

# Talking about Vanguard Zombies in 2024

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You know, it's hard to pick a favorite game when yours isn't a game at all; it's a whole entire series. Yes, since the mode debuted back in 2008, I've played every single zombies mode that came with Call of Duty.

For some perspective, that's **12 different titles**, with a 13th coming in October with the release of Black Ops 6. Despite the large number, I have given each one of these some love (some more than others) and hold the gamemode very near and dear to my heart.



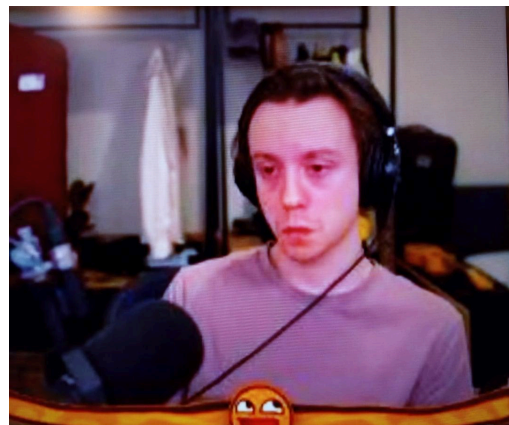
This timeline ([credit](#)) shows all the Treyarch/Non-Treyarch games that have featured a zombies mode. This timeline is outdated since it is missing Modern Warfare Zombies.

That being said, not all of them have been great. Vanguard Zombies was regarded as one of the worst Zombies experiences they ever released. Aside from the launch bugs, rushed/messy development, and the decision to pivot back to round-based zombies due to backlash, the mode itself was bland and barebones. Despite this, I did still play it and probably put at least 100 hours in it. The hate and displeasure of the community was unmatched (at the time) but I still wanted to give it a fair try...but yeah, it's not their best.

## Why Vanguard Zombies?

The reason I chose this game to do my update pitch was because I've been actually thinking about this kind of thing for a while. I've played a lot of Vanguard Zombies, more than anyone should, and I think for me the most egregious aspect of it was that playing it was mind-numbingly slow. Sure, you use downtime to buy upgrades and get set up, but what happens when you're finally all set up and ready to just run through the rounds. Well, you couldn't. That was the one thing that bugged me.

Pictured: Milo, a well-regarded Zombies Youtuber, during his first playthrough livestream of Vanguard Zombies



Initially though, that idea wasn't an update but rather how the game should have been. For the assignment, I treated it as such. However, I think it would just be best if round-based with objectives replaced whatever system they had outright. This of course would be much more than just a simple update. Many systems would have been affected by this change. Entire maps would have to be redone, and with the especially limited resources Treyarch had (they developed this mode to assist the main developer of the title, Sledgehammer Games. Then

they had to develop another zombies mode for the title after) something like this just wouldn't be feasible if it wasn't the plan in the first place.