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<p></p><p>2012 video game</p>
<p>Call of Duty: Black Ops II is a 2012 first-person shooter video game de
veloped 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
. [1][2][3][4][5] Black Ops II is the ninth 📈 game in the Call of Duty f
ranchise 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 th
e PlayStation Vita, Call 📈 of Duty: Black Ops: Declassified, was develo
ped by nStigate Games and also released on November 13.</p>
<p>The game's campaign follows up 📈 the story of Black Ops an
d is set in the late 1980s and 2025. In the 1980s, the player switches 📈
control between Alex Mason and Frank Woods, two of the protagonists from Black
Ops, while in 2025, the player assumes 📈 control of Mason's son, D
avid (codenamed "Section"). Both time periods involve the characters p
ursuing Raul Menendez, a Nicaraguan arms dealer 📈 and later terrorist,
who is responsible for kidnapping David in the 80s and later sparking a Second C
old War in 📈 2025. The campaign features non-linear gameplay and has mu
ltiple endings.[6] Locations featured in the game include Angola, Myanmar, Afgha
nistan, Nicaragua, 📈 Pakistan, the Cayman Islands, Panama, Yemen, the U
nited States, and Haiti.</p>
<p>Development for the game began soon after the release of 📈 Bla
ck Ops, with Activision promising that the follow-up would bring "meaningfu
l innovation" to the Call of Duty franchise. Black Ops 📈 II is the
first game in the series to feature futuristic warfare technology and the first
to present branching storylines 📈 driven by player choice as well as s
electing weapons before starting story mode missions. It also offers a 3D displa
y 📈 option. The game was officially revealed on May 1, 2012, following
a set of leaked information released during the previous 📈 months.</