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<p&gt;&lt;/p&gt;&lt;p&gt;2009 video game&lt;/p&gt;
<p&gt;Call of Duty: Modern Warfare 2 is a 2009 first-person shooter game deve
loped by Infinity Ward and published /, by Activision. It is the sixth installmen
t in the Call of Duty series and the direct sequel to Call of /, Duty 4: Modern W
arfare. It was released worldwide on November 10, 2009, for Windows, PlayStation
3, and Xbox 360. A /, separate version for the Nintendo DS, titled Modern Warfar
e: Mobilized, was also released on the same day. A version for /, OS X was develo
ped by Aspyr and released in May 2014, and the Xbox 360 version was made backwar
d compatible /, for the Xbox One in 2024.</p&gt;
<p&gt;The game&#39;s campaign follows Task Force 141, a multinational special
forces unit commanded by Captain /, Soap MacTavish as they hunt Vladimir Makarov
, leader of the Russian Ultranationalist party, and United States Army Rangers f
rom the /, 1st Ranger Battalion who are defending the Washington, D.C. area from
a Russian invasion. The game's main playable characters are /, Sergeant Gary
&guot; Roach&guot; Sanderson, of the 141, and Private James Ramirez, of the Army
Rangers, with Captain MacTavish becoming playable /, later in the campaign. The m
ultiplayer mode was expanded upon from the previous game, with several new featu
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<p>Development /, for the game began in 2008, when it was still known as Ca II of Duty 6. It uses the IW /, 4.0 engine, an improved version of Call of Duty 4 's IW 3.0. Infinity Ward was inspired by real-life conflicts when /, developi

res and modes.</p>