

Don't have a jtag??Or you just want cheats??We'll here are some.HAVE FUN!!

BY:

Thexboxps3world

EasterEgg:ReachRacer

On Mission 03, Oni: Sword Base, there are two hidden switches, marked as "doors" that you can open only with two players in a co-op match. Both switches can be found after Rally Point Alpha, where you must destroy the Wraiths. Switch A is found on the coast of the water just southeast of the buildings with a pair switches you must activate. It's on a pile of rocks near the frozen waterfall. You'll know you are standing in the right place when you get a message saying "Hold X to Open Door." Note: You must reload your weapon before getting this. Switch B is just past the AA cannon in the next area. A pile of rocks with some trees on it overlooks the vast, walled complex on the ice below the area. With both people standing in these places, press X simultaneously and a message will appear on screen saying "REACH RACER." You will then be warped to the Oni: Sword Base with two Gauss Cannon Wart Hogs ready for racing. You can race your friend through a course marked by red waypoints (you don't need to touch the waypoints, you just need to cruise past them). At the end of the race, the loser's Wart Hog explodes and you'll both be warped back to race anew.
carlmii,ArkBlade

Hint: Easier Achievement -- If They Came to Hear Me Beg

For the achievement where you need to "perform an assassination against an Elite to survive a fall that would've been fatal," here are some things to keep in mind.

The single thing I've noticed from all the videos of people making it, including my own, is that you actually **make contact with your beat-down at the exact frame you hit the ground**. When I got it, I actually took fall damage and dropped to five bars of health, and I also pretty much dropped on top of the Elite and slid down his back.

It's much easier just using a jetpack while you are defending the door to the Research Facility. Elites love to stand still on easier modes, just firing at your squad, jet pack up high, land on dumb elite target. Best part is that you can jet pack to save yourself if your target moves and try again in the next few seconds.
xXHomieGxx

Hint: Lower Your Weapon

Note: This can only be done offline. This works on any button layout, not just the default settings. Lower your weapon by holding down "Grenade Switch" + "Reload" + Click the Right Stick + Down on the D-Pad. That would be B + X + CLICK RIGHT STICK + DOWN (D-Pad) on the default controls.
Unlockable: Multiplayer Nameplates

Perform the following actions to unlock Multiplayer Nameplates. You can activate the nameplates on Bungie.net by entering your AccountSettings, and then navigating to your Game Settings.

- * Assault Rifle - Unlocked for playing the Halo Reach Beta (closed in May, 2010)
- * Halo 2 logo - Unlocked for playing Halo 2 on Xbox Live (closed April 15, 2010)
- * Halo 3 logo - Play the Halo 3 Campaign while connected to Xbox Live
- * Marathon Durandal logo - Log in at Bungie.net with Marathon Durandal on your recently played games list
- * MJOLNIR Mk VI (Master Chief) helmet - Unlock any 4 of the Halo (PC), Halo 2, Halo 3, Halo 3: ODST or Halo Reach Beta nameplates
- * ODST logo - Play the Halo 3:ODST Campaign while connected to Xbox Live
- * Halo: CE logo - Register your Halo (PC) product code at Bungie.net
- * 7th Column symbol/Septagon - Log in to Bungie.net with your Gamertag/email

address

LordXaero

Easter

Egg:

Master

Chief

Cameo

Upon completing the final level (The Pillar of Autumn), you will see a cut-scene of the ship taking off. When the cut-scene starts, hold your aiming stick (it will be dependent on your control scheme) so that you would "turn right" normally.

At the point when the UNSC shuttle docks at the Pillar of Autumn's landing bay, the camera will move to the right (if you were holding the stick to aim right) and catch a shot of a Spartan in a capsule. Should look familiar, right?
SJC

Hint:

Jack

a

Wraith

This is a tough maneuver and you should be packing a Plasma Pistol before attempting it and some sort of scoped weapon -- and a Sprint armor ability if possible. First, find some cover near the Wraith and use a scoped weapon to eliminate the gunner behind the Wraith's turret. Now, shoot the Wraith with a charged Plasma Pistol shot and approach it as it becomes temporarily disabled. You may want to use Sprint to do this! Jump onto the front of the downed tank and you will see the turret area open. Press X when you see the prompt to operate the turret. As you take over the turret, the Elite piloting the Wraith will hop out. Shoot him and the Wraith is yours! Exit the turret and jump onto the top of the Wraith and enter the pilot's seat.

Unlockable:

Avatar

Awards

Complete the following requirements to unlock items for your Xbox Live Avatar.

* Carter's Helmet - Clear a Campaign mission on Legendary without dying (Note: To get this easily, play through an entire level on Legendary and die as much as you want. At the end of the level, save and quit. Choose "Resume Campaign" and

then finish the level without dying to get the Avatar.)

* Emile's Helmet - Earn a Bulltrue medal in either multiplayer or Firefight Matchmaking (Kill someone while they're lunging with an Energy Sword attack)

* Jorge's Helmet - Earn a Killtacular in multiplayer Matchmaking (Kill 5 enemies within 4 seconds of each other)

* Jun's Helmet - Kill 100 enemies in a row without dying in either the Campaign or Firefight (set your shields/life to infinite in a Firefight match)

* Kat's Helmet - Avenge a teammate's death in multiplayer Matchmaking (Kill someone who killed your teammate)

Dexter

Easter Egg: Change Club Errera's Music and Brute Dance Party

In Mission 7, you can change the music to the tracks "Never Surrender" and "Siege of Madrigal" in Club Errera. During Mission 7, once you get to the Club Errera part of the mission, head back to the hospital. Fly to a ledge below the usual entrance. If you chose the right one, when you get out you should see a green light. Once found, activate it and go back to Club Errera. Land and when you walk in the song "Never Surrender" will be playing. If you want to change the music again, go back to your Falcon and fly to the roof of Club Errera. Guess what, there's another switch. Activate it and the song "Siege of Madrigal" will now be playing.

If you return to the dance club after you clear it out (Hunters included) then a Brute DJ will be spinning records, a Brute tends the bar and Grunts get freaky.

IGN Guides

Achievement Hint: Easy Custom Firefight Achievements

To make certain Achievements very, very easy, set up a Firefight match with the exact settings below.

You can use this method for:

* Heat in the Pipe
 * Game Set Match
 * Crowd Control
 * Blaze of Glory
 * Firestarter
 * Lucky Me

Set your Mission (Map) to Beachhead (you can do this anywhere but we found Beachhead to be the easiest to hit large packs of enemies)

Set your Difficulty to Legendary (for a score multiplier)

Under Game Options, choose Firefight Settings and Wave Properties and change these settings for Round 1, 2 AND 3 Round Properties. You have to change the settings for EACH ROUND.

* Turn on these skulls: Mythic, Catch, Tough Luck, Famine, Tilt, Black Eye, Grunt Birthday, Cowbell, IWHBYD. These skulls will increase your multiplier. Note: You can turn on Cloud if you want, but having radar helps you anticipate enemy drops and score more points.

* Now, for each Wave, Initial, Main and Boss, change these settings:

* Uses Dropship: Enabled (You will be able to hit clumps of enemies dropping from Phantoms for high scores)

* Squad Selection Order: Ordered

* All Squads 1-5: Elites (Elites are worth more points than Grunts and you can kill them in one missile hit, unlike Brutes)

After adjusting the settings and Skulls for ALL 3 ROUNDS, enter the Bonus Wave settings and make these changes.

* Bonus Wave Duration: 2 Minutes
 * Uses Dropship: Enabled

* Turn on these skulls: Mythic, Catch, Tough Luck, Famine, Cloud, Tilt, Black Eye, Grunt
 * Birthday, Cowbell, IWHBYD.
 * Squad Selection Order: Random
 * All Squads: Elites

Back out of the Wave Properties menu and make these settings in the Game Options/Firefight Settings menu.

* Wave Limit: No Limit
 * Turn Count: No Turns
 * Time Limit: No Limit

Enter the Generator Properties menu and make the following changes.

* Generator Count: Disabled
 * Spawn Order: Sequence
 * Loss Condition: Lose All

Enter the Scenario Settings Menu and make the following changes.

* Hazards: Disabled
 * Weapon Drops: Enabled
 * Ammo Crates: Enabled

You do not need to adjust the Custom Skull Settings. Back out to the Game Options Menu and choose Spartan Settings. Ignore the options here -- they won't matter -- and choose the Base Traits Menu.

* Choose Shields and Health and makes the following changes:
 * Damage Resistance: Invulnerable
 * Immune to Headshots: Enabled
 * Immune to Assassination: Enabled (This is important -- even if you are invulnerable you can still be killed unless you enable this option)

Back out to the Spartan Settings / Base Traits Menu and choose Weapons and Damage and make the following changes.

- * Damage Modifier: 300%
- * Melee Modifier: 300%
- * Primary Weapon: Rocket Launcher
- * Secondary Weapon: DMR
- * Starting Equipment: Jet Pack
- * Infinite Ammo: Bottomless Clip (Crucial: No reloading!)
- * Equipment Usage: Unlimited

Back out to the Spartan Settings / Base Traits Menu and choose Movement and make the following changes.

- * Player Speed: 200% (You may go higher but it gets a bit difficult to control)

Back out to the Spartan Settings / Base Traits Menu and choose Sensors and make the following changes.

- * Motion Tracker Mode: Enhanced Mode
- * Motion Tracker Range: 150 Meters (This will allow you to spot dropships from afar)

Back out to the Spartan Settings Menu and choose Loadouts and make the following changes:

- * For Loadouts 1-6, change Hide Loadout to Hidden (this will ensure that you have the Rocket Launcher you set for your primary weapon above for the entire match)

Back out to the Firefight Menu -- you can ignore the Elite Settings and General Settings menus.

Now, begin your game.
Heat in the Pipe:

Since you are invulnerable and your rocket launcher will take out Elites in one hit, this just takes time. Your ultimate goal is to just hit clumps of Elites for high scores. After playing for a bit you'll learn the locations of Elite drops. Watch for the drop near the center of the map on the cement platform -- 8 Elites drop here at once! It took about 30 minutes and 750 kills for us to get 1,000,000 points.

Game Set Match:

Invulnerability helps with this a bit! Basically, kill every enemy in every round and wave until the rounds start over. This takes about 30 minutes. With the ultimate settings outlined above, you won't have any trouble with this -- but you'll have to have some patience!
Crowd Control:

The Killionaire medal can be won by killing 10 enemies within 4 seconds of each other. The easiest time to get this is during the Bonus round, where dozens of Elites will swarm around you. Just aim for the Elites -- or your feet -- and send rocket after rocket at them. Kill ten quickly and you'll get the Achievement.
Blaze of Glory:

Since you are invulnerable and your rocket launcher will take out Elites in one hit, this just takes time. Your ultimate goal is to just hit clumps of Elites for high scores. After playing for a bit you'll learn the locations of Elite drops. Watch for the drop near the center of the map on the cement platform -- 8 Elites drop here at once! It took about 10 minutes for us to get 200,000 points.
Firestarter:

Since you are invulnerable and your rocket launcher will take out Elites in one hit, this just takes time. Your ultimate goal is to just hit clumps of Elites for high scores. After playing for a bit you'll learn the locations of Elite drops. Watch for the drop near the center of the map on the cement platform -- 8 Elites drop here

at once! It took about 3 minutes for us to get 50,000 points.
Lucky Me:

With your jetpack set to run infinitely, you should have no problem sending missiles at clumps of Elites. They usually exit the Dropships in packs of four, so watch for that.

Cheat: Easy, Hands-Off Credits

Cheat: Free (Slow) Credit Farming

Begin Firefight Mode and enter the Game Options Menu and choose Spartan Settings. Choose the Base Traits Menu. Choose Shields and Health and makes the following changes:

* Damage Resistance: Invulnerable

Set the difficulty to Legendary and begin a match. Stand near enemies and let them attack you. You'll rack up Credits to spend on equipment without lifting a finger! You should get credits about 10 Credits per minute -- sometimes more. It is unclear how Credits are earned. Set your controller down and go to school or something, jeez.

Hint: Data Pad Locations

Below is a quick-reference list for all of the Data Pads in Halo: Reach. Pictures, videos and more for the Data Pads are on the way!

Datapads are not collectibles, but read-able iPads/Kindles that shed light about the Halo universe.

Winter Contingency. Any difficulty. After driving across the first river, stay right and you will approach a group of buildings with Covenant in them. The datapad is hidden amongst those structures.

Winter Contingency (Legendary). Found only on Legendary difficulty. At the very start of the level, a cloaked Covenant Elite will run, from left to right, across your field of fire. To intercept the enemy, you need to move quickly downhill and shoot/kill the enemy before it flees the field. You can restart the mission if you miss it.

ONI Sword Base. Any difficulty. This pad is inside Sword Base, near the end of the level. Go into the big room with the walkways connecting its opposite sides. The pad is under the stairs on the third level.

ONI Sword Base (Legendary). Found only on Legendary difficulty. You head up a multi-tiered base (or tower) next to a comms antennae (this is outside). At the top of the base, go over the railing facing the surrounding cliffs; jump across a broken bridge between the base and rocky surroundings (it's at the top of the ramp to the top level), and explore the rocky plateau beyond for this datapad.

Nightfall. Any difficulty. At the start of the level, in the cave to your right.

Nightfall (Legendary). Found only on Legendary difficulty. After you regroup with the troops, head for the riverbed and follow the green beacon/lights; make a count. At the 5th beacon, get on top of the rock ledge above you, and follow the cliffside path (hop across the river to the other side). You cross back over a low stone overpass; continue following the cliffside trail back (upriver) after the overpass and you will locate the pad.

Tip of the Spear. Any difficulty. This pad is located after your first encounter the Zealot. Drop in the ruined facility and navigate a path to the room adjacent to the one you dropped into (before heading back outside). The pad is in there.

Tip of the Spear (Legendary). Found only on Legendary difficulty. You may want to take a vehicle along, to serve as a jump-pad (like the deployable shield in Halo 3). Locate the second Covenant anti-air gun emplacement and locate the drop off where the bridge was. Use your vehicle to get onto the broken bridge supports,

and jump to the bridge section with the datapad.

Long Night of Solace. Any difficulty. This pad is found just before you lift off the planet. When you go into the launch facility, go to the room with the holo-display. Check behind the consoles for this item.

Long Night of Solace (Legendary). Found only on Legendary difficulty. This pad is found before entering the Saber. As you approach the ship, go up one flight of stairs, then turn left and jump to the nearby ledge. From that ledge, get to the next ledge up using a "grenade jump" (timing a jump so a grenade explosion boosts the height of your jump) or use a nearby environmental element to increase your jump height. The pad is at the second platform.

Exodus. Any difficulty. After meeting the soldiers with the jetpacks, jump across the broken gap and engage the enemies. There will be a green arrow sign (on a support pillar). Past this sign, immediately jumpjet yourself to the upper gantry to locate this pad.

Exodus (Legendary). Found only on Legendary difficulty. You will need a jetpack (like before). The pad is in the section of the stage just before Rally Point B, and after the large gap. Take out all enemies in the area (so no one kills you) and go to the area just before the painted "New Alexandria" sign on the building. There are two "vent" things high up on the face of the building; the pad is on the right vent. Use the jetpack to assist your jumps on the crossbeams on the building's side to reach your destination.

New Alexandria. Any difficulty. At the start of the level, fly your vehicle towards the red glow in the horizon and locate a shark-finned skyscraper with lateral black bands (windows) on its spine. The pad is on the roof of this building.

New Alexandria (Legendary). Found only on Legendary difficulty. The pad is located "behind" the starting point of the mission. Fly the vehicle to the building directly opposite the landing pad, and descend into the fog. The pad is on a fairly

low ledge on the building's side.

The Package. Any difficulty. This item is found right before you trigger the elevator cut-scene that takes you to the excavation site. Stand directly before the green panel in the room with the lift, turn around 180° and look down to see what you were looking for.

The Package (Legendary). Found only on Legendary difficulty. The pad is in the area where you defend the scientist's lab, and you need a jet-pack (for the easiest time). Locate the bridge you need to cross to get to the lab, and jumpjet across the chasm to the left of the broken bridge. Go around corner of the base of the fortification/wall (it will be on your right) and you can find this pad.

Pillar of Autumn. Any difficulty. Just after "rally point A", you will be near a glass window in a long hallway. The pad is past the window.

Pillar of Autumn (Legendary). Found only on Legendary difficulty. Go across a work bridge to the "Sinoviet"; cross over and locate the pad on the building's roof (it's in a corner to the right of the bridgehead).

Lone Wolf (Legendary). Found only on Legendary difficulty. Let the credits finish, and you will be fighting in a sequence where your shields do not regenerate. This pad is found inside an elevated pipe near the a sniper rifle on a platform. Note that while reading this log entry, enemies can shoot (and kill) you.
(Beta) Unlockable: Halo: Reach Avatar Hoodie