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## Voyage of despair reddit guide

After days of searching, the community has finally cracked the Easter egg for Voyage of Despair. Like any other typical Zombies Easter Egg, Voyage of Despair brings with it a number of challenging tasks and is quite time consuming to complete. With the main challenges comes in the form of finding and activating sentinel artifact, completing a series of puzzles and challenging tasks, and even destroying a number of planets. It is important to remember that before you begin completing the Voyage of Despair Easter Egg, it is highly recommended that you complete the Easter egg in the following order, as it will save you a lot of running around in the future. With the help of the dedicated Call of Duty Zombies community on Reddit, we've managed to compile a complete guide to the Easter egg desperation journey below. Set to the R.M.S Titanic, you will first be spawning on forecastle with the task of finding and unlocking a Sentinel artifact that can be found at the stern of the ship. In order to get to the artifact, you will need to unlock several different rooms. Then you will need to activate Pack-a-Punch because it will be vital to complete this Easter egg. You can check out our complete tutorial that will guide you step-by-step on acquiring the Sentinel artifact and activating the Voyage of Despair pack-a-punch here. Now that you have found the Sentinel artifact and activated Pack-a-Punch, the next step is to find the six hours that are located all over the map. After activating Pack-a-Punch, four of these clock faces will have changes to their time. The default time for these hours is 11:40. If you don't see the clock this time, it will mean that it's been changed. You will also find that pack-and-punch symbols will have spawned close to hours that have had their time changed. Check the following clock locations and be sure to remember which symbol is nearby. Mail RoomClock: Located on the wall on the right side of the door that heads to cargo hold.Symbol: Located under the stairs that lead to the room with a wall Vapir buy. Captains BridgeClock: Located directly above the steering wheel you will find the clock. Symbol: Located directly behind the wheel, under the table. Grand StaircaseLock: Located at the top of the staircase, engraved into the wall. Symbol: Looking at the clock, turn right and head up a small set of stairs. Turn right and you'll find a symbol above the door.1st Class LoungeClock: Located directly above the fireplace, located in the middle of the lounge. Symbol: Located on the left side of the mysterious field, you will find the symbol on the right side of the wall. GalleyClock: Located on the opposite wall of the hanging corpse. Symbol: Located on the cabinets, to the left of the clock.3rd ClassClock: Located at the bottom of the stairs that come from the turbine room, you will find the clock on the left wall of the staircase base. Symbol: Located luggage that is next to the bottom of the stairs above. On the Bridge you will find 4 rotary dials, each carrying an elemental symbol. These symbols coincide with those located near the above hours. Each of these rotary dials must match the correct clock and symbol found above. In order to change the clock, the minute hand can be controlled by dials in the Captain's Bridge, while the engine room/poop onboard dials can change the hourly hands. It's important to note, though, that minute manual options can be adjusted in 5-minute increments. Hourly manual options can be adjusted according to the hour. When all dials have been closed to their symbols, they will make a sound and lock in place. After the dials have been successfully locked, four electrical outlets begin to sparkle different elementary colors. You must kill the elementary catalyst of the same element next to its corresponding socket. Such an example would be to kill fire catalyst next to a red spark socket. After killing the correct elementary Catalyst near its corresponding socket, a ritual symbol appears on the ground where Catalyst was killed. Four stores can be found at any of the following locations: first left State RoomThe 3rd Class Bert StairDinning HallOn left pillar statue of ZeusTop Grand StaircaseIn the barricade on the back decks windowonce ritual symbol appeared, have all your teammates stand on top, causing that glow. Each player must now hold down the interaction button and be teleported into a process where you have to beat every incoming zombie. Your screen will turn gray when the trial is successfully completed, and you'll then be able to pick up a fake sentinel artifact. This must be done for all four different stores. After completing all four, you will be able to pick up the Real Sentinel artifact. It is important to remember that this particular part of the Easter egg must be completed in the following order. You must also stand on the corresponding ritual element that died. Acid &gt; Water &gt; Electric &gt; Firekilling one of the mini-bosses, the giant fiery zombies with big axes/hammers, you will be given a key to pick up. This key opens one of the many mysterious boxes that can be found in one of the following places. GalleyProvisions Pod Poop Deck on the way to the engine roomin the hallway of his state room above cargo holdin order to unlock Krakenchest three different times, with the chest appearing new each time. After filling three different chests, a relic appears. This relic often takes you towards Kraken. Once you follow the path to Kraken, the tentacles will drop kraken miracle weapon. Depending on whether the relic was a compass, it will have spawned aboard a ship or a Poop Deck if the item was a telescope. To update Kraken, you will need to collect the following: Chamber: in the 1st class lounge. It will be placed either on a table near the interior window or on another table, which is on the inner corner of the lounge. Barrel: The barrel can be found at two different locations in the cargo hold. The first place is along the wall, just behind the luxury car. Second place is behind the main stairs, on top of a large crate. Hoses: Hoses can be found in two different places in the kitchen. It can be placed on a brown shelf that's against a brick wall or on a table that's inside a room that's on fire.to kill one of the elementary zombies that can be found wandering around the map because it will drop a special part. Take this part, along with the other four pieces above, to the crafting table, located in the engine room. Use this table to upgrade Kraken. Using acid ammo with Decay Kraken, you will want to travel to the boiler room where you have to shoot each of the leaking pipes. In total there are 9 different leaks, with a total of 7 blue tubes. Once all the pipes have been shot, the fire will be extinguished. Now that the fire has been extinguished, Pack-a-Punch allows you to place a real sentinel artifact into the machine. You can find and interact with each of the different planets below. Mercury: Found in a mail room under Forecastle. The symbol can be found as soon as you enter the room. Venus: Found in millionaire suite. Constellations can be found under the table in the room with suitcases on the bed. Moon: Found on one of the white doors approaching the Lower Grand Staircase.Mars: Found under a furnace in the boiler room. Saturn: Found in one of the rooms on the Bridge.Jupiter: Found in the engine room after climbing the first set of stairs, you can find it near a cardboard box that is laid on the floor. Neptune: Found on an outdoor aft deck, you can find a constellation in one of the ring-shaped rescue platforms. Uranium: Found behind a pot in a state room that has a yellow trash can in front of the door. Sun: Found in the Forecastle room, on board in the middle, you can find constellations in the face of two large steel beams so you can see the moon directly behind the beams. It is important to remember that after interacting with the next step, the infinite zombie bike will be spawned and will not stop until you have successfully completed or failed the step. Now that you have a Pack-and-Punched Sentinel artifact, you'll want to head into the cargo hold. Here you will need to communicate with the model of the solar system. Once you have interacted with the Solar System, the planets will start flashing in a certain order. Make a note of the order in which they flash as you have to shoot each of these planets in this exact order. It is also worth mentioning that Neptune will not multiply in the sky, but rather soaking in and out of the water. As you shoot each planet, blue orb Screed and travel to the original location of your symbol from the above step. This particular part of the Easter egg will be timed and you will have 30 seconds to catch the plough, so make sure you are ready and can reach the orb in time. Repeat for each planet, but don't shoot the sun yet. Get ready with lots of ammunition and specialized weapons. When he's ready, he shot the Sun. Follow the blue orb down to the area in the screed area. They have all the players interact with him at the same time. The screen will now turn white and the timer will start. Blocking each road will be large blocks of Ice Beam of Life from Ra employees or upgraded Kraken. In order to reach the opposite end of the ship, the fastest route seems to be the right staircase, while breaking fine blocks of ice. Once you reach the other end of the ship, break the last ice block at the end of the poop deck, not far from where you acquired the Sentinel artifact. Then you will be taken out of the final exam and you will notice a red symbol appeared on the floor. This symbol will teleport you to the last battle of the boss. As with all the final zombie boss fights, get ready by choosing perks, ammunition, and upgraded weapons as you definitely will need. The community has recommended that the Pack-and-Punched Rocket Launcher certainly come in a good way during this boss fight. When ready, have your team interact with the symbol where you will then teleport to the final boss fight. After starting the fight, you will be rubbing underwater and will have to swim to a nearby tree. Here you will find an artifact, communicating with him, to be teleported back to the ship. Once on the boat, a giant glacier appears, along with a giant blue eye. Shoot in the eye until you are teleported to the stairs behind you. Nothing will damage the eye during the first phase. Now, you must survive complete to kill zombies that include everything from catalysts, Axe Men, and even Blightfathers. Once you survive the bike, you will be teleported again to the next stage. Now in the engine room, you are forced to relive another intense round of zombies. Don't attack the eye in this round because you can't damage your eye anymore. Complete the zombie wave and you will be teleported to a new area. Now they will appear in state rooms and finally be able to deal with the damage to the big eye. However, the eye can now also deal with the damage they can kill. Not only will you have to deal with enough eye damage by the end of the round, but you will also need to fend off even more zombies. It is worth noting that you can deal with eye damage only when using its eye beam. Once you have dealt with enough eye damage, your screen will be white and you will be teleported to the next stage. Having now been teleported to the side of the ship, complete this stage exactly as you did in the third stage. Now you have reached the fifth and final stage of the fight boss and a lot of each of the previous stages, the final stage does not play too differently. You have to kill the eye, while fending off the wheels of intense zombies. If you get hit. If you hit or fail to simply avoid attack, the game will end. To avoid this attack, you need to deal as much damage as possible while the eye cries. Using level three of Ra's staff is a great weapon for this particular boss as you can use his Glowing Beacon's ability to stay inside a safe zone that will protect you from instant kill attacks. Once you have dealt enough damage, the final cut-scene will begin to play. Here you have it, you have now completed the Voyage of Despair Easter Egg, leave the ship. Ship.