

Because of Kino's circular design, and because of how Zombie AI works, you'll find yourself at higher and higher waves if you use the map's shape to your advantage.

In the beginning waves, knife zombies until about wave 3, then from there, get pistol headshot and knife kills. Don't buy the starting guns. From there, you can move either to the left or the right, but I prefer the right. This can also be attempted going left.

You'll probably find yourself in the Foyer room with the MP40 (AK74u if going left), which you can use to campout for a few more rounds. You'll want to stay there for as long as you feel comfortable.

Once done, you should continue to move to the power room. Instead of turning on the power, use the stage to your advantage and rack up points by camping out, and of course prioritizing headshot kills. The M16 is available to buy from the wall as well. If you've come across the random weapons box (box with question marks on it) at any point on your way to the power, it could be a good idea to make a crawling zombie (by blowing their legs off with a well timed grenade), and source your weapons from there. I would recommend having one wall weapon, and one box weapon, as box weapons need a max ammo drop in order to refill your munitions count, whereas with a wall weapon as a spare you can run to that section of the map to refill. It will also come in handy later when you pack a punch.

Once camping in the theater has become too much to handle for you, or you're overrun and need an escape, turn on the power. This will open up the

middle section of the map, and you can now start the most simple and effective tactic in the entire game: Running in circles around the map. Before running back to the starting area to begin your lap, don't forget to begin the teleporter link. Then head back to the starting area and complete the link.

I'd recommend doing at least one lap, killing zombies in front of you, until you once again reach the start area. With your back barely close enough to the starting barricades to initiate the "fix barricades" text, do that, while watching the hallway to the theater (this doesn't work if you went left. You'll need to open up the entire map to wait at the Lobby. It's more dangerous, but you can wait in the theater similarly). Shoot and kill zombies. Aim for the heads for more damage. Once they get too close for comfort, do another lap. Continue this until you have enough points to pack a punch. Use the teleporter on your next lap. When you spawn back in the zombies will file quite nicely to the lobby. Rinse and repeat the process.

Words of wisdom: The moment you turn on the power, you should work your way up to have Juggernog, which doubles your health. It's also highly recommended that you get Quick Revive (which revives you if you are playing solo, or speeds up the time it takes to revive your teammates in multiplayer), and Speed Cola (which reduces the time it takes to reload).

The game can only handle so many zombies at once. After you "train" the zombies by running in circles for awhile, you might think there's no more zombies that can appear, which is absolutely not true. Always be on your

guard. Also don't forget about those "monkey" zombies that crawl on all fours. Killing one too close and impairing your vision could mean the match.

Has this information helped you? What am I missing that you'd like to see included? Use the contact form in the menu to reach us for any changes you'd like to see here!