

ZOMBIES

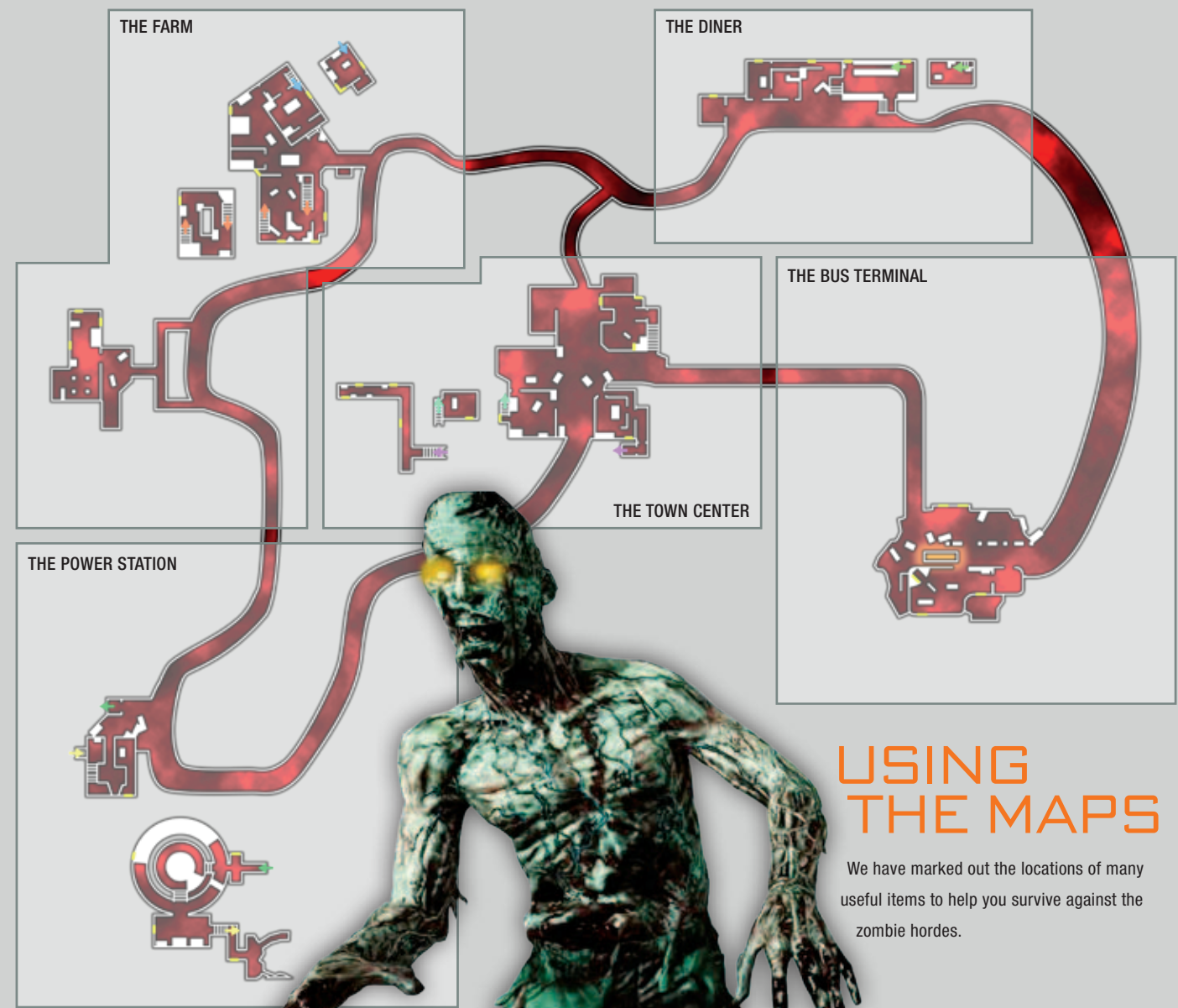
A TOURIST'S GUIDE TO THE ZOMBIES COUNTRYSIDE

All aboard the last bus to hell!

We've prepared this supplemental guide to the environs of TranZit, Zombies premiere story-based gameplay mode.

Use the maps contained here to aid you in your exploration of the zombie-infested wasteland. Keep your eyes open—there are more mysteries to be found within the choking mix of ash and dust that obscures the landscape.

Our friends at Treyarch have given us leave to reveal a *few* of the finer details that make up the new Zombies TranZit mode. However, there is yet more to discover, so get out there with your friends and get involved with the Zombies community to uncover the rest!



USING THE MAPS

We have marked out the locations of many useful items to help you survive against the zombie hordes.



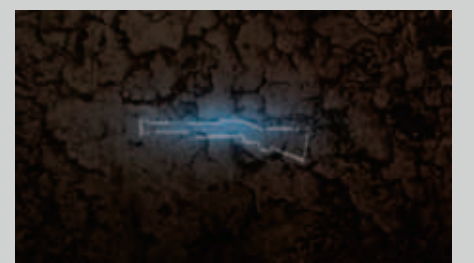
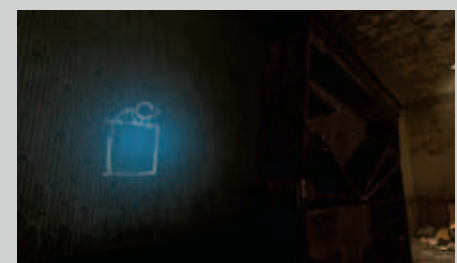
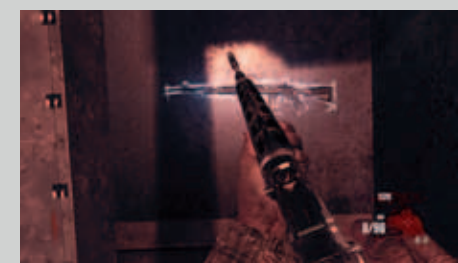
PERK-A-COLA MACHINES

Critical to your survival, these machines allow you to purchase powerful Perks that enhance your combat abilities...that is, if you can find a way to turn them on. Perk-A-Cola Machine locations are marked on our maps with **DARK GREEN** callout markers.



WALL WEAPONS

Fixed weapon emplacements, these locations allow you to find some *guaranteed* firepower in particular areas. You can buy and refill the ammo for these weapons at these specific spots. Wall Weapon locations are marked on our maps with **BLUE** callout markers.



MYSTERY BOXES

These wonderful boxes can contain one of many different weapons—which one you get is completely random. Maybe you'll get a pistol, maybe a mighty machinegun, or maybe nothing at all...

Overuse of a Mystery Box can exhaust it. Doing so causes it to vanish from its current position and reappear elsewhere, at one of several possible locations.

The trick then becomes reaching it in one piece to try for another weapon. Mystery Box locations are marked on our maps with **LIME GREEN** callout markers.



BUILDABLES

Buildables represent a whole new gameplay mechanic in Zombies. These are new items that you can craft to support your fight against the hordes.

We've marked the workbenches that allow you to construct these items. We've also marked the specific locations for the parts that make up the first buildable, the Turbine. These locations are marked on our maps with **MAROON** callout markers.

For *most* other buildable items, all of the parts needed to craft them are contained in the same area as the workbench itself. However, this is not *always* the case...



> Bus Buildables!

The bus that serves as a lifeline and a means of transport around town can be *upgraded* with certain items found around the map. If you can figure out how to reach the upgrades, you can attach them to the bus to improve its capabilities, and your chances of surviving!

LOCATIONS

After you take your first full bus tour around town, it should be abundantly clear that there's a whole lot of ground to cover out there in the ash and fog. There may even be a few hidden places to explore. We've marked a few of these, although reaching them and staying alive is up to you. Some examples of hidden locations are marked on our maps with **ORANGE** callout markers.

TEDDY BEARS!

Finally, here's a little Easter egg gift from Treyarch: Scattered about the map are three (maybe) cute little stuffed Teddy Bears. These aren't the same bears that mark the locations of inactive Mystery Boxes. Rather, they represent a unique little secret unto themselves.

Approach the bears and tap the Action button to see if you've earned a special audio reward—this happens only after you've found the last one. Teddy Bear locations are marked on our maps with **GOLD** callout markers. These are far from the only secrets to be found—how many more can you locate?

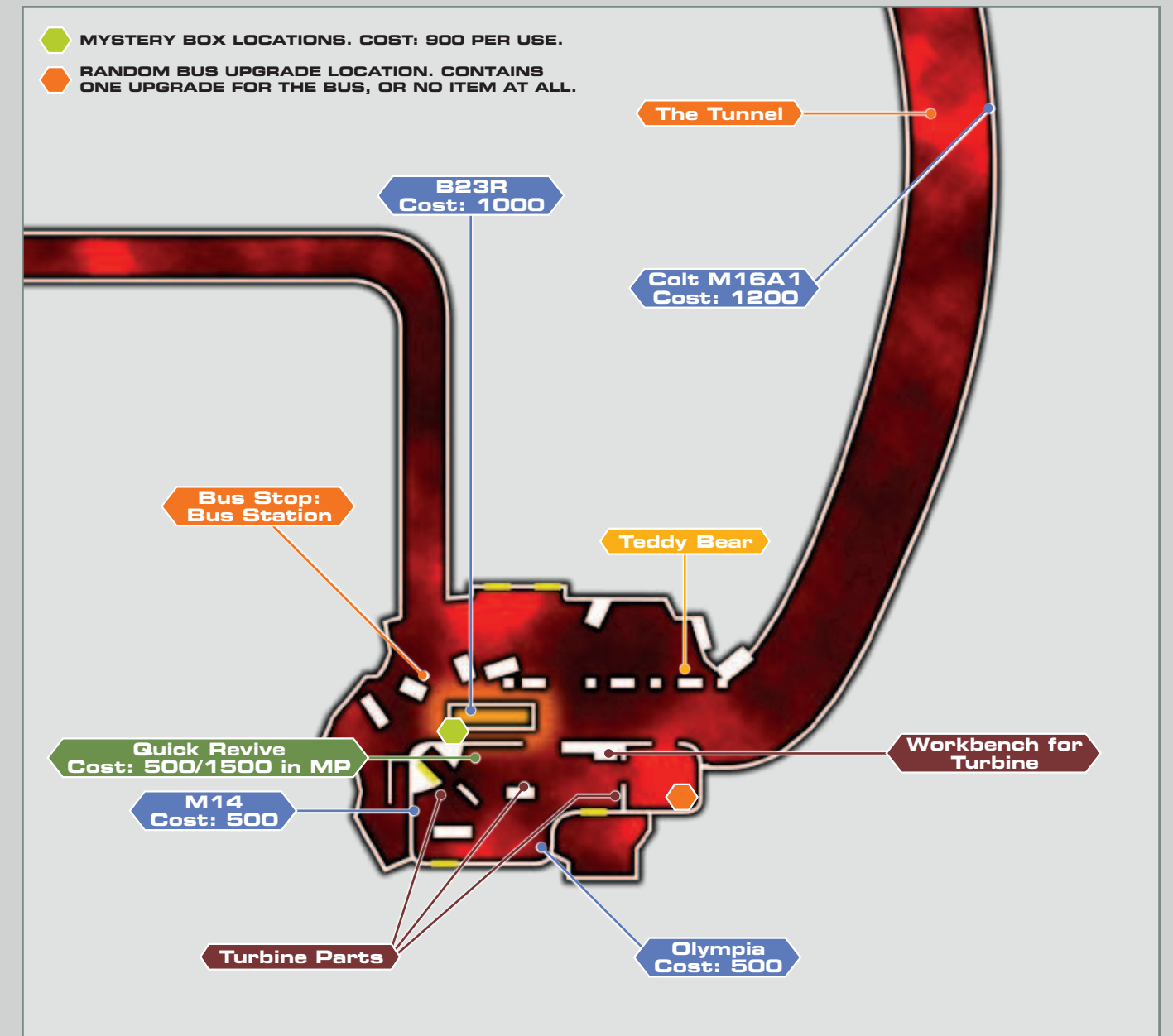


AROUND TOWN

The bus travels on a fixed route around town. It starts at the Bus Terminal, and then travels to the Diner, Farm, Power Station, and finally the Town Center before it returns to the Bus Terminal. The bus does *not* remain at each stop for a predetermined amount of time. So, be sure to conclude your business swiftly, or be ready to hole up and survive until it returns!

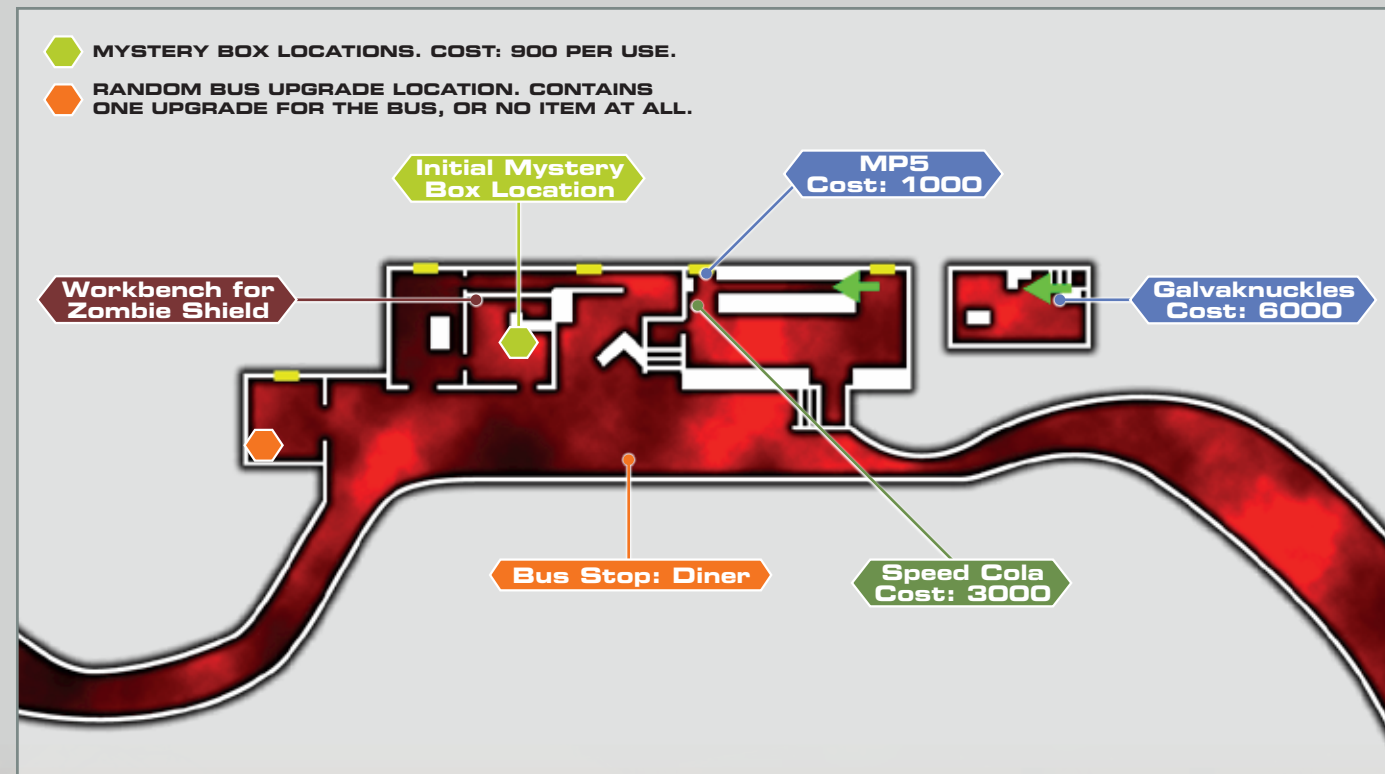
THE BUS TERMINAL

The starting location for every game of TranZit, the Bus Terminal consists of a small interior bus stop structure and an exterior parking lot area beside the road. Use the open space outside to string out zombies chasing you. Be wary of getting trapped inside the bus stop itself, because there's very little room to escape within!



THE DINER

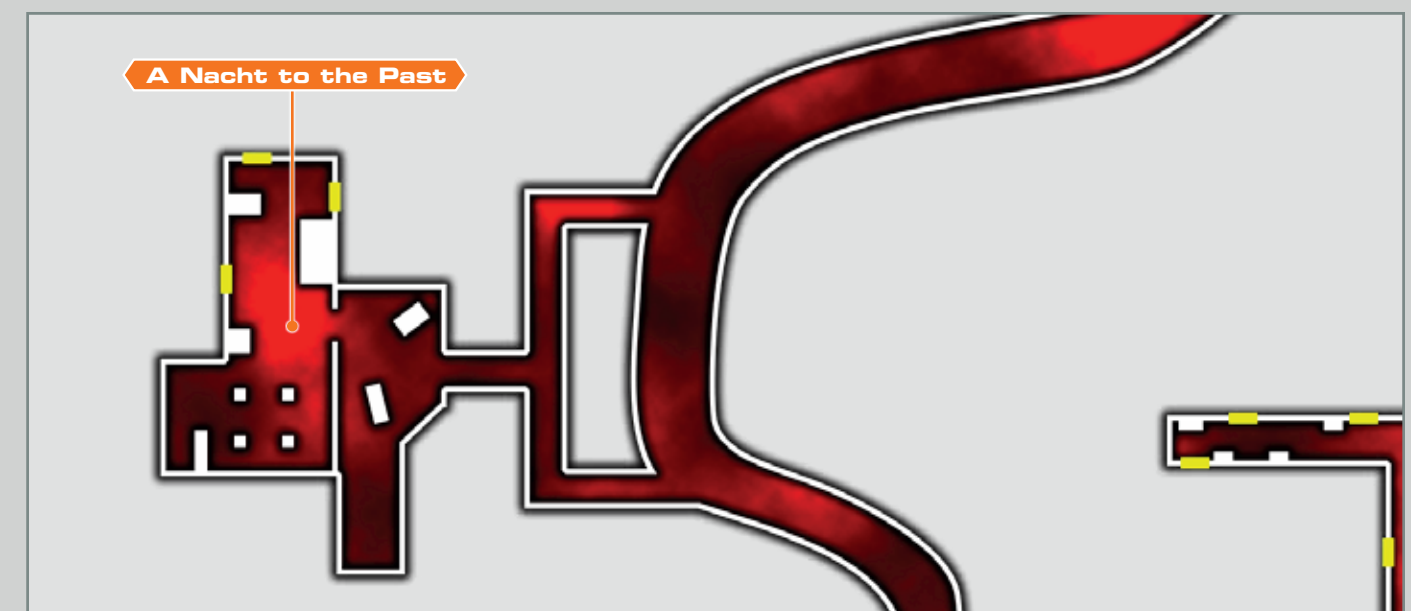
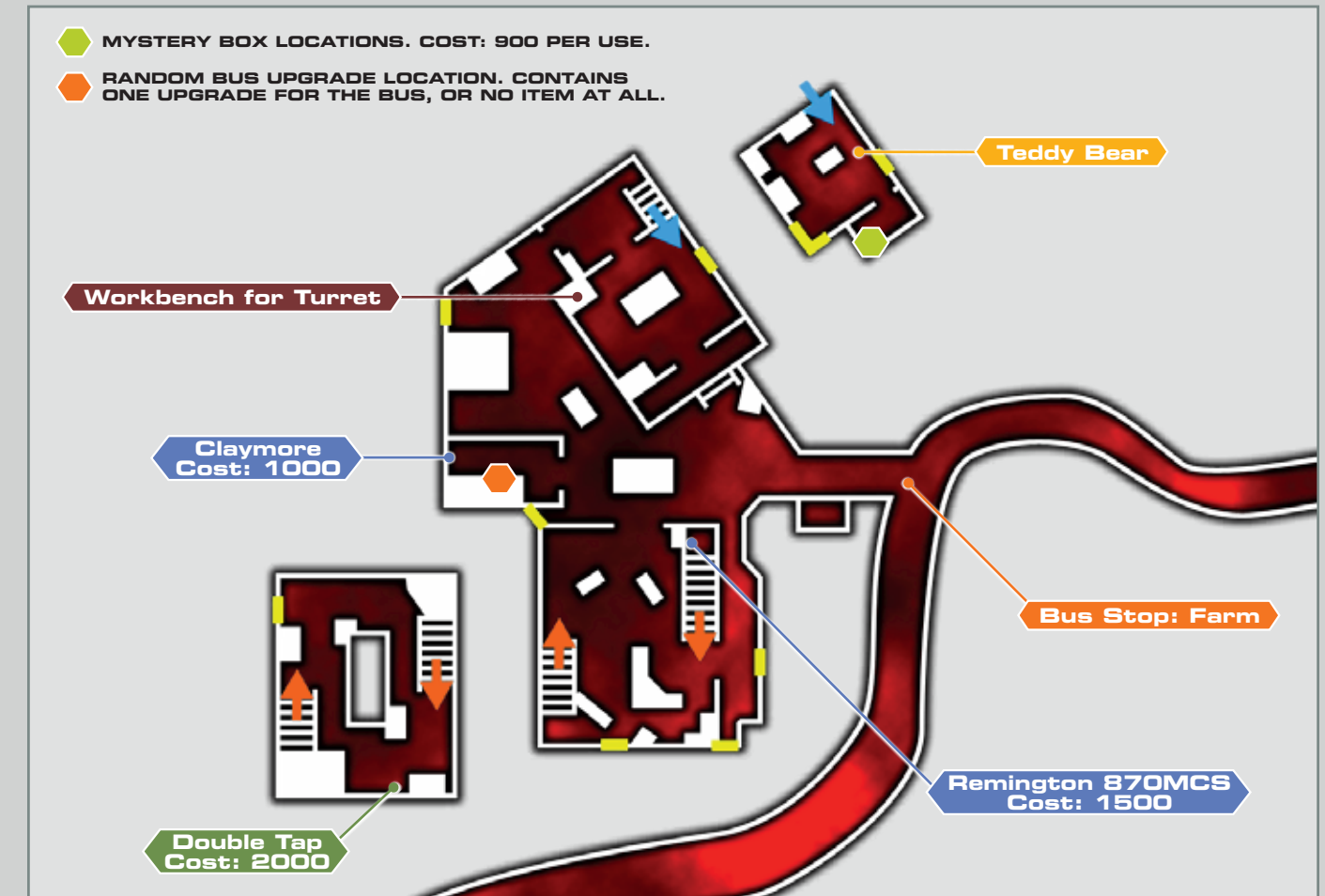
The crumbling remains of a diner and a nearby garage make up this stop. With several buildings and a small exterior area to explore, you can evade zombies by ducking in and out of the diner and the garage. Just be careful not to get split up and overwhelmed when you battle in this area with a group!



THE FARM

An old farmhouse and a nearby two-level barn make up this zombie battleground. Both the farmhouse and the barn have two floors, so you can lead zombies on merry chases up and down between them. Change levels and jump back down to evade pursuit.

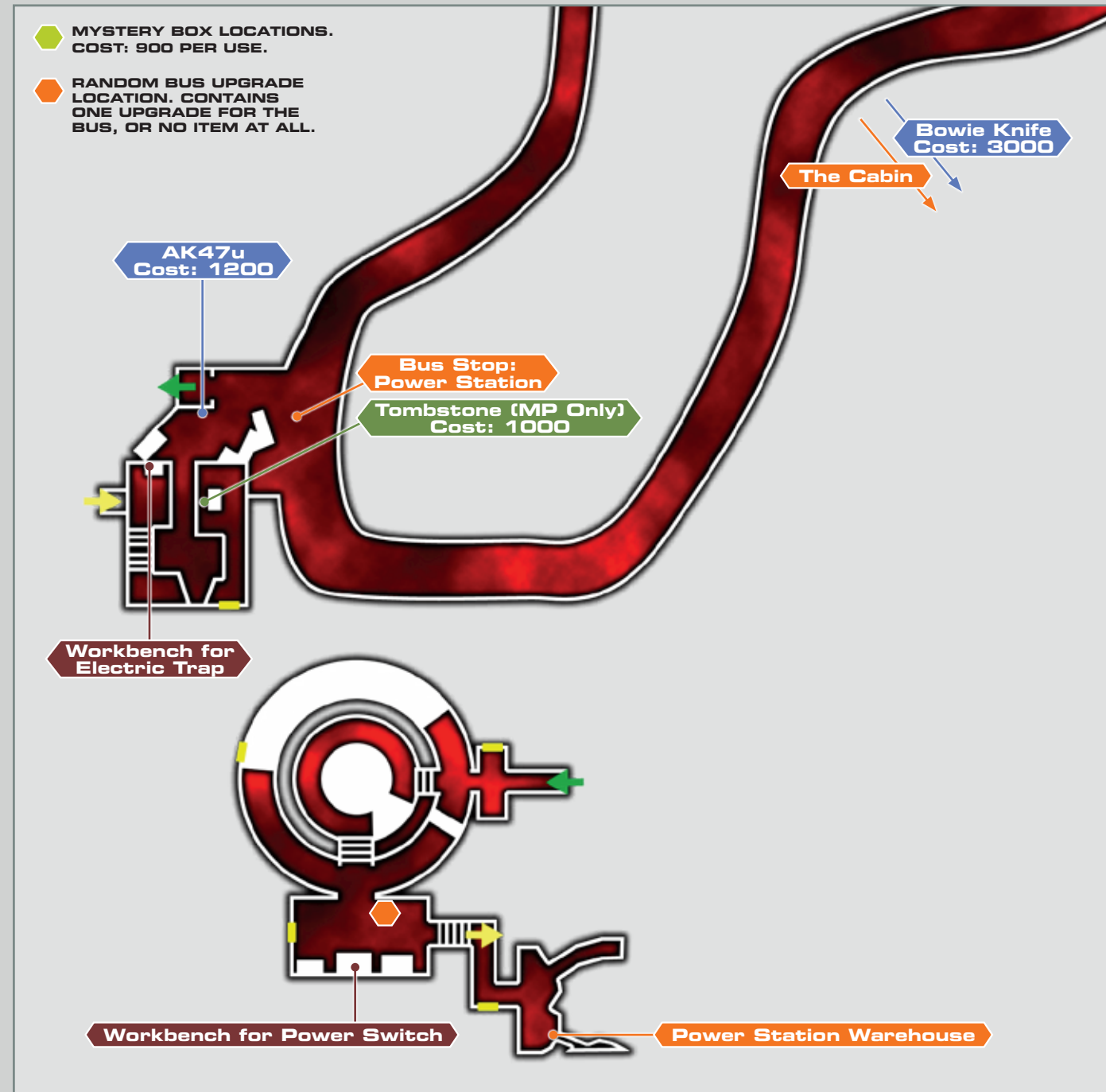
The bus stop down by the road has very limited room to maneuver. Be careful about leading a huge pack of zombies to the road before the bus arrives!



THE POWER STATION

The ruins of an old power station are sure to excite veteran Zombies players. Where better to search for that most precious electrical resource? Carefully scour the area where the bus drops you off. You're sure to discover that this area holds more than it appears to at first.

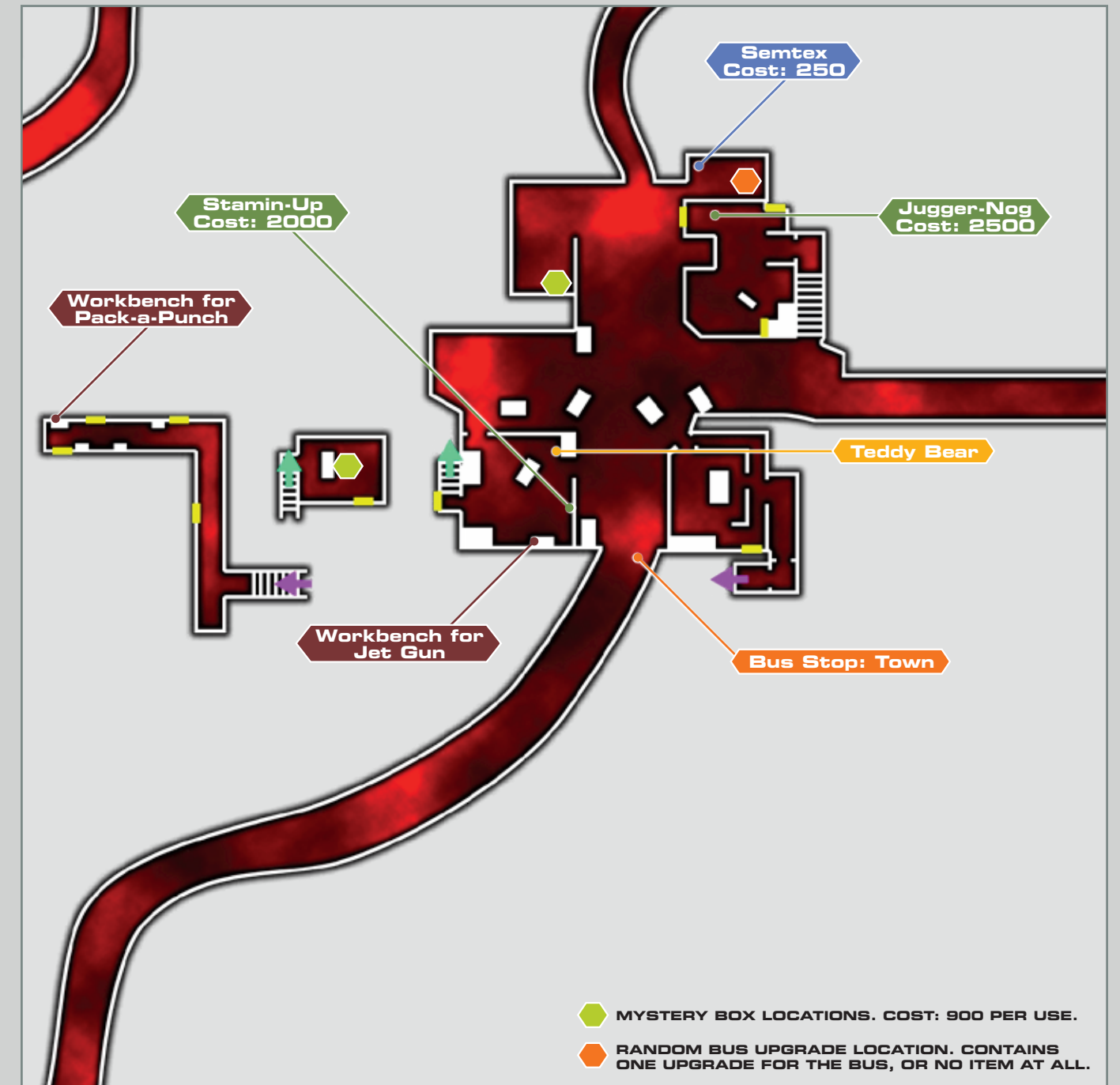
Be careful inside the remains of the power station itself. The narrow and linear pathways can get you into serious trouble!



THE TOWN CENTER

The largest of the five main stops, the town center holds the ruins of several buildings, as well as an old bank. As the biggest area, this is also one of the very best for herding zombies and evading them. Constantly duck in and out of buildings and lead zombies on chases out in the streets.

However, note that this is the only location that does not have a basic wall weapon, so ammunition can become a serious problem!



A TOURIST'S PRIMER



A LITTLE EXTRA PUNCH

Veteran zombie players are surely wondering about the location of the Pack-a-Punch machine. Upgrading your weapons is crucial to surviving the later rounds of Zombies. Does the Pack-a-Punch machine exist? You betcha. However, reaching it in TranZit is a bit more difficult. Where would *you* store something precious and valuable? Surely you'd put it in a secure location...

WONDERING ABOUT WEAPONS?

Truly adventurous survivors who scour the landscape may find bits and pieces of unknown provenance and usage. Combining the right parts in the correct place is certain to aid your battle against the zombies.



BEWARE THE HAZE!

The choking haze of smoke and ash that covers the land conceals more than just the zombies. There are *things* in the mist, and they will leap at any living target, tearing and rending at their faces! Surviving the attack of these hideous little creatures requires a steady nerve, a mastery of the melee arts, and perhaps the one thing that they truly cannot stand: bright lights. Of course, where are you going to find bright lights in an ash-covered wasteland with no power?