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Call of Duty Zombies works best when fans have some time to miss it, returning every few years alongside each Treyarch game. Having a Zombies mode for every Call of Duty game can not only put too much pressure on the developers, like with Vanguard, but it also leads to an over-saturation of Zombies content.

It first appeared in Call of Duty: World at War and became highly popular upon the game's release, resulting in the mode returning in Call of Duty: Black Ops, Call of Duty: Black Ops II, Call of Duty: Black Ops III, Call of Duty: Black Ops 4, Call of Duty: Black Ops Cold War, Call of Duty: Vanguard, and Call of Duty: ...

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For die-hard Call of Duty players, or collectors of the in game skins, the BlackCell pass cannot be passed up. Players will receive over 20 additional rewards throughout the course of the battle pass, including 10 BlackCell Operator Skins and 6 BlackCell Weapon Blueprints.