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<p></p><p>m toe-ToE tocando e nossa as bandasMariacchi t#234;</p>

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<p></p><p>2003 video game</p>

<p></p><p>Call of Duty is a 2003 first-person shooter game developed by Infinity</p>

<p> Ward and published by Activision. It is the first installment in the Call of Dut</p>

<p> y franchise,[3] released on October 29, 2003, for Microsoft Windows. The game si</p>

<p> mulates infantry and combined arms warfare of World War II using a modified vers</p>

<p> ion of the id Tech 3 engine. Much of its theme and gameplay is similar to the Me</p>

<p> dal of Honor series; however, Call of Duty showcases multiple viewpoints staged</p>

<p> in the American, British, and Soviet theaters of World War II.</p>

<p></p><p>The game introduced a new take on AI-controlled allies who support the</p>

<p> player during missions and react to situational changes during gameplay. This le</p>

<p> d to a greater emphasis on squad-based play as opposed to the "lone wolf&qu</p>

<p> ot; approach often portrayed in earlier first-person shooter games. Much of Infi</p>

<p> nity Ward#39;s development team consisted of members who helped develop Medal o</p>

<p> f Honor: Allied Assault. The game received critical acclaim and won several Game</p>

<p> of the Year awards from reviewers.</p>

<p></p><p>In September 2004, an expansion pack called Call of Duty: United Offens</p>

<p> ive, which was produced by Activision and developed by Gray Matter Studios and P</p>

<p> i Studios, was released. At the same time the N-Gage Version got an Arena Pack w</p>

<p> ith 3 new Levels.[4] An enhanced port of Call of Duty for the PlayStation 3 and</p>

<p> Xbox 360, titled Call of Duty: Classic, developed by Aspyr, was released worldwi</p>

<p> de in November 2009 with the release of Call of Duty: Modern Warfare 2, being av</p>

<p> ailable via redemption codes included with the "Hardened" and "Pr</p>

<p> estige" editions of the game.[5]</p>