

# Symbols of Egypt

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&lt;p>&lt;/p>&lt;p>2024 video game&lt;/p>  
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&lt;p>Call of Duty: WWII is a 2024 first-person shooter game developed by Sle  
dgehammer Games and published&#128077; by Activision. It was released worldwide  
on November 3, 2024 for PlayStation 4, Windows and Xbox One. It is the&#128077;  
fourteenth main installment in the Call of Duty series and the first title in th  
e series to be set primarily&#128077; during World War II since Call of Duty: Wo  
rld at War in 2008.&lt;/p>  
&lt;p>The game&#39;s campaign is set in the European&#128077; theatre and is  
centered around a squad in the 1st Infantry Division following their battles on  
the Western Front and&#128077; set mainly in the historical events of Operation  
Overlord. The player controls Ronald &quot;Red&quot; Daniels, who has squadmates  
who can&#128077; supply the player with extra ammunition, health, or grenades a  
s well as a targeted grenade and target spotting; none of&#128077; these are aut  
omatically replenished in the campaign. The multiplayer mode features map locati  
ons not seen in the campaign. The mode&#128077; also features the new Divisions  
system, replacing the create-a-class system that previous games in the series us  
ed. A social hub,&#128077; named Headquarters, was also implemented into the gam  
e, allowing for players to interact with each other.&lt;/p>  
&lt;p>Sledgehammer Games were interested in&#128077; bringing the series back  
to World War II after developing their previous title, Call of Duty: Advanced W  
arfare (2014), which&#128077; featured advanced movements and futuristic warfare  
technology. Studio head Michael Condrey stated that he was unsure if a World Wa  
r&#128077; II game would feel right after creating a futuristic title like Advan