

poker badugi

Call of Duty: Modern Warfare 2 has three different game modes: Campaign, Spec Ops, and Multiplayer.[10] Campaign is a single-player mode where the player completes eighteen levels connected by an overarching plot. Each level features a series of objectives to fulfill, and the player will often switch characters between levels.[10][12] If the player dies during a level, they will respawn at the most recent checkpoint. Levels can be played on one of four difficulties, and each level can be replayed after it has been completed. Spec Ops mode features twenty-three additional levels that can be played individually or cooperatively with a partner. These levels provide specific challenges, such as defusing three bombs within a short period of time.[15] If one player is shot down while playing cooperatively, they will begin crawling, and can shoot enemies with a handgun. If they are not revived by the other player, then they will die and fail the level.[15] There are five tiers of Spec Ops levels, with each tier harder than the previous. Only the first tier is available from the beginning, as later tiers can be unlocked with enough stars. The player earns stars by completing the levels on one of three difficulties, with the number of stars earned corresponding to the difficulty chosen.[15]

Modern Warfare 2 was originally announced as Call of Duty 6.[23] The game was first announced under the title Call of Duty: Modern Warfare 2 by Activision on December 3, 2008.[24] Activision subsequently retracted its announcement, stating that any information about an upcoming Call of Duty game was "speculative." [25] Infinity Ward then asserted that it had not officially confirmed its latest project at that time.[26] On February 11, 2009, Activision officially announced Modern Warfare 2 and set a tentative release date for "Holiday 2009." [27] The game was tested in an internal beta by the development team. While both Call of Duty 4 and Call of Duty: World at War had been preceded by public multiplayer betas, no such beta was released for Modern Warfare 2 because it was determined that, according to Community Manager Robert Bowling, no public beta was needed unless the internal beta did not provide adequate feedback.[28] While Treyarch was able to port Modern Warfare to the Wii and release it on the same day Modern Warfare 2 was released, Infinity Ward declined to make a Wii version of the sequel. According to Bowling, Infinity Ward determined that the Wii's technical limitations made it impossible to deliver the same cinematic experience that the sequel aspired to present.[29]

On March 25, 2009, a teaser trailer for the game was revealed at the Co