

SUPER CHEATS

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Unofficial Guide to

HALO 3

by Michael Monette

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INTRODUCTION

Halo: Combat Evolved was the Xbox's flagship title, and is the one game that essentially kept the original Xbox console afloat. It's hard to argue that, besides Halo, the original Xbox didn't have much in the way of games to offer, however due to the remarkable popularity of Halo, and the runaway success of Halo 2, Microsoft is still in the console race.

Halo did great things for console FPS games in general. Halo might not have seemed revolutionary for PC gamers, but for those gamers who prefer to play video games from the couch with a controller in hand, Halo set the FPS console standards to what they are today. The intuitive controls and satisfying single player (or co-op) campaign made for a great, unparalleled console FPS experience.

The sequel offered one important thing that the first Halo did not: Online multiplayer. While many gamers experienced countless hours of fun playing the original Halo over LAN with their friends, the absence of the Xbox Live experience was noticeable; most notably its readily available, unlimited number of opponents. Halo 2 assaulted Xbox Live upon its release. The new multiplayer mode was a hit, and greatly contributed to the game's longevity.

While many other online multiplayer titles fizzled out, Halo 2's online popularity remained constant over the years. The fact that, even after the subsequent release of Microsoft's Xbox successor, Halo 2 remained one of the most played games on Xbox Live, speaks volumes.

What could possibly top the sheer popularity of Halo 2? Presumably its sequel, Halo 3. This guide will help you find your way through each and every level in Halo 3's single player campaign, help you take down even the toughest enemy encountered along the way, as well as offer general tips and weapon information.

Note: This walkthrough was written based on the NORMAL difficulty level. All level directions and, for the most part, strategies still apply, but your enemies are more accurate, deal more damage, and have more vitality on higher difficulty levels.

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MISSION 1

SIERRA 117

Walk It Off

Once you gain control of Master Chief, begin following the troop of marines through the jungle. Eventually, you'll see a waterfall in the distance. As soon as you step out of the canyon, turn right, press the A button and push forward on the left thumbstick to jump over the tree trunk. Your first enemy encounter consists of a Brute and a few Grunts. As long as you are not spotted, the Brute stands atop the tree trunk along the stream. Initially, this Brute has his back to you. Jump up onto the tree trunk, get behind the Brute and press the B button to perform a melee attack. A couple of these should kill him. Grunts can easily be taken out with any weapon, even a simple melee attack. With the marines by your side, the Grunts will likely be taken out before you can get many shots in. With the enemies dead, continue following the marines over the stream. A Phantom appears. It remains only to drop off some grunts and a Brute. Brutes aren't as easily dealt with, though with allies in your presence one lone Brute won't stand much of a chance.



Behind Brute



Brute and Marine

SILVER SKULL: After killing the enemies dropped by the Phantom, hop down and move through the trees towards the water in the distance to your right. The 'Blind' skull is on a overlooking the water.

Once the Brute is dead, pick up the Brute Spiker that he was wielding. Don't bother with the Grunts' weapons. Over the next hill, you'll face more Grunts and another Brute. After the battle, move towards to the red flare at the end of this area. From there, follow your allies until you reach a spot with sleeping Grunts down below. Jump to the area below and press and hold down on the Left Thumbstick to crouch. Make your way to each sleeping Grunt and press the B button to perform a melee attack. Cross over the lake and hop up onto the hill. Grunts, Brutes and Jackals

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line the path. Some Jackals carry shields to protect themselves. Shooting these shields enough will destroy them, but you can simply aim for the Jackal's exposed area (on the right side of the shield.) and kill them this way.

Continue down to the end of this trail. At the bottom of the slope, some Grunts and a Brute drop down from above. Be ready for that, avoid being caught in the middle of them. Take the ramp at the end of this area up to higher ground, then cross the rock bridge to the other side. You must face another group of Grunts and a Brute, after that follow the red flares to a drop down spot. After the short interruption, continue through the canyon path.

Charlie Foxtrot

At the end of the canyon, you find yourself on a hill overlooking a small lakeside encampment. You should come across a fallen ally here, he was equipped with a Battle Rifle. You can switch your current weapon for your fallen ally's Battle Rifle by pressing and holding the RB button when the prompt appears in the top left corner of the screen. You can aim with the Battle Rifle by pressing down on the Left Thumbstick. Concentrate on the Brutes down below first, then pick off any Grunts you can see. When the coast seems to be clear, hop down and start moving towards the large structure in the distance. You'll face more Grunts and a couple of Brutes, with the Battle Rifle you can quickly take them out from a safe distance. Again, concentrate on the Brutes first, because once all Brutes in the area have been dealt with, the Grunts accompanying them will flee, allowing you to pick them off with little resistance.



Loaded Phantom

The large pillars around this building can be helpful cover from the Brutes, in particular the ones using the Brute Shot. A Phantom will drop off some hostile units on the other side of the walkway here. A well-thrown grenade can take out all of the Grunts, they tend to cluster. Remain behind cover, there are Brute Shot using Brutes among them. Once this area is clear, follow your allies down a sloping trail. Move slowly, there is a Carbine-wielding Jackal positioned on a tree branch to your left. Your allies should take this Jackal out fairly quickly for you.

Several more Jackals are positioned along the hillside. If you don't, your allies should kill these guys quickly as you move along. At the end of the trail, drop down into the area below. Beyond the bridge, on the high rock between the two trees, there is another Jackal sniper. Use your Battle Rifle or Carbine to take him out. Another Jackal sits on a high branch on the tree to the right of the stationary Phantom at the end of the way. A gunner sits on the turret emplacement on the Phantom, a well-thrown grenade can silence him. A bunch of Grunts and a Brute have been dropped off. If you've got more grenades with you, take aim and throw one into the group.

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The downed Pelican can be found on the mountain side to the right of the Phantom drop off location. Walk down to the wreckage area, pick up the Frag Grenades, Battle Rifle and the Sniper Rifle nearby. Save the Sniper Rifle ammo for now, remain a safe distance away and use the Battle Rifle to take out the enemies across the bridge. Be sure to kill the Jackal sniper on the rock in the far distance. When the path is clear, follow your allies across the bridge and through the cave. You'll soon find yourself standing before a large, Covenant controlled dam.



Pelican Ammo



Dam Sniping

Quid Quo Pro

Remain on the hill and use the Sniper Rifle to pick off as many enemies down below as you can. Start with the Carbine-wielding Jackal atop the ruined building directly below your current location. There's another Jackal that needs to be silenced, he's positioned above the window behind the tree at the end of the walkway. You can even take out the nasty hammer-wielding Brute on the bridge to your right. When all visible enemies have been killed, hop down to the walkway below. If need be, take cover within the ruined building.

When the coast is clear, leave the building and move down the walkway. Head up the stairs at the end of the upper walkway. You must get to the other side of this bridge, unfortunately it's cluttered with enemies. Hopefully you managed to pick off some of the tougher ones from afar using the Sniper Rifle. Jackals have likely taken position on the platform to the right, take these guys out first as they can be a nuisance. Watch your back, too, just in case any enemies were missed in the initial area.



Brute Chieftan

GOLD SKULL: At the end of this bridge, jump up onto the railing and then up onto the building ledge. Walk to the very end of this ledge. Turn right and look on the ground in the crevice to find the "Iron" Gold Skull. Hold the RB button to pick up the skull and hold on to it until you receive the achievement.

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When the bridge is clear, go to its end and head down the stairs. Johnson and some other USNC marines are being held in the building across from the bottom of these stairs. Head inside, approach the plasma shield and press RB to deactivate the shield, thereby effectively freeing Johnson and the marines. Outside, a Phantom appears overhead. Take cover, USNC will eventually destroy it. When the Covenant threat has been dealt with, follow your allies back to the bridge and board the Pelican to complete the level.

Gold Skull



Iron



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MISSION 2

CROW'S NEST

Know Your Role...

GOLD SKULL: From the starting point, move straight ahead towards the door at the very back of the room. The skull is on the giant pipe above you. To get onto the pipe, hop up onto the metal shelves across from the door. From there, jump to the narrow red pipe. From the red pipe, jump up onto the large pipe. It may take a few tries before you can successfully make it up there. The skull 'Black Eye' is sitting at the end of the pipe.



Head down the stairs in the middle of the ops-center. At the bottom of the stairs, you are given an Assault Rifle and the door is opened. Look for a marine with a Battle Rifle and swap your Assault Rifle for that, it will serve you much better. Go through the doorway at the top of the stairs. Use the switch to the left of the door by pressing RB. Turn right and follow the path down to another door. You'll have to face a large group of Grunts and Jackals, as well as a Brute Captain. When the enemies have been dealt with, start down the tunnel. Keep an eye on your left; you will soon come to a door with a green light next to it. Proceed through this door.

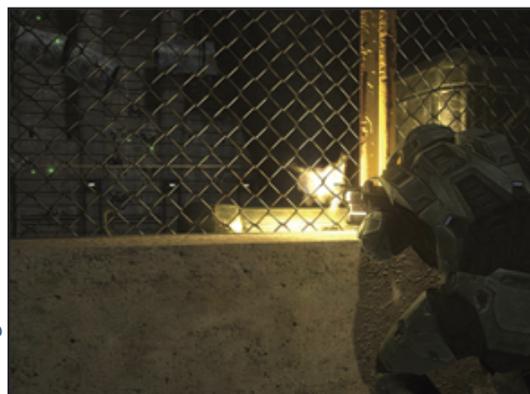
Move through the corridors until you reach the hangar. Grunts and Jackals can be found here. There are two gun emplacements on the right side of the two platforms below the bridge. You can pick off the enemies that are dropped off by Phantoms down below. If you are taking too much damage, leave the turret and take cover until your shield is fully recharged. Once the hangar is clear of hostiles, a Pelican arrives to transport the marines. Start backtracking to the ops-center.

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In the area just before the ops-center, you will encounter a horde of Drones. Crouch down and take cover behind the wall, leaving cover occasionally to shoot at the Drones through the fence. In a group, Drones are deadly, though it only takes a few bullets to one down. Wait until the Drones are stationary, and then move from cover and shoot as many as you can before they start firing at you in unison. When all of the Drones have been killed, continue en route to the ops-center.



Drones



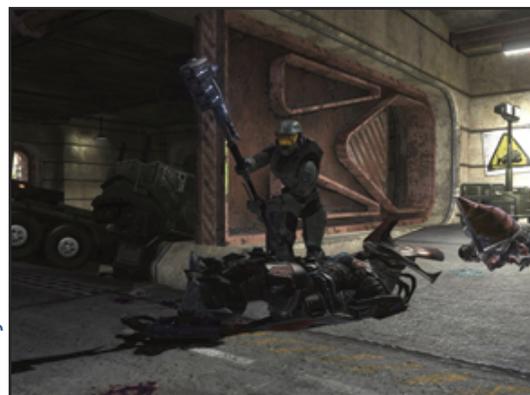
Through the Fence

Gift with Purchase

Go through the large door at the end of the ops-center. In the next room, you'll be forced to face a large group of Brutes of varying ranks. Immediately take cover behind the flatbed. If you haven't been spotted, crouch down and move around the flatbed until you are at the base of the ramp. A well-thrown grenade will surely help you out here. When your presence becomes known, quickly retreat to the flatbed's back wheel. Hopefully you still have Battle Rifle ammunition. If you do not, you can get a bit closer by taking cover behind the wall just below the ramp. You are more vulnerable in this position, so if one or more of the Brutes charges you, fallback. Careful, there is a Brute Chieftain at the very back of this room. He'll charge you with his Gravity Hammer if you get too close. Back away as he approaches while unloading into him until he falls. Be sure to pick up the Gravity Hammer that is left behind.



Brutes



Gravity Hammer

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Once you have killed all of the Brutes, head up the ramps and go through the doorway on your right. Fall down the hole at the end of this route.

SILVER SKULL: This one can be tricky. At the very end of this tunnel, look down through the grate. You should be able to see a green arrow on a platform directly below the one you are standing on. Slowly inch yourself over the edge, then, as you are falling, pull down on the Left Thumbstick to back onto the platform. The skull 'Grunt Birthday Party' is sitting on the ground at the end of this section.



Silver Skull



Grunt Birthday Party

Drop down to the level below to reunite with the Arbiter. Open the door here and proceed through. In the next room, climb the ladder on your right as soon as you enter. Crouch down and start moving down the catwalk. Some Brutes down below are terrorizing a marine, ignore them. There is a Brute on left side of the catwalk with his back to you that you can assassinate, though doing this will likely alert the others. One melee attack from behind on an unaware enemy will kill them. At the base of the stairs leading up to the restrooms, you can find and pick up a Battle Rifle (or Battle Rifle ammo) left behind by a dead marine.



Gravity Hammer Slam

There are some particularly nasty Brutes beyond the restroom, including a Chieftain and one Brute Shot user. Take extra care here. If you have a Gravity Hammer, you can climb up to the catwalk, then hop down and hit a Brute with the Gravity Hammer. A direct hit is a one-hit kill on most Brutes. Just be careful not too jump into a large group of Brutes, by doing so you will likely be overwhelmed. When the barracks are clear of hostiles, open the door at the end and proceed through.

Down the hall, in the next room, call the elevator down using the switch on the right side of it. Ride the elevator up to higher ground. In the next area you'll find more Brutes. There are Jumpack Brutes here, they use jetpacks to move around. A few of them carry Carbines, so they can be a prob-

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lem. You'll have to get up to the catwalk, the stairs being at the end of this path. The Brutes up above are using Carbines, so as you move along the path, take cover behind the various vehicles. Once you are up, take cover behind a container and start picking off the Brutes.

Once the area is clear, a Pelican arrives to evacuate the marines. Your next task is to rearm the bomb in the ops-center. Go through the doorway up the steps on the launch pad and move through the proceeding corridors. You will soon come to a room that contains a few Cloaking Devices, a Shotgun and a Battle Rifle. Take the equipment you want, and then head back to the launch pad. Jump down off of the launch pad onto the path below and start down the tunnel.



Brute Jumpack

Last One Out, Get the Lights

In the tunnel proceeding the Cortana interruption, take the weapons that you need from the weapon cache on your immediate left upon entering. Also, if you wish, detach the Plasma Cannon from its stand. To do this, mount the cannon by holding RB, then press the B button to rip the cannon from the stand. You walk much slower while using a turret as a weapon, but this Plasma Cannon allows you to wipe out at least a few of the enemies you will soon encounter quite easily. When you reach the section with the wall and two Plasma Cannons, take cover behind one of the boxes here. In addition to the group of grunts up the ramp, there are two Jackal Snipers on the walkway above. Pop out from cover and use the Battle Rifle to pick them off.



Jackal Snipers

Up the room, go through the doorway to your left. The ops-center is now occupied by some Grunts and Brutes. If you have the Cloaking equipment, you can use this now by pressing the X button. Walk up behind a Brute (preferably one with a Brute Shot or Fuel Rod Gun) and press the B button to assassinate him. Following this, quickly fall back to the previous hallway (or the area down below). When the room is clear of hostiles, approach the bomb and hold RB to rearm it. If you can find one, pick up one of the Fuel Rod Guns left behind by a Brute.

It's time to return to the hangar. Climb down the stairs in the middle of the ops-center and go through the door. The Grunts you encounter along the way are in a state of panic, so they don't offer much in the way of resistance. When you enter the hangar, a Phantom drops off some Jackals and Grunts. The Grunts aren't much of a threat without a leader figure, concentrate on the

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Jackals. Get on the turret emplacement and mow through their shields. Once the hangar is relatively clear, head down the ramp on the right side of the. Enter the elevator at the end of the hallway. Use the elevator switch to complete the level



Bomb



Elevator

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MISSION 3

TSAVO HIGHWAY

Full Contact Safari

A Shotgun can be found on the floor next to the incapacitated marine by the door straight across from your spawning location. Go through the doorway next to the flames to enter the hangar. You have the choice of driving a standard Warthog or a transport Warthog. Your best bet would be to go standard. When the door is opened, drive the Warthog out and follow the trail of red flares. Drive straight through the group of Jackal Infantry that you come to at the end of the tunnel. All you must do now is follow the other Warthogs through the grasslands. Covenant will be encountered along the way, you can either try to run them over with the Warthog, or let your gunner do the job. When you spot enemies in the distance, slow down and turn the Warthog towards them to give the gunner a good shot.



Eventually, you will reach a highway. You soon come to a barricade, as your path is blocked by Covenant and a large blue barrier. Drive around the surrounding enemies while the gunner picks them off. If a Drone attaches itself to the driver's side of the Warthog, tap the B button to knock it off. Once all enemies in the vicinity have been dealt with, leave the Warthog and walk through the barrier. Shoot the purple power generator behind the barrier until it is destroyed. With the power generator destroyed, the barrier is down, allowing you to proceed through the tunnel with the Warthog.

GOLD SKULL: Once you are through the tunnel, get out of the Warthog, turn left and hop off of the highway. Move towards the large pipe line running alongside the highway and climb the yellow ladder on its side. Walk along the pipe line until you reach a fence. Jump to the side, past the fence, and look down to your left. Drop down to the walkway running along the mountainside. Move to the end of the walkway and turn left. Run and jump over to the cliffside there. The skull 'Tough Luck' is on this cliff.

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Drive down the highway until you reach a blockade. At this point, you have no choice but to leave the Warthog behind. Walk across the beam connecting the two pieces of highway and jump up onto highway.

The Broken Path

Walk down the road and turn into the area to the left at the dead end. There are hostiles on the side of the highway, including Brute Shot and Fuel Rod Gun users. Move past the barriers atop the hill and enter the bunkers behind them. A Sniper Rifle can be found in one of the bunkers, as well as a detached Machine Gun. Stay behind the barriers and snipe the Covenant that are dropped off by the Phantom. Once the initial wave has been dealt with, a Wraith enters the scene.



Sniper Rifle



Sniping in Voil

A Wraith's plasma mortar is devastating, though it moves slowly enough that it can easily be dodged if you are far enough away from the Wraith. First, use the Sniper Rifle to kill the Plasma Cannon gunner on the front of the tank. Now, you must get close to the Wraith. As mentioned, the Wraith's plasma mortar is easy enough to dodge, just jump to the side before it reaches you. When you are close enough to the Wraith's hood, hold RB to climb up onto it. Now simply mash the B button to pound away until the Wraith is destroyed. Without the gunner, while you are on the hood of the Wraith, it is defenceless.

After the battle, a Pelican arrives and drops off some troops and a Warthog. Hop into the Warthog, wait for a couple of marines to board, and then start towards the sniper post in the distance. The next area is heavily populated with Chopper-riding Brutes. While driving, try to position the Warthog next to the Chopper in a way that permits your gunner to hit the driver. When the area is clear of Choppers, proceed through the tunnel to the right of the large debris. By going down the hill, you gain enough momentum to run over both of the Brutes on the highway below. At this point, leave the Warthog and board one of the Choppers here. One of your passengers will take your place driving the Warthog.

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Before you can destroy the Wraiths, you'll have to deal with the other Choppers. Be cautious here, when facing another Chopper, do not drive towards them, rather pull away from them while firing. Aim for the hood if you can, but the driver will do, too. There are plenty of Choppers in the proceeding area, as well as one of the Wraiths. As you curve along the side of the hill, drive forward enough to alert the other Choppers, then quickly pull back to the shaded area. You'll want to remain out of the Wraith's view, as one hit with a plasma mortar will likely kill you. Once the vicinity is clear of Choppers, dismount and take out your Sniper Rifle. If you don't have sniper ammo, a Battle Rifle works fine, too. Kill the Shade gunner on the lower rock to the left of the Wraith's position.



Chopper

Kill the Plasma Cannon gunner (with Sniper Rifle, Battle Rifle, or Machine Gun) on the front of the Wraith, and then remount your Chopper. Speed towards the Wraith while avoiding its fire and when you are next to it, hop off of your Chopper. Careful here, this Wraith may attempt to run you over. Be quick about getting on its hood before it gains speed. Once aboard, mash the B button until the Wraith is destroyed. With that Wraith destroyed, continue up the hill and do the same to the second Wraith. Remember to kill the Plasma Cannon gunner before trying anything.

Get into a vehicle and start down the upper highway. You quickly reach a Covenant barricade. Push through the barricades on the left side and continue down the highway until you come to another blocked tunnel. When all Brutes in the vicinity have been dealt with, walk through the blue barrier and destroy the power supply.

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MISSION 4

THE STORM

Ghost Town

When the Warthog stops, move towards the large gate and use the switch on the wall to the right of the gate to open it. Climb the stairs up ahead and turn right. Follow the walkway through the doorway leading into the next area. Turn right and activate the switch there to let your allies in. Look down to the area below, there should be a group of Grunts and Jackals. Throw a grenade or two down, your allies will deal with the leftovers. Hop off of the catwalk and head through the doorway down below. Up the ramp, head straight until you reach the end of the walkway. Pick up the Battle Rifle that is on the ground next to the dead marine. You'll meet some minor resistance (Grunts, Jackals) here, as well as a Ghost-riding Brute. After the fight, activate the switch at the end of the tunnel to open the gate. Get into a Warthog and drive back outside.

This area is occupied by a bunch of Ghosts and the first anti-air Wraith that you must destroy. Get rid of the Ghosts first. Remain at the bottom of the ramp and allow the Ghosts to come to you, driving out too far into the field will likely get you killed. The Ghosts are being driven by Grunts, so your gunner can easily take them out if you provide a good angle. The anti-air Wraith is in the middle of the field. Unfortunately, the Warthog gunner will only shoot at the Wraith and completely ignore the Plasma Cannon gunner. Because of this, once you are close enough, quickly hop out of the Warthog and either toss a grenade (preferable) at the Wraith's gunner, or shoot him. With the gunner out of the way, approach the Wraith and hold RB to climb up onto its hood. Pound away until it is destroyed.



GOLD SKULL: This one's tricky. You'll need a Warthog to do this. For some reason, this skull will disappear if you destroy the Plasma Mortar Wraith that is dropped onto the walkway by a Phantom.

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For your safety, destroy the anti-air Wraith in the field and all of the Ghosts before you attempt this. Look for a circular building in the field and drive right up against it. Get out of the Warthog and jump onto its hood. You'll have to "crouch jump" to get on top of the building. To crouch jump, first press A to jump up into the air, and when you are mid-jump click the Left Thumbstick. If done correctly, you'll just make it onto the circular building. The 'Catch' gold skull is up there.

A Wraith is soon dropped onto the far end of the walkway. There is a ramp that you can use to propel the Warthog from the field to this part of the walkway, allowing you to destroy the Wraith there. If you can manage to get past the gunner, you can simply attach yourself to the back of the Wraith and punch there until both the driver and the gunner fly out. A Sniper Rifle can be found on the roof of the building across the wooden bridge connected to the walkway. If a marine stationed there is still using it, swap with him.

When you are prepared, go through the gate near the destroyed Plasma Mortar Wraith. Kill all of the Covenant in this area, including those up the stairs. When clear, proceed through the doorway across from the stairs. Take the ramps up to the catwalk and remove the Machine Gun from its stand. The room soon becomes filled with a swarm Drones, the Machine Gun can make sure work of them. Once the Drones have been dealt with, get off of the catwalk and move towards the group of marines at the end of the room.



Mongoose

Board one of the Mongooses, allow a marine to board, and then drive through the gate. Your allies all have Rocket Launchers, which is a good thing since there are plenty of enemy vehicles in this next area. Drive around the enemy vehicles, slowing down to allow your passenger to get a clear shot. There's another anti-air Wraith in the distance, it may be destroyed by your Rocket Launcher-wielding allies before you get to it. When the field is clear of enemy vehicles, prepare yourself for something big.

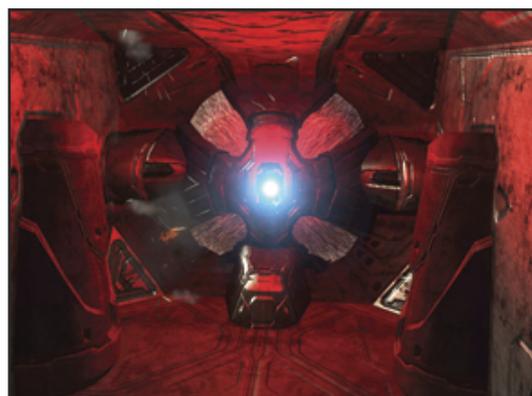
Judgement

Board a Ghost if you can find a working one. Soon enough, a massive Scarab tank drops down onto the battle field. This thing is loaded with fire power. Ghosts are the best vehicle to bring one down, so if you aren't on a Ghost already, scour the battle field for one. If there aren't any working ones, you'll just have to make due. Move right underneath the Scarab, but not too close to its legs. To bring this giant down, you need to target one of its lower leg joints and destroy it. You'll know that you're aiming at the right spot if the aiming reticule on-screen is red. Concentrate on one of these joints until it is completely destroyed. Once destroyed, the Scarab will fall.

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Now you must board the Scarab. Move around the Scarab and enter through the bay door. Careful, you'll have to deal with the Scarab's crew, which consists of Grunts and a couple of Brutes. When the bay is clear, climb up the ramp leading to the tank's mid-section. There are Plasma Cannon turrets along the sides of the Scarab, and they may still be occupied by gunners. Head to the other end of the tank and search for the power generator (refer to the picture below). Shoot the power generator until the light changes to red. At this point, hop off of the Scarab and get as far away from it as you can.

Your next objective is to neutralize the anti-air cannon. Join with the marines at the top of the slope and follow them to the to a USNC base. Go through the doorway between the two marines and follow the hallway, eventually you'll reach the warehouse. If you picked up the Sniper Rifle that was pointed out earlier, save its ammunition, for now. Kill the Brutes near the threshold, then climb the stairs on the left to reach the catwalk. There is a weapon cache on the other side of the catwalk that holds plenty of Battle Rifle ammunition, so stock up. Move through the warehouse and kill all of the Brutes encountered along the way.



Power Generator



Hunters

At the end of the warehouse, you'll encounter a couple of Hunters. These guys are tough and heavily armored. They do have a weak spot, though. Immediately get behind some cover and switch to the Sniper Rifle if you have one. If not, a Battle Rifle works fine, too. There is a gap on the back of the Hunter's armour. Once you are out of sight, the Hunters should quickly turn their attention to one of your allies. When its back is turned, shoot the exposed flesh to deal damage. Kill both of the Hunters this way, and then proceed outside.

There is a Brute Chieftain among the other enemies outside. Take him out from a safe distance, then continue up the ramp ahead. Follow your allies and mow down the enemies along the way, eventually, you'll be able to see the anti-air cannon. There are some ammo and grenades near the sandbags and also a Machine Gun turret that can be used. If you have Sniper Rifle ammo, take out the Brute Captain (the gold armoured one) from a safe distance; he's the nastiest. Doing so will likely cause the others to retreat to the anti-air cannon's location. Kill the minor enemies along the way and, if there are still Brutes about, position yourself on one of the rocks surrounding the cannon and pick them off from afar with headshots. Once the cannon area is relatively clear, stand under it, and wait for it to fire. When the cannon fires, a white orb becomes visible, shoot the orb until the cannon is neutralized.

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MISSION 5

FLOODGATE

It Followed Me Home

GOLD SKULL: From the starting point, climb up the hill and follow the trail down to the city. At the dirt trail's end, as soon as you step onto the ramp, look up at the building to your right. One Flood jumps from this building across to the other side. If you kill this Flood, it drops the 'Fog' skull. You'll have to kill him just as he starts to jump away from the building and hope that the skull lands nearby. If you miss him or the skull lands somewhere out of your reach, restart the mission.

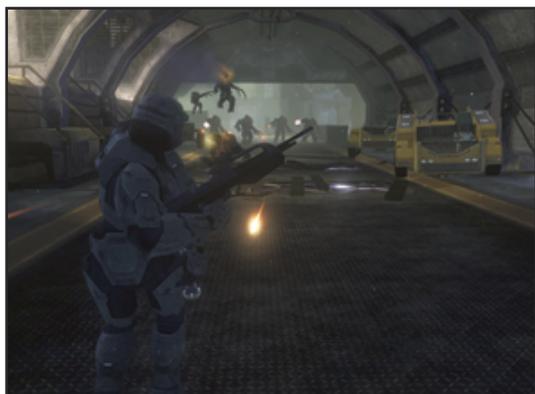


Gold Skull

Walk down the street until you witness a group of marines being overwhelmed by Flood. You spawn with a Battle Rifle, so keep at a safe distance and kill all of the Flood before they can reach you. Enter the building on the right side of the sloping road which leads to a dead-end. Stay in this room, you can safely shoot at the flood in the warehouse below from here. You'll want to keep your distance from the Flood at all times, and prioritize by picking off the weapon-wielding Flood first.

It doesn't take much effort to kill one Flood by itself, but in a group, they are quite deadly. The Arbiter is with you in this level, but doesn't seem to help much. When the first area is clear, leave the cabin and continue through the doorway at the end of the warehouse.

Move under the bridge and head up the stairs on the right. Travel across the catwalk and fall down the hole in the floor at the end. Move through the proceeding corridors and eventually you will find yourself back outside.



The Flood

Shadow of Intent

Walk across the catwalk until you come to a drop-down spot. Hop over the hole and pick up the Energy Sword before dropping down. The Energy Sword, both quick and efficient, is great for cutting through the Flood. At the bottom, you will meet with a few Elites. Next, you must travel to

SUPER CHEATS

the end of the long walkway here. The Energy Sword is effective, but don't rely solely on it, some Flood carry guns. Switch to your other weapon when you spot a gun-wielding Flood, kill them from afar, then switch back to the Energy Sword. Do not get too close to the Flood Carriers. When they are killed, they explode and deal a fair amount of damage (about half of your shield, if you're really close). They may also release a large amount of parasites.



Energy Sword



Flood Carrier

Once at the end of the walkway, enter the tunnel. Some Flood appear at the opposite end of the tunnel. Take cover, as the majority of them are using Spikers. At the end of the tunnel, turn left and take the ramps up to the catwalk. Go through the first doorway on your left that you come to and drop down to the area below. The path is littered with Flood. Your goal is to get to the crashed Flood ship, but in order to do that you must first deal with the ridiculous amount of Flood blocking the way. Use the boxes along the walkway as cover from the gun Flood while you use the Energy Sword to kill weaponless Flood. When you are not surrounded, pop out from cover and kill a few of the gun users in the distance. After the battle, drop down off of the walkway and go up the ramp leading to the Flood ship. Drop down the hole.



Cortana

Infinite Devil Machine

If you're finding it dark down here, press up on the d-pad to turn on a flashlight. Drop down the hole at the end of the initial area, then go straight until you reach the device that holds Cortana. Hold RB to retrieve Cortana and complete the level.

MISSION 6 THE ARK

Installation 00



Enemy Encampment

You're lucky enough to begin this level with a Sniper Rifle. Follow your allies until you reach a hill overlooking an enemy encampment. Get into position, find the nastiest looking enemy of the bunch (one of the dark blue or gold-armoured Brute Captains) and take him out with a nice, clean headshot. Of course, such an unsubtle gesture will surely alert the other Covenant in the camp. When all of the enemies down below have been killed, move down from the cliff and into the encampment. There is a Sniper Rifle ammo canister at the end of the camp, so be sure to reload

your weapon before proceeding through the tunnel. At the end of the tunnel, you'll find another group of enemies. Start by headshotting the Brute Captain, then immediately aim up at the Jackal on the spider platform above and kill him.

Once the initial group of enemies has been dealt with, a Phantom appears and drops a couple of Hunters. Hop down into the area below. Use the rocks surrounding the area as cover while you try to get a good angle on a Hunter's weak spot. Remember, the weak spot is the exposed, fleshy section on its back. After killing the Hunters, start up the sloping path. You'll encounter another group of enemies. Use the Sniper Rifle to kill the Brute Captain among them, doing so causes the surrounding Grunts to flee. Move through the tunnel at the top of the hill and through the door at its end.

TERMINAL 1: After stepping through the first door, turn left and go through the door there. Keep an eye on your right, the terminal is along that wall. Activating all of terminals in Halo 3 yields the "Marathon Man" achievement. Hold RB to access the terminal. You must wait until the screen turns red and switches to another message, or it won't count.

Go through the door at the other end of the hallway, you then find yourself back outside. There is a group of enemies near the wreckage below. If you still have Sniper Rifle ammo, kill the Brute Captain



Terminal 1

SUPER CHEATS

with a headshot. Once the area is clear, move towards the Wreckage below. Pick up the Rocket Launcher near the flare. A couple of Prowlers soon enter the battlefield (with a crew of three to four Brutes). With a Rocket Launcher, you can kill them quite easily, and without destroying the Prowler, too. Afterwards, get into the driver's seat of a Prowler, allow three of your allies to board, then start through the desert beyond. You'll encounter a few Ghosts and Choppers, try to position yourself behind them to give your crew a good angle. Eventually, you'll drop down off of a small cliff. Turn right.



Prowler



Rocket Launcher

GOLD SKULL: This one can be a real pain. After turning right, drive underneath the giant walkway. At the very end of the walkway, get out and jump up onto the big rock next to it. From the rock, jump up onto the walkway. You need a Plasma Grenade for this next part. If you don't have one, it is probable that one of the Ghost-riding Grunts in this area dropped one or more Plasma Grenades. Now for the hard part.

Move towards the support at the very end of the walkway. The 'Famine' skull is at the very end of the empty space. You need to use a grenade to propel yourself to this space, allowing you to walk to the end of it and pick up the skull. To do this, place a Plasma Grenade down in front of you (near the edge of the flat part) then run and jump past the grenade. If you did this correctly, the explosion should be enough to propel you to the empty space. If you don't make it, press start and select "Revert to Last Save" to try again (only if you activated the checkpoint in this area by destroying the Ghosts).

Here, you will face Ghosts and three Wraiths. The first Wraith that you see straight ahead is the standard, Plasma Mortar Wraith. If you still have Rocket Launcher ammunition left over from the first Prowler encounter, use it to take out the Wraith easily. The sniper post in the distance contains a Jackal who needs to be killed. A group of Covenant occupy the cave to the left of the sniper tower; remove them before going after the anti-air Wraiths. Anti-air Wraiths are easier to destroy, as they are preoccupied with the air units in the distance. Just drive up behind one, hold RB to attach yourself to the back of it, then mash the B button and pound away until it is destroyed. When the field is clear, a giant ship arrives to drop off some much needed supplies.

SUPER CHEATS

Forward Unto Dawn

Hop onto one of the Scorpion tanks and get into the driver's seat. Allow marines to board, and then follow your allies back through the tunnel. The Scorpion tank is one powerful vehicle, it beats everything! Wraiths, Hunters, Phantoms, everything. While in the driver's seat, you have control over the cannon. Continue following your allies, destroying every enemy vehicle and sniper tower along the way, and eventually you will reach an area with a large walkway.

There are two Wraiths here, one on the hillside and another at the end of the walkway. Destroy the enemy vehicles in the field, then drive up the walkway, killing all enemies along it. You can get a good shot at the Wraith on the hillside about halfway, the Scorpion's cannon will make short work of it. At the end of the walkway, clear out the Shades and other enemies, then wait for Guilty Spark to open the door. Get out of the tank and proceed through the opening in the door. Move down the hall, you'll soon enter a large room.



Scorpion Tank

TERMINAL 2: Approach the mechanism here and hold RB to extend the bridge, allowing your allies to cross. After activating the bridge, turn around and move towards the terminal. Hold RB to access the terminal. You must wait until the screen turns red and switches to another message, or it won't count towards the "Marathon Man" achievement.

Proceed through the doorway to the right of the bridge mechanism. Turn hard left once past the doorway and pick up the Sentinel Beam in the corner. Through the next room, you'll find yourself back outside, where you must face another Scarab tank. Make your way down to the battlefield and get into one of the Scorpion tanks. There are Wraiths, Choppers, and a Phantom that you must first deal with first, but luckily the challenge in this is lessened due to the sheer power of the Scorpion tank. Drive down towards the large building in the distance, where the Scarab is.



Scarab

The downside is, the Scorpion is incredibly slow, giving the Scarab tank in the distance ample opportunity to pound your tank with projectiles. However, you can silence the Scarab's cannons for a short time by blasting them while you approach. They don't stay inactive for a long time at all, though. The Scorpion tank can take a massive beating, but you can't. However, you should be able to make underneath the Scarab without being killed.

SUPER CHEATS

Once under the tank, blast one of the leg joints until it falls. At this point, drive the tank around to the Scarab's bay door, blast the crew inside, then get out of the Scorpion and hop onboard. Move up the ramp, to the back of the Scarab, and shoot the power core until it turns red. Then, get as far away as you can!

Before you proceed, if you are interested in getting a silver skull found later in the level, enter the small building across from the giant one. Inside, turn right and head up the ramp. At the top of the ramp, turn left and pick up one of the Grav Lifts that are near the crate.

When you are ready to proceed, start up the ramp on the right side of the large building. You'll have to fight Brutes and Jackals while climbing up these ramps, careful, there are Jackal Snipers among them. At the top, wait until Guilty Spark opens the door for you.



Real Men Don't Read Maps

Once Spark gets the door open, kill the sleeping Grunt and continue through the doorway on the other side of the room. Eventually, you will come to a closed door, turn left and go through the open doorway.

TERMINAL 3: Go down the ramp leading to the lower level, at the very bottom, turn around and move towards the wall. Turn to your right, until you see a door. Step inside, approach the terminal, and hold RB to activate it. You must wait until the screen turns red and switches to another message, or it won't count towards the "Marathon Man" achievement.



SILVER SKULL: Through the door way in the next room, go down the transparent ramp and look way up above the doorway. The skull 'Cowbell' is on the very top level. To get this skull, you must use a Grav Lift. Place the Grav lift about midway down the ramp, then, at the top of the ramp, run and jump towards the skull's location. If the Grav Lift was placed correctly, you should be propelled high enough to make it to the top level where the skull is. It may take time to get the Grav Lift placed just right, you can always press start and select "Revert to Last Save" and try again.

SUPER CHEATS

Eventually you'll come to a room with some Brutes and Jackals. You have allies by your side, so clearing the room shouldn't be too much of a problem. When the room is clear, make your way to the adjacent area. Approach the mechanism and hold RB to activate the cartographer. After the short cutscene, go back through the door that leads into the previous room. Kill the Covenant, then proceed through the door straight across from the one you used to enter. There are cloaking Brutes in the next area, they can be seen on your radar, however. Get to the door at the opposite end of the room and go through.

Your escape route is occupied by Brutes. Stay on the walkway and move to the very end of it. Your initial target should be the Brute Chieftain down below. If you have grenades with you (or a Brute Shot) attack the Chieftain until he falls. Doing so sets the Jumppack Brutes into action. There are two Jackal Snipers on the opposite walkway, take them out with a Carbine if you can.



Brute Stalker



Brute Chieftain

Get off of the walkway and pick up the fallen Chieftain's Gravity Hammer. Next, move under the walkway, there's plenty of cover there. Wait until you see a Brute, then move from cover and hit him with the Gravity Hammer. One direct hit is enough to kill one. A few of the Brutes have Brute Shots, which would be useful if you manage to get your hands on one. Once the all of the Brutes and two snipers have been dealt with, your ride finally arrives.

SUPER CHEATS

MISSION 7

THE COVENANT

Trident

As soon as you step off of the Pelican, you're under heavy fire. Thankfully, you have the godly Spartan Laser! Don't get too excited, you'll want to conserve this weapon's energy. Switch to your Battle Rifle, and take out the Grunts and Brutes around the crash site. There are two Shades across the creek, switch to the Spartan Laser and use it to destroy both of them. Over the creek, there's a Brute with a Fuel Rod Gun up the hill, so be careful. An anti-air Wraith is positioned on the hill, get up behind it while it is preoccupied with the air units, attach yourself to its back and punch it until it's destroyed. Once the field is clear, a Pelican drops off a Mongoose and Warthog. Get into the driver's seat, allow two marines to board, then start down the trail.

Atop the hill up the first slope, there are Jackals and a Shade. When you see this hill, quickly drive up and ram the Shade from its stand. Let your gunner take out the Jackals and Ghosts, then continue driving down the trail. You will eventually reach a creek, you should be able to see a Wraith in the distance. Stop the Warthog here and get out. Use the Spartan Laser to destroy the Wraith, only a couple of shots are needed. You may want to take out the Prowlers while you're at it. There is a Shade on the hill at the far end, if you still have Spartan Laser energy, go ahead and use it.



Spartan Laser

Once the field is clear, move towards the large structure. There are ammo canisters in front of the ramp leading inside, take what you need. Drive the Warthog down the slope and try to kill as many of the enemies at the bottom as possible, keep on going and crash into the Shade near the threshold. You'll have to abandon the Warthog here. Go through the door at the end of the hall. There are many Grunts and Jackals in this room, but luckily there's plenty of cover too. When all of the enemies are dead, exit through the door at the other end of the room. In the next room, kill the Covenant on the dais, then hop up and go through the door.

TERMINAL 4: While facing the elevator controls, turn left and jump over to the walkway. The terminal is along the wall there. Approach the terminal, and hold RB to activate it. You must wait until the screen turns red and switches to another message, or it won't count towards the "Marathon Man" achievement.

SUPER CHEATS

Ride the elevator up to the next level of the tower. At the top, there are two Brute Infantry, a Brute Chieftain and his body guards. The body guards have Brute Shots, so you'll want to keep your distance. Kill the Brutes first, and then deactivate the shield generator via the console at the end of the room. Ride the elevator back down to the first floor and make your way outside. Get in your Warthog and drive back to the beach.

Back at the beach, get into one of the Hornets.

If You Want it Done Right...



Gold Skull

GOLD SKULL: Once in the Hornet, fly it to the second tower, which is situated on the mountainsides on the right. You can see it from the beach. Head up one of the ramps, turn left or right at the top, and go up the large, white ramp. The 'Thunderstorm' skull is at the top of this ramp.

TERMINAL 5: On the second tower, head up the ramp and make your way to the entrance. While facing the entrance, turn around. The terminal is on this wall.

Approach the terminal, and hold RB to activate it. You must wait until the screen turns red and switches to another message, or it won't count towards the "Marathon Man" achievement.

Banshees and Hornets fight in the sky above. Fly towards the fray, but not too close. When you are facing a Banshee, do not fly towards them, rather, pull away from them. This allows you to dodge their fire much more effectively. An anti-air Wraith sits on the island in the middle of the beach, be careful. Circle around the island and shoot down at the Wraith. By circling, you should be able to avoid most of the Wraith's fire. The third and final tower is right around the mountain.



Banshee



Anti-air Wraith

SUPER CHEATS

A Phantom and a group of Banshees are flying near the tower. Hang a good distance back and pick off the Banshees first, while continuously swerving from side to side in an attempt to avoid the Phantom's cannon fire. Once all of the Banshees have fallen, start shooting at the Phantom. The Hornet is fast enough to dodge the Phantom's fire if you are far away enough. Just sharply swerve from side to side while shooting the Phantom, eventually it will explode.

The tower is lined with Shades and Brutes. Hover around and kill all of the enemies that you can see near the entrance. Once the landing is clear, land your craft and hop out. Pick up a Brute Shot and all ammunition in the vicinity from the fallen Brutes. This tower is identical to the last, though in the main room, you'll face a swarm of Drones and a couple of Hunters. Move along the sides of the room, the Drones will likely swerve into your path, allowing you to use the Brute Shot to wipe them out while they're clustered.

The Hunters, more than likely, will remain in the middle of the room. There are gaps along the walkways surrounding the room, move around and try to get behind a Hunter when they are pre-occupied with one of your allies. When you are behind a Hunter, jump through the gap and open fire. When the Hunters are dead, continue through the door at the opposite end of the room.



There are Brutes and another swarm of Drones in the next room. When they are dead, make your way to the elevator.

TERMINAL 6: While facing the elevator controls, turn right and jump over to the walkway. The terminal is along the wall there. Approach the terminal, and hold RB to activate it. You must wait until the screen turns red and switches to another message, or it won't count towards the "Marathon Man" achievement.

Ride the elevator to the upper level of the tower. You'll have to deal with a Brute Chieftain and a group of Brute Stalkers before you can get to the shield generator switch. Keep an eye on your radar to determine if a Brute Stalker is near. When the room is clear, approach the mechanism at the end of the room and deactivate the shield generator. After the cutscene, the room fills with Flood. Quickly, take the elevator down to the first level of the tower. Exit the tower, get the Scorpion Tank stationed outside and follow your allies.

Journey's End

Drive down the trail, destroying all enemy vehicles and sniper posts along the way. Eventually, you will reach a rally point. Get out of the Scorpion tank and board one of the Hornets. Not one, but two Scarabs enter the battlefield! Fly your Hornet over one of them, then hop out and land on top of the Scarab. Drop down onto the walkway attached to the Scarab's side, then move around to

SUPER CHEATS

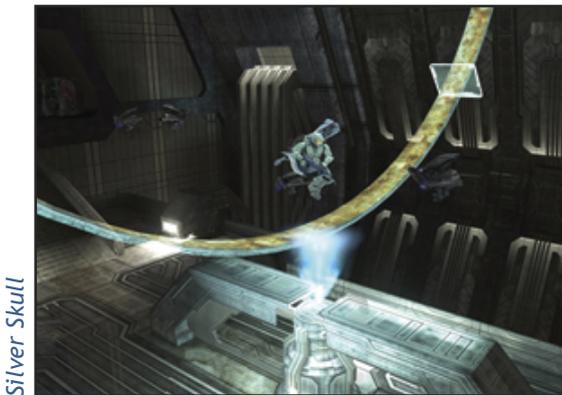
the power core. Shoot the power core until it turns red, then get off of the Scarab and run far away. After the explosion, miraculously, your Hornet should still be functional. If it is, get in and do the same to the second Scarab. If it isn't functional, destroy the second Scarab in the same manner as the previous ones.

Following that encounter, follow the Arbiter across the bridge to the Citadel. Walk to the end of the initial area to activate a cutscene.

Revelations

After the cutscene, head through the door. The Flood here are your allies, don't attack them. This room, and the next, is occupied by a large number of Brutes. Luckily, there's plenty of cover as well. When you enter the second section, turn left and you can dual-wield Spikers. A Chieftain and his body guards are positioned at the end of the second section. Be sure to pick up the Chieftain's Gravity Hammer after killing him, and the body guards' Brute Shots. In the next section, use the mechanism at the top of the ramp to extend the bridge to the other side.

After the cutscene, you find yourself surrounded by Flood. The Gravity Hammer works great against them, though for the gun-wielding variety, the Brute Shot works best.



Silver Skull

SILVER SKULL: First of all, a big thank you to the haloplanet.com community for discovering this one. To get the 'IWHBYD' skull, you must jump through the rings leading up to Truth in a certain order. The rings are numbered one to seven (one being the ring closest to the entrance, seven being the ring closest to Truth's location). The sequence is: 1-3-4-6-7-5-4-6-5-4-5-3-4. If you jumped through the rings in the correct order, the skull will appear on the platform just before the bridge leading to Truth.

Head back to the Citadel entrance and drop down the hole to complete the level.

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MISSION 8

CORTANA

Rampant

Cortana is being held somewhere on High Charity, which unfortunately, is jam-packed with Flood. Hop down from the starting platform and head through the tunnel on the right. You'll come to a drop down point, first look around for an Energy Sword on the ground next to a fallen Elite and swap your Assault Rifle for it. When you are ready, drop down to the lower level and proceed through the organic door. After the interruption, drop down the door in the ground at the end of the room. There's a Brute Shot on the ground next to a dead Brute. Swap your Shotgun for it if you wish, the melee on the Brute Shot is great. The Brute Shot's ammo does not work on the Pure Form Tank (see picture below); use the Energy Sword for those.

You'll have to be very careful in the next room. Flood are positioned up the high steps, and Ranged Flood line the walls. If you can get close enough to one of the Pure Form Ranged Flood, all that is needed to kill one is a melee attack. Keep your distance from Flood Carriers, they explode upon death. If at any point you run out of ammo for one of your weapons, many of the Elite form Flood carry Energy Swords. Swap a depleted weapon for one. Some Brute form Flood can provide Brute Shot ammo as well. If your shields are down and you're close to death, quickly drop back down to the bottom step to avoid the ranged Flood from picking you off. It is best to let the Flood come to you, rather than going to them.



Once the room is relatively clear, hop up the steps and head through the door at the top. The next few corridors are void of Flood. Move through the corridors and eventually, you'll reach an area with a Ranged Flood and a Flood Carrier by the entrance. Move straight through the area, turn right and head up the ramp. You should be able to see a crashed Pelican outside. There's a Rocket Launcher, Shotgun and some Frag Grenades near the Pelican. The Rocket Launcher doesn't really have enough

SUPER CHEATS

ammo to make it worth taking along with you. When you're all stocked up, head to the end of this area and go through the door. Through the next corridor, you find yourself in another Flood filled room.

When the Flood are dead, go up the slope at the other end of the corridor. If you have an Energy Sword, you can swap it for a fresh one, it's the ground next to the dead Elite just before the hole. Drop down the hole to find, you guessed it, more Flood. You'll want to hang back a fair bit and let the Combat Forms come to you, there are Pure Form Ranged Flood on the ceiling and lining the walls, making it very hard to find cover anywhere else. Brute Shot ammo works well against the Ranged Flood, and you can use it from afar. Be sure to destroy their bottom half too, or they'll just regenerate.

GOLD SKULL: Get onto the circular platform in the middle of this room. Move towards the purple object to the right of the weapon container and jump up onto the very top of it. From there, jump onto the rock platform in front of you. On the rock platform, turn left and jump onto the next rock platform. Turn around and look up, see the next platform you need to get to. This next jump is more difficult, move to the far end of the platform and jump over to the next one. Walk along the rock, the 'Tilt' skull is sitting in a puddle of guts at the end.



Gold Skull

When it's clear, head through the tunnel at the opposite end of the room. As you move through the tunnel, keep an eye on your left for a small niche that you can turn into. This is a good place to take cover against the Pure Form Ranged Flood, while killing the Combat Forms that come at you with the Energy Sword. A well-thrown grenade or a Brute Shot can take out the Ranged Flood from afar, and that's much easier to do without the Combat Flood attacking you as well. When the coast appears to be clear, continue down the tunnel. If you meet more Flood along the way and are taking heavy damage, retreat to the niche and let the Combat Forms come to you. When the tunnel is completely clear, proceed through the organic door at its end.



Energy Sword Lunge



Combat Form

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You have to get to the very top of this room, but there are so many Pure Form Ranged Flood lining the walls that doing so can be difficult. As soon as you enter, turn right and go through the tunnel there. At the end of the tunnel, turn right again and follow the next one. Move up the slope and into the small area. There are two Cloaking Devices on the floor here, though their usefulness is limited. Follow the path to its end, you'll find a dead Brute with a Brute Shot next to him. Pick up the Brute Shot and use it to take down a few of the Ranged Flood. From here, hop across the gap to the other side and make your way up the sloping trail. At the top, hop across to the next platform, pick up the extra Brute Shot ammo and the Bubble Shield next to the dead Brute.

Go through the proceeding corridor and through the door at its end. Move along the walkway surrounding the central platform and kill all Flood that you encounter. Next, make your way to the other side of this area using the rock bridges. Through the next corridor, approach the object and press the B button to break the stasis field.

Nor Hell a Fury...

After the cutscene, head back through the door you used to enter. You're next mission is to destroy the reactor, though unfortunately, more Flood inhabit the surrounding area. Clear out all of the Flood on the surrounding platforms, then approach the controls on the central platform and hold RB to expose the pylons. Destroy all of the pylons by shooting them. Now you must escape!

Head back to the room entrance, the old door is blocked, but there is a hole in the ground. Don't drop down just yet, there are plenty of Flood below, and you'd likely be bombarded. Pick off as many of them from up above as you can, then fall down the hole and start towards the exit. You have to make it back to the crashed Pelican in one of the first areas of the level, all while fighting off the Flood. Once you reach the Pelican, step inside to complete the level.



SUPER CHEATS

MISSION 9

HALO

Full Circle

GOLD SKULL: From the starting point, walk down the path and hug the wall on the right. You will soon turn into a narrow trail. The 'Mystic' skull is at its end.

TERMINAL 7: When you see the strange structure up above near the end of the path, turn right just before the drop and climb up the hill. Get onto the walkway, travel to the end, then turn left. The terminal is on the wall there. Approach the terminal, and hold RB to activate it. You must wait until the screen turns red and switches to another message, or it won't count towards the "Marathon Man" achievement.

Once you are through the tunnel, Flood soon appear. One of the first Flood that you see has a Gravity Hammer, kill this one and swap your Assault Rifle for the Hammer. Your goal is to reach the top of the structure in the distance. Immediately turn right and start moving in that direction. Stay along the mountainside, giving you a height advantage against the Flood that appear down below.

Use the Rocket Launcher that you spawned with to destroy any clustered Flood while you move along the mountainside. You can find some additional Rocket Launcher ammo as you go along. Don't worry about conserving its ammo too much, you'll soon be swapping it for a Brute Shot anyway. You can take a breather behind one of the rocks along the way, though you are only safe from the ranged Flood, the others can still pursue you, but that's what the Gravity Hammer is for. Try to take out all of the visible Flood before proceeding, it's unlikely that you'll make it to the structure if you try to run it. Continue moving towards the structure and climb up the hill that leads onto the walkway.



Terminal 7

As you step onto the walkway, hang back and throw a grenade or use the Rocket Launcher on the large mass of Flood that hop down onto the walkway ahead of you. Afterwards, search the bits for a Brute Shot, there should be one. When your Gravity Hammer runs out of energy, swap it for a Shotgun if you can find one, they're left behind by the Elite form Flood. Make your way around the walkway and you'll come to a ramp at the other end. Head up the ramp. Same deal up here, get to the other end of the walkway while fighting off the Flood and head up the ramp. You're at the top

SUPER CHEATS

now. Move towards the door and pick up the two Auto-turret equipments and throw both of them down.

Prepare for an onslaught. Flood will pour in from all sides, and you have to fight them off until they stop. Take cover under the small shelter across from the door and remain around that area at all times. If your shields are low, duck into the shelter, it should protect you from most of the gun-wielding Flood. Basically, step out of cover every once in awhile to pick up the ammo left by dead Flood (Brute Shot, Rocket Launcher, etc.) and kill any ranged Flood with explosives, and any melee Flood that get close to you with melee attacks. After the battle, proceed through the large door.



Flood Onslaught



Brute Shot Melee

Move through the hallway until a cutscene is activated. After the cutscene, you will be forced to destroy Guilty Spark. When Spark is not pushing you back, shoot at him with whatever weapon you have. Careful though, Spark's laser is enough to one-hit kill you. That said, it is quite easy to dodge. Just keep your distance and step to the side before it reaches you.

When Guilty Spark floats off, approach Johnson, who is on the floor, and take the Spartan Laser from him. Slowly move to the right while charging the Spartan Laser, keeping it focused on Spark. His laser beam will move very slowly towards you, slowly move away from it while keeping the Spartan Laser pointed at him. Hit Guilty Spark with the Laser three times to defeat him.

The Way the World Ends

After the cutscene, head through the large door in front of you. The proceeding halls are full of Flood, and unfortunately, you don't have that Spartan Laser anymore. Back outside, turn right and go up the slope. Follow the mountain trail to another facility. The Sentinels in here will attack you, so take them out before they do too much damage. Move through the corridors, killing the flood in your path, until you are back outside. There's a Warthog stationed outside, get into the driver's seat.

This is the final run, and there's not much that can be said about this part. Basically, you're in for a long drive. The route is very straightforward, though there are plenty of obstacles along the way.

SUPER CHEATS

Simply avoid any gaps in the platform and if at any time your vehicle is overturned, flip it over and get back into the driver's seat. Luckily, the Arbiter is quick about getting back into the gunner's seat. Near the end, when you see a tower falling in the distance, slow down.

Once you reach the end, sit back and enjoy the ending video sequence. Be sure to sit through the credits for an extra scene!

Warthog



SKULL LOCATIONS

There are 13 skulls hidden somewhere within Halo 3's nine levels. Skulls can usually be found in hard-to-reach, inconspicuous places. Once a skull has been found and picked up, you can then activate the skull in the "Game Options" menu in the Campaign Lobby. Each skull has its own effect. When a gold skull is activated, you'll receive a skull bonus on the meta-game score screen. Each of the nine gold skulls yield achievements once they have been found, the four silver skulls do not.

Gold Skulls

IRON: SIERRA 117

At the end of the bridge in the Dam (with the Brute Chieftain), jump up onto the railing and then up onto the building ledge. Walk to the very end of this ledge. Turn right and look on the ground in the crevice to find the skull. Hold the RB button to pick up the skull and hold on to it until you receive the achievement.

BLACK EYE: CROW'S NEST

From the starting point, move straight ahead towards the door at the very back of the room. The skull is on the giant pipe above you. To get onto the pipe, hop up onto the metal shelves across from the door. From there, jump to the narrow red pipe. From the red pipe, jump up onto the large pipe. It may take a few tries before you can successfully make it up there. The skull is sitting at the end of the pipe.

TOUGH LUCK: TSAVO HIGHWAY

Beyond the first road block, through the tunnel. Once through the tunnel, turn left and hop off of the highway. Move towards the large pipe line running alongside the highway and climb the yellow ladder on its side. Walk along the pipe line until you reach a fence. Jump to the side, past the fence, and look down to your left. Drop down to the walkway running along the mountainside. Move to the end of the walkway and turn left. Run and jump over to the cliffside there. The skull is on this cliff.

CATCH: THE STORM

In the area with the first anti-air Wraith that must be destroyed. This one's tricky. You'll need a Warthog to do this. For some reason, this skull will disappear if you destroy the Plasma Mortar Wraith that is dropped onto the walkway by a Phantom. For your safety, destroy the anti-air Wraith in the field and all of the Ghosts before you attempt this. Look for a circular building in the field and drive right up against it. Get out of the Warthog and jump onto its hood. You'll have to "crouch jump" to get on top of the building. To crouch jump, first press A to jump up into the air, and when you are mid-jump click the Left Thumbstick. If done correctly, you'll just make it onto the circular building. The skull is up there.

SUPER CHEATS

FOG: FLOODGATE

From the starting point, climb up the hill and follow the trail down to the city. At the dirt trail's end, as soon as you step onto the ramp, look up at the building to your right. One Flood jumps from this building across to the other side. If you kill this Flood, it drops the 'Fog' skull. You'll have to kill him just as he starts to jump away from the building and hope that the skull lands nearby. If you miss him, or the skull lands somewhere out of your reach, restart the mission.

FAMINE: THE ARK

After your encounter Prowlers, move through the desert and eventually, you'll fall down a small cliff, turn right. Just a warning, this one can be a real pain. After turning right, drive underneath the giant walkway. At the very end of the walkway, get out and jump up onto the big rock next to it. From the rock, jump up onto the walkway. You need a Plasma Grenade for this next part. If you don't have one, it is probable that one of the Ghost-riding Grunts in this area dropped one or more Plasma Grenades. Now for the hard part.

Move towards the support at the very end of the walkway. The 'Famine' skull is at the very end of the empty space. You need to use a grenade to propel yourself to this space, allowing you to walk to the end of it and pick up the skull. To do this, place a Plasma Grenade down in front of you (near the edge of the flat part) then run and jump past the grenade. If you did this correctly, the explosion should be enough to propel you to the empty space. If you don't make it, press start and select "Revert to Last Save" to try again (only if you activated the checkpoint in this area by destroying the Ghosts).

THUNDERSTORM: THE COVENANT

On the beach, when you get into a Hornet for the first time. Fly it to the second tower, which is situated on the mountainsides on the right. You can see it from the beach. Head up one of the ramps, turn left or right at the top, and go up the large, white ramp. The skull is at the top of this ramp.

TILT: CORTANA

In the large area beyond the Pelican crash site. Get onto the circular platform in the middle of this room. Move towards the purple object to the right of the weapon rack and jump up onto the very top of it. From there, jump onto the rock platform in front of you. On the rock platform, turn left and jump onto the next rock platform. Turn around and look up, see the next platform you need to get to. This next jump is more difficult, move to the far end of the platform and jump over to the next one. Walk along the rock, the skull is sitting in a puddle of guts at the end.

MYSTIC: HALO

From the starting point, walk down the path and hug the wall on the right. You will soon turn into a narrow trail. The skull can be found at its end.

SUPER CHEATS

Silver Skulls

BLIND: SIERRA 117

Found just after your first enemy encounter. After killing the enemies dropped by the Phantom, hop down and move through the trees towards the water in the distance to your right. The skull is on a rock overlooking the water.

GRUNT BIRTHDAY PARTY: CROW'S NEST

Found in the Drone-inhabited tunnel just after the area with the Brute Chieftain. This one can be tricky. At the very end of this tunnel, look down through the grate. You should be able to see a green arrow on a platform directly below the one you are standing on. Slowly inch yourself over the edge, then, as you are falling, pull down on the Left Thumbstick to back onto the platform. The skull is sitting on the ground at the end of this section.

COWBELL: THE ARK

Found in the building after the Scarab battle, beyond the room with the sleeping Grunts. At the bottom of the transparent ramp, look way up above the doorway. The skull is on the very top level. To get this skull, you must use a Grav Lift. Place the Grav lift about midway down the ramp, then, at the top of the ramp, run and jump towards the skull's location. If the Grav Lift was placed correctly, you should be propelled high enough to make it to the top level where the skull is. It may take time to get the Grav Lift placed just right, you can always press start and select "Revert to Last Save" and try again.

IWHBYD: THE COVENANT

First of all, a big thank you to the haloplanet.com community for discovering this one. To make the skull appear, you must jump through the rings leading up to Truth in a certain order. The rings are numbered one to seven (one being the ring closest to the entrance, seven being the ring closest to Truth's location). The sequence is:

1-3-4-6-7-5-4-6-5-4-5-3-4.

If you jumped through the rings in the correct order, the skull will appear on the platform just before the bridge leading to Truth.

TERMINALS

Activating all of the terminals in Halo 3 yields the “Marathon Man” achievement. When you come across a terminal, hold RB to access the terminal. You must wait until the screen turns red and switches to another message, or it won’t count towards the achievement.

The Ark

TERMINAL 1: Beyond the camp where the Hunters are fought, in the facility at the end of the tunnel. After stepping through the first door, turn left and go through the door there. Keep an eye on your right, the terminal is along that wall.

TERMINAL 2: In the large room, beyond the door that Guilty Spark opens. Approach the mechanism here and hold RB to extend the bridge, allowing your allies to cross. After activating the bridge, turn around and move towards the terminal. Hold RB to access the terminal.

TERMINAL 3: After fighting the Scarab, beyond the room with the sleeping Grunts. Go down the ramp leading to the lower level, at the very bottom, turn around and move towards the wall. Turn to your right, until you see a door. Step inside, approach the terminal, and hold RB to activate it.

The Covenant

TERMINAL 4: In the first tower. While facing the elevator controls, turn left and jump over to the walkway. The terminal is along the wall there. Approach the terminal, and hold RB to activate it.

TERMINAL 5: On the second tower, head up the ramp and make your way to the entrance. While facing the entrance, turn around. The terminal is on this wall. Approach the terminal, and hold RB to activate it.

TERMINAL 6: In the final tower. While facing the elevator controls, turn right and jump over to the walkway. The terminal is along the wall there. Approach the terminal, and hold RB to activate it.

Halo

TERMINAL 7: From the starting point, walk down the trail until you see the strange structure up above near the end of the path, turn right just before the drop and climb up the hill. Get onto the walkway, travel to the end, then turn left. The terminal is on the wall there. Approach the terminal, and hold RB to activate it.