

SINGLE-PLAYER ARSENAL

This section lists all the weapons, their Attachments, grenades, Equipment, and camo. In these tables we detail all relevant stats and what is required to unlock each particular piece of Equipment. While most of these items are unlocked while just completing missions, some can only be accomplished by succeeding at challenges. To see all available challenges, refer to the Single Player Walkthrough where each challenge is listed and covered throughout each mission.

WEAPONS

While every mission has a recommended loadout for your soldier, all missions can be accomplished using any weapon you have unlocked. All weapons can be allocated to either the primary or secondary weapon slots. Each weapon also has a list of Attachments, which can be applied to the weapons once they are unlocked to further customize your choices.



SUBMACHINE GUNS

Submachine guns are great for mobility, have the highest rate of fire, and are extremely deadly at close to short range. These weapons become inaccurate at medium to long range, but you can compensate for this with the right Attachments.

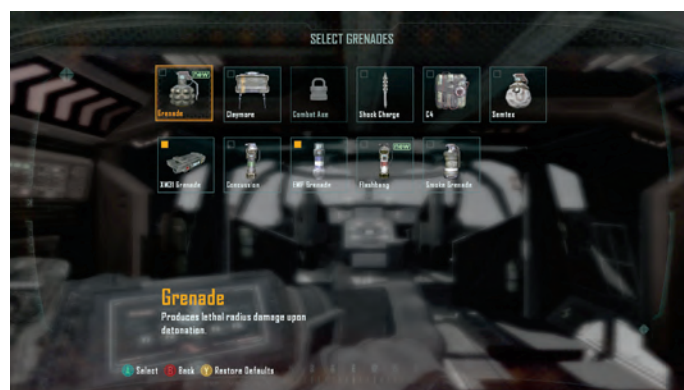
Weapon	Mobility	Damage	Range	Accuracy	Ammo	Description	Attachments	Unlock Requirement
 MP5	15	10	5		30-270 Standard 40-360 Ext. Attach. 30-300 Ext. Perk 40-400 Both	Fully automatic with good accuracy. Effective at close to medium range.	Reflex Sight, Suppressor, Long Barrel, Extended Clip, Fast Mag, FMJ, Rapid Fire, Fore Grip	None
 Chicom CQB	15	10	5		36-324 Standard 48-432 Ext. Attach. 36-360 Ext. Perk 48-480 Both	Fully automatic submachine gun. High rate of fire with a large magazine.	Reflex Sight, EOTech Sight, Millimeter Scanner, Suppressor, Long Barrel, Extended Clip, Fast Mag, Rapid Fire, Fore Grip, Laser Sight, Target Finder, Select Fire	Complete Pyrrhic Victory mission.
 Uzi	15	10	5		32-288 Standard 43-387 Ext. Attach. 32-320 Ext. Perk 43-430 Both	Fully automatic with high rate of fire. Effective at close range.	Reflex Sight, Suppressor, Long Barrel, Extended Clip, Fast Mag, FMJ, Rapid Fire, Fore Grip	Complete Celerium mission.
 MSMC	15	10	5		30-270 Standard 40-360 Ext. Attach. 30-300 Ext. Perk 40-400 Both	Fully automatic submachine gun. Increased ranged and reduced recoil.	Reflex Sight, EOTech Sight, Millimeter Scanner, Suppressor, Long Barrel, Extended Clip, Fast Mag, Rapid Fire, Fore Grip, Laser Sight, Target Finder, Select Fire	Complete Time and Fate mission.
 PDW-57	15	10	5		50-450 Standard 67-603 Ext. Attach. 50-500 Ext. Perk 67-670 Both	Fully automatic personal defense weapon. Increased range and largest ammo capacity in its class.	Reflex Sight, EOTech Sight, Millimeter Scanner, Suppressor, Long Barrel, Extended Clip, Fast Mag, Rapid Fire, Fore Grip, Laser Sight, Target Finder, Select Fire	Complete Fallen Angel mission.
 AK74u	15	10	5		30-270 Standard 40-360 Ext. Attach. 30-300 Ext. Perk 40-400 Both	Fully automatic with high power. Effective at short to medium range.	Reflex Sight, Suppressor, Long Barrel, Extended Clip, Fast Mag, FMJ, Rapid Fire, Fore Grip	Complete Karma mission.
 Skorpion EVO	15	10	5		32-288 Standard 43-387 Ext. Attach. 32-320 Ext. Perk 43-400 Both	Fully automatic submachine gun. Highest rate of fire in class.	Reflex Sight, EOTech Sight, Millimeter Scanner, Suppressor, Long Barrel, Extended Clip, Fast Mag, Rapid Fire, Fore Grip, Laser Sight, Target Finder, Select Fire	Complete Suffer With Me mission.
 MP7	15	10	5		40-360 Standard 54-486 Ext. Attach. 40-400 Ext. Perk 54-540 Both	Fully automatic personal defense weapon. Versatile and strong overall.	Reflex Sight, EOTech Sight, Millimeter Scanner, Suppressor, Long Barrel, Extended Clip, Fast Mag, Rapid Fire, Fore Grip, Laser Sight, Target Finder, Select Fire	Complete Achilles' Veil mission.
 Vector K10	15	10	5		36-324 Standard 48-432 Ext. Attach. 36-360 Ext. Perk 48-480 Both	Fully automatic submachine gun. Contains recoil mitigation technology.	Reflex Sight, EOTech Sight, Millimeter Scanner, Suppressor, Long Barrel, Extended Clip, Fast Mag, Rapid Fire, Fore Grip, Laser Sight, Target Finder, Select Fire	Complete Odysseus mission.












SPECIALS (CONTINUED)

Weapon	Mobility	Damage	Range	Accuracy	Ammo	Description	Attachments	Unlock Requirement
 MM1 Grenade Launcher	15 10 5	15 10 5	15 10 5	15 10 5	24-0 Standard N/A Ext. Attach. 24-48 Ext. Perk N/A Both	Drum loaded semi-automatic grenade launcher.	N/A	Complete any five challenges on Old Wounds mission.
 War Machine	15 10 5	15 10 5	15 10 5	15 10 5	6-24 Standard N/A Ext. Attach. 6-24 Ext. Perk N/A Both	Drum loaded semi-automatic grenade launcher.	N/A	Complete any five challenges on Old Wounds mission.
 Ballistic Knife	15 10 5	15 10 5	15 10 5	15 10 5	1-1 Standard N/A Ext. Attach. N/A Ext. Perk N/A Both	Spring-action knife launcher. Increases melee speed and can fire blade as a projectile.	N/A	Complete any five challenges on Fallen Angel mission.
 Spring Knife	15 10 5	15 10 5	15 10 5	15 10 5	1-1 Standard N/A Ext. Attach. N/A Ext. Perk N/A Both	Spring-action knife launcher. Increases melee speed and can fire blade as a projectile.	N/A	Complete any five challenges on Fallen Angel mission.
 Manual Crossbow	15 10 5	15 10 5	15 10 5	15 10 5	1-15 Standard N/A Ext. Attach. 1-32 Ext. Perk N/A Both	Bow-action bolt launcher. Fires explosive bolts that detonate a short time after impact.	N/A	Complete any five challenges on Karma mission.
 Crossbow	15 10 5	15 10 5	15 10 5	15 10 5	10-6 Standard N/A Ext. Attach. 10-32 Ext. Perk N/A Both	Bow-action bolt launcher. Fires explosive bolts that detonate a short time after impact.	N/A	Complete any five challenges on Karma mission.
 Storm PSR	15 10 5	15 10 5	15 10 5	15 10 5	30-90 Standard N/A Ext. Attach. 30-240 Ext. Perk N/A Both	See enemies through walls, hold the trigger to queue bullets and release for extreme material penetration.	N/A	Complete Odysseus mission.
 Assault Shield	15 10 5	15 10 5	15 10 5	15 10 5	N/A Standard N/A Ext. Attach. N/A Ext. Perk N/A Both	Ballistic-proof blunt shield weapon. Can be deployed on the ground as cover.	N/A	Complete any five challenges on Odysseus mission.
 Death Machine	15 10 5	15 10 5	15 10 5	15 10 5	999-0 Standard N/A Ext. Attach. N/A Ext. Perk N/A Both	Six barreled Gatling gun. Possesses an extremely high rate of fire at the cost of mobility.	N/A	Complete any five challenges on Judgment Day mission.
 Minigun	15 10 5	15 10 5	15 10 5	15 10 5	999-0 Standard N/A Ext. Attach. N/A Ext. Perk N/A Both	Six barreled Gatling gun. Possesses an extremely high rate of fire at the cost of mobility.	N/A	Complete any five challenges on Judgment Day mission.

GRENADES & EQUIPMENT

The Grenades & Equipment section lists all the Tactical items that can be equipped during a mission. You are allowed to take two of these items while setting up your current loadout. These items are very limited and you start each mission with three to use. Even though you only carry a small amount of these items, you can replenish your supply by visiting ammo boxes throughout each mission.



Equipment	Description	Unlock Requirement
 Grenade	Produces lethal radius damage upon detonation.	None
 Claymore	Directional anti-personnel mine that triggers a proximity-based explosion. Can be picked back up.	Complete Karma mission.
 Combat Axe	Retrievable axe that causes instant death on impact.	Complete any five challenges on Pyrrhic Victory mission.
 Shock Charge	Electrocutes and stuns nearby enemies.	Complete Suffer With Me mission.
 C4	A plastic explosive device that is detonated remotely with the clacker or by double-tapping the X button.	Complete Celerium mission.
 Semtex	Grenade that sticks to surfaces before detonating.	Complete Time and Fate mission.
 XM31 Grenade	Wrist-fired grenade that will detonate on target.	Complete Pyrrhic Victory mission.
 Concussion	Slows movement, disorients targets, and temporarily disables enemy equipment and turrets.	Complete Fallen Angel mission.
 EMP Grenade	Disables nearby enemy electronic systems.	Complete Pyrrhic Victory mission.
 Flashbang	Blinds targets, impairs hearing, and temporarily disables enemy equipment and turrets. Can be picked back up.	None
 Smoke Grenade	Produces a smoke screen immediately upon impact.	Complete Old Wounds mission.

ATTACHMENTS

Attachments are special enhancements available for your weapons. You can only have three Attachments per primary and secondary weapon. When choosing Attachments, take into consideration the strengths and weaknesses of your weapon to compensate for any lack and to enhance its strengths. When you equip certain Attachments, it immediately locks out others of that type and displays a warning over Attachments that interfere with the one you chose. This means you cannot have more than one of that particular type. Choosing one of the Attachment types displaying the warning replaces your previous choice. There is never a reason to not choose as many Attachments as possible on a weapon. Select the three Attachments for each weapon which will be most useful to your current mission.



Attachment	Modifiers	Description	Unlock Requirement
 ACOG Sight	Increases Range and Accuracy	Enhanced zoom sight.	None
 Ballistics CPU	Increases Range and Accuracy	Reduced weapon sway when aiming.	Complete Pyrrhic Victory mission.
 Dual Band	Increases Range and Accuracy	Nightvision scope with interlaced thermal overlay.	Complete Time and Fate mission.
 EOTech Sight	Increases Range and Accuracy	Holographic sight. Provides a clearer view of the target than a red dot, but with less peripheral vision.	Complete Pyrrhic Victory mission.
 Extended Clip	N/A	More ammo in each clip.	Complete Time and Fate mission.
 Fast Mag	N/A	Reload faster.	None
 FMJ	Increases Damage	Increased material penetration.	Complete Old Wounds mission.
 Fore Grip	Increases Accuracy	Reduced recoil when aiming down the sights.	Complete Pyrrhic Victory mission.
 Grenade Launcher	Increases Damage (only applies to launched grenade)	Switch to an under-barrel grenade launcher by pressing Left on the D-pad.	Complete Celerium mission.
 Hybrid Optic	Increases Range and Accuracy	ACOG Sight with Reflex Sight attached on top. Press the Left Stick while aiming down the sight to switch between optics.	Complete Time and Fate mission.

ATTACHMENTS (CONTINUED)

Attachment	Modifiers	Description	Unlock Requirement
 Iron Sights	N/A	Rail-mounted tritium iron sights.	Complete Time and Fate mission.
 Laser Sight	Increases Mobility and Accuracy	Increases hipfire accuracy.	Complete Suffer With Me mission.
 Long Barrel	Increases Damage and Range	Increases range.	Complete Karma mission.
 Millimeter Scanner	Increases Mobility and Lowers Accuracy	Detects lingering heat signatures from stationary enemies through materials at up to 25 meters.	Complete Pyrrhic Victory mission.
 Rapid Fire	Increases Damage and Lowers Accuracy	Increased rate of fire.	Complete Karma mission.
 Reflex Sight	Increases Range and Accuracy	Precision red dot sight.	Complete Celerium mission.
 Select Fire	Increases Range and Accuracy	Switch to burst or automatic fire by pressing Left on the D-pad. Automatic fire will always have more recoil.	None
 Suppressor	Lowers Damage and Range	Invisible from radar when firing, reduced muzzle flash, but less range.	Complete Fallen Angel mission.
 Tactical Knife	Increases Mobility	Carry a tactical knife in your off hand for faster melee attacks.	Complete Time and Fate mission.
 Target Finder	Increases Range and Accuracy	Identifies enemies and notifies when an enemy is in the crosshair.	Complete Suffer With Me mission.
 Variable Zoom	Increases Range and Accuracy	While scoped in, press the Left Stick to adjust between two different zoom levels.	Complete Old Wounds mission.

PERKS







In addition to your weapons, you should always select Perks to round out your loadout or fit your particular playstyle. Perks typically improve your character or your weapons. You unlock them by completing missions or challenges.

> Your First Perk

Access Kit is the first Perk you start with and perhaps the most important. This Perk is often necessary to complete missions and challenges, and, even when not required for completion, makes it much easier to survive each mission.











Perk	Unlocks	Description
 Access Kit	Immediately available at the start of the game.	Your Access Kit gives you access to otherwise inaccessible parts of the map.
 Adjustable Stock	Complete two challenges in Celerium.	Walk faster while aiming down the sight.
 Ammo Pickup	Complete five challenges in Cordis Die.	Replenish ammo and grenades from all fallen enemies.
 Climber	Complete two challenges in Karma.	Move faster when mantling.
 Fast Hands	Complete two challenges in Pyrrhic Victory.	Switch weapons more quickly.
 Fast Mag	Complete two challenges in Judgment Day.	Reload weapons faster.
 FMJ	Complete two challenges in Suffer With Me.	You do more damage with all bullet weapons.

Perk	Unlocks	Description
 Hardness	Complete two challenges in Odysseus.	Flinch less when damaged.
 Hip Accuracy	Complete two challenges in Old Wounds.	Better accuracy when firing from the hip.
 Hold Breath	Complete two challenges in Fallen Angel.	Hold breath longer when using sniper rifles.
 Longer Sprint	Complete five challenges in Time and Fate.	Sprint for a longer duration.
 Quickdraw	Complete two challenges in Time and Fate.	Aim down the sight faster.
 Throwback	Complete two challenges in Cordis Die.	Reset the timer when throwing back a grenade.



CAMO

When you complete missions, you can customize the look of your weapons. As the following table illustrates, there are many different looks. These camos have no effect on gameplay and are purely an aesthetic choice, so have fun customizing your favorite weapon with your favorite camo.

CAMO	NAME	UNLOCK REQUIREMENT
	Devgru	Cordis Die
	A-TACS AU	Fallen Angel
	ERDL	Odysseus
	Choco	Judgment Day
	Blue Tiger	Achilles' Veil
	Bloodshot	Suffer With Me
	Ghostex: Delta 6	Time and Fate
	Kryptek: Typhon	Pyrrhic Victory

CAMO	NAME	UNLOCK REQUIREMENT
	Nevada	Old Wounds
	Sahara	Celerium
	Russia	FOB Spectre
	Flecktarn	Second Chance
	Flora	Default
	Tiger	Karma
	Carbon Fiber	Judgment Day
	Gold	Dispatch

BATTLEFIELD ACQUISITIONS

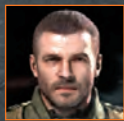
In addition to the weapons available in your loadout, you often find useful items in the field. These items are critical for completing many mission challenges.



ACQUISITION	DESCRIPTION
Mortar	Powerful explosive that can be thrown or set in animal traps.
Animal Trap	Can be set as a trap to lock down enemies.
Machete	Deadly melee weapon.
Knife	Melee weapon that you start with.
Pulwar	Deadly one-handed curved sword.
Anti-Tank Mine	Deployable mine that takes out armored units.
Combatant Suppression Knuckles	Melee taser.
Molotov Cocktail	Small AoE flame-improvised grenade.
Combat Axe	Throwable axe.
Nightingale Grenade	Distracts enemies.
IR Strobe	Marks an area for an air strike.
Mounted Machine Gun	Powerful machine gun that shoots lots of bullets at the cost of accuracy.
Sentry Turret	Used in Strike Force missions and can be picked up and redeployed. Also can be used against you in single player campaign.
SAM Turret	Locks on to aerial targets and once launched tracks its targets until they're destroyed.
MQ-27 Dragonfire	Miniature remote-controlled quad rotor hover units that have lightweight machine guns mounted on them. Highly maneuverable but easily destroyed.
CLAW	Extremely tough and heavily equipped walking tank. Can fire a minigun or launch grenades.
ASD	Small robots with treads that have burst-fire machine guns and rockets.
HAMP	Satellite that launches powerful kinetic strikes on painted targets.

01_PYRRHIC VICTORY

CUNENE PROVINCE, ANGOLA JULY 2ND, 1986



OPERATIVE:
Alex Mason, CIA
Special Activities
Division

ID#: 5814700
HEIGHT: 5'11"
WEIGHT: 190 lbs.



SUPPORT:
Jason Hudson



SUPPORT:
Jonas Savimbi

MISSION DETAILS

Alex Mason steps out of retirement to rescue his old friend Sgt. Frank Woods, held captive in Angola by narco terrorist Raul Menendez.

PRIMARY OBJECTIVE

Rescue Woods

LEVEL OBJECTIVES

- A** Prepare for incoming MPLA attack.
- B** Push forward with the convoy.
- C** Eliminate the mortar crews.
- D** Destroy tanks.
- E** Eliminate the mounted gunners.
- F** Destroy the second wave of tanks.
- G** Mount the Buffel to lead the final push.
- H** Secure the barge and rescue Woods.
- I** Search the container for Woods.
- J** Use the Valkyrie launcher to destroy the Hind.
- K** Escape into the jungle.
- L** Get to the village and radio Savimbi for extraction.
- M** Do not get discovered.
- N** Enter village and find radio.
- O** Approach and overpower Menendez.
- P** Fall back to the river.
- Q** Defend position.



“YOU BOYS BETTER GET YOUR S*#T TOGETHER...HE’S GONNA ATTACK!”

Agents David Mason and Mike Harper are on the hunt for Raul Menendez, who was rumored to have visited Frank Woods. They just miss Menendez, but Frank shares the story of how he and Alex Mason got acquainted with Menendez.



“IT’S UNCLE WOODS, SON. HE’D DO IT FOR ME.”

Spending some quality time with his son in Alaska, Alex gets a visit from Lt. Col. Oliver North and Jason Hudson. They inform him that Frank is stranded in Angola, where he was sent to uncover an arms-smuggling ring. Alex can’t let his partner down, so he and Hudson go in on the covert mission to recover Frank.



RECOMMENDED LOADOUT

PRIMARY

- > FAL with ACOG, Select Fire, Fast Mag



SECONDARY

- > M1911



GRENADES & EQUIPMENT

- > Grenade
- > Flashbang



PERKS

- > Access Kit



CHALLENGES

- > Eliminate enemy personnel (x15) with machete.
- > Destroy all MPLA tanks.
- > Eliminate enemy personnel (x5) with one mortar explosion.
- > Sink enemy vessels (x5).
- > Dive to prone on an enemy grenade and survive.
- > Eliminate enemy personnel (x10) with animal traps.
- > Kill (x4) enemies with one mortar primed animal trap.
- > Use elevated improvised positions for confirmed sniper kills (x20).
- > Collect Intel (x3).
- > 100% survivability rating.

WEAPON/ATTACHMENT UNLOCKS

COMPLETE CHALLENGES

UNLOCK...

2

FAST HANDS PERK

5

COMBAT AXE MELEE WEAPON

SHOTGUN TYPES

There are two pump-action shotguns, the R-870 and the KSG, a semi-automatic (the Saiga 12), and a fully-auto, the M1216.

The R-870 is an all-around shotgun. It has a solid rate of fire, good damage, and good accuracy.

The KSG is a slug shotgun, firing a single high-damage round. It demands high accuracy in exchange for much greater range than the other shotguns.

The Saiga is a semi-auto shotgun. It is better for engaging multiple targets, but drains ammunition rapidly to score kills. Bring Extended or Fast Mags!

Finally, the M1216 is fully-auto. It has a very unusual 16-shell magazine that fires four shells before you must rotate it to load the next four. This “gap” in firing can be lethal if your shots aren't on target.

WEAPON NOTES

- > The KSG is the only shotgun with (poor) penetration. The other three shotguns do not penetrate.
- > Shotguns do not deal bonus headshot damage, with the exception of the KSG which has a high headshot multiplier.
- > The R-870 and KSG reload two shells at a time with Fast Mags.

SHOTGUN PROFILES

NAME	MAG SIZE	EXTENDED MAG
KSG	14	19
M1216	16	22
R 870 MCS	8	11
Saiga 12	10	13

SHOTGUN IRON SIGHTS

KSG



M1216



R870 MCS

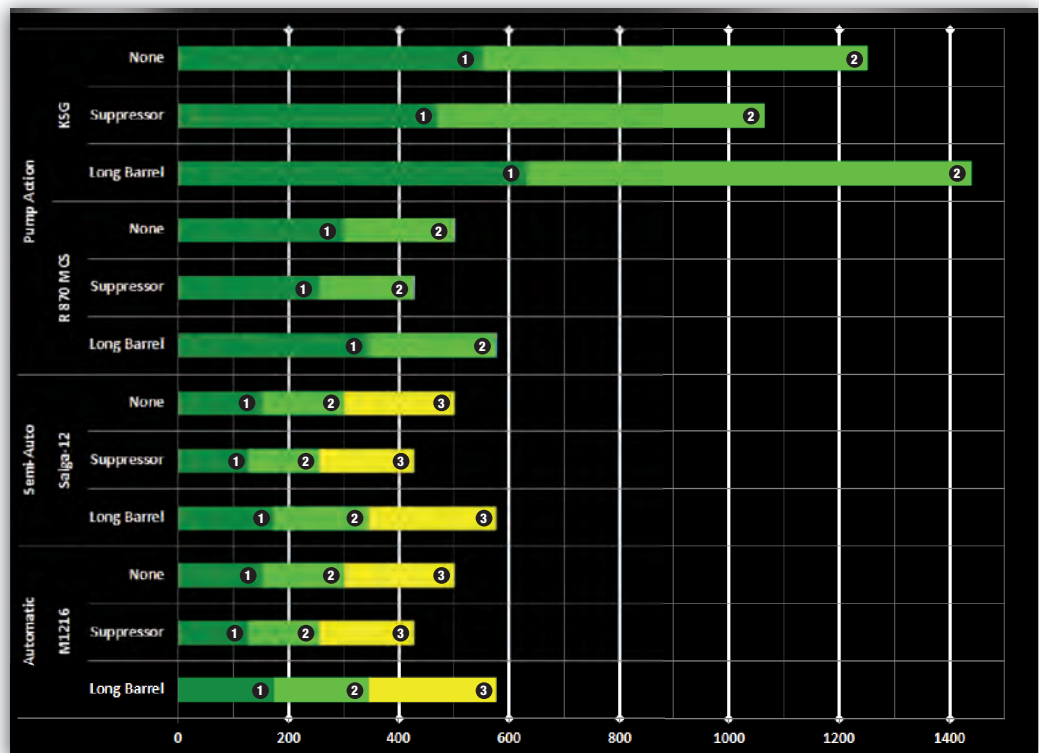


SAIGA 12



SHOTGUN DAMAGE: SHOTS TO KILL OVER DISTANCE

This chart illustrates the number of shots needed to kill a target from a given distance.



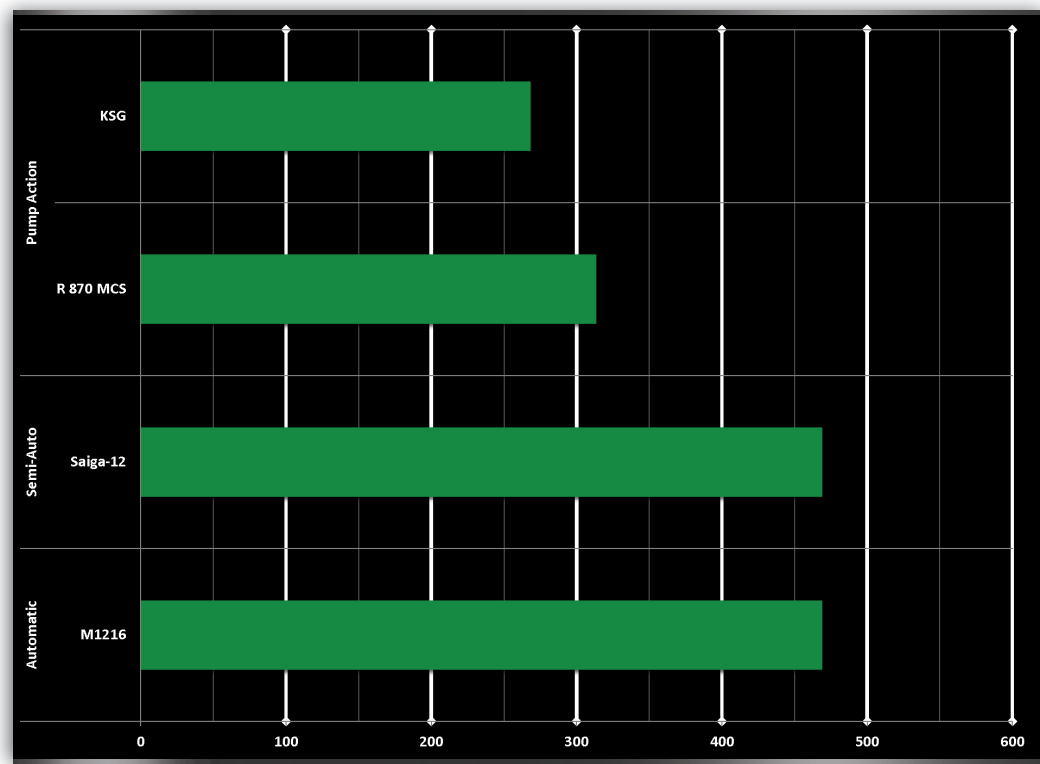
> IMPORTANT: SHOTGUN DAMAGE

Excepting the KSG, shotguns fire a burst of pellets in a cone.

Because of this fact, these ranges show the distances at which you can score a one- or two-shot kill—not a *guarantee* that you will do so every time.

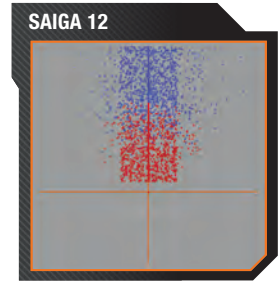
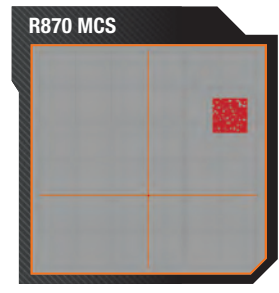
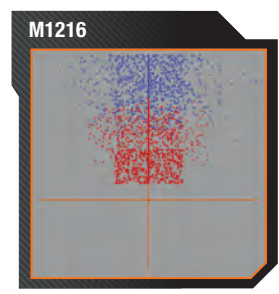
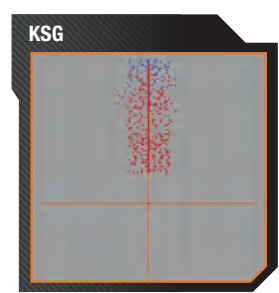
Using ADS or a Laser Sight can tighten the spread. However, when you are in a mobile CQC fight, your aim needs to be dead on and you need a bit of luck to score reliable one-shot kills.

SHOTGUN RATE OF FIRE: ROUNDS PER MINUTE

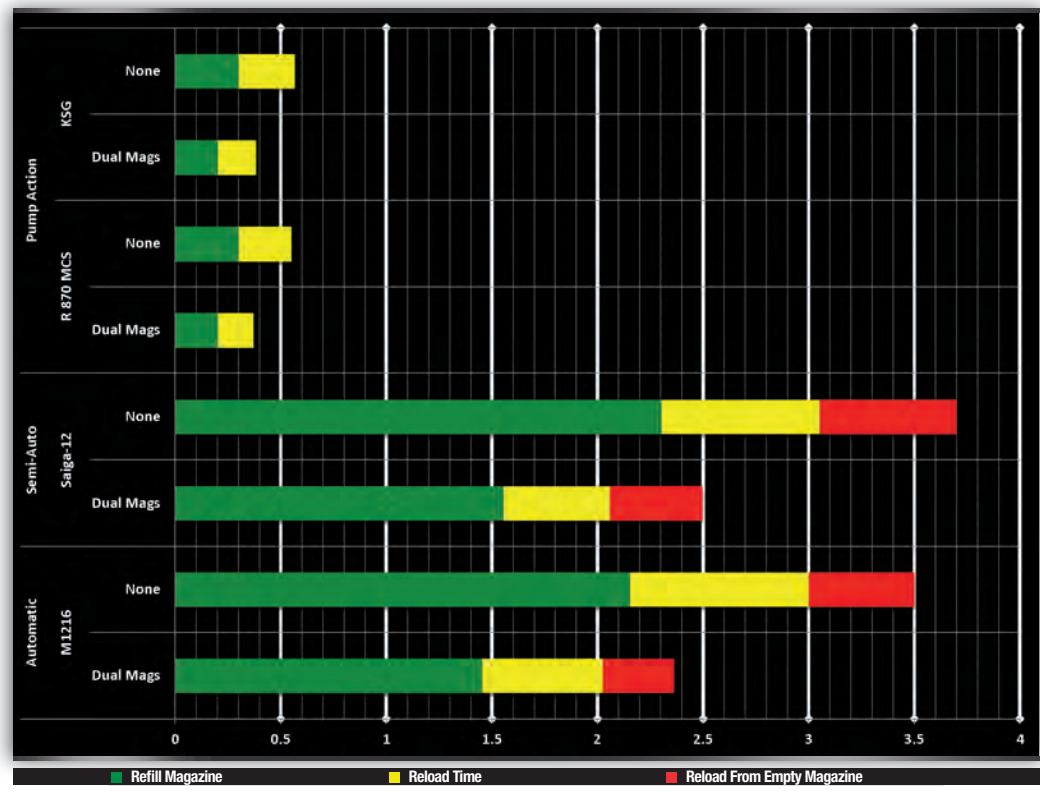


> SHELL LOADS
Remember that the reload times for the R-870 and KSG are *per shell*.

SHOTGUN RECOIL PLOTS



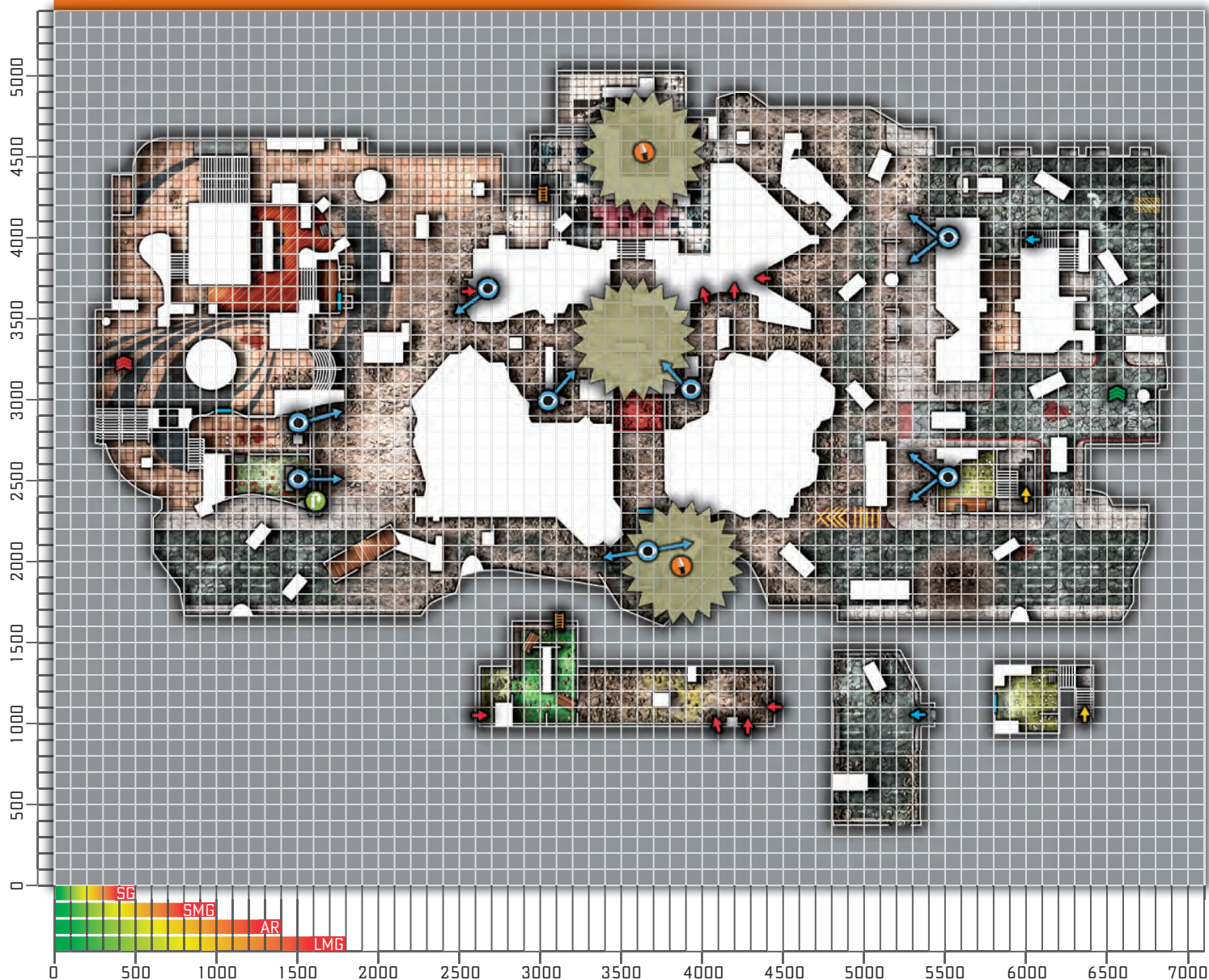
SHOTGUN RELOAD: TIME IN SECONDS



■ Refill Magazine
 ■ Reload Time
 ■ Reload From Empty Magazine

AFTERMATH

HOTSPOTS



OVERVIEW

Aftermath takes place in the blasted-out ruins of downtown L.A., after it is smashed by a massive Drone attack. Ruined buildings, destroyed vehicles, and craters in the street all make for an unusually devastated urban landscape.

The focus of the map is a large, fallen skyscraper in the middle of the level. It creates a (literally) broken-up mix of terrain in level's central area. On the far east and west, a parking garage and a small shopping center provide 'base' areas with upper levels. They have line of sight over the outer parts of the center ruins.

NOTES

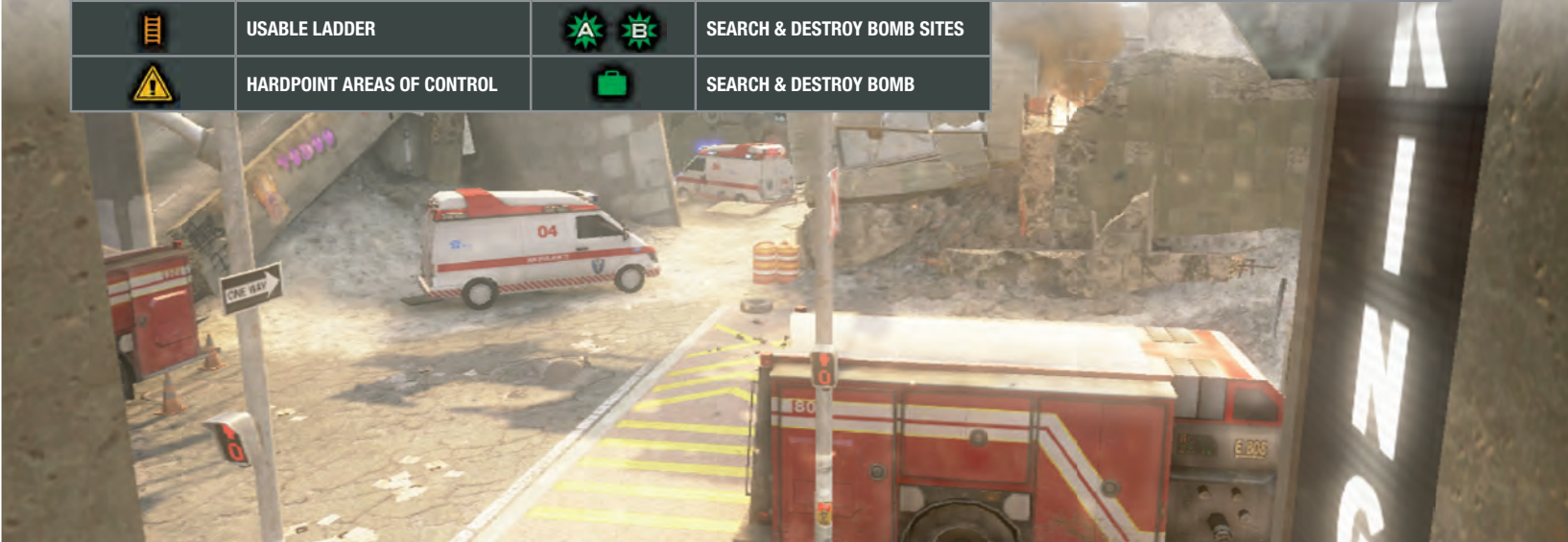
The central hotspot is very hot. Bypass it by traveling north or south, unless you want to get into combat! Be wary of campers in the east and west structures if you're fighting out on the streets. Familiarize yourself with their lines of sight so you can avoid them when necessary.

	ACTIVITY HOTSPOT
	CLOSE QUARTERS COMBAT (CQC)
	OVERWATCH VANTAGE POINT
	SNIPER PERCH
	JUMP SPOT

OBJECTIVE LOCATIONS



	TEAM SPAWNS		HEADQUARTERS LOCATION		DEMOLITION BOMB SITES AND OVERTIME SITE
	CONNECT TO SAME-COLORED ARROWS ON MULTI-LEVEL AREAS		CTF FLAG STANDS		DOMINATION CONTROL POINTS
	USABLE LADDER		SEARCH & DESTROY BOMB SITES		
	HARDPOINT AREAS OF CONTROL		SEARCH & DESTROY BOMB		



ZOMBIES

Provided by our friends at Treyarch, we present the following overview of *Zombies*, a game unto itself that fans of the series look forward to playing with great anticipation. Enjoy!

Zombies returns to *Call of Duty* for its third installment, following *Call of Duty: World at War* and *Call of Duty: Black Ops*. The game mode has grown wildly popular since its debut in 2008, spawning an additional seven DLC entries and two iOS versions of the game.

Now with *Black Ops II*, *Zombies* is bigger than ever, both literally and figuratively, transporting players to an entire county overrun with the undead. Darker secrets, deeper quests, new weapons, and more zombies than you've ever seen onscreen before; the latest chapter of the *Zombies* epic takes the game to a whole new level. This year's entry offers a variety of game modes to sate every appetite of zombie killer.

We *highly* recommend playing a few rounds of *Zombies* with some friends before digging too deep into this part of the guide. Get a feel for the game. Learn the tendencies of the undead and devise some personal strategies to survive. Try to pick up the trail of some of the game's many, many mysteries.

Once you get chewed up a few times (and you will), review the material here. We'll set you down a path and help you survive. We may even drop a few hints toward the numerous secrets in the game.

Zombies is not just another game mode. It thrives on the thrill of discovery, the fanning of conspiracy theories, and community cooperation outside of the game. Feel free to search out *Zombies* fan communities. Become a part of the team effort to unravel *Zombies*' secrets. It's this spirit of community off which *Zombies* thrives.

Surviving *Zombies* as long as you can is one thing; being good enough to unravel all of its secrets is another matter entirely. This is *not* a direct walkthrough! So, this chapter avoids story spoilers and focuses strictly on *Zombies* gameplay.



> Strategy Updates

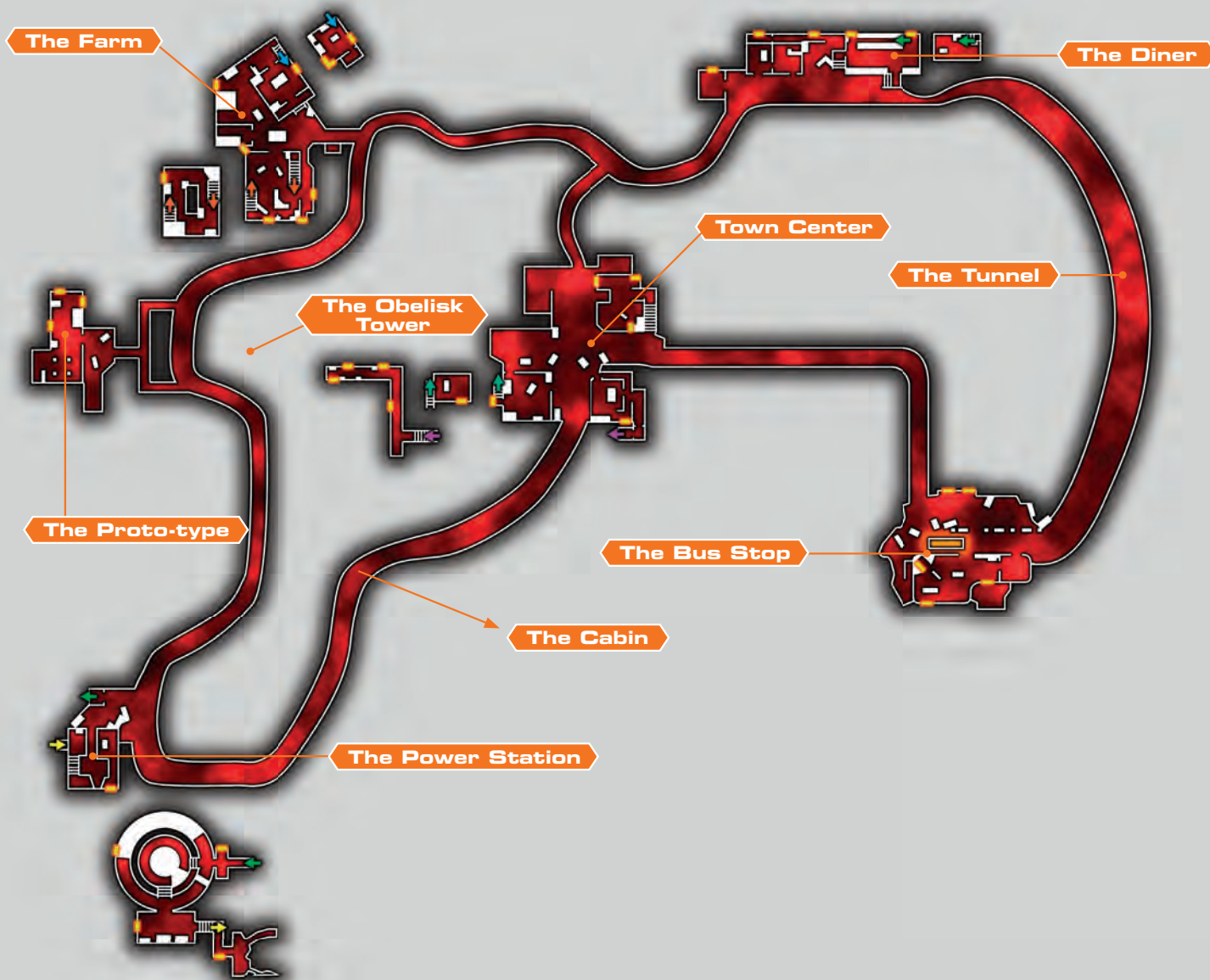
Check out www.bradygames.com for updated *Zombies* content and strategy as it becomes available.

WHAT LURKS INSIDE THE HAZE OF SMOKE & ASH?

Following the events of *Black Ops Zombies MOON*, Earth is a shadow of its former self. Zombies run rampant. Smoke and ash cover much of the landscape, concealing both unknown horrors and rich secrets.

Four survivors rally within the remains of a bus depot on the edge of a desolate post-apocalyptic county. Outside, a strange robotic creature sits behind the wheel of a dilapidated bus, waiting to board new passengers and take them on the ride of their lives.





THE SETUP

Call of Duty: Black Ops II Zombies takes place in one enormous map the size of a county, which is divided into five major areas. These include:

- > The Bus Depot
- > The Farm
- > The Town
- > The Diner
- > The Power Station

Each of the five areas has its own identity rife with secrets to discover, weapons and equipment to acquire, and many, many zombies. The map here is big enough to provide you with some serious options. And, by options, we mean multiple *Zombies* game modes. Here's the breakdown:

BLACK OPS II ZOMBIE MODES

- > **TranZit:** Dig into the conspiracies and lore of *Zombies* by exploring the entire county. Be forewarned: it takes serious time, skill, and effort to uncover all of the secrets of TranZit.
- > **Survival:** Need a quick fix of *Zombies* mayhem? Survive as long as you can with limited resources in one of three subdivisions of Green Run. How long will you last in the Town, the Farm, or the Bus Depot?
- > **Grief:** A spin on the survival game-type, competitive-cooperative. Grief pits two teams against each other in one of Green Run's two custom-fit locations. Compete to survive the longest, and "grief" the opposition to win.

> Adjustable Difficulty

Is the game a little too tough in your first couple forays into the fray? You can now lower the difficulty to hone your zombie-slaying skills.