

Episode 232

For the Week of April 24th, 2022

HCS Kansas City Preview

Timestamps

- 0:00:00 - Intro
- 0:04:39 - Competitive Halo News
- 0:14:42 - Upcoming Tournaments of the Week
- 0:15:51 - Rostermania
- 0:33:33 - Tournament & League Recaps
- 0:45:04 - Topic
- 1:55:30 - Halo News
- 2:13:26 - CoD and Other Games Watch
- 2:14:20 - Will's Adventures
- 2:26:09 - Shoutouts/Community Creations/Ending

On This Episode...

- Spacestation makes an addition to their roster.
- King of the Hill competitive details are released.
- The Kansas City Bootcamp gets an upgrade.
- Roster shakeups heading into KC.
- Tournaments are recapped for the previous week.
- Our topic of the HCS Kansas City Preview.
- Additional modes and the roadmap for Halo Infinite 2022 has been released.

News (Competitive)

- [Halo Data Hive Update](#) - by Halo Data Hive
 - New update pushed to the site on the series summary page:
 - Panel showing what map and game variant the teams are currently playing
 - Team stats added
 - On the player stats table you can now click the player gamertag and be taken to their stats page
- [Lenox Teases](#) - by Lenox
 - Trying to do better than the GB days.
 - \$2k prize pool for a weekly, 1 day tournament.
 - \$5k prize pool for a monthly.
 - \$10k prize pool for a 3 month recurring season final.
 - Would you join a "league" if this format was applied to your favorite competitive title?
- [SEASON 2: MODES PREVIEW](#) - by Alex Wakeford
 - King of the Hill
 - You know how the game is played, but there's a little bit of a twist to this one. A neutral hill spawns on the map and two teams battle it out to control the hill and earn points. When a player enters the hill uncontested, it is captured and begins earning 1 point per second into a capture bar. When a team's capture bar is full, they score 1 point and a new hill spawns somewhere else on the map.
 - Each Hill now has a Control Meter. Teams fill their Control Meter when occupying the Hill uncontested.
 - Contesting a Hill will pause Control progress.
 - When a team fills their Control Meter, they earn 1 Point.

- Hills have a very quick Capture Time that can be paused by Contesting.
- Hills quickly decay ownership back to Neutral when unoccupied.
- Hills move only when a team has filled their Control Meter, “winning” that Hill.
- Ranked: The entire Hill sequence is consistent every match (Static Hill rotation)
- Matches utilize the Objective Clock mechanic. Like Oddball, the Match Timer only depletes when the Hill is unoccupied.
 - From [Heinz](#) - Ranked KotH info:
 - 4 points to win
 - 35 seconds in a Hill to earn a point
 - Capture rate is static regardless of how many players are in the Hill
 - From [Tashi](#) - Catalyst and King of the Hill will go right into HCS when Season 2 drops on May 3.
 - We'll be inserting King of the Hill into Quick Play and Ranked Arena, as well as featuring the mode in its own playlist for those that want to purposefully check it out.
 - Catalyst will immediately be available in Quick Play with all modes except for Strongholds, and in Ranked Arena with CTF and Slayer.
- [HCS Kansas City Bootcamp Gets an Upgrade](#) - by Kansas City Pioneers
 - The Royals x Pioneers Bootcamp 🎮
 - In one of the industries first crossovers of baseball & esports, the best teams in the HCS will come to Kauffman Stadium for a Bootcamp prior to #HCSKansasCity2022
 - Powered by: Brparadox
 - April 26th-28th
 - <http://twitch.tv/xbox>
 - Teams Attending:
 - NAVI
 - Optic Gaming
 - FaZe
 - eUnited
 - Sentinels
 - G2
 - G1
 - Quadrant
- [HCS Split #2 Points Information](#) - by Heinz
 - Based on your feedback, the Split 2 points decay will happen BEFORE the Kansas City Major, and will be a decay of 75% of your points. This is a change from the Split 1 points decay, where it was a 90% decay and done after the HCS Raleigh Kickoff Major.
 - Things to know regarding this adjustment:
 - This will have NO effect on KC seeding
 - Points from KC will carry over IN FULL to Split 2
 - This change aims to emphasize LAN placements and season wide performance.
- [The Blog Is Still On Track](#) - by Heinz
 - From Brutality - Can you tell us which maps it will be on? Blog said Catalyst will be Slayer and CTF.
 - From Heinz - That info will be released before HCS Kansas City as part of a separate blog.

Upcoming Tournaments of the Week - Presented By NoobCombo

- Daily
 - [UMG DAILY TOURNAMENTS](#)
 - [FIRSTBLOOD DAILY TOURNAMENTS](#)
- Monday, April 25th
 - [PAIDIA CIRCUIT SPLIT #1](#)
- Tuesday, April 26th
 - [LOUISVITAN'S \\$2SDAY SEASON FINAL INVITATIONAL](#)
 - [HALO REC LEAGUE FFA SERIES CHUMPS FINALS](#)
- Wednesday, April 27th
 - [KNIGHTS ARENA WEEKLY HALO INFINITE 4V4](#)
- Tuesday, April 26th - Thursday, April 28th

- [The Royals x Pioneers Bootcamp](#)
- Friday, April 29th - Sunday, May 1st
 - [HCS KANSAS CITY MAJOR](#)

Roster Mania!

- [SSG X Kurt Benkert](#) - by Spacestation Gaming
 - Spacestation Gaming has signed Kurt Benkert, quarterback for the Green Bay Packers, as a content creator and alternate for the SSG Halo roster.
- Sniping Lies
 - Burton, Shokoeyy, PackMandela, Ikshana
- Complexity
 - Finally officially announces Monster to the roster.
- Luminosity
 - Cykul, Karmea, Piggy, Neuronical
- Esports Arena Blue
 - From [Flurriously](#)
 - This will be the formal announcement that my team (Flurriously, JkVii, GoldStarBR, and Diagram) will not be representing Esports Arena Blue at the upcoming HCS event in Kansas City. Due to unforeseen circumstances, the organization decided that it was in their best interest to withdraw all support from ESA Blue less than a month before the event. This issue nearly chalked us from attending the KC event as a whole. I asked if this decision could be reversed somehow and the response I received was to "play like your life depends on it and MAYBE we will reconsider it". Regardless this is not how we expected to be treated as signed players from winning their Series E tournament. However thanks to the support of kind people in the community we were able to scrap by and make the event (s/o @Spartan and @Taulek). From a horrible situation to a redemption arc I am content with what we have as a team. For those wondering about the details, we will announce them post KC. Until then, thanks for reading and we hope you can understand the situation.
 - Side note: We will be playing under 'Tarnished' for HCS Kansas City :) unless an org wants us lmk
 - From Esports Arena



Esports Arena's mission is to provide accessibility and opportunities to all esports competitors across the United States. We are proud to have 18 locations, 85 employees and 28 signed pro players competing in Series E, all earning a monthly salary.

We strive to have a fair and balanced ecosystem for all current and future competitors of Series E, which requires contractual obligations for mandatory attendance at weekly competitions. We look forward to continuing to serve the esports community and discovering the next best talent through Series E!

For questions regarding Esports Arena and Series E, please reach us at contact@esportsarena.com.



As a follow up to our previous statement, we would like to add clarity on the Esports Arena Blue situation. Contractually, Series E in its current form was built for the digital ecosystem and does not include ANY travel support. This is something we will be looking into and updating for ALL future Series E contracts, as it is clearly past due as the world continues to open. All contractual obligations, including payment of every kind, have been and will continue to be fulfilled by Esports Arena.

While the statements above are true, Esports Arena still had the full intention of bringing a minimum of 1 team to represent the brand for Kansas City. The primary reason Esports Arena decided to not move forward with our only currently signed team was due to their inability to lock in a 4 player roster and attend various mandatory events provided by Esports Arena for practice and additional funding opportunities.

Series E will continue to be a system where players are able to compete and earn sponsorship opportunities, and Esports Arena will continue to grow and listen to the community in order to best support in this incredible, fast-moving industry.

If you have any additional questions please join our discord community or reach out to us at contact@esportsarena.com

- From [JKVii](#) - SO WHY DID YOU ASK FOR OUR FLIGHT INFO, GET US A TEAM PASS, AND STILL DROP US LMAOOOO.

Scrim Recaps

- [Scrims Available For All Regions at HaloDataHive](#)
 - Monday, April 18th
 - Complexity 7-5 FNATIC
 - Pittsburgh Knights 9-4 Acend
 - Tuesday, April 19th
 - Cloud9 8-5 G1
 - Acend 9-4 Spacestation Gaming
 - Acend 9-2 FNATIC
 - Wednesday, April 20th
 - Acend 6-3 Complexity
 - Spacestation Gaming 7-0 FNATIC
 - Sentinels 11-2 Acend
 - Thursday, April 21st
 - Sentinels 8-5 FaZe
 - Friday, April 22nd
 - FaZe 7-6 Cloud9
 - Saturday, April 23rd
 - Optic Gaming 7-3 Acend
 - Sunday, April 24th
 - FaZe 9-3 eUnited

Tournament/League Recaps

- [HALO REC LEAGUE FFA SERIES](#) Results
 - Week 6 Standings
 - 10th
 - Gishhh

- T-7th
 - txJoltz
 - EphDaddy
 - SupRR_MayNe
- 6th
 - D_M4n8
- T-4th
 - The_ArtOfWar
 - ParadiseWC
- 3rd
 - GoldenGuyN
- 2nd
 - LGeneric
- 1st
 - E7sInfinite

- [ESPORTS ARENA SERIES E](#) Results

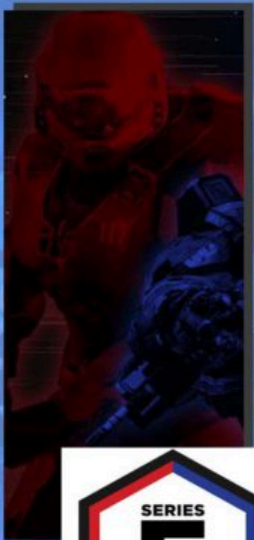


ESPORTS ARENA SERIES E



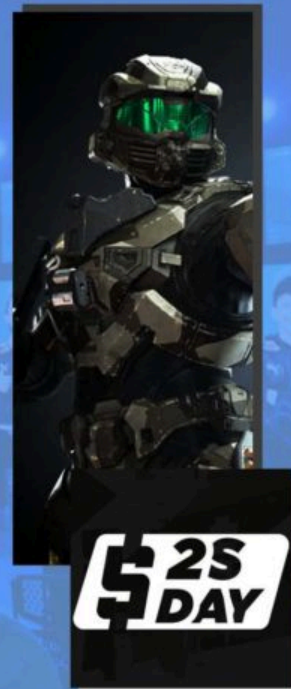
18TH APR 2022

	TEAM NAME	PLACING	MEMBERS
	G9XFAZE	1ST	FALCATED - STELLUR BUBU DUBU - ECO
	BUILTBYGAMERS	2ND	KINGJAY - BOAM MINDS - NEMASSIST
	ESA BLUE	3RD	KRILSY - FLURRIOUSLY THE GOLD STARBR - JK
	TORRENT	4TH	FILTHY G - ABATURE HUSS - HOTSHOTGHOST
	OXYGEN ESPORTS	5TH/6TH	NAME - HAINES COMMON - CHERISHED
	FINAL	5TH/6TH	FYAH BIRD - LIFE ALERT DARKMATTER XU - GALAXY
	CINTANEGRA	7TH/8TH	JOHAAN MC - DOLAN NOBLE - GUARDIAN
	06 KOBE BRYANT	7TH/8TH	BREAKINGSHOT - REBURST RET THE SWEAT - SECLUDED




- [LOUISVTITAN'S \\$2SDAY OPEN](#) Results

	TEAM NAME	PLACING	MEMBERS
LVT	CN CINTANEGRA	1ST	JOHAAN MC GUARDIAN
LVT	SAURIUM	2ND	NEXYSAUR AMPIUM
LVT	HATRED	3RD/4TH	HATUE FYAH BIRD
LVT	STREET RUNNAS	3RD/4TH	TODNICE PARADIGMOMA
LVT	CINTANEGRA	5TH/8TH	CYRAX WRLO GORILOCO
LVT	HT	5TH/8TH	TRASCENDIDO HEAVENLY
LVT	FETUCCINOSS	5TH/8TH	RORZCH STRIKEY
LVT	TOOTOXIC	5TH/8TH	TEE MAJIK STK



- [KNIGHTS ARENA WEEKLY HALO INFINITE 4V4](#) Results
 - 3rd/4th
 - Cinta Negra X
 - Indignation
 - 2nd
 - Pittsburgh Knights
 - 1st
 - Fantasy Roster
- LouisVTitan's \$2'sDay Showmatch Results
 - Bound & Renegade 4-1 Lqgend & Shaady

Topic

- HCS Kansas City Major Preview
 - [Event Information](#)
 - KEY INFO
 - Venue: Kansas City Convention Center - 301 W 13th St. Suite 100. Kansas City, MO 64105 (Bartle Hall A)
 - Date: April 29 – May 1, 2022
 - Event Type: Major
 - Regional Eligibility: Global
 - Broadcast channels: Twitch and YouTube
 - 4v4 Prize Pool: Starts at \$250,000
 - Talent

MAJOR

KANSAS CITY



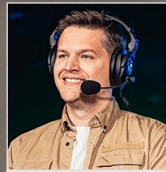
LOTTIE
HOST



BRAVO
CASTER



CLUTCH
CASTER



PUCKETT
CASTER



GOOFY
CASTER



SHYWAY
CASTER



BLAZE
HOST



ONSET
CASTER



GASKIN
CASTER



WALSHY
CASTER



SHERZY
CASTER



TONY
CASTER

WATCH LIVE APRIL 29 - MAY 1

[TWITCH.TV/HALO](https://www.twitch.tv/halo)

[YOUTUBE.COM/HALO](https://www.youtube.com/halo)

■ TOURNAMENT FORMAT

- Open Bracket
- Pool Play
- Championship Bracket
 - The biggest difference here between Raleigh and the standard Major format for Kansas City is that the championship bracket will feature 24 teams instead of 32, making it more competitive coming out of the open bracket.
- FFA

■ HCS OPEN CHAMPIONSHIPS

- Aside from the 16 Pool Play qualified teams, 2 teams from each region (8 total) will earn travel coverage to the Kansas City Major through the HCS Open Championships. These 8 teams will play through the Open Bracket.
 - ANZ
 - Divine Mind
 - BBR
 - MX
 - Cruelty
 - Might be Team Smog due to Cruelty being added to Pools.
 - Cintanegra
 - EU
 - Blackhand EU
 - Team Twisted
 - NA
 - Complexity
 - G1
- While all teams are eligible to register for the Open Championships, only the Top 16 NA/EU teams and Top 8 MX/ANZ teams with the most HCS Points will be invited to compete!

■ Prize Pool Breakdown - Halo 4v4, Total \$250,000

- 1st: \$100,000
- 2nd: \$60,000
- 3rd: \$30,000
- 4th: \$15,000

- 5th - 6th: \$8,000
 - 7th - 8th: \$5,000
 - 9th - 12th: \$2,250
 - 13th - 16th: \$1,500
 - 17th - 24th: \$1,000
- Prize Pool Breakdown - Halo Free-For-All, Total \$5,000
 - 1st: \$2,000
 - 2nd: \$1,200
 - 3rd: \$800
 - 4th: \$425
 - 5th: \$200
 - 6th: \$150
 - 7th: \$125
 - 8th: \$100
- Important Information
 - [FFA Registration](#) - by HCS
 - Heads up! If you plan to compete in the \$5,000 FFA tournament at the #HCSKansasCity2022 Major, you must pre-register online before checking in onsite!
 - FFA Pre-Reg: <http://hcs.ee.gg>
 - Onsite Check-in
 - Sat 4/30 at 6pm (5:30pm for VIPs)
 - Tournament Start
 - Sun 5/1 at 10am
 - [COVID Protocol](#) - by HCS
 - Masks are required at ALL times
 - Upload proof of vaccine or negative PCR test to <http://aka.ms/VAX-PCR>
 - Use a phone # or email that is easy to access
 - Daily Health Screenings are required (via above link)
 - [Making the Open experience better](#) - by Tashi, Heinz, and John Perez
 - OPEN BRACKET COMPETITORS: I just talked to Heinz and John Perez about how we're improving the Open Bracket experience heading into HCS Kansas City. Be sure to give this a watch to get the details!
- [Twitch Drops](#)



TWITCH DROPS

WATCH THE HCS KANSAS CITY MAJOR
TO EARN THE "MIDNIGHT GOLD" WARTHOG COATING
AND THE "SHUKSAN" WARTHOG BUMPER!

DROP AVAILABLE
APRIL 29 - MAY 1

TWITCH.TV/HALO



HALO
INFINITE

MAKE SURE TO LINK YOUR TWITCH ACCOUNT ON HALOWAYPOINT!
FOR MORE INFO, VISIT [AKA.MS/DROPSHELP](https://aka.ms/dropshelp).



MIDNIGHT GOLD
VEHICLE COATING | WATCH FOR 3 HOURS



SHUKSAN BUMPER
VEHICLE GEOMETRY | WATCH FOR 3 HOURS



TWITCH DROPS

WATCH THE HCS KANSAS CITY MAJOR GRAND FINALS
TO EARN THE "CLEAN SWEEP" WEAPON CHARM!

DROP AVAILABLE
MAY 1

TWITCH.TV/HALO



HALO
INFINITE

MAKE SURE TO LINK YOUR TWITCH ACCOUNT ON HALOWAYPOINT!
FOR MORE INFO, VISIT [AKA.MS/DROPSHELP](https://aka.ms/dropshelp).



CLEAN SWEEP
CHARM | WATCH GRAND FINALS FOR 1 HOUR



TWITCH DROPS

WATCH THE HCS KANSAS CITY MAJOR
WITH ANY OF OUR PARTNERED CO-STREAMERS
TO EARN THE "HCS BANNERS" UI BACKDROP!

DROPS AVAILABLE
APRIL 29 - MAY 1
AKA.MS/INFINITE-LIVE



MAKE SURE TO LINK YOUR TWITCH ACCOUNT ON HALOWAYPOINT!
FOR MORE INFO, VISIT AKA.MS/DROPSHELP.



HCS BANNERS
BACKDROP | WATCH FOR 2 HOURS



TWITCH DROPS

WATCH THE HCS KANSAS CITY MAJOR WITH ANY
OF OUR HCS GRASSROOTS STREAMERS DURING THEIR
MAKE-A-WISH DONATION DRIVE TO EARN THE
"HCS TROPHY" UI BACKDROP!

DROPS AVAILABLE
APRIL 29 - MAY 1
AKA.MS/INFINITE-LIVE



MAKE SURE TO LINK YOUR TWITCH ACCOUNT ON HALOWAYPOINT!
FOR MORE INFO, VISIT AKA.MS/DROPSHELP.



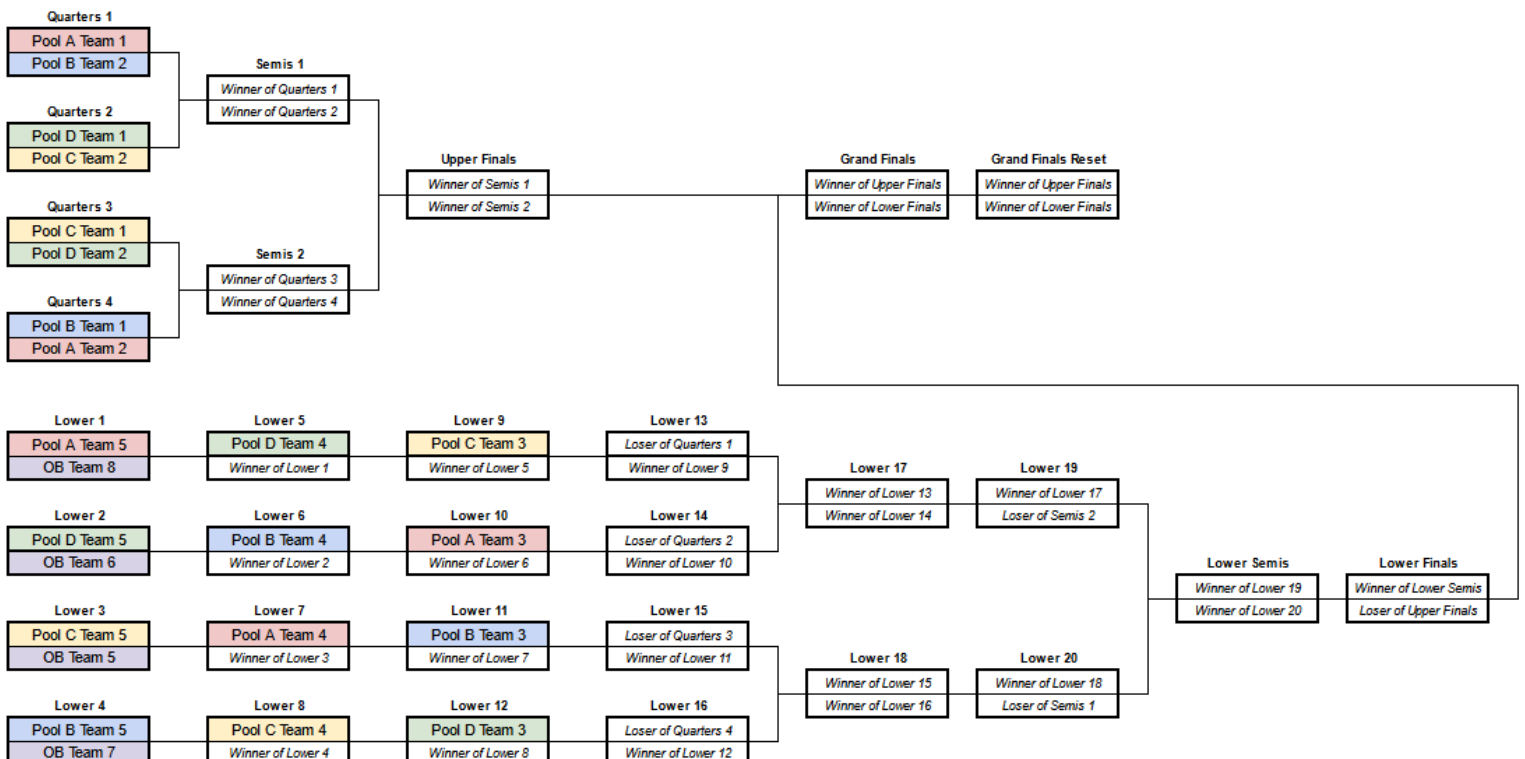
HCS TROPHY
BACKDROP | WATCH FOR 1 HOUR

- [Snip3down's Merch](#) - by Snip3down
 - It's about damn time! 1st sales will be exclusively at the Kansas City LAN, then will be released online at a later date, big plans with this. SnipeCity best City!
- [HCS Merch](#) - by HCS
 - Fans joining us onsite at the #HCSKansasCity2022 Major will have the chance to grab the exclusive event tee – along with the rest of the HCS Gear Launch Collection!

- We're also adding more variants of the 🏆 logo tee, which will be available online along with the former-exclusive HCS Black Camo Hoodie!
- Available Friday at 9am PT / 11am CT!
- HCS All-Star Showdown
 - Join us Friday night as Team Renegade takes on Team Lucid!
 - April 29
 - 7:30pm CT
 - <http://Twitch.tv/Halo>
 - Captains Renegade and Lucid will draft their teams live in Kansas City.
 - Player #1 - Snip3down (NA)
 - Player #2 - Jimbo (EU)
 - Player #3 - Tapping Buttons (MX)
 - Player #4 - Frosty (NA)
- [HCS Kansas City Pools](#) - by HCS

KANSAS CITY MAJOR			POOL PLAY		
POOL A			POOL B		
	CLOUD9	0-0		OPTIC GAMING	0-0
	XSET	0-0		FAZE CLAN	0-0
	ACEND	0-0		NAVI	0-0
	THE CHIEFS	0-0		NA 9TH SEED	0-0
	[OPEN BRACKET]	0-0		[OPEN BRACKET]	0-0
POOL C			POOL D		
	EUNITED	0-0		SENTINELS	0-0
	G2 ESPORTS	0-0		PIONEERS	0-0
	QUADRANT	0-0		JLINGZ ESPORTS	0-0
	CRUELTY	0-0		KNIGHTS	0-0
	[OPEN BRACKET]	0-0		[OPEN BRACKET]	0-0

- [Tournament Layout](#) - by Heinz



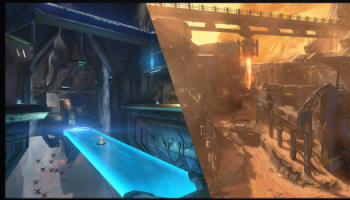
- Predictions

- Will
- Josh

News - Regular

- [MCC SERVER INCIDENT SUMMARY](#) - by 343 Industries
- [SILVER DEBRIEF: RECKONING](#) - by Alex Wakeford
- [New Halo Gear Available Now](#) - by Halo
 - Time to look as fly as a samurai. Join us in celebrating the final edition of Fracture: Tenrai in Halo Infinite, and pick up some brand new gear from the Halo Gear Shop to commemorate the occasion!
- [Halo Community Update](#) - by Alex Wakeford
 - HALO TV SERIES
 - Folks have been asking about whether there will be any tie-in content coming to Halo Infinite. While it was indeed stated that this will be happening further down the road, we're able today to let you all know that "Lone Wolves" will feature a series of show related cosmetic items for players to acquire.
- [SEASON 2: MODES PREVIEW](#) - by Alex Wakeford
 - KING OF THE HILL
 - Quick Play: The first Hill is always consistent (equidistant), but all Hills thereafter are randomized.
 - We also maintained support for Classic KOTH settings via Custom Games.
 - LAND GRAB
 - At the start of the match, there are 3 neutral zones around the map. When a player captures a zone, it is locked and gives their team 1 point. When all zones are captured, there is an intermission before 3 new neutral zones spawn. The first team to score 11 points wins.
 - We also wanted to explore a multi-zone objective that works well on mirror-symmetrical maps. A weakness to our Strongholds mode is triple-zone layouts on symmetrical maps tend to be problematic as they need to sit along a line of symmetry in order to feel fair. Generally speaking, when we set out to create a new mode, we like to go after niches not yet filled by other modes of play.
 - Land Grab offers a unique solve here. Once a player or team captures a Land Grab zone, it disappears from the level, banking 1 Point for the capturing team. This naturally whittles down each set of three zones toward a final zone crescendo each set. Once all zones in a triplicate have been claimed, a new three zone set begins to spawn in new positions on the map until one team reaches 11 points.
 - So, why did we choose 11 points for this mode? Because matches progress in sets of 3 points, 11 points to win ensures hotly contested Land Grab games most commonly end in a three-zone set. We do, however, have special logic to help craft a more compelling crescendo at match-end: if a team is 1 point from victory, then 2 zones will spawn, if both teams are 1 point from winning then only 1 final zone will spawn and decide the match.
 - The result is a triple-capture-zone mode where the points-of-interest churn and pull teams to varying locations on the map, rather than stagnate along a line of symmetry.
 - LAST SPARTAN STANDING
 - In this free-for-all experience, 12 players spawn on Big Team Battle maps with a confined loadout and 5 respawns. Once a player runs out of respawns and can no longer participate, they can either spectate or leave the match without penalty.
 - If a player gets a kill in the match, they can upgrade to a different weapon—something players of "Escalation Slayer" will no doubt be familiar with. The match ends when there is just one Spartan left standing.
 - Essentially, people were hiding in corners of the map, banking up their respawns and power weapons, refusing to take risks, and it was boring. It wasn't going to work, but still there was something there. Attrition's Danger Zone encroaching on a big level, pushing players to improvise, led to a bunch of hilarious and compelling encounters. We just needed to solve for player motivations and make the risk of entering combat worthwhile.
 - So, we turned off all the on-map weapons and implemented a new system where we can grant players new weapons from script. It started off with something like "Escalation Slayer" mechanics and other variants seen in the genre, except that the typical paradigm of "starting strong and ending weak" wasn't going to work—the whole point was to increase combat motivation. So instead, players would earn an upgrade each time they scored a kill.

- So, we instead implemented a Leveling System that utilizes a player's Personal Score. Earn Personal Score, earn progress toward your next upgrade.
 - Players now receive a "Level Up" prompt when they reach a new level threshold—now they can choose when to take their new loadout rather than having it happen to them.
 - Modified Attrition's AI Bubbles to dispense "Bonus XP"—when a player gets eliminated, they drop their AI Bubble in the world. In Last Spartan Standing, enemy players can interact with these and collect 300 Personal Score, or 3X what a kill is worth.
 - Random Equipment and Power Equipment come in via Ordnance Pods.
 - Equipment can be found in some interior locations.
 - On-map Weapons and Vehicles are disabled.
 - Grenades are randomized each time they spawn.
 - We've implemented measures to allow eliminated players to leave Last Spartan Standing matches without incurring a quit-penalty while still retaining any progress they've made on Challenges. There are some Challenges that may not update their progress until the game itself has completed. If you leave early, please know that your progress will be added at the conclusion of the match.
- Playlists
 - We're working on rolling out a much wider variety of social experiences and playlists that fit for variable party sizes.
 - Rumble Pit, for instance, is an 8-player FFA playlist with a mashup of "base" modes alongside variants with a twist. This will be available on day one.
 - We aim to rotate in playlists like Social Skirmish, Social Slayer, Team Snipers, Team Doubles, and more throughout the season.
 - Ninja Slayer
 - Vampireball
 - Rocket Repulsors
 - Last Spartan Standing will be immediately available as the first Seasonal Event. It will be available throughout the Season after the event concludes, but while the Seasonal Event is running all eyes will be on Breaker.
 - Land Grab will be featured as part of the Fracture: Entrenched event around a month after S2's launch, after which—much like Last Spartan Standing—it will remain available for players to jump into throughout the Season.
 - As with all our modes of play, limited-time experiences can be added as permanent installments if they're well received. Attrition is a good example of our process here—many wanted the mode to immediately be added to Quick Play (which is happening in Season 2), but during Attrition's event we discovered opportunities for improvement that we wanted to address before graduating it to a permanent mode in Halo Infinite.
- [HALO INFINITE UPDATE – APRIL 2022](#) - by 343 Industries
 - With Season 2 locked and loaded for May 3rd, we want to share a roadmap of what we're planning to deliver during Season 2 and for the rest of the year.
 - More than anything else, we want this roadmap to be accurate and reliable. Some items and dates are certain, and these are clearly listed. Others are marked as "targets" or "goals" and they will become more certain over time. The roadmap's timeframe will also expand as we announce longer-term initiatives. In other words, this roadmap is an evolving document, and we'll let you know when we make changes to it.
 - With all that in mind, here's the Halo Infinite roadmap for 2022:

SEASON 02
LONE WOLVES
MAY 03 - NOV 07

NEW MAPS
CATALYST [ARENA] & BREAKER [BTB]



NEW GAME MODES
KING OF THE HILL, LAND GRAB, &
LAST SPARTAN STANDING



NARRATIVE EVENTS
INTERFERENCE
ALPHA PACK
MAY 3 - 16
JUL 19 - AUG 1



NEW 100 TIER BATTLE PASS
FREE ARMOR CORE + EARNABLE CREDITS



FRACTURE: ENTRENCHED
WEEK 1: MAY 24 - 30



CAMPAIGN NETWORK CO-OP
[LATE AUGUST TARGET]



CAMPAIGN MISSION REPLAY
[LATE AUGUST TARGET]



FORGE OPEN BETA
[SEPTEMBER TARGET]



QUALITY OF LIFE IMPROVEMENTS

SEASON 03
STARTS NOV 08

NEW 100 TIER BATTLE PASS



NEW MAPS



NEW MODES



NEW SANDBOX ITEMS



NEW NARRATIVE EVENTS



NEW FRACTURE EVENT



FORGE OPEN BETA



QUALITY OF LIFE IMPROVEMENTS



CAMPAIGN SPLITSCREEN CO-OP
[TIMING TBD]

- We know we need to deliver more content and more features more quickly. Staying true to priority zero means that sometimes we need to slow down in order to stay healthy and move faster later. But we're also aggressively looking at ways to accelerate.
- For example, we want to get the Forge toolset into your hands sooner rather than later so that awesome community maps and modes can more rapidly make their way into the game. To make this happen, we're targeting a Forge open beta later in Season 2. We've successfully had Forge in private fighting with a limited audience for some time, so we've decided to forgo a large-scale formal fighting program and go right to open beta. With this approach, we can get the core Forge tools out to everyone quicker while also remaining focused on our core priority of continuing to improve foundational aspects of Halo Infinite. Forge will persist from the open beta onwards, evolving and growing over time.
- As we continue to improve and ramp up, please understand that all of us at 343 are fully committed to making Halo Infinite the best Halo experience ever. Indeed, the primary reason that we're extending Season 2 is to give us time before shipping another Season to fully address "quality of life" improvements based on learnings from Season 1 as well as other data and feedback we've collected.
- Quality of life (QoL) is shorthand for bug-fixes, new features and/or content to address issues negatively impacting player experience. We'll be delivering QoL improvements as part of Season releases and as separate updates during Seasons.
- Our player-facing term for QoL updates that land during Seasons is "Drop Pods." And much like their ODST namesakes, these release vehicles are meant to drop in hot, just as soon as they're ready. Our target is one Drop Pod every month, and you can expect Drop Pods to vary in scope and size. We'll have more to share about what's going into Season 2's Drop Pods as soon as possible after Season 2 launch.
- Speaking of which, Season 2 launch is now less than two weeks away, on May 3! If you haven't already seen the previews for Season 2's new maps and new modes, please have a look. During these preview videos, you'll spy some of Season 2's new armor customization options.
- We'll have a lot more to share about Season 2 including a deep dive into its Battle Pass rewards, events—including brand new "multiplayer narrative events" that place your personal Spartan in the center of an evolving Seasonal storyline—game modes, and much more during a community livestream scheduled for next Wednesday, April 27, at 1:00 PM PST on Twitch.tv/Halo and YouTube.com/Halo. We'll also be discussing the roadmap in more detail during this livestream.
- In summary: we are committed to delivering more content faster; we will accelerate while prioritizing team health; you can expect QoL improvements during Seasons via Drop Pods—and you can expect more regular roadmap updates as our plans snap into sharper focus.

- On behalf of the entire Halo Infinite team, thank you for your passion and patience as we embark on the road ahead. We're fired up to deliver what's already on the roadmap as well as to deliver other content and experiences that we're not ready to reveal just yet... but that we can't wait for you to play.
- Joseph Staten
- Head of Creative, Halo Infinite

CoD (and other games) Watch

- [Berlin Added to Rotation for Control](#) - by CDL

Wills Adventures Within the Haloverse

- What games did Will play during the week?
 - Halo Infinite
 - RB6 siege
 - ufc3
- Josh?
 - Elden Ring
 - Halo Infinite
 - Completed the LASO campaign.

Shoutouts

- Shoutout to everyone who followed/subbed during the live show!
- Happy belated birthday to Jenelle Victoria and Lunchy!
- Congratulations to Will and the Fighting Loons on becoming the 2021-2022 AHA (Adult Hockey Association) Champions!

Community Creations

- [Halo memes every day!](#)
- [Clips of the Week No. 154](#) - by HiTechRedneck
- [ASCENSION | THE DIVERGENCE \(Season 1: Episode 2\) | HCS Anaheim](#) - by G1
- [HCS Raleigh 2021 Highlights Montage](#) - Edited by Lights

Plugs

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- Podcast Evolved Partnership
 - Make sure to check out EvolvedHalo.com, your home for Halo!
 - Lore - Podcast Evolved - <https://halopodcast.com/shows/podcast-evolved>
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- Blocks - Builds with Blocks - <https://halopodcast.com/shows/builds-with-blocks>
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On The Next Episode...

- HCS Kansas City Post-Show