

HALO CE TUTORIAL *By Robert Butler*

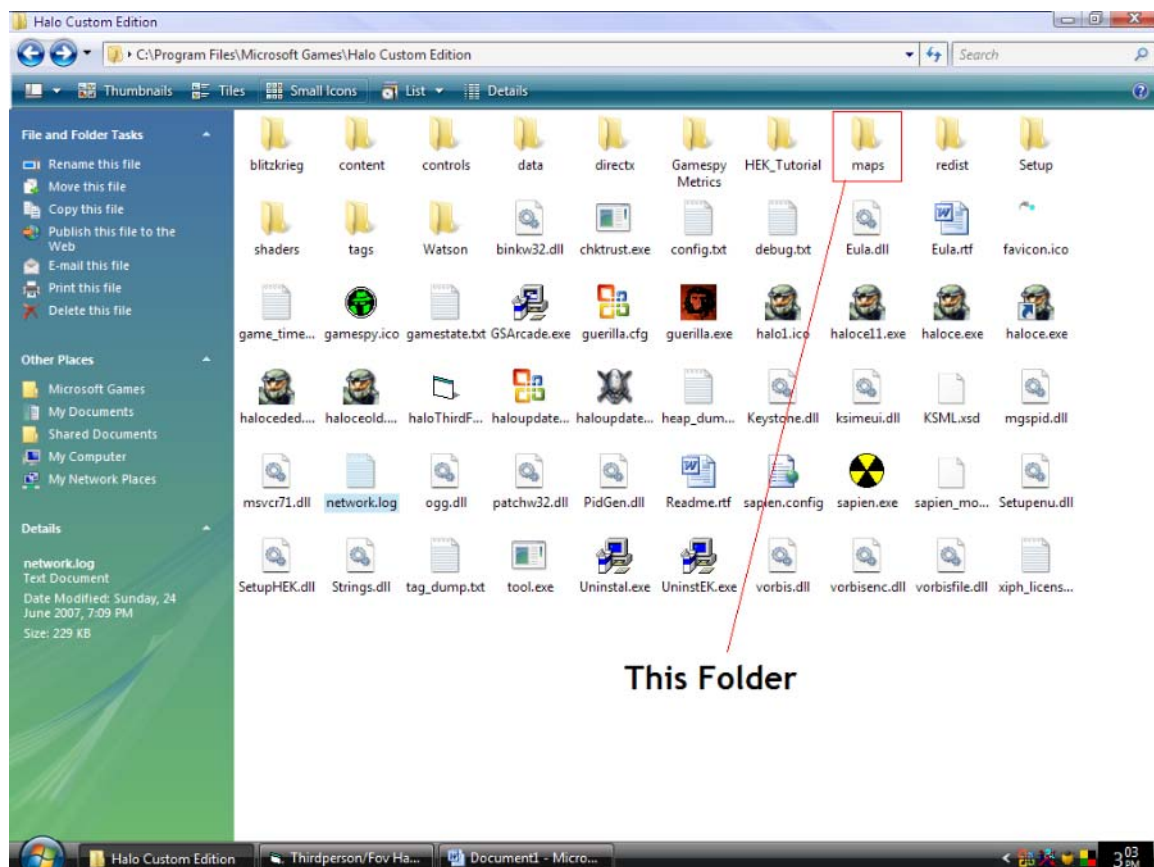
note: sorry about the diagrams, I made them myself so they are slightly cheesy

1. Halo CE

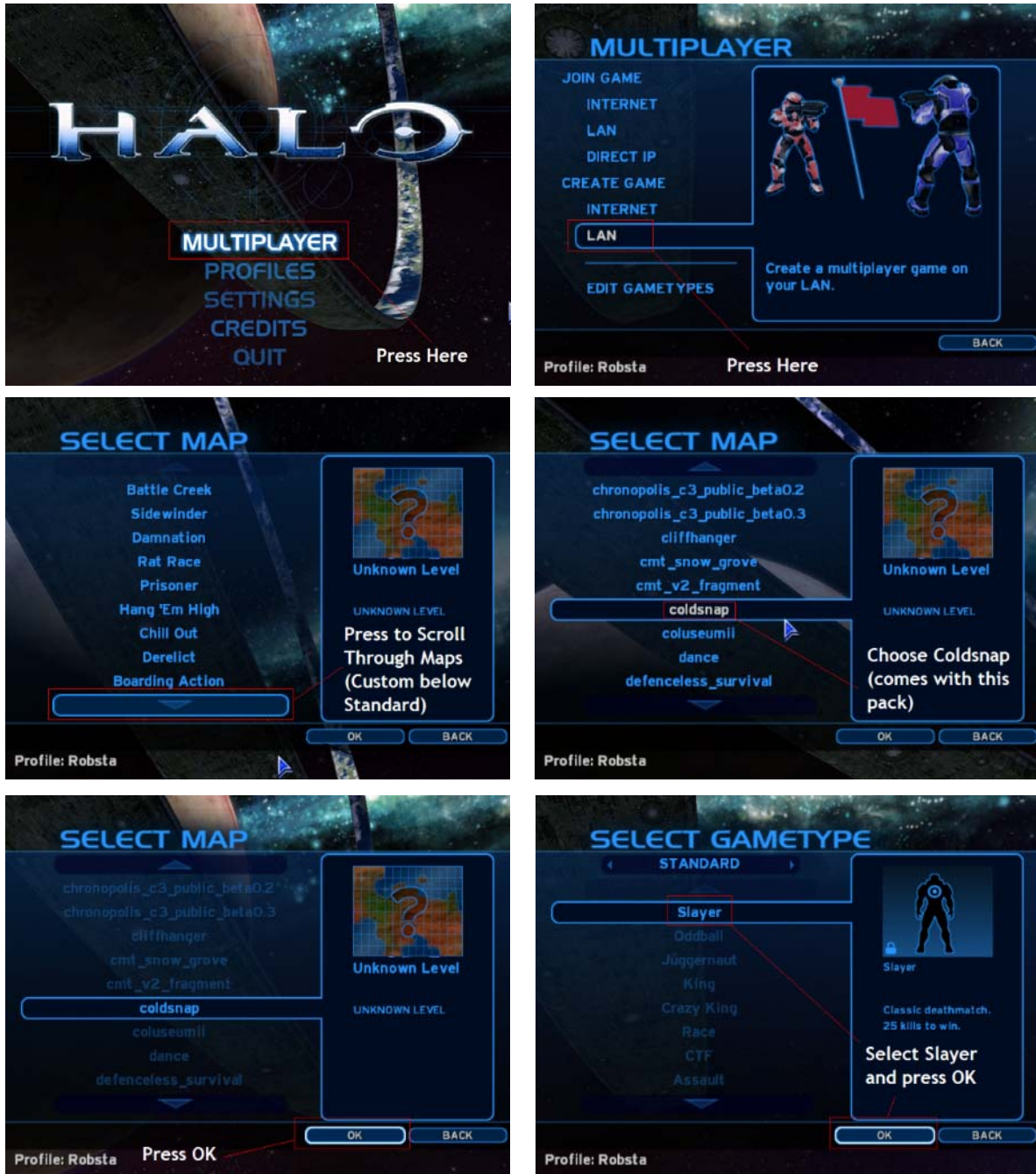
Seeing as you are reading this, you probably have already got HALO CE installed on your computer. I won't run through this, but go the Bungie website if you are stuck.

This program is and will remain an unsupported version of Halo. It is free to use provided you have already purchased a Halo game and retained the CD key.

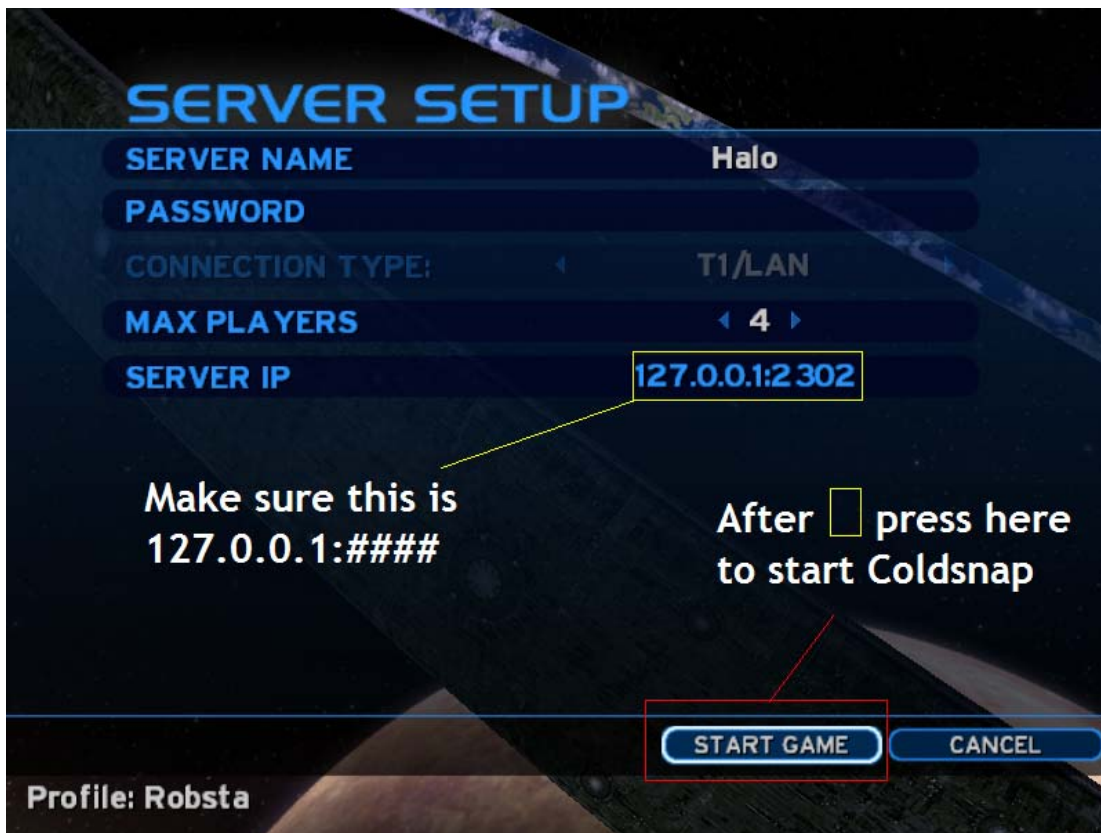
The game will start with only the basic maps you can play from the multiplayer lobby of Combat Evolved. These maps are fun... but get a bit boring. To really take advantage of Halo CE's abilities, you need to get your own maps. In the folder this document came in, I have supplied the essential maps you need to play the bulk of the games out there, but you can download several more from <http://hce.halomaps.org> & <http://halo2.filefront.com>. These maps can be fun and exciting, but always remember to check the files for viruses in case a rogue Trojan or something slipped through. After you have downloaded your maps, place them in the "maps" folder in your Halo CE directory (as shown)



Don't worry if you don't have some of the other contents of this folder, just make sure you find your maps directory and copy the maps into it. To begin using your maps, you must first load the game. Get your menu up and create a multiplayer LAN game like this



These steps can be used to access any map, standard or custom. To start the game, we must set up the local server.

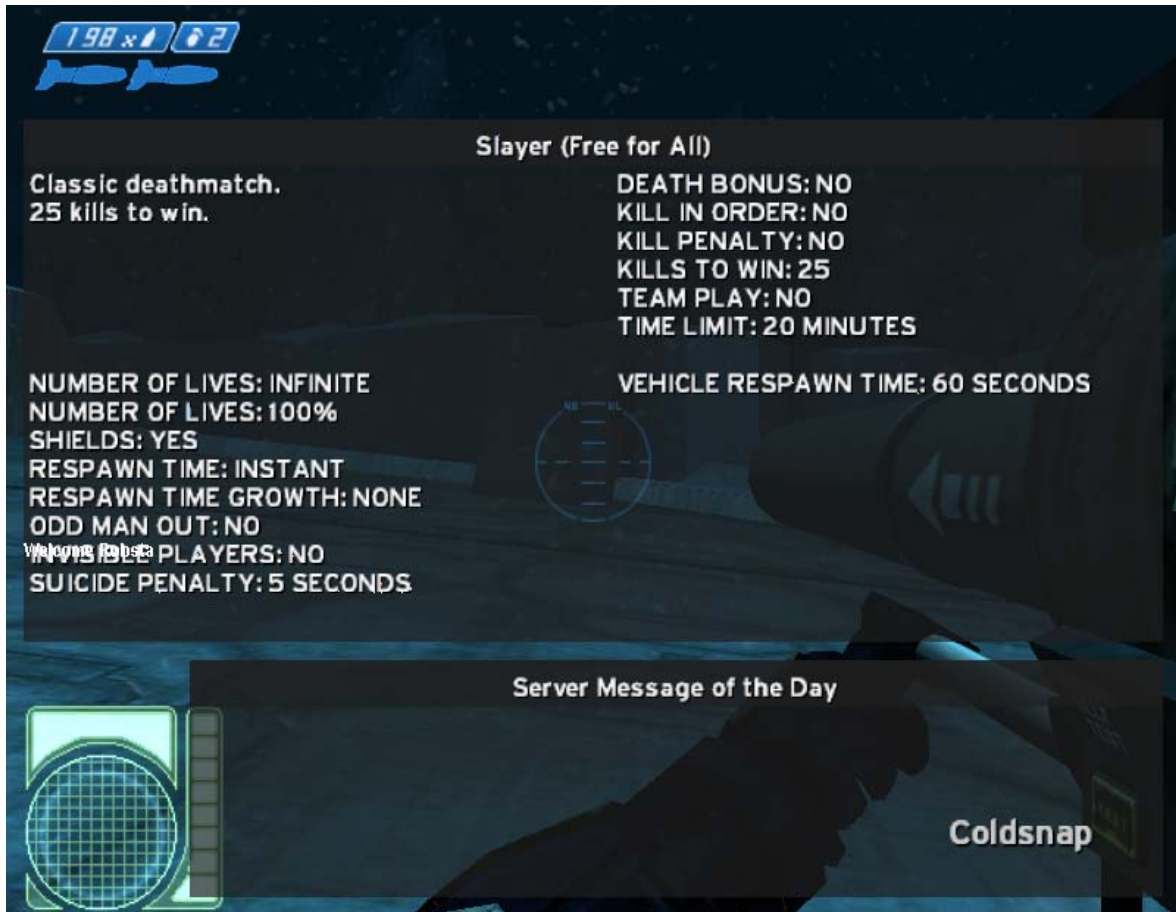


Having the SERVER IP as 127.0.0.1 tells Halo you are attempting to create a server on your own computer instead of a remote gaming server. This is known as a localhost or loopback server. The colon (':') tells Halo the next four digits are a port number. This isn't very important except if you need to have more than one server running on loopback at the same time. In that case, you must ensure both port numbers are different.

After pressing "Start Game", you will be presented with a loading screen. Just sit tight and the game will load automatically. It may take a while, up to 30 seconds to complete.

You will then see this screen after the game starts.





Congratulations! You have learned how to start custom maps in Halo CE! You can now start to learn how to play.

**GOOD
WORK**

2. Master Chief

Your controls are the same as in Combat Evolved, but if you are un-aware of what they are, here is a list of the default controls

Look around, Aim weapon = MOUSE

Move Forward = W

Move Backward = S

Strafe Left = A

Strafe Right = D

Jump = SPACE

Crouch = CTRL

Fire = LEFT MOUSE BUTTON

Throw Grenade = RIGHT MOUSE BUTTON

Zoom Weapon (pistol, sniper etc.) = CENTER MOUSE BUTTON

Swap between Primary and Secondary weapons = TAB

Pick up/ Swap Weapons, reload = E

Reload (single) = R

Torch Light On/ Off = Q

Change grenade type = G

There are also some controls relating to Multiplayer communication and they are:

Chat to all = T

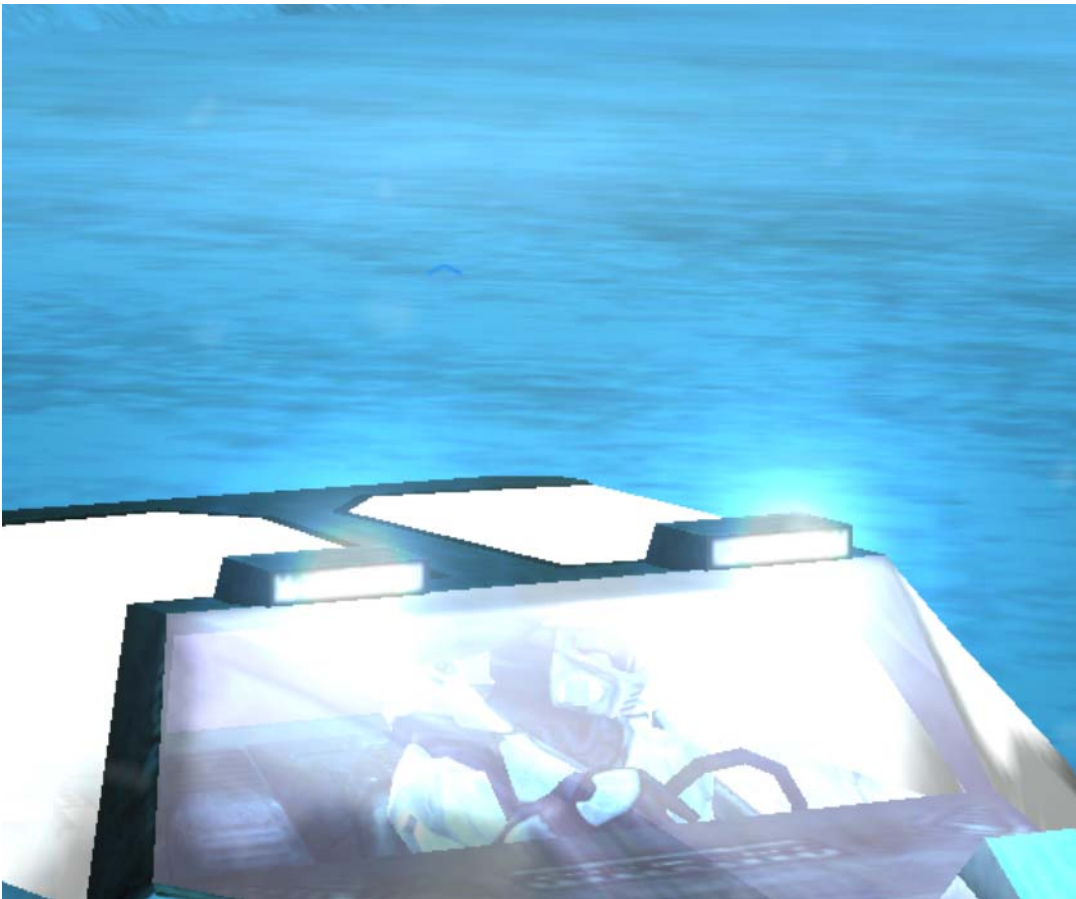
Chat to team = Y

Chat to vehicle = H

And finally there are a few commands relating to the UI if the game/

Bring up Menu = ESC

Open Console = ~



That's all you need to know for now about Master Chief! Well done so far!

**GOOD
WORK**

3. Combat

This is a tricky topic as there are several different ways to go about fighting. I will explain the most effective way to become the best fighter on land, air and sea. In section 3 (this section) we will cover combat on foot. In section 4 we will explore land vehicle controls, air vehicle controls and sea vehicle controls and in section 5, 6 and 7 we will cover combat with all three types of vehicles.

Fighting enemies on foot is rather tricky compared to using vehicles for more than one reason. Here is a list of factors that prove this:

1. You are weaker
2. You are slower
3. Your gun's are usually of lower standards
4. You have less mobility

...just to name a few. Therefore it is vital to know how to defend yourself against vehicles and how to take on anyone else on foot.

To start off with, you must remember the basis of all fighting, CAPTURE. No, it's not running up to an enemy and bagging them; it stands for the 7 key components of fighting

C onceal yourself
A llies
Precision aiming
Tactical movement
Utilize anything
Removal
Evaluate

CONCEAL YOURSELF

Quite simply, if there are enemies about, don't run around shooting like a headless goose. Make yourself invisible. Get behind an obstacle and pop up periodically to take a shot.

ALLIES

Your team mates can be the best thing in a fight. The more of you there are, the better your chances of winning the battle become. You can plan strategies, cover each other and even help each other out of a sticky situation.

PRECISION AIMING

Practice your aim. Get good enough that you can hit a rock 1km away with a rocket launcher whilst strafing (no zoom). If that sounds hard, you really need to knuckle down on your practice.

TACTICAL MOVEMENT

Think about where you move. Plan ahead. Think if the move is necessary and if there is a safer route. If not trying to keep stealth, try and fire whilst moving to distract enemies

UTILIZE ANYTHING

There are several things in Halo that serve no singular purpose including scenery, random obscure objects, nature, etc. Use these things in any way you can to achieve victory. For example, if attempting a stealth kill near a river, wade up the water stream so that your footsteps won't be heard

REMOVAL

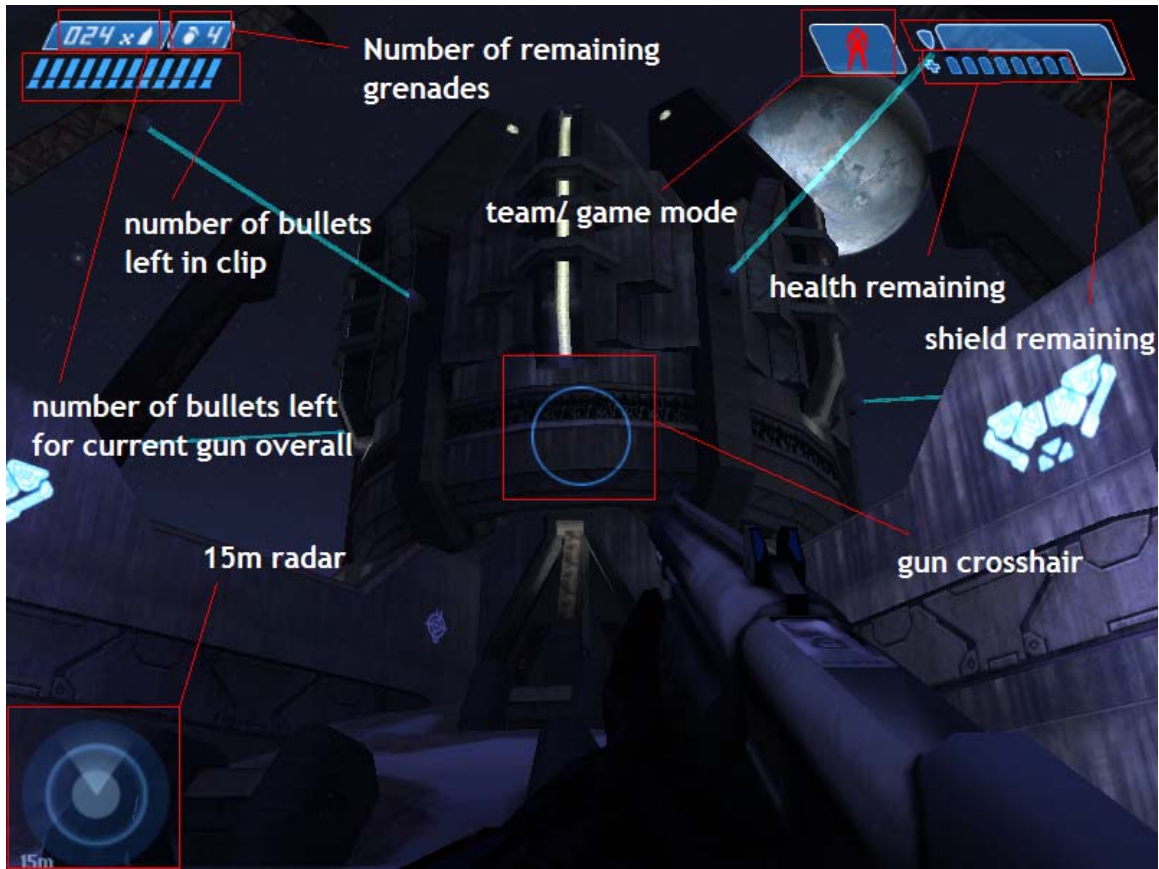
Remember, 2 enemies is better than 3. The idea of removal is that you pick off enemies from the edge inward. This allows for the enemy firing scope to become narrower and narrower to the point where their remaining players are overwhelmed. Also, by removal, it is possible to create opportunities for flanking and escape routes.

EVALUATE

Quite simply, before you get into a firefight, sus out whether or not you actually have a shot at winning and if in one, whether you can hold up. It is important to never go on a suicide mission because it gives your enemies a sense of confidence about fighting you.

When fighting you need to be conscious of your HUD. I will briefly run through it with you.





This diagram is fairly self explanatory except that I would like to point out the uses of the radar. In Slayer mode, any vehicle, moving or not, will appear as a yellow dot. Only enemies on foot who are moving will appear. They will show up as red dots. In any team game, allies appear as yellow dots and enemies appear as red ones.

We have now covered the basics of fighting on land, CAPTURE and the HUD. Well done!

GOOD WORK

4. Vehicle control

This section will be broken into the following categories and sub-categories:

AIR

- ... Banshee
- ... Jet
- ... Pelican
- ... Longsword
- ... Kestrel
- ... Helicopter
- ... Covenant Dropship

LAND

- ... Warthog
- ... Ghost
- ... Scorpion
- ... Bulldog
- ... Buggy
- ... Spectre
- ... Mythos
- ... Scarab
- ... Mongoose

SEA

- ... Shark
- ... Effects on Land Vehicles

To kick start this section, we are gonna dive straight into Air vehicles.

AIR

Air vehicles have the most diverse set of controls in the game, so it is important to understand how to fly each type of plane. Remember that some require separate elevation and motion.

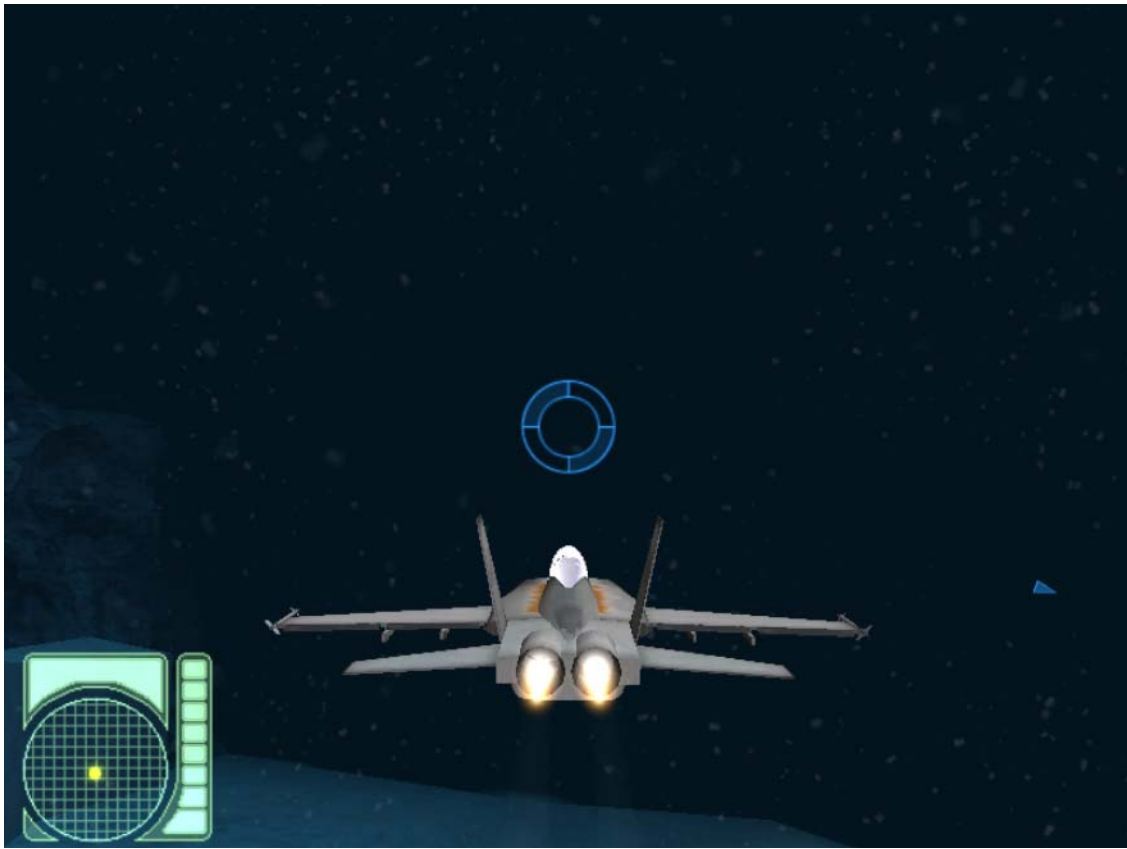
BANSHEE



To propel forward = W
To slow propel = S
Pitch, Height, Elevation, etc. = MOUSE
Fire plasma gun = LEFT MOUSE BUTTON
Fire Fuel Rod Gun = RIGHT MOUSE BUTTON

The banshee is an extremely versatile aircraft with the ability to pull off tight aeronautical maneuvers. It has a reliable gun and although not very accurate, a handy fuel rod gun included. This is great for taking out Volcan turrets and Scorpion tanks attempting to take it out of the sky.

JET



To propel forward = W

To slow propel = S

Pitch, Height, Elevation, etc. = MOUSE

Fire machine gun = LEFT MOUSE BUTTON

Fire missile = RIGHT MOUSE BUTTON

The jet is a superfast, super capable fighting plane. It is designed for all kinds of engages and handles well in tough situation. It has poor defenses but makes up for this with lightning speed. It is being seen more often in recent times than previously. A Black, slower version of the jet appeared in the map Hugeass and the jet shown above came from the map Coldsnap.

PELICAN



To Elevate = HOLD SPACE
To Drop = HOLD CONTROL
To propel forward = W
To slow propel = S
Pitch, Height, etc. = MOUSE
Fire Machine Gun = LEFT MOUSE BUTTON
Fire Chain Missiles = RIGHT MOUSE BUTTON

The Pelican embodies brilliant defenses, very accurate machine gun firing, chain missiles, reasonable maneuverability and seating for 6 or more players at the same time. The only real downside to this aircraft is it's inability to respond to elevation requests with ease. The best way to take off in this plane is to get it off the ground by holding down SPACE, tilting the nose upward and thrusting with 'W'. The best in-flight strategy for keeping aligned is to place the bottom of the cursor on the area you are flying towards. When landing, slow down with 'S' about 10 meters in front of your landing point and hold down CTRL. The pelican should slowly descend into the land.

LONGSWORD



To propel forward = W

To slow propel = S

Pitch, Height, Elevation, etc. = MOUSE

Fire Chain Missiles = LEFT MOUSE BUTTON

Fire Nuclear Missile = RIGHT MOUSE BUTTON

To Straighten Up = HOLD SPACE

The Longsword (or Fighter-Bomber) is a large plane capable of dispersing large volleys of missiles simultaneously and also has the ability to drop nuclear missiles. This plane is easy to take off and land as it will fly in whatever direction the nose is facing. This is convenient for getting out of tight hangars, dodging jets or stopping temporarily.

KESTREL



To Elevate = HOLD SPACE

To Drop = HOLD CONTROL

To propel forward = W

To slow propel = S

Pitch, Height, etc. = MOUSE

Fire Machine Gun = LEFT MOUSE BUTTON

Fire Single Missile = RIGHT MOUSE BUTTON

The Kestrel is practically a small Pelican with some even offering seating for 4 extra people. The main differences are that it is more maneuverable, slightly slower and has less firepower. It is good for quick and easy takeoffs and landings unlike the Pelican and can navigate well through crevices. A good way of turning in this plane is to hold CTRL while spinning the mouse so it reacts quicker.

HELICOPTER



To Elevate = HOLD SPACE

To Drop = HOLD CONTROL

To propel forward = W

To slow propel = S

Pitch, Height, etc. = MOUSE

Fire Machine Gun = LEFT MOUSE BUTTON

Fire Missile Volley = RIGHT MOUSE BUTTON

The Helicopter is a unique vehicle as it will gain speed if you dip the nose slightly. It has very strong firepower with the ability to take out a jet or banshee with a single Volley. There are no special flying skills to use on the Helicopter, just make sure you are above the landing zone exactly before holding down CTRL.

COVENANT DROPSHIP



To Elevate = HOLD SPACE
To Drop = HOLD CONTROL
To propel forward = W
To slow propel = S
Pitch, Height, etc. = MOUSE
Fire Dropship Gun = LEFT MOUSE BUTTON

The Covenant Dropship is basically a Pelican. It holds several people and flies the same. The only thing you need to know about this ship is that your passengers will die if you crash into a wall so be careful.

LAND

Land vehicles cover the largest range of transportation and weaponry choices in the game. Although most handle similarly, there are some acute differences that separate them.

WARTHOG



Accelerate = W

Brake = S

Steer Left/Right = MOUSE

Handbrake = SPACE

Warthogs have got to be one of the most useful vehicles in the whole game. It is essential to get good at driving Warthogs otherwise you have no real purpose. Here are some hot tips on how to drive with style:

- ... When coming around a corner sharper than 100 degrees, always tap the spacebar as you are coming out of the turn, so as not to skid out.
- ... When approaching a jump, tap the spacebar to eliminate wobble and push the mouse really far forward to help the hog land after it goes airborne
- ... If the warthog is on one side, turn the wheels the opposite way to the direction you tipped to help it roll back onto its wheels.
- ... Another type of warthog is the Rocket warthog. It is exactly the same bar the colour and the gun on the back

ROCKET WARTHOG



Accelerate = W

Brake = S

Steer Left/Right = MOUSE

Handbrake = SPACE

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- ... When approaching a jump, tap the spacebar to eliminate wobble and push the mouse really far forward to help the hog land after it goes airborne
- ... If the warthog is on one side, turn the wheels the opposite way to the direction you tipped to help it roll back onto its wheels.
- ... Another type of warthog is the Standard warthog. It is exactly the same bar the colour and the gun on the back

GHOST



Accelerate = W
Brake = S
Steer Left/Right = MOUSE
Lift Front = SPACE
Strafe Left = A
Strafe Right = D
Fire Plasma Gun = LEFT MOUSE BUTTON

The ghost is an unusual vehicle in the sense that it can strafe. Like all covenant vehicles, it can lift its front by holding SPACE and perform larger jumps by pressing SPACE before leaving the end of the ramp. These abilities and the Ghosts highly stealth-like motion create the perfect getaway vehicle or sneak in vehicle. The Ghost, however is useless in combat with say, a Warthog.

SCORPION



Accelerate = W

Brake = S

Steer Left/Right = MOUSE

Handbrake = SPACE

Fire Main Turret = LEFT MOUSE BUTTON

Fire Machine Guns = RIGHT MOUSE BUTTONS

The Scorpion is a strictly heavy duty assault vehicle designed for high impact attacks and sustainability. The Scorpion is heavily armored and slow, meaning it is designed to stay with the battle. It runs off Turret shells at the rate of 1 every 4 seconds and endless machine gun rounds. The tank is fitted with all terrain tracks that allow it to clamber over just about everything. Keeping your target in sight, even when reloading is vital for the Scorpion to hit it's target.

BULLDOG



Accelerate = W

Brake = S

Steer Left/Right = MOUSE

Endo = SPACE

Wheelie = CTRL

Fire Machine Gun= LEFT MOUSE BUTTON

Fire Missile = RIGHT MOUSE BUTTONS

The Bulldog is a 2-wheeled vehicle perfect for navigating tight corners and narrow paths. One of it's best features is it's ability to get up on one wheel. To quickly turn around, hold down CTRL and spin the mouse. Then release CTRL and you will come out of a wheelie facing the opposite direction. You can also use Wheelies to shoot at planes.

BUGGY



Accelerate = W

Brake = S

Steer Left/Right = MOUSE

Handbrake = SPACE

Fire Machine Guns = LEFT MOUSE BUTTON

Fire Grenade Launcher (from base) = RIGHT MOUSE BUTTONS

The buggy (primarily designed for stunts) handles like an unstable warthog. It has a couple of little hints though. If you press the RIGHT MOUSE BUTTON and use the grenade launcher, the Buggy will be sent into a vortex of flips. Do this off a jump and you will have an awesome stunt in no time. Remember to use your handbrake around corners so as not to flip it.

SPECTRE



Accelerate = W
Brake = S
Steer Left/Right = MOUSE
Lift Front = SPACE
Strafe Left = A
Strafe Right = D
Accelerate Full (- control) = CTRL

The Spectre is basically the Covenant equivalent of a Warthog. It handles like a Ghost except you are required to hold down CTRL for speed. The Spectre will reach speeds of up to triple a warthog but the faster it gets, the more control it loses. In this light, Full Acceleration should be used sparingly.

MYTHOS



Crawl Forward = W
Crawl Backward = S
Steer = MOUSE
Fire Gun = LEFT MOUSE BUTTON

The mythos is a portable turret. It only moves to strategic locations and stays there. It has a terrible traveling speed and has no secondary weapon. It is best to be used by experts. However, if you do find yourself in a mythos and fighting enemy, fire at the ground. The Mythos shield is designed to not be affected by it's own gun so you will be fine.

SCARAB



Crawl Forward = W
Crawl Backward = S
Steer = MOUSE
Fire Gun = LEFT MOUSE BUTTON

The Scarab is a really big Covenant Mythos. The only difference is that the scarab shoots in a straight line, rather than aimed.

MONGOOSE



Forward = W
Backward = S
Steer = MOUSE
Fire Held Weapon = LEFT MOUSE BUTTON
Handbrake = SPACE

It's an ATV. Just watch the corners as it rolls a lot. Depend on your handbrake at all times.

SEA

Although there is only one sea vehicle, Sea is still an important area to cover. With the ability to move across large bodies of water quickly and easily is a skill most lack.

SHARK



Forward = W

Backward = S

Steer = MOUSE

Fire Gun = LEFT MOUSE BUTTON

This vehicle is designed to go at high speeds in water so you need to give it a big turning circle.

EFFECTS OF WATER ON LAND VEHICLES

It is possible to drive through water in a land vehicle, but covenant vehicles will not be able to shoot and human vehicles go 3x slower than usual.

Well done, you have now learned how to drive all the vehicles on land, air and sea.

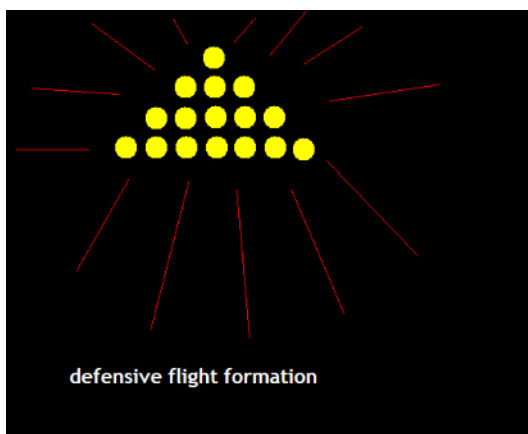
GOOD WORK

5. Air Combat

As a general rule for planes, you need to make sure that the cockpit is protected as if you are shot there, you will almost instantly die. It is important also that you use ammunition sparingly because the guns take a very long time to reload

Weaving is very important for all types of planes. If you sit on one level for too long, you WILL be shot down. It is a proven fact you are a sitting duck if you linger.

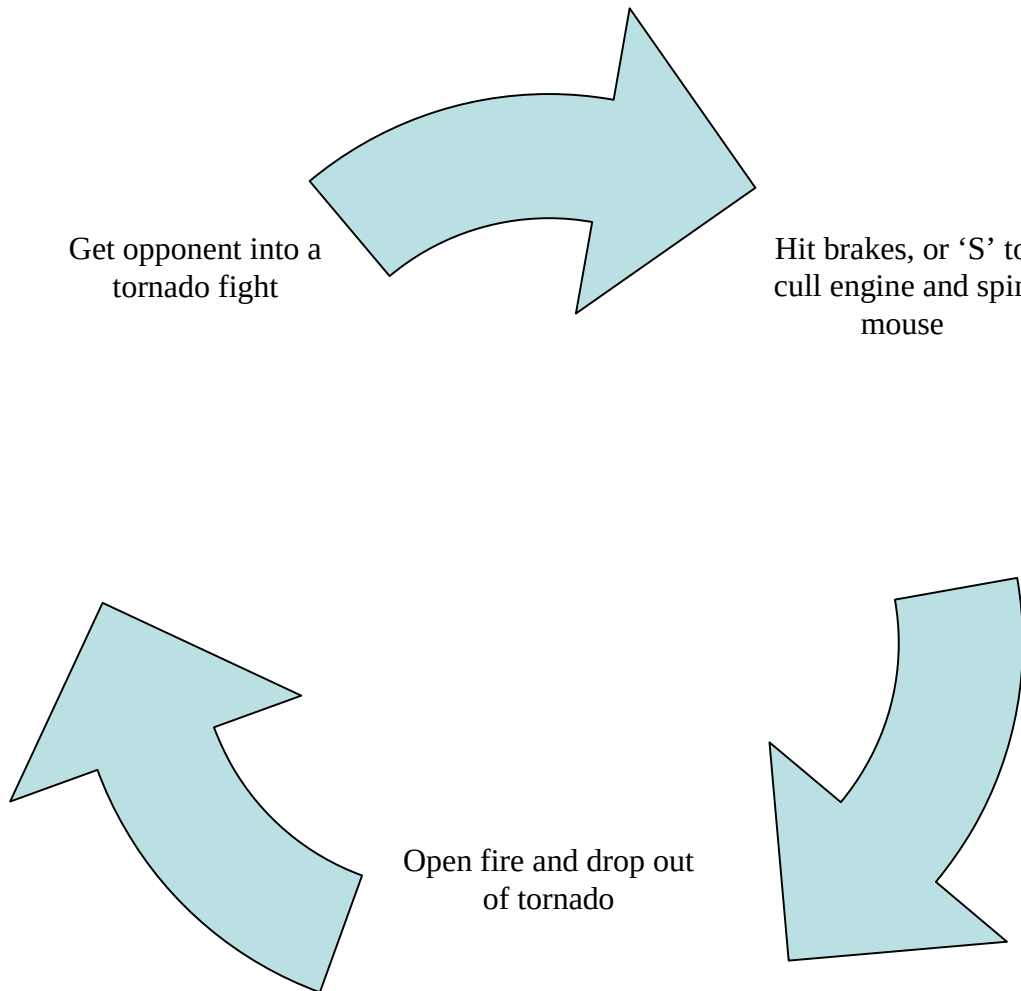
If a large group of planes from one team are attacked, form into a triangular shape to combine firepower



It is important to keep locked on to your target at all times, otherwise when you go to fire, your guns will be out of line.

DOGFIGHTS:

Dogfights are one of the largest air involved battles in Halo CE. The best strategy in a dogfight is to get your opponent in a 'tornado' battle. This is when both planes are spiraling upwards in an attempt to shoot each other. When they are locked in, push S to slow down and spin your mouse. Then you will be facing their topside and open fire. Then do it again.



That is the basis of Air Combat. Well Done

**GOOD
WORK**

6. Land Vehicle Combat

This section will be broken down into these two categories, FAP and FAV.

FAP

FAP (or Fighting Against Pedestrians) is basically a standard procedure for handling battles against other players on foot. Quite simply it involves using CAPTURE in reverse. You want to exploit your enemies options. The idea of a vehicle is to be visible. There are two types of Land Vehicles, F+S- and F-S+ or abbreviated to F+S and FS+. These are the fundamental classes of land vehicle and help you decide which action to take when fighting peds.

A F+S is a vehicle that has great firepower and low speed, whilst a FS+ is a vehicle with good speed but poor firepower. A list of the vehicles is as follows:

F+S

- ... Scorpion
- ... Mythos
- ... Scarab
- ... Wraith (less common)
- ... Heavy Scorpion

FS+

- ... Warthog
- ... Ghost
- ... Mongoose
- ... Spectre
- ... Buggy
- ... Bulldog

To fight with an F+S, it is important to distance yourself from the enemy so they don't have a clear shot, but keeping them within your range. F+S fights are basically all-or-nothing. You really have only one or two opportunities to blast 'em and you will not be able to make a run for it if they get too close.

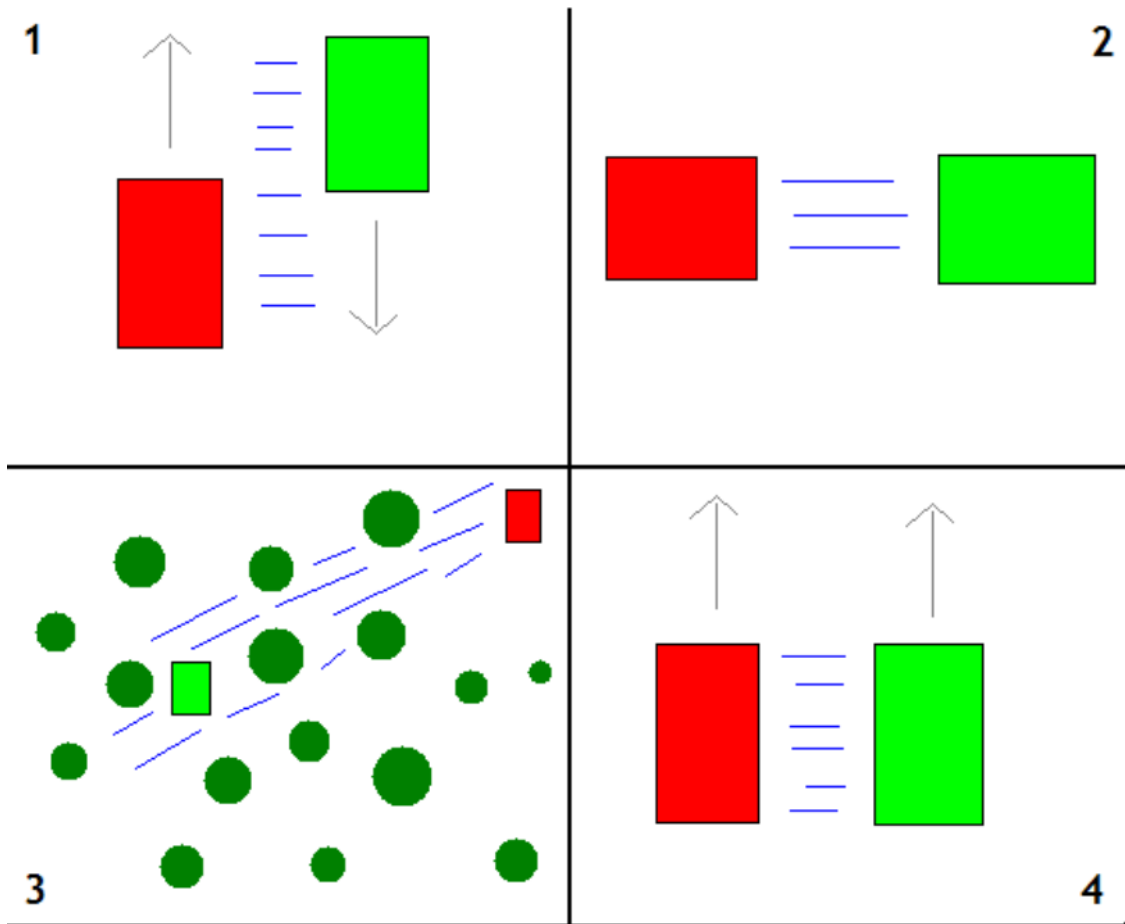
FS+ however is much more suited to fighting other players on foot as they are versatile, maneuverable and fast. Several of the FS+ vehicles require a separate gunner. To fight with an FS+, you basically are attempting to either flatten them, or get your gunner close enough to have a clear shot. Flattening is the most prominent and quick way of disposing enemies on foot. This is achieved by a method known as Tail Whipping. To Tail Whip, you need to approach your target directly and roughly 4 meters in front of them, spin the mouse and tap the brake. This action covers more ground than running straight through and stops them from jumping out of the way.

FAV

FAV (Fighting Against Vehicles) is the most common form of vehicle warfare. Unlike FAP, the best type of vehicle to use in this sort of engagement is an F+S, rather than a FS+. This is due to the nature of vehicles being harder to destroy and easier to hit which makes F+S the perfect combination. The ability to hit a moving vehicle comes with a lot of practice, but is a skill that all should learn.

There are four types of FAV encounters.

1. Drive-By
2. Head On
3. Skirmish
4. Competition



Each type of battle requires a specific skill. I will run you through each.

1. Drive-By

Drive-By encounters are where two vehicles from different teams find themselves heading in opposite directions and passing each other. This is a short encounter and you can do a lot of damage by reacting properly. For starters, always be the first to take a shot. When about to pass, move your nose in front of their top side wheel to flip them. After they are up, take a shot and then continue driving.

2. Head on

Head On clashes are the most intense battles you can have with a vehicle. There is not really anything you can do to gain advantage over the opposition, just make sure you aim at the cockpit and move as much as possible.

3. Skirmish

To fight a skirmish battle, it is important to try and get above your opponent. Try to find a hill or ramp to drive up. Also, always move to keep them guessing and distracted. Finally, make sure if they are moving, that you fire IN FRONT of them, otherwise you will always miss.

4. Competition

Competition is very dangerous and should be avoided at all costs. Competition is where two players from opposing teams are heading in the same direction next to each other. The only way to win competition is to take the other vehicle out.

All in all, it is important to watch your back in a vehicle because you never know what's coming. Use hills as obstacles to hide from bigger vehicles and NEVER fight a battle you can't win. No suicide missions.

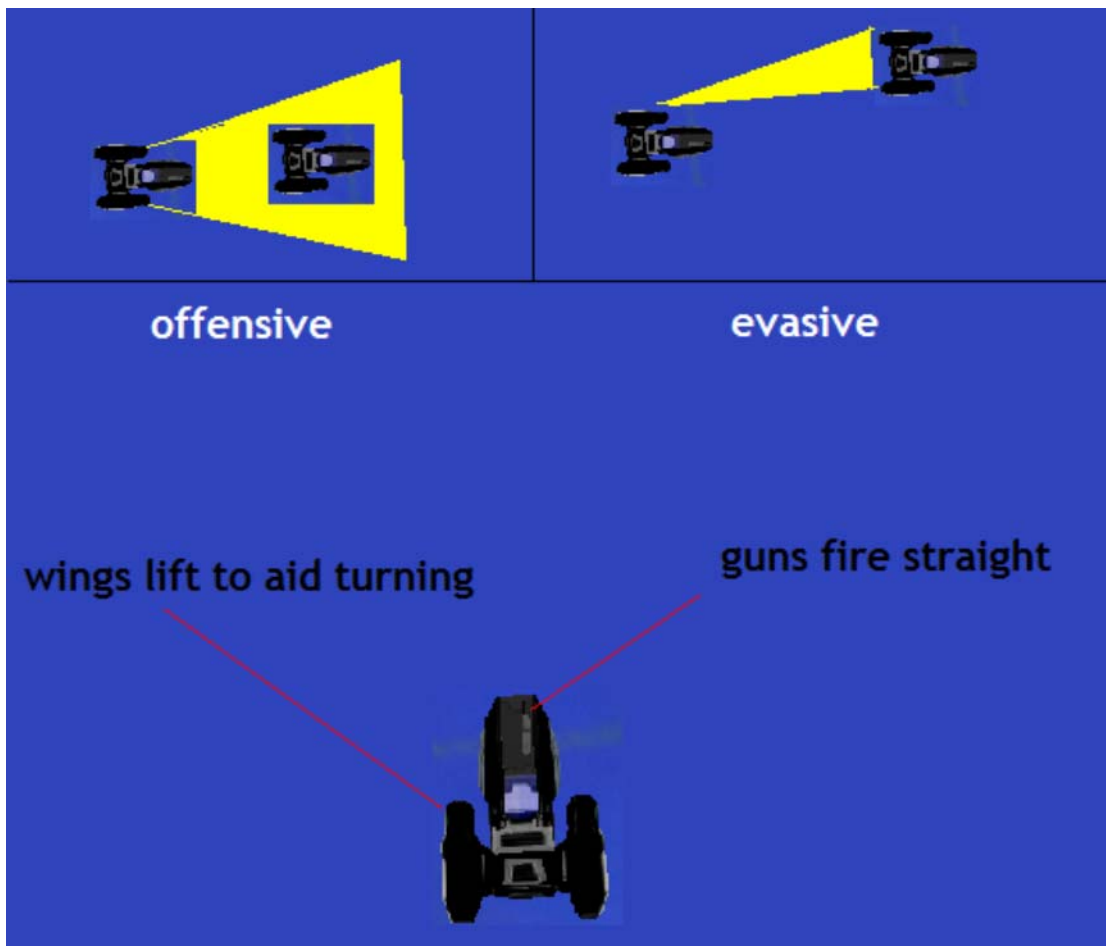
You have now learned how to fight in 2 of 3 mediums. Good job!

**GOOD
WORK**

7. Sea Combat

There isn't a whole lot to sea combat, but knowing how to operate the shark in intense situations can be vital, especially when you have no alternative.

The following diagram explains the attacking pattern of the shark



The main idea here is that if you are chasing an attacker to kill, you need to have them leveled within a v-shape starting at your seat. If they leave it, they can make a break for it. If you are being chased, you need to establish a position past the left or right wing of your enemy and circle back in towards them. This prevents them from getting a shot and can give you the upper hand.

**SHARKS HAVE A TERRIBLE
TURNING CIRCLE! IT IS EASY TO FLIP
AND IF YOU DO, YOU WILL DIE**

That is the basis of Sea Combat! Well Done!

**GOOD
WORK**

8. Everything Else that's Halo

OK, you can now play Halo CE quite well. It is time the game-types. The game-types consist of:

- ... Slayer
- ... Oddball
- ... Capture The Flag
- ... Assault
- ... Juggernaut
- ... King
- ... Crazy King
- ... Race
- ... Team Slayer
- ... Team Oddball
- ... Team King
- ... Team Race

SLAYER

Slayer is a simple death-match game that involves killing 25 opponents within 20 minutes to win. This game is a free-for-all and there are no teams.

ODDBALL

Oddball is a game-type in which the primary objective is to obtain the Oddball and retain it for a certain amount of time. Oddball is a free-for-all and there are no teams.

CAPTURE THE FLAG (CTF)

CTF is a game-type in which the primary objective is to obtain the opposing team's flag and return it to your base while defending your flag from the enemy. CTF is a team game that consists of 2 separate sides.

ASSAULT

Assault is a game-type where two teams swap between roles of offence and defence. In the time one team is in Offence, they must try and retrieve the enemy flag and return it to their base as many times as possible in the time they have provided. The other team, in Defence, must then attempt to protect the flag. After a certain set time period (usually 5 minutes) the roles rotate and the defenders become offenders and vice versa.

JUGGERNAUT

One player is randomly selected as the Juggernaut who has special abilities like better firepower and more shield. Kill the Juggernaut to steal his powers. You have to hold the powers for a certain length of time to win

KING AND CRAZY KING

Basically, hold a designated spot for a set length of time. In Crazy King, that spot will move from time to time

RACE

Hit all the flags in order and finish the amount of laps necessary first to win this game-type. Really simple.

TEAM GAMES

These are the above modes with two sides competing against each other.

There are other options for creating gametypes that are not really important.

**GOOD
WORK**

**Well now you
know all about
Halo CE! What
are you waiting
for, PLAY!**

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