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[Halo 3 Beta Glitch Reveals 4 Player Co-Op Mode](#)

Also, the full list of features soon to be available in the full game

Just a couple of days ago, modders were able to break into the Beta of Halo 3 and extract the most vital information ever about a game - everything: weapons, vehicles, game types, variations and so on. Although it sounds like a long-shot for [Bungie](#) to have left all this in the open, it sounds quite real. Thus, TeamXbox has posted the entire contents of what modders found. One in particular strikes you right in the kisser: a Four player co-op mode. "Only 2 players may play splitscreen coop on the same Xbox 360 console. The party size is too large to start the game. Up to 4 players may play coop on [Xbox Live](#) or System Link," says TeamXbox. And for the full list of features, soon to be available in the full [Halo 3](#), check right below: Weapons- Assault Rifle- Battle Rifle- Beam Rifle- Brute Shot- Carbine- Excavator- Gravity Hammer- Flamethrower- Magnum- Missile Launcher- Needler- Plasma Pistol- Plasma Rifle- Fuel Rod Cannon- Rocket Launcher- Shotgun- SMG - Sniper Rifle- Spartan Laser- Spiker- Sword Vehicles- Mongoose- Warthog- Hornet- Pelican- Scorpion- Ghost- Brute Chopper- Spectre- Shadow- Banshee- Phantom- Wraith Game Types- Capture the Flag: Invade your opponent's stronghold, heist their flag, and bring it back to your base to score.- Slayer: Kill as many of your opponents as you can. The player with the most points wins. - Oddball: Find the ball and hold on to it to earn time. The player with the most time wins.- King of the Hill: Gain control of the hill to earn time. Keep your opponents off and earn the most time to win.- Juggernaut: Work together to take down the Juggernaut. Beware, you kill the Juggernaut, you become the Juggernaut, and only the Juggernaut can win.- Territories: Find and control the territories on the map. The more territories you control, the faster you earn time.- Infection: Destroy the Flood or become infected. Score points for killing flood or big points for infecting a human. The player with the most points wins.- Assault: Da bomb!- V.I.P.: Protect the V.I.P. from dying at the hands of your opponents. If you are the V.I.P., you must stay alive or your opponents score a point. - Variations Shareable content with other users in a similar way to movies. - Team Slayer- Team Swords- Team Rockets- Team Shotguns- Team Fiesta- Team Phantoms- Slayer Duel- Sword Duel- Rifle Duel- Rumble Slayer- Rumble Swords- Rumble Rockets- Rumble Shotguns- Oddball- Fiesta Ball- Team Ball King- Phantom King- Crazy King- Team Crazy King- Multi Flag CTF- CTF Wraiths- CTF Classic- Shotgun CTF- 1 Flag CTF- 1 Flag CTF Fast- Multi Bomb Assault- Rapid Assault- Neutral Bomb- Neut. Bomb Fast- 3 Plots Land Grab- Games menu options Settings from the game menu options:- Damage resistance- Shield multiplier- Shield recharge rate- Immune to headshots- Grenade counts- Infinite ammo- Weapon pickup disabled- Player speed (25%, 50%, 75%, 90%, 100%, 110%, 125%, 150%, 200%, 300%)- Player gravity (50%, 100%, 200%)- Vehicle use (passenger only)- Motion tracker range (10m, 25m, 75m, 100m, 150m)- Appearance: Vis effects (black glow, team glow, white glow). Active camo: good camo that might fool the elite, poor camo that might fool a grunt. Indestructible vehicles (on, off) With all this prepared, Bungie's sure to launch yet another winner in the FPS series. Too bad that [Halo 3 ends the trilogy](#). Let's hope Halo Wars is just as good, or better. Heck, should we even hope it will be better...?