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Looking for ways to unlock every achievement or trophy in Call of Duty: Infinite Warfare? You've come to the right place. Here you'll find tutorials, tips, and how-to for each call. If you're dealing with side quests or collectibles in a campaign, or hunt down artifacts to complete an Easter egg in a zombie. No matter what you need help, we'll have it covered below in a lengthy, comprehensive guide. There's only one corner of Infinite Warfare that lights up on achievements/trophies - multiplayer. This may be a relief for most, but there is only one problem related to the online component of Call of Duty. And it's not even hard to unlock. 100% Achievement/Trophies Guide STATUS: COMPLETE! Campaign Challenges Achievements/Trophies This section covers any achievements/trophies that can be unlocked in a single player campaign. Anything that requires your active input - not completion, collectibles, or side quests - belongs here. Go 2 minutes without double jumps or wall runs in a mission where these abilities are available. This simple achievement/trophy can be earned near the end of the Growing Threat mission. Once you get a double jump and wall running ability, just run around in circles until this achievement appears. Just run! No wall jumping or running is allowed here. Use the computer in the captain's office. In Mission Retribution. Consequences, you will clear the trash and enter the captain's office. There is an objective marker on the computer terminal on the table. Just interact to check your computer and unlock this call. Very easy, and almost impossible to miss. Kill 15 enemies with a zero-G Grappling Hook. Start Operation: Port Armor - Landing party for your first opportunity to earn it. At the beginning of the mission, you'll be in a zero-G environment, and can pass using Grappling Hook. Target enemy soldiers with a hook to kill them instantly. There are not enough soldiers to kill, so restart the mission as soon as you reach the first checkpoint. Your murders are saved so you can complete the first section 2 or 3 times to unlock. Watch the news cast. This can be unlocked during the Revenant - Back to The Fight. After riding the elevator, head to the end of the hallway and not after your AI partner. Along this path, there is a group of soldiers watching the news. Stand up and watch TV until it shows up. Soldiers usually watch TV in the break room. You will find new broadcasts after each mission, including side missions. So check back often! And if you are in the campaign and missed the first chance, anytime will work. Strike open the door, and throw a grenade, peering through the door. To unlock the achievement/trophy, you will have to shutter through the doors in three different ways, with three different doors. Interact with the door to peek Follow the tips to look inside carefully, or press Circle/B to kick to kick Open. For the latter requirement, peek open the door (open it thoroughly, just crack) and then throw the grenade as you normally would. There must be an enemy for you to kill on the other side, so keep the grenade toss for the rooms containing the soldiers. Kill the enemy by swimming in your own anti-gravity grenade. You will get a chance to earn this in the first mission. Growing Threat. Eventually, you'll find anti-gravity grenades. Instead of using them against enemies, throw one on your feet. When levitating, shoot the enemy soldier to unlock this one. Kill the C12 by doing the right rodeo, left rodeo, and blowing off several limbs. This can be earned first in a mission during surgery. Black Flag - Sprung Trap. To earn this achievement/trophy, you need to kill three C12s with three different methods. Destroy your right hand, then jump on the C12 from above to initiate the rodeo. Destroy your left hand, then jump on the C12 from above to initiate the rodeo. Destroy your left and right hands. Use a rocket launcher or other weapon against C12. You will come across the C12 and the weapons needed to destroy it at the very beginning of the mission. After destroying the C12 one way, wait until you get the checkpoint, then restart the mission. Complete all three methods of killing, and it will pop. He listened to all the letters of the fallen. During the credits, you will have the opportunity to listen to everything in the game Death Logs of the Fallen. There are eight of these audio logs - each button on the controller activates a different Death Log. Listen to them all before the credits finish rolling. Kill Kotch before his speech is over. It's earned in Mission Operation: Black Flag - Sprung Trap. At the end of the mission, when you encounter Admiral Kotsch, just use your melee attack (R3/Right-Stick) to kill him instantly before his speech is complete. This achievement/trophy is a reference to a meme-worthy line spoken from character Kit Harrington in Game of Thrones. Kit Harrington plays Admiral Kotch in Infinite Warfare and Jon Snow in Game of Thrones. The line that is often repeated looks like this: You don't know anything. Jon Snow! Download with a custom weapon. Before each mission (after accepting the Retribution command) you reach the unloading screen in the armory. Select a weapon (primary/secondary) and then select the I con to add customization settings to your weapon. Add an attachment to earn this easy achievement/trophy. Weapon Scans - Campaign Achievements/Trophies As you play through the campaign, you'll unlock new guns for your boot menu by simply picking them up once. This initiates scans so they can be copied for later. Picking up every weapon in the game, you will earn this achievement/trophy. Not all weapons are carried by enemies -- some of them are only available in specific locations, or by certain side missions. Find all the locations with GameraX management here. CoD: Infinite Warfare - all weapons weapons Location 'Gun Nut' Guide Get Every Gun to Unlock the following: Scan Your First Weapon! Scan 10 weapons. All the weapons are scanned. Most-Wanted Board - Achievement Campaign/Trophies As you complete the campaign, you will be able to complete side quests and clear the most wanted board in your captain's cockpit. Most SDF captains and ace pilots are in optional missions - Jackal-only or boarding party locations that unlock as you complete major missions. Click the link below for accurate information on where to find each target. CoD: Infinite Warfare - The Most Wanted Target Places 'Royal Flush' Guide Follow this guide and you'll unlock the following three achievements/trophies. Kill your first murder on the most wanted board. Clean up half of the most wanted board. All the aces and captains of the SDF are killed. Equipment Updates - Campaign Achievements/Trophies Throughout the campaign, there are terminals a player can hack to unlock hardware updates. Some upgrades increase the power of your equipment, while others add new functionality that allows you to blow up on command, purchase lock, use Frag Grenades to detect enemy soldiers, and more. CoD: Infinite Warfare - All places of equipment (en) 'Fully equipped' Guide Use the guide linked above to find all the terminal upgrade locations, and see what each individual upgrade can do for your futuristic soldier. Finding all updates will unlock the following achievements/trophies. Find your first hardware update. Earn all equipment upgrades. The zombies in Spaceland Achievements/Trophies This section features achievements/trophies related to Infinite Warfare packed into a zombie map. All the problems here can only be unlocked in the zombies in Spaceland. In Spaceland, build Rock's weapon. There are four special Wonder weapons the player can craft hidden in zombies in Spaceland. Each section of the map has a stand where the weapon will spawn after collecting three hidden stickers. All weapons are pretty hard to get, but the simplest weapon to earn (and unlock that achievement/trophy) is The Shredder. Endless War: zombies in Spaceland - All Wonder Weapon Guide Check link above to find instructions to unlock each Wonder Weapon, or follow the tutorial below to get Shredder. How to Get Shredder: Part of the #1: Battery - Get your sunglasses and go down to the waterway after discovering the debris path that leads to Bang-Bangs per second in the Polar Peak section. Use sunglasses near the water to detect an invisible vessel moving down a lazy river. Shoot the part on the back of the boat until it falls. After the battery falls out of the boat, go to fountain, where water pours out of the ground. When the flow of water appears on the green colored circle, that's when you can collect the battery. Sunglasses are a random zombie drop. Activate them to switch to a black and white view where you can see certain things that were previously Part of #2: Alien Dolls - Kill zombies and collect red souvenir coins. Redeem the coins at the Gift Station in the Kepler system - insert three red coins, and the alien doll will fall out. That's your middle part. Red souvenir coins are an accidental fall from zombies. You can only carry one at a time, so whenever you find a red coin, redeem it at Kepler Gift Station. Part of the #3: Red Crystal - Break the crocodile's teeth trap, closing the trap on Brute and then replacing your teeth to reveal the hidden canisters. Shoot from a canister with fiery bullets to reveal the red crystalline part. After collecting Schroeder, Rock On! Achievement/trophy will pop. To unlock this achievement/trophy, you need to call David Hasselhoff to help. He's a temporary AI partner, delivered by busted robot N31L - you'll have to find his head to recover it and then complete your problems. If this doesn't work, you may have to unlock Hasselhoff by entering a special code after completing the main Easter egg. Check out the bottom link to learn more about Playable Hasselhoff. See exactly what it takes to call Hoff by following the link above. In Spaceland, play every arcade game at least once. A new addition to Call of Duty: zombies, Infinite Warfare has playable arcade games located in the central part of Astrocade Park. To play games, you need to turn on the power - use a generator switch on the ground floor, in the corner with a window to spawn zombies. Note: Playing arcade games will earn tickets. You don't need to play until you finish, just until you earn a ticket. Astrocade Games: Game #1: Basketball Hoops - Found to the left of the ladder to the top level in Astrocade. To unlock the achievement, you may need to play both. Game #2: Zombie Zoom - Found near the right stairs to a higher level astrocade. Game #3: Bowling for the Planets - Found in front of the dance floor on the first floor of Astrocade. Game #4: Black Hole - Found in the upper left corner of the second floor of Astrocade. Game #5: Cryptid Attack - Found in the upper right corner of the second floor of Astrocade. Game #6: All arcade machines - Next, interact with all the arcade cabinets in Astrocade. Here are all the types of games you'll need to play: Pitfall 2: Lost Caves, Space Suburban, River Raid 2, Barnstorming, Chopper Command, Demon Attack, Robot Tank, Spider Fighter. Interact with each office with a hint to play. Skip 'Out of Order' machines, machines that aren't included, and Skull 'n' Ghost. Outside Astrocade Games: #7: Shooting Gallery - Right after taking the stairs to the Kepler system. Turn on the power from the switch attached to the Moonlight Cafe. Game #8: Rollercoaster Ride - Found in the Polar Peak, through the gift shop and in the waiting area. Find a power switch past the wreckage of the wall (\$1,250) left You. Game #9: The Afterlife Arcade - Play all the games available in the afterlife You will only reach this area if you buy Fast Revive nonsense from a vendor in the spawn room. This is the opposite of the Power Switch, not far from another box office. Once you've played every game in the park, the achievement/trophy will pop. In Spaceland, play 30 games and get to stage 10 or higher. It's a lot easier than it looks. Here's what you can do to make his cinch: Survive up to Scene 10. That shouldn't be a problem, even Solo. Somewhere along the way, buy UpN Atoms (Fast Revive) Get killed by zombies on stage 10. In the Afterlife Arcade, play 30 games - there are no zombies here. To make things even easier, play arcade cabinets in the corner. Interact then go out. Repeat and you'll have this achievement/trophy done without hassle. In Spaceland, beat 5 Brutes in one game without dying. Winning over the Brutus isn't that bad if you have Them (Space Way), Bang Bang (Polar Peak Fountain), and plenty of time to run. The best place to fight the Brutes is around the Pack-A-Punch portal in Space Ways. NOTES: Don't forget the Pack-A-Punch Gun Oni too for extra damage against the Brutes. The trick is to consistently spawn the Brutes. To make five appear, you need SETI-COM completed. There are 9 possible parts locations: Part #1: Calculator Location #1: On the yellow bench on the right side of the center of the Space Path, right before reaching the Pack-A-Punch portal. Location #2: On a yellow dining table in the power zone opposite the Chromosphere trap in the Kepler system. Location #3: Inside a blue trash can on the right side of the upper floor, in the Astrocade area. Part of the #2: Boombbox Location #1: Lower Bridge Outside the Spawning, behind the yellow Proto-Popcorn cart. Location #2: Found in an underground tunnel lounge, on a kitchen table next to a coffee shop. The room is on the way to the Kepler system. Location #3: At the Moonlight Cafe counter in Kepler. Part of the #3: Umbrella Location #1: On the red bench near the slide, to the right of the bridge that leads to the Polar Peak. Location #2: At the Polar Peak gift shop, at the checkout near the ramp that leads to the power switch. Location #3: On a journey into space, look in a dark corner next to the rocket mission of the rocket ship trap control panel. If you have parts, turn them into DJ Hasselhoff in one of the three DJ booths. Next twist, it will give you a full SETI-COM. Now place SETI-COM in an area that vibrates (Polar Peak Gift Shop, Journey into the Space Entrance, Underground Kitchen Tunnels, Space Path Bridge, Bumper Car Area, and more. Because Brute will spawn when SETI-COM is pitched. Replacing. Go place second SETI-COM. SETI-COM, it will be destroyed, run to the Cosmic Path, etc. rinse and repeat until you have killed 5 Brutes. In Spaceland, Pack-A-Punch machine, you will need to activate all four power generators (plus a caviar power switch) to regain power and then use nearby teleportation portals to return to the center of the park. After teleporting through all four portals, the central portal will show a new place that you can access. To leave the spawn area, use the ticket office power switch. The other four switches are a little harder to find. Power Generator Places: Galaxy Journey. Pass through the left door of the Star Mission Attraction with a giant rocket ship facade at the back of the Galaxy Journey area. The switch is on the left wall, before entering the bumper area of the car. Astrocade: From the entrance to the Galaxy Journey, find a deactivated portal gateway on the right wall. Continue forward and turn right just past the gateway to find tiny niches near the zombie caviar window. The switch for this mini area can be found here. Polar Peak Roller coaster. In the Tritan themed section of the park, enter the roller coaster lobby and take the stairs up. A curved ladder ramp leads to another buy wall (\$1,250) - unlock the path and look at the left wall right past the ups and down machine to find the switch. Kepler system: From the entrance, open the left path and take the stairs to the Moonlight Cafe. The last power switch is connected to the left outer wall of the cafe, right next to the steps. Portal devices are always located next to the switch. Look at the exterior walls to the switch, or on the floor below the switch. Portals are very easy to detect, especially when power is active. Interact with the control panel next to the portal to activate it and return to the center. In Spaceland, find MW1 and MW2 songs. To find these retro Easter Egg remix, you will need to shoot 3 hidden Teddy bears for each song. One set of teddies is on the 'Employee of the Month' boards, while the other type is located all over the map. Below we will list where to find all the MW1 Teddy Places. For a deeper explanation, and video from the audio for the MW1 remix, check out the full guide here: The zombies in Spaceland: I Love the 80s Guide to The Secret Song Places: Employee of the Month - Teddy Places: Caviar District - At the Ticket Office, where Fast Revive (Up n' Atoms) is located. Astrocade - Go up the right stairs to the top level and look out the window to spawn zombies to your right. The board on the wall opposite the window. Journey into space - Near the doors of the Rover Rampage, look for a window spawning zombies with a bloody message (All dead) - the board is on the wall opposite the window. Underground - In the lounge on the maintenance of the tunnels that lead to the Kepler system. Underground - In the very first issue you reach when going underground from Kepler. Turn right and you board on the white wall. Underground - the second room you get to when you go down into the tunnels from the Kepler system. From the stairs, turn right below and see the staff-only room. The board is on the right wall behind the movie posters. Kepler system - Up the stairs and turn right on the chromosphere. Cross the bridge and look out the window of the zombie caviar on the left. The board is on the opposite wall. Hyper Slide - At the top of the slide (which leads back down to the Cosmic Path) look for the brightly lit employee room outside the window to spawn zombies to the left of the slide itself. Polar Peak - Behind the counter to the right of the roller coaster ride the boarding area. In Spaceland, restore a piece of soul key. Restoring the soul key is the main goal for zombies in the main quest of the Easter Egg Spaceland. To get the soul key, you will have to follow these basic steps. Turn power on the entire park and use all the portals. Enter the Pack-A-Punch room through the central portal. Collect all the SETI-COM pieces and bring them to DJ Booth. Get SETI-COM and place it in three random places to protect. Turn SETI-COM into DJ Booth and place the speakers around the PaP portal. Repeat the colored UFO signals with tone speakers. Defeat Alien Boss to blow up a UFO It's a lot for the player to figure out. Get every step of the way with in-depth explanations on our full step-by-step guide here. Endless War: The zombies in Spaceland - Full Easter Egg Guide In Spaceland, Craft Exquisite Core. This can only be done after you have completed a major Easter egg and defeated the Alien Boss/UFO. Check out the section above for all the details on the subject. Once this is done, you can create a Elementary Update - these are the main steps. Open the door in the Croc trap (Break your brute teeth and use golden teeth) Get all four basic updates, one at a time. With each elementary update, shoot in the Croc Trap closet and collect the crystal. Take the elemental core and crystal into the Pack-a-Punch room and use the closet. This will remove your currently held elementary core and place it in the PaP cabinet. Fill all four slots and then go back to the Croc Trap cabinet for purchase. Even if you created a miracle weapon with a crystal, you can still complete this task. The X-quisite Core costs 2000 points and has a life-saving poisonous effect. Honestly, the X-quisite Core is not so good. It kind of sucks. But, you'll need it to complete the final zombie in spaceland achievement/trophy. In Spaceland, find all the quest items and complete the sticker packs. This is the latest achievement/trophy you will unlock for the zombies in Spaceland. To get it, you will need to fill out the following sticker packs: N31L X-quisite Head-cutter Face-melter Dischord Shredder SETI-COM Soul Key (quest item) Points (quest item accidental drop) You will have to complete every step of the Easter egg to get everything Elements. Check out the main tutorials To get details of each - Head-cutter, Face-melter, Dischord and Shredder all Wonder Arms. Completion - Campaign Achievements / Trophies These achievements / trophies are all associated with completing the ashbort - completing operations, side quests, and completing the campaign at various levels of difficulty. Make sure to complete all side quests in the campaign before the operation: Black Flag. Veteran difficulties are available from the start. There are no achievements/trophies to complete specialist or YOLO difficulties. A complete growing threat. Full black sky. The full Port Armor operation. Full Burn Water operation. Full Dark Quarry surgery. Full Operation Black Flag. Full Operation Bloody Storm. Complete all single player missions per veteran. Full Dagger surgery. Full Phoenix surgery. Full Operation D-Con. Full Operation Deep Execution. Complete all the missions of landing the ship side. Full Operation Safe Harbor. Full Operation Pure Threat. Full Operation Grave Robber. Full sudden death surgery. Complete Operation Murder Trail. Complete all the Jackal only side missions. Check out even more Infinite Warfare and zombies in Spaceland's guide to GameraX: GameraX:

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