

HALO 2 HACKS™

*Tips & Tools for
Finishing the Flight*



O'REILLY®

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HACK

#2

Blast Yourself into the Air

Assist your jumps with explosions.

Grenade Jumping

Grenade jumps are great for getting to hard-to-reach places. However, the explosion will lower your shields. For this reason, few people use grenade jumps in multiplayer combat. Players can perform grenade jumps with both types of grenades, but many people feel that plasma grenades are easier to use while learning the skill.

The goal of *grenade jumping* is to use the force of the grenade explosion to enhance your air time. The trick is to already be in the air when the grenade explodes—but not too far away. Finding just the right balance requires some practice (Figure 1-3).

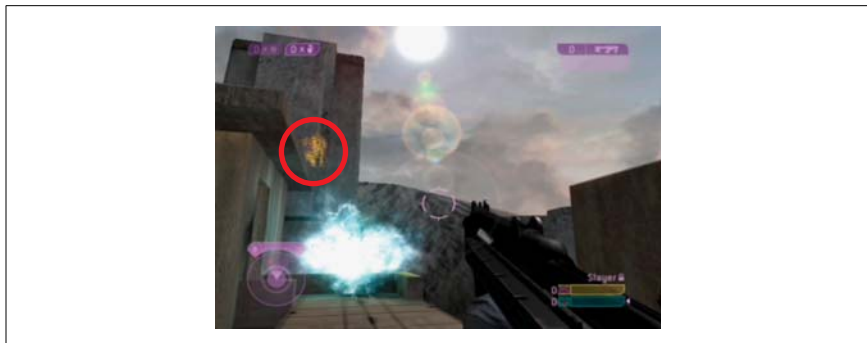


Figure 1-3. The explosion will give you wings

Grenade jumping requires good timing, but it doesn't take long to get the hang of it. Practice with one type of grenade until you're comfortable, then you should try the other type. You'll reap the rewards when you're able to get to otherwise unreachable places (see Figure 1-4).

Rocket Jumping

Rocket jumping isn't used as often as grenade jumping because it's so easy to tag yourself in the process. Generally, players won't even attempt a rocket jump unless they have an active overshield and are the host of the game.

The principle behind the *rocket jump* is essentially the same as for the grenade jump. To perform this maneuver, you jump up and then use the explosive force of the rocket to add height or distance to your jump (see Figures 1-5 and 1-6). Just like grenade jumping, a rocket jump requires practice to learn the correct timing.



Figure 1-4. After the grenade jump

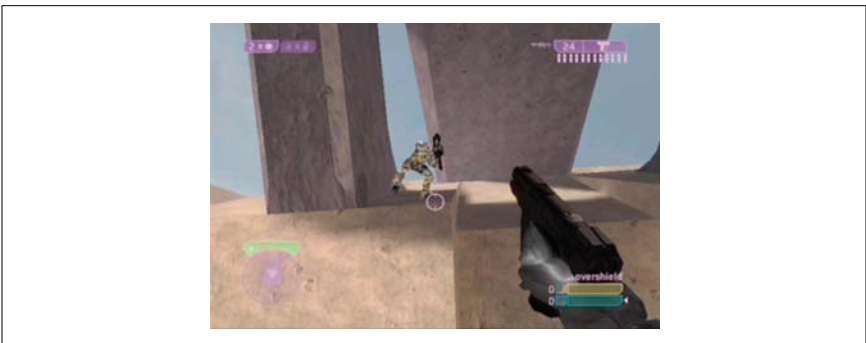


Figure 1-5. Using the rocket launcher to jump on top of Foundation



Figure 1-6. You can actually see the rocket!

After this rocket jump, the player is on top of the Foundation level (see Figure 1-7). From there she will be able to rain down chaos on her enemies.

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Figure 1-7. After the jump, the player can run to the roof