

GAMER GUIDE

HALO INFINITE
EDITION



the need to know you didn't know you needed

WHAT IS IT?

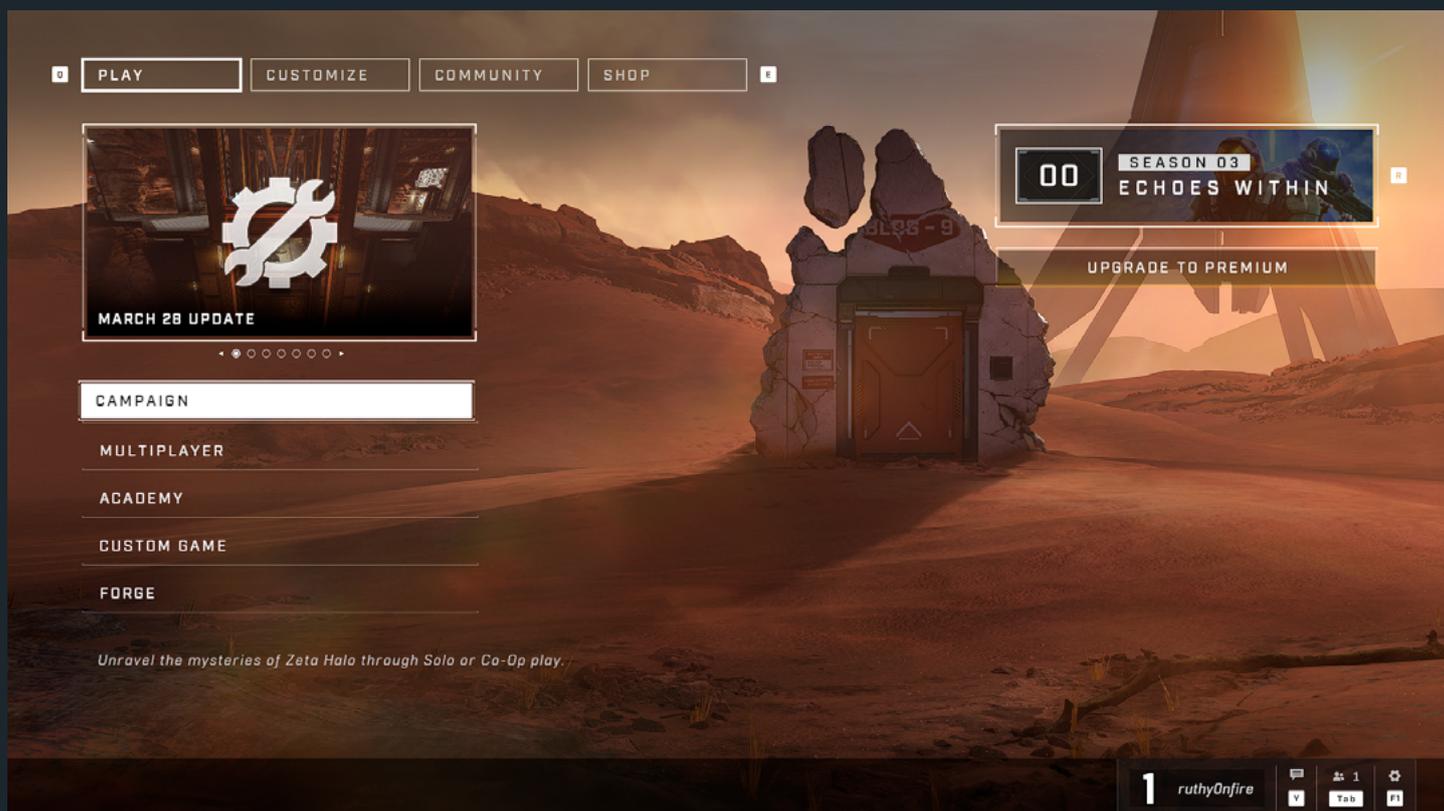


Halo Infinite is a 2021 first-person shooter game developed by 343 Industries and published by Xbox Game Studios. It is the sixth mainline entry in the Halo series.

HALO INFINITE

The campaign follows the human super soldier Master Chief and his fight against the enemy Banished on the Forerunner ringworld Zeta Halo, also known as Installation 07. Unlike previous instalments in the series, the multiplayer portion of the game is free-to-play.

BREAKDOWN THE BASICS



The latest wearer of the sci-fi shooter Spartan suit, *Halo Infinite*, has made quite the name for itself with its fast, fun, and free-to-play online multiplayer. Its campaign, released later as paid content, involved a well-written and interesting story that took the series in new directions and set up a solid foundation for the franchise going forward.





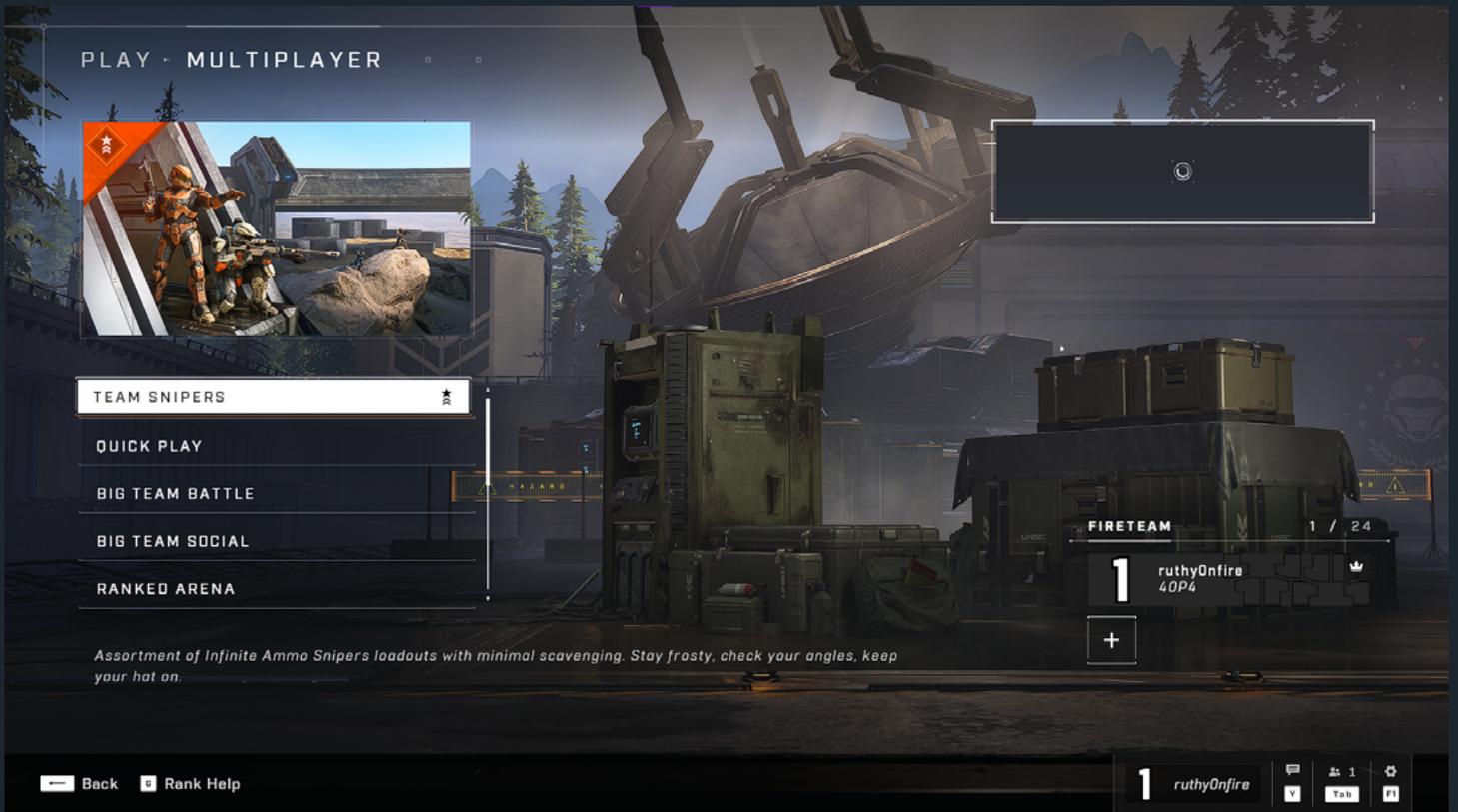
Campaign

The biggest thing that sets *Halo Infinite* apart from its predecessors is its open-world map. It's utterly gigantic and it can take a long while to walk from one side to the other and in between all those vast open spaces and sharp erratic cliff faces are plenty of interesting things to see, upgrades to grab, and Bosses to blast apart.

It can be a little overwhelming at first, especially for new players. When Chief first touches down on the ring and you get let loose in the vast open sandbox, the huge playground pouring out in front of you and the possibilities therein can put you off exploring too much at first as it's a lot of ground to cover. Plus, it's very easy to get lost or wander into areas you shouldn't be in yet.

Despite *Halo Infinite* having an open world and lots of side activities to do, players can still charge through the main missions to get through the story campaign relatively quickly. However, it's likely that you'll get caught up in a bit of free-roam exploration as you play. It is estimated that a regular playthrough will take anywhere from 16 to 20 hours, with completionists taking several hours longer.

The *Halo Infinite* campaign isn't structured quite like the old linear campaigns where you have a list of 10 or so missions to complete to get through the whole campaign. Instead, you'll be completing a mixture of story objectives in the open world and traditional linear levels. There are 16 missions spread across seven story chapters that take place all over the shattered section of Zeta Halo. Outside of the main story and FOBs, you've got Outposts to destroy, Targets to take down, audio logs to collect and more. You can also sink some time into *Halo Infinite* multiplayer at any time too if the campaign isn't for you.



Multiplayer

One of the biggest selling points of *Halo Infinite* is the online multiplayer, not only is it bursting with classic Halo multiplayer nostalgia, but it's also free. So even if your gaming budget is low, there's still a way for you to jump into matches with your mates, which was honestly a great move by 343.

There's a lot to cover in the multiplayer and for Halo rookies, those first couple of matches can be pretty brutal, especially since you're often playing against people that have been causing havoc in the game since *Combat Evolved*. While *Halo Infinite* had a disappointing amount of content at launch, the game is in a much better place after a few updates. With more game modes available to choose from, there's never been a better time than now to hop in and play some *Halo Infinite* multiplayer.

Although not every game mode returned (at least, not yet), there are still plenty of different options available. Classic modes like Team Slayer and Capture the Flag are just as fun as they've always been. In this guide, we're going to explain all the game modes in *Halo Infinite* and talk about which are the most fun to play.





Arena Multiplayer Modes

The following modes you've likely played a number of times—especially if you're trying to load into Stronghold matches!

- **Slayer:** A 12-minute match where two teams of four must compete to defeat 50 enemies.
- **Capture the Flag:** An up-to-12-minute match where you need to capture the opposing team's flag while also protecting your own.
- **Oddball:** Two teams of four must work together to keep hold of the flaming skull until either team reaches 100 points. It lasts for two rounds and remember, you can bash enemies with the skull. Just don't drop it!
- **Strongholds:** Two teams must compete to capture three zones around the map. Once one team scores 200 points, the match is over.
- **Fiesta:** Plays like Slayer except that you'll spawn with two random weapons and some equipment. Weapon racks will be empty and the only pickups you'll be able to make are scavenging from fallen players or swapping loadouts with your teammates. Not always available.

Big Team Battle Modes

Many of the previous modes appear in Big Team Battle, though things are a little more frantic than they are with fewer players. The rules and victory conditions are slightly different, so let's take a look.

- **Slayer:** Two teams of 12 must work together to defeat 100 enemies in 15 minutes. The maps for this version of Slayer are much larger and there are a bunch of vehicles to play with.
- **Total Control:** This 12v12 match has you trying to control three areas around the map. Once a team has control of all three points at the same time, they'll score a point and new zones will appear elsewhere. The first team to score three points wins.
- **Capture the Flag:** The same as before, but much bigger. Matches will last a maximum of 15 minutes and you'll have a wide range of vehicles in your arsenal to help you get around the massive maps.
- **Stockpile:** This 15-minute match has two teams of 12 collecting Power Seeds and depositing them back at their base. Once you've deposited five Power Seeds you'll score a point and the first team to score three points wins. If you want to stop your enemies from depositing their Power Seeds, you're gonna need to kill them.

Weapons

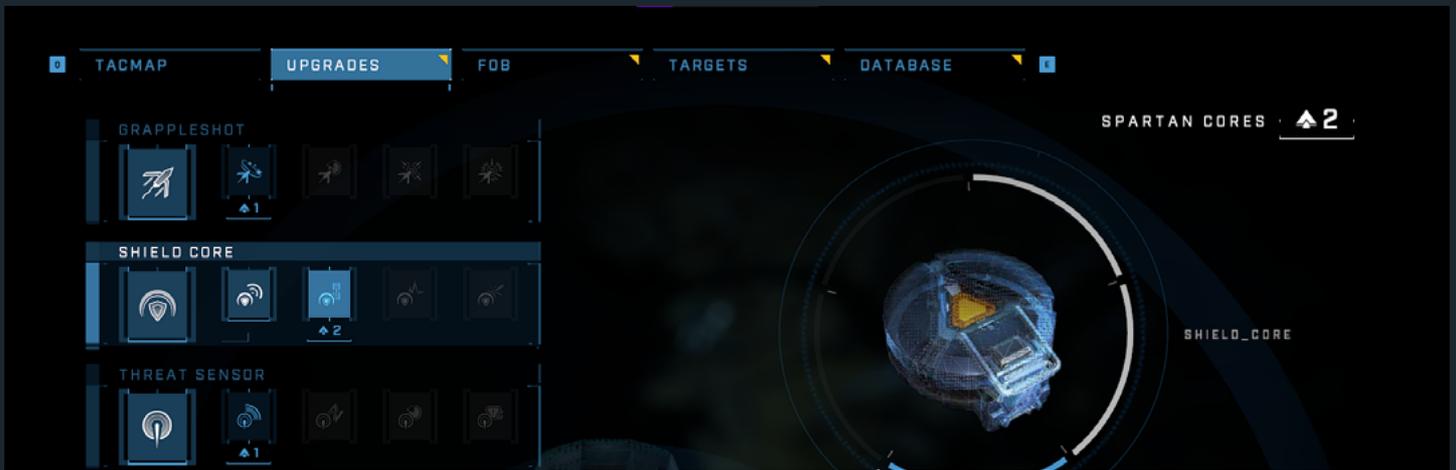
Lots of *Halo Infinite* weapons are available for you to try out across both the campaign and multiplayer. Whole armies of Banished can crumble when faced with any of these weapons in the hands of Master Chief in the campaign, but you'll need to understand every weapon to defeat your opponents in multiplayer.

Plenty of Halo classics, like the Battle Rifle, Sniper Rifle, and SPNKR Rocket Launcher, are present in *Halo Infinite*, although there are a few notable omissions. An arsenal of tools for the Banished, including the Mangler, Stalker Rifle, and Skewer, and a refreshed set of high-tech Forerunner weapons are also available for players to pick up on different maps. While some iconic Halo weapons, such as the Magnum pistol and tactical shotgun, aren't currently in the game, there is a possibility that they could be added later.



Here is the full list of currently available weapons:

- Assault Rifle
- Battle Rifle
- Commando
- Sidekick
- Bulldog
- Sniper Rifle
- Rocket Launcher
- Hydra
- Pulse Carbine
- Needler
- Plasma Pistol
- Energy Sword
- Gravity Hammer
- Disruptor
- Mangler
- Stalker Rifle
- Shock Rifle
- Ravager
- Skewer
- Heatwave
- Sentinel Beam
- Cindershot



Equipment

Equipment Items make a return to the Halo series with *Halo Infinite*, having last made a proper appearance in Halo 3 and were replaced by Armor Abilities in Halo: Reach. These loose items can be found and equipped on the battlefield to give yourself an extra edge in combat. Some provide boosts to your mobility while others allow you to be more defensive and counter the attacks of other players. *Halo Infinite* has seven pieces of Equipment available in the game, although two of them – Overshield and Active Camo – are Power Equipment Items which means they only spawn on certain maps and at certain times in the same way as power weapons.

Any Equipment Item in *Halo Infinite* is automatically picked up when you walk over it unless you already have an Equipment Item stored. You can see what you have by looking at the box next to your grenade counter in the bottom-right corner of your screen. Each piece of Equipment has its own icon, so make sure you learn how to tell them apart.

You'll also notice that a number appears next to the Equipment Item icon which indicates how many uses you have for that piece of equipment. You can pick up extra uses for your current Equipment Item by running over another of the same item, but not all Equipment gets the same number of default and maximum uses. Power Equipment is single-use and provides a passive benefit for a limited time. You can only hold one at a time, but you can use a piece of Power Equipment and immediately pick up a different Equipment Item.

All Equipment Items, except for Overshield and Active Camo, have short cooldowns between uses, lasting no more than several seconds, but there is a bit of variation. The Grappleshot has almost no cooldown while the Drop Wall has a relatively significant cooldown but it's still only a few seconds – just long enough to prevent you from spamming shield walls. Here's what we think about each Equipment Item in *Halo Infinite* multiplayer.

Here is a list of the Equipment Items available:

- Drop Wall
- Grappleshot
- Repulsor
- Threat Sensor
- Thruster
- Active Camo
- Overshield



Vehicles

Halo has some iconic vehicles. Combat Evolved was one of the first shooters to bring vehicles into the arena, and was certainly the game that popularised them. Even if *Halo Infinite* is your first experience with the series, I'd be willing to bet you would recognise a Warthog when you saw one.

Listed below is every vehicles that's currently in the multiplayer:

- Banshee
- Brute Chopper
- Ghost
- Gungoose
- Mongoose
- Razorback
- Rockethog
- Scorpion
- Shade Turret
- Warthog
- Wasp
- Wraith
- D77-TC Pelican



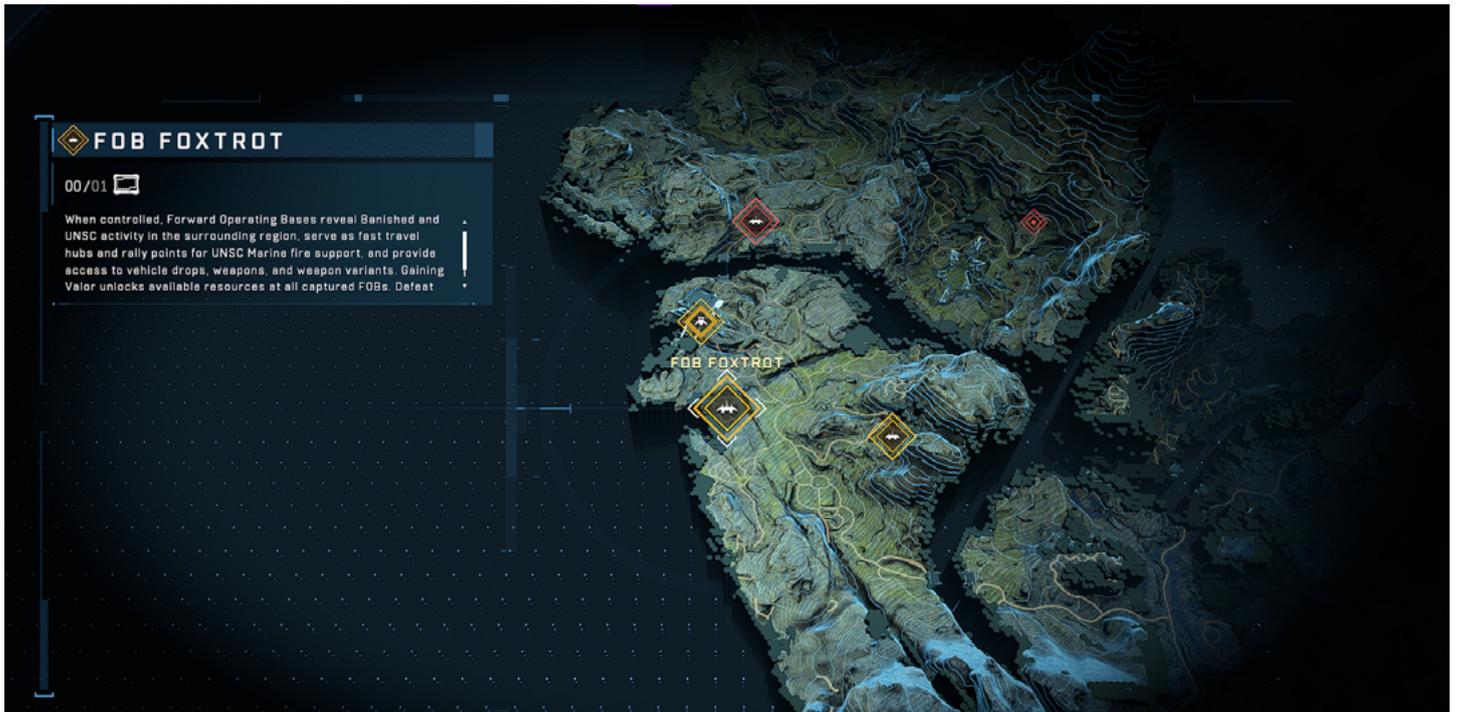
Ranks

Halo Infinite ranks (or tiers) you go through while playing ranked mode in multiplayer, are a significant part of multiplayer that mark your ascension through the more competitive part of the online game. *Halo Infinite's* ranked playlist puts players into ranks depending on their skill and performance, then shuffles players up and down those ranks as they play better or worse. At time of writing, the ranks of *Halo Infinite* are arranged as follows, from least to best.

- Bronze
- Silver
- Gold
- Platinum
- Diamond
- Onyx

Your rank is set when you complete your first ten games of ranked competitive matches, then updates as you play from that point on. Your rank resets at the start of every season, so you have until then to get as high as possible. The rewards for high ranks appear to be emblems and nameplates.

Environment



Campaign

The *Halo Infinite* map is pretty huge, a sizeable section of the Zeta Halo ring that incorporates all manner of enemies, objectives and secrets to uncover along the way. Now that it's an open world in *Halo Infinite*, understanding the map and how to navigate is more important than ever before in the franchise.

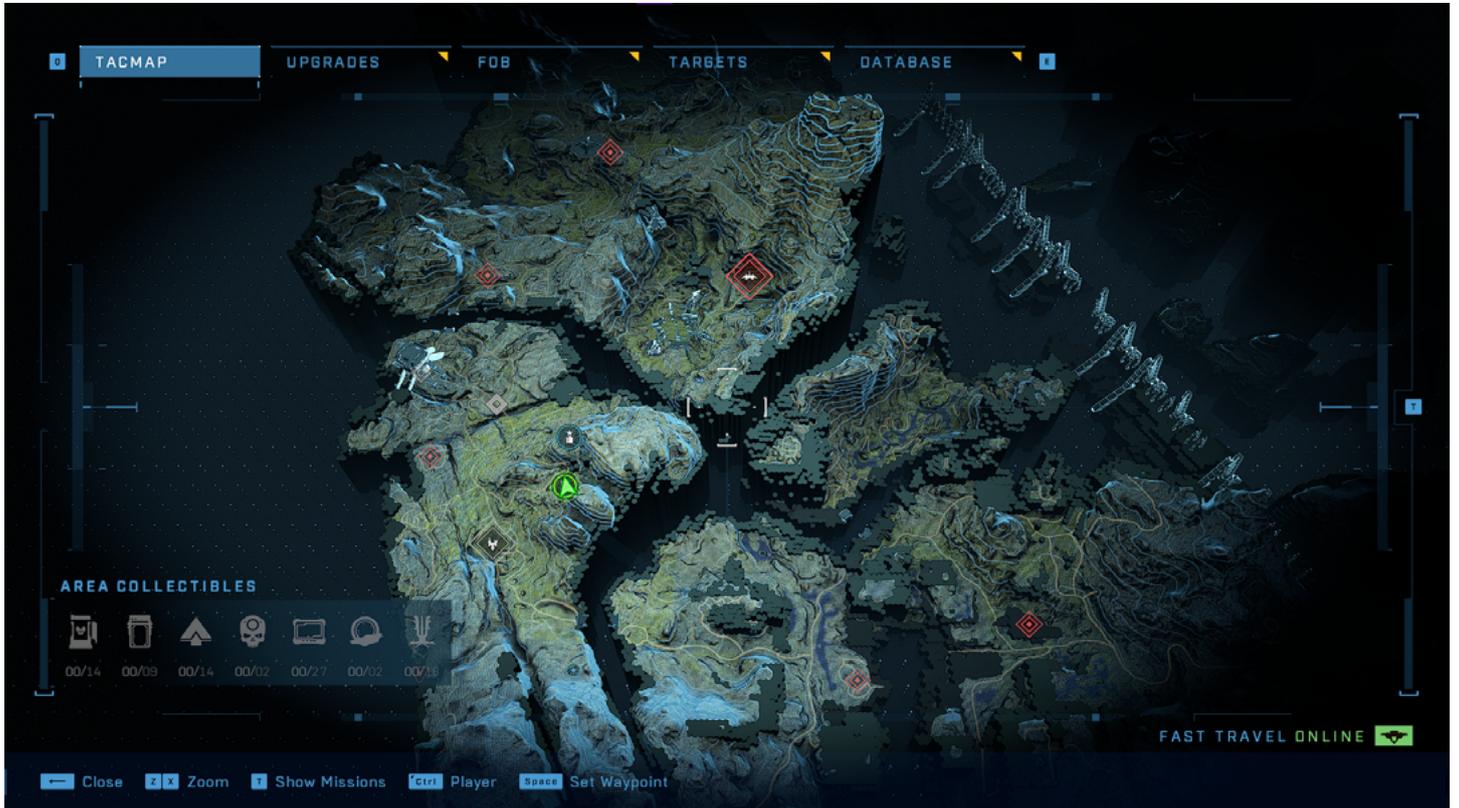
The area you can fully explore is pretty much open as soon as you arrive though. You're free to head out in any direction and see what you can find. There are random Banished encounters scattered around you can chance upon, but the key activities outside of the story are focused on these key activities:

- **FOBs:** These are 'Forward Operating Bases' that used to belong to the UNSC but have been taken by the Banished. If you liberate them they become bases you can use to resupply and fast travel between, as well as revealing map markers in the surrounding area.
- **Squads:** There are numerous UNSC squads scattered around the Ring to be rescued, which will unlock Valor, an in-game upgrade currency.
- **Targets:** There are numerous high-value, named Banished targets you can find and kill. Doing so will earn you a specialised, customised weapon and some Valor.
- **Outposts:** These are large Banished bases you can clear out. Some are required for the story and some aren't. The non-story ones also function as fast travel points once captured.
- **Story Missions:** The main story missions will lead you slowly around the map, anti clockwise although you're free to break off and free roam at any point between missions.

Generally, the best way to progress will be split between story missions as you progress further into the map, and claiming FOBs to both uncover points of interest and make it faster to move around.

Multiplayer

So far, there are 15 maps in *Halo Infinite*, two of which were added post-launch in *Halo Infinite* Season 2 and three added in *Halo Infinite* Season 3. *Halo Infinite*'s multiplayer suite is divided across 4v4 Arena and 12v12 Big Team Battle, as well as the 12-player Last Spartan Standing mode. Please note this is only counting the maps created by the developers, not Forge community creations, of which there are many!



TIPS & TRICKS



The *Halo Infinite* multiplayer is here and it came with a host of arena modes and maps for Spartans to duke it out in. With popular classics like Slayer and Capture the Flag being just two of the seven currently on rotation in its Quickplay playlist, chances are you'll find an endless string of matches to keep you coming back for more.

But the smaller maps and player counts of the arena modes mean newbies won't get to lean on the strengths of teammates as much as they could in Big Team Battle. And as the days wear on and more and more players continue to jump into the fray, the need to level up your skills will only continue to grow. So take your skills to the next level and fill that experience gap by making use of these pro tips and tricks.

Know When To Back Off From A Fight

Because of the smaller map sizes found in the various arena modes, trigger-happy players shouldn't have to go too long before seeing a suitable target to shoot at. And while it might be tempting to go for the kill every single time you spot an enemy player, you should never do so at the expense of situational awareness.

Keep Your Power Weapons Concealed

Speaking of power weapons, the reason why you can usually tell if an enemy player has one is because of the prominent sizes of the weapon models. This is especially true of melee variants like the Energy Sword or Gravity Hammer, which also leave a glowing trail while in active use. But it is possible to give yourself a greater tactical advantage when you have one of these in your possession, simply by keeping it holstered until you are ready to go for a kill. That way, other players have no idea what kind of heat you are packing until it's too late.

Position Yourself For Victory

There are a total of seven maps in *Halo Infinite's* arena modes and each one has its defining features and nuances. But if there is one thing that separates pro players from newbies regardless of which map they are playing on, it is how effectively they make use of their surroundings and any available resources.

The importance of knowing what positions to hold on each map cannot be overstated since this often determines which players or teams end up dominating the match. Typically, you'll want to stick close to spawn points for crucial items like power weapons. At the very least, you'll want to ensure that you have a good vantage point and adequate cover or escape routes should you need to use them. Do that and you'll soon start racking up those killing sprees.



CONCLUSION

You should now be fully equipped with the knowledge to defeat all your enemies and keep everyone fearing the might of Spartans as well as the iconic Master Chief.