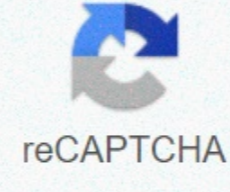




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Attack of the radioactive thing map

Learn how to turn on power in Call of Duty: Infinite Warfare's latest zombie DLC, Attack of the Radioactive Thing. July 6, 2017

Learn how to make your weapons more powerful by using the zombie mode of Call-a-Punch in Call of Duty: Infinite Warfare! Call of Duty: Infinite Warfare's new Absolution DLC is now available and brings a brand new zombie map, Attack of the Radioactive Thing. Turning on the power in Call of Duty zombies is one of the most important steps to open the entire card, activate Pack-a-Punch and complete the main Easter egg. In this article, we'll teach you everything you need to know to turn on the power in Attack of the Radioactive Thing. How to turn on the power, turn on the power in the attack of the radioactive thing is pretty easy compared to other zombies maps, but you have to open a few doors to reach the power box. Step 1 – Locate the Power Box you need to search the Power Box to return the power supply to the area. To find the power box, open the gates leading to the diner and drive towards the power station. Here the power box will stand in a fenced area on a small shed wall. The power box lacks its lever, which you need to find to turn on the power supply. Step 2 - Find the power lever Find the zombie arm that clips the handle of the power box to repair the box and get the power back! To get to the lever as quickly as possible, you need to go back to spawning and go in the opposite direction to get to the beach. On the beach there will be a slightly elevated section of sand with a bench on top, which will be directly overlooking the Radioactive Thing in the ocean. In this section, you'll see a zombie hand rising from the sand and holding the lever of power. Grab the lever out of your hand and then go back to the power box to turn on the power supply. Switching on the power supply gives power to the entire card, activates the traps and turns on all Perk machines. Now that you've turned on power in Attack of the Radioactive Thing, you're ready for our Pack-a-Punch Guide. Load Comments Call of Duty: Infinite Warfare Sonova Beach, California, United States of America January 1953 - 10:15:14am Zombies, Crogs, Crog Brutes, Crog-Zilla Elements of Black Sky and Operation Black Flag Attack of the Radioactive Thing is the fourth zombie map in Call of Duty: Infinite Warfare and part of the Absolution Map Pack released July 6 on PS4. , 2017. [1] It was released on Xbox One and PC on August 8. Overview[edit | edit source] Attack of the Radioactive Thing plays Sonova Beach, California. Parts of the map are covered with strange nuclear blobs, all caused by the military and government's nuclear tests. The map shows Crogs as special enemies who are mutant frogs like creatures that in certain rounds, as well as the Crog Brute, a heavily mutated crog with increased health and several different abilities. The card also has four teleportaion devices that teleport a player to a designated location near another device after all four devices have been activated. Spawn/Contamination Tent[edit | edit source] The player starts the game in the contamination tent. In this area, the Hailstorm can be purchased for 500 dollars, as well as the Hornet for 750 dollars. Up 'N Atoms can be purchased here, as well as the Lost and Found Box. The ray of life can be found in this room, which is used to bring a zombie back to life to acquire a key, an integral part of the card's Easter egg. Diner[edit | edit source] Buy the 750 dollar door next to Up 'N Atoms, the diner is located on the right side of the player, where the UDM can be purchased for 750 dollars. The breath of the card is in the diner, next to the Skullhop machine, the vault where Cassandra Elvira Peterson's magic book can be found after the power is turned on. The seismic wave generator can be mounted here. One of the portals to the projection room can be found here. Playground/Drive-In Theatre Screen[edit | edit source] Turning left instead of right leads the player under the screen of the drive-in theatre, where there are several Crog eggs and a playground. The candy Perk Slappy Taffy can be bought here for 2000 dollars. You can also find a part for seismic wave generator next toilets. Kraftwerk[edit | edit source] The path leading out of the spawning door leads to a door worth 1250 US dollars, which represents the entrance to the power plant. Alternatively, the player can buy a door worth 1500 dollars on the right side of the Slappy Taffy machine. In this area, the power supply can be restored here after the power grab has been obtained on the beach. On the left side of the power button, the Karma-45 can be purchased for 1250 US dollars. On the left side of this wall buy, find the candy discount Blue Bolts and are bought for 1500 dollars. Also, the generators of the power plant can be used as a trap for 1000 dollars, which damage and kill all zombies in it when the power is restored and the trap is repaired. The Violet Ray Device can be mounted here. A teleportion device can be activated on the roof of the building behind the theatre screen. A Magic Wheel Location can also be found here. Beachside Market[edit | edit source] This area can be entered for 1500 dollars either from the main entrance or at the rear entrance. This area has the freezing trap that turns zombies into ice in it. The S-Ravage can be found here for 1250 The advantage Deadeye Dewdrops can be found in the store for 1500 dollars. The Hypnosis device (replacement for Boom Box) can be addressed here. The station has defenses that kill zombies trying to enter the studio, which can be purchased for 1000 dollars, on camera in front of Elvira. Outside the studio you will find one of the projection room portals as well as a teleportation device. Bang Bangs can be found here for 2000 US dollars, as well as a Magic Wheel location. Forest[edit | edit source] The forest is a small area that connects the Drive-In Theatre entrance to the TV Studio. It features the Racin' Stripes advantage for 2000 US dollars as well as a Magic Wheel location. Town[edit | | Source] This is one of the larger areas of the map, with multiple inputs. The perks Tuff 'enough and Change Chews can be found here for 2500 dollars and 1500 dollars respectively. Tuff 'enough can be found on the right side of the door after leaving the Beachside Market. A teleportation device can be activated after the device to the left of the door has turned on The Beachside Market. There is a Magic Wheel location near Change Chews. The city also has a gas station/auto repair shop, which has an R-VN for sale outside for 1500 US dollars. The Auto Repair Garage can only be entered after receiving the key from the reanimated zombie as part of the card's Easter egg, in which the player must create the chemical compound with the lab inside to destroy the radioactive thing. Bridge[edit | edit source] This bridge is rather barebones as it is only a convenient shortcut (though expensive, as there are 2 doors blocking each side of the bridge), and also houses one of the Death Ray cannons for the map's Easter Egg Boss Fight. Beach[edit | edit source] This is probably the largest area of the entire map, as well as the arena for the Easter Egg Boss fight. The OSA can be found on a picnic table in the middle of the beach for 1500 US dollars. Under the bridge there is a path with a small stream. Players are teleported here when the boss fight begins. The Spartan SA3 can be found here for 1000 US dollars. Street[edit | edit source] Going from the beach, after buying the 2000-dollar door, on the left is a trencher for 1000 dollars. Up the street leads towards the motel and TV studio. Trailer Park[edit | edit source] This area can be reached by the beach by going straight past the OSA. The door costs 1500 US dollars and part for the laboratory is located on a picnic bench under a shelter. The Trailer Park has many lanes and suffocation points, and the player should be here as long as he needs to be. Several parts for the Easter egg of the map can also be found here. The Trailer Park has a teleportation device, the tank trap and a location for the portal to the projection room. Mule Munchies is here for 2000 dollars and the people for 1500 dollars. A Magic Wheel location appears here, next to the public toilets. Two trailers can be entered; one can be entered at any time, while the other, which contains the Alien Fuses and the head of a zombie that needs to be reanimated in the Easter egg, can only be entered after a button in the projection room, and is teleported after leaving the room. Motel[edit | edit source] This area can be entered through a door worth 1500 US dollars from the bridge or the trailer park Both routes converge here. The motel contains the Perk Bombstoppers for 1500 DOLLARS, as well as the pool trap, the TF-141 can be purchased for 1000 dollars. A Magic Wheel Location can be found here. The Mind Control device can be Here. TV Studio/Station[edit | edit source] The door to the studio costs 1500 USD, and the paths from the motel and the street converge here. The studio itself is where Cassandra elvira sends Peterson; it can be addressed here. The station has defenses that kill zombies trying to enter the studio, which can be purchased for 1500 dollars. The MacTav-45 can be purchased for 1000 dollars, on camera in front of Elvira. Outside the studio you will find one of the projection room portals as well as a teleportation device. Bang Bangs can be found here for 2000 US dollars, as well as a Magic Wheel location. Forest[edit | edit source] The forest is a small area that connects the Drive-In Theatre entrance to the TV Studio. It features the Racin' Stripes advantage for 2000 US dollars as well as a Magic Wheel location. Drive-In Theatre Entrance[edit | edit source] This is the place where the other door leads out of the spawning area; a Magic Wheel location can be found here, as well as Quickies. The Erad can be purchased on the front of a bus for USD 1250. Weapons[edit | edit source] Other Ad a photo to this gallery Candy Perks[edit | edit source] Achievements/Trophies[edit | edit source] Name Description Points Trophy Level Image Soul-Less In Attack of the Radioactive Thing, restore the piece of soul key. 30 Silver Unpleasant Dreams (Secret) In attack of the radioactive thing, collect the piece of soul key as Elvira. 35 Silver Mistress of the Dark (Secret) In Attack of the Radioactive Thing, unlock Elvira. 25 Silver Quarter Muncher In Attack of the Radioactive Thing, complete Skullhop. 15 Bronze bait and switch In attack of the radioactive thing, restore and use all traps. 15 Bronze bait of the beast (secret) In attack of the radioactive thing, enter the bomb codes correctly at the first attempt. 40 Silver MAD Proto In Attack of the Radioactive Thing, assemble the M.A.D. (Modular Atomic Disintegrator). 25 Silver Dear Diary In Attack of the Radioactive Thing, listen to all of Willard's personal recordings. 15 Bronze Intro Cutscene Transcript[edit | edit source] Wyler: Previously on Zombies... The text, Previously on Zombies, appears on a black screen as a brief summary of Shaolin Shuffle is shown, with the four actors arriving on the subway, Arthur McIntosh discussing, Pam Grier the final blow to the Rat King and Sally picking up the play of the Soul Key. The scene then turns into a sepia-colored night sky with a full moon as bats swarm around. It then changes to a front view of an eerie medieval house. Slowly, the door creaks as the camera zooms in and shows Elvira lying on a red couch next to a TV. Hello there, my beautiful video tapeworms. Looking for a scary good time tonight, huh? A little roaring in the dark, maybe? Well, you're in the right place! That is, if you are not looking to be considered a fixed size in this Hellhole I've been calling home lately. But hey, you and I are in a hell of no ride tonight. You know, I said I wanted to be a part of Willard's film, I didn't mean it permanently! Sheez, a girl showing a little interest and the next thing you know, they put you on a shelf! What about the men and my afterlife?? It was hell to see this movie again and again! But with you on stage, I have a new script that just dies to sink its teeth into you. I mean, I bent back to give this thing a rewrite. Which is strange, because usually bending over to the front is so much more useful! Hahaha... Ah, sometimes I just kill myself. So what do you say? Let's give little Willy some unpleasant dreams. Elvira blows an air kiss towards the camera, then grabs her fingers and turns on the TV to show the film, titled Willard Wyler's Attack of the Radioactive Thing, hosted by Elvira, appears on screen, the scene then switches to the inside of the film in black and white on a military tent while the four actors are teleported, complete with their 1950s archetype outfits. A.J.: Aw man, who the hell has turned off all the color? Poindexter: I'll give you a guess. Sally: Ugh, Willard! Poindexter: Bingo. Andre: Surprise, surprise. Ending Cutscene Transcript[edit | edit source] The four actors stand on the shore where the Crog-Zilla is located. The monster begins to roar as the bomb in her body begins to explode and explodes off-screen. The four actors cover their faces during the explosion and the camera shows a distance from the beach showing a nuke going off where the creature was standing while its body parts landed on the sand. A.J.: Heh, heh! Who wants shellfish for dinner? A piece of Goo coming from the monster lands on Poindexter's shoulder. Poindexter: I'm pretty sure I'll never eat shellfish again. Ever. Sally: Ugh, you and I both. Andre: Uh, I really feel the need to outta this... Place or period, whatever you want to call it! Maybe off to somewhere with a little more... Color? The camera changes to the four actors standing in front of the monster's antennae. They stand still for a moment until A.J. steps in. A.J.: Ready, if you are, my friend. Andre then kneels down at the antennae and grab the soul key. The sack is already open and shows a light blue glow that comes out of it. Much to his disgust, Andre successfully takes the key out of the bag. Andre: Ugh, ugh! So nasty... After Andre has taken the Soul Key out of the sac of the antennae, the actors are teleported from another portal far away from the film, and the scene turns into a star field in space. Then a portal appears on the atmosphere and a spaceship comes out of it. The scene then changes to the interior of the spacecraft with the four back with their current hairstyles, except that they now wear space suits. Poindexter: Aaw, shit. If you thought the zombies were bad... A.J.: What is it? A kind of big -- Andre, Sally and Poindexter: Shut up, A.J.! A.J.: What? What would I say? The scene then cuts black with the words TO BE CONTINUED, as Willard Wyler tells the conclusion of the final cutscene. Wyler: Continuation... AHAAHAHAHAHAH! Gallery[edit | edit source] Attack of the Radioactive Thing posterAdding a photo to this gallery Trivia[edit | edit source] In ZMBK TV, across the room of Elvira's Couch, there are two film rolls with the names of different extinction cards. The names randomize each game. One is on the shelf, the other on the floor. Elvira replaces Willard Wyler as announcer on this card. Wyler will occasionally scold her for it. The name Sonova Beach is a play about the term son of a, as by A.J. When Poindexter starts speaking during the outro, the Extinction menu music of Call of Duty: Ghosts begins to play. There's a huge sign against the motel that says: Cinema Drive-in THE BEAST FROM BEYOND, suggesting the next zombie map, The Beast from Beyond. References[edit | edit source]

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