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Advanced warfare trophy guide

Difficulty: 5/10. Estimated time 100%: 10 Hours. Missable trophies: No. Glitched mug: No. It's about difficulty: No. Playthrough: – Introduction: Welcome to Call of Duty: Advanced Battle – Supremacy DLC Trophy Guide! In the third DLC for Advanced Warfare, the characters make their way to an Atlas aircraft carrier, learn more about the true nature of zombie outbreaks and Oz's past, all fighting another swarm of the undies! Roadmap: Step 1: Learn the map and it will take a lot of time you spend on it, learning the layout and how it plays. Along the way, you will want to grab all various trophies, most of them quite easy around this time. Most likely you will get 3 or 4 playthroughs to get all the various trophies. You'll win these trophies: The First Defusal Take Off's Supporting Jockey Right, Hoser! Telefragathon, how low can you go? Hugs! Mad Hops Step 2: Easter Egg and round 30 Once the map played several times and caught various trophies, you need to complete the Easter Egg and reach round 30 if you don't already have it. You can reach round 30 just by completing eggs, but if not, you can focus on another playthrough. In this step, you will win these trophies: Admiral Flotsam & Jetsam Tips and Strategies: Supremacy is the third of four DLC packs for Advanced Warfare. It includes new multiplayer maps, and more importantly, a new zombie map called carrier. The map includes three original characters, as well as the new character Lennox, who is trying to destroy an Atlas aircraft carrier overrun by zombies. The map has some new weapons and features, as well as some difficult Easter Eggs. New Features Carrier features a number of new weapons, a new bonus, and some new game items. M1 Irons: early strong double wielded revolvers, but must be raised to be effective in later rounds. LZ-52 Limbo: the map's great weapon. Exo Stockpile: A new perk that costs 2000 points. Perk gives you an extra 20% reserve ammunition capacity for all weapons, increases the stocks of grenades and special grenades for 4 and 2 5 and 3 respectively, and gives you two grenades at the beginning of each round instead of one. For the first time since Verruckt at World At War, players can leave at the start of the match; If you have 3 or 4 players, you will split between Hanger and Weapons Support. The second map of infection sites return to infection, but is no longer random, and instead is based on killing certain bullet Atlas saboteurs. Grenade and Weapon Disposal Machines: Armory, you will find a Plinko board that can throw grenades into each round of free points. If you activate the secret power switch, you will also unlock a weapons disposal machine. If If the machine gives any weapon (sticking out of a wall of a zombie arm), you will get points or a necessary item for Easter Egg. New traps like Chompy in Cargo Bay. Game Map Other Tips Carrier has a fairly large map with multiple potential training points. The best place to run is Cargo Bay (get exo suit), although Bio Lab, Moon Pool and Lift are also good. You can buy all five perks on the map at the same time, which works similarly to the advantages of Treyarch zombies: Exo Medic (Quick Revive), Exo Health (Jug), Exo Reload (Speed Cola), Exo Slam (improved slam attack) and Exo Stockpile. The 3D printer replaces the Mystery Box in Treyarch and costs 1,000 points per use. In addition, the doors on this map are more expensive than other maps. Upgrading your weapons to a high level is a requirement for high-round games, as each upgrade improves the weapon's statistics, refills the weapon's ammo, and gives new attachments. The upgrade station for Carrier is located next to Grenade Plinko at the Armory. 10 in The Asstemgen Reach Carrier. For more information about survival on the Carrier, see the Admiral. It's likely to be one of the first trophies you get on this map. Admiral Reach 30. Reaching round 30 on any map is a bit difficult due to the nature of Exo Zombies, but with the right strategies and some luck, you need to get within a pair of runs. 30 while completing the Easter Egg. Actually, it's my 30th anniversary. Below are some strategies for reaching this tour. It's best to go either alone or 2-player. More than 2 players will cause much more zombie spawning. The best weapons are the Cel-3 Caulerizer and the LZ-52 Limbo. Caulerizer returns from previous maps; basically a full automatic shotgun with a large magazine and very high damage, especially aiming down the vision. How low can you go detailed under the wonderful weapon of limbo map? Both are obtained from the box. Distracting drones and light machine guns are also highly recommended. A player must always run cargo bay, exo team get in the big room. If you are playing co-op, you should run the other player elevator, Bio Lab or Moon Pool or. Once you get the gun, focus on getting them upgraded. In later rounds, you need high-end weapons to survive. Do not neglect the drops of supply, some of them are extremely useful. When it comes to gas bomb shells (which greatly increases in frequency later in the game), feel free to ignore it if the bomb is rarely placed in an area of the map you use. Areas such as the Weapon Deck, Hanger and Lift are rarely needed. Gas clears after a round, so it's not such a big setback. Infected zombies and dog bullets are basically They also give you a maximum of ammunition when it is completed. When it comes to zombies, EMP and teleportation zombies are the most dangerous. EMP zombies will be constantly short of exo suit and teleportation zombies can easily get. Other zombies aren't that serious a threat. Depending on the number of players, you will eventually face enemies of the Type Infection Goliath. They seem to start spawning in round 30 2 player games and round about 20 3 players in games. It's usually your first priority. Flotsam & Jetsam Sink the boat on the Carrier. This trophy is won by completing the Carrier Easter Egg. This is definitely a step up from infection, and arguably the four most difficult in Advanced Warfare. This Egg is significantly affected by RNG, mostly related to obtaining certain items from the 3D printer. Although it is possible to make eggs alone, mostly due to the step of grenade disposal and transporter power, it is highly recommended to play the co-op. Step 1: Activate the hidden power switch Play the first few laps normally until you reach the main cargo hold where you received your Exo Suite. Turn on the power for this room, get suits, then have a player turn to the armory and buy new Telefrag grenades from the wall. Now, you need to activate Chompy for 500 points in the shipping area. As soon as he's active, the Telefrag player should drop the bomb on chompy's door. If done correctly, they will end up in a small room with a hidden power generator to activate. Step 2: Grenade Puzzle This advanced battle is one of the most annoying and boring Easter Egg steps in all. This requires you to solve three puzzles related to throwing appropriate grenades at the right time. This requires the use of quite a few frag grenades. Basically, upon throwing a teleportation bomb, the grenade comes out the parachute will turn between four different symbols: Distraction drone: it looks like a four-bladed fan with a light in the middle. Frag grenade: typical red/orange grenade symbol. Explosive drone: a gray block with a blue dot on top. Nano herd: looks like a regular grenade but bright blue. It is then required to throw regular frag grenades or contact grenades into the machine while the correct symbol is displayed. Below you will see a breakdown when it is necessary to throw each grenade during every three rounds. For example, if the manual says distracting drone, throw in your normal or contact bomb when the symbol in the groove belongs to the distracting drone. Lap 1: Throw a teleportation bomb to move the disposal to the edge of the board. Distracting drone. Frag bomb. Round 2: Teleport bomb again. Explosive drone. Distracting drone. Explosive drone. Frag bomb. Lap 3: Teleport bomb again. Explosive drone. Grenade. Explosive drone. Distracting drone. Explosive drone. Frag bomb. After you clear all three rounds, a data book appears from the slot next to the machine. Take it to the door on the Weapon Deck and wait to use it. You will notice that two of the five green points are on fire. Step 3: Drunk Maze Head into the Armory to find the weapon disposal machine (a zombie arm sticking out of a panel) and begin feeding weapons. Giving away a gun for the first time throws out a nearby liquor bottle. You have a player interaction with the bottle holding to get drunk. Now, all players enter the Bio Lab (next to Cargo Bay) and the drunk player has interacting with the panel next to the cargo door. It activates a timer and turn on lasers; the timer varies depending on the number of players. The drunken actor should navigate the laser maze from Cargo Bay to Med Bay. The road is relatively easy but can take several runs due to strange controls and camera. The video below does not have a much better job showing the exact way you need to get to avoid lasers. You can try this as many as you want per round. Only one player has to get drunk and make a maze. After you have finished manufacturing the maze, you will find another data book. Take it back to the door on gun deck to open a third light green. Step 4: Next of the fishing bee, you need to build the fishing lot, which will be required for multiple steps. The rod needs three sections: a reel, a hook and a fishing rod. These are obtained by giving weapons to the weapons disposal machine in the Armory. Keep feeding him until every piece appears. It is completely random, but tends to take between 10 and 20 disposals. Take each piece to the fishing room directly opposite the door where you put the data pads and hold them for placement. Step 5: Power Teleporter can be made next to the fishing building for this Step 4. From this point on, the teleportation zombie/dog will fall off a beaming part located next to the Bio Lab generator. You automatically get one by walking on it. Always have a piece, take the transporter and hold it; the machine lights up blue for a second. To get full power, it is required to give 20 pieces. This most likely takes about 3 laps. Step 6: Before going to the secret island of the Island Data Pad, you need to get a shovel of fishing up. Go to the bar and you will always get up to the fish or a common shovel for a continuous score of 100. This player should then go to the transporter that only the power is out and use. The price will start at 100 points, but although the price is reset at the beginning of each new round, the whole way to 1000 will increase. The im is going to take you to an island. On this island, start hitting to dig sand. Finally, you'll find box containing the third data book. The location of this item is 100% random every game; you can get it on your first trip to the island, or you can get 30 attempts. After about 30 seconds, the game will automatically beam back to the main map, so if you don't get the data pad, you'll have to go back until you do. More than one player can have a shovel and travel to the island, as this will greatly speed up the process, but it requires more luck with fishing. When a player has a data pad, take him to the door of the Gun Deck to open the fourth light green. This will activate the level 25 weapon upgrade station next to the fishing end. Step 7: Go to DJ's Locker Hanger and look for Captain DJ's locker. Interact with him by holding him. The dialogue shows that you need an eyeball to open the cabinet. Step 8: Lever Start begins looking for a new tour and maps for drones up unmanned power. Instead of a single drone with a random force, you should see two, one of which will be empty. When you find this drone, you need to have to destroy it quickly before it disappears from the map. A blue arm will fall. Take this lever to the Moon Pool and plug it into the power box on the wall next to the 3D printer. Step 9: Before the Last Data Book you can go for this last data book, turn to Gun Deck and hit the fishing fish as many times as you need until someone catches a fish. Somebody catch a fish, go to the Moon Pool. Similar to the Mad Hops mug, you must now attract a shark. To do this, kill tons of zombies on small grids on the floor, as this will cause blood to leak into the water and eventually attract a shark. When the shark arrives, hold the lever, which was previously placed in the room to drop a cage. Leave the player in the cage with the fish in their inventory and begin to turn around. As soon as you see the shark clinging to the cage, hold it again to feed the fish. When you return to the Moon Pool, there will be an eye on your inventory. Use it to find the final data book in the captain DJ's locker, which can be taken to the door on the weapon deck. Step 10: Boom Boom is now green with five lights at the gate, return to the Armory and destroy weapons until you get a block of C4. This must be one of the first items you receive. Once you have the C4, turn one last time to the Gun Deck gate and hold the door to complete the Easter Egg. This game will end and give you a special outscene as well as a trophy. Credit MrDalekJD Exo Zombies Carrier Easter Egg Guide for Video. Slot Jockey Carrier use Grenade Disposal Machine 30 times in a single match. The grenade disposal machine is located in the Armory area of the map. Looks like a giant Plinko board on the wall. When a grenade goes a bedbug will fall on a nest worth 100 to 1,000 points each. For this trophy, it is required to throw 30 grenades in a single match. It is recommended to buy and use communication grenades, as you can keep them for as long as you want without the risk of killing yourself. Teleport grenades also work. At the beginning of each round, the hole will be constant, allowing for an easy disposal. However, after each subsequent disposal within one lap, the hole will change its size and begin to move from left to right. You can carry up to four regular grenades and two special grenades (5 and 3 respectively if you have Exo Stockpile) and get one of each grenade for free at the beginning of each bullet. You can also buy various grenades from the walls to speed up the process. Once disposed of 30 grenades in a single match, you get trophies. The first Defusal Right Carrier neutralized 5 gas bombs in a single match. Carrier is a new feature, every few rounds, Atlas soldiers will come and we will work to place bombs in three parts of the ship. If a bomb goes off, it infects that part of the ship for a tour, just like the infected sites on the previous map. The longer you last during a match, the more often the bombs settle and explode faster. Also, in later rounds, Atlas will send Mechs to attack you as well. If you kill all atlas soldiers laying eggs, you get a camouflage, which will make it easier to defuse the bomb. Do it five times in a game to get the trophy. Every time the Atlas people come in, if you defuse a bomb, you're going to take this trophy to the 20th century. Get up, Hoser! Carrier rides Chompy for 5 minutes in a single match. Chompy is one of the Carrier's security measures, located in a small hold inside the cargo compartment (where you get your Exo Suite). It looks like a little Zamboni with a big zombie compactor on the front. It costs 500 points to activate and you will continue to circle the room attracting several times and killing zombies. For this trophy, you need to spend a total of 5 minutes riding Chompy in a single game. As he only stays out for a minute, he will not be able to do so on a single trip. It also has a waiting time of about 30 seconds after each run. Repeat this process only as long as necessary until the trophy is opened. It is recommended to do this in the game as early as possible, so that you lay fewer zombie eggs. Telefragathon Telefrag Carrier 50 enemies in a single match. Telefrag grenades Are a special type of grenade with an arsenal, next to the cargo section door and just opposite the grenade Plinko board. It costs 750 points each. Once you have purchased some grenades, train a large group of zombies and throw grenades at this group with. Repeat this process until you kill 50 zombies with telefrags in a single match. You easily finish this in 10 laps. How much can you say? The carrier LZ-52 Limbo hit 18 enemies with a single shot. The LZ-52 Limbo is the map's new great weapon. This is obtained from a 3D printer, and it looks like a railway gun. Eight shots at the same time, 16 of them on the bench. A straight line of weapons also fires a large laser that will shoot throughout the stage, usually shooting horizontally or diagonally. Once you get a gun, you need to shoot at least 18 zombies with just one shot. You don't actually have to kill zombies, you just have to shoot them. The easiest way to get this trophy is to set up a huge train of zombies in cargo sheep and then shoot guns at this group. If you have distracting drones, this will be even easier, zombies will come together very closely as a whole group. Hugs! Carrier Explosive Touch kill 20 enemies in a single explosion. The explosive touch will drop after randomly killing zombies until a new force. Looks like a green star. Once you get it, contact for a period of about 15 seconds any zombie will die instantly. For this trophy, you only need to kill 20 zombies in a single use up to power. There's a very good chance he'll get this trophy without really trying. If you are struggling, be sure to train a large group of zombies before gaining strength. Jump over 4 live sharks in 10 seconds on the Mad Hops Carrier. This DLC 3 is a very difficult variety of trophies required. You have to jump over four live sharks in 10 seconds. Three of them are found in the Elevator and are always found in tanks. The fourth shark is more of a problem, because it needs to be called to the Moon Pool. To lay eggs, kill quite a few zombies in the Moon Pool on the ground grids. When the shark finally lays eggs, wait for it to swim under the grill closest to the door leading to the lift, then jump over the exo. Sprint up the stairs into the elevator and quickly jump the exo over shark tanks. If you're fast enough, you'll get the trophy. If not, it is necessary to try again, calling the fourth shark when necessary. This trophy is marked as its car due to the seemingly random and luck-based nature that manages to spawn the fourth shark, and players reported that the trophy apparently does not unlock despite jumping all sharks from Lift. So no matter what happens, performance can take a few tries. Call of Duty Advanced Warfare Mad Hops Trophy/Success Guide Credits for mrRoflWaffles video. Related Related

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