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# Call of duty ww2 cheat codes ps4

Call of Duty: WWII Cheat Codes: ----- Submitted by: David K. Getting Tesla Gun in The Final Reich: ----- After unlocking the Bunker and Salt Mine, go inside the Command Room and interact with the crank until it stops. Then, go inside the Emperor Room and interact with the machine in front of Barbarossa's statue. Next, continue killing zombies near the machine to charge it up. Keep killing zombies in the nearby area until the Mind Power Machine floats into a hole in the ceiling. After charging the Mind Power Device, go to the Command Room and interact with the button on the upper section of the room to cause the Mind Power Device to start moving; the machine will come to a stop at certain locations. You must keep the Mind Power Device moving. To do this, stay inside the red circle on the ground and continue killing nearby zombies to charge the MPD again. Eventually, the MPD will move near an Electrical Generator, right next to the Schnellblitz Machine. After a short while, the MPD will infuse with the Electrical Generator and shoot out a piece of the weapon. After obtaining the gun's part, the Mind Power Device will start moving again. While following it, kill zombies inside the red circle on the ground until the MPD reaches the Mortuary Generator. You then need to wait for a while to acquire the Tesla Canister from the inside of the generator. After that, go back to the Command Room to find a special zombie on the upper section of the room. Kill this special zombie and grab its head. Once you have both parts, go to the machine in the middle and place them to get the Tesla Gun. How to Play Multiplayer Better than Before: -----

----- Written by Zed This simple guide will help you increase your skill in multiplayer, without any kind of sweat. --First Steps-- Firstly calm down, no one start play like a top player from birth. Dont worry about overall K/D, the game is not about it. \* Watch KillCam videos every time, it will help you understand game mechanics. \* Choose your most favourite starting weapon, I recommend STG44/M1 Grand/ Mountain class/ PPSH/ Waaffe. \* Dont worry about damage, dont run from it, start gunfight, even in darkest sky there is a ray of light. \* Forget about toxic people, they dont play better than you. \* Be closer to teammates. \* If you still worry about K/D play war mode, there is no stats for it. \* Play with default key bindings, that will help you, slide crutch only works with defaults. \* Dont forget about trying to use enemy weapon. \* And, once again, dont concentrate too much, have fun, be enough concentrated and relaxed in one time. \* If you too tired play War mode. \* Dont use hate while playing, sometime after it will eat you from inside. --Steps Further-- Once you start playing better dont forget about to be more cautious. Even if you win most of gunfights there is still could be a bigger fish. \* Start to listen enemy steps. \* Change you mouse sensitivity for your need. \* Dont forget about relaxing some time. \* Play in private session with players from community. \* Some times after you will become one of the most top players. Unlocking Pack-A-Punch in The Final Reich (Zombies): ----- Successfully complete the following steps to unlock the Pack-A-Punch machine in The Final Reich (Zombies): 1.Turn on the Power: Turn the three valves in the starting area. You can then press a button in the middle area. Large flames will come through the floor and a few fire zombies will attack. Kill the fire zombies, drop down the hole that was blown open by the flames, and press the generator button to turn on the power. 2.Activate Power Switches in Bunker: Open the Bunker door for 1,250 points. Open the next two doors inside the bunker for 1,500 points each. There are only two doors you can open inside; the third door says it does not have sufficient power. Use the crank in the laboratory room of the bunker. In the areas through each of the doors is a power switch. Activate one power switch, then quickly run to the other power switch and activate it. If done correctly, you will have fully activated the power on all of the map. 3.Hit the Button Near the Pack-A-Punch Cage: From the bunker, go to the basement. It is flooded with blood and there is a cage in the middle, where you can press a button that will lift the cage a little. Pressing this button opens up three disposal tubes around the map. 4.Jump Through all Three Disposal Tubes: They cost 250 each and are small tubes on the walls you can interact with. One is in the bunker, laboratory area where you use the crank. The second is also inside the bunker, in front of the Schildblitz perk. The third is at the tower where you have to defend the lightning rod for the Easter Egg. Each tube brings you back to the Pack-A-Punch room. After exiting each tube, you will be standing in front a button. Press those buttons (they are all in the Pack-A-Punch room, but only accessible after using each tube) to unlock the Pack-A-Punch machine. It costs 5,000 points to Pack-A-Punch your weapon. You can also buy ammo for 4,000 points at the Pack-A-Punch machine at any time. How to Make Your FOV Change Permanent: ----- Written by Prime Every time you quit Call of Duty WWII it will reset your Field of View option. This guide will fix this until the developers finally fix it correctly. 1.Go to where you've installed Call of Duty WWII. By default it's C:\Steam\steamapps\common\Call of Duty WWII. 2.Open the players2 folder and open the file "user\_config\_mp" in a text editor like Notepad. 3.Find the line seta cg\_fov\_override and change -1 to the number beside cg\_fov. 4.Be sure to save the file. Do not file you go to the field of view option in the settings it will say 65 but it's not 65. Ignore what it says. How to Type in Colour: ----- Typing in Colour: Simply type ^ (Shift + 6) followed by a number! ^1 = Red ^2 = Green ^3 = Yellow ^4 = Blue ^5 = Cyan /Light blue ^6 = Pink ^7 = White (So you can change back to normal colour when typing) ^8 = Turquoise green ^9 = Orange Lamps Locations to Get the Mystery Box: ----- Written by SkyDreamer ^1st location is near the stairs where you start. ^2nd location is outside the window near the stairs (you will see higher your brightness for this one). ^3rd location is above the stairs near spawn. ^4th location is near the armor and it's sitting on a chair. ^5th location is near the armor on the table. ^6th location is location in the small room after you go down the stairs. ^7th location is exactly on your right when you go down the stairs. ^8th location is hanging on the stick near the main stairs. ^9th location is outside the window near the second stairs (you might want to higher your brightness for this one too). ^10th location is on the top floor near quick revive. How to Get Free Gold Camo for P08 Luger Pistol: ----- Written by PyroPan This is how you can get free gold camo on the P08 using a minor glitch in the game. --What You Will Need The P08 Pistol, it's unlocked from the start so you will have it The Rifleman Basic Training Perk, it allows to take another primary weapon as a secondary. A gun with gold camo that's not a pistol or the shovel, this is why you need the Rifleman perk. --How to Do It First equip the Rifleman perk and equip your gun that has gold camo, then go to the gun customization screen and equip the gold camo. After that, change out the Rifleman perk for any other perk that doesn't replace your secondary weapon. The game will default your secondary to the P08, check the customization screen, and the P08 will have gold camo. This does not work for the shovel, 1911, or Machine Pistol, if you try to switch to the other pistols, they will be default and have no camo. This can be used to have any camo you want on the P08, Copper, Bronze, Diamond, etc. And the camo will show up in game, I've tested it several times myself. So in the end, your P08 should be like this (minus the Husky pistol grip): This also works with the Serrated Perk, so you can get Gold on the shovel in a similar fashion in performing this glitch with the P08. You can also change variants and it will still keep the Gold camo. How to Boot Directly into Zombies: ----- Written by LV9999 VIVI I show how to boot directly into zombies using a steam shortcut even skipping the nagging parameter thing. --How-To-- \* Go to "Add a Non-steam game". \* Browse. \* Find "steam.exe" (usually in "C:\Program Files (x86)\Steam\Steam.exe"). \* Make sure its checkedmark then click "Add selected programs". \* Go to your Library tab in Steam. \* Find the new "non-steam" game called "Steam". \* Right click it and then left click "properties". \* Change name to COD WWII ZOMBIES for example. \* Change icon to whatever you want. \* Paste the following into "Set launch options". -applaunch 476620 +zombiesmode1 \* Profit! Image not available forColour: To view this video download Flash Player Experience the full-scale theatre of war with the Call of Duty® WWII Season Pass\*. Continue the epic journey with 4 DLC Packs in 2018 that include new and iconic Multiplayer Maps, new chapters of Nazi Zombies and all-new War Missions. Also includes 'Carentan' Bonus Map! Carentan, one of the most beloved Call of Duty® Multiplayer maps, makes its return in Call of Duty® WWII. Fight through the destroyed buildings and fortified streets of this war-torn French town in an all-out battle for a strategic German stronghold. All Season Pass holders will receive this iconic map at launch. This Season Pass allows you to save money on content. Content can be downloaded in-game when available. Strategy Guide/Walkthrough/FAQ Corey Feldman Interview Review Prestige unlockables in Multiplayer Reach Level 55 in Multiplayer mode to unlock the option to Prestige. Prestige the indicated division to unlock the corresponding bonus weapon and a special badge: KAR98K: Prestige with the Mountain Division to unlock the KAR98K bolt-action sniper rifle. The weapon deals high damage and can kill players with one shot. MG 42: Prestige with the Armored Division to unlock the MG 42 full-auto LMG. This weapon has a very high rate of fire and moderate recoil. MP-40: Prestige with the Airborne Division to unlock the MP-40 automatic SMG. This weapon has a steady rate of fire and minimum recoil. Sawed-Off Shotgun: Prestige with the Expeditionary Division to unlock the Sawed-Off Shotgun. This weapon deals very high damage at close range. SVT-40: Prestige with the Infantry Division to unlock the SVT-40 semi-automatic rifle. This weapon deals high damage. Epic weapons and uniforms in Multiplayer Obtain the following items to unlock the corresponding Epic weapon or uniform in Multiplayer mode. Note: Not all weapons have an Epic variant. Weapons Shack Man – Epic SVT-40 The Old Guard (Uniform) Charge! (Calling Card) Full Moon (Pistol) Semi-Automatic (Calling Card) Jumping Jacks (Emote) Number 40 (Calling Card) Dang Nabbit (Emote) Red Fox (Common Pistol) Roundabout – Epic Lee Enfield Caliber Highlanders (Uniform) Ear To Ear (Emote) Headshot (Calling Card) Hot Shot (Calling Card) Cheers Mate! (Emote) Tea Break (Pistol) For The Queen (Pistol) Revised – Epic FG 42 British ATs Officer (Uniform) Jerries! (Emote) Aerial Advance (Rarer Pistol) Fully Automatic (Calling Card) Cheer Yeah! (Emote) Above The Clouds (Common Pistol) Fallen (Calling Card) Candy – Epic Grease Gun Parachute Battalion (Uniform) Test Fire (Calling Card) Facepalm (Emote) We Can Do It (Pistol) Good Job (Emote) Factory Girl (Pistol) The Greaser (Calling Card) Wreckage (Calling Card) Trigger Happy – Epic Waife 28 Soviet Naval Infantry (Uniform) Hubba Hubba (Emote) Strafing Run (Pistol) Dive Bomb (Pistol) Bupkis (Emote) Push Forward (Emote) Designed For Battle (Emote) Shory – Epic MG 15 Aurora (Uniform) Volunteer (Pistol) Slow Luck (Emote) Rate Of Fire (Calling Card) Done For (Emote) Deep Fish (Pistol) Invasion Force (Calling Card) Thrive – Epic PPSH-41 61st Battalion (Uniform) Bullet Hose (Calling Card) Cheer (Emote) Red Towers (Pistol) All Quiet (Calling Card) Ease Up (Emote) Cathedral (Pistol) Fire From The Hip (Calling Card) Ranger – Epic M1903 Ruby Lofus (Uniform) Bring It On! (Emote) Belly Up (Emote) Fish Breath (Calling Card) Lady Luck (Pistol0 Air And Sea (Pistol) Admit One (Calling Card) This Is My Rifle (Calling Card) Checked Out – Epic Type 100 Dog Fighter (Uniform) Surprise Attack (Pistol) Eye Contact (Emote) Spraying Bullets (Calling Card) GG (Emote) Battle Cry (Pistol) Answer The Call (Calling Card) Running And Gunning (Calling Card) Heimat – Epic Machine Pistol 25th Rifle (Uniform) Comical (Calling Card) Bombs Away (Pistol) Jaws Of Death (Pistol) Gravy (Emote) Thanks (Emote) Fast Fire (Calling Card) Jawbreaker – Epic M1941 Netherlands Infantry (Uniform) War Toon (Pistol) Pain Killer (Pistol) Fire Fight (Calling Card) Thumbs Up (Emote) Amazing (Emote) Bayonet Fixed (Calling Card) Zipper – Epic MG 42 Soviet Infantry (Uniform) Thundercrust (Pistol) Buzzsaw (Calling Card) Covering Fire (Calling Card) Fantastic (Emote) Buy The Farm (Emote) Lightning War (Pistol) Rookie – Epic M1 Garand The Bleeders (Uniform) US Winter (Uniform) Heartland (Pistol) Battle Implement (Calling Card) Liberty And Justice (Rare Pistol) Storming The Beach (Calling Card) Cat's Mew (Emote) Eagle's Nest – Epic M1 Bazooka US Medic (Uniform) Gobblygook (Emote) All Aboard (Calling Card) Stlovepik (Calling Card) Feeding Frenzy (Pistol) Great White (Pistol) Paint It Green (Calling Card) Midnight – Epic Karabin The Cherry Picker (Uniform) Not Yet Lost (Pistol) Lens Glint (Calling Card) Yes! (Emote) Break The Silence (Calling Card) No Way! (Emote) Emblem (Pistol) Jupiter – Epic 1911 Mechanized Infantry (Uniform) Wings Of Freedom (Pistol) Eagle Eyed (Pistol) Sidearm (Calling Card) Hot Dog! (Emote) Always Watching (Calling Card) Single Action (Calling Card) Bite The Dust – Epic M1A1 Carbine Golden Sun (Epic Uniform) Steady Shot (Calling Card) What's Buzzin' (Emote) Paygrade (Emote) War On All Fronts (Pistol) United We Stand (Pistol) Sharpshooter (Calling Card) Wunderwaffe – Epic MP-40 Spearhead (Uniform) Forest Sapper (Uniform) Caution (Pistol) Heavy Recoil (Calling Card) Bite The Bullet (Emote) Machine Pistol Close Quarters Battle (Calling Card) Thruderschlag – Epic Panzerstreck (Emote) Sapper (Uniform) Up In Flames (Pistol) Fused (Pistol) Tank Buster (Calling Card) Hot Damn (Emote) Launch Time (Calling Card) Foundry – Epic US Shovel (Uniform) Desert Heat (Calling Card) Bust Your Chops (Emote) Bloody Mess (Pistol) Diggers (Pistol) Improvised Weapon (Calling Card) Multi-Purpose (Calling Card) Enemy – Epic Toggle Action US Pilot (Uniform) Ruffled Feathers (Pistol) Take A Gander (Emote) Night Owl (Pistol) Munitions (Calling Card) Down The Hatch (Calling Card) Black And White (Calling Card) Crusader – Epic Sawed-off Shotgun US Talker (Uniform) Spent Brass (Calling Card) Ship's Wheel (Pistol) Steady As She Goes (Pistol) War Torn (Calling Card) Hang It Out (Emote) Serum – Epic STG44 Ace Of Aces (Pistol) US Riveter (Uniform) US Tanker (Uniform) Flying Circus (Pistol) What's Cooking (Emote) Assault Rifle 44 (Calling Card) At The Ready (Calling Card) Uniforms Hell On Wheels British Air Force (Uniform) Viper (Calling Card) Splatler (Calling Card) Whooh! (Emote) What's Up (Emote) (Emote) Raining Brass (Pistol) Shotgun Shells (Pistol) Screamer Navy Code Talker (Uniform) No... No. No. No (Emote) 12 Gauge (Calling Card) Take A Powder (Emote) Little Red Wagon (Pistol) Clean Sweep (Pistol) Smoking Gun (Calling Card) Mountaineer The 83rd (Uniform) Paper (Emote) Proud To Serve (Calling Card) Overkill (Calling Card) Hibiscus (Pistol) Hi (Emote) Paradise (Pistol) Action Shot (Calling Card) Tamansov Task Force 9 (Uniform) Hand Gun (Calling Card) Scissors (Emote) Bulls-eye (Calling Card) No... (Emote) Iron Talons (Pistol) Mascot (Pistol) Royal Highland Regiment Clinical Nurse (Uniform) Rock (Emote) Candy Bar (Calling Card) Out To Sea (Pistol) Homefront Hero (Calling Card) Holy Mackerel (Emote) Battleship (Pistol) Ice Cream Bar (Calling Card) Special Boat Service Transport Service Officer (Uniform) For Glory (Calling Card) Yawn (Emote) King Of The Castle (Pistol) Rough Terrain (Calling Card) Time To Grandstand (Emote) War Games (Pistol) Armored Battalion Indianhead (Uniform) Kraken (Calling Card) British Commando (Uniform) Here Be Monsters (Pistol) Cheer And Clap (Emote) Terror Of The Deep (Pistol) Beneath The Waves (Calling Card) Emergency Nurse Canada Black Watch (Uniform) Gear Up (Calling Card) Defeat (Emote) Checkmate (Pistol) Land Ship (Calling Card) Day At The Range (Calling Card) Royal Armor (Pistol) Diamond camo for all weapons in Multiplayer Unlock the Gold camo for all weapons in a specific class (e.g. Assault Rifle) in Multiplayer mode to unlock the Diamond camo for all weapons in that class. Secret Chrome camo in Multiplayer Unlock the Diamond camo for all weapons in Multiplayer mode to unlock the Chrome camo for all weapons. The Chrome camo normally looks best on the Heroic version of weapons. Secret V2 Rocket (n.g.) streakrealt in Multiplayer Prestige all five divisions at least once. Then, get a 25 kill streak in Multiplayer mode to get the secret V2 Rocket streakrealt, which kills all enemy players on the map when it hits. Getting rare supply drops in Multiplayer The following are ways to obtain rare supply drops in Multiplayer mode: Daily/Weekly Orders: Complete Daily Orders given by Major Howard to earn supply drops. Complete six Daily Orders in 24 hours to get a rare supply drop. Complete Weekly Orders to get rare supply drops; however, they are more challenging compared to Daily Orders. Quartermaster Contracts: Quartermaster offers different rewards for different contracts -- each contract requires you to complete a certain action in a set time limit. As you scroll through them, keep an eye on the rewards, as not all contracts give supply drops. Random Supply Drops: You can earn supply drops simply by playing multiplayer matches. There is also a chance you will get a random rare supply drop. All heroic action locations Successfully complete the indicated tasks to complete all 23 heroic actions (nine drag unique allies to safety, four surrenders, and ten struggles) and get the "I've Got You!", "Quarter Given", and "Rescuer" trophies. You can view how many there are per mission and how many you have found under mission selection. None of them are missable; you can still get all of them using mission select after completing the game. A few of them are hard to complete on the Veteran difficulty -- so if you have trouble with any of these, replay the mission on the Rookie difficulty later. There are three types of heroic actions: Struggles (an enemy struggling with an ally, must shoot the enemy very quickly), Drags (must drag wounded ally to safety before he bleeds out), and Surrenders (instead of killing certain enemies, you must aim at them so they lay down their weapons). There is always a clearly visible marker on the Heroic Opportunities when they happen. The struggles and drags are timed events. If you are too slow, simply reload the last checkpoint to try again. All heroic actions are instantly saved. You do not have to complete them again if you die. You can also immediately quit out of the mission without having to reach the next checkpoint. Mission 1 Struggle #1 (Objective: Clear the Bunkers 1/5): After clearing the first bunker, there is an enemy attacking an ally on the left side as you walk through the trenches. Quickly shoot him. Struggle #2 (Objective: Clear the Bunkers 3/5): After clearing the third bunker, you can see the struggle happening at the left wall when entering the fourth bunker (inside fourth bunker). Mission 2 Surrender #1 (Objective: Reach the AA Gun): After going up the house in the first enemy encounter, you will reach a farm area with many haystacks. Eventually, the enemies will fall back to the woods. When you enter the woods area, do not kill all the enemies. Leave 1-2 enemies alive and they will surrender. Aim at them to complete the heroic action. Struggle #3 (Objective: Push Forward with Your Armor): A little while after using the AA Gun, you must destroy enemy artillery. After destroying the artillery, you will reunite with your army tanks. They will drive through some bushes and you reach an area with a huge bunker. Enter the far right side of the bunker (where you also find a Memento collectible) to find two soldiers struggling inside. Surrender #2 (Objective: Push Forward with Your Armor): Just after Struggle #3, you must shoot some explosive canisters with a sniper rifle to destroy more enemy artillery. When you reach the trenches, leave some enemies alive and aim at them to make them surrender. Mission 3 Drag #1 (Objective: Take the Church): In the starting area, after clearing the first house, one ally will get hurt in front of the church. You will hear Pierson say "There's wounded out there! Drag 'em to cover!". The position of the hurt soldier is slightly random but always in front of the church (somewhere near your allies, just wait for Pierson to make the comment). Mission 4 Drag #2 (Objective: Stop the Train): In the area where the first two drags attack you, one of your allies will get hurt. Drag him to cover. Mission 5 Drag #3 (Objective: Assault the Garrison): After the stealth section in the courtyard (after planting the two main objective bombs), there will be a large freight on the city streets. When you have to cross a bridge with lots of barbed wire roadblocks on it, one of your allies will go down (on the bridge). Drag him to safety. Surrender #3 (Objective: Clear the Building): When your female ally throws a smoke grenade in the building that you visited at the start of the mission, you have to go inside and kill the enemies (part of the story). You get a waypoint to go upstairs. Instead of killing all the enemies on the upper floor, leave a few alive and aim at them to make them surrender. Mission 6 Drag #4 (Objective: Reach the Hotel): During the first enemy encounter (after the tank drive), there will be an MG firing at you and your teammates in a narrow street. One of your teammates will go down. Drag him to safety. Struggle #4 (Objective: Reach the Hotel): After you squeeze through the barricaded door, the struggle will happen right in front of you. Struggle #5 (Objective: Reach the Hotel): This is inside the hotel, after blowing up the outside wall of the hotel with the RPG. As soon as you enter the hotel, there are many enemies. Immediately run to the back where they are spawning to see an enemy struggling with a friendly soldier. Mission 7 Drag #5 (Objective: Defend the Bridge): During the first enemy encounter, you will have to defend a bridge from waves of enemies. As soon as they drop the smoke and artillery fire, go to the back of the bridge (the way you came from). One teammate will go down and can be dragged to safety. Drag #6 (Objective: Eliminate the Sniper): After crossing the foggy woods, as soon as you have a sniper shooting at you, run through the trenches towards the sniper. Near the sniper's position is a downed teammate who you can drag to safety. It is recommended to do this on the Rookie difficulty. On the Veteran difficulty, the sniper will kill you very quickly and you have no cover while dragging the ally. What you can try on high difficulties is to drag him a little bit, run to cover and use a medkit, drag him again a little bit more, use another medkit and repeat. Even on the Recruit difficulty, you need a full health bar to make it. Struggle #6 (Objective: Capture the Mill): Just after killing the sniper, you will reach a mill area with many enemies. Go to the first house on the left (sawmill) to find an ally in a struggle with an enemy. Mission 8 Drag #7 (Objective: Eliminate MG Gunners): At the start of the mission, as you go up the hill to the enemy MG gunners, look for a downed ally on the left side. Struggle #7 (Objective: Disable the Tank): After using thermite on the tank for the first time, enemy reinforcements will spawn. A struggle will then take place in the back of the area in a bunker. It is recommended to do this on the Recruit difficulty because there are many enemies and you have a limited time to rescue the ally. Mission 9 Drag #8 (Objective: Form Up on the Center Lane): After the plane flying section, you will have to defend your line from enemies. During the defense, once your tanks start rolling in, an ally will go down. He is located where the rest of your teammates are, on your side of the battlefield. Drag him to safety. Struggle #8 (Objective: Rally on Pierson): This is at the very end of the mission, immediately after throwing signal grenades at all three enemy tanks and having your bombers destroy them. The right side of your line will then get overrun. One enemy will try to bash in the head of a downed ally (same ally just dragged to safety moments ago, in the exact same spot). Quickly kill this enemy. You must do this before going up the hill to rally on Pierson. Note: The time to complete this is very limited and easy to miss. Mission 10 Drag #9 (Objective: Ambush the German Transport): At the start of the mission, as soon as you attack the German transport, one of your allies will get downed near the first car (the one your ally used the flamethrower on). This is the final unique ally you need to drag to safety to get the "I've Got You!" trophy. Struggle #9 (Objective: Reach the Tower): This is after the first sniping section of this mission (after sneaking through the enemy air base you have to go up a roof and provide cover fire for Pierson). After you get off the roof where you use the sniper, you will see some red houses in front of you (enemy barracks). Inside the first red house, where you also find a Memento collectible, you can see an enemy hold one of your teammates at gunpoint (near the entrance of that building). Mission 11 Surrender #4 (Objective: Secure the Tower): On the upper floor of the first tower you enter are four enemies. Kill two of them and the other two will drop their weapons and start to surrender. Aim at them to complete the final unique group of enemies surrendering and get the "Quarter Given" trophy. Struggle #10 (Objective: Rally with your Squad): Immediately after getting off the AA Gun (the one you use to shoot down attack planes), there is a struggle happening in the trenches on the left. You have very limited time to complete this one -- so quickly run there and make sure you do not kill your ally while shooting the enemy. This is the final unique ally locked in a struggle you need to save to get the "Rescuer" trophy. Timeline 1. Mission 1 (Struggle #1) - 0:05. 2. Mission 1 (Struggle #2) - 0:23. 3. Mission 2 (Surrender #1) - 0:41. 4. Mission 2 (Struggle #3) - 1:27. 5. Mission 2 (Surrender #2) - 1:46. 6. Mission 3 (Drag #1) - 2:09. 7. Mission 4 (Drag #2) - 2:53. 8. Mission 5 (Drag #3) - 3:30. 9. Mission 5 (Surrender #3) - 3:59. 10. Mission 6 (Drag #4) - 4:25. 11. Mission 6 (Struggle #4) - 5:30. 12. Mission 6 (Struggle #5) - 6:06. 13. Mission 7 (Drag #5) - 6:34. 14. Mission 7 (Drag #6) - 7:09. 15. Mission 7 (Struggle #6) - 7:47. 16. Mission 8 (Drag #7) - 8:02. 17. Mission 8 (Struggle #7) - 8:25. 18. Mission 9 (Drag #8) - 9:00. 19. Mission 9 (Struggle #9) - 9:19. 20. Mission 10 (Drag #9) - 9:59. 21. Mission 10 (Struggle #9) - 10:51. 22. Mission 11 (Surrender #4) - 11:24. 23. Mission 11 (Struggle #10) - 12:03. All Memento locations Search the indicated locations to find all 33 Mementos and get the "Pieces Of History" trophy. All Mementos can be collected using chapter select; none of them are missable. You can go back after completing the story to collect the ones you missed. It displays how many you found per mission under mission select. There are three Memento in each of the 11 missions. After finding a Memento, it will instantly be saved. Thus, you do not have to collect it again if you die. You can also quit out of the mission immediately after collecting Mementos and not lose them. Timeline 1. Mission 1 - 0:05. 2. Mission 1 - 0:21. 3. Mission 1 - 1:01. 4. Mission 2 - 1:34. 5. Mission 2 - 1:53. 6. Mission 2 - 2:11. 7. Mission 3 - 2:30. 8. Mission 3 - 2:57. 9. Mission 3 - 3:13. 10. Mission 4 - 3:31. 11. Mission 4 - 3:52. 12. Mission 4 - 4:06. 13. Mission 5 - 4:25. 14. Mission 5 - 4:50. 15. Mission 5 - 5:41. 16. Mission 6 - 6:07. 17. Mission 6 - 6:36. 18. Mission 6 - 7:05. 19. Mission 7 - 7:51. 20. Mission 7 - 7:51. 21. Mission 7 - 8:17. 22. Mission 8 - 8:46. 23. Mission 8 - 9:06. 24. Mission 8 - 9:22. 25. Mission 9 - 9:47. 26. Mission 9 - 10:10. 27. Mission 9 - 10:28. 28. Mission 10 - 10:52. 29. Mission 10 - 11:19. 30. Mission 10 - 11:36. 31. Mission 11 - 11:51. 32. Mission 11 - 12:16. 33. Mission 11 - 12:36. Bonus characters in The Final Reich (Zombies) Successfully complete the indicated task to unlock the corresponding character in The Final Reich (Zombies): Assassin 1. Defeat the Panzermerdor before Wave 12. 2. Defeat the Panzermerdor without any upgrades. 3. Defeat the Panzermerdor without Blitz. 4. Defeat the Panzermerdor before you go down. 5. Defeat the Panzermerdor without any specials, mods, or consumables. B.A.T Agent 1. Kill a Treasure Zombie. 2. Kill the Panzermerdor. 3. Survive 25 waves. 4. Unlock the weapon upgrade station. 5. Assemble a Tesla Gun before Wave 6. B.A.T Elite 1. Save Klaus alone. 2. Save Klaus before Wave 16. 3. Save Klaus before 75 minutes. 4. Save Klaus before going down. 5. Save Klaus without any specials, mods, or consumables. Hunter Find Parts A-E of the Zombie Hunter Set. These parts are dropped by killing Treasure Zombies. Mountaineer 1. Survive 20 waves without opening the doors in The Final Reich. 2. Survive 20 waves without opening the doors and going down in The Final Reich. 3. Survive 25 waves in the Prologue. 4. Survive 25 waves without going down in the Prologue. 5. Survive 25 waves without unlocking the secret room in the Prologue. Survivalist 1. Survive 30 waves without going down in The Final Reich. 2. Survive 30 waves without using blitz in The Final Reich. 3. Survive 30 waves without turning on the electricity in The Final Reich. 4. Survive 30 waves without using any other weapon apart from the starting ones in The Final Reich. 5. Survive 30 waves with only two Mystery Boxes in The Final Reich. Weapon locations in The Final Reich (Zombies) The following is a list of the walkway and Mystery Box weapons in The Final Reich (Zombies), their cost, and where they can be obtained: Assault Rifles M1941 – Emma-Gee (1,500 Jolts): Purchase as a wall weapon, or obtain from the Mystery Box near the Laboratories. M1 Garand – G.O.A.T. (1,250 Jolts): Purchase as a wall weapon near the Command Room. STG44 – STG770 (1,500 Jolts): Purchase as a wall weapon near the Mortuary. M1A1 Carbine – M2 Carbine: Obtain from the Mystery Box. FG42 – Devise 450 (1,600 Jolts): Purchase as a wall weapon inside the Salt Mine. BAR – FU-BAR (1,500 Jolts): Purchase as a wall weapon, or obtain from the Mystery Box inside the Mortuary. SVT40 – AVT-40 (750 Jolts): Purchase as a wall weapon at the Village Square leading to the Riverside, near a door. SMGs PPSH-41 – Dedushka (1,000 Jolts): Purchase as a wall weapon inside the Sewers. Type 100 – Blood Type (750 Jolts): Purchase as a wall weapon at the Village Square. Waaffe 28 – Flapjack (1,000 Jolts): Purchase as a wall weapon near The Tower. M3 – The Greaser (1,000 Jolts): Purchase as a wall weapon inside the Command Room. M1928 – M300 Typewriter (1,000 Jolts): Purchase as a wall weapon near the Riverside. MP 40 – Hardly Working (1,000 Jolts): Purchase as a wall weapon inside the Sewers. Shotguns Walther Toggle Action – Lucky: Obtain from the Mystery Box. Winchester 1897 – Diplomatic Solution (1,000 Jolts): Purchase as a wall weapon from the Pub. M3 Luftwaffe Drilling – Trips (500 Jolts): Purchase as a wall weapon near the Village Entrance. Winchester Model 21 – Winchester Last Model: Obtain from the Mystery Box. Light Machine Guns Lewis – Balgian Rattlesnake: Obtain from the Mystery Box. MG15 – Chatterbox: Obtain from the Mystery Box. Bren – Ronnie: Obtain from the Mystery Box. MG42 – Bone Saw: Obtain from the Mystery Box. Sniper Rifles Lee Enfield – Smiley (1,600 Jolts): Purchase as a wall weapon from the Courtyard. Karabin – White Death: Obtain from the Mystery Box. M1903 Springfield – Illinois: Obtain from the Mystery Box. Kar98k – War Model: Obtain from the Mystery Box. Pistols P-08 Luger – G.I.'s Souvenir: Obtain from the Mystery Box. M712 – Red 9 (500 Jolts): Purchase as a wall weapon from the Village Entrance. Getting Tesla Gun in The Final Reich (Zombies) After unlocking the Bunker and Salt Mine, go inside the Command Room and interact with the crank until it stops. Then, go inside the Emperor Room and interact with the machine in front of Barbarossa's statue. Next, continue killing zombies near the machine to charge it up. Keep killing zombies in the nearby area until the Mind Power Machine floats into a hole in the ceiling. After charging the Mind Power Device, go to the Command Room and interact with the button on the upper section of the room to cause the Mind Power Device to start moving; the machine will come to a stop at certain locations. You must keep the Mind Power Device moving. To do this, stay inside the red circle on the ground and continue killing nearby zombies to charge the MPD again. Eventually, the MPD will move near an Electrical Generator, right next to the Schnellblitz Machine. After a short while, the MPD will infuse with the Electrical Generator and shoot out a piece of the weapon. After obtaining the gun's part, the Mind Power Device will start moving again. While following it, kill zombies inside the red circle on the ground until the MPD reaches the Mortuary Generator. You then need to wait for a while to acquire the Tesla Canister from the inside of the generator. After that, go back to the Command Room to find a special zombie on the upper section of the room. Kill this special zombie and grab its head. Once you have both parts, go to the machine in the middle and place them to get the Tesla Gun. How to Play Multiplayer Better than Before: -----

----- Written by Zed This simple guide will help you increase your skill in multiplayer, without any kind of sweat. --First Steps-- Firstly calm down, no one start play like a top player from birth. Dont worry about overall K/D, the game is not about it. \* Watch KillCam videos every time, it will help you understand game mechanics. \* Choose your most favourite starting weapon, I recommend STG44/M1 Grand/ Mountain class/ PPSH/ Waaffe. \* Dont worry about damage, dont run from it, start gunfight, even in darkest sky there is a ray of light. \* Forget about toxic people, they dont play better than you. \* Be closer to teammates. \* If you still worry about K/D play war mode, there is no stats for it. \* Play with default key bindings, that will help you, slide crutch only works with defaults. \* Dont forget about trying to use enemy weapon. \* And, once again, dont concentrate too much, have fun, be enough concentrated and relaxed in one time. \* If you too tired play War mode. \* Dont use hate while playing, sometime after it will eat you from inside. --Steps Further-- Once you start playing better dont forget about to be more cautious. Even if you win most of gunfights there is still could be a bigger fish. \* Start to listen enemy steps. \* Change you mouse sensitivity for your need. \* Dont forget about relaxing some time. \* Play in private session with players from community. \* Some times after you will become one of the most top players. Unlocking Pack-A-Punch in The Final Reich (Zombies): ----- Successfully complete the following steps to unlock the Pack-A-Punch machine in The Final Reich (Zombies): 1.Turn on the Power: Turn the three valves in the starting area. You can then press a button in the middle area. Large flames will come through the floor and a few fire zombies will attack. Kill the fire zombies, drop down the hole that was blown open by the flames, and press the generator button to turn on the power. 2.Activate Power Switches in Bunker: Open the Bunker door for 1,250 points. Open the next two doors inside the bunker for 1,500 points each. There are only two doors you can open inside; the third door says it does not have sufficient power. Use the crank in the laboratory room of the bunker. In the areas through each of the doors is a power switch. Activate one power switch, then quickly run to the other power switch and activate it. If done correctly, you will have fully activated the power on all of the map. Step 3 - Hit the Button Near the Pack-A-Punch Cage: From the bunker, go to the basement. It is flooded with blood and there is a cage in the middle, where you can press a button that will lift the cage a little. Pressing this button opens up three disposal tubes around the map. Step 4 - Jump Through all Three Disposal Tubes: They cost 250 each and are small tubes on the walls you can interact with. One is in the bunker, laboratory area where you use the crank. The second is also inside the bunker, in front of the Schildblitz perk. The third is at the tower where you have to defend the lightning rod for the Easter Egg. Each tube brings you back to the Pack-A-Punch room. After exiting each tube, you will be standing in front a button. Press those buttons (they are all in the Pack-A-Punch room, but only accessible after using each tube) to unlock the Pack-A-Punch machine. It costs 5,000 points to Pack-A-Punch your weapon. You can also buy ammo for 4,000 points at the Pack-A-Punch machine at any time. The Final Reich (Zombies) Easter Egg Successfully complete the following steps in The Final Reich (Zombies) to complete the Easter Egg (retrieve the Artifact) and get the "Fireworks" trophy. Note: To make completing the Easter Egg easier, keep pressing the Touchpad button on your controller to highlight most of the objectives in-game. It can be completed solo offline or with any number of players in co-op. Step 1 - Turn on the Power: There is a generator in the middle of the map with three red lights on it. Your objective is to make all of them green. To do this, turn three gas valves around the map for about six seconds each. The first one is located behind the Geistschiff machine in the village square area. The second one is also in this area to the left of the bunker door you are trying to open. For the third one, open the door towards the pub. You can simply look for the power cables connecting the generator and the gas valves on the floor. Just follow them to all the respective valves. Once the generator is working again, activate the flamethrower trap in the middle of the town square to destroy the wooden lid covering the entrance to the sewer area. Go down there and proceed down the only path you can follow to see the actual power generator for the map on the left side next to the exit. Interact with it to turn it on. Step 2 - Rerouting the Power in the Bunker: Once you are in the bunker, buy the doors to the morgue and laboratory for 1,500 jolts each. Then, activate two different control panels within 30 seconds. One is in morgue and the other is in the laboratory. The morgue one is just down the set of stairs on the right (when entering the area). The laboratory one is on the second floor, above the Schildblitz machine. Once the power has been rerouted, buy the door in the middle of the command room to the salt mine tunnels. Step 3 - Power up the Geiskraft Transfer Device: Proceed down the mine until you reach "The Emperor's Chamber" large circular room. This room is where most of the objectives will take place in, as it is your task to retrieve the Artifact from this machine. Interact with the device. Then, kill approximately 15-20 zombies to charge the machine. All zombie types count for this. Once it is powered up, the next objective is to unlock the canopy that is blocking the device. To do that, simply return to the command room and turn the crank in front of you by interacting with it. Next, start the Tesla Gun assembly process. Simply walk up the stairs in the command room and interact with the red button in front of you. Step 4 - Assemble the Tesla Gun: To get the two missing parts for the Tesla Gun, first escort the Geiskraft Device into the laboratory. There is a red area around the device, and you have to kill zombies within that area to make it move. Once you have reached the end of the escort, the device will stop and power up a generator. Simply wait approximately 45-60 seconds for the generator to finish. You can then collect the Tesla Gun barrel. After the device has moved back to the command room on its own, you have to escort it again by killing zombies in the red area, but this time it will move to the morgue. Once it is there, you have to wait 45-60 seconds again for the giant blender to finish. Once you have collected the Tesla Gun core, go back to the command room and place both parts in the weapon forge (be careful though as a powerful Brenner zombie will spawn first -- make sure to use a decent wall weapon for this part). You can then collect the Tesla Gun, which also unlocks the "Lightning Handler" trophy. Step 5 - Power up the Right Hand of God: Go to the Emperor's Chamber again, and interact with the Right Hand of God (machine to the left when you enter the room). Then, go back up to the command room and activate the large control panel behind the weapons forge. Your objective now is to activate the smaller fuse boxes 1 to 4 in sequence and to change the color of each display to the one you saw on the control panel. The three colors are Rot (red), Grün (green), and Blau (blue). You have around 45 seconds to activate all four boxes -- so you will have to quickly memorize the four color sequence, change the first display to the respective color, and then make your way over to boxes 2-4. They can be found at the following locations: 1. Next to the main panel. 2. After going through the morgue and the door leading to the sewers, it will be in front of the Pack-A-Punch machine room, at the crossroads. 3. Next to the door leading out of the Pack-A-Punch room to the harbor. 4. Next to the door leading to the tower from the pub. Your next objective will be to go over to the tower and activate and defend the central lightning rod. This should be fairly easy if you use your special ability. Once this has been completed, activate and defend the two smaller lightning rods on the left and right. This can be a bit difficult solo, but should be fairly easy with a 2-4 players. Just keep checking both rods frequently and kill the zombies as quickly as possible. Make sure to be careful since another Brenner spawns once this step has been completed. Step 6 - Repair the Left Hand of God: After interacting with the Right Hand of God, a zeppelin will spawn outside, flying in circles over the town. Shoot one of the four orange lights on the bottom of the zeppelin until a "Uberschnalle" (battery) is dropped by the ship. To do this, focus on one of the four lights and damage it until it is red and eventually drops the Uberschnalle. Run over to the location it was dropped to ensure the ship does not steal it back (which would force you to damage the zeppelin again). Then, get kills near the Uberschnalle to charge it up. Once it is fully charged, take it down to The Emperor's Chamber and place it in the Left Hand of God. You might have to use your camouflage ability to carry it down there or drop it multiple times, as zombies will be attacking you. Repeat this step two more times. If the objective tells you to survive until the zeppelin returns, you have to end your current round or else the ship will not spawn again. Once you place the third and final Uberschnalle, the Hand of God will now be working. Step 7 - Calibrate the Voice of God: The Voice of God is the machine between the Left and Right Hand of God. To calibrate it, change the four numbers below the raven symbols on the side of the machine to their correct number. To find the correct number for each raven, scan four portraits around the map, using a Brenner head. At this point, you should have already killed two or three Brenners. Go back to the spot where you killed one and grab their head. You can also click the touchpad button to highlight the heads. To scan a portrait, simply hold the ADS (aim down sights) button. You will see a roman numeral next to the raven. The numbers go from 1-5. The four portrait can be found at the following locations: 1. Moonraven (moon above his head, facing forward). On the lowest floor in the morgue, on the opposite side of the sewer door. 2. Stormraven (facing right): Inside the pub on the second floor. 3. Deathraven (facing forward): Inside the Pack-A-Punch room. 4. Bloodraven (facing left): Outside of the church, near the M1928 wall weapon. Once you have figured out the four numbers needed, enter them into the Voice of God machine and activate it. Step 8 - Defeat the Panzermerdor (Klaus): A red electric bubble will appear above the Geiskraft Transfer Device in The Emperor's Chamber. Shoot it with the Tesla Gun what it can open up. You can now see the sword hit sticking out of it. Collect it to start the Panzermerdor (Klaus) boss fight. The fight consists of two steps that you have to repeat three times. The steps are: Step 8.1 - Get a Uberschnalle from the Zeppelin: This is exactly the same as Step 6. Follow Step 6 to complete it. Step 8.2 - Attach the Uberschnalle to the Panzermerdor (Klaus): Shoot Klaus until you have stunned him (the game will tell you when you have successfully done that), then attach the Uberschnalle to him. Once you have done this for the third time, the boss fight will be completed. Secret Pack-A-Punch Mystery Box in Groesthen Haus (Zombies) Successfully complete the following steps in the Groesthen Haus map (Zombies) to unlock the Pack-A-Punch Mystery Box: Step 1: Shoot the ten lanterns around the map. Eight lanterns are inside the house (four downstairs and four upstairs) and two are outside (downstairs left and right windows). After shooting a lantern, it will make a raven sound and start glowing purple. After shooting all ten lanterns, a door will open upstairs and reveal the secret Mystery Box behind it. It costs 1,000 points to use and gives you one random weapon. Step 2: Get a Jack-In-The-Box from the Mystery Box. This is random, but it is always one of the first few things you obtain from it. You usually get it within the first five draws, but it is guaranteed within the first ten draws. Then, stand and throw the Jack-In-The-Box in the exact location shown (on the wooden beam outside the Mystery Box room). Step 3: Collect 10,000 points by killing zombies. Then, interact with the Piano in front of the Mystery Box room (upstairs) to pay 10,000 points. Everything you now get from the Mystery Box will automatically be Pack-A-Punched. Unlike other maps, there is no actual Pack-A-Punch machine. Instead, all weapon draws are immediately Pack-A-Punched. They also continue to only cost 1,000 points per box draw. Collect "Max Ammo" pick-ups to restore all your ammo. Note: This does not work in the Prologue. It only works on the Groesthen Haus map (solo and co-op). Secret STG44 wall buy location ("The Shadowed Throne" DLC) To find the hidden STG44 assault rifle wall buy location, first reach the Cabaret area. You can get there through Main Street (unlock the double doors up the stairs to the large building with neon letters). Once inside the Cabaret, look near the stage to find a low canopy of ruins you can go underneath and look up at. Go under this small path to get the STG44 wall buy prompt. The STG44 costs 1,500 points to purchase. The STG44 is a good starting weapon. It is also a good weapon to put in the Pack-A-Punch machine. Easy "Ack Ack" trophy After getting on the AA Gun in Mission 2: Operation Cobra, shoot down all 20 planes trying to attack your allied tanks to get the "Ack Ack" trophy. They appear in the following order: 3 Right - 3 Middle - 2 Left - 2 Left - 3 Middle - 2 Right - 2 Left - 1 Middle. Restart from the checkpoint if you miss a plane. Easy "Defender" trophy After getting on the AA Gun in Mission 11: The Rhine, you have to shoot down attack planes. There are 25 total planes. They appear in the following order: 3 Middle - 5 Left - 4 Right - 4 Middle - 4 Middle - 3 Middle - 2 Left. If you miss a plane, immediately restart from the checkpoint. It is recommended to create a manual backup save before getting on the AA Gun. Otherwise, if you miss a plane you have to replay the entire mission. When you reach the AA gun, pause the

sniper perch without being detected in Ambush. Marksman (Bronze): Cover Zussman from the church without missing a shot in Stronghold. One of the Lucky Few (Bronze): Breach the seawall in under 2 minutes without taking MG fire. Pieces of History (Bronze): Collect all 33 mementos. Potato Masher (Bronze): Save 5 allies by throwing away a live enemy grenade. Pressure Cooker (Bronze): In Prologue, survive until wave 20. Quarter Given (Bronze): Get 4 unique groups of enemies to surrender. Red Mist (Bronze): In The Final Reich, get 10 kills from a single Bomber's explosion. Rescuer (Bronze): Save 10 unique allies locked in struggle. Silent Night (Bronze): Sneak through the courtyard undetected in Liberation. Slow and Steady (Bronze): Spend 3 minutes using Focus in the campaign. Strike! (Bronze): In The Final Reich, knock over 10 zombies with a Wüstling charge. Sunday Driver (Bronze): Complete the driving portion of S.O.E. without hitting any obstacles. Suppressive Fire! (Bronze): Successfully escort the pole charge engineer to the pillbox in Hill 493. Tour of Duty (Bronze): Win 5 War matches in Multiplayer while playing online. White Knuckles (Bronze): In The Final Reich, survive 3 Pest waves in a single match without getting hit. Additionally, there are 15 secret trophies: Long Way from Texas (Bronze): Complete D-Day. The Paddle (Bronze): Complete Operation Cobra. No Sanctuary (Bronze): Complete Stronghold. Last Stop (Bronze): Complete S.O.E. Champagne and Caviar (Bronze): Complete Liberation. Human Cost (Bronze): Complete Collateral Damage Death Factory (Bronze): Complete Death Factory. Our Men (Bronze): Complete Hill 493. Worst Christmas Ever (Bronze): Complete Battle of the Bulge. No Sacrifice Too Great (Bronze): Complete Ambush. Dark Reunion (Silver): In The Final Reich, save Klaus. Dark Arts (Bronze): In The Final Reich, build all variants of the Tesla Gun. Lurking Around (Bronze): In The Final Reich, find and shoot Dr. Straub. Undertaker (Bronze): In The Final Reich, kill the Bomber with the shovel. Lightning Handler (Bronze): In The Final Reich, build a Tesla Gun. The following trophies require "The Resistance" bonus downloadable content: Own the Fog, Be the Fog (Bronze): In The Darkest Shore, kill a Meuchler in the fog. The Bakers Dozen Massacre (Bronze): In The Darkest Shore, line up and kill 13 zombies with one Ripsaw shot. Going Up... (Bronze): In The Darkest Shore, unlock the Ubersprengen. Still Lurking (Bronze): In The Darkest Shore, find and shoot Dr. Straub. Always on Spine (Bronze): In The Darkest Shore, rip out the spine of every Zombie type. I Got This (Bronze): In The Darkest Shore, survive the initial beach rush without using any machine gun turrets. This Damn Island (Silver): In The Darkest Shore, explore the entire island. Additionally, there are three secret trophies with "The Resistance" bonus downloadable content: Making History (Silver): In The Darkest Shore, escape from the island before the bombing starts. Black Winds to Darker Lands (Silver): In The Darkest Shore, retrieve Barbarossa's pommel. Severe Pommeling (Bronze): In The Darkest Shore, kill 250 zombies with Barbarossa's pommel in one match. The following trophies require the "War Machine" bonus downloadable content: Das ist gut (Bronze): In The Shadowed Throne, find the Ubersprengen. Ballistics Be Damned (Bronze): In The Shadowed Throne, reach wave 15 using only melee weapons. Something Wonderful (Bronze): In The Shadowed Throne, kill 50 Gekocht with the special weapon in one match. Putting on a Show (Bronze): In The Shadowed Throne, keep a Gekocht alive on the stage for 1 minute. Not a Prayer (Bronze): In The Shadowed Throne, after round 20, survive at least two full rounds without anyone leaving the church. Equal Opportunity Destroyer (Bronze): In The Shadowed Throne, collect geistkraft from each zombie type in a single match. Lumberjack (Bronze): In The Shadowed Throne, kill a Wüstling using each melee weapon in a single match. Additionally, there are three secret trophies with the "War Machine" bonus downloadable content: Stadthäger Down (Silver): In The Shadowed Throne, defeat the Stadthäger. Ammo Conservation (Silver): In The Shadowed Throne, obtain the Blade without firing a gunshot. This Belongs in a Museum (Silver): In The Shadowed Throne, while inside the museum, kill 250 zombies with the Blade in a single match.

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