

Call of Duty: Black Ops III's Campaign mode is set in the distant future where soldiers are fused with high-tech military weaponry. The soldiers are now the weapons.

Teamwork The first and foremost thing you need going into a map like Origins is to be able to work with your teammates. Origins is also not for those who are new to the game. Be sure to check out my BO2: Zombies Tips and Tricks guide and gain some experience before you decide to tackle this map. You can do the Easter Egg without doing the finale and still play for rounds. The Easter Egg can be a challenge. It takes most people way too long to do it, mostly because of wasting points. This guide will allow you to get everything done by round 7. A lot of the time, people start digging as soon as they see a skull pile. NEVER dig until you see snow.

Everything You Need to Know Everything starts right off in round 1, and here are the tips you need to get through it with the most possible points. That is the first and foremost important thing. You must let ALL the zombies come through the barrier. Each person gets one window more if you play with fewer than four people. As each zombie comes out, empty a clip into its legs and then knife it. After this, each player should have between 1 and 2 points, depending on the number of zombies at each window. The player with the most points opens the first door to Generator 2. The next person with 1 point opens the second door. Turn on Generator 2 while still in round 1 so that the Templars that spawn for the generator are still 1-hit kills with a knife. Generators 1 and 2 are the hardest generators to start up. Generator 3 Now here comes a fun part. Do not open the second door or you will be wasting a necessary 1 point. By opening the first door to Generator 3, you have a 50% chance to get a Max Ammo.

Stick to a Single Gun This is one of the most important rules in this guide. Which gun should you choose? Source Which gun should you choose? One of the most important things to make this guide work is that from round 2 to round 7, you can only buy one gun. Most people will go with the MP40 Cost: The M14 is a good, 8-round weapon if you can aim for the head. Avoid the mystery box: Leave the spawn room: WTH are you doing!?

If you see more than one slash on the bottom left-hand corner of your screen, you F-d up. First off, you can easily grab the Ice Record at Generator 2 and the Fist Tablet at the table in the far end of the tank bunker at Generator 2. Bottom of stairs in the spawn room. Next to the Fist Tablet table in the Generator 2 tank bunker. By the back path that passes the church. Right next to the wind tunnel Generator 4. Inside the church right behind the holy water. You Must Be the Juggernaut This portion is most important. It will define how well the rest of the game goes down. As mentioned above, you may only purchase one gun during this portion of the game. If you have the M14 as your only gun and have been racking up points, you can buy a gun by round 5 or 6. In rounds 2 and 3, you and your team should be utilizing knives and pistols assuming you got a Max Ammo to get the most points. Avoid shooting as much as possible with guns other than the M14s and pistols. In round 2, you will all buy your one gun that you will use until round 6 or 7. Once you get out there which should be either in round 3 or the beginning of 4, you want to head straight for Generator 4 aka the Jugg location. There are a couple of important things to remember once you get out here: Even though there are three parts, you can only find one in each section of the map. Ice Staff part locations: The first part is found in the Generators 1, 2 and 3 areas. There are three total skull dig sites in Area 3 and there are three in Area 2. However, if untouched, the part is more likely to go to Area 2 since Area 3 only spawns two sites at the beginning of the game. This has several dig sites: The final part is found in the church area. There is one inside the footprint right outside the church after you remove the barrier. Two dig sites are found on either side of the tank underneath the church, one just outside the back of the church, and two at Generator 6.

You Have to Earn Souls When doing the Easter Egg and getting your power-ups, you will need to get souls by killing zombies in certain zones. There are no shortcuts to obtaining these souls. If you only have a couple of zombies left, go right ahead and build the zombie shield the last piece is in one of the three footprints on the right side of the map, heading towards Generator 4. You will then turn on Generator 4, using your shields for protection as necessary, without killing Templars as you might accidentally kill zombies, which you do not want. Fill the soul box: After Generator 4 is on, train the zombies around the generator until the middle robot passes by. Do this as quickly as possible. As soon as the box is finished, quickly exit and head for the right path facing

Generator 5 and fill up the box in the pit base of excavation site stairs that split two ways. Once finished, you want to hold a zombie at the end of the round. If you have fewer than five zombies left, always make sure they are not injured and have someone train them in an isolated area. At this point, there should be one player who has made it to or exceeded 2, points. This person must open the excavation site and get the gramophone and black record. The black record is found in one of three different places: Against the mini gas generator at the "excavation site" sign where the stairs split two ways, right next to the second soul box. The final place it can be is in a wheelbarrow right next to the Pack-a-Punch machine. After you have the gramophone, you can get on the tank to grab the Lightning Staff parts as you should have already opened up the first church barrier. You only need two people for this job. If you missed a Lightning Staff part, run all the way back to Generator 2 and call the tank. You will only have to pay points for the round trip, and it instantly cools off. You cannot do this until you have paid the 1, points for the first round trip. Meanwhile, have your fourth person checking the robots so that he or she can grab the Wind Staff parts. You may also want to take this opportunity to do the prerequisites for getting your current staffs Ultimate except for the last step, which is putting them into the crazy place to fill them with souls. The steps for each staff will be given below. Also, you should also take this time to build the Maxis Drone. If you have the points, it would be a good idea to turn on all remaining generators, particularly number 6 where you can get the second Fire Staff Part. Between rounds 5 and 8, there will occasionally be a plane on fire among the other planes in the sky. Use a bullet gun to shoot it down to obtain the first part of the Fire Staff. It cannot be shot down by any ray guns or the Boomhilda. This whole process should take a total of around minutes: If you have done everything correctly, you can now start round 7 to fill up the soul box next to Generator 5 OR just to get points if you had bad luck with the robots. Either way, you MUST hold a zombie at the end of round 7. If everything has been done properly, you now have the points to open up the second church barrier. At this point in time, you will turn on the remaining generators excluding Generator 3 if your group has been splurging and have the freedom to get the rest of the elemental records. Now, you can build the Wind Staff, the Lightning Staff and, if you were lucky on snow, the Ice Staff all before round 8 where the Panzer comes out to play. The Lightning Staff will be the most important to have at this point in the game. If it is filled, wait for the church robot to pass before starting round 8. After the first five rounds until round 18, skull piles will be spawning quite often, every other round. Keep digging these little bad boys except the first five rounds and you will earn the golden shovel. This shovel also includes two more side-effects: When under the effects of zombie blood, you can potentially dig up extra perks allowing you up to 9. Filling the soul boxes: If you have followed everything so far, you should have at least two or three staffs by now Wind, Lightning and, if you were lucky, Ice.

Chapter 2 : Walkthroughs and guides for Call Of Duty: Black Ops 2

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Share Copy Our Call of Duty: Black Ops 4 Multiplayer Guide is aimed at people who are just starting the game and need some tips on how to perform better. We have outlined a few tips and tricks that will definitely help you survive and win in Black Ops 4. Additionally, you will also be given tips and tricks teaching you how to get better as a player "€" for both newcomers and veterans. New Changes BLOPS4 has changed drastically from its previous iterations and has become a very versatile and competitive game. Some of the new mechanics introduced in this game are: The game now feels better. If you were one of those people that were suffering from lag or other issues and had to fight other people jumping on walls and stuff, this mechanic has finally cleared that hurdle for you. Moreover, the game will not auto-heal your character after a specific time while staying out of combat. You can now press the associated button to heal your character, whenever you want. It has a cooldown after using it once though. The game will finally feature a Fog of War on the mini-map, making it better to hide your tracks and camp in a location. No one likes campers but everyone likes to camp, aye? Apparently, bullets will take time to travel to the target instead of impacting immediately. In addition, suppressors will now show your location on the map. Well, not the location but the direction from where the bullets are coming from. The game is incredibly fast-paced so you will need to learn the entire map you are playing, learn about the best hiding spots, and other things such as spawn areas, etc. Learn all Specialists Black Ops 4 features Specialists, a thing that has been in the series for a long time now. If you have ever played Paladins or Overwatch, you will know what I am talking about. All Specialists can still equip the same guns, perks, and other stuff but every Specialist will have a unique ability that can be used after a certain time. They will also have exclusive skills and equipment. The game will feature 10 Specialists, all having unique abilities and skills. However, both teams can only pick one Specialist per person. No two people can choose the same Specialist. Use this to your advantage, learn to play a specialist that people seldom play, and you might become the best person in the game. Prophet Prophet is an ideal support who can disrupt the enemies with his Shock Abilities. Prophet uses the Shock Gun that can incapacitate enemies and anyone nearby when they are hit. He can also deploy a Seeker Shock Mine which will actively hunt enemies and shock them into a temporary paralysis. Nomad Nomad is the survivor of the harsh training and is the master of the art of ambush. An Attack Dog accompanies who either follows him around or can be commanded to hunt down enemies in an area. Nomads can deploy Explosive Mesh Mines that can be connected to make a Tripwire to detonate upon contact. Ruin Ruin can go on the offensive and run close to the meat grinder to deal the first blow. They can leap forward and deal AOE damage. They can use the Grapple Gun to quickly move to places that make them incredibly mobile. They are ideal to clear the chokepoints and help their team push. Firebreaker Firebreaker uses fire as a primary source of damage and can dish out a lot of damage. You can use Firebreaker to clear opponents near chokepoints or objectives. They use a Flamethrower as a primary weapon that can evaporate enemies. They can also use a Reactor Core to wound the enemies and can reduce the maximum HP of enemies for a small duration of time. Battery Battery is an explosive expert who uses a Grenade Launcher as a primary weapon. Grenade Launcher can throw the bouncing grenades that explode after a certain time or can explode on impact. They can also deploy a Surface Grenade as well that releases a cluster of small grenades. Seraph A professional and tactical warrior that provides a lot of utility to the team. Seraph can use a High-Caliber Revolver with a high penetration that will be helpful against highly armored enemies. Torque A defensive mastermind who can secure objectives with his defensive capabilities. He can use his Barricade Ability to provide a massive cover in the form of a shield that deals damage and slows enemies passing through it. Recon Recon is a support Specialist that provides valuable intel for your team. He can use Vision Pulse that can reveal surrounding enemies for your team for a short duration of time. His second ability called Sensor Dart can be planted to reveal enemies on the minimap for a short duration of time. Crash Crash is another support specialist in the game who provide supplies and heals for your team. He can

deploy Ammo Magazines. Ajax Ajax excels in shielding his team and providing cover for them. He can soak up a lot of pressure for the team. One of his abilities called Ballistic Shield comes equipped with a Machine Pistol that can soak up damage and return some as well. He can also throw a Tactical Grenade, which when cooked, can detonate multiple times.

Which Weapons Should I Choose?

The weapons are the main thing in any FPS. You can use weapons from a huge arsenal and most of these weapons are fairly unique in how they work. Choose whatever you are comfortable with. Play around with your weapons, try to understand their unique traits, and get yourself familiar with them. The weapon recoil has been changed in this game so you can expect a much more competitive gameplay. Moreover, instead of being completely random, bullets will now travel in several pre-determined directions. Apparently, COD developers have been watching the memes on the series.

Using Equipment and Healing

Call of Duty: Black Ops 4 will finally reward you for using equipment as early as possible. Instead of running out of charges of an equipment, each equipment recharges after a cooldown. This is done to give you a better survival chance if you have survived for some time. Choose your equipment wisely and learn the cooldown of every piece of equipment in your inventory. Moreover, you must heal as early as you can because of the new manual healing system. Healing is now an ability and has a cooldown so use it as soon as your HP goes down a little. Be wise about it!

Game Modes

There are several game modes in the game and you must understand every game mode in the game to be effective. These game modes are:

Control

Control is the newest signature Call of Duty mode. Control features two teams that will switch between attacking and defending every round. Attackers will have to defeat the enemies in front of them and capture the targets while defenders will have to defend their objectives and obliterate their attackers. You must rely on your team coordination and communication to win this game mode. Control is one of the most competitive game modes so it will take quite some time to get used to it. Try to play with friends and you will see yourself getting better at it much better than before.

Heist

If you have played Payday, you will know exactly what happens in this game mode. You start with a pistol and you must try to find and take the bag of cash to the extraction. Be careful though as there are no respawns in this mode. The cash of bag will start leaking money the second you pick it up. The longer you take to bring the bag to extraction, the less money you will have in the next round. You will also be able to buy weapons the next round. Coordinate with your team to get the upper hand in this game mode. Moreover, purchase Body Armor as soon as you can. Enemies will respawn every 5 seconds or so and so will you. Your aim is to get as many kills as possible. Use this game mode to get better at shooting and using the equipment. Two specialists of each type are allowed on each side of the team. Use teamwork and brains to capture as many targets as possible or camp at one of the targets and lure the enemies to kill them as soon as they get to the location. It is the Survival of the Fittest.

Search and Destroy

You must find and destroy the target in this classic game mode. There are no respawns and your team will have to destroy one of the two objectives. The first team to destroy an objective wins the round. Winning 4 rounds grant you the win in this game mode.

Loot Dead Enemies

If you have been fighting enemies for a prolonged period of time, you can now loot dead enemies and pick up their weapons. Maybe you will find the exact replica of your weapon.

Chapter 3 : Zombies - Call of Duty: Black Ops Wiki Guide - IGN

The maps in Black Ops' Zombies are fairly big. You'll probably benefit greatly from first familiarizing yourself with the general layout, figuring out where the mystery box and good choke points are.

Sticks to the target, releasing toxic chemicals when it eventually detonates. Fan-favorites like Turbine, Firing Range, Nuketown, etc. Therefore, those of you who have played Multiplayer Maps featured in Blackout should feel right at home. But since it has been a while since at least us touched these maps, we thought it was a good idea to give you and ourselves a refresher of how to play on these maps effectively. We will not only guide you on how to play these maps effectively but have also shared some long-forgotten jumps, spots, and locations that might come in handy.

Estates This point on the map is found towards the extreme north. It is a mansion which has a lot of inspiration from the Raid map in Black Ops 2. The house in the map Stronghold is also quite nearby. This could be a good place to drop in, but there will be a fair bit of activity on this side of the map so you will still need to be conscious. The location of this map makes it so that if you are able to survive the initial players who drop in, you will be heading to the late game with a fair bit of loot and a lot of protection since you will have ample time to make your way to the center of the circle.

Construction Site This is the biggest point on the map. There are a lot of floors on this structure and that means that you will have ample opportunities to use almost every weapon available in the game over here. It is quite popular and thus you should avoid it unless you believe your skill and are willing to get right into the action as soon as the game starts.

Train Station Train Station can be found towards the center of the map. There are a lot of trains everywhere which means you will have ample cover to work with. There is also a fairly large amount of loot within these trains which means that this area will be frequented by a lot of players. New players should definitely avoid them until they figure out how to adequately use the train carts for cover. Experienced players who are aware of the COD mechanics will be able to abuse this place quite well, as it allows for both short range SMG gameplay as well as long-range sniper rifles. It has now been expanded and is quite larger than it was in its original form. This area is perfect for snipers, but that goes both ways and getting shot from behind is quite common here. If you are someone who loves darting between the cover and using the long range of the map to its maximum effect, then you will feel right at home over here. Otherwise, it is best to stay away as most rifles will not be good enough for an area which has as many open spaces as this one.

Firing Range This map is one of the most famous ones in all of the games that have been developed by Treyarch bar Nuketown. People who played the original Black ops will be quite familiar with this one. The level of concentration required to perform well in this map is quite high as you could be taken down from pretty much everywhere. There is a fair amount of loot to be found in here, so opportunistic players will quite likely drop in here looking for good loot and lots of enemies to kill.

Asylum This map is taken from World at War, one of the best and most highly rated games that have been a part of the series. There are zombies quite close to it in the graveyard. Make sure you do not get lost in the maze that is right beside the Asylum, as that will inevitably lead to your death. There is also a lot of opportunity for you here. There is a zombie mystery box quite close to the area which will guarantee you Level 3 armor along with a very effective gun.

Array This part of the map is very popular as well, which means that you should avoid going to it unless you are looking to kill some newbs. This area is quite close to Nuketown Island and can be used to snipe players who are walking around in there not expecting anything. The main building is still exactly the same but there are numerous smaller buildings around it to give the area a complete feel. This area is good because although it has a lot of players dropping into it, there is still a lot of cover for you to work with. It allows you to have close ranged and long ranged combat.

Nuketown Island The most iconic map of the Black Ops series has its very own island to the west side of the map. This map is perfectly suited for close quartered combat and sniping is probably not the best way to go when playing it. On top of that, you need to be aware of players from afar sniping you as there is a lot of high ground to your east side. This place is perfect to drop in for new players as it will give them enough leeway to engage with players but also understand the basics of the game. Just make sure that you do not stay out in the open for too long.

Rivertown As the name suggests, there is a river that moves right beside

this town. If you are looking to have some fun and right a speedboat while you gun down enemies, then this is a place where you want to be at. The area is not frequented that much and it should allow you to find a decent amount of loot before you venture out on the waters or on land. **Cargo Docks** This area has a lot of floors and is perfect for moving in it stealthily and surprising enemies. There is also a boat nearby which you can use for fights you cannot drive it. If you are not satisfied, then you can also go to the Lighthouse nearby which has some very good close quartered combat waiting for you. It is also one of the areas which have a lot of zombies close by. The Lighthouse coupled with the Cargo Docks is an area that is packed with action and should satisfy every single whim of the player. It does not matter whether you are planning to gun down people at close range with a shotgun or knocking their heads off using a sniper rifle or take out a boatload of zombies. This area has you covered. The only thing that you need to be aware of is the fact that a lot of squads and players camp this area looking for easy prey. **Fracking Tower** This is an area which has little to no cover. Most of it is simply an open space with very little loot. What that means is that this area is probably not the best area to drop into. However, since all of the players are going to be thinking that, you might be the only squad or player that drops in here which will allow you to get a fair bit of loot if you scavenge the entire area. Visiting this area in the middle of the game and camping here for a few minutes will allow you to get a few kills on people who are probably not expecting many people to be here. **Factory** Like the previous area and the one that follows after it, this is an area that you probably only want to visit when in the middle of the game rather than dropping in here. There are lots of other places around it where you can go and be much safer than you would be when hiding out in here. One of the main reasons for this is the fact that it is so far away from any viable circle spot that you will need to move quite a bit to make sure that you do not end up dying outside the collapse. **Turbine** The problems which plague Turbine are quite similar to the Factory. To add to that, there is not that much loot that you can find here. Most of the area is just a vast open space which has some wind turbines coupled with a few buildings. The only reason for dropping into this spot is to have an extremely safe spot to farm some basic loot and then head into the other areas of the map in the mid game when the herd has slightly thinned out. **Best Loadouts** Now that you are aware of the weapons that are available for use, let us go ahead and look at some of the best load outs that you can use. We will be looking at a total of 2 different load outs. One of them focuses on a more aggressive approach in which you will be moving around a lot and killing enemies, while the other one encourages you to stay on the fringes and stealthily eliminate your competition. The rifle allows you to be effective in combat at all ranges and thus can be used both offensively and defensively. The second weapon is the MX 9 Submachine Gun that essentially is a weapon that you will use when rushing enemies and getting up close with them. Remember to attach a fast magazine to your rifle to decrease the reload times in fights. This will ensure that you take less damage as well as are less susceptible to concussion effects. At the same time, you will be able to use recovery items much faster which will ensure that you have a higher sustain and are able to effectively recover from engagements, ready to pursue another one. **Stealthy Loadout** This loadout relies on long-range engagements and has you playing a much more thoughtful game. You will need to rely on your positioning more than pure aim to take out enemies. For your weapons, use the Koshka Sniper Rifle along with the Ray Gun for reasons that should be obvious to you. It is best to have a suppressor attached to your Sniper Rifle so that it is difficult for enemies to gauge where you are shooting. For your perks, go with Dead Silence along with Iron Lungs. Dead Silence ensures that you can move around while making a minimal sound. Although most of your fights will probably at a longer range than is required for this perk to be effective, you will eventually have to engage in combat at shorter ranges, where this will ensure that you are not easily detectable. The second perk is Iron Lungs which allows you to hold your breath for a longer duration, quite self-explanatory. **Ray Gun** This weapon is something that has been a part of the game for quite some time. It has been used quite extensively in various different zombies mode in the Call of Duty franchise. However, many people will not be aware of the usefulness of this weapon, and that is what we will address here along with how to get it quickly. The Ray Gun is very powerful. It can take out fully armored enemies within 2 or 3 shots depending on where the enemies are hit. Since the gun is classified as a pistol, switching to it is very fast and thus it can be a great backup weapon for snipers, as shown in our example loadout. The high damage of the weapon ensures that you do not need to aim for the head and

can easily get chest shots. There are also certain limitations to this weapon. One of the main ones is the fact that the fire rate is quite slow, so if you do manage to miss, then you will run into many problems. It also has blast damage that means that you can do damage to yourself or your squad mates in close quarter combat. Lastly, the gun cannot be reloaded. One of them is through zombies. Killing zombies gets you a variety of items, one of which is the Ray Gun. Zombies are quite hard to kill and you will make a lot of noise in the process so be careful. The Mystery Box is another way through which you can get the Ray Gun. They appear in areas that have zombies and can contain other weapons such as the GRAV. A pillar of light followed by a thunder will indicate the location of the box, but be careful since many players will be trying to get to the same Mystery Box which you are aiming for. General Tips and Tricks Let us go ahead and take a look at some random tips and tricks that will help you with Call of Duty Blackout. Although conventional video game wisdom may dictate that you should aim for the head, it is best to aim for the chest since that still does a decent amount of damage but it also allows you to have a much bigger target area.

Our Call of Duty: Black Ops 4 Blackout Strategy Guide will ensure that you are aware of all of the basics of the mode and have a baseline to build upon. Black Ops 4 Blackout Strategy.

Black Ops Walkthrough - Rebirth by: Michael Hartman ; updated: We need to infiltrate the Rebirth Research Lab and find Steiner. This means a stealthy entrance, a long gun battle with his forces and a final takedown. Move up and follow Reznov until you make it to the next marked target. Take him out with the hatchet to get an assault rifle. Follow Reznov further and wait in the next hiding spot. Wait for the helicopter to pass and then move further along. This will net you a shotgun. Move along and up onto the roof. Cross the rooftops and make your way to the elevator shaft. Drop down and get ready to engage. Use the corner for cover and fire down the hallway to tear through the guards in your way. You should be able to just grind through them. Watch the side doors for any hiding soldiers and just use steady fire to pick them all off. It may be easier to just go through the first lab on the left, with all of the monkeys. They have to funnel themselves to you and they have to appear in front of windows to fire. Cross over until you make it to the end and reach the test chamber area. Use the panels in here for cover and work clockwise around the room. You should be able to get right through the men guarding the security door. Cut them down and go through it to reach the next area. Wait for Reznov to catch up and then wait at the marker. Open the door to trigger the scene with Steiner. Start off by taking out the men with RPGs above you. Hit the vehicles below to blow up the men on the ground. Repeat this trick at the next corner. The base ahead has a Hind moving in, but it will crash after you put a few rounds in it the other gunner may beat you to it. Shoot any survivors from the crash and then turn to the right. Hit the men on the balcony and the vehicles on the ground to clear the way. The next stretch has two men on the balcony to the left balcony, a few on the ground and cars at the bridge. Try to clear them out with short bursts and just make it across the bridge. A scripted scene with a helicopter will wreck your APC as soon as you cross it. This is a permanent and unhealing health bar. Do not get shot! If the cracks reach the center of the mask, it will fail and you will die. Drop to the ground as soon as you gain control. The Russians will get very close to you and you want them to target your allies and not you. Return fire at close range until you can take them out. Look down the street and use the scope to pick off any stragglers at medium range. One of your marines should run down the street on the right side. He can take out a few soldiers, but the main benefit is that his gunfire will mark enemy positions. Watch his tracers and use the scope to spot soldiers hiding in the gas cloud. Move down the street carefully and watch the back right corner. A squad should climb the fence and drop down into the street to attack once you make it to about halfway to the marker. Use the scope to pick them off and clear the way. Once you feel that you can make it, get inside the marked house and go through to the back alley and get a much needed checkpoint. Use the doorway for cover and thin out the mass of troops moving down the center of the street. The soldier on the balcony that the marines keep calling out is to the back left. Keep an eye out for the stairs and take him down. Enter the house in back and carefully move up the stairs. Turn to the right as you move up and blow him away as you step into the room. Move to the edge to see the helicopter drop off more soldiers, but stick to the corner. There are more Russian moving toward you on the balcony. It should make a good kill zone, so just fire straight ahead and clear the path and try to get the gunners in the window. Peek out and fire down into the street to take out a few of the men below, then sprint and jump over to the other rooftop. Get inside and hit any gunners still alive in the building. Cross out and go down the stairs to the street. Get to the BTR and grab the rocket launcher off of the ground. Line the sights up over a helicopter for a few seconds until the beeping is sustained. Fire the rocket and get a lock on the second one. You should be alright standing in the street, since they seem to mainly fire at the other soldiers. This was at least true for me. If not, then use the wreckage for cover and stick close to the buildings. Move forward and follow the squad to the biolab. Switch to the machine gun that you should still be carrying and get ready to fight. Use their own blocks as cover and then swing to the left. Use the vehicles for cover and gun down the men running out to retake the guardhouse. Turn to the right as you pass it to clear out any stragglers hiding behind it. Move up further and kill the men on the rooftop, then engage the ones by the main entrance. Just

settle in by a door or wall and pick them off. Carefully move up and toss a few grenades into the main lobby. Watch for guards on the upper level behind the banner and in the side rooms. Move through carefully after picking them off and follow Weaver into the hallway. Go through the office on the left to flank the three guards at the end of the hall. Wait for Weaver to catch up, then go through decontamination. Reload and run and gun down the steps. You should meet one guard at the first turn, one at the second and two at the third. Blast through until you get to the ground level. You should come out in the labs. Mason you already cleared them, so there should just be one wounded survivor and one stubborn soldier left in the main hall. Shoot them both and enter the test chamber. Get behind a panel and shoot the response unit. You should be able to gun down most of them before they even spot you. Pick off the rest and go through the door to reach the final area and trigger the scene with Mason. By the way, I figured out that twist back at the Rat Tunnel. Post in the comments when you figured it out and if you liked it. Watch the scene and just follow the paths. Watch the scenes that play out and keep walking forward until you reach the conclusion with Hudson.

Chapter 5 : Call of Duty: Black Ops Walkthrough - Rebirth

Our Call of Duty: Black Ops 4 Multiplayer Guide is aimed at people who are just starting the game and need some tips on how to perform better. We have outlined a few tips and tricks that will.

The player will spawn inside of a Bus Depot. There are four zombies already inside of the Bus Depot. You should save one zombie, and then build the Turbine. The three pieces you need to build the Turbine are the mannequin, the fan, and the wire. You will find the wire near the phones, the fan on a bench, and the mannequin in the middle of the room. The Turbine is a source of power, it can open doors, power perk machines, and power other items that you can equip by building them. Next, as you have a Zombie left, you should lure the Zombie onto the bus. You should then travel all the way to the Power Station to build the power switch and activate the power. To build the power switch, you will need to find the Zombie forearm, the Switch Lever, and the Switch Panel. All of these parts spawn randomly in the underground portion of the Power Station. When you arrive at the Power Station, you will have to spend points to open the door that leads to the Power. You will be able to tell if you are in the correct place if you see a very bright white area. There is also a AK74u on the wall next to this door, but you will not be able to buy it until you return to this area. After you have the power activated, get back on the bus. If you have any points saved in the bank in the Town, get them. Next, return to the Diner, and end the round which will begin round two. When the player has extra points to spend, the player should buy the B23R on the bus. This gun is a one-shot kill until round five, and a one-headshot kill until round ten. This is the only gun in TranZit that the player can consistently buy ammo for as long as they are on the bus. In the Diner area, open the door that opens the Diner. If you have the Bus Hatch, and you got points out of the Bank, you should buy the MP5 for points, and open the top of the Diner. On top of the Diner, you will then buy the Galvaknuckles. These are very powerful, and cost points to buy. If you did not withdraw points from the Bank, still buy the MP5 and spend the next couple rounds building points for the Galvaknuckles. Do not leave the Diner area until you have the Galvaknuckles. The Galvaknuckles are a one-hit kill until round 12, and a two-hit kill until Round Also, the Galvaknuckles can knock the Denizen of the Forests off of you in two hits, instead of five hits with the normal knife. The Galvaknuckles can be used with the Ballistics Knife. After you have the Galvaknuckles, your next task will be getting points to buy the Perk-a-Colas. If you got points out of the Bank, this will be easier. The perks will not give their effect unless the power is activated, which you should have already done. Tombstone Soda is not in solo play. After the player has the perks they desire, they should buy Semtex in the Town for points. When the player returns to the Power Station, buy the AK74u off the wall. You should replace your MP5 with this. The AK74u is the most powerful wall gun you can buy. Next, the player should start hitting the Mystery Box. The Ray Gun is what you are trying to get out of this box. The locations the Mystery Box can spawn are: The first step to do is place the Turbine next to the door that is behind where you drop into the Power Station at. You also have to make sure that no zombies will hit your Turbine. Next, head to Town and enter the bank. You have to blow open the two Bank vault doors using explosives, or the Ray Gun. Then, you will be underneath the Bank, which is also the basement of the zombie map Five. In this area, you will then have to find the three parts required to build the Pack-a-Punch Machine. These parts are the top, and bottom of the machine, and a battery. It costs points to upgrade. You can also upgrade guns from Black Ops 2 more than once! For points, you will get a random attachment for your gun, and you will gain max ammo for it. In the House on the Farm, you will find a fridge. You can store a gun in this fridge! This is good for running out of ammo in a gun, or wanting the gun in a new game. The gun will save to your profile, so even if you die, you will be able to get it in a new game. After all of this, all that you have left to do is survive. I will leave it to you to decide how you will survive. I recommend that you loop in a area that you feel safe and confident in looping in.

We team up with some of the best Call of Duty Black Ops 3 Players in the world and create a one of a kind Black Ops 3 Strategy Guide. Our Black Ops 3 Strategy Guide is solely focused on improving your multiplayer skills within in the game.

The pipeline where you crouch to stay hidden. Follow Woods to the two sentries you can ambush -- take out the one who is standing upright. Woods will sprint and crouch at the pipe to avoid the enemy gunship. Do the same and stay on his ass. Follow him while touching the pipe and head around the corner. Mantle up and over the pipe where Woods goes and be sure to melee kill the marked soldier or you fail. Push your key or joystick forwards to lug the body to the hiding spot and you will be in another zone. Stay close, or you will fail the mission by straying from the squad. The fireteam will bluff their way towards the main comms tower. Let Bowman stay with Woods do their little animation thing with the guards, then head through the door and start shooting Russians in the back. Clear the comms building Check the top of each stairwell with caution, as enemies will be set, braced, and likely already aiming in your direction. You can also occasionally snipe one of the guards from the bottom of the roof ladder, but this is more a rarity than common occurrence. Paint the place red with the blood of Commies. Use any weapon you want, as the two weapons you have the AK and Colt Python will be replaced with new weapons after this sequence. View illustrated details Executive Order - Intel 1 Inside the main comms facility, check the 3rd floor before you climb up the ladder to the roof. Since the last two enemies cannot descend the ladder, feel free to explore the comms room before moving on. The rooftop has two final enemies who need to be cleared out before Woods and Mason proceeds to the next scripted sequence. For this section, you will have a crossbow with explosive bolts. Use them to tag enemies anywhere on the body, and the resulting explosion will be both glorious and messy. If the explosion kills several enemies, they count towards this total. When you are down to one enemy in that section, you can kill Mason by firing a bolt near yourself, and retry from the rooftop checkpoint alternately, play through the level up to this point again. Remember too, that enemies can be killed by vehicle explosions, so avoid destroying the trucks -- just the enemies. Apart from cathcing groups of enemies in explosions, you will want to focus on the shooter on the Technical. When breaching in to save Weaver, down the enemy by the window, then the shooter near the hostage. Neutralize with extreme prejudice. Be sure to give priority to the gunner on the Technical and try to group enemies together. Enemies shot by the bolt will stagger and stop moving forwards so if you peg the leading enemy, he is the perfect method to vector ground zero for his squad buddies. Despite the time limit, rushing ahead will likely get you killed. You will have limited time to reach the control center for the Soyuz rocket, but use that time well by sniping enemies from afar with the crossbow. The dead bodies at the launchpad are revealing as to the damage you can wreak from afar. View illustrated details Executive Order - Intel 2 Inside the control booth you breach into to stop the Soyuz launch. It is atop the control panels in the corner. You may stop the launch and look for it afterwards. The timer will expire when you traverse the launch pad and the maintenance lines to the control bunker. You will need to breach into the booth with an explosive; once you do, you set off events to down the Soyuz before it reaches escape velocity. Enemies will be thick, but you can disable them with a flashbang and a frag grenade. Remember, flashbangs blow on impact, while frags run on a timer. Pursue Kravchenko and Dragovich The maintenance corridors are both short and long distance fighting. If you make it to the locker room, you hit the final checkpoint for the level. The exit is just 30 feet away. Down enemies in the tunnels and know that you have no time limit for this section. You do want to move up to insure that enemies do not keep respawning and attacking you since you eventually run out of ammunition. View illustrated details Executive Order - Intel 3 In the maintenance tunnels, you will enter a room with a white tiled floor. Just past this room is a hallway and two doors -- one goes to a locker room, the other to a room with a portrait of Lenin. To your right is a door, and the tape player is next to this door.

Chapter 7 : Call of Duty: Black Ops 3 Salvation Walkthrough

This is the first part of a complete gameplay walkthrough of Call of Duty: Black Ops for the XBOX , Playstation 3, and PC. Played on the XBOX Call of Duty: Black Ops Walkthrough.

Progress is centered around a cycle of the following: The money you earn from performing these actions are used to purchase weapons and unlocking locked areas of the map. This entire process repeats infinitely until you perish, essentially making Zombies Mode an endurance test. Edit Cap Zombies, Get Paid! Instead, for the first three rounds, do the following: This nets you the maximum amount of money for a single zombie, and the zombies in the first three waves are weak enough to let you use this approach. While following this strategy, let Zombies run free in the building, where you can then down them and hope they drop a Max Ammo power-up. That item will destroy all the enemies on the map and likely start the next wave. Another way to build money includes hammering boards to vulnerable entryways these could be windows or doors from which Zombies can enter. Edit Got Paid, Now What? Zombies get incrementally stronger, faster, and more numerous with each successive round. By the fourth round, you should be thinking about an exit strategy. Start unlocking areas, communicating who will be spending what to unlock which, and arm yourselves with better weapons. Turning on the power gets priority for gaining access to perks, mystery boxes, traps, etc. Weapon Lottery - Weapons abound, but specifically you want to gun for the mystery box that randomly spits out a weapon for a price. The Ray gun is doubly awesome, but keep in mind you get fewer points for each kill. It goes without saying we will anyway , but control your shots in small bursts and train them on the head! We suspect that the damage animation makes Zombies invulnerable between the microseconds of uncontrolled gunfire. Best Weapons - The best weapons would be: Commando rifle, Predator pack a punched Commando , Lamentation pack a punched Galil , Thunder gun Kino der Toten map only , Ray gun, HK21 -- this is not a definitive list, but you get the idea! Speed Cola enables lightning quick reloading, and Jugger-Nog makes its user harder to kill. When you find the power generator, wait until the end of the round, and when the round is about to switch and the round number on the bottom left of the screen disappears for a second, quickly activate the power, and it will skip a round and send you into the next. For this reason, leave a lone Zombie with his legs amputated by grenades to crawl around during each round so you can rebuild, make money, revive teammates, scratch your nose, or whatever. Because a lone Zombie can and will go all feral on your ass when you least expect it. If you want to avoid this concern altogether, keep two Zombies alive, if you can handle them. Access to this machine is possible after turning on the power on most maps. Remember that Zombies can follow you through teleporters. When you run out of ammo, switch to a thundergun, or a ray gun to clear the horde. Some people play better alone, but good teamwork greatly improves the odds of survival. Besides, everybody needs somebody to lean on. Delayed or stupid actions have led to the untimely demise of many a teammate, an unfortunately common scenario that conveniently segues into the best piece of advice: At the other end of the spectrum, if a teammate next to you is downed, make sure you survive before attempting to return him from the brink. However, if you have a teammate with a Ray gun or insanely wicked shot, use him to cover you while you revive a fallen teammate. In fact, a better strategy would be to use the pack a punched Ballistic Knife The Krause Refibrillator on the downed teammate to instantly revive him. Of course, this working is contingent on whether you have it to begin with. Combine the Thunder gun or something of similar caliber with Speed Cola for optimum Zombie-pwnage!

Chapter 8 : Call of Duty: Black Ops 3 Walkthrough

Finishing the Black ops 3 series, A nice ending with an easy map, Typically you will need ammo as usual, so alchemical, max ammos, reign drops, power vacuums are good for this and plain.

Black Ops Strategy Guide. This walkthrough contains opinions, words, and phrases some readers may be offended by, if you are a pussy stop reading. It covers Multiplayer, Campaign, and Zombies. Along with that it also contains Cheats, helpful tips, Easter Eggs, and much more. Feel free to add me. I hope you find this walkthrough helpful. Here is a list of the story missions. Operation 40 Vorkuta U. You are Alex Mason. You wake up to find yourself strapped to a chair, being interrogated by some guy behind a one-way mirror. He asks about some numbers, some swear words are traded between you two, then finally you get to start the mission. You are accompanied by Carlos, Bowman, and Woods. Anyways, some dude comes in all high and mighty, so Woods decides to smash a bottle in his face, and stab a knife in his hand. Once Woods does that, you will pull out your pistol. Just aim and shoot. Just like riding a bike. Well after you kill the man across the room, Carlos will throw you a good machine gun. Wait until your teammates break open the door, then run out. Make sure to take cover immediately, because the police will be on your ass based on Veteran Mode. Shoot the police as fast as you can. Whenever a new vehicle appears, keep shooting at it until it blows up, it will kill whomever inside and will buy you time. You will be out in the street for a few minutes killing the police until you are told to run into the alley to get in a car. During the fight, make sure you always have cover, because those pigs are swarming the street. Anyway, after the fight, run through the alley hurry your ass up because reinforcements come and they are shooting up the place with some big guns and get into the car. It will tell you to reverse, and to drive. Now for the second part. This part is a little more complicated, but very epic and fun. You start on a cliff with Bowman and Woods. Hook yourself up to the zip line they have set up, and slide down it to the other end of the cliff where Woods and Bowman silently take out two guards. Follow them for a while, then kill a few guards here and there. Kill some guys, go into the house, and then you start busting into the rooms. The second room has Castro in it. Woods will shoot the door to the left and two guys will fall dead. After the shootout upstairs, run down the staircase and go outside where the whole Cuban army is waiting for you. After you take them out, run through the sugar field, and rappel down the cliff. Run your ass as fast as you can through the airfield to the airplane waiting for you Veteran Mode also loves killing you during that as well. Get in the airplane and get on the turret. Shoot any vehicles, soldiers, or turrets firing at you. Well, since Mason is a complete boss he jumps out of the moving plane to get on a turret to destroy the vehicles blocking the path. Hell of a beginning, right? Yeah, well the next level is even more badass. Vorkuta You start off getting in a fight with a Russian guy. That Russian guy happens to be Viktor Reznov. Dimitri also makes an appearance in this game in a later mission. Anyway, a Vorkuta guard comes to break up the fight. While Reznov keeps him busy, you hit him in the head with a rock. It turns out Reznov and you are friends. You have an 8 step plan to escape Vorkuta, the prison you are in. Secure the Keys Step 2: Ascend from darkness Step 3: Rain fire Step 4: Unleash the horde Step 5: Skewer the winged beast Step 6: Wield a fist of iron Step 7: Raise Hell Step 8: You then require a knife and will start step 2. Run with Reznov up to the elevator. Reach the elevator with Reznov and other prisoners and wait until you get to the top. At the top Sergei takes an axe and slaughters a guard. Stand to the side with Reznov as the group of prisoners open the door. As soon as the door is opened, the whole group is shot dead. Run with Sergei and Reznov behind a coal cart. While they push the cart, shoot any guards that try to kill you. After that go with them into the building. Run up the stairs to find two prisoners waiting for you with a big ass slingshot. You need to take out the three targets. If you have the Wii version there will be a crossbow instead, and four targets Rain Fire. Quickly grab the harpoon gun, and shoot the hovering helicopter Skewer the Winged Beast. It will crash, also giving you a way to hop over the railing of the balcony and allow you to proceed to next step. You will go into another building, after killing some guards, they will try to close the big door to the flamethrower which Reznov needs. Sergei will hold up the door as you slide under it, but the door will eventually fall on him. Run into the small control room and open the door again. Continue with Reznov, shooting up all the guards. It is your best friend while playing the

campaign. Eventually you will get lead into a small garage. Reznov will grab the flamethrower, while you and two other prisoners have to kill 3 heavily armored guards. Wield a Fist of Iron. Go for headshots to kill them quickly. After that go with Reznov and cover him while he opens the metal door to the ammo bunker. To the right there should be a small metal wall with a slit in the top. Use it for cover. This part is pretty sketchy but as long as you stay behind cover you should be fine. After Reznov opens the door, grab the mini gun hell yeah and Raise Hell. Basically be a boss and own everything and anything in your path. Get on the motorcycle and fly through the window. Then Ride up to a moving truck and jump on. Reznov will get the wheel. Use the turret on the back to kill the pursuing motorcyclists, drivers, and helicopter. After that Reznov will tell you to jump onto the train, do it Freedom. If you do, then you need to stop reading this walkthrough, and go into a corner and scribble in a coloring book for a while. The whole mission is basically a cut scene. There are many Easter eggs, though so be sure to check that out later in the guide. Continue with Woods and you approach 2 Russian soldiers. Sneak up behind the left one and ram a knife into his skull with the melee button. After that carry his body over to the side, where you steal his uniform. Continue up the path and you will meet Bowman and Brooks, killing two more Russians. Then walk with them to a building. Wait for Bowman and Brooks to lead the two soldiers away from the door. Woods will break the door with his foot. Go in and melee the first guy you see, smashing his head into a glass recorder thingy.

Chapter 9 : Call of Duty: Black Ops 4™ Zombies Guide - How to Get Death of Orion in IX

Welcome to the free walkthrough for Call of Duty: Black Ops 3. We will tell you how to complete every mission in the game, find all of the collectibles and earn the different Accolades. Additionally, we'll provide valuable multiplayer tips, including a breakdown of the nine Specialists, Wildcards.

It offers a 25 percent damage increase to weapons when used. In the spirit of Black Ops 4, the buff can be stacked up to four times. Here are the steps to Pack-a-Punch in IX. From spawn, head downstairs, past the treasure, through the gate and get to the large Fallen Hero statue bust shown below. The Mystery Box is typically here, which will give you some solid weapons to start with. Get some weapons at the Mystery Box before trying to get Pack-a-Punch. The Pack-a-Punch requires you to go to all four of them in any order. At the temple, hold the interact button on the gong. A boss called a Champion will appear. The form it takes will vary, but the strategy is generally the same each time. Solid shooting and Specialist weapons will finish them off. Run to it to add it to your inventory. The four heads are essential to lowering the Pack-a-Punch machine. Interact with the gong again, beat the boss and get another skull. Interact with it, kill the boss and take the head. Once again, interact with the gong, defeat the boss and take the final head. Any way you get to the Temple is fine. Place the heads on the outer spikes and the Pack-a-Punch machine will lower. Place the heads at this altar and Pack-a-Punch will lower. Look for this flaming bowl after you unseal the Pack-a-Punch. Because there are four temples, there are four possible spawns for the head. This arrow tells you which temple has the statue head. In the basement called the Ra Tower Burial Chamber. This is the spawn location for the statue head if it goes to the Ra Temple. Also on the bottom floor in the water. In the basement bath area. Next to the large pot. Next you need to build an Acid Trap with three pieces. Two of them are found at Pack-a-Punch, and the other is a large cauldron in the center of the Challenge Podium. Build the trap at a skull near any of the god Tower entrances, and place the statue head on the metal grate on the floor below you. Activate the trap, and the acid will leak through the vent, turning the head into a Scorpion pipe. Build the Acrid Trap at any of the god temple entrances. In this room, find a tree with a small hole in it that looks like this. Slash it with your knife. When you do, your Scorpion pipe will automatically insert. Drop the gold pot below that spot to fill it with poison. Slash this notch in the tree to fill your gold pot with poison. After the round is done, go back, grab the pot and proceed to the nearest Mystery Box, like the one near the Fallen Hero statue. The death of Orion will spawn after poisoning the Mystery Box. Enjoy messing around with it. Were you able to unlock Pack-a-Punch and get the Death of Orion? Tell us in the comments section!