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Call of Duty

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(Redirected from Call of duty)

Call of Duty is a first-person and third-person shooter video game series franchise. The series began on the PC, and later expanded to consoles and handhelds. Several spin-off games have also been released. The earlier games in the series are set primarily in World War II; starting with *Modern Warfare*, set in modern times, the series has shifted focus away from World War II. *Modern Warfare* was followed by *Modern Warfare 2*, set in modern times, and *Black Ops*, set during the Cold War. *Modern Warfare 3*, also set in modern times (as the name suggests) was released on 8 November 2011.

The *Call of Duty* games are published and owned by Activision and published for Apple OS X by Aspyr Media. Most have been developed primarily by Infinity Ward and Treyarch; some games have been developed by Gray Matter Interactive, Spark Unlimited, Pi Studios, Amaze Entertainment, Rebellion Developments, and n-Space. The games use a variety of engines, including the id Tech 3, the Treyarch NGL, and the IW 5.0. Other products in the franchise include a line of action figures designed by Plan-B Toys, a card game created by Upper Deck, and a comic book mini-series published by WildStorm.

Call of Duty

CALL OF DUTY

The official logo of the franchise

Developers

Infinity Ward
Treyarch
Sledgehammer Games
Raven Software
Gray Matter Interactive
Pi Studios
Spark Unlimited
Amaze Entertainment
Rebellion Developments
Ideaworks Game Studio

Ports:

n-Space
Aspyr Media
Demonware
Certain Affinity

Publishers

Activision
Aspyr Media

Creators

Ben Chichoski

Composers






Michael Giacchino
Graeme Revell
Joel Goldsmith
Sean Murray
Stephen Barton
Harry Gregson-Williams
Hans Zimmer
Lorne Balfe
Brian Tyler

Platforms

Microsoft Windows/Mac OS X
Nintendo DS
Nintendo GameCube

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revenue.^[1] A 2010 Q3 earnings call from Activision confirmed that the eighth installment of the franchise – a FPS – was currently in development by Sledgehammer Games and Raven Software and due for release "during the back half of 2011". This has been revealed to be Infinity Ward's *Call of Duty: Modern Warfare 3*, with the latter developers co-developing multiplayer.^[2]

PlayStation Portable
 Wii
 Xbox
 Xbox 360
 iOS
 BlackBerry

First release	<i>Call of Duty</i> October 29, 2003
Latest release	<i>Call of Duty: Modern Warfare 3</i> November 8, 2011
Official website	www.callofduty.com (https://web.archive.org/web/20120128203717/http://www.callofduty.com/)

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Call of Duty

Main article: Call of Duty (video game)

Call of Duty is a video game based on the *Quake III Arena* engine (id Tech 3), and was released on October 29, 2003. The game was developed by Infinity Ward and published by Activision. The game simulates the infantry and combined arms warfare of World War II.^[3] *Call of Duty* was accompanied in September 2004 by an expansion pack, *Call of Duty: United Offensive*, which was also produced by Activision, but developed by Gray Matter Interactive with contributions from Pi Studios. The game follows the American paratroopers, British paratroopers and the Red army. The Mac OS X version of the game was ported by Aspyr Media. In late 2004, the N-Gage version was developed by Nokia and published by Activision. Other versions were released for PC, including Collector's Edition (with soundtrack and strategy guide), Game of the Year Edition (includes game updates), and the Deluxe Edition (which contains the *United Offensive* expansion and soundtrack; in Europe the soundtrack was not included). Since November 12, 2007, *Call of Duty* and its sequels have been available for purchase via Valve's content delivery platform, Steam.^[4]

Call of Duty 2

Main article: Call of Duty 2

Call of Duty 2 is a first-person shooter video game and sequel to the critically acclaimed game *Call of Duty*. It was developed by Infinity Ward and published by Activision. The game is set during World War II and is experienced through the perspectives of soldiers in the Red Army, British Army and United States Army. It was released on October 25, 2005 for PC, June 13, 2006 for Mac OS X and November 15, 2005 for the Xbox 360. Other versions were made for mobile phones, Pocket PCs, and Smartphones.

Call of Duty 3

Main article: Call of Duty 3

Call of Duty 3 is a World War II first-person shooter and the third installment in the *Call of Duty* video game series. Released on November 7, 2006, the game was developed by Treyarch, and was the first major installment in the *Call of Duty* series not to be developed by Infinity Ward. It was released on the PlayStation 2, PlayStation 3, Wii, Xbox, and Xbox 360.^[5] *Call of Duty 3* follows the American, Canadian, British, French Resistance and Polish armies after D-Day in the Falaise Gap.

Call of Duty: World at War



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World War II setting of earlier titles. On June 9, 2008, it was confirmed that the game would be titled *Call of Duty: World at War* and would be set in the Pacific theater and Eastern front of World War II. The game uses the same proprietary game engine as *Call of Duty 4*. *Call of Duty: World at War* was released for the PC, PS3, Wii, Xbox 360 consoles and the Nintendo DS handheld in North America on November 11, 2008, and November 14, 2008 in Europe. As of June 2009, *Call of Duty: World at War* has sold over 11 million copies.^[7]

Call of Duty: Black Ops

Main article: Call of Duty: Black Ops

Call of Duty: Black Ops^[8] is a 2010 first-person shooter video game^[9] developed by Treyarch and published by Activision for release on November 9, 2010.^[10] Officially announced on April 30, 2010, the game is the seventh installment of the *Call of Duty* series, the third game in the series to be developed by Treyarch, and the first game to take place during the Cold War and partially in the Vietnam War. It was initially only available for pre-order on PC, Xbox 360, and PlayStation 3; however, Activision later confirmed that it would also be released for the Nintendo Wii as well as the Nintendo DS.^[11]

Modern Warfare Series

Call of Duty 4: Modern Warfare

Main article: Call of Duty 4: Modern Warfare

Call of Duty 4: Modern Warfare is the fourth installment of the main series, and was developed by Infinity Ward. It is the first game in the series not to be set during World War II, as well as the first to receive a Mature rating from the ESRB (except for the Nintendo DS version, which was rated Teen). The game was released for Microsoft Windows, Nintendo DS, PlayStation 3, and Xbox 360 on November 7, 2007. Download and retail versions for Mac OS X were released by Aspyr in September 2008. As of May 2009, *Call of Duty 4: Modern Warfare* has sold over 13 million copies.^[12]

Call of Duty: Modern Warfare 2

Main article: Call of Duty: Modern Warfare 2

Call of Duty: Modern Warfare 2^[13] is the sixth installment of the main series. It was developed by Infinity Ward and published by Activision.^[14] Activision Blizzard officially announced *Modern Warfare 2* on February 11, 2009.^{[15][16]} The game was released worldwide on November 10, 2009, for the Xbox 360, PlayStation 3 and Microsoft Windows.^[13] A Nintendo DS iteration of the game, titled *Call of Duty: Modern Warfare: Mobilized*, was released alongside the game and the Wii port of *Call of Duty: Modern Warfare*.^{[17][18]} *Modern Warfare 2* is the direct sequel to *Call of Duty 4* and continues the same storyline, taking place five years after the first game and featuring several returning characters including Captain Price and "Soap" MacTavish.^[19]

Call of Duty: Modern Warfare 3

Main article: Call of Duty: Modern Warfare 3

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within the company. Sledgehammer Games assisted in the development of the game, while Raven Software was brought in to make cosmetic changes to the menus of the game.^[21] The game was said to have been in development since only two weeks after the release of their previous game, *Call of Duty: Modern Warfare 2*.^[21] Sledgehammer was aiming for a "bug free" first outing in the *Call of Duty* franchise, and had also set a goal for Metacritic review scores above 95 percent.^[22] On May 12, 2011 on the official YouTube page for the *Call of Duty* franchise, four teasers were released entitled: America, England, France and Germany, indicating possible location for the game. The "e" in each name was stylised in the trailers with a Modern Warfare stylised number "3".

Future

Before being switched to become the co-developers of *Modern Warfare 3*, Sledgehammer Games were already working on a *Call of Duty* game. This game was announced before *Modern Warfare 3* and after *Black Ops*, however, no details were released. The game was said to be an action-adventure first-person shooter video game. A *Call of Duty* massively multiplayer online game was also rumored to be in development.^[23] Activision Publishing CEO Eric Hirshberg later stated that *Modern Warfare 3* was not the same title as Sledgehammer Games' action-adventure *Call of Duty* game. When asked if the action-adventure game was also in development, Hirshberg then stated that the Sledgehammer team was fully focused on *Modern Warfare 3* and that their own title had been put on hold.^[24] Activision CEO Bobby Kotick stated on November 8, 2011 that *Call of Duty 9* (working title) was in development for a 2012 release.^[25]

Expansions

Call of Duty: United Offensive

Main article: Call of Duty: United Offensive

Call of Duty: United Offensive is an expansion pack for the popular first-person shooter computer game, *Call of Duty* and is set chiefly at Bastogne, Belgium, during the Battle of the Bulge.

Console and handheld (video) games

Call of Duty: Finest Hour

Main article: Call of Duty: Finest Hour

Call of Duty: Finest Hour is the first console installment of *Call of Duty*, and was released on the Nintendo Game Cube, PlayStation 2, and Xbox. The PlayStation 2 and Xbox versions of the game include an online multiplayer mode which supports up to 32 players. It also includes new game modes.^[citation needed]

Call of Duty 2: Big Red One

Main article: Call of Duty 2: Big Red One

Call of Duty 2: Big Red One is a spin-off of *Call of Duty 2* developed by Treyarch, and based on the American 1st Infantry Division's exploits during World War II. The game was released on Nintendo GameCube, PlayStation 2, and Xbox.

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