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featured guide

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Halo 3

XBox 360

Developer: **Bungie**

Publisher: **Microsoft Corp.**

Rated: "**M**" for Mature

Strategy Guide & Walkthrough

made by

INTRODUCTION

Welcome to the **Featured Guide** for *Halo 3*.

This guide features everything you want to know about the game. From detailed walkthroughs of all nine missions, to skulls, online achievements, terminals and more!

Halo 3 is Bungie's third installment of the ever-popular "Halo series" exclusive for the Xbox (*Halo 1* and *Halo 2*) and the Xbox 360 (*Halo 3*). Now then, onto the brief synopsis of the game!

The Covenant has found Earth. In addition, they are looking for something...something buried deep within the African sands that the human race had no knowledge of whatsoever. This thing was not built by humans, but by the mysterious "Forerunners" The only thing that stands in their way is you, Spartan 117.

Throughout this game, you will not only meet new foes, but you will forge new alliances that you would never have expected to be created and best of all... Finish the Fight.

In a way...*Halo 3* is like the Karate Kid. In one way, both main characters kick total ass, but *Halo 3* also picks up right where Halo 2 left off, like Karate Kid II did for the first movie.

WALKTHROUGH - 1: SIERRA 117

Three years from the release day of Halo 3, Halo 2 ended and many curses with broken controllers and shattered televisions ensued. Now, Halo 3 picks up right where Halo 2 left off. The Prophet of Truth is on his way to this mysterious structure buried deep in the African sands, and the Master Chief successfully left the ship and landed somewhere in the jungle.

Sgt. Johnson and his squad are here to rescue, with an unlikely companion, the Arbiter. The Master Chief however, has little knowledge of the Covenant Schism and sees the Arbiter as a hostile when he appears until Johnson tells him he is a friend.

Walk it Off

Objective: Get to the river for evac

You (Master Chief) just escaped the Forerunner ship that the Prophet of Truth is in to reach Earth. Now that Johnson and his squad rescued you, you all have to make it back to the rally point and get back to a secure base, however, complications arrive.

When the mission starts, the initial path is very direct. Follow this until Johnson leaves with his squad to climb up next to the waterfall. Afterwards, the next area holds a Brute who tells his Grunts to spread out and search. Eliminate the Brute and the Grunts. Once you proceed, two Phantom drop ships will sprout up and both will let off Covenant troops. If you're lucky, you can get a plasma grenade and throw it at the turret, making it fall off. After all of them are dead, head to the last area of this section and finish them off.

At the back of this section is a small tunnel, take this path until you reach the next area.

The next area holds many Covenant troops. Make your way down to the right and you'll see a sleeping Grunt, take him out and the other sleeping Grunts below. Try to take out as many as possible before the rest learn of your position. Once the area is clear of Covenant, work your way around from the left to the right.

The next area holds a Brute holding a Marine by the throat on the tree branch above. You can either kill the Brute and save the Marine, or watch the Brute punch the Marine's face in. Your choice. Make your way up and around to a stash of weapons, kill the remaining Covenant and keep walking.

When you drop down to the next area, you will get your first vision-like thing of Cortana. This will slow your movement while she talks. Woot.

Charlie Foxtrot

Objective: Find Johnson before he is captured

The next area hold two Pelicans fighting off some Covies. Soon after, one will be hit by a Banshee, fly away and crash. Your next objective is to rescue Johnson and his squad. Clear the area and work your way back into the jungle.

This area holds Jackals in the trees with Carbines, take them out and proceed.

Once you cross underneath the bridge and take out the Grunts, you can see a Brute Chieftain with a Gravity Hammer holding onto the Phantom drop ship as it flies away. Don't try to kill the Brute, right now you can't.

So follow the path to the right, and you'll see the crashed Pelican to the left in the back corner with weapons laying around. Now cross the bridge while taking out the rest of the Covies and head into the next tunnel.

Quid Pro Quo

Objective: Rescue Johnson

As you emerge from the cave, a cut scene will take place which shows Johnson getting beat up by that Brute Chieftain. If you grabbed the Sniper Rifle from the Pelican...well...you know what you can do.

So, drop down and to the right is a way to get across. This last battle is very direct. Once you get to the building where Johnson is, deactivate the shield and head back to the large bridge.

As you leave the building however, two Phantoms will come and start shooting at you, but no worries, just take cover, eliminate the Covies that come and a Pelican will soon come to save the day.

Board the Pelican when it lands at the bridge and level complete.

MULTIPLAYER MAPS

Just like Halo Combat Evolved and Halo 2, Halo 3 features many multiplayer maps that you may play on with friends on or off Xbox Live.

A list of the fourteen total multiplayer maps are listed below.

VALHALLA

A symmetrical map with two bases in a large open valley, Valhalla is a perfect map for large teams and game variants such as Capture the Flag or Assault. Valhalla offers a large area for vehicle driving and many placements for a player with a sniper rifle. Each base not only holds a Sniper Rifle, but a Missile Pod, two Mongooses, one Warthog and a Banshee featured in Big Team Battles.

In the middle of the map, you can find a Spartan Laser, a machine gun turret to one side and a crashed pelican with a regenerator to the other side.

There is a waterfall behind one of the bases (waterfall base) which creates a river that goes through the map that lets off behind the other (lake side) base.

SNOWBOUND

Considered by some as "Campbound" because of the caverns and shotgun placement, Snowbound is a symmetrical map with two bases, this map features not just two bases, but underground caverns where players can sneak up on opposing teams. There are many shields doors where players can go through, but vehicles cannot and weapon fire cannot.

There is a Spartan Laser on one side and a Beam Rifle on the other side, along with active camouflage at Spartan Laser base and overshield at Sniper side base. You can also find a Ghost in the middle and off to the side of the map.

HIGHGROUND

An asymmetrical map, Highground is a great map for offensive versus defense. At the top of the map, there is a large base with many hallways, rooms and even a bunker with a busted-in wall outside the map. Team offense can either use this broken wall, a gravity lift or even a pipe line to enter in the large base and attack. A Sniper Rifle and Shotgun can be found near the beach while two Maulers and a Spartan Laser can be found inside the base along with other weapons throughout the map.

A Bubble shield and Gravity Lift is placed outside the base closer to the beach while a Rocket Launcher is placed outside, yet both teams have an equal opportunity to reach it at the start of a match.

An overshield is placed near the beach and an active camouflage is placed outside yet very close to the base.

EPITAPH

An asymmetrical map with no real feel of offense or defense. Epitaph will be one of your favorites if you prefer the free-for-all games. This map rests on top of a giant forerunner structure. There is a large gravity lift in the back which will take you to the Rocket Launcher and right below that is a Gravity Hammer resting on the floor.

Epitaph also has multiple shield doors throughout the many floors similar to Snowbound. Both an overshield and an active camouflage can be found on this map.

CONSTRUCT

Similar to Epitaph but "constructed" for team battles, Construct has many levels with a total of three gravity lifts which will take you from any floor, to the top floor. Holding the top floor with good team work is a must on this map. With the ability to make a complete circle around the map on the top floor, teams can be easily flanked.

You can find a Missile Pod, Spartan Laser, Flamethrower on the bottom floor along with an Energy Sword and a sniper rifle at the top on this map.

NARROWS

A perfect symmetrical map for those who love shotguns and sniper rifles matches. Narrows requires team work more than any other map because there are many ways to get around. Teams can go across the main bridge, use man cannon to get to the other side or go underneath. If two players go off each man cannon at the same time they will collide in the air and both will fall to their death.

An overshield and active camouflage is featured, one at each side of the base on the lower level along with two sniper rifles. A rocket launcher is placed in the middle of the map at the top along with a shotgun in the middle underneath the main bridge.

LAST RESORT

A perfect remake of Halo 2's map "Zanzibar." Last Resort features many subtle yet highly noticeable changes, along with a larger base inside the main building. Weapon placements have been modified and best of all, you are now able to detach the two turrets which stand at the base.

You can now find a Spartan Laser near base at the top close to the Machine Gun Turrets. Active camouflage is placed where the Energy Sword used to be and a Gravity Lift is placed underneath the smaller base where one of the Sniper Rifles are.

THE PIT

Not too big, yet not too small, The Pit is a great symmetrical map for any possible gametype. The Pit has two bases which hold balanced weapons and a perfect dose of other weapons and power-ups throughout the map.

You can find a Rocket Launcher on the far wall opposite of the room which holds the Energy Sword and the two power ups are also featured here. The overshield is underneath the room where the Energy Sword is, and the active camouflage is directly in the middle of the map.

ISOLATION

Yet another symmetrical map, Isolation features an "above ground" and two bases "below ground." Hold the top with long range weapons is a must on this map, along with well-placed team work. There are four ways to get inside each base. Three door ways from underground, and a way to drop down in the middle of the base from above ground.

There is one Mongoose at each base and one Ghost in the middle below ground along with a Rocket Launcher. A shotgun with only six rounds can be found above ground near the back, opposite of the Sniper Rifle.

GUARDIAN

Guardian is similar to Epitaph in the sense that there is no real feel for offense or defense. Although there is a distinct difference between the two sides of the map, those could go any which way for offense or defense. Guardian is considered by some as a remake of Lockout, but besides the general layout, there are no similarities.

You can find a Gravity Hammer in the center underneath along with a Sniper Rifle with an overshield on one side and a Shotgun on the other side with active camouflage.

SANDTRAP

So far the largest map of the Halo series, Sandtrap is hard to get around on foot because it is so large, therefore it is mainly a vehicle-based map. It is an asymmetrical map which holds two things that no other map does, and that is two elephants. These Elephants move very slowly, but they can carry a lot in the cargo hold. There are two machine gun turrets placed on both, (but only one is detachable) along with one Mongoose.

Sandtrap is another perfect map for your assault and capture the flag games. There are many anti-vehicle weapons as well for your enjoyment such as two Spartan Lasers, one Missile Pods and one Gravity Hammer.

There are also many Warthogs, Mongooses and Brute Choppers for your enjoyment.

FOUNDRY

One very unique map, Foundry is a large warehouse which offers forge options like no other map. The map is composed of large crates, small bridges, stairways, etc. Because of this, you are able to edit the entire map and make your very own. The default set up has two Sniper Rifles on each side near the back while a Rocket Launcher rests in the top center.

STAND OFF

The simplest way to describe this symmetrical map is a smaller Valhalla with bigger bases. Walking from one side to the other is not a problem, but getting lost inside the bases is easy. Inside each base is a control to open the lower doors, a first objective for your Capture the Flag games. In the background are two enormous satellite dishes which simply add beauty to the environment.

The main power weapon is a Spartan Laser which can be found in the dead center and a perfect goal for the beginning of your Team Slayer games and two Rocket Launchers with only two rockets are placed next to each base. There are also two active camouflage power ups close to each base.

A Warthog and two Mongooses are given to each base as well.

RATS NEST

Ever wanted your big open spaces to be indoors? Well now it is. Rats Nest is a symmetrical map which features a circular hallway where a vehicle battle can take place. A Pelican rests outside, but flying it is sadly not an option.

Rat's Nest is slightly similar to the Campaign level "Crows Nest" when it comes to the design. Each side is given two Warthogs and two Mongooses. A Rocket Launcher and a Ghost can be found in the center along with a Gravity Hammer and a Sniper rifle.

Along with said circular hallway, there are many rooms and smaller hallways in the center where one can easily get lost.

FORGE & THEATER

The Forge and the Theater are two of the best additions to the Halo series in Halo 3. Both of which are accesible in the main menu, or you can switch to the "lobby" of your choice from any other lobby.

Basically, the forge is an object editor in multiplayer maps and the theater is a place where you can watch previous campaign levels or multiplayer matches.

Forge

In forge, you can delete most objects and place map-appropriate objects. (By map-appropriate, I mean that not all maps feature every single item, weapon etc...there are limitations.) You are also able to place spawn points for any team, edit the placement of goals (flags, etc).

You are able to save any edited maps and load them later, share them with friends and even play custom games with your friends over Xbox Live or System Link.

The forge and custom game lobbies (two seperate lobbies) work together. Forge designs the map while the custom game variant designs the rules. All you have to do to make the perfect gametype is to make and save your custom game of choice, and make and save your map variant of choice. Confusing? Bah...you'll get used to it very quickly.

There is a maximum amount of each item you can place on a map, and there is also a budget for each map. If you place X amount of objects on a map and the budget reaches to where you only have \$10 left, you can only place one or more objects that does not surpass \$10. Deleting previously set objects will lower your budget as well.

Despite the few limitations, forge is my personal favorite addition and great fun when you get used to it.

Theater

The theater is a place, (as stated above) where you are able to load up any previous multiplayer match or campaign level played. All you simply do is go to the theater lobby, select your film and load it up. Twenty five of your most recent flims will be automatically saved, however, you are also able to save films and put them into your theater library.

There are limitations while watching a film of campaign that do not apply to multiplayer. While watching a film of multiplayer, you are able to rewind and record clips. This is not available in campaign.

In both campaign and multiplayer, you are allowed to fast forward, pause, activate slo-motion, take screen shots and free roam the camera to get the best angle for that best screen shot.

If connected to Xbox Live and if you have an account at www.bungie.net with that account connected to your Xbox Live gamertag, screen shots will automatically be saved to your profile at bungie.net.

Please note that saved films is nothing more than a saved recording of the game data, therefore it can only be played back inside the game, and nowhere else (such as your computer).

CREDITS

Walkthrough made by darkish_raven.

Layout and Design by Peter Ekstrom and Chris O'Rorke, Cheat Happens.
Adobe version adapted by Peter Ekstrom.

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