

Kino der Toten is a WW2 Germany movie theatre-inspired map where the main enemies are zombieified Nazi soldiers. This map and game were chosen because they fit the current idea's mechanics better than the more modern games which include jump pads and other systems that aid vertical traversal.

The player spawns in the **Lobby**, at the bottom of the map and the round starts immediately. The zombies will start coming in from 4 distinct points that are pre-set and always the same. Noteworthy is that two spawn points are open and easy to access while others are placed in chokepoints - short or medium-length alleys that do not provide any looping or a second exit for the player to avoid enemies that might follow them.

The lobby offers two guns.

The lobby connects to the western and eastern side of the map, both doors costing 750. There is also a third door at the back wall of the lobby that is locked until the player turns the electricity on.

The goal of the map is getting to the **Claymore Theatre** which is opposite of the lobby through the locked door, to turn on the electricity and survive. Having played the map and gotten to Claymore Theatre, I can say that the rooms we traverse up to that point can be clearly arranged on a difficulty

scale as some areas were more tough to survive in than others.

If you end up with not enough money to open the **Foyer Room**, getting caught in the **Upper Hall** on a solo playthrough can be a run ender because

opening that door unlocks two more zombie spawners and provides little extra looping room. The good part about that area is that it holds the PM63 which is a fast gun that clears waves faster than the pistol or the M14.

As one of the bigger rooms, the **Foyer** provides plenty of space to loop around however, it comes at the cost of unlocking 3 zombie spawn points and 2 new guns.

On the eastern side, the **Dressing Room** is the last room before the theatre - a smaller, harder to move around room.

The best room to loop and survive is the final destination – the **Claymore Theatre**. Providing the two stands the screen is resting on, the player is able to loop the zombies either in a circle around the screen or in an infinity symbol-type movement. Entering this room unlocks two new types of zombies – first explosive diaper zombies and later, dogs. Here you also are able to turn on the power and use the teleporter to get to the room on the eastern side, the **Shooting Room** is the last room before the creature – a slender, ladder to move around room.

zombies. First explosive diaper zones and later, dogs. Here you also are able to turn on the power and use the teleporter to get to the room above the theatre to upgrade your weapons, however doing that before the next round begins will result in you getting ambushed by zombies as they pile up at the teleporter entrance.

Exploring previous rooms inside the building after unlocking the diaper zombie babies, the ceiling in the rooms will visibly collapse in specific areas and unlock new spawn points for the zombies. This interaction also opens the rooms a bit thanks to the extra sunlight.

Training (derived from the word "train" due to the way the zombies walk after you one after the other like train carts) In every room happens via using the "clattered" objects around such as chairs, sofas, tables, suitcases and rubble. These items are too tall for the player to be able to jump on or over which for a player that is unfamiliar with the map - poses as much of a threat as a chokepoint due to how easily you can bump into them.

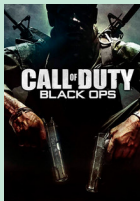
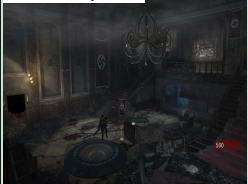
Generally, with this map and most of other COD maps, the developers are encouraging replayability through their object placement as you can't do anything else but memorise the zombie spawn locations, objects and strategize over the never-changing map.

In conclusion, geometry-wise, the map is set up in a simple way with stairs being the only verticality the player will experience, but the usage, architecture and gameflow make this geometrically simple map into one that works and I believe that is why *Kino der Toten* is one of the most

Noteworthy mention: the map lighting is on the darker-side and while struggling to survive, you don't get to notice everything. The wobbly animation and glowing eyes of the zombies helps with level clarity as it is easy to spot waving arms approaching you and glowing eyes in the dark.



Kino der Toten Lobby - COD WIKI



Call of Duty Black Ops is the first game of its genre to add the Zombies gamemode. It is a game that features hordes of zombies. Co-Op and multiplayer-wise, the game only offers in-game voice chat and the ability to revive a teammate.

Are there any features that facilitate co-op?

No. As a class-less game, all players have the same abilities and have no co-dependency's on others unless they are downed.

How do players interact with one-another?

Despite the lack of an intended op-operative feel, players do usually tend to separate tasks between each other during rounds and once the rounds are over. During my playthrough, I would go around fixing spawn points while my friend would loop the last zombie around so that we can prepare for the next round easier.

Does the level design encourage co-op?

Similarly to Darktide and Left 4 Dead 2, the game presents chokepoints and larger rooms alternating, however due to the nature of this game and the simpler AI, larger rooms are safer than chokepoints because zombies increase in health and number and as will be mentioned in player goals, the premise of the gamemode is to survive as many round as possible, whereas the other two games have a destination to reach which makes safety more important in this game.

Are there any interactions with the environment?

The players interact with the world to fix doors and windows - this plays in the player-made co-op feature (as there is no specified player who would build barricades faster than other for example) as they can appoint someone to take care of that, usually the player who did it the least to maximize on repair money. After reaching the middle of the map, in Kino der Toten, the ceiling collapses and introduces new enemies to increase difficulty. This is a direct consequence to the players' choices as it is always happening, so if the players aren't equipped yet for the next challenge it is best to stay behind and farm some more.

Player goals

The player goals in this game are:

- survive as many rounds as possible
- Optional: find all the easter eggs (this one seems to entice new players more than the previous as the easter eggs allow players to look into the lore of the game)

How do the player goals entice the players to keep moving?

Considering that the player goal is straight forward and there is no proper way of winning the game, in order to survive the game forces the players to keep moving thanks to the placement of zombie spawns which are visible to the players. The more they unlock, the more zombie spawners, the more they have to adapt and lure and train zombies. The game, similarly to L4D2, teaches the player that staying still is certain death.

Source: Playtest

- Multiplayer
- Zombie
- Hordes
- Shooter
- First person
- Arena
- Infinite
gameplay