

# BO3 Zombies Cheat Sheet

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## Shadows of Evil

**Disclaimer:** This easter egg must be done with four people

**Rocket Shield:** Consists of 3 parts from different districts, Rocket Boosters, Visor, Base, Craft the shield on a crafting table either next to the Ruby Rabid or near the train station in Footlight District

**Visor:** Footlight District

- I. On top of staircase on the right of egg pedestal to the left
- II. Left of the Perk machine on the same platform
- III. On chair to the left of staircase that leads to the main Footlight area from previous platform

**Rocket Boosters:** Waterfront District

- I. Walk up staircase to your right when entering the district, will be next to crate at top of stairs
- II. Near window of room with Juggernog (Right of perk)
- III. At the back door opposite egg pedestal in room connecting to Juggernog room

**Base:** Canals District

- I. Walk up staircase to right of entrance and the part can be to your right as soon as you enter the room
- II. In the middle of the bridge connecting previous room to Perk room
- III. Leaned up against window in Perk room

**Civil Protector:** Consists of 3 fuses found in different districts

**Canals District:**

- I. Head up the stairs left of the the Ruby Rabid to the Perk room and a fuse can be next to some crates at the entrance of the bridge
- II. On the Banana Cart in the middle of the same bridge
- III. On the Banana Crates at the end of the same bridge

**Waterfront District:**

- I. Head up the stairs leading to the Train Station and turn right, it can be on some crates
- II. On railing opposite the crate on the same platform as the previous location
- III. Continue on and head across the bridge and it can be laying on a barrel

**Footlight District:**

- I. Head up the stairs and left from the Perk platform and it can be laying on a barrel in the room ahead
- II. Turn right and near the end of the bride a fuse can be laying on the railing
- III. Leave the bridge and the fuse can be laying behind a pillar

**Pack-A-Punch**-Margwas will spawn after the 2nd and 4th rituals

**Nero's Ritual**

1. When you Spawn in enter Beast Mode by interacting with one of the pedestals containing purple fire and then melee the box on the back of the truck to reveal the Summoning Key
2. Leave the spawn area by buying the door for 500 points out of beast mode then shock the electrical box by the crane to make it drop the Fountain Pen
3. Grapple up to the fire escape where the Shadowman stood at the beginning of the game and run through Nero's Lair and out to the bottom of the stairs to and shock the electrical box to open them
4. Shock any electrical for perks along the way
5. Take the Summoning Key and the Fountain Pen to Nero's Lair and then interact with the table twice to begin the ritual

6. Train the Keepers around for 30 seconds or so to complete it then interact with the gateworm on the table to collect it

### **Canal Ritual**

1. Enter beast mode then jump into the canal itself and melee a box trapped in a crate near the floor
2. Run along the canal and shock the electrical box near the boat at the end of the canal
3. Grapple up to the top of the Ruby Rabid and run to the bottom floor and shock the electrical box to open the stairs
4. Collect the badge from the canal and complete the ritual in the Ruby Rabid

### **Waterfront:**

1. Enter Beast Mode and grapple up to the fire escapes(may take two grapples) and melee the box at the top
2. Jump down and run to the bottom on the ramp then melee the door to the coxing gym open
3. Collect the Title Belt from the area below where you meleed the box then complete the ritual

### **Footlight Ritual:**

1. Enter Beast Mode and grapple up to the platform opposite the Perk area and melee the box at the top
2. Grapple up to the top of the Strip Club and shock the electrical box on the back of the sign to open the Club
3. Pick up the Hair Piece from under where the box containing it was then complete the ritual

### **Opening P-A-P**

1. Go to the P-A-P/Rift area by taking a portal that can be opened by meeleing doors in beast mode around the map (one in each district)
2. Kill the Keepers and walk up to the Brick Wall with a bunch of yellow symbols and it should disappear

3. Fill each pedestal in the newly revealed room with the gate worms and interact with the table near the entrance and complete this ritual just like all the other rituals and this will open the hole in the far wall which is Pack-A-Punch

### **Obtaining the Apothicon Sword**

1. Ride the train from Waterfront to Footlight Districts and look out the window to the right of where you are going and there will be symbols in two different windows along the way
2. Next ride the train from Footlight to Canals and look right for the third symbol during the ride
3. Go to the Rift and enter beast mode then find the wall with a lot of symbols around it and shock the ones that you saw on your train rides
4. If you have done this correctly you will reveal the swords behind the wall
5. Interact with a sword to pick up an egg then charge it with zombies souls in four different locations with pedestals revealed by meleeing large boxes in beast mode
  - a. Behind the wall with the swords
  - b. In Footlight district under the platform with a Perk and Mystery Box
  - c. In Canals District to the right of the Ruby Rabid
  - d. In Waterfront District in the room behind the Perk room near the shield part locations listed above
6. Take your completed egg back to the Rift and retrieve your sword

### **Upgrading The Apothicon Sword**

1. Go to your character's Ritual Site and collect the Arch-Ovum egg from a transparent Keeper
  - a. Jessica(Whore)-Footlight Strip Club
  - b. Nero(Magician)-1st Ritual site near Spawn
  - c. Jackie(Cop)-Ruby Rabid in Canals

- d. Floyd(Boxer)-Waterfront Gym
2. Take your new egg to one of the four glowing red circles on the ground around the map(one in each district) and interact with it to spawn 2 margwas(1 Margwa for first ritual). Once you will the Margwa(s) you will complete the ritual and automatically have the egg back. If you down to anything during that time it will fail the ritual and you will have to try again next round.
3. Once you have completed all four rituals (one per round) take your Arch-Ovum back to your characters ritual spot and collect the upgraded Apothicon Sword from the Keeper

### **Apothicon Servant:**

1. First you must collect the tentacle from a purple plant pod by harvesting it with a fumigator. Here are all or most the possible fumigator locations
  - a. On a crate to the right of the Beast pedestal in the starting area
  - b. Between two windows to the left of the "NEROS LANDING." When the players spawn, it's behind them
  - c. On the tailgate of a truck to the right of the spawn, next to Quick Revive
  - d. On a chair in the room between the Junction's beast pedestal and Stamin-Up
  - e. On a crate to the right, below a window, just through the entrance to canals from junction.
2. Obtain the Margwa Heart by simply killing a Margwa
3. Obtain the XenoMatter by killing a meatball that is glowing yellow(this part looks like green grapes)
4. Craft the gun on a crafting table either next to the Ruby Rabid or near the train station in Footlight District

### **Easter Egg**

1. Open Pack a Punch (Guide Above)

2. Craft and upgrade the Apothicon Sword (Guide Above)
3. Go to Nero's Lair (first ritual) and interact with a book on the floor and it should float in the air
4. **Flag Step!** Now a flag will appear in the P-A-P/Downstairs area of the map, take this flag to the sparking areas and place it down and defend it twice in each district which will trigger an infinite meatball spawn, you will have to defeat the Shadowman by dealing enough damage, then bring it to the ritual spot in that district and place it down (Civil Protector REALLY helps) you can do one district per round
5. **Kill the Shadowman!** Head down to the P-A-P area and give the keepers your swords by interacting with them, this will begin the fight. To win you must shoot him until he is over the table at the entrance then interact with the table to place the Summoning Key which traps him in the key. This spawns a giant gate worm in the sky
6. **The Last Step!** There will be purple circles on the ground, AVOID THEM! Also you will now continuously take damage for every 30 seconds you don't touch a white wisp found all around the map. You will now also have infinite Beast Mode, everyone will have to enter this and three people will go to a different district and shock some electrical boxes on the ceiling corners of the train stations after one person calls it before they enter beast mode while the fourth person shocks the three Gatekeepers in the middle of the map outside spawn. If this is all done in unison you will beat the easter egg and trigger the cutscene.

### **The Giant**

1. First you will need a Pack-A-Punched weapon, preferably not a shotgun since the weapon will need to be semi-long range. You unlock Pack-A-Punch by linking the teleporters to the mainframe at three different locations: in a room to the right of spawn connected to a hallway, in a room behind power in the middle of the map, and on the top floor on the left side of the map.

2. Look out of the map through a barrier to the right of spawn when facing the P-A-P machine and shoot one of the control panels on the the pillars which a Packed gun and you will receive an audio queue and a few green items will fly into the air
3. Next you need to shoot three teddy bears around the map found in these locations:
  - a. In the teleporter room on the right side of the map on the lower level there will be an open crawl space on the right side of the room near the stairs
  - b. Near power look outside the map on power switch side on the fire escapes there will be a very small teddy bear
  - c. On the top floor in the teleporter room look into the vat to the left and stand closer to the teleporter at a diagonal angle and you will be able to shoot the teddy if you jump
4. Next go to the room under the last teleporter with a furnace and pick up the Annihilator. This will complete the short Easter Egg and give you the gate worm in the menu.

## **Der Eisendrache**

### Ragnaroks:

1. The first part is dropped from the Pazer one round 12 after it has been killed
2. The second part is obtained by activating the Death Ray, the piece will appear in the air, take a Wundersphere to collect it
3. The third piece is obtained by activating a switch at the bottom of the stairs at the Rocket Pad during a test fire. You then have to interact with a machine next to the Teleporter at the rocket pad once it has 3 green lights. The piece will appear in the teleporter
4. Build it on a crafting table either in the room above Double Tap, the Undercroft, or the Command Center

### Rocket Shield:

1. Rockets

- a. On some crates to your right when walking into lower courtyard (1st Dragon area)
  - b. Sitting next to a railing to the left when entering same area
  - c. Sitting on the stairs leading from lower courtyard to Death Ray
2. Base
    - a. Sitting in the far side of the clocktower room
    - b. Sitting against some crates at the bottom of stairs leading to upper courtyard
    - c. Sitting against some crates leading to Command Center
  3. Visor
    - a. Activate low gravity in the Undercroft by standing on all 4 blue plates until they start glowing then it can be on the gold Rim above and behind the crafting table
    - b. Above door to Teleporter Room
    - c. Above the P-A-P location in Undercroft
  4. Build it on a crafting table either in the room above Double Tap, the Undercroft, or the Command Center

Plunger: Killing one panzer normally will make this melee weapon insta-kill other panzers for a minute or so

1. Go to Clock Tower and shoot the fire bow wall symbol at the top of the stairs
2. Place your Ragnaroks down
3. Interact with one of the machines near the entrance to the clocktower, this will start the clock
4. Stop the clock at 9:35 exactly in the same way it was started by interacting with the machine, if done correctly a blue orb will appear above the Undercroft pyramid in addition to the Low Gravity Orb



5. Wait for Low Gravity then jump around the Eye looking wall decorations and someone will be teleported back in time and they can grab the Plunger from the table and everyone in the game will receive it
1. Feed the three dragons to get the Wrath of the Ancients
    - a. First dragon in lower courtyard
    - b. Second dragon in command center
    - c. Third dragon in undercroft
    - d. Wrath of the Ancients bow located in the staircase between the command center and undercroft
  2. Obtain as many elemental bows as there are people in your game
    - a. Storm Bow
      - i. Shoot the wind vane near the death ray with the Wrath of the Ancients
      - ii. Pick up the blue arrow that falls from it
      - iii. Shoot three bonfires (piles of logs) around the map to light them on fire
        1. One to the left of the clocktower
        2. From that one, look left out the broken crumble of wall and look way into the distance. You will see the pile of logs faintly, for this one the bow has to be aimed pretty high to hit it
        3. The last one is at the rocket pad on the mountain on the right (Note: You can hit this one without going to the rocket pad, go to the room above double tap and look out the window. Now aim your bow's crosshair at the intersection point of the ridges of the two mountains, move an inch right from that and fire an uncharged shot.)
      - iv. Now go to the undercroft and you will see blue symbols flashing on the walls. Wall run around and run over each of these symbols all without touching the ground, you will hear a cue when done right and a buzzer when failed.

- v. There will be three electric urns around the map that need to be filled with five zombie souls. Do one at a time, after it's filled draw your bow near the urn and the tip will become electrified. Now walk with the bow still drawn to the same place where you originally lit the bonfires. Shoot at the bonfire again this time with the electric arrow to make them lightning-fire bonfires.
    - 1. First urn in the clocktower
    - 2. Second urn in the room above double tap
    - 3. Third urn near the teleporter at the rocket pad
  - vi. Now go back to the wind vane from the beginning, hold action in the blue cloud and wait for the arrow to drop
  - vii. Take the arrow to the pyramid in the undercroft and fill it with souls until ready and then put the Wrath in the Ancients inside to upgrade it
- b. Fire Bow
- i. Walk up the stairs of the clocktower and shoot the red image on the wall with the Wrath of the Ancients to pick up the arrow
  - ii. Go to rocket pad and wait for a test fire, once it's finished walk outside and look to the right. You will see a bright red light on a stone pedestal, shoot this with your bow and listen for the audio cue to complete this step
  - iii. Now take the wundersphere's around the map and look down while in the air. You are looking for a red circle that needs to be hit with an arrow. This may take several tries. Once one is hit you will hear a whispering audio cue to show that the circle is done. There are a total of three circles that need to be hit with the three different wunderspheres.
    - 1. One is right by the death ray
    - 2. One is in the lower courtyard
    - 3. One is up the stairs in the upper courtyard, outside the clocktower
  - iv. Go to the circles you hit, they will be on fire now, and stand inside each of them while killing zombies to collect souls. You will see a beam of light

shoot up from the circle when it's full. Do this until all three circles are full.

- v. Now go back to the clocktower where the arrow was picked up and hold action on the gears of the clock. A symbol will come up in red.
  - vi. One of the fire circles will be on fire, this will tell you where you are doing the next step
    - 1. If the circle in the lower courtyard is on fire, you will use samantha's bedroom
    - 2. If the circle by the death ray is lit, you will use the command center
    - 3. If the circle outside the clock tower is lit, you will use the small tower in the lower courtyard where the wunderfizz is
  - vii. Stand in the circle on fire, now wherever you shoot an arrow, a rock will appear. When you stand next to this rock, the next arrow shot will spawn another rock. This is for a total of four shots. You will have to shoot arrows and spawn rocks to get from your circle to the designated area's fireplace and shoot an arrow in it. Hold action on the burning fireplace to complete this step (watch a video for further explanation).
  - viii. Go to the death ray where there will be a giant fireball, hold action beneath it to pick up the arrow. Take this to the undercroft and fill it to get the fire bow.
- c. Wolf Bow
- i. First you must interact with 4 paintings around the map in a specific order located in these locations
    - 1. In the Void Bow room under clocktower
    - 2. Up the staircase to the right of entrance to Command Center
    - 3. Before the first door leading to hallway with all of the Knights
    - 4. In the clocktower left of entrance

- ii. Here are descriptions of the paintings in the order you must interact with them in; the locations change but the order does not
    - 1. Painting of a King sitting on his throne with his two dogs beside him
    - 2. Mostly white painting of a Knight riding into battle
    - 3. Painting of a fiery mountain being struck by lightning
    - 4. Painting of a Knight being shot by arrows and dying in battle on horse
  - iii. If you have done all this correctly you will see progress on your quest circle in the stats screen and you can pick up your arrow in the entrance to the undercroft at the bottom of the stairs
  - iv. Go to the Rocket Pad and shoot the base of the flag located on top of the mountain above the fire bow rock (stand near Wundersphere and look backwards at the mountain) then pick up the wolf skull that drops down the mountain below the flag
  - v. Take this skull to the Undercroft and interact with the other bones next to the wolf pedestal. This will spawn a ghostly dog that you must follow and collect souls for each time he stops. Once you he stops collecting souls in one location interact with what the dog dug up
  - vi. After you have completed all of the soul steps the dog will sit at the base of a hole in the wall, wait for low gravity and wall ride and shoot the wolf symbol, this will bring up a platform for the hole, stand on this and interact with the skeleton then collect the arrow once the skeleton hands it to you
  - vii. Take the arrow to the pedestal and fill it with souls then interact with it to insert your Wrath of the Ancients and receive your upgraded Wolf Bow
- d. Void Bow
- i. Go to Double Tap (near spawn) and shoot the ceiling with the purple symbol above the GobbleGum Machine and pick up the arrow shards

- ii. Go to the room below clocktower and get a melee kill on the glowing purple square in the middle of the room and interact with the vase to get it to rise
- iii. Find and interact with 6 skulls around the map, here are all the locations
  1. On a window ledge, on the upper level of the Courtyard, not far from the Research Lab (command center)
  2. On the wall by Mule Kick
  3. On the ledge by Double Tap
  4. Inside Samantha's toy box
  5. In the sink in the teleporter room
  6. In the back of the truck in the Rocket Launch site
- iv. Now you must feed 8 crawler's souls to the vase by getting them to crawl into the circle of skulls in the vase room (You can use the Crawl Space GobbleGum if you choose)
- v. After that you will hear a series of 3 words, this is the disembodied voice's name, go to the Knight Hall and interact with the Knights that have symbols on the base of their statues that correspond with your name. **You must do this in order.** The Knight will show you a symbol and those three symbols correspond to his name
- vi. Kill zombies until you collect all three symbols that you need
- vii. Shoot the symbols in order in the vase room and interact with the purple light and you will receive your new arrow
- viii. Go to the Undercroft and fill the arrow with souls then insert your Wrath of the Ancients to receive your new Void Bow
- e. Once you have upgraded a bow go shoot the Orbs of the Teleporter in the Undercroft with a Wrath of the Ancients, this will activate the wisp step which has an audioqueue of a Margwa growl
- f. You must find 4 electrical wisps in one round located in these places, the Margwa sound indicated the spawning of each wisp

- i. Car Tire near Double Tap
  - ii. Clock in Command Center
  - iii. Radio Set to the right of main entrance in Command Center
  - iv. Clock in Bridge connecting Clock Tower and Command Center
  - v. On the Phone opposite Quick Revive
  - vi. On the Crates in the room above Double Tap
  - vii. Phone near Stamin-Up
  - viii. Globe in room next to Samantha's Bedroom
- g. After you get a different sound queue head to the teleporter in the Undercroft, if the glowing circle in the middle is purple you will be able to teleport back in time if everyone is in the teleporter. If you have failed this step you can try again next round and you will get a buzzer sound to indicate you failed
3. Once you have teleported grab the fuses located on a crate to the left of the teleporter and the soul canister to the right of the teleporter then memorize or write down the code that Doctor Groff puts into the safe
4. You will be automatically teleported back to the Rocket Pad and will be greeted by a Panzer, kill this then take the Wundersphere back to the main part of the map
5. Put the fuses into the back of the Death Ray then switch it to Protect by interacting on the switch on the right of the control panel then activate the Death Ray. DON'T END THE ROUND
6. In the same round put in the code you got from Doctor Groff in the computer near the Clocktower
7. If you did the last step correctly you will get a ding sound, if not you will get a buzzer. If done right the same safe from back in time will open giving you some Death Ray tubes and a computer chip
8. Now it's time to play Simon Says at the computers at the Clocktower and at the Rocket Pad. It will show you symbols on the computers and then they will disappear then it will show you one symbol and you must interact with the monitor that displayed that symbol previously. If you fail one Simon says it resets your progress on both. You can check your

progress by looking at the Tesla cannons at the Death Ray, they will be electrified if Simon Says is done

9. Once both Simon Says computers are done, go to the Death Ray, switch it to destroy and interact with the green button on the back of the Death Ray to shoot Dempsey 1.0's Rocket down
10. Pick up a small Golden Rod called the Vril Generator that's near the wreckage from Dempsey in the middle of the courtyard
11. Now it is time to do the wisp step once again, but this time once you teleport, one person will have to interact with a book on the right side of the room while someone else picks up a stone slab from a chest near the far side of the room
12. Once you are back in the map interact with the tomb in front of the Wrath of the Ancients, this inserts the Vril Generator and releases a Keeper
13. This Keeper will go to 4 different spots in the map: Mule Kick, Courtyard, Knight Hall, and Double tap. Follow it there and charge it with souls from kills from the bow that corresponds with the color that will outline your screen, you will have to insert the stone slab you picked up previously in the Double Tap Location
14. After all four Locations are filled it's time for the Boss Fight! Once everyone is set up, go to the Undercroft and insert the soul canister into the MPD Pyramid then have everyone in your game put down their Ragnaroks on the 4 blue squares around it at the same time. You will teleport to the boss arena.
15. For this boss you will need to damage it severely 3 times until you kill it. You damage it by having one person put down their Ragnaroks in the middle every time the boss puts an electric ball at the center. This traps the boss and allows you to kill it by spamming your bow. If you don't put the Ragnaroks down the electric attack can kill you if you are not behind a pillar. In between each Boss phase a load of Panzers will spawn. The Plunger is recommended for this and you get a Max Ammo after each boss phase and in the middle and end of each Panzer phase. Once you kill the Boss for the Final time you will be teleported back to the MPD but you are not done yet! Take the Summoning Key from the Side of the MPD facing the Undercroft entrance then place it into the Simon

Says Computer near the Clocktower. This will complete the Easter Egg and trigger the cutscene.

## **Zetsubou No Shima**

1. Power up the island
  - a. Power consists of several parts. The two labs need to be powered up with 115 water. Once one lab is powered, it will stay on for a few minutes before turning off. To get inside the bunker, players must turn on both labs which in turn will allow the bunker door to open. Once this door is open it will stay open, but the labs power will still turn off unless permanent power is activated.
    - i. Lab A power
      1. Lab nearest to the blue water, this lab is also the center of the spider cage that will be mentioned in the next step
    - ii. Lab B power
      1. Lab nearest to the green water, this lab is the center of a step explained later in this guide
    - iii. Permanent Power
      1. Located to the left of the pack-a-punch, door on the left side when walking into the bunker. A player must swim down into the water and hold action to clear off some spider webs blocking a pump. When this is done, a door will lock the player underwater until several zombies are killed. There will be a few areas where the player can surface to breathe. Once enough zombies are killed, the door will open and the pump will activate. Grab the golden valve that flows out of the pump as it is a piece needed for the pack-a-punch. Now come out of the water and hold action on the power lever to activate permanent power.
2. Pack-a-punch



- a. Three pieces are needed to drain the water blocking access to the pack-a-punch.
  - i. The first is the valve mentioned in the previous step
  - ii. The second is in the room to the right of the pap. In this room there will be several mummies hanging from the ceiling. Knife one to cut it open. All but one of the mummies contains a zombie, with one of them containing the valve for the pap. Keep knifing these until the part falls out.
  - iii. The third piece is located in the room opposite the pack-a-punch, the farthest door in the bunker. Go to the lower level and open the door in which mule kick can be seen through the window. There will be a tunnel with water where players will have to swim through. The piece should be somewhere in this tunnel, it is golden and large and easy to spot. This is the same tunnel that will be used for the next step.
  - iv. Add each piece to one of the valves surrounding the pap and hold action to drain the water. Once all three have been drained the door will open and the pap will become available.
3. Skull Rituals
  - a. There is an altar with four skulls near the spawn of the map. Each skull has a symbol matching that of a pedestal in the map. Every game the symbols for each pedestal are different, but the pedestals are in the same place. The skull with the matching symbol needs to be placed in the pedestal in which then zombies and thrashers will spawn trying to attack it. Defend the skull until it is finished and then take it back to the altar where it was picked up. Once all four cleansed skulls are back in the altar, a secret gateway will open. In the center of this room will be the Skull of Nan Sapwe, which will be used for a later step and is also good at killing zombies. To get this skull, a final ritual will have to be completed where players must kill keepers to collect enough souls. Once this is done the skull will be available to pick up. The four pedestals can be done in any order.
    - i. One pedestal located at spawn

- ii. Another near the crashed plane, go through the door near the top of spawn and then another door on the left of that area.
  - iii. Third pedestal located in the room right beneath where all of the green test tubes are, the room before the water tunnel from the previous step.
  - iv. The last pedestal is located at the docks, the door inside the room where permanent power is.
4. Craft the KT-4 below the room with the test tubes
  - a. Part 1 obtained after capturing a spider in the cage at lab A and raising it
  - b. Part 2 dropped from a glowing zombie after power has been restored
  - c. Part 3 obtained after swimming down the tunnel next to mule kick in the same room as the crafting station for the KT-4
5. Craft the Gas Mask in any crafting station
  - a. Part 1 located near the green water or double tap at lab B
  - b. Part 2 located at the crashed plane near spawn
  - c. Part 3 located at the docks to the left of p-a-p
6. Craft the Zombie Shield in any crafting station
  - a. Part 1 located on a tree at lab B
  - b. Part 2 located on a pillar at lab A
  - c. Part 3 located near the AA gun opposite the elevator
7. Obtain the Skull of Nan Sapwe by completing all four skull rituals
  - a. Make the poster appear by going into the room to the right of p-a-p where the purple water is and holding left trigger in front of it
  - b. Gain access to the elevator controls by holding the same trigger in front of the wall next to the elevator
8. Gathering Cog 1
  - a. First cog obtained by using the anywhere but here gobblegum in any area of the map after the elevator has been open
  - b. The cog will be somewhere on the floor
  - c. Add the cog to the elevator

9. Gathering Cog 2

- a. This cog requires all player challenges to be completed
- b. At least two players with the zombie shield need to stand on the skull altar until lightning strikes the area, electrifying the shield
- c. The players must position themselves as such, one on top of the zipline at lab A and the other at the bottom of it down at the docks to the left of p-a-p
- d. The player on top bashes the zipline with the shield and then rides it while the player on bottom bashes it once the other player is over the dock
- e. The player on the dock now picks up the cog and adds it to the elevator

10. Gathering Cog 3

- a. Fill a bucket with blue water and proceed to plant a seed in any location
- b. Water the seed and then shoot it with the KT-4, you will see green particles rising from it once this is completed
- c. Repeat this until you've done it three times on three separate rounds, the plant should be ready to open
- d. Open the plant and obtain the anti-aircraft shell
- e. Load the shell into the AA gun across from the elevator by holding action and listening for the audio cue
- f. Once the plane appears, shoot it down by holding action in front of the AA gun while the plane is above (if you miss, another shell will have to be grown)
- g. The cog will drop somewhere in the map, indicated by a cloud of smoke rising from it
- h. Pick it up and add it to the elevator

11. Upgrade the KT-4 to the Masamune

- a. Part 1 obtained by defeating the spider boss
  - i. Spider located in a tunnel accessible by shooting it with the KT-4 near blue water
  - ii. Kill it by shooting its mouth when it's yellow
  - iii. Hold action near the mouth once it's defeated to pick up the fang

- b. Part 2 obtained by using the electrified shield once again
    - i. Two players need the electric shield by waiting for the lighting at the altar
    - ii. Players need to position themselves as such, one in front of the console for the cage inside lab B, and one right next to the first player
    - iii. The player in front of the console bashes it with the shield, allowing the other player to enter the cage
    - iv. The player outside the cage lowers the other player down who will then pick up the skeleton vial on the corpse
    - v. Then the player is raised up
  - c. Part 3 obtained by growing the rainbow plant
    - i. Fill a bucket with rainbow water by going through the sewer and holding x when a blue-yellow rock is seen in the screen (you may need to look at a picture from the internet to know what this is)
    - ii. Swim down to where the first KT-4 part was located next to mule kick
    - iii. Use the Skull of Nan Sapwe left trigger near where the original part was to reveal a hidden seed area
    - iv. Plant a seed and water it with the rainbow water
    - v. Water this three times on three separate rounds until the plant is ready for harvest
    - vi. Pick up the plant and swim back
  - d. Using the crafting station to the right of the original KT-4 one, add the KT-4 and parts to create the Masamune
12. Get prepared for a fight
- a. Perks, p-a-p guns, zombie shield, gas mask, masamune, skull
13. Boss fight
- a. All players take the elevator down into the bunker
  - b. Shoot the tentacles with the masamune to enter the bunker
  - c. Run around the arena avoiding mutated and normal zombies as well as spiders

- d. There will be a giant writhing mass behind bars that uses tentacles to try and crush the players
  - i. This is the Boss! When it shows an orange spore on its arm, usually every minute or so, shoot that spore with the masamune, repeat until he's dead
  - ii. Tip: Don't forget about the skull of nan sapwe, if some players go down the skull can save your game!

### **Gorod Krovi**

#### Dragon Shield:

1. Dragon Heart- The first part is located in one of three locations near the spawn and Operations Bunker
  - a. Sitting on a chair next to Juggernog on the second floor of Department Store
  - b. On the door of a truck outside Operations Bunker
  - c. On a shelf to the left of the Operations Bunker entrance
2. Dragon Head- The second piece is located just outside of the Tank Factory side exit of the Operations Bunker
  - a. Outside the exit of Bunker in between 2 boxes
  - b. Sitting on some bunk beds near the stairs across from last piece
  - c. Head to the third floor on the same side of the map and it can be at the back side of the top room
3. Dragon Jaw- The third part is located on the Supply Depot side of the map(Armory)
  - a. Near the Armory side exit to Bunker on the bottom floor next to Wunderfizz Machine on some wood
  - b. On some wood in room across from Mystery Box Location room near the entrance to the Train Bridge
  - c. On the top floor of the Armory also on some wood to the right of stairs
4. Build this on the crafting table in the Operations Bunker

5. **Upgrade-** To start the upgrade process you must kill zombies until you hear a high pitched audio queue, this number is estimated to be about 100 zombies
6. If you have completed the kills then three lines of glowing Apothicon text will appear throughout the map, your job is to shoot these with your shields firestrike. You will receive an audio queue every time you hit one and they will disappear. These locations are as follows:
  - a. On the Dragon call center on the left in Dragon Command when you look outside the map
  - b. In Supply Depot stand on the platform across from the Dragon call center and the text will be above the call center on the ruined wall
  - c. In Tank Factory stand on the Dragon call platform on the right and the text will be on the ruins of the giant robot
7. This step can be done before or after the previous upgrade steps. You must stand in Dragon Fire with your shield out to protect you long enough for the upgrade to be complete. This can take about two events of dragon fire.
8. To finally complete the upgrade go to spawn and insert it into the dead dragon's corpse on the right side and it will take your shield then give everybody in the game a brand new upgraded "Tiamat's Maw" shield.

### **Pack-A-Punch**

1. After the power is turned zombies will start dropping code cylinders that correspond to machines in different parts of the map:
  - a. At the top of the stairs in Dragon Command
  - b. In the bottom right corner of the room in Supply Depot
  - c. At the top of the ramp in Tank Factory
2. Insert each cylinder into its respective machine once you obtain it. This will drop a Groph Module which you must defend and charge by killing zombies. If you succeed it will open and give you a part to pick up. If you fail you will need to pick up another cylinder and try again.

3. Once you have all three parts from the three Groph Modules go to the Bunker and insert them into a machine. You will now be able to travel to the Hatchery which has Pack-A-Punch for 500 points each ride.

**Upgraded Monkey Bombs**-Not required for Easter Egg Quest but very useful for trophy steps and Boss Fight,

1. First you must obtain the monkey bombs from the Mystery Box. The Immolation Liquidation Gobblegum is helpful for this step.
2. Next you must obtain the Dragon Shield and firestrike a candle to light it which will then enable you to pick it up. The locations for this candle are as follows:
  - a. Lower flow corner with the arches and desks between the pillars.
  - b. Supply Depot – In the small office through the street entrance. Look on the metal desk.
  - c. Above the Bunker, in the house with the beds with the stairs that lead up into the Infirmary. Look on the bunk beds near the stairs.
  - d. On the second floor of the Department store, on the bookshelves near the open balcony doors.
3. Pick up the flowers in the office to the left on the second floor of Dragon Command
4. Get 40-50 kills with the monkey bombs(Cache Back and Kill Joy Gobblegums are useful here). After you get enough kills a blue canteen will spawn for you to pick up.
5. Go to your Challenge Gravestone in spawn and throw a Monkey Bomb at it then interact with the green flame that appears. This will give everyone in your game the Upgraded Monkey Bombs.

**Dragon Strike Controller**- This acts like an Airstrike

1. Go to the Hatchery(Pack-A-Punch) and have everyone in your game interact with the Crystal in the room to the right on the top floor,
2. Now you must defend yourselves in the Hatchery for 4 different waves of Zombies, Manglers, and Valkyrie Drones. They will come from one side only that

switches around for the first three waves but they come from everywhere for the fourth wave. I recommend that you and your team hold up in the Crystal Room for this wave with Dragon Shields and hopefully the Ray Gun Mk III or a few good Pack-A-Punched Guns. You will get one Max Ammo throughout this which is located above the P-A-P Machine. You will also not be allowed to enter the Basement of the Hatchery, leave, or Pack-A-Punch your gun after this has started. This is also a good time to headshot Manglers and Valkyries to get the helmets

3. Once you have defeated all three waves, collect your reward from the Crystal.
4. **Upgrade**-This will give you the Dragonite Controller which gives you two strikes instead of one and each trike becomes more powerful.
5. Get about 50 kills with the Dragon Strike Controller
6. Next you will need to find some red flags with the Iron Cross in them like the ones in Dragon Command which are located outside the map. The number of these flags that spawn will be equivalent to the number of people in your game. You must burn these flags with by activating a Dragon Strike on them. These flags are located in the following locations:
  - a. Spawn Area: Go to the Quick Revive perk station and turn left. Look outside the map — there's a large water pipes spewing water. Straight ahead of that water pipe, you can just barely spot an Iron Cross flag in a window in one of the buildings beyond the sputtering water leak.
  - b. Dragon Command: Go to the catwalk where the Dragon is summoned and look toward the far background wall where three Iron Cross flags are hanging. Look to the first flag in the sequence (left-most) and then scan the rubble on the ground between the first and second hanging flag. A small corner of another Iron Cross flag is visible poking out through the wreckage.
  - c. Tank Factory: At the catwalk where the Dragon is summoned, go to the right side and look down / near the right wall. There is a flag that might



spawn here near the ground that doesn't look fitting. Look for bright red cloth to spot it in the rubble.

- d. Supply Depot: Once again, go to the catwalk where the Dragon can be summoned. Go to the right catwalk and look left. This one is far beyond the map boundaries, past the wrecked building that's on the left — look further out into the fog, near the wrecked greenhouse-looking structure.
7. Go to the Hatchery and initiate another lockdown by interacting with the crystal and for this one you must get enough kills with the Dragon Strike to lite up all 4 green lights. Once you have completed this you can pick up your Dragonite Controller from the crystal.

**Gauntlet of Siegfried-** This specialist weapon contains a baby Dragon which you can make breathe fire or you can release the Dragon to become a sort of sentry for you and you can wield the iron fist which gives you a one hit ranged melee attack.

1. First you must go to the bottom of the Hatchery and shoot an egg down from its position balancing on soom wood opposite the sewer. The egg will fall once shot for you to pick up.
2. Take this egg to a Nest around the map, I find the easiest one to be in front of Dragon Command. The Dragon must breathe fire on this egg.
3. Let the Dragon Egg cool for 1-2 rounds.
4. Pick up the Dragon Egg and now you must complete a series of challenges that you can check at your challenge gravestone at spawn or at the stats screen at the bottom right which are(in order):
  - a. Get Napalm zombie kills (Napalm Zombies form after running through the Dragon's Fire)
  - b. Get penetrating Multi-Kills ( the Ray Gun MkIII, snipers or any gun on insta kill is good for this)
  - c. Get melee kills ( you can use your shield)

5. Go to the Bottom floor of Hatchery and insert the egg into the incubator, you will then have to kill a load of zombies for the egg.
6. Let the Egg cool for 1 full round then release the egg from the incubator
7. Collect your gauntlet from your Challenge Gravestone at spawn.

**Easter Egg-** You can do this with any number of players. I recommend that you try to open up the map early do everyone in the game has a Mystery Box location then use the Immolation Liquidation Gobblegum to get great guns to start off the game.

1. Turn on power in Dragon Command
2. Craft the Dragon Shield
3. Open Pack-A-Punch
4. Get the Dragon Strike Controller
5. Begin to build the Gauntlet of Siegfried
6. Collect the Trophies around the map as you open it up. Here is a list of how to obtain all trophies:
  - a. Shoot the item in the hand of the figure depicted in the carving in front of Dragon Command and the trophy will fall for you to pick up
  - b. Using your Dragon Shield, go to Tank Factory and on the Second level there will be an open pipe, firestrike this and a trophy will pop out
  - c. Activate the Gigant Eyebeam in Supply Depot and after it is over there will be an opening in the floor where the beam struck it with a trophy inside
  - d. Go to the Hatchery and take the Sewer back, during the trip there will be a glowing red switch that you must shoot to turn green. This will place a trophy in the toilet behind the stairs leading from second to third floor in Hatchery.
  - e. Dragon Strike a puddle to the left of the entrance to Supply Depot and you will be given a trophy
  - f. Punch the safe across from the Tank Factory exit stairs in the Operations Bunker with the Gauntlet of Siegfried's melee attack

7. Now you must complete one of the most confusing and tedious steps in Zombies history. You will need to turn on the generator in the bottom floor of the Hatchery(I recommend doing this after incubating the egg for the Gauntlet of Siegfried) then there will be a series of valves around the map and you will have to find the one with a large Green Light lit up on top of it and one with a purple tube in the bottom of it. The Green one marks the start while the purple mark the finish and you will have to adjust the numbers on all the valves accordingly to get the tube to open up and give you the purple item. Since there is a multitude of combinations for these(too many to put in this guide) i recommend you use this combination calculator: <https://www.gorodkrovi.com/>. You only have a limited amount of time to complete this step before the generator turns off. If you fail you will have to activate the generator and try again next round, Here are all of the valve locations:
  - a. Dragon Command- Up the stairs and to the right outside of the Wunderfizz room
  - b. Below the Infirmary on one of the pillars as you exit Bunker on Tank factory side
  - c. Underneath the main platform in Tank Factory on the bottom floor
  - d. At the top of the Armory by the bridge control
  - e. Department Store opposite the Kuda wallbuy
  - f. Under the Bookcase by the stairs in Supply Depot
8. Take the Purple Code cylinder you just picked up and put it into Sophia in Dragon Command. Then pu in the password “KRONOS” into the word wheels by shooting them then confirming it by interacting with the computer.
9. After that, you must complete all of Sophia’s trophy challenges. They can happen in any random order. You can only complete 1 challenge per round. The Undead Man Walking and Fear In Headlights Gobblegums are great for all of these. Here is a list of all of them and how to beat them:
  - a. Defusing Bombs- This step you must do very carefully because if not done right it can end the game. If Sophia chooses this one she will show you a map of Gorod Krovi and flash the locations of the bombs in the order you must defuse them

twice, one time fast and one time slower. I recommend quickly writing them down in order or recording it with your phone to playback. If you defuse a bomb out of place it will instantly end your game. If you run out of your 2 minute(time (Sophia will warn you) get clear of any bombs and you could survive to try again.

Here are all the bomb locations:

- i. Behind the Stairs in spawn building
  - ii. In Tank Factory up the ramp and to the left in the Gobblegum Machine room
  - iii. Below Infirmary behind the pillar
  - iv. Next to the Wunderfizz location at the bottom floor of Armory
  - v. Behind the bookshelf in Supply Depot
  - vi. Up the stairs and to the left outside the Mystery Box location room
- b. Gersch Orb- for this step you must shoot a floating orb which is Gersch himself, he will start moving so you must chase him to maintain fire and then he will speak and disappear. He will do this three times until you will have to chase him to spawn and he will get trapped next to the computer and taken away. The Ray Gun Mk III/Maelstrom of Eris or any other high damage and Pack-A-Punched weapon such as the original Ray Gun/Porter's X2 Raygun or the L4Siege/L8Circus are great for this step.
- c. Escort the Mangler- A friendly Mangler with green eyes will spawn in one of three locations, Spawn, Tank Factory, or Supply Depot. Your job is to escort this mangler to the pad next to the computer at Dragon Command. Be careful not to let any zombies kill him or you to shoot him yourself. Also sometimes the mangler will get sidetracked and will try to go chase a zombie you have to stay in front of him and get him back on track if this happens. He will start sprinting when he gets near Dragon Command. Be careful not to let him get mixed up with real manglers because if you walk up to one of those they will kill you. I recommend that you use the Gobblegums mentioned above.

- d. Escort the Valkyrie- This is very similar to the last challenge but I will explain it again. A friendly Valkyrie with green eyes will spawn in one of three locations, Spawn, Tank Factory, or Supply Depot. Your job is to escort this mangler to the pad next to the computer at Dragon Command. Be careful not to let any zombies kill him or you to shoot him yourself. I recommend that you use the Gobblegums mentioned above.
  - e. Defend the Pod- Sophia will show you a location where a Groph module will drop outside the map which you must defend. Use Dragon Strikes and/or Monkey Bombs to your advantage as well as the Gobblegums mentioned above. After it has finished send your dragon from the Gauntlet of Siegfried to retrieve the cargo for you.
  - f. Key card- Take the keycard from the computer monitor and go to the Hatchery, Every player will need to interact with the computer behind the stair leading to the third floor. This will begin a lockdown of only Manglers that will last until the download for the key card is complete. Take the Key Card to Sophia.
10. Take the power core from Sophia and go to spawn, face Nikolai 1.0 and release your baby dragon from the Gauntlet to let him deliver it.
11. **Boss Fight**- This step is the final boss fight where you will not only have to defeat the Mother Dragon but Nikolai 1.0 himself too. Make sure you are loaded on ammo and have Gobblegums such as Aftertaste, Phoenix Up, Killing Time, Undead Man Walking. I also recommend having the Ray Gun Mk III, Ray Gun, and L4Siege all upgraded as these do massive damage to both Nikolai 1,0 and the dragon. To enter the fight have everyone on your team go and stand on the sewer where Sophia used to be in Dragon Command and you will be transported to the boss arena. At first Nikolai 1.0 will be on your side and will help kill the Dragon. Watch out for the fire the Dragon spews out so make sure you have a new shield upon entry. When Nikolai 1.0 shoots the Dragon with his concussive blast a section on the Dragon will turn yellow, focus fire here as it is the only place he can be damaged. Once you do this 4 times you will kill the Dragon and a mini cutscene will be played but you still have to fight Nikolai 1.0. He will become enraged and spawn

R.A.P.S. to kill you. These along with his personal attacks and the zombies and manglers already there make this difficult to manage so be ready. The only way to damage Nikolai 1.0's mech is to shoot the vents on his shoulders when they are yellow. Once you have destroyed all 4 of those, shoot his cockpit to kill him and if successful, you will gain the "Love and War" Achievement and the cutscene will play.

## **Revelations**

1. Activate all of the Corruption Engines
  - a. There are a total of four engines, these need to be powered on to get inside the giant apothicon where pack-a-punch is located.
  - b. An engine costs 500 points to use, but all players on the engine during the ritual will receive points in return. The player who buys it will at the end have the same amount as the other players because that money is returned.
  - c. Starting an engine will make several keepers and furies spawn. They do not have to be killed, the ritual is time based and they will despawn once the ritual is complete.
  - d. Once an engine is on, a portal will spawn behind it that leads to Nacht der Untoten where you will have access to the apothicon.
  - e. You will also be able to use a corruption turret, one at each engine, which fires a laser at zombies and is used later in the easter egg. This costs 2000 points.
    - i. There are corruption engines at the following locations,
      1. House(spawn)
      2. Mob of the Dead

3. Der Eisendrache
              4. Verruckt
            - f. Once all of them are on, go to Nacht and stand near the console on the upper floor. When the apothicon draws near, a buzzer will sound and the console will flash. Hold action on the console to capture the creature and gain access to its insides, where the pack-a-punch and several easter egg steps are located.
2. The Zombie Shield
  - a. There are three parts, each of which has three possible spawning locations
    - i. Part 1-Origins
      1. Location #1 - First crate in trenches
      2. Location #2 - Second crate opposite car headlights in trenches
      3. Location #3 - Lower trench on top of wooden chair
    - ii. Part 2-Verruckt
      1. Location #1 - Upstairs in small room with wheelchair
      2. Location #2 - Upstairs in kitchen, on top of blooded table
      3. Location #3 - Downstairs near Speed Cola, back side of the pillar
    - iii. Part 3-Der Eisendrache
      1. Always somewhere on the wall, use anti-gravity to grab it
  - b. Build it at the upper floor of Nacht
3. Obtain the Apothicon Servant
  - a. This weapon can only be gotten out of the mystery box. It is required for the other easter egg steps. Tip: Bring lots of the Immolation Liquidation gobblegum when attempting this easter egg.
  - b. You will upgrade this weapon in a later step.
4. Obtain Li'l Arnies
  - a. These versions of monkey bombs can also only be gotten out of the box. They are also required for the easter egg.

- b. To Upgrade Them (optional): Get 100-150 kills with the armies (shared between players). Next, one player take one arnie to the church at spawn and throw it into the open window. Every player in the game will receive upgraded armies.
- 5. Craft the summoning altar in any location - either Verruckt upstairs, Shangri-La lower level downstairs inside the temple room with the large primis statues, Origins opposite the generator (where Speed Cola used to be), or Kino on the stage behind teleporter
  - a. Part 1- Skull
    - i. Location #1 - downstairs in Verruckt, on the bookshelf besides Speed Cola
    - ii. Location #2 - upstairs on the wheelchair, by the stairs leading out to the Corruption Engine
    - iii. Location #3 - upstairs on the wheelchair, just before the jump pad
  - b. Part 2- Gem
    - i. Location #1 - downstairs in Shangri-La (temple area). Search the wall nearby the primis statues
    - ii. Location #2 - next to the pyramid in Der Eisendrache
    - iii. Location #3 - on a table, in the small outside room just before the jump pad in Kino
  - c. Part 3- Flag
    - i. Location #1 - Mob of the Dead, Cafeteria room on the wall
    - ii. Location #2 - Near the Summoning Altar in Origins, opposite from the generator on the edge mound
    - iii. Location #3 - Origins, top of the excavation site, in the little hub on your left
- 6. Upgrade the Apothicon Servant (not required until step 8c, however useful)
  - a. Shoot five tiny blue orbs floating in the sky in any order with the normal servant
    - i. Verruckt - upstairs, go to the very end near to the jump pad. Face away from pad and look up
    - ii. Verruckt - orb is reachable from the Corruption Engine, face the temple and look to the right



- iii. Mob of the Dead - very hard to spot, above the Corruption Engine, look straight up towards the massive orb (can be hit from origins in some cases, but not all)
    - iv. Shangri-La - above the temple
    - v. Spawn - directly above
  - b. Pack-a-punch the apothicon servant
- 7. Shoot the gravestones on the left side of spawn, next to the entrance to origins
  - a. Number them from left to right, one through four
  - b. Shoot them in the following order: 2,3,1,4
  - c. You will see a flame appear on the graves
- 8. Find the Film Reels (do these in order)
  - a. Film #1
    - i. Go around the map looking closely at each jump pad, you are trying to find a little triangular rock at the back of the pad. This is hard to spot and easy to miss so look closely!
    - ii. Upon releasing the Keeper Protector for 5000 points take him to the jump pad where the little rock has spawned. Wait for the keeper to catch up with you and stand near the pad. If necessary jump back and forth between the pads until at some point the Keeper starts to perform a ritual, raising his hands in the air
    - iii. At this point zombies will be attracted to him. Make sure you protect the keeper for about 2 mins until he disappears and drops an audio reel on the floor. The first reel can be played back using the audio player on the upper floor of Nacht. Insert the reel to listen to an audio quote.
  - b. Film #2
    - i. Take your Li'l Arnies and go inside the Apothicon and take note of the nine holes where zombies spawn in around the edges. These holes are like little archways and green puffs of smoke will appear on a regular basis

- ii. Throw three of the arnies into separate holes. It is worth going prone to do this step
- iii. After you throw all three arnies, kill the three margwas that spawn.  
Repeat two more times so that you have thrown a total of nine Li'l Arnies into the holes. Max Ammo's are highly useful for this step if playing solo
- iv. The reel will then spawn onto the middle bridge directly above the acid pool. This reel can be played in Kino

c. Film #3

- i. In each of the locations below shoot the rocks/stones to release the body part and then "suck" up the body part using the upgraded Apothicon Servant:
  - 1. #1 - Shangri-La, stand in front of the Stamin-Up machine. Look up slightly and shoot the cracked stone to free the skull which then floats in the air.
  - 2. #2 - Origins, look outside the map to the right of the Keeper Protector panel. Look inside the fire where the giants footprint is.
  - 3. #3 - Verruckt, look outside the map, to the left of the Corruption Engine where the fountain/waterfall is.
  - 4. #4 - Spawn, to the left of the Corruption Engine facing the church. Look towards the broken pieces of church wall, slightly middle right in the pack of floating rocks.
  - 5. #5 - Nacht, upper floor. Face wall gun, turn left and look towards the red beam in the sky. Shoot the underside of the stone ceiling in distance.
  - 6. #6 - Der Eisendrache, on one of the walls that you wall-run on to get the free perk bottle. Specifically, the bone is located in the bottom right hand corner of the third(curved) wall that you jump onto. You might need to repeat this twice, once for shooting the

bone with the PaP weapon and then again to suck the bones with the Apothicon Servant.

- ii. Now that you have found all of the body parts, they have transported to the upper floor of Nacht, just beside the Jug machine. Head over there and use the upgraded Apothicon Servant to shoot the bones. They'll disappear, revealing the body of Sophia. Shoot another time with the AS and the third audio reel is there ready to pick up. Head to Origins to play this audio

9. Fire the corruption engines

- a. Go to each of the Corruption Engine turrets and reflect the beam onto one of the floating rocks/crystals in the sky. These rocks are shaped like diamond/oblongs and are slightly lighter in colour than the other rocks
- b. If done correctly, you will clearly see the beam reflect off and go in the direction of Sophia. You will also be kicked off the turret immediately to signify that the beam has been aligned correctly.
- c. After all of the beams have been reflected correctly, Sophia will change into her solid form.

10. Head back to Nacht and watch as Sophia floats off to the theatre. Go to Kino, let her recharge the teleporter and take the teleporter to the house.

- a. Once inside the small bedroom, look on the bed for the Kronium book and pick it up. Back at Kino, place the book on the lectern on the stage.

11. Get an apothicon egg

- a. You can pick up an egg from the following possible locations:
  - i. Der Eisendrache, Primis statues room, near Wunderfizz on the way to Kino
  - ii. Origins, underneath the dig site, opposite the KN-44 wall gun
  - iii. Origins, to the left of the Wunderfizz
  - iv. Shangri-la, bottom of the stairs near fire
  - v. Shangri-la, near Stamin-Up on a broken pillar

- vi. Verruckt, upstairs above speed cola, in corner
- vii. Verruckt, near jump pad to Mob of the Dead
- viii. Verruckt, between the test tubes from Zetsubou no Shima
- ix. Kino, opposite the stage near the bowie knife
- x. Kino, down the right side of the seating area leading away from Der Eisendrache
- xi. Spawn, near jump pad leading to Shangri-La
- xii. Spawn, near jump pad leading to Origins
- xiii. Mob of the Dead, facing away from Corruption Engine, near the cell blocks

## 12. Charge the egg

- a. Once you have an Egg it needs to be charged before you can move on to the Rune step below and trade your worm for a Rune. Take the egg inside the Apothicon Servant and place it in one of the four pods that surround the acid pool. Now kill 15+ enemies inside the acid pool to charge the egg and hatch a gateworm.
- b. Once ready, pick up the worm and it goes in your inventory.

## 13. Get a rune of creation

- a. The four empty slots on the right side of the HUD inventory are for the secret "Runes of Creation". These four runes relate to each of the elements - fire, ice, wind, electric.
- b. The key to claiming a rune is actually quite simple now that you have a hatched gateworm. Go to each of the main locations (Spawn, Origins, Verruckt etc) and walk slowly around until you hear a sonar beep. The beeping intensifies the closer you are to a rune.
- c. When at maximum intensity press action to dig up the rune from the ground.
- d. Repeat steps a,b, and c for each of the eggs until you have all four Runes of Creation.
- e. Now all players go to the Kino projector room (upstairs) and stand inside the glowing symbol on the floor when ready for the boss

#### 14. Boss

- a. Now that you have four Runes, head straight to the upper floor projector room in Kino. Stand on the large purple symbol and you'll be teleported into the BOSS room.
- b. Now play a game of Simon says. Go to the opposite side of the boss room and interact with the book on the stand. The book will open and flick through several pages one at a time. Remember the order of the symbols because you need to press these in the right order.
- c. Go to the opposite side of the room again and wait for the symbols to appear one by one. When the correct symbol (in your sequence) appears, interact with it. Wait again for the next correct symbol to appear and interact again. Repeat this until you have interacted with all four of the symbols in the sequence shown by the book.
- d. Four phases will now commence: fire, shadow, crazy place, and anti-gravity. In each phase the key is to kill off the Margwa's as soon as possible:
  - i. Phase 1 (Fire) - during the fire phase the floor sets alight and lava appears. Stay away from the fire.
  - ii. Phase 2 (Purple/Shadow) - during this phase lightning rains down from above. Stay on the move, preferably on the upper levels of the boss room..
  - iii. Phase 3 (Blue/Crazy Place) - walls will appear like in the crazy place, try and avoid getting trapped.
  - iv. Phase 4 (Antigravity) - stay inside the spotlights to avoid getting hurt.
- e. Successfully completing the four phases will reward you with the Summoning Key which drops down from the sky. You will be transported back to the map.
- f. Now throw the key at the following locations:
  - i. #1 - Mob of the Dead - stand on the foot bridge facing away from the Corruption Engine. Note the body hanging from the ceiling. Throw the key at the poster in the cell slightly to the left in the distance. A music box should spin around with Samantha inside.

- ii. #2 - Origins - throw key at the grave stone which is located at the top of the dig site, far corner behind the tunnel leading down to Mob of the Dead. You need to jump to see this one clearly, it's on top of a wooden platform.
- iii. #3 - Shangri-la - throw at the focusing stone (pole with blue ball on the end) which is at the top of the stairs to the left.
- iv. #4 - Verruckt - throw at the water fountain to the left of the Corruption Engine.
- v. #5 - Der Eisendrache - throw at clock, above and opposite Corruption engine.
- vi. #6 - Nacht - throw at the red barrel which is outside the window between Spawn and Der Eisendrache entrances.
- vii. #7 - Kino - throw at the huge chandelier
- g. Now that the summoning key has been thrown at all of the locations, head back to the teleporter in Kino to finish the fight
- h. Place the summoning key at one of the green lights and collect souls in the vicinity by killing zombies etc. Once the key is charged enough, pick it up and throw it to Sophia (in the middle of the room) so she can shoot the Shadow Man with a laser. Provide help by shooting the Shadow Man yourself as well.
- i. Repeat this process enough times until the Shadow Man is inside the Apothicons mouth. At this point interact with the book and the fight is complete.

## **Origins**

### Zombie Shield

- 1. Handles
  - a. In room leading from Spawn to Generator 2 on the right. Can be leaned up against a wheelbarrow
  - b. In footstep above Generator 2 Bunker

- c. In alleyway past Generator 2 in wheelbarrow with dead zombie in it
- 2. Visor
  - a. Going to Generator 3 from Spawn it can be in room on the right in a wheelbarrow
  - b. Bottom of Fire Tunnel behind motor on right
  - c. Next to AK-74u wallbuy under Generator 3 leaned up against a crate and a dead zombie
- 3. Frame
  - a. In the middle robots second right(closer to Church) footstep before Excavation Site
  - b. In middle robots 3rd right footstep after Excavation Site
  - c. In footstep behind Generator 4
- 4. You can craft this on a crafting table in the Wind Tunnel or at Church

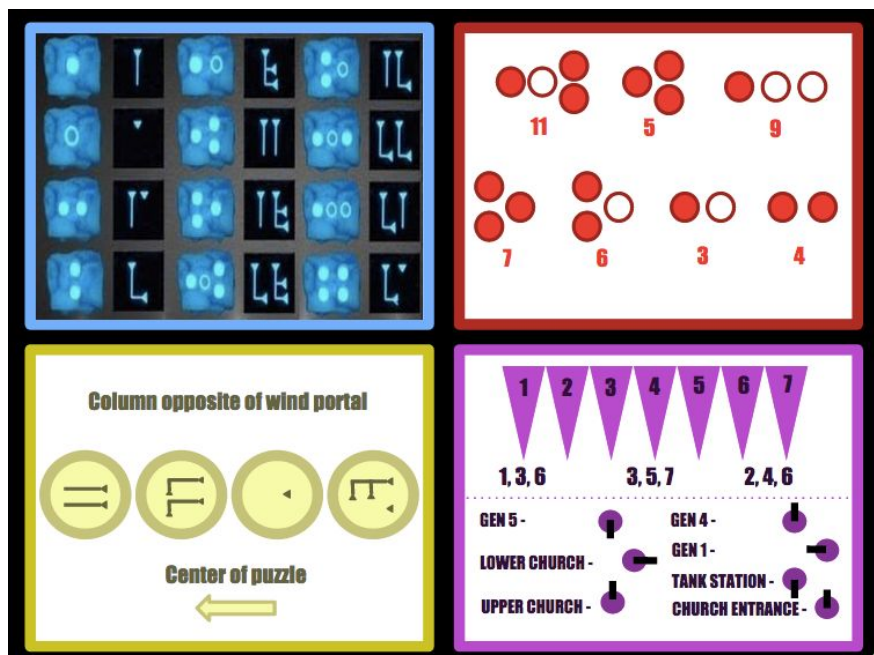
Maxis Drone

- 1. Brain- This can only be on the table in the lower floor of spawn
- 2. Rotor- All 3 spawn locations are in Excavation Site
  - a. Across from P-A-P
  - b. Second floor of Excavation Site on left corner of generator
  - c. Bottom Floor of Excavation Site at the end of wooden walkway propped up on some crates
- 3. Frame- All locations are near Church
  - a. Near the crossbones sign closer to No Man's Land on Tank Trail exit (Gen. 4 side)
  - b. Near crossbones sign on the return trail of tank (Gen. 5 side)
  - c. In the Ice tunnel at the bottom and to the left
- 4. You can craft this on a crafting table in the Wind Tunnel or at Church

Thunder Fists-These are obtained by filling 4 zombie soul chests around the map located in the locations listed below. After you have filled them all, collect your reward by interacting

with the large shape at the bottom of a reward chest at either Generator 6 or spawn and then picking them up. This melee weapon is a one hit kill on normal zombies until round 19.

1. The middle robot's footstep right outside Excavation Site
  2. The middle Robot's footstep right next to Generator 5
  3. The middle robot's footstep behind Generator 4
  4. The Church side robot's footstep before the entrance to Church
1. Collect the Gramophone and open the Staff area in the Excavation Site.
    - a. Once you open the door to the site for 2500 points, you will find the Gramophone on one of the sides of a table downstairs. Now find the black record in one of the following areas
      - i. Behind the motor on the ramp leading to the Excavation Site
      - ii. In the Wheelbarrow near the entrance to the Excavation Site
      - iii. Behind the Excavation Site on a wooden platform near the entrance to Church
    - b. The record and gramophone will now become one piece, place this on the table at the bottom of the excavation site for it to fully open. After it's open, pick up the gramophone.





2. **Secure the Keys:** Build and upgrade all 4 Elemental Staffs

a. **Lightning Staff**

- i. Open Church and ride the tank, you will need to jump off at 3 different locations throughout the tank trail and collect the parts to this staff.  
These locations are:
  1. Past Generator 4 you will see a raised wooden platform near Generator 3 to the right of the tank, jump off here and run across the bridge to collect the first staff piece
  2. On your second ride of the tank from Generator 2 to Church jump off at a raised wooden platform connected to the excavation site to the right of the tank
  3. As you are entering Church jump off onto the path to your right
- ii. Now you must collect the Lightning Record which will be located in one of 3 places
  1. On the wagon next to Generator 4
  2. On the table next to the Wunderfizz Machine at Generator 4
  3. At the bottom of the Wind Tunnel(next to Gen. 4) to the right
- iii. Take the Gramophone to the Lightning Tunnel near Generator 5 and place it down then walk through the portal. When you spawn into the Crazy Place activate the portal again so it will be almost done by the time you need to go back. Run over to the Lightning Pedestal and collect the gem. Teleport back to the main map.
- iv. Go to the Excavation Site and craft the Lightning Staff in the Purple pedestal
- v. **Upgrade-** For the first step of the upgrade, go to the Crazy Place and in the Lightning Area shoot the bottom row triangles in this order:
  1. 1, 3, 6
  2. 3, 5, 7
  3. 2, 4, 6

- vi. Next you must flip 7 switches on different generator boxes throughout the map. Refer to the image above for all the locations and orientations. You can do this step before or after the previous step or whenever you come across these generators in the map. There is a generator at the entrance to No Man's Land which you should not touch it is already the right orientation.
- vii. After the last two steps are complete you will get an audioqueue and a light beam will shine above the Excavation Site. Go the the site and use a series of levers located around the stairs and wooden planks to turn all of the orbs on the Giant Circles are all purple. Then shoot the floating orb that will be sitting under the giant circles with your staff.
- viii. Put your staff in its pedestal in the Crazy Place and fill with souls

**b. Fire Staff**

- i. First you must collect the Red Fire Dis from one of these three locations
  - 1. Downstairs Church wedged in between the Tank and the staircase
  - 2. On the burning seats at the top floor of Church
  - 3. On a crate at Generator 6
- ii. Turn on Generator 6 and collect the Staff piece from the chest
- iii. Kill a Panzer(first spawn is on round 8) and he will drop a Staff piece
- iv. Starting at about round 5 or 6 there will be an orange glowing plane in the sky. Shoot it down and it will drop the final Staff piece which will fall in between two robot footsteps in front of Generator 4
- v. Take the record and Gramophone to the Fire Tunnel in between Spawn and Generator 3 and retrieve the Fire Gem by teleporting to the crazy place and picking it up from the Fire Pedestal
- vi. Head to the Excavation Site and craft the Staff in the red pedestal
- vii. **Upgrade-** The first step of the upgrade is to go to the Fire area of the Crazy Place And get enough kills to fill up the 4 lanterns while both you and the zombies are standing on the lava

- viii. Head to the upper floor of the Church and read the glowing symbols on the walls left to right and translate them to numbers based on the graphic above and those are the torch numbers on the bottom floor you must shoot with the fire staff in order. The bloody torch will always be the last one. Tip: shoot them from close range to avoid accidentally shooting an extra or a wrong torch which will fail you the challenge and you will have to wait until the torches expire to try again.
- ix. If you have done the last step correctly you will hear an audio queue and a light will shine from the Excavation Site. Go there and position the orbs on the giant circles to all be red by using the levers around the Site. Then shoot the orb and place your staff in its pedestal in the Crazy Place then fill with souls to upgrade.

**c. Wind Staff**

- i. The locations for the Wind Record are as follows
  - 1. On the ledge of a wall at Generator 5 next to the Wunderfizz Machine
  - 2. On a table in the Lightning Tunnel next to Generator 5
  - 3. On a broken wall next to the Lightning Tunnel
- ii. To retrieve each of the three Wind Staff parts you must enter all 3 robots from their feet. To do this you must locate which foot on the incoming robot, it will be the one with the yellow circle. Shoot the circle(not with staff or Ray Gun Mk II) and get stepped on. Once you are in the robot's head you can pick up the piece right in front of you. Exit the robot by interacting with the ejection tubes at the back of the head. Only one foot can have the yellow circle no matter how many robots are in the map.
- iii. Once you have all three parts go to the Wind Tunnel next to Generator 4 and enter the crazy place by placing the Gramophone on the table and entering the portal. Collect the gem inside the Crazy Place and come back through the same portal which will have to build itself again.

- iv. Go to the Excavation Site and craft the Wind Staff in the yellow pedestal.
- v. **Upgrade-** For the first step of the upgrade go to the Crazy Place and enter the code in the ceiling as shown above in the graphic by shooting the symbols with your Wind Staff.
- vi. Next exit the Crazy Place and shoot three stones that are now billowing smoke with the Wind Staff in the direction of the excavation site. The locations of these three stones are as follows:
  - 1. Right outside the wind tunnel next to Generator 4
  - 2. Go to Generator 5 and look towards the Excavation site in the corner opposite Stamin-Up by the robot foot and a stone will be outside the map
  - 3. The last one is on the tank trail near Generator 5(you will have to jump for this step)
- vii. If you have done the last step correctly you will hear an audio queue and a light will shine from the Excavation Site. Go there and position the orbs on the giant circles to all be yellow by using the levers around the Site. Then shoot the orb and place your staff in its pedestal in the Crazy Place then fill with souls to upgrade.

#### **d. Ice Staff**

- i. First you must pick up the disc which is located in the bunker at Generator 2. The exact locations are as follows:
  - 1. On the desk in front of the entrance to the bunker
  - 2. On the shelves next to the Mystery Box Location
  - 3. On the shelves at the back of the bunker near the exit
- ii. Obtain a shovel from one of these four locations
  - 1. In the bottom room at spawn on a wall to the left of entering it
  - 2. On a wall in the mini room that has a door leading to Generator 3
  - 3. In the wind Tunnel near Generator 4 to the right
  - 4. In the back of Church bottom floor near the crafting table

- iii. During a snow round, dig up the pieces of the ice staff by digging in three different sections of the map
  1. The first part will be found by digging at the bottom of the map near Spawn, Generator 2 and Generator 3
  2. The second part can be found by digging in No Man's Land at the middle of the map
  3. The third part can be found by digging at Church and Generator 6 at the top of the map
- iv. Take the Gramophone to the Ice Tunnel located near Generator 6 (Church) and teleport to the crazy place and pick up the Ice elemental gem
- v. Go to the Excavation Site and craft the staff in the blue pedestal
- vi. **Upgrade-**For the first step of the upgrade you will have to go to the Crazy Place and solve a riddle in the Ice area. On the wall to the right of the entrance to Ice area there will be a series of dots, these correspond with symbols on the ceiling which you shoot with your Ice Staff to complete the puzzle. Refer to the graphic above for a full list of the dots and symbol translations. You will receive an audio queue upon completion. The puzzle resets if failed.
- vii. Next you must find 3 gravestones and shoot them with the Ice Staff to freeze them then with a gun (can't be either Ray Gun) to break them. These gravestones are located at the following locations
  1. Outside the robot footstep behind Generator 4
  2. Outside the footstep across from Generator 4 near Excavation Site
  3. Behind Generator 2 Bunker to the left on tank trail
- viii. If you have done the last step correctly you will hear an audio queue and a light will shine from the Excavation Site. Go there and position the orbs on the giant circles to all be red by using the levers around the Site. Then

shoot the orb and place your staff in its pedestal in the Crazy Place then fill with souls to upgrade.

3. **Ascend from Darkness:** The four upgraded staffs need to go into specific pedestals in the map
  - a. The ice staff needs to be placed in Freya's head, the giant robot near generator 6 and church at the top of the map
  - b. The wind staff needs to be placed in Odin's head, the robot near generators 4 and 5 in the middle part of the map
  - c. The lightning staff needs to be placed in Thor's head, the robot near generators 2 and 3 at the bottom of the map
  - d. The fire staff needs to be placed in the pedestal at the bottom of the excavation site.
4. Now you have to make sure that all six generators are powered on
5. Once the generators are on and the staffs in their correct pedestals, the staffs will respawn in their original pedestals at the excavation site for you to pick up again
6. From this point on, the robots will only come all together and only one of their feet will be able to open.
7. **Rain Fire:** This step requires multiples players to be ready. One player needs to have the G-Strike tactical grenades and needs to stand at generator 5. Another player needs to get inside a robots head. First, the player inside the head will press the red button, weaponizing the robot for a short period of time. Now, right after the red button has been pressed by one player, the player at generator 5 needs to throw the G-Strike on a slab of concrete just to the right of the generator. This will cause the robot to shoot it and the concrete to open up.
8. **Unleash the Horde:** Next, the maxis drone needs to be unleashed near the open slab of concrete as it will fly down into the hole.
9. Several panzersoldats will now spawn out of the hole that need to be killed. The upgraded fire and lightning staffs are useful for this. Note: It is helpful if one player

trains a zombie far away from this area so that the round does not end while killing panzers.

10. **Skewer the Winged Beast:** Now, another glowing plane will spawn in the sky that needs to be shot down. This one, however, can only be seen while using a zombie blood. Note: There is a way to get one free zombie blood per round. There are three carts that are on fire around the excavation site. These fires need to be extinguished using the upgraded ice staff. Once all three are out, a zombie blood will spawn on top of the excavation site. This cannot be done if it is raining outside.
11. Once the plane is shot down, an invisible zombie will be running around the excavation site in a clockwise direction. He also only can be seen while using a zombie blood. This zombie can be heard without the zombie blood but don't attempt to kill him if you are not using the blood. Get a zombie blood and start running counter-clockwise to catch him and then kill him.
12. The zombie will drop the maxis drone that needs to be picked up. It will return to its crafting bench in an upgraded form for players to pick up.
13. **Wield a Fist of Iron:** Now all the players need to have their thunderfists and need to head down to where the staffs are stored in the excavation site. There will be zombies with glowing arms that need to be punched with the thunder fist. As soon as you punch a zombie its glowing arms will disappear and the zombie can be killed normally. Once enough zombies' arms are disappeared, the thunder fist will be upgraded to the iron fist. All players need to have the iron fists to move on to the next step.
14. **Raise Hell:** Go to the crazy place when all players are ready and place each staff in its respective pedestal. Now 100 zombies need to be killed to collect their souls and open the portal to agartha. Once this is done the easter egg is complete and you get the achievement but you could move on to the optional step.
15. **Freedom:** Optional Step: (Warning: this step will cause the game to end no matter what so if your team wants to keep going for a high round then skip this step!) Unleash the maxis drone into the portal in the crazy place where it will fly up into it. A white beam

will shine down from the portal which all players need to stand in. This will trigger a cutscene and end the game.

### **Ascension**

**Disclaimer**-Requires 4 players to complete

1. To start, you will need to pull the Gersch Device, Matryoshka Dolls, Upgraded Ray Gun and Ray Gun Mk II, Upgraded Thundergun(possibly an Upgraded Crossbow and Ballistic Knife if playing in Black Ops 1). The Immolation Liquidation Gobblegum is extremely useful here.
2. To the right of the stairs at the Lunar Lander is a blinking generator which you must throw a Gersch device at. Be careful when throwing it though because if you throw it too far it will land out of the map and you will hear Samantha laugh. The Gersch Device should suck in the generator.
3. Next you must wait for a monkey round and have all 4 players wait near all Perk machines except for Quick Revive and press a button that will pop out of the wall at the same time. You will hear a ding if you have done this correctly and a buzzer if you failed.
4. Go to the clock near the Pack-A-Punch room and all players must wait there for about 2 minutes. Some things that will help are the Fear In Headlights Gobblegum or making a crawler by injuring a zombie with explosives. A Nuke will go off upon completion of this step
5. The next step is to collect the letters L-U-N-A in the sky using the Lunar Landers. Have one person near each one and activate them in this order:
  - a. Starting to Claymore
  - b. Claymore to Starting
  - c. Starting to Sickle



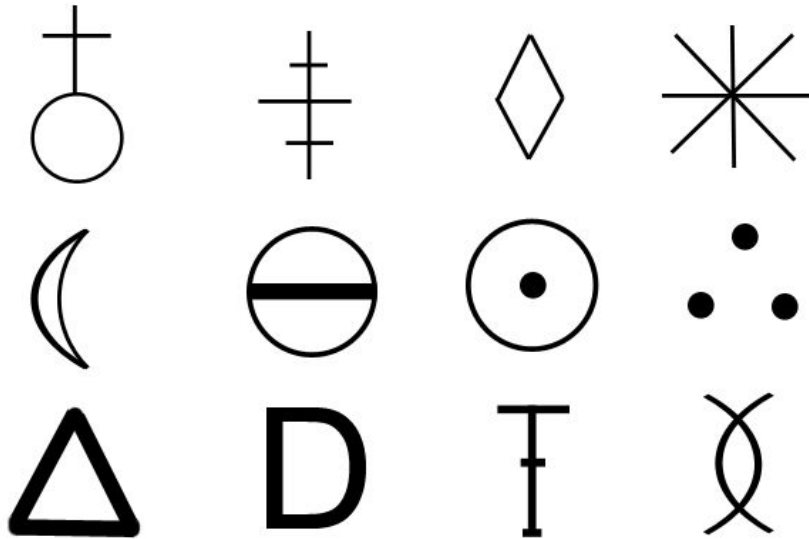
- d. Sickle to Claymore
6. Lastly you must head over to the Kassimir Mechanism by the Claymore Lander and throw a Gersch Device and Matryoshka Doll at the white light orb on the ground and while the Gersch Device is active, spam your upgraded Wonder Weapons into this light orb not the Gersch Device itself. If you succeed, the orb will float into the sky and the Easter Egg will be complete. If you fail however, you must try again. You will only be able to damage this orb during the duration of the Gersch Device. You will also receive a 90 second Death Machine upon completion.

### **Shangri-La**

**Disclaimer**-Requires 4 players to complete.

1. To begin, simply play through the map until the power is turned on. (It is recommended that you also obtain spikemores, the claymores within the map(, a 31-79 JGb215, preferably pack-a-punched, and an explosive weapon.)
2. Within the spawn area 4 dials will appear on the walls near Quick Revive. If all players within the game must interact with all four dials simultaneously. When all 4 are activated time will distort and the characters will be sent back in time. This will be obvious due to the eclipse and the Element 115 meteorite that is on the top of the temple in the spawn area.
3. Near the MPL/Pharo two characters can be found locked away behind the weapon. A button, similar to the ones near Quick Revive, can be found on a wall near juggernog must be pressed to get them to speak. After the conversation concludes, several pressure plates will spawn in 2 sets of twelve, one set placed on either side of spawn.
4. Each plate has a symbol that is one half of a pair. One part of each pair can be found on either side of spawn. Players must coordinate with each other to determine which plates have which symbols, and then match them up by standing on the two matching plates at the same time. Be aware that if one player stands on a plate while the other looks for the

matching one the symbols will change making it impossible to determine which is the true match. Also be aware that if a pair is incorrectly matched all plates will reappear and must be repaired. The known symbols include:



If done correctly you should hear a completion sound and a focusing crystal will appear upon the boulder with a wall-buy on it.

5. The next step requires 3 of the players to stand on the grate, with water beneath it, near the water slide. While 3 players stand on the grate while the fourth takes the water slide and hit a button on the side of the slide. If done correctly the eclipse should end.
6. A diamond should spawn on top of the waterfall. A player must shoot it down with an explosive weapon, a ray gun does work for this. Once the diamond lands on the ground, a player must shoot the diamond with the 31-79 JGb215 shrinking it. Knife the diamond and wait for it to reach the geyser. Once it reaches the geyser launch the diamond and it should land on a tower. If a new diamond has spawned then the step has been completed correctly.
7. The players need to travel to the tunnel that has a pressure plate within a crevice. Next to the pressure plate used to unlock the pack-a-punch, there is a gas pipe. The wheel near

this pipe must be turned 4 times, until the characters can be heard talking about the receding gas. If done correctly the walls should start leaking gas.

8. This next step requires the players to be within the past and a calm napalm zombie to be present. The players must lead the zombie to the tunnel with the gas leaks setting them on fire. Once all of the leaks within the cave are ignited. Interact with the lever to the right of the red wheel the cave.
9. Go back to the past and go the tunnel with the Pharo/MP5K wallbuy and there will be 4 holes you must plug with tripmines/spikemores then walk zombies through. You can do this in the same round as the last step by walking a crawler through it instead.
10. If done successfully, you will be transported back to the present. A new diamond will appear above the mud pit. You will need to once again enter the past and you must knife 12 panels spread around the map. There are 5 in spawn, 2 in the mudroom area, 2 by the minecart, and 3 underground. Go over to the minecart gate and you will see a snare out of bounds, blow it up with a grenade or Monkey Bomb. You will be returned to the present if done correctly.
11. There will be a radio near the Minecart area that will give you a code which is 16, 1, 3, 4. Go to the past and you will have to set the dial in the mudpit to their corresponding number at the top.
  - a. The first one, coming from the eclipse button area, is the far right one. Switch it to ' [ | - '
  - b. The second one is directly behind the first one (near right side from the eclipse button area). Switch it to one dot.
  - c. The third one is diagonal from the second one (far left side from the eclipse button area). Switch it to three dots.
  - d. The fourth one is behind the third one (near left side from the eclipse button area). Switch it to four dots.
12. Near the statue there will be a radios that says that Brock lost his bag of dynamite. Your job is to find it. The dynamite will be on the focusing stone near the minecart. Now you must knife the correct 4 of 8 gongs around the map. If the gong you knife does not lite

up the elevated crystals then the gong is one of the correct 4. If you hit a wrong gong it will reset the progress on this step. Use trial and error to identify the correct gongs. If done correctly the diamonds will light up with the Treyarch logo. Now use the Fractalizer to shoot the crystal with the dynamite on it which will cause it to fall.

13. Once you have the dynamite you will have to go back in time and shoot the focusing crystal above the mud temple. A player will have to charge the crystals again with the gongs and someone will have to upgrade the 31-79 JGb215. Shoot the focusing crystals with your new upgraded 31-79 JGb215 and it will shrink a 115 meteorite which will fall into the temple.
14. Go to the Pack-A-Punch machine (which has disappeared) and Brock will say he can blow up the wall with the dynamite. After that the water will wash you down to an area where the P-A-P and focusing stone. Pick up the stone to get the achievement "Time Travel Will Tell".
15. Once the Easter Egg is complete, the eclipse buttons will be pushed in and the eclipse cannot be restarted. However, a new radio will appear at the base of the Pack-a-Punch Temple with the water that flushes down following the acquisition of the Focusing Stone. Listen to the radio and, after the majority of it has played, the buttons will pop out again. This may be repeated until all four players have the Focusing Stone; however, it cannot be repeated after the fourth player has taken it.

## **Moon**

**Disclaimer-**Will need 2-4 players to complete this and one must be Richtofen and you will need the Gersch Device, Quantum Entanglement Device, and Wave Gun for this. The Immolation Liquidation helps for this.

1. After you turn the power on(near the Pyramid), you will need to play simon says on a computer terminal near the spawn on the moon. You will be shown a series of 4 colors on different monitors that will disappear then you you will be shown a color on all 4 and you must interact with the computer that displayed this color; however these colors will form a pattern that you must memorize and put in

each time. Once you have completed the terminal, the monitors will turn and stay green.

2. Next head to labs with all of the servers in it and use a Hacking Device found around the labs to hack one of the four red buttons. Then 4 terminals will light up green in the next room which must all be hacked and immediately after that is done someone needs to press all 4 red buttons so they stay lit.
3. Next you must wait until the Excavator breaches Tunnel 6 (M16 Tunnel), and then hack the control panel at moon spawn to get the excavator to lift up.
4. Enter Tunnel 6 and knife/shoot the round floating stone and follow it around the tunnels and it will get stuck on the satellite dish on top of the moon spawn building. Shoot this with the combined form of the Wave Gun. Knife and follow it through tunnel 11 until it lodges itself into the MPD.
5. Get 25 Kills to fill the MPD soul jar and hit the power switch. Samantha will rise out of the MPD and you will receive the “Cryogenic Slumber Party” Achievement, however this Easter Egg is NOT over.
6. You will receive a 90 second death machine, go back to Area 51 and rack up some points on zombies. Throw a grenade at the shelves to the right of the teleporter until they fall and collect them by throwing a Gersch Device. Head back to the moon.
7. These plates will have teleported in front of Quick Revive, use the QED to place them into the Computer on the other side of the room.
8. Find an S Shaped hose around the lab area, these are the known/possible locations for both versions of the map:
  - a. Bottom floor of labs sitting on the floor against stack of crates
  - b. First floor of labs in far left corner against wall
  - c. Opposite Double Tap
  - d. First floor of labs resting on the floor against stack of crates
  - e. Right at the top of the stairs outside the top floor of the labs, on the floor
  - f. Opposite Deadshot Daiquiri resting against the wall

- g. To the right of Deadshot hanging out of a low shelf
  - h. On a low shelf to the left of the door to the biodome
  - i. Outside opposite Mule Kick behind a pile of construction materials
  - j. Top floor of labs on top of a table in the middle of the room
  - k. Outside opposite Mule Kick behind a pile of construction materials
9. Connect this to the computer in moon spawn and have Richtofen place the Vrill Generator in interact with the computer until they are done with their conversation. Once they are done, make sure Richtofen grabs the Vrill generator out of the computer.
  10. Return to the MPD and insert the Vrill Generator into the pyramid. This time 4 tubes will rise out of the corners and you will need to get 100 zombie kills around these tubes. Make sure that you kill the zombie close enough to the tube so the souls get absorbed. Activate the power switch to drain the souls.
  11. Now Richtofen needs to grab the Vrill Generator again and someone needs to use the QED device on the focussing stone which should make it move to the Simon Says computer outside of moon spawn. Suck up the focusing stone with a Gersch Device and complete Simon Says again, which will be harder than the first time. Once you complete this, rockets will launch at Earth and you will receive the "Big Bag Theory" achievement.

Dear Readers,

This guide took a lot of time and effort, so please leave an upvote if you enjoyed. We hope your zombies experience will be enhanced by this convenient compilation of information. Special thanks to the COD Zombies wiki, the zombies youtubers, and you reddit users for (hopefully) your support. A special shoutout to zombie youtuber CrashPower. CrashPower puts out highly detailed and simple guides to everything zombies, however his channel deserves some more support. Be sure to hit him up with a subscribe! Thanks again for all of the support, it is greatly appreciated.

Cheers,

u/scurrie10 & Turbonic22