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olvedor recurs
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ç#227;o; This article is about the second installment in the

Call of Duty series. For the console spin-off, see Call of0 , É Duty 2: Big Red On

e
ç#227;o 2005 video game
ç#227;o Call of Duty 2 is a 2005 first-person shooter video game developed by I

nfinity0 , É Ward and published by Activision in most regions of the world. It is

the second installment of the Call of0 , É Duty series. Announced by Activision on

April 7, 2005, the game was released for Microsoft Windows on October 25, 2005,

0 , É and as a launch title for the Xbox 360 on November 22, 2005.[4] Other versio

ns were eventually released for OS0 , É X, mobile phones, and Pocket PCs.

The game is set during World War II and the campaign mode is experience

d through0 , É the perspectives of four soldiers: one in the Red Army, one in the

United States Army, and two in the0 , É British Army. It contains four individual

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

were0 , É added and changed from the original Call of Duty, notably regenerating h

ealth and an icon that indicates a nearby grenade0 , É about to explode.
ç#227;o The game drew critical praise, particularly for the graphics, sound, an