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<p&gt;2024 video game&lt;/p&gt; <p&gt;Call of Duty: Black Ops 4 (stylized as Call of Duty: Black Ops IIII) is a 2024 multiplayer🧲 first-person shooter developed by Treyarch and publ ished by Activision. It was released worldwide for PlayStation 4, Windows, and X box One🧲 on October 12, 2024. It is a sequel to the 2024 game Call of Du ty: Black Ops III, the fifth🧲 entry in the Black Ops sub-series, and the 15th installment in the Call of Duty series overall.</p&gt;

<p&gt;Black Ops 4 is&#129522; the first mainline Call of Duty title without a traditional single-player campaign mode. Instead, it features the Specialist HQ , which🧲 focuses on the backstories of the game's multiplayer charac ters, known as "Specialists". The missions take place between Black Op s II🧲 and III chronologically. Some of the Specialists also carried over from Black Ops III. The multiplayer mode is the first🧲 in the series to not feature automatic health regeneration and introduces both predictive recoil and a new ballistics system. The🧲 game included three Zombies experienc es on release day, four if a special edition of the game, or the Black Ops&#1295 22; Pass, was purchased. The locations of the maps include the RMS Titanic, a Gl adiatorial Arena in Roman Egypt, and Alcatraz🧲 Federal Penitentiary. The game also introduced a battle royale mode called Blackout, which features up to 100 players in each🧲 match. Many characters from this and other Black O

ps titles can be used as the player's character model in this🧲 mode. </p&qt;

<p&gt;Development for the game started shortly after the release of Black Ops III. Treyarch chose not to create a traditional🧲 singleplayer campaign for the game at the beginning of production, instead focusing on a new 'Care er' mode with a greater🧲 focus on the multiplayer aspect. They cited an increased interest for multiplayer and lack of time spent by the playerbase& #129522; on the campaign mode as reasons why they shifted their focus. Black Ops 4 utilizes Blizzard's Battle platform for the🧲 Windows version inst ead of Steam, the first game in the series to do so. Teasing of the game began i n🧲 March 2024, with a full reveal taking place later in May. Two betas w ere held for the game; one for #129522; the multiplayer in August and one for BI ackout in September. The release date was moved up to October instead of &#129522 ; the series' usual November in an attempt to avoid coinciding with the rele ase of other high-profile games.</p&gt;

<p&gt;Pre-release reception of the&#129522; game was negative due to the game 's lack of a campaign mode and the Black Ops Pass, a season pass🧲 th