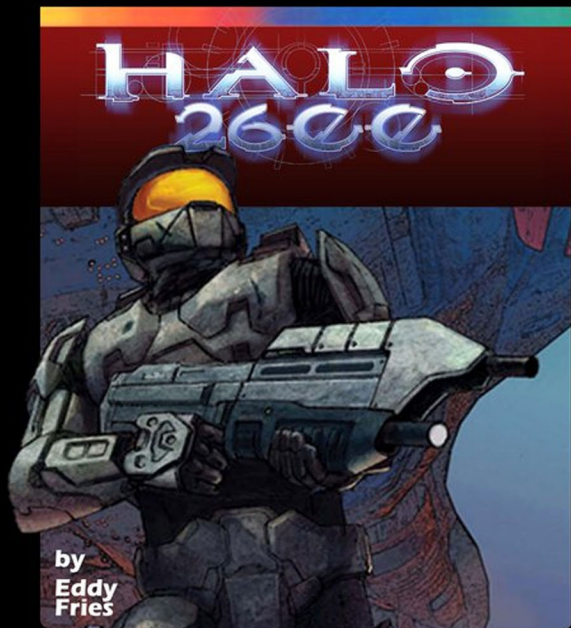


GAME PROGRAM INSTRUCTIONS



A Fan Driven Community

ATARI AGE Consumer Division

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GAME STORY

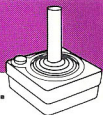
The year is 2552 and earth is at war with a powerful alien alliance called The Covenant.

You are a genetically enhanced super soldier with the rank of Master Chief.

The space ship you were aboard has crashed on a mysterious artificial ring world called Halo and you are surrounded by Covenant forces.

You must fight your way across the many environments of the ring world and stop the Covenant from using Halo to destroy all life in the galaxy.

CONTROLLER ACTION



Use the Joystick Controllers with this Game Program.

Hold the Controller with the red button to your upper left towards the TV screen.

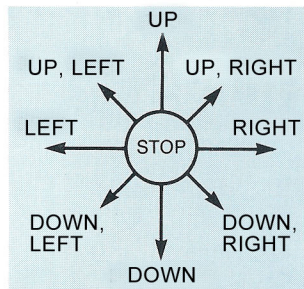
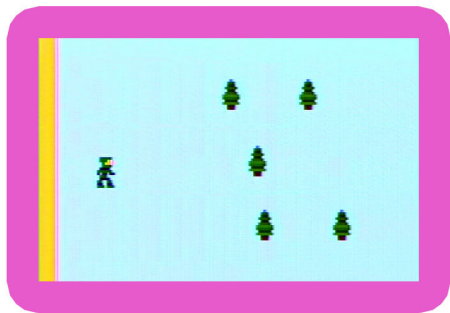


Fig. A

Move your Joystick as shown in Fig. A.

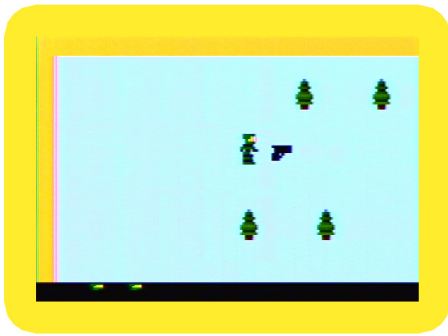
To move Master Chief forward, push the Joystick in the direction you want to go.

To shoot, press the red button. You must wait for your shot to reach a target before shooting again.



TIP:

Master Chief says, "I need a weapon!" Find him a gun so he can finish the fight.



GAME SCREEN

Move Master Chief to the edge of the screen to enter the next area. Remember where you've been to keep from getting lost.

The game begins with two extra lives. The number of remaining lives is displayed in the bottom left corner of the screen.

ITEMS & UPGRADES

PISTOLUse to shoot aliens.

SUPER PISTOLShoots faster.

SHIELDSingle shot invulnerability.

KEYCollect colored keys to open gates of the same colors.

SPEED BOOTSRun faster to avoid enemy plasma rounds.



ENEMIES

Gray Elite	Slow Single Shot
Orange Grunt.....	Slow Single Shot
Red Elite	Fast Single Shot
Red Grunt.....	Fast Single Shot
Elite Squad	Slow Triple Shot
Brute	Fast Single Shot
Mega Elite & Grunt, Cloak Elite, Boss.....	???

OBJECTS & AREAS

SAFE OBJECTS: Trees, Energy Gates.

DANGEROUS: Walls, Rocks, Alien Technology, Turrets, Exploding Aliens.

AREA 1: Forrest

AREA 2: Alien Base

AREA 3: Snow

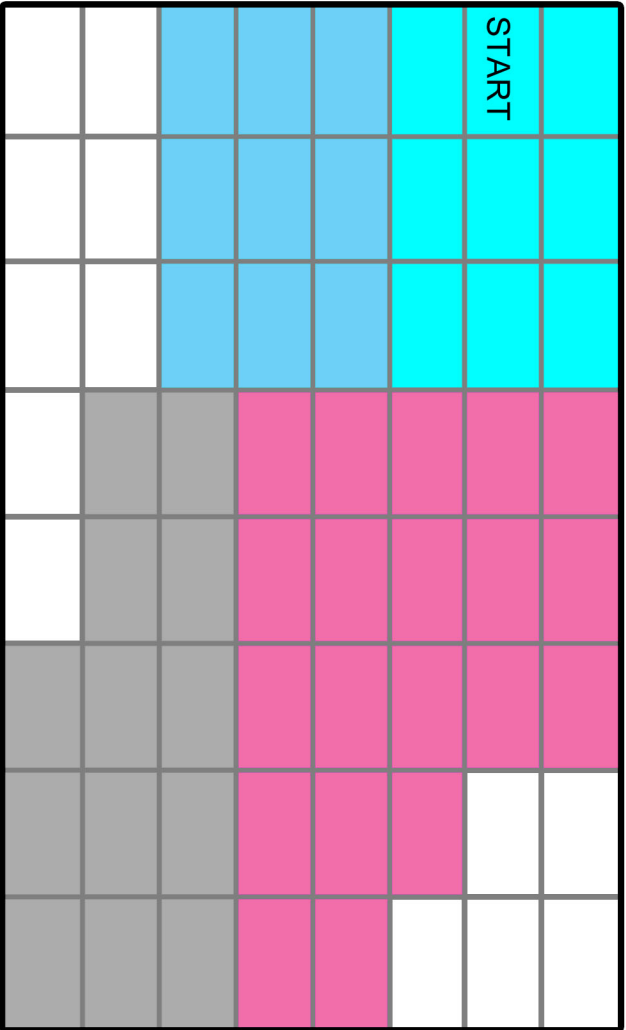
AREA 4: Mega Forrest

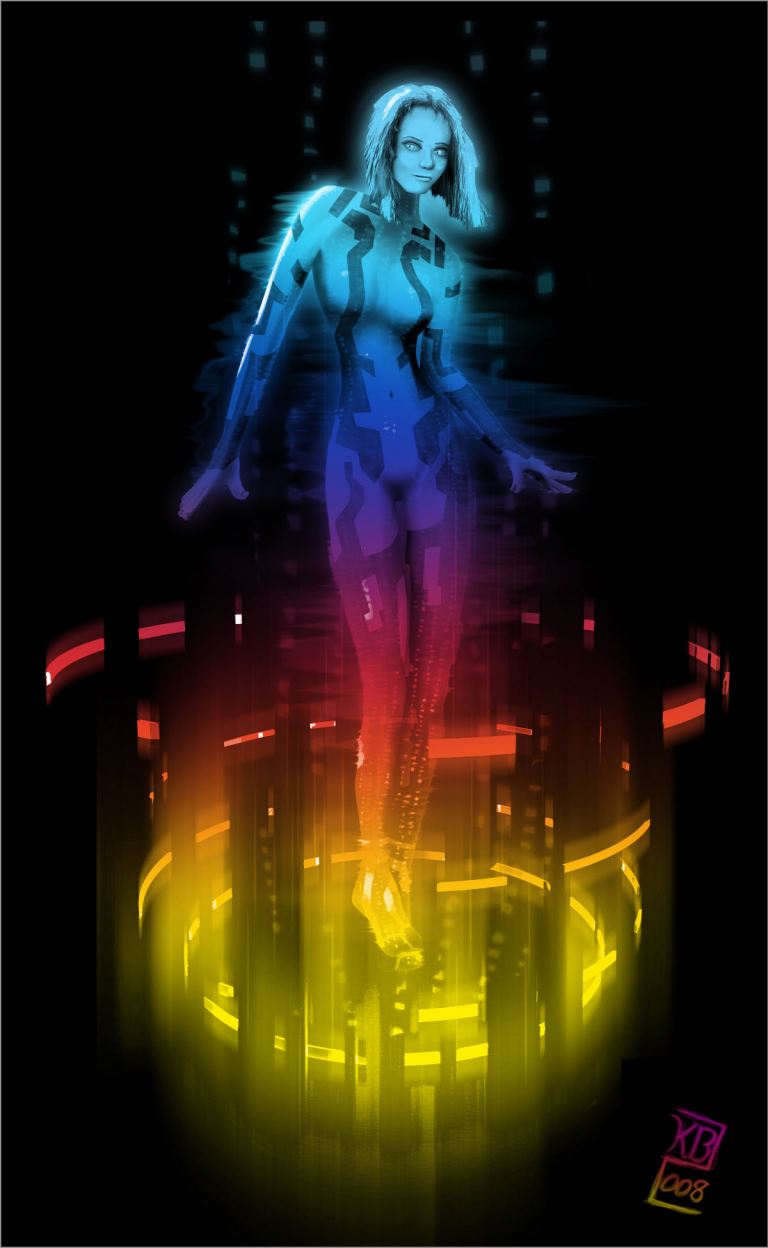
AREA 5: Snow

AREA 6: Boss Base

GAME MAP

TURN BOOKLET SIDEWAYS TO KEEP TRACK OF ITEMS, WALLS, ETC.





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2008