Target Audience

All agents and support staff

Introduction

The battle continues online with an unparalleled multiplayer experience expanding on the award-winning suite of features that helped define the Xbox LIVE experience. *Halo: Reach*, developed exclusively for Xbox 360 by acclaimed developer Bungie, is the blockbuster prequel to the best-selling Xbox franchise of all time.

The Halo: Reach multiplayer beta, on track to be the largest beta program of its kind on any console, is expected to see millions of participants when it begins May 3. Players can access the multiplayer beta on Xbox LIVE through the Halo 3: ODST disc or through a token code supplied by the MGS Marketing Team.

Public Beta FAQ

**What exactly is the Halo: Reach beta?**
Halo: Reach is a First Person Shooter (FPS) and is being developed by Bungie; it will also be the last Halo game developed by them. Halo: Reach will have a multiplayer beta much like Halo 3 had a multiplayer beta prior to its release. There are no details on weapons, vehicles, etc. that will be available in the beta. We can assume however it will have similar gameplay mechanics to the other Halo titles.

**Product Information**

Halo: Reach, developed exclusively for Xbox 360 by acclaimed developer Bungie, is the blockbuster prequel to the best-selling Xbox franchise of all time. It represents the culmination of Bungie’s 10 years of experience crafting groundbreaking Halo games that have raised expectations for what can be achieved in a video game.

Experience the fateful moments that forged the Halo legend. This is the story of Noble Team, a squad of heroic Spartan soldiers, and their final stand on planet Reach, humanity’s last line of defense between the terrifying Covenant and Earth. This darker story is echoed by grittier visuals amid a backdrop of massive, awe-inspiring environments. Characters, enemies, and environments are rendered in amazing detail by an all-new engine designed to deliver epic-scale encounters against the cunning and ruthless Covenant.

Once the campaign is over, the battle continues online with an unparalleled multiplayer experience expanding on the award-winning suite of features that helped define the Xbox LIVE experience.

IMPORTANT:

Agents should use standard game troubleshooting articles, or Xbox Live troubleshooting articles where appropriate. Reference the VKB article - "Most frequently used articles to troubleshoot an Xbox 360 game (970681)".

For new issues, agents should use VKB article - "No VKB Found (954083)”, and follow instructions outlining detailed information regarding issue.
How do I gain access to the Halo: Reach beta? Do I have to sign-up via website or through Microsoft Games Studio?

Access to the Halo: Reach beta comes with every copy of Halo 3: ODST. The beta will be available when Bungie enables it through the Halo 3: ODST menu. Players will then be able to access the Halo: Reach beta only using the Halo 3: ODST campaign disc* through a menu option. Simply have a copy of Halo 3: ODST and you have access to the Halo: Reach beta as confirmed below:

"Buy Halo 3: ODST and receive an invitation to participate in the Halo: Reach Xbox LIVE multiplayer beta. If you want in, hold onto your copy of Halo 3: ODST and stay tuned to Bungie.net and Xbox.com for more details."

"Looking for more information about Halo: Reach? Explore the Halo: Reach product page and discuss the upcoming title in our online forums."

Will the Halo: Reach beta be available on the dashboard for the public?

No, as stated above the beta will not be available on the dashboard or any other means for the public to download. This is not a demo and is therefore restricted to certain individuals, i.e. those who have the Halo 3: ODST campaign disc.

How long is the beta going to be available?

At this time, there is no information concerning how long the Halo: Reach beta will last. As we get closer to the beta release, Bungie will most likely inform the community about the specifics of the beta.

For About game title information, go to http://www.xbox.com/en-US/games/h/haloreach/

When is it Effective

May 3, 2010

Who is Affected

All Xbox 360 Live customers

What’s Cool:

A video about the launch is available at designated areas.