



# “POLARITY”

by Randall Glass

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# HALO MISSION DESIGN DOCUMENT

## “Polarity”

by Randall Glass ©2002

Halo © Bungie, Microsoft

### SETTING:

A Small island on Halo

Daytime

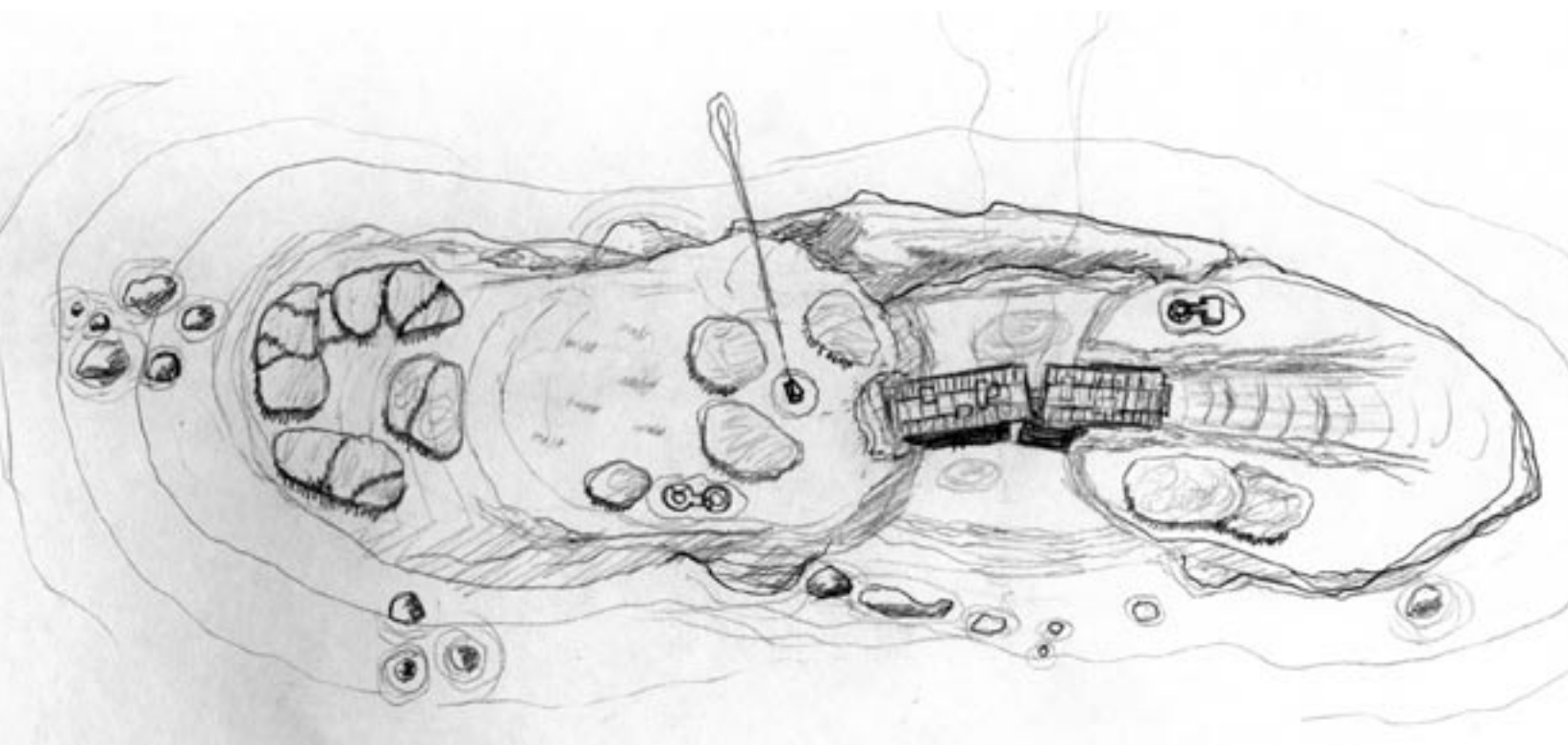
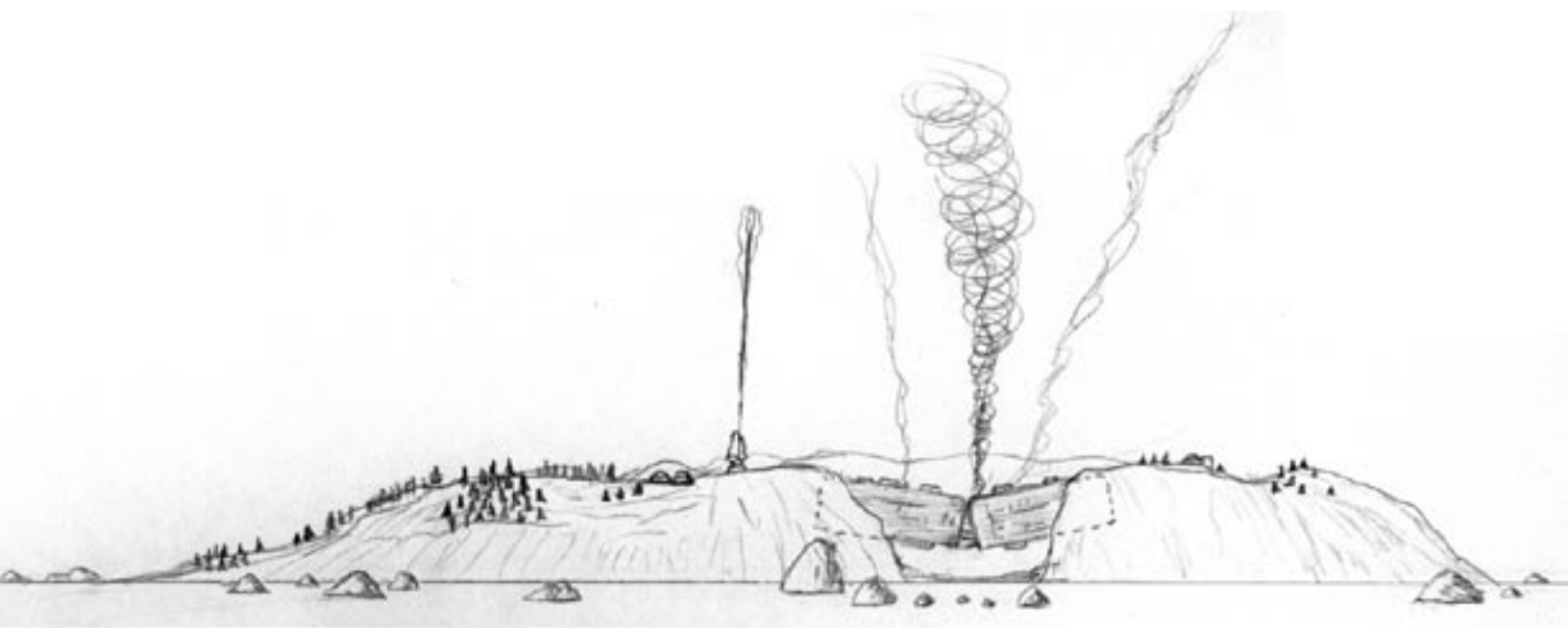
The Level starts out with the player in a lifepod hurtling toward a small island on Halo.

The island is the site where the U.N.S.C. attack ship “Glaive” has recently crash-landed. Most passengers have already been evacuated, but there still may be survivors. The Covenant have spotted the ship and are converging en masse, by ground and by air. It is believed that they are after the ship’s onboard A.I., which could spell disaster for the entire human race if they retrieve it.

It’s the player’s job to find the A.I. before the Covenant do.

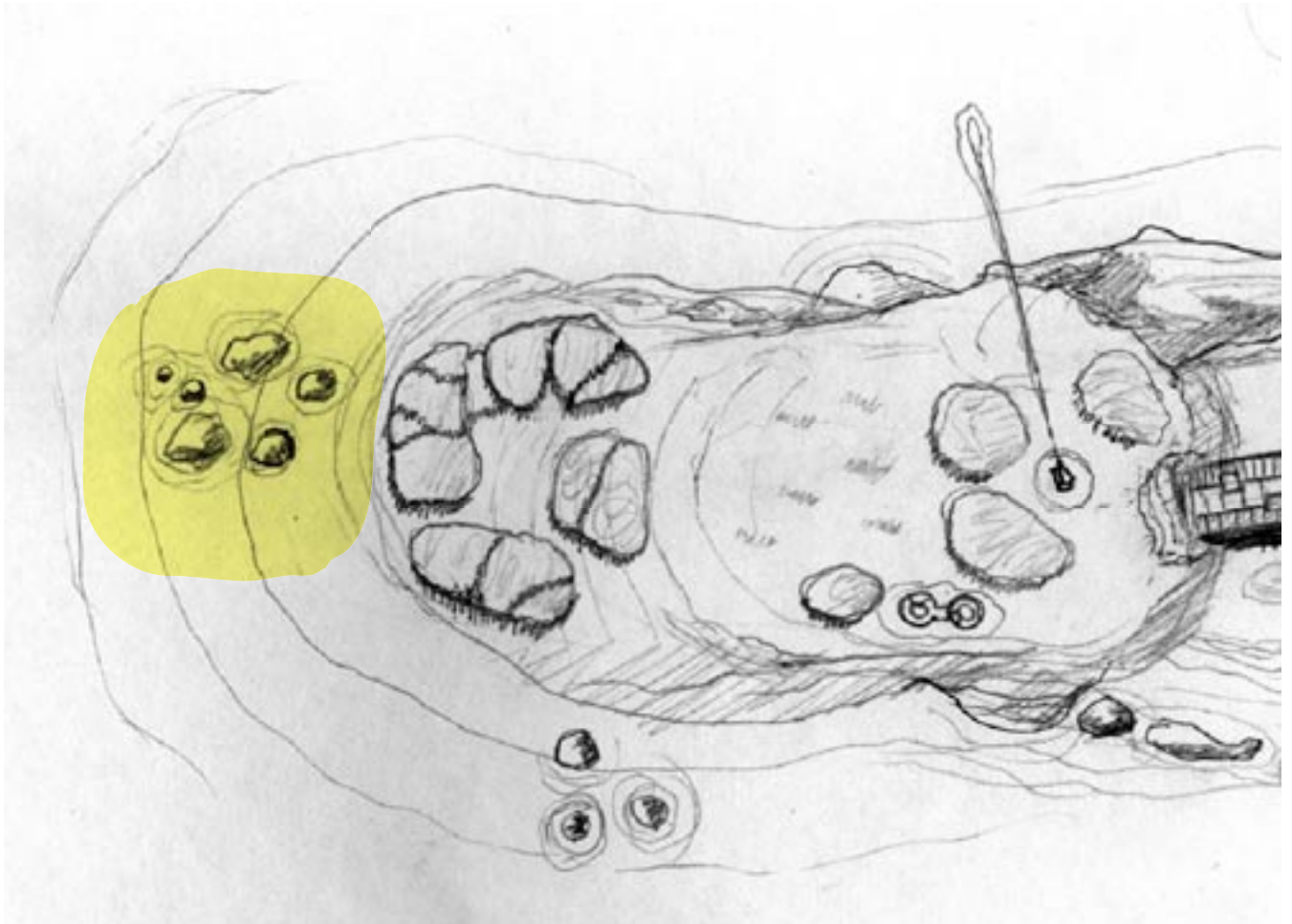
### MISSION LAYOUT:

The island is mountainous. It’s divided in two by a small valley where there’s a beach and a river cutting through it. Stretching across the valley like a bridge rests the U.N.S.C. ship “Glaive”, with smoke billowing from various parts of it. The most distinguishing feature of the Glaive is the large crack near the middle going across width wise, like an egg about to spill its contents. The area near the crack hangs low, about 75 feet to the ground. Chunks of the ship are falling to the valley floor. It’s obvious that the ship will split apart very soon.

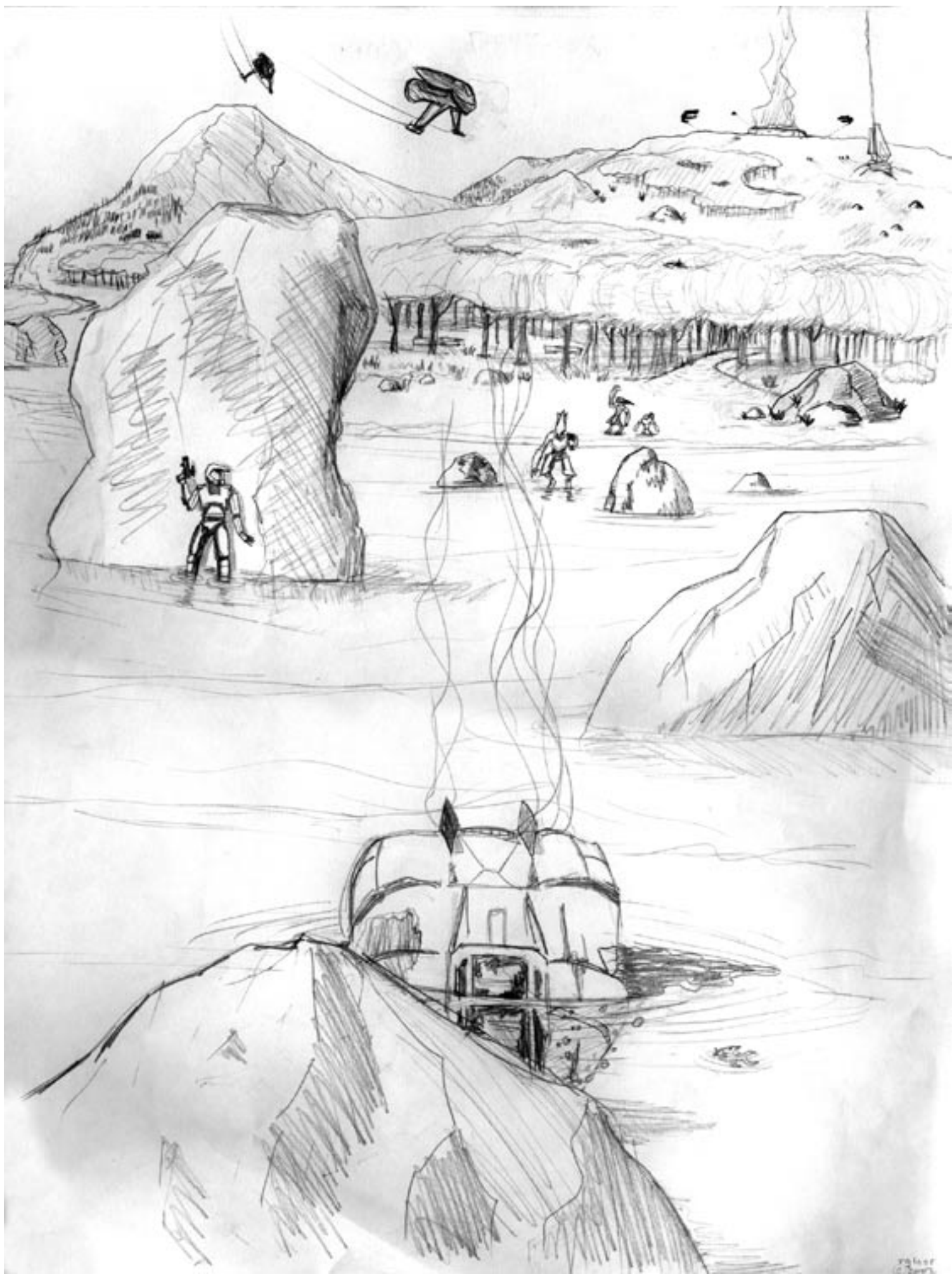


The Game begins with the player emerging from the crashed lifepod. The player's mission is to get to shore, then make his/her way to the crashed attack ship.

**For the beach encounter, see Encounter 1 document.**





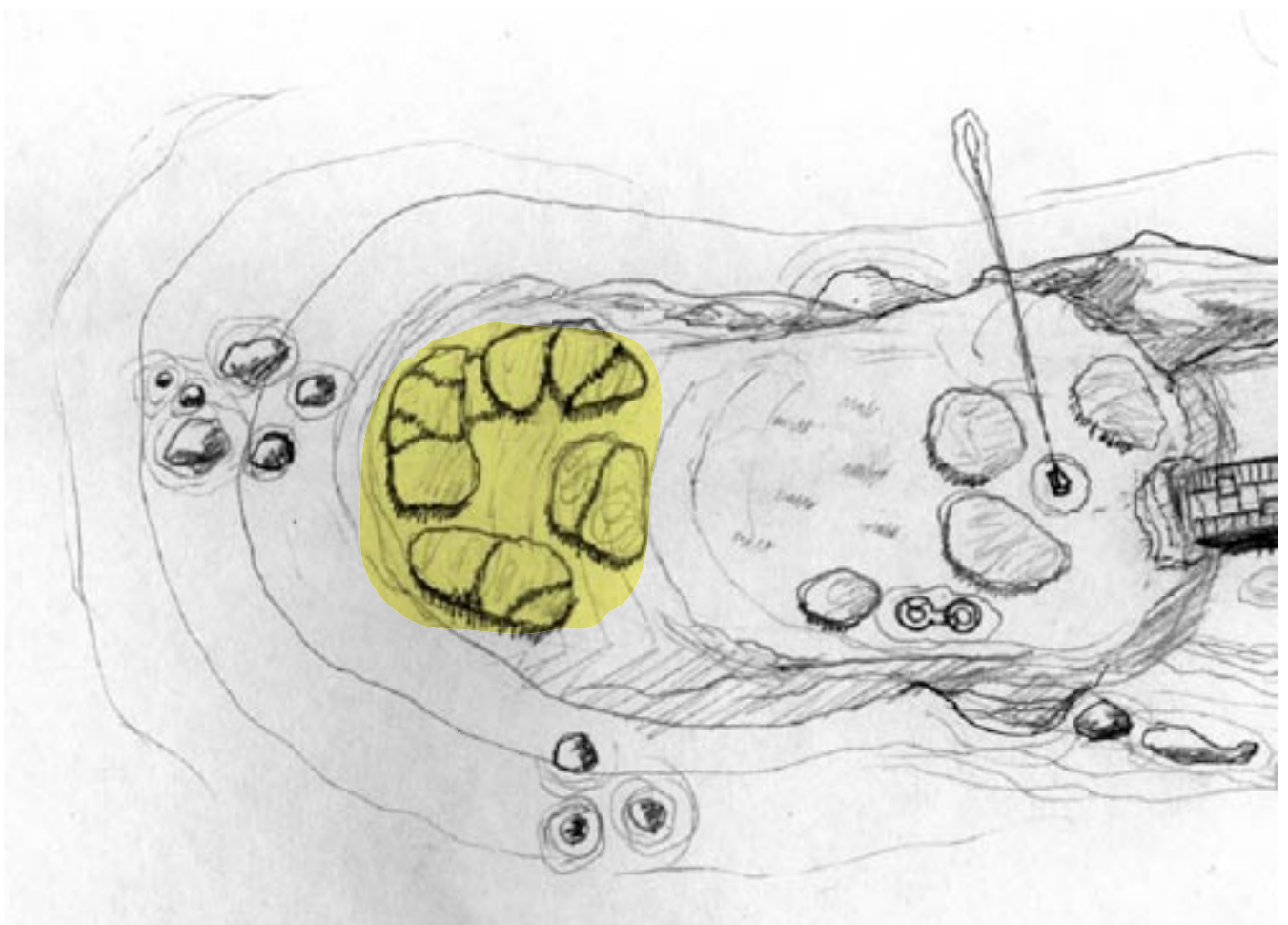


Once the player moves past the beach (via sneaking or after winning battle), he will be in a forest. **This is Encounter 2.**

Types of combat: ground forces only.

Weapons: human pistol and Covenant weapons.

Enemy will already be in forest, behind various trees/rocks.





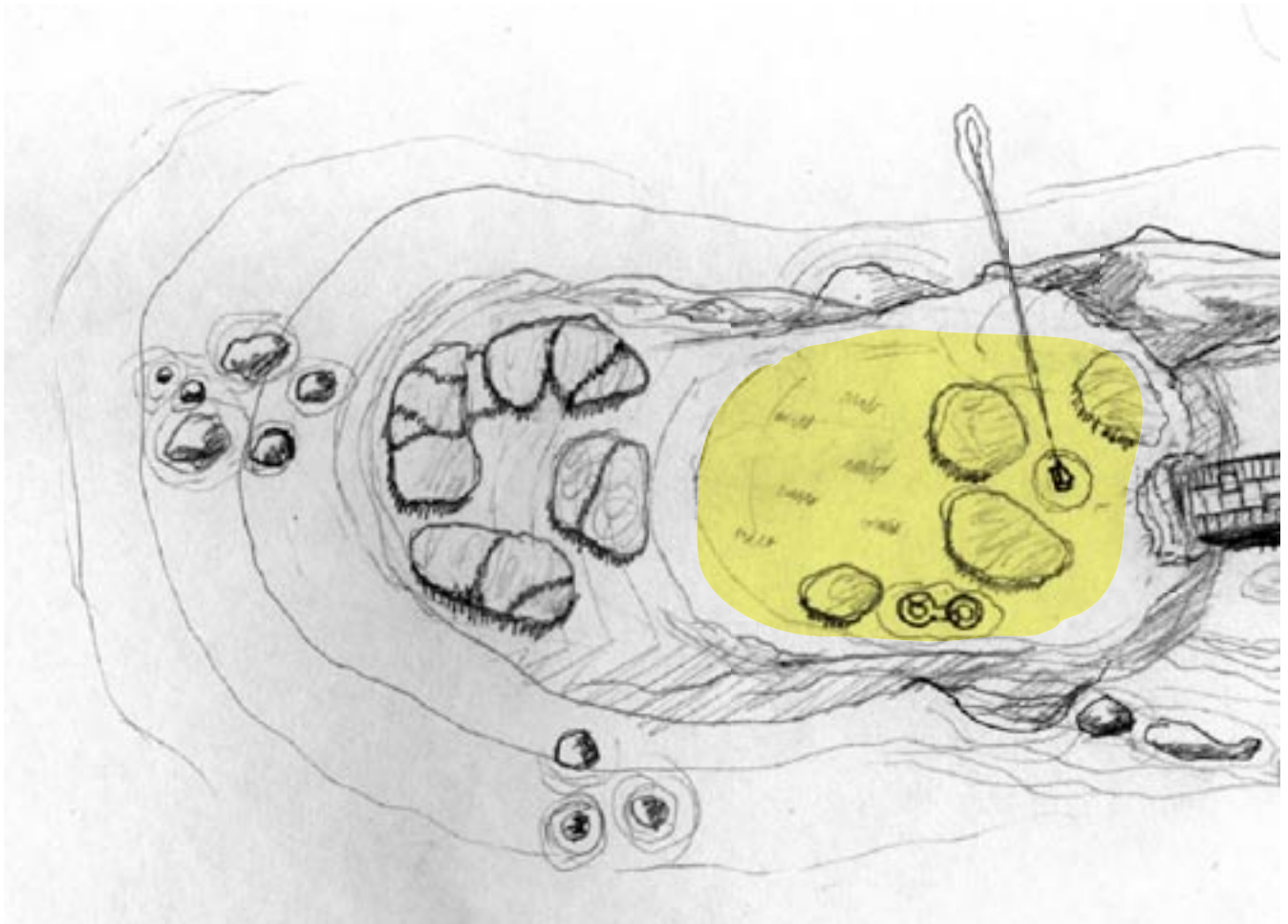
(This encounter will feature more than 2 enemies!)

Jackals, Grunts primarily, with a small number of Elites.

After the player gets past the forest battle, he will arrive at the top of the plateau (**Encounter 3**). He'll be in a tall grassy field. It is during this level that the player will meet up with a small band of U.N.S.C. Marines. They are badly beaten and are hiding in the tall grass, behind rocks. At the far end of the field, on slightly raised ground (near the Blue Beam Tower), there are 2 Hunters and an Elite. They are picking off anybody who moves.

The Marines will tell you to **take the sniper rifle** (from their fallen comrade a short distance away) and take out the bad guys. The player has this option **or can look for the crashed human Dropship and Warthog**, which are both hidden in the tall grass somewhere.

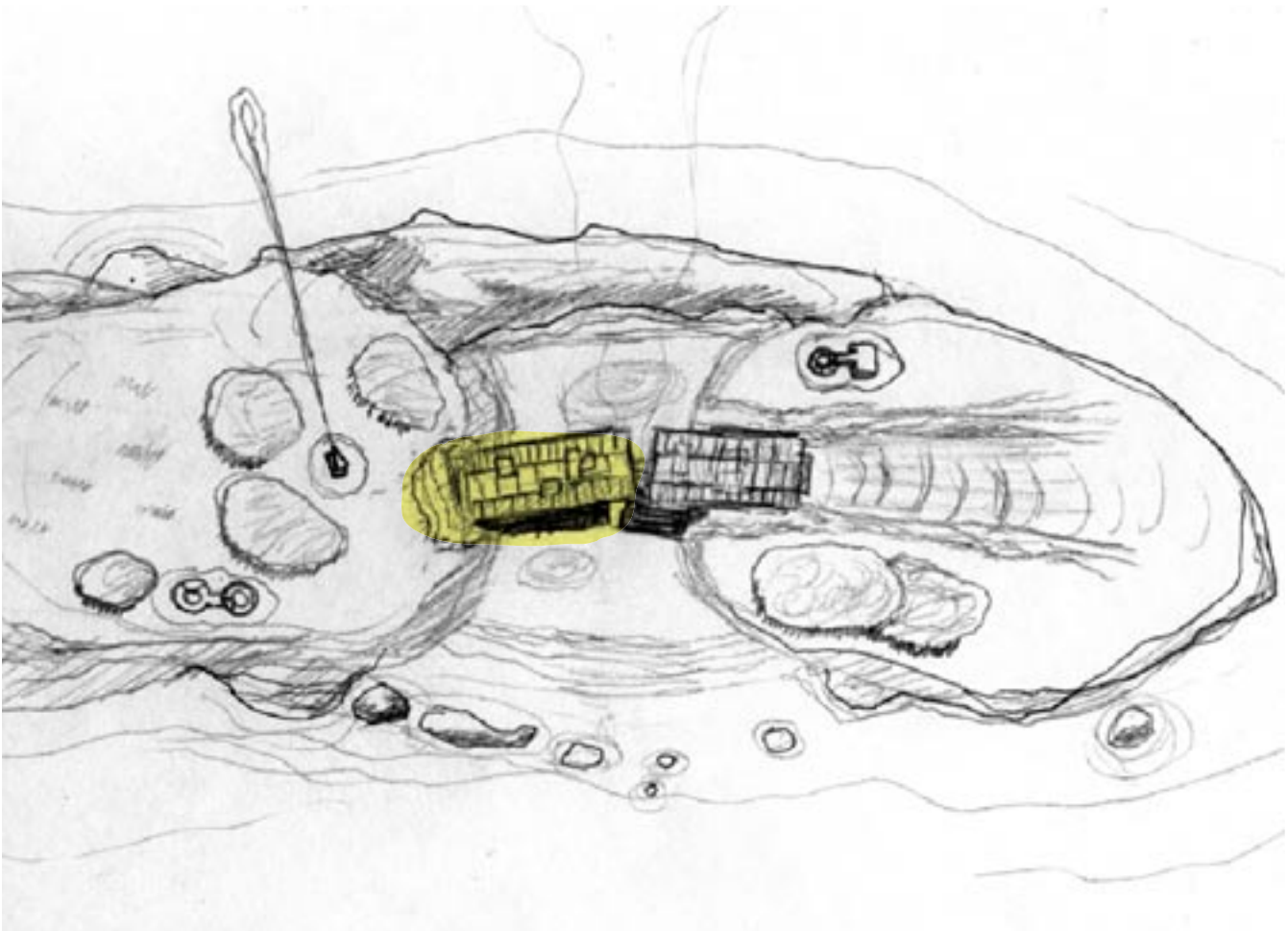
After defeating the Covenant, take the Warthog (or walk) and proceed to the crashed attack ship.



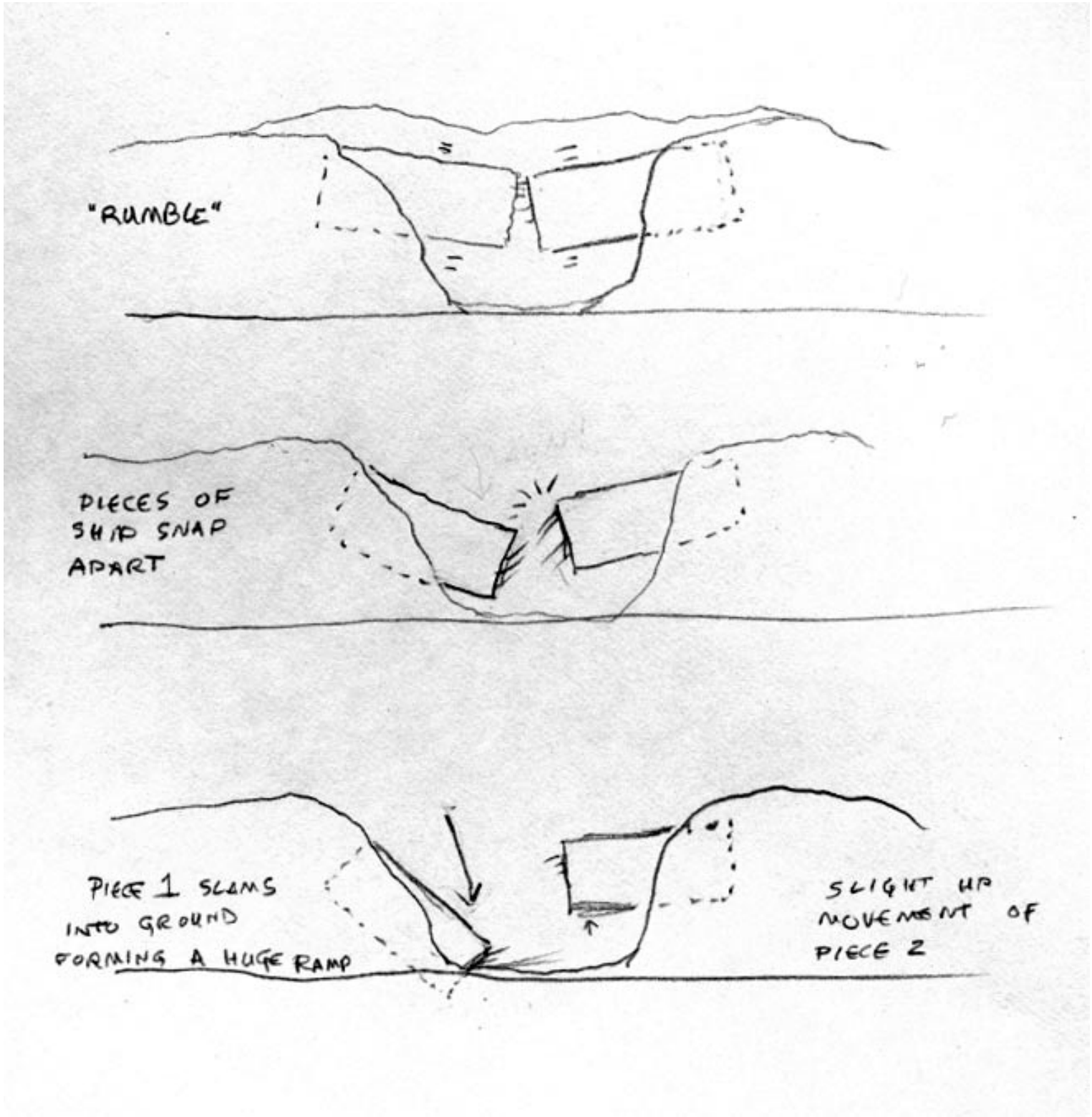


When you arrive at the edge of the cliff, you'll witness the ship separating. The halves split apart, turning one ship into a huge ramp that the player will drive down (see next page).

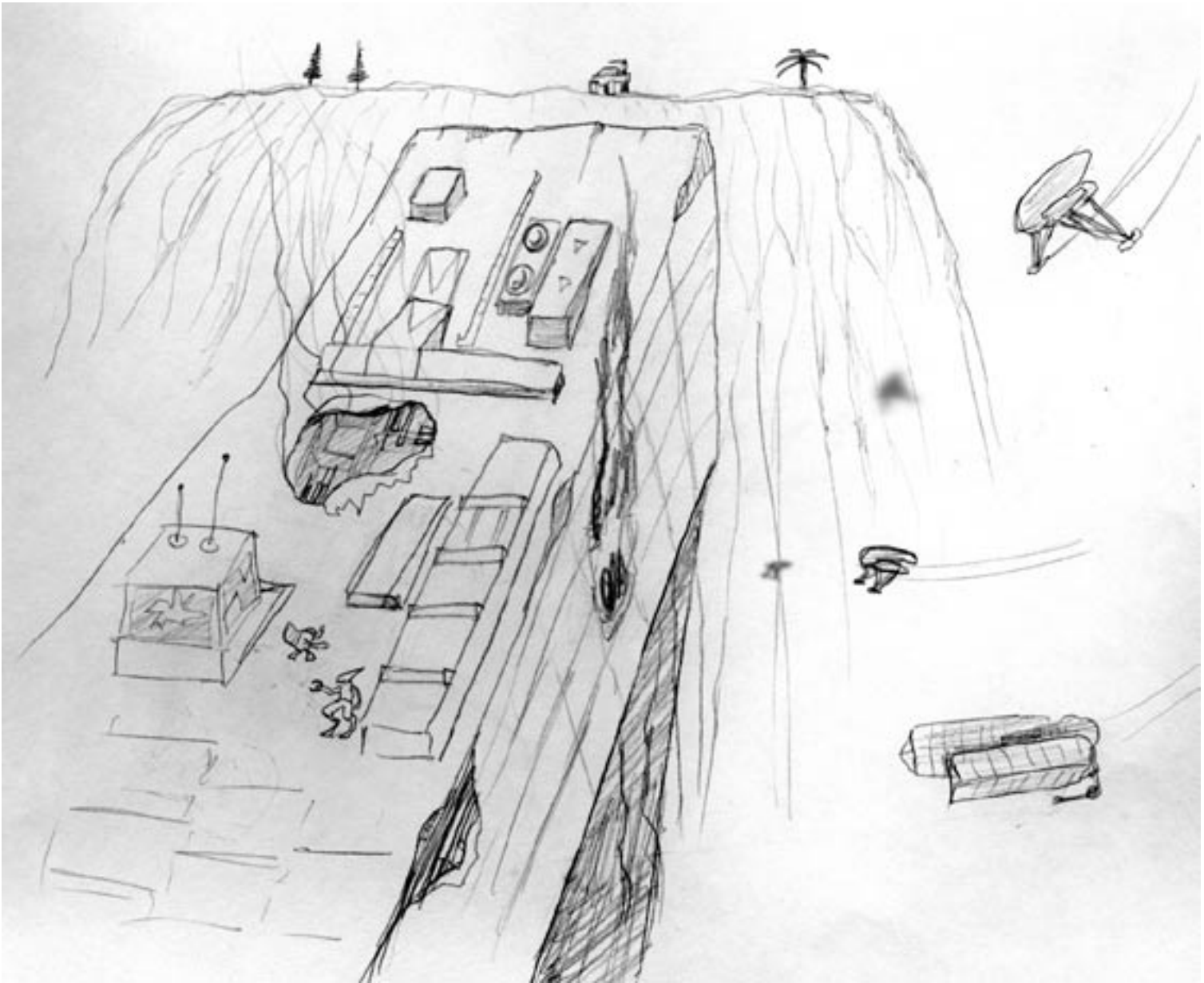
**This is Encounter 4 (Down the ramp).**



Ship breaks apart, forming massive ramp.  
(Cutscene maybe.)

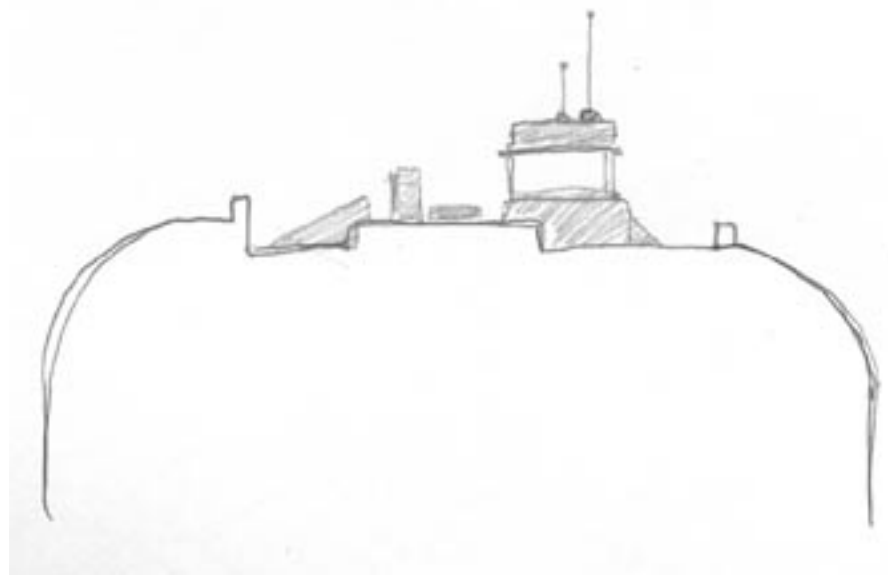
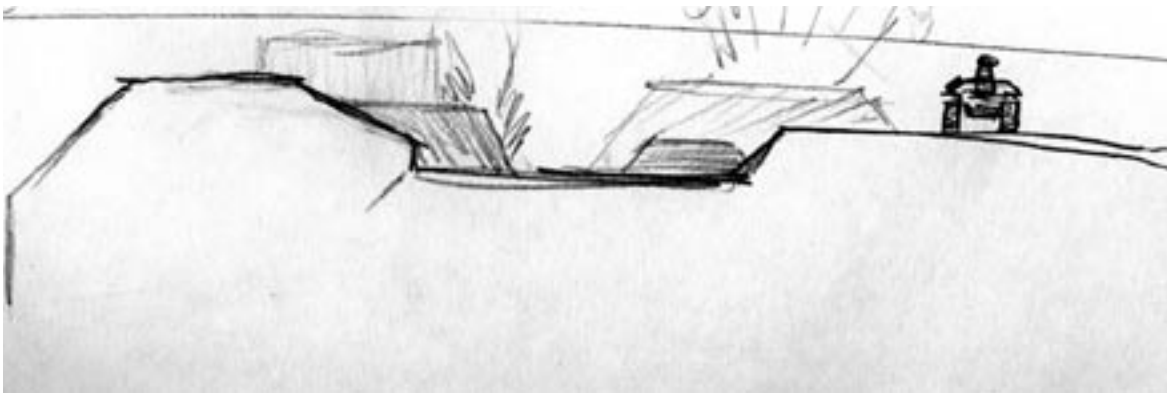


Now player must drive down “ramp”, while avoiding obstacles (Banshees, Dropships, Covenant bad guys, ship explosions, etc). **Encounter 4.**

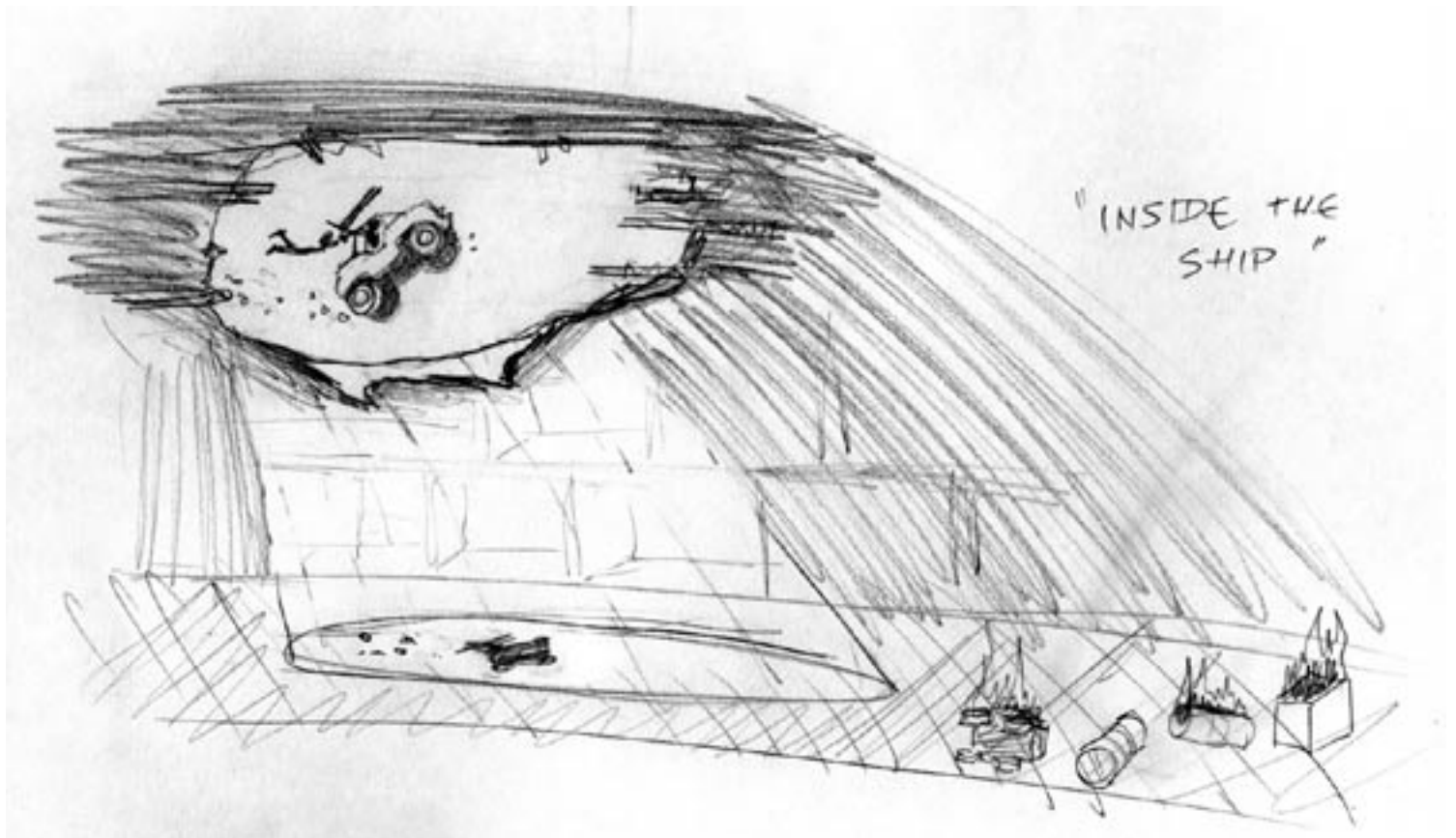




examples of terrain. uneven, maybe rounded edges of ship. explosions from ship.







During the “run down the ramp”, I thought it’d be cool to have the player fall into a hole, then continue part of the journey **in the ship**, with a Banshee following close behind you. Think: “Indy Jones & Last Crusade” with the German plane chasing you in the tunnel.

Eventually the player would pop back out onto the exterior of the ship and continue down the ramp.

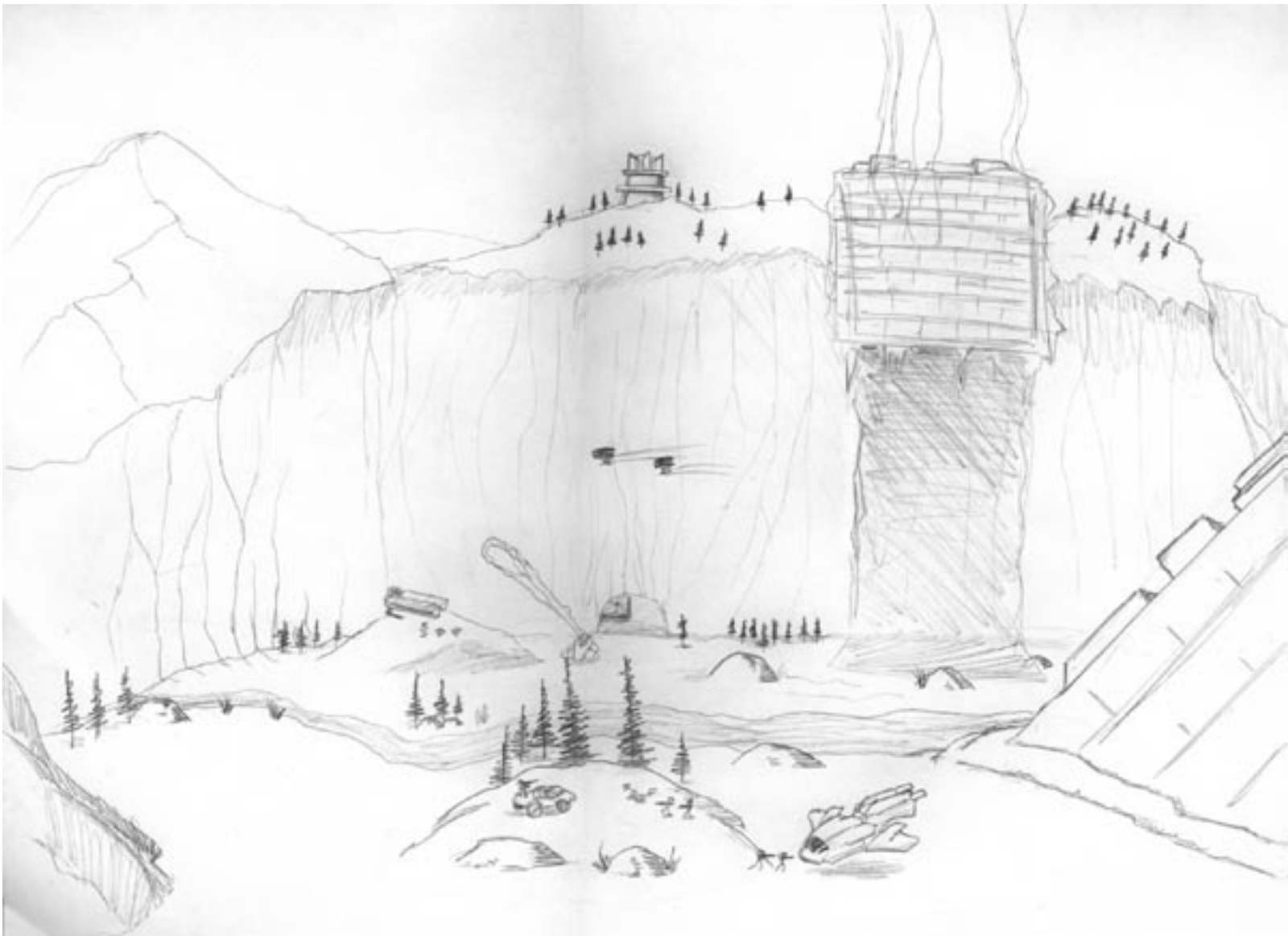
When the player finally arrives at the bottom of the valley, he joins a massive Marine/Covenant battle. The Covenant pull out all the stops. There are Cov tanks, drop ships, banshees, elites, jackals, grunts, ghosts.

The Marines are small in number. Here's where you finally get the rocket launcher and an extra warthog. After blowing up the Cov tank and banshees, a human Drop-ship will arrive to drop off more Marines.

**For more details on this encounter, see separate Encounter 5 document:  
"Battle in the valley"**



Another angle of **Encounter 5.**



## Encounter 6: Elevator/

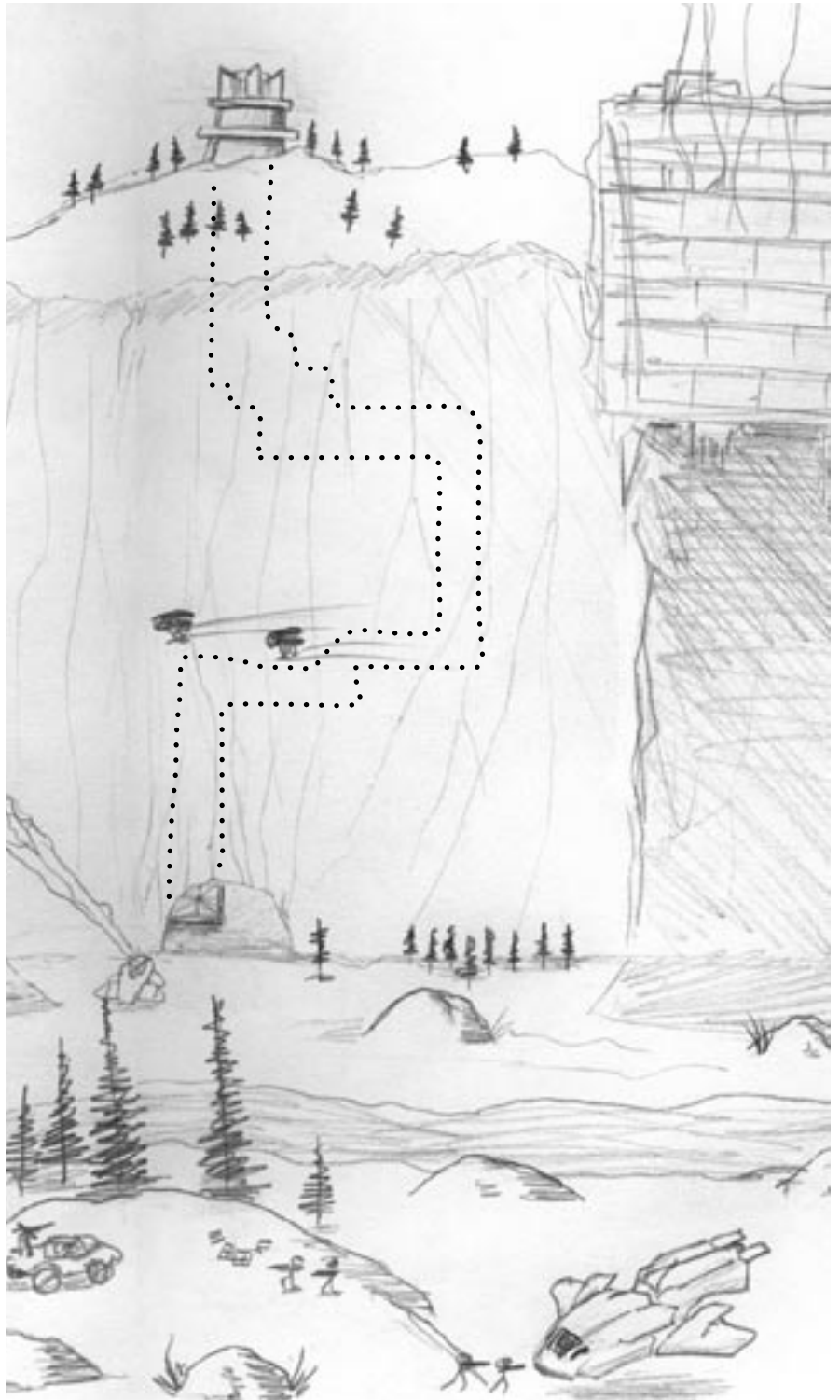
### Ground Option:

After clearing out the bad guys, the player will enter a cave that has a massive elevator (which won't be active until the bad guys are dead -- so no early escape for the player!).

The elevator will eventually bring the player to the top, but he'll have to use at least 3 separate ones to get there. At each stop the player will have to drive down corridors and up ramps to reach the other elevators, all while fighting more Covenant bad guys. Once the player reaches the ship, action continues in **Encounter 8**.

### OR

If the player happened to steal a Banshee during Encounter 5, he can fly to the top (see **Encounter 7**).



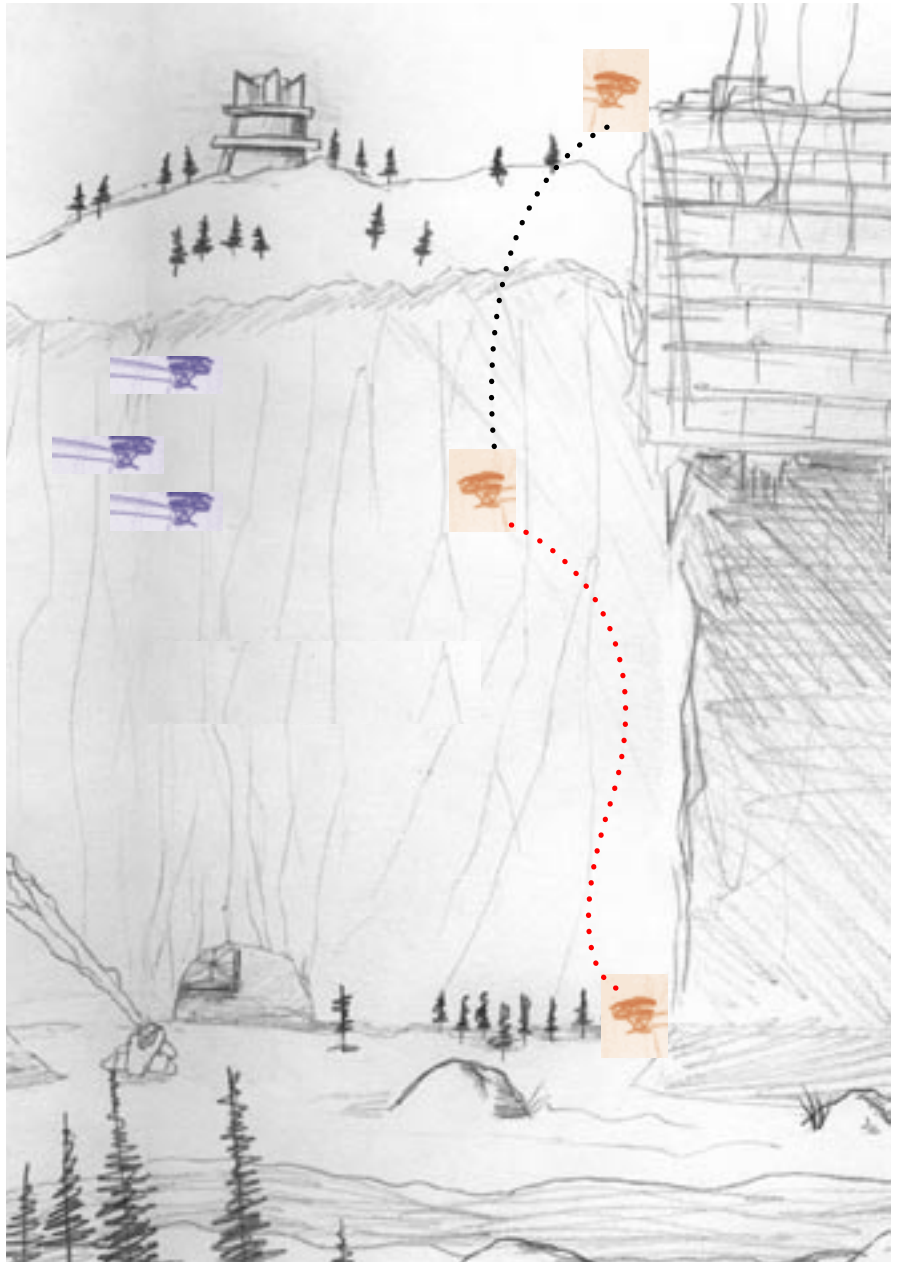


## Encounter 7 - Flying option / Dogfight:

If the player happened to steal a Banshee during Encounter 5, he can fly to the top.

Once the character is air bourne, 3 (or more) enemy Banshees will fly out from behind the mountain and pursue you. You can choose to engage or not.

Cortana can alert the player of where a good place to land is “Chief, we need to get inside the ship! The nav point shows a good spot.” The player can land on top or through one of the holes in the ship where he will proceed on foot.



## Encounter 8: Inside the ship.

Once the player reaches the crashed ship, he'll worm his way in, fighting Covies along the way. The entire interior of the ship is a disaster. Doors may not work, lights may be off (or flickering). There's smoke, fire, random explosions, huge holes/gaps in the floor, etc. The point is, Cortana may not have the best advice for navigating the interior of the ship.

When the player reaches the bridge, a cut-scene cinematic will start (see next page: Encounter 9).



## Encounter 9: Battle on the Bridge.

Note: these images were knocked out in rapid succession. Excuse me for the quality (or cheesiness!)

Sword Elite has found the Captain of the "Glaive" (the crashed attack ship).

Elite spears him...

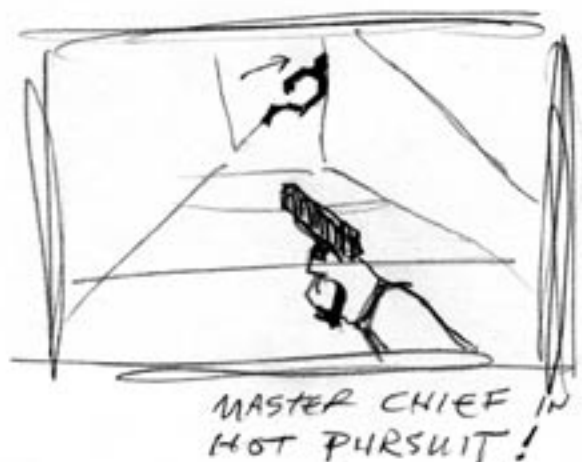


Elite runs off with A.I.



Control goes back to player who has to chase him down. Player won't be able to touch Elite because of interference by ship explosions, collapsing walls, etc.

Maybe throw in a few bad guys to slow player down.

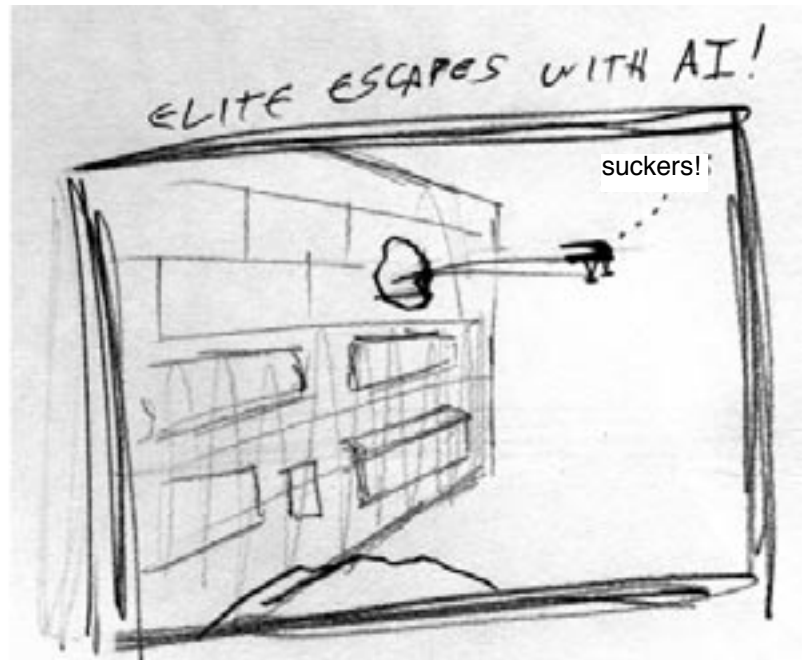


(Cut scene?)

Elite reaches his Banshee, which he landed with earlier, and escapes through a massive hole in ship's hull.



Elite escapes!

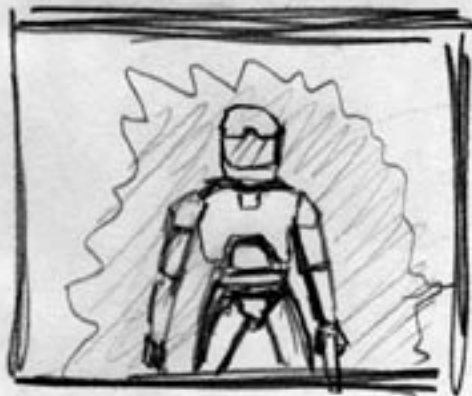




player gets there too late.



(camera gradually pulls back)



player contemplates his actions... or lack thereof.



earth...

granny...

apple pie...



the level ends...



Halo game scenario by Randall Glass  
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rglass@oz.net



# HALO MISSION DESIGN

## “Battle in the Valley”

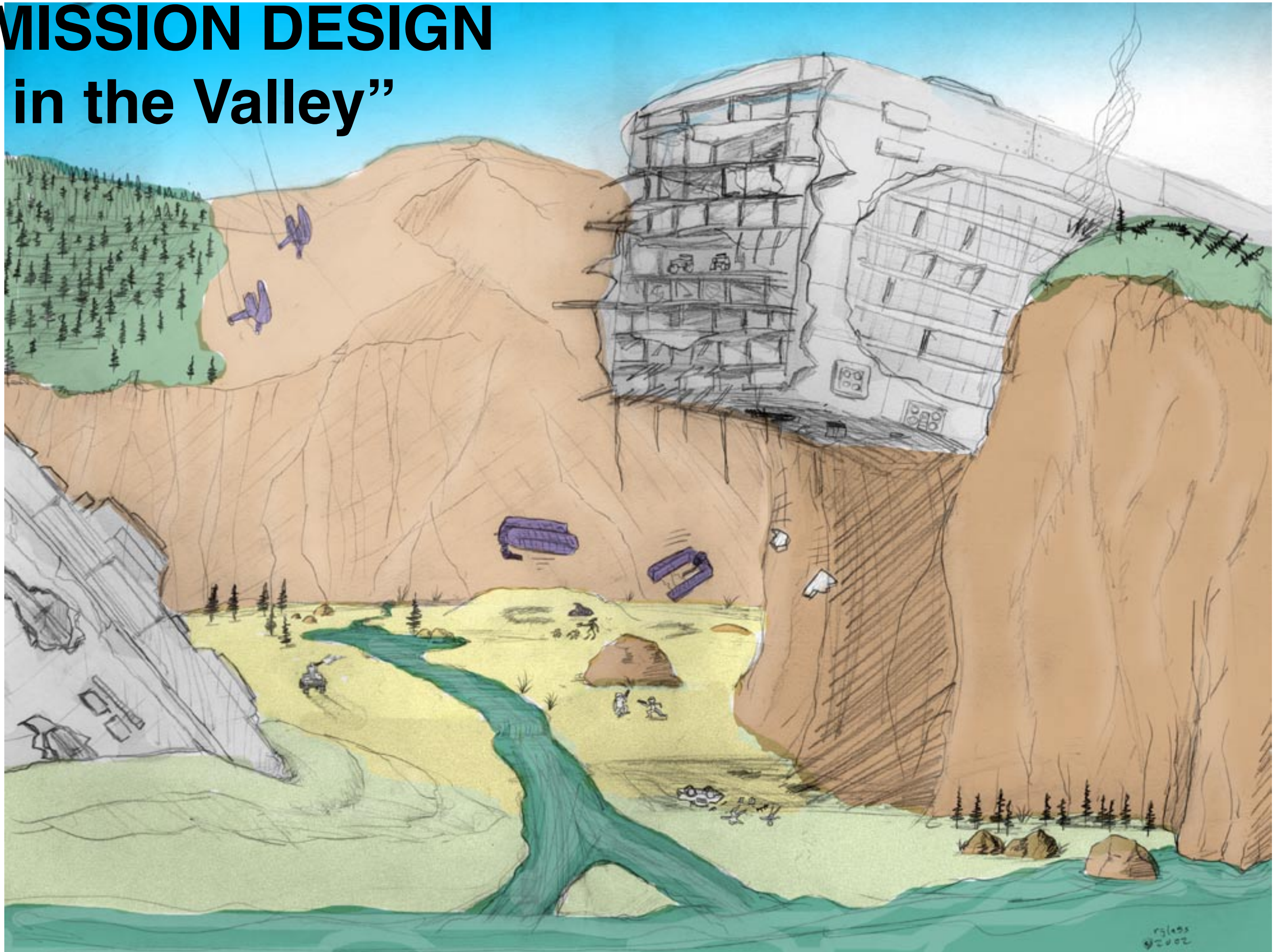
(Encounter 5)

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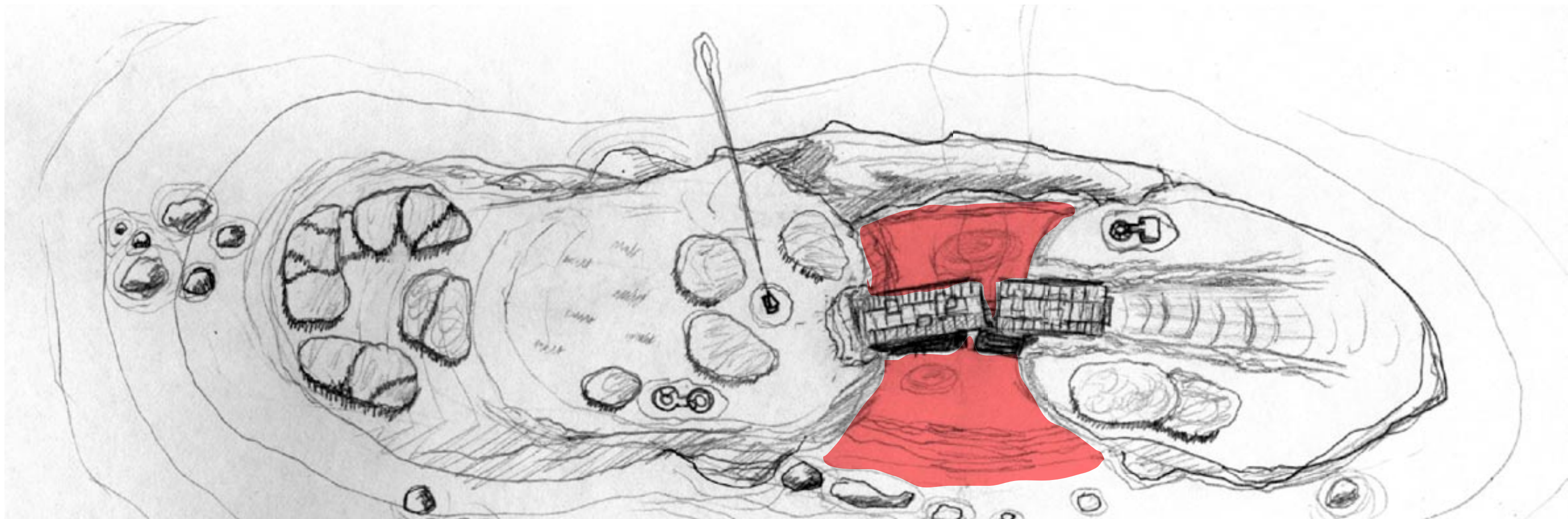
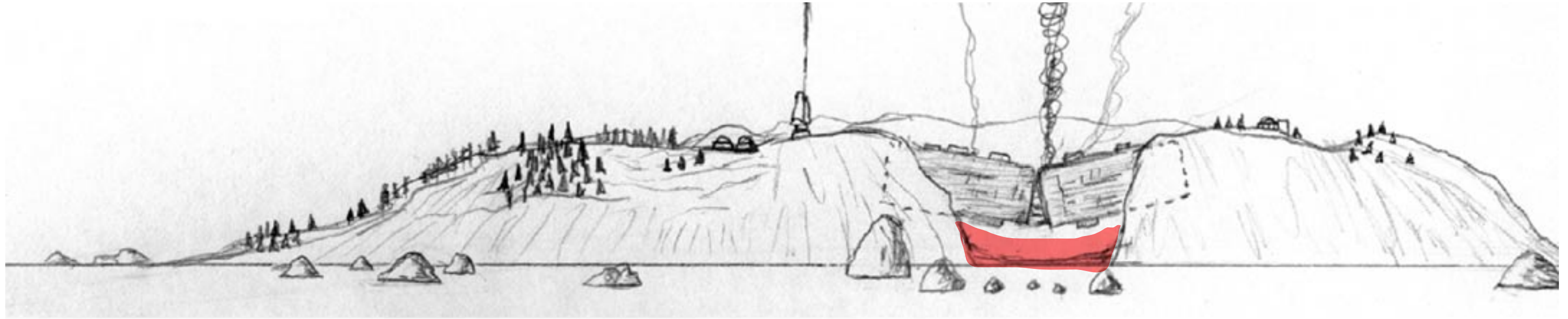
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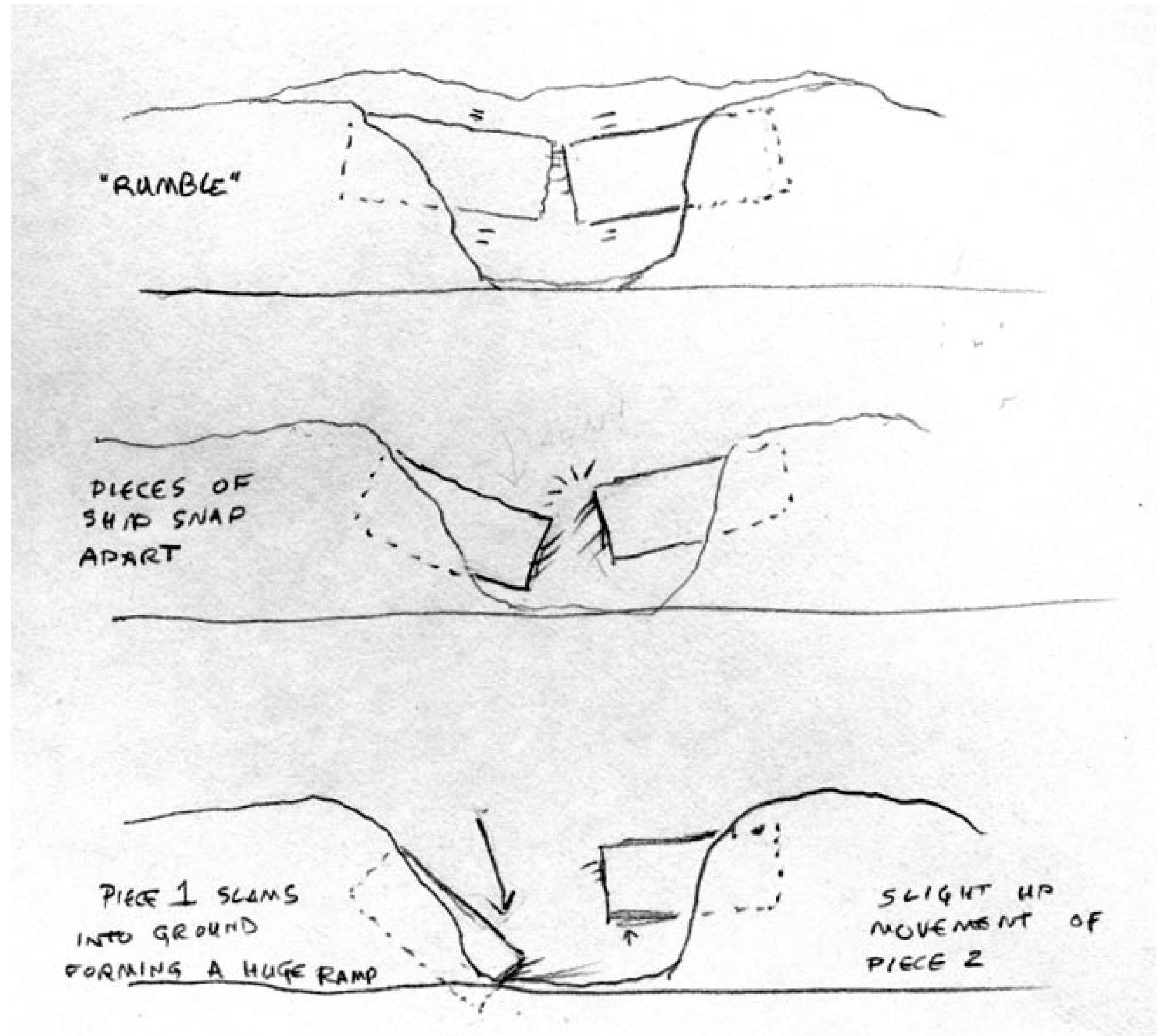
**START OF ENCOUNTER. AREA OF FOCUS.**



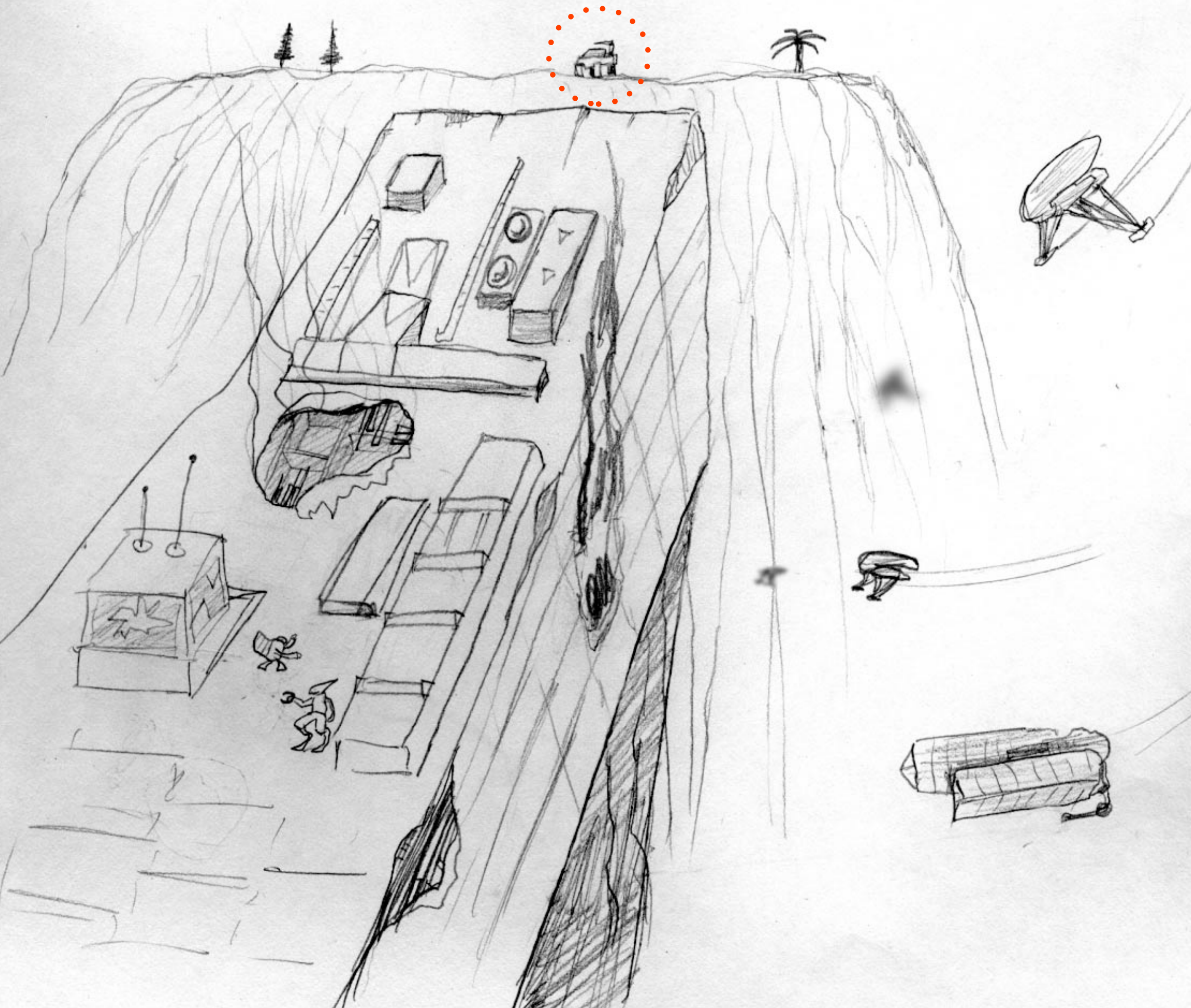
**WHAT HAPPENED  
PRIOR TO THIS  
ENCOUNTER:**

**“SHIP-BRIDGE”  
COLLAPSED.**

**(FORMING A  
RAMP)**







**PLAYER DROVE  
DOWN  
COLLAPSED  
SHIP  
“MAW-RUN  
STYLE” TO  
REACH BOTTOM,  
WHERE THIS  
ENCOUNTER  
BEGINS**



ENCOUNTER 5 DETAIL.



# **HALO ENCOUNTER #5**

## **“BATTLE IN THE VALLEY”**

**by Randall Glass ©2002**

### **OBJECTIVES:**

ASSIST U.N.S.C. MARINES.

### **STARTING WEAPONS:**

**AT THIS POINT YOU SHOULD HAVE SEEN (IN ADDITION TO ENCOUNTER 1 WEAPONDRY):**

**ASSAULT RIFLE  
SNIPER RIFLE  
WARTHOG**

### **WEAPONS FOUND ON LEVEL:**

**ROCKET LAUNCHER  
HEALTH PACKS  
ASSAULT RIFLES  
PISTOLS**

**ALL COVENANT WEAPONS (GET FROM DEAD)**

### **ENEMIES & VEHICLES:**

**1 COV TANK  
2 BANSHEES (AIR BOURNE)  
1 BANSHEE (NOT PILOTED, ON GROUND)  
5 GHOSTS (+2 UNMANNED)  
4 COV DROPSHIPS (APPEAR AT INTERVALS)  
2 FLIPPED WARTHOGS  
1 UNSC DROPSHIP (APPEAR IN WAVE 3)**

### **INFANTRY:**

**2 HUNTERS  
10 ELITES (PLASMA RIFLES)  
18 GRUNTS (NEEDLERS, GRENADES)  
11 JACKALS (PLASMA PISTOLS)  
9 UNSC MARINES**

**NOTE: NOT ALL ENEMIES APPEAR AT ONCE!  
SOME APPEAR IN WAVES (VIA DROPSHIPS).**

THIS ENCOUNTER IS THE BIG BATTLE IN THE VALLEY, UNDER THE CRASHED ATTACK SHIP. THIS IS WHERE THE COVENANT THROW EVERYTHING THEY HAVE AT YOU.

YOUR JOB IS TO HELP THE UNSC MARINES FIGHT THE COVENANT AND WHEN POSSIBLE, CLEAR AREAS WHERE A UNSC DROPSHIP CAN LAND AND DROP OFF MORE MARINES.






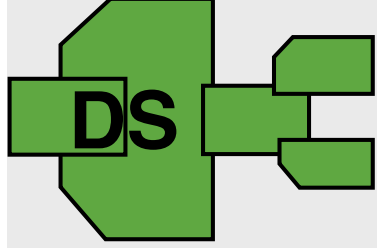
AFTER THE BATTLE YOU NEED TO FIND A WAY INTO THE 2ND HALF OF THE CRASHED SHIP. THERE IS A TUNNEL NEAR THE BOTTOM OF THE MOUNTAIN SIDE WHERE YOU RIDE AN ELEVATOR TO THE TOP (WHICH IS LOCKED UNTIL YOU BEAT THE ENEMY, SEE ENCOUNTER 6), OR IF YOU FIND THE UNMANNED BANSHEE, FLY UP TO THE TOP (ENCOUNTER 7). THE BANSHEE COULD ALSO BE USED IN THIS BATTLE (ENCOUNTER 5).

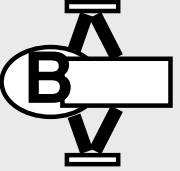



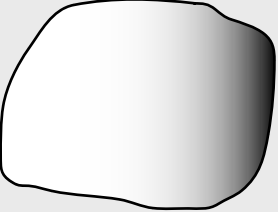
**MAP LEGEND:**

**COVENANT**

-  ELITE
-  GRUNT
-  JACKAL
-  HUNTER
-  TANK
-  GHOST
-  BANSHEE
-  DROPSHIP

**FRIENDLIES**

-  PLAYER
-  UNSC MARINE
-  WARTHOG
-  HEALTH PACKS
-  AMMO
-  DROPSHIP

-  UNMANNED BANSHEE
-  UNMANNED GHOST
-  TREE
-  ROCK
-  HILL

## ENEMY AND FRIEND COUNTS.

DURING THE BATTLE, VARIOUS ENEMIES OR FRIENDS WILL APPEAR. EACH INSTANCE OF NEW CHARACTERS IS CALLED A WAVE. WAVES LAST UNTIL A KEY ENEMY (TRIGGER) IS KILLED OR WHEN A CERTAIN PERIOD OF TIME HAS ELAPSED. EACH WAVE REPRESENTS **NEW** ENEMIES APPEARING

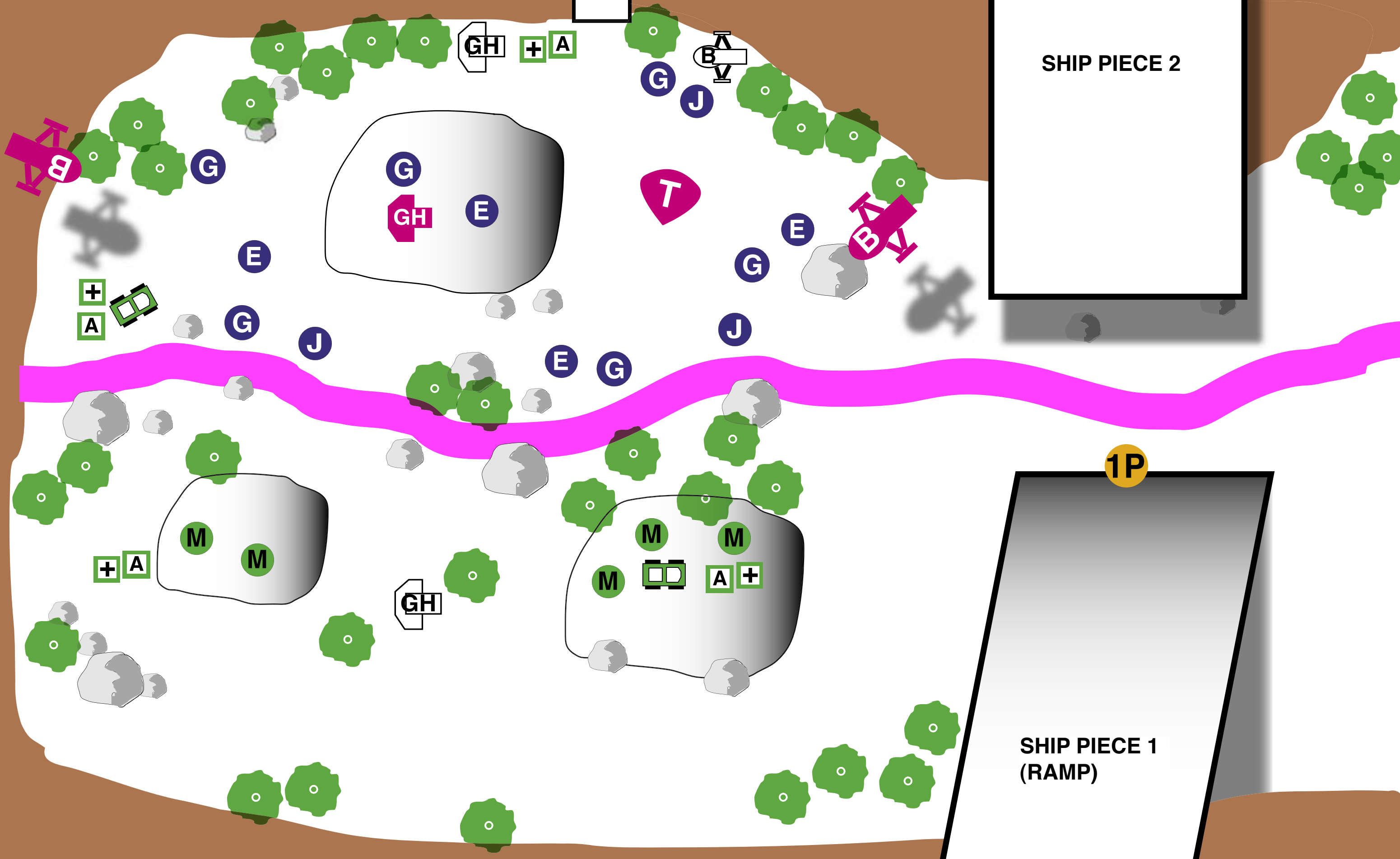
<b>OBJECTS</b>	<b>WAVE 1 (STARTING)</b>	<b>WAVE 2</b> WAVE 2 BEGINS AFTER TANK KILLED.	<b>WAVE 3</b> WAVE 3 BEGINS AFTER WAVE 2 DROPSHIP LANDING PAR- TIES ARE KILLED	<b>TOTAL</b>
COV TANKS ( <b>TRIGGER</b> )	1	-	-	<b>1</b>
COV BANSHEES	2	-	-	<b>2</b>
COV DROPSHIP ( <b>TRIGGER</b> )	-	2	2	<b>4</b>
COV GHOST (ELITES PILOTS)	1	2 (DEPLOYED BY COV DROPSHIP)	2 (DEPLOYED BY COV DROP- SHIP)	<b>5</b>
ELITES	4	3	3	<b>10</b>
GRUNTS	6	6	6	<b>18</b>
JACKALS	3	4	4	<b>11</b>
HUNTERS	-	2	-	<b>2</b>
MARINES	5 (+ WHATEVER YOUR WARTHOG IS CARRYING -- IF YOU STILL HAVE IT)	-	4 (DROPSHIP APPEARS SHORTLY AFTER 2ND COV DROPSHIP DOES)	<b>9</b>
WARTHOGS	2 (+ 1 YOUR WARTHOG)	-	-	<b>2</b>
UNMANNED BANSHEE	1			<b>1</b>
UNMANNED GHOSTS	2			<b>2</b>



WAVE 1

CAVE ELEVATOR  
SEE ENCOUNTER 6

SHIP PIECE 2



SHIP PIECE 1  
(RAMP)

1P

GH

+ A

B

G

J

G

GH

E

T

E

G

B

E

+ A

G

J

J

E

G

M

M

+ A

GH

M

M

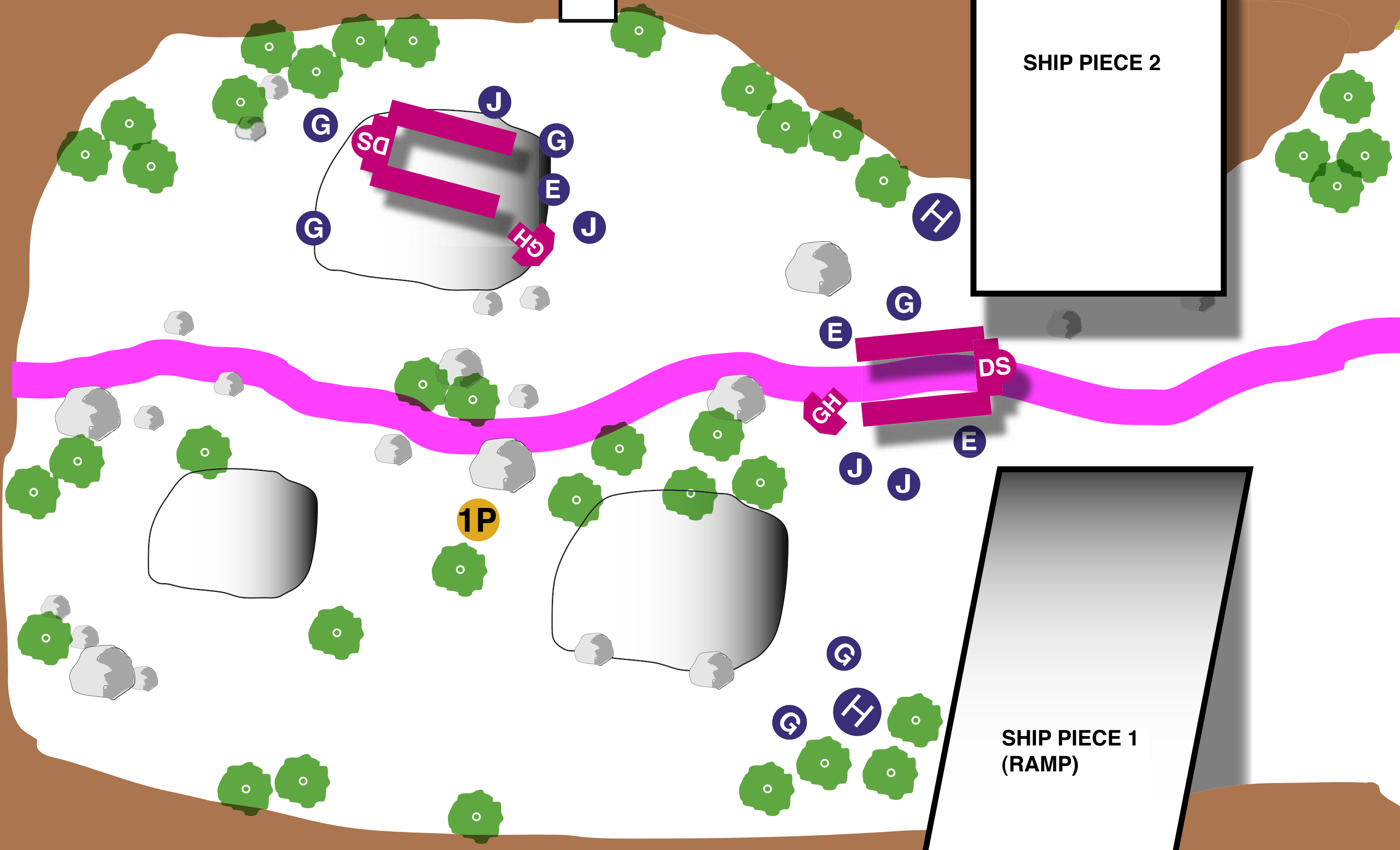
M

M

A +

A +

WAVE 2



SHIP PIECE 2

SHIP PIECE 1  
(RAMP)

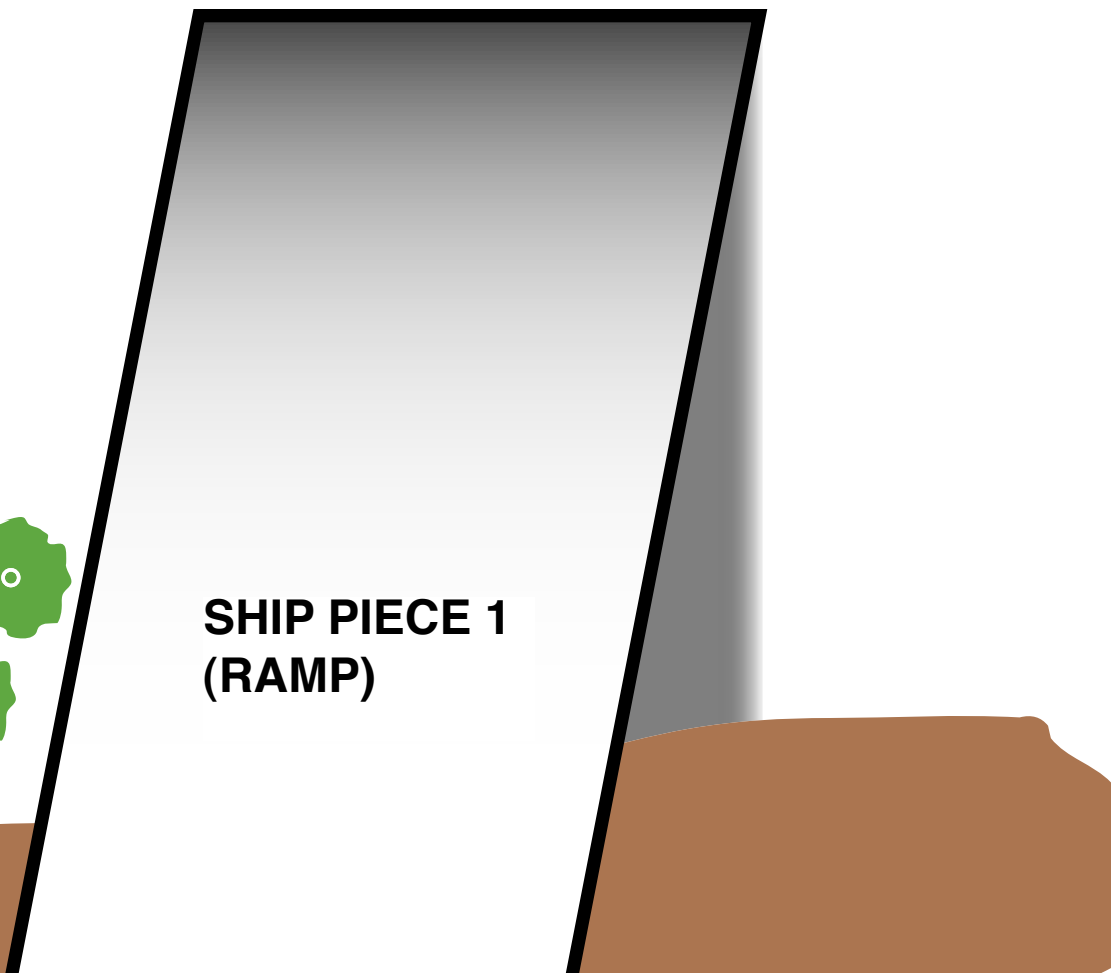
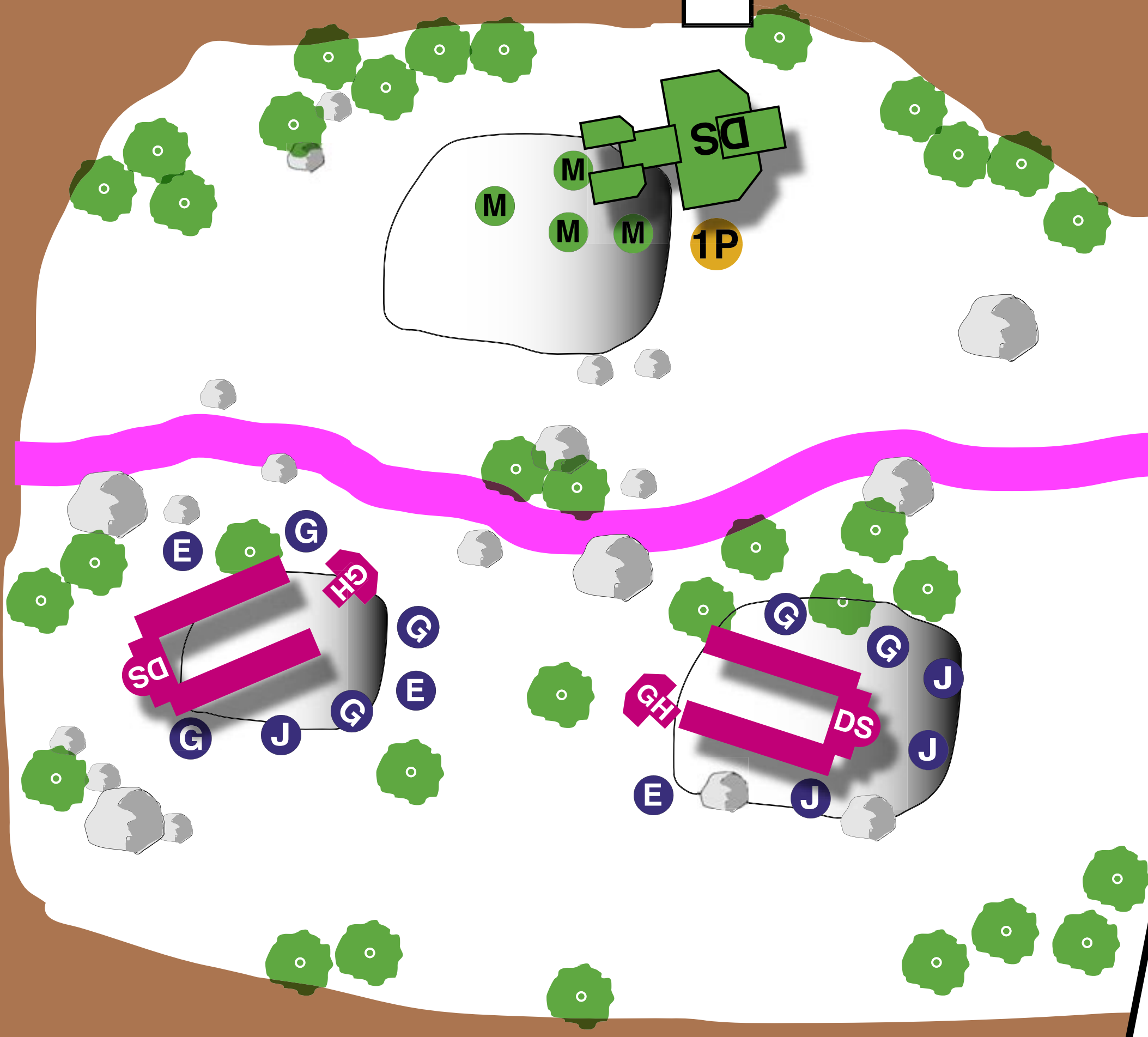
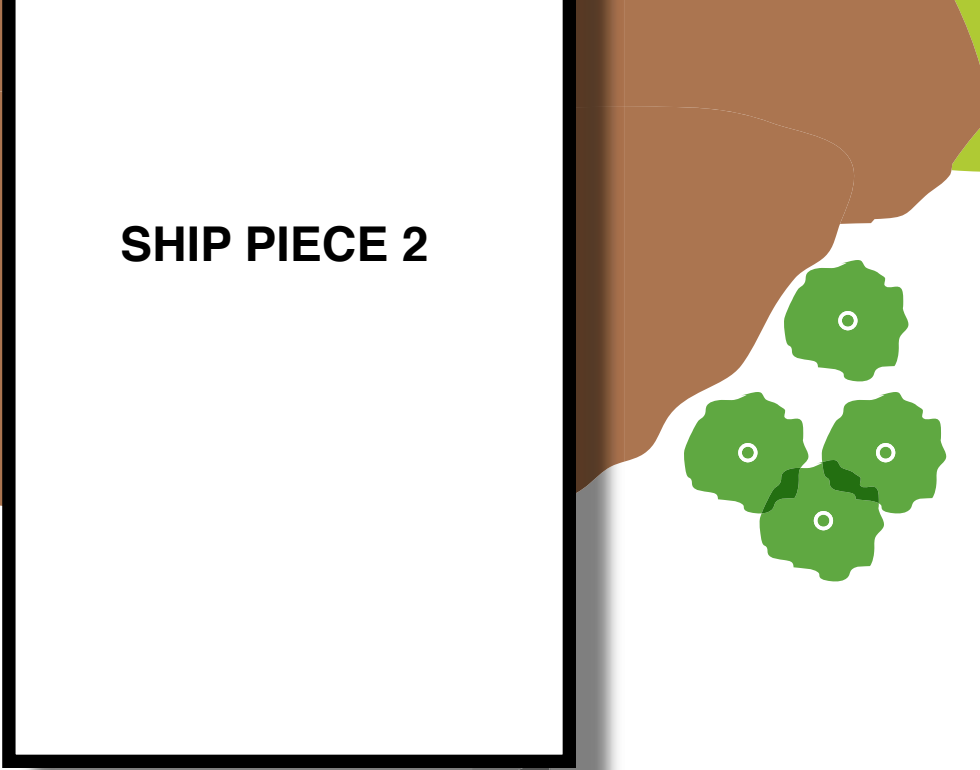
J  
G  
DS  
E  
G  
J  
HS

G  
E  
DS  
GH  
E  
J  
J

1P

G  
H  
G

WAVE 3



END OF ENCOUNTER 5.

DEPENDING ON VEHICLE, PLAYER PROCEEDS TO  
ENCOUNTER 6 (GROUND) OR ENCOUNTER 7 (AIR).