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# Call of Duty

From Wikipedia, the free encyclopedia (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 miniseries published by WildStorm.

Call of Duty

# **CALL** 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

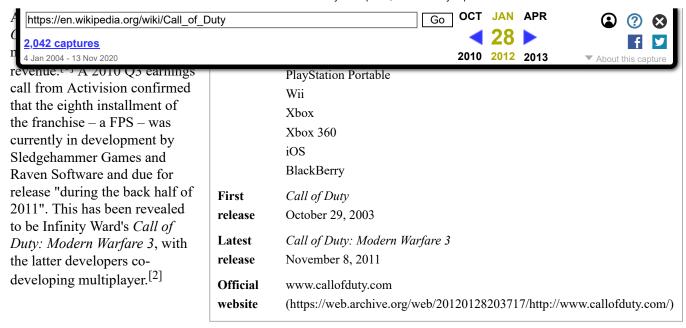
Hans Zimmer Lorne Balfe Brian Tyler

Platforms Microsoft Windows/Mac OS X

Nintendo DS

Nintendo GameCube

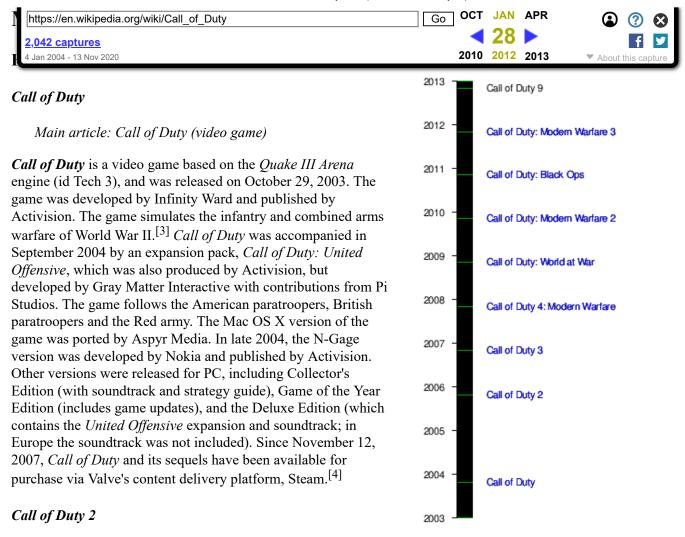




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Main article: Call of Duty 2

*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.<sup>[5]</sup> 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





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.<sup>[7]</sup>

Call of Duty: Black Ops

Main article: Call of Duty: Black Ops

Call of Duty: Black Ops<sup>[8]</sup> is a 2010 first-person shooter video game<sup>[9]</sup> developed by Treyarch and published by Activision for release on November 9, 2010.<sup>[10]</sup> 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, Activison later confirmed that it would also be released for the Nintendo Wii as well as the Nintendo DS.<sup>[11]</sup>

### **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

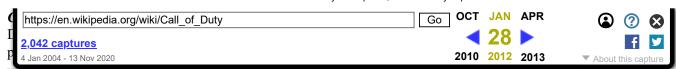
Main article: Call of Duty: Modern Warfare 2

Call of Duty: Modern Warfare 2<sup>[13]</sup> is the sixth installment of the main series. It was developed by Infinity Ward and published by Activision. <sup>[14]</sup> Activision Blizzard officially announced Modern Warfare 2 on February 11, 2009. <sup>[15][16]</sup> The game was released worldwide on November 10, 2009, for the Xbox 360, PlayStation 3 and Microsoft Windows. <sup>[13]</sup> 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. <sup>[17][18]</sup> 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. <sup>[19]</sup>

Call of Duty: Modern Warfare 3

Main article: Call of Duty: Modern Warfare 3





within the company — 3 edgenammer Games assisted in the development of the game, while Kaven 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.<sup>[23]</sup> 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.<sup>[24]</sup> Activision CEO Bobby Kotick stated on November 8, 2011 that *Call of Duty 9* (working title) was in development for a 2012 release.<sup>[25]</sup>

# **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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