

DEAD OPS ARCADE 3: RISE OF THE MAMABACK — PATCH HISTORY

Disclaimer: While this document is fairly comprehensive, there is likely to be a few omissions or errors related to certain patches or dates. Many of DOA3's updates have been listed on Treyarch's official patch-notes throughout the game's life-cycle, although there are quite a few changes which are not included on their website, but which are included in this document. It is also worth noting that miscellaneous updates with uncertain dates of change are grouped together at the end of this document as well. This document will continue to be updated in the future as more patches are released.

Dead Ops Arcade 3 was released on November 13, 2020

November 17, 2020

- Addressed a bug where grabbing an Arcade Machine pickup would glitch out the game and make it to where the player could not progress to the next round.

November 20, 2020

- When a player is reviving on Co-op, their camera is now set to whatever camera setting they were playing on when they died, rather than the camera being completely zoomed in when they were reviving.
- Addressed an issue where enemies would get stuck on the body of a downed player.
- Addressed a bug where items were not spawning in on the following three arenas: Mausoleum, Graveyard, Ice Rink.
- Reduced the speed of zombies affected by Nova Gas by 30%.
- While in First-Person mode, the player is now awarded a minimum 4x score multiplier.
- Addressed an issue in The Wild where players could get stuck in an out-of-bounds area while using the Spring Pad near the Gem Pillars.
- Addressed a bug where the second Pressure Plate in the Round 60 The Wild was not able to be activated.
- Addressed an issue where Choppers had difficulty collecting items and Treasure on the map.
- Hellhounds and Spectral Hounds now inflict near-full damage to the player in top-down mode, rather than killing them in just 1 hit. *[Note: There are still rare circumstances where the Hellhounds and Spectral Hounds can still down the player in just 1 hit].*
- Addressed an issue with the Round 20 Room of Fate specifically, where two different Fate Stones would overlap with each other in a specific location.
- Addressed an issue where Round 61 would end as soon as the Margwa was killed.

- Increased the health of the Mamaback on the Boss Fight, with scaling of health for Co-op matches as well.
- Altered the font, size, and color outline thickness of the Player ID text in the HUD.

November 21, 2020

- Addressed a bug where the 4x score multiplier feature of First-Person mode was only being applied to Treasure, rather than kills as well.
- Addressed a bug where it was possible to take fall damage in “Silverback Slideways.”

December 8, 2020

- Added a Room of Judgement event after completing Round 65, which allows all players to obtain a guaranteed 2nd Fate if they complete all three Waves in the allotted time windows.
- Implemented a limit of two Fates per player.
- All six Fate Stones are now present in the Room of Fate, rather than four random Fate Stones being present.
- Added a “DOA Settings” option to the Pause Menu. These settings give the player the ability to toggle on/off: Text Bubbles, Text Tips, Crab Tutorial on Solo, Floating Damage Numbers, and Persistent Round Counter.
- If the player disables “Floating Damage Numbers,” it will now also disable it for all Bosses as well. Previously, Floating Damage Numbers would still appear for Bosses and Zombie Spawners in The Wild, even if the option was disabled.
- Added Host Migration to Public matches.
- Addressed a bug where the “Silverback Slideways” Bonus Area would kick players out of the level whenever there was 0:06 time remaining.
- Addressed a bug where the “Cavernous Cellar” Bonus Area would kick players out of the level whenever there was 0:29 time remaining.
- On the Throneroom arena, Fireballs can now land near the corner camping spot by the bridge. Additionally, Wardens can now spawn in that specific corner too.
- Addressed an exploit on the Castle Wall arena, where a small wall was added to part of the Staircase, in an attempt to limit exploits in that area.
- Introduced a bug where the animation for entering First-Person mode is now slightly different, as it occasionally faces the player in the opposite direction of where they were originally facing,
- Limited fall damage near the Lava pit and other areas of The Wild, as the player cannot die to fall damage while in top-down mode.
- When rejoining a match after Round 5, the player will start with 0 Lives, rather than 3 Lives.

- When joining a match mid-game, the player is now ineligible to unlock the “Reunited with Fiolina” Trophy. However, if the player is present at the beginning of the match, and then they disconnect and rejoin later into the match, they will still be eligible for the Trophy.
- Mini-bosses now drop loot when killed, including a chance of dropping a Key.
- Addressed a bug where the Mamaback would instantly die when coming into contact with an Axe from Gladiators.
- Altered the Boss icon on the mini-map radar from a Small Red Dot to a Skull Icon *[Note: This update also caused an issue where some players had their Boss icon display as a Black Square, or in even rarer cases, some players had no icon at all. This issue was eventually addressed on March 30th]*.
- Removed certain items from potentially spawning in during Rounds 1-4, such as a Nuke, Speed Boost, Extra Life, or Top Hat.
- The Wild is now considered Round 4 in the Game Over screen, instead of Round 5.
- When a player dies on the Round 192 Boss Fight, the Game Over screen now properly states that the round reached was 192, rather than 193.
- Addressed a bug where players with both Blessings and Divine Shield as their Fates would have Shield items last shorter than intended. *[Note: At the time of this bug, items with the Fate of Blessings lasted 40% longer, whereas Shield items with the Divine Shield lasted 50% longer, yet players with both Fates had their Shield items last 40% longer, rather than 50% longer]*.

December 10, 2020

- Addressed some issues related to the game’s stability during the Room of Judgement.

December 15, 2020

- Increased the spawn-rate of Margwas in Deadly Dungeons.
- If the player has 9 Lives and earns enough points for another Life, they will now be awarded one of the following rewards: Skeleton Army, Coat of Arms, Boxing Gloves.
- Increased the speed of Afterlife Ghosts.
- Visual effects for when Afterlife Ghosts and Spectral Hounds die are now less blinding.
- Mini-bosses no longer drop loot when killed on normal rounds.
- Addressed an exploit related to exiting and re-entering First-Person mode during the Skeleton King battle in the Round 60 Wild.
- Addressed an exploit related to obtaining unlimited Keys and loot by de-spawning Mini-bosses in The Wild.
- Addressed a bug where the player would sometimes be permanently slowed by Nova Gas, with the effect only disappearing whenever they died or grabbed Fast Boots. *[Note:*

This fix also introduced a separate bug where the player would sometimes be slowed for upwards of 30 seconds from Nova Gas, which was addressed in the following update].

- Buffed the Fate of Divine Shield, as Shield items (Boxing Gloves, Saw Blades, Barrels) now last 60% longer than normal, rather than 50% longer.
- Buffed the Fate of Divine Chalice, as the player can now hold a maximum of 10 Lives with this Fate.
- Buffed the Fate of Divine Shield, as the player can now hold a maximum of 10 Nukes with this Fate.
- Buffed the Fate of Furious Feet, as the player can now hold a maximum of 10 Speed Boosts with this Fate.
- Buffed the Fate of Blessings, as the player can now hold a maximum of 10 Keys with this Fate.
- Nerfed the Fate of Divine Chalice, as the 3x revive-speed feature of the Fate no longer applies when reviving another downed Divine Chalice player, though it still applies when reviving other Fated players.
- Added a Spring Pad inside the locked cage near the beginning of The Wild, allowing players to exit the cage without spending a Key.
- Added a new possible Key spawn location inside the locked cage near the beginning of The Wild.
- Addressed a bug where items would not spawn in during the Mamaback Boss Fight, although weapons still do not appear during the Boss Fight.
- Addressed an issue where the Mini-map radar would sometimes not be present in First-Person mode.
- Added Split-screen support for DOA.
- Introduced Spiders as recurring enemies post-Round 64. *[Note: This short-lived change was unintentional, and was also very buggy, as Spiders would often get stuck in out-of-bounds areas].*
- Introduced the Megaton Split as a recurring enemy post-Round 65. These Megaton Splits have more health than the typical Splits that sometimes result from a Megaton dying.
- Addressed a bug where a downed Divine Chalice player would not be revived when a teammate picked up an Extra Life.
- During the Boss Fight, the Mamaback will now use more Banana Bomb attacks.
- Whenever the Mamaback appears at the end of rounds, she will now throw Banana Bombs on the map after she jetpacks away.
- Addressed an issue introduced in the Dec. 8th update, where players were able to bypass the Fate limit and obtain more than two Fates.
- Additional stability fixes for crash issues on the Room of Judgement.
- Addressed a bug where players were briefly vulnerable to damage when exiting a vehicle.
- Addressed an exploit on the Hot Springs arena, where players could be invincible if they stood on a certain spot of the map.

- Addressed a god-mode exploit related to the vehicles in the “War Store” Bonus Room. *[Note: This fix also introduced a separate bug where players would typically be kicked out of vehicles when leaving this Bonus Room].*
- With the introduction of Season 1, there was a full Leaderboard reset performed for: Solo, Duos, Trios, and Quads, and the “Silverbacks” category was reset under the “Career” tab as well.

December 18, 2020

- Removed Spiders as recurring enemies post-Round 64, which reverts the previous update.
- Addressed an issue introduced in the previous update, where players would be affected by the Nova Gas effect for longer than intended.

January 6, 2021

- Operator Skins can now be applied to DOA matches, rather than being limited to using just the default skin of characters.
- Addressed various exploits, including one on the Bloodpool Arena, where the player could exit FPS mode while boosting up the Waterfall, and enter an invincibility spot.

January 20, 2021

- If players join a match mid-game, but weren’t there at the very beginning of the match, they will now be considered ineligible to earn the “Pristine Pelt” Dark Ops Challenge.
- When players join a match that is already in progress in the later rounds, they now spawn in with 0 Nukes, rather than 1 Nuke.
- Addressed a bug where the player could be in First-Person mode while in Deadly Dungeons, if they grabbed the First-Person item while a teammate entered a Dungeon *[Note: It is still possible to do this trick with the use of Buggy cars].*

February 4, 2021

- Added “Solo Advanced Start” as a new mode. This playlist allows players to start at their highest arena checkpoint reached in Solo mode. No stats or Calling Card challenges will register for this mode, but achievements like “Reunited with Fidolina” can be completed.
- Added the Divine Shield Potion as a new rare item.
- After Round 64, life-donations on Co-op are now forced, rather than being solely optional. This system has a cool-down period of 2 minutes, and there is also a 2 Life Safeguard implemented, which prevents a player’s Lives from being donated when they are at 2 or fewer Lives.

- Removed the Skeleton King from possibly appearing on the “More Mouths to Feed” Underboss Battle on Rounds 125, 189, etc.
- Added some lighting in the Room of Fate for the two Stones that are located at the middle-top and middle-bottom portions of the map.
- Added “Extra High” as a new camera mode, which lets the player see more of the map when compared to the other camera settings.
- Added a new possible Key spawn location near the beginning of the tunnel route by the Blightfather in The Wild.
- When taking damage in First-person mode, the player now has 1.5 seconds of invulnerability before they can be damaged again, which prevents players from being quickly multi-slapped in First-Person mode.
- Made a slight adjustment to score multiplier progression.
- Made several buffs to the Skeleton Army item, as the friendly Skeletons now have: increased health, greater quantity, longer time duration, and greater weapon damage against zombies, as their melee damage was previously not registering properly against enemies.
- Addressed an issue where the player was sometimes not able to turn on their Flashlight in First-Person mode.
- Addressed an issue with the Shotgun weapon where the Red and Purple versions of the gun were not firing as quickly as they should have been.
- Addressed an issue with some collision on the Afterlife arena, where the player would previously get stuck by some of the steps.
- Addressed a bug where the Magnet item from the “Weston’s Trading Post” Bonus Room would sometimes last much longer than intended.
- Addressed an issue in Split-screen mode where players would enter The Wild in shared viewport mode.
- Addressed various exploits, such as a spot on the stairs of the Mama’s House arena which granted invincibility to the player.
- Addressed various issues related to particle effects not appearing in later rounds, such as the player’s Invincibility Shield becoming invisible, the player’s Teddy Bear ring aura becoming invisible, and also invisible red Medic symbols when reviving a downed teammate.
- Addressed a bug where Extra Lives were not being properly awarded at exactly the 200,000 points threshold in later rounds.
- Addressed a bug where the Eternal Friendship’s Golden Chicken would sometimes get permanently stuck outside the map while transitioning to or from a Bonus Area.
- Addressed a bug where control bindings for Armory would glitch out after exiting vehicles when playing on Flipped Controls.
- Addressed a bug where the SAM Turret missiles would sometimes kill the player.

- Several nerfs made to the Megaton enemy, including: reduced melee-attack range, reduced spawn rate, and reduced health.
- The Megaton's blue orb attack now inflicts partial damage to the player, rather than being a one-hit kill.
- Removed Nosferatus as recurring enemies after Round 64.
- For Co-op, after Round 64, enemy target selection behavior is now weighted entirely toward proximity, rather than on load balance. Previously, with the load balance mechanic, the enemies would typically be assigned to specific players on the map. The load balance system remains for the early rounds.
- Greatly reduced the melee range of Spiders.
- Addressed an issue where Spiders would not properly appear on the mini-map radar.
- Addressed a bug where explosive damage versus Spiders and Meatballs would not register correctly.
- Addressed an issue that allowed the Jumping Gladiator to melee-kill the player even when it was facing the opposite direction of the player.
- Addressed an issue where zombies could speed up from Nova Gas while under the Forcefield Clock effect.
- Divine Chalice players now earn Extra Lives every 125,000 points, rather than the typical 200,000 points.
- Divine Chalice players now have the Fast Boots pickup for a total of 25 seconds after they respawn from a death.
- Divine Shield players now respawn with a Divine Shield Potion after taking a death.
- After Round 64, when a Divine Shield player picks up a Nuke on the map, all players in the match will be granted a Nuke as well.
- Eternal Friendship players now have their Chicken items last 25% longer than before, for a total of 2 minutes.
- The Eternal Friendship's Golden Chicken now periodically produces Eggs in normal rounds.
- After Round 64, the Eternal Friendship's Golden Chicken now has permanently upgraded weaponry. For example, if a player has a standard RPD equipped, the player's Golden Chicken will shoot Red RPD bullets. If the player has a Red weapon equipped as their primary, the Golden Chicken will then shoot Purple bullets of that weapon. After Round 128, the Golden Chicken will always shoot Purple Bullets.
- Addressed an issue that would prevent players from being awarded a Fate in the Room of Fate, if they chose their Stone when the room was about to expire.
- Mini-bosses now properly award loot when killed on their respective Underboss Battles, which reverts back to an earlier update from December.
- Mini-bosses now have a chance at dropping the Mech vehicle or Divine Shield Potion when killed.

- Mini-bosses no longer have a chance at dropping Keys, Extra Lives, or Armory when killed.
- Added a sound effect for when players turn their Flashlight on or off.
- On Rounds 65–68, and all recurring play-throughs of the Island arena, Fireballs are now launched from the ship.
- On the Throneroom arena, the Fireballs now have slightly varied trajectories in an effort to limit camping on the arena.
- Altered the Fireball trajectories in the Round 60 The Wild. For example, Fireballs will now land by the Chest near the Bat Spawner.
- In Deadly Dungeons, players are now unable to flip their camera in the room that contains the structure which leads to a Dark Crypt. Previously, if players tried flipping their camera in that specific room, it would cause a bug where their controls were inverted.
- Skeletons in The Wild now kill the player in just 1 hit, rather than dealing partial damage.
- In the Boss Fight, the Mamaback will now use a series of Jump attacks if she is receiving a high level of damage or if the player uses a Nuke.
- Addressed an issue in Split-screen mode where Player 2's camera was not visible when Player 1 obtained a First-Person item.
- For the Split-Screen mode, removed the ability to split the player's screen in half while in the top-down view for normal rounds. Players will now always share the same screen, unless they are in First-Person mode or The Wild.
- Added a reward for players completely maxing out their 9x score multiplier. If this feat is completed, the player will receive a random third Fate as their reward, which is the only way to bypass the limit of two Fates.
- Slight adjustments made to the length of the player's Invincibility Shield while it is green and yellow

February 6, 2021

- Addressed an issue introduced in the previous update, where Spring Pads would sometimes disappear in Silverback Slideways, or even on the Mama's House arena as well.
- Addressed an issue introduced in the previous update, where Fireballs in Silverback Slideways and Deadly Dungeons had unintended changes in their trajectories.
- Addressed an issue introduced in the previous update, where the final Flogger in the Blue Sky version of Silverback Slideways was not present.
- Addressed an issue introduced in the previous update, where the Flogger on the Gladiator arena would sometimes disappear in later play-throughs of that arena.

February 24, 2021

- Addressed a rare bug where a Margwa would sometimes immediately die as soon as the player loaded into a Deadly Dungeon.
- Addressed various exploits in the game, including one where the Elephant in The Wild could continuously respawn after being killed, allowing the player to obtain infinite loot.
- Addressed an issue where the Divine Chalice and Divine Shield Fates were not included as potential Fate Stones in Deadly Dungeons *[Note: These two Fates were present in Deadly Dungeons early on in the game's life-cycle, but at some point in December, they were accidentally removed]*.
- Addressed a bug where spamming the interact button could unintentionally activate an object that was far away. For example, in a Bonus Area, it was previously possible to accidentally spend a Key on a Chest, while trying to open a small Chest that was across the room.
- Addressed a bug introduced in the Feb. 4th update, where too many Mini-bosses would spawn in during the “More Mouths to Feed” Underboss Battle on Rounds 125, 189, etc. *[Note: With this bug, there would be three Mini-bosses that spawned in on Round 125, and five Mini-bosses that spawned in on Round 189]*.
- Addressed a bug where the auto life-donation system after Round 64 would sometimes donate Lives from multiple players at once.
- Deaths taken during Silverback Slideways no longer register as deaths on the in-game scoreboard.
- After players take a death, their score multiplier bar will stop decreasing whenever they finish their 5 second respawn, which allows them to keep a higher score multiplier after dying with a large multiplier. *[Note: This change also benefits the Divine Chalice Fate, which allows players to respawn in 3 seconds rather than 5 seconds, so the player will typically keep more of their score multiplier after dying with this Fate]*.
- Reduced the swipe distance of the Margwa by 17%.
- For the “Solo Advanced Start” mode, the Room of Judgement will now always appear after completing Round 65. Previously, there was a chance the player would hit a Bonus Room after Round 65, which meant they could miss out on getting the Room of Judgement.
- For the “Solo Advanced Start” mode, if the player has previously made it past the Room of Fate, they are now able to choose their Fate at the very beginning of the match, rather than being awarded a random Fate when loading in.
- For the “Solo Advanced Start” mode, depending on the level that the player is starting at, they will spawn in with more Lives and Armory than the previous patch. For example, on Round 61 specifically, the player will spawn in with 5 Lives, 5 Speed Boosts, and 4 Nukes, rather than the default stat-line of 3 Lives, 2 Speed Boosts, and 1 Nuke.
- For the “Solo Advanced Start” Mode, there is now “Solo Advanced Start” text that will appear during the Game Over screen, to indicate that the player was playing that mode during their match.

- Added extra time for the player to complete Wave 3 of the Room of Judgement. For Solo matches, the timer increased from 70 seconds to 85 seconds. For 2P matches, the timer increased from 60 seconds to 70 seconds. For 3P matches, the timer increased from 50 to 55 seconds. For 4P matches, the timer remained at 40 seconds.
- With the Fate of Blessings, most items now last 80% longer, rather than just 40% longer.
- Addressed an issue introduced in the Dec. 15th update, where players would be exited from their vehicle after leaving the “War Store” Bonus Room. *[Note: This specific fix only applied to Solo matches and for the host player in Co-op].*
- Increased the spawn-rate of Speed Boosts.
- Altered the color of the Speed Boosts from Gold to Silver.
- Added two extra Flashlights to the locked cage near the beginning of The Wild.
- Removed the ability for players to pick up a Flashlight if they already have one in their inventory.
- Changed the lighting to be much brighter in Deadly Dungeons and “A Cavernous Cellar” Bonus Area.
- Several changes were made to the geometrical layout of the Volcano area in The Wild, as it is a lot more narrow, with less room to maneuver.
- On Rounds 65–68 and all following play-throughs of the Island Arena, the Fireballs are now launched at the player less frequently and slower too.
- On the Mama’s House arena, zombies can now drop down the steps, rather than always running directly down the stairs.
- On the “Smoke and Ruin” Challenge Round, normal zombies can now appear during the round, rather than only Shadow Boogie enemies appearing on that round.
- If the player has “Graphic Content” reduced, the zombies now have a greater chance at just totally disappearing after being killed, rather than their dead bodies always hitting the floor.
- Addressed a bug where the player would sometimes hear a zombie-slap sound effect yet receive no damage. *[Note: It is still possible to hear zombie-slaps and not receive damage, though the friendly Skeletons are likely responsible for the sound in such cases].*
- Addressed a bug where the player could glitch out their Deadly Dungeon if they entered it a certain way in First-Person mode.
- Some small changes were made to the color of various things on some maps, such as part of the Volcano having more Red on it, or one of the boulders in the Winter Cave arena having Snow added to it.
- Changes made to the eye color of certain enemies like the Warden and Skeleton King.
- Changes made to the crosshairs for the Crossbow weapon.
- In The Wild, the player is now able to flip their Camera in the “Abandoned Temple” and “Dark Crypt” Bonus Areas.
- In the Round 60 Wild, whenever a teammate enters the Skeleton King boss area, all other players in the match will be teleported to that area as well.

- Introduced a bug where players can no longer rejoin matches that are already in progress.

February 25, 2021

- Added a “First Person” playlist mode, with Leaderboard support for Solo, Duos, Trios, and Quads in the mode as well.
- With the introduction of Season 2, there was a full Leaderboard reset performed for: Solo, Duos, Trios, and Quads, though the Career Leaderboards remain unchanged.
- “Dead Ops Arcade” Reactive Bundle added to the Store for Cold War, which includes a “Side Scroller” Reactive Camo and other DOA-related items.

February 26, 2021

- Addressed a bug introduced in the Feb. 24th update, where players with the Fate of Blessings would sometimes bleed down to a 1x score multiplier after death, despite one of the Fate’s abilities being a minimum 2x score multiplier.
- Addressed a bug introduced in the Feb. 24th update, where the player could encounter a permanent black screen when entering a Bonus Area in The Wild.
- Addressed a rare bug where players could encounter a permanent black screen when transitioning to a new round.
- Addressed an issue for Cold War introduced in the Feb. 24th update, where players on consoles would sometimes experience severe frame-rate issues.

March 2, 2021

- Addressed an issue introduced in the Feb. 24th update, where upon taking a death, the player’s score multiplier bar would glitch out and not move for several minutes.
- Added the Arcade Machine as a potential item for the “Solo Advanced Start” mode.
- For the “Solo Advanced Start” mode, the player is no longer awarded a random Fate if they fail to choose a Fate Stone during the selection intro on the Island.

March 30, 2021

- Players are now able to earn both XP and Battle Pass progression for Cold War while playing DOA.
- Introduced a new “Silverback Slideways” level (Jungle), which has a timer of 4:00.
- Increased the spawn-rate of Keys in The Wild.
- Added two new locations where Keys can potentially spawn in. One new location is in a hidden passageway to the right, just a bit after passing the first set of Ground Spikes. The second location is by the Kaboom Room, near the Chickens and Gems on the tower structure, which is a guaranteed Key spawn.

- Tuned life-donation rewards for Co-op. The frequency of Boxing Gloves and Armory as life-donation rewards was decreased. For example, it is now possible to get just 1 Speed Boost or just 1 Nuke as part of a life-donation reward, rather than being guaranteed at least 2 of an item when being awarded Armory.
- While in top-down view in The Wild, the player now dies in 2 hits from zombies, rather than 3 hits, assuming no health-regeneration takes place.
- Reduced the explosive damage range of Meatballs whenever they die.
- Addressed a bug introduced in the previous update, where Electric Orbs and Arcade Machines were not awarding the player any kills or points.
- Addressed a bug introduced in the previous update, where Barrels and Boxing Gloves were only awarding points for some of the kills the player got with those items.
- Addressed a bug where a friendly spinning Chicken could potentially kill the player with blades from the Crossbow weapon.
- Addressed a bug where players were sometimes unable to leave a Deadly Dungeon when using an Exit Ladder.
- Addressed an issue on Co-op where some players could be left behind in The Wild whenever a teammate entered a Deadly Dungeon.
- Addressed a bug where the Flogger trap could kill the player while it was inactive.
- Addressed a bug introduced in the Feb. 24th update, where Nova Crawlers could be invisible.
- Addressed a bug introduced in the Feb. 24th update, where some particle effects were not appearing properly for certain enemies, such as the Nova Crawlers lacking their aura, or the Mamaback at the end of rounds not having any aura either.
- Addressed an issue where Spiders could launch the player's Mech across the map, or even eject the player from that vehicle. *[Note: This issue may still be persistent in rare cases]*.
- Addressed an issue where zombie corpses would often disappear completely when killed if the player had "Graphic Content" reduced.
- Addressed an issue where special particle effects could remain on-screen instead of being cleaned up.
- Addressed an issue where selecting the Flip Bumper controller setting could create a conflict when switching from the First-Person mode to the top-down mode.
- Added various crash fixes.
- Added various exploit fixes.
- Players are now able to immediately quit the match after they migrate hosts in a Public match.
- The Boss icon for enemies like the Margwa now properly appears in the mini-map radar, rather than appearing as a Black Square or no icon at all for certain users.
- Removed the dynamic eye colors of enemies like the Warden and Skeleton King, reverting a change made in the Feb. 24th Update.

- Addressed a bug where the two spinning spike traps near the beginning of Volcano would not kill the player while they were active.
- Fake Electric Poles no longer appear in Co-op matches. *[Note: These “Fake Poles” were mostly a visual distraction, as they would appear permanently on, yet not kill the player or the enemies, though they weren’t fully rendered in, so they were typically able to be deciphered from real Poles during gameplay].*
- The Fate of Divine Chalice now awards the player an Extra Life every 150,000 points, instead of every 125,000 points.
- Altered fall damage in The Wild, as the player now takes less damage from certain falls, but they also have the ability to die from fall damage while in First-Person mode.
- Altered the lighting in various Bonus Areas, which makes them a bit darker.
- Altered the lighting of Deadly Dungeons and “A Cavernous Cellar” Bonus Area to their original form, reverting an update made on February 24th.
- The Present Box now has a chance at awarding a Monkey Bomb, seemingly accentuated whenever the player is in a Mech vehicle while the Present Box is being opened.
- Removed snow from one of the rocks on the Winter Cave arena, reverting a patch made in the previous month.
- On the Bloodpool arena, the player is no longer able to shoot through the Heart structure located in the bottom-right (on the Round 41 view).
- While in First-Person mode, Fireballs, Hellhounds, and Spectral Hounds now deal partial damage, rather than near-full damage.
- While in First-Person mode, the player now dies in 3 hits from zombies, rather than 4 hits, assuming no health-regeneration takes place.
- While in First-Person mode, the Megaton, Megaton Split, and Warden’s melee attacks will kill the player in 1 hit, rather than dealing partial damage.
- While in First-Person mode, the Mamaback will now kill the player in just 1 hit, rather than only dealing partial damage.

April 7, 2021

- Slightly adjusted some life-donation rewards, as it is now once again possible to get either 2 Nukes or 2 Speed Boosts as a reward, rather than just 1 of each.
- Added extra time for the player to complete Wave 3 of the Room of Judgement. For Solo matches, the timer increased from 85 seconds to 100 seconds. For 2P matches, the timer increased from 70 seconds to 80 seconds. For 3P matches, the timer increased from 55 seconds to 60 seconds. 4P timer remained at 40 seconds.
- Addressed an issue on Co-op introduced in the Dec. 15th update, where the “War Store” Bonus Room would only let the host player keep their vehicle when the next round began.

- Addressed an issue on Co-op where a player would not be warped into the Room of Fate if they were in a Buggy car or Mech vehicle while their teammate dropped down the hole.
- Addressed a bug introduced in the previous update, where Electric Orbs were not working as expected against most Special Enemies.
- Addressed a bug introduced in the previous update, where the player's Invincibility Shield was not damaging Meatballs or Spiders.
- Addressed an issue with the "Damage Delivery" Calling Card Challenge, where kills for the challenge were only being tracked if the player's vehicle ran over enemies. Now, shooting enemies with the vehicle will count properly towards Challenge progression as well.
- Introduced new AI behavior for the Meatballs, where they will briefly shoot up into the air after being split apart, whether from the player's weapon or their Invincibility Shield.
- Addressed an issue where Leaderboards were not updating the player's stats correctly at the end of matches.
- Adjusted XP values (Kill Zombie Head: 100 XP → 300 XP; Complete Round 1: 300 XP → 500 XP; Kill Mini-Boss: 500 XP → 800 XP; Max XP per Round: 2000 XP → 2500 XP).

April 8, 2021

- Addressed a bug introduced in the March 30th update, where Gladiator enemies would stop spawning in at some point during the match.
- Addressed a bug introduced in the March 30th update, where Axes from Gladiators would sometimes remain on a particular arena without disappearing, though it would not harm the player.

April 9, 2021

- Adjusted the Mini-boss selection in Wave 3 of the Room of Judgment for Solo specifically, as the Margwa is now guaranteed to spawn in, rather than the Werewolf or Six Arm Guy possibly spawning in.
- Addressed a bug introduced in the previous update, where bosses in Wave 3 of the Room of Judgement were being auto-killed before the timer expired.
- Adjusted XP values, as the maximum XP per round on 1.0 arenas was increased from 2500 XP → 3500 XP. Also introduced a maximum XP cap of 6000 XP for 2.0 arenas, 8500 XP for 3.0 arenas, and 11000 XP for 4.0 arenas. *[Note: 1.0 is a designation for Rounds 1–64, 2.0 is a designation for Rounds 65–128, etc.]*.

April 13, 2021

- Altered the AI behavior of Meatballs to where they will only fly into the air whenever they are split by the player's Invincibility Shield, rather than also flying into the air when they are split by the player's weapon.
- Addressed an issue where players could encounter the "Charlie 285 Military Gorilla" error message during the first few seconds of a "Silverback Slideways" Bonus Area.
- Addressed an issue where incorrect data in the After-Action Report would be displayed after playing "Solo Advanced Start" mode.
- Adjusted XP values, as the XP scaling per round increased from 50 XP → 75 XP. With this new system, the player now hit the maximum XP cap of 3500 XP on Round 41, which then lasts until Round 64.

April 21, 2021

- Addressed an issue where vehicles and chickens dealing fatal damage to Zombie Spawners in The Wild would not properly credit the player with points or XP.
- Addressed an issue on Co-op where a player in a Buggy car would not be warped to the "Grottes de la Dorta" Deadly Dungeon whenever their teammate entered the Dungeon.
- When exiting a Deadly Dungeon via an Exit Ladder, the player is now granted an Invincibility Shield to prevent enemies from slapping them during the screen transition.
- The Mamaback will now drop fewer banana bombs during her Jump attack.
- The Mamaback will no longer use her Jump attack every single time that player uses a Nuke.
- Addressed an issue where the Vortex item could cause enemies to appear invisible, particularly the Megaton enemy.
- Added the ability for the host in Co-op matches to "Pause Game" in the Settings, which allows players to take breaks in the middle of rounds.
- Altered the icons on the mini-map radar for the Mamaback, Mini-bosses, and certain Special Enemies.
- While in First-Person mode, smacks from Wardens, Megatons, Megaton Splits, Mini-bosses, and the Mamaback will now inflict near-full damage, rather than killing the player in just 1 hit.
- While in First-Person mode, Meatballs, Spit from Megatons/Megaton Splits, the slam attack from Wardens, attacks from the Skeleton King, and other special attacks from Mini-bosses will now deal near-full damage, rather than only partial damage.
- On the Island arena, geometry near the water by the canoe was altered, as debris was added to limit maneuverability and address a pile-up exploit in that area.
- On the Island arena, while players are in the water, they are no longer able to shoot enemies coming from the bridge area.
- On Round 2 specifically, the Turtle in the top-left portion of the map was slightly repositioned.

- On Rounds 65–68, and all following play-throughs of the Island arena, the Turtle was removed completely.
- Added a fail-safe escape to the pond area on the Throneroom arena for players who manage to fall underneath the bridge.
- Addressed an issue on the Werewolf arena where the player's bullets would auto-aim towards the floor on a specific quadrant of the map.
- Addressed a bug introduced in the March 30th update, where the World Map would sometimes not appear while teleporting to a new arena.
- Addressed an exploit related to the Eternal Friendship's Golden Chicken laying Eggs at the end of the Jungle arena.
- Addressed various exploit spots on the Mama's House arena.
- Adjusted XP values (Using a Key on a Door/Chest: 100 XP → 250 XP; Zombie Spawner Elimination: 300 XP → 350 XP, or only 100 XP if the Zombie Spawner is inactive; Revealing Fates at the Blue Altar: 500 XP → 750 XP; Defeating a Mini-Boss: 800 XP → 1000 XP; Exiting The Wild via a Teleporter: 1000 XP → 1750 XP; Defeating the Mamaback: 1500 XP → 2500 XP).

April 22, 2021

- The “Total Score” category in the “Career” Leaderboards is now displayed as “Total Score (in 1000s)” in order to prevent players from reaching the 2.14 billion score cap, which would previously prevent Leaderboard progression on all categories when reached. “Career” Leaderboards were reset to accommodate this change, although all previous stats are still saved and updated properly whenever the player loads into another match.

April 23, 2021

- Addressed a bug where players on Split-screen mode could get the “Game Over” cutscene to activate after entering the teleporter that appears after Round 64 Complete.
- Addressed an issue where enemies in the Room of Judgement would not despawn after the player failed one of the Waves.
- Addressed an issue where the “Full Arsenal” Calling Card Challenge would sometimes not be completed, even after fully upgrading all seven weapons in a single match.

May 19, 2021

- Added the Divine Shield Potion and Key as potential rare items that can appear in the Dark Crypt Bonus Area.
- Introduced a new “Silverback Slideways” level (Barcade), which has a timer of 3:30.
- Addressed an issue introduced in the Feb. 24th update, where players could not join or rejoin matches that were already in progress.

- Players rejoining a match in progress will now have their Fates restored upon rejoin.
- Addressed an issue with the Fate of Eternal Friendship where the Golden Chicken would stay at the Purple level if the player dropped an upgraded weapon with a Max Ammo equipped. *[Note: With the bug, the Golden Chicken would then stay at the Purple level until the player took a death or grabbed another weapon on the map].*
- Addressed an issue where there was no announcer audio during the “Spectral Hounds of Dark Wood” Challenge Round.
- Addressed an issue on “Silverback Slideways” where 1000 XP would be awarded to the player whenever they exited the Bonus Area via the door at the beginning of the level.
- Addressed an issue on “Silverback Slideways” where Chickens would not expire after players took a death in the Bonus Area.
- Addressed an issue on “Silverback Slideways” where the player’s weapon would not be removed after taking a death in the Bonus Area.
- Addressed an issue where certain Bonus Areas were taking too much time to initialize.
- Bosses will no longer target player clones from the Top Hat item. *[Note: This fix helped address a bug where player clones could drag Bosses outside the map].*
- Adjusted the frequency of the Afterlife Ghost’s teleporting behavior.
- While in First-Person mode, Meatballs now deal partial damage, rather than near-full damage, which reverses a change made on April 21st.
- Players in vehicles will be now deprioritized in target preference by the Mamaback.
- Addressed an issue where zombies would not retarget a player under certain conditions, such as when an Egg hatched or was destroyed.
- Addressed an issue where the Margwa could stay alive up to 1 second after its HP reached 0.
- Addressed an issue where Nova Crawlers were not present when playing Solo Advanced Start mode in later rounds.
- Addressed an issue where the Megaton could potentially stay alive and ragdoll unintentionally.
- Addressed an issue where the Clock item would not register properly on enemies climbing up or down to a different elevation level.
- Addressed an issue where certain enemies could attack the player while underneath the staircase in the Mausoleum arena.
- Addressed an issue with the in-game scoreboard where the “Kills” tally would reset to 0 once the player exceeded 65,535 kills. Now, the in-game scoreboard reset will only occur past the 1,000,000 kills mark.
- Total “Kills” category added to the Leaderboards.
- Addressed an issue introduced in the April 21st update, where Ping and Packet Loss were not viewable in-game.
- Ping and Packet Loss are now more accessible to locate, as they appear in the first pause screen, rather than in the “Settings.”

- Lighting altered in various Bonus Areas to make them brighter.
- Added an invisible barrier to the locked area in The Wild with the big white Gem, which prevents players from riding into the room with the Buggy Car, although they could still walk into the room on foot. *[Note: Players were previously able to drive into that area with their Buggy Car, use the car's boost feature to propel up the rocks, which then allowed them to access part of The Wild without having to spend Keys to unlock that location].*
- Addressed an exploit where players could use Speed Boosts to climb the rocks near the Bat spawners in The Wild.
- Slightly altered the camera transition that occurs when loading into "Silverback Slideways."
- Introduced a bug where Megatons sometimes do not appear in the "Abandoned Temple" Bonus Area, or where Spiders and other enemies sometimes do not appear in the "Dark Crypt" Bonus Area.
- Introduced a bug where enemies in certain Bonus Areas would be able to kill the player while they were transitioning to the Bonus Area.
- Introduced a bug where the player's weapon would glitch out and not accurately hit enemies, in addition to the camera in First-Person mode being glitched out for users with this bug.
- Introduced a bug where the Grenade Launcher would not award the player with points or kills.

May 27, 2021

- Addressed a bug introduced in the previous update where Megatons would sometimes not appear in the "Abandoned Temple" Bonus Area, or where enemies would sometimes not appear in the "Dark Crypt" Bonus Area.
- Addressed a bug introduced in the previous update where players were able to die while transitioning to certain Bonus Areas.
- Addressed a bug where players rejoining with their Fates would sometimes have the incorrect text appear regarding what Fate they had.
- Addressed a bug introduced in the previous update, where the player's weapon could glitch out and not accurately hit enemies, in addition to the camera in First-Person mode being glitched out for users with this bug.

June 16, 2021

- In First-Person mode, all Divine Shield Potions are now automatically swapped out for the more useful Health Potions.
- In the "Poppy's Pirate Plunder" Bonus Area, Treasure no longer times out.
- Chickens that are spinning out now use the player's last weapon correctly.

- Replaced the third Fate award for maxing out at 9x score multiplier with a new reward. The new reward now awards Max Lives, Armory, and Keys to all players in the match.
- Addressed an issue where the Saw Blade was not correctly creating crawling zombies.
- Addressed an issue in the “Silverback Slideways” Bonus Areas, where the player could stand in a lava field and not take damage.
- Addressed an issue where the player could be considered a valid AI target before the player’s screen had faded up entirely.
- Addressed a bug where Shield items would sometimes not work properly against Gladiator enemies.
- Changed non-default score values for various enemies. Mamaback now awards 20,000 points, Underbosses award 5,000 points, and Elite enemies (Megatons, Wardens, Gladiators) now award 500 points, instead of just 100 points for all these enemies.
- Addressed an issue introduced in the May 19th update, where the Grenade Launcher was not awarding points.
- Improved stability for the “Silverback Slideways” Bonus Areas to reduce “Charlie 285 Military Gorilla” error messages.
- Improved stability for issues that could occur when players stand in Nova Gas.
- Added inactivity tracking to boot inactive players after a period of time. This inactivity tracker does not apply when taking breaks at the end of rounds.
- Players are no longer ejected from their vehicle after coming into contact with Lawn Mowers on the Mama’s House arena.
- Closed multiple exploits in The Wild, such as an exploit where players could use the Buggy Car to drive up the cliff near the Bat spawners, allowing them to access another part of The Wild without spending Keys.
- In the Round 60 Wild, the Six Arm Guy will now regenerate health under certain conditions.
- Daily Challenges for Zombies now appear in the Pause menu for DOA.
- Ping and Packet Loss Meters are now positioned slightly differently in the Pause menu.
- Introduced a bug where progress in Solo Advanced Start would not track properly.
- Introduced a bug where “Total Score” on the Career Leaderboards would not track properly.
- Introduced a bug where the Fate of Eternal Friendship’s Golden Chicken would glitch out and only shoot one specific type of weapon regardless of your primary weapon.

June 22, 2021

- Introduced an issue where the Arcade Machine item would not appear during normal rounds.
- Removed the Zombie Challenges from appearing in the Pause Menu for DOA.

June 24, 2021

- Addressed an issue where sawblades from the Crossbow weapon could permanently linger on the map when shot by a Chicken.
- When the Crossbow weapon is paired with multiple Chickens, Chickens #3, 4, and 5 will now shoot Ray Gun bullets, rather than sawblades from the Crossbow.
- Addressed an issue introduced in the previous update, where the Arcade Machine item was not appearing during normal rounds.
- Addressed an issue introduced in the June 16th update, where progress in Solo Advanced Start mode was not tracking.
- Introduced a bug where Treasure was not properly appearing during rounds, in Bonus Areas, or from Chests.
- Introduced a bug where only one First-Person item would appear at a time during Co-op matches.
- Introduced a bug where players were not being forced into First-Person mode in certain parts of The Wild, such as when entering the Skeleton King Boss Area, or the Blightfather Boss Area.

June 25, 2021

- Addressed a bug introduced in the previous update, where Treasure was not properly appearing during rounds, Bonus Areas, and from Chests.

June 28, 2021

- Addressed an issue introduced in the June 24th update, where players were not being forced into First-Person perspective in certain areas of The Wild, such as the Blightfather Path and the Skeleton King Boss Area.
- Addressed an issue introduced in the June 24th update, where limited amounts of First-Person drops would appear on both Solo and Co-op. This patch was a temporary fix which added too many First-Person drops to the game.
- Slightly increased the spawn-rate of Keys during normal rounds.

July 1, 2021

- Added a temporary workaround to the issue where too many First-Person drops appeared on both Solo and Co-op. The frequency for those drops should now be lower compared to the June 28th Update, but not yet the same as the original values either.

July 14, 2021

- Added “First Person Solo Advanced Start” as a new mode. This playlist allows players to start at their highest arena checkpoint reached in Solo mode, but now in First-Person

perspective. No stats or Calling Card challenges will register for this mode, but achievements like “Reunited with Fidolina” can be completed.

- Re-adjusted the point values awarded for killing the following enemies: 200 points for Megaton Splits, 250 points for Gladiators, 350 points for Wardens, and the Megaton remains at 500 points.
- Players should now see a wider variety in Bonus Room distribution.
- Doubled the base health of the standard Egg.
- Increased the health of the Golden Egg by 40%.
- Reduced the Egg hatch cycle so that Eggs now hatch faster. Previously, Eggs would hatch in approximately 25 seconds, whereas Eggs now hatch closer to 20 seconds.
- Eggs are now less jumpy, as they should not jump as high or as far in general.
- Added Mama's "Armory Basket" to the game after completing the Mamaback Boss Fight, where the player interacts with a cart at the top of the map, and has the option to trade in a Key for one piece of Armory. If the player already has max Armory, the Basket will provide an Extra Life. Performing this action also grants 250 XP.
- Added stability fixes to further prevent "Charlie 285 Military Gorilla" error messages.
- Mini-bosses now have the potential to drop a Chicken as part of their loot when killed.
- Mini-bosses no longer have the potential to drop a Mech as part of their loot when killed. This removal also addresses a bug where the player can be stuck in a clunky top-down view when exiting a Mech, near the Blightfather Path or Skeleton King Boss Area.
- Certain rare items (i.e. Vortex, Gem Umbrella, Vehicles, Key, Divine Shield Potion, Arcade Machine) can now appear as early as Round 7, rather than later into a match.
- When driving the Buggy Car near the first set of Ground Spikes in the Wild, the Buggy Car will self-destruct to prevent exploits in that area.
- Players are no longer able to enter a Mech while driving a Buggy Car.
- In the “Abandoned Temple” Bonus Area, added a new reward for choosing the correct portal, where the player now can receive a combination of 1 Life, 2 Nukes, 2 Speed Boosts, Weapons, and Chickens. All previous rewards are now removed.
- A First-Person item is no longer guaranteed on Rounds 3 and 5 specifically.
- Several First-Person items will now appear closely together when playing Co-op on Round 4 specifically.
- Introduced a bug where DOA3 is not playable in “Local” while Offline.
- Potentially introduced a bug where Host Migrations are not always successful in Public matches..
- Slightly decreased the spawn-rate of First-Person items
- Increased the spawn-rate of Vehicles.
- Increased the spawn-rate of Arcade Machines.
- Players no longer need to enter the Arcade Machine in the Wild in order to unlock it as a recurring Bonus Area in normal rounds.
- Addressed various exploits.

July 20, 2021

- Introduced a bug where the player can sometimes die in 1-hit to traps like the Flogger, along with certain enemy attacks like Gladiator Axes, while the player was in First-Person perspective, in a Buggy Car, or with a Divine Shield Potion equipped.

July 27, 2021

- The spawn-rate of Arcade Machines was decreased.

August 5, 2021

- Addressed an issue introduced in the July 20th update, where players would die in just 1-hit to traps and certain enemy attacks, while in First-Person perspective, in Buggy Cars, or with a Divine Shield Potion equipped.

August 12, 2021

- Added “Ikari EggXit” as a Bonus Area that is accessible in the Wild, near a newly installed location near the beginning of the Volcano. This Bonus Area has a timer of 10 minutes, and has an abundance of loot and enemies. Deaths in this Bonus Area will deduct Lives from your inventory.
- Addressed a bug where DOA3 was not playable in “Local” play for consoles.
- Addressed an issue where Meatballs could roll outside of the map on Wave 2 of the Room of Judgement.
- When driving a Buggy Car near the Lift by the Kaboom Room, the Buggy Car will self-destruct to prevent exploits in that area.
- Addressed an exploit on the Barrels arena, where the player could boost from the top of the staircase to the middle platform.
- Addressed an exploit on the Bloodpool arena near the waterfall bushes. As a result, there is now less mobility in that area.
- Potentially added collision to certain doorways to prevent Eggs from bouncing out of specific parts of maps.
- Addressed an issue where players with certain Fates were unable to reach either 10 Speed Boosts or 10 Nukes when spending Keys on Mama’s Armory Basket.
- Players can no longer have random encounters with the “Silverback Slideways” Bonus Area, as it now can only be seen after picking up an Arcade Machine item.
- There was a partial Leaderboard reset performed for all categories, except for Career. Only entries with higher rounds were reset (threshold currently unknown).
- Introduced a bug on the Shadow Boogie arena, where collision in the top door can prevent players from exiting the map at the end of rounds.
- Introduced a bug on the Afterlife arena, where players transitioning to new rounds via the top-right exit can get stuck inside the doorway during the following round.

- Introduced a bug where Gladiators can get stuck in doorways on Wave 3 of the Room of Judgement.
- Introduced a bug where some of the Fireballs on both the Throneroom and Island arenas could get stuck inside of their canons, and not fire properly onto the map.
- Introduced a bug on the Graveyard arena, where only one of the doorways will have active zombie spawners.
- Introduced invisible barriers near the top door on the Graveyard arena.
- Altered the appearance of the lobby creation menu for Private Matches, where they now more so resemble Public Matches.

August 13, 2021

- Addressed an issue introduced in the previous update, where zombies now typically spawn out of more than just one doorway on the Graveyard arena.
- Addressed a bug introduced in the previous update, where the player is no longer provided exit arrows to specific doorways that would get them stuck, on the Shadow Boogie and Afterlife arenas.
- Addressed various invincibility exploits.

August 17, 2021

- Addressed an issue introduced in the August 12th update, where Gladiators would get stuck inside of doorways during Wave 3 of the Room of Judgement. Now, several Gladiators will spawn in the middle of the map, every 20 seconds.

August 19, 2021

- Addressed an issue introduced in the August 13th update, where zombies would not spawn in for a few seconds at a time, specifically during the Shadow Boogie arena.
- Removed “Ikari EggXit” as a recurring Bonus Area after Round 140.
- The “Ikari EggXit” Bonus Area can now only be seen a maximum of 3 times in a match.
- In the “Ikari EggXit” Bonus Area, the player is no longer able to trigger the Pressure Plate near the Margwa just by jumping on the above Key Chest.
- Lava in the Wild now deals much more damage than previously.

August 26, 2021

- The player is now awarded 1000 XP when taking the final exit in “Ikari EggXit.”

September 8, 2021

- Added a Flashlight to the Fate Selection screen in Solo Advanced Start.
- Addressed an out-of-bounds exploit near the water in the Island arena.
- Added various fixes to further alleviate the “Charlie 285 Military Gorilla” error.

- Addressed a crash that could occur if a player disconnected while in the “Ikari EggXit” Bonus Area.
- Added extra time for the player to complete Wave 3 of the Room of Judgement. For 3P matches, the timer increased from 55 seconds to 65 seconds. For 4P matches, the timer increased from 40 seconds to 50 seconds.
- Addressed an issue where First-Person items would sometimes be lumped nearby when spawning in on Co-op, resulting in a teammate potentially wasting one of the items.
- Addressed an issue where First-Person items collected at the same time by a specific player on Co-op could lock their controls and make them briefly invincible.
- Reduced late Treasure spawns after a round is over, so players don’t have to wait around for delayed spawns.
- Reduced the loudness of the RPD and Death Machine, where Red and Purple versions are now the same volume as the regular versions of those weapons, for both First-Person mode and top-down.
- Added a small collision ramp to the second moving platform near the entrance to the “Ikari EggXit” Bonus Area, making it easier for the player to boost over to the other side.
- Added a 5% chance of a Golden Egg spawn during the “Chicken Nest” Bonus Room.
- Nova Crawlers no longer have an initial movement speed variance set when they spawn in, as they now have a consistent movement speed, although they can still have their speed increased by Nova Gas.
- Adjusted Werewolf health and heal logic to alleviate situations where players cannot deal more damage than the health being restored. Each time the Werewolf restores health, it will now reduce the amount it can heal subsequently.
- Pole Zombie health no longer scales with the round number.
- Increased the time a Pole Zombie is on the map before it considers planting a pole from 4 seconds to 5 seconds.
- Pole Zombies are now slightly more likely to start a pole plant once they start considering a plant.
- Gladiators no longer have a rare chance of surviving a Nuke drop.
- When rejoining a match in progress, the player now retains both their score and score multiplier.
- Addressed an issue where flipping L1/R1 with L2/R2 in the Controller Settings would map the fire weapon action to R1.
- Addressed an issue where a Host Migration in Public Matches would result in remaining players being permanently slowed for the rest of the match.
- Addressed an issue where after joining a game in progress, the player could occasionally not aim down sights or fire their weapon until they were downed and revived.
- Addressed an issue where a player rejoining a match in progress might not have their stats or Leaderboard data recorded correctly.

- Addressed an issue where donating a life could drop an award onto the player that might not be usable. For example, a Nuke could drop on a player who already has max Nukes. When this happened, the pickup could obscure the player's view in First-Person mode.
- Addressed an issue with missing blood splatter effects in First-Person perspective.
- Addressed an issue where the player could stay in The Wild with a misaligned camera after running through a First-Person item before transitioning into a Bonus Area.
- Addressed a rare Split-screen issue where a blank dialog box could appear when the player picked up a First-Person item.
- Addressed an issue in the "Ikari EggXit" Bonus Area where the Margwa door was not being reset to its original closed position on subsequent playthroughs of the Bonus Area.
- Addressed an issue that could occur when a player entered a Deadly Dungeon at the same time that their teammate entered a "Silverback Slideways" Bonus Area, which would result in unwanted game behavior.
- Addressed an issue where the player could spend a key at Mama's Armory Basket and receive an unusable item.
- Addressed an issue where Shield items only lasted 60% longer, rather than 80% longer, when the player had both the Fates of Blessings and Divine Shield.
- Addressed an issue where a Megaton Split could end up below the terrain.
- Addressed an issue where Chickens were not dealing damage to the Elephant.
- Addressed an issue where friendly Skeletons could prevent enemies from spawning.
- Addressed an issue introduced in the August 12th update, where zombies would not spawn out of the top doorway on the Graveyard arena.
- Addressed an issue introduced in the August 12th update, where there were two invisible barriers near the top doorway on the Graveyard arena.
- Addressed an issue introduced in the August 12th update, where enemies would not spawn out of the top doorway on the Temple arena.
- Addressed an issue introduced in the August 12th update, where Fireballs would sometimes get stuck in cannons on both the Throneroom and Island arenas.
- In some of the "Silverback Slideways" Bonus Areas, some zombies will now sprint faster.
- When entering a "Silverback Slideways," the player's weapon will be automatically discarded.
- When transitioning to a new round, players that were in First-Person perspective can no longer move around to collect Treasure during the screen fade.
- In the "Ikari EggXit" Bonus Area, collision was added to the area near the Gems by the Ghost spawners, preventing players from using a couple of methods to obtain the goodies without using the Lift.
- In Deadly Dungeons and "A Cavernous Cellar" Bonus Area, ground spawners will no longer provide points when killed.
- Introduced a bug where Treasure does not properly spawn in during later rounds.

- Addressed various exploits.

September 9, 2021

- Addressed an issue introduced in the previous update, where Treasure was not spawning in properly in later rounds.

September 10, 2021

- Addressed an issue where the Hellhound could kill the player with one attack.
- Removed unwanted latency that would occur whenever a Meatball split, which might allow the Meatball to not be visible for 0.5 seconds.
- When Meatballs are shot by a weapon, at least one of the Meatball splits will be tossed into the air.
- Added new stability improvements and exploit fixes.

September 16, 2021

- Addressed an issue where players on PC would not receive proper Leaderboard credit if there was a Game Settings update at some point during their match.
- Slightly increased the base speed of Nova Crawlers.

September 21, 2021

- Addressed an issue in Cold War Zombies where console players would be unable to rejoin a match in progress if the Host was on PC.

October 6, 2021

- Addressed collision with an invisible barrier on the top-right of the Barrels arena.
- Addressed an issue on the Hot Tub arena, where it was possible for the geothermal pool to activate during a round transition, which would kill the player.
- Improved loot spawn-points on the Hot Tub arena to prevent items from spawning inside or close to objects.
- Addressed an issue with “out of memory” scenarios in late-stage games.
- When the Host of a Co-op match pauses the game, off-host players will now be met with a “Game Paused by Party Leader” message, rather than that message only appearing for the Host.
- Introduced a visual bug where the Megaton can lose its color when in an attack animation.
- Introduced a bug where multiple players were able to interact with a singular Fate Stone in a Deadly Dungeon.
- Introduced a bug where multiple players were able to interact with an Arcade Machine in the Wild, thus loading two parallel levels.

- Introduced a bug where players were able to spam the interact button near Chests in the Wild and Bonus Areas, in order to produce extra loot.
- Introduced a bug where some unlocked doors would duplicate when visiting subsequent Wilds, forcing the player to spend 2 Keys to open one area.
- Introduced a bug where Deadly Dungeons with multiple Fate Stones would sometimes only have one of the Fate Stones obtainable.
- Added general stability and exploit fixes.

October 26, 2021

- Addressed an issue introduced in the previous update, where multiple players were able to interact with a singular Fate Stone in a Deadly Dungeon.
- Addressed an issue introduced in the previous update, where multiple players were able to interact with an Arcade Machine in the Wild.
- Addressed an issue introduced in the previous update, where players were able to spam the interact button near Chests in order to produce extra loot.
- Addressed a bug introduced in the previous update, where some unlocked doors would duplicate when visiting subsequent Wilds.

April 27, 2022

- Introduced a “Failed to Host Lobby” bug to Cold War, which also negatively impacted DOA3, and typically prevented users from utilizing the rejoin feature in Co-op matches.

July 1, 2022

- Addressed the “Failed to Host Lobby” bug introduced in the previous update which prevented users from rejoining Co-op matches during higher rounds.

Changes with Uncertain Dates:

- Addressed a bug where disabling Text Bubbles in the DOA Settings while a Text Bubble was active would cause the Text Bubble to permanently appear on the player’s screen. **(ca. December 2020)**
- In the “Abandoned Temple,” players who experience the “You Must Suffer” option no longer have their score multiplier affected. **(ca. December 2020)**
- Decreased the spawn-rate of Arcade Machines. **(ca. February 2021)**
- Addressed a bug where players could glitch out Deadly Dungeons if they entered into them too quickly with either a Speed Boost or Fast Boots item equipped. **(ca. February 2021)**
- In the Room of Fate, the player can no longer grab the same Fate that they already have, which prevents the Fate from being wasted. **(ca. February 2021)**

- In First-Person mode, Skeletons now inflict partial damage, rather than near-full damage. **(ca. March 2021)**
- The Arcade Machine no longer has a chance at appearing on Rounds 64 and 65, to prevent a situation where an encounter with a “Silverback Slideways” Bonus Area delays the Room of Judgement by one round. **(ca. April 2021)**
- Removed the in-game score cap of 115,115,115 points. The current score cap is unknown. **(ca. March 2021)**
- Addressed an issue where the player’s character model could sometimes glitch out on the Gladiator arena, which would only be fixed when entering a vehicle. **(ca. May 2021)**
- Addressed a rare issue where the Mamaback would sometimes stand completely still during the Boss Fight. **(ca. May 2021)**

DEAD OPS ARCADE 2: CYBER’S AVENGING — PATCH HISTORY

Disclaimer: While this document is fairly comprehensive, there is likely to be a few omissions or errors related to certain patches or dates. Many of DOA2’s changes were listed on Activision’s official patch-notes throughout the game’s life-cycle, although there were also quite a few changes made which were not included on their website, but which are included in this document. It is also worth noting that in this document, certain smaller hot-fix updates are occasionally grouped together with major title updates, and other miscellaneous updates with unknown dates of change are grouped together at the end of this document as well.

Dead Ops Arcade 2 was released on November 6, 2015

November 19, 2015

- Added a determinable pattern to the Room of Fate, rather than it being random. The shape and design of each of the stones corresponds with different Fates.
- Increased the spawn rate of Speed Boosts; presumably doubled.
- Added 2 Speed Boosts to almost all Bonus Rooms.
- When the timer expires on the Chicken Bowl Challenge, all enemies in the level will now bleed out, which prevents potential player deaths while the game transitions to the next round.
- Addressed an issue where the player was unable to win the Chicken Bowl Challenge, although winning or failing the Challenge never had any effect on gameplay.
- Addressed a bug where players would be invincible for the remainder of a particular round after picking up a Mech vehicle.
- Addressed a bug where both the Fate of Fortune and the Fortitude upgrade would start the player at a 1x score multiplier after taking a death.

- Addressed a bug where players with the Fortitude upgrade were not able to have a 10x score multiplier while in First-Person mode.
- Introduced the first case of “Anti-Kiting” logic. On both Solo and Co-op, enemies would run away from players after being on the map for a certain duration, presumably 45 seconds.
- Addressed a bug where Round 125 was endless.
- Added a Margwa Underboss battle to the first round of the Jungle arena (Rounds 61, 125, 189, 253). *[Note: It is possible to fight the Margwa on the other rounds of the Jungle arena, depending on if the player hits a Bonus Room or Silverback Challenge in that arena. For example, if the player discovers a Bonus Room after Round 61, they will have a Margwa spawn in on Round 62)].*
- With the Fate of Eternal Companionship, the chicken that accompanies the player now shoots Level 2 (Red) bullets, instead of Level 1 bullets.
- Addressed a bug where Bosses would instantaneously die upon contact with a Meatball or Electric Orbs.

December 14, 2015

- Addressed a bug that would cause the sky textures to frequently glitch out while in First-Person mode.
- Addressed a bug where players would die when entering a vehicle while their Invincibility Shield was active.
- With the Fate of Eternal Companionship, the chicken that accompanies the player now shoots Level 3 (Purple) bullets, instead of Level 2 (Red) bullets. *[Note: This change may have occurred during the December 18, 2015 hot-fix].*

February 1, 2016 (PS4) ... February 8, 2016 (Xbox)

- DOA2 is now accessible in BO3’s Main Menu via the “Bonus” tab, alongside other modes like Freerun and Nightmares. Previously, DOA2 was only accessible via the Data Vault in Campaign Safehouses.
- Added a dedicated DOA2 lobby with the Cyber Silverback in the background.
- Added official Public match support for DOA2. *[Note: It was previously possible to play Public matches on DOA2, but it required searching a Public match for one of the Campaign missions, and then loading up DOA2 in the Safehouse if the player was the Host].*
- Added Local support for up to 4 players for DOA2.
- Added separate Leaderboard categories for varying amounts of players: Solo/2P/3P/4P.
- Players could now easily push around Player Guardians (Robots & Skeletons) without collision issues.

- Player Guardians (Robots & Skeletons) no longer can enter doorways at the end of rounds.
- Addressed a bug where upon death, the player would respawn with 1, 2 or 4 boosts if they died with 0 (or other < values), depending on the Fate. For example, if the player had the Force upgrade and took a death with 0 Speed Boosts, they would then be replenished to 4 Speed Boosts afterwards.
- Addressed a bug where upon death, the Fury player would respawn with 1 Nuke, if they died with 0 Nukes.
- Added the Golden Egg as a rare new item, which starts appearing post-Round 60.
- With the Fate of Power of Destruction, the player's primary Death Machine is now Level 2 (Red), rather than Level 1 (Default).
- With the Fate of Power of Destruction and Fury upgrade, all weapons will now start at Level 2 (Red), rather than Level 1 (Default).
- With the Fate of Eternal Companionship, the player's permanent weapon and chicken now both shoot Level 3 bullets (Purple), rather than the player's primary weapon shooting Level 1 (Default) bullets.
- With the Favor upgrade, the Golden Chicken now only cycles through Level 3 (Purple) weapons, rather than lower-level weapons.
- With the Favor upgrade, the Golden Chicken now lays 1-2 Golden Eggs at the end of the weapon cycle, instead of just 1 regular Egg.
- Decreased the health of the Meatballs.
- Reduced the amount of score increment given to the player for direct damage to the Cyber Silverback.
- For the Cyber Silverback, the player is now awarded points for damage dealt whenever the Boss Fight is over, rather than earning those points during the Boss Fight.
- Addressed issues related to a small window of possible player death at the end of Redins Rally.
- Addressed an issue where zombies failed to properly path towards players in the VTOL aircraft.
- Addressed an issue where players who were awarded the temporary Force upgrade from a Redins Rally would lose their ability to run faster, if they took a death during the round after the Redins Rally.
- Addressed an issue where the Sentry Gun and SAM Turret were able to pick up other items on the map.
- Attempt to address an issue where upon death, Gems would not pop-out of the player properly.
- Addressed an issue where the Umbrella item was not dropping Skulls as intended.
- In the Room of Fate, players must now wait until all Stones have landed on the map, before they are able to choose a Fate.

- Addressed an issue where player controls would not be mapped correctly when joining an in-progress match that was in First-Person mode.
- Adjusted the Room of Judgment to factor in skill and remove the random nature; one player will now always be rewarded as well. *[Note: The recipient of the Upgrade is now primarily determined by damage dealt to the Stone Guardian Boss, with a secondary factor being Karma Points (reviving teammates), although this factor is often deemed negligible)].*
- Added Anti-Kiting logic for Solo. *[Note: This implementation of Anti-Kiting logic inadvertently caused the “Meatball Soup” Challenge Round to last much longer than intended. This bug was addressed in a hot-fix soon afterwards].*

March 1, 2016 (PS4) ... March 2, 2016 (Xbox)

- Addressed a bug where the Fate of Power of Destruction’s Death Machine did not upgrade to the Purple version when picking up skulls.
- Attempt to eliminate a very small time window where a player exiting a vehicle was vulnerable to damage.
- Added the Coat of Arms as a new item, which starts appearing post-Round 24.
- Increased the duration of the Mech vehicle by 10 seconds (30 seconds → 40 seconds)
- Increased the health of Golden Eggs by 3x.
- Added the Saw Blade(s) as part of each Life-Donation reward.

March 21, 2016

- Added a small chance of a Golden Egg spawning in the Chicken Farm Bonus Room.
- Addressed an issue where zombies no longer spawned in during lengthy Cyber Silverback Boss Battles.
- Increased the duration of the Coat of Arms item.
- Addressed an issue where the Favor upgrade’s Golden Chicken could only lay one or two Golden Eggs; now it could lay up to three Golden Eggs as intended.
- Addressed an issue where the Chicken item would only fire LMG bullets, even when a more powerful primary weapon was equipped.
- Zombies affected by the Coat of Arms item are now part of the player’s team, rather than a neutral team.
- Removed the Parasites as a recurring enemy, except during the Margwa Underboss Battles. *[Note: Their removal was due to a bug where they would become invisible and harm the player without warning].*
- Added more fixes to prevent an issue where players could die when exiting a vehicle.
- Eliminated the Saw Blade(s) from being part of each Life-Donation reward.
- Adjusted an item spawn location near the top/bottom of the Combine arena, so that items do not spawn outside the boundaries of the map.

- Increased the maximum amount of points that can be earned by the player, as Extra Lives previously could not be earned when a player's score hit 100 million points (Score Cap: 100 million → 400 million)
- Logic adjustments made to how players are handled when joining in and seeing the "How far can you get" screen. *[Note: This change was made to limit an exploit].*
- Added Host Migration to Public matches.
- Added the "Ready Up" feature to Public match lobbies.
- When searching for a Public match, players should no longer be thrown into in-progress matches that have already reached the Farm arena. *[Note: It is still possible, though rare, for players to be thrown into matches post-Farm arena].*
- Attempt made to mitigate an issue where Shadow Boogies enemies could become invisible. *[Note: While rare, this bug is still persistent].*
- Addressed an issue in the Room of Judgement where a joining player could be awarded a Fate already owned by the other players in the match. *[Note: For example, if one player had the Fortitude upgrade, it would be possible for a non-Fated player to be awarded the Fate of Fortune when selecting a stone in the Room of Judgement].*
- Added the Fido vehicle as a new item, which starts appearing post-Round 64. Additionally, the Fido vehicle also replaces the Mech as the vehicle that appears in the sky during Round 25.
- Addressed a bug where the Saw Blade would not credit the player with points.
- Adjusted solo Anti-kiting logic; presumably the player no longer needs to kill a certain percentage of zombies that spawn in for the round to progress.
- Addressed a rare bug where the Cyber Silverback could jump out of the map.
- Addressed an issue from a recent update where eggs during the Chicken Bowl Challenge could drop in odd locations; now they fall towards the center of the screen, as they did originally.

April 18, 2016 (PS4) ... April 21, 2016 (Xbox)

- Addressed a bug where the Coat of Arms enemies would stay alive in between rounds and potentially kill the player while the round was transitioning.
- Addressed a bug where the scoreboard on the Redins Rally Challenge would not be reset during following play-throughs of that challenge later on into a match.
- Addressed a bug where a downed player could obtain items that spawned on top of them.
- Added a new Challenge Round named "Eight Before Fate" on Round 37, which also introduced Spider enemies to the game. At the start of each subsequent round, there will be six Spider eggs which will eventually hatch into Spiders if not eliminated.
- Addressed a bug where Treasure and Gems filled up the score multiplier bar faster than intended for the Fate of Fortune and Fortitude upgrade. *[Note: For example, with the Fortitude upgrade, this bug made it just as easy to progress from a 3x to a 4x score multiplier, as it would be to progress from a 1x to a 2x score multiplier.]*

- Increased the weighting for the Karma Points factor in determining the winner in the Room of Judgement. *[Note: Karma Points are still considered to be negligible in determining the Room of Judgement winner].*
- Rounds no longer expire if a Boss is still alive.
- Added animations to the Fido vehicle.

May 5, 2016

- Added an option in the dedicated DOA2 lobby to create a Public match, which would guarantee that player to be the Host, and prevent them from being thrown into an in-progress match.
- Stone Guardian hit-points clamped.
- Adjustments made to the Cyber Silverback's movement speed adjustments, as his speed was reduced by 3%.
- The Cyber Silverback is now more likely to use and chain special attacks such as boosting towards the player.
- Reduced the duration of the Fido vehicle by 10 seconds (40 seconds → 30 seconds).
- Added the Fido vehicle to the Hangar Bonus Room.
- Added a Nuke to most Bonus Rooms.
- Increased the health of regular Eggs; presumably doubled.
- For the Fortitude upgrade, the Mech and Fido vehicles now only last 1.75x longer, rather than 2x longer.
- Adjustments made to how enemies select player targets in Co-op matches.
- Reduced the Spider's melee range.
- Reduced Electric Pole spawn count in several arenas.
- Adjustments made to how Electric Poles are spread out on various Arenas. For example, Electric Poles can now appear in the top area of the High Rise Apartments arena.

July 11, 2016

- Reset the Silverback Defeats Leaderboard category due to a recent issue with leaderboard corruption.
- Addressed a recent issue where Skull and Gem counts would display incorrectly on both the in-game scoreboard and also the Leaderboards, resulting in those Leaderboard categories being reset.
- Addressed a recent issue where players were able to receive Leaderboard credit for when they joined matches that were already in-progress.
- Addressed a recent issue where players would frequently get kicked from matches with the "Game Settings Have Changed" error message.

July 13, 2016

- With the Fortitude upgrade, the player will now start with a 2x score multiplier after taking a death, rather than a 3x score multiplier.
- With Fortitude upgrade, items now last 1.8x longer than normal, rather than 2x longer. *[Note: This change also applies to the Mech and Fido vehicles, which had an item duration timeout of 1.75x with a previous update].*
- With the Fate of Fortune, items now last 1.4x longer than normal, rather than 1.5x longer.
- The Favor upgrade now awards 2–6 Eggs at the end of its weapon cycle, with a minimum of 1 Golden Egg, and a maximum of 4 Golden Eggs.
- For Co-op, there are now fewer enemies that can be spawned in the map at once. For a 2 player game, there will be 3 fewer zombies that could be spawned in at once when compared to the previous spawn-cap. For a 3 player game, there will be about 5 fewer zombies than previously. Finally, for a 4 player game, there will be 6 fewer zombies than previously.
- For the Coliseum arena, there are now 3 fewer Zombies that can be spawned in at once, regardless of the number of players. *[Note: This formula can work in unison with the aforementioned change. For example, if you're playing a 4 player match, there will be a combined total of 9 fewer Zombies that can be spawned in at once when compared to the prior patch].*
- Further adjustments made to how enemies select player targets in Co-op matches.
- Decreased the cool-down period for when a Life can be donated to a downed teammate, from 3 minutes to 1 minute.
- Removed the Vortex, Extra Life, and Tank as possible Life-Donation rewards.
- Added back the Monkey Bomb and Chickens as potential rewards Life-Donation rewards.
- Decreased the amount of Nukes that the player could receive as potential Life-Donation reward from 3 to 2, but only when the player was not in a vehicle.
- The 2nd Room of Judgement, which appears after Round 101, will allow all players in the game to upgrade their Fates, rather than awarding just one player an Upgrade. As such, the Stone Guardian Battles and Room of Judgement do not appear again after the Round 101 encounter.
- Increased the maximum number of Electric Poles on the Chinatown arena by 4.
- Slightly decreased the spawn-rate for the Ray Gun weapon.
- Adjustments made to the Fury upgrade's damage output, to where it is guaranteed to kill all normal zombie types in 3 bullets or less, regardless of the round.

July 20, 2016

- Further adjustments were made to the Fury upgrade's damage output, reverting the previous buff, and instead finding middle-ground with a new damage formula which still makes it stronger than the original iteration.

August 16, 2016

- Addressed a recent bug where players would have a 1x score multiplier in First-Person mode if they died during it, rather than having a 5x score multiplier after a death in First-Person mode.
- It is now possible to get a maximum of 6 Golden Eggs at the end of the Favor upgrade's weapon cycle, rather than a maximum of 4 Golden Eggs.
- Leaderboard entries now update in real-time during a match, ensuring that the player's round registers to the Leaderboard even if they disconnect.
- Partial reset of the Rounds Leaderboard, for entries higher than Round 84.
- Partial reset of the Score Leaderboards.
- Introduced a bug where the player could die during the cutscene that appears after defeating the Boss and entering the teleporter.

Changes with Uncertain Dates:

- The Purple Barrel enemy now is capable of absorbing Gems and Skulls. **(ca. early 2016)**
- Addressed an issue where the same in-game song would play on a continuous loop for the rest of the match after completing Round 64. **(ca. early 2016)**
- Electric Poles now count as just one damage event in First-Person mode, rather than instantly downing the player. **(ca. early 2016)**
- Monkeys Bomb and Chickens briefly removed as potential Life-Donation rewards. **(ca. early 2016)**
- Added hearts to the dedicated DOA2 lobby to celebrate Valentine's Day. This addition was removed after a few days. **(ca. February 2016)**
- The player no longer has collision issues with the Cerberus (Grief Mobile). **(ca. February 2016)**
- Added Anti-Kiting Logic. Zombies that were on the map for a certain period of time would unpredictably produce a Red aura around them (much like the Coat of Arms), causing them to run very fast. *[Note: This feature was only in the game for a few days, and pre-dates the Coat of Arms item].* **(ca. February-March 2016)**
- Reduced the health of the Cyber Silverbacks on Round 192, and possibly earlier Boss Fights as well. **(ca. May 2016)**
- Addressed an issue where Eggs could hatch in the air, which would prevent the player from obtaining its contents. **(ca. mid-2016)**

DEAD OPS ARCADE 1 — PATCH HISTORY

Disclaimer: The first DOA game did not receive much post-launch support, and as such, there are only three bullet points below, with those changes occurring very early into the game's

life-cycle. It is always possible that there are omissions or errors related to certain patches, as there is not much recorded gameplay or archived notes of DOA1 in its early days.

Dead Ops Arcade 1 was released on November 9, 2010

Changes with Uncertain Dates:

- Vehicles no longer spawn in during recurring play-throughs of the Island arena. **(ca. November 2010)**
 - Altered the Barrels item to where they only kill zombies to the left and right of the player, rather than killing any enemies that come into contact with the Barrels. **(ca. November 2010)**
 - Altered the Electric Orbs item to where they only work once in each of the four cardinal directions, rather than killing enemies that come into contact with the Orbs. **(ca. November 2010)**
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