



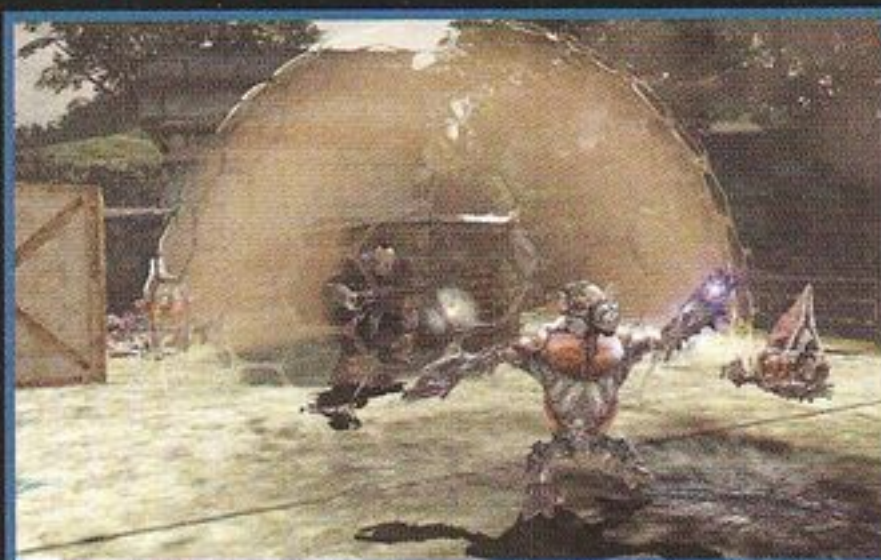
Strategy Guide by Anatole Brown

HALO 3

The online mode is obviously where players will get the most out of *Halo 3*, but if you dig deeper into the Campaign mode, you'll find that it offers a lot more than just a single-player story. It's actually designed to be played multiple times in various ways that can be determined by the player. In addition to the customary four difficulty settings—Easy, Normal, Heroic and Legendary—the game has a new Campaign Scoring option which offers a remarkably different play experience. In fact, Bungie recommends that you play with this option off (default setting) when you first play through the story, so you can become familiar with the levels before taking on the challenge. The Campaign Scoring mode is further enhanced by the use of Skull cheats that can handicap the player in various ways. However, these Skulls need to be discovered in hidden areas throughout the game before they will appear as an option. We'll take you through the regular Campaign mode and later show you where all the Skulls can be found (we suggest you hunt for Skulls the second time through).

CAMPAIGN MODE

LEVEL 1—SIERRA 117



The game throws you right into the heat of battle with a generous dose of Brutes and Grunts (you'll be seeing a lot of these guys). Note that the Grunts tend to panic when the big Brutes are defeated, so use that to your advantage.

As you forge ahead through the jungle, watch for snipers high in the rocks and trees. When you reach the major stronghold, avoid jumping down the cliff and straight into battle; follow the Arbiter down the right path and sneak up on the enemy.

After you clear out the area, you'll find Johnson and his team imprisoned behind a shield barrier in one of the structures. Phantoms will soon come inbound. Hold your position around the bridge area until the Pelican comes to the rescue.

LEVEL 2—CROW'S NEST

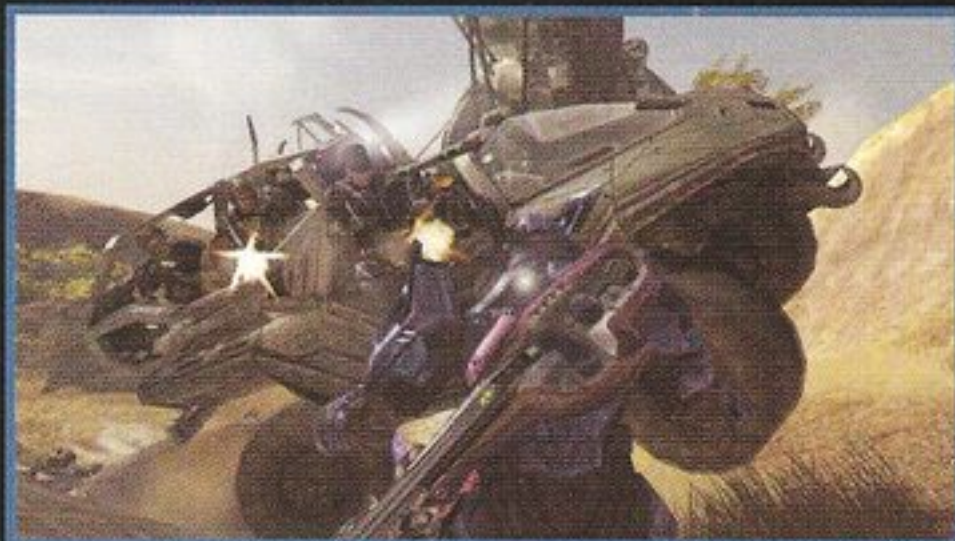
At the UNSC base, head downstairs and follow the marine to the door; you will receive an Assault Rifle. As you make your way to the hangar, use the stationary shields as cover (you can shoot through the slits). When you reach the hangar, rip the gun turret off its stand and use it to shoot off the Phantom's guns. On your way back to the ops-center, you will receive orders to clear out the barracks—a new way-point marker will appear on your sensor. When the Drones come attacking from the air, use the turret on top the rock to make quick work of them.



Back at the ops-center, follow Johnson to the door; a rough battle against Brutes lies ahead. Explosives and shields will help tremendously here and you'll probably have to retrieve some weapons from dead enemies. The Brute Chieftain—a.k.a. "Hammer Guy"—will eventually come charging. Get ready to jump out of his way or you'll be killed in one blow. Exit the door to the right (behind the enemy shields) and jump down the shaft. After fighting off some Drones, meet the Arbiter and keep pushing ahead. The battle in the barracks can get pretty intense, so make sure the Arbiter stays by your side for support. Get to the landing zone and clear out the Brutes so the Pelican can touch down.

After arming the bomb in the ops-center, go downstairs and enter the elevator. The lights will lose some power, so you'll need to turn on your flashlight. You'll find a large arsenal of weapons downstairs to prepare you for another fight in the hangar. Get past the hangar and out to the elevator to end the level.

LEVEL 3-TSAVO HIGHWAY



The Wraith is the first formidable enemy vehicle in the game. Use a turret, Brute Shot and explosives to bring it down. Another Warthog will be deployed for you by a Pelican. Further down you'll find some Choppers that you can drive as well. Since the Brutes like to use their Choppers to ram your vehicle, make sure your Warthog partner sticks with you for extra fire support.

Two more Wraiths will be up ahead. The easiest way to take them down is to target the gunner first before taking out the driver inside. Try to smash through the rest of the level with a vehicle if you can. Disengage the shield at the end and a cutscene will play.

Turn on your flashlight and lead the team into the garage. You can choose to drive the Warthog or man the turret. Driving is the best option, as the A.I. gunner is pretty accurate and dependable. You can help by running over enemies as you drive.

When you reach the blue barrier, you will not be able to pass with a vehicle, so get off, go inside and shoot the mechanism to let everyone pass (Drones will fly out of the tunnel). The Warthog ride will end at the broken bridge. Brutes will be carrying plasma cannons further down, so look out for some cover.

The Wraith is



LEVEL 4-THE STORM



Enter the facility with the team. Head up the upper walkway and hit the switch so the Warthogs can pass through. Hop on a Ghost and destroy the Wraith outside. The red Wraith is the anti-air version which you must destroy per orders. Go inside the door on the other side; beware of the Drone attack overhead. A Mongoose squad will be waiting for you on the other side. Neutralize all the Wraiths, Ghosts and Choppers on the lake bed.

Fighting the giant Scarab boss will be a team effort.

Keep driving the Mongoose under the scarab so your gunner can aim at the leg joints. You'll notice that the other squad members will start focusing their fire on the same area. Whatever you do, stay away from the front side of the Scarab and its laser cannon. When one of the legs takes enough damage, the alarm will go off and the Scarab will lower itself to the ground. Quickly get to the backside, jump out of the



Mongoose and onto the Scarab's inner platform. Clear out the enemies inside and head to the red-lit cockpit area. Destroy the shield and the mechanism behind it. Get off the Scarab and run away before it blows!

The massive Hunters will require a bit of firepower to take them down—stay with your team so they can provide support fire. As you battle your way up the hill to the massive anti-air cannon, use the Plasma Turret to make the fight easier. Be sure to flank around the enemy rather than fight them head-on. Notice that the bottom of the cannon will open up right before each shot. Shoot the white core section when it is exposed and you're good to go!

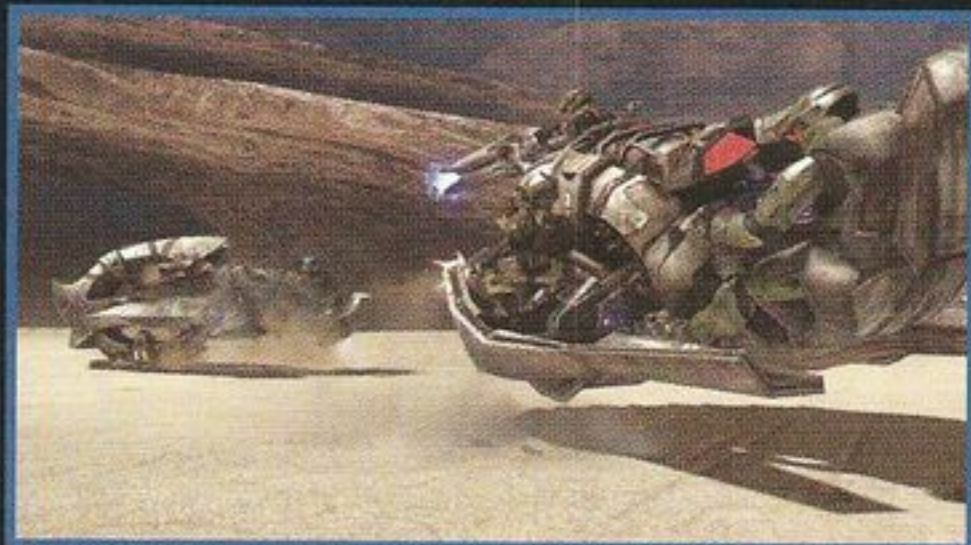


LEVEL 5-FLOODGATE

This is a pretty straightforward level—just keep pushing ahead with the Arbiter at your side and eliminate the oncoming Flood enemies. Since the Flood tend to stick together in bunches, the shotgun and explosives are particularly effective against them. The tiny spores may seem harmless and inconsequential compared to the two-legged monsters, but they can transform any organism (including corpses) into more Flood enemies. The Flood is like a plague that keeps spreading—exterminate them all! More Elites will join you later on. Dead Elites can turn into Floods as well, so try to keep them alive.



LEVEL 6—THE ARK



You will have the Sniper Rifle equipped at the start of this level. Clear out the pockets of enemies as you make your way through the canyon. Hunters will be deployed later by an incoming Phantom. You may need to scrounge around for more firepower, since the rifle is only mildly effective against them.

Outside of the cave, you'll find a couple of Mongooses parked near some enemies. Don't hop onto the vehicles right away—a second wave of Brutes will appear on Choppers. Hop onto the Prowler and finish them off with the giant turret. More Choppers and Ghosts will appear as you drive through the canyon. Once you've defeated everyone at the stronghold, Johnson will instruct you to follow his Pelican into the next area.

Even on a vehicle, the next area can get pretty rough, especially against the blue Wraith. You may need to ditch your squad and get on a Ghost; that way you can control both the driving and the firing. Compared to the pesky blue Wraith, the anti-air Wraiths should be a breeze (since they mostly shoot skyward).

Use the same technique as before for the second Scarab. This time, though, you'll have the luxury of hopping onto a Scorpion and disabling the leg joints with just a few shots. After you take down the Scarab, head up the ramp and meet the Arbiter. Once you've activated the Cartographer, let the Arbiter take care of the aerial assault and follow Monitor. Enemies are going to start cloaking here, so keep your eyes out for any ripples in the air. The final area has another Hammer Guy, along with a host of snipers.



LEVEL 7—THE COVENANT



You'll start with a Fuel Rod Gun, but don't waste it on the Brutes—save it for the Wraith up ahead. Once the Wraith is eliminated, drive the Warthog. The Tower is heavily protected inside and out. If your shield is getting low, drive away from the heat of the battle and recharge.

Up the elevator, you'll find a pack of Brutes and Hammer Guy protecting the barrier switch. The Hammer Guy will come charging once all the Brutes are dead.

When piloting the Hornet, you'll need to destroy both air- and land-based targets to survive.

It'll be easier if you disable the anti-aircraft guns first before engaging the Banshees. Clear out a landing area near the third tower for the allied team. The configuration in the tower is the same as the first, except the Brutes will be cloaked near the barrier switch. Chaos will erupt once the barrier is lowered. Fight through the Flood and the Arbiter will be waiting for you downstairs. Back outside, the Arbiter will take off on a ship. Head to the right and you will have a choice between three different vehicles.



As you push through mountain pass, Hornets will land and give you another vehicle option before the double Scarab battle. Now that you know how to take them down, have some fun and try different tactics. After entering Truth's complex, there will be a few twists to the story, so we'll let you enjoy it without any spoilers!

LEVEL 8—CORTANA



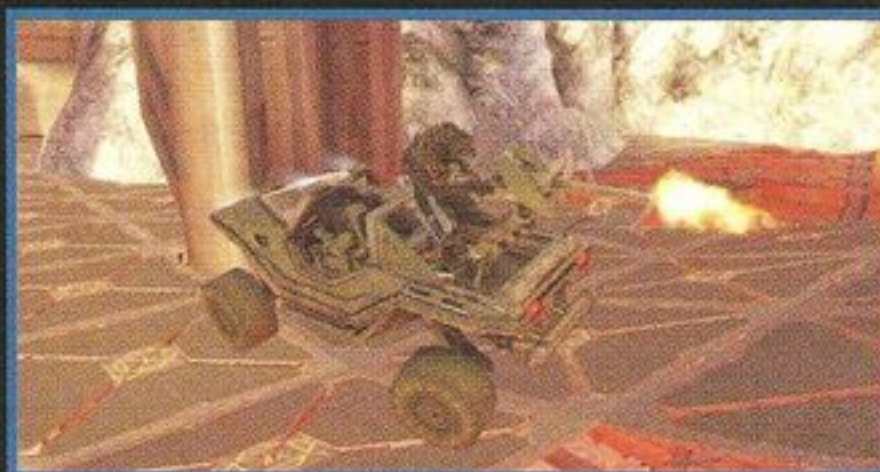
By and large, this is the most hated level by *Halo 3* players. The endlessly spawning Flood definitely make it frustrating. There's a flamethrower up ahead in the blue corridor area (where Cortana says "Don't look at me! Don't listen!"), but it will just slow you down. The best way through this section is to make a mad dash all the way to the end, while using an Energy Sword to slice anything that gets in your way. Use Cloak in cramped areas if you have it.

After rescuing Cortana, you'll need to destroy the central reactor. This will be easier to do if you clear the area out first. Of course, more Flood will show up after all three cores are destroyed. Again, it's a mad dash like before—don't get caught up in Flood extermination. Watch for blasted doors and other new openings as you beeline to the exit. Thankfully, the Arbiter will be waiting for you with a Flamethrower near the end.

LEVEL 9—HALO

When the Flood arrives, make sure the Arbiter stays close or you'll have little chance of surviving. Checkpoints will be determined by the number of enemies killed, so keep at it. Once you reach the top, you will need to hold your position and keep fighting until Monitor opens the door. Once you're inside, Monitor will go haywire. Avoid its lasers and eventually Johnson will fire and drop his laser gun. Grab the gun and finish off Monitor.

The final part is a mad dash on the Warthog—probably the coolest part of the game!



ALL 13 SKULL LOCATIONS

Skulls activate cheats within the Campaign mode, but they first have to be found within the game before you can access them. They're not "cheats" in the regular sense of the word, since they do not make the game easier. In fact, they make the game harder by hindering the player in various ways (except the humorous Grunt Birthday Party Skull). They're meant to give you an added challenge as you become more adept at the game.

Skulls can be viewed in the Campaign menu in the Edit Campaign Options setting (where you can also set Campaign Scoring). Each Skull effect can be toggled on or off at this screen.

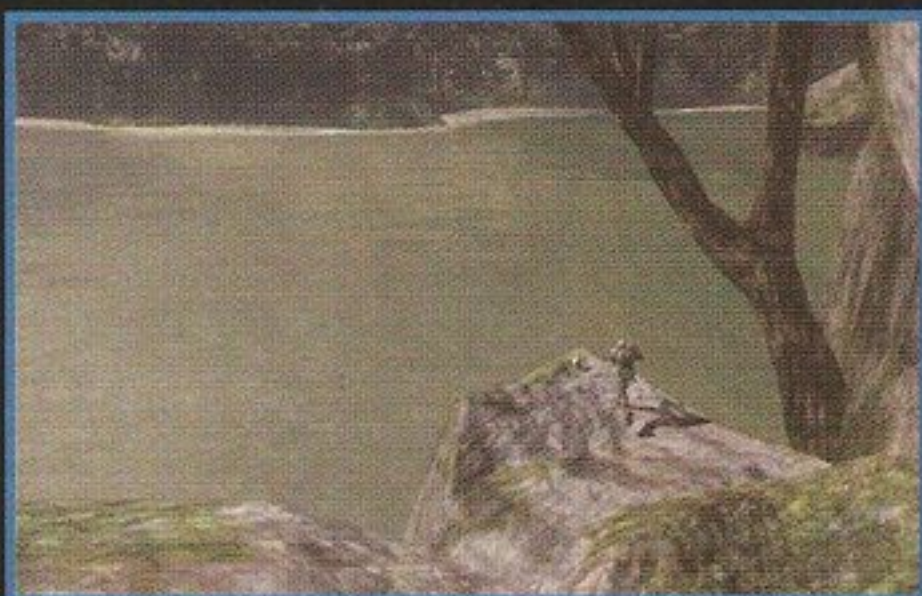
Before you start hunting for Skulls, here are some important things you should know:

- There are no Skulls to be found in Easy mode. You must play at the Normal difficulty setting or higher.
- You must start at the beginning of each level (Mission Start). The Skulls will not appear if you start at a Rally Point. You can still use the "Resume Solo Game" and "Revert to last save" options, though.
- All you have to do is pick up a skull (by pressing RB) for the game to recognize that you've found it. You can even save and quit immediately after that if you wish.
- Finding a Silver Skull does not give you an "Achievement Unlocked" message.
- The Hayabusa Armor will become unlocked once you find all 13 Skulls.

The following Skull locations are listed in the order that they can be found by playing through the Campaign mode:

1. BLIND SKULL [SILVER]

Level: Sierra 117

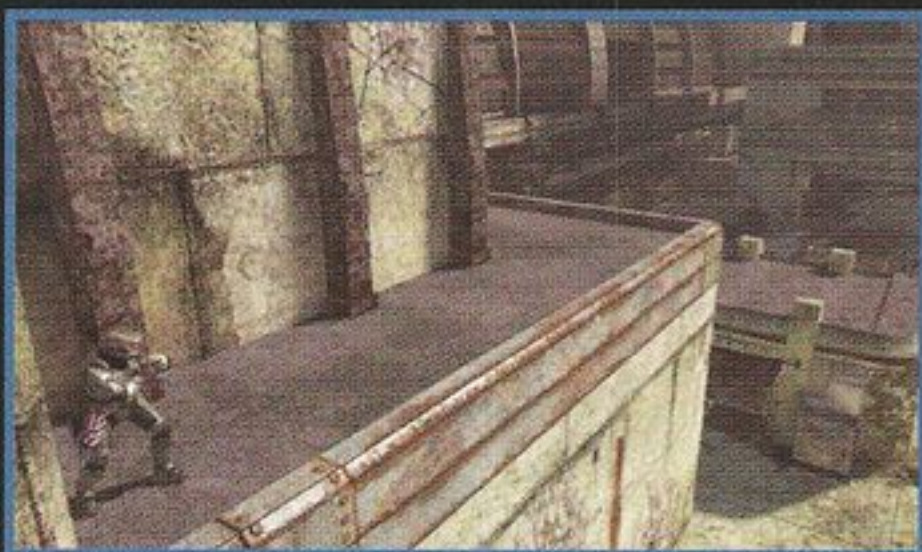


Jump down the water-fall (where the two Phantoms come in-bound) and head right, past the dead tree. You'll see it on the ledge below.

Effect: No HUD

2. IRON SKULL [GOLD]

Level: Sierra 117

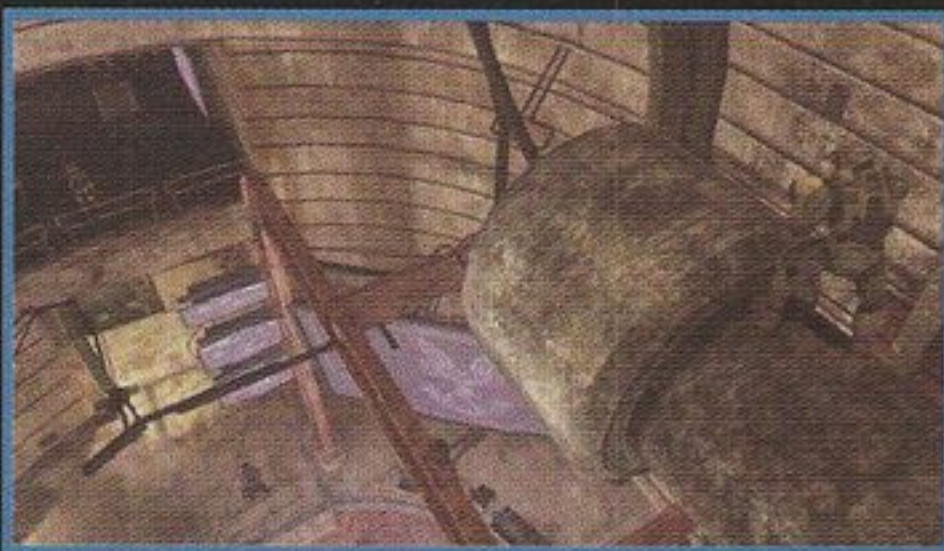


At the very end of the first level, after you've rescued Johnson, turn left and jump up to the ledge (with the "No Fishing/Swimming" sign) instead of boarding the Pelican. Walk to the end and jump up to the next ledge. Walk all the way around the building and you'll find the skull tucked into the corner.

Effect: Start from the beginning of the level when you die (no Checkpoints)

3. BLACK-EYE SKULL [GOLD]

Level: Crow's Nest



At the start in the UNSC control room, go up the steps and all the way to the back. Jump on the racks and up to the

big pipe. Walk to the end for the skull.

Effect: Only melee attacks can regenerate shields

4. GRUNT BIRTHDAY PARTY SKULL [SILVER]

Level: Crow's Nest

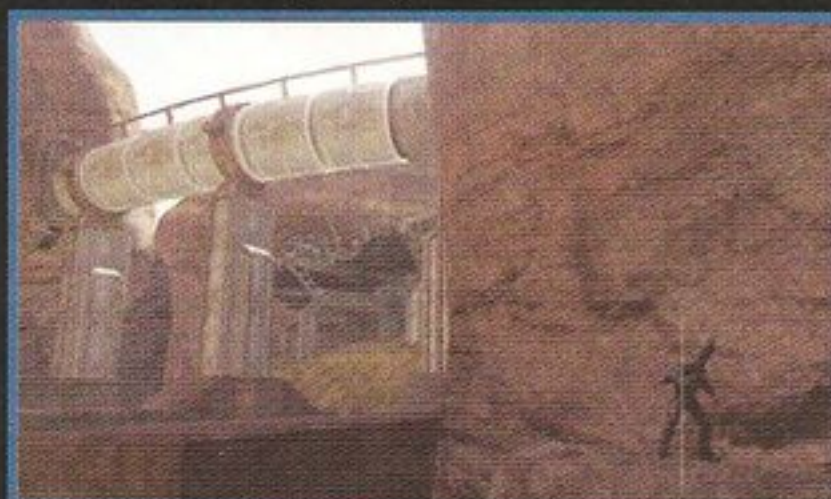


At the ventilation shaft (where the Drones fly in and out), just before you jump down to meet the Arbiter, look below the edge and you will see a small ledge with a green arrow sign pointing to it.

Effect: Killing Grunts with headshots will produce a humorous effect

5. TOUGH LUCK SKULL [GOLD]

Level: Tsavo Highway



After you exit through the tunnel (past the blue barrier), you will see a giant pipe to the left. Toward the end of the pipe, you will see support beams extending out over

the gap. Jump onto the first beam (the one closest to the left wall), then go to the end and you'll see the skull sitting on the ledge to the left.

Effect: Enemies are more aggressive and are able to "make saving throws" (dodge projectiles better)

6. CATCH SKULL [GOLD]

Level: The Storm



When you first encounter the Wraith tanks, keep one of them alive; the skull will disappear if both of them are eliminated. Drive a vehicle right up to the circular structure near the

red Wraith. Stand on top of the vehicle and use a grenade jump to get up to the roof (throw down a grenade, jump and use the explosion to give yourself a little boost). It'll take some practice. A Grav Lift will work here too, but they're hard to find.

Effect: Enemies throw many grenades

7. FOG SKULL [GOLD]

Level: Floodgate

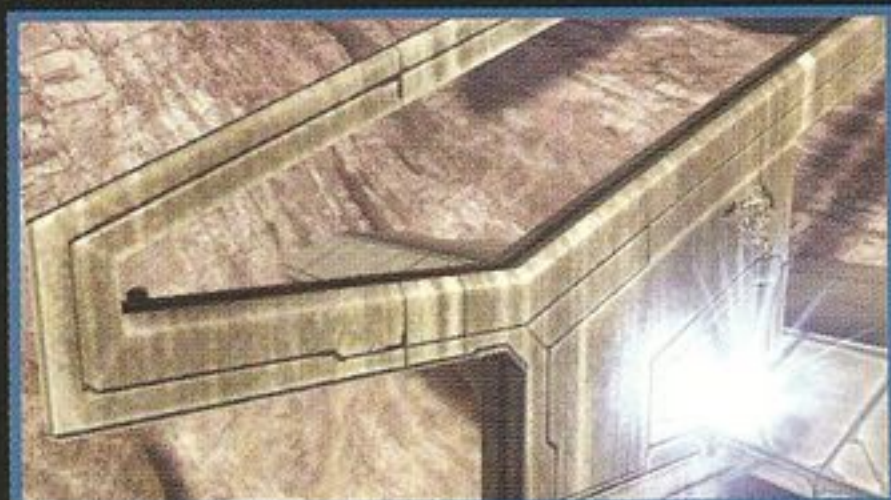


At the start of the level, when you're walking down the hill toward the burning buildings, keep your eye on the first building to the right (behind the missile launcher). As soon as you hear the soldiers talk on your radio, a Flood will appear holding the Skull on the rooftop. Shoot him quickly before he jumps away. The Skull will fall to the ground so you can retrieve it.

Effect: No Motion Sensor

8. FAMINE SKULL [GOLD]

Level: The Ark



After clearing off the deck, Johnson will appear in a Pelican and ask you to follow him. As you make your way down the canyon, you will see a large bridge/deck coming out of the rock on the left (just where the Ghosts come attacking). Use the rock face around the corner on the right to jump up and hop over to the extending ramp. Walk to the last beam and you will see the skull sitting just inside of the loop of the extending structure. You will need to do a grenade jump (see picture), deploy a shield and use it as a platform or use a Grav Lift to make it up to the skull.

Effect: Weapons dropped by enemies will have 50% less ammo

9. COWBELL SKULL [SILVER]

Level: The Ark



Pick up the Grav Lift inside the rounded bunker next to where the Scarab battle occurs. Hang on to it as you make your way up to meet the Arbiter. After clearing out a few rooms, the Arbiter and the team will hold position at the entrance to a ramp that leads downstairs. In the middle of this hall you will see several openings that are stacked all the way up to the ceiling. The skull is in the top opening. Use the Grav Lift to boost up to it.

Effect: Bigger explosions

10. THUNDERSTORM SKULL [GOLD]

Level: The Covenant



When you pilot the Hornet, land on the second tower (the one the Arbiter cleared) before heading to the battle by the third tower.

Effect: All enemies go up one rank

11. IWHBYD ["I WOULD HAVE BEEN YOUR DADDY"] SKULL [SILVER]

Level: The Covenant



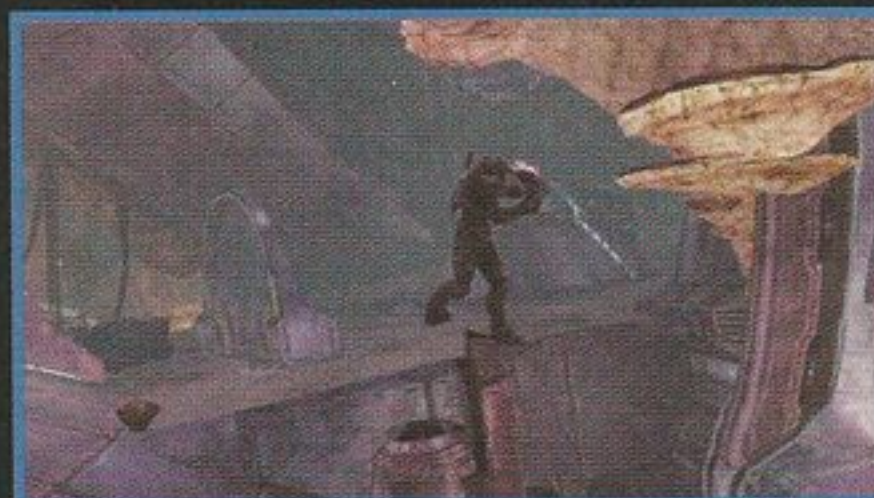
This skull is located in the hall with the seven blue Ring Holograms (spread out in three sections). You'll need to jump through the rings in

the following order (1 is close to the entrance and 7 is near the Prophet of Truth): 1, 3, 4, 6, 7, 5, 4, 6, 5, 4, 5, 3, 4. Note that each ring hums a different note—the correct sequence plays out the *Halo* theme. If done correctly, all the rings will start flashing and you will hear the tune. The skull will appear on the bridge to the Prophet of Truth. This can be done before or after the scene with the Prophet, but make sure you've cleared out all the enemies.

Effect: Alternate dialogue for Campaign mode

12. TILT SKULL [GOLD]

Level: Cortana



The skull is in the room with the central glass platform, where Cortana says "Very nice to meet you. You like games...so do I". When you enter the

room, you'll see some small platforms jutting out of the wall on the left. Jump onto the very tip of the purple mechanism with the glowing blue symbol; it helps to look down so you can see where your feet are (see picture). Jump to the left onto the first platform. Step out to the very edge and jump to the next higher platform above. Walk to the edge again and jump to the top platform. Walk across the tentacle-like strand to the skull.

Effect: Enemies have stronger armor and shields

13. MYTHIC SKULL [GOLD]

Level: Halo



The last one is the easiest. At the start of the level, when you enter the cave, you'll find a crevice

in the right wall. Follow it to the skull.

Effect: All enemies have double health

TERMINAL LOCATIONS

There are seven hidden Terminals that can be found within three of the later levels: The Ark, The Covenant and Halo. If you find all seven Terminals, you will be rewarded with the "Marathon Man" Achievement (worth 40 points). The Terminals also give you a bonus background story describing the last moments of the Forerunners. Unlike the Skulls, you don't have to start at the beginning of each level to find them—you can take advantage of Rally Points and find them in any order. Make sure you read the entire passage for each Terminal before backing out of the console or your discovery will not be counted (the text usually ends with the phrase "// Fragment Ends"). You also must play on Normal difficulty or above to gain the Achievement.



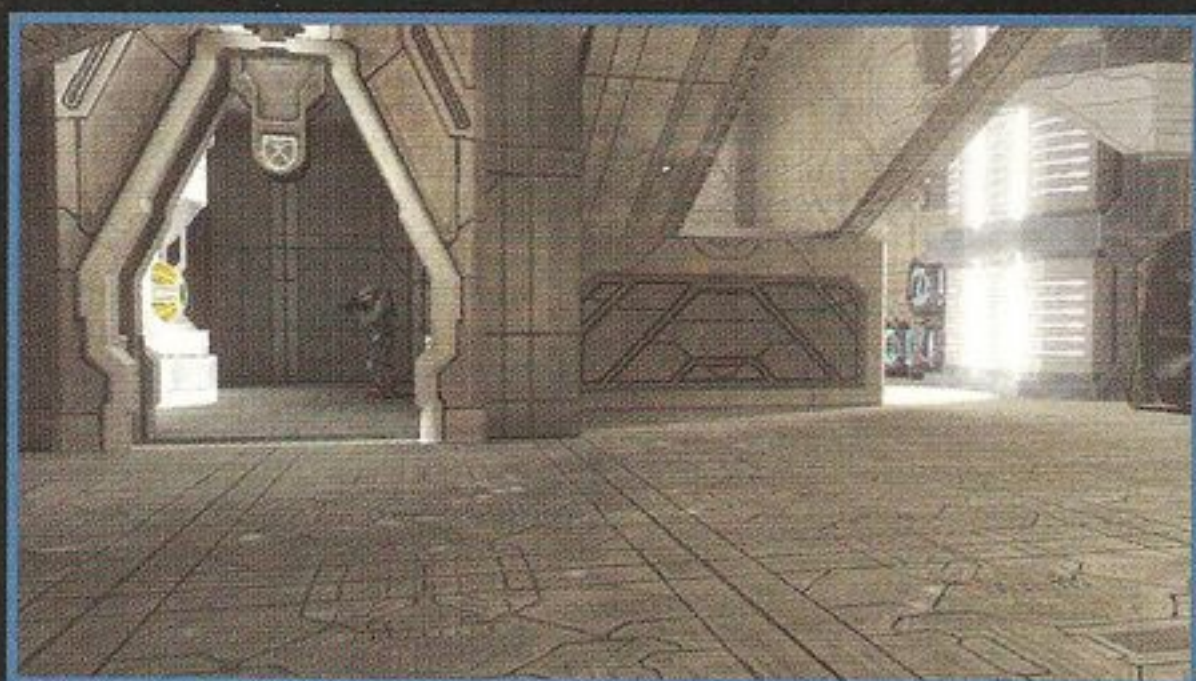
1. THE ARK (MISSION START)

The first terminal can be found after you clear out the enemies outside and enter the facility. The door immediately to the left will lead you to it.



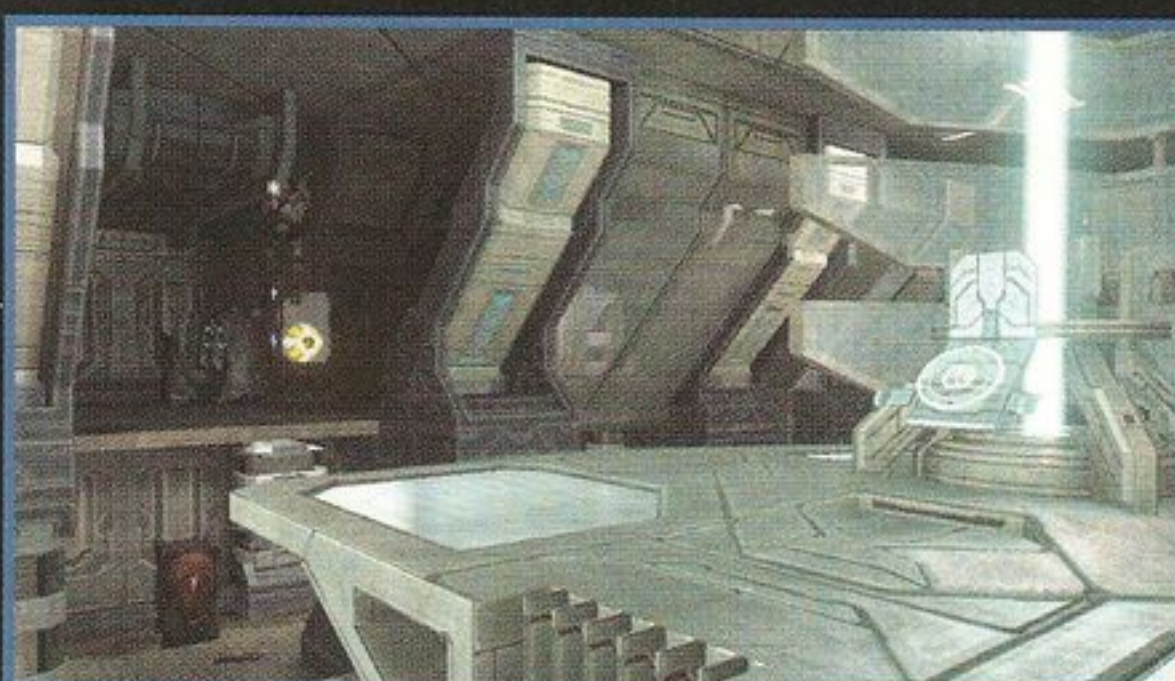
2. THE ARK (RALLY POINT ALPHA)

The Terminal will be behind you when you activate the bridge console with Guilty Spark.



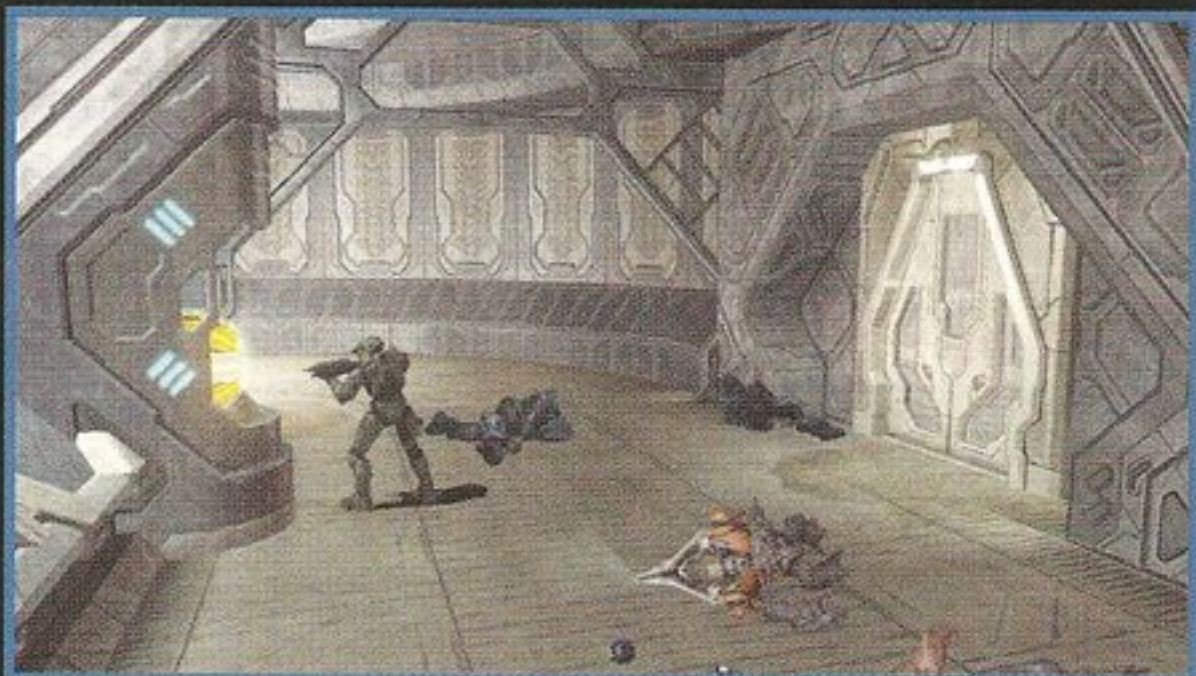
3. THE ARK (RALLY POINT BRAVO)

A Terminal room is located under the transparent ramp near the cache of weapons.



4. THE COVENANT (MISSION START)

In the first tower, instead of activating the elevator, keep going past the control panel and you'll find the Terminal on the other side.



5. THE COVENANT (RALLY POINT ALPHA)

Land the Hornet on the second tower (see also Thunderstorm Skull). The Terminal is next to the entrance.



6. THE COVENANT (RALLY POINT ALPHA)

Just like the first tower, the Terminal is across the elevator platform on the other side.



7. HALO (MISSION START)

At the very beginning of the level, stay to the right as you walk through the cave. Before dropping down the ledge to the snow bank below, turn right and climb up the snow bank to the side (Cortana will say, "Where are you going?"). The Terminal is inside.