



As you can see that there isn't a campaign in the menu but only multiplayer.



If you are to click on multiplayer it would appear just like the picture above. NOTE: This should be just like Halo PC (combat evolved)



I'm not a 100% sure this is like the Halo PC internet lobby (Skip to the some of the following steps if you already know this)

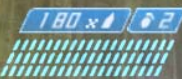


Waiting for space to clear

Welcome »AES« Zañza

Connected to server. Loading map Danger Canyon.

ESRB Notice: Game Experience May Change During Online Play.



Capture the Flag (Team Game)

Classic deathmatch.
15 kills to win.

ASSAULT: NO
SINGLE FLAG: OFF
FLAG MUST RESET: NO
FLAG AT HOME TO SCORE: YES
CAPTURES TO WIN: 3
TIME LIMIT: 20 MINUTES

NUMBER OF LIVES: INFINITE
NUMBER OF LIVES: 100%
SHIELDS: YES
RESPAWN TIME: 10 SECONDS
RESPAWN TIME GROWTH: NONE
ODD MAN OUT: NO
SURVIVABLE DEATHS: NO
SUICIDE PENALTY: 5 SECONDS

FRIENDLY FIRE: ON
FRIENDLY FIRE PENALTY: 10 SECONDS
AUTO TEAM BALANCE: YES
VEHICLE RESPAWN TIME: 60 SECONDS

Server Message of the Day



15m



If you want to play a CE map host a game click on the two choices that are circled.



As you know that you can edit your game types just like in Halo PC.



Your halo will CRASH if your load a CE [single player](#) (SP) map as a multiplayer map (MP)!! If you are to click on either LAN or Internet a menu which says select map should appear. There should be a list of original maps and CE maps which should be below the original maps. How this works for a CE MP? For example I would double click on blood_of_the_gulch which isn't a SP but a MP so it won't crash. You must be wondering whether that Halo CE can download SP maps now.



How to load up a SP map? You would need to use the console or devmode (developer mode) to enable it. '~' is what you press when you have as a shortcut for the console or devmode when you in the game after you have active it.

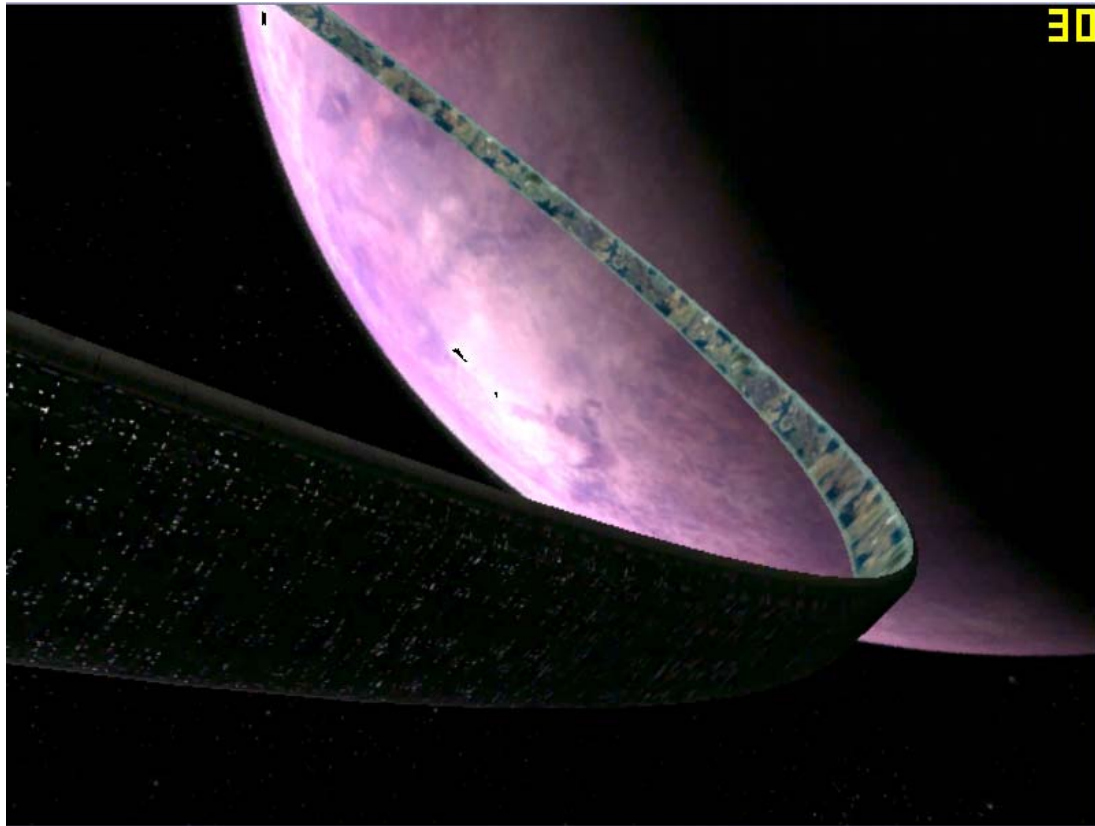
This is a program which can be used to active devmode + console. (Do not activate this when you are playing online because you r halo will 100% crash right after the server game ends and also if you active it and then go to multiplayer it will not allow you to go through)



Now back to 'How to load a SP map'.



Press ~ then type map_name then the SP maps name for example the first level of halo. You would type map_name "a10". Remember to always add the " at the start and end or it won't work. As soon as you type it in it should appear like this >>>



After awhile the SP will start!!



Website link for where to download Halo CE Single player and Multiplayer maps are down below.

<http://hce.halomaps.org/index.cfm>



The tool bars for other things such as machinimas (halo movies). The pictures below should be the stuff which the main important ones which basically covers how to use the website. (Simple as any other website)



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Search

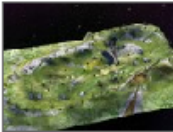
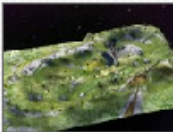
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floods

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	<u>The Floods</u> Author: {DHG}Vista Map Size: Large	07/29/07	47.2MB
	<u>The Floods part 2</u> Author: {DHG}Vista. Map Size: Large	08/13/07	48.0MB
	<u>The Floods Part 3</u> Author: {DHG}Vista Map Size: Large	04/18/08	49.9MB
	<u>Covenants last stand</u> Author: Glitcherguy Map Size: Medium	03/21/08	45.4MB
	<u>Floodquitch 3.0</u> Author: sierra117 Map Size: Medium	04/04/08	31.8MB
	<u>Flood Lab</u> Author: JEPR Map Size: Small	06/23/08	16.7MB

Modified Halo CE Maps: Floodgulch 3.0



Title: Floodgulch 3.0

Author: sierra117

Description: A Blood Gulch variant with AI bots

File Name: floodgulch3.0.zip

Media Type:  Zip

Size: 31.8M **Date:** 04/04/08

Map Size: Medium

Downloads: 4,368

User Rating: 8.3

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