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Resumo:

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Softonic review

Free battle royale shooter game

Call of Duty: Warzone 2.0 is a free-to-play Call of Duty game with two main game modes: Battle Royale and Plunder. It has other cool game modes, as well, and its preloaded sequel adds more fun features for both the single-player and multiplayer experiences.

Call of Duty: Warzone comes from Call of Duty: Modern Warfare, while Call of Duty: Warzone 2.0 was released as part of Call of Duty: Modern Warfare II (2024). With a free-to-play business model, players can try out the action game's in-game purchases and Battle Passes to help make their playing much more enjoyable.

Is Warzone and Warzone 2.0 the same?

No, Warzone and Warzone 2.0 are not the same games. They are separate titles with distinct features and gameplay experiences.

Warzone, released in 2024, is a free-to-play battle royale game set in the Call of Duty: Modern Warfare universe. It features a massive map, Verdansk, where up to 150 players compete to be the last one standing.

Warzone 2.0, released in 2024, is a sequel to Warzone that introduces a new map, Al Mazrah, along with several gameplay changes and enhancements. It features a larger map, a new swimming mechanic, an improved gunplay system, and a revamped looting system.

While both games share the same core battle royale gameplay, Warzone 2.0 offers a more refined and updated experience. It features improved graphics, a more dynamic environment, and a more balanced gameplay experience.

The key differences of Warzone 2.0 are as follows:

A new map called Al Mazrah, which is set in the fictional Middle Eastern country of Urzikstan

A new engine, which provides improved graphics and performance

A new gunplay system, which is more realistic and punishing

A new movement system, which is more fluid and acrobatic

Warzone 2.0 is also a standalone game, meaning that it is not an update to the original Warzone.

This means that players who want to play Warzone 2.0 will need to download and install it separately from the original Warzone.

Is Call of Duty: Warzone 2.0 free?

Both Call of Duty: Warzone and Call of Duty: Warzone 2.0 are free on gaming consoles and desktop operating systems. These gaming titles are available for Microsoft Windows PC (11, 10, 8.1, 8, 7), PlayStation 4, Xbox Series S, and Series X devices. Other similar free games include Apex Legends, Fortnite, and PUBG.

Where can I download Warzone 2.0?

While Warzone automatically comes included in the Modern Warfare gaming package, so you do not need Modern Warfare to play Warzone. You can download Warzone as a standalone game. This is the same for Warzone 2.0 in Modern Warfare II. An upgrade to this sequel is that it has shared progression with Modern Warfare II, and shared cross-platform progression and social features with Call of Duty®: Warzone™ Mobile.

Furthermore, the massive Season 2 update overhauls the game economy and the looting system, ensuring a more balanced grinding experience. Other quality-of-life updates include reworking the overpowered AI and adjusting the faction missions in terms of difficulty. Still, Warzone and Warzone 2.0 function separately.

There are many reasons why people enjoy playing Call of Duty: Warzone. Here are a few:

Intense and exciting gameplay

Variety of weapons and equipment

Social experience

Constant updates and new content

Accessibility

Why is Call of Duty: Warzone so big?

The map is massive. Multiplayer Mode lets you team up with a squad of people and you can choose to get together with friends or people you do not know. Single-player Mode lets you take on the competitors alone, and the battle royale solo match is more difficult considering you do not have additional support from your team members. Warzone 2.0 now has a new map after the equally massive Al Mazrah, which saw its Gulag downsized into a 1v1 arena for that classic feel. More importantly, players can now access Ashika Island in the massive Season 2 update, a smaller secondary map with seven main points of interest. Among these areas is Treyarch's Castle, popular among CoD players from the World at War installment.

The Gulag lets you tag-team with another player and battle against two others in a grimy prison where you can hide behind structures during the shootout. Real players that will be watching from the elevated sidelines can throw rocks at you when you are battling in the Gulag. You will be respawned in the game when you win. There's also an alternate way to escape: by killing an AI enemy called The Jailer. You also have redemption here in case you get killed. Either your team can revive you by paying R\$4,500 or you can defeat another player in an afterlife prison.

The map's large size is pretty helpful, too, as the death circle can now split into multiple circles before reducing in size and converging into a single circle come late-game. A cool additional feature is also the ability to "interrogate" downed enemies to reveal the location of their squadmates. Compared to Warzone, Warzone 2.0 doesn't fully get rid of the previous title's issues.

Was Verdansk 150 players?

Yes, Verdansk, the original map for Call of Duty: Warzone, supported 150 players in a single match. This was the standard player count for the majority of Warzone's lifespan, with the exception of a brief period during Season 3 Reloaded when the player count was reduced to 120. The decision to reduce the player count was made in an attempt to improve the overall flow of the game. With fewer players on the map, matches felt less chaotic and more strategic. However, the change was met with mixed reactions from players, with some preferring the higher player count and the faster-paced action it provided.

In Warzone 2.0, the player count remains at 150. This is likely due to the larger size of the Al Mazrah map, which can accommodate more players without feeling crowded. Additionally, the new movement system in Warzone 2.0 allows players to traverse the map more quickly, which helps to keep the action moving.

Modes of transportation

You have four mainland vehicles that you can use to explore the terrain, and one helicopter to travel in the air. The vehicles each have sets of perks that will determine the one you choose. The ATV is the quickest mode of transport but is also the least safe. With the ATV you can ride with another player at a faster pace with even more risk. The Rover is another fast yet unprotected vehicle that can hold four players.

The SUV lets four players ride in a more protected car at a slower pace. The slowest vehicle is the Cargo truck that can protect your entire team and equipment. The helicopter seats four people.

How can I play Warzone 2.0 for free?

Since death is not particularly punishing in Warzone, the game is relatively easy to play. The game begins with you in a plane above the map that labels each area. You can choose where to drop down to with a parachute. You will need to strategically cut yourself loose from your parachute when you get close enough to the ground. You are equipped with armor and a pistol when you first start. Your inventory lets you carry two guns at the same time. You can equip yourself with both one lethal and tactical equipment item. There are four weapon categories that are called common, epic, legendary, and rare.

The ever-encroaching toxic fog makes the game difficult and you can use gas masks to protect yourself from the lethal gas for a limited time. You can find cash in random places and Contracts are another way to earn money. You will get the money after you complete the objectives. Money lets you purchase items from the buy stations like armor, masks, weapons, and more. Buy stations are sporadically placed around the map. You can see your total balance in your account.

An action-packed new season

CALL OF DUTY: WARZONE's fifth season is packed with a wide range of new features, weapons, and improvements for players to look forward to. One of the highlights is the introduction of the Fort Resurgence map, which promises a unique experience for players, offering the opportunity to employ a variety of tactics and strategies within its boundaries. Armored Royale also makes its grand return with an enhanced experience as compared to its original run.

In this mode, squads are assigned an MRAP vehicle, and as long as the squad has their MRAP, they can keep respawning. Squads can also upgrade their MRAP for better offensive or defensive capabilities using the available Upgrade Stations on the vehicles. LMGs and Launchers are highly recommended by both the developers and other players as reliable options in this game mode, however, players can still freely choose any weapon they'd like.

Furthermore, the DMZ area also receives more action with additional Shadow Company missions and upgrade tasks, increasing the stakes and intensity of combat. You can also look forward to two new social features to enhance the multiplayer experience. Play Again allows you to stick to the same team you worked with for one mission in the next match. Meanwhile, the Friend Recommender—as the name suggests—suggests other players you can play with based on your preferred gameplay modes, what time of day you usually play, or if you have mutual friends.

The update also introduces a number of new Operator bundles, including the Tracer Pack: 21 Savage Bundle, Tracer Pack: Mace Operator Bundle, and Tracer Pack: Tomb Raider Bundle, featuring distinctive weapon blueprints and cosmetics related to the respective characters.

Furthermore, the Faction Showdown Weapon Camo Challenge and the new Vehicle Camo Challenge events provide players with additional goals and rewards, encouraging engagement across various gameplay modes. Additionally, three new weapons are introduced: the 9-mm Daemon, a sidearm pistol; Lachmann Shroud, a submachine gun; and the melee pickaxe.

What are the system requirements for Warzone 2.0?

The system requirements for Warzone 2.0 are as follows:

Minimum requirements : Operating System: Windows 10 64-bit (latest update) Processor: Intel Core i5-6600K / Core i7-4770 or AMD Ryzen™ 5 1400 Memory: 8 GB RAM Video: NVIDIA® GeForce® GTX 960 or AMD Radeon™ RX 470 - DirectX 12.0 compatible system Storage: 175 GB available space DirectX: Version 12

: Recommended requirements : Operating System: Windows 10 64-bit (latest update) Processor: Intel® Core™ i7-8700K / Core™ i7-8086K or AMD Ryzen™ 7 2700X Memory: 16 GB RAM

Video: NVIDIA® GeForce® RTX 3070 or AMD Radeon RX 5700 XT - DirectX 12.0 compatible
system Storage: 175 GB available space DirectX: Version 12

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BR that is worth getting

Call of Duty: Warzone and Call of Duty: Warzone 2.0 are both fun FPS games available to download and play for free. While they both have a large installation size of around 100 GB, they're worth making space for if you're fans of both the Call of Duty franchise and multiplayer genres like battle royale. Downloading them does not use any money from your wallet unless you want. You can even purchase microtransactions, such as battle passes.

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El Búnker Oculto de Mussolini: Ahora Abierto al Público

Nota del editor: ¡Regístrese para recibir nuestro boletín informativo **Desbloqueando Italia para obtener información privilegiada sobre los destinos preferidos de Italia y las regiones menos conocidas para planificar su viaje ideal. ¡Además, le prepararemos para el viaje con sugerencias de películas, listas de lectura y recetas de Stanley Tucci!**

Junio de 1940. Italia ingresa a la Segunda Guerra Mundial, y el dictador fascista Benito Mussolini pronto se dedica a construir refugios antiaéreos para sí mismo en Villa Torlonia, su lujosa residencia romana desde 1929.

En total, los fascistas construyeron tres estructuras subterráneas para proteger a Mussolini y su familia. El primero, en 1940, fue una adaptación de una antigua bodega en los terrenos de Villa Torlonia. Un año después, se construyó un refugio antiaéreo en el sótano del Casino Nobile, uno de los edificios en los terrenos de la villa.

Mientras avanzaba la guerra, Mussolini planificó un búnker acorazado, ubicado subterráneamente frente al Casino Nobile.

Ubicado a seis metros (casi 20 pies) bajo tierra, tenía forma de cruz con pasillos de 15 metros (casi 50 pies) de largo y 2,5 metros (8 pies) de ancho, reforzados con concreto reforzado de cuatro metros (13 pies) de espesor. La construcción comenzó en diciembre de 1942, y el búnker permaneció inacabado.

Las visitas guiadas de 50 minutos llevan a los visitantes subterráneos y a través de la exhibición, antes de experimentar una recreación de un ataque aéreo en el búnker inconcluso de Mussolini.

Las visitas guiadas, que no son accesibles para personas con dificultades de movilidad, tienen

una duración de 50 minutos y se llevan a cabo de viernes a domingo, con un tour en inglés cada sábado a las 11 a. m. Los boletos cuestan 12 euros (12,80 dólares) y se pueden reservar en línea.

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