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Halo ring game

Edit Comments Share Installation 00 by deploying the Halo Array. Halo doesn't kill flood. Kill your food. Human, Covenant, whatever. We are all equally edible. The only way to stop the flood is to starve. And that's exactly what Halo is designed to do: clean up the galaxy of a lifetime sensitive. The Halo Array, Halos,[1] also known as the Sacred Rings[2][3] by the Covenant, Fortress Worlds[4] for its creators, Installations of the Intel-là Monitors that run them, and the Great Wheels of prehistoric humans, are seven (out of a twelve original) massive ring-shaped installations built by precursors throughout the galaxy more than a hundred thousand years ago as a last resort in combating the parasite known as the Flood. When nothing else could be done, they activated the rings that killed all sensitive life forms within three spokes of the galactic center. Not only are they weapons of last resort, but Halo's facilities are also research facilities, primarily for the study of the Flood. Background[edit] source of edition] Holographic display of the seven Halos. Installation 05. The Halo Array is a network of seven ring-shaped artificial worlds created by precursors in order to kill all sensitive life within range of the matrix, virtually the entire galaxy. [5] Instead of a weapon of war, these were used as a last resort against flood, an extra galactic parasitic species that threatened to infest all forms of life sensitive to the galaxy. By activating the rings, the precursors denied flooding access to these life forms, effectively starving the species to virtual extinction, though it clung to life at a number of Forerunner facilities, including some Halo facilities. [6] Two of the three known facilities of Halo, Facility 04 and Facility 05 respectively, orbit the threshold and substance of the gas giants. Threshold maintained an atmospheric mining facility until it was destroyed by the Covenant. [7] The third ring, Installation 03, orbits a rocky Earth planet. Although separated by thousands of light years, the seven installations are networked and capable of remote activation at facility 00, an out-of-the-galaxy facility. Each Halo facility has an effective maximum range of 25,000 light years. [8] The exact means that the array used to perform this mass sterilization protocol[9] are unknown, although energy is supposed to be used in some form. The Halo Array in its entirety has been dismissed once in known history, approximately 100,000 years ago, by didact[10] in order to prevent the flood from overwhelming the galaxy. Despite being the builders of the network, the precursors were killed in this last attempt to save the rest of the universe from a worse destiny. [5] However, four single halo activations have also been recorded in a limited power configuration. Once in Faun Hakkor, Charum Charum the San'Shyuum quarantine system, and a possible activation in the ecumenical capital (which resulted in the destruction of 10 of the original 12 Halos, the two survivors are Omega Halo and Facility 07). The array has almost been activated three times since then; Alpha Halo was nearly activated by John-117 before being deactivated by Cortana, while Delta Halo was activated by Commander Miranda Keyes, forced by tartarus chieftain Jiralhanae, and Sergeant Johnson was forced by the Prophet of Truth to activate the Ark. None of these attempts have been successful. A replacement Halo was activated for the destroyed Alpha Halo outside the matrix range, removing the released flood without activating the rest of the array. [11] Looking back just 300 years after the Flood had entered the galaxy, the Precursor Council granted the Master Builder, Faber, permission to begin building the Halo Array. Meanwhile, a lifeworker named Librarian, began collecting samples from all species across the galaxy; Ensuring that if all means to stop the flooding failed and the Halos were forced to activate, that the galaxy could still be reseeded with life. Lifeworker's husband Didact, a promising warrior, created Shield Worlds as the planet Onyx, to further ensure its survival. By the end of the Array, twelve Halos had been built. However, in a sudden catalytic event that was mysteriously performed by a Metarchy auxiliary (a monitor) called Begging Bias, only two of the original halo rings remained intact and operable; while another six more efficient had been secretly built in the Ark Minor by Faber. History[edit] edits the source] The seven rings above the Ark The Destruction of Facility 04. The Halos were built by the forerunners a few hundred years after the Flood was discovered by Array manufacturers because its builders saw that their current insulation and containment procedures were not suitable to stop the flood spreading. [citation needed] At least one was functional for 101,217 local years. [12] In 97445 BC,[13] after exhausting all other tactical options, its creators had no choice but to activate the Halos' main weapon, and end all life sensitive to the galaxy. [5] Sentinels fighting the flood. The seven Halos remained relatively inactive for a hundred thousand years (though at least one of them experienced a major flood outbreak; and the reference given to brief visits by other species by 343 Guilty Spark to Conversations of the Universe) until one of them, Facility 04 (Alpha Halo), was discovered by the theocratic alien superpower, the Covenant The Covenant, which venerated the precursor as gods, believed that the main weapon of the Halo was actually a source of Divine Wind intended to propel them on a path they called the Great Journey. During his research on 04, the Covenant encountered the flood, but quickly, but only partially contained the outbreak. After the arrival of the human ship UNSC Pillar of Autumn, Captain Jacob Keyes accidentally broke containment, thinking of finding a large cache of covenant weapons. A huge melee ensued between the Covenant, Sentinels led by 343 Guilty Spark, the Flood, and the Humans. This finally culminated when the human super-salesperser known as John-117 detonated the Autumn Pillar fusion engines on the surface of the facility, which compromised the structural integrity of the ring, and, due to the gravitational impulse and inertia that still perpetuate the ring in orbit around Threshold, they broke the ring into pieces. The remains of facility 04 were scattered like debris in space, both large and small. The explosion sent massive chunks of the ring careening into the base moon due to the constant bombardment of small ring objects as seen in the sky. [14] Other large sections of the ring are seen in the opening scene of Halo 2, drifting in space around Threshold. It is also highly likely that large portions of Alpha Halo's remains were drawn at Threshold, and were crushed by the immense gravity of the planet. [15] A second Halo, Installation 05 (Delta Halo) was later discovered. By this Halo, the Flood had already been released and much of the facility had been compromised, including the facility's monitor, 2401 Penitent Tangent. Because of this, a similar conflict broke out. This conflict ended in the Flood manifesting a Gravemind and successfully escaping the ring aboard the infected Covenant ships. The ring was nearly activated by Tartarus, a jiralhanae chieftain, but Commander Miranda Keyes removed the core index at the last moment, causing the six functional facilities to go into standby mode, ready for remote activation of the Ark. Humans returned to Earth and resumed their fight against the Covenant, which had discovered a large structure on Earth, which they assumed was the Ark. The Prophet of Truth landed the dreadnought precursor at the center of the structure, activating it. To everyone's surprise, the structure was not the Ark, but a portal generator for Facility 00, a massive artificial world located outside the galaxy. The covenant's human and separatist forces proceeded through the portal to the newly discovered facility to prevent covenant supporters from remotely activating the remaining halo rings. It was then that the flood leader, the Gravemind, appeared, having turned the planetoid city of the High Charity Pact into a hive of floods. The hive crashed into the facility, releasing the Flood. The partially constructed facility 08 passing over the 00. At this point, it was revealed that the Ark had been building a new installation 04, to replace the one that was by John-117. This new installation has only completed on days. Humans eventually decided to activate the new ring to stop the flood, which in turn was destroyed and damaged the Ark. It is unclear how the system was affected by this, but if the Ark was inoperable, the Halo system will have been damaged irreparably by the destruction of facility 04 and 343 Guilty Spark. The Ross-Ziegler Blip, a small aberration in Earth's fossil records was discovered 2332. This was the result of the firing squad of the Halo Arrays. [16] Design[edit] Source code for editing] Custodial[editing] 343 Guilty Spark, Installation Monitor 04 and 08. The facilities are designed to be managed by advanced AI constructions especially purposeful for precursors. The highest intelligence of each installation is a single monitor. [17] The monitor's task is to ensure that the facility's builders, sentries and enforcers repair, maintain and defend the damage ring, contain the flood specimens, and make sure their own facility is ready to fire on demand, including activation simulations. [3] In addition, each facility contains less intelligent constructions, known as senties. The Sentinels serve virtually any purpose necessary to ensure that Halo is working properly; they are also capable of battling small flood outbreaks. If a major flood outbreak occurs, heavier automata will be created, such as the Enforcers and Major Sentinel to help the Sentinels. Meanwhile, builders are also created to ensure that the precursor structures of the facility are maintained in optimum shape, and that they are not damaged by conflict or climate. [18] Save for the Monitor, all automata can be built in specialized sentry production facilities that float high in Halo's atmosphere. These facilities have never been seen (except briefly in the sky above the sacred icon level, you can see them crashing as the player leaves near the end of the level, the player then struggles through the wreckage of it in quarantine zone), but they appear to contain unlimited materials to build any number of automata. Environment[edit] Edit Source] The landmass on the surface of an installation. The inner habitable band of a Halo Ring, behind one of its own snowy peaks. Halo's facilities were also designed to be habitable, and support a wide range of environments, habitats, ecosystems and climates. Facility 04 and 05 –respectively Alpha and Delta Halo- supported warm, temperate forests[19] that were both deciduous and coniferous, swamps and tundra environments covered in cold snow. [20] [21] The 00 had climates from the tundra,[22] to the forest,[22] to the desert. [23] It is not known whether this range is shared by the entire Halo Array, but the similarity of these environments and that of 00 makes it likely. However, if you observe the holograms of the facility after stopping the Ark, you will see that the rings have different surface characteristics and may have different atmospheres as well. Although the terrain may seem naturally formed at first glance, it is actually artificially constructed. The recoverers extract raw materials from the source, process them in transit and deposit construction materials in the facility. [24] Four huge terraform factories move across the face of the facility by skin with land mass and bodies of water. These factories are also kept in the ring's nitrogen oxygen atmosphere, which is then filtered to the surface, eventually pouring through the superstructure, and dragged through place by centripetal force. [25] The buildings of the facility are built by Builders and Sentinels. An intricate layer of metal panels is placed several meters below the surface of the terrain, on which rock, earth and, finally, vegetation are added. Slopes, hills and mountains can be created by sculpting these panels. [11] Some features, such as landslides, are the result of time, and have formed naturally. Others, such as the myriad tunnels and cave systems that unshackle the internal structure of the facility, are travel conduits used by the Ring's Sentinels and Enforcers. There are also some ways of life living naturally in the Halos. It is unknown whether these were created by the forerunners or were brought to the Halos by them. Technology[edit] edit source] Installation Control Room 04. Each Halo has several assets that are conditioned in all facilities. Each of them contains a Control Room located somewhere on its inner surface, from which a complainant must manually insert the installation index to activate it. Each also has a Library, a large structure protected by an energy shield, where the Index is housed and protected by Sentinels. [6] The index itself is a semi-solid holographic representation of the data needed to activate the ring, and can only be successfully inserted by a complainant. The facilities also have cartographic installations, holographic representations of the interior passages and networks of the installation, which will be used as a navigation reference to explore the installation. Flood containment facilities are also standard, used by the Facility Monitor to conduct research and observe surviving flood specimens, also protected by Sentinels to prevent an outbreak. [26] The Installation Feeding Room 04. The facilities also contain advanced teleportation networks, allowing transport monitor or claiming anywhere in the installation. These grids cannot be controlled by the flood, but the Gravemind is able to use it by controlling 2401's Penitent Tangent. [3] For regular sentries, the facility is filled with tunnel and cave for access and transport. [26] Sentinel portals are connected to factories through tunnels. Halo rings get their gravity through centripetal force. As the ring rotates, centripetal force pushes all bodies spinning away from the center of rotation. The ring is uniform, and because of this all points are the same distance from the center, therefore the centripetal force is applied evenly. This force also pushes objects to the ring surface away from the center of rotation, or pushes them down on the surface of the ring, translating them into gravity. When the Pillar a few autumn detonated, he cut the ring. No longer a complete loop, the centripetal force applied much more strongly at the newly formed weak point, causing the ring to tear. The rings get their power from the feeding rooms that are connected to other power rooms placed around the entire ring. A feeding room in facility 04 featured a large vertical core and a dome-shaped ceiling, with large glass windows running along the side. The energy that powers the facility can be seen pulsating through the kernel. Firing method[edit] In Halo firing. When activated, halo rings would erase all sensitive life within three spokes of the Galactic center of the Milky Way, by sending radiation, targeting certain cells in the nervous system, which includes, but is not limited to, neurons, harmonising all neurological frequencies. [27] Function[edit] | edit source] The Halo Array is complex, but each can be activated individually by a complainant, also activating the other installations, or all of them can be activated simultaneously from installation 00. In the event of a major flood outbreak, the Facility Monitor will look for a claimant if available, whom they will enlist to help them. It will teleport them to the Installation Library, and help the individual in index recovery, necessary to activate the installation. The monitor then stores the index inside its data arrays for safe transport, unless the claimant falls prey to the flood before they can activate the facility. Once in the Control Room, the complainant must insert the index into the control panel to start the activation sequence. The main weapon is amplified by phase dust generators, three of which are known to be near the Control Room. Each facility has an effective maximum radius of 25,000 light-years,[28] and is apparently one of the largest possible threat assessment from biological contamination and radiation annihilation. [29] The pulse is designed to kill all sensitive life within the three-dimensional radius of the facility, with the entire array covering the entire galaxy. The it is oriented to the nervous system of sensitive life forms through the emission of a harmonic frequency. [27] The only known way to avoid the effects of these pulses is to escape to a shield world, located sliding and therefore immune from its effects, or to escape to installation 00, which is out of range. Once activated, the other facilities will fire simultaneously, erasing all sensitive life from the galaxy, starving and killing the flood. [5] The facilities[edit] | edit source] Each Halo facility received a designation number, from 1 to 07, and was supervised by a monitor. The monitors are in control of the Sentinels, Builders and Enforcers of the facilities, and are responsible for containing the flood test subjects in their research facilities and protecting Halo from intruders. The Array also encompasses an installation known as Ark or Facility 00, from which the array can be activated remotely and safely while out of the firing range. The inhabitants of the Ark are able to survive the effects. [30] The forerunners also built Shield Worlds, Micro Dyson Spheres assets enclosed in a swipe space field with their own star in the center and a habitable environment, as a means to escape the effect without having to leave the galaxy. [29] List of known facilities[edit] | edit source] Name of installation designation Designation Monitor Designation Name Installation 00 The (Minor) Ark 000 000 Tragic Solitude Installation 01 Beta Halo 001 Installation Unknown Installation 02 Epsilon Halo 007 Unknown Installation 03 Halo Range 049 049 Abject Testament Installation 04 Alpha Halo 343 343 Guilty Spark Installation 05 Delta Halo 2401 2401 Penitent Tangent Installation 06 Eta/Kappa Halo 16807 Unknown Installation 07 Zeta Halo 117649 032 Mendicant Bias Temporarily Before Monitor 117649 Installation 08 Alpha Halo (replacement) 3 43 343 Guilty Spark Installation 09 Anders' Halo Unknown None/Unknown Omega Halo Unknown Greater Ark Unknown Offensive Bias Astronomy[edit] | edit source] Halo's Ringworld is much smaller than Larry Niven's Ringworld. While the world's diameter of niven ring is close to the diameter of Earth's orbit of 300,000,000 km, Halo's 10,000 km in diameter is much closer to the diameter of the Earth itself, which is 12,756 km. Ringworld has a star similar to our sun at its center, and Halo is orbiting a planet, but it doesn't encircle it. Alpha Halo is placed in the 1st lagrangian point between the threshold and its lunar base. Considering the 10,000 km in diameter, a Halo has a circumference of almost 31.416 kilometers. In addition to the beautifully sculpted landscape on the surface of Halo, the sky is also worthy of attention. Depending on the point of view, players can see a star, the base of the moon, the gas giant Threshold and the band of Halo himself. In the course of Halo: Combat Evolved, neither Threshold nor Base is accessible, all action takes place in, in, or near the of Halo. The campaign level of Halo 2 The referee takes place at a gas mining facility in threshold atmosphere and its burial burial multiplayer level is carried out on the basis. Although the locations of the other Halo rings are unknown, installation 04 was on the Soell system. [31] Trivia[edit] Halo textures for both Halo: Combat Evolved and Halo 2 are the same, and both are symmetrical. Halo: Ghosts of Onyx describes the Halos as the Sword of the Forerunner, and the Shield Worlds were his Shield. This description is mysteriously similar to the lines Cortana says in the Halo 3 Announcement Trailer; I'm your shield, I'm your sword. The Earth lies 25,000 light-years from the galactic center, which also becomes the approximate range of a halo installation. Although most sources consider the Halos to be 10000 km in diameter, Halo: Cryptum represents that the Halos are about 30000 km in diameter. This is later explained in Halo: Silentium. 11 of the original 12 rings were destroyed, mostly in the battle of the precursor capital. For example, Omega Halo was destroyed when the flood hit the Greater Ark. The Master Builder's Minor Ark built 6 smaller and more efficient Halos while installation 07 survived. While facility 07 survived, it is unknown how it was altered to shoot as the Halos made in the Ark Minor instead of shooting like the original 12 Halo installations. The names of the installations are Beta, Epsilon, Gamma, Alpha, Delta, Eta/Kappa and Omega, ordered from 01 to 07. [citation needed] Eta is suggested by halo 3 hexox files,[citation needed] while kappa is from cold storage transmissions (which described the abdication of Penitent Tangent's duty). There are seven Halo Rings, a reference of 7. Gallery[edit] Edit the holographic reading of the remaining seven Halos. The landmass on the surface of an installation.343 Guilty Spark, Installation Monitor 04 and Installation 08.Add a photo to this gallery Sources[edits | edit source] † Halo: Combat Evolved - Level: Truth and Reconciliation † Halo: The Flood, Page 38 † 3.0 3.1 3.2 Halo 2 - Level: Gravemind † Halo: The Flood, Page 193 † 5.0 5.1 5.2 5.3 Halo 2 - The Great Journey: 343 Guilty Spark: After exhausting all other strategic options, my creators activated the rings. They, and all additional sensitive life within three spokes of the galactic center, died, as planned. ^ a question 6.0 6.1 Halo: Combat Evolved - The Library † Halo 2 - Level: L'Oracle † Halo: Combat Evolved - Two Betrayals, 343 Guilty Spark: Technically, this facility has a maximum effective range of 25,000 light years. ^ Halo: Combat Evolved - Level: The Library (Why the flood is naturally simply too dangerous to release, and mass sterilization protocols can be enacted again. - 343 Guilty Spark) † Iris, Array Recorder Data † 11.0 11.1 Halo 3 - Halo † Halo: The Flood, Page 238 ^ Waypoint: Cannon Fodder - Array With Words † Halo 2 - Burial Mounds † Halo: Combat Evolved - Level: The Maw † † Evolutions - Essential Tales of the Halo Universe - From the Office of Dr. William Arthur Iqbal, Page 519 † Halo: Combat Evolved - 343 Guilty Spark (level) † 18.0 18.1 Halo 2 - Sacred Icon † Halo 2 - Uprising † Halo: Evolved Combat - Assault on the Control Room † Halo 1 2 - Zone quarantine † 22.0 22.1 Halo 3 - The Covenant † Halo 3 - The Ark † The Art of Halo 3 - page 30 † The Art of Halo 3 - page 116 † 26.0 26.1 Halo: The flood - page 240-242 † 27.0 27.1 Halo Encyclopedia, pages 170-174 † Halo: Combat evolved - Two betrayals † 29.0 29.1 Halo: Ghosts of Onyx, page ?? ^ Halo 3 - The Covenant (level), 343 Guilty Spark: The Ark is out of range of all active installations! ^ Halo: Combat Evolved: Sybex Official Strategies & Secrets, Chapter 5, Page 63 Articles That Need Cleanup Halos Community Content is available under CC-BY-SA unless otherwise stated. Pointed out.

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