

Title : SPV3 (3.3.0)
Release Date : 2/14/2021
Author : SPV3 Dev Team
Description : A revamp of the original campaign, featuring new weapons, enemies, vehicles, abilities, features and levels.

Release 3.3

- i. Information
- ii. Quick Install Guide
- iii. Issue Reporting
- iv. Additional Info
- v. Known Critical Issues

i. Information

SPV3 is the culmination of a vision that was started over 10 years ago, to revamp the original Halo campaign with features and ideas from later games, expanded fiction, and cut content originally envisioned for Halo CE. With a strong emphasis of preserving the addictive and tuned gameplay of the original, and a stellar Legendary difficulty, SPV3 focuses extensively on retaining that Halo CE feel while expanding on the original game in every aspect possible.

SPV3 makes use of a variety of add-ons to Halo Custom Edition.

We highly suggest all players, no matter how experienced they are begin the game with Pillar of Autumn, as there are so many new features and additions. Each level introduces you to new abilities, weapons, enemies and vehicles, and you will be overwhelmed simply jumping into what may have been your previously favorite map. We also highly suggest you not play Noble Difficulty until completing SPV3 on Legendary, as it is a new even harder experience that will test even the most seasoned Halo and SPV3 players.

ii. Quick Install Guide

1. Run SPV3 Installer.
2. Follow the on screen instructions.

iii. Issue Reporting

SPV3 maintains a discussion forum at www.reddit.com/r/halospv3 and has a discord and twitter. Issues are best reported on discord, to a member of the team or part of the testing team.

The mod does have a few rare (but known) issues, which will be addressed if possible in maintenance releases.

In the event of a crash, simply boot the game back up, and hit continue to presume your progress.

iv. Additional Info

For further information about SPV3, you can reach us at the following

www.reddit.com/r/halospv3

www.facebook.com/halospv3

www.halo-spv3.wikia.com

twitter.com/halo_spv3

Jafet Meza Youtube: <https://www.youtube.com/jafetmeza>

v. Known Critical Issues

-Windows will default Halo CE and SPV3 to run in low power mode by default. Check the optimization PDF in the main directory, or access it via the launcher.

-Some machines (mainly AMD) can experience crashes if game is not run in "elevated mode" in the launcher.

-Falling through the map will result in crash.

-Lighting in part of 2 Betrayals is still not final. Due to technical issues, it may never be.