

for more h1 speedrun info: <http://andrew.gg> / <http://twitch.tv/goatrope>

this is an attempt at an exhaustive list of every trick I use in my single segment run. this list will only include things that bungie did not intend or plan for you to do when beating the game normally.

poa

- do training on inverted because it skips making you try out inverted controls
- distract "sam" by looking at him to make him skip dialog and open door earlier
- walk backwards out of bridge to trigger cutscene faster than walking all the way in
- run out of the bridge fast enough to skip the load trigger for grunts outside door
- hop up stairs room to save a few seconds
- revert to checkpoint during ai_conversation tunnel_1 to end it and skip to ai_conversation tunnel_2 which opens the maintenance door after completing

halo

- grenade jump up cliff saves a few seconds of walking
- betray marines at first tower to skip their dialogue, spawning dropships faster
- betray gunner in hog that foehammer brings since he will later un-ally with me, causing me to be unable to enter the warthog again
- hog fling up to the lightbridge switch saves time walking and also skips the trigger for the long, unskippable cutscene
- hog fling into underground structure
- betray marines so we don't have to fight covenant or wait for pelican pickup
- grenade jump out of underground structure
- betray more marines so we don't have to fight covenant or wait for pelican pickup

tnr

- betray marine(s) once we enter ship to skip dialogue, making enemies spawn faster
- overcharge elite causing him to berserk and run at me, which opens the door early
- grenade jump sequence to skip lots of fighting and walking around hangar
- betray marines after rescuing them to skip marine dialogue and keyes dialogue
- level ends early because the hangar grenade jump skips some weird triggers

sc

- run the opposite way to get a warthog sooner
- grenade warthog towards self
- hog fling through the locked door
- fire shots to skip cutscene
- fall down shaft
- land on corner of purple box at the bottom to smooth out landing
- land on overshield to stop fall damage + allow later grenade jump
- grenade jump up to camo

- simple platforming to save walking (can do a fast grenade jump here if you have full health)

aotcr

- 3 consecutive falls to get from bridge to ground, skipping a section and deloading entire level
- grenade jump to take faster route in room
- steal banshee to get to end sooner

343gs

- simple platforming to take more direct route to structure
- fall off elevator, using angles to avoid fall damage
- grenade jump to skip a room
- fall off second elevator, using angles to avoid fall damage
- somewhat harder platforming in camo room to skip a section
- grenade jump to take faster route through room
- stay at 1hp and walk certain path to guarantee fast level ending trigger

library

- walk through 'inner ring' of second level instead of expected path; slightly shorter and despawns enemies
- use various carrier forms throughout the level for damage boosts
- grenade jump through a door
- slightly scary grenade jump through a door with enemies around
- very scary grenade jump through final door with lots of enemies around

tb

- grenade jump or lure a flood to jump off his head to skip running long way around room before second canyon
- rocket ghost towards self
- use clipping + explosives to get ghost through door which is not supposed to allow vehicles through
- stop on bridge in 2 places so we don't skip essential triggers
- kill flood at start of third canyon to hit an essential trigger

keyes

- use covenant shield to bump into ceiling and walk to keyes room directly, skipping most of the level

maw

- running past first sentinels quickly enough stops first group of flood from spawning
- simple platforming in cryo room for a faster path
- grenade jump for faster path in engine room
- open two reactors at once for faster clear (done on both sides)
- walk onto invisible elevator floor for faster clear + trigger

- 360 levels out the warthog during jump, making it less likely to flip over than when driving straight
- drive through barrels at the very end