

# 365 casino online

&lt;p&gt;2012 video game&lt;/p&gt;

&lt;p&gt;Call of Duty: Black Ops II is a 2012 first-person shooter video game developed by Treyarch and published &#128535; by Activision. It was released for Microsoft Windows, PlayStation 3, and Xbox 360 on November 12, 2012, and for the &#128535; Wii U on November 18 in North America and November 30 in PAL regions

.<sup>[1][2][3][4][5]</sup> Black Ops II is the ninth &#128535; game in the Call of Duty franchise of video games, a sequel to the 2010 game Call of Duty: Black &#128535;

Ops and the first Call of Duty game for the Wii U. A corresponding game for the PlayStation Vita, Call &#128535; of Duty: Black Ops: Declassified, was developed

by nStigate Games and also released on November 13.&lt;/p&gt;

&lt;p&gt;The game&#39;s campaign follows up &#128535; the story of Black Ops and is set in the late 1980s and 2025. In the 1980s, the player switches &#128535;

control between Alex Mason and Frank Woods, two of the protagonists from Black Ops, while in 2025, the player assumes &#128535; control of Mason&#39;s son, David

(codenamed &quot;Section&quot;). Both time periods involve the characters pursuing Raul Menendez, a Nicaraguan arms dealer &#128535; and later terrorist,

who is responsible for kidnapping David in the 80s and later sparking a Second C

old War in &#128535; 2025. The campaign features non-linear gameplay and has multiple endings.<sup>[6]</sup> Locations featured in the game include Angola, Myanmar, Afghanistan,

Nicaragua, &#128535; Pakistan, the Cayman Islands, Panama, Yemen, the United States, and Haiti.&lt;/p&gt;

&lt;p&gt;Development for the game began soon after the release of &#128535; Black Ops, with Activision promising that the follow-up would bring &quot;meaningful

innovation&quot; to the Call of Duty franchise. Black Ops &#128535; II is the first game in the series to feature futuristic warfare technology and the first

to present branching storylines &#128535; driven by player choice as well as selecting weapons before starting story mode missions. It also offers a 3D display

&#128535; option. The game was officially revealed on May 1, 2012, following a set of leaked information released during the previous &#128535; months.&lt;/p&gt;

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&lt;p&gt;Black Ops II received mostly positive reviews from critics, with praise for its gameplay, story, multiplayer, Zombies mode, and villain, &#128535; but

its Strike Force missions had a mixed reception. The game was a commercial success; within 24 hours of going &#128535; on sale, the game grossed overR\$500 million.<sup>[7]</sup> It had remained the largest entertainment launch of all time until Sept

ember 2013, &#128535; when Take-Two Interactive announced that Grand Theft Auto V had grossedR\$800 million in its first day of release.<sup>[8]</sup> It went &#128535; o

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