

HLWaM #6

Juice: hey guys welcome back to the 6th episode of Halo live wire. there has been a lot of reasons why we haven't got a episode out for a long time. number one i was on track this year and we have practice tell 9 every night and meets on sat.

Gex: ya really but reason two is i have moved back to Oregon for the summer. And I'm now on slow dial-up. in any case, were back and we've got some exciting news for you guys:

NEWS!!! ->

Domain Transfer:

Juice: if you guys didn't know already, our domain has transferred from GoDaddy.com over to 1&1.com. We now have better hosting and thanx to Paradox, we will be getting a pretty cool face-lift to the site. We hope you like it.

Gex: Also as a side note on this, you should all be aware that we have pretty sweet e-mail accounts, now they are at halolivewire.com... so mine is **MadGex@halolivewire.com** and juice's is **Juice57@halolivewire.com** ... we are pretty excited about this and we dont know why.

Anouncement:

Listener Voiceline
(206-333-1918)

Juice: so this is a great little feature we have now, you can all call in and give us your tips, tricks, and any little added support you want throw our way would be awesome. thanx to Sharpshot15 for help setting this up.

Gex: and finally before we get around to our main event of the walkthrough of the last 4 levels of Halo 2, we want to make a very special request to all you listeners out there. since we are wrapping up this little venture of cataloging all of the Halo 2 Campaign levels, and we don't really have anywhere to go. if you want to see us do something on the "new" show, feel free to 1)call us or 2)send us an email with some content that you want to see on the episode.

Halo 2 Campaign (last 4 levels)

Gex: well all right sweet, there she is. As irritating a cliffhanger as I've ever seen in a video game. oh well hope this has helped you guys see the campaign differently, or in a fun new way.

Juice: to wrap things up here for episode 6, if you want to be a guest host on a future episode of Halo Live Wire, talk to us, well see if we can get something worked out.