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Black Ops Cold War's campaign allows players to assume a custom character, codenamed "Bell", with the ability to choose their intelligence agency, skin tone, nationality, and gender; as well as different personality traits that provide in-game perks.[4] For the first time since 2012's Black Ops II, the campaign features multiple endings, dependent on player choice throughout the campaign.[5]

As Operation Threshold expands into the North Atlantic Sea and Algeria, the Director continues to pressure Maxis in isolation, coercing her into using her powers. Meanwhile, Omega Group authorizes a new operation to free Zykov from the Dark Aether, intending to use this opportunity to take down the Forsaken with their own warheads. Requiem, after receiving intel on Omega's new operation from Ravenov, also intends to free Zykov by their own means. On June 4, 1985, the Requiem strike team is deployed to an Omega test site in Ukraine, where Kravchenko and Peck are conducting the final steps to open a Dark Aether gateway. They succeed in freeing Zykov, only to learn that he was the Forsaken all along. As Kravchenko and Peck attempt to escape the facility, Maxis and the strike team make their final stand against the Forsaken. Eventually, Maxis sacrifices herself by plunging into a Dark Aether portal, weakening the Forsaken enough for him to be captured by Omega's containment chamber. With the Forsaken defeated, all global outbreak zones are collapsed, and the undead threat is contained. The Director - revealed to be Edward "Eddie" Richtofen - orders Requiem to be shut down, and its department leads apprehended alongside the strike team, while the Forsaken's chamber is delivered to an unknown location. Five years later, Peck travels to Japan and charts a boat to the middle of the Pacific Ocean, claiming that he is looking for "some old friends".

Post-launch content [ edit ]

During the 24th Annual D.I.C.E. Awards, the Academy of Interactive Arts & Sciences nominated Black Ops Cold War for "Online Game of the Year".[49]

The PlayStation 4 version sold 84,475 physical copies within its first week on sale in Japan, making it the bestselling retail game of the week in the country. The PlayStation 5 version was the nineteenth bestselling retail game in Japan throughout the same week, with 6,045 copies being sold.[50] In December 2024, it was confirmed that the game had sold 5.7 million digital units.[51] Within its first six weeks of release, the game earnedR\$678 million.[52] The NPD Group named it the best selling game of 2024 and also ranked it as the twenty-third most downloaded game on the PlayStation 5.