Call of duty zombie's script

Intro

Call of duty world at war was released in November of 2008 and is the fifth main installment of the call of duty series, set in World War 2 the game contains a fully flinched campaign and multiplayer with a secret waiting for anyone who made it through the entire campaign they would be greeted with the new secret mode call of duty Nazi zombies.

First map: Nacht der Untoten [Night of the dead]

Nacht der Untoten was the very first zombies map ever released and when translated says night of the dead. The map was there on the launch of the game, since it was the very first map, there isn't much to do, The map is in a bunker on an abandoned runway with only a few doors that can be opened to expand the map area but allows you to gain access to the mystery box which for 950 points will give you a random weapon which can range from some of the worst weapons in the game to some very unique weapons such as the ray gun and flamethrower which are very powerful, they are also weapons chalks scattered around the map which if you go up to them and actually purchase the real weapon for a certain amount of points. Overall, the map is simplistic with extraordinarily little space but enjoyable, but the community enjoyed it and wanted more, and they would get more but would unfortunately have to wait a whole 4 months.

Second map: Verruckt [Crazy]

So the second zombies map is called Verruckt which is translated to just crazy, Verrückt takes place in a mental asylum the map is much larger than Nacht der Untoten with about triple the rooms and they added multiple new features such as perk machines in which the player could buy perks such as Juggernog which would increase the players max health allowing them to survive more hits before going down, Quick revive which decreased the time to revive a player by 50% but did nothing in a solo match, Speed cola which decreases the amount of time it would take to reload any weapon and would also increase the speed of rebuilding barriers and double tap which would increase the rate of fire of the players weapon by about 33%. There also was the addition of traps to the map and were placed in multiple locations the player could activate these traps for 1000 points and electric fence would turn on and would kill any zombies or players who walked through it no matter what the round was the only way a player could go through the trap without dying is if they had previously purchased Juggernog. None of these perks or traps would work though until the player had turned on the power which was on the other side of the map from the starting location. This map is defiantly a lot darker than the previous map as when u are walking around you can hear the screams of other people around the asylum together with the fact that the map was a lot more closed off with very narrow corridors and extremely aggressive zombies it makes for quite a scary map as u are constantly feel pressured even with the upgrades the player can get.

Third map: Shi no numa [Swamp of death]

The third map in the series shi no numa which translates to swamp of the dead features everything from the previous maps with a lot less additions as the earlier map but makes up for it in the change of atmosphere as this map unlike the others takes place in a very vibrant swamp but still comes with its own dangers as various parts of the swamp are flooded and when the player walks through them they become slowed which can easily allow the zombies to surround and overwhelm you easily. Another new mechanic to this map is that the perks are placed in each corner of the map and when u open it for the first time the perk that u will get will be randomized which adds a bit of randomization each time you play the map. Another unique addition is a new wonder weapon which can only be obtained from the mystery box called the Wunderwaffe DG-2 which is a powerful weapon that shoots blots of electricity that can chain between Mutiple zombies at once killing them instantly. Although with all this new space and weaponry comes a downside as there is a new enemy in this map the hellhounds every few rounds the map will become shrouded in fog and dogs will begin appearing seemly out of thin air these dogs are much faster than the player and can become a problem if not dealt with quickly but are significantly weaker than the zombies but does provide one benefit being that every time you beat a dog round you are guaranteed a max ammo. One final unique addition is new trap called the flogger which spins rapidly killing any zombies that get close and sending them flying but will also kill the player if they get too close although they can safely crawl underneath it baiting the zombies in. Overall, this map has a vastly different tone as it is not set in a fully enclosed space and overall being much more vibrant than the previous two maps giving the player a lot more freedom to move around with a bigger playing area which I think was favored by the community a lot and made this map into one of the all-time favorites.

Fourth map: Der Riese [The Giant]

The fourth and final map of this game Der Riese, otherwise known as The Giant, is the collimation of all the other maps combined to create one of the most iconic zombies' maps of all time so much so that it would reappear in the future zombies' games. Der Riese takes place in a Nazi testing facility where they tested on teleportation and rumored to be where the zombie outbreak began. The map features pretty much everything from earlier maps including the four perks, the mystery box, traps, hellhounds and both the Raygun and Wunderwaffe DG-2 make a return as well with some small addition's such as the bowie knife. The big main change this map brings is as soon as u spawn in there is a new machine locked behind a door that can only be opened by linking three teleporters that are scattered around the map after linking each teleporter the door will slowly open to eventually let u access the pack a punch which for 5000 points will allow you to upgrade any of your weapons even including the wonder weapons which would increase the amount of damage the gun does and increase its ammo capacity there even is both a visual and audio change to the weapons which is a nice touch. The overall layout of this map combines elements of all the previous maps by having open areas for to run around in like shi no numa but also extremely tight corridors like Verruckt the tone of the map returns to a gloomier setting which I think fits the map very well. The final couple of unique things in this map are the Mutiple secret easter eggs you can find such as a secret easter egg song which is activated by interacting with three different items around the map. The other easter egg is started by shooting a panel on the outside of the map with a pack a punched weapon which we will begin a strange game of hide and seek in which u must find 3 different teddys and shoot them to win unfortunately there is no reward for this. Overall, I am a massive fan of this map as it flows very well and combines all the elements, they have brought into zombies very well and set the precedent for all future zombie maps to come.