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All weapon skin bundles in VALORANT Jerome Heath and others Jerome Heath and others Jun 18, 2025 2015 first-person shooter video game 2015 video gameCall of Duty: Black Ops IIIDeveloper(s)Treyarch[a]Publisher(s)ActivisionDirector(s)Jason BlundellDan BuntingDavid VonderhaarCorky LehmkuhlProducer(s)Ben BrinkmanSam NourianiPat DwyerMax HutsonDesigner(s)David VonderhaarGavin LockeProgrammer(s)David KingMartin DonlonTrevor WalkerArtist(s)Colin WhitneyWriter(s)Craig HoustonJason BlundellDan LauferJoe PuralewskiComposer(s)Jack Wall[b]SeriesCall of DutyEngineIW 3.0 (heavily modified)Platform(s)PlayStation 3PlayStation 4WindowsXbox 360Xbox OnemacOSReleasePS3, PS4, Win, X360, XONENovember 6, 2015macOSApril 4, 2019Genre(s)First-person shooterMode(s)Single-player, multiplayer[c] Call of Duty: Black Ops III is a 2015 first-person shooter game developed by Treyarch and published by Activision. It is the twelfth entry in the Call of Duty series and the sequel to the 2012 video game Call of Duty: Black Ops II. It was released on PlayStation 4, Windows, and Xbox One on November 6, 2015. A feature-limited version developed by Beenox and Mercenary Technology that only supports multiplayer modes was released on PlayStation 3 and Xbox 360 and was also the final Call of Duty title released on those platforms. Black Ops III takes place in 2065, 40 years after the events of Black Ops II, amidst the transformative effects of the future climate change and the emergence of advanced technologies, including cybernetic enhancements. Similar to its predecessors, the story follows a group of black ops soldiers. The game's campaign is designed to support 4-player cooperative gameplay, allowing for bigger, more open level design and less corridor shooting. As the player character is cybernetically enhanced, players have access to various special activities. The game also features a standalone Zombies campaign mode, and a "Nightmares" mode which replaces all enemies as zombies. Announced in late April 2015, the game is the first Call of Duty video game released after Activision ended its partnership with Microsoft Studios and instead partnered with Sony Computer Entertainment, which secured the timed exclusivity of the game's downloadable content. Upon release, the game received generally positive reviews from critics, praising the gameplay, Zombies mode, and amount of content. However, it was also criticized for its story and lack of innovation. The seventh-generation console versions in particular were singled-out for their graphics, performance issues, and lack of a campaign and numerous features, as well as them being online-only. It was a commercial success, with it becoming the top-selling retail game in the US in 2015, and one of the most successful titles released for the eighth generation of video game consoles, selling over 43 million copies worldwide since its release. Following the years after its release, Black Ops III has gained a cult following and its online modes still remain active. A prequel, Call of Duty: Black Ops 4, was released on October 12, 2018. The campaign in Black Ops III is designed to support 4-player cooperative gameplay, allowing for bigger, more open and free level design and less corridor shooting. In addition, the player can customize their character's appearance and clothing. The campaign features its own progression system, featuring unlock tokens which must be used to acquire different weapons and gears as they progress through the campaign.[2] The game features a "realistic" difficulty mode, in which players will get defeated if they are hit by one bullet.[3] Finishing all campaign missions will also unlock "Nightmares" mode, where players can replay the entire campaign with a new narrative, as well as zombies replacing most of the normal enemies. The multiplayer mode introduces a new momentum based movement system, which utilizes thruster packs to allow players to perform slow boosts into the air, as well as perform wall running and sliding, all the while giving players complete gun control.[4] In addition to the Pick 10 class system from Black Ops II, Treyarch implemented a character system called "Specialists", where players can pick from 9 different soldiers, each with either a special weapon or ability unique to them.[5] In a later update, a tenth specialist named Blackjack was added to the game. Blackjack is able to mimic the abilities of other specialists, and is only playable for a short amount of time upon completing a set of challenges.[6] A new "Gunsmith" feature offers aesthetic variations in weapon attachments, allowing various weapon customization combinations.[7] The Paintshop feature allows players to create their own custom prints onto specific portions of a gun, further emphasizing the depth of customization in the game.[8] The Zombies mode features a new XP progression system, which allows players to unlock items in a similar fashion to multiplayer and campaign. Unlockable items include "Gobblegums", which grant players with temporary bonuses, and weapon kits that allow players to modify the appearance and attributes of the guns with various camos and attachments. Black Ops III features several bonus game modes in addition to the three main offerings: Nightmares, an alternate retelling of the campaign that incorporates zombies; Dead Ops Arcade, a top-down shooter mode that acts as a sequel to the original iteration from Call of Duty: Black Ops, and Freerun, a parkour-inspired game mode where players utilize advanced movement mechanics to navigate the levels and reach the goal.[9][10][11] Call of Duty: Black Ops III takes place in 2065, 40 years after the events of Black Ops II, in a world facing upheaval from conflicts, climate change and new technologies. A Third Cold War is ongoing between two global alliances, known as the Winslow Accord and the Common Defense Pact. In response to the drone assaults caused by the Nicaraguan narco-terrorist Raul Menendez on June 19, 2025, several countries around the world have developed Directed Energy Air Defense systems that render conventional air forces virtually useless. As such, most of the warfare between countries is done by covert operatives fighting behind enemy lines. Military technology has progressed to the point where robotics play a major role in combat, and both fully robotic humanoid drones and cyborg supersoldiers have been developed to fight in the battlefield. There is speculation and fear about an eventual robotic takeover. Like previous installments in the Black Ops series, the campaign follows a team of black ops soldiers,[12] who work for Winslow Accord. The player character (voiced by Ben Browder if male and Abby Brammell if female) and Jacob Hendricks (Sean Douglas) are members of the faction's wetwork team, while Commander John Taylor (Christopher Meloni) and his team Sebastian Diaz (Reynaldo Gallegos), Sarah Hall (Katee Sackhoff), and Peter Maretti (Ary Katz), compose the faction's cybernetics division.[13][14] Additional characters include: Rachel Kane (Rachel Kimsey), a CIA agent who was romantically involved with Taylor; Sebastian Krueger (Robert Picardo), CEO of the Coalescence Corporation; Yousef Salim (Tony Amendola), a therapist who once worked for Coalescence; and Goh Xiulan (Lynn Chen), leader of the Singaporean criminal organization 54 Immortals. NFL running back Marshawn Lynch makes a cameo appearance in the game as a 54 Immortals mercenary. Included in the game is the "Nightmares" campaign mode, which is a retelling of the main campaign with the plot changed to incorporate zombies and other supernatural beings. In this campaign, the lethal Virus 61-15 is released in various cities around the world, turning whoever it infects into zombies. In response, the governments of the world seal off the worst infected areas into Quarantine Zones and form the Deadkillers, cybernetic soldiers trained to exterminate zombies. The Zombies story in Black Ops III is told in an episodic format, with the launch map, "Shadows of Evil", focusing on a new group of characters: Nero Blackstone (Jeff Goldblum), Jessica Rose (Heather Graham), Jack Vincent (Neal McDonough) and Floyd Campbell (Ron Perlman), who reside in the fictional Morg City. The four characters are thrown into a twisted version of the city, overrun by zombies, and are guided by a mysterious, unreliable figure called the Shadowman (Robert Picardo).[15] "Shadows of Evil" acts as a prologue that leads into the core storyline, focusing on the Dimension 63 version of the original characters: "Tank" Dempsey (Steve Blum), Nikolai Belinski (Fred Tatasciore), Takeo Masaki (Tom Kane) and Edward Richtofen (Nolan North), who were introduced in the Black Ops II map "Origins", referred to collectively as Primis.[d] Their story continues from where "Origins" left off, as they attempt to prevent the events of the original timeline from ever occurring across the multiverse. Other characters include the leader of Group 935, Doctor Ludvig Maxis (also voiced by Tatasciore), and his daughter Samantha.[16] The downloadable content maps feature the original versions of Primis, referred to as Ultimis,[e] and reintroduce various minor characters mentioned/featured in previous games, including Group 935 scientist Doctor Groph (also voiced by Blum), the OSS spy Peter McCain, Dr. Maxis' assistant Sophia (Christa Lewis),[17] the Ascension Group scientist Gersh, as well as introduces the mysterious omnipotent being Doctor Monty (Malcolm McDowell). Robert Picardo also briefly reprises his role from Call of Duty: Black Ops as United States Secretary of Defense Robert McNamara. On October 27, 2065, the Player and their teammate Jacob Hendricks of the Winslow Accord Black Ops Cyber Division are deployed to Ethiopia to rescue the Egyptian Prime Minister and other hostages from the tyrannical Nile River Coalition (NRC). However, the extraction goes awry, resulting in the Player being left behind and critically wounded by a combat robot. Rescued by fellow operative John Taylor, the Player undergoes cybernetic surgery to save their life, being installed with a direct neural interface (DNI) and receiving virtual training from Taylor and his teammates Sebastian Diaz, Sarah Hall, and Peter Maretti during the surgery, with Hendricks also volunteering to undergo surgery. After five years of wetwork, the Player and Hendricks are placed under the command of CIA handler Rachel Kane and tasked with investigating a CIA black site in Singapore that has gone quiet. They find the area attacked by the paramilitary crime syndicate 54 Immortals and the site's data stolen, after which Kane concludes that Taylor and his team defected and murdered the staff. To learn the location of the missing data, the Player and Hendricks disguise themselves as arms dealers to meet with the 54 Immortals, but the mission goes awry when their cover is blown, causing the death of one of the Immortals' leaders, Goh Min. They manage to recover data regarding Taylor's last known location, a facility of the Coalescence Corporation in Singapore (destroyed ten years prior in a mysterious explosion that killed 300,000 people and turned most of the island's east inhospitable). The Player and Hendricks travel to the facility and discover a hidden CIA research laboratory, upon which they find Diaz leaking classified CIA information and are forced to kill him. Interfacing with Diaz's DNI, Hendricks discovers Taylor is trying to find the two survivors of the explosion: Coalescence's CEO Sebastian Krueger and Dr. Yousef Salim. After the leaked information allows the Immortals to capture Kane, the Player disobeys Kane's orders to leave her behind and rescues her by killing the Immortals' other leader, Goh Min's sister Xiulan. The trio heads to Cairo and finds Salim, who reveals that he performed secret DNI experiments involving comforting humans via a calming exercise involving imagining a frozen forest. However, the NRC launches an invasion of the city, allowing Taylor's team to slip in and abduct Salim, after which he is interrogated and executed by Taylor. The Player, Hendricks, and Kane pursue Taylor with assistance from the Egyptian Army, but face resistance from Hall. After killing Hall, the Player connects to her DNI and encounters Corvus, a gestalt intelligence created during the experiments to monitor thoughts of DNI users, which malfunctioned, causing the explosion. Infecting Taylor and his team, Corvus made them obsessed with finding the forest, with the Player and Hendricks also becoming infected after interfacing with Hall and Diaz respectively. After finding and killing Maretti, the pair instigate a people's uprising against the NRC occupation, using the distraction to track down Taylor and subsequently corner him on a rooftop. After wounding the Player, Taylor manages to resist Corvus and tear his DNI out, sparing the Player. However, Hendricks succumbs to Corvus and kills Taylor before abandoning the Player, leaving for Zürich to find Krueger. The Player races to Zürich with Kane to stop him. Reaching Zürich's Coalescence Corporation HQ, the pair discover Corvus has stockpiled a cache of Nova 6 gas, which it previously used in the Singapore explosion. Kane attempts to contain it, but Corvus locks her in the compound room, leaking the gas to kill her in front of a helpless Player. Continuing on, the Player finds Hendricks holding Krueger hostage. After Hendricks kills Krueger, the Player kills him in turn. The Player then tries to kill themselves to end Corvus' infection, but ends up in a simulated frozen forest created by Corvus to retain the consciousness of dead DNI users. Still alive after becoming a glitch in the forest, Taylor reunites with the Player, stating that they must purge their DNI to end Corvus. With Taylor's help, the Player resists Corvus' last-ditch manipulation and purges their DNI, erasing the virus. Stumbling out of the Zurich headquarters, the Player identifies themselves to Zürich Security Forces as "Taylor." Taylor's mission reports reveal that the Player actually died during their cybernetics surgery due to complications. The resulting events until Taylor's death occur in a simulation deviating from Taylor's and Hendricks's experience of hunting down Dylan Stone and his team (Javier Ramirez, Alice Conrad, and Joseph Fierro) who defected after finding the CIA black site. The Player's consciousness is shown living in Taylor's mind throughout the simulation, indicating that the Player manages to take over Taylor's body after his simulated death until the DNI purge sees Corvus and the Player erased as Taylor regains control. The Player wakes up only to be told by Dr. Salim that they are dead, and that the Player must recount their memories. The Player tells Dr. Salim that they are a Deadkiller, a Undead Exterminator who's cybernetic augments make them immune to Zombie infection. The year is 2070, ten years after Virus 61-15, a CIA weapon combining biochemicals Nova 6 and Element 115, spread across the Earth and caused the dead to rise as Zombies and create mutated creatures known as Parasites. The Player was sent to investigate the disappearance of Taylor's Deadkiller team at a facility in Singapore, which was the initial outbreak point of the virus. However, upon investigating, the Player and Hendricks discover that Taylor's team has used their DNI connections to disable the Quarantine Zone defenses all over the world. Teaming up with Rachel Kane, the Player and Hendricks chase Taylor's team all from Singapore to Egypt, eventually being forced to kill the entire team. However, Hendricks is infected by the same virus that turned Taylor and his team mad, and heads for Zurich. The Player discovers that Dr. Salim is in fact Deimos, the demigod responsible for unleashing the undead plague on humanity. Deimos had entered the Player's mind when they interfaced with Hall, and attempts to manipulate them into opening a portal to his home dimension, Malus. The Player is then contacted by another demigod, Dolos, who is sympathetic to humanity and seeks to kill Deimos, her brother. Dolos transports both the Player and Deimos to Malus, where Deimos is vulnerable. Under Dolos' guidance, the Player kills Deimos, ending the undead plague on Earth, but trapping the Player in Malus. Dolos then explains to the Player that her true plans are to kill every other demigod and supernatural being that can challenge her, and the Player agrees to help her. The Multiplayer mode of Black Ops III features a shared narrative setting with the campaign, in which players battle in virtual simulations across a variety of battlefields, while wielding the avatars of nine elite soldiers, referred to collectively as "Specialists": infantry grunt Donnie "Ruin" Walsh; scoutswoman Alessandra "Outrider" Castillo; engineer David "Prophet" Wilkes; demolitions expert Erin "Battery" Baker; 54 Immortals enforcer He "Seraph" Zhen-Zhen; survivalist Tavo "Nomad" Rojas; specialized combat robot "Reaper"; assassin "Spectre"; and arsonist Krystof "Firebreak" Hejek. Through progression of each Specialist, players can unlock audio logs that provide backstories of each of the soldiers. Full progression of all Specialists unlocks a final audio log, in which an unknown informant reports to their superior about keeping tabs on "eight other soldiers", implying that one of the Specialists is not a simulated avatar, but the real person injecting themselves into the simulation to monitor the others. Following the undead outbreak in 1918, Northern France of Dimension 63,[f] Doctor Ludvig Maxis, whose brain resided in a mechanical drone at the time, arrives at Agartha and is given a new body by Doctor Monty, a self-proclaimed omnipotent being and member of the Order of the Keepers. After helping to cleanse the soul of his daughter Samantha from the original timeline, Monty instructs Maxis to retrieve the Summoning Key, a powerful artifact that can fix their world back to its original state. To do so, Maxis instructs his friend Doctor Edward Richtofen to retrieve the Kronorium, an ancient book detailing the events of every universe and dimension, which contains the location of the Key. After learning of the Key's location, Richtofen travels to Dimension 63 and arrives in Morg City in 1944, where the Apothicons, former Keepers who were corrupted and mutated by the dark energy of the Aether, manipulated four individuals: burlesque dancer Jessica Rose, corrupt police officer Jack Vincent, up-and-coming boxer Floyd Campbell, and failing magician Nero Blackstone. Misled into doing the bidding of the head Apothicon named the Shadowman, the four open a rift beneath the city using the Summoning Key, thereby freeing an ancient Apothicon beast. With the Keepers' aid, the four manage to trap the Shadowman inside the Key, and banish the beast from their dimension. Before they could retrieve the Summoning Key from the Keepers, however, Richtofen snags the Key from them, thanks them for their effort and exits through a portal, leaving the four and the rest of Dimension 63 to be doomed by the Apothicons. The Dimension 63 versions of "Tank" Dempsey, Nikolai Belinski, and Takeo Masaki pursue Richtofen in his interdimensional journey, and arrive in the Der Riese facility in the original timeline, only moments after Maxis and Samantha were teleported away by the original Richtofen. The three attempt to convince him to awaken their original selves, but are interrupted by the Dimension 63 Richtofen, who appears out of the teleporter and kills his counterpart, triggering various timeline fractures. The four then band together to fend off the zombie horde once more; eventually, they activate a beacon within the facility, allowing Maxis to locate them from Agartha. In pursuit of the original Dempsey, the four then travel to Der Eisendrache, Group 935's fortress in Austria. Despite Group 935 member Doctor Groph's attempt at preventing the group from retrieving the test subject, he ultimately fails and perishes when Richtofen overrides the castle's defense system and sends a barrage of missiles to destroy the moon and Group 935's base on it. As the four retrieve the original Dempsey, Richtofen reveals his plan to prevent their original incarnations from wreaking havoc upon the multiverse. Dimension 63 Dempsey then volunteers to kill his own counterpart before allowing Richtofen to absorb his soul with the Key. Afterwards, the group attempts to teleport to a new fractured timeline to locate the original Takeo, who is held prisoner at a Pacific island by the Japanese research group Division 9. They discover that Division 9 had been experimenting with plant life mutation using Element 115, with the original Takeo also a victim of the experimentation. After they manage to release him from the mutation, Dimension 63 Takeo is shocked to learn that the Emperor of Japan betrayed his original self and sent him to this island out of petty jealousy. The original Takeo proceeds to commit seppuku, allowing the crew to absorb his soul with the Summoning Key. Afterwards, Richtofen takes the crew to Alcatraz Island in Dimension 63, where they retrieve several blood vials, the purpose of which he refuses to explain at the time. The crew then teleports to another fractured timeline and lands in a war-torn Stalingrad in 1945, where the Soviet Union has stolen Group 935's technology to create their own giant robots and mechanical soldiers, while Nazi Germany is aided by ancient dragons resurrected and bred by Division 9. As the crew traverses across the city, they are forced to help Sophia, Maxis' former assistant who has been transformed into a machine, to initiate the Ascension Protocol, allowing her to gain knowledge of interdimensional travel. Monty also introduces himself to the crew, as he informs them of the state of the multiverse. Amidst the chaos, the original Nikolai, who has taken control of a modified drone unit, teams up with the group to destroy the alpha dragon. However, upon the dragon's death, Nikolai refuses to surrender, forcing the four to take out his drone. The original Nikolai is angered by his Dimension 63 self as he mentions their deceased wife, and attempts to shoot him, only to be killed in retaliation. With all souls collected, Richtofen calls out to Maxis to summon a portal, and release the souls into it. The group returns to Agartha and arrives in "The House", a place built by Monty to prevent all forces of evil from infecting it, ensuring the safety of Samantha and the crew's cleansed souls, who have been given child-like physical forms. After sealing off the House from the rest of the multiverse, Maxis is manipulated by the voice of the Shadowman into releasing him upon contact with the Summoning Key. The Shadowman then uses his power to merge various other dimensions, including the Dark Aether, allowing the Apothicons to enter and wreak havoc. Richtofen and the crew manage to help Sophia enter the dimension, and with her assistance, retrieve the Summoning Key and the Kronorium. They then confront the Shadowman together, and defeat him once and for all using the combined power of the two artifacts. Maxis, who still resides within the Key, then absorbs the souls of the children into the Key, and joins Sophia as they fly toward the Apothicon sun, banishing all Apothicon presences from Agartha. Richtofen and the crew are able to remain in the dimension without fading from existence, thanks to the blood vials they retrieved earlier. Monty, worried about the four becoming a paradox in his perfect world, contemplates between erasing their existence and sending them to a distant corner of the universe. In a moment, the four begin to fade away, then reappear in ancient medieval times, where they would be remembered as "Primis", heroes who aided the Keepers in sealing away the Apothicons in the Great War, effectively "completing the cycle" of the universe. Call of Duty: Black Ops III is the twelfth game in the Call of Duty franchise, and the fourth entry in the Black Ops series. The game was the second to benefit under publisher Activision's three-year development cycle, the first being Call of Duty: Advanced Warfare. The cycle allows each of the development teams of the Call of Duty series (Infinity Ward, Treyarch, and Sledgehammer Games) to develop games in a three-year timespan, as opposed to the two allowed previously. Black Ops III uses a heavily modified version of the IW engine used previously in Black Ops II.[18] On June 9, 2015, versions for the PlayStation 3 and Xbox 360 were confirmed to be under development by Beenox and Mercenary Technology. These versions lack some features available on other platforms, such as the game's campaign mode and the remaining DLC contents.[19][20] On June 15, 2015, it was announced that as part of a new exclusivity deal with Sony Computer Entertainment, all downloadable content for future Call of Duty games, beginning with Black Ops III, would be released first on PlayStation platforms as timed exclusives. This ends a similar exclusivity deal with Microsoft dating back to Call of Duty 4: Modern Warfare.[21] According to gaming journalist Jason Schreier, Call of Duty: Black Ops III was initially intended to include an open-world campaign, but was scrapped during development, resulting in a period of crunch for employees.[22] A multiplayer beta was released for the PlayStation 4 on August 18, 2015,[23] and was released for Windows and the Xbox One on August 26, 2015.[24][25] All versions of the multiplayer beta ran for six days. Jack Wall, who previously composed the score for Call of Duty: Black Ops II, returned along with Treyarch's Audio Director Brian Tuey to compose the score for the game. The game also featured an instrumental score entitled "Jade Helm", provided by Avenged Sevenfold, for use in the multiplayer mode.[26] Additionally, both Wall, Tuey and Treyarch's Sound Designer Kevin Sherwood contributed to the composition of the Zombies mode's soundtrack, including several new songs performed by Elena Siegman and Malukah for each of the maps. To promote, the DJ and producer Afrojack did a song for the game, called "Unstoppable". Teasers were released beginning with Snapchat links[27] appearing in the gameplay of Black Ops II as well as a teaser video released by Treyarch.[28] On April 26, 2015, the first reveal trailer for the game was released and revealed the return of the Zombies mode and beta access for people that pre-order the game for the PC, PS4, and Xbox One. The full game was released on November 6, 2015.[24] On September 29, 2015, the official Twitter account of Call of Duty was temporarily renamed to "Current Events Aggregate". It then began tweeting messages about real-life fashion, movies and a terrorist attack that takes place in Singapore. Activision later revealed that these tweets are fake, and served to promote the game's story campaign.[29] This marketing campaign was strongly criticized for faking news, and publisher Activision was blamed for being "irresponsible".[30][31] The game's director Jason Blundell said that the team was "shocked" by the negative reaction of the marketing campaign,[29] and offered an apology.[32] Seize Glory is an official live action trailer for Call of Duty: Black Ops 3 that was directed by Wayne McClammy and starring Michael B. Jordan, Cara Delevingne and Marshawn Lynch.[33][34] The trailer features Michael B. Jordan following a man named Kevin as he runs through warfare while destroying zombies and robots.[35] The trailer first aired during November 2015.[36] The trailer begins with “Paint It Black” by The Rolling Stones as the background music. The setting is a war zone of explosions, soldiers, and a demolished city. Michael B. Jordan standing on a tower, watching over the battle, looks at the camera and says, “What? Y’all don't know about Kevin?” Kevin, a younger man, explodes onto the battle field with a large assault rifle. Kevin runs through the chaotic city enjoying himself as he shoots at everything and Michael B. Jordan builds up Kevin's character. Kevin performs exciting moves like sliding down stairs and running on walls. Kevin even eats a sandwich while setting off explosives on enemies. Then, Marshawn Lynch, a star running back in the National Football League, fully geared with weapons and armor slides in, ready to take out a whole room of zombies. Kevin flies in and steals Marshawn's glory. Kevin makes the classic cool guy move by setting off explosives behind him without looking while he walks away. Suddenly, a girl that Michael B. Jordan introduces as Cara, jumps down from the sky and sends Kevin off the screen. Cara, a young woman, takes Kevin's spotlight and starts wreaking havoc on the battle field. Cara, smiling, throws her handguns to the side while walking away from explosions in the background. In the middle of the screen, in bold white letters, appears the slogan, “There's a Soldier in All of Us.” Activision hired Wayne McClammy as the director. Wayne has been the director of many Call of Duty advertisements.[37] According to Activision Publishing CMO Tim Ellis, the trailer's intent was to show that “The gaming population is so much bigger and more diverse than people may think".[38] Actors Michael B. Jordan and Cara Delevingne were chosen to star in the trailer as both were known by Activision to be fans of the Call of Duty series.[39] Call of Duty: Black Ops III and the Digital Deluxe Edition counterpart were available to pre-order on PlayStation 4, Xbox One, and PC. The Digital Deluxe Edition comes with the season pass, which can also be ordered separately. Pre-ordering provided access to the Call of Duty: Black Ops III multiplayer beta and in-game items for Call of Duty: Advanced Warfare, such as custom reticles, an emblem, a calling card, and Advanced Supply Drops.[40] Sony also announced that the Black Ops III beta would come to the PS4 first on August 19 through August 23, 2015.[41] The beta for the PS4 went live on August 18, 2015, several hours earlier than originally announced.[23] After the beta period ended, it was announced that all pre-orders would include the bonus multiplayer map "NUK3TOWN", a remake of the original "Nuketown" map, featured in Call of Duty: Black Ops, and in Call of Duty: Black Ops II as "Nuketown 2025". Owing to the lack of the campaign mode, the PlayStation 3 and Xbox 360 versions included a digital copy of Black Ops as an added bonus, as well as having their price reduced by 10 dollars compared to the PlayStation 4 and Xbox One versions.[42] A comic book titled Call of Duty: Black Ops III was announced on July 1, 2015. Serving as a prequel to the game, the first issue was released worldwide on November 4, 2015, and was published by Dark Horse Comics. The story is written by Larry Hama, while Marcelo Ferreira served as the artist for the comic book.[43] The story takes place several years prior to the main events of the game, and stars Jacob Hendricks and John Taylor along with their black ops squadmates in an attempt to stop a Russian terrorist plot. Subsequent issues were released throughout 2016. On July 11, 2016, Treyarch announced a new comic book series titled Call of Duty: Zombies, to expand upon the story of the Zombies mode. The story features the return of the TranZit team: Abigail "Misty" Briarton, Marlton Johnson, Russman and Samuel Stuhlinger, previously the main protagonists of Call of Duty: Black Ops II, as they embark on a search for an artifact known as the Kronorium, while discovering the truth behind Edward Richtofen's reappearance. The miniseries, also published by Dark Horse, features Justin Jordan as the writer and Jonathan Wayshak as the main artist, while Simon Bisley draws the cover art of each issue. The first issue was released on October 28, 2016, and subsequent issues were released throughout 2017. In addition to the Digital Deluxe Edition, other special editions include the Hardened Edition and the Juggernog Edition.[44] The Juggernog Edition includes a mini-refrigerator, a season pass and multiple in-game content.[45] A Collector's Edition bonus map for the Zombie mode, "The Giant" was announced. It is a remake of the Call of Duty: World at War map "Der Riese", and features the original characters, Dempsey, Nikolai, Takeo, and Richtofen.[16] A multiplayer-only starter pack for Windows was announced and released on February 16, 2016. It features the multiplayer mode's core mechanics, though certain features, such as the Zombie mode and the Nightmare mode, were excluded. This version of the game is available for players to purchase until the end of February 2016, though it has been made available permanently since.[46] In December 2015, during Sony's PlayStation Experience event, Activision announced the first downloadable content map pack for Black Ops III, titled "Awakening", and was released first on PlayStation 4 on February 2, 2016. Releases for Windows and Xbox One happened in March 2016. The map pack contains four new multiplayer maps: "Skyjacked" (a remake of the Black Ops II multiplayer map "Hijacked"), "Rise", "Splash", and "Gauntlet", a new Zombies map, Der Eisendrache, and several new gumballs for the Zombie mode.[47] In March 2016, Treyarch revealed the second map pack, titled "Eclipse". The map pack has four new multiplayer maps, including a remake of the World at War map "Bonzai" and a new Zombies map, "Zetsubou no Shima".[48] The map pack was released on April 19 for PlayStation 4 and May 19 for Xbox One and PC. The third map pack, Descent, was revealed on June 28, 2016, featuring four new MP maps, including a remake of the Black Ops II map "Raid" and a new Zombies map, "Gorod Krovi". The map pack was released on July 12 for PlayStation 4 and August 11 for Xbox One and PC. The PC release of Descent received controversy, for Activision and Treyarch announced that the map packs would no longer be sold separately, and PC players must purchase the season pass to receive all map packs, while owners of Awakening and/or Eclipse would receive discounts upon purchasing the season pass. The fourth map pack, Salvation, was revealed on August 25, 2016, with remakes of the MP maps "Standoff" from Black Ops II and "Outskirt" from World at War, along with the final Zombies map, "Revelations". The map pack was released on September 6 for PlayStation 4, and October 6 for Xbox One and PC. A fifth and final map pack, Zombies Chronicles, contains remastered versions of 8 Zombies maps from previous games: "Nacht Der Untoten", "Verrückt", and "Shi no Numa" from World at War, "Kino Der Toten", "Ascension", "Shangri-La", and "Moon" from Black Ops, and "Origins" from Black Ops II, and is not included in the season pass of the game. The map pack was released on May 16, 2017, for PlayStation 4, and June 16 for Xbox One and PC.[49] On May 24, 2017, Activision and Treyarch announced a Multiplayer DLC Trial Pack for the PC version of Black Ops III, allowing all players to play on all multiplayer maps from the four map packs for free for a limited time, while also offering XP bonuses to players who previously owned the map packs and/or the season pass.[50] On March 20, 2018, the Zombies maps from the four map packs were made available for separate purchase on PlayStation 4 and Xbox One, with PC to follow on May 2.[51] On June 11, 2018, Activision and Treyarch announced the "Back in Black" map pack, which contains four remastered versions of fan-favorite multiplayer maps from Black Ops and Black Ops II: "Summit", "Jungle", "Firing Range", and "Slums". These four maps, which are also included in Call of Duty: Black Ops 4 at launch, are offered exclusively to the PlayStation 4 version of the game for players who pre-order Black Ops 4 on the aforementioned platform. ReceptionAggregate scoreAggregatorScoreMetacritic(XONE) 81/100[52](PS4) 81/100[53](PC) 73/100[54]Review scoresPublicationScoreDestructoid8.5/10[55]Electronic Gaming Monthly9.5/10[56]GameSpot7/10[57]GamesRadar+9/10[58]Giant Bomb[59]IGN(XONE/PS4/PC) 9.2/10[60](X360/PS3) 7/10[61]Polygon7/10[62] According to review aggregator Metacritic, Call of Duty: Black Ops III received "generally favorable" critic reviews for PlayStation 4 and Xbox One, and "mixed or average" critic reviews for PC.[52][53][55] GameSpot awarded it a score of 7 out of 10, saying, "Black Ops III doesn't offer anything remarkable to the series, but does just enough to maintain the Call of Duty status quo. The franchise, however slowly, continues its inexorable march."[57] Polygon also gave the game a score of 7 out of 10, saying "Black Ops III's biggest point of recommendation may be the breadth of content there, and that's a valid point of view. But Treyarch doesn't meaningfully move the series forward here."[62] IGN awarded it a score of 9.2 out of 10, saying "With fun 4-player co-op, new powers, and a fleshed out Zombies mode, Black Ops 3 is the biggest Call of Duty game yet."[60] Stuart Andrews of Trusted Reviews criticized the setting and narrative, writing "Black Ops 3 is a solid installment that will please the series' hardcore fans, but it's not a mainstream crowd-pleaser in the way that last year's Advanced Warfare was", and unfavorably compared it to its predecessors, disparaging that it "focuses entirely on the sci-fi stuff, loses most of its conspiracy theory trappings and brings augmented super-soldiers in. The result sometimes feels less like a third Black Ops game than Call of Duty: Even More Advanced Warfare."[63] The PS3 and Xbox 360 versions received less praise than the other versions. IGN's Brian Albert criticised the lack of the campaign in these versions, as well as the poor graphics and long waiting times, but concluded that despite these versions issues, they were still very fun to play.[61] Black Ops III sold over 6.6 million copies in its first week of sales (not including digital) and grossed over $550 million in sales during its first three days of release.[64][65] In the United Kingdom, the game bested Halo 5: Guardians to become the top selling game.[66] Black Ops III was the top best selling game in the US according to NPD's figures.[67] Black Ops III later became the top selling game of 2015.[68] According to Activision, Black Ops III was one of the best-selling games released for the eighth generation of video game consoles, and that its financial performance is significantly better than its predecessor, Call of Duty: Advanced Warfare.[69][70] By December 2024, Black Ops III had sold over 43 million copies.[71] List of awards and nominations Award Category Result Ref. The Game Award Best Shooter Nominated [72] Best Multiplayer Nominated Portals: United States Video games Speculative fiction Notes ^ The PlayStation 3 and Xbox 360 versions of the game were developed by Beenox and Mercenary Technology, and Raven Software assisted development on the multiplayer map, Redwood. ^ Additional music composed by Brian Tuey and Kevin Sherwood[1] ^ The PlayStation 3 and Xbox 360 versions of the game are multiplayer only. ^ Latin for "The First" ^ Latin for "The Last" ^ As depicted in Call of Duty: Black Ops II

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(Some payment methods available through Steam in your country may not support refunding a purchase back to the original payment method. Click here for a full list.) The Steam refund offer, within two weeks of purchase and with less than two hours of playtime, applies to games and software applications on the Steam store. Here is an overview of how refunds work with other types of purchases. Refunds on Downloadable Content(Steam store content usable within another game or software application, "DLC") DLC purchased from the Steam store is refundable within fourteen days of purchase, and if the underlying title has been played for less than two hours since the DLC was purchased, so long as the DLC has not been consumed, modified or transferred. Please note that in some cases, Steam will be unable to give refunds for some third party DLC (for example, if the DLC irreversibly levels up a game character). These exceptions will be clearly marked as nonrefundable on the Store page prior to purchase. Refunds on In-game Purchases Steam will offer refund for in-game purchases within any Valve-developed games within forty-eight hours of purchase, so long as the in-game item has not been consumed, modified or transferred. Third-party developers will have the option to enable refunds for in-game items on these terms. Steam will tell you at the time of purchase if the game developer has opted to offer refunds on the in-game item you are buying. Otherwise, in-game purchases in non-Valve games are not refundable through Steam. Refunds on Titles Purchased Prior to Release Date When you purchase a title on Steam prior to the release date, the two-hour playtime limit for refunds will apply (except for beta testing), but the 14-day period for refunds will not start until the release date. For example, if you purchase a game that is in Early Access or Advanced Access, any playtime will count against the two-hour refund limit. If you pre-purchase a title which is not playable prior to the release date, you can request a refund at any time prior to release of that title, and the standard 14-day/two-hour refund period will apply starting on the game’s release date. Steam Wallet Refunds You may request a refund for Steam Wallet funds within fourteen days of purchase if they were purchased on Steam and if you have not used any of those funds. Renewable Subscriptions For some content and services, Steam offers periodic (e.g. monthly, yearly) access that you pay for on a recurring basis. If a renewable subscription has not been used during the current billing cycle, you may request a refund within 48 hours of the initial purchase or within 48 hours of any automatic renewal. Content is considered used if any games within the subscription have been played during the current billing cycle or if any benefits or discounts included with the subscription have been used, consumed, modified or transferred. Please note that you can cancel an active subscription at any time by going to your account details. Once cancelled, your subscription will no longer automatically renew but you will retain access to the content and benefits of the subscription through the end of your current billing cycle. Steam Hardware Within the applicable time frame and process identified in the Hardware Refund Policy, you may request a refund for Steam hardware and accessories purchased via Steam. Refunds on Bundles You can receive a full refund for any bundle purchased on the Steam Store, so long as none of the items in the bundle have been transferred, and if the combined usage time for all items in the bundle is less than two hours. If a bundle includes an in-game item or DLC that is not refundable, Steam will tell you if the whole bundle is refundable during check-out. Purchases Made Outside of Steam Valve cannot provide refunds for purchases made outside of Steam (for example, CD keys or Steam wallet cards purchased from third parties). VAC Bans If you have been banned by VAC (the Valve Anti-Cheat system) on a game, you lose the right to refund that game. Video Content We are unable to offer refunds for video content on Steam (e.g. movies, shorts, series, episodes, and tutorials), unless the video is in a bundle with other (non-video) refundable content. Refunds on Gifts Unredeemed gifts may be refunded within the standard 14-day/two-hour refund period. Redeemed gifts may be refunded under the same conditions if the gift recipient initiates the refund. Funds used to purchase the gift will be returned to the original purchaser. EU Right of Withdrawal For an explanation of how the EU right of withdrawal works for Steam customers, click here. Abuse Refunds are designed to remove the risk from purchasing titles on Steam—not as a way to get free games. If it appears to us that you are abusing refunds, we may stop offering them to you. We do not consider it abuse to request a refund on a title that was purchased just before a sale and then immediately rebuying that title for the sale price. You can request a refund or get other assistance with your Steam purchases at help.steampowered.com. Last updated 23 April, 2024 Page 8 You can request a refund for nearly any purchase on Steam—for any reason. Maybe your PC doesn't meet the hardware requirements; maybe you bought a game by mistake; maybe you played the title for an hour and just didn't like it. It doesn't matter. Valve will, upon request via help.steampowered.com, issue a refund for any reason, if the request is made within the required return period, and, in the case of games, if the title has been played for less than two hours. There are more details below, but even if you fall outside of the refund rules we’ve described, you can ask for a refund anyway and we’ll take a look. Consumers in some jurisdictions may have additional rights to a refund in circumstances where the game is faulty. You will be issued a full refund of your purchase within a week of approval. You will receive the refund in Steam Wallet funds or through the same payment method you used to make the purchase. If, for any reason, Steam is unable to issue a refund via your initial payment method, your Steam Wallet will be credited the full amount. (Some payment methods available through Steam in your country may not support refunding a purchase back to the original payment method. Click here for a full list.) The Steam refund offer, within two weeks of purchase and with less than two hours of playtime, applies to games and software applications on the Steam store. Here is an overview of how refunds work with other types of purchases. Refunds on Downloadable Content(Steam store content usable within another game or software application, "DLC") DLC purchased from the Steam store is refundable within fourteen days of purchase, and if the underlying title has been played for less than two hours since the DLC was purchased, so long as the DLC has not been consumed, modified or transferred. Please note that in some cases, Steam will be unable to give refunds for some third party DLC (for example, if the DLC irreversibly levels up a game character). These exceptions will be clearly marked as nonrefundable on the Store page prior to purchase. 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Please note that you can cancel an active subscription at any time by going to your account details. Once cancelled, your subscription will no longer automatically renew but you will retain access to the content and benefits of the subscription through the end of your current billing cycle. Steam Hardware Within the applicable time frame and process identified in the Hardware Refund Policy, you may request a refund for Steam hardware and accessories purchased via Steam. Refunds on Bundles You can receive a full refund for any bundle purchased on the Steam Store, so long as none of the items in the bundle have been transferred, and if the combined usage time for all items in the bundle is less than two hours. If a bundle includes an in-game item or DLC that is not refundable, Steam will tell you if the whole bundle is refundable during check-out. Purchases Made Outside of Steam Valve cannot provide refunds for purchases made outside of Steam (for example, CD keys or Steam wallet cards purchased from third parties). VAC Bans If you have been banned by VAC (the Valve Anti-Cheat system) on a game, you lose the right to refund that game. Video Content We are unable to offer refunds for video content on Steam (e.g. movies, shorts, series, episodes, and tutorials), unless the video is in a bundle with other (non-video) refundable content. Refunds on Gifts Unredeemed gifts may be refunded within the standard 14-day/two-hour refund period. Redeemed gifts may be refunded under the same conditions if the gift recipient initiates the refund. Funds used to purchase the gift will be returned to the original purchaser. EU Right of Withdrawal For an explanation of how the EU right of withdrawal works for Steam customers, click here. Abuse Refunds are designed to remove the risk from purchasing titles on Steam—not as a way to get free games. If it appears to us that you are abusing refunds, we may stop offering them to you. We do not consider it abuse to request a refund on a title that was purchased just before a sale and then immediately rebuying that title for the sale price. You can request a refund or get other assistance with your Steam purchases at help.steampowered.com. 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Simulation, Dating Sim, LGBTQ+, Choose Your Own Adventure Victoria 3 Grand Strategy, Economy, Historical, Political Sim Tom Clancy's Rainbow Six® Siege X FPS, PvP, Multiplayer, Tactical Limbus Company Lore-Rich, Story Rich, Free to Play, Turn-Based Tactics RAIDOU Remastered: The Mystery of the Soulless Army Action, Action-Adventure, Adventure, Third Person Kingdom Come: Deliverance II RPG, Medieval, Open World, Singleplayer Borderlands 4 Adventure, FPS, Futuristic, Space Disney Dreamlight Valley Relaxing, Life Sim, Character Customization, Exploration DJMAX RESPECT V - V LIBERTY III PACK Shadowverse: Worlds Beyond-Deckboost Bundle Card Battler, Trading Card Game, Strategy, Deckbuilding Resident Evil 4 Horror, Action, Survival Horror, Third-Person Shooter Marvel Rivals Free to Play, Multiplayer, Hero Shooter, Third-Person Shooter Apex Legends™ Free to Play, Battle Royale, Multiplayer, FPS HELLDIVERS™ 2 Online Co-Op, PvE, Third-Person Shooter, Multiplayer DELTARUNE Story Rich, Great Soundtrack, Pixel Graphics, Funny The Alters Survival, Base Building, Management, Exploration See more: Top Sellers Top Sellers REMATCH Sports, Football (Soccer), Multiplayer, PvP Chinese Frontiers Simulation, Crafting, Medieval, Historical Chronicles of the Wolf Action, Adventure, Action-Adventure, Side Scroller Star Overdrive Action-Adventure, Open World, Sci-fi, 3D Platformer Through the Nightmares Puzzle Platformer, 2D Platformer, Precision Platformer, Side Scroller Road Food Simulator Cooking, Simulation, Co-op, Realistic Net.Attack() Action Roguelike, Bullet Hell, Action, Roguelite Guards II: Chaos in Hell Turn-Based Tactics, Tactical RPG, Dungeon Crawler, Party-Based RPG Vessels of Decay Adventure, Pixel Graphics, Atmospheric, Action-Adventure Become the Moon Auto Battler, Deckbuilding, Roguelike, Card Game Nova Hearts Turn-Based Strategy, Dating Sim, Visual Novel, Otome Broken Arrow Strategy, Wargame, Modern, RTS Tower Wizard Strategy, Clicker, Fantasy, Resource Management Spirit X Strike Early Access, Action, Spectacle fighter, Adventure Metro Gravity Exploration, Metroidvania, 3D Platformer, Rhythm The Diary Choices Matter, Casual, Story Rich, Female Protagonist Sickly Days and Summer Traces Casual, Visual Novel, Adventure, Anime Parcel Simulator Simulation, Automation, Immersive Sim, First-Person Mushroom Musume Life Sim, RPG, Text-Based, Cute Empire Game Strategy, Auto Battler, Simulation, Roguelite 100 Italy Cats Free to Play, Casual, Cats, Cozy Ship, Inc. Simulation, Casual, Job Simulator, Cozy Rentlord Roguelike, Management, Replay Value, Roguelike Deckbuilder Outrider Mako Exploration, Spectacle fighter, Precision Platformer, Souls-like Not Monday Cafe Idler, Automation, Building, Management Tiny Aquarium: Social Fishkeeping Collectathon, Idler, Creature Collector, Economy Tech Market Simulator 3D Platformer, FPS, Immersive Sim, Economy Gales of Nayeli RPG, Simulation, Strategy, Strategy RPG NEDRA FPS, Horror, Exploration, Lovecraftian Wordatro! Strategy, Roguelike, Word Game, Roguelite See more: Upcoming Releases Grand Theft Auto V Enhanced Open World, Action, Multiplayer, Crime Kingdom Come: Deliverance II RPG, Medieval, Open World, Singleplayer Dead by Daylight Horror, Multiplayer, Survival Horror, Online Co-Op Barony Multiplayer, Dungeon Crawler, Action Roguelike, Local Multiplayer Barony Multiplayer, Dungeon Crawler, Action Roguelike, Local Multiplayer Palworld Open World, Survival, Creature Collector, Multiplayer DEATH STRANDING DIRECTOR'S CUT Story Rich, Open World, Walking Simulator, Atmospheric DAVE THE DIVER Pixel Graphics, Casual, Management, Adventure ARK: Survival Ascended Early Access, Survival, Open World, Multiplayer Dying Light 2: Reloaded Edition Gore, Open World, Action, Co-op Resident Evil 4 Horror, Action, Survival Horror, Third-Person Shooter Hades II Action, Roguelike, Roguelite, Hack and Slash Resident Evil Village Survival Horror, Horror, First-Person, Singleplayer Don't Starve Together Survival, Open World Survival Craft, Multiplayer, Co-op Resident Evil 4 Horror, Action, Survival Horror, Third-Person Shooter Dying Light: Definitive 10th Anniversary Edition Action, RPG, Gore, Violent HITMAN World of Assassination VR Supported Stealth, Assassin, Action, Singleplayer Devil May Cry 5 Action, Hack and Slash, Great Soundtrack, Character Action Game METAL GEAR RISING: REVENGEANCE Great Soundtrack, Hack and Slash, Action, Spectacle fighter Borderlands 3 RPG, Looter Shooter, Multiplayer, FPS Deep Rock Galactic inZOI Life Sim, Character Customization, Sexual Content, Realistic Grand Theft Auto: The Trilogy – The Definitive Edition Action, Open World, Third-Person Shooter, Adventure Devil May Cry 5 Action, Hack and Slash, Great Soundtrack, Character Action Game Total War: PHARAOH Strategy, RTS, Grand Strategy, Tactical DYNASTY WARRIORS: ORIGINS Hack and Slash, Spectacle fighter, Wargame, Martial Arts DREDGE Exploration, Fishing, Lovecraftian, Adventure Hunt: Showdown 1896 Open World, Extraction Shooter, Multiplayer, Atmospheric Resident Evil Village Survival Horror, Horror, First-Person, Singleplayer Grand Theft Auto IV: The Complete Edition Open World, Action, Automobile Sim, Multiplayer Resident Evil 2 Zombies, Survival Horror, Horror, Singleplayer Monster Hunter: World Co-op, Multiplayer, Action, Open World Resident Evil 7 Biohazard Horror, Survival Horror, First-Person, Singleplayer Total War: THREE KINGDOMS Strategy, Historical, War, Turn-Based Strategy Subnautica VR Supported Open World Survival Craft, Survival, Horror, Underwater Disney Dreamlight Valley Relaxing, Life Sim, Character Customization, Exploration Dragon's Dogma 2 Open World, RPG, Action RPG, Fantasy Dying Light Zombies, Survival Horror, Horror, Online Co-Op METAL GEAR SOLID: MASTER COLLECTION Vol.1 Action, Adventure, Action-Adventure, Stealth Overcooked! 2 Multiplayer, Online Co-Op, Local Co-Op, Co-op 18 Jun, 2025 Marvel Contest of Champions Free to Play, Superhero, Fighting, Combat 14 Jun, 2025 Dread Not Early Access, Time Management, Runner, Puzzle 14 Jun, 2025 Shadowverse: Worlds Beyond Free to Play, Card Battler, Trading Card Game, Deckbuilding 10 Jun, 2025 4STORY : The Original Action, Adventure, RPG, MMORPG 9 Jun, 2025 TAMASHIKA Demo Action, Arcade, Shooter, FPS 9 Jun, 2025 NINJA GAIDEN: Ragebound Demo Action, Ninja, Platformer, Adventure 9 Jun, 2025 Moonlighter 2: The Endless Vault Demo Action, Adventure, RPG, Action Roguelike 9 Jun, 2025 Cinderia Demo Action, Action-Adventure, Action Roguelike, Action RPG 9 Jun, 2025 PIONER Demo Action, MMORPG, Crafting, RPG 9 Jun, 2025 Solo Leveling:ARISE OVERDRIVE Demo 9 Jun, 2025 9 Jun, 2025 Star Birds Demo Strategy, Casual, City Builder, Building 9 Jun, 2025 Absolum Demo Beat 'em up, Roguelite, Fantasy, Local Co-Op 9 Jun, 2025 8 Jun, 2025 矩阵：零日危机 / Terminull Brigade™ Demo PvE, Third-Person Shooter, Looter Shooter, Action 8 Jun, 2025 Bum: Revenge Demo Simulation, Co-op, Crime, Multiplayer 8 Jun, 2025 Baby Steps Demo Action, Adventure, Casual, Walking Simulator 8 Jun, 2025 No, I'm not a Human Demo Horror, Singleplayer, Choices Matter, Story Rich 8 Jun, 2025 TerraTech Legion Demo Action Roguelike, Bullet Hell, Vehicular Combat, Third-Person Shooter 7 Jun, 2025 Neon Abyss 2 Demo Action Roguelike, Cyberpunk, Traditional Roguelike, Platformer 6 Jun, 2025 BALL x PIT Demo Action, Action Roguelike, Bullet Hell, Roguelite 6 Jun, 2025 Morbid Metal Demo Action, Hack and Slash, Action Roguelike, Sci-fi 6 Jun, 2025 6 Jun, 2025 Waterpark Simulator Demo Casual, Simulation, City Builder, Life Sim 6 Jun, 2025 FEROCIOUS Demo Action, Singleplayer, Survival, FPS 6 Jun, 2025 Rana Card Demo Casual, Strategy, Card Game, Roguelite 6 Jun, 2025 Box Bakery Demo Casual, Simulation, Cartoony, Drama 5 Jun, 2025 Ratatan Demo RPG, Action, Adventure, Casual 2 Jun, 2025 Truck World: Australia - First Haul Driving, Transportation, Simulation, Open World 2 Jun, 2025 Jump Ship Demo Action Roguelike, Exploration, FPS, Flight See more: Free to Play or Demos Page 10 Valve respects the privacy of its online visitors and customers of its products and services and complies with applicable laws for the protection of your privacy, including, without limitation, the California Consumer Privacy Act ("CCPA"), the European Union General Data Protection Regulation ("GDPR") and the UK GDPR. Valve and its subsidiary TR Technical Inc. comply with the EU-U.S. Data Privacy Framework (EU-U.S. DPF), the UK Extension to the EU-U.S. DPF, and the Swiss-U.S. Data Privacy Framework (Swiss-U.S. DPF) as set forth by the U.S. Department of Commerce. Valve has certified to the U.S. Department of Commerce that it adheres to the EU-U.S. Data Privacy Framework Principles (EU-U.S. DPF Principles) with regard to the processing of personal data received from the European Union in reliance on the EU-U.S. DPF and from the United Kingdom (and Gibraltar) in reliance on the UK Extension to the EU-U.S. DPF. Valve has certified to the U.S. Department of Commerce that it adheres to the Swiss-U.S. Data Privacy Framework Principles (Swiss-U.S. DPF Principles) with regard to the processing of personal data received from Switzerland in reliance on the Swiss-U.S. DPF. If there is any conflict between the terms in this privacy policy and the EU-U.S. DPF Principles and/or the Swiss-U.S. DPF Principles, the Principles shall govern. To learn more about the Data Privacy Framework (DPF) program, and to view our certification, please visit . 1. Definitions Wherever we talk about personal data ("Personal Data") below, we mean any information that can either itself identify you as an individual ("Personally Identifying Information") or that can be connected to you indirectly by linking it to Personally Identifying Information. Valve also processes anonymous data, aggregated or not, to analyze and produce statistics related to the habits, usage patterns, and demographics of customers as a group or as individuals. Such anonymous data does not allow the identification of the customers to which it relates. Valve may share anonymous data, aggregated or not, with third parties. Other capitalized terms in this Privacy Policy shall have the meanings defined in the Steam Subscriber Agreement ("SSA"). 2. Why Valve Collects and Processes Data Valve collects and processes Personal Data for the following reasons: a) where it is necessary for the performance of our agreement with you to provide a full-featured gaming service and deliver associated Content and Services; b) where it is necessary for compliance with legal obligations that we are subject to (e.g. our obligations to keep certain information under tax laws); c) where it is necessary for the purposes of the legitimate and legal interests of Valve or a third party (e.g. the interests of our other customers), except where such interests are overridden by your prevailing legitimate interests and rights; or d) where you have given consent to it. These reasons for collecting and processing Personal Data determine and limit what Personal Data we collect and how we use it (section 3. below), how long we store it (section 4. below), who has access to it (section 5. below) and what rights and other control mechanisms are available to you as a user (section 6. below). 3. The Types and Sources of Data We Collect 3.1 Basic Account Data When setting up an Account, Valve will collect your email address and country of residence. You are also required to choose a user name and a password. The provision of this information is necessary to register a Steam User Account. During setup of your account, the account is automatically assigned a number (the "Steam ID") that is later used to reference your user account without directly exposing Personally Identifying Information about you. We do not require you to provide or use your real name for the setup of a Steam User Account. 3.2 Transaction and Payment Data In order to make a transaction on Steam (e.g. to purchase Subscriptions for Content and Services or to fund your Steam Wallet), you may need to provide payment data to Valve to enable the transaction. If you pay by credit card, you need to provide typical credit card information (name, address, credit card number, expiration date and security code) to Valve, which Valve will process and transmit to the payment service provider of your choice to enable the transaction and perform anti-fraud checks. Likewise, Valve will receive data from your payment service provider for the same reasons. 3.3 Other Data You Explicitly Submit We will collect and process Personal Data whenever you explicitly provide it to us or send it as part of communication with others on Steam, e.g. in Steam Community Forums, chats, or when you provide feedback or other user generated content. This data includes: Information that you post, comment or follow in any of our Content and Services; Information sent through chat; Information you provide when you request information or support from us or purchase Content and Services from us, including information necessary to process your orders with the relevant payment merchant or, in case of physical goods, shipping providers; Information you provide to us when participating in competitions, contests and tournaments or responding to surveys, e.g. your contact details. 3.4 Your Use of the Steam Client and Websites We collect a variety of information through your general interaction with the websites, Content and Services offered by Steam. Personal Data we collect may include, but is not limited to, browser and device information, data collected through automated electronic interactions and application usage data. Likewise, we will track your process across our websites and applications to verify that you are not a bot and to optimize our services. 3.5 Your Use of Games and other Subscriptions In order to provide you with services, we need to collect, store and use various information about your activity in our Content and Services. "Content-Related Information" includes your Steam ID, as well as what is usually referred to as "game statistics". By game statistics we mean information about your games' preferences, progress in the games, playtime, as well as information about the device you are using, including what operating system you are using, device settings, unique device identifiers, and crash data. 3.6 Tracking Data and Cookies We use "Cookies", which are text files placed on your computer, and similar technologies (e.g. web beacons, pixels, ad tags and device identifiers) to help us analyze how users use our services, as well as to improve the services we are offering, to improve marketing, analytics or website functionality. The use of Cookies is standard on the internet. Although most web browsers automatically accept cookies, the decision of whether to accept or not is yours. You may adjust your browser settings to prevent the reception of cookies, or to provide notification whenever a cookie is sent to you. You can manage the use of optional cookies by clicking on the "Cookies setting" page accessible via the cookie banner displayed when you first visit our website and at any time through the Cookie Settings page available here. When you visit any of our services, our servers log your IP address, which is a number that is automatically assigned to the network your computer is part of. 3.7 Content Recommendations We may process information collected under this section 3 so that content, products and services shown on the pages of the Steam store and in update messages displayed when launching the Steam Client can be tailored to meet your needs and populated with relevant recommendations and offers. This is done to improve your customer experience. You can prevent the processing of your data in this way by turning off the automatic loading of the Steam store page and of Steam notifications in the "Interface" section of the Steam Client settings. Valve may send you marketing messages about products and services that are similar to goods and services you have previously requested from Valve to your email address or where you have given explicit consent. In such a case we may also use your collected information to customize such marketing messages as well as collect information on whether you opened such messages and which links in their text you followed. You can opt out or withdraw your consent to receive marketing emails at any time by either withdrawing the consent on the same page where you previously provided it or clicking the "unsubscribe" link provided in every marketing email. Alternatively, you can select what kinds of emails you wish to receive on the email setting page. 3.8 Information Required to Detect Violations We collect certain data that is required for our detection, investigation and prevention of fraud, cheating and other violations of the SSA and applicable laws ("Violations"). This data is used only for the purposes of detection, investigation, prevention and, where applicable, acting on of such Violations and stored only for the minimum amount of time needed for this purpose. If the data indicates that a Violation has occurred, we will further store the data for the establishment, exercise or defense of legal claims during the applicable statute of limitations or until a legal case related to it has been resolved. Please note that the specific data stored for this purpose may not be disclosed to you if the disclosure will compromise the mechanism through which we detect, investigate and prevent such Violations. 4. How Long We Store Data We will only store your information as long as necessary to fulfil the purposes for which the information is collected and processed or — where the applicable law provides for longer storage and retention period — for the storage and retention period required by law. After that your Personal Data will be deleted, blocked or anonymized, as provided by applicable law. In particular: If you terminate your Steam User Account, your Personal Data will be marked for deletion except to the degree legal requirements or other prevailing legitimate purposes dictate a longer storage. In certain cases, Personal Data cannot be completely deleted in order to ensure the consistency of the gameplay experience or the Steam Community Market. For instance, matches you have played that affect other players' matchmaking data and scores will not be deleted; rather, your connection to these matches will be permanently anonymized. Please note that Valve is required to retain certain transactional data under statutory commercial and tax law for a period of up to ten (10) years. If you withdraw your consent on which a processing of your Personal Data or of the Personal Data of your child is based, we will delete your Personal Data or respectively the Personal Data of your child without undue delay to the extent that the collection and processing of the Personal Data was based on the withdrawn consent. If you exercise a right to object to the processing of your Personal Data, we will review your objection and delete your Personal Data that we processed for the purpose to which you objected without undue delay, unless another legal basis for processing and retaining this data exists or unless applicable law requires us to retain the data. 5. Who Has Access to Data Valve does not sell Personal Data. However, we may share or provide access to each of the categories of Personal Data we collect as necessary for the following business purposes. 5.1 Valve and its subsidiaries may share your Personal Data with each other and use it to the degree necessary to achieve the purposes listed in section 2 above. In the event of a reorganization, sale or merger we may transfer Personal Data to the relevant third party subject to applicable laws, the Principles and liability requirements under the DPF. 5.2 We may also share your Personal Data with our third party service providers that provide customer support services in connection with goods, Content and Services distributed via Steam. Your Personal Data will be used in accordance with this Privacy Policy and only as far as this is necessary for performing customer support services. Valve complies with the Principles for all onward transfers of Personal Data from the EU, Switzerland, and the UK, including the provisions governing onward transfer liability. 5.3 In accordance with internet standards, we may also share certain information (including your IP address and the identification of Steam content you wish to access) with our third party network providers that provide content delivery network services and game server services in connection with Steam. Our content delivery network providers enable the delivery of digital content you have requested, e.g. when using Steam, by using a system of distributed servers that deliver the content to you, based on your geographic location. 5.4 We make certain data related to your Steam User Account available to other players and our partners through the Steamworks API. This information can be accessed by anyone by querying your Steam ID. At a minimum, the public persona name you have chosen to represent you on Steam and your Avatar picture are accessible this way, as well as whether you have received a ban for cheating in a multiplayer game. The accessibility of any additional info about you can be controlled through your Steam Community user profile page; data publicly available on your profile page can be accessed automatically through the Steamworks API. In addition to the publicly available information, game developers and publishers have access to certain information from the Steamworks API directly relating to the users of the games they operate. This information includes as a minimum your ownership of the game in question. Depending on which Steamworks services are implemented in the game it may also include leaderboard information, your progress in the game, achievements you have completed, your multiplayer game matchmaking information, in-game items and other information needed to operate the game and provide support for it. For more information on what Steamworks services a specific game has implemented, please review its store page. While we do not knowingly share Personally Identifying Information about you through the Steamworks API such as your real name or your email address, any information you share about yourself on your public Steam Profile can be accessed through the Steamworks API, including information that may make you identifiable. 5.5 The Steam community includes message boards, forums and/or chat areas, where users can exchange ideas and communicate with each other. When posting a message to a board, forum or chat area, please be aware that the information is being made publicly available online; therefore, you are doing so at your own risk. If your Personal Data is posted on one of our community forums against your will, please use the reporting function and the Steam help site to request its removal. 5.6 Valve may allow you to link your Steam User Account to an account offered by a third party. If you consent to link the accounts, Valve may collect and combine information you allowed Valve to receive from a third party with information of your Steam User Account to the degree allowed by your consent at the time. If the linking of the accounts requires the transmission of information about your person from Valve to a third party, you will be informed about it before the linking takes place and you will be given the opportunity to consent to the linking and the transmission of your information. The third party's use of your information will be subject to the third party's privacy policy, which we encourage you to review. 5.7 Valve may release Personal Data to comply with court orders or laws and regulations that require us to disclose such information. 6. Your Rights and Control Mechanisms The data protection laws of the European Economic Area, United Kingdom, Switzerland, California, and other territories grant their residents certain rights in relation to their Personal Data. While other jurisdictions may provide fewer statutory rights, we make the tools designed to exercise such rights available to our customers worldwide. (When we talk about the GDPR in this section, we mean the version of the GDPR that applies to you in the EU or UK). To allow you to exercise your data protection rights in a simple way we are providing a dedicated section on the Steam support page (the "Privacy Dashboard"). This gives you access to your Personal Data, allows you to rectify and delete it where necessary and to object to its use where you feel necessary. To access it, log into the Steam support page at and choose the menu items My Account -> Data Related to Your Steam Account. In most cases, you can access, manage, or delete Personal Data in the Privacy Dashboard, but you may also contact Valve with questions or requests via the contact processes described in sections 8 and 10 below. As a visitor to the Steam Website without being logged in, you can control Cookies through the process described in section 3.6 above. You can also contact Valve or its European representative through the contact info provided in section 8. below to exercise your rights or use this web form. As a resident of the European Economic Area, United Kingdom or Switzerland you have the following rights in relation to your Personal Data: 6.1 Right of Access. You have the right to access your Personal Data that we hold about you, i.e. the right to require free of charge (i) information whether your Personal Data is retained, (ii) access to and/or (iii) duplicates of the Personal Data retained. You can use the right to access to your Personal Data through the Privacy Dashboard. If the request affects the rights and freedoms of others or is manifestly unfounded or excessive, we reserve the right to charge a reasonable fee (taking into account the administrative costs of providing the information or communication or taking the action requested) or refuse to act on the request. 6.2 Right to Rectification. If we process your Personal Data, we shall endeavor to ensure by implementing suitable measures that your Personal Data is accurate and up-to-date for the purposes for which it was collected. If your Personal Data is inaccurate or incomplete, you can change the information you provided via the Privacy Dashboard. 6.3. Right to Erasure. You have the right to obtain deletion of Personal Data concerning you if the reason why we could collect it (see section 2. above) does not exist anymore or if there is another legal ground for its deletion. For individual items of Personal Data please edit them through the Privacy Dashboard or request the deletion via the Steam support page. You can also request the deletion of your Steam user account via the Steam support page. As a result of deleting your Steam User Account, you will lose access to Steam services, including the Steam User Account, Subscriptions and game-related information linked to the Steam User Account and the possibility to access other services you are using the Steam User Account for. We allow you to restore your Steam User Account during a grace period of 30 (thirty) days from the moment you request deletion of your Steam User Account. This functionality allows you not to lose your account by mistake, because of your loss of your account credentials or due to hacking. During the suspension period, we will be able to finalize financial and other activities that you may have initiated before sending the Steam User Account deletion request. After the grace period, Personal Data associated with your account will be deleted subject to section 4. above. In some cases, deletion of your Steam User Account, and therefore Personal Data deletion, is complicated. Namely, if your account has a business relationship with Valve, such as due to your work for a game developer, you will only be able to delete your Steam User Account after you have transferred this role to another user or have dissolved the business relationship. In some cases, considering the complexity and number of the requests, the period for Personal Data erasure may be extended, but for no longer than two further months. 6.4 Right to Object. When our processing of your Personal Data is based on legitimate interests according to Article 6(1)(f) of the GDPR / section 2.c) of this Privacy Policy, you have the right to object to this processing. If you object we will no longer process your Personal Data unless there are compelling and prevailing legitimate grounds for the processing as described in Article 21 of the GDPR; in particular if the data is necessary for the establishment, exercise or defense of legal claims. You also have the right to lodge a complaint at a supervisory authority. 6.5 Right to restriction of processing of your Personal Data You have the right to obtain restriction of processing of your Personal Data under the conditions set out in article 18 of the GDPR. 6.6 Right to Personal Data portability You have the right to receive your Personal Data in a structured, commonly used and machine-readable format and have the right to transmit those data to another controller under the conditions set out in article 20 of the GDPR. Valve makes your Personal Data available in structured HTML format through the Privacy Dashboard as described above. 6.7 Right to Post-Mortem Control of Your Personal Data If French data protection legislation is applicable to you, you have the right to establish guidelines for the preservation, the deletion and the transmission of Personal Data after your death in accordance

with article 40-1 of the Act No 78-17 of 6 January 1978 on Information, Technology, Data Files and Civil Liberties. 6.8 Arbitration If Valve does not resolve any claimed violations of the Principles by any other DPF mechanism or by your rights under this section, you have ⬩ in accordance with the requirements of Annex I to the DPF ⬩ the possibility to invoke binding arbitration before the EU-U.S. Data Privacy Framework Panel. 7. Children The minimum age to create a Steam User Account is 13. Valve will not knowingly collect Personal Data from children under this age. Where certain countries apply a higher age of consent for the collection of Personal Data, Valve requires parental consent before a Steam User Account can be created and Personal Data associated with it collected. Valve encourages parents to instruct their children to never give out personal information when online. 8. Contact Info You can contact Valve's data protection officer at the address below. While we review any request sent by mail, please be aware that to combat fraud, harassment and identity theft, the only way to access, rectify or delete your data is through logging in with your Steam User Account at and selecting the menu items -> My Account -> View Account Data. In compliance with the EU-U.S. DPF, the UK Extension to the EU-U.S. DPF and the Swiss-U.S. DPF, Valve commits to resolve DPF Principles-related complaints about our collection and use of your personal information. EU, UK and Swiss individuals with inquiries or complaints regarding our handling of personal data received in reliance on the EU-U.S. DPF, the UK Extension to the EU-U.S. DPF and the Swiss-U.S. DPF should first contact Valve at: Valve Corporation Att. Data Protection officer P.O. Box 1688 Bellevue, WA 98009 EU representative for data protection questions: Valve GmbH Att. Legal Alstertwiete 3 D-20099 Hamburg Germany UK representative for data protection questions: RIVACY Ltd. St James' Hall Mill Road Lancing, West Sussex England, BN15 0PT Swiss representative for data protection questions: RIVACY Switzerland GmbH c/o epartners Rechtsanwälte AG Piuls 5, Hardturmstrasse 11 8005 Zurich Switzerland 9. Additional Information for Users from the European Economic Area, U.K., and Switzerland As a US-based company that operates a worldwide gaming service, we may transfer your personal data outside of the European Economic Area, the United Kingdom or Switzerland. In such case, we take additional steps to ensure your personal data is protected by appropriate legal safeguards, and that it is treated securely and in accordance with this Privacy Policy. In this respect, Valve has implemented appropriate contractual and organizational measures to ensure the confidentiality, security and integrity of user data in connection with its collection, processing and transfer. Measures we have taken include, among other things: Minimization of data collection; in particular the possibility to set up and operate anonymous accounts Pseudonymization of data Industry-standard encryption Provision of access to data on a need-to-know basis The use of Standard Contractual Clauses in their version in force and approved by the European Commission and the UK ICO to safeguard transfers Certification and participation in the DPF, set out in the DPF List available at In compliance with the EU-U.S. DPF, the UK Extension to the EU-U.S. DPF and the Swiss-U.S. DPF, Valve commits, free of charge to the affected individual, to cooperate and comply respectively with the advice of the panel established by the EU data protection authorities (DPAs), the UK Information Commissioner⬩s Office (ICO) and the Gibraltar Regulatory Authority (GRA) and the Swiss Federal Data Protection and Information Commissioner (FDPIC) with regard to unresolved complaints concerning our handling of personal data received in reliance on the EU-U.S. DPF., the UK Extension to the EU-U.S. DPF, and the Swiss-U.S. DPF. Links to the website of each authority are available below. The Federal Trade Commission has jurisdiction over Valve⬩s compliance with the EU-U.S. Data Privacy Framework (EU-U.S. DPF), the UK Extension to the EU-U.S. DPF and the Swiss-U.S. Data Privacy Framework (Swiss-U.S. DPF). 10. Additional Information for Users from California The CCPA grants California residents certain privacy rights regarding the Personal Data we collect. We are committed to respecting these rights and complying with the CCPA. The following explains these rights and Valve's practices with respect to them. Right to Know. Under the CCPA you have the right to request that we disclose to you what Personal Data we collect, use, disclose, and sell. Right to Request Deletion. You also have the right to request deletion of Personal Data that is in our possession, subject to certain exceptions. Please note that your request to delete data may impact your use of the Steam service in some cases, and we may decline to delete information for reasons set forth in this Privacy Policy or as permitted by the CCPA. Other Rights. The CCPA also gives California residents a right to opt-out from the sale of their Personal Data. As described in section 5, we do not sell Personal Data and have not done so in the past 12 months. You also have a right to receive notice of our practices at or before collection of your Personal Data. Finally, you have a right to not be discriminated against for exercising your rights under the CCPA. Exercising Your Rights. The primary means of accessing, managing or deleting your Personal Data is through the Privacy Dashboard, as described in section 6 of this Policy. Customers may also delete their Steam Account and associated Personal Data as described in section 6.3 of this Privacy Policy. If you are unable to access or delete data through the Privacy Dashboard, you can also contact us with a request to exercise these rights by using the form found at . To verify your identity, you will need to log in with your Steam User Account to use the form. Finally, you can contact us with a request at questions@valvesoftware.com, however, before providing access to, or deleting any, Personal Data, based on a request received via email, we will need to verify your identity utilizing the "Proof of Ownership" process described at . You may designate, in writing or through a power of attorney, an authorized agent to make requests on your behalf to exercise your rights under the CCPA. Before accepting such a request from an agent, we will require the agent to provide proof you have authorized it to act on your behalf, and we may need you to verify your identity directly with us. Categories, Sources, Purposes, and Recipients of the Data We Collect. Over the preceding 12 months, we have collected the categories of Personal Data described in section 3 of this Privacy Policy. The sources from which we collect Personal Data, and the purposes for which we collect and process it, are described in sections 2 and 3. Over the preceding 12 months, we have disclosed for business purposes each of the categories of Personal Data with the categories of third parties as described in section 5. Revision Date: February 14th, 2025 Page 11 Valve respects the privacy of its online visitors and customers of its products and services and complies with applicable laws for the protection of your privacy, including, without limitation, the California Consumer Privacy Act ("CCPA"), the European Union General Data Protection Regulation ("GDPR") and the UK GDPR. Valve and its subsidiary TR Technical Inc. comply with the EU-U.S. Data Privacy Framework (EU-U.S. DPF), the UK Extension to the EU-U.S. DPF, and the Swiss-U.S. Data Privacy Framework (Swiss-U.S. DPF) as set forth by the U.S. Department of Commerce. Valve has certified to the U.S. Department of Commerce that it adheres to the EU-U.S. Data Privacy Framework Principles (EU-U.S. DPF Principles) with regard to the processing of personal data received from the European Union in reliance on the EU-U.S. DPF and from the United Kingdom (and Gibraltar) in reliance on the UK Extension to the EU-U.S. DPF. Valve has certified to the U.S. Department of Commerce that it adheres to the Swiss-U.S. Data Privacy Framework Principles (Swiss-U.S. DPF Principles) with regard to the processing of personal data received from Switzerland in reliance on the Swiss-U.S. DPF. If there is any conflict between the terms in this privacy policy and the EU-U.S. DPF Principles and/or the Swiss-U.S. DPF Principles, the Principles shall govern. To learn more about the Data Privacy Framework (DPF) program, and to view our certification, please visit . 1. Definitions Wherever we talk about personal data ("Personal Data") below, we mean any information that can either itself identify you as an individual ("Personally Identifying Information") or that can be connected to you indirectly by linking it to Personally Identifying Information. Valve also processes anonymous data, aggregated or not, to analyze and produce statistics related to the habits, usage patterns, and demographics of customers as a group or as individuals. Such anonymous data does not allow the identification of the customers to which it relates. Valve may share anonymous data, aggregated or not, with third parties. Other capitalized terms in this Privacy Policy shall have the meanings defined in the Steam Subscriber Agreement ("SSA"). 2. Why Valve Collects and Processes Data Valve collects and processes Personal Data for the following reasons: a) where it is necessary for the performance of our agreement with you to provide a full-featured gaming service and deliver associated Content and Services; b) where it is necessary for compliance with legal obligations that we are subject to (e.g. our obligations to keep certain information under tax laws); c) where it is necessary for the purposes of the legitimate and legal interests of Valve or a third party (e.g. the interests of our other customers), except where such interests are overridden by your prevailing legitimate interests and rights; or d) where you have given consent to it. These reasons for collecting and processing Personal Data determine and limit what Personal Data we collect and how we use it (section 3. below), how long we store it (section 4. below), who has access to it (section 5. below) and what rights and other control mechanisms are available to you as a user (section 6. below). 3. The Types and Sources of Data We Collect 3.1 Basic Account Data When setting up an Account, Valve will collect your email address and country of residence. You are also required to choose a user name and a password. The provision of this information is necessary to register a Steam User Account. During setup of your account, the account is automatically assigned a number (the "Steam ID") that is later used to reference your user account without directly exposing Personally Identifying Information about you. We do not require you to provide or use your real name for the setup of a Steam User Account. 3.2 Transaction and Payment Data In order to make a transaction on Steam (e.g. to purchase Subscriptions for Content and Services or to fund your Steam Wallet), you may need to provide payment data to Valve to enable the transaction. If you pay by credit card, you need to provide typical credit card information (name, address, credit card number, expiration date and security code) to Valve, which Valve will process and transmit to the payment service provider of your choice to enable the transaction and perform anti-fraud checks. Likewise, Valve will receive data from your payment service provider for the same reasons. 3.3 Other Data You Explicitly Submit We will collect and process Personal Data whenever you explicitly provide it to us or send it as part of communication with others on Steam, e.g. in Steam Community Forums, chats, or when you provide feedback or other user generated content. This data includes: Information that you post, comment or follow in any of our Content and Services; Information sent through chat; Information you provide when you request information or support from us or purchase Content and Services from us, including information necessary to process your orders with the relevant payment merchant or, in case of physical goods, shipping providers; Information you provide to us when participating in competitions, contests and tournaments or responding to surveys, e.g. your contact details. 3.4 Your Use of the Steam Client and Websites We collect a variety of information through your general interaction with the websites, Content and Services offered by Steam. Personal Data we collect may include, but is not limited to, browser and device information, data collected through automated electronic interactions and application usage data. Likewise, we will track your process across our websites and applications to verify that you are not a bot and to optimize our services. 3.5 Your Use of Games and other Subscriptions In order to provide you with services, we need to collect, store and use various information about your activity in our Content and Services. "Content-Related Information" includes your Steam ID, as well as what is usually referred to as "game statistics". By game statistics we mean information about your games' preferences, progress in the games, playtime, as well as information about the device you are using, including what operating system you are using, device settings, unique device identifiers, and crash data. 3.6 Tracking Data and Cookies We use "Cookies", which are text files placed on your computer, and similar technologies (e.g. web beacons, pixels, ad tags and device identifiers) to help us analyze how users use our services, as well as to improve the services we are offering, to improve marketing, analytics or website functionality. The use of Cookies is standard on the internet. Although most web browsers automatically accept cookies, the decision of whether to accept or not is yours. You may adjust your browser settings to prevent the reception of cookies, or to provide notification whenever a cookie is sent to you. You can manage the use of optional cookies by clicking on the "Cookies setting" page accessible via the cookie banner displayed when you first visit our website and at any time through the Cookie Settings page available here. When you visit any of our services, our servers log your IP address, which is a number that is automatically assigned to the network your computer is part of. 3.7 Content Recommendations We may process information collected under this section 3 so that content, products and services shown on the pages of the Steam store and in update messages displayed when launching the Steam Client can be tailored to meet your needs and populated with relevant recommendations and offers. This is done to improve your customer experience. You can prevent the processing of your data in this way by turning off the automatic loading of the Steam store page and of Steam notifications in the "Interface" section of the Steam Client settings. Valve may send you marketing messages about products and services that are similar to goods and services you have previously requested from Valve to your email address or where you have given explicit consent. In such a case we may also use your collected information to customize such marketing messages as well as collect information on whether you opened such messages and which links in their text you followed. You can opt out or withdraw your consent to receive marketing emails at any time by either withdrawing the consent on the same page where you previously provided it or clicking the "unsubscribe" link provided in every marketing email. Alternatively, you can select what kinds of emails you wish to receive on the email setting page. 3.8 Information Required to Detect Violations We collect certain data that is required for our detection, investigation and prevention of fraud, cheating and other violations of the SSA and applicable laws ("Violations"). This data is used only for the purposes of detection, investigation, prevention and, where applicable, acting on of such Violations and stored only for the minimum amount of time needed for this purpose. If the data indicates that a Violation has occurred, we will further store the data for the establishment, exercise or defense of legal claims during the applicable statute of limitations or until a legal case related to it has been resolved. Please note that the specific data stored for this purpose may not be disclosed to you if the disclosure will compromise the mechanism through which we detect, investigate and prevent such Violations. 4. How Long We Store Data We will only store your information as long as necessary to fulfil the purposes for which the information is collected and processed or — where the applicable law provides for longer storage and retention period — for the storage and retention period required by law. After that your Personal Data will be deleted, blocked or anonymized, as provided by applicable law. In particular: If you terminate your Steam User Account, your Personal Data will be marked for deletion except to the degree legal requirements or other prevailing legitimate purposes dictate a longer storage. In certain cases, Personal Data cannot be completely deleted in order to ensure the consistency of the gameplay experience or the Steam Community Market. For instance, matches you have played that affect other players' matchmaking data and scores will not be deleted; rather, your connection to these matches will be permanently anonymized. Please note that Valve is required to retain certain transactional data under statutory commercial and tax law for a period of up to ten (10) years. If you withdraw your consent on which a processing of your Personal Data or of the Personal Data of your child is based, we will delete your Personal Data or respectively the Personal Data of your child without undue delay to the extent that the collection and processing of the Personal Data was based on the withdrawn consent. If you exercise a right to object to the processing of your Personal Data, we will review your objection and delete your Personal Data that we processed for the purpose to which you objected without undue delay, unless another legal basis for processing and retaining this data exists or unless applicable law requires us to retain the data. 5. Who Has Access to Data Valve does not sell Personal Data. However, we may share or provide access to each of the categories of Personal Data we collect as necessary for the following business purposes. 5.1 Valve and its subsidiaries may share your Personal Data with each other and use it to the degree necessary to achieve the purposes listed in section 2 above. In the event of a reorganization, sale or merger we may transfer Personal Data to the relevant third party subject to applicable laws, the Principles and liability requirements under the DPF. 5.2 We may also share your Personal Data with our third party service providers that provide customer support services in connection with goods, Content and Services distributed via Steam. Your Personal Data will be used in accordance with this Privacy Policy and only as far as this is necessary for performing customer support services. Valve complies with the Principles for all onward transfers of Personal Data from the EU, Switzerland, and the UK, including the provisions governing onward transfer liability. 5.3 In accordance with internet standards, we may also share certain information (including your IP address and the identification of Steam content you wish to access) with our third party network providers that provide content delivery network services and game server services in connection with Steam. Our content delivery network providers enable the delivery of digital content you have requested, e.g. when using Steam, by using a system of distributed servers that deliver the content to you, based on your geographic location. 5.4 We make certain data related to your Steam User Account available to other players and our partners through the Steamworks API. This information can be accessed by anyone by querying your Steam ID. At a minimum, the public persona name you have chosen to represent you on Steam and your Avatar picture are accessible this way, as well as whether you have received a ban for cheating in a multiplayer game. The accessibility of any additional info about you can be controlled through your Steam Community user profile page; data publicly available on your profile page can be accessed automatically through the Steamworks API. In addition to the publicly available information, game developers and publishers have access to certain information from the Steamworks API directly relating to the users of the games they operate. This information includes as a minimum your ownership of the game in question. Depending on which Steamworks services are implemented in the game it may also include leaderboard information, your progress in the game, achievements you have completed, your multiplayer game matchmaking information, in-game items and other information needed to operate the game and provide support for it. For more information on what Steamworks services a specific game has implemented, please review its store page. While we do not knowingly share Personally Identifying Information about you through the Steamworks API such as your real name or your email address, any information you share about yourself on your public Steam Profile can be accessed through the Steamworks API, including information that may make you identifiable. 5.5 The Steam community includes message boards, forums and/or chat areas, where users can exchange ideas and communicate with each other. When posting a message to a board, forum or chat area, please be aware that the information is being made publicly available online; therefore, you are doing so at your own risk. If your Personal Data is posted on one of our community forums against your will, please use the reporting function and the Steam help site to request its removal. 5.6 Valve may allow you to link your Steam User Account to an account offered by a third party. If you consent to link the accounts, Valve may collect and combine information you allowed Valve to receive from a third party with information of your Steam User Account to the degree allowed by your consent at the time. If the linking of the accounts requires the transmission of information about your person from Valve to a third party, you will be informed about it before the linking takes place and you will be given the opportunity to consent to the linking and the transmission of your information. The third party's use of your information will be subject to the third party's privacy policy, which we encourage you to review. 5.7 Valve may release Personal Data to comply with court orders or laws and regulations that require us to disclose such information. 6. Your Rights and Control Mechanisms The data protection laws of the European Economic Area, United Kingdom, Switzerland, California, and other territories grant their residents certain rights in relation to their Personal Data. While other jurisdictions may provide fewer statutory rights, we make the tools designed to exercise such rights available to our customers worldwide. (When we talk about the GDPR in this section, we mean the version of the GDPR that applies to you in the EU or UK). To allow you to exercise your data protection rights in a simple way we are providing a dedicated section on the Steam support page (the "Privacy Dashboard"). This gives you access to your Personal Data, allows you to rectify and delete it where necessary and to object to its use where you feel necessary. To access it, log into the Steam support page at and choose the menu items My Account -> Data Related to Your Steam Account. In most cases, you can access, manage, or delete Personal Data in the Privacy Dashboard, but you may also contact Valve with questions or requests via the contact processes described in sections 8 and 10 below. As a visitor to the Steam Website without being logged in, you can control Cookies through the process described in section 3.6 above. You can also contact Valve or its European representative through the contact info provided in section 8. below to exercise your rights or use this web form. As a resident of the European Economic Area, United Kingdom or Switzerland you have the following rights in relation to your Personal Data: 6.1 Right of Access. You have the right to access your Personal Data that we hold about you, i.e. the right to require free of charge (i) information whether your Personal Data is retained, (ii) access to and/or (iii) duplicates of the Personal Data retained. You can use the right to access to your Personal Data through the Privacy Dashboard. If the request affects the rights and freedoms of others or is manifestly unfounded or excessive, we reserve the right to charge a reasonable fee (taking into account the administrative costs of providing the information or communication or taking the action requested) or refuse to act on the request. 6.2 Right to Rectification. If we process your Personal Data, we shall endeavor to ensure by implementing suitable measures that your Personal Data is accurate and up-to-date for the purposes for which it was collected. If your Personal Data is inaccurate or incomplete, you can change the information you provided via the Privacy Dashboard. 6.3. Right to Erasure. You have the right to obtain deletion of Personal Data concerning you if the reason why we could collect it (see section 2. above) does not exist anymore or if there is another legal ground for its deletion. For individual items of Personal Data please edit them through the Privacy Dashboard or request the deletion via the Steam support page. You can also request the deletion of your Steam user account via the Steam support page. As a result of deleting your Steam User Account, you will lose access to Steam services, including the Steam User Account, Subscriptions and game-related information linked to the Steam User Account and the possibility to access other services you are using the Steam User Account for. We allow you to restore your Steam User Account during a grace period of 30 (thirty) days from the moment you request deletion of your Steam User Account. This functionality allows you not to lose your account by mistake, because of your loss of your account credentials or due to hacking. During the suspension period, we will be able to finalize financial and other activities that you may have initiated before sending the Steam User Account deletion request. After the grace period, Personal Data associated with your account will be deleted subject to section 4. above. In some cases, deletion of your Steam User Account, and therefore Personal Data deletion, is complicated. Namely, if your account has a business relationship with Valve, such as due to your work for a game developer, you will only be able to delete your Steam User Account after you have transferred this role to another user or have dissolved the business relationship. In some cases, considering the complexity and number of the requests, the period for Personal Data erasure may be extended, but for no longer than two further months. 6.4 Right to Object. 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You also have the right to lodge a complaint at a supervisory authority. 6.5 Right to restriction of processing of your Personal Data You have the right to obtain restriction of processing of your Personal Data under the conditions set out in article 18 of the GDPR. 6.6 Right to Personal Data portability You have the right to receive your Personal Data in a structured, commonly used and machine-readable format and have the right to transmit those data to another controller under the conditions set out in article 20 of the GDPR. Valve makes your Personal Data available in structured HTML format through the Privacy Dashboard as described above. 6.7 Right to Post-Mortem Control of Your Personal Data If French data protection legislation is applicable to you, you have the right to establish guidelines for the preservation, the deletion and the transmission of Personal Data after your death in accordance with article 40-1 of the Act No 78-17 of 6 January 1978 on Information, Technology, Data Files and Civil Liberties. 6.8 Arbitration If Valve does not resolve any claimed violations of the Principles by any other DPF mechanism or by your rights under this section, you have ⬩ in accordance with the requirements of Annex I to the DPF ⬩ the possibility to invoke binding arbitration before the EU-U.S. Data Privacy Framework Panel. 7. Children The minimum age to create a Steam User Account is 13. Valve will not knowingly collect Personal Data from children under this age. Where certain countries apply a higher age of consent for the collection of Personal Data, Valve requires parental consent before a Steam User Account can be created and Personal Data associated with it collected. Valve encourages parents to instruct their children to never give out personal information when online. 8. Contact Info You can contact Valve's data protection officer at the address below. While we review any request sent by mail, please be aware that to combat fraud, harassment and identity theft, the only way to access, rectify or delete your data is through logging in with your Steam User Account at and selecting the menu items -> My Account -> View Account Data. In compliance with the EU-U.S. DPF, the UK Extension to the EU-U.S. DPF and the Swiss-U.S. DPF, Valve commits to resolve DPF Principles-related complaints about our collection and use of your personal information. EU, UK and Swiss individuals with inquiries or complaints regarding our handling of personal data received in reliance on the EU-U.S. DPF, the UK Extension to the EU-U.S. DPF and the Swiss-U.S. DPF should first contact Valve at: Valve Corporation Att. Data Protection officer P.O. Box 1688 Bellevue, WA 98009 EU representative for data protection questions: Valve GmbH Att. Legal Alstertwiete 3 D-20099 Hamburg Germany UK representative for data protection questions: RIVACY Ltd. St James' Hall Mill Road Lancing, West Sussex England, BN15 0PT Swiss representative for data protection questions: RIVACY Switzerland GmbH c/o epartners Rechtsanwälte AG Piuls 5, Hardturmstrasse 11 8005 Zurich Switzerland 9. Additional Information for Users from the European Economic Area, U.K., and Switzerland As a US-based company that operates a worldwide gaming service, we may transfer your personal data outside of the European Economic Area, the United Kingdom or Switzerland. In such case, we take additional steps to ensure your personal data is protected by appropriate legal safeguards, and that it is treated securely and in accordance with this Privacy Policy. In this respect, Valve has implemented appropriate contractual and organizational measures to ensure the confidentiality, security and integrity of user data in connection with its collection, processing and transfer. Measures we have taken include, among other things: Minimization of data collection; in particular the possibility to set up and operate anonymous accounts Pseudonymization of data Industry-standard encryption Provision of access to data on a need-to-know basis The use of Standard Contractual Clauses in their version in force and approved by the European Commission and the UK ICO to safeguard transfers Certification and participation in the DPF, set out in the DPF List available at In compliance with the EU-U.S. DPF, the UK Extension to the EU-U.S. DPF and the Swiss-U.S. DPF, Valve commits, free of charge to the affected individual, to cooperate and comply respectively with the advice of the panel established by the EU data protection authorities (DPAs), the UK Information Commissioner⬩s Office (ICO) and the Gibraltar Regulatory Authority (GRA) and the Swiss Federal Data Protection and Information Commissioner (FDPIC) with regard to unresolved complaints concerning our handling of personal data received in reliance on the EU-U.S. DPF., the UK Extension to the EU-U.S. DPF, and the Swiss-U.S. DPF. Links to the website of each authority are available below. The Federal Trade Commission has jurisdiction over Valve⬩s compliance with the EU-U.S. Data Privacy Framework (EU-U.S. DPF), the UK Extension to the EU-U.S. DPF and the Swiss-U.S. Data Privacy Framework (Swiss-U.S. DPF). 10. Additional Information for Users from California The CCPA grants California residents certain privacy rights regarding the Personal Data we collect. We are committed to respecting these rights and complying with the CCPA. The following explains these rights and Valve's practices with respect to them. Right to Know. Under the CCPA you have the right to request that we disclose to you what Personal Data we collect, use, disclose, and sell. Right to Request Deletion. You also have the right to request deletion of Personal Data that is in our possession, subject to certain exceptions. Please note that your request to delete data may impact your use of the Steam service in some cases, and we may decline to delete information for reasons set forth in this Privacy Policy or as permitted by the CCPA. Other Rights. The CCPA also gives California residents a right to opt-out from the sale of their Personal Data. As described in section 5, we do not sell Personal Data and have not done so in the past 12 months. You also have a right to receive notice of our practices at or before collection of your Personal Data. Finally, you have a right to not be discriminated against for exercising your rights under the CCPA. Exercising Your Rights. The primary means of accessing, managing or deleting your Personal Data is through the Privacy Dashboard, as described in section 6 of this Policy. Customers may also delete their Steam Account and associated Personal Data as described in section 6.3 of this Privacy Policy. If you are unable to access or delete data through the Privacy Dashboard, you can also contact us with a request to exercise these rights by using the form found at . To verify your identity, you will need to log in with your Steam User Account to use the form. Finally, you can contact us with a request at questions@valvesoftware.com, however, before providing access to, or deleting any, Personal Data, based on a request received via email, we will need to verify your identity utilizing the "Proof of Ownership" process described at . You may designate, in writing or through a power of attorney, an authorized agent to make requests on your behalf to exercise your rights under the CCPA. Before accepting such a request from an agent, we will require the agent to provide proof you have authorized it to act on your behalf, and we may need you to verify your identity directly with us. Categories, Sources, Purposes, and Recipients of the Data We Collect. Over the preceding 12 months, we have collected the categories of Personal Data described in section 3 of this Privacy Policy. The sources from which we collect Personal Data, and the purposes for which we collect and process it, are described in sections 2 and 3. Over the preceding 12 months, we have disclosed for business purposes each of the categories of Personal Data with the categories of third parties as described in section 5. Revision Date: February 14th, 2025 Page 12 Meet new people, join groups, form clans, chat in-game and more! With over 100 million potential friends (or enemies), the fun never stops. Page 13 You can request a refund for nearly any purchase on Steam—for any reason. Maybe your PC doesn't meet the hardware requirements; maybe you bought a game by mistake; maybe you played the title for an hour and just didn't like it. It doesn't matter. Valve will, upon request via help.steampowered.com, issue a refund for any reason, if the request is made within the required return period, and, in the case of games, if the title has been played for less than two hours. There are more details below, but even if you fall outside of the refund rules we’ve described, you can ask for a refund anyway and we’ll take a look. Consumers in some jurisdictions may have additional rights to a refund in circumstances where the game is faulty. You will be issued a full refund of your purchase within a week of approval. You will receive the refund in Steam Wallet funds or through the same payment method you used to make the purchase. If, for any reason, Steam is unable to issue a refund via your initial payment method, your Steam Wallet will be credited the full amount. (Some payment methods available through Steam in your country may not support refunding a purchase back to the original payment method. Click here for a full list.) The Steam refund offer, within two weeks of purchase and with less than two hours of playtime, applies to games and software applications on the Steam store. Here is an overview of how refunds work with other types of purchases. Refunds on Downloadable Content(Steam store content usable within another game or software application, "DLC") DLC purchased from the Steam store is refundable within fourteen days of purchase, and if the underlying title has been played for less than two hours since the DLC was purchased, so long as the DLC has not been consumed, modified or transferred. Please note that in some cases, Steam will be unable to give refunds for some third party DLC (for example, if the DLC irreversibly levels up a game character). These exceptions will be clearly marked as nonrefundable on the Store page prior to purchase. Refunds on In-game Purchases Steam will offer refund for in-game purchases within any Valve-developed games within forty-eight hours of purchase, so long as the in-game item has not been consumed, modified or transferred. Third-party developers will have the option to enable refunds for in-game items on these terms. Steam will tell you at the time of purchase if the game developer has opted to offer refunds on the in-game item you are buying. Otherwise, in-game purchases in non-Valve games are not refundable through Steam. Refunds on Titles Purchased Prior to Release Date When you purchase a title on Steam prior to the release date, the two-hour playtime limit for refunds will apply (except for beta testing), but the 14-day period for refunds will not start until the release date. For example, if you purchase a game that is in Early Access or Advanced Access, any playtime will count against the two-hour refund limit. If you pre-purchase a title which is not playable prior to the release date, you can request a refund at any time prior to release of that title, and the standard 14-day/two-hour refund period will apply starting on the game’s release date. Steam Wallet Refunds You may request a refund for Steam Wallet funds within fourteen days of purchase if they were purchased on Steam and if you have not used any of those funds. Renewable Subscriptions For some content and services, Steam offers periodic (e.g. monthly, yearly) access that you pay for on a recurring basis. If a renewable subscription has not been used during the current billing cycle, you may request a refund within 48 hours of the initial purchase or within 48 hours of any automatic renewal. Content is considered used if any games within the subscription have been played during the current billing cycle or if any benefits or discounts included with the subscription have been used, consumed, modified or transferred. Please note that you can cancel an active subscription at any time by going to your account details. Once cancelled, your subscription will no longer automatically renew but you will retain access to the content and benefits of the subscription through the end of your current billing cycle. Steam Hardware Within the applicable time frame and process identified in the Hardware Refund Policy, you may request a refund for Steam hardware and accessories purchased via Steam. Refunds on Bundles You can receive a full refund for any bundle purchased on the Steam Store, so long as none of the items in the bundle have been transferred, and if the combined usage time for all items in the bundle is less than two hours. If a bundle includes an in-game item or DLC that is not refundable, Steam will tell you if the whole bundle is refundable during check-out. Purchases Made Outside of Steam Valve cannot provide refunds for purchases made outside of Steam (for example, CD keys or Steam wallet cards purchased from third parties). VAC Bans If you have been banned by VAC (the Valve Anti-Cheat system) on a game, you lose the right to refund that game. Video Content We are unable to offer refunds for video content on Steam (e.g. movies, shorts, series, episodes, and tutorials), unless the video is in a bundle with other (non-video) refundable content. Refunds on Gifts Unredeemed gifts may be refunded within the standard 14-day/two-hour refund period. Redeemed gifts may be refunded under the same conditions if the gift recipient initiates the refund. Funds used to purchase the gift will be returned to the original purchaser. EU Right of Withdrawal For an explanation of how the EU right of withdrawal works for Steam customers, click here. Abuse Refunds are designed to remove the risk from purchasing titles on Steam—not as a way to get free games. If it appears to us that you are abusing refunds, we may stop offering them to you. We do not consider it abuse to request a refund on a title that was purchased just before a sale and then immediately rebuying that title for the sale price. You can request a refund or get other assistance with your Steam purchases at help.steampowered.com. Last updated 23 April, 2024 Page 14 Meet new people, join groups, form clans, chat in-game and more! With over 100 million potential friends (or enemies), the fun never stops. Page 15 Valve respects the privacy of its online visitors and customers of its products and services and complies with applicable laws for the protection of your privacy, including, without limitation, the California Consumer Privacy Act ("CCPA"), the European Union General Data Protection Regulation ("GDPR") and the UK GDPR. Valve and its subsidiary TR Technical Inc. comply with the EU-U.S. Data Privacy Framework (EU-U.S. DPF), the UK Extension to the EU-U.S. DPF, and the Swiss-U.S. Data Privacy Framework (Swiss-U.S. DPF) as set forth by the U.S. Department of Commerce. Valve has certified to the U.S. Department of Commerce that it adheres to the EU-U.S. Data Privacy Framework Principles (EU-U.S. DPF Principles) with regard to the processing of personal data received from the European Union in reliance on the EU-U.S. DPF and from the United Kingdom (and Gibraltar) in reliance on the UK Extension to the EU-U.S. DPF. Valve has certified to the U.S. Department of Commerce that it adheres to the Swiss-U.S. Data Privacy Framework Principles (Swiss-U.S. DPF Principles) with regard to the processing of personal data received from Switzerland in reliance on the Swiss-U.S. DPF. If there is any conflict between the terms in this privacy policy and the EU-U.S. DPF Principles and/or the Swiss-U.S. DPF Principles, the Principles shall govern. To learn more about the Data Privacy Framework (DPF) program, and to view our certification, please visit . 1. Definitions Wherever we talk about personal data ("Personal Data") below, we mean any information that can either itself identify you as an individual ("Personally Identifying Information") or that can be connected to you indirectly by linking it to Personally Identifying Information. Valve also processes anonymous data, aggregated or not, to analyze and produce statistics related to the habits, usage patterns, and demographics of customers as a group or as individuals. Such anonymous data does not allow the identification of the customers to which it relates. Valve may share anonymous data, aggregated or not, with third parties. Other capitalized terms in this Privacy Policy shall have the meanings defined in the Steam Subscriber Agreement ("SSA"). 2. Why Valve Collects and Processes Data Valve collects and processes Personal Data for the following reasons: a) where it is necessary for the performance of our agreement with you to provide a full-featured gaming service and deliver associated Content and Services; b) where it is necessary for compliance with legal obligations that we are subject to (e.g. our obligations to keep certain information under tax laws); c) where it is necessary for the purposes of the legitimate and legal interests of Valve or a third party (e.g. the interests of our other customers), except where such interests are overridden by your prevailing legitimate interests and rights; or d) where you have given consent to it. These reasons for collecting and processing Personal Data determine and limit what Personal Data we collect and how we use it (section 3. below), how long we store it (section 4. below), who has access to it (section 5. below) and what rights and other control mechanisms are available to you as a user (section 6. below). 3. The Types and Sources of Data We Collect 3.1 Basic Account Data When setting up an Account, Valve will collect your email address and country of residence. You are also required to choose a user name and a password. The provision of this information is necessary to register a Steam User Account. During setup of your account, the account is automatically assigned a number (the "Steam ID") that is later used to reference your user account without directly exposing Personally Identifying Information about you. We do not require you to provide or use your real name for the setup of a Steam User Account. 3.2 Transaction and Payment Data In order to make a transaction on Steam (e.g. to purchase Subscriptions for Content and Services or to fund your Steam Wallet), you may need to provide payment data to Valve to enable the transaction. If you pay by credit card, you need to provide typical credit card information (name, address, credit card number, expiration date and security code) to Valve, which Valve will process and transmit to the payment service provider of your choice to enable the transaction and perform anti-fraud checks. Likewise, Valve will receive data from your payment service provider for the same reasons. 3.3 Other Data You Explicitly Submit We will collect and process Personal Data whenever you explicitly provide it to us or send it as part of communication with others on Steam, e.g. in Steam Community Forums, chats, or when you provide feedback or other user generated content. This data includes: Information that you post, comment or follow in any of our Content and Services; Information sent through chat; Information you provide when you request information or support from us or purchase Content and Services from us, including information necessary to process your orders with the relevant payment merchant or, in case of physical goods, shipping providers; Information you provide to us when participating in competitions, contests and tournaments or responding to surveys, e.g. your contact details. 3.4 Your Use of the Steam Client and Websites We collect a variety of information through your general interaction with the websites, Content and Services offered by Steam. Personal Data we collect may include, but is not limited to, browser and device information, data collected through automated electronic interactions and application usage data. Likewise, we will track your process across our websites and applications to verify that you are not a bot and to optimize our services. 3.5 Your Use of Games and other Subscriptions In order to provide you with services, we need to collect, store and use various information about your activity in our Content and Services. "Content-Related Information" includes your Steam ID, as well as what is usually referred to as "game statistics". By game statistics we mean information about your games' preferences, progress in the games, playtime, as well as information about the device you are using, including what operating system you are using, device settings, unique device identifiers, and crash data. 3.6 Tracking Data and Cookies We use "Cookies", which are text files placed on your computer, and similar technologies (e.g. web beacons, pixels, ad tags and device identifiers) to help us analyze how users use our services, as well as to improve the services we are offering, to improve marketing, analytics or website functionality. The use of Cookies is standard on the internet. Although most web browsers automatically accept cookies, the decision of whether to accept or not is yours. You may adjust your browser settings to prevent the reception of cookies, or to provide notification whenever a cookie is sent to you. You can manage the use of optional cookies by clicking on the "Cookies setting" page accessible via the cookie banner displayed when you first visit our website and at any time through the Cookie Settings page available here. When you visit any of our services, our servers log your IP address, which is a number that is automatically assigned to the network your computer is part of. 3.7 Content Recommendations We may process information collected under this section 3 so that content, products and services shown on the pages of the Steam store and in update messages displayed when launching the Steam Client can be tailored to meet your needs and populated with relevant recommendations and offers. This is done to improve your customer experience. You can prevent the processing of your data in this way by turning off the automatic loading of the Steam store page and of Steam notifications in the "Interface" section of the Steam Client settings. Valve may send you marketing messages about products and services that are similar to goods and services you have previously requested from Valve to your email address or where you have given explicit consent. In such a case we may also use your collected information to customize such marketing messages as well as collect information on whether you opened such messages and which links in their text you followed. You can opt out or withdraw your consent to receive marketing emails at any time by either withdrawing the consent on the same page where you previously provided it or clicking the "unsubscribe" link provided in every marketing email. Alternatively, you can select what kinds of emails you wish to receive on the email setting page. 3.8 Information Required to Detect Violations We collect certain data that is required for our detection, investigation and prevention of fraud, cheating and other violations of the SSA and applicable laws ("Violations"). This data is used only for the purposes of detection, investigation, prevention and, where applicable, acting on of such Violations and stored only for the minimum amount of time needed for this purpose. If the data indicates that a Violation has occurred, we will further store the data for the establishment, exercise or defense of legal claims during the applicable statute of limitations or until a legal case related to it has been resolved. Please note that the specific data stored for this purpose may not be disclosed to you if the disclosure will compromise the mechanism through which we detect, investigate and prevent such Violations. 4. How Long We Store Data We will only store your information as long as necessary to fulfil the purposes for which the information is collected and processed or — where the applicable law provides for longer storage and retention period — for the storage and retention period required by law. After that your Personal Data will be deleted, blocked or anonymized, as provided by applicable law. In particular:

Slash, Souls-like Dead by Daylight Horror, Multiplayer, Survival Horror, Online Co-Op PUBG: BATTLEGROUNDS Survival, Shooter, Battle Royale, Multiplayer Shadowverse: Worlds Beyond Free to Play, Card Battler, Trading Card Game, Deckbuilding PEAK Physics, Multiplayer, Online Co-Op, Co-op ARK: Survival Ascended Early Access, Survival, Open World, Multiplayer Broken Arrow Strategy, Wargame, Modern, RTS Once Human Multiplayer, Free to Play, Survival, Open World Survival Craft ELDEN RING NIGHTREIGN Souls-like, Online Co-Op, Multiplayer, Roguelike DJMAX RESPECT V Rhythm, Music, Casual, Action Date Everything! Simulation, Dating Sim, LGBTQ+, Choose Your Own Adventure Victoria 3 Grand Strategy, Economy, Historical, Political Sim Tom Clancy's Rainbow Six® Siege X FPS, PvP, Multiplayer, Tactical Limbus Company Lore-Rich, Story Rich, Free to Play, Turn-Based Tactics RAIDOU Remastered: The Mystery of the Soulless Army Action, Action-Adventure, Adventure, Third Person Kingdom Come: Deliverance II RPG, Medieval, Open World, Singleplayer Borderlands 4 Adventure, FPS, Futuristic, Space Disney Dreamlight Valley Relaxing, Life Sim, Character Customization, Exploration DJMAX RESPECT V - V LIBERTY III PACK Shadowverse: Worlds Beyond-Deckboost Bundle Card Battler, Trading Card Game, Strategy, Deckbuilding Resident Evil 4 Horror, Action, Survival Horror, Third-Person Shooter Marvel Rivals Free to Play, Multiplayer, Hero Shooter, Third-Person Shooter Apex Legends™ Free to Play, Battle Royale, Multiplayer, FPS HELLDIVERS™ 2 Online Co-Op, PvE, Third-Person Shooter, Multiplayer DELTARUNE Story Rich, Great Soundtrack, Pixel Graphics, Funny The Alters Survival, Base Building, Management, Exploration See more: Top Sellers Top Sellers REMATCH Sports, Football (Soccer), Multiplayer, PvP Chinese Frontiers Simulation, Crafting, Medieval, Historical Chronicles of the Wolf Action, Adventure, Action-Adventure, Side Scroller Star Overdrive Action-Adventure, Open World, Sci-fi, 3D Platformer Through the Nightmares Puzzle Platformer, 2D Platformer, Precision Platformer, Side Scroller Road Food Simulator Cooking, Simulation, Co-op, Realistic Net.Attack() Action Roguelike, Bullet Hell, Action, Roguelite Guards II: Chaos in Hell Turn-Based Tactics, Tactical RPG, Dungeon Crawler, Party-Based RPG Vessels of Decay Adventure, Pixel Graphics, Atmospheric, Action-Adventure Become the Moon Auto Battler, Deckbuilding, Roguelike, Card Game Nova Hearts Turn-Based Strategy, Dating Sim, Visual Novel, Otome Broken Arrow Strategy, Wargame, Modern, RTS Tower Wizard Strategy, Clicker, Fantasy, Resource Management Spirit X Strike Early Access, Action, Spectacle fighter, Adventure Metro Gravity Exploration, Metroidvania, 3D Platformer, Rhythm The Diary Choices Matter, Casual, Story Rich, Female Protagonist Sickly Days and Summer Traces Casual, Visual Novel, Adventure, Anime Parcel Simulator Simulation, Automation, Immersive Sim, First-Person Mushroom Musume Life Sim, RPG, Text-Based, Cute Empire Game Strategy, Auto Battler, Simulation, Roguelite 100 Italy Cats Free to Play, Casual, Cats, Cozy Ship, Inc. Simulation, Casual, Job Simulator, Cozy Rentlord Roguelike, Management, Replay Value, Roguelike Deckbuilder Outrider Mako Exploration, Spectacle fighter, Precision Platformer, Souls-like Not Monday Cafe Idler, Automation, Building, Management Tiny Aquarium: Social Fishkeeping Collectathon, Idler, Creature Collector, Economy Tech Market Simulator 3D Platformer, FPS, Immersive Sim, Economy Gales of Nayeli RPG, Simulation, Strategy, Strategy RPG NEDRA FPS, Horror, Exploration, Lovecraftian Wordatro! Strategy, Roguelike, Word Game, Roguelite See more: Upcoming Releases Grand Theft Auto V Enhanced Open World, Action, Multiplayer, Crime Kingdom Come: Deliverance II RPG, Medieval, Open World, Singleplayer Dead by Daylight Horror, Multiplayer, Survival Horror, Online Co-Op Barony Multiplayer, Dungeon Crawler, Action Roguelike, Local Multiplayer Barony Multiplayer, Dungeon Crawler, Action Roguelike, Local Multiplayer Palworld Open World, Survival, Creature Collector, Multiplayer DEATH STRANDING DIRECTOR'S CUT Story Rich, Open World, Walking Simulator, Atmospheric DAVE THE DIVER Pixel Graphics, Casual, Management, Adventure ARK: Survival Ascended Early Access, Survival, Open World, Multiplayer Dying Light 2: Reloaded Edition Gore, Open World, Action, Co-op Resident Evil 4 Horror, Action, Survival Horror, Third-Person Shooter Hades II Action, Roguelike, Roguelite, Hack and Slash Resident Evil Village Survival Horror, Horror, First-Person, Singleplayer Don't Starve Together Survival, Open World Survival Craft, Multiplayer, Co-op Resident Evil 4 Horror, Action, Survival Horror, Third-Person Shooter Dying Light: Definitive 10th Anniversary Edition Action, RPG, Gore, Violent HITMAN World of Assassination VR Supported Stealth, Assassin, Action, Singleplayer Devil May Cry 5 Action, Hack and Slash, Great Soundtrack, Character Action Game METAL GEAR RISING: REVENGEANCE Great Soundtrack, Hack and Slash, Action, Spectacle fighter Borderlands 3 RPG, Looter Shooter, Multiplayer, FPS Deep Rock Galactic inZOI Life Sim, Character Customization, Sexual Content, Realistic Grand Theft Auto: The Trilogy – The Definitive Edition Action, Open World, Third-Person Shooter, Adventure Devil May Cry 5 Action, Hack and Slash, Great Soundtrack, Character Action Game Total War: PHARAOH Strategy, RTS, Grand Strategy, Tactical DYNASTY WARRIORS: ORIGINS Hack and Slash, Spectacle fighter, Wargame, Martial Arts DREDGE Exploration, Fishing, Lovecraftian, Adventure Hunt: Showdown 1896 Open World, Extraction Shooter, Multiplayer, Atmospheric Resident Evil Village Survival Horror, Horror, First-Person, Singleplayer Grand Theft Auto IV: The Complete Edition Open World, Action, Automobile Sim, Multiplayer Resident Evil 2 Zombies, Survival Horror, Horror, Singleplayer Monster Hunter: World Co-op, Multiplayer, Action, Open World Resident Evil 7 Biohazard Horror, Survival Horror, First-Person, Singleplayer Total War: THREE KINGDOMS Strategy, Historical, War, Turn-Based Strategy Subnautica VR Supported Open World Survival Craft, Survival, Horror, Underwater Disney Dreamlight Valley Relaxing, Life Sim, Character Customization, Exploration Dragon's Dogma 2 Open World, RPG, Action RPG, Fantasy Dying Light Zombies, Survival Horror, Horror, Online Co-Op METAL GEAR SOLID: MASTER COLLECTION Vol.1 Action, Adventure, Action-Adventure, Stealth Overcooked! 2 Multiplayer, Online Co-Op, Local Co-Op, Co-op 18 Jun, 2025 Marvel Contest of Champions Free to Play, Superhero, Fighting, Combat 14 Jun, 2025 Dread Not Early Access, Time Management, Runner, Puzzle 14 Jun, 2025 Shadowverse: Worlds Beyond Free to Play, Card Battler, Trading Card Game, Deckbuilding 10 Jun, 2025 4STORY : The Original Action, Adventure, RPG, MMORPG 9 Jun, 2025 TAMASHIKA Demo Action, Arcade, Shooter, FPS 9 Jun, 2025 NINJA GAIDEN: Ragebound Demo Action, Ninja, Platformer, Adventure 9 Jun, 2025 Moonlighter 2: The Endless Vault Demo Action, Adventure, RPG, Action Roguelike 9 Jun, 2025 Cinderia Demo Action, Action-Adventure, Action Roguelike, Action RPG 9 Jun, 2025 PIONER Demo Action, MMORPG, Crafting, RPG 9 Jun, 2025 Solo Leveling:ARISE OVERDRIVE Demo 9 Jun, 2025 9 Jun, 2025 Star Birds Demo Strategy, Casual, City Builder, Building 9 Jun, 2025 Absolum Demo Beat 'em up, Roguelite, Fantasy, Local Co-Op 9 Jun, 2025 8 Jun, 2025 矩阵：零日危机 / Terminull Brigade™ Demo PvE, Third-Person Shooter, Looter Shooter, Action 8 Jun, 2025 Bum: Revenge Demo Simulation, Co-op, Crime, Multiplayer 8 Jun, 2025 Baby Steps Demo Action, Adventure, Casual, Walking Simulator 8 Jun, 2025 No, I'm not a Human Demo Horror, Singleplayer, Choices Matter, Story Rich 8 Jun, 2025 TerraTech Legion Demo Action Roguelike, Bullet Hell, Vehicular Combat, Third-Person Shooter 7 Jun, 2025 Neon Abyss 2 Demo Action Roguelike, Cyberpunk, Traditional Roguelike, Platformer 6 Jun, 2025 BALL x PIT Demo Action, Action Roguelike, Bullet Hell, Roguelite 6 Jun, 2025 Morbid Metal Demo Action, Hack and Slash, Action Roguelike, Sci-fi 6 Jun, 2025 Waterpark Simulator Demo Casual, Simulation, City Builder, Life Sim 6 Jun, 2025 FEROCIOUS Demo Action, Singleplayer, Survival, FPS 6 Jun, 2025 Rana Card Demo Casual, Strategy, Card Game, Roguelite 6 Jun, 2025 Box Bakery Demo Casual, Simulation, Cartoony, Drama 5 Jun, 2025 Ratatan Demo RPG, Action, Adventure, Casual 2 Jun, 2025 Truck World: Australia - First Haul Driving, Transportation, Simulation, Open World 2 Jun, 2025 Jump Ship Demo Action Roguelike, Exploration, FPS, Flight See more: Free to Play or Demos Hunters vs hunted operator pack BlackCell (1 Season) Includes Battle Pass, 1100 CP, 20 Tier Skips, and more* Woods operator pack Playable in MWIII, WZ, and WZM With updates rolling in, you must be aware of some key Instagram statistics in 2022 to stay ahead. 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Go in and grab the Gramophone next to the table down here when you are there. You also need to grab a black record disc that can be in three places. On a wheelbarrow next to Pack-a-Punch. Screenshot by Gamepur Next to the machinery next to the Excavation Site sign. Screenshot by Gamepur Behind the Excavation Site, on a wall near the path to the Church. Screenshot by Gamepur Go back to where you got the Gramophone and place it on the table to open the path to the staff holders below. After everything is done opening up, pick up the Gramophone again. Like the other staves, you need to find the Wind Record, three staff parts, and the Wind Crystal to acquire the weapon. Starting with the Record, you can find it in the area of Generator 5 in three spots. To the right of the Stamin-Up machine on the wall. Screenshot by Gamepur On top of the boxes in front of the entrance to the tunnel to the Lightning Portal. Screenshot by Gamepur Inside the tunnel to the Lightning Portal on a shelf to the left. Screenshot by Gamepur Now that you have that, you can go to The Crazy Place and get the Wind Crystal. To get to the portal, enter the tunnel that is near Generator 4. Place the Gramophone on the table to make the portal slowly appear and walk through. The yellow pedestal here will lift up and give you the Crystal. Exit back to the main map when you have it. Screenshot by Gamepur Now it is time to get the three parts. Luckily, this staff has the most straightforward process for this. You might have noticed the three giant robots regularly walking across the map. When they step on parts of the map, you should notice that you can see a yellow light underneath their feet every now and then. You need to go to the areas they are stepping on, shoot that light, and when it stomps down on you, you will be transported inside the robot's head. Don't miss it, or you will be instantly downed. 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Screenshot by Gamepur Now for the final step, return to The Crazy Place and put the Wind Staff on the pedestal from which you got the Crystal earlier. You need to kill enemies in this area to charge up the upgrade. You can go anywhere in this area and even charge multiple staves at once, but be careful not to trap yourself with the constantly changing walls here. When done, the staff inventory bar will light up, showing you can grab the new upgraded Wind Staff, Boreas' Fury. Screenshot by Gamepur With the upgraded Wind Staff, you can charge a shot to put out a tornado that will grab zombies and lift them in the air when they get close enough. This takes up all of the shots in your clip, forcing you to reload, so Speed Cola is a recommended perk. Screenshot by Gamepur You can also use the d-pad to flip the staff around and shoot out a reviving charge directly toward any downed teammates. Gamepur is supported by our audience. When you purchase through links on our site, we may earn a small affiliate commission. Learn more about our Affiliate Policy "Is Black Ops 3 cross-platform?" That's a popular question among gaming enthusiasts. The first-person shooter video game created by Treyarch is in high demand. And gamers who want to play it with friends are looking for an answer concerning its cross-play capabilities. Black Ops 3 does not support cross-platform gaming. Players have to buy a new gaming console to play with friends on a different platform. However, gamers with other versions of the same platform, such as PS4 and PS5, can cross-play on Black Ops 3. Therefore, if you are interested in cross-gaming on Black Ops 3, you can only enjoy it on cross-generational platforms. If you've never heard of Black Ops 3, here is some information. Black Ops 3 is a First Person Shooter (FPS) video game available on PC, Playstation, and Xbox. It's a sequel to the events in Black Ops 2 and features a cold war between the US and China.   The game is based on the story of Black Ops soldiers that are cybernetically enhanced, giving them unique capabilities. They can wall slide, control their guns exceptionally well, and slow boost into the air. Players will enjoy enhancing the characters on Black Ops 3 by customizing their appearance and clothing. They also have the option of unlocking tokens to acquire weapons and gears. Gamers love black Ops for its challenging game modes and controls. It combines different fighting actions and provides gamers with a melee of weapons to combat their enemies. The developers of Black Ops 3 have also added two modes in the game that have made it more popular. These are nightmare mode and zombie mode. See also What Is Nvidia's Net Worth? Cross-platform gaming allows people playing a game to compete against each other or enjoy a game together. For example, you could be on Xbox One while your fellow player is on PC.   Playing a game on different platforms makes it more interesting. It also gives gamers the freedom to move from one device to another without restrictions. Black Ops 3 does not support cross-platform play on Xbox One and PC. It also does not support cross-gaming between PS5/PS4 and PC. Gamers on different devices who want to enjoy the game together have to choose one platform to play on. The lack of cross-play capabilities on Black Ops 3 could be because it was developed and published by rival gaming companies. Some gamers also feel it prevents cheating in the game. However, it's good to note that Black Ops 3 supports cross-generational play. Therefore, gamers on different generations of a platform such as PS4 and PS3 can cross-play on Black Ops 3. Although the cross-platform gaming feature is still new on the gaming scene, not all games support it. Some games like Black Ops 3 only support it on specific platforms through cross-generational play. Therefore, we can safely say the answer to "Is Black Ops 3 Cross-Platform?" is No. However, with fans' increasing demand for cross-play, you can expect more games to have full cross-platform compatibility. Black Ops 3 has won many awards and is popular even without cross-play gaming. It will be interesting to see if upcoming Black Ops releases adopt cross-play on more platforms. See also PS4 Cannot Connect to Server THE BEST FULL GUIDE FOR THE STAFFS IN ORIGINS By S!RuX* In this quick and easy guide, i will show you how to find the pieces of the staffs and how to upgrade them.Important: If you see the words of the guide are disordered, please update this steam page pressing F5 or with the mouse. 1000/15 (a close range direct hit will always be a kill until round 23, from mid-long range zombies will only be stunned momentarily with 15 damage)Infinite (upgraded and charged at least halfway) Semi-Automatic (Chargeable when upgraded) staff_air_zm (Black Ops II)staff_air (Black Ops III) "Do not fight the inevitable, the storm will take you!" — Richtofen while killing zombies with the upgraded wind staff. The Staff of Wind, commonly referred to in the community as the Wind Staff, is one of four buildable Elemental Staffs in the Zombies map Origins. The Staff of Wind shoots blasts of wind when fired, (similar to the Thundergun), and will instantly kill zombies at point blank range until round 23 and knock back any zombies further away. However, the range is not as far as the Thundergun, so you will have to be a bit closer to kill zombies with it. Once upgraded to the Boreas' Fury, it functions the same as its previous version, however its blast of wind has more range and a wider area of effect. The player can also hold down the firing button in order to charge it up, at the cost of more ammo per charged shot. When charged and released, it fires an initial blast of wind, then expands rapidly to form a tornado, attracting any zombies fairly close to it and dragging them to the center, instantly killing them. Furthermore, the Boreas' Fury has a melee attack that involves swiping with the spikes on the head of the staff. This attack is a one hit kill until round 16. If the One Inch Punch is equipped, its melee attack overrides the staff melee attack. After upgrading, it gains a secondary "attachment" called Sekhmet's Vigor which when activated by pressing left on the D-Pad, will cause the player to flip the staff and use the bottom end. This can be used to revive a downed player by "shooting" them directly. The "vigor" is a fast-moving ball, which will travel in a straight line. It is recommended to make your shots count, because it is very easy to miss with this weapon. How to obtain[] To obtain the Staff of Wind, the player must gather three parts of the staff and the elemental crystal, as well as the gramophone and the correct records to access the Crazy Place and the lower levels of the Excavation Site. The staff parts can be found in the Giant Robots' heads, each of the three robots holding one. To access the interior, the player must shoot the foot with glowing lights under it and get stepped on by it, to be sent to the robot's head. Note that only one of the feet is lit up each time a robot makes a pass, and it is randomized every time. One of the wind staff parts, inside a robot's head The yellow record can be found near Generator 5. It can spawn on the partially broken wall to the right of Stamin-Up, on the boxes near the entrance to Lightning tunnel or in the Lightning tunnel on the table at the entrance. The gramophone always spawns on the floor inside the Excavation Site, and the record to access the lower levels can be found outside around the Excavation Site. The elemental gem can be found inside the Crazy Place, and to access it the player needs the yellow record as well as the gramophone. The entrance to the Wind tunnel is near Generator 4. Once in the Crazy Place, there will be a pedestal that will open up with a yellow glow, with the elemental gem arising from within. Note that the gem may only be picked up if the Crazy Place was accessed from the tunnel matching the element of the gem. Once all parts have been collected, the staff may be built in the lowest level of the Excavation Site, in the yellow pedestal. After it is built, it can be picked up by any player, and if the staff is switched to another weapon later on or the player holding it bleeds out (or disconnects), the staff will return to its pedestal. The Staff of Wind in Black Ops II.The portal for the Staff of Wind.The pedestal holding the gem. How to upgrade to Boreas' Fury[] After obtaining the Staff of Wind, it can be upgraded to Boreas' Fury. First, the player must solve the riddle located in the Crazy Place, located in the Wind part of it. Above the portal, there are four concentric rings with four symbols spread evenly on them. The player has to match up the symbols on the rings above with the symbol on the pillar that the symbols are pointing to by shooting each ring with the Staff of Wind in order to rotate it. The symbols are base four representations of numbers, with the number of lines in each shape being the value for each power of four (i.e. if there is only one shape in the symbol, the value is simply the number of lines present in the shape. If there are two shapes, the value is the number of lines in the first shape times four, plus the number of lines in the last shape. If there are three shapes, the number is the number of lines in the first shape times 16, plus the number of lines in the second shape times four, plus the number of lines in the last shape). The symbols on the pillars represent the total to which each row of symbols in the rings must add up. As the correct order never changes (though the rings are initially randomized), it is possible to use the image below as reference. An easy way is to go between the rocks to the right of the portal gateway, and match the symbols as provided. Once the rings are correctly placed, the inner rings will rotate up, and an audio cue will play. Once the riddle in the Crazy Place has been solved, there will be another in the original realm. There are three smoking stone balls around the map, located at Generator 4, next to the tank's returning pathway as well as near Generator 5. The player must shoot these balls with the Staff of Wind to direct the smoke towards the Excavation Site. The ball on the tank's path has be accessed from the church by backtracking the path (or by jumping off the tank if it is returning from the tank station) so that the smoke can be directed the right way. Once all balls have been shot and the smokes are going towards the digsite, an audio cue will play and a beam of light shooting up can be seen coming from the Excavation Site. The stone ball behind the Stamin-Up machine.The ball in the middle of Generator 4 and the Wind tunnel.The ball on the outside section of No Man's Land. Next, the player will have to order the floating rings inside the lower levels of the Excavation Site so that the lights on the four rings are yellow. The rings can be rotated by pulling the levers located around lower levels, two on the normal walkway and two on the wooden scaffoldings. Once all rings' lights are yellow, the yellow orb inside of them must be shot with the staff. It should glow yellow, and shoot up in the air. Finally, the player must place the staff inside the yellow pedestal in the Crazy Place, and kill approximately 20 zombies in the Crazy Place to collect their souls into the staffs. Once it is done, Samantha may talk to the player about the "power of wind being available", and the staff icon on the HUD now has a red outline. The Boreas' Fury can now be picked up from the pedestal. As with the regular Staff of Wind, if the staff is lost by any means, it will be returned to its pedestal in the Excavation Site, and it does not have to be upgraded again. Boreas' Fury in Black Ops IIIHow to build and upgrade the Wind Staff tutorial Trivia[] The name of the Staff of Wind when upgraded is named after Boreas, the Greek God of the North Wind. The staff resembles in look the Caduceus, the staff carried by the Greek God Hermes. The Staff of Wind is Dempsey's favorite staff. [source needed] Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. This article is over 9 years old and may contain outdated information As showcased throughout Call of Duty®: Advanced Warfare, we got to witness a tier-three perk become a necessity within Call of Duty eSports' competitions. Treyarch Studios has reinserted Blast Suppressor into their upcoming title, Call of Duty®: Black Ops III. But the argument of whether or not it is a crutch perk continues on. For those who are unfamiliar with the term, "crutch perk," it is a perk that one must utilize in order to not be held at a disadvantage, similar to the former tier-two perk, Toughness. The popular argument is that similar perks should be built-in to the game rather than taking up a slot in your Create-a-Class, allowing you to explore your other options for perks. What's there to suppress? Black Ops III's version of Blast Suppressor does two things: removes your ping from the minimap when boosting and suppresses your thruster sound. The betas description stated that "No mini-map signature when thrust jumping. Thruster sound is suppressed." Thruster sounds weren't suppressed in Advanced Warfare when the perk was operated, so this is an upgrade. Now if you have Blast Suppressor selected in a class, you can no longer be heard and only seen first-hand. Black Ops III's in-game description of Blast Suppressor. Within Black Ops III's beta, there was a noticeable difference between the way thrust jumping showed up on your minimap in comparison to Advanced Warfare. Only large boosts; ones that use up more than half of your gauge, will appear on an opposing team's minimap as a small rippling blip. The blip happens very quickly and is harder to notice in Black Ops III, especially within respawn-based gamemodes like Hardpoint, Domination, Capture the Flag, etc. This means that you can still perform smaller thrust jumps, slides and wall runs comfortably without the fear of being noticed, aside from being seen or heard of course. Note that within all of the Black Ops III betas, sliding did not appear on the minimap with or without the perk, unlike Advanced Warfare. It's not really considered a thrust mechanic within Black Ops III, more so a cybernetic enhancement to your specialist character, because "it didn't ping on the radar once so ever, which was a little bit strange" as stated by the popular Call of Duty YouTuber, Brad "Drift0r" Overbey, in one of his recent videos. In Advanced Warfare, we didn't have the luxury of character enhancements; players just had the Exoskeleton Suit and their Exo Abilities such as Overclock, Hover, Mute, Stim, etc. Blast Suppressor is not as bad now Blast Suppressor is not as much of a crutch perk as it was in Advanced Warfare. It will still play an important role in sound suppression alongside it's tier-three brother, Dead Silence, when it comes to the gamemode of Search and Destroy. Being a non-respawn gamemode that's often played as a deciding round in a best-of-five series, competitors will still be using every advantage they can get over their opponents. Personally, I feel this will change Search and Destroy in a good way. It will force players to chose between the tier-three perk combinations of Dead Silence and Blast Suppressor or Dead Silence and Tactical Mask, or players utilizing more tactical counter-equipment like Trophy Systems in Search and Destroy. It'll probably come down to roles and preferences. On the other hand, respawns are not as minimap-dependant and "with all that kind of craziness going on you're probably not going to need Blast Suppressor." Bullets, tactical and lethal equipment and much more will be cycling throughout a match, and "you probably won't be able to hear the little thrusts over the explosions." Players will be focusing on the minimap mainly for teammate and enemy locations. With the new movement system that Treyarch has implemented, ground fights are more practical in this game, unlike the aerial dogfights we used to see. The gauge system forces players to use ground-level, traditional movements for at least 50-percent or more of the fights. As Drift0r states, the minimap blip/ping "is not very distinct like Advanced Warfare." As aforementioned, they are subtle and easy to miss. Another noticeable difference is the fact that minimap pings are not aimed towards a small location as Advanced Warfare's were. In Black Ops III, the ripple extends a little farther, forcing your opponent to search a larger quadrant to find the actual player. This was most likely changed in order to balance the game more for a player who doesn't utilize the tier-two perk. Blast Suppressor's features definitely seemed to have improved, along with the side effects of not using the perk. It doesn't seem to be as much of a crutch perk within Black Ops III, if you consider it still to be one. Blast Suppressor is in no way a crutch perk. – Drift0r I'm sure we'll still be seeing many players within the CoD community using it within certain gamemodes, but for now, I can see people dealing without it. It's no longer a huge disadvantage. Be sure to note that everything is still subject to change before the game's official release on Nov. 6, 2015. Do you believe that Blast Suppressor is still a crutch perk in Call of Duty®: Black Ops III? Let us know in the comments. Stay up-to-date with further Black Ops III news over at our Twitter – @eSportsNation. Dot Esports is supported by our audience. When you purchase through links on our site, we may earn a small affiliate commission. Learn more about our Affiliate Policy HowLongToBeatCall of Duty: Black Ops III NewsLoad More The four elemental staffs in Origins are weapons that you and your teammates are likely going to pursue building in just about any game. They are powerful and can quickly get you out of a pinch when direly needed. However, obtaining and upgrading them will have you going through various steps and puzzles along the way. Here is how to get the Wind Staff in Origins, as well as the code needed to upgrade it in Call of Duty: Black Ops 3. Related: How to create the Call of Duty: Black Ops 3 Zombies Origins Fire Staff: Code, How to Upgrade, and more When your match begins, start by building up points to get to the Excavation Site. 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Screenshot by Gamepur Some important things to consider because seeing the robot's light can be a little hard at times: only one foot will be lit up as the robot passes by. If all three robots are going through at the same time, only one of the six feet can be lit up. One will pass through No Man's Land with steps near Generators 2 and 3. The middle one will go over the Excavation Site and can be entered in five different areas, so you have more time to find the foot here. The last one goes through Church and can only be entered in front of and behind the building. When you get transported to the robot's head, you can pick up the staff part and leave through the tubes behind you. You will get thrown out after a little bit if you take too long to look around. All three robots have a different part in them. Screenshot by Gamepur Now that you have the parts, go to the bottom of the Excavation Site and build the Wind Staff at the altar on the left. 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When you purchase through links on our site, we may earn a small affiliate commission. Learn more about our Affiliate Policy One of the best maps in Call of Duty Zombies is Origins, a difficult battle in another dimension where Primis must find a way to ascend to Agartha and reach Samantha Maxis. To do that, players are going to need the Elemental Staff in Call of Duty Zombies, and there are 4 elemental staffs in total, each with their own specific steps to obtain them and then upgrade them. Related The fate of every crew in Call of Duty Zombies is revealed, allowing players to see the endings of their favorite characters, no matter how tragic. The Elemental Staffs in COD Zombies are extremely powerful, and a must-have for those seeking high-rounds or easter egg completion in the map Origins. Listed below is a comprehensive guide on how to get every staff in Origins, and just how to upgrade them. Where to Find the Musical Parts The Gramophone and Black Record are necessary for obtaining every staff in Origins, as the Gramophone is used to unlock the Crazy Place and the black disc is what is first used to unlock the staff room. The Gramophone is found underneath the stairs past Pack-a-Punch at Excavation near a table, where there are three spots for the black disc: Besides the generator on a box leading to the Excavation stairs In a barrel of 115 to the left of Pack-a-Punch On a wall next to some crates on the left, towards the path to the Church The Wind Staff's requirements involve finding 3 staff parts that can each be found within the Giant Robots that randomly walk across the map. Each Giant Robot harbors a different part on a set path, so it's best to open up the entire map. When a Giant Robot is making its way across the map, players will want to look up to see underneath its mechanical foot. If the mechanical foot has a glowing circle, players can shoot at it with any gun to open it. With the mechanical foot now open, players can stand underneath it to ascend into the Giant Robot's head. Failing to open the foot or standing under the wrong foot will result in entering a downed state. Here are all three Giant Robots in Origins locations: Freya – Walks to the left of the map between Generator 6 and the Church Odin – Walks in the middle of the map from Generator 5 (Stamin-Up) to Generator 4 (Juggernog) Thor – Walks to the right of the map between Generator 3 (Speed Cola) and Generator 2 (Tank Station) The Giant Robots will randomly start walking through the map, so patience is a virtue when it comes to the Wind Staff. All three parts can be found within the Giant Robots at the control panels. Once players have obtained each of the three parts, they will want to obtain the Wind Staff gem. Players need to locate the Yellow Record, and all spawn spots for it are around Generator Station 5: Inside the Lightning Tunnel, to a desk on the left. Resting on three crates beside a burning cart, just opposite the entrance to the Lightning Tunnel On the broken wall to the right of the Stamin-Up machine. Now with the gramophone and the yellow record, players must head to Generator 4 (by Juggernog) to enter the Wind Tunnel. Going down this tunnel, players can place their gramophone down on the left where The Crazy Place sign is. Players now must enter into the portal to enter the Crazy Place and pick up the yellow gem that sits inside the yellow pillar. Players now want to use the gramophone and the black record down the stairs of Pack-a-Punch in the center of the mound to open up a new area, where they can take all of their Wind Staff parts and craft it at the left statue with the yellow glow. The trickiest part of acquiring the Lightning Staff is the fact that players must use the tank located at the Church in order to claim the three staff parts. It costs 500 points to activate the tank, and zombies will sprint after it, if they jump on top, players will be forced to kill them. Here are where the three parts can be found: On the tank from the Church, keep your eyes to the right to find a wooden walkway that can be jumped onto. Follow the wooden path to locate a Lightning Staff part. On the tank from the Tank Station by Generator 2, look to the left and wait for the MP-40 wall-buy. Just after this, there is a wooden walkway that can be jumped up to claim another Lightning Staff part. Straight after claiming the Lightning Staff part above, players can run back to the tank (preferably with Stamin-Up) and watch the right side of the map as the tank returns to the Church. Jump up to the raised mud path that leads back into the Church for the final Lightning Staff part. Players need to locate the purple record, and all possible spawns are found by Generator Station 4: Found on a wooden cart to the left of Generator 4's entrance On a table by Wunderfizz and Juggernog Inside the Wind Tunnel to the right of the Crazy Place sign With the gramophone and purple record, head to the Lightning Tunnel which is by Generator 5 and Stamin-Up. Inside, place the gramophone on the table to enter the Crazy Place and now pick up the purple gem. Head down to the room below Pack-a-Punch and craft the Lightning Staff in the middle. Players now want to use the gramophone and the black record down the stairs of Pack-a-Punch in the center of the mound to open up a new area, where they can take all of their Lightning Staff parts and craft it at the third statue in the middle to the right. Players must find three Fire Staff parts, which aren't necessarily so hard to obtain, but might take a bit of time: The first part becomes available after opening up the debris to the Church. Look to the sky to find a glowing plane. Now shoot this glowing plane to make it crash, and a Fire Staff part will drop at the Excavation area. Another part is claimed from the reward chest at Generator 6 for completing the 115 conversation generator at Generator 6 One part is picked up from killing the Panzersoldat, which spawns in on Round 8 Players need to pick up the red record, and all possible spawns are found in the Church area towards Generator 6: Between the tank and the staircase in the downstairs area of the Church On a bench to the left of the upstairs of the Church On a box at the entrance of Generator 6 With the gramophone and red record, players need to head back to the Fire Tunnel beside Spawn and place the gramophone to enter the Crazy Place and pick up the red crystal at the red pillar. With all Fire Staff parts, indicated by checking the HUD when using the select button, players can now head into the basement of the Excavation area once they have opened it with the gramophone and black record. Head down the stairs and craft the Fire Staff at the right statue that glows red. The first integral step to obtaining the Ice Staff is to find the Shovel in Origins. Shovels are used to interact with dig sites that spawn at random throughout round progressions. Here are some useful shovel spawns in Origins: Leaning on a wall by the RK5 wall-buy at Spawn Leaning on a wall in Spawn by the sign that reads Generator Station 3 Inside the Church near the rear of the tank In the Wind Tunnel by Generator 4 In the Lightning Tunnel by Generator 5 With a shovel acquired, players now have to progress through the rounds until it begins to snow. It snows at random, so avoid dig sites until the rain stops, the weather fogs up and snow begins to fall. With the map now snowing, interact with all the dig sites with the shovel to try and obtain the three Ice Staff parts: Top part of the staff – Dig sites around Generator 6 and the Church Middle part of the staff – dig sites in the middle of the map from Generator 5 to Generator 4 Bottom part of the staff – No Man's Land and around Generator 2 and Generator 3 It's time to find the blue record, which is found in a few specific spots around Generator 2 and the Tank Station: On the table with 115 rocks inside the Tank Station On a shelf by the Mystery Box in the Tank Station Opposite the bunk beds on a shelf next to 2 crates in the Tank Station With the gramophone and blue record, head through to the Church by Generator 6 to enter the Ice Tunnel and enter inside to place the gramophone on the table and enter the Crazy Place. Inside, pick up the blue gem on the blue pillar and then return to the map and use the gramophone to unlock the area below Pack-a-Punch. With all Ice Staff parts, players can now enter the staff area and craft the Ice Staff on the second statue, indicated by its blue glue. Now with the Wind Staff in hand, players want to re-use the gramophone at the Wind Tunnel to access the Crazy Place. Once inside, head over to the portal that will take players back to the Wind Tunnel area, but instead of entering it, look up to see the symbols on the ceiling. When shooting any of these symbols with the Wind Staff, the ring that the symbol is on will rotate. All players need to do is match up the rings in a specific order, with a visual reference found below: Once completed, an audio cue will let players know of their success. Now, it's time to leave the Crazy Place, return to the map, and find three smokestacks that must be redirected toward Pack-a-Punch by shooting them with the Wind Staff. Here are the three smoke stacks players must shoot toward Pack-a-Punch: To the right of Generator 4 when facing the direction of Pack-a-Punch Follow the tank's return journey on the mud path leading out from the Church and keep to the right wall where the smoke stack is located by a skull and bones sign At Generator 5 when facing Stamin-Up, the smoke stack is over the destroyed wall If all three smoke stacks have been shot with the Wind Staff towards Pack-a-Punch, an audio cue will indicate they have completed the task, and a blue beam of light will be coming down from Pack-a-Punch. Inside the mound and down the stairs, players can find 4 levers that can be used to rotate the rings found above the staff holders. Players must use all 4 levers until all the rings are yellow, and this is done simply by interacting with the lever and then moving on to the next one. Once all 4 rings are yellow, a yellow orb will spawn underneath the rings. Players must shoot this with the Wind Staff to let it fly off. Head back to the Crazy Place and place the Wind Staff into the yellow pillar where they first claimed the Wind Staff's gem. Now, players must kill around 20 zombies, where their souls will transfer into the Wind Staff. Players will know that they have completed this step as the Wind Staff in the UI will now have a white outline, or the souls will stop transferring into it. From here, simply pick up the upgraded staff: Boreas' Fury. With the Lightning Staff in hand, head back to the Lightning Tunnel outside Generator 5 and re-enter the Crazy Place. Head to the Lightning Staff-specific room where there will be 12 purple arrows located on a wall. Players will now need to shoot these arrows like they are piano keys in a specific order with the Lightning Staff on the bottom row of symbols only: First Pattern – 1, 3, 6 Second Pattern – 3, 5, 7 Third Pattern – 2, 4, 6 Once the patterns have been completed, an audio cue will indicate success. Players can now leave the Crazy Place and return to the map where 7 electrical panels will be sparking. Players need to find all 7 of these electrical panels and interact with them a specific number of times to turn the dials to stop the electricity sparks from appearing: Down the stairs of spawn to the right, the dial must face left By the Giant Robot footprint of Generator 4, the dial must be facing up Inside the Tank Station at Generator 2, the dial must face down Downstairs area of the Church, the dial must face the right Upstairs in the church by the water basin, the dial must face up On a wall in Generator 5, left of Stamin-Up, the dial must be facing down By the wall at Excavation, the dial must face up Once all dials are facing the correct way, a beam of light will emerge from the sky and enter the Pack-a-Punch Excavation site. Now it's time to head into this area and change all 4 dials with the 4 levers inside the mound to ensure that all the lights are rotated to purple. Once down, head down to the bottom and shoot the purple ball that has appeared with the Lightning Staff. Lastly, players need to head back to the Crazy Place and place the Lightning Staff on the purple pillar. Now, just kill 20 zombies to transfer their souls to the staff. Once completed, players can pick up the upgraded Lightning Staff called Kimat's Bite. With the Fire Staff equipped, head back to the Crazy Place and head to the red area of this location indicated by the portal back to the Fire Tunnel. Use the Fire Staff to kill zombies on the hexagonal grates on the floor. Killing zombies on the grates with the Fire Staff will make the cauldrons on the wall glow. Once all four are lit up from zombie deaths, an audio cue will indicate success, thus activating the next step. Head upstairs in the Church and on the walls there should be 4 symbols with an orange glow. Each symbol consists of a pattern of circles, and each symbol corresponds with a torch found in the basement of the Church. Each symbol has a number associated with it, and players must shoot the specific torches with their Fire Staff based on what symbols they have. The symbols can be translated to the correct number so players know which specific torch to shoot: 11 – 1 orange dot, 1 circle, 2 orange dots 5 – 1 orange dot, 2 orange dots 9 – 1 orange dot, 1 circle, 1 circle 7 – 2 orange dots, 1 orange dot 6 – 2 orange dots, 1 circle 3 – 1 orange dot, 1 circle 4 (Blood Stain) – 1 orange dot, 1 orange dot With any of the four symbols lit up, head down to the Church's basement and shoot the corresponding torches indicated by the number written underneath each one, in quick succession. Correct completion has an audio cue and a beam of light in the sky heading down Excavation. Use the 4 levers inside the staff room underneath Pack-a-Punch to rotate the rings until all colors are red. After, head down to the staff room, look up, shoot the glowing red ball with the Fire Staff, and then head back to the Crazy Place. Place the Fire Staff in the red pillar and charge the staff by killing 20 zombies near the staff. After completing, pick the staff back up where it should now be upgraded with its name changed to Kagutsuchi's Blood. Equip the Ice Staff and return to the Crazy Place. Players then want to head to the Ice Staff-specific area of the Crazy Place indicated by the blue color scheme. Once here, there are going to be tiles on the ceiling as well as a tile on the wall. Players must look at the tile on the pillar to see which symbol appears, and then shoot the corresponding symbol on the floating tiles on the ceiling. In essence: Look at the symbol, see what that symbol translates to on the ceiling, shoot the correct ceiling tile, and repeat until an audio cue indicates completion. Now return from the Crazy Place and locate a series of 3 tombstones that are just outside the map. Players will want to shoot these tombstones with the Ice Staff to clear the water, and then shoot it again with their gun to make the tombstone disappear. By the Giant Robot footprint near Generator 4 and the KN-44 wall-buy At the Giant Robot footprint outside the Excavation Behind the Tank Station beside the destroyed Giant Robot on the mud path to No Man's Land Destroying all three tombstones provides an audio cue and a glowing beam of light from the sky back into the Excavation site. Return to where the staff was crafted and turn all 4 levers found around this room until the dials are all showing blue colors. Now head down to the staff area and shoot the blue ball that appears with the Ice Staff. Head back to the Crazy Place and place the Ice Staff in the blue pillar. Kill 20 zombies in the Crazy Place to charge up the Ice Staff, and once complete, players can pick the Ice Staff back up to its upgraded form, the Ull's Arrow. Related Crafting the bow and its upgrades in Black Ops 3's Der Eisendrache is no simple task, but these easy-to-follow steps will ensure a bow for everyone. Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. 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