



Introduction

Earth is under attack, Cortana is missing, and your teammates are about as intelligent as rocks...really dumb rocks. What's a Master Chief to do?

You man up and finish the fight, that's what! And with our help, saving the galaxy has never been easier - even when playing on the Heroic difficulty level.

In this guide you will discover:

- **Basics** An overview of life on the battlefield.
- **Campaign Walkthrough:** Complete the campaign on the heroic difficulty with minimal resistance.
- **Multiplayer:** The best multiplayer tips this side of the galaxy.

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Multiplayer Tips by: Mark Ryan Sallee

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Halo 3 Index

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Our Halo 3 guide was written primarily with the Heroic difficulty level in mind, however, most of the strategies should work on easy, normal, and legendary as well.

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Halo 3 Walkthrough

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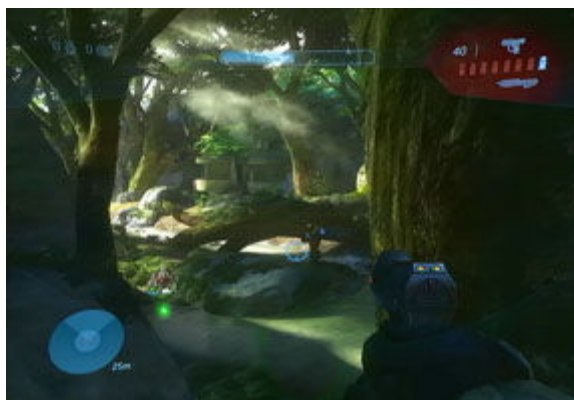
Get to River for Evac.	Find Johnson's Crashed Pelican
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Get to River for Evac.

Follow the marines through the forest until a waterfall comes into view. Break off from the marines here and instead follow the Arbiter up a grassy ledge on the right.



Hang tight on the ledge and use the thick tree here for cover. Peek around its sides to target a Brute on top of a fallen tree ahead, as well as a bunch of grunts in the pond below. The Brute is equipped with a Brute Shot, so dodge behind the tree the moment you see a glowing grenade coming your way, then target him while he reloads immediately after.



Note:

You may want to consider replacing your assault rifle with the Brute Shot to enable quicker kills against those tough foes. After each kill, replace it with your fallen victim's Brute Shot to retain a constant supply of grenades.

As you follow the river downstream, a covenant vessel will drop off a Brute and a horde of grunts in the water basin below. A thick tree trunk to the river's left is an ideal place for cover - its five legs will enable you to use some (limited) mobility while maintaining cover. We strongly suggest holding off on opening fire until the drop shift leaves (about 10-20 seconds) to avoid falling victim to its burly turrets. The Brute is once again equipped with a Brute Shot.



Once clear, follow the cliff wall on your left up to several large boulders, at the base of a very small waterfall. Use these for protection as you target the grunts and another Brute beyond.



Push through this area slowly, taking out any enemies along the way. It's best to stay near the middle to avoid becoming trapped and have plentiful cover. Another Brute awaits on the far side. Once the area is clear, continue through a dank, flair-illuminated cavern.



You'll emerge on a short ledge, overlooking a single Grunt ahead who'll fall asleep after a few moments - he's but the first of many. Sleeping covenant won't awaken unless you touch them, open fire, or a nearby enemy alerts them of your presence, so take a stealthy approach for now. Follow the right ledge up to the sleeping grunt. Along the way, you'll find two pairs of weapon caches, containing Carbines and Spikers - the former's built-in zoom will be of great help here, but don't worry about the Spiker unless your secondary weapon runs low on ammo. Once equipped, continue to the grunt and melee attack him in the back for an instant KO.



After taking down the single grunt, your stealth reign (of one kill) will come to an end, as the grunts in the valley below will awaken. Even worse, several snipers lining the area will open fire on your position. Immediately duck behind the boulder near the dead grunt and peek around its right side to target the foes below. Once the nearby threats are down, focus on the two snipers. Here are their positions:

- On a tree branch, dead-ahead.
- Stationed on a nearby rocky ledge, halfway up the left canyon wall.



Now drop to the area below and push forward slowly, using the shrubbery for cover, as you blast the enemies beyond. If you run low on Carbine ammo, return to the weapon cache before for more. If you need additional ammo, there are weapon caches abound near the center and along the walls.

As you turn the corner, you'll find a Brute standing atop a tree-bridge, with several other enemies nearby. Immediately pop a few carbine-caps in the Brute's skull to take him down before he can react. Now take cover behind one of the nearby boulders and target a sniper on the left side of the bridge, then take down the remaining covenant.



Now climb a ramp on the left to cross the tree bridge to the other side. As soon as you do, a trio of grunts will emerge from a small alcove on the left - take them down before they toss a grenade. Now push through the area slowly, using

the rocks and trees for cover, up to a cavern.



Prepare for a Brute to emerge from the cavern - the Arbiter should keep him occupied allowing you to easily take him out. Now proceed through the cave, which leads to the river.



Just after Sergeant Johnson radios in, there are a couple opportunities to grab a Battle Rifle (your guide writer's weapon of choice). Look for one next to a corpse on a rocky ledge on the left, and another in the plants ahead.



Find Johnson's Crashed Pelican

When the river first comes into view, take a break and just watch - the Pelicans will take down the riverside enemies, so don't waste your ammo. Unfortunately, the Pelicans will be scared off by a pair of Ghosts, allowing a Covenant drop ship to release a small army of brutes and grunts on a structure downstream.



Once the ships depart, drop down and look for a sniper on a tree branch across the river. Use the Battle Rifle or Carbine to take him down. Now follow the Cliffside wall up to the third concrete barrack and peek around the corner slowly to target another sniper on a ledge, just below an open pipe. Once he's down, turn left and toss a grenade to take down the two-shielded jackals and continue up the path, around the rock.



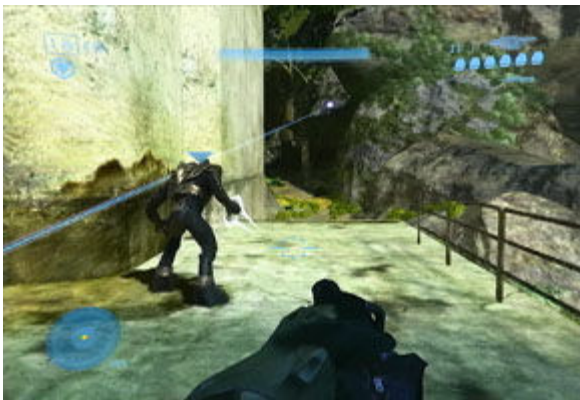
As you circle the rock, take down the sniper on the grassy ledge ahead before proceeding. Continue to circle the rock up to a tree - look right to find a thin path between the boulder and the large concrete structure likely containing several grunts and a brute - use the Brute Shot to take down the Brute, then focus on the grunts - but don't traverse down there yet. Instead, stay by the tree and target a few more Brutes that pop out on the circular ridges.



Now move up to the large wooden boxes for cover and fire at the enemies beyond. Continue to push through this area slowly, using the debris for cover. We suggest staying close to the left wall and keeping an eye out for any additional Brutes that may pop out - Brute Shot them to death and collect their gear to replenish your grenade supply.



Peek around the next corner to target another sniper on a rocky ledge, above the path dead-ahead. Proceed up that path until Sgt. Johnson reports that his "bird is down" (this is street for "airship"). Several more snipers lie ahead -- seek refuge by the giant concrete building on the left and use the protruding pipes for cover. The first sniper can be found by a tree ahead. Now circle the pipe and look for a second on a high-tree branch, near the canyon wall.



Note:

Remember, you're going to want to use a weapon with zooming capabilities to take down the snipers. If you don't have a Battle Rifle, or if it's low on ammo, grab a Carbine one of the snipers you kill.

Follow the left wall, taking down additional snipers as you go. Look for one on the right, another on a ledge ahead, and a third on another ledge on the left. Stick to the left ridge and follow it to the point where you have to jump up to continue. Look up from there to spot a sniper in a brightly lit section of the canopy, then look for another a bit lower on the right.



Note:

One of the snipers *may* drop a Beam Rifle, the covenant's version of a sniper rifle. It doesn't always drop to the ground, but it's worth your while to look for it anyway.

When you reach the steep hill, use a rock to leap to a high ledge on the right (the arbiter may already be up there). Ahead, a lone soldier will temporarily draw the attention of a brute and a few grunts on the bridge. Ignore them for now and instead focus on the snipers here. Look for two on a ledge to your left - the second one starts off behind a tree, so you may have to wait for him to step out. Now look for a third way across the map, dead-ahead.

Find Johnson Before He's Captured

With the snipers taken care of, peer into the ledge on your left and either toss a grenade or use the Brute Shot to destroy any enemies who may remain. Now drop down and follow the path slowly, killing anything that crosses your path.



As you cross beneath the bridge that the soldier's last stand took place on, hug a rock on the right for cover and let the Arbiter take the lead. He'll draw out a few enemies (including a Brute) - use the Brute Shot/grenades to take him out good, then target any additional foes that run by, as well as the ones on the ridge above.



Slowly turn the corner to spot a sniper in the distance. Now follow the left wall around the perimeter up to a small alcove. From here, use the Brute Shot to fire upon any visible Brutes, such as on the ridge above, or between the rocks along the cliff edge. Once clear, proceed up the path, but make a pit stop at the downed Pelican on the left to find tons of weapons and grenades - we actually suggest retaining your Brute Shot for now, but replacing it with the sniper rifle once this room is clear. Now push up the path, destroying anything that dares to move. Once clear, we suggest grabbing the Sniper Rifle and Battle Rifle from the Pelican before moving on.



Continue through the cave and follow the path to see a cinema showing where the Brutes are keeping Sgt. Johnson. You are now looking over an expansive enemy base, filled to the brim with enemies. Whip out your sniper (you did grab it from the Pelican, right?) and target the snipers first:

- One walking around on the rooftop below (use the battle rifle to target this one).
- Another walking on the curved building's ledge, to the left.
- The third is on the lower rooftop of the right-most building.

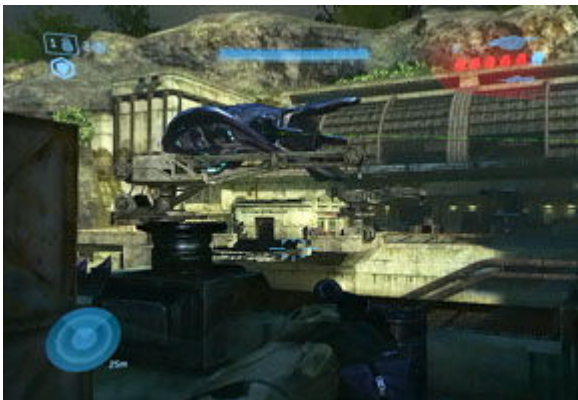


With the snipers down, it's time to turn your attention to the remaining enemies. Focus on the brutes first - several can be found on the far bridge, and at least one should be directly beneath you. However, they may seek cover in a nearby building once you open fire - leave them for later if you can't kill them before they get there. Now alternate between your sniper and battle rifle to target any remaining enemies, near or far. Once the place is cleaned out, proceed down the

path to the right to drop into the base.



As you drop in, a ship will drop off a small army of troopers across the river, at the building Johnson is being held captive in. Use the sniper rifle to take down the brutes, and use the battle rifle to target the lesser foes. Also, watch out for two snipers that will set up shop on the right side of the walkway.

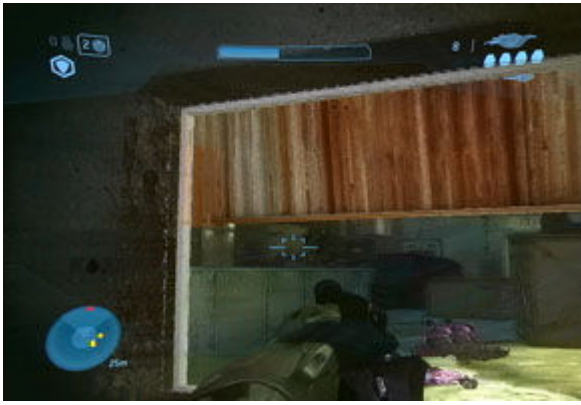


Once the enemies across the river are down, it's time to work your way across the bridge. Access the bridge via the entryway on the right side of the building, and use your sniper to target any remaining Brutes on the opposite end. Once clear, make your way inside the small concrete building containing Johnson. When there, interact with the shield to disable it, freeing Johnson and a couple of his men.



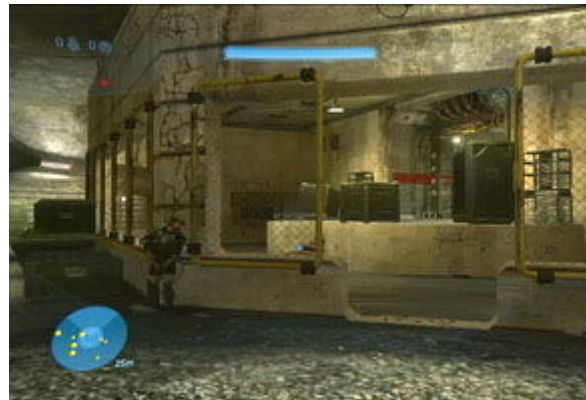
Stay Alive! Pelican Inbound!

After freeing Johnson, two enemy drop ships will swoop in and open fire. These things are quite deadly, but thankfully, a Pelican is en route that will take both out, so now it's just a waiting game. Stay inside this building and fight the aliens through the windows. Eventually, the Pelican will show up and destroy both ships - it will then wait for you to board on the bridge. Hop aboard to complete this mission.



Secure Perimeter Defenses!

After a few moments of chatter, head up the staircase near the arbiter and follow a pair of marines down to a door. Wait for them to open it, then climb the staircase beyond to a door inside the concrete structure. Look for an assault rifle near the door you can grab for additional ammo. Once there, interact with the switch on the left wall to open it.



Neutralize Hostiles in the Hangar!

Once through the door, turn right and follow the path to another door that can be opened via a panel on the right. The hallway beyond contains your first encounter with the enemy, and thankfully you'll acquire a magnum as you pass through the door. Holster the magnum for now, and instead rely on the assault rifle for the many grunts beyond. Use the first container for cover and peek around the side and spray the horde of grunts with hot lead.



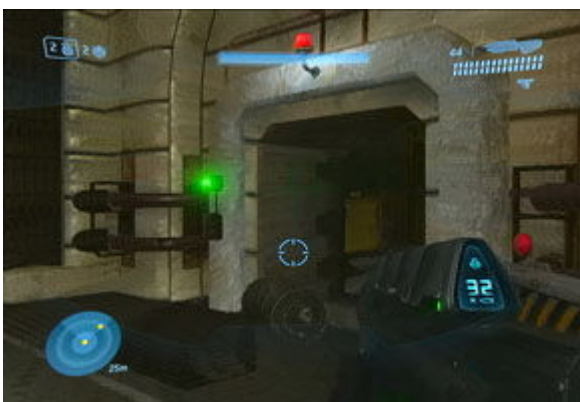
A grenade-launching Brute is further up the corridor. Push forward, using the truck and boxes for cover to take down any remaining grunts and jackals, then focus your attention on the Brute. Use the pistol to take him down, taking cover between shots. Or even better: If the Brute deploys a bubble shield, run in and melee him using our aforementioned tactic. After he's down, replace your assault rifle with his Brute Shot.



Easter Egg:

Continue past the door to a dead-end, where you'll witness a humorous conversation between two soldiers, one of whom is begging to be let into a locked room. You may recognize the voices as belonging to two staff members from RedvsBlue.com. Check it out on all four difficulty levels for different conversations.

Head inside a doorway on the left into another corridor and immediately seek cover in the alcove on either side, as there are several snipers at the end of the hall. Use the pistol to shoot them while peeking around the corner (if you have trouble, a grenade will work too). Once clear, enter the left room and continue through a door leading to the hangar.



Two doors lead into the hangar - take the left as it's the fastest route to a turret that's vital to your success. Before grabbing hold though, kill any nearby grunts (such as on the nearby stairwell). Now use the turret to open fire on anything that moves in the lower hanger - throughout the battle, three enemy ships will hover near, in preparation of dropping off additional troops. The turret on the ship's front side can quickly take you down, so target it first and destroy it. As soon as the ship drops its payload of enemies, target the Brutes first (you should be able to kill them before they seek cover), then focus on the others. If you begin taking heavy fire, let go of the turret and seek cover behind the wall until your shield recovers.



Get Back to the Ops-Center

Work your way back to the Ops-Center by back-tracking through the same route you took to get here (if you get lost, use the Nav Points to find your way).

As you get close in, you'll encounter a horde of flying drones visible through a gated window. Step a few meters back from the gate and use the assault rifle (if you have it) to safely target the bugs beyond - they simply won't shoot at you as long as you hang back. If you run low on ammo, switch weapons with a nearby teammate.



When clear, enter the lower hallway ahead and climb the staircase to meet up with Sgt. Johnson in the Ops-Center. Follow him up to a door. Before heading through (via the control panel on the right), you may want to consider swapping one of your weapons for a shotgun, via the weapon cache on the left (but retain your Brute Shot and/or Battle Rifle, if you already have one).



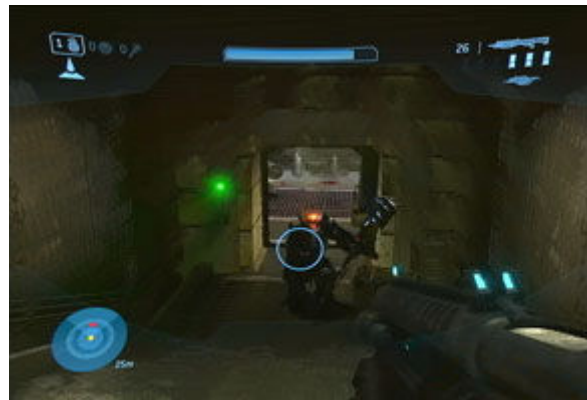
Rescue Marines in the Barracks

The door at the base of the ramp leads into a room chock-full of Brutes - this may be your toughest battle yet. The Battle Rifle is key to besting these guys - if you don't already have it, immediately grab one from the weapon cache at the base of the first ramp on the right.

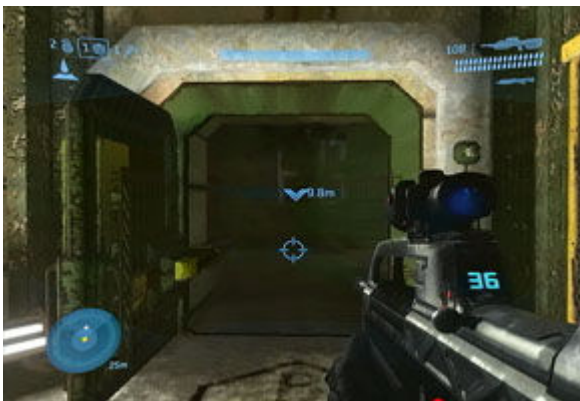
Now use the blast shield near the entrance for cover and zoom in on the Brute's heads to take them down with a few shots each. If you run low on ammo, return to the aforementioned weapon cache for a one time refill (you should have just enough bullets to entirely clear the room). Also, if the Brutes refuse to come out from behind their energy shields, destroy them by shooting the generator at the base.



Eventually, a gravity-hammer bearing Brute will charge at you. The gravity hammer is no toy - it can take you down with a single hit at close range, so it's imperative you take him down ASAP. The battle rifle is more than up to the task, but shoot fast! If things get dicey, toss or launch grenades, and backup into the tunnel behind you, if you must - just keep away from that hammer!



Once the room is cleaned out, grab some additional Battle Rifle ammo from the center walkway above you, then exit through the far door. Turn right inside, shoot the drone that pops out of the hole, then drop on in.



You'll land in a ventilation chamber, where you'll spot several drones darting from one vent to the next. If you just dash toward another hole at the far end, you should make it through unscathed. After meeting with the arbiter, open the lit door.



Evac Via the Landing-Pad

We've divided this long, winding corridor into three sections; one for each time it switches direction. Unique to this room is a ventilation duct in the ceiling you can use to ambush the enemy from above. As such, there are numerous methods to get through this room, but here's our suggested process:

Section 1

From the get-go, climb the left-most ladder up to the walkway and follow the left wall up to a ladder leading into the air duct - climb quickly to avoid taking fire.

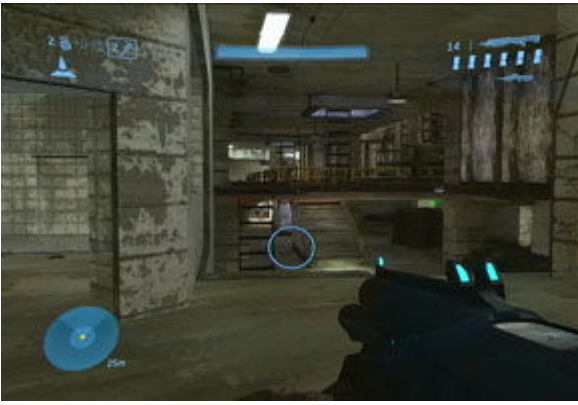


Now turn around and roam the duct and peer down the ventilation holes to fire at the enemies below - your viewing range is pretty limited, so try circling the holes and duck down to increase your line-of-sight. Also, try firing off a few shots to catch the Brutes' attention. If a group gathers, toss a grenade to take them down.



Section 2

Once you've killed everyone visible from the air duct, drop through one of the holes and continue through the hall. Hang back by the corner and open fire on the Brutes beyond - while there's another air duct above you can make use of, we've found it's difficult to target the enemies in this section from there, so stick to the ground.

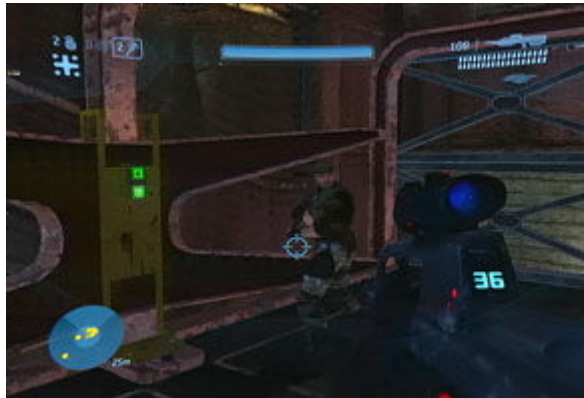


Section 3

Use the receded corner preceding the third section for cover. Look for a case of grenades resting on one of the nearby boxes here, so use them liberally. Once you clear out the room, comb the place for additional Battle Rifle ammo, then proceed through the far door and continue through a hallway.



You'll emerge on a walkway overlooking a large cavern. Interact with the switch on the lift to summon it and hop aboard. Wait for your fellow marines to board, then interact with another switch to ride it up a level.



The landing pad has been taken over by jetpacking Brutes! We suggest staying off the pad, and instead seeking cover behind one of the nearby large containers, and using the Battle Rifle to target the plethora of Brutes. As you reduce their numbers, more will fly in from the sides - they're defenless while airborne, so try to kill them before they land. If you run low on ammo, make a quick trip to the pad and collect any of the weapons from your fallen foes (we suggest the Carbine).



With the landing pad cleared, a Pelican will drop in and collect your remaining teammates. Now make your way back to the Ops-Center to kill the Brutes and rearm the bomb.

Return to the Ops-Center, Arm the Bomb

Follow the Nav point up to a door - get ready to shoot a covenant manning a turret as soon as you open it. Now grab onto the turret and shoot the enemies beyond. Once clear, rip the turret loose and carry it with you through the hall, shooting anything in your path. There are several additional turrets along the way, so replace yours whenever it runs low on ammo.



At the end of the hall, you'll find two snipers on a catwalk in the room beyond, as well as two more turrets on either side of the room. We suggest seeking out a battlerifle from the hall you just reamed, and use it to kill all four of them easily. Now climb up to where the snipers were to grab their Beam Rifle and follow the nav point into the next room.



Use the beam rifle to quickly score headshots on several brutes here - target the one manning the turret in the back of the room first. Duck into the hallway you just emerged from for cover. Once clear, interact with the bomb in the room's center to activate it. Now it's time to escape!



Escape - Find the Elevator in the Hangar

Now it's just a simple matter of following the Nav Point to an elevator in the hangar. You won't face much resistance along the way, except for one hallway with numerous drones, and the hangar itself (use the turret again to clear out the enemies). Then hop aboard the lift and interact with the switch to ride it up a floor.



Lead Marines Away from the Base

Walk down the hallway, left of the burning section, and hop into the closest Warthog. Have a couple teammates pile in, then wait for a fellow soldier to open the door and drive on through.



Now here's the deal: Drive. And fast. In fact, we don't want you to stop for anything; it'll just slow you down, and in all likelihood, get you killed. So long as you stay on the move, you can whip through the first half of this level with ease.

Note:

For the vast majority of the level, our strategy depends on you being in a vehicle. If it gets destroyed, simply press pause and restart from the most recent checkpoint to get it back. The checkpoints are frequent, so you won't lose much progress.

Stick to the right for the most part, until you come across an enemy ship hovering over a pond. Follow the left wall here to stick to the path.



Eventually, you'll reach a large blue shield (left of the barricade road) which prevents your Warthog from entering a tunnel. Park right up against it, hop out of the hog, and run in. Shoot the shield generator (the large purple thing at the shield's base to destroy it). Now hop back in the hog and continue through the tunnel.



Continue along the busted up freeway until you reach a missing portion, as indicated by several barricades. You'll sadly have to ditch the warthog for now, but worry not, you won't be without a vehicle for long. Cross the gap by running across the I-beam (or if you fall, use the far ladder to climb back up).



Get to the Town of Voi

You'll soon come across a base festering with enemies - just dart across this to the far side. Only take down any enemies directly in your path, and continue to a large boulder on the right, next to a hovering Brute tower (take down the Brute inside it first though). Hang tight by the boulder and wait for a Wraith to roll on by - hijack it when it does and hop aboard.



About Hijacking:

To hijack a vehicle, get close and hold the Right Bumper. However, there are a few extra steps when hijacking a Wraith. After grabbing on, you must melee the driver to death, by tapping "B." Once he's down, immediately stop attacking (otherwise you'll destroy the vehicle), hop off, then climb into the driver's seat to take full control.

Note:

Like the ghost it's named after, the Wraith tank may not always appear. If this is the case, we strongly suggest restarting from a previous checkpoint and trying again -- it should eventually appear.

With the Wraith under your control, work your way to a tunnel ahead, taking down everything as you go - particularly the sniper towers and Brute Choppers. Also, if you come across a teammate, let him climb into the gunner's seat.



As you exit the cave, fire a blast between the two Choppers to kill the Brutes. Now stick to the left of the freeway to use an elevated portion to cross a gap. As you roll off the freeway, a couple of choppers may attack - target them quickly.



Head right around the mountain and prepare for an inbound Phantom to drop off another Wraith. Back up and strafe left and ride to avoid its fire, while blasting it yourself. A couple choppers may attack as well; if you can't take down the Wraith before they show up, back up and position the mountain between you and the Wraith (for protection), target the choppers first, then follow up with the Wraith.



As you circle the mountain, target a grunt high up on a left ledge, then back up again in preparation of another inbound Phantom - this time it'll drop off two more Choppers. Take them down and continue on up to a second Wraith ahead. Strafe around it and pummel it with plasma blasts. Two Wraiths down, one more to go.



Before rolling up the mountain path, target another turret on the right. As you approach the mountain's crest, you'll come across the third phantom. Stay on the lower portion of the mountain and arc your shots to kill it.



Continue onto the freeway up to a road block, with numerous Brutes beyond. Hang back and pummel them with plasma. Once the coast is clear, use the Wraith's boost to power your way through the obstacles.



The blue shield ahead marks your target destination, but there are a few more Brutes on patrol. Target a gunner on the left first, then focus on the others as they come into view. If you begin taking heavy fire, use the downed Pelican as a shield. Once the area is clear, run behind the shield and destroy the generator to complete the level.



Destroy First Anti-Air Wraith

The first portion of this level couldn't be easier; it involves opening a series of doors and following the Warthog as it takes down most of the enemy threats.

After disembarking from the Warthog, open the door ahead via a panel on the right wall. Walk inside while your teammates follow in a hog up to a second door, only the control panel is on the other side. Either take the nearby staircase or use the wooden box to leap to a walkway on the left, hang a right and quickly interact with the switch to open the door (ignore the enemies below for now). Now drop through the slit and hang back by the door while the Warthog takes care of business.



Once clear, open another Warthog blocking door and follow behind it as it devours the hallway. Open yet another door at the end of the hall (leading to a large field) and take one of the two ghosts parked in this room.



An anti-aircraft wraith is stationed near the field's center - you must destroy this to complete your first objective. Thankfully, there just so happens to be a missile-pod nearby which was designed for just this occasion. Ride the Ghost along the walkway, mowing over any enemies in your path. When you reach the bridge that leads to a center building, hang back and wait for the hovering Phantom to depart (use the boxes to avoid its plasma blasts). Once the Phantom is gone, proceed forward and use the Ghost to shoot the enemies inside and on top.

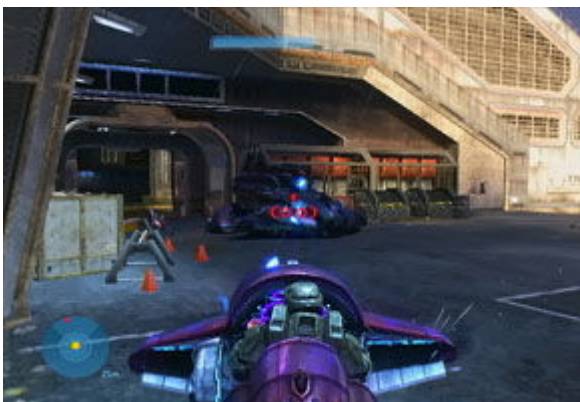


With the building cleared, run to the top to find the Missile-Pod lying on the ground, along the edge overlooking the bridge. Use it to quickly fire four rockets at the anti-air Wraith to take it down. You should have four missiles left - use these to severely damage a second Wraith in the far corner, diagonally opposite of where you entered (you may have to venture out onto the bridge for a good vantage point.)



Destroy Destroy All Other Wraiths

Once you're out of missiles, hop back into your Ghost and follow the walkway to finish off the second Wraith - a few shots should do it in. Now hang back by the entrance into the room and blast the enemies within.



There's another closed gate here, so proceed up the staircase instead -- except there are more enemies there. Draw their attention with gunfire, then hang back to pummel them (a well placed grenade can be effective too). Dart up and turn right and follow the path into the next room. Remain by the entrance, as a horde of Drones will soon fly in. Fire at them through the doorway. When clear, continue down the hall to a row of waiting Mongooses.



Before hopping on, scout out the ammo cache on the right to swap your weapons out for a Battle Rifle and **Rocket Launcher**. (We strongly suggest grabbing a rocket launcher now, as you won't be able to return to this room). Now hop aboard the driverless mongoose and tear down the ramp into the field.



Look for another anti-air Wraith on the field's far side - get behind it and let your rocket-launching comrade do the hard work. Shortly after it's destroyed, a few Phantoms will unleash several Ghosts - we suggest camping near the fallen Wraith and let your teammate do his thing. Once the arena is cleared out, a giant Scarab will roam on in.



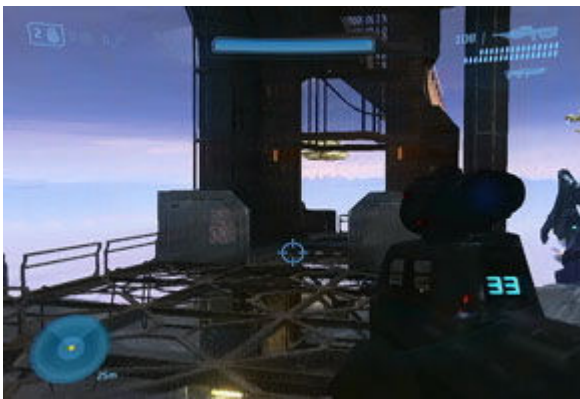
Kill the Scarab Tank

As you probably guessed, the Scarab is a force to be reckoned with. Its head is equipped with a massive energy beam that will destroy anything it comes in contact with - avoid this at all costs by staying beneath or behind the Scarab. However, like the Death Star, it has a glaring weakness: the easily destroyable control room near the tank's rear. However, getting to that control room can be tricky.

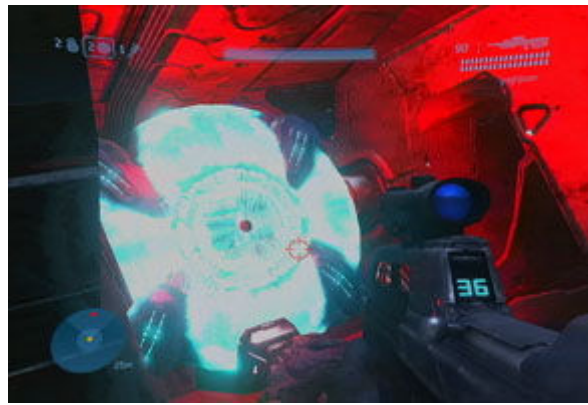


Normally (and such is the case for future Scarab battles), you would want to disable one of the Scarab's legs with sustained weapon fire (preferably either rockets or Ghost fire). This will cause the Scarab to drop to the ground, allowing you to board a loading dock on the back, and work your way to the control room. However, there's a much easier method to besting this first Scarab.

Instead of fighting it directly, look for a lift at the base of the crane (along the wall). Interact with the switch to ride it up to the top of the crane. Walk to the far edge and sit tight - the Scarab will soon walk by and park itself right next to you, allowing you to simply jump on top of it, saving you tons of time and ammo. (Thanks to Vitaman for the tip!)

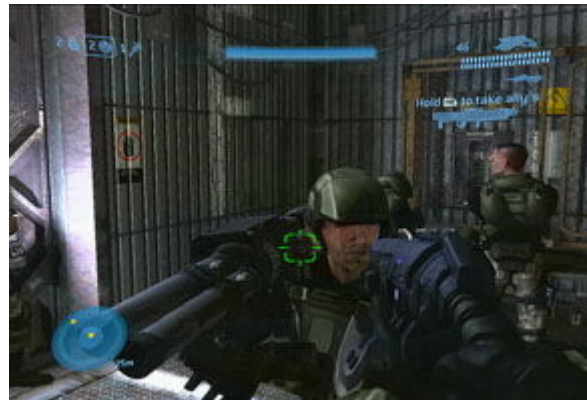


Now be careful, as there are several enemies aboard. Use your rocket launcher to take down the Brutes and work your way to the back of the Scarab to find the control room. Melee the shield to destroy it, then melee the console twice more to take it down. Now you only have about 10 seconds to get the hell off the Scarab before it explodes, so move fast.



Neutralize the Anti-Air Cannon!

With the Scarab down, head inside the building, via an entrance diagonally opposite of where you entered the field. You'll soon come across a makeshift command post; switch weapons with the soldier carrying the Rocket Launcher to prepare for a next coming up.



Now wind through the halls until you emerge in a room full of sandbags. Hang back and target the enemies beyond with your Battle Rifle. When clear, climb a staircase on the left up to a walkway and grab hold of the turret and spray any enemies that walk on through. Rip it off afterward and continue into the room ahead.



Use the gap between the two large boxes to shoot at the enemies and dodge to the side if you begin taking fire. Once clear, continue into another room.



Here you'll see a group of technicians get blown away by a pair of Hunter's energy blasts. Quickly jump onto the large box, just right of that area (use the smaller, nearby box as a stepping stone to reach it) to get out of the way. Now whip out your rocket launcher (you did grab it before, right?) and fire a rocket or two to ambush them as they run in.



Now drop down and shoot at the Brutes beyond. If the hammer wielding one runs toward you, launch a rocket if you have any spares, or backup and riddle him with battle rifle bullets.



Head outside and climb the ramp to battle a few more enemies. Now continue on to a vast hill, where you'll find the huge anti-air cannon at the top. Before climbing the hill, look for a sniper rifle on a platform to your left, in front of the mortar. Use it to snipe whatever Brutes you can see ahead.



Climb up the left side of the mountain, take down a Grunt manning a turret, then continue up to a rocky ledge on the left. From here, use whatever remaining sniper ammo you have to target the Brutes across the way. Strafe left and ride to evade their plasma blasts, or backup down the rocky slope if you begin taking fire.



Now here's the deal, you don't have to kill every enemy here, only the ones preventing you from targeting the anti-air turret's weak point. Speaking of which, look up to find the weak point on the base of the turret - it's an egg shaped obtrusion that pops out whenever it fires a blast. Fire shots at the glowing part, on its backside to destroy it (the nearby turret, mentioned in the above paragraph is ideal here). Once destroyed, the level will be complete. Nice!



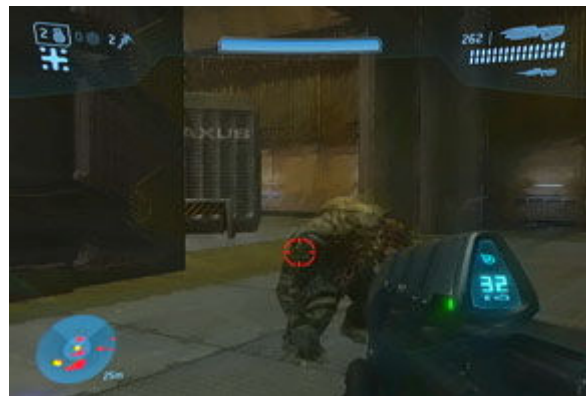
Find the Crashed Flood Ship

A Floodship has crashed nearby, unleashing this ancient plague on the city. You'll have to backtrack through the level you ran through previously, fighting them off the entire way. However, because most of the Flood are unarmed, you can actually just run through most of this level without firing a single bullet. Our walkthrough is actually designed around this method, but if you really want to kill everything, the best strategy is to just stay as far back from the Flood as possible (such as by the entrance of each room) and blast them from afar.

Work your way down the hill, toward the warehouses. Shortly after a panicked soldier radios in, you'll encounter a small squad on a ramp to the left being ambushed by a small army of Flood. Don't bother trying to save the soldiers - just run into the open door on the right side of the ramp and continue through the hall. Drop off the opening on the left side into the first warehouse.



Run across the warehouse, jumping over any Flood in the way, to the opening in the northeast corner (on the right), leading to the second section.



Run to another opening on the opposite side, in the southwest corner, leading to the third section.

Run straight ahead, under the bridge, and jump from one of the boxes to a door on the walkway, and drop through the hole within.



You'll drop into a small room - smash the glass and step into the main room. Swap out your Assault Rifle for a Shotgun off of the gun rack, next to the hallway entrance. Now get ready, as you'll have to battle a few foes soon.



Step into the hallway with shotgun equipped, and toss a grenade as you turn the first corner to take down most of the Flood here. Immediately backup, and take down any that give chase with your shotgun. Once the hall is clear, continue through a series of rooms until you emerge on a walkway outside.



As you'll see, a ton of Flood will drop in on the area below. Don't worry about them - stay on the walkway and follow it to the end. Once there, drop off the left side to the path below and slowly push forward.



Several Flood will soon jump in from the left. Hang back and use the boulders for cover as you shoot the Flood beyond. If you need additional protection, look for a Bubble Shield near a rock in the center of the path.



Continue up to the ramp, and use the boxes for cover and shoot a few more enemies that drop in. Then climb it and enter the building on the right.



Inside, several more Flood will appear inside the tunnel. Hang back and use the left side for cover as you target the enemies beyond (launch a grenade or two if you have them available.) Push through the tunnel when clear.



As soon as you enter the next room, jump onto the walkway on the left and follow it up to a slit in the wall, which you should drop through. After dropping, grab the shield regenerator and toss it down, as a whole bunch of Flood are about to drop in. Once the shield depletes, take cover and blast the rest. Once clear, head outside.



Search the Ship for Cortana

Back outside, take control of the turret on the left and open fire on the Flood running in ahead. Stay here until they're all down, then follow the walkway slowly. Take your time to target the enemies, one by one. Make sure to take out a pair of snipers on a platform, left of the walkway.



When at the walkway's end, drop into the glowing ship's debris below, and climb up the steep wreckage and drop into a hole at the top.



Work your way through the halls, down another hole, until you come across a glowing blue object. Interact with it to complete the mission



Eliminate Hostile Anti-Air Units

Follow the marines across the cliff edge, through a short cave, to the first enemy base. Continue along the canyon wall to the peak, overlooking the enemy installation, right by the sniper rifle.



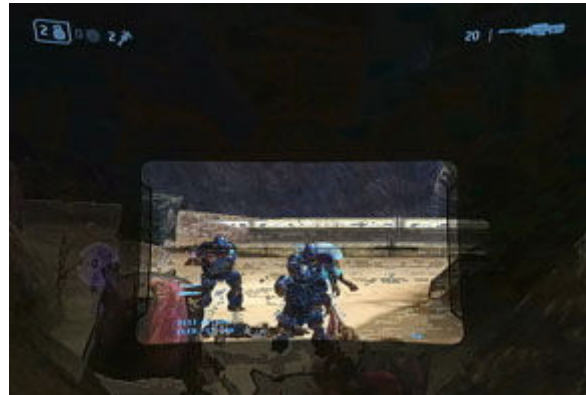
Since the enemies are initially unaware of your presence, whip out your sniper and target the Brutes below (aim for headshots!). Crouch behind the boulders for cover if you begin taking heavy fire. If you need more sniper ammunition, collect ammo from the gun behind you for 12 additional shots.



When clear, continue along the canyon wall, and step around the corner slowly (by the tower) and target any additional enemies further up the path. Before continuing, grab the sniper ammo from the weapon capsule in the center of the path, then push through the tunnel.



You'll emerge on a ledge overlooking a second enemy installment. Hang back up here and use the boulder for cover as you use the sniper and battle rifle to shoot the Brutes, the sniper on the building, and others beyond. Once most of them are down, a Phantom will drop off a pair of Hunters.



Note:

Try to retain at least six bullets for your sniper (if not more), as they'll be invaluable later in the level.

Instead of fighting the Hunters, we suggest just running past them and up the path beyond. However, there are several enemies along the ramp, including a Brute at the top, so kill them fast, before the Hunters catch up - a grenade can be very effective here.



Enter the cavern at the top and drop to a door below. Continue through the hall, and out the other side.



Back outside, you should now be on the lip of a large field below. Stay on the ledge, using the rocks for cover, and blast the Brutes and grunts both below, and on the other side. Work your way slowly around this ledge, without dropping into the field below. Once you clear the area, two prowlers with four brutes each will roll in. Most of the Brutes will exit the vehicle and chase after you on foot - toss a few grenades (but try not to destroy the prowler!) if you have them for an easy victory, or hang back by the rocks and shoot them otherwise. By this point, there will likely be two Brutes still rolling

around in the second Prowler. We suggest hopping into the first prowler's turret when safe and use it to blast the remaining Brutes.



Once the area's clear, take the driver's seat and let your marines pile on in. Now this part is easy - just drive and don't worry about the enemies; you'll be out of there before they know what happened. Blast over the hill at full speed to clear the jump, then continue up the mountain, going around the fallen ship on the right. After passing the second ship (on the right), you'll drop off a high ledge - stop here.



Normally, you would proceed into the field ahead and work your way to the top of the building, only to discover that you can't actually get in yet. Since there's nothing you can do, skip that part altogether - instead, continue down an adjacent path on the right (just after dropping off the ledge, mentioned above).



Two enemy Ghosts await just past the large boulder, and you'll want to hijack one of them. Drop the prowler off near the rock (so the turret can target the ghosts if they come near), then walk up to that very boulder and circle it for protection. The ghosts will either go after you, or the prowler, drawing them close to the rock either way - continually hold down the Hijack button and try to grab one as it gets close. Now that you have the Ghost, kill the second one, then continue up the path.



There's another group of enemies at the peak. Don't bother shooting them; instead, circle the area and mow the enemies down by boosting into them. If you take heavy damage, seek cover lower down the mountain. However, you will want to shoot the Ghost, and a nearby Brute if he's using a turret.



Once clear, stop inside the cave ahead, overlooking a massive field. Out there awaits a ton of Brutes, several Wraiths, and many Ghosts. Hopefully you still have the sniper rifle (as we mentioned earlier), as it's invaluable during this portion. Stay inside the cave and target the Wraith's gunner first - aim for the head. Once he's down, target the grunts inside two of the nearby turrets (if the circular turret is facing you, fire at it once to scare the grunt away). Finally, target one more turret on a tower to the left (near a group of Brutes).



Note:

If you don't have any remaining sniper ammo (shame on you!), charge up to the rock by the Wraith and use it as a shield while you take down the two turrets with the Ghost. Then quickly hob aboard the Wraith and take it down.

Now boost right up to the Wraith, hop out, and board it. Melee it four times to destroy both it and the driver (unfortunately, it's impossible to hijack this Wraith and drive it around). By this time, several Brutes should be making their way across the land bridge, toward you. Boost across the bridge, running over as many as you can in a single pass.



After trampling the Brutes, two Ghosts will drop in - ignore them for now and quickly return to the cave you were sniping from to lose them (by either going right around the Brute tower, or simply dropping off the left side of the land bridge). By returning to the cave, the Ghosts will likely be roaming about the lower area. Lure them to you, one at a time, and kill them with your Ghost's firepower. Once both are down, return to the fallen Wraith and take down any Brutes who remain.



Now the large rocky structure in the center (just past the fallen Wraith) is home to several more brutes & grunts. Before proceeding though, take down another gunner in the right-most tower. Now edge around the rocky structure, so it can be used as cover, and target the enemies beyond. Go for the turret first, then the Brutes.



Once the area is cleared out, focus your fire on the two nearby anti-air units (if your teammates haven't destroyed them already). As long as you stay behind them, they'll leave you alone.



With the area cleaned out, a gigantic airship will deliver three tanks and a Warthog - yeah baby, this is what we're talking about. Hop into any of the tanks after they've rolled off the platform and work your way back to the wall (in case you skipped it earlier, as we suggested, just follow the path - it'll lead you right to it).



Lead Friendly Armor Through the Wall

Honestly, with the tank's artillery power, you shouldn't need much help backtracking to the wall. For the most part, just fire shells the moment you spot an enemy and stay back as far as you can, within reason, to avoid counter-fire.

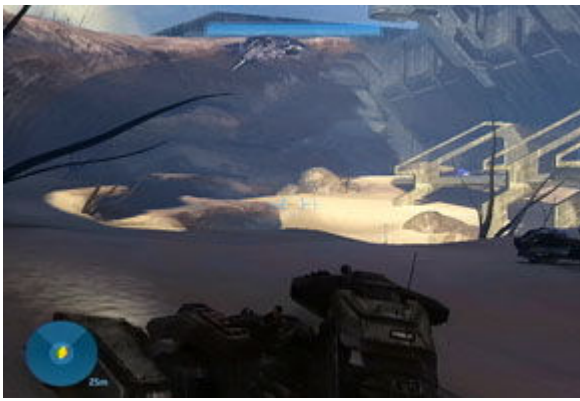
As you begin your trek, four Ghosts, and one Prowler will emerge from the cave you were sniping from. As you enter the cave, two Hunters will attack - feed them a shell each.



As you exit the cave, you'll spot a hovering Phantom. Shoot its turret first to render it harmless, then focus on the ground based troops. Continue down the path to encounter a few more Ghosts, then a Wraith. Stay as far back as you can (using the Sand Dunes for cover) and fire a few shells to destroy it. Shoot the tower around the corner, then continue into the field ahead, where the wall awaits.



The entrance is on the top floor of the wall. To get there, follow the path along the left cliff wall. Along the way, you'll encounter a couple of Wraiths and several Ghosts. The Wraiths can be slightly tricky to target, due to their locations. If you can't shoot them from afar, get close and strafe around them while pummeling them with shells.



Push along the path and across the bridge. Keep an eye out for a couple of turrets at the end, then wait for Guilty Spark to open the locked gate and head on through.

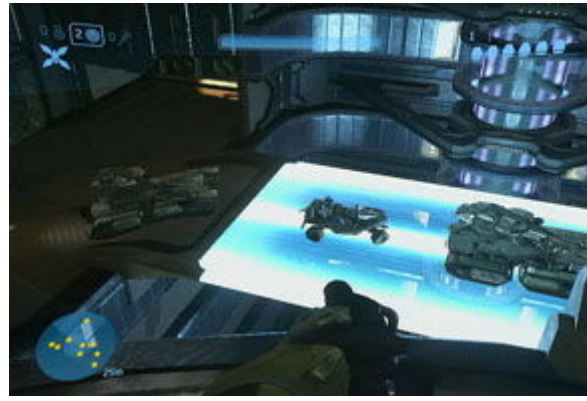


Locate the Cartographer

Grab a Brute Shot and/or Sentinel Beam from the high walkway in the center, then drop to the door below. Proceed through it once Guilty Spark opens the way.



Activate the switch on the left platform to spawn a bridge, allowing your comrades below to pass by. Now continue through another door on the opposite end and venture through a couple of rooms to emerge back outside.



As soon as you step outside, a Scarab Tank will climb down and proceed into the valley...is your work never done? Hop into the nearby Warthog and let the ex-driver gun. Now roll on down the mountain, slowly, letting the gunner take down the Ghosts and enemies along the way. You'll soon regroup with the three tanks from earlier - take control of one and proceed onward!



Up ahead are two Wraiths, one on the far left, another on the right. Their aim is poor, so hang back and blast both from afar. Continue on to find two more Wraiths a bit lower. Use the rocky ledges for cover and take them down.



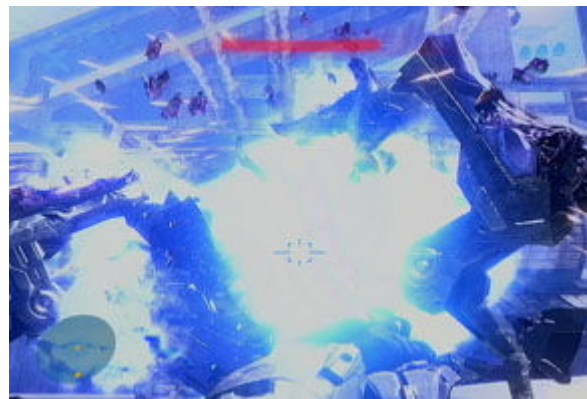
The Scarab will soon make his grand reappearance at the base of the area. But this time, you have a tank on your side. Just circle around him, while shooting continually at a single leg to knock him down - it shouldn't take long.



What if my tank gets destroyed?

If your tank gets destroyed, the best course of action is to simply restart from a checkpoint. If, for whatever reason, that doesn't work, seek out any remaining vehicles that are still in working order. Ghosts are highly effective, followed by Choppers.

Once the Scarab is on the ground, a large loading dock on the back is now within reach of a jump. Quickly run to the rear and jump aboard. Now be careful, and take your time, as there are several enemies aboard. Work your way to the back of the Scarab to find the control room. Melee the shield to destroy it, then melee the console twice more to take it down. Now you only have about 10 seconds to get the hell off the Scarab before it explodes, so move fast.



With the Scarab destroyed, reclaim your tank (or any of the others, if they still exist) and push up the nearby ramp, along the wall. Here you'll find several Brutes and Snipers, but they're no match for your tank. If you lack a tank, or any vehicle, at that, push up the ramp slowly, using the walls for cover. Unfortunately, you'll have to ditch your vehicle near the top in order to continue through a door.

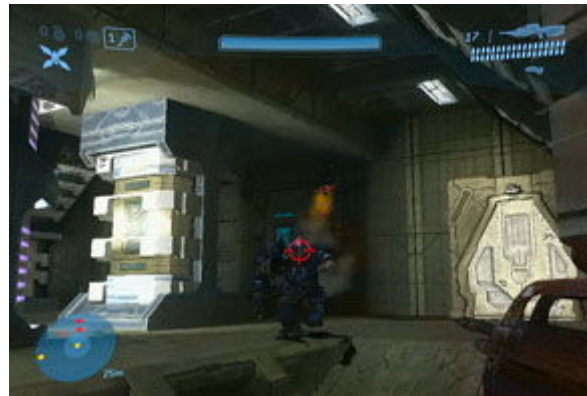


After Guilty Spark opens the door inside, hang back here and blast the enemies within. Once clear, go through the door on the right and follow the halls to another enemy filled room. Stay on the catwalk and follow it around to a Brute's backside for an easy assassination (even though it appears he's looking right at you, he won't notice you if you're quick).

Now stay on the walkway and target the grunts below. Once clear, exit out the door, just below the catwalk and follow the ramp down to another door.



Get ready, because a Brute is waiting on the other side of that door. As soon as it opens, run up and melee him twice for a quick kill. Now toss a grenade (if you have one) at either of the two Brutes across the room, then quickly duck into a hallway on the right and take down the jackals. Use this hall for cover as you target the remaining Brutes in the room - use grenades if you have them. Once clear, exit via either of the doors, opposite of where you entered to emerge back outside.



Don't waste time looking at the beautiful waterfalls - activate the switch ahead.



Head Downstairs for Evac

After the cutscene, you'll want to work your way downstairs, to a Pelican landing site. Run through the previous room up to a door on the far side. As soon as it opens, three Brutes will try to break in. Hang back to the side of the doorway and melee them as they step through - remember, Brutes can't counterattack if you melee them non-stop. Proceed down the ramp through another door onto a purple walkway.



Be careful, this room contains several cloaked Brutes. But thankfully, they're not completely invisible. Ignore them for now and follow the walkway to the other side of the room, then drop off and head through the door. Kill the jackals on the ramp, then immediately turn around, as a few Brutes will chase you from the previous room. Melee attacks should do them in. When clear, exit through the door at the ramp's base.



A group of Brutes surround their hammer wielding leader. Needless to say, you're a dead man if you just run in. Instead, follow the walkway up to a weapon cache containing a Carbine, and use it to fire upon the hammer-bearing leader, dropping him in seconds. Stay in this general area as you target the remaining enemies, ducking to the sides for cover. Once everyone's dead, board the Pelican that pulls in to complete the mission.



Deactivate First Barrier Tower

The path to the first tower is full of treachery and pain...unless you skip it entirely with our method. With the exception of a single Grunt, you can actually make your way there without firing a single bullet (which will come in handy later). Intrigued? Keep reading.

After departing from the Pelican, immediately turn left and run between the rocks and head a few feet into the ocean. Now follow the water's edge up to the base of a huge hill, ignoring the enemies along the way - they can't target you from this distance, and they won't follow you either.



Unfortunately, the one downside to this method is that you won't receive the Warthog that's delivered after all the enemies are killed, so prepare for a several minute trek up the mountain. Thankfully, you won't encounter any enemies along the way, and it's still significantly faster (and easier!) than if you had battled the foes.



The one enemy you must shoot is just after the hill's crest (just past the fallen tree overhead). As soon as you reach the peak, zoom in and keep moving forward to spot a single Grunt running toward a Ghost - kill him before he hops in. If you screw up, just restart from the nearby checkpoint.



Killing the grunt allows you to use the Ghost uninhibited - this is your key to getting through the next section with ease. Normally, you'd have to battle a Wraith, two prowlers, three ghosts, a turret, and countless enemies. But you can skip right by them with the Ghost's help.

As soon as you board the Ghost, boost off the cliff edge on the left into the field below (where you'll find the Wraith). Boost around the large structure to the left (right below the turret), then circle it clockwise to come across a ledge overlooking a ramp, which leads into the first tower (it's important you approach this from the left, otherwise you'll be faced with two prowlers that'll tear you to shreds).



Now here's the tricky bit: you want to drop onto the ramp without flipping your Ghost - this is usually easiest by dropping into it at a 45 degree angle. As soon as you land, activate your boost and plow through all of the enemies - as for the turret, a direct hit from the Ghost should take it down, otherwise just drive past it, then quickly hop off and go through the door ahead - any enemies you skipped before won't bother you here!



This room is full of enemies, but if you move quick, you can skip them too! Head left, then jump onto a pair of stacked objects. Now quickly leap into the alcove above, turn right and step onto the elevator and activate the switch to ride it up a floor (you may want to shoot the Grunts on the other side first though).



You'll emerge in a room full of Brutes, one of whom is wielding a hammer. Needless to say, this is where our "run past everything" strategy comes to an end...for now. We suggest using the glass window both as cover, and to keep a watchful eye on the enemies beyond. If any approach you, melee them to death. Lean around the corner and use the Spartan Laser on any stationary targets for an instant KO, and use the battle rifle on anyone else. Once the room's cleared out, activate the switch in the back.



Deactivate Final Barrier Tower

Great, towers 1 & 2 are taken care of, but it seems Sgt. Johnson needs some help with the third. Gather grenades from the fallen Brutes, and switch out your Spartan Laser for a Brute Shot, if it's low on ammo. Now ride the elevator back downstairs.

A new group of enemies are surrounding the exit to this room, and they'll likely deploy a bubble shield or two. If you're feeling daring, you can actually right past the enemies to the exit. You may take a few hits, but you should be okay. Otherwise, shoot any targetable enemies from atop the lift (so as to prevent them from throwing grenades at you), then drop down and use the walls for cover as you shoot the rest (use grenades if you have them).



After exiting the room, climb the ramp up to a waiting Warthog. Hop in and race back down the mountain (skip past the enemies), to find a pair of Hornets (aerial vehicles) along the oceanfront.



Board the hornet, as it's your ticket to the final tower. Up ahead, are numerous Wraiths, Banshees, and Phantoms that wish to put you in an early grave. But thankfully, we've devised another method to get you there quickly, without taking damage or firing a single shot! Aren't we swell?

Keep low and fly straight ahead. Go right around the island with the Wraith, then curve around the mountain on the left (ignore this first tower completely - it's the one the Arbiter already took care of). As the second tower comes into view, begin your ascent toward the left side of the tower. Fly parallel to the center structure, over a ramp, up to a tunnel (as long as you're fast, the nearby Wraiths won't shoot you). Quickly exit the Hornet and enter that tunnel on foot.

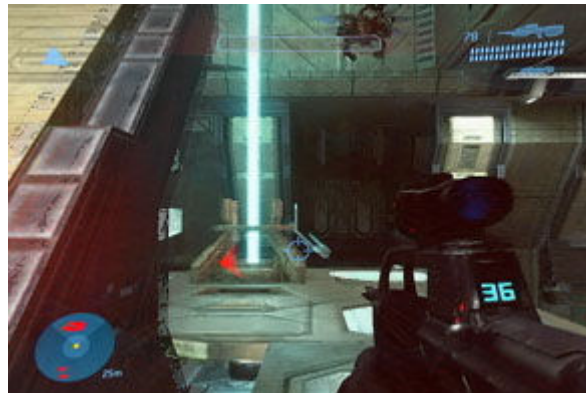


Around the corner are three Brutes. Use a well placed grenade, or your guns to take them down, then continue through the door.



Okay, this room sucks. The center contains two hunters, a horde of drones are flying around, and several Brutes await upstairs. We're going to again suggest employing the "running" method, except you're going to take some damage this time, so moving fast is imperative.

First, ignore the hunters in the center and head right. Toss a grenade or two to take down all the flying drones (aim for the center of the mass), then continue through a door in the back. Quickly follow the left wall (past some Brutes), jump up a ledge, and continue onto the elevator. Activate it immediately, and then position yourself on its backside to semi-protect yourself. By this point, you likely won't have any shields remaining, but the ride it long enough to restore them.



This room is very similar to the first tower's, only instead of a hammer towing Brute, one possesses a turret. We suggest using the glass window both as cover, and to keep a watchful eye on the enemies beyond. If any approach you, melee them to death. Lean around the corner and use the Spartan Laser on any stationary targets for an instant KO, and use the battle rifle on anyone else. If you run low on ammo, you can find additional in the weapon cache on either side of the room. Once the room's cleared out, activate the switch in the back.



Breach the Citadel

Afterward, a horde of Flood will, err, flood in. Grab the turret from the downed Brute and open fire, mowing them down. As soon as their presence is lessened, make haste to the lift and down it back down.



Great, more Flood, and even more enemies. We suggest running like the dickens for the door, leaping over anything in the way. Once out, turn right and watch out for even more Flood - with luck, the Arbiter should be providing help ahead. Just keep running down the ramp and turn right at the base to find several vehicles, with a tank incoming. (You may die a couple times here, but don't get discouraged.)



Hop into the tank and push forward, through a cave into a snow-covered landscape. The path is pretty straight forward; just fire at anything the moment you see it, and you should be fine. Near the end, two hornets will land in front of you - exit the tank and hop into one of those birds instead.



As soon as you take to the air, two Scarabs will drop in. Thankfully, the Hornet can take both of them down within seconds, since it can directly target the control room from the correct altitude. However, you first have to blow off a protective panel. Hover close to the Scarab and strafe around to its backside. Now fire missiles at its glowing green anus - once destroyed, the panel will fall off, exposing the control room. Adjust your altitude so you can see the core, then fire several missiles inside - once the Scarab falls to the ground, you know it's done for. Now repeat this on the second Scarab for an easy victory.



Afterward, join the Arbiter atop the stairwell and wait for Guilty Spark to produce a bridge. Cross it and continue inside the Citadel.

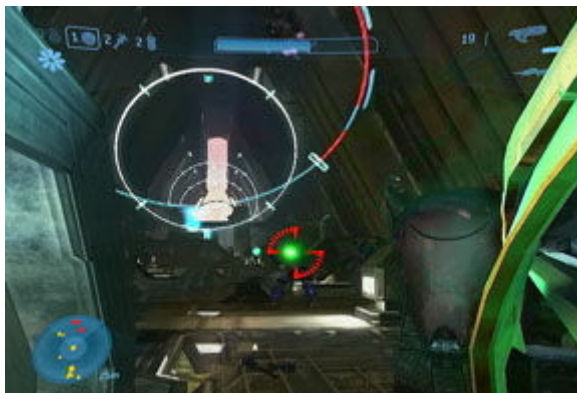


Stop Truth from Firing the Rings

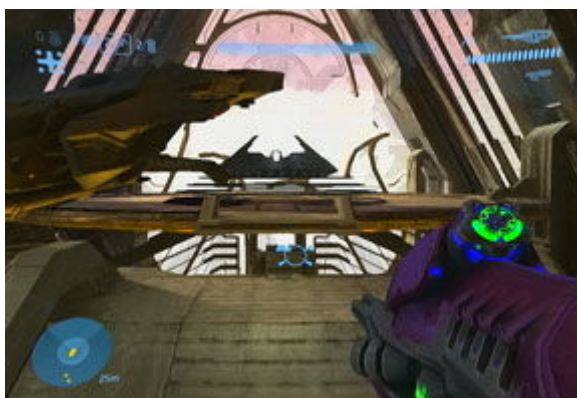
As revealed in the cutscene, the Flood are now on your side! Let them push ahead, while you stay back and shoot the nearby enemies. At the end of this first section are a Brute, and three noteworthy grunts: two with Fuel Rod Guns, and the third on a turret. We suggest taking cover behind one of low walls in the middle of the walkway, and peer through its central glass window to spot the targets beyond. Align your crosshair, then jump and fire at the enemy midair, then duck back behind the structure. Repeat this for the remaining foes, then collect their Fuel Rod Gun and continue into the next section.



The second portion is a bit tougher. Push forward slowly, and keep an eye above, as four jet packing Brutes are about to drop in. Immediately backup, and either toss a grenade or use the Fuel Rod gun to take them down. Afterward, like before, use the low walls for cover and target the enemies through the glass window, then jump and shoot, and take cover again. Once clear, restock your Fuel Rod Gun with the fallen foes, then continue into the next section.



Hey, this third section's pretty easy! Just activate the switch at the end to view a cutscene.



Escape the Flood!

Unfortunately, those two-timing Flood will turn on you once again. Thankfully, it doesn't matter because this part is really easy. Equip your Fuel Rod Gun and just dash back through the three sections. Ignore the Flood for the most part, unless they're blocking access to a door. Drop into the hole at the end to complete the level.



Find Cortana

Cortana is easily Halo 3's most annoying and challenging mission. You'll be up against what seems to be a near limitless amount of Flood who can destroy you within seconds. Also, because of the Flood's semi-random, unpredictable nature, offering a strict step-by-step walkthrough to killing the Flood is near-impossible, so instead, we've concocted a guide on how to run past most of them! However, before we get to the walkthrough, there are a few basic tips that are essential to completing this level:

Section #1

To get things started, ignore the "infection" Flood for now, and just follow the path up to the first door. You'll encounter a few Combat forms along the way, but they're nothing your melee attacks or shotgun can't handle.



After the first door, head left down the split path and drop through the hole in the floor.



Section #2



Now things start getting difficult, or at least they would if you actually tried to battle the Flood. Instead, we're going to employ our patented "run past everything" tactic for now.

As soon as you drop in, begin jumping up the ledges on the right (as shown on the map above). Now follow the right wall into a tunnel, leading to a door. You may take some damage, but you should be okay. Just keep running, and jump over any enemies in your path.



Section #3

Follow the path up to another door - you shouldn't face any resistance here.



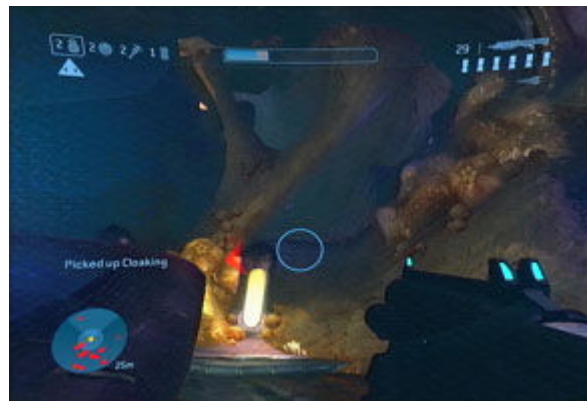
Section #4

Turn right to come across a crashed ship. Proceed up a steep ramp on the left of the ship, near its midpoint. Collect the sword on the ground, then drop into the hole at the peak.

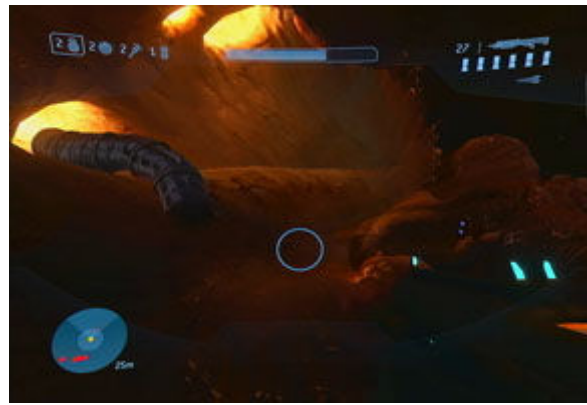


Section #5

You'll drop into a room with a downed purple ship just ahead. Run straight across it (but make sure to collect the Cloak from its right half - you'll want it soon) and enter a tunnel on the opposite side.



Chug through the tunnel, passing by several carrier types, and continue up the nearby hill. Activate your camouflage near the top, and just run like the dickens, leaping over any enemies in your way. You'll soon reach another door.

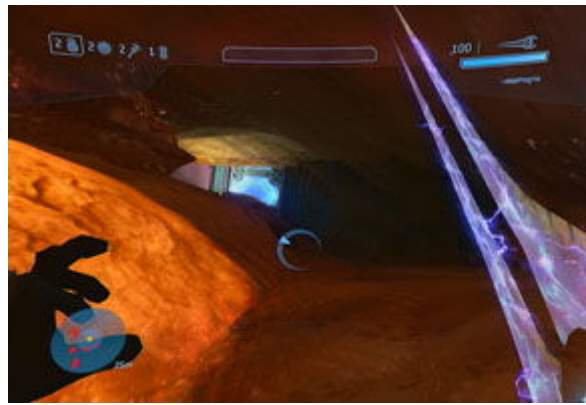


Section #6



This spiraling maze-like room is utterly confusing to navigate, so don't fret if you get lost a time or two (or a dozen). But we'll try our best to navigate you through it. Remember, you're going to run through this entire portion, but keep your sword equipped at all times to kill any enemies in your direct path, if you can't jump over them.

After running into the room's center, climb up the ramp on the left side. Hug the right wall closely to collect a **Cloaking Device**, and continue to follow it into a second tunnel.



Shortly after exiting the second tunnel, look for a gap you can jump on the left. Jump across to a thin strip and use the sword to kill the Flood here. Continue up a tunnel on the right to emerge on the top floor of this room.



Activate your camouflage now and jump across the platforms bordering the left wall to cross over to a door.



Section #7

Just run through the unguarded tunnels through another door.



Section #8

You'll emerge in a giant, circular room, with a mechanical structure in the center. Run along the path (ignoring the enemies) up to the first locked door. Turn left and walk across a thin bridge leading to the central structure.



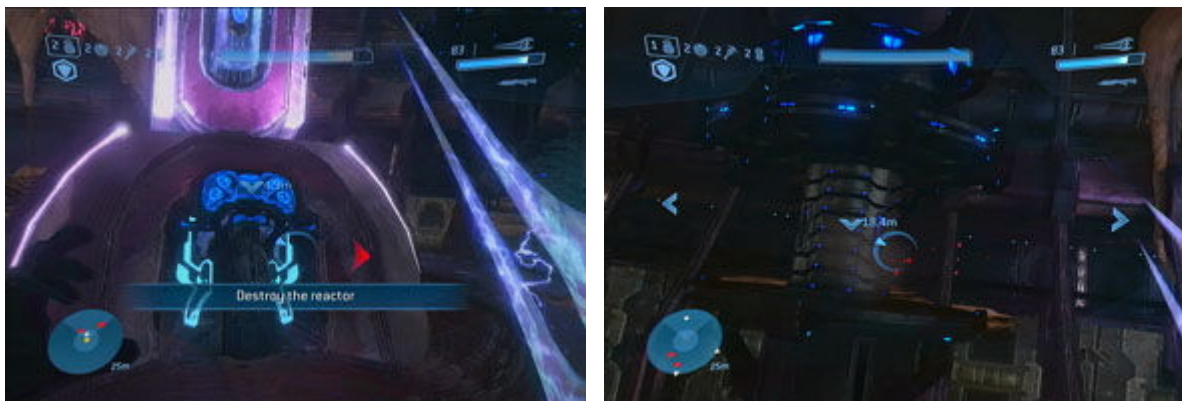
Turn right from the central structure and walk across another bridge and continue through a series of blue doors. You'll soon emerge in a room containing a glowing blue bulb - that's where Cortana is. Bust it open by meleeing it several times to retrieve her. With Cortana onboard, head back through the blue doors to the large room just before.



Destroy the Reactor



As you step back into the main room, Cortana will inform you that you must destroy the generator. Cross the left bridge back to the central structure (you should pickup a Bubble Shield just before the platform, as shown on the map above), and interact with the control panel to reveal three reactors, surrounding your platform. Toss grenades toward at the platform surround the three reactors to take them out - since all three are nearby, there's no need to leave the central platform. However, the enemies nearby may prove difficult - take out any on the platform, and deploy a nearby bubble shield to protect against distant fire.



Escape High Charity

Once all three cores are destroyed, you must escape the area. Quickly charge across the metallic bridge and continue through the hallway ahead and drop through a hole.



Essentially, you have to backtrack through the entire level, to a waiting Pelican near the level's beginning. As long as you keep your energy sword equipped, you can run through most of it, but this first section may prove difficult.

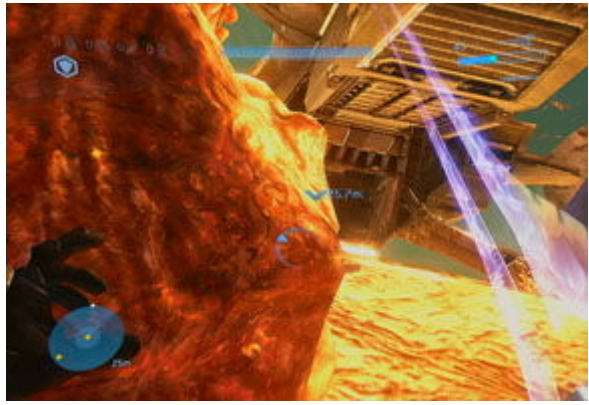
After dropping through the hole mentioned above, have your sword ready and kill anything that stands in your way. You'll soon come across a ramp on the right - climb it and drop off the far side for a shortcut allowing you to bypass most of the enemies.



When you reach the fallen ship, head straight across it into a hallway. Slash through the enemies here, and watch out for a Brute form - you may want to use a grenades to take him down. Jump into the opening on the right and follow the path up to a hole.



Now follow the left wall, running past all the enemies up to another door. Cortana will soon remark "who would be crazy enough to come here" - follow the right wall from here on out to come across a Pelican you can board to escape the level.



Find the Control Room

This level is relatively short, but the first portion can be a complete pain in the ass. But we've concocted a method to get you past without firing a single shot. More on that later. For now, follow the cliff edge through a tunnel to find the control room building in a huge field.



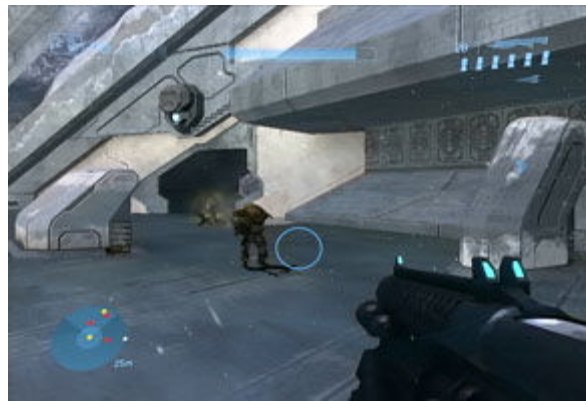
As you explore the field, a ton of Flood will drop in from the sky and rain on your parade. However, despite their numbers, they are not infinite, so it's definitely worth your while to kill them -- actually, scratch that, it's well worth the Arbiter's time to kill them. For you see, since the Arbiter has infinite bullets and can't die, he acts as a mobile battle tank, killing anything that crosses his path. As such, use him as a human shield and let him take care of all the hard work, but keep your melee finger at the ready in case a foe gets too close for comfort.



You'll have to climb a series of hills and ramps to reach the control room at the top of the building. The first hill is located on the right side of the building. Remember to stay near the arbiter whenever enemies drop in and let him take care of the dirty work. Push forward slowly to activate more enemies, then retreat to the Arbiter for cover. Repeat this as you work your way up the snow-covered hill to the building's first walkway.



As soon as you step foot on the walkway, a horde of Flood will drop in and they're armed to the teeth with guns and rocket launchers. Run back down the hill and let the arbiter and flying sentinels deal with them. Once clear, head back up and follow the walkway, but keep your sword at the ready for any Flood that may appear.



As you reach the first hallway, several more Flood will drop in behind you. Let the Arbiter deal with them, while you tackle a few ahead, in conjunction with Sgt. Johnson who's providing support from a nearby cliff, then continue to a ramp.



After climbing the second ramp, follow the walkway and climb a third ramp up to a locked door.



Guilty Spark won't open the door until all the Flood are killed, so get your sword or shotgun ready. Grab the invincibility from underneath the overhang (opposite the door) and remain here and pummel the enemy's as they come to you. Use the Arbiter as a human shield and deploy the invincibility if you begin taking heavy damage.



Now just continue through the hall to eventually meet up with Guilty Spark.



Kill the Monitor, Activate Halo

Guilty Spark may be the easiest boss in any game. He only has two attacks, one of which is harmless. Just keep your distance and shoot at him, while side-stepping the laser. After enough damage, he'll go down



When he's down, grab the Spartan Laser from Sgt. Johnson and use it on Guilty Spark. Three charged shots should take him down.



Get to the Frigate

With Guilty Spark destroyed, run back through the halls to the exit leading outside (skip past the Flood, as the Arbiter will deal with them). When at the exit, wait inside for two sentinel droids to float past. If you keep waiting, a single flood will usually take them out, if not, shoot them down. Now run up the snowy bank, right of the door, and let the Arbiter take the lead. Follow him around the snowy ledge to a door, as he takes down everything in sight.



Just dart through the hall, past the Flood. However, when you come across the stretch containing numerous carrier forms, stick to the left wall to find an adjacent hall that'll allow you to skip past them. Turn left ahead and continue out to find a Warthog. Drive it down the path and follow the snow bank to the right, past the large exploding section to a large portion of Halo, still under construction.



Now this is where the action kicks into high gear. Essentially, you just have to follow the Nav Points without falling through the crumbling floor. You will come across a few Flood along the way, but ignore them completely, as they're virtually harmless. Also, while it may seem that you have to hustle before Halo's destroyed, worry not - there's no actual time limit, so take as much time as you need. Oh, and when you reach the final jump, go as fast as you can!



Halo 3 Multiplayer

Balancing Changes

Weapon Tips

Halo veterans returning from active Halo 2 duty will note some significant changes to Halo 3's balancing. Though Halo 2 and 3 feel and play similarly online, the balancing changes have a drastic effect on which weapon and tactics are effective. Here we'll go over the most significant changes and offer new strategies to replace the antiquated ones.

Grenade, Melee and Dual Wielding

What is probably the most significant pair of changes may seem minor. Both grenades and melee attacks have gotten a boost in damage and effectiveness that permeates every aspect of multiplayer battles. Since both grenades and melee attacks are now stronger, and since you can only use them with a single weapon, dual wielding in Halo 3 is much less effective than it was in Halo 2. This is an important fact to remember when choosing your weapons.

More on Melee Damage

Here's something to consider: In Halo 3, two melee strikes with any weapon will kill an opponent with full shields (provided the opponent does *not* have an overshield). Generally, most weapons deal the same amount of melee damage, though some, like the Brute Shot, deal more damage but still require two hits to kill an opponent outright. A fully charged Plasma Pistol shot followed by any melee attack will now kill an opponent (not the case in previous Halo games) and a single melee attack from a stolen flag will also drop an opponent dead. A number of weapons, including the Battle Rifle and the Magnum pistol, can kill an opponent with one headshot after landing a melee attack.

Sniping Nerfed

Halo 3's Sniper Rifle is not as good as Halo 2's. That's a good thing in our opinion, but nevermind our view because it directly affects your play no matter how you feel about it. Halo 2's Sniper Rifle had some serious auto-correction that made headshots relatively easy to get with a technique dubbed "sweep sniping." This is not the case in Halo 3, and consequently getting head shots with the Sniper Rifle is more difficult. Talented shooters can still get instant kills, but keep in mind that most people you play are not that talented. Against these less talented folks (like, uh, us) you can usually be pretty aggressive with a non-sniping weapon and overwhelm a would-be sniper.

Vehicle Balancing

We think the vehicles in Halo 2 were a bit too strong, and it looks like Bungie agrees. There are some balancing changes with the vehicles that generally make them less effective against on-foot soldiers. One major balancing tweak now lets a charged Plasma Pistol shot temporarily stall a vehicle's engine. Peg a Warthog, Banshee, or even a Scorpion tank with a charged shot and the vehicle's engine will stop working for about five seconds (a successful hijack will instantly kill the drivers of most vehicles following a Plasma Pistol-induced stall).

Otherwise, vehicles seem generally more resilient, as it takes way more to actually destroy a vehicle. Ghosts no longer have a weak spot on their side. Gunfire is almost useless against most vehicles. The balance here is that it seems as though drivers and passengers of vehicles get no protection against guns like they did in Halo 2, as long as you're shooting exposed bits.

Moral of the story: When fighting vehicles, shoot for the drivers and passengers, not the vehicle. The only case in which you're better off attacking the vehicle directly is if you've got a Rocket Launcher, Missile Pod, or grenades (sticky grenades destroy most vehicles instantly).

Rocket Launcher Lost its Balls

If by balls you mean lock-on, and in this case that's what we mean. Halo 2's Rocket Launcher had a lock-on feature that made taking out vehicles a brainless task—just point, pull trigger, and the rocket would tenaciously track a moving vehicle target. Halo 3's Rocket Launcher does *not* have this lock-on feature, so you'll have to show a bit of skill if you want to bring down a vehicle with the Rocket Launcher. Again, we think this is a positive change to the multiplayer balancing, but again our opinion doesn't matter because even if you don't like the change, it's real and you'll have to man up...

...Unless You Have the Missile Pod

Our swooning over the weakened Rocket Launcher is a bit short lived, though, because Halo 3's Missile Pod has tracking abilities versus vehicles. The Missile Pod's shots aren't as powerful as the Rocket Launcher, but it can fire off shots in quick succession and bring down vehicles pretty quickly (it locks on instantly, too, which is better than even Halo 2's rocket launcher). Thankfully, a carrier of the Missile Pod is burdened with the weight of the weapon and moves slowly.

Shotgun Range

The Shotgun in Halo 2 was always a bit finicky in our experience, with uneven damage that varied by shot and a really short range that made one-hit kills a bit of a rarity. But this is another example of "no longer the case," as Halo 3's Shotgun packs a serious punch. In fact, the Shotgun is now one of our absolute most favorite weapons, especially if you can stick to corners and tight areas for fighting.

Halo 3 Multiplayer

Balancing Changes	Weapon Tips
Weapon Chart	
Assault Rifle	Weak at long range, weak at medium range, decent at medium-close and close range. Generally, you'll want to fire off about a half clip and then follow with a melee strike for the quickest kill.
Battle Rifle	Good at all ranges. Three body shots will completely drain opponents' shields. One head shot to an opponent with drained shields will kill. Highly recommended.
Shotgun	Great close range, poor everywhere else. At close range, you can get one-hit kills. If you shoot too early, immediately follow with a melee strike and you should get the kill. When in shotgun battles, studder your approach to get the opponent to fire early, letting you move in for the kill.
Sniper Rifle	Great at long range, difficult at others. Two shots <i>anywhere</i> will kill an opponent, as will just one head shot. Up close, backpedal with the Sniper Rifle and try to line up the opponent in the center of your screen (not zoomed in).
SMG	Useless pretty much everywhere. Weaker than the Assault Rifle, though it does allow a dual-wield. If you're going to use an SMG, be sure to back it up with another dual-wield weapon.
Spiker	More accurate than an SMG and Assault Rifle, and it can be dual-wielded. Not too bad at medium-close range, but up close (or any further away) we'd choose something else.
Magnum	Nowhere near the original Halo pistol power, but it's better than Halo 2's Magnum. This one takes five shots to kill—first four can be anywhere on the body, fifth must be a headshot. Good accuracy from range, but slow firerate. Consider it a pocket-size Battle Rifle with just a bit less power.
Plasma Pistol	Individual shots are useless, but the Plasma Pistol's charge shot is very effective. One shot completely drains opponent shield, letting you switch to a Battle Rifle or Magnum to follow with one head shot for the kill. Can also follow charged shot with a melee punch for an instant kill using just the Plasma Pistol. Beware that charged shot's tracking is not as good as it is in Halo 2.
Plasma Rifle	Decent accuracy, but slow shots make it difficult to hit opponents at range. Drains shields quickly but not health—we suggest following a few shots with a melee strike for the quickest kill.
Needler	Way improved over previous Halo games, the Needler requires only a half a clip to kill. However, bullet tracking is less effective than before. Best used at medium range, usually backpedalling away from opponents with less rangey guns.
Beam Rifle	Essentially a Sniper Rifle without clips so you never need to reload. However, you must limit your rate of fire to avoid getting knocked out of zoom by overheating. The human Sniper Rifle is better, but this definitely isn't bad.
Brute Shot	Also improved over Halo 2's Brute Shot. Grenades now keep a straight trajectory instead of arcing. Damage isn't great, but four shots will kill. Actually best used in tight areas, as one shot followed by one melee strike will kill.
Rocket Launcher	As powerful as ever—one shot will kill most anything. However, the Rocket Launcher no longer has a locking ability, forcing you to actually have good aim if you want to take down vehicles.

Spartan Laser	Devastating power, but must slowly charge up before firing. Best used against vehicles from a distance (it zooms!) but it's also effective against infantry. When running around, constantly charge the gun and release the trigger just before firing. This way you're most likely to have a charge when you need it.
Energy Sword	Range is reduced since Halo 2 and the Energy Sword now has limited uses. However, it's still very effective at close range. Switching from one weapon to the Energy Sword is slow now, making it more difficult to switch on the fly. Melee button causes quicker attack that does <i>not</i> lunge, however you can use it to psyche an opponent into thinking you've wanted your lunge.
Gravity Hammer	It kills. Range is short, but it destroys vehicles and infantry with a single blow. Good in close, but miserable at any other range. Gravity Hammer does <i>not</i> have the range of the Energy Sword.
Covenant Carbine	Very good accuracy at range, but it takes a lot of shots to kill. We recommend the Battle Rifle over the Carbine, but don't discount the Carbine. It's a good gun we'd pick over the Assault Rifle in most situations.
Mauler	Sort of a Shotgun-lite, however no single shot from the Mauler will drop an opponent instantly. You can dual-wield the Mauler for instant kills, but we'd still pick the Shotgun over the combo to allow for melee attacks. The gun is awful at range so it doesn't come very recommended unless you're on a map where you can quickly follow with a melee strike for a quick kill.
Sentinel Beam	Surprisingly good, and way better than the Sentinel Beam in Halo 2. Drains shields and health very quickly and the beam has decent range. A good medium-close range weapon.
Flamethrower	Very short range and only does considerable damage if the target doesn't move. The weapon's best use is for temporarily blinding opponents. We say meh.