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Edit Share For some versions of Perks in a different form, see for similar utilities shown in other parts, see Exo Upgrade and Candy Perk. For a version of the story of Chaos, see Perk Altars. Perk-a-Colas is a feature that can be found on all zombie maps except Dead Ops Arcade, Bus Depot and Call of Duty: World at War version of Nacht der Untoten. They also appear in Call of Duty Online's Syborg Growth mode. Each drink gives the player a second to help them survive and fend off hordes of zombies. Some are based on perks found in multiplayer (such as Juggernaut and Speed Cola Mirror Juggernaut and sleight of hand respectively). Машины появляются на фиксированных местах на каждой карте, за исключением Ши Но Нума, Шангри-Ла, Луна, Nuketown зомби, Die Rise, Тени зла, Гигант и Зевбу Но Сима, где Перк-а-Кола машины будут случайным образом икру в точке икру, за некоторыми исключениями. All Perk-a-Cola machines require power to be turned on before they can be used if there is no power switch on the map. Exceptions to this are all black ops and onwards to solos containing Fast Revive; Mob of the Dead, where each Perk-a-Cola machine must be individually powered through the Afterlife before it can be used; Origin where each Perk-a-Cola machine must first be powered by the corresponding 115 generator before it can be bought; and Shadows of Evil, where the system is the same as in the Mafia of the Dead, only activating privileges individually through the Beast. In addition, in Transit, the Perk-a-Cola machine can be activated up to the power involved by the turbine. If a player is knocked down, they will lose all the perks they have purchased, and will have to buy them again if they have not received a Focus Stone, completed the Grand Scheme of Richtofen, completed Maxis or Richtofen Side Mined Games, successfully uses Tombstone Soda or Who's Who, Aftertaste or Near Death Experience GobbleGum, or if a teammate has both gained near-death experience or Phoenix Up. Juggernog 'edit source' Juggernog When you need help to get through, something to make you feel strong. Reach for Juggernog tonight, enjoy the seduction of sugar! When you need to feel big and strong, reach Juggernog tonight! - Juggernog Jingle Juggernog Jingle Home article: Juggernog Juggernog increases player health from 100 to 250. In order for the player to be shot down he will require five hits, not just two (three in Black Ops III) from normal zombies, zombie monkeys, Shrieker zombies, Avogadro and Space Monkeys, six instead of three from Hellhounds and Crawler zombies, eight instead of four from jumping jacks, and four instead of two from Brutus. George A. Romero will be down a player with two hits without Juggernog and three hits with him. Panzersoldat has the most powerful melee attack of all zombies with a devastating 125 damage; Panzersoldat will be a down player one hit hit Juggernog and two hits with Juggernog. It costs 2500 points and is usually considered by many players to be the most important raise to acquire, so you should give priority to buying it as soon as possible, regardless of solo or co-op. It's located in: The German side of the starting room in Verryuk accidentally spawns in one of the huts in Shi No No No nome Next to the bouncing Betty in Der Riese In a small corner next to Bowie's knife in the Cinema der Toten In the war room next to the panic room in the Room PM63 in Ascension at the base of the top half of the ship in the nearby Call-Mud-Pit Maze , or near the entrance to the cave system in the area of the mine cart in Shangri-La (changes place at cola speed) Next to the teleport in no man's land on the moon (changes place at the speed of Cola each time, when the area is visited) Caviar as one of the meteors randomly every five rounds in Nuketown zombies in a small building upstairs in the city (in the city of survival, Grief and Tran'it) Upper floor in a small house in the farm In one of the elevators in the skyscraper with access to the roof in Die Rise (changes place with double Tap Root Beer, Pack-A-Punch Machine and Mule Kick) Next to the gondola in the docks in The Mob of the Dead Behind the Debris near, where the mystery box first spawns near the alley where the giant's cage is in , Die Rise, and buried perched in backlit, canals, or waterfront areas in the shadow of evil (switches randomly at the speed of Cola and Double Tap) in Der Eisendrache It is located in a small room. You can get the Via Der Wunderfizz in Origins, Der Eisendrache, City of Coie and Revelation. In zetsbu No Shima in the main bunker (solo) or switches randomly at the speed of Cola, Double Tap Root Beer and Stamin-Up (cooperative). It can also be obtained by eating fruit. In The Town of Coie up the stairs, which is right at the first entrance to the operating bunker. In Revelations in the Nacht der Untoten area, up the stairs to the left of the Rays of Death. According to the machine, it is made of real eggs. Most of the characters enjoy his taste, with the exception of Nikolai Belinsky in Der Riese with the remark that this is the strangest vodka he has ever tasted, and the characters in Mob of the Dead. With the exception of The Giant, all the black Ops III characters will say that Juggernog is not tasty. It reflects the multiplayer coating of the juggernaut. Fast Revive 'edit source' Fast Revive When everything was draggin' you down, grabbed you by the hair and pulled you to the ground, if you want to get up... You need a little revitalizing. If you want to get up... YOU NEED A LITTLE REVIVE! - Fast Revive Jingle Fast Revive Main article: Fast Revive Fast Revive Halves Player revive time in the co-op, and allows the player to revive himself on a solo (in Call of Duty: Black Ops, Call of Duty: Black Ops II, and Call of Duty: Black Ops III), automatically taking up force when a player goes down, and temporarily giving them that level, starting pistol upgrades, or any upgrades available if the player has the appropriate weapon that can be used over the need to be revived. It does not require power on Solo, but is only available three times, except for a few Black Ops 2 cards. It costs 1,500 points in the co-op in all games and solo in Call of Duty: World at War, and 500 in solo Call of Duty: Black Ops, Call of Duty: Black Ops II and Call of Duty: Black Ops III. It's located in: According to the characters, it tastes like fish. Every character, except Takeo Masaki, does not like his taste. It partly reflects a second chance, a last stand and a final stand. Speed Cola 'edit source Speed Cola your hands slowly, your movement sluggish, your lack of speed, just brings you misery. Just take a sip, you'll be able to do it faster. Just try it now! And the speed has mastered! Tap these lips against the only thing that really drives you. Cola Speed Speeds Your Life! - Speed Cola Ringing Speed Cola Jingle Home article: Speed Cola Speed Cola halves restart time and allows barriers to be built 60% faster, although the latter effect is missing from Black Ops 2. It's worth 3,000 points. It is located in: According to Richtofen, the main ingredient can rot the mind of the consumer, and, according to Nikolai Belinsky, it is spicy. Each character enjoys his taste. From a quote in Buried made by Marton Johnson it seems that it does not contain sugar or dairy products, but in Origins Dempsey says that he can not remember the last time he tasted sugar, and that his main rations are barely edible. It reflects sleight of hand. Double Tap Root Beer edit source Double Tap Root Beer Cowboys can't shoot slowly, or they'll end up lower. When they need some help, they reach for the root shelf of beer (Ye-haa) Cowboys can't shoot slowly, or they'll end up lower when they need some help they reach for the root shelf of the beer. YA THIRSTY PARTNER!? - Double Tap Root Beer Jingle Double Tap Root Beer Jingle Home article: Double Tap Root Beer Double Tap Root Beer (Double Tap II in Call of Duty: Black Ops II and Call of Duty: Black Ops III) increases the player's shooting rate by 33%, and in Call of Duty: Black Ops II and Call of Duty: Black Ops III also allows you to shoot bullets actually doubling the damage. Potentially it could be a two-pointed sword; While the player could potentially kill zombies faster, the consumption of ammunition can damage to weapons with an already high rate of fire and significantly reduce accuracy. So that's why Useful on low-firing weapons such as pump-action shotguns, bolt-action rifles, BAR, HK21, etc., where ammunition won't drain uncontrollably, but the weapon is even more lethal. This push is worth 2,000 points. It is located in: The German side next to the MP40 in Verriuk accidentally spawns in one of the huts in Shi No No No noma On the underside of the bridge in Der Riese In the lane in Kino der Toten Next to the lift leading to the starting room in the military room at Five Not available in Ascension however it can be obtained via Der Wunderfizz in the Black Ops III version of the ship near the Sea with Stamin-Up, PhD Flopper and Deadshot Daquiri) In the bottom room of the labs in the Moon Sparest as one of the meteors randomly every five rounds in the Nuketown zombie Upper Floor Shed on the Farm (in both Survival and Tran) Next to the elevators in the skyscraper with access to the roof in Die Rise (changes place with Junogger, Pack-A-Machine Punch and Mule Kick) and also where the Electric Cherry, playing Mob of the Dead, in a block of cages inside the mansion on the buried to the right of the entrance. Having spent 30,000 points in Origins for the rituals of the Ancient Challenge. On Boro (mode of grief), located on the left side of the porch of the mansion Located in the backlight, canals, or waterfront areas in the shadow of evil (switches randomly at the speed of Cola and Juggernog) In the room next to the gate trap in Der Eisendrash. Either crashed on a cargo plane at the end of round 1 or 5 on the KRM-262 or L-CAR 9 or covered the cobwebs behind the lab or behind Lab B (changing seats at the speed of Cola, Stamin-Up, and either Fast Revive on Solo or Juggernog at Co-op) in zetsbu No Shima. It can also be obtained by eating fruit. To the right of the entrance to the tank station in Coie City. In Origins, opposite the place where the Speed Stake will be, next to the barrier in Generator 3 in Revelations. It can also be obtained through Der Wunderfizz on Origin, Der Eisendrache, City of Coie, and Revelations. According to Tank Dempsey, it tastes chewy. Each character either comments on his influence (s) or his ringing. It reflects the head of multiplayer, Double Tap, and rapid-fire attachment. PhD Flopper'edit (editing source) PhD Flopper PhD, night scene, Ph.D., streets are mean. PhD, what I saw, good (PhD), bad, and in between (Flopper). When you dive in prone, you will definitely own a PhD (Flopper)! When you dive in prone, it will shake me to the bone, all zombies will moan because the PhD! PhD, feelin is growing strong. PhD, so right that he feels wrong. Ph.D. Philosophy as Chorus Song (Flopper). Ph.D., not short, but not for too long. Slap your body on the floor, everyone needs some your lovin', your explosive Lovin'. When you dive in prone, it's going to shake you to the bone, all the zombies will moan, cause PhD! (Flopper)! Hell straight - ringing PhD flopper. PhD Flopper Jingle Home article: PhD Flopper PhD Flopper provides the player with immunity from explosive and falling damage. This involves cooking grenades for too long and also allowing the player to cause a powerful explosion by diving in prone from a height that would otherwise damage them. PhD Flopper was first introduced in Ascension. This upturn is very useful if the player uses explosive weapons a lot, particularly Ray Gun, Scavenger and Mustang and Sally. Its explosive immersion ability can also be used as a self up to about round 20. It's worth 2,000 points. Its location: According to the characters, it's incredibly chewy (even assuming it can be chewed before swallowed straight), and according to Robert English, it's made of chemicals. Characters like Samantha comment on prunes tasting. Takeo Masaki comments on how he's allergic to prunes, so this is his least favorite splash. It reflects the Lightweight Pro, Dead Silence Pro and Partial Flak Jacket. Stamina-Up Edit Source Stamin-Up Stamin-Up-Min-Up! (x3) When you need some extra runnin', when you need some extra time, when you want to keep on gunnin', when you like the lime turn. When you need to keep moving, when you need to leave, when you need to keep on groovin', when you need that vitamin K, baby, you know you want me! Let's run the extra mile! I'll open your eyes and make you see! I'll make it worth your time! Stamina-do-Min-Up! Looks like it's Staaaamin-Up time! Yes, drink his baby. Drink! Stamin-Up Jingle Home article: Stamin-Up Stamin-Up affects the overall mobility of the player, as it increases the speed of movement by 7% and the duration of the sprint by 100%. Stamin-Up was first introduced in Ascension. This can greatly help the player on big cards such as Call of the Dead to get to other places faster, as well as with heavy weapons such as light machine guns and launchers to allow the player more mobility, or it can also be used to avoid the incoming swarm. It is also very useful with a light weapon, as the player's movement is much faster. It's worth 2,000 points. Its location: Near the AK-74 in Ascension, also next to one of the Mystery Box locations behind the lighthouse in a small building near Stakeout in Call of the Dead In any of the rooms underground in Shangri-La (change place with Double Tap Root Beer, PhD Flopper and Deadshot Daquiri) in Tunnel 11 near Semtex's Moon First Floor Bar in the City (in Tran'it) Outside the bar in a small corner near the M14 in the , near Mystery-Bunch In the area to the left of the church in Borough Generator 5 in It can also be obtained by The Der Wunderfizz. At the junction near the door leading to the fault in the Shadow of evil in a pile of snow in the left room of the factory in the giant. In order to get it, the player must use the Monkey Bomb in the teleport and activate the teleport after the monkey bomb has started. Do this for two other teleports and the panel box next to the mainframe will start to beep, hold the use button aimed at the panel box and the giant robot head will shoot a laser, reflecting off the Der Riese sign, and it will hit and melt a pile of snow, revealing a spliff. (Changes place with Deadshot Daquiri.) In the power room in Der Eisendrak you can also get a Via Der Wunderfizz. Either crashed onto a cargo plane at the end of Round 1 or 5 on KRM-262 or L-CAR 9 or covered with cobwebs behind the lab or behind Lab B (changing seats at the speed of Cola, Double Tap Root Beer, and either Fast Revive on Solo or Juggernog at Co-op) in zetsbu No Shima. It can also be obtained by eating fruit. At the infirmary in Co move. It can also be obtained by The Der Wunderfizz. In the shangi-La caviar room in Revelations According to the characters, it has a sour taste. It reflects marathon, lightweight and extreme conditioning. Deadshot Daquiri 'edit source) Mistake - it's human forgiveness - it's divine. Well, I'm not forgiving, and it's not my fault! They are not exactly human; at least they're not for my eyes. One sip of this and I'll give them the shock of their lives! Yes, we have weapons and bombs! In deadshot shot, we pop skulls for fun! Zero in the baby, zero in that place, hot spot baby, give him everything you have! So throw complainin', oh your bad aimin! Just try it, try again for me! With a shot to the head by the power of Deadshot Daquiri! - the ringing of Deadshot Daquiri. Deadshot Daquiri Deadshot Daquiri Jingle Deadshot Daquiri increases hip shooting accuracy by 35%, reduces the impact of all types of weapons (primarily on sniper rifles), removes idle influence on sniper rifles, and adjusts target assist for target zombie heads instead of their torso (except for miracle weapons and explosive weapons). Deadshot Daquiri was first featured in The Call of the Dead. It costs 1,500 points on consoles, and 1000 on PCs as the latter doesn't support auto-goal, giving less benefit from the nonsense. It is located in: According to the characters, it has a very sweet taste, even resembling yogurt and strawberries Takeo Masaki and Samantha Maksis, respectively. This somewhat reflects Sustainable Purpose, and Scout, as well as resembling Kick, Breath and Stability proficiencies; Mule Kick 'edit (source editing) Mule Beat Legend tells us about a man, a hero in a tortured land where Senoritas lived in fear. Their lonely nights in deep despair, it was EL BURRO! (Hee-Ho, Hee-Ho). Across the fields, across the plains. He ran so fast that he dodged the rain. He was El Burro! He hurried to save the day, a gun in his hand, and three times they say. He was strong as a mule, he was stubborn as a mule, he even kicked like a mule, El Burro! (El Burro), equal soul they say. But some men are bigger, bigger, Just the way! He was El Burro! He was EL BURRO! EL BURRO! - The ringing of Mule Kick, cut off from the moon because the machine is in an eventless environment. The ringing can be heard in the game on Die Rise Mule Kick Jingle Home article: Mule Kick Mule Kick provides the player with a third weapon slot in order to be able to carry a third gun (when purchased from the wall or from the Mystery Box), however, if the player goes down and loses the rotation, they will lose the third slot of the weapon and what weapon was held in this slot. Mule Kick was first introduced on the Moon, but on (edited by editing) Tombstone Soda Rest piece by piece, down for counting. No rebirth, you're bleeding. Your epitaph says you've died a rich man, but you can have it all come back and seal the master plan with Tombstone! It's a tombstone! It's a tombstone! It's a tombstone! Health depletes you on the ropes. Death is an expectation, don't give up hope. Your will and wills don't make that much sense, you are listed as the only heir you can keep. It's a tombstone! It's a tombstone! It's a tombstone! It's a tombstone! Headstone of soda ringing. Tombstone Soda Jingle Home article: Tombstone Soda Tombstone Soda allows the player to kill himself while down, and recover their equipment through Tombstone Power if they get it in time. This gives the player all their weapons, equipment and perks back, except tombstone himself. As the player goes down, the player can hold the use button to die prematurely. When the round ends, the player will respawn and be able to collect a power that has the shape of a tombstone left in the same spot that the player went down. Only a player who has committed suicide can get food, and the power will disappear in 90 seconds. The revival will cancel the benefit effects, and the player will have to re-purchase all their benefits again. Tombstone Soda appears only in Green Run, and is not available in solo. It's worth 2,000 points. Its location: His taste and characters are unknown, although Stuhlinger mentions that he tastes like liquid chalk, using a negative tone. Tombstone is similar to the multiplayer perks of Second Chance, Last Stand and Deathreak Final Stand. Who's who to edit the source who's who I was talkin' to myself just the other day, I heard a lot of things I never thought I'd say, but one thing I said really blew my mind (Who's who?) I said I didn't know me, but I did you, and if you listen carefully, we'll be able to talk about it, it's not as easy as we're going to find (Who's who?) I think will save you, I think I do not blame you because I love you and you love me. I was talkin' to myself just the other day, then a bad person came and took me, I feel bad, but not as bad as me (Get away from me, man!) I was talkin' to myself just the other day, (You got the wrong person!), then a bad man came and took me, (I'm not that person!) I feel bad, but not as bad as me (Not who I am!) (Who's Who?) - Who's Who Jingle Who's Who Jingle Home article: Who's Who Who lets the player take control of the doppleganger when they go down, allowing them to rekindle themselves or even keep zombies busy so others can revive the original character. The lookalike appears next to the original character, changed vision and is equipped only with M1911. If the player manages to revive himself, he will keep all weapons, equipment and benefits aside from Who's Who. Also, dying in such a way that the player cannot be revived, such as the fall of the gaps between the buildings, who's who will revive the player without waiting for the end of the round. Currently, it only appears in Die Rise. It's worth 2,000 points. Its location: In one of the elevators in the starting skyscraper in Die Rise Electric Cherry (edited source editing) Electric Cherry Home article: Electric Cherry Electric Cherry creates a deadly electric shock wave around the player when they reload their weapons or when they go down. It costs 2000 points to buy. The color for this head is light blue (although the color of the drink is cherry-red), and the icon is red cherry. The benefit effect depends on the number of rounds left in the restart. Replacing a nearly complete log will produce a very small explosion, while replacing an empty magazine will produce as much of a reboot of the blast. When the player dies, they create a much larger explosion capable of killing several zombies, similar to the death bands of the Dead Man's Hand and Martyrdom. The eel is found in Mob of the Dead, Origin, zetsbu No Shima, Der Eisendrash, and The City of Ko move. It doesn't have a ringing for the unusual ringing noises all the perks to make on the map. This is very useful in a close quarter of the map such as Mob of the Dead. This drink is needed to complete a splash of taste reaching/trophy, requiring the killing of ten zombies within a given radius of one whole shock wave. In Mob of the Dead, when a player approaches the Electric Cherry machine, he makes an unusual noise, but has no known ringing. Vulture Aid Elixir edited the source Vulture Aid I was looking for redemption, I was looking for a sign, I was looking for an answer, whether it was yours or mine. I was hoping for some insight, I was looking too hard. I was looking for the wrong thing, now I don't know where to start! I'm a spy with my little eye, something starting with V! It's Vulture Relief and it's not too late! Get Vulture Help! - Vulture Aid Jingle Vulture Aid Jingle Home article: Vulture Help gives four unique effects to the player. It costs 3,000 points, and is located in a church. This upturn is also needed to complete either the Richtofen or Maxis side of the Mine Game Easter Egg. When a player has Vulture Help. They will be able to see perks, walls of arms, package-a-punch, places to chalk up weapons outlines, and Mystery Box through walls a short distance away. The zombies will sometimes drop small packets of ammunition or dust. Some zombies will release a cloud of green gas after death, which will cause players standing inside it to be ignored by other zombies. The eyes of the zombies will glow brighter, making them easier to see and distinguish from the head and arms locations. The perversion is located at the back of the church next to the altar in The Buried; where Fast Revive is in Borough. To enter the church, the Giant must break down the barrier. Characters often comment on their vision after consuming a shake. The rotation is partially the rirks of Scavenger, Sitrep, and engineer. Der Wunderfizz (edited by editing) Main article: Der Wunderfizz Der Wunderfizz is a machine in Origins, Der Eisendrache, Gorod Krovi and Revelations, which provides the player with a random bottle for 1500 points. It will move to one of several places if you use a certain number of times, like Mystery Box. This requires the power to function properly. In order to find out its actual location, the player will have to look at the sign and look for a lightning strike. The origins of Edit Source Der Eisendrache, Gorod Krovi and Revelations edit the source of Widow's Wine edit source When you feel kinda lonely and your spouse is kinda dead, you feel like curled up with someone in your empty little bed. There is danger around the corner, (CORNERN) and your love life is in decline, (DECLIIINNNEE) you will no longer be a martyr, with a little widow's wine (x3). With a little widow's wine you are my... With widow's wine, you're mine! The widow's wine ring. Wine Widow's Ringing Home article: Wine Widow Wine wine gives the player a special type of grenade similar to Semtex, which creates a cobweb when it explodes, as well as increasing melee damage, changing the sound for the default knife, adding a green trace of the default knife, and causing melee attacks to have the occasional chance to envelop the zombies without consuming a grenade. The

internet slows down zombies for a moment and causes some damage to zombies, but none for the player. The player automatically blows up the grenades in his pocket when hit by zombies, allowing them to make a quick escape when they are usually cornered. It is important to note that slapping zombies will cause the widow of player Vina Grenade ammo to deplete without throwing one, and can also kill the last zombie round if they try to keep him alive. In this situation, it is preferable to throw all the remaining grenades off the map to avoid accidental Their. The player can top up the grenades all at once with Max Ammo, two at a time starting a new round of similar frag grenades and Semtexes, or one by one, killing zombies trapped on the internet who have the chance to create a blue drop that looks like a spider on a delightful icon. You can hand-to-hand combat zombies in an attempt to trap them and kill them for extra grenades without consuming any, or when the player is out of them. Call of Duty: Black Ops 4 edit source All Perk-a-Colas launches in Black Ops 4. Call of Duty: Black Ops 4 is completely reworking the classic Perk-a-Cola system. There are currently four machines in the game, matching four different buying patterns, beverage names, and so on. This is Brew, Cola, Soda and Tonic. Each machine starts in a predetermined area on each map and is there permanently, but the Perk-a-Cola it holds can be modified in Create-a-Class. Each machine functions the same way, with the exception of Tonic, which allows the player to obtain the Perk-a-Cola modifier they receive from it. This features as an added effect. To get this effect, the player must have all four perks. In addition to the modifier, when all 4 benefits are purchased, the player reboot will increase. There are currently 18 Perk-A-Colas in the game to choose from. Locations (edited by source) Blood dead (edited editing) Brew - Found next to a power building for new industries. Cola - Near the gondola where Juggernog was located in the mafia of the dead. Soda - In the room connecting the infirmary with the stairs leading to the roof. Tonic - In the warden's office. Classified editing source Brew - Main offices. Cola - Lower level of the war room next to the panic in the entrance room. Soda - Located in laboratories next to the power room. Tonic - Pork Research. Alpha Omega Edit Source Brew - Central Street next to the GKS Wall to buy. Cola - Garage of the yellow house. Soda - Located in the Diner Bunker area. Tonic - Generator number inside the bunker. Tag Der Töten 'edit source' Brew - Opposite slide in lighthouse. Cola - In the hull of the ship, where the Juggernog was originally located. Soda - At the opposite end of the ship, opposite the Power Room. Tonic - In the shower room located in the institution. The cooling speed of Perk-a-Colas equipment (edited by editing source) Timeslip (edited editing source) has increased. Mystery Box and Pack-a-Punch weapons appear faster. Significantly reduce traps and quick cooling journeys. Modifier: The speed of the special weapon charge and the speed of cooling Elixir are slightly increased. Faster Revive (edit the editing source) A shorter delay before health regeneration and increased regeneration rate. Revitalize players faster. Modifier: Get a speed boost after regeneration begins The revival provides both players with full health and increased speed. Perception of death (edited by source editing) See nearby enemies through walls. Wall. screen indicators when enemies approach the player from the screen. Modifier: Deal increase damage to the opponent's special weaknesses. Stamina-Up edit source Increased sprint movement and speed. Stamina recovers faster. Modifier: Unlimited Sprint. The player can fire a weapon during the sprint. Ethereal Razor edit source offhand melee wipes affect several enemies in the arc. Offhand wipes and lunge give bonus damage and restores a small amount of health. Modifier: Offhand lung attack will instantly kill the main zombies, do more bonus damage to others. Electrical Explosion (edited editing source) Reboot causes an electrical discharge that damages and stuns nearby enemies. The more empty the log, the stronger the damage. Modifier: Reboot stores an electric charge on the player's melee weapon. The next melee attack allows weapons to shock enemies for a limited time. The more empty the magazine, the longer the time. Dying Wish (edit the source of editing) Instead of getting into a downed state, the player goes Berserk for nine seconds. Although Berserk, they are invulnerable and melee damage increases significantly. After that, the player remains in the same health. The coolness increases with each use. Modifier: The player will get full health when bersk is no longer. The Cold Fortress Stone edit source Standing on the ground creates a defensive circle that increases damage and armor over time while inside. Modifer: Enemies killed inside the defensive circle also increase damage and armor. The victorious tortoise edit the source of the shields to block damage from all sides when carried out. When the shield breaks, it will cause a defensive explosion. Modifier: Shield bash attacks can bring down heavy and mini-boss enemies. Deadshot Dealer edit the source Aspiring down vision shots to the head of the enemy. Reducing hip-distribution and recoil when shooting. Removes the influence of the sphere. Modifier: Get more damage when you're on the band with a shot in the head. Bandolle Bandit edit source Carry increased ammunition stockpiles. Modifier: Replenish the ammunition of the stacked weapons from the ammunition stock over time. Winter Wail (edited by source editing) When hit in melee generate, frost blast that will freeze or slow down enemies nearby. The player can keep two charges. Modifier: The explosion of frost causes the field to slow down around the player for a limited time. Keep the extra charge. Mula editing the source of Carry additional weapons. Modifier: Switch arms faster. Additional weapons will be saved and recovered the next time you buy Mule Kick Perk. PhD Slider (edited editing source) Slide to create a charge. Once a fully charged slide in the enemy to Explosion. Get immune to explosive damage. Modifier: Improved sliding distance. Trap immunity during sliding. Increase damage from the explosion when entering the slide from high altitudes. ombshell edit source Creates a pollution field that lasts 5-10 seconds, slowing down zombies and increasing the damage done to them. Modifier: When a player stands in the field, they will be Zombies. Blood Wolf Bite edit the source of the Call in the Wolf to help the player while working a decent amount of damage for 45 seconds. Modifier: Chances for zombies to drop a small amount of ammunition and points, as well as a special charge of weapon when killed by a wolf. Blaze Phase (edit the editing source) When a player squats, they build a charge. Uncrouching during this will send the user straight forward at extreme speeds, killing or knocking down zombies on the way. Modifier: Allows the player to charge it in an additional state that is endless until it hits the surface. Secret Sauce (edit source editing) Get a random perk not assigned to another slot. Modifier: Random Perk Modifier received. Jingles (edit source editing) Due to the removal of unique perk machines, Brew, Cola, Soda and Tonic machines each play a selection of Wunderfizz jingles. 50s Girls edit source Wunderfizz - 50 Girls Call of Duty® Black Ops 4 OST Wunderfizz, wonderful fizzy drinks Wunderfizz They make you strong, they make you fast, they give you health, they bring you a wealth of wonderful surprise, drink supplement, Wunderfizzzz Are You In The Know? (edit and edit source) Wunderfizz - Do you know? Do you know? (I think so, yes) you want to go, go, go (It sounds swell) What will make you whistle, ace every quiz, be the boss of your business, (What will do it?) Wunderfizz (What would you say?) Incredible Wunderfizz (Where - Where Can I Get?) Sensational Wunderfizz (Should It Be Churning?) Wondeful Wunder (Sipping Noises) O.) Fizz Wonderful Wunderfizz! It will make you a tingling! Origin (edit source) Wunderfizz - Origins of Old Man Fringle, well, he sat down in his bed He said: Oh, my stars, have an idea in my head! Don't know how it works, but it will give you a lot of Perks It's dangerous and glowin', Wunderfizz You won't know where you goin', Wunderfizz Drink yourself a lot Of Wunderfizz! Wonderful Wunderfizz! Wonderful Wunderfizz! (edit and edit source) Wunderfizz - Wonderful Wunderfizz! Wonderful Wunder, Wunderfizz (What is it?) Wonderful Wunder, it's Wunderfizz (What's it called?) and if you don't know what it is, (I don't know!) it's Wonderful Wunder, it's Wunderfizz It's soda pop that will never stop and it will make you say: Gee whistling, I'm going to blow my top! Wonderful Wunder, this Wunderfizz (What is it?) Wonderful Wunder, it's Wunderfizz (What?) Wonderful Wunder, it's Wunderfizz (Once again) Wonderful Wunder, it's Wunderfizz! Hey, it's Wonderful Wunderfizz! Wonderful Wunderfizz! Attributes' Edit Source' Wunderfizz - Attributes Makes Your Hair Full and Thick (say it's quite a trick) Makes you muscular and strong (more right than wrong) Your math scores will score (Brains galore!) It will straighten the lie (My, oh mine) It will improve your (better than 102?) You'll be a real man (She's talkin' about me, now) Being more popular at parties (more unstupid smarties!) that can clear up your pimples (Oh, those are those Dimples) Wunderfizz is more than a soda, but no one knows that Wunderfizz is a Wonderful Wunderfizz soda! (Wunderfizz can cause fissures, sexual side effects in men and women, can cause elephantiasis tongue. Wunderfizz is more than a soda, but no one knows that Wunderfizz is a Wonderful Wunderfizz Gallery Edit Source Cut Perk-A-Colas Edit Source Amm-O-Matic Edit Source Home Article: Amm-O-Matic unused textures for Amm-O-Matic Although it can't be seen or used in Der Riese, there's a ladder that leads to it next to another cut. The ladder is visible, but the player cannot climb to the top. It is located somewhere near the nearest double tap number. It seems that the idea was canceled at the last second Treyarch. Unused audio files that remain on the game drive confirm that this machine was designed to give the Max Ammo player when purchased. The perversion cost 10,000 points and can only be used once. Its color is blue, similar to a rapid revival machine, and its symbol resembles a bullet. Candolier (edited by editing) Main article: Candolier Candolier is a Perk-a-Cola machine that was originally supposed to appear in Call of Duty: World at War, but was cut from the game. Not much is known about the machine, but it will likely be the same feature as the lauded Bandolier of Call of Duty 4 and World at War, giving the player the ability to carry additional ammunition. Its color is light green, and its symbol is a series of bullets, implying the idea of holding additional ammunition to praise are bought and used. This idea was eventually revisited in Call of Duty: Black Ops 4 as the scree bandit Bandolier. Tufbrew Tufbrew is a Perk-a-Cola cut mentioned in Ascension game files. The title suggests that the ups and downs may have increased the player's strength in other ways than Juggernog would do. Pronaide (edited editing source) Home article: Pronaide Pronaide was a cut of delight in Ascension that would make the player go prone faster than usual. It can be assumed that it was an early precursor to PhD Flopper. Not much else is known about the shake-up. Receiving more than four privileges (edit the source of editing) Main article: Accidental Perk Bottle Starting with the release of Ascension, the cards may contain more than four perks. However, a player can only buy four perks at one time: trying to buy another when currently owning four will lead to failure. To get around this, there are several methods on after Ascension to get more than four, up to nine perks (with the release of Origins). The most common is the occasional Perk Bottle, a food that rewards everyone player with an extra random head. In addition, receiving Focus Stone and completing the Grand Richtofen Scheme will award the player all the perks that last until the end of the game. However, despite the fact that there were five with the release of Mule Kick in Call of Duty: Black Ops versions of Wehrukt, Shi No No No noma, Der Riese, Kino der Toten and Five, there is no way to get more than four. In Transitz, players can get more than four perks by buying any four perks and then buying Tombstone Soda. The player must then down himself, and not feed the zombies. Once the player respawns, they will have to collect the other two perks they didn't have and buy Tombstone again. The player must be fast, otherwise their headstone power will disappear. At Tran'it, it can be extremely difficult because of the long distances for travel. The only place to actually get enough perks to overcome the limit would be the city where Juggernog and Stamin-Up are located (provided that the player was knocked down here so that the tombstone would spawn here as well, and the player bought all the other perks). In Die Rise, killing all jack jumps with 100% accuracy (or using Trample Steam or knitting) during their respective round will reward players with a free bottle. The player can also receive six perks on the card by filling out an Easter egg. In Buried, the player can get a free bottle per second by moving around the Ghost Mansion when the lights are off, the lights must return after three to five rounds of previous navigation. The player also acquires all seven perks at the end of the Mined Games Easter Egg on the buried. Another way to get another free shake is to get a ballistic knife out of the Mystery Box and then go to the salon. Once the player is in the cabin, the player must look at the floor for the white line. When they see the white line they should be behind it and then shoot the darts with a knife. If the player's knife lands in the middle, they will get 100 points and then the piano will play behind them. This means that they caused the Easter egg. Go to the mansion and then, when you are at the entrance near the hedging maze, go to the opening of the mansion on the other side. Once the player is back inside, they will see The Ghost playing the piano, go to the right side of the piano and you will see an indicator saying to hold the action button and tip 10 points. Once you tip 10 points, you get a free shake. You will have 90 seconds to get a free shake using this method, if the player can't get in a second, he/she has to wait for the next round and then try it again. Also, if a player can't shoot a dart in the middle, they should wait for the next round and try again. In Origins, the player can dig into the orange spots if they have a golden shovel and are in the blood of zombies. Digging an orange spot dig rewards a player with an empty bottle per second, which extra slot per second. However, only Empty bottles per second can be purchased by digging through orange bone piles, the last revulsion should be Double Tap because it comes free with one of the rewards on stone chests on generators 1 and 6. In Call of Duty: Black Ops III zombies, the player can use Perkaholic, On The House, Fountain of Soda, or Unquenchable GobbleGums to get more than four perks. With Soda Fountain, the player will receive a free Perk-a-Cola with the purchase of another Perk-a-Cola, provided that the player does not have all the existing Perk-a-Cola effects on the card. More than 4 perks are available on Der Eisen drache, zetsbu No Sima and Koi City by completing their Easter eggs. Additional benefits can also be obtained at zetsbu No Shima, Koi City and Revelatons by completing tasks. In addition, benefits can be obtained by zetsbu No sima by growing fruit plants, or by receiving Blue Perk Bottle Food from the plant. On Revelations, a player can get a random perk by running over the wall and jumping through a sequence of walls in the Der Eisen drache area of the card when the antigravity has been activated. Each player in the game can do this one time each, allowing each player to receive all 9 perks (provided they also complete a call on the card to get their ninth up) without using GobbleGums. The Call of Duty: Black Ops 4 has 2 ways to get more perks on The IX. The first involves completing One Power Up, as seen from IX. After completing a certain number of tasks, the player will be rewarded with a random Perk Vapor. The second involves collecting a Viking helmet, sword and mug and placing it on the corpse of a Viking found in the temple of Odin. After that, the player must have the Wraith Fire equipped in order to throw it on the corpse from the temple of zeus. If done correctly, the corpse should remain lit on fire. The player must wait 7 rounds before going to spawn a particular power before falling, which has a resemblance to Odin. When collecting drops, the player will be automatically granted the occasional privilege that will stack up on top of the pre-selected 4 perks (and an additional 5th privilege from the call if received). Trivia (edited source editing) The original four machines per second are based on old soft drink machines. Juggernog resembles an old Coca-Cola machine, Speed Cola resembles an old 7up machine, Fast Revive resembles an old Pepsi 5 cent machine, and Double Tap resembles an old 6 cent Coca-Cola machine. In Der Riese and Origins, will be prone before the toy machine will give the player 25 points, although visually shown as 20 or 30 in Call of Duty: World at War, citing the search for changes to vending machines in real life. In Call of Duty: Black Ops III, having passed in front of the up-to-the-machine, will give 100 points. On Shadows of Evil, this method is harder to perform for Stamin-Up, as the machine is on the raised floor - it works if the player goes prone in front and then creeps into it. Teh Teh The points that the player will receive by going to prone before perks is not dependent on double points. Mule Kick does not give 100 points on zetsbu No sima due to the fact that the car is partially submerged in water. Stumbling on a Perk-A-Cola machine will make the sound of glass bottles clacking against each other. An unsuitable Juggernog bottle can be found on the pool table in the Villa multiplayer map in the Wii Call of Duty: Black Ops. Unusable Juggernog, Double Tap, Speed Cola and two Fast Revive bottles can be found in a glass case right in front of the Fast Revive vending machine in Kino der Toten. In Samantha's ruined room, there are bottles of soda for Juggernog, Fast Revive, Speed Cola and Double Tap Root Beer on the floor. When drinking in the Wii and iOS versions, the bottle does not approach the character's lips, however, in the iOS version, the bottle comes a little closer. All Perk-a-Cola machines except Mule Kick in Call of Duty: Black Ops have a bloody handprint on them. In Mob of the Dead, all Perk-a-Cola and Pak-a-Punch, with the exception of The Electric Cherry, have a strange static impact on them. In Mob of the Dead, the roller-car plays a highly distorted version of their jingles that resemble bell-like. As of June 27, 2013, all Perk-a-Colas in Mob of the Dead and Buried have an updated HUD icon. On the Metro map there are unusable bottle praises that can be found next to the yellow hut to the right of the red entrance (where the A flag appears). Inside there is a glass cabinet that holds Tombstone, Fast Revive, Deadshot Daiquiri, Stamin-Up, and Juggernog. In Dr. Monty's factory, various Bottles of Perk-a-Cola can be seen on conveyor belts. This is most noticeable on the sides of the screen. Unlike other nonsense machines, standing next to the Fast Revive machine he will sometimes play glitched and distorted parts of his ringing. 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