

Halo: Reach Patch for Canon Continuity

William Swartzendruber

Revision 3

May 24, 2011

Premise

As many are aware, there are a few major conflicts between Halo: Reach and *Halo: The Fall of Reach*. The purpose of this document is to highlight a way for 343 Industries to correct these issues via a patch. This patch would ideally be small and available automatically via Xbox LIVE. The original game disc would not have to be reissued. It could also be made available as an optional marketplace download.

Methodology

While every level needs its date stamp changed, most of the levels in the game also need to have certain portions of their dialog removed. The main point is that until the “Exodus” level, very few people would know that Reach is under attack. This is to keep things consistent with the book which has everyone in shock to see the Covenant on August 30th.

It should also be noted that time stamps shouldn't be modified due to them not being military calendar. In other words, Bungie Studios may have carefully placed the sun in just the right spot for that time to make sense. Therefore, where possible, only dates should be changed.

Breakdown of Proposed Changes

Noble Actual (August 27, 07:28)

This cinematic requires no changes.

Winter Contingency (August 27)

This level requires no changes. It doesn't provide a time and day as is, and doesn't need to.

ONI: Sword Base (August 28, 11:26)

This level requires one change. It can be implied that Noble Team spoke to Dr. Halsey in the afternoon of the 28th, which does not conflict with *The Fall of Reach*.

- Remove Kat's comment to Dr. Halsey about warning the planet of the Covenant's presence.

Nightfall (August 28, 26:30)

This level requires no changes.

Tip of the Spear (August 29, 08:00)

This level requires one change:

- Get rid of Dot's introduction commentary.

Long Night of Solace (August 29, 20:07)

This level requires the following changes:

- Get rid of any discussion regarding an incoming UNSC fleet.
- Do not show a date or time for Noble Team landing outside the Saber facility.
- Remove Jorge saying, "Is there any place the Covenant isn't?"
- Get rid of Dot telling Jorge (along with his response) that there's nothing he can do to save Dr. Halsey in Sword Base. The reason for this is that she's likely at Castle Base (or somewhere else) preparing for Operation: RED FLAG.
- Show a date and time for Jorge's Pelican dropship landing on the corvette: August 30 at 04:45. This is done because after Jorge throws Noble Six out, the Covenant fleet arrives in full force. The game has them exiting slipspace in orbit below the Super MACs, but the book has them exiting on the system's edge for a quick regroup. We need to give them their regroup time before some of them (hypothetically) make an in-system jump into Reach's orbit while others flood in through the planet's poles (as stated in the books).

Exodus (August 30, Morning)

This should say "Morning" for a time stamp. The game originally has it take place at 15:34, but that won't work as the next level must also take place on the 30th. It could also be said that Noble Six doesn't really know what the exact time is.

The following changes should be included:

- ODSTs should have Marine Corps ranks only. "SPC" is short for Specialist, which is an Army rank.
- Get rid of the statement that the city has been under siege for five days.

New Alexandria (August 30, 18:57)

This level requires one change:

- At the hospital, get rid of anyone saying anything about other Spartan teams. This is because at this time, Red Team is beneath Castle Base with Dr. Halsey.

The Package (August 30, 26:16)

This level is going to require the most work. Our main issue here is that at the end of the level, we need Dr. Halsey interacting with Noble Team, but *First Strike* puts her beneath Castle Base.

- Completely remove Dr. Halsey's character from the cinematic, along with sound effects of her working the consoles.
- Add a remote viewer and have her appear on that instead.
- Change Noble Six's animation script so that he physically walks up to Cortana and removes her.
- For the outside portion, remove Dr. Halsey's character from the cinematic.
- Get rid of any talk of escorting Dr. Halsey to Castle Base as she's already there.
- Have the second Pelican dropship (the one initially on the left) stay put.

The Pillar of Autumn (August 31, 16:52)

This level has one required change and one optional change. The reason for the ship's return to the planet would have to be established elsewhere.

- Show Jun in Carter's Pelican already dead.
- Leave the booster engines on the *Pillar of Autumn* as it leaves. There has been much debate within the community regarding a Halcyon class cruiser being rated for atmosphere.

Lone Wolf (August 31, 20:00)

This level requires one change:

- Get rid of all the dead Spartan bodies.

A Loose End

Halo 3: ODST also needs one very small patch. Back behind the ONI building is a memorial dedicated to those who died on Reach. It needs to be changed to reflect the new start date.