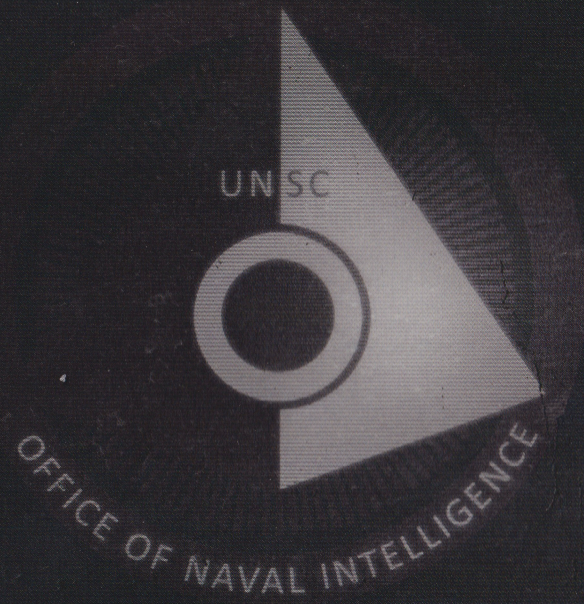
XBOX 360

XBOX LIVE



FIELD OPERATIONS GUIDE

FM 90-10-140



AUTHENTICATE: HALO 3: ODST

WARNING Before playing this game, read the Xbox 360® console and accessory 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 farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

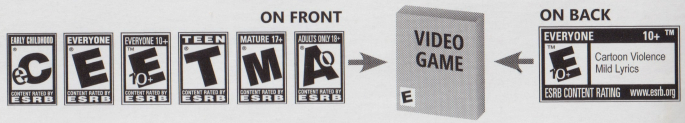
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit **www.ESRB.org**.

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<\\ UNSC OFFICE OF NAVAL INTELLIGENCE

<\\ CLASSIFIED TRANSMISSION [ONI.SEC.PRTCL-1A]

>> SENT: [DARE.V.500341(S1)]

<< RECEIVED: [ONI.DIRECTORATE.FLEETCOMM-HQ]

<\ VTT TRANSCRIPT AS FOLLOWS ~

<< Make it quick, Captain. You're not the only bee buzzing in my hive today.

>> Of course, sir. There's a priority asset inside the city. We need to pull it out.

<< Can you be more specific?

>> Sending you my report with relevant imagery now…

<< I'll be damned… Either the Covenant's getting sloppy or we're getting lucky.

>> Let's hope a little of both.

<< This intel didn't come from your shop?

>> No, sir. From the city's public security cameras.

<< Verification?

>> HUMINT. Single source.

<< And?

>> He checks out. Endesha, zero-zero-six-one-eight-two.

<< Municipal engineer… New Mombasa public works department… What's he doing in the basement of an S2 alpha-site?

>> Damage control, apparently. He manages the Superintendent.

<< The same machine that registered this… seismic anomaly?

>> Yes, sir.

<< So what do you need, Captain?

>> An extraction team. If you look at—

<< ODSTs? Negative. Admiral would have my ass if he knew I was pulling boots off the line.

>> Sir, with respect. The clock is ticking. We have an at-risk, Superintendent-class A.I. packed with high-value data. And those troopers are racked and ready.

<< But Helljumpers? Really? Don't you think this particular extraction requires a little more… restraint?

>> I can personally vouch for the capabilities of the gunnery sergeant and his unit.

<< Personally? Buzz-buzz, Captain Dare.

>> One squad. That's all I need. And I'll have the asset secured by sundown.

<< Very well, Captain. Get it done. Just one more thing…

>> Sir?

<< The less your team knows about what they're after the better.

>> Like you said, sir—restraint.

~ TRANSCRIPT COMPLETE \>

MUNICIPAL ALERT!

The Office of Naval Intelligence (ONI) maintains a facility inside the New Mombasa city limits. Be a good neighbor, and respect the ONI security perimiter!



ORBITAL DROP SHOCK TROOPERS

Congratulations, trooper. As an ODST recruit, you are part of an elite, voluntary branch of the United Nations Space Command (UNSC) Marine Corps. Classified as special forces, ODSTs have earned the nickname "Helljumpers" because of our preferred deployment system: single-occupant, exoatmospheric insertion vehicles (SOEIVs)—drop pods fired from Navy ships unable to maintain safe orbit above Covenant-occupied worlds.

SOEIVs are fully automated, but most ODSTs prefer to fly them manually, performing evasive maneuvers to evade hostile fire. Be advised: A typical drop terminates in a rapid deceleration 50 meters or less from the ground. And while SOEIVs are rugged systems, their thrusters and air-brakes have been known to fail, killing the occupant on impact. We call this "digging your own grave."

Because of the SOEIV's cramped quarters, you will almost always deploy with lean gear. But there are two weapons no ODST would ever jump without:



M7S SUBMACHINE GUN

A sound-suppressed variant of the M7 rifle. Compact size, 48-round magazine, and 2x zoom reflex sight, make the M7S invaluable in stealthy urban operations.



M6S MAGNUM

A sound-suppressed variant of the M6 sidearm. With 4x zoom, 12-round magazine, and minimal recoil, the M6S excels at quick, precision kills.

ODST HUD

Your ODST uniform and body armor are similar to those of a standard UNSC Marine except you are also equipped with a full-head helmet that, in addition to offering improved protection from ballistic and energy projectiles, carries a sophisticated, tactical heads-up display (HUD).

The HUD not only shows your current loadout of grenades, weapons, and ammunition, it also provides real-time monitoring of your two most important biometrics: **stamina** and base body **health**.

While the method of calculating these metrics is classified, your HUD makes them easy to understand: reddening around the edges of the HUD means your stamina is low; reduction of a narrow bar near the top of the HUD means your base health is depleted.

Stamina recovers automatically as long as you are not taking hostile fire; but base health only improves with medical intervention via combat aid kits, or "medkits" for short. Fortunately, you have been trained in the use of civilian medkits—essential knowledge in urban terrain far from expeditionary medical facilities and Navy corpsmen.

While your HUD is designed for efficient, peripheral observation, new ODST recruits are encouraged to actively monitor their biometrics and adjust their fighting style accordingly.

HEALTH CARE ON DEMAND:
Tired of waiting for your doctor? New Mombasa's OPTICAN kiosks offer immediate medical assistance!

Optican™

ODST HUD AND VISR

In addition to the HUD, an ODST's helmet is equipped with the sophisticated Visual Intelligence System Reconnaissance Class—or VISR.

The VISR is two useful technologies in one: a low-light, target-acquisition vision mode and a HUD-space database (see pages 8–9).

Please study the following key elements of your HUD and VISR before your first battlefield deployment.

1. COMPASS

Displays your current heading, navigation makers, and beacons (see callout 1 on page 8 for additional details).

2. FRIENDLIES

VISR highlights friendly contacts green. Check your fire!

3. HOSTILES

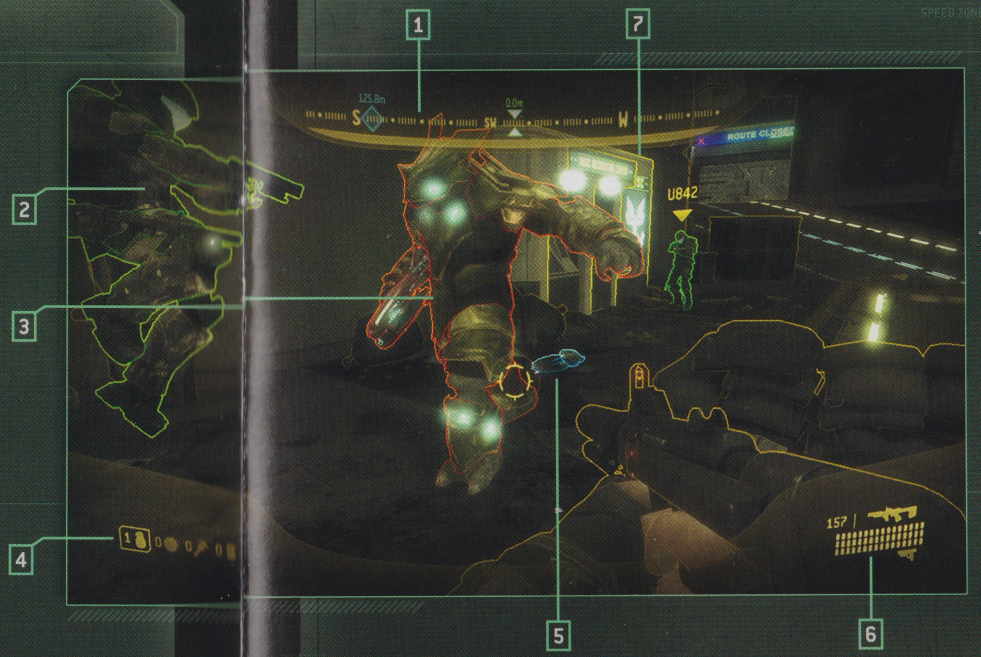
VISR outlines all hostile units and vehicles red.

4. GRENADE INVENTORY

Press LB to cycle through grenades. Pull LT to throw the selected grenade.

5. MEDKITS, WEAPONS, VEHICLES

OPTICAN medkits and abandoned weapons and vehicles are highlighted blue. To use a medkit, simply walk over or touch it. Hold RB to pick up a weapon or to drive a vehicle when you are standing near the driver seat.



6. WEAPONS AND AMMUNITION

Displays available weapons (active weapon on top) and ammunition. Press Y to swap weapons.

7. DATA TERMINALS

Data terminals appear yellow in VISR. Press RB to access a terminal and download all audio and visual data to your VISR database.

SEE A DOT? TAKE THE SHOT!

Weapons such as your M6S magnum pistol can deliver one-shot kills. Target a hostile unit's head, and if you see a red dot in your aiming reticle, pull the trigger!

VISR DATABASE

Your VISR database holds three kinds of data:

NAV Mission map and navigational tools
INTEL Mission objectives
COMM Communications collected from data terminals

Access your VISR database by pressing BACK.



1. COMPASS

When you select a preplaced beacon on the map, a blue diamond appears on the compass to help guide you to the beacon. When you place a dynamic waypoint, two green triangles mark the waypoint's location.

2. KEY LOCATIONS

Lists locations relevant to current mission objectives. Press up or down to select a location's beacon.

3. MAP LEGEND

Lists map identification symbols.

4. GRENADE INVENTORY

See callout 4 on page 6.

5. VISR DATABASE TABS

Press LB or RB to cycle through NAV, INTEL, and COMM data.

6. WEAPONS AND AMMUNITION

See callout 6 on page 7.

7. CONTROLLER LEGEND

Lists controller buttons for placing waypoints and closing the VISR.

8. WAYPOINT LIST

Lists current waypoints and the ODSTs who placed them. Press Y to cycle through waypoints.

9. MAP OF NEW MOMBASA

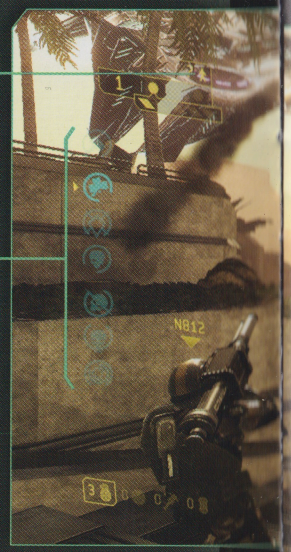
Use L to move the map and R to zoom.

SERVING WITH PRIDE!
Lost? Too busy to access your VISR database?
Press up to display a temporary navigation hint!

FIREFIGHT

Battle to liberate New Mombasa alongside up to three friends on Xbox LIVE® or system link, or with one friend on a local Xbox 360® console! In Firefight, you and your ODST teammates engage wave after wave of Covenant invaders. The more hostiles you kill the more points you score. To rapidly score points, take advantage of the medal score multipliers (headshots, grenade sticks, and more).

Visit Bungie.net to view your postgame stats and compare your high scores to those on your friend's list (for more information, see page 26).



Waves, Rounds, and Sets

Your progress in Firefight is measured as you battle Waves in Sets of Rounds.

A **Wave** consists of one Covenant squad deployed to kill you. The number of enemies in each Wave varies depending on squad makeup and difficulty.

A **Round** comprises 5 Waves of Covenant attackers. After each Round you have a brief break to reestablish a defensive perimeter.

A **Set** comprises 3 Rounds (15 Waves of Covenant) and concludes with a Bonus Round. After each Set you get a slightly longer break to resupply.

The **Bonus Round** is a timed killing frenzy where your team tries to score as many points as possible before all players die or the time elapses. Remember: the Iron skull is always activated in this round (see page 12). If your team scores enough points, you are awarded bonus lives.



Respawn and Resupply

During each Firefight, your ODST team shares a pool of limited lives. Team members who die respawn in a safe area, but the team loses one life from the pool. Additional lives are awarded at the end of each Round and Set.

There are two exceptions to these respawning rules:

- Dead players respawn for free after each Bonus Round.
- Dead players respawn for free when you have no remaining lives but at least one team member survives a Wave.

New supplies of OPTICAN medkits and UNSC weapons are provided at the successful completion of each Round.

Skulls

As each Firefight progresses, various difficulty-multiplying skulls come into play. Tough Luck, Catch, and Black Eye activate at the start of Rounds; Tilt, Famine, and Mythic activate at the start of Sets. The longer a Firefight lasts, the more skulls remain active simultaneously, so by the start of Round One of Set Five, all Round and Set skulls are active. The Iron skull is only active during Bonus Rounds.



Tough Luck
Round skull Covenant forces have extra dodging ability when evading grenades, rockets, and needler fire.



Catch
Round skull Covenant troops are armed with extra grenades.



Black Eye
Round skull Stamina only recharges when you successfully melee attack an enemy.



Tilt
Set skull Armored units take less damage from bullets, and unarmored units take less damage from plasma.



Famine
Set skull Dropped weapons lose half their normal ammunition/charge.



Mythic
Set skull Enemy health is doubled.



Iron
Bonus Round skull No respawns until the end of a Wave.

MULTIPLAYER BASICS

Included with ***Halo 3®: ODST*** is a second disc that delivers the ultimate ***Halo 3*** multiplayer experience—the original ***Halo 3*** maps along with the Forge game mode, plus all the downloadable ***Halo 3*** maps! Recruit your friends for multiplayer combat on Xbox LIVE, system link, or in split screen on a local Xbox 360 console.

Game Lobbies

There are four multiplayer game lobbies.

- **MATCHMAKING**
  Make every online match competitive through automatic grouping of players with similar skill levels in playlists dedicated to the most popular game types (requires an Xbox LIVE Gold Membership).
- **CUSTOM GAMES**
  Create a private match or customize your own multiplayer games by changing game and player settings. For example, if you want to make a punishing variant of the Infection game type, you can arm the Humans with just grenades and pistols to fight off a lightning-fast alpha zombie with vampiric shields. Good luck, Humans!
- **FORGE**
  Arrange objects, equipment, and hazards on any multiplayer map. Remember, even the most subtle change can dramatically affect gameplay. Map variants can be created by yourself or with friends on Xbox LIVE, system link, or a local console.
- **THEATER**
  View, edit, and take screenshots from films of multiplayer games using any possible combination of camera angles. Players with an Xbox LIVE Gold Membership can also store films and screenshots online and share them with friends.

Your Settings

To access your in-game identity, player settings, and file sharing options from any game lobby or even during gameplay, press START to open **Your Settings**.

MEDIA	
BUNGIE FAVORITES	Get hot new maps, game types, films, and screenshots… straight from Bungie to you.
FILE SHARE	Manage the film clips, screenshots, maps, and game variants you want to share through Xbox LIVE (requires an Xbox LIVE Gold Membership).
SCREENSHOTS	Flip through your scrapbook of pain, including shots from your own game films and shots downloaded from friends.
ACTIVE TRANSFERS	Review current and pending file transfers.
MARKETPLACE	Visit the Xbox LIVE Marketplace for *Halo*-related downloads, game demos, and more.
BUNGIE PRO	Join Bungie Pro to upgrade your file-share capacity on Xbox LIVE.

SETTINGS	
GAME CONTROLS	Set controller preferences.
APPEARANCE	Pick your Service Tag, gender, and armor details.
VOICE COMMUNICATION	Control how and when you hear friendly and enemy voices during matchmaking games.
SCREEN SETTINGS	Set subtitle and screen brightness options.

MULTIPLAYER GAMES

To play in 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 and host games on Xbox LIVE.

Xbox LIVE Connection Information

For more information about networking issues while playing on Xbox LIVE, visit **www.bungie.net/router**.

System Link

To host or find a system link game, choose **System Link** from the **Network** menu. Select a game in the game browser to view details or to join if a player slot is available.

Creating or Joining a Party

Parties can be created in different ways, such as joining opponents you've met through matchmaking, hosting a party from the **Custom Games Lobby** for a private battle, or asking a friend to join you in the **Forge** to create the perfect map.

To start a party, all you need to do is pick the lobby for the game type you want and set your network connection. Just like that, you're now the leader of a solo-Spartan party.

As the party leader, you decide the size of your party, who can join your party, and whether your party can join other parties.

To find more party members, press Y in any game lobby to open your friends list. From your friends list, you can view your friends' **Service Records** and join their current parties or invite them to join yours.

Xbox LIVE Privacy

You have several privacy options when playing on Xbox LIVE. From any lobby, select **Network**, and then under **Xbox LIVE** select **Open Party**, **Friends Only**, or **Invite Only**. **Open Party** allows friends and recent players to join your party. **Friends Only** is limited to friends or current party members. **Invite Only** requires an invite from someone in your party to join.

Finding a Game

Use the **Matchmaking Lobby** to automatically find opponents of your skill level. After you pick a playlist, the matchmaking service will compare your rating and skill level (or the average rating and skill for your party) against other players in that playlist. Playlists are divided into ranked and social lists of the most popular solo- and team-game types. Ranked playlists have some restrictions to keep the playing field level (no guests and no parties larger than team size for that playlist), but it is only by playing in ranked matches that you can raise your skill level and reach the highest ratings of the UNSC.



Creating a Custom Game

Customize your game by selecting game and map options in the **Custom Game Lobby**. When creating a game on Xbox LIVE, you can set privacy options from the **Network** menu (see "Xbox LIVE Privacy" on page 15). Play custom games with people on your friends and recent players lists.



GAME TYPES	
VIP	Protect your VIP from the other team—and slaughter theirs.
SLAYER	Kill, kill, kill opponents!
ODDBALL	Hold on to the ball for as long as you can.
CAPTURE THE FLAG	Score points by capturing the flag and returning it to your team's base.
ASSAULT	Score points by detonating bombs on the other team's base.
INFECTION	Score points by surviving the zombie onslaught or wiping out the survivors.
JUGGERNAUT	Be the Juggernaut—if you are, everyone is out to get you.
KING OF THE HILL	Control the hill for the longest time.
TERRITORIES	Score points by controlling territories on the map.

Creating a Custom Game Type

To create a unique game type, press X in the **Custom Games Lobby**. The **Game Options** menus display elements you can customize based on the default game type selected. Customize victory conditions, vehicle and weapon placements, player attributes, social settings (such as friendly fire options), and more.

You can save your favorite custom game types from the **Game Options** screen or after selecting the custom game from the **Recently Played** list on the **Games** menu. Upload your saved custom games to your **File Share** so you can share them with friends on Xbox LIVE.

Voice Communication

The following voice communication icons on your HUD indicate the current voice mode:

	**Open Chat** The voice channel is always open in smaller games. Just speak and you'll transmit your voice to other players.
	**Push to Chat** If this icon appears, you need to press a button to broadcast your voice to other players. This is necessary in larger games.
	Your microphone is transmitting.
	Voice communication is not allowed.

Visit game control settings to change the controller configuration for push to chat. The default setting is press .

Spartan Ratings

Play in Matchmaking games to earn a Spartan Rating. You start as a recruit in the enlisted ranks, and if you persevere, you can rise to the officer ranks. Enlisted ratings require Experience (EXP), which you earn by doing well in ranked and social playlists. For officer ratings, you must reach a Highest Skill milestone in addition to earning the required EXP. Playing (and winning) in ranked playlists is the only way to raise your skill level. Also, your EXP earned in each playlist is displayed as a white rating while in that playlist. These playlist ratings do not require any Highest Skill level, just EXP earned in that playlist.



RECRUIT



SERGEANT



LIEUTENANT

For more information on the Spartan rating system and its use in matchmaking, visit **www.bungie.net**.

Carnage Report

Press  after every battle to view the **Carnage Report** (game stats and each player's **Service Record**, **File Share**, and gamer card). To view **Player Carnage** details and earned medals, select a player's name and then press .

File Share

Your **File Share** is a dedicated space hosted on Bungie servers but accessible from within *Halo 3*, allowing you to store and share game files with other *Halo 3* players. You can upload game films, film clips, screenshots, map variants, and custom game types to your **File Share** and then share them with other players so they can experience your creativity. You can also view any other player's **File Share** by highlighting a player's name in a game lobby, and then pressing to open **Player Details**.

For more information on **File Share** options and space limitations, visit **www.bungie.net**.

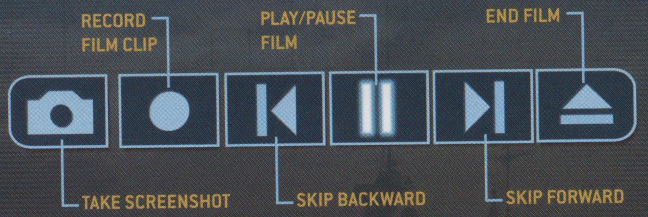
VISITING THE THEATER

The **Theater** allows you to watch, edit, rename, take screenshots from, and share your saved films. Every time you play a game you can save a copy to watch later in the **Theater**. Films are categorized by type (such as multiplayer and **Forge**).

Once you start a saved film, prepare to experience *Halo* like never before. You're no longer playing the game, instead you're driving the camera to watch each encounter in any way you want (with up to three friends viewing with you). Follow the person who saved the film in first person, tag along with anyone in third-person view, or enter flying camera mode and move around freely to get a close-up of a particularly humiliating assassination—total camera control is yours.

Want the world to see your Spartan Laser triple kill, but not the grenade suicide you suffered during your victory celebration? No problem, just cue your film to the right moment and with a few button presses you can record and save a new film clip. Use film clips to study the strategies of your online opponents.

When viewing a film, press X to show or hide the **Theater Control Pad** and START for an overview of the camera controls (for more information on saving, viewing, and editing films, visit **www.bungie.net**).



THE FORGE

In the **Forge**, you can tweak, create, or even destroy the objects present on any multiplayer map—welcome to world domination!

Although you may move and fight freely as a player in the **Forge**, the real work is done in **Edit Mode**. Press ◌ up to enter **Edit Mode** where you can manipulate virtually any map object, such as weapons, vehicles, map objectives, and more. Press ◌ up again to return to **Player Mode** to test your changes.

Forging Ahead

Reshaping a map can be a lot of work, so you may want to enlist the aid of other players in the **Forge**. Up to eight players may join a **Forge** game on Xbox LIVE or system link, and up to four players can join on a local console. Cooperate with your friends to make the work go faster, but don't forget to throw a fusion coil at them from time to time...

Here are a few tips to get you started:

- You are assigned a set budget for adding items to each map. If you run out of credit, you can delete default map objects in exchange for more credit.
- Not all objects (vehicles, in particular) are available for use on all maps.
- Press X when you have an object highlighted to learn more about the object and its available properties.

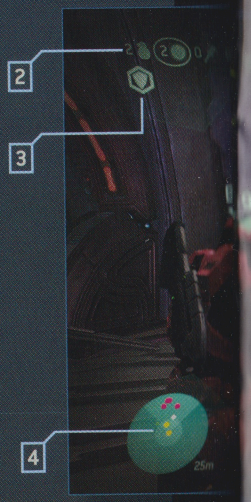
To save your new map variant, press START and then select **Save Map**. Test drive your new map in the **Custom Game Lobby** or upload it to your **File Share** to share it with your friends.

You can review **Forge** controls and other options by pressing START during a **Forge** game session (see also page 25).

For more information on using the **Forge**, visit **www.bungie.net**.

MULTIPLAYER HUD

Graphically projected onto your visor, the heads-up display (HUD) shows vital information for successful warfare.



1. SHIELD

At full strength, your shield indicator appears solid blue; when fully depleted, the indicator flashes red.

2. GRENADE INVENTORY

Press LB to cycle through grenades. Pull LT to throw the selected grenade. You cannot use grenades in dual-wield mode.

3. EQUIPMENT

You can only carry one piece of equipment at a time. Hold RB to swap your current equipment with newly found equipment. To deploy equipment, press X.

4. MOTION TRACKER

MJOLNIR Mark VI armor and Shangheili combat harness have limited motion-detecting capability. Friendlies appear in yellow, enemies in red, and waypoints in white. Teammates speaking nearby are marked with a voice indicator.

Be advised: The motion tracker ***does not*** indicate elevation, so your enemy could be above or below you in a given structure. Slow-moving or stationary opponents ***are not*** detected by your motion tracker—a limitation that also applies to your enemies' motion trackers, leaving them and you vulnerable to an ambush.



5. MULTIPLAYER DATA

Displays voice communication mode and game-specific scoring. For more information on voice communication modes, see page 18.

6. WEAPONS AND AMMUNITION

Displays available weapons (active weapon on top) and ammunition. When low on ammunition, the active weapon icon flashes red. Press RB to reload, or press Y to swap weapons.

7. WAYPOINT

A waypoint marks the location of game objectives, such as flags and VIPs.

ODST AND MULTIPLAYER GAME CONTROLS

ODST | Multiplayer | ODST and Multiplayer



Film Controls

LT Thrust (Flying Cam)	Y Flying Cam / Player Cam
RT Slow Motion / Fast Forward	X Hide or Show Control Pad
LB Move Down (Flying Cam)	B Hide or Show HUD
RB Move Up (Flying Cam)	A Play / Pause

L Move Camera / Hold to Pan (Flying Cam)

R Look/Rotate Camera (Flying Cam) / Click for 1st Person

REW 10 Secs. (Left) / FF 10 Secs. (Right) ■ Press to Switch Players (Player Cam)

Forge Controls, Edit Mode

LT Thrust	Y Delete Item
RT Hold to Rotate Selected Item	X Inventory / Item Options
LB Move Down	B Drop Selected Item
RB Move Up	A Pick Up or Drop Item

L Move / Rotate Selected Item

R Look / Rotate Selected Item

Play / Edit Mode

BUNGIE.NET

Bungie.net is a community, a constantly updated source of *Halo* information, and a centralized resource for your online *Halo 3* history.

Features and functionality available on the site include extended postgame carnage reports, providing detailed information about who killed whom with what, and where. Bungie.net also lets you view and share high-resolution, in-game screenshots from your **File Share** so you can build and edit a gallery of your favorite in-game moments and share it with the world.

You can also view, rate, and recommend other items from friends or your own **File Share**. You can queue downloads of cool movies or game variants to your Xbox 360 console, automatically receiving them next time you log into *Halo 3* or *Halo 3: ODST*. But that's just scratching the surface—Bungie.net will also let you view your lifetime aggregate multiplayer stats, meta-game data, or show you and the world which achievements you've unlocked.

And building on the social aspects of the multiplayer game, we'll also let you view your stats relative to the folks on your friends list, fueling competition among peers and friends instead of simply losing your identity and stats in a sea of millions of gamers. This friends-only *Halo 3* leaderboard is a great way to create contests and rivalries between friends. Bungie.net can even track your rating promotion history so you can remember wistfully your days as a freshly scrubbed Private.

Bungie.net is more than an extension of your *Halo* experience—it's a clean, well-lighted place to meet folks with similar interests and a shared enjoyment of gaming. Meet new players and share moments, content, and games. We'll present you with a pile of strategy guides, interviews, podcasts, news, features, and constant community interaction. And there's even a Bungie.net store, featuring exclusive merchandise and apparel. Bungie.net is built to make your gaming experience deeper and better than ever before.

XBOX LIVE

Xbox LIVE brings more of the entertainment you love right to your living room. Raise the curtain on your own instant movie night with thousands of HD movies, TV shows, and videos downloaded in a snap from Xbox LIVE and Netflix. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable game add-ons like maps, songs, weapons, and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, visit **www.xbox.com/live**.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. And now, LIVE Family Settings and Windows Vista® Parental Controls work better together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, visit **www.xbox.com/familysettings**.

THE XBOX 360 HARD DRIVE

The enhanced game features of *Halo 3* require an Xbox 360 Hard Drive. For example, using a hard drive enables you to download new content and share custom games, saved films, and screenshots. For more information about hard drive functionality in *Halo 3*, visit **www.bungie.net**.

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- 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.
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- In Brazil, call 0800 891 9835.
- In Chile, call 1230-020-6001.
- In Colombia, call 01-800-912-1830.

For more support information, visit the Microsoft Xbox support page on **www.xbox.com/support**.

For information about Xbox LIVE, visit the Xbox LIVE page on **www.xbox.com/live**.

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Halo 3: ODST soundtrack.

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