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## Fire staff origins upgrade

1000+ (150) 300000 (upgraded) Fully automatic (Upgrade Charge) Feel the heat of your curse! — Takeo Masaki while killing zombies with fire crews. The fiery staff is one of four building elemental staff on the Origins map. Fire headquarters shoots three bullets of molten rock horizontally when they shoot, which will cause zombies near the impact zone to burn, stunning them in pain before they either burn or recover, depending on if they shoot again. When upgraded to Kagutsuchi's Blood, it works the same as its previous version, except with a larger radius of explosion and each zombie hit point an empty range will evaporate. The player can also hold the shooting button in order to charge it, for the price of more ammunition on the charged ammunition. When it is filled and released, it fires three fireballs, horizontally than the previous version. However, any zombie nearby will be insouous and will last on the ground/wall for a few seconds before exploding into a larger fireball. In addition, Kagutsuchi's Blood melee has an attack involving swiping with the heads of the staff. That attack hit the 16th. If One Inch Punch is rigged, his melee attack overrides the attack of Melee's staff. If the player has a PhD flopper and sinks with fire crews equipped, zombies will die from the explosion, but the flop will also create a fire effect that will do additional damage to the zombies and leave them burnt as well. The only way for an actor to obtain a PhD flopper is from Der Wunderfizz. After the upgrade, it acquires a secondary attachment called Sekhmet's Vigor, which, when activated by pressing left on the D-Pad, will cause the player to tip over the staff and use the bottom end. It can be used to revive down a player by shooting them directly. Vigor is a fast moving ball that will travel in a straight line. It is recommended that your shots be counted, as it is very easy to miss with this weapon. The Crystal of Fire Headquarters appears in the blood of the dead. To obtain the Fire Headquarters, the player must collect three parts of the staff and the elemental crystal, as well as the turntable and the correct records to access crazy place and lower levels of the excavation site. The staffing parts can be obtained in the following locations: After powering Generator 6, the prize box will open with one of the parts After the plane is destroyed in the sky glowing orange, which will multiply on a circle after opening the path to the church. Staff will fall next to the soul box closest to The Excavation Site, on a small footpath between two of the giant footprints. Panzer Soldat was dropped on the 8th lap when the Red Record was killed can be found near the church. It can multiply on some boxes between the tank and the staircase upwards (it may be notice whether the tank is in place), on the benches of the church opposite the basin, or on some boxes next to Generator 6. The turntable always reproduces on the ground inside the excavation site, and a record for access to the lower levels can be found outside around the excavation site. An elemental gem can be found inside crazy place, and to access it the player needs a red record as well as a turntable. The entrance to the fire tunnel is close to the msic (Generator 1), on the way to generator 3. Once it's in Crazy Place, there will be a pedestal that will open with a red glow, with an elemental jewel formed from the inside. Note that the jewel can only be picked up if access was a crazy place from the tunnel that corresponds to the jewel element. Once all the parts are collected, staff can be built at the lowest level of the excavation site, in a red pedestal. Once built, it can be picked up by any player, and if the staff later switch to another weapon or the player holding it bleeds (or disconnected), the staff will return to their pedestal. Gallery[edit code | edit source] How to upgrade to Kagutsuchi's Blood[edit | edit source] After obtaining fire headquarters it can be upgraded to Kagutsuchi's Blood. First, the player must solve the puzzle, which is located in The Crazy Place, which is located in the part of Fire. The puzzle itself is quite simple, since the player must kill about 30 zombies with fire crews on metal tubes. If done correctly, the zombies will soon explode into a black smoke cloud after death, filling four corners nearby. Note that this step can be done at the same time as upgrading the rest of the staff, as the killed zombies will count on their final steps. When the riddle in The Crazy Place is solved, there will be another one in the original. In the basement of the church there are seven torches on the walls with a number below them (one of them is a bloody vulture representing the number 4, rather than being written in chalk like the rest). There are symbols on the wall up on the far wall, four on. Using the ternary numeral system, the player must decipher the symbols into numbers and light the torches with appropriate numbers using the personnel. The images below can also be used as a simple reference sheet. Note that 4 is always one of the numbers. When all four torches are lit, there will be an audible cue and a light beam of light coming from the excavation site. The player will then have to order floating rings within the lower levels of the excavation site so that the lights on the four rings are red. You can rotate the rings by dragging the levers, which are located around the lower levels, two on the normal footpath and two on the wooden stages. When the lights of all the rings are red, the red orb in them must be shot by the staff. must glow red, and shoot in the air. Finally, the actor must install staff inside a red base in Crazy Place, and kill about 20 zombies in Crazy Place to collect their souls in the staff. Once this is done, Samantha can talk to the actor about the power of fire that is available, and the iconic staff at HUD now have a red outline. Kagutsuchi's blood can now be picked up from a pedetic. Like regular fire crews, if staff are lost by any means, they will return to their base at the excavated site and do not need to be upgraded again. Killzone for the Crazy Place riddleThree of the torches in the basementWhat represents each symbolWhat to build and upgrade fire crewSA photo to this gallery Gallery [edit source] Trivia[edit | edit source] Fire crew has Takeo Masaki in the Origins poster. Fire personnel made Takeo's favorite staff, as stated in some of his quotes. The upgraded fire crew was named after the Japanese God of Fire, Kagutsuchi. If the actor has a PhD flopper, and fire crews are equipped to dive to submersible, the explosion will also cause fire damage and leave zombies that were burned in the explosion. Vigor can charge great damage to all zombies in the large radius of the explosion. Outside of my work as a project manager for a construction company, I am an avid actor with a great passion for Call of Duty. Fire crews create a lava pool lasting 10 seconds. Screenshot: Call of Duty, BO2Staff of Fire Upgrade Steps The Staff of Fire is one of the favored staves in Origins. However, like the other three bets, it becomes less effective in higher circles. By upgrading fire personnel you can become one of the most powerful weapons ever added to the map of zombies in Call of Duty.Upgraded personnel become Kagutsuchi's Blood. The size of the ammunition reserve doubles. In addition to getting stronger, it also acquires the ability to be charged. When it fills up, it creates a pool of lava that lasts ten seconds. A total of seven steps are needed to upgrade these weapons. This guide covers three and four steps, as these are the only steps specific to this staff. The book upgrade guide discusses the other five steps in detail. In this guide:Lighting candles Lighting torches Next step As candlelight, you will see the flame through holes in the concrete cylinder. Screenshot: Call of Duty, BO2Lighting the CandlesPo of the beginning of this step you should build all four bets, and have equipped fire crew. This step is taking place in Crazy Place. You can get there by building a portal in one of the mines of the elements. Once you find the fire zone inside. You should see red in different spots. There are four large concrete cylinders with four candles. In order to This step you must kill Templar Zombies with the fire crew near these candles. The candles will light one by one when you kill zombies. The fourth candle is making a noise, and then Samantha's going to start talking. This means that this step is complete and you can switch to the next step. Two sets of symbols on the wall. Set to the left is 21 in Ternary, which converts to 7 in Decimal. Set on the right is 20 in Ternary, which converts to 6 in Decimal.Screenshot: Call of Duty, BO2Lighting the TorchSNa the next step is igniting the torch in the Church. There are numerous torches on the earth-level church, around the Zombie Tank. All these torches have a number under them, except for torch four. He's got a blood stain covering the number. There are red symbols on the wall on the top level. There are small circles that are either filled or outlined. Red circles represent 1, and the contours represent zero. These symbols represent numbers. Each column is a separate number. If the column has one filled circle, then 1. If it has an outline, it is zero. If there are two filled circles in column, then 2. The numbers are read from left to right and represent the number in the ternary number system. The table below converts Ternary Numbers to the Decimal numbers we use. Number system Ternary1210112202100101021111112120121122Decimal12345678101111111214151617 Correct fireballs to light them. Screenshot: Call of Duty, BO2Thete are also some symbols that are not lit, you can ignore these symbols. However, there should be four illuminated groups of symbols. This will give you the four torches to light. Every time I upgraded the fire crews, the numbers were 3, 4, 5 and 7. But they can change. Decode the numbers and go to the lower floor. Find four numbers that need to be lighted. Shoot them with your fire headquarters to light them. All four must be lighted at the same time, and the flame does not last very long. You don't have to light them up fine, if one goes out, you can try to light it before the others go out. When this is successfully completed, there will be a noise and Samantha will start talking to you. Next step After completing these steps, you can move to step 5 in the Origin Betting Upgrade Guide. Steps 5 - 7 are the same for all four bets, so they are not repeated in individual guides. The aforementioned guide will also give information on how to upgrade ice staff, upgrade wind staff, and upgrade lightning staff. Comments ByRoshani Tripathi from New Delhi on August 01, 2018:Its really very nice!2353 on August 15, 2017:The numbers are 5,7,6,4. But thanks anyway.your gay on June 17, 2017:Torches bit not out on codeGood on June 08, Brat, res sem imel težave z nadgradnjo tega Fanta 21. maja, 2017:Thanksanonymous on March 13, 2017:iskreno to mi u resnici i ne pomaze, jos nemoze nadograditi fire staffall I know how to upgrade ice staffstarfox on June 14, 2014:just note you do not have not have all staves built to upgrade one of them how this is written it seems like you have but you do not not have to have

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