

fortuna cassino

<p>2012 video game</p>

<p>Call of Duty: Black Ops II is a 2012 first-person shooter video game developed 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 franchise 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 the PlayStation Vita, Call 🫰 of Duty: Black Ops: Declassified, was developed

by nStigate Games and also released on November 13.</p>

<p>The game's campaign follows up 🫰 the story of Black Ops and 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, David

(codenamed "Section"). Both time periods involve the characters pursuing 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 multiple endings.^[6] Locations featured in the game include Angola, Myanmar, Afghanistan, 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 🫰 Black Ops, with Activision promising that the follow-up would bring "meaningful

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 selecting weapons before starting story mode missions. It also offers a 3D display

🫰 option. The game was officially revealed on May 1, 2012, following a set of leaked information released during the previous 🫰 months.</p>

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<p>Black Ops II received mostly positive reviews from critics, with praise for its gameplay, story, multiplayer, Zombies mode, and villain, 🫰 but

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

ember 2013, 🫰 when Take-Two Interactive announced that Grand Theft Auto V had grossedR\$800 million in its first day of release.^[8] It went 🫰 o

verR\$1.5 billion in its first week of release. It was the highest-grossing video game in the world in 2012, with a total of overR\$1.5 billion in sales.