HALO 2
HACKS

Tips & Tools for Finishing the Fight

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Halo 2 Hacks™
by Stephen Cawood

RepKover™

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The Longest Unaided Halo 2 Jump
Bridge monstrous gaps by using the slide technique.

Perhaps the coolest looking jump of all—and also one of the most challenging—is the *slide*. If you're feeling particularly spry, you should try this jump. You can use the slide jump to achieve spectacular distances.

A slide is the combination of a regular jump onto a declining slope and then a bunny hop back into the air (see Figure 1-11). If the slide jump is performed correctly, it has the effect of propelling you a great distance. Gaps that would otherwise be insurmountable can be bridged using a slide.
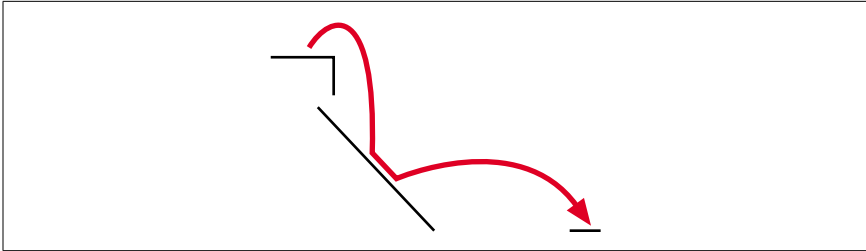

Figure 1-11. Diagram of a slide jump

Bunny Hopping

To perform a slide, you will need to learn how to *bunny hop*. Bunny hopping is not easy to master, but it allows you to slide jump, so it's worth the effort. To perform a bunny hop, crouch as you land on a slanted surface then release your crouch and jump back into the air.

The Slide

To start a slide, jump onto a slanted surface from a fair height. Next, crouch as you land and start to slide down the slant. This will increase your speed significantly. At this new speed, release your crouch and immediately press the jump button to bunny hop back into the air. This maneuver will propel you to faraway places. The skill in a bunny hop is in determining how long to hold the crouch. This takes lots of practice to get the motion right. Some jumps require holding the slide for a certain distance and then jumping, while others involve jumping immediately after hitting the slant with very little slide in between.

You will find one of the more interesting slide jumps on the Lockout map. This is a difficult jump to master, so don't be surprised if it takes you a while.

Jump down and crouch as you hit the slanted ramp, hold this slide for a short time, then release your crouch and bunny hop back into the air (see Figures 1-12 and 1-13). This will propel you towards the gravity lift tower (see Figure 1-14).

Figure 1-12. The starting position on the tower

Figure 1-13. The bunny hop

Figure 1-14. Landing on the courtyard