## Click to verify



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Print Go to your Dashboard. Change your language to the same party before you want to get them in the same party. Everyone must search at the same time.
Everyone then must make a game in Lone Wolves. Before you go to start the countdown, press X to change the search options to the bottom one, which is to search for the same language. If done correctly, chances are you will be in the same language. If done correctly, chances are you will be in the same ranked Lone Wolves. Before you go to start the countdown, press X to change the search for the same language. If done correctly, chances are you will be in the same language. If done correctly, chances are you will be in the same language. If done correctly, change the same language in Lone Wolves.
complete the final mission on the Legendary difficulty setting to view an alternate ending. Complete the indicated task in Campaign mode to unlock the corresponding armor part in Multi-player mode. Elite Ascetic Bhoulders
Earn the "Overkill" achievement. Elite Commando Body Earn the "Triple Kill" achievement. Elite Commando Body Earn the "Triple Kill" achievement. Elite Commando Head Earn the "Overkill" achievement. Elite Commando Head Earn the "Overkill" achievement. Elite Commando Body Earn the "Triple Kill" achievement. Elite Commando Head Earn the "Overkill" achievement. Elite Flight Body Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete Campaign mode
under the Heroic difficulty. Elite Flight Shoulders Complete "The Ark" under the Legendary difficulty. Spartan EOD Body Complete "The Ark" under the Legendary difficulty. Spartan EOD Head Complete "Tsavo Highway" under the Legendary difficulty. Spartan EOD Head Complete "The Ark" under the Legendary difficulty. Spartan EOD Head Complete "Tsavo Highway" under the Legendary difficulty. Spartan EOD Head Complete "The Ark" under the Legendary difficulty. Spartan EOD Head Complete "Tsavo Highway" under the Legendary difficulty. Spartan EOD Head Complete "The Ark" under the Legendary difficulty. Spartan EOD Head Complete "Tsavo Highway" under the Legendary difficulty. Spartan EOD Head Complete "The Ark" under the Legendary difficulty. Spartan EOD Head Complete "The Ark" under the Legendary difficulty. Spartan EOD Head Complete "The Ark" under the Legendary difficulty. Spartan EOD Head Complete "Tsavo Highway" under the Legendary difficulty. Spartan EOD Head Complete "The Ark" under the Legendary difficulty. Spartan EOD Head Complete "Tsavo Highway" under the Legendary difficulty. Spartan EOD Head Complete "The Ark" under the Legendary difficulty. Spartan EOD Head Complete "Tsavo Highway" under the Legendary difficulty. Spartan EOD Head Complete "Tsavo Highway" under the Legendary difficulty. Spartan EOD Head Complete "Tsavo Highway" under the Legendary difficulty. Spartan EOD Head Complete "Tsavo Highway" under the Legendary difficulty. Spartan EOD Head Complete "Tsavo Highway" under the Legendary difficulty. Spartan EOD Head Complete "Tsavo Highway" under the Legendary difficulty. Spartan EOD Head Complete "Tsavo Highway" under the Legendary difficulty. Spartan EOD Head Complete "Tsavo Highway" under the Legendary difficulty. Spartan EOD Head Complete "Tsavo Highway" under the Legendary difficulty. Spartan EOD Head Complete "Tsavo Highway" under the Legendary difficulty. Spartan EOD Head Complete "Tsavo Highway" under the Legendary difficulty. Spartan EOD Head Complete "Tsavo Highway" under the Legendary difficulty.
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Spartan Security Shoulders Earn 250 Gamerscore points. Score over points in the Campaign meta-game on the fourth mission. Finish the fourth mission. Finish the fourth mission of the Campaign on Normal, Heroic, or Legendary. Load up Assembly in forge mode and go into monitor mode (press up on the d-pad). There are two "arms" attached to the centre building. In monitor
mode, fly up and into the small opening at the top of the arm (it's one of the two). When you are in the level as normal. Then when you get the hornet(s) go strait towards the banshees an hornets are fighting. After that try to get directly above one of the
banshees.Next you drop out of your hornet and hijack the banshee. PS.Your timing has to be exact when you drop from your hornet. | Submitted by LucasMitchellFinish the Campaign on Normal, Heroic, or Legendary, then find and claim this skull. Effect: Melee hits instantly recharges your shield. Where to find: Crow's Nest How to find: As soon as
you start the level, head straight up to the higher level. Head toward the door with the red light, then turn around. Jump onto the racks, onto the red metal light holders, then onto the ventilation tube. The skull will spawn at the end. Description: "Shoot from the hip" Stage: First Stage How To Find: When you get to the area where you see the Phantom
overhead (one of the marines will point it out) jump over the rocks and keep following the path on the right. When you get to the cliff there will be a rock over of the skull is on the end of the rocks. Note: This skull has to be Activated before you start a Campaign map. Finish the Campaign on Heroic (unlocks achievement for Normal, if not
earned). Finish the Campaign on Legendary (unlocks achievements for Normal and Heroic, if not earned). Finish the Campaign on Normal. Note: turn into a monitor: Press UP on the d-pad of ur controller. (the d-pad is the + button thing.) Carry things: when you are a monitor, go near a thing
that you want it do dissappear. Then on the screen there is a green hand on the thing. Press A to carry it. Drop things.: Press A again to drop the thing that you want it to disappear there is a green hand on the thing. Press Y to dissappear it. Note: you can only dissappear
things that is not rooted to the ground. | Submitted by die4realsFinish the Campaign on Normal, Heroic, or Legendary, then find and claim this skull. Mission: The Storm Effect: "Pull pin. Count to three. Throw." -- Every NPC carries two grenades and throws them often. You can get this by performing a grenade jump off a warthog, or grab a ghost and
go back to the ramp from which you first came out, using the ghost to push a big square crate back over to the front of the silo pod that the skull is on top of, then use the box as a place to jump from. Effect: all enemies have 2 grenades, throw more grenades Level: The Storm Location: From the start, go through until you go outside again. When you
go outside look straight across there is a small round building straight out there, the skull is on top. In order to get up there you can either use a warthog as a platform or grenade-jump. DO NOT destroy the wraith near the door or the skull will disappear. Score over points in the Campaign meta-game on the third mission. On the Sierra 117 mission,
the Pelicans will crash. After that, you should clear the area like you normall would. As the area narrows as you proceed, there are some rocks on your left. After you do, turn around and take a look where the wall and the boulder
intersect. You'll see a family of primitive cavemen-like people! The following cheats can be performed during a local match or replay only. You must simultaneously PRESS & HOLD the following buttons for 3 SECONDS to toggle the effect on / off. Code - Effect LB + RB + LT + A + Down - Toggle weapon display LB + RB + LT + A + Up - Show
coordinates Finish the fifth mission of the Campaign on Normal, Heroic, or Legendary. Effect: Explosive force increased (sputnik from H2) Level: The Ark Location: First pick up a grav lift from the second sloping hallway (stairway), you should see some
partitioned risers (platforms) halfway down. The skull is on the top level. Toss the grav-lift on the fourth little green dot from the door. Then run, jump, and use the grav-lift to propel you to the level,
grab the skull on top of the large pipe near the ceiling before you pick up any weapons. This is easier in Co-op mode. Press RT repeatedly. This will cause Master Chief to drop the skull like a basketball. When you kill any Flood that
can come back to life by the infection forms, hit the body and it should break apart. This saves ammunition, go to the back side. Aim at the little circle in the back. With about five to ten shots it will be destroyed. There are
many eggs on Halo but these are the ones I found myself: (No.1) In foundry on forge spawn a container single, doesn't matter whether its open or not. Now go into human mode and look at the side. You will see either one or two
things, a panther with paws up like he's going to attack you, or a little statue of Anubis one of the egyptian gods. (No.2) This one might just be my imagination getting to me.On Sandtrap go to the map that has the shorter arch, walk to the middle of it to where you are standing right in the middle of it and are facing thr other arch, it
should form the face of yosemite sam from Looney Toons If you line it up correctly the taller arch and the pillers will form his hat, the walls on both sides of the hall leading down the middle should form his moustache. If you can't see him by that time you're not going to see him. (No.3)Get two SMG's and find a nice flat non- movable wall best done on
Last Resort. Walk up to the wall, get as close as possible, and fire EXACTLY 100 bullets from both SMG's into the wall and in doing so it should spell out one of the game developers names. (No.4)The Next one is getting up on the beached ship get a brute shot if you can
find one a vehicle (ghost works best). Get the person that has the bruteshot get on top of the vehicle being driven (once again ghost works best) now back up to where the vehicle being driven (once again ghost works best).
person brute shot jump of the vehicle and land on the upper deck of the ship. Now if the other people in your group want to see this to tell them to kill themselves. Now watch on as they commit suicide for your pleasure. They should respawn back on the ship with you, now go below deck and you should find a picture of a pirate and I think it says
something about tresure. When you and your friends are done looking at pirate booty, jump off the ship and go as far back as you need to where you can get a good view of the end of the ship, and what do you know, it looks like master cheifs helmet. (No.5) Now you don't have to believe me about this one but it is true, on the first level, I don't care
how you do it ,because I don't even know how I did it, somehow glitch underneath the level, and if you actually do it you should see a gigantic egg that says "Prepare for the WARS" in a font like that of which you see the numbers on the cover of the halo games. And on the top of the egg once get close to will see a grunt. When he see's you, he will
run to the other side of the egg. A couple of seconds later he comes back with a tuxedo and a Top Hat on (I am not lying no matter how unrealistic this sounds) and he does what I assume is the the CHARLESTON which is a type of dance. No Kidding. | Submitted by SirKittyLitterWhen ever a wraith is near by killing every one, go behind it and you will
see this spinny little thing. bash it once or twice, then it becomes a big hole, either shoot it a few times or bash it once more, then you will hear the brute thats driving it yell then it becomes a big hole, either shoot it a few times or bash it once more, then you want to kill monsters easily or other players than pick up any fast shooting weapon and the keep shooting at your
target untilyou can get close up to them. When you do press b to do a melee attack which will kill them. This does not work with weapons like plasma pistol or normal pistol. This works best if you are close to your opponent. | Submitted by Gamer 786If you want to destroy the wraith that is blocking you from continuing on just shoot at the spinning?
Reactor? in the back. | Submitted by LucasMitchellIn the Forge, edit the Sandtrap map and create a Scorpion. You can use the tank to lift and flip the vehicle and get a humorous message. Unlock the following Elite armor permutations
by fulfilling the requirement listed: Ascetic (Body) - Get the Up Close and Personal Achievement Commando (Body) - Get the Vielling Frenzy
Achivement Flight (Body) - Complete Tsavo Highway (on Heroic or Legendary) Flight (Head) - Complete the campaign mode (on Legendary) In the "Isolation" multiplayer map, go to the Flood cave where the Ghost is located. Go in front of the Ghost, look up, and walk a short
distance slowly. You will see a big smudge on its face, but look carefully for the duck's body. You can partly see its face and the horns on its head. This is related to the picture in Zanzibar in Halo 2. Score over points in the Campaign meta-game on the fifth mission. Finish the Campaign on Normal, Heroic, or Legendary, then find and claim this
skull.Mission: The Ark Effect: "Trust us. Bring a magazine." -- Dropped weapons will have very little ammo compared to normal. When you first go into the valley to the right after the boulder that is closest to the bridge overhead. It is easy to
pilot the ghost up the side of the wall using the thrust. To get the skull, pilot 2 ghosts up the wall to the top of the bridge and stack them one on top of another next to the beam. Kill 5 enemies with the needler in a ranked free for all playlist or in
campaign.Go to Isolation on custom games.Get plenty of amunition because you going to shoot so flood eggs (said in a western accent). Go to a cave and look all around, there is flood eggs on walls and on ceilings of the cave. The flood eggs are moving so don't just stand there shoot them! When you shoot them theyl'e make a weird noise. | Submitted
by evanAt the part of flood gate when your back at the the beggining of the level before it, there is 3 blocks and you hyave to get on top of them so instead of using gernade jump just wait for one of you team mates to stand right next to them and jump on the lowest one and if you look to the right when ur on it you will see one of the corners on the
block underneath the lowest one, jump onto it and gernade jump onto the highest block and look to ur right there is a angle on the walk turn around and go up the other ledge and when u get up top of there turn around
and go up the bigger angle on a diagonal case its a bit patched so u have to scale the patch but when you get up there you can't jump so just go on the ledge until you get to a big red crane type theing and jump ontop of it cause you can jump now. u just keep going until
you reach a gap, jump over it and go until you hit a wall then look to your left there is a small trench that has no floor but if you stay next to the wall you can scale until the end then you around the corner and you walk on air now so just explore! | Submitted by mcdogitFinish the Campaign on Normal, Heroic, or Legendary, then find and claim this
skull.Mission: Floodgate Effect: "You�ll miss those eyes in the back of your head." -- Your motion sensor disappears. As you are walking down from the anti-air gun you hit a checkpoint. At this point, you should also hear a marine yelling,
There! Over There! . Look up and to the right, directly at the roof of the building next to the missle launcher. There is a single flood form (not to be mistaken with the two other flood forms jumping in front of you) which is holding the skull. Kill him before he jumps, and he will drop the skull down to the ground where you can retrieve it. Too early,
and the skull will get stuck on the roof though, so just time it carefully. The basics of forge mode are; Turning into a monitor using up on the D-pad. Spawning Objects with X, scroll through other stuff with the bumpers and spawn with the A button. Deleting the object that you don't need using Y when the ridicule turns green. Carry The object by
tapping A once when looking at the object. To make any objects float you must first make a base for them (like a stand)and build on top of that until you can see where you have to stop. (Some maps have more height than others) Then when you have what you want on top of the other object (s) delete the other stuff under it and it should be floating
now. Enjoy :)In Halo series games CPU characters never run out of ammo. If you hand them a weapon that has full ammo and then you need that weapon later it will still have full ammo. This trick is particularly helpful when it comes to the Battle Rifle, Covenant Carbine, Rocket Launcher, Fuel Rod Cannon, and shotgun because most CPUs carry
either the pistol or the standard Assault rifle. An extention of this glitch is to hand a CPU a Rocket Launcher/Fuel Rod Cannon and then get them to sit in the passenger seat of a vehicle. This makes it easier to deal with other vehicles and armoured units. | Submitted by ErvinMaximillianOn the second level of the campaign, when you're escorting
characters to their ships, you can head the wrong away from where you're supposed to go to complete your mission. If you do, you'll run into two characters (separated by a door) having a humorous conversation. In order to do this glitch you must be playing multi player. After you save cortanna and you just killed the power supply things, go to where
the hole in the ground is but only have one person fall down. When the place starts crumbling have the person who didnt all down go to where they came in and just look out into nothingless. Ater a couple of minutes you should be able to see what the person that fell down the hole sees. | Submitted by NickWhen you get to the part were you have to
destroy the anti-air wraith and destroy the one near the door, kill all the grunts around the 2nd wraith and get the sniper rifle on the building in the middle. Then you kill the dude driving one of the hornets in the sky (make sure its close to the ground). Presto you have a newform of transport. P.S Only works with hornets. | Submitted by
LucasMitchellTo get in an Anti-Air wraith the one on the covenant works best on easy. In the beginning of the level kill all the guys except the wraith get on top of it and melee the cockpit you should see the brutes head slap it once and his armor should come off. Then crouch and on the top there should be a place where u cant jack it. Then old RB
and the right thumb stick and slap his head it takes some practice. BUT IT ROCKS! | Submitted by Halofan117Go to your Dashboard. Change your language to the same one as you. Get everyone in
the same party before you want to get them in the same party. Everyone must search at the same language. If done correctly, chances are you will be in the same
ranked Lone Wolves game as your friends. You can now get achievements or level someone up. Effect: Headshots cause enemies to explode. Where to find: Crow's Nest How to find: Right after the first objective, while en route to the barracks, you will fall down onto a pipe. At the end of this pipe, look over the edge to see a small space a few feet
below you. You must simply drop over and as quicly as you can, pull back to land under the floor you were just on. After that, the skull will be at the end. Score over points in the Campaign meta-game on the first mission. You will unlock a secret achievement by finding all seven terminals listed below... Terminals: The Ark Go left through a door once in
the very first building of the stage. The terminal is located beyond a curving passage. A terminal is located beyond a curving passage. A terminal is located beyond a curving passage. There's a secret room in the third building which holds the thir
nearby corridor. You'll reach a door that is locked if you do. To the left of the locked door is an open door. Head through the door, and then turn left. Jump over the obstacle, and find the terminal you
seek. Head to the stage's second tower and walk towards the entrance. When you come across a locked door, turn around to find the stage's third tower and stand on the elevator. Face the control panel, and then turn right. Jump over the obstacle, and find the stage's third tower and stand on the elevator.
Terminals: Halo Traverse the first cave, and then head right until you come across a building. Walk along the passageway towards the building. Once inside, run left to find the terminal. | Submitted by hurricaneageUse the following trick to get an unlimited Spartan laser on last level "Halo". Play through the level until you meet up with Sergeant
 should have unlimited Spartan ammunition. This makes it easier to destroy the Guilty Spark 343. If you want a kickass suit of armor in Halo 3 you need the Hayabusa shoulders, body, and helmet by collecting 8 skulls, the shoulders by collecting 9 skulls, and the helmet by collecting 9 skulls. | Submitted by LucasMitchellCollecting 10 skulls | Submitted by LucasMitchellCollecting 11 skulls | Submitted by LucasMitchellCollecting 12 skulls | Submitted by LucasMitchellCollecting 13 skulls | Submitted by LucasMitchellCollecting 14 skulls | Submitted by LucasMitchellCollecting 15 skulls | Submitted by LucasMitchellCollecting 16 skulls | Submitted by LucasMitchellCollecting 16 skulls | Submitted by LucasMitchellCollecting 18 skulls | Submitted by LucasMitchellCollecting
the hidden skulls throughout the game to unlock the pieces of Hayabusa armor. Effect - Code Hayabusa Chest - Collect 6 hidden skulls Hayabusa Shoulders - Collect 9 hidden skulls Hayabusa Helmet - Collect 13 hidden skulls Hayabusa Chest - Collect 13 hidden skulls Hayabusa Chest - Collect 10 hidden skulls Hayabusa Shoulders - Collect 10 hidden skulls Hayabusa Chest - Collect 10 hidden skulls Hayabusa
Normal, Heroic, or Legendary. In the level Covenant, after disabling the Flood. Then head to where the Warthog and Mongoose are. Jump on to the Warthog as the Pelican and hold RB. You
will magically hop inside the Pelican, even though the door was closed. | Submitted by KedeshUse the following trick to get a Spartan laser with unlimited ammunition in the "Halo" mission. Play through the level until you meet up with Sergeant Johnson. Shoot him until he falls down and drops the Spartan laser. Quickly pick it up, and shoot it at him
Keep shooting him until he kills you. When you respawn, knock him down again, and pick up his laser. He should get back up with another laser on his back. When he does, shoot him down again, and pick up the Guilty Spark 343. When
you are on forge, create a machine gun turret and get on it. Have a friend pick you up in edit mode then press B to detach the turret. Then the turret is still in one piece. Trust me it really works. | Submitted by ScottFinish the Campaign on Normal, Heroic, or Legendary, then find and claim this skull. Effect: When either player dies in Co-Op on any
difficulty both players will restart at last check point. Where to Find: Spartan 117 How to find: In the area where you rescue Sarge, behind the prison cell is a large ledge. Got to the far end of the ledge, goto the far end of the ledge, turning two corners the skull is at the far end. On the multi
player map Isolation, go to the Flood cave where the Ghost is located. Go in front of the Ghost, look up, and walk a short distance slowly. You will see a big smudge on its face, but look carefully for the duck's body. You can partly see its face and the horns on its head. This is related to the picture in Zanzibar in Halo 2. Mission: The Covenant Effect:
 "But the dog beat me over the fence" - Unlocks bonus dialogue throughout the game. For most, this is the last skull, so this gives you the Hayabusa Helmet as well: To get this, get to the room where you "fight" the Prophet of Truth. Let the Arbiter kill him, turn around, and kill all the Flood here as well; makes it a LOT easier. With all obstacles out of
the way, you need to jump through the Halo holograms here in a specific order, listed below: 4 5 6 5 7 6 5 4 1 2 3 2 7 2 1 3 4 6 7 5 4 6 5 4 5 3 4 When you jump through the final hologram, they all light up in a sequential pattern. The Skull will be at the end waiting for you right before the energy bridge leading to Truth's corpse. Get 1000/1000
gamerscore on Halo 3. | Submitted by LucasMitchellSuccessfully complete all achievements (1000/1000) and find all Skulls to unlock the Katana. Kill 10 enemies without dying in any ranked free for all playlist (Online). Finish the first mission of the Campaign on Normal,
 Heroic, or Legendary.Score 5 grenade sticks in any ranked free for all playlist (Online). Sticky grenade your monitor ally while he is human. Have him quickly change to Monitor very fast. The grenade will detonate. When your on the level Cortana go
through the level as you normally would then stop in the 4th room.kill everything in it and find a small rise in the ship jump on top of it you go to the left and jump to the second cluster of fungus. there you go the skull is sitting on the last
platform. | Submitted by LucasMitchellLocate and access all Terminals in the Campaign. This is quite funny. Go 2 the level crow's nest then go as you normally would until you reach the big area with all the trucks (where the warthog gets blown up by a plasma grenade). Then kill all of the enemies and instead of goin through the door where the brute
comes out of keep ggoing srait. When u get to the end turn look to your right and you will see a marine trying to get in a door with another marine on the other side of the door asking the marine to give him a password. I'll let you find out what he says its helarious. P.S. they don't cuss or say anything bad....ENJOY! | Submitted by spartanlaserBoard
the same vehicle within 10 seconds after being boarded in any free for all playlist (Online). Splatter an enemy with the mongoose in a ranked free for all playlist (Online). After you come into contact with the mongoose in a ranked free for all playlist (Online). Splatter an enemy with the mongoose in a ranked free for all playlist (Online). Splatter an enemy with the snipers in the woods, follow the left rock path to find a strange family of monkeys holding a teddy bear. In multi-player or system link mode, when
Recruit Skill Needed: 0 EXP:1 02 Apprentice Skill Needed: 0 EXP:2 03 Apprentice Skill Needed: 0 EXP:3 04 Private Skill Needed: 0 EXP:10 07 Corporal Skill Needed: 0 EXP:10 07 Corporal Skill Needed: 0 EXP:3 04 Private Skill Needed: 0 EXP:3 05 Private Grade 2 Skill Needed: 0 EXP:3 05 Private Skill Needed: 0 EXP:3 05 Private Grade 2 Skill Needed: 0 EXP:3 06 Corporal Skill Needed: 0 EXP:4 06 Corporal Skill Needed: 0 EXP:4 07 Corporal Skill Needed: 0 EXP:4 08 Corporal Skill Needed: 0
10 Sergeant Grade 3 Skill Needed: 0 EXP:40 11 Gunnery Sergeant Skill Needed: 0 EXP:50 12 Gunnery Sergeant Grade 2 Skill Needed: 0 EXP:50 14 Gunnery Sergeant Grade 3 Skill Needed: 0 EXP:50 15 Lieutenant Skill Needed: 0 EXP:70 16 Lieutenant Grade 2 Skill Needed: 10 EXP:85 17
EXP:300 24 Major Grade 3 Skill Needed: 35 EXP:400 25 Major Grade 4 Skill Needed: 35 EXP:400 26 Commander Grade 3 Skill Needed: 35 EXP:400 31 Colonel Grade 3 Skill Needed: 35 EXP:400 30 Colonel Skill Needed: 35 EXP:400 31 Colonel Grade 3 Skill Needed: 35 EXP:400 30 Colonel Grade 3 Skill Needed: 35 EXP:400 30 Colonel Skill Needed: 35 EXP:400 31 Colonel Grade 3 Skill Needed: 35 EXP:400 30 Colonel Skill Needed: 35 EXP:400 31 Colonel Grade 3 Skill Needed: 35 EXP:400 30 Colonel Grade 3 Skill Needed: 35 EXP:400 30 Colonel Skill Needed: 35 EXP:400 31 Colonel Grade 3 Skill Needed: 35 EXP:400 30 C
health. Where to find: Halo How to find: As soon as the mission starts walk up the hill in front of you and into the cave. Hug the right side of the end.Load up Orbital in forge mode, find the open area (the place with the two traffic cones and a
pit you can fall down). In monitor mode (press up on the d-pad), fly all the way to the top and the skull is lying on a vent in one of the corners. Score over points in the Campaign meta-game on eighth mission. Kill 4 enemies within 4 seconds of one another in a ranked free for all playlist (Online). Level: Crow's Nest This is something that is really funny.
You go through the level as normal until you get into the big area where the warthog gets blown backwards by a plasma grenade. Kill everyone in that area. But instead of going into the regular door keep on going until you reah the end where the giant door is that you cant get through. You will know when your there because two reasons: 1. You will
see a pistol on the ground. 2.You will hear a marine talking. P.S.I hope you like it.....ENJOY! | Submitted by austinIn Forge Mode, Spawn 2 or More Plasma Gernades and Tell Them To Stick You, As Soon As They Stick You Go Into Oracle Mode and Get Next To
Them and Get Out of Oracle Mode and All Of You Will Die. | Submitted by scrapYOfaceScore over points in the Campaign meta-game on the final mission. Complete the three Vid Master Challenge Achievements and find all of the Mythic map pack skulls. When you begin the mission,
you will find a large roadway with many Covenant forces. You are supposed to fight your way to a door that will lead you to a room with two turbine-like objects. Instead of going through this door, follow the road all the way to the end, killing all the Covenant on the way. Once you reach the end, there will be a Marine knocking on a door wanting to
get in. If you listen closely, you can hear that it is actually an excerpt from Red vs. Blue where Simmons is talking to Griff trying to get into the base. Finish the final mission of the Campaign on Normal, Heroic, or Legendary. In the level The Covenent, you will have to deactivate
the second tower. after you fight your way out of the now flood infested tower a green phantom will come to pick up the Arbiter and the remaining elites. While their getting in the Phantom you can also hop in. It will fly you away and start to dissapear. Then you will die and spawn at thte same spot w/ the same weapons. | Submitted by knatIn
Sandbox, fly to the heighest possible point in the map. Look around till you can see the sun (not the "red light" on one side of the map) on the horizon, inbetween two Guardian towers. Turn right and face inbetween the next pair of Guardian towers (so the tower on the right of the sun is now the tower on the left). The skull is located outside of the
map in this direction. If you are having trouble spotting it, try and use the zoom of a sniper rifle or beam rifle. There are several maps to several maps at leaport to it directly. There are also several maps are the skull. You can use bubble shields, tube pieces and shield doors to form a tunnel, or you may fly over the skull and drop a teleport to it directly. There are also several maps are the skull and drop at leaport to it directly.
you can download on fileshare to gain easy access to the skull. This is best done with two players. Enter the Sandtrap on the Forge. Try to get as many pre-placed fusion coils and plasma batteries as possible in front of an Elephant and drive into the pile. Then, shoot into the pile until it
explodes. It will either just jump a little, stand up on the rear, or turn all the way around. When you get close, the message "Press RT to... Wait. How did you do that?" will appear. Having trouble with a Scarab? Or maybe you don't want to get on board (and abandon your bright, shiny Scorpion). Try this strategy instead: on the back of every Scarab,
there is a circular glowing spot you can shoot to do damage (it is similar to the glowing spot on the Scarab's rear armor that is below its rotating anti-air "ass" (or abdomen) turret. A few shots from Hornet missiles or Scorpion tank shells and the armor will fall off and reveal the critical system you normally need
Have the other one help the marines destroy the scarab. Just as soon as the scarab starts to blow up, the door should open. It is a dark room with no weapons or anything special. There is a brute with a fuel rod gun and some grunts. Kill them and go inside. Look around look at the door that is locked. Two jackals should appear out of nowhere. Kill
them. As long as one person stays in the room you can keep it. If it shuts on you if you're inside, just know that you can open it from the inside. I'm trying to find out if you can get inside the locked door inside. I'm trying to find out if you can get inside the locked door inside. To make a shield summon a tank put it as close as possible and it will also be indestructible. Put tank as far away as possile for a heavy but
powerful tank hemmerlike thing. | Submitted by dominatorWhile collecting skulls, keep in mind that you have to start the stage from the beginning (not from a checkpoint), but once you acquire the skull you're seeking, you can save and quit at any time without finishing the stage. This will allow you to collect skulls without having to worry about
finishing the stage successfully. You can only claim/collect the skulls under the Normal, Heroic or Legendary difficulty settings. You must start from the beginning of the mission. You will not be able to see the skulls if you load from a checkpoint. In Co-op mode, as soon as one player picks the skull up, all players will receive the achievement. Not all
skulls earn an achievement; only nine of them do so. To use skulls, press X at the lobby screen. This will give you a bonus multiplier for co-op and go towards earning the Guerrilla, Demon, etc. achievements. Black Eye Skull From the stairs,
then up the next set. Turn to your left and jump up on the shelf unit. From there, jump to the red cross beam then up onto the pipe. From there, just walk to the end. Walk over the Black Eye Skull to claim it. Your shield will not auto-
recharge anymore, and you must kill an enemy with a melee attack. Blind Skull In the first mission, get to the area where you see the Phantom overhead. A Marine will be a rock over the side. The skull is at the end of the rock. Its description reads
 "Shoot from the hip". This skull must be activated before you start a Campaign map. Grunt Birthday Party Skull Immediately after the first objective of the end that pipe. Look over the edge to find a small space a few feet below. Drop over then quickly pull
back to land under the floor you dropped from. The skull will be at the end of this area. When this skull is active, headshots will cause enemies to explode. Iron Skull After freeing Johnson and killing all the Covenant that come in the Phantoms in the P
hopping in turn left and follow the path. Once you hit the wall, jump up to your right to eventually reach a walkway. Walk all the way to the end of this a little bit to the right is a dark corner. Press Up to turn your light on and you should see the skull. If you cannot see it you are probably standing on it. Its
description reads "Death carries a heavy price...". Instead of only losing 25 points when you die, you will lose 75. Mythic Skull Follow the normal path in the "Halo" mission until you reach a cave. Hug the right wall until it branches off into a small path. At the end of this path is some rubble, and in front is the skull. Its description reads "Coverage
under the Covenant health plan." It gives a 3x score multiplier for all kills. When playing in Co-op mode on the Legendary difficulty setting, it is best to have one player that is farther back, rather than having to restart at the
checkpoint. When you beat the game, you will be shown a memorial for the men and women that died in-game. Spartan 117 is one of those considered KIA, but if you wait for the game is finished on Legendary). Advance to the Spartan Officer
ranks (Online). Win your first game in matchmaking to sign up for the Spartan Program (Online). If you beat the game on Legendary mode, and not necessarily the rest of the game, in order to unlock this ending. Score a Triple Kill with
the sword in a ranked free for all playlist (Online). Start "The Ark" mission. After entering the first building take a left into another door. You will be in a curved corridor. On the inside is a Terminal. Note: It does not open until you
activate the bridge/ In the third building after defeating the Scarab in "The Ark" mission, kill the group of sleeping Covenant. Follow the corridor down. You will reach a door in front that is locked. Immediately on the left is an open door. Go through and walk straight off. Turn 180 degrees to find a secret room with the Terminal. Enter the first tower
face the access panel then turn right. Jump over to find the Terminal. After reaching the end of the first cave in the "Halo" mission, hug the right wall. You will see a building. Jump up onto the walkway and turn to the left once you are inside to find the Terminal. The Ark: 1. Start the mission and once you enter the first building take a left into another
door and now you should be in a curved corridor. On the inside is a Terminal. 2. After activating the bridge to let your comrades accross the gap, do a 180 and you should see it. (it does not open until you activate the bridge) 3. In the third building after defeating the scarab, kill the group of sleeping covenant, then follow the corridor downwards.
Once you reach a door in front that is locked, immediately on the left there's an open door. Go through and walk straight off, then do a 180 to find a secret room. It is in there. The Covenant: 1. When in the first tower standing on the lift, face the access panel and turn left. Jump over and it's right there. 2. Land your hornet on the second tower, walk
towards the entrance but when you see the locked door, do a 180. Should be right in front of you. 3. When in the third tower standing on the lift, face the access panel and turn right. Jump over and it's right there. Halo: 1. After reaching the ent of the first cave, hug the right wall and you will see a building. Jump up onto the walkway and hang a left
once inside. It's right there. Finish the eighth mission of the Campaign on Normal, Heroic, or Legendary. Poor thing! On the halo level, drive around the falling panels on the last part, and if you search well, you'll find a grunt- he asks you to spare him. I would. Poor thing! Submitted by dudeness the third Finish the third mission of the Campaign on
Normal, Heroic, or Legendary. On the level 'Halo' when choosing it on campaign, choose rally- on co-op. When in johnson's warthog, wait till cortana says 'drive, cheif' and you see an explosion. Drive towards the explosion instead of turning right, but don't go on the panals- instead, turn left at this boulder, and you should see a mongoose. Whoevers on
the turret can jump off and ride Johnson's mongoose (it's built up and tough.). Now, race away! | Submitted by dudenessthethirdFinish the Covenant Effect: "Field promotions for everyone!" -- Upgrades enemies to their stronger versions. After you shut down tower
1 and get access to the hornet, fly to tower 2 (the one the arbiter shut down). While walking up to a platform where the skull is. Finish the Campaign on Normal, Heroic, or Legendary, then find and claim this skull. Mission: Cortana Effect: "What was once
resistant is now immunity" -- Enemies have different body parts that may be resistance to certain bullet types When in the circular type room with all the flood look for a small structure piece next to two archways, jump on top if it and up on the rocks to the top left, turn left and jump up again, then do a 180 and jump to the rocks across from you
After that follow the the rock sticking out and leading up on top of the original circular room, the skull will be in a pile of blood. Destroy an enemy banshee with the spartan laser or missile pod in a ranked playlist or in campaign. Finish the Campaign on Normal, Heroic, or Legendary, then find and claim this skull. Effect: Enemies do saving throws
Where to find: Tsavo Highway On Tsavo Highway, about halfway through the mission (right after you are forced to walk through a large blue barrier), you will come out of a tunnel on the highway, and see a large pipeline on your left. Drop down in between the two, and run to the wall in front of you. Follow the wall all the way to where it connects
with the cliff on your right, and turn to the left. There should be a few ledges--simply crouch jump from ledge to ledge, and the last one should have the "Tough Luck" skull on it. Kill 3 enemies within 4 seconds of one another in a ranked free for all playlist
(Online). Earn your Sergeant rating to be recognized as a true Spartan (Online). Kill 5 enemies by melee or assassination in a ranked playlist or in campaign. Score over points in the Campaign meta-game on the seventh mission. In Forge mode get a Spartan laser
Charge it until its almost about to fire. Before you fire, turn into the Monitor. Fly around until you get a target. Before you fire, turn into the Monitor's aimer to aim the laser. On the mission 'Halo', get 3 of your friends to play with you via Xbox Live, turn the difficulty
to legendary and turn on the iron skull (note that if you complete the level in this setup you will also get an achievement). Complete the level up to the part just after you beat the oracle, once you leave the inside of the structure, kill the two sentinels and then turn to the left and head down the slope. Then have a look underneath it and there should be
four ghosts, get everyone to take one and then take them back up the slope. Continue with the level until you get inside the structure that seargent johnson came from. Take your ghosts in, hop out of the ghosts and kill everyone. You should get a checkpoint after killing everyone (note that all four players must be in the room for this to work). Now go
back to the door in which you got in from. It should be locked, if it isn't commit suicide and you all will respawn and it will be shut. Now go to the door that you are meant to go through, instead of the door being there, instead the wall will show the view of one of the four players. If it isn't there keep killing yourselves until it does happen. It may take a
while, it only happened to me by luck. | Submitted by DanielSteffensenDestroy an enemy vehicle with equipment in a ranked playlist or in campaign. All Cheats & Tips for Xbox 360... All Cheats & Tips for Xbox 360... All Cheats & Tips for Xbox 360... All Cheats & Tips for Xbox 360...
PersonRelease: Sep 25, 2007Platform: Xbox 360ESRB: MatureAdvertisements CodesThe following buttons for 3 SECONDS to toggle the effect on / off. Effect: Code: Show coordinates Click Left Analog-stick + click Right Analog-stick +
LB + RB + Down/Right during a local match or replay. Toggle panning camera Click Left Analog-stick + LB + RB + Up/Left. Toggle weapon displayHold LB + RB + Up/Left. Toggle weapon displayHold LB + RB + Up/Left. Toggle weapon displayHold LB + RB + Up/Left. Toggle panning camera Click LB + RB + Up/Left. Toggle weapon displayHold LB + RB + Up/Left. Toggle weapon displayHold LB + RB + Up/Left. Toggle panning a local match or replay. Toggle LB + RB + Up/Left. Toggle LB + Up/Left.
must start from the beginning of the mission. You won't be able to see the skulls in the event you load from a checkpoint. In coop mode, as shortly as one player picks the cranium up, all players will receive the achievement. Not all skulls earn an achievement; only nine of them do so. to make use of skulls, press X at the lobby screen. This will give you
a bonus multiplier for coop & go towards earning the Guerrilla, Demon, etc. achievements. From the stairs, then up the next set. Turn to your left and jump up on the shelf unit. From there, jump to the red cross beam then up onto the pipe
overhead. A Marine will point it out. Jump over the rocks and follow the path on the right. When you reach the cliff, there will be a rock over the skull is at the end of the rock. Its description reads "Shoot from the hip". This skull must be activated before you start a Campaign map.Immediately after the first objective of the "Crow's Nest"
mission, while en route to the barracks you will fall down to a pipe. Get to the end that pipe. Look over the edge to find a small space a few feet below. Drop over then quickly pull back to land under the floor you dropped from. The skull will be at the end of this area. When this skull is active, headshots will cause enemies to explode. After freeing
Johnson plus killing all the Covenant that come in the Phantoms in the "Sierra 117" mission, walk to the Pelican that arrives to select you up. Face the cargo bay, but in lieu of hopping in turn left plus follow the path. Once you hit the wall, jump up to your right to finally reach a walkway. Walk all the way to the end. Take a left, then a right. At the end
of this a little bit to the right is a dark corner. Press Up to turn your light on plus you ought to see the cranium. in the event you can't see it you are probably standing on it. Its description reads "Death carries a heavy cost...". in lieu of only losing 25 points when you die, you will lose 75. Follow the normal path in the "Halo" mission until you reach a
cave. Hug the right wall until it branches off into a small path. At the end of this path is some rubble, and in front is the skull. Its description reads "Coverage under the Covenant health plan." It gives a 3x score multiplier for all kills. More Hints "Easter EggsOn the mission Sierra 117 get to rally point alpha continue the mission until the
narrow then turn left and jump on the rocks continue along the ledge look at the wall there are cavemen!On the level crows nest get to where the second checkpoint is kill all the bad guys go past the door keep going to the end there is a funny argument. You have to play Forge on Construct. First, go to the pink lift (either one). Then, turn into the
monitor and go down the lift to the bottom using the turbo (LT). Once at the bottom, you should see a hole type thing that you can't fit through as the monitor. So, while holding turbo the whole time, turn back to Spartan/Elite mode. You should fall through the hole. You can walk around down here, but you can still fall off and die.*NOTE: Once down
you cannot get back up unless you commit suicide. When in the crows nest level, when in the long tunnel go the wrong way and listen to the dialogue. This changes depending on difficulty. Go on forge get a tank drive it into a elephant turn into a robot grab the tank and turn it upside down the elephant will be upside down as well go to flip the elephant
and see what it says. In the map Snowbound, go towards the active camo with a sniper riffle. Next look down at the ground by the active camo and you will see a little brown dot. Scope in on it and you will see what its looks like to be a duck that says "CANADA" on it. More Easter Eggs »GlitchesSticky grenade your monitor ally while he is human. Have
him quickly change to Monitor The grenade will not detonate. Go near anyone and change back to human then back to monitor very fast. The grenade will detonate. Use the following trick to get an unlimited Spartan laser on last level "Halo". Play through the level until you meet up with Sergeant Johnson. Shoot him until he falls down and drops the
Spartan laser. Quickly pick it up and shoot it at him. Keep shooting him until he kills you. When you respawn, knock him down again and pick up his laser. He should get back up with another laser on his back. When he does, shoot him down again and pick up his laser should have unlimited Spartan ammunition. This makes it
easier to destroy the Guilty Spark 343. To make objects to float in Forge mode, make a tower out of two way nodes and crates. Then, delete everything except the teleporter under what you want to float. Make sure the tower ends with a two way node.
you touch them. To leave the level boundary, you must be at the ocean barrier (the side with the ocean). Once there, you and your friend must get a Mongoose into the barrier. Keep accelerating and have somebody get in the Wraith. Drive behind the Mongoose inside the Wraith and use the boost.
You must be close for the Mongoose to go through. Once you hit it, your friend must jump out once he sees it pass the barrier. You are now outside the barrier bearing as follows: Speed -200%.
to 300% Gravity -50%. Start the game when you are finished. Go to the beach. You can either have someone go straight until they hit the invisible wall in the water, or take a guess. Either way, run towards the ocean. When you are about halfway to the person press A to jump in the
air. When you hit the invisible wall you should float slowly down, then begin to hover just off the ground (almost as if you are walking on water. In Forge mode, get as high as you can and spawn another teleporter. If the teleporter beneath you is lit
up as it should be, turn back into a Spartan or Elite and go through the it. You should now be outside the level boundary. More Glitches »Unlockable: How to Unlock: Askar (10 points) Score over points in the Campaign meta-game on the fourth mission. Assault (30 points) and it is a contract of the level boundary. The contract of the level boundary is a contract of the level boundary. The contract of the level boundary is a contract of the level boundary. The contract of the level boundary is a contract of the level boundary. The contract of the level boundary is a contract of the level boundary is a contract of the level boundary. The contract of the level boundary is a contract of the level boundary is a contract of the level boundary is a contract of the level boundary. The contract of the level boundary is a 
points) Finish the Campaign on Legendary (unlocks achievements for Normal and Heroic, if not earned). Campaign on Normal, Heroic, or Legendary, then find and claim this skull. Cavalier (10 points) Finish the Campaign on Normal, Heroic, or Legendary, then find and claim this skull. Cavalier (10 points) Finish the Campaign on Normal, Heroic, or Legendary, then find and claim this skull. Cavalier (10 points) Finish the Campaign on Normal (125 points) Finish the Campaign on Normal, Heroic, or Legendary, then find and claim this skull. Cavalier (10 points) Finish the Campaign on Normal (125 points) Finish the Campaign on Nor
the third mission. Cleansing (30 points) Finish the fifth mission of the Campaign meta-game on the fifth mission. Exterminator (10 points) Finish the Campaign on Normal, Heroic, or Legendary. Demon (10 points) Finish the Campaign on Normal, Heroic, or Legendary. Demon (10 points) Finish the Campaign on Normal, Heroic, or Legendary. Demon (10 points) Finish the Campaign meta-game on the fifth mission. Finish the Campaign on Normal, Heroic, or Legendary. Demon (10 points) Finish the Campaign on Normal, Heroic, or Legendary. Demon (10 points) Finish the Campaign on Normal, Heroic, or Legendary. Demon (10 points) Finish the Campaign on Normal, Heroic, or Legendary. Demon (10 points) Finish the Campaign on Normal, Heroic, or Legendary. Demon (10 points) Finish the Campaign on Normal, Heroic, or Legendary. Demon (10 points) Finish the Campaign on Normal, Heroic, or Legendary. Demon (10 points) Finish the Campaign on Normal, Heroic, or Legendary. Demon (10 points) Finish the Campaign on Normal, Heroic, or Legendary. Demon (10 points) Finish the Campaign on Normal, Heroic, or Legendary. Demon (10 points) Finish the Campaign on Normal, Heroic, or Legendary. Demon (10 points) Finish the Campaign on Normal, Heroic, or Legendary. Demon (10 points) Finish the Campaign on Normal, Heroic, or Legendary. Demon (10 points) Finish the Campaign on Normal, Heroic, or Legendary. Demon (10 points) Finish the Campaign on Normal, Heroic, or Legendary. Demon (10 points) Finish the Campaign on Normal, Heroic, Demon (10 points) Finish the Campaign on Normal, Heroic, Demon (10 points) Finish the Campaign on Normal, Heroic, Demon (10 points) Finish the Campaign on Normal, Heroic, Demon (10 points) Finish the Campaign on Normal, Heroic, Demon (10 points) Finish the Campaign on Normal, Heroic, Demon (10 points) Finish the Campaign on Normal, Heroic, Demon (10 points) Finish the Campaign on Normal, Heroic, Demon (10 points) Finish the Campaign on Normal, Heroic, Demon (10 points) Finish the Campaign on Normal, Heroic, Demon (10 points) Finish 
or Legendary, then find and claim this skull. Fear the Pink Mist (5 points) Finish the Campaign on Normal, Heroic, or Legendary, then find and claim this skull. View Complete List »Complete the indicated task in Campaign mode to unlock the corresponding
armor part in Multi-player mode. Unlockable: How to Unlock: Elite Ascetic BodyEarn the "Up Close and Personal" achievement. Elite Ascetic HeadEarn the "Overkill" achievement. Elite Ascetic BodyEarn the "Overkill" achievement. Elite Ascetic HeadEarn the "Overkill" achievement. Elite Ascetic BodyEarn the "Overkill" achievement. Elite BodyEarn the "Overkill" achievement. Elite BodyEarn the "Overkill" achievement. 
achievement. Elite Commando Shoulders Earn the "Killing Frenzy" achievement. Elite Flight Body Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight Head Complete "Tsavo Highway" under the Heroic or Legendary difficulty. Elite Flight H
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difficulty. View Complete List »Complete List »Complete the final mission under the Legendary difficulty setting. Collect the hidden skulls throughout the game to unlock the pieces of Hayabusa Ehest Collect the hidden skulls Hayabusa Ehest Ehes
unlocked when you complete all Achievements (1000/1000) and find all skulls... I ist of the Skill and Experience needed to advance in rank. Note: you can skip ranks once there is a set skill requirement. For example, many people go from Lieutenant Grade 2 (Skill:10 EXP:85) straight to Captain (Skill:20 EXP:100)Unlockable:How to Unlock:01
RecruitSkill Needed: 0 EXP:102 Apprentice Skill Needed: 0 EXP:203 Apprentice Grade 2Skill Needed: 0 EXP:505 Private Grade 2Skill Needed: 0 EXP:301 Needed: 0 EXP:301 Needed: 0 EXP:301 Needed: 0 EXP:302 Apprentice Grade 2Skill Needed: 0 EXP:303 Apprentice Grade 2Skill Needed: 0 EXP:304 Private Grade 2Skill Needed: 0 EXP:305 Private Grade 2Skill Needed: 0 EXP:306 Corporal Grade 2Skill Needed: 0 EXP:307 Corporal Grade 2Skill Needed: 0 EXP:307 Corporal Grade 2Skill Needed: 0 EXP:308 Sergeant Grade 2Skill Needed: 0 EXP:308 Ser
Sergeant Grade 3Skill Needed: 0 EXP:4011 Gunnery Sergeant Grade 4Skill Needed: 0 EXP:5012 Gunnery Sergeant Grade 4Skill Needed: 0 EXP:5
cheat codes, secrets, hints, glitches or other level guides for this game that can help others leveling up, then please Submit your Cheats and share your insights and experience with other gamers. Latest Questions Defeat the ark level with ease and without killing those big huge sword hand that is a crab like flood that
t...From: Anonymous dudePosted on: 05-11-2013 From: Cheezy1112Posted on: 05-15-2011 Spawning an npcCan i spawn an npc in forge??...From: shark10000Posted on: 10-11-2010 Xbox live 2 playersUsing guest account right now to play split
screen live. can my friend get use his own live account and play on my xbox ... From: wanPosted on: 11-24-2009 Ask a Question Stuck in this game? Ask a question below and let other gamers answer your questions. Your
Question More Options Need Help? Ask A Question Here! Strategy Guides from GameFAQs Games You May Like Latest Walkthroughs Released GamesAdvertisements Complete each achievement to get the allotted gamerscore. Achievement Achievement Destroy an enemy vehicle with equipment in a ranked playlist or
in campaign. Score over 15,000 points in the Campaign meta-game on the fourth mission. Askar (10) Find and claim this skull when playing on Normal, Heroic or Legendary difficulty. Black Eye (10) Finish the Campaign on Heroic (normal is unlocked as well).
Campaign Complete: Heroic (125) Finish the Campaign on Legendary (normal and heroic are unlocked as well). Campaign Complete: Legendary (125) Finish the Campaign on Normal, Heroic or Legendary difficulty. Catch (10) Score over 15,000 points in the
Campaign meta-game on the third mission. Cavalier (10) Finish the fifth mission. Cavalier (10) Finish the fifth mission. Exterminator (10) Find and claim this
skull when playing on Normal, Heroic or Legendary difficulty. Famine (10) Kill 5 enemies with the needler in a ranked free for all playlist or in campaign. Fear the Pink Mist (5) Find and claim this skull when playing on Normal, Heroic or Legendary difficulty. Fog (10) Earn 5 EXP or finish 10 games to complete the requirements for basic training
(Online). Graduate (10) Score over 15,000 points in the Campaign meta-game on the first mission. Guerilla (10) Kill 10 enemies with headshots in a ranked free for all playlist or in campaign meta-game on the first mission. Guerilla (10) Kill 10 enemies with headshots in a ranked free for all playlist or in campaign. Headshot Honcho (5) Finish the second mission of the Campaign on Normal, Heroic, or Legendary. Holdout (20) Find and claim this skull when playing on
Normal, Heroic or Legendary difficulty. Iron (10) Kill 10 enemies without dying in any ranked free for all playlist (Online). Killing Frenzy (5) Finish the seventh mission of the Campaign on Normal, Heroic, or Legendary. Last Stand (40) Score 5 grenade sticks in
any ranked free for all playlist (Online). Lee R Wilson Memorial (5) Locate and access all Terminals in the Campaign. Marathon Man (40) Board the same vehicle within 10 seconds after being boarded in any free for all playlist (Online).
Mongoose Mowdown (5) Earn the MVP in any ranked playlist (Online). MVP (5) Find and claim this skull when playing on Normal, Heroic or Legendary difficulty. Mythic (10) Score over 15,000 points in the Campaign meta-game on the eigth mission. Orpheus (10) Kill 4 enemies within 4 seconds of one another in a ranked free for all playlist (Online)
Overkill (5) Score over 50,000 points in the Campaign meta-game on the final mission. Reclaimer (10) Finish the final mission of the Campaign on Normal, Heroic, or
Legendary. Return (50) Advance to the Spartan Officer (25) Score a Triple Kill with the eigth mission of the Campaign on Normal, Heroic, or Legendary. The Key (40) Finish the third mission of the Campaign on Normal, Heroic, or Legendary.
The Road (20) Find and claim this skull when playing on Normal, Heroic or Legendary difficulty. Thunderstorm (10) Find and claim this skull when playing on Normal, Heroic or Legendary difficulty. Thunderstorm (10) Find and claim this skull when playing on Normal, Heroic or Legendary difficulty. Thunderstorm (10) Find and claim this skull when playing on Normal, Heroic or Legendary difficulty. Thunderstorm (10) Find and claim this skull when playing on Normal, Heroic or Legendary difficulty.
skull when playing on Normal, Heroic or Legendary difficulty. Tough Luck (10) Kill 3 enemies within 4 seconds of one another in a ranked free for all playlist (Online). Two for One (5) Earn your Sergeant rating to be recognized as a true Spartan
(Online). UNSC Spartan (15) Kill 5 enemies by melee or assassination in a ranked free for all playlist (Online). Up Close and Personal (5) Destroy a vehicle that has three enemies in it in a ranked playlist or in campaign. Used Car Salesman (5) Destroy a vehicle that has three enemies by melee or assassination in a ranked playlist or in campaign. Used Car Salesman (5) Score over 50,000 points in the Campaign meta-game on the seventh mission. Vanguard (10) Contributed by:
Llamaman2 Effect: Headshots on grunts cause heads to explode with confetti. Where to find: Crow's NestHow to find: Right after the first objective, while en route to the barracks, you will fall down onto a pipe. At the end of this pipe, look over the edge to see a small space a few feet below you. You must simply drop over and as quicky as you can, pull
back to land under the floor you were just on. After that, the skull will be at the end. Contributed by: Malcrasternus Effect: Melee hits instantly recharges your shield. Where to find: As soon as you start the level, head straight up to the higher level. Head toward the door with the red light, then turn around. Jump onto the
racks, onto the red metal light holders, then onto the ventilation tube. The skull will spawn at the end. Contributed by: Lightliquid Description: "Shoot from the hip"Stage: First StageHow To Find: When you get to the area where you see the Phantom overhead (one of the marines will point it out) jump over the rocks and keep following the path on the
right. When you get to the cliff there will be a rock over of the skull is on the end of the rock. Note: This skull has to be Activated before you start at last check point or in single player if you die you restart the
level. Where to Find: Sierra 117How to find: In the area where you rescue Sarge, behind the prison cell is a large ledge. Got to the far end of the ledge, turning two corners the skull is at the far end. Contributed by: Scilidh Effect: Enemies do saving throws Where
to find: Tsavo HighwayOn Tsavo HighwayOn Tsavo Highway, about halfway through the mission (right after you are forced to walk through a large blue barrier), you will come out of a tunnel on the highway, and see a large pipeline on your left. Drop down in between the two, and run to the wall in front of you. Follow the wall all the way to where it connects with the
cliff on your right, and turn to the left. There should be a few ledges--simply crouch jump from ledge to ledge, and the last one should have the "Tough Luck" skull on it. Contributed by: Mortal Esteban Effect: Every enemy on the field now has double their normal amount of health. Where to find: HaloHow to find: As soon as the mission starts walk up
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the hill in front of you and into the cave. Hug the right side of the cave and after a large boulder you will see a path on your right, just take the short path and it will be at the end. Contributed by: oOMaverickOo Effect: Explosive force increased (sputnik from H2)Level: The ArkLocation: First pick up a grav lift from the small building near where you fight the scarab. Now proceed through the level until you reach the second sloping hallway (stairway), you should see some partitioned risers (platforms) halfway down. The skull is on the right side of the hall so it lands on the fourth little green dot from the door. Then run, jump, and use the grav-lift to propel you to the top. You should reach a ckeckpoint just as you enter the room so it you miss just try again. Contributed by: vjay8088 Mission: The CovenantEffect: "Field promotions for everyone!" -- Upgrades enemies to their stronger versions. After you shut down tower 1 and get access to the hornet, fly to tower 2 (the one the arbiter shut down). While walking up the stairs, go to the middle part that connects both and there should be a stair leading up to a platform where the skull is. Contributed by: jed512 The Ark: 1. Start the mission and once you enter the first building take a left into another door and now you should be in a curved corridor. On the inside is a Terminal. 2. After activating the bridge to

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