

HALO ZERO – MANUAL (English)

Main topic:

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- II. Installation
- III. Controls
- IV. Game screen
- V. Weapons
- VI. MultiPlayer
- VII. Credits
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I. Introduction:

Reach, The UNSC's Largest Military Installation - Home of all of the UNSC's greatest secret super soldiers. Spartans. Reach is under attack by thousands of Covenant soldiers whose only mission is to destroy ever last Spartan... One Spartan. Designation 117, Is destined to survive this onslaught, by any means necessary. You are this Spartan, You are... THE MASTER CHIEF!

II. Installation:

To install Halo Zero on your computer, you need 22mb free disk space.
The game needs Windows 95 or higher to work.
Launch the file « Setup.exe » to start the installation and follow the instructions.

To get the best possible quality, this is the minimum recommended specifications.

- A 1ghz processor
- 256mb of RAM
- A mouse
- A high speed internet connection

/ ! Warning:

If your computer does not support the full screen mode, launch the « safemode.bat » version to play in windowed mode.

III. Controls:

The following controls can be edited in the Halo Zero's options.



Walk: right/left arrow

Allow to « crawl » when the key « crouch down » is pressed.



Crouch down: down arrow



Jump: space bar



Fire: left mouse click



Throw a grenade : right mouse click



Melee attack: key 0 on numeric

Reloadr/Action: shift key

Exchange a weapon: ctrl key

Swich weapon : page down key

Swich grenade : G key

IV. Game screen:



- 1-Grenade number
- 2-Remaining ammunitions
- 3-Mag ammunitions
- 4-Armor
- 5-Life
- 6-Sight

V. Weapons:



Assaut rifle: RAPID FIRE, LOW ATK.



Pistol: Semi-Auto, Powerful ATK.



Shotgun: SUPER ATK.



Sniper rifle: SUPER ATK.
(press the jump key to unscope)



Rocket launcher: SUPER ATK.



Plasma rifle: RAPID FIRE, LOW ATK.



Plasma gun: SLOW FIRE. POWERFUL.



Needler: RAPID FIRE. LOW ATK.

VI. **MultiPlayer:**

To play in multiplayer mode you need a high speed internet connection.

If you want to host a game, you musn't use a router, if not the game will not let you create a game before you have configured your IP manually!

If you want to join a game, you jsut need to wait for the loading of the list of the playing games in the server list and to select one to join!

If you use a router, check if the port 1209 isn't locked!

Note : You can speak on the multiplayer mode by pressing the « T » key.

VII. **Credits:**

>>Produceur
Dobermann

>>Orginal sprites and backgrounds
Chainsaw

>>Modifications
Dobermann
Arbiter
Twibo
Jay D
DarkDominus

>>Additional Graphics
Dobermann
AlexTheBlind
58
Atomik

>>Story board
Arbiter

>>Level designer
(mode campagne)
Dobermann

>>Level designer
(mode multijoueur)
Dobermann
Raptorex
Atomik

>>Music
M. O'Donnell
M. Salvatori
Blusnak

>>SFX
Dobermann
Jay D

>>Beta Testers
DarkDominus
AlexTheBlind
Arbiter
IcE94
Raptorex

>>Special thanks
Bungie / Microsoft
'Halo.fr' community
Zero the hedgehog
Rave-
Turkman

VII. Links:

Halo Zero
www.halozero.new.fr

Halo.fr
www.halo.fr

Chainsaw (HBC)
www.consoletroopers.com

Bungie
www.bungie.net

Microsoft
www.microsoft.com