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# Revelations zombie shield

Jul.20.2016 Take out zombies in relative safety by having them bite the shield. It works against Cerberus as well, so if you can't fire off a few shots in time, push the action button (PS4: X, PC: A) to bring up the shield, and finish them off with a shot (PS4: R2, PC: right trigger) or a melee attack (PS4: R3, PC: right stick button). All it takes is a single bullet (or none if you perform a melee), which makes it particularly useful for ammo conservation. It's also effective against enemy Brainer attacks: by forcing your opponent to lock on to a zombie instead of yourself, you can buy valuable time for a counter attack. If you keep your shield up for too long however, sooner or later a zombie will bite you instead. Try bringing up your weapon from time to time to keep the more distant zombies from closing in (this resets the zombie timer). Shields are back in Black Ops 3, and the Dragon Shield for Revelations is an instant requirement if you want to unlock awesome upgrades like the Shadow Mask. Even if you're not an Easter egg hunter, the Dragon Shield is a great weapon for casual fun, and just about anyone can unlock it — even solo, but you'll probably need to know where to look to get all three parts. Find all the potential spawn locations with the quickie tech guide below. Looking to revisit the last DLC? Unlock every inch of the previous Black Ops 3 Zombies map with our complete Gorod Krovi survival guide. Find even more Revelations DLC secrets, solutions, and Easter egg info: Dragon Shield Guide The Dragon Shield is back. Like always, the massive shield protects your face from frontal zombie / monster attacks, and gets its own powerful bash melee along with an energy blast to send annoying opponents backwards. Getting the Dragon Shield is pretty much required at some point. If you want to actually craft the thing, you'll need to reach a special crafting table located in the Nacht der Untoten section of the map. The table itself is found on the second floor, near the stairs down to the tombstone room. How to Reach Nacht der Untoten: "Override" one of the four Corruption Engines located in the ancient ruins with the blue energy pylons. It costs 500 points to activate the skull altar and a special wave of enemies will appear. Survive / fight long enough and a teleport door will open nearby. Go through to access the Nacht der Untoten structure. Like other craft-able items in Zombies, the Dragon Shield requires three pieces to craft. These three pieces all have three spawn locations scattered around the map. Dragon Shield Part Locations Note: Only three shield parts are required to construct the shield, but each part will spawn in one of three locations. Shield Part #1: Origins: On the corrugated metal to the left as you enter the area through the spawn jump-pad. From the entrance, it can also appear up the left hill, attached to a large wooden crate with a lamp on it against the right wall. The third location is down the right path from the spawn jump-pad. Look to the right for a wooden chair near shelves in the trench. Shield Part #2: Verruckt: Can appear in the kitchen near the Origins jump-pad, on the center island. Next, go to the stairwell with the metal fencing around it and head into the back-left corner. There's a pile of chairs and other debris where the part can appear. The final location is down the stairwell on one of the white /red pillars near the door to the exterior Verruckt Corruption Engine. Shield Part #3: NOTE: To activate anti-gravity, stand on the four pressure plates for a few seconds until they permanently light up in the pyramid chamber. Der Eisendrache: Activate anti-gravity to wall-run and jump high to reach these parts. From the Corruption Engine, follow the right path and look to the right wall for a bronze circular fixture high up on the wall. Wall-run to reach the part if it appears above the bronze device. It can also appear further down this path and around the left corner. The last location is down the left path from the Corruption Engine, on the right wall with the in-laid wall columns. This is also where the pink chalk spawns. Collect all three parts and return to Nacht der Untoten to complete the shield and wield it for yourself. It's required if you're looking to unlock masks and other Easter egg secrets in Revelations. Source: [1] Black Ops 3 Zombies Revelations TrailerFor the Corporal with the same name, see Monty (Big Red One). MontyAlias(es)Dr. MontyThe Great Dragon, The Beast, Beelzebub, Lucifer, Satan, The Devil (all by Shadowman)'M'Appears inCall of Duty: Black Ops IIICall of Duty: Zombies (comic)Call of Duty: Black Ops 4 (mentioned)AffiliationsKeeperPrimisNationality BritishStatusAliveBirthPrimordialSexMaleHairWhite (Human form)EyesBlue (Human form)RaceCaucasian (Human form)TimelineAether StoryVoice ActorMalcolm McDowellActorMalcolm McDowellLevelIn Darkness (easter egg)Gorod Krovi (heard only)RevelationsNacht der Untoten (remastered version, radio only)Verrückt (remastered version, radio only)Shi No Numa (remastered version, radio only)Kino der Toten (remastered version, radio only)Ascension (remastered version, radio only)Shangri-La (remastered version, radio only)Moon (remastered version, radio only)Origins (remastered version, radio only)Blood of the Dead (mentioned only)Classified (cipher)'This...is...it. The Aether, the infinite, the reality beyond. Beyond the world you know, beyond your perception. Things are going to get a lot worse before they get better. You changed the rules. There are certain things that you can't ever change. All I ask, is that you do the right thing. The right thing for everyone.'— Dr. MontyDoctor Monty is a character that appears in the Zombies mode of Call of Duty: Black Ops III. and mentioned in Call of Duty: Black Ops 4. He is hinted to be an antagonist in the upcoming Aether Story maps for Call of Duty: Black Ops 4.He is the creator of most of the features in the mode itself: the GobbleGum Machine and the Factory that creates them, the appearances of the Mystery Box, chalk drawings, Power-Ups, Persistent Upgrades that appear in all the Zombie maps. He is also a member of the ancient Keeper race, though throughout all his appearance he has only assumed a human form of an old British man wearing a signature red scarf.He is mentioned by Edward Richtofen in the Call of Duty: Black Ops 4 map, Blood of the Dead, and is mentioned in a cipher in Classified by Ludvig Maxis. Monty, like his Keeper brethren, existed since the very beginning of the universe. Not much is known about his history, other than that he used to have one person he considers his best friend. That person would later be corrupted by the energy of the Dark Aether, and be known as the Shadowman. After a war breaks out, Shadowman and the rest of the corrupted Keepers were banished to the Dark Aether, where they would eventually mutate into Apothicons. Monty and the Keepers took up the mantle of guardians of the universe, watching from afar and only interfering when the universe is in a state of imbalance.On October 28th, 1945, upon the teleportation of four individuals: Edward Richtofen, 'Tank' Dempsey, Takeo Masaki and Nikolai Belinski (otherwise known as Ultimis), the universe began to show instability. Due to Monty being unable to directly interfere (violating human's free will), he offered indirect support through 'little nudges', such as assisting Group 935 in producing special elixirs that would be later known as Perk-a-Colas, and adding chalk outlines of weapons all around. Despite his claim of only giving 'little nudges', he would later influence the German scientist known as Ludvig Maxis to create the teleporter. It wasn't until the arrival of a drone carrying a human brain at Agartha that forced Monty to take a different measure. Using his power, Monty created a physical body for Maxis resembling that of his own in Dimension 63, and allowed him to reside at the House in Agartha. He then retrieves Samantha Maxis from the original timeline, wiping out the Maxis of this dimension from existence as well; however, realizing that Samantha had been corrupted by the Dark Aether as well, he was forced to separate the father-daughter pair, and returned her to him later after cleansing her soul and restoring her innocence.Monty then informs Maxis that the only way to save everyone at this point would be to separate Agartha from the rest of the multiverse, sealing it from Apothicon influence. He instructs Maxis to find the Kronorium, a book which contains the location of an artifact called the Summoning Key, which can collect and store souls that survive the fracturing of the universe. After having Primis Richtofen retrieve it from Morg City in Dimension 63, Monty then accepts an innocent Richtofen soul, named Eddie, from Dimension 2210 into the House. He introduces Eddie to Samantha, and provided them toys to play with, comprising of various Zombies characters. He would keep a close watch on Richtofen later on, due to a sense of mistrust, and the nature of himself and his companions.After Richtofen sends the souls to the House, Monty introduces himself by only speaking to Dempsey, Nikolai and Takeo, believing that Richtofen is doing 'his own thing'. He explains to them that he's suspicious of Richtofen's plans and tells them that everything will make sense once they reach 'the House'. He also attempts to explain his role in shaping up the universe, and his 'nudges'. Primis would then return to the House, where they destroy the teleporter and seal Agartha off from the rest of the multiverse.However, Maxis would eventually be manipulated into accidentally releasing the Shadowman from the Key. While Monty tries to hold the dimension together due to the Apothicon's invasion, Primis would then try to find a way to defeat the Shadowman. Monty tries to reach out to Primis, telling them of the story behind the Keeper and Apothicon conflict, as well as the difficulty of his role. Eventually, with the help of Sophia, Primis defeats the Shadowman, and the Apothicons are banished once more, with the Summoning Key (containing Maxis and the children) lost in deep space. As Monty begins to ponder the future of his perfect world, he finds that Primis somehow remains alive, rather than disappearing from existence. He discovers that the four of them have consumed blood of souls that came from closed dimensions, thus causing a paradox. He contemplates wiping them out of existence as well, but then realizes that their cycle would be reset, and they would be sent back to medieval times to assist the Keepers in the Great War, effectively solving the paradox and completing the cycle of the universe.At some point, Monty begins to watch over Ultimis and Primis once more, this time laying out recordings of himself talking about the events that transpired at the locations that both crews once visited in the previous cycles.At the end of Primis' escape from Alcatraz, and after Richtofen's sacrifice, Richtofen (Post-Revelations) returns, and warns Primis that they'll need Nikola's soul to defeat Doctor Monty.Dr. Monty standing with Primis'All I ask is that you do the right thing.. the right thing for everyone.'Drawing of Monty during Revelations teases.[1][2]] will set things right, with or without the help of Doctor Monty.'Doctor Monty as seen in the Call of Duty: Zombies comicMonty looking at Ultimis Nikola's soul turn into a child.Monty glaring at Samantha Maxis.Official Call of Duty Black Ops 3 Treyarch — Dr. MontyThere contains, within the game-files of Revelations, Demonic Announcer quotes voiced by Doctor Monty, hinting that he may have been the Demonic Announcer originally.1 ♦ ♦ Zombies (Aether Story) (Chaos Story) (Timeline)GamesMain:Call of Duty: World at War:Call of Duty: Black Ops:Call of Duty: Black Ops II:Call of Duty: Black Ops III:Call of Duty: Black Ops 4iOS/Android (Non-Canon):Call of Duty: Zombies:Call of Duty: Black Ops Zombies:Other (Non-Canon):Call of Duty Black Ops DSMapsWorld at War:Nacht der Untoten-Verrückt-Shi No Numa-Der RieseBlack Ops:Kino der Toten-'Five'-Dead Ops Arcade-Ascension-Call of the Dead-Shangri-La-MoonBlack Ops II:Green Run-Nuketown Zombies-Die Rise-Mob of the Dead-(Cell Block)-Buried-(Borough)-OriginsBlack Ops III:Shadows of Evil-The Giant-Dead Ops Arcade 2: Cyber's Avengening-Der Eisendrache-Zetsubou No Shima-Gorod Krovi-RevelationsBlack Ops 4:Voyage of Despair-IX-Blood of the Dead-Classified-Dead of the Night-Ancient EvilBlack Ops DS (Non-Canon):House-Facility-Temple-OverlookPlayable CharactersMarines'Smokey' John 'Banana'Tank' Dempsey-Nikolai Belinski-Takeo Masaki-Edward Richtofen/Samantha MaxisJohn F. Kennedy-Robert McNamara-Richard Nixon-Fidel CastroSarah Michelle Gellar-Robert Englund-Danny Trejo-Michael RookerAbigail 'Misty' Briarton-Marlon Johnson-Russman-Samuel J. Stuhlinger/Edward RichtofenBilly Handsome-Michael 'Finn' O'Leary-Salvatore 'Sal' DeLuca-Albert 'Weasel' ArlingtonNero Blackstone-Jessica Rose-Floyd Campbell-Jack VincentScarlett Rhodes-Bruno Delacroix-Diego Necalli-Stanton ShawGideon Jones-Christina Fowler-Jonathan Warwick-Godfrey/CSD Soldiers-CIA AgentsAlcatraz Guards-Alcatraz PrisonersZombiesiOS/Android Exclusive (Non-Canon):RookBlack Ops DS Characters (Non-Canon):Michael Shaw-Yuri Raslov/Non-Playable CharactersDemonic Announcer-Ludvig Maxis-Sophia-Peter McCain-H. Porter-Fluffy-Gersh-Yuri Zavoytskiy/Pentagon Thief-Harvey Yena-Pablo Marinus-Gary-Brock-Schuster-Groph-Bus Driver-George Barkley-Stanley Ferguson-Arthur-Eddy-Shadowman-Lehmkuhl-Monty-Alistair RhodesFactionsMain Groups:USMC-Red Army-Imperial Japanese Army-Wehrmacht-Group 935-Ascension Group-CIA-CDC-The Flesh-Alcatraz Guards-Alcatraz Prisoners-Broken Arrow-Division 9-The OrderQuests/Easter EggsNormal:Fly Trap-Casimir Mechanism-Original Characters Trapped-Eclipse-Richtofen's Grand Scheme-Tower of Babble-High Maintenance-Pop Goes the Weasel/No One Escapes Alive-Mined Games-Little Lost Girl-Apocalypse Averted-My Brother's Keeper-Seeds of Doubt-Love and War-For The Good Of All-A Better Tomorrow-Abandon Ship-Venerated Warrior-Most Escape Alive-Cold War Remedy-Trial by Ordeal-Greek Tragedy/Radios/Film Reels/T.V. Messages/Audio Logs/Telephone Messages/Wisps:Nacht der Untoten-Verrückt-Shi No Numa-Der Riese-Kino der Toten-Ascension-Call of the Dead-Shangri-La-Moon-TranZit-Nuketown Zombies-Die Rise-Mob of the Dead-Origins-Shadows of Evil-The Giant-Der Eisendrache-Zetsubou No Shima-Gorod Krovi-Revelations-Voyage of Despair-IX-Classified-Dead of the NightCiphers/Scrap Papers:Mob of the Dead-Origins-Shadows of Evil-The Giant-Der Eisendrache-Zetsubou No Shima-Gorod Krovi-RevelationsiOS (Non-Canon):Peter's GraveQuest ItemsVril Device-Focusing Stone-Vril Sphere-Navcard-Warden's Key-Gramophone-Summoning Key-Gateworm-Code Cylinder-Dragon Egg-Blood Vials-Sentinel ArtifactsWonder WeaponsRay Gun - Wunderwaffe DG-2 - Thundergun - Winter's Howl - V-R11 - Scavenger - 31-79 JGb215 - Wave Gun - Sliquifier - Blundergert - Ray Gun Mark II - Paralyzer - Elemental Staffs(Ice - Fire - Wind - Lightning) - Apothicon Servant - Wrath of the Ancients - KT-4 - GKZ-45 Mk3 - Kraken - Death of Orion - Alistair's Folly - Savage Impaler - Hand of Gaia - Hand of Charon - Hand of Hemera - Hand of OuranosSpecialist:Apothicon Sword - Ragnarok DG-4 - Skull of Nan Sapwe - Gauntlet of Siegfried - Chakrams of Vengeance - Hammer of Valhalla - Scepter of Ra - Viper and Dragon - Hellfire - Ragnarok DG-5 - Overkill - Path of SorrowsEquipment:Thrustodyne Aeronautics Model 23 - Time Bomb - Spider Bait - Dragon StrikeTactical:Monkey Bomb - Gersh Device - Matryoshka Dolls - Quantum Entanglement Device - Hell's Retriever - G-Strike - Li'l Arnie - HomunculusMelee:Golden Spork - One Inch PunchAttachment:Sekhmet's VigorBuildablesFive-Electro-Shock DefensesTranZit:Turbine-Zombie Shield-Turret-Electric Trap-Thrustodyne Aeronautics Model 23-NAV Table-Bus-Power Switch-Pack-a-Punch MachineDie Rise:Sliquifier-Trample Steam-NAV TableMob of the Dead:Icebox-Zombie Shield-Acid Gat KitBuried:NAV Table-Subsurface Resonator-Head Chopper-Trample Steam-Turbine-Guillotine-GallowsOrigins:Maxis Drone-Zombie Shield-Elemental StaffsShadows of Evil:Apothicon Servant-Rocket Shield-Civil Protector-RitualsDer Eisendrache:Rocket Shield-Ragnarok DG-4Zetsubou No Shima:Zombie Shield-KT-4-Gas Mask-Machine ToolsGorod Krovi:Guard of Faithn-Dragon Network ControllerRevelations:Guard of Faithn-Keeper ProtectorAncient Evil:Apollo's WillEnemiesNormal:Zombie-Hellhound-Crawler Zombie-Pentagon Thief-Space Monkey-George A. Romero-Zombie Monkey-Napalm Zombie-Shrieker Zombie-Astronaut Zombie-Avogadro-Denizen-Jumping Jack-Brutus-Ghost-Edward Richtofen-Crusader Zombie-Templar Zombie-Panzer Soldier-Margwa-Parasite-Keeper-Insanity Elemental-Shadowman-Skeleton-Thrasher-Spiders-Giant Spider-Giant Thrasher-Valkyrie Drone-Russian Mangler Soldier-Electrified Zombie-Dragon-R.A.P.S.-Modified Manticore Mech (Nikolai Belinski) -Apothicons-Furies-Catalyst-Stoker-Tiger-Marauder-Destroyer-Fury-Wrath-Blightfighter-Spider-Wraith-Noferstrat-Noferstrat-Shadow Werewolf-Spartoi-Gegeneos-Corrupted Pegasus-Zombie WarlordDead Ops Arcade & Dead Ops Arcade 2: Cyber's Avengening:Prisoner Zombie-Engineer Zombie-Bulls-Cosmic Silverback-Cyber Silverback-Shadow Boogie-Red & DeadUtilitiesMystery Box-Sniper Cabinet-Power Switch-Electro-Shock Defenses-Flogger-Zipline-MTD-Mainframe-Pack-a-Punch Machine-Elevator-Turret-Fire Pit-Lunar Lander-Flinger-Ice Slide-Wave Slide-Mine Cart-Geyser-Reservoir Trap-Gravity Lift-Bus-Weapon Locker-Bank-NAV Table-Gondola-Fan Trap-Acid Trap-Tower Trap-Voltmeter-Number Pad-Booze-Candy-Mark IV Tank-115 Generators-Rituals of the Ancients-Shovel-Golden Helmet-GobbleGum-Tram-Chain Trap-Death Ray-Wundersphere-Gate Trap-Fan Trap-Propeller Trap-Sewer Pipe-Trials of the Ancients-Gigant Finger Trap-Gigant Eye Beam Trap-Flinger Trap-Trials-Bridged-Groph PodPerk-a-ColaQuick Revive-Double Tap Root Beer-Speed Cola-Juggernog-Stamin-Up-PHD Flopper-Deadshot Daiquiri-Mule Kick-Tombstone Soda-Who's Who-Electric Cherry-Vulture Aid-Der Wunderlich-Widow's Wine-Timeslip-Death Perception-Electric Burst-Dying Wish-Stone Cold Stronghold-Victorious Tortoise-Deadshot Dealer-Bandolier Bandit-Winter's Wail-PhD Slider-Secret Sauce-Ethereal Razor-ZombshelCanceled Perks:Pronaide-Tufbrew-Amm-O-Matic-CandlerPower-UpsNormal:Carpenter-Max Ammo-Insta-Kill-Nuke-Double Points-Death Machine-Fire Sale-Bonfire Sale-Random Perk Bottle-Lighting Bolt-Bonus Points-Zombie Flesh-Cure-Zombie Blood-Blood Money-Empty Perk Bottle-Tram Fuse-SeedDead Ops Arcade & Dead Ops Arcade 2: Cyber's Avengening:Gem-Barrel-SPAS-12-Chicken-Monkey Bomb-Electric Orb-Teddy Bear-M2 Flamethrower-China Lake-Ray Gun-RPG-Boots-Death Machine-Nuke-Lightning Bolt-Soldier Statue-Turret-Helicopter-Tank-First Person-Umbrella-Skull-R.A.P.S.-Saw-Boxing Gloves-Skeleton-Ammo Box-Night Fury-Vortex-Missile Launcher-Purifier-War Machine-KRM-262-BlackCellCut:Zombie HeadMiscellaneousAfterlife-Air Lock-Centrifuge-Cerberus-Character Dolls-Civil Protector-DEFCON-Dragon-Dragon Wings-Egg Bowl-Element 115-Excavator-Flak 88-Fumigator-Giant Robot-Hacker-Harvest Pod-Kronorium-Margwa-Head-Mark of the Beast-Mask-Maxis Diary-M.P.D.-Mud-Pit Maze-Panzersoldat Claw Helmet-Persistent Upgrades-P.E.S.-Points-Punji Stakes-Redins Rally-Rituals-Shadows of Evil-The Ride-Teddy Bear-Upgraded weapons-Weapon Kits-Valkyrie Drone HatQuotesVerrückt-Shi No Numa-Der Riese-Kino der Toten-'Five'-Ascension-Call of the Dead-Shangri-La-Moon-TranZit-Nuketown Zombies-Die Rise-Mob of the Dead-Buried-Origins-Shadows of Evil-The Giant-Der Eisendrache-Zetsubou No Shima-Gorod Krovi-RevelationsTutorial (Zombies)-Tutorial (Black Ops Zombies)-Stand-in-Time Travel Will-Tit-Richtofen's Grand SchemeMusical Easter Eggs and Soundtracks'Damned' (Re-100ae-3) ' WTF' 'Undone' ' Lullaby for a Dead Man' ' The One' ' Beauty of Annihilation' (The Giant Remix) ' 115' ' Won't Back Down' ' Abacadavre' ' Abra Macabre' ' A Slight Chance of Zombies' ' Clockwork Squared' ' Raining Teddy Bears' ' Zombies Don't Surf' ' A Cold Wind Blows' ' Not Ready to Die' ' Paraphony' ' Samantha's Lullaby' (Magic Mix) ' Pareidolia (8-bit)' ' Coming Home' (8-bit)' ' Nightmare ' ' Voice In Your Head' ' Carry On' ' Imma Try It Out ' ' Carrion' ' ' Lovesong for a Deadman' ' ' We All Fall Down' ' ' Rusty Cage' ' ' Where Are We Going' ' ' Always Running' ' ' Archangel' ' ' Shepherd of Fire' ' ' Aether' ' ' Snakeskin Boots' (Instrumental)' ' Cold Hard Cash' ' ' Dead Again' (Theatrical)' ' Requiem' ' ' Dead Flowers' ' ' Dead Ended' ' ' Ace of Spades' ' ' Samantha's Sorrow' ' ' The Gift' ' ' Remember Forever' ' ' Mad Hatter' ' ' Drowning' ' ' Shockwave' ' ' Mystery' ' ' Stormbound' Soundtracks:Zombies Soundtrack-Mob of the Dead Soundtrack-Origins SoundtrackAreas within MapsDead Ops Arcade Locations:Island-Courtyard-Prison-Cave-Marketplace-Urban-Street-Facility-Forest-Tropical Forest-The Armory-The Bonus RoomGreen Run Stops:Bus Depot (Green Run) -Diner-Farm-Power Station-Town/Other Green Run Locations:Tunnel-The Prototype-Pylon-Withiner's CabinMob of the Dead:Alcatraz Island-Sunset Strip Cell Block-Golden Gate BridgeBuried:Processing-Borough-The RiftOrigins:Dig Site-The Crazy PlaceShadows of Evil:Junction-Waterfront-Footlight-Canals-The RiftiOS/Android Exclusive:Tutorial (Zombies)-Tutorial (Black Ops Zombies)GametypesSurvival-Grief-Turned-TranZit-Zombie Rush-GauntletCut:PayloadThe Room of Fate (Dead Ops Arcade)The Fate of Firepower:The Fate of Furious Feet-The Fate of Fortitude:The Fate of FriendshipCentral Intelligence Agency Data SystemServers:Dreamland-derRiese ServerUsers:Dr. J. Robert Oppenheimer-Dr. Vannevar Bush-T. WalkerCharacters of Call of Duty: Black Ops IIIVinslow AccordPlayer-Jacob Hendricks-John Taylor-Sebastian Diaz-Sarah Hall-Peter Maretti-Dylan Stone (formerly) -Javier Ramirez (formerly) -Alice Conrad (formerly) -Joseph Fierro (formerly)Central Intelligence AgencyCoalescence CorporationYousef Salim-Sebastian Krueger-Xavier Hirtzel (formerly) -Corvus54 ImmortalsNile River CoalitionEgyptian ArmyNightmaresDolos-DeimosMultiplayer SpecialistsDonnie 'Ruin' Walsh-Alessandra 'Outrider' Castillo-David 'Prophet' Wilkes-Erin 'Battery' Baker-He 'Seraph' Zhen-Zhen-Tavo 'Nomad' Rojas-Experimental War Robot-115 'Reaper' 'Spectre' 'Krystof 'Firebreak' Hejek-Danny 'Blackjack' LIZombiesNero Blackstone-Jack Vincent-Jessica Rose-Floyd Campbell-Nikolai Belinski-Edward Richtofen-'Tank' Dempsey-Takeo Masaki-Shadowman-Samantha Maxis-Ludvig Maxis-Reporter-Groph-Cyber Silverback-Cosmic Silverback-Peter McCain-Gersh-Yuri Zavoytski-Brock-Gary-Eddie-Pablo Marinus-Sophia-MontyNon Canon'TwittersThe UnmarkedMan-JaxiplanetActivision has unveiled the final DLC pack for Call of Duty: Black Ops III, Salvation, and released a new trailer for its Zombies content.The pack is comprised of four multiplayer maps, as well as Revelations, the new Zombies mission that concludes the ongoing Zombies storyline. The new trailer makes it look awfully good, even to me as someone who hasn't been a big Zombies mode player. Check it out above.'In Revelations, we meet up with the Origins characters after they've taken an epic journey through space and time--all of their struggles lead to this very moment,' states a press release. 'In this, the final chapter of the Zombies experience, Richtofen, Dempsey, Takeo, and Nikolai finally come face to face with the mysterious Doctor Monty in The House. Confronted by an ancient evil, our heroes must fight the zombie horde once more in the final battle to save their immortal souls.'Zombies director Jason Blundell adds, 'With the release of Zombies as an Easter egg in 2008's Call of Duty: World at War, Treyarch set forth on a journey--or, really a conversation--with fans, and Revelations is the final punctuation mark. The secrets we laid out years ago will finally make sense--we've been waiting a long time for this.'Blundell told GameSpot recently that a years-old Zombies cliffhanger would be resolved in this DLC.Also included in the DLC are the aforementioned multiplayer maps. Two of these are original creations, while two others are reimaged versions of maps from previous Treyarch Call of Duty games. Here are the official descriptions:Citadel: Once home to a powerful medieval army, this ancient castle now sits broken and abandoned. Tight corners force close-quarters engagements, while the moat and drawbridge allows for unique player movement opportunities in this mid-sized map. The last trespassers didn't make it out alive--maybe you'll have a better shot.Micro: What's better than a BBQ on a hot summer day? A miniaturized war zone that takes place on a well-stocked family picnic table, that's what! Navigate this bite-size battlefield for a larger-than-life experience.Outlaw: Gear up for a showdown in Outlaw; a western-style reimaging of the fan favorite map Standoff from Call of Duty: Black Ops II. This rough-and-tough medium-sized map brings classic engagements, flanking routes and strategic positions for long and medium ranged combat.Rupture: The Call of Duty: World at War classic Outskirts is reimaged as a high-tech facility, designed by a futuristic society desperate to repair the Earth's atmosphere.Salvation is part of Black Ops III's \$50 season pass and will also be sold on its own for \$15. It launches for PS4 on September 6 before making it to Xbox One and PC later.Hats don't just change what's on your head in Revelation, they change your entire character for the better. Your thumbnail profile image switches to show off your find — and all these hats are related to the previous zombie maps. Learn how to find all the different hats in the final DLC for Black Ops 3 with the complete "Wardrobe Change" guide below.Earning the "Wardrobe Change" achievement / trophy requires that your character, whoever they are, find and wear three different hats. Hats aren't really like the helmets from Gorod Krovi, you'll have to track down the hat location instead of defeating boss zombies. Some locations have alternate requirements to reach, like turning on the low-gravity in Der Eisendrache. Whatever it takes, we'll offer a full explanation.For even more secret zombies stuff, check out the complete Gorod Krovi survival guide to see how to complete the sprawling, dragon-infested Easter egg and do battle with a mechanized Boris.Find even more Revelations DLC secrets, solutions, and Easter egg info:COMPLETE: All hat / helmet / mask locations are now accounted for.There are EIGHT hats in Revelations, some sporting a special bonus for equipping. To equip a mask, simply approach it and hold [Square / X / Reload Key] — it's just like removing barriers or grabbing collectibles.Al's Hat: No special bonus.Wolf Mask: Sprint Duration IncreasedKeeper Mask: +1 Zombie hits, 50% damage reduction from enslaved keepers, 33% more damage from players to enslaved keepers, and keeper protector lasts 50% longer.Viking Helmet: +1 Zombie hitsMargwa Mask: +50% damage reduction from Margwa, 33% more damage from players to Margwa, Sprint Duration IncreasedShadow Mask: +1 hit from all enemies, Sprint Duration Increased, 50% more damage from players to all enemies, 33% damage reduction from all enemies.Templar Helmet: +50% damage reduction from all Boss attacks, 33% more damage from players to bosses, no damage from elemental zombies' death effects, Sprint Duration Increased.Fury Mask: 33% damage reduction from fury melee attacks, 50% more damage from players to Furies, +1 hit from Zombies.To unlock the "Wardrobe Change" achievement, you'll only need to find and equip (any) 3 hats.Work-in-Progress: Check back soon once we uncover the exact steps required to unlock the Templar and Fury hats.Al's HatTo grab this hat, all you have to do is find it in the Mob of the Dead prison area. If you're like us, you simply stumbled into it while exploring.Grab Al's Hat in this cell, next to the Origins door.Go to the Mob of the Dead cell block, the prison-like area with the exposed Corruption Engine.This area is connected by an underground shaft in Origins. Take the left-path from the spawn to reach it faster.Cross the room after entering through the infirmary, and take the stairs up into a dark hallway. The wall on the right is marked with a "No Man's Land" sign.At the far end of this hallway, there's a single open cell that's projecting light. This is the cell found on the left of the door to Origins that only opens after powering the area.Al's Hat is found on the small table inside the cell.Wolf Mask HatThis mask requires some work to get. Follow these steps to successfully collect it.Throw the grenade in the crack at the top of this wall.Activate Low Gravity in the Der Eisendrache pyramid room, found near the Corruption Engine. 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Learn how to find all the different hats in the final DLC for Black Ops 3 with the complete "Wardrobe Change" guide below.Earning the "Wardrobe Change" achievement / trophy requires that your character, whoever they are, find and wear three different hats. Hats aren't really like the helmets from Gorod Krovi, you'll have to track down the hat location instead of defeating boss zombies. Some locations have alternate requirements to reach, like turning on the low-gravity in Der Eisendrache. Whatever it takes, we'll offer a full explanation.For even more secret zombies stuff, check out the complete Gorod Krovi survival guide to see how to complete the sprawling, dragon-infested Easter egg and do battle with a mechanized Boris.Find even more Revelations DLC secrets, solutions, and Easter egg info:COMPLETE: All hat / helmet / mask locations are now accounted for.There are EIGHT hats in Revelations, some sporting a special bonus for equipping. 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Don't worry, we've got your back — because below you'll find step-by-step tutorials for every part of this out-of-control Easter egg. Solving the puzzle isn't even, and it wouldn't even be possible without the fan community.No other Easter egg in the series has caused so much hair-pulling, or forced quite so much data-mining, just to figure out each and every step. The effort the Zombies community puts into these discoveries is seriously admirable, and we wouldn't be able to bring these steps to you without their tireless efforts. Now, without further ado — keep scrolling to get started on the big finale to the Zombies storyline.For even more secret zombies stuff, check out the complete Gorod Krovi survival guide to see how to complete the sprawling, dragon-infested Easter egg and do battle with a mechanized Boris.Find even more Revelations DLC secrets, solutions, and Easter egg info: [Updated: 9/16 – Added Steps 8, 9 & 10]Before getting started, make sure you (and your team) activate all four Corruption Engines. This will return power to all four "islands" and make traversing the map much easier, as well as give you access to the Nacht Der Untoten area and charge the Tesla switch in Nacht used to capture the Apothicon, giving you access to the Pack-a-Punch machine.Step #1: Blast the GravestonesRight where you spawn, you'll find the house from the ending of Origins at your back. Nearby, outside the traversable parameters of the opening island, you can spy a cemetery with gravestones. For this step, you'll need to identify and shoot four specific tombstones in order.There are four prominent gravestones you can see — two directly left of the spawn point and two beyond the jump-pad to the Origins area.Shoot the graves in this order — Position From Left-To-RightEdward Richtofen — 2Tank Dempsey — 3Takeo Masaki — 1Nikolai Belinski — 4Collect a scoped weapon if you're having trouble reading the gravestones. They don't move, so once you've got the order down, it's easy to replicate on subsequent attempts. Once a bullet is put into the correct graves in order, a strange stone will appear on one of the glowing blue jump-pads. Track it down — it shouldn't be too tough, the jump-pads connect each "island" to the next in the circle.Step #2: Summon the Keeper ProtectorThis part can be tricky. To construct an altar and summon a Keeper Protector, you'll need to find three craftable parts — each part spawns in one of three locations.To craft a Summoning Altar, find one of the strange rock-walls with symbols carved into the side. These are often located near Mystery Box spawns, so check the walls — if you get near one, a prompt will appear. Even if you don't have the parts, you'll still get a prompt.Check the locations listed below to grab all three Altar parts.Altar Part #1:Mob of the Dead: The part can spawn in the Cafeteria near the Mule-Kick machine.Origins: Through the lower trenches door, look to the sandbags on the right as you move up the hill. Can also be found near through the upper door but before entering the mine shaft that leads to Mob of the Dead.Altar Part #2:Verruckt: In a wheelchair near the jump-pad connection to Mob of the Dead. Can also spawn on the upper level, at the top of the stairs overlooking the Corruption Altar. 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Download this game from Microsoft Store for Windows 10 Mobile, Windows Phone 8.1, Windows Phone 8. See screenshots, read the latest customer reviews, and compare ratings for Bobby Carrot. Page Information: Download Bobby Carrot 5 Forever (240x320)(320x240) game for mobiles - one of the best Java games! At PHONEKY Free Java Games Market, you can download mobile games for any phone absolutely free of charge. Nice graphics and addictive gameplay will keep you entertained for a. Download bobby carrot.This part can be buggy, but it will require that you summon a Keeper Protector (using the Altar parts listed above) and jump to the strange stone in the jump-pad that appears after shooting the gravestones in the correct order. The triangle-shaped stone is hard to spot, and appears behind the jump-pad's blue energy — but it will only appear at ONE jump-pad.The Keeper Protector will only begin the stone ritual if you jump TO the jump-pad where the stone first spawned. It won't do anything otherwise. Getting the Keeper Protector to begin the ritual is, currently, a very annoying process and this AI ally really doesn't like doing the ritual.The Keeper Protector will follow / teleport anywhere you go on the map, so after using a jump-pad, the Keeper Protector will teleport to you. Aim to get the Keeper to teleport to the blue-glowing jump-pad with the stone to begin the ritual.Once the rituals begins, ALL ZOMBIES will target the Keeper Protector. The ritual lasts a solid 3 minutes, so be prepared to defend him until the ritual is over.When the ritual is complete, an audio reel will appear on the ritual site. Collect the audio reel and find the radio in the Nacht der Untoten area. The radio is located opposite the second-floor tesla switch used to capture the Apothicon.Step #4: L'il Arnies Go In the Apothicon HolesThis step only sounds gross because it is. First of all, you'll have to enter the massive Apothicon monster that's flying around the stage. To do this, follow the steps outlined here:Once you're inside that monster's goeey insides, you'll need to collect a L'il Arnie wonderweapon. They can only be found as a random drop from the Mystery Box. Locate a Mystery Box by following the massive green beam of light to the source. Each Mystery Box purchase costs 950 points. This step does NOT require an upgraded L'il Arnie.Get inside the Apothicon, get your L'il Arnie throwable, and find something the community are calling "Spawn-Holes" inside the Pack-a-Punch chamber. These are the holes where zombies will spawn into the map — there are 9 holes total.Throw L'il Arnies into all 9 "Spawn-Holes" — 3 at a time."Spawn-Holes" are the holes in the walls of the Apothicon interior that spew green gas as zombies spawn in. After 3 L'il Arnies are successfully thrown into "Spawn-Holes"...3 Margwa bosses will spawn.Successfully spawn 3 rounds of Margwa bosses (Killing 9 in total) to complete this step.Go into the Apothicon prepared to kill Margwa bosses. Three at once is a pretty tough fight. Don't forget the Pack-a-Punch machine is located inside the Apothicon chamber. Just shoot the yellow glowing bulbs in the tendrils to free the machine.After 9 Margwa bosses are killed, a special audio reel will appear on the bridge in the center of the Apothicon interior. It appears on one of the yellow tendrill bulbs next to the bridge, similar to the tendrils holding up the Pack-a-Punch.Once complete, an audio reel will spawn on the bridge inside the Apothicon — on the area that looks like audio pustules with skeletons on/around.Collect the audio reel and deliver it to the radio in the Kino der Toten area — the radio is opposite the Apothicon standee on the stage. Interact with the radio after taking the audio reel to complete this step.Step #5: Upgrade the Apothicon Servant & Collect the Skeleton PartsHere, you'll need to acquire the Apothicon Servant Wonderweapon, then activate a secret upgrade (called the Estoom-Oth) by shooting strange objects in the sky. Once again, the Apothicon Servant will only spawn at the Mystery Box. Each Mystery Box random roll costs 950 points.Let's go over the path to upgrading the Apothicon Servant and getting the Estoom-Oth:Override all four Corruption Engines before attempting to upgrade the Apothicon Servant.We've already done that, but if you get the Apothicon Servant early, it helps to know that this step can't be completed until after you've freed the Pack-a-Punch machine.Next, shoot five glowing Element-115 cubes floating in the sky with the Apothicon Servant.Spawn Area: Floating above the spawn island, toward the Corruption Engine location.Shangri-La: Above the steps into the pyramid-like temple, slightly left when facing the steps.Verruckt: Located above the jump-pad that leads to the Mob of the Dead cafeteria.Mob of the Dead: Found above the Corruption Engine area, toward the glowing "sun" in the background.Verruckt: Above and right of the portal to Nacht Der Untoten.After shooting a cube, the HUD will alter slightly and the target will disappear.It may take several seconds after shooting the target.Return to the Pack-a-Punch and feed the Apothicon Servant to the machine to upgrade it.The Pack-a-Punch should feature all five Element-115 crystals before you can upgrade the Apothicon Servant.Now that you've unlocked the upgraded Apothicon Servant Wonderweapon, it's time to get this step on the road for real. The real goal here is to collect 6 skeleton parts.Check out this video from NGTZombies for a detailed look at the rock / skeleton part locations — or continue to scroll down for more text details.Note: To collect a skeleton part, shoot the target stone slab with ANY UPGRADED WEAPON, then shoot the skeleton part ONLY WITH THE ESTOOM-OTH (Upgraded Apothicon Servant) — shooting a skeleton part with the Estoom-Oth will collect the piece.The skeleton parts can be collected in any order.Spawn-Area: Look right of the Corruption Engine area and scan the church for a small opening that reveals the glowing stone slab target. Shoot it with a P-a-P gun, then blast the skeleton part with the Estoom-Oth.Shangri-La: Find the stone slab above the centrally-located Stamin-Up machine. Remember, shoot the rock with an upgraded (Pack-a-Punch) gun, then shoot the skull that appears with the Estoom-Oth.Origins: As you enter origins, open the doors to the trenches near the generator and look right into the inaccessible fields. There's a fire here, and to the right of the fire, there's a stone slab to shoot.Verruckt: Go to the Corruption Engine area and look toward the portal to Nacht. Turn left to face the waterfall — the stone is very close to the water, just barely peaking out over the falls / grassy patch.Nach der Untoten: Find the stone ramp leading up to the second floor near the Der Eisendrache portal. Face the portal (after clearing the floating debris) and look at the top of the ruined concrete ceiling. The stone slab is attached to the top — it can be tricky to spot, but it's there on the edge of the wrecked ceiling.Der Eisendrache: Activate the low-gravity field by standing on the four glowing panels surrounding the pyramid near the Corruption Engine location. To activate low-gravity, you'll need to stand on the panels until they click into place. This takes several seconds. Once low-gravity is activated, a blue glow will envelope the ruins area. In the pyramid room, look for an opening that leads outside the normal map — there's a wall-running path you can reach. The stone / skeleton part is found on the third wall on the wall-run course.That isn't all. There's still one major step to complete.Return to Nacht der Untoten and you'll find a pile of bones near the radio (the same radio you inserted the first audio reel) — shoot the pile of bones with your Estoom-Oth.Sophia's zombieified body will appear on the ground. Shoot it with the Estoom-Oth again!Finally, you'll gain the third audio reel. Take this to the wooden desk at the top of the hill in Origins — this is also at the top of the mine shaft that leads down into Mob of the Dead.Step #6: Activate the Turrets & Teleport to the KronoriumAfter overriding the Corruption Engines, these devices will change functions — using them again will turn the former Engines into Turrets. This step is when things get weird, but it's also fairly simple to complete. Now, for some explanation...If you played Gorod Krovi, you'll remember the S.O.P.H.I.A. computer. She makes an appearance here in Revelations — after shooting all those bones in the previous step, S.O.P.H.I.A. attempts to enter this dimension. But, she isn't quite complete. She's a shining blue/green light, floating above Nacht der Untoten. Let's try and fix her up.Go to all four Corruption Turrets and activate them, one at a time — they'll continue to shoot once they target the glowing energy orbs above. Aim at the blue spinning orbs at each location.If you successfully target a S.O.P.H.I.A. orb, you'll instantly exit the turret.After a turret targets the blue orbs, it will continue to shoot until this step is completed. Get all four turrets to target the sky-energy and we're moving on to Kino der Toten.The wad of energy that is S.O.P.H.I.A. materializes and flies off to the Kino der Toten stage. You might've noticed the large teleportation pod on the stage, to the left of the podium — watch the pod. It'll charge up and give you a short activation window. You'll only get one chance to teleport per round.To activate the teleporter, hold the interact button [Square / X] with all other players. Everyone has to do it together.Shivaji maharaj jay ghosh in marathi pdf. Once you've successfully teleported, you'll appear in a bedroom inside The House. You know, THE HOUSE, the one at the spawn area that appeared in the bonkers Origins ending.What To Do After Teleporting: In the bedroom, interact with the bed to collect the Kronorium.Returning to Kino der Toten, there's one final step to complete before facing off with the Shadowman.Step #7: Complete the Final RitualBack in Kino der Toten, interact with the podium on the stage to place the Kronorium. Doing so causes a strange ritual to begin — you'll find the glowing ritual spot inside the projector room opposite the main stage. If you study the ritual, you'll see there are four runes you'll need to light-up.To gain a rune, you'll need to find four Apothicon eggs. These strange eggs spawn in random locations — one on each of the four island-areas. They only spawn one at a time, so you'll have to check the following areas thoroughly.Apothicon Egg Spawn Zones:Spawn-AreaOriginsVerrucktKino Der TotenAfter collecting one egg, follow the steps below — repeat this process for each egg you find.Place the egg inside the Apothicon.Look near the large eggs and find missing incubation spots. This is where you'll want to place the Apothicon eggs. They're beneath the larger wall-embedded eggs. The spot features multiple tendrils pointing straight up, with a "seat" for the egg between the tendrils.The egg will get sucked in and reveal a glowing soul. Feed the soul.Like in previous Zombies map, killing zombies near a glowing "soul" object will feed it.Kill 15 zombies (or any other any type) near the glowing soul.A gateway will spawn — use it to find an invisible rune location.The gateway functions like a SONAR. Listen for the rapid pings to find the rune location.Once you find a rune location, interact to collect it. You'll need to complete this process for all four eggs! Here are some of the basic locations for each rune you'll need to collect:Rune Spawn Locations:Spawn-AreaNear the Corruption Engine areaNear the Origins jump-padNear the Quick ReviveNext to the trashcan next to the stairs opposite the Shangri-La jump-padOriginsIn the trenches opposite Generator 3Der EisendrachePack-a-Punch room, near the Primus statueMob of the DeadAgainst the wall opposite the Corruption EngineVerrucktInside the mystery box roomIt's tough, but we're almost done.Step 8: Vs. The ApothiconReturn to the ritual site in the projector room of Kino der Toten to initiate the final battle. Each player needs to stand on the glowing runes — interact at the same time to teleport.You'll appear in a twisted version of the theater as a massive Apothicon monstrosity looms over the arena. Your main goal here is to stay alive, don't panic, and try to check out the Kronorium. The Kronorium is the key to defeating the Shadow Man!How to Start the Final Boss: Interact with the Kronorium — it will display a series of 4 runes. Interact with the runes in the same order that the Kronorium displays them — think of it like "Simon Says".Go to the opposite side of the chamber to find a floating rune. Wait for it to switch to the correct symbols and interact in the order shown in the book to initiate the boss fight proper.Sequence #1: Fire EverywhereGo to the upper level to avoid the growing magma pool. Focus on killing the Margwa quickly.Sequence #2: Lightning StormContinue moving to avoid tracking lightning blasts. Focus on killing the Margwa bosses, again.Sequence #3: Caged InAvoid getting walled into a tight area as barriers spawn all over the arena. Kill the Margwa bosses to complete this step.Sequence #4: Damage EverywhereAnti-gravity will activate and damaging energy will surge through the ground. Only stand under the spotlights to avoid the energy — jump between them to avoid getting swarmed. Call all the Margwa bosses during this phase, too.Complete all four sequences, and the Summoning Key will spawn in the center of the arena. Only one player can collect this item, but when they do, they'll teleport straight back to Kino der Toten.Step #9: The Summoning KeyThe Summoning Key takes up one weapon slot, and can be thrown. Here, you'll need to locate 7 special spots and throw the Summoning Key at the object. These locations are always the same, and can be completed in any order.Summoning Key Target Locations:Mob of the Dead: Look at the cells from the bridge on the wall opposite the Corruption Engine. Throw the Summoning Key at the poster inside one of the open cells.Verruckt: Looking toward the Corruption Engine, look left to spot a fountain with a machine gun mounted on top. Throw the key at the gun on the fountain.Shangri-La: To the left of the stairs leading up to the top of the temple, look left — there's a Keeper statue, but further left there is a bright blue orb on a staff. Throw the key at this object.Origins: Go to the top of the hill in Origins (where the entrance down into Mob of the Dead is located) and look for a gravestone at about eye-level on a wooden catwalk.Der Eisendrache: Throw the key at the clocktower face visible just over the ceiling ruins when looking up from the Corruption Engine area, near the portal to Nacht der Untoten.Nacht Der Untoten: Go to the lower-level wall with a view of a crashed truck in the background. To the right of the truck is a red barrel. Hit the red barrel.The final spot to throw is here:Final Target:Kino der Toten: Hit the huge chandelier hanging above the seating area.Now it's time to return to the boss room. Step through the teleporter, interact all at the same time, and prepare to finally complete this thing.Step #10: The EndThe final battle begins here. The Shadow Man appears. Time to take him down.Place the Summoning Key on one of the glowing green holders on the upper level walkways.Placing the Summoning Key will remove it from your inventory.Charge the Summoning Key embedded in the holder.Kill zombies (or any other enemy) near the Summoning Key location.Continue to kill enemies until the Summoning Key begins to glow yellow.Throw the charged Summoning Key into the ghostly image of S.O.P.H.I.A.This removes the Shadow Man's shield.Now you can damage the Shadow Man! Shoot him with everything you've got.The Shadow Man will disappear / reappear randomly.Continue shooting until the Shadow Man is trapped in the Apothicon's mouth.Once the Shadow Man is in the Apothicon's man, quickly interact with the Kronorium.You don't have much time before the Shadow Man teleports out. Interact with the Kronorium right as the Shadow Man appears inside the Apothicon's open maw.And that's it! This might not be the final Zombies map in the Call of Duty series, but it is the ending to a story that's been building for years. Most of us probably won't be able to finish this Easter egg, so if you're curious to see the ending, check it out below.Sources: [1], [2]

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