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Call of Duty 2 is a 2005 first-person shooter video game developed by Infinity 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 as a launch title for the Xbox 360 on November 22, 2005.[4] Other versions were eventually released for OS X, mobile phones, and Pocket PCs.

Call of Duty 2 features several game types: Deathmatch, Team Deathmatch, Search & Destroy, Capture the Flag and Headquarters.[17] The maps include Normandy, Africa, and Russia. Each team can choose a variety of weapons, depending on the map. Players can choose between American soldiers, Soviet soldiers, and British soldiers for the Allied forces, while the Axis forces must play as German soldiers.[18]

The press release said players would engage enemies in a less linear battlefield, tackle the major battles chronologically, and use squad tactics not available in previous Call of Duty games. Infinity Ward also confirmed making a "Battle Chatter System", similar to Medal of Honor: Pacific Assault, where squad members converse to create situational awareness.[22]

A small grayed-out grenade icon appears in the center of the screen when the player is near a grenade, with an arrow pointing in the direction of the grenade. Enemies can sometimes seem to be dead when they are not, where the enemy can still wield his side arm and fire at the player, known as Last Stand, which would later become a perk available to players in the multiplayer of subsequent games.[27]

For the Xbox 360 version, IGN's Douglass C. Perry described the presentation as "classy and well-produced", and said the graphics were some of the best on the Xbox 360 at its launch. He called the sound effects "unbelievable", whilst the gameplay was described as containing an "enormous amount of action".[46] GameSpot reviewer Bob Colayco summarized his review by stating that Call of Duty 2 has "smooth, detailed graphics and great sound", as well as praising the artificial intelligence, realism, and variety in the campaign.[47] GamePro called the game "breathtaking", and commended the game for its "strikingly realistic detail on weapons and walls, emphasized by normal mapping, exceptional shading and lighting, specular highlights, and some absolutely phenomenal particle effects".[36] GameSpy editor Will Tuttle called it &