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Bo4 alpha omega easter egg

This is the beginning and the end of Black Ops 4 Zombies. Alpha Omega ends the longest running Zombies off storyline, and gives one of the most famous maps in the Call of Duty franchise. You will be able to fully explore Nuketown, fight samples from outside time and space. And, of course, there is a massive, complicated Easter egg quest to solve. For casual players like me, this is the simplest Easter egg quest in a long time. A friendly computer system called Rushmore will guide you through most of the steps – it's all about exposing hidden codes and input them into the computer. Keep a notebook handy. Also, if you are curious, the Ray Gun Mk. II is not required to solve this Easter egg. For double curious, scroll down and watch the end video. More Black Ops 4 Zombies: Alpha Omega Guides: Complete Easter Egg Guide | How to fight the final boss [Work-in-progress: Check back soon for more information!] Step #1: Activate the Rushmore Computer to start the Easter egg searches, you must start the Rushmore Computer in the first floor of Operations. It won't start until after you have unlocked the Pack-a-punch machine in the Beds (Bunker) and completely repair power. NOTE: The Easter egg search will only start if you play online. The Rushmore computer system is exclusive – it won't work offline, or when using mutations. Step #2: Input The Clock Code Buy the Galvaknuckles from the truck bed in the Cul-de-Sac. Travel down to the Beds (Bunker) room and kill a zombie near a TV that is static. Interact with the TV, and a series of numbers and letters will appear – the codes will appear in this format: A###(Letter, x4 Numbers) Note each code. Each house above ground has a letter symbol on the inbox – the goal is to travel to each code home, and then enter the number into the clock. For example: C1245 — Go to home marked C and enter the time 12:45 into the clocks. Enter each code listed by the Beds (Bunker) television, then travel to the only house you don't enter a bell code. Interaction with the clock, and it will spin wildlife – when it stops, note some time. Again, this time is a four number code. Enter the code at the Rushmore number block. For example: The final clock stops at 4:15 — enter the code 0415. Step #3: Catching a Crawler The computer will tell you to find a red Crawler as the next step. Find a glowing red Crawler and train him to the Transfusion facility. If it dies, you won't be able to finish this step. Lead the red Crawler in the Transfusion Facility until you get a message from Rushmore. Go back to the computer and interact to start the next step. Step #4: Place the 115 Cannister Travel to the storage (Bunker) room and interact with the A.D.A.M. robot. Take A.D.A.M. to the entrance passage between the Green House Backyard and the Diner (Bunker). With A.D.A.M., interaction with the door — Marlon is on the other side, and they will give you an 115 Cannister. Take the 115 Cannister Cannister places it on a special shelf in the Transfusion facility. Once placed, you can return to Rushmore and interact again to start the next step. Step #5: Deliver the Power Core to Operations Next, you need to restart the computers in operations. To do this, you must take a Power House power centre to the operations and deposit it to the visible server. You only have a limited time to place the Power Core — so you need to move fast. Go to the Power House and lead an electricity-infested Crawler. Did it shoot the server with a visible Power Core inside (it is directly on the right side of the map, between the map and the telepad) — if hit with an electricity explosion, you can remove the power core. Next, you should rush back to Operations. You can overdo this step as many times as you need. Place Telepad Amplifiers on the Power House telepad and the site entrance telepad. Step #6: Get the hidden painting codes For this step, poison gas will start throwing out paintings across the Bunker. You have to beat three paintings and write down the three codes hidden behind them. How to beat the paintings: Use Brains rot with a pack-a-punched weapon on a zombie to mind-control it. Lead it to one of the poison paintings and the zombie will strike it off. Paintings are situated in the following locations: Dinner (Bunker) Lounge (Bunker) — In the staircase. Beds (Bunker) Collect the four digit codes, then enter them in the number path at Rushmore very quickly. If you enter them quickly enough, the power will go out over the map and the next step will begin. Step #7: Restore Power The Lights are out now. You must slip six switches in the Bunker area — one in each room. The goal is to rotate the switches in the right order so that all the lights above the switch become green. Power switches: BedsLoungeDinerGenerGenerGenerGenerGenerEnatorSolitaryStorage When all the switches are reversed and the light green, travel to the Power House and turn the switch to restore power to the map again. With the force back on, communicate with Rushmore again. Step #8: Collect the Mannequin Parts & Unlock the around the map, you will find glowing robot mannequins. When everyone in the team communicates with the glowing blue mannequin, a defensive plot event will begin. Survive until the mannequin is shattered and you can collect the part. Repeat this step three times and collect all three parts — two arms and a head. Place the parts on the broken mannequin in the chair in APD Interrogation. Return to Rushmore and interact to start the final step — collect the Elemental Orb. The orb will distribute randomly on the map somewhere. Defend and guide it — return to the finished manner at APD Interrogation and the final boss will be unlocked. Step #9: The Final Boss to activate the final boss, each player in your team must communicate with the computer screens in APD control. It will be the final boss against the Avocado Stadium #1: Daar is 'n siel canister in APD APD Kill Mannequins near the Soul Canister to charge it - when fully controlled, the APD will open and unleash the Avogadro. Phase #2: A nuke will explode above the ground and trapped your team inside the bunker. The Avocado will chase you, but can't be destroyed yet. Instead, you have to travel around the map and charge soul canisters in four areas: Save, Beds, lounge and dinner. Go find the empty Soul Canisters - when you find one, enter the room with all players and then communicate with the canister to choose it. Lift it with souls until the room fills with energy. Go to all four places and charge the canisters while avoiding the Avogadro. Stage #3: Return to APD control and aim to shoot the Avogadro back into the APD pyramid device. Keep shooting to knock it back into the open door and the boss will be sucked inside. After a short scene, you will be able to enter the room and collect the Elemental Shard, completing the Easter Egg quest and unlocking the end-cutting nea. Contents return - Black Ops 4: Zombies Guides Our edge ever so closer to closing the saga and storyline to Call of Duty: Black Ops 4 Zombie mode and with it the characters we've come to love. Alpha Omega is the last chapter in that story, so the next DLC card, Aether, will be the last one. As is the case with each map, there are a long list of steps to be followed to discover the Easter egg. In our Zombies Alpha Omega Easter Egg Guide, I will do my best to succumb and clear about the instructions. COD Black Ops 4 Zombies Alpha Omega Easter Egg Continued from where we stopped in Blood of the Dead, you are now deployed on the most famous map in the Black Ops series, the Nuketown that is now much bigger and there is a whole lot to explore on the map. It goes without saying, you have to play the mode online in order to complete the Easter egg. Sergeant A.D.A.M AKA The Rushmore Computer to activate the start of the Easter egg hunt, you need to start with the Sergeant A.D.A.M Rushmore computer. However, before you can do this, you need to unlock the Pack-a-Punch machine in the underground region of the beds. You can do this by heading to the generators and activating them by pushing the panel near the mannequin. Now participate in a mini challenge that encourages you to ward off some zombies while looking for homes with nova gas leaks. Go to each of these four houses and communicate with the ventilators to clean the gas. Now the Pack-a-Punch machine will function fully. Back to the Rushmore computer, you can find it on the first floor of Operations. You will come back to this computer if you have four numeric code, each of four digits, from around the map. It can be found writing on pieces of papers in the following locations: Near the toy soldier in the Operations area. Collect the key of Lonely and the Pernell code of the Yellow house. Navigate to APB Interrogation Room to collect Sawyer's code. Finally, McCain's code can code once you shoot on the skin of papers in the ADP Control Room. First, buy the Galvaknuckles from the truck bunker near the yellow bus in Cul-de-Sac and use it to kill a zombie in the Bunkers near the TV screen. It will then show you a list of five-digit codes consisting of 1 letter and 4 numeric. Follow the order of the code and navigate to each of the house represented by the letter of each code. For example, if you go for a code like, A1314, then you should look for a house that has an A symbol on the inbox. Inside, interact with the clock and enter the time as 13:14. Do the same for the remaining three. When the last code is entered, the clock will not register the input, but rather start winding and stop at a specified time. Note this code and run it back, you advise it, the Rushmore computer. Now you will be asked to attract and escort a red Nova 6 Crawler to the Transfusion Facility without letting it die. After doing so, return to Operations and interact with Rushmore. Turn on the Power head to the storeroom and activate A.D.A.M and leave him. Now follow him to the corridor that lies between Green House Backyard and the Diner. Now Marlon will give you 115 Cannister when you communicate here with a specific door. Place this canister on the shelf in the Transfusion facility and then go back to Rushmore in the Operations area. You must now take the Power Core from the Power House and place it in the empty slot at the Operations Room. You can do this by an electric crawler charge an attack towards this core. Deliver this core on time to the Operations. The best way to do this is via portals by the two locations or by the Katana Sword that adds extra mobility. Place the Telepad Amplifiers on the Power House Telepad and the site entrance Telepad. Immediately after, poisongas began to erupt from three certain wall paintings in the Bunker. These paintings are situated in the beds, lounge and dinner of the Bunker. Knock them off by attracting a brain-rot zombie near it and shoot it off with a Pack-a-Punch weapon. Note the four-digit codes for each of the three paintings and then rush back to import them into the Rushmore computer. The force is now so head-to-head to the six power switches and interact with them in the right order. You can find it at the Beds, Dinner, Generator, Lounge, Lonely and Storage Areas of the Bunker. Turn the switches so that all the lights become green and the power is on again. Boss is fighting Navigating around the map until your team comes over a blue glowing manner among the many others. Once all members of your team interact with it, a mini-challenge is caused where you have to defend against a wave of zombies. At the end of it, part of the mannequin breaks and you have to raise it. Repeat it twice as at the end of the challenges, you will have two arms and the head of the mannequin. Place these parts on the broken chair in the APD back to Rushmore one last time to be your search for a blue Elemental Orb over the map. Once you've found it, escort it to the newly revived manner in the APD Interrogation Room. Interact with all the computers in this room and kill the surrounding mannequins to empty the soul canister. This will reveal a pyramid-shaped door of the APD and unleash the final boss, Avogadro. What the boss is fighting is not particularly a hard one. Before you can fight Avogadro, avoid it and navigate the Bunker region to find empty canisters in the Beds, Storage, Dinner and Lounge areas. Interact with them to fill them with souls. Don't note that all players with a single canister must communicate and then move forward for the rest. Do your best to avoid Avogadro during this task. Now you can unleash your breach at Avogadro so press it back to the door in APD. Once you've managed to push the boss in the door, the battle will shut down and your team can walk inside the room to claim the reward, an Elemental Shard. Shard.

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