelle Rodriguez
– Marine
David Scully
– Elite
Pete Stacker
– Marine Sergeant
Joseph Staten
– Grunt
Norm Woodel
– Elite

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The Bungie Auxiliary Players

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● *S & T Onsite* ● *Art Source* ● *Corestaff* ● *Siemens*

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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.

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

Technical Support is available 7 days a week including holidays.

- 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.
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For more information, visit us on the Web at www.xbox.com

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Conker™ LIVE & RELOADED

Gaming's notoriously naughty squirrel—*Conker*—arrives with a bang in an all-new Xbox *Live*™ enabled team-based shooter. The game features story-based campaigns and high-spirited deathmatch modes via Xbox *Live* and System Link. Form elite squads by choosing from six combat specialists, and engage in multiplayer mayhem in conventional and futuristic warfare. The combat delivers the non-stop action, humor, gratuitous violence, and innuendo *Conker* is famous for.

Also included is the critically acclaimed single-player game, *Conker's Bad Fur Day*®, completely recreated for Xbox with stunning graphics and unparalleled attitude.

Compete on XBox *Live* or System Link in an intense team-based, campaign-driven shooter pitting the Squirrels against the evil Tediz.

Play six different character classes, including Skyjockey, each with their own unique weapons, vehicles, and special abilities.

Revel in the completely 'reloaded' Xbox version of the raunchy and irreverent classic *Conker's Bad Fur Day*.

"It's so damn good looking, funny, and so fricking good that it's impossible to ignore, impossible not to comment on, and certainly impossible to put down." IGN – May 2004

xbox.com/conker

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Microsoft game studios

RARE

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XBOX LIVE ONLINE ENABLED

FORZA MOTORSPORT™

Forza Motorsport™ is the first fully-customizable driving simulator for Xbox. With authentic handling and damage physics, lifelike graphics, and realistic tuning options, *Forza Motorsport* brings your passion for cars and racing to life as you explore the high-speed world of performance automobiles. Feel the pride of owning over 200 models from Nissan, Honda, Toyota, Ferrari, Porsche, BMW, Mercedes-Benz, and over 50 other manufacturers. With your own custom collection of track monsters, take on the competition at famous circuits like The Nurburgring Nordschleife, Laguna Seca, Tsukuba, Road America, or on the spectator-lined streets of New York City, Tokyo, and Rio de Janeiro. *Forza Motorsport*. You are what you race.

Make Every Car Yours – Trick out sport compacts with real-world body kits, rims, spoilers, decals, side skirts, fender flares, and hood scoops, or add motorsport decals and team paint schemes to supercars, GT racers and exotics.

Experience the Most Technically Advanced Driving Simulation on Xbox – Cars incur damage and wear, which effects car performance. Advanced tire and suspension models respond to heat and pressure changes as well as weight transfer and aerodynamic load.

Tune It Up - Take your car to the garage and install alternative engines, suspension kits, bolt-on superchargers, brakes, rims, racing slicks and more.

xbox.com/forza

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XBOX LIVE ONLINE ENABLED

JADE EMPIRE™

Set in the ancient, mysterious world of mythical China, players train under their master's watchful eye and learn powerful martial arts and mystical powers. When danger threatens, players travel across the world, from the harsh mountains of the Land of Howling Spirits to the lush gardens of the Imperial City. In their adventures, players face powerful human and supernatural foes, learn exotic and magical martial arts, and discover the darkest secrets of the world. Only by mastering the greatest fighting styles and defeating the most powerful enemies will players earn their place as a master of martial arts in the world of "Jade Empire."

Epic story set in mythical China - Set in an ancient, mysterious world based on mythical China, players train under their master's watchful eye and learn powerful martial arts and mystical powers.

Innovative fighting system - Gamers can learn more than 30 different fighting styles, each with unique strengths and weaknesses, including martial arts styles (Legendary Fist, Storm Dragon), magic styles (Paralyzing Palm, Dire Flame), and weapon styles (Twin Axes, Halberd, and improvised weapons like chairs).

Become a martial arts master - Jump into the story right away with a pre-generated martial artist, or create a custom character tailored to specific play preferences.

xbox.com/jadeempire

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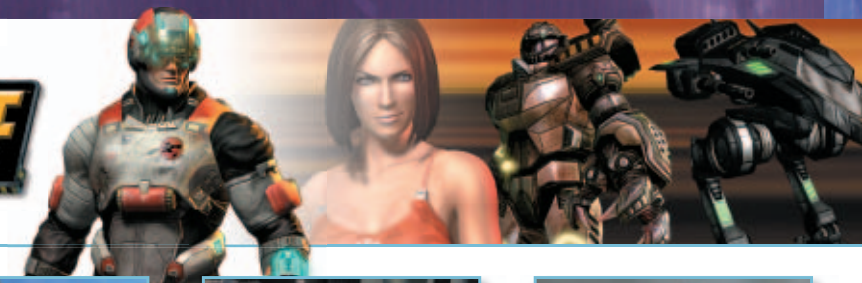
XBOX

MECHASSAULT®2 LONE WOLF



MechAssault® 2: Lone Wolf continues the massive destructible environments, intense combat and addictive online multiplayer gameplay that you have loved since *MechAssault* first hit Xbox. Continuing in the 31st century, *MechAssault 2* allows you to encounter entirely new experiences in the epic BattleTech world. This third-person action/shooter game takes immense destruction to another level—you can fully destroy the environments of the game's five worlds!

Choose from a variety of weapons and vehicles—from the stealthy Raptor 'Mech to the 'Mech-jacking BattleArmor—all equipped with different weapon configurations and artillery. Embark on an intensive single-player campaign, or defeat your enemies in the ultimate online multiplayer experience.

For the first time ever, *MechAssault 2* gives you the ability to get in and out of the 'Mech to experience warfare close up and personal.

With action and graphics so realistic, you feel like you are truly immersed in this world where 40-foot 'Mechs reign supreme.

Delve into the deeply enhanced single-player campaign, filled with seamless storytelling.

xbox.com/mechassault2

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fasa studio

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XBOX

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