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By: Alexandru Stanescu, Editor, Gaming Reviews (Consoles)



Halo 3 Secrets (Xbox 360)

All the Skulls list

The Mission: The Covenant controls the Earth. The Flood is unleashed and on the loose. With the fate of the galaxy hanging in the balance, **Master Chief** is the only one who can save the human race. The entire epic story arc has led up to this moment. Master Chief, the last of his kind, is a warrior born for combat and bred for war - and humanity's only hope. After stowing away on a Forerunner spacecraft, Master Chief, a genetically altered, cybernetically enhanced Spartan supersoldier, must race back to Earth to stop the Covenant once and for all and save mankind. With his artificial intelligence companion **Cortana** in the grip of the Flood's intelligent embodiment, Gravemind, Master Chief and his allies are vastly outnumbered, but the stakes are too high to do anything but face them head-on.

Secrets

Black-Eye Skull Effect: Melee hits instantly recharge 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 towards 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. **Blind Skull** 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 the side. The skull is on the end of the rock. Note: This skull has to be Activated before you start a Campaign map. **Catch 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. **Cowbell Skull** Effect: Explosive force increased (sputnik from H2) Level: The Ark Location: 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 top level. Toss the grav lift 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 checkpoint just as you enter the room so if you miss just try again. **Famine 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 wrecked phantom, look to your left and you will see a huge boulder. Use a ghost and get to the side of 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 where the skull is placed. Simply jump from the top of the ghosts towards the skull and land on the beam. **Fog 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 destroyed in the previous mission, you encounter a ramp (next to a missile launcher). Around this ramp, 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 missile 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. **Grunt Birthday Party skull** 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 quickly as you can, pull back to land under the floor you were just on. After that, the skull will be at the end.

Iron SkullEffect: 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. Go to the far right side and jump on the boxes, then onto the pipes to get up on the ledge, go to the far end of the ledge, turning two corners; the skull is at the far end.

Mythic SkullEffect: Every enemy on the field now has doubled the normal amount of 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 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.

The 7 Terminals

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 across 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. It 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 end 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.

Thunderstorm SkullMission: 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 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.

Tilt SkullMission: Cortana

Effect: "What was once resistant is now immunity" -- Enemies have different body parts that may be resistant 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 of 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 rock sticking out and leading up on top of the original circular room, the skull will be in a pile of blood.

Tough Luck SkullEffect: 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.

Superb gameplay footage below: