EDUCATION

Black Ops 2 Zombies Tranzit Guide

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Introduction to the Tranzit Experience

Call of Duty: Black Ops 2 introduced players to a radically different Zombies mode with Tranzit, a sprawling, ambitious map that redefined how we approach the undead horde. Unlike previous round-based survival maps, Tranzit presented a massive, interconnected world where players could navigate between different locations using a bus driven by the enigmatic Ted. For many players, this map remains one of the most challenging and rewarding experiences in Zombies history. Understanding the nuances of this map is crucial for survival, and this **Black Ops 2 Zombies Tranzit Guide** will equip you with the knowledge and strategies needed to conquer the fog-filled, denizen-infested landscape of Green Run.

The core of Tranzit's difficulty lies in its unique mechanics: the persistent fog that obscures vision, the zapping electrified fences that require precise timing, and the dreaded Denizens that leap from zombie bodies to blind you. Additionally, the Pack-a-Punch machine is not simply found; it must be assembled piece by piece across the map. This guide breaks down every essential element, from navigation and resource management to building wonder weapons and activating Easter eggs, ensuring you can confidently tackle this map whether you are a solo player or part of a full squad.

This comprehensive resource will serve as your ultimate companion. We will explore optimal routes, the best weapons to acquire, how to efficiently build the Jet Gun, and the key locations for the Pack-a-Punch. We will also delve into advanced strategies for high rounds and provide clarity on the often-confusing bus route system. By the end of this guide, the fog will lift, and Tranzit will transform from a frustrating maze into a thrilling adventure you can master with confidence.

Understanding the Tranzit Map Layout

Tranzit is divided into several distinct areas, each with its own environmental hazards, buildable parts, and zombie spawn patterns. The central artery of the map is the bus route, which connects all major locations in a looping path. Familiarizing yourself with these zones is the first step to survival.

The Starting Point: Bus Depot

Bus Depot is where your journey begins. It is a relatively safe, enclosed area that provides immediate access to a wall-mounted M14 rifle and a Mystery Box location. The key feature here is the workbench, which is the first place you can build vital equipment. A bus stop sign marks where the bus will arrive. It is generally advisable to start gathering parts here before the bus departs, as the Denizens are less aggressive in this early section.

The Farm

The Farm is a wide-open agricultural area with a central barn. It often contains a Mystery Box spawn and provides excellent sightlines for long-range combat. However, the openness makes you vulnerable to zombie surrounds. The bus stops briefly, and players can use the surrounding fields to train zombies. A crucial piece of the Jet Gun is often found in the barn loft, making this a high-traffic location.

The Power Station

The Power Station is a dark, industrial complex and a critical chokepoint in the game. Activating the power here is mandatory for accessing Pack-a-Punch and using all buildable tables. The area is tight, with multiple spawn points, making it easy to get cornered. Players must navigate through a maze of pipes and electrical hazards. The power switch is located in a central, elevated room.

The Town

The Town is a compact, street-level urban area with a bar, a bank, and a weapon locker. It is a hub of activity and offers several escape routes. The bank becomes crucial for storing points across multiple attempts, and the weapon locker allows you to save custom weapons. The bus stop here is relatively safe, and the buildings provide effective training loops.

The Nacht der Untoten

This location is a direct callback to the very first Zombies map. It is a small, two-story building accessible only by jumping from the bus as it crosses a broken bridge. It is high-risk, high-reward. The cramped interior makes training difficult, but it often has a powerful weapon in the box. You can only reach it by timing your jump perfectly when the bus approaches the gap.

The Diner

The Diner is a classic Americana-style location with a bus stop, a counter, and a few tables. It is often the site of early-game chaos. The Perk-a-Cola machine for Speed Cola is usually found here, making it a priority stop. The layout is straightforward, but the lack of barriers makes it vulnerable to attacks from multiple directions.

Essential Tranzit Gameplay Mechanics

Tranzit introduced several gameplay mechanics that fundamentally changed how players interact with the map. Mastering these is non-negotiable for success.

The Bus and Navigation

The bus, driven by Ted, is your primary mode of transportation. It follows a set route, stopping at each location for a limited time. You can choose to stay on or get off. The bus horn can be honked to speed up its departure, but this can be risky if teammates are still looting. For solo players, using the bus intelligently is key to conserving time and avoiding the fog. Remember, the bus can break down, requiring a repair tool to fix. Understanding the bus schedule and timing your movements is a hallmark of a skilled **Black Ops 2 Zombies Tranzit Guide**.

The Denizen Threat

Denizens are small, spider-like creatures that latch onto a player's face, blinding them and dealing damage over time. They spawn from zombie bodies when you are in the fog. To remove one, you must melee it off (or have a teammate do it). This is one of the most frustrating aspects of the map. The best strategy is to avoid lingering in the fog. If you must travel on foot, move quickly and keep your weapon ready. The Electric Cherry perk can stun them, and the Jet Gun can instantly kill them, but vigilance is your best defense.

Building Equipment

Scattered across the map are parts for various equipment: the Turbine, the Trample Steam, the Zombie Shield, and the wonder weapon, the Jet Gun. Each part is found in specific locations. Workbenches are located at Bus Depot, the Diner, and the Power Station. Building the Turbine early is highly recommended, as it provides temporary power to areas, allowing you to activate doors and Pack-a-Punch without the main power being on. The Zombie Shield is crucial for high rounds as it protects your back from attacks.

Navigating the Fog and Lava

The fog is a persistent environmental hazard that severely limits visibility. Combine this with Denizens, and traveling on foot becomes extremely dangerous. The only way to clear the fog temporarily is with the use of a Turbine or by turning on the power. Additionally, lava pits appear in several locations, dealing heavy damage if you step in them. Always watch your step, especially around the Town and the Power Station.

The Wonder Weapon: Building the Jet Gun

The Jet Gun (officially the "Thrustodyne Aeronautics Model 23") is a powerful, if temperamental, wonder weapon. It creates a powerful suction that instantly kills zombies by sucking them into its intake. It can also be used to propel the player forward, enabling short-distance flight. However, it overheats rapidly with continuous use. Building the Jet Gun requires collecting four specific parts scattered across the map:

- Part 1: Found in the cornfield at the Farm. Look for a small, glowing piece near the tractor.
- Part 2: Located on a table in the barn at the Farm, in the upper loft area.
- Part 3: Found inside the bar in the Town. It is usually on the pool table or a nearby counter.
- Part 4: Located at the Diner, on the counter near the jukebox.

Once all four parts are collected, you can assemble the Jet Gun at any workbench (Bus Depot, Diner, or Power Station). The weapon is incredibly powerful for clearing large hordes, but its overheating mechanic requires careful management. Tap-firing is more effective than holding the trigger. If it jams, you must repair it by holding the interact button. Mastering the Jet Gun is a defining achievement in any **Black Ops 2 Zombies Tranzit Guide**.

Accessing Pack-a-Punch in Tranzit

The Pack-a-Punch machine is not a stationary object. It is a device that must be assembled and powered by the player. This is one of the most complex and risky processes in the map.

Step-by-Step Guide to Pack-a-Punch

1. Turn on the Power: First, you must activate the main power switch at the Power Station.
2. Collect the Pack-a-Punch Parts: With the power on, two parts for the "PaP" will spawn randomly at one of three locations: the Diner, the Barn (Farm), or the Town. They look like small, glowing canisters.
3. Build a Turbine: You need a Turbine to power the Pack-a-Punch machine temporarily. Ensure you have one built at a workbench.
4. Transport the Turbine: Place the Turbine on the bus and ride to the location where the Pack-a-Punch parts have spawned. The location is always the same: a small, fenced-off construction site near the Diner.
5. Assemble the Machine: Once you are at the construction site (near the Diner), you will need to have the two PaP parts. Place the Turbine on the marked spot near the machine. This will provide temporary power.
6. Deposit the Parts: With the Turbine active, interact with the machine to assemble it. Once assembled, the Pack-a-Punch is usable for the rest of the match.

This process requires precise timing and coordination, especially with a team. A single mistake can reset the parts. Once unlocked, the Pack-a-Punch significantly enhances your weapon's damage and ammo capacity, making it essential for high-round survival.

Best Weapons and Perks for Tranzit

Choosing the right loadout is crucial. Tranzit favors weapons that are reliable in close quarters and can handle the Denizen threat.

Top Tier Weapons

- MP5: Excellent fire rate and mobility. Perfect for early rounds.
- PDW-57: High ammo capacity and strong damage. A wall-buy at the Town.
- AN-94: Powerful assault rifle with high damage. Found in the Mystery Box or at the Diner.
- Ray Gun: A classic wonder weapon with splash damage. Excellent for crowd control.
- Hamt: The explosive crossbow from the box. Very effective against groups.

Essential Perks

- Juggernog: The number one priority perk. It doubles your health, allowing you to take more hits. Found at the Power Station or Town.
- Speed Cola: Increases reload speed. Vital for sustained combat. Found at the Diner.
- Double Tap Root Beer: Increases fire rate and damage. Found at the Farm or Town.
- Stamin-Up: Increases sprint speed and stamina. Found at the Bus Depot or Town. This perk is incredibly useful for navigating the map quickly.
- Electric Cherry: A powerful crowd control perk found at the Power Station. It stuns zombies when you reload, giving you breathing room in tight spots.

Easter Eggs and High-Round Strategies

Tranzit has a rich Easter egg quest called "The Mined Games." It involves collecting EMP devices, activating streetlights, and solving puzzles across the map. While rewarding, it is complex and best attempted with a coordinated team. For high-round survival, focus on training zombies in the open areas of the Farm or the Diner. The Town is also viable, but the tight streets require expert movement. Always keep a zombie alive at the end of a round to perform maintenance, build equipment, or explore safely.

Tips for High Rounds

- Always have a Turbine: It provides temporary power to activate doors and kill zombies.
- Use the Zombie Shield: It is invaluable for protecting your back when training tight groups.
- Buy Extra Doors: Opening up all routes gives you more escape options.
- Manage Your Ammo: Use wall-buy weapons to conserve box money.

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