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&lt;p&gt;This article is about the second installment in the Call of Duty series

. For the console spin-off, see Call of Duty 2: Big Red One&lt;/p&gt;

&lt;p&gt;2005 video game&lt;/p&gt;

&lt;p&gt;Call of Duty 2 is a 2005 first-person shooter video game developed by I

nfinity 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 a

s a launch title for the Xbox 360 on November 22, 2005.[4] Other versions were e

ventually released for OS X, mobile phones, and Pocket PCs.&lt;/p&gt;

&lt;p&gt;The game is set during World War II and the campaign mode is experience

d through the perspectives of four soldiers: one in the Red Army, one in the Uni

ted States Army, and two in the British Army. It contains four individual campai

gns, split into three stories, with a total of 27 missions. Many features were a

dded and changed from the original Call of Duty, notably regenerating health and

an icon that indicates a nearby grenade about to explode.&lt;/p&gt;

&lt;p&gt;The game drew critical praise, particularly for the graphics, sound, an

d the regenerating health system. The Xbox 360 version sold more than 250,000 co

pies in its first week, more than 2 million copies by January 2008, and nearly 6

million copies by November 2013.[9] It is considered to be one of the best vide

o games of all time.&lt;/p&gt;

&lt;p&gt;&lt;/p&gt;&lt;p&gt;About GTA Games&lt;/p&gt;

&lt;p&gt;Now to play free online GTA games, you do not need a game console or a

powerful computer. Our gaming products allow you to immerse yourself in adventur

ous action right away, and get to know the taste of risk, excitement, chase and

intrigue. Let the machine guns spit fire, echo them with pistols and sing along

in a piercing screech of car tires. The chase does not stop and the racers are a

lways ready to jump behind the wheel to push the gas pedal all the way to the fl

oor again. In the GTA series of games, you become a criminal stealing cars, and

robbing banks. Initially, your character is not a criminal authority, and his su

ccessful promotion up the gangster career ladder will depend only on your action

s. Sometimes these games show the hero as an aspiring gangster who is assigned t

asks by mafia bosses. Or, as a guy who got into trouble, whom his comrades-in-ar

ms betrayed him or his enemies pursued him left alone, thinking that they had fi

nally finished with the hero, but he was able to restore his strength and begin

to take revenge on the offenders. GTA games give you access to virtual cities fo

r free, and here you act freely - you can visit different areas, communicate wit

h people and even listen to the local radio in the car. In these games, there is

no clear sequence in which you need to complete the task, and you decide whethe