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<p></p><p>This article is about the second installment in the
Call of Duty series. For the console spin-off, see Call of Duty 2: Big Red One&

t;/p>
<p>2005 video game</p>
<p>Call of Duty 2 is a 2005 first-person shooter video game developed by I
nfinity Ward and published by Activision in most regions of the world. It is the
second installment of the Call of Duty series. Announced by Activision on April
7, 2005, the game was released for Microsoft Windows on October 25, 2005, and a
s a launch title for the Xbox 360 on November 22, 2005.[4] Other versions were e
ventually released for OS X, mobile phones, and Pocket PCs.</p>

<p>The game is set during World War II and the campaign mode is experience
d through the perspectives of four soldiers: one in the Red Army, one in the Uni
ted States Army, and two in the British Army. It contains four individual campai
gns, split into three stories, with a total of 27 missions. Many features were a
dded and changed from the original Call of Duty, notably regenerating health and
an icon that indicates a nearby grenade about to explode.</p>
<p>The game drew critical praise, particularly for the graphics, sound, an
d the regenerating health system. The Xbox 360 version sold more than 250,000 co
pies in its first week, more than 2 million copies by January 2008, and nearly 6
million copies by November 2013.[9] It is considered to be one of the best vide

o games of all time.</p>
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