EDUCATION

Call Of Duty Black Ops 2 Zombies Tranzit Guide

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Mastering the Green Run: A Comprehensive Call of Duty Black Ops 2 Zombies Tranzit Guide

The release of **Call of Duty Black Ops 2** marked a significant shift in the Zombies mode, and at the forefront of this evolution was the sprawling, ambitious map known as Green Run. The core experience, **Tranzit**, introduced players to a new way of surviving the undead apocalypse. Gone were the days of being confined to a single, tightly-woven area. Instead, players were thrust into a vast, fog-enshrouded landscape, tasked with navigating between multiple bus stops, building equipment from scattered parts, and facing a host of new, terrifying enemies. For veterans and newcomers alike, the sheer scale of the map can be daunting. This **Call of Duty Black Ops 2 Zombies Tranzit Guide** will serve as your essential resource for understanding the map's intricacies, surviving the early rounds, and mastering its unique mechanics. Whether you are looking for the best training spots, the location of the Pack-a-Punch machine, or the steps to build the powerful Jet Gun, this guide has you covered.

Understanding the Tranzit Map Layout

Before diving into weapon builds and high-round strategies, you must first understand the geography of the Green Run. Tranzit is a large, circular map comprised of several distinct locations connected by treacherous roads and a single, monstrous bus. The journey is guided by the omnipresent, metallic safety of the bus, but surviving the "Fog" is a challenge in itself.

- Bus Depot: The starting point for most players. It is a cramped gas station and garage area with a few windows to repair and a workbench for building the bus door shield part.
- Diner: A classic American diner located in the middle of the map. This is a hub of activity, featuring a Jukebox (which can be activated for points), a buildable table for the turbine, and a vital M14 wall weapon.
- Farm: A large, open agricultural area. This is a fantastic training spot due to its openness, but it also has a few hiding spots for crawlers. The workbench here is used for building the electric trap.
- Power Station: A critical location for the entire team. This is where you must power up the Pack-a-Punch machine and the doors to the Nav Card table. It is filled with tight corridors and hazardous lava pools.
- Town: The main thoroughfare with a bank, bar, and a Buildable table for the Zombie Shield. This is a high-traffic area with multiple wall weapons and a mystery box spawn. The bank and weapon locker here are persistent between game sessions for Ranked players.
- Nacht der Untoten: The iconic bunker from the very first Zombies map has returned as a playable area within Tranzit. You can access it by breaking a barrier in the cornfield near the Farm or using the bus to open a shortcut. It serves as a safe, close-quarters camping spot.

Navigating between these areas is primarily done via the **bus**, driven by the silent, immortal, and sometimes infuriatingly slow driver. You can signal the bus to stop at the next location, but it will not wait forever.

Alternatively, you can brave the Fog on foot. This is risky because of two primary threats: the dense, Denizens. These small, jumping creatures latch onto your face, obscuring your vision until you or a teammate can shake them off or shoot them. The bus provides guaranteed safety from these pests, making it a vital asset for solo players.

Essential Buildables and Their Functions

Tranzit is famous for its "Buildable" system. Scattered across the map are parts that, when collected and taken to a designated workbench, can be assembled into powerful tools. Knowing where these parts are is key to any successful **Call of Duty Black Ops 2 Zombies Tranzit Guide**.

Parts are found at the **Diner** and **Farm**. The Turbine is arguably the most important tool in Tranzit. It can be placed on the ground to temporarily power doors and the Pack-a-Punch machine. It can also be used to open the vault door at the bank and power the electric trap near the Diner. However, be careful: zombies can destroy the turbine, and it has a limited battery life. A crucial tip is to place a turbine at the Power Station door leading to the Pack-a-Punch room so a teammate can open it without the bus.

This is Tranzit's Wonder Weapon. While it is often criticized for its high wear-and-tear, it is still a devastating tool when used correctly. The three Jet Gun parts are found in specific locations around the map:

1. Part 1: Inside the bar at Town. It is on a shelf near the staircase to the roof.
2. Part 2: In the Power Station, in the room with the electricity pylon, leaning against a pipe.
3. Part 3: On a shelf in the central room of Nacht der Untoten.

Once you have all three parts, you must assemble them at a workbench. The workbench itself is not static; it appears randomly at one of three locations: Bus Depot, Diner, or Town. The Jet Gun has a primary fire that sucks in zombies and a secondary fire that blasts them away. Its durability is tied to its heat level, so use it sparingly to avoid it breaking.

Built at the workbench in **Town**, this shield is a lifesaver. It protects your back while you are firing forward and can be used to block doorways temporarily. It also allows you to survive a Denizen attack without being slowed down as much. There are two shield parts: one is in the bus depot near the workbench, and the other is on the shelf inside the diner.

These are more situational but can be helpful. The Electric Trap (built at the Farm) can be placed near electric panels to create a deadly field. The Bus Door Shield (built at the Bus Depot) is a simple metal plate that you can attach to the bus door to prevent zombies from jumping in through the open doorway. This is very useful if you plan to ride the bus for extended periods.

How to Pack-a-Punch in Tranzit

Unlocking the Pack-a-Punch machine in Tranzit is a multi-step process that requires coordination, especially in co-op games. It is not a simple switch flip.

1. Turn on the Power: First, you must reach the Power Station. Inside, you will find a large, glowing, blue panel. Interact with it to turn on the main power to the map. This will allow you to access PaP.
2. Build a Turbine: You need at least one Turbine (built at the Diner or Farm) to proceed.
3. Navigate to the PaP Room: With the power on and your Turbine in hand, go to the bus stop near the Power Station. Opposite the bus stop, there is a large, metal sliding door.
4. Create an Opening: Place the Turbine on the ground directly in front of this sliding door. The turbine will create a temporary electrical field that causes the door to open. You will need to be quick.
5. Ride the portal: Once inside the small room, there is a glowing, purple portal on the floor. Step onto it. You will be teleported to a derelict, watery area high above the map.
6. Pack-a-Punch! Walk forward, and you will see the Pack-a-Punch machine. You can only access this area while the Turbine is active and the portal is open. If the Turbine dies, you will need to build another one and repeat the process.

The Turbine will power the door for about 60 seconds. Make sure everyone who wants to upgrade their weapon is nearby before placing it down. Also, be mindful that the Denizens can still spawn in the Pack-a-Punch area.

Navigating the Easter Egg: "The High-Maintenance"

For those looking to go beyond survival, the main Tranzit Easter Egg, titled **"The High-Maintenance"**, is a rewarding challenge. While a full guide would be an article in itself, here are the core steps.

- Step 1: Build the Jet Gun. You must have the wonder weapon to start the egg.
- Step 2: Turn on the power and acquire the EMP Grenades (from the Mystery Box).
- Step 3: Use the Jet Gun to blow open the door to the Power Station. Then, in the room with the power switch, use the Jet Gun to suck in the glowing green orb that floats around the room. It will be absorbed into the gun.
- Step 4: Go to the Diner. There is a small tower outside. Use the Jet Gun to shoot a blast at the satellite dish on top. This will open a small panel.
- Step 5: Use an EMP Grenade to disable the electrical panel inside the Diner. This will cause a glowing part to drop from the ceiling. Pick it up.
- Step 6: Repeat this process at the Farm and Town, using the same steps to receive a glowing part from each location.
- Step 7: Once you have three parts, go back to the Power Station and place them in the slot near the power switch.
- Step 8: The next step involves a complex sequence of activating four generators across the map while holding specific items. The final step triggers the "cake" and a Max Ammo drop, completing the main objective for the "TranZit" achievement.

This Easter Egg is notoriously difficult, especially on solo, due to the need for multiple players to hold different items and activate switches simultaneously.

Advanced Strategies for Survival

Once you are comfortable with the layout and mechanics, you can focus on achieving high rounds. Here are some advanced strategies for any **Call of Duty Black Ops 2 Zombies Tranzit Guide**.

This is a classic co-op strategy. One or two players camp inside the bus with the Bus Door Shield attached. They focus on protecting the windows while the other players ride on top of the bus. Players on the bus roof can shoot zombies down, collecting points and protecting the interior. The bus driver will not stop if you are on the roof, so you must be ready to jump off at a safe spot or die and get revived at the next stop. This is a fun, dynamic way to play but can become overwhelming after round 30.

For solo players, the **Farm**is often considered the best training spot on the map. The open field allows for wide, sweeping loops. Use the open area to group up a large horde, then turn and fire with your upgraded weapons. The only real danger is the fog and the occasional Denizen, but you can manage this by staying mobile. The Juggernog machine is also right next to the farm, making it easy to replenish your health.

For a more static approach, the **Nacht der Untoten**bunker is a great place to camp. It has two windows and a single, narrow entrance. With a full team, you can easily hold this location. Build a Zombie Shield and place it in the doorway to block it, then focus on the two windows. The main challenge here is that it can be difficult to get to the Pack-a-Punch machine from this location, and you will need to venture out for ammo and perks.

Essential Tips for Beginners and Veteran Players

- Always have a Turbine: If you are playing solo, always carry a spare Turbine. It can be used to open doors, power PaP, and even distract zombies for a few seconds.

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