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Zetsubou no shima guide

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The Spider's toothThis is a mini-boss fight, be sure to have Pack-a-punched weapons, perks and stuff.Head to the blue water source, behind it there is a big spider's web. Just shoot it with the KT-4 to destroy it.Once down, you'll be stuck in a cavern arena and a giant spider will attack you.Dodge and aim for her mouth while it's glowing yellow. She will summon spiderlings and try to hit you so be careful. The earlier you do this, the stronger your PaP-ed weapons will be against her.After you killed her, a path into a tunnel behind her will be reachable. Before leaving, pick up one of her teeth.Oh and on the way out, you'll find a purple pool.Get in it, you can pick up Widow's Wine for free.The rainbow-flowerFirst of all you will need to fill your bucket with rainbow - multicolor water. Head back where you crafted the KT-4, at your side there will be a sewer's entrance. For 500 points you'll get propulsed near the green water. You have to press the Interact button while passing near a 115 meteorite in the tunnel. You must have an empty bucket in order to pick this colorful water! The easiest method is to spam Interact button while in the tunnel. This shouldn't be a problematic step.From now on, you will have to use multiple times your skull. You won't be able to use it for the 3 items in one charge, so make sure to select another weapon once done to save the remaining ammo it has. (In order to charge back faster)Now, head to the purple water area. You must use your skull with the Hypnosis attack (Mouse 2), while looking at a poster on the wall. The missing part of the poster should respawn.Do the same action, on two other walls. One at the left, right at the entrance of the bunker!The second is near the specimen's green tanks, at your left when descending from the stairs.Now go back to the tunnel where you picked up the underwater flower. Use again the skull on the wall facing the spore, revealing a growing spot. You must place a seed and water it three times with the rainbow water. Once done, the plant will hatch and will give you ... well ... a plant. Grab it.(Yes you must water a plant, underwater, to hatch in another plant. Shhh it's magic.)Flask, episode 5, the flask strikes back!For this step, you must electrify your shield. In order to do so, you must have a shield (Oh really ?), the skull and every players must have completed their challenges.Just pick up the shield and wait near the altar with the 4 skulls. If every challenges have been completed, a lightning should eventually strike you, electrifying your shield. Now, run back to Lab B and hit the console with your shield.Get in the opened cage. Solo: the cage will move by itself; Multiplayer: another player must activate the console.Once in the underground cage, pick up the flask of element 115. (Difficult to see what is happening down there, just press the interact button, your character should say to himself something like "I got the piece it's fine !!!!"Finally, head back to the room where you crafted the KT-4. There is another table where you can upgrade it into the Masamune. The Spider's toothThis is a mini-boss fight, be sure to have Pack-a-punched weapons, perks and stuff.Head to the blue water source, behind it there is a big spider's web. Just shoot it with the KT-4 to destroy it.Once down, you'll be stuck in a cavern arena and a giant spider will attack you. Dodge and aim for her mouth while it's glowing yellow. She will summon spiderlings and try to hit you so be careful. The earlier you do this, the stronger your PaP-ed weapons will be against her.After you killed her, a path into a tunnel behind her will be reachable. Before leaving, pick up one of her tooth. Oh and on the way out, you'll find a purple pool. 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Now, run back to Lab B and hit the console with your shield.Get in the opened cage. Solo: the cage will move by itself; Multiplayer: another player must activate the console.Once in the underground cage, pick up the flask of element 115. (Difficult to see what is happening down there, just press the interact button, your character should say to himself something like "I got the piece it's fine !!!!"Finally, head back to the room where you crafted the KT-4. There is another table where you can upgrade it into the Masamune. As is typical of a Call of Duty: Black Ops III expansion, the Eclipse add-on brings to the table the brand new Zombies map Zetsubou no Shima. And as is typical of Zombies maps in Call of Duty games, Zetsubou no Shima has one crazy multi-step Easter Egg that players can complete to advance the overarching narrative as well as earn a hidden trophy - this one called "Seeds of Doubt." Those wanting to unlock the hidden Seeds of Doubt trophy in Call of Duty: Black Ops III will probably need to refer to a guide, as the Easter Egg is, as usual, very complicated. Luckily, we've thrown together a step-by-step walkthrough to help players conquer Zetsubou no Shima and unlock one of the more difficult Call of Duty: Black Ops III trophies. Having said that, there are some people that would rather use a video guide when it comes to completing these absurd Zombies Easter Eggs in Black Ops III. For those individuals, we recommend checking out this video guide by MrDalekJD of YouTube: [HTMML1] Before starting the Easter Egg, make sure at least one person has the Anywhere But Here! Gobblegum pack. To earn the Anywhere But Here! Gobblegum, players have to be rank 10 at the minimum, so keep that in mind. It's also worth playing through the map a few times to familiarize oneself with the map's locales before attempting the Easter Egg. 1. Restoring Power Before players can really dig into the Easter Egg, they must restore power to the map. Restoring power in Zetsubou no Shima is a little bit different than how power is restored in Der Eisendrache and other Zombies maps. To begin the power restoration process, the first step is to locate a bucket. Buckets are scattered all around the Zetsubou no Shima map and seem to spawn in random locations, so keep an eye out for one. With a bucket in tow, check out the map located near the beginning, and note the locations of Lab A and Lab B. Spend some time getting points by killing zombies, and use those points to gain access to each lab area. In Lab A, use the bucket to collect the purple water, and take that water to the generator. In Lab B, do the same thing with the green water. This part is timed, so if the Lab B generator isn't activated quickly after the Lab A generator, this step will need to be repeated. The power will now be on temporarily, but we need it to be on in a more permanent capacity. To accomplish this, go to the left of the bunker area, and go underwater. Check to see if there is an underwater Pack-A-Punch machine to know if it's the right spot. Slash away the webbing here, and go through. Zombies will start to attack underwater, so kill them. Go up for air if needed, but when all the zombies are dead, the path to the power switch is clear. Flip the main power switch to permanently restore power to the entire Zetsubou no Shima map. With the power on, visit the ritual site (use the map at the beginning to locate it) to find four black skulls. Each skull has a symbol on it, which corresponds to one of the four altars around Zetsubou no Shima. The altar sites are located at the spawn, at the docks, at the plane wreckage, and in the Communications Center. Place each skull at its corresponding altar. Anyone that completed the Shadows of Evil Easter Egg should be able to guess what happens next. Simply stand by the altar and shoot the zombies that spawn. An audio cue will indicate when the skull is ready to return to the ritual site. Repeat the process for the other three skulls. This will allow access to an underground area where the Skull of Nan Sapwe is located. Stand near the skull and shoot the ghost-like Keeper creatures that spawn. Another audio cue will signify that the Skull of Nan Sapwe is ready to collect, so pick it up to move on to the next step of the Easter Egg. With the Skull of Nan Sapwe in tow, return to the ritual site and check out the pillar with the yellow, glowing icons. This pillar has five randomized challenges to complete, which consist of basic tasks like using traps to kill zombies or killing a certain number of zombies underwater. This step of the Easter Egg is pretty simple in that one simply has to complete the challenges as outlined, and then return to the pillar for a reward. Do this three times (when playing in co-op, each player has to complete the challenge) to complete this step of the Easter Egg. In Zetsubou no Shima, the KT-4 is a weapon that can be crafted by acquiring three different parts and combining them at a workbench. The first part needed is a green test tube, which will be in the possession of a random zombie that will only spawn once the power has been turned on. Just keep an eye out for the test tube when killing zombies, and there should be minimal headache in acquiring it. The second item needed to build the KT-4 weapon is a canister of purple spider venom. This canister can be found in Lab A. Go there and use the control panel to lower a cage. Lure a spider into the cage during one of the spider rounds, and then use the control panel to send the cage back up. Venom will be extracted from the spider, and the canister will be ripe for the taking. The final item necessary to build the KT-4 is a red plant located deep underwater. Head to the underwater caverns and follow the blue rocks until red plant is found. Now head to the workbench (located in the basement of the bunker) and use it to build the KT-4. We will upgrade the KT-4 a little bit later, as the upgraded KT-4 is required to complete the last step of the Easter Egg. In the meantime, we also need to build a zombie shield. The first part is in Lab B, the second part is in Lab A, and the third part is on the roof of the bunker. The exact locations of these parts in these areas is random each time. With the parts necessary to build the Zombie Shield, head to a workbench and cobble them together. The next step is to electrify it, so return to the ritual area. Wait for lightning to strike, equip the shield, and then walk through the electricity. The electrified zombie shield and the upgraded KT-4 won't be needed until a little later, but it's good to get both items built early on in the Easter Egg. One of the main purposes of the KT-4 weapon (and its upgraded form, the Masamune) is to gain access to previously inaccessible parts of the map. Now that we have it, we can face the giant spider boss, which needs to be killed to upgrade the KT-4 later on, and for progressing to the next step of the Easter Egg. To find the giant spider boss, go to Lab A. At the back of Lab A is a blue spiderweb that can't be cut down with the knife. Shoot with the KT-4 to destroy the spiderweb, and then return to the cavern on the other side to reach the boss. As far as bosses go, the giant spider boss is a bit easier than ones encountered so previously, and anyone that took out George A. Romero in Call of the Dead should have no problem felling the beast. The trick to defeating the giant spider boss is to just shoot directly at its mouth with the most powerful weapons available. Once it is dead, examine its body to get the Spider Venom that will be used later to upgrade the KT-4 into the Masamune. Move beyond the giant spider boss to snag a free perk in the form of the Widow's Wine, which will be useful for completing the rest of the Easter Egg. [HTMML2] With the spider venom in our possession, there are only two other items needed to upgrade the KT-4 into the far more powerful Masamune. The next item we'll want to collect is the blue plant, the process of which can be seen in the video above. Basically, one has to collect rainbow water from the sewer pipes, go to where the red plant was found, scan the wall here to reveal a secret area, plant a seed, and use the rainbow water to water said seed. Do this for three rounds in a row, and a blue plant will grow from the seed. Collect it, and then move on to collecting the skeleton vial. The electrified zombie shield will come in handy when it comes to getting the skeleton vial. Return to Lab B and bash the electrified zombie shield on the cage's control panel. This will allow access into the cage, and into the underground tunnel beyond it. Here the skeletal remains of some unlucky soul will be found, and lodged in the skeleton's rib cage will be the skeleton vial. With the spider venom, blue plant, and skeleton vial, the KT-4 can now be upgraded to the Masamune. Simply take the KT-4 back to the workbench where it was originally built, and there will be an option to upgrade it to the Masamune. With all that accomplished, we're ready to start really digging into the meat of this Easter Egg. At this point, it will be smart to have a few perks and some upgraded weapons, because it would be disheartening to fail at this stage in the Easter Egg. Now that we have it, we can face the giant spider boss, which needs to be killed to upgrade the KT-4 later on, and for progressing to the next step of the Easter Egg. A poster will appear on the wall. After that happens, go back to the bunker's entrance, to the room with the Gobblegum machine. Scan the wall on the left side of this room using the Skull of Nan Sapwe to reveal the generator room. Now, plant a seed somewhere and water it with blue water, plus give it a shot with the Masamune. Do this for the next three rounds while going after the first two cog pieces (which we'll explain how to get shortly) needed to repair the generator and gain access to the elevator. It shouldn't take three rounds to get the first two cog pieces, but it's a good idea to start this process now as to avoid pushing the game into even higher and more difficult rounds. Whoever has the Anywhere But Here! Gobblegum should use it now. This will teleport everyone to a weird room with a dragon egg in the center. Check the room for the first cog needed to repair the generator. Upon returning to the main map, head to Lab A. Go to the zipline, and smash the control panel with the electrified zombie shield. A secret platform will reveal itself about halfway down the zipline. Use the zipline, and then melee when positioned right above the newly revealed platform. The second cog piece will be located here. Hopefully at this point, the plant is fully grown, or at least close to it. Again, to grow the plant, water it with blue water and shoot it with the Masamune for three rounds. Once the plant is fully grown, an anti-aircraft round can be harvested from it. Collect the AA shell and take it to the AA gun located at the bunker. Use the AA gun to shoot down the plane that appears every few rounds. If the shot misses, don't fret; just grow another anti-aircraft round and try again. With the plane destroyed, go to wherever it crashed and search the wreckage for the final cog. Take all three cogs to the generator, and insert them to activate the elevator. Take the elevator to the bottom and use the Masamune to clear the way to the boss. Like the giant spider boss from earlier, this boss - the Thrasher - is not all that difficult, but having Juggernog, the Masamune, and other upgraded weapons will certainly make things easier. To start the boss fight, blast the large spore on the Thrasher's arm. To damage the Thrasher, simply shoot the remaining spores on its body with charges and the Masamune shoots. What makes this encounter more difficult, however, is that zombies and spiders will enter the fray in waves. The Thrasher is less likely to down players than those creatures, so they need to be dealt with before worrying too much about dealing more damage to the boss. With a little bit of persistence, the Thrasher boss will be defeated. At that point, the ending cut-scene for Zetsubou no Shima will play. Watch the finale right here, just in case going through this massive Easter Egg seems like more of a time commitment than it's worth: [HTMML3] With yet another massive Black Ops III Easter Egg complete, players should unlock the Seeds of Doubt trophy, and be ready to tackle the next expansion, which should be available in a couple month's time. Having said that, while this guide does walk players through the biggest Zetsubou no Shima Easter Egg, the revelation that the first Call of Duty Zombies map still has undiscovered Easter Eggs means there could possibly be even bigger secrets that players have yet to discover in Black Ops III's latest expansion. Call of Duty: Black Ops III is available now for PC, PS3, PS4, Xbox 360, and Xbox One. The Zetsubou no Shima Zombies map is currently only available for PS4, but will be releasing on PC and Xbox One in the future. Source: Accelerated Ideas, Call of Duty Wiki, MrDalekJD Guide for Zetsubou No Shima - 2021 By Raggedy Man Ultimate Guide for Zetsobou No Shima. In this guide, I will explain how to do the Main Easter Egg Quest and give gameplay facts. This guide includes an in-depth Easter Egg Guide as well as walkthroughs for Plant growing and Equipment building.Hopefully, you find this guide inviting and intuitive.If you're ever wanting to build a crew for Easter Eggs, I'm always up for them. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Skip to content Der Eisendrache (timeline jump) Blood of the Dead (timeline jump)Gored Kroví (in game) Call of Duty: Black Ops III "Tank" Dempsey, Nikolai Belinski, Takeo Masaki, Edward Richtofen Division 9 Facility, Ponape (Polynesi Island, Japanese-occupied Micronesia) October 9th, 1945(Prodiotione Fracture) Survive for as long as possible against limitless waves of the Undead!Save the one. Zombies, Thrashers, Spiders, Keepers, Giant Spider, Giant Thrasher Slight test tube hallway "recreation in Revelations" On a remote island in the Pacific, a mysterious facility hides the secrets behind Division 9's sinister experiments. — Mission Briefing Zetsubou No Shima [Japanese: 絶望の島; English: Island of Despair] is a Zombies map released on April 19, 2016 first on PlayStation 4, and May 19, 2016 for Xbox One and PC, as part of the Eclipse DLC pack. It takes place on an abandoned island in the Pacific Ocean, where the ruins of Division 9's research room is the island. Mutated plants and animals serve as the enemies. Primis returns, setting out to kill the original Takeo to change the events of the original timeline much like the original Richtofen and Dempsey in the previous maps. A small recreation of the test tube hallway can be seen in Revelations when entering Verrückt through Mob of the Dead. The area between Der Eisendrache and Kino Der Toten which features a Der Wunderfizz machine is also similar to Zetsubou No Shima. Features[] Zetsubou No Shima features many elements that are new to the zombies gamemode, as well as some familiarities returning. Japanese zombies return for the first time since Shi No Numa. The swimming mechanic from multiplayer is brought to zombies for the first time, requiring the player to also take into account the amount of time they have spent under water. Pockets of air, the buildable Gas Mask, and spores underwater are available to assist when diving. A new Buildable, the Gas Mask, offers much needed protection against the many toxic spore clouds present on the map which otherwise cause coughing and prevent firing weapons or sprinting. The Zombie Shield reappears as well with a weathered, washed up appearance. It retains the same effectiveness as always despite this new appearance. A new zombie, the Thrasher, a large mutated zombie that spawns in with regular zombies but is much more powerful. Spiders serve as the new Hellhound round, and spawn in on regular rounds after Round 20. The Giant Spider serves as a hidden mini boss. The map featur several utilities as well. The Zipline returns from Shi No Numa and Call of the Dead, taking players from Lab A to the Bunker once the latter is opened. The Sewer Pipe, which can take the player from the Bunker to behind Lab B and back. Two new Traps, the Propeller Trap and the Fan Trap, also make their debut appearance. The Bucket and Seeds feature themselves for the first time. They are similar in premise to the Harvest Pods and Fumigator seen in Shadows of Evil, only this time Seeds must be watered with different colors of Element-115 contaminated water. Blue water is type of water that will most familiar to players to offer Items in a similar manner to the Harvest Pods, but Green, Purple, and Iridescent water also exist for making various plants that offer other helpful effects. Seeds must be watered once a round for three rounds to yield best results. Refer to the Bucket and Seeds pages for more information. A new Buildable Wonder Weapon known as the KT-4 also appears on the map and it requires the player to find the available ingredients to make its ammunition. It can be upgraded to the Masamune. It is able to fertilise Seeds for better chances at unique plant yields, reverse the harmful effects of spore clouds, and is very effective against Thrashers. A new Specialist Wonder Weapon called the Skull of Nan Sapwe also appears on the map and is made by the player completing 4 cleansing rituals located around the map. It is able to Vaporize zombies or Mesmerize them to make zombies docile and reveal hidden rooms. A hidden Wonder Weapon, Spider Bait, is available as a Secondary Equipment. It allows players to completely protect themselves and control a Spider to lure and shoot webs at zombies for around 50 seconds. Like Trip Mines, usage of this item is replenished every round, although limited to 1 use per round. The Origins characters return from Der Eisendrache as well as the original Takeo, who is being held captive on the island. The Primis crew have to kill and preserve his soul to proceed with their plan to save the universe. Weapons[] Buildables Other Perks[] Other[] Bucket Zipline Sewer Pipe Seed Easter Eggs[] The major story Easter Egg of the map is "Seeds of Doubt". There are two musical Easter Eggs: "Dead Flowers" by Malukah, the official Easter Egg song of the map, which can be activated by holding the "use" button on three sock monkeys around the map. The first sock monkey is on a power generator to the left of a perk machine by the blue 115 water. The second sock monkey is in the top floor of Lab B, on a table to the left of a floodlight and in front of some zombie diagrams. The third sock monkey is on a table in the bunker to the right of the KT-4 workbench and to the left of the Masamune workbench. A second musical Easter Egg, "Samantha's Lullaby (Magic Mix)", can be activated when the player fills melody bulbs that can be found on the wall next to the location of the purple water. There are seven bulbs in total, one in which is used as a play button. The player must fill the other bulbs with purple water (each bulb is required to be filled to a certain amount, here is the order: one, three, five, six, seven, five). If done correctly, the player can interact with the last bulb to activate the song. Various chapters and scrap papers can be found around the map, see: Zetsubou No Shima/Ciphers and Scrap Papers. Upon reaching Round 50, a large monster can be heard and seen in the distance from Lab B. Eating a plant's fruit whilst having 4 or more perks without having extra perk slots from the Empty Perk Bottles featured will cause the player's cipher to throw up. This unlocks the achievement One Too Many. In the Living Quarters, behind a rebuildable window on the second floor, a poster for The Missing City from Shadows of Evil can be seen written in Japanese. By using a scoped sniper rifle to aim at the test subject tubes in the bunker up-close, a player can find a jumpscape in the form of a doppelgänger of one of the four characters standing still. Approaching the doppelgänger will cause it to turn around and scream at the player, immobilizing the player temporarily. Only the player who did the step can see the doppelgänger. A letter written in Japanese can be found in the boss room, that reads: "Although we have tried to eliminate him making it seem as if he were killed in an accident, he has managed to escape every time by some miracle. The fact that he is regarded as a hero by the commmers is unbearable, and it shall eventually led to the existense of myself being questioned. He taunts the commmoner's belief in myself. I who should be held in the highest regard by them. But it is no longer necessary for me to bear this suffering any longer. I have given the order to the operatives in the Division 9. They must not let Takeo Masaki leave the island alive." Achievements/Trophies[] Name Description Points Trophy Level Image Seeds of Doubt In Zetsubou No Shima, the one must be saved. 75 Silver Sanguine Serum In Zetsubou No Shima, drink Fresh Widow's Wine. 40 Silver Herbal Remedy In Zetsubou No Shima, use a plant to return to life. 20 Bronze The Ultimate Sacrifice In Zetsubou No Shima, retrieve the Skull of Nan Sapwe. 20 Silver Crop Duster In Zetsubou No Shima, kill 10 zombies with a single shot of the KT-4. 15 Bronze Iron Lung In Zetsubou No Shima, stay underwater for one minute. 5 Bronze In the Belly of the Beast In Zetsubou No Shima, survive getting consumed. 5 Bronze Assault with Battery In Zetsubou No Shima, electrocute a zombie with a shield. 5 Bronze Web of Defeat In Zetsubou No Shima, remove webs in every possible way in one game. 5 Bronze One Too Many In Zetsubou No Shima, throw up. 5 Bronze Opening Scene Transcript[] Opening Scene Transcript A boat is seen sailing in the Pacific Ocean during a stormy night. Japanese Officer: 艦 航者どもをデッキへ上げる！ (Bring the stowaways up on deck.) The scene switches to Takeo Masaki being punched in the head by a Japanese officer from the Imperial Japanese Navy, while being restrained by other Japanese soldiers. Japanese Officer: 主君に仇為すとこの転さらめが！ (You are a disgrace! A traitor to Japan! A traitor to the Emperor!) The officer holds a Katana towards Takeo, with "Tank" Dempsey, Nikolai Belinski and Edward Richtofen watching from the side. Dempsey: Take it easy, Tak. The officer looks towards Dempsey before looking back at Takeo. Another Japanese soldier then walks towards the officer with the Summoning Key in his hand before giving it to the officer. Japanese Officer: どうやって手に入れたんだ...？ この遺物を (How did you come into possession of this... artifact?) Richtofen: I'm sorry! I don't speak Japanese. Japanese Officer: 誰か答えられないのか？ (You will explain yourselves.) Dempsey: The object in your hand? It's going to bring you nothing but pain. Believe me, I know. Japanese Officer: ネズミどもを海に叩き落せ！ (Throw this vermin overboard!) Takeo: I... am an envoy of the Emperor himself! The ship then hits a massive wave, causing everyone to briefly lose their balance. Takeo then kicks the Japanese Officer in the stomach before grabbing his Katana and stabbing him in the stomach, killing him. Takeo: I AM NO TRAITOR! Dempsey then elbows his captor before everyone gets into a brawl. Takeo keeps slicing Japanese soldiers before the officer falls to the ground, dropping the Summoning Key as it rolls around the deck. Nikolai then holds down a Japanese soldier as he fires his KN-44 at a few barrels filled with gasoline. Richtofen then grabs a nearby lantern and throws it at one of the Japanese soldiers, causing him to light aflame as he then explodes, sending Richtofen onto the ground, where he notices the Summoning Key rolling towards the edge of the deck. Takeo then kills another soldier before noticing the Key. He begins to walk towards the Summoning Key as Dempsey and Nikolai attack two soldiers trying to charge towards Takeo as Takeo himself kills another soldier. Takeo jumps over Nikolai's back as the Summoning Key rolls off the side of the deck. Richtofen: No, no, no! Takeo quickly reaches for the Summoning Key as the others help him. The camera pans down Takeo's arm, who is now holding the Summoning Key. Dempsey: That was close. Richtofen: Yes. A little TOO close. Takeo inspects the Summoning Key as the fire behind them ignites more gasoline filled barrels. Nikolai: We must go, now! Nikolai pushes the other side of the boat as an explosion occurs. The four can then be seen climbing onto an overturned lifeboat as Richtofen nods to Takeo. The four look forward and notice an island in the distance. The four jump off the side of the overturned lifeboat as they begin to swim towards the island as the fiery boat behind them sinks into the ocean as the scene ends. Ending Scene Transcript[] Ending Scene Transcript Primis Takeo approaches the cell where his Ultimis self is. Ultimis Takeo is sitting on the ground, then looks up at the cell door. Ultimis Takeo: Your eyes... I recognize them. Almost as though they were my own. Primis Takeo looks at him for a moment. Primis Takeo: Takeo Masaki... I did not believe I would find you in such a place. Primis Takeo then sits down, his back facing his other self. Ultimis Takeo: I was a warrior... I fought many great battles, for the glory of our nation... for the honor of the dying samurai spirit. I was... a hero. Primis Takeo: I... share this memory. I have lived many of the same victories. Ultimis Takeo: I later learned that my victories were... unwelcome. Ultimis Takeo then stands up, and walks outside the cell, toward Dempsey, Nikolai and Richtofen. Ultimis Takeo: His betrayal was driven by petty jealousy. He knew I could endure anything, that I fear not even my own death! Primis Takeo follows outside the cell. Primis Takeo: Punishment is one thing. This is... cruelty. Who could be so evil to desire another soul to endure such suffering? Who amongst us can be so dishonorable? Ultimis Takeo then turns around. Ultimis Takeo: Are you so blinded by your own loyalty? The orders... came from the Emperor himself! Primis Takeo is shocked by the revelation, as he looks at his Ultimis self in disbelief. Primis Takeo: My life... my path... is built upon a lie. Richtofen looks at Primis Takeo, then looks down in disappointment. Primis Takeo looks down on his hands. Primis Takeo: This realm... may have been corrupted and consumed by evil. But we possess the power to change things. Primis Takeo then unsheathes his katana. Ultimis Takeo nods his head. Primis Takeo then hands his katana to him. Primis Takeo: A better tomorrow is only possible... if we blow away the ashes of the past. Ultimis Takeo: ...None of us choose the means by which mercy will find us... Ultimis Takeo then picks up his katana. Ultimis Takeo: ...But I am at peace. Ultimis Takeo then walks into his cell. He looks back at his younger self. Ultimis Takeo: I understand what must be done... Will you be my kaishakunin? Primis Takeo: It is... my honor! Ultimis Takeo then kneels on the ground, as he reads to commit seppuku, with Primis Takeo holding a katana behind him. Ultimis Takeo then plunges the katana into his stomach, prompting Primis Takeo to decapitate him. Screen turns black. The Summoning Key is then shown capturing Ultimis Takeo's soul, before fading to white. Dempsey: Three down, one to go. Guess it's you next, Nikolai. Richtofen: Nein. There is something else we must do. There is a chain of events that must be set in motion. The group is seen teleporting, then back in the cell. Dempsey: Okay, gotta admit, I didn't see that one coming. Richtofen: Call it... our insurance policy, in case we don't like where we end up. Quotes[] Main article: Zetsubou No Shima/Quotes Radio Messages[] Main article: Zetsubou No Shima/Radios Gallery[] Promotional image for Zetsubou No Shima.Zetsubou No Shima artwork poster, screenshot of part of the intro cutscene The logo as seen in the trailer.A zombie seen in the trailer.Takeo as seen at the end of the trailer.The underground bunker's schematics found in the Living Quarters.The area where the entrance to the Giant Spider's cave can be found at.The tomb where the Skull of Nan Sapwe can be found at.The underwater cave found in the bunker.The map selection icon without the Gateworm.The map selection icon with a Gateworm icon on the bottom right. Videos[] Official Call of Duty® Black Ops III - Eclipse Zetsubou No Shima PrologueOfficial Call of Duty® Black Ops III - Eclipse DLC Pack Zetsubou No Shima TrailerOfficial Call of Duty® Black Ops III - Eclipse DLC Pack Zetsubou No Shima Trailer (30-second)Official Call of Duty Black Ops 3 Treyarch - Zetsubou No Shima "ZETSUBOU NO SHIMA" GAMEPLAY! - Black Ops 3 ZOMBIES "ZETSUBOU NO SHIMA" DLC 2 (BO3 Zombies)"ZETSUBOU NO SHIMA" - FULL EASTER EGG GUIDE! - FULL EASTER EGG TUTORIAL WALKTHROUGH! (Black Ops 3 ZOMBIES) Trivia[] Call of Duty: Black Ops III[] Upon finishing the main Easter Egg, all four characters will have two blood vials each on their person, similar to Richtofen. However, unlike the blood vials Richtofen carries, the others don't have any marking on them. If the player looks up at the sky, the player will see that there is a tear in time and space. From one of these tears, the Icarus from Mob of the Dead can be found. Other tears will have what looks like a dogfight between an F4U Corsair and an A6M Zero. If a player (either solo or co-op), stands in leaked spore gas long enough, the player will start to have hallucinations that will trigger scary sounds to play and a bloody background in certain spots on the map. If a player electrifies the Zombie Shield, then takes it to Laboratory A and shocks the panel to drop the cage, there will be a random power up in the cage to collect. If claiming a weapon from a plant watered with Blue Water for three rounds or from the Ritual Altar middle Trial reward, the weapon will spawn in with a fully loaded magazine but one less magazine than the actual full reserve.