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Call of Duty: Black Ops II is a 2012 first-person shooter video game developed by Treyarch and published by Activision. It was released for Microsoft Windows, PlayStation 3, and Xbox 360 on November 12, 2012, and for the Wii U on November 18 in North America and November 30 in PAL regions.

Call of Duty: Black Ops II is the ninth game in the Call of Duty franchise of video games, a sequel to the 2010 game Call of Duty: Black Ops and the first Call of Duty game for the Wii U. A corresponding game for the PlayStation Vita, Call of Duty: Black Ops: Declassified, was developed by nStigate Games and also released on November 13.

Call of Duty: Black Ops II

Call of Duty: Black Ops II

In developing Black Ops II, Treyarch introduced several revisions to the gameplay mechanics for online multiplayer that have been a hallmark of the Call of Duty franchise. These include the introduction of "multi-team" games that allow matches to host three or more teams of players, in contrast to the traditional two factions, and revisions to the "Create-A-Class" function that allows users to select which guns, attachments, weapon camouflage and perks (additional

Call of Duty: Black Ops II

Square Enix released the game for the Japanese market on November 22, 2012, as a subbed version. A Japanese voice-dubbed version was released separately on December 20, 2012. The script for this version was translated by Zenigame Nakamoto. The translated version was criticized for its translation errors. The Japanese release of the Wii U port is only the dubbed version since the console was not available in Japan in Nov