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2024 video game

2024 video game

Call of Duty: Warzone 2.0[b] is a free-to-play battle royale video game developed by Infinity Ward and Raven Software for PlayStation 4, PlayStation 5, Windows, Xbox One, and Xbox Series X/S.[2] It is a sequel to 2024's Call of Duty: Warzone. The game is a part of 2024's Call of Duty: Modern Warfare II and 2024's Call of Duty: Modern Warfare III, but does not require purchase of any of the parent titles. It was introduced during Season 1 of Modern Warfare II content. The game features cross-platform play and a new extraction mode titled DMZ.[3]

Warzone 2.0 was officially revealed by Activision at Call of Duty Next in September 2024, and was released on November 16, 2024 as part of a single cross-game launcher known as Call of Duty HQ.[4][5][6]

Overview [edit]

Gameplay [edit]

Similar to its predecessor, in Warzone 2.0's primary game mode, Battle Royale, players compete in a continuously shrinking map to be the last player(s) remaining. Players parachute onto a large game map, where they encounter and eliminate other players. As the game progresses and players are eliminated, the playable area shrinks, forcing the remaining players into tighter spaces. A new feature in Warzone 2.0, Circle Collapse, allows multiple circles to spawn within the map, which close independently of one another, before converging into one single safe zone. Like the first Warzone, upon death, players are sent to the "Gulag", a small-sized arena where killed players battle one another for a chance at respawning into the map. In Warzone 2.0, Gulag matches were initially introduced in 2v2 format, and included an artificial intelligence (AI) combatant called "the Jailer", whom players can hunt down to acquire a key and escape, in addition to the traditional method of winning Gulag matches. This change was reverted for Season 2 to the original 1v1 format, while the Jailer is also removed in favor of the overtime point capture system. In-game cash currencies also return, allowing players to buy various items at several buy stations scattered across the map, including custom loadouts with personalized weapons and perk setups.

A new extraction game mode, named DMZ, is also featured at the release of Warzone 2.0.[7] In DMZ, players battle against both AI-controlled and player-controlled opponents while attempting to

exfil with loot they found within the playable area (also known as the Exclusion Zone). Players start out with a limited inventory, which allows storage of extracted loot from matches; said inventory can be expanded by completing Faction missions, allowing for more guaranteed loadout weapon slots or the opportunity to unlock base weapons and cosmetic rewards, usable in both Warzone 2.0 and Modern Warfare II.[8]

At launch, AI combatants were a prominent feature in Warzone 2.0, as they defended various strongholds and black sites throughout the main map, in both Battle Royale and DMZ. Players were able to engage in combat with the AI-controlled enemies in order to seize the strongholds and gain access to the loot items within. Following numerous balancing updates and changes, AI combatants were completely removed from Battle Royale modes in Modern Warfare II Season 4. In Modern Warfare II Season 2, Warzone 2.0 featured the return of Resurgence, a game mode in which player combatants can respawn and rejoin matches after being killed, provided that at least one member in their squad remains alive following a short cooldown period. Squad members can help reduce the cooldown period by completing contracts or killing other players.[9]

Modern Warfare II Season 3 reintroduced the game mode Plunder, in which teams have to search for stacks of Cash scattered around the map to accumulate R\$2 million. Once found or if time is almost up, the game goes into overtime, multiplying all Cash sums twice. The team who has gathered the most money when the clock runs out is declared the winner. Players respawn automatically in this game mode. In addition, for the first time, a Ranked competitive mode was introduced in Warzone, developed in partnership with Treyarch using the official Call of Duty League ruleset.[10]

In addition to shared progression with Modern Warfare II and Modern Warfare III, Warzone 2.0 also features shared cross-platform progression and social aspects with Warzone Mobile, a new Warzone title made exclusively for mobile devices.[11]

Maps [edit]

Al Mazrah [edit]

Al Mazrah is a large desert-themed map with nearly 20 points of interest, and is used as the primary Battle Royale map for the Modern Warfare II seasons. The map is larger compared to the previous two Battle Royale maps in Warzone, Verdansk and Caldera, and features more water-based areas, allowing players to take advantage of new swimming and underwater combat mechanics introduced in Modern Warfare II.[12] Following the release of the Urzikstan map, Al Mazrah is removed from rotation, and remains accessible via DMZ only.

Ashika Island [edit]

Ashika Island is a small-sized Asian Pacific-themed map, which serves as the first locale for the Resurgence mode. Introduced in Season 2, the map notably features several surrounding water-based points of interest, complemented by Japanese towns, markets, and a castle area at the center.[13]

Building 21 [edit]

Building 21 is a DMZ-exclusive location, introduced in the mid-season update for Season 1. It is accessible only by acquiring a specific keycard item looted from the Al Mazrah map in DMZ. Unlike other DMZ maps, Building 21 is only open for access during the weekends. This small map pits four squads of players against each other as well as heavily armored Shadow Company mercenaries, who are more aggressive and difficult compared to enemy combatants in other DMZ locales.[14]

Koschei Complex [edit]

Koschei Complex is the second DMZ-exclusive location, introduced in Season 3's mid-season update, and is accessible via one of four hidden entrances located within the Al Mazrah map. This map is characterized by flooded areas and darkly lit rooms, requiring the use of night-vision goggles to navigate. Similar to Building 21, the map features highly difficult AI combatants.[15]

Vondel [edit]

Vondel is a medium-sized Baroque European-themed map, released at the launch of Season 4. The map is initially playable in Resurgence and DMZ modes, while a standard Battle Royale version is introduced in the mid-season update. The map features 15 points of interest including a

castle, town houses, a stadium, and a canal system among others. It also introduces dynamic fog and a new land/water hybrid vehicle initially exclusive to this map.[16]

Urzikstan [edit]

Urzikstan is a large-sized map, and serves as the third main Battle Royale map, released with the launch of Modern Warfare III's first content season. Urzikstan is also used as the main playable map for Modern Warfare III's Zombies mode. The map features 11 points of interest, with more connectivity between each point utilizing new mechanics such as horizontal ziplines and drive-able locomotive.[17] The introduction of Urzikstan also adds new features and quality-of-life changes, such as movement updates from Modern Warfare III, new loadout perks and intrinsic perks to improve gameplay pacing.

Fortune's Keep [edit]

Fortune's Keep is a small-sized island map, previously introduced in the first Warzone as part of the Call of Duty: Vanguard content season. The map takes place in a Mediterranean setting, with seaside town areas and coves, in addition to water-based areas. The map is set to release in early 2024.[18]

Rebirth Island [edit]

Rebirth Island is a small-sized island map, previously introduced in the first Warzone as part of the Call of Duty: Black Ops Cold War content season. The map is based on the real-life Vozrozhdeniya Island and is set to release in 2024.[18]

Plot [edit]

Similar to the first Warzone, Warzone 2.0's story is told via cinematics included at the launch of each seasonal update. Al Mazrah is featured in the campaign mode for Modern Warfare II, while Amsterdam, which the map Vondel is heavily based on, also briefly appears in several missions. Urzikstan is a setting featured across the Modern Warfare reboot games, with several POIs featured in Modern Warfare III campaign and multiplayer levels.

The DMZ mode also features story missions, which revolve around various factions all vying for control of Al Mazrah, Ashika Island and Vondel. At launch, three factions were introduced: White Lotus, Legion, and Black Mous. A fourth faction, Crown, was introduced in Season 2, with missions exclusive to Modern Warfare II owners, and a fifth faction, REDACTED, was later introduced in Season 3 for all players. In Season 4, Legion and REDACTED factions were removed, followed by the introduction of a new faction, Phalanx. In Season 5, Shadow Company - implied to be the REDACTED faction from Season 3 - was added as a new faction.

Modern Warfare II story arc [edit]

Following Task Force 141's successful operation in taking down Iranian Quds Force Major Hassan Zyani, CIA Station Chief Kate Laswell begins to oversee new covert missions taking place in the city of Al Mazrah, in order to undermine the activities of the terrorist organization Al-Qatala. At the same time, several private military companies begin to move into Al Mazrah, looking to wrestle control of the city from AQ forces as well as each other. At some point, the Shadow Company PMC was discovered to be running new operations in Al Mazrah, as well as the Asia-Pacific island Ashika and the elusive underground facility Building 21.

In April 2024, Valeria Garza, leader of the Mexican Las Almas Cartel, manages to escape captivity, having been imprisoned for several months by the Mexican Special Forces squad Los Vaqueros. She then gathers the cartel to Al Mazrah to conduct new activities. Valeria's former comrade and Los Vaqueros leader, Alejandro Vargas, is requested by Laswell to infiltrate Al Mazrah and apprehend Valeria. Several months later, a terrorist attack was reported in the city of Vondel, Netherlands, with a mysterious special forces group calling themselves the Peacekeepers seizing control of the city following its evacuation. Laswell establishes contact with the Black Mous organization and partners with them in order to investigate the Peacekeepers and learn their true intentions. They soon learn that the Peacekeepers are actually a Russian PMC known as the Konni Group, and the attack on Vondel was orchestrated by them.

In August 2024, the leaders of the Urzikstan Liberation Force, Farah Karim and Alex Keller, meet with Shadow Company Commander Phillip Graves, who had faked his death since his last encounter with Task Force 141 in Mexico. Graves proposes an alliance between the Shadows

and ULF in order to prevent an invasion in Al Mazrah from the Konni Group. Later that month, Graves, under the command of General Shepherd, leads an assault on the Konni-occupied Zaya Observatory in Al Mazrah as part of Operation: Rogue Arsenal. After destroying the observatory with missile launchers, Shadow Company locates an underground weapons facility containing chemical weaponry and begin extracting gas canisters, but are forced to exfil when the tunnels begin collapsing. However, per the orders of the Ultranationalist terrorist Vladimir Makarov, Konni operatives masquerading as Shadow soldiers managed to infiltrate their ranks and hijack the planes carrying the gas shipment, rendering the operation a failure.

Modern Warfare III story arc [edit]

In December 2024, Konni's second-in-command, Andrei Nolan, manages to escape captivity, after his previous defeat at the hands of Task Force 141. He resumes his duties and rallies Konni troops to the city of Zaravan, Urzikstan for a new operation.

Reception [edit]

Call of Duty: Warzone 2.0 received "generally favorable" reviews, according to review aggregator Metacritic.[19][20]

Notes [edit]

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Uma pequena vila goalmap novibet "Rusalted" na província canadense de Alberta, é considerada por muitos como a quarta base ferroviária mais importante do mundo.

A aldeia de Rosalted possui uma área de 6,5 km que se estende de Calgary a sul, passando por Sasunatoon e Saarievik.

A primeira estação ferroviária da cidade foi inaugurada goalmap novibet 1853, durante uma rebelião militar contra o presidente dos Estados Unidos Robert A.Taft.

Atualmente, Rosalted e Rosalted ainda tem uma ferrovia conectando as cidades canadenses de Sasunatoon com Montreal.

Cerca de quatro quartos das províncias canadenses canadenses possuem

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Mercados mundiales de valores se recuperan, pero analistas advierten sobre posibles riesgos

Las acciones en la Bolsa de Valores de los 8 Estados Unidos han subido y muchos mercados asiáticos y europeos se han recuperado después de la caída global del mercado 8 de valores de esta semana, pero los analistas advirtieron: "Podríamos no haber salido del bosque todavía".

El FTSE 100 en Londres 8 subió 40 puntos, o un 0,5%, a mediados de la tarde del martes, después de perder 166 puntos, o un 8 2%, el lunes, su mayor caída en puntos en más de un año. El Dax de Alemania también subió un 8 0,5% y el Cac de Francia aumentó un 0,2%, pero el intercambio italiano disminuyó un 0,4%.

En la Bolsa de Valores 8 de los Estados Unidos, el Dow Jones subió un 1,2% en las primeras operaciones del martes, mientras que el S&P 8 500 aumentó un 1,6% y el Nasdaq ascendió un 1,5%, después del peor día en casi dos años en Wall 8 Street el lunes.

El Nikkei 225 en Tokio cerró un 10,2% más alto, lo que representa un aumento de 3.217 puntos a 34.675, un récord diario de aumento de puntos, ya que los inversionistas compraron gangas después de la caída del 12,4% el día anterior que desencadenó una caída en los mercados europeos y de los Estados Unidos. El Nikkei experimentó su mayor caída en 37 años el lunes. Otros mercados asiáticos también se recuperaron después del viaje en montaña rusa al principio de la semana. El índice Kospi de Corea del Sur ganó alrededor de un 3%, mientras que el ASX200 de Australia agregó un 0,4% y los mercados de Shanghai y Shenzhen en China aumentaron un 0,2% y un 0,8%, respectivamente.

El Hang Seng de Hong Kong fue uno de los pocos mercados que registraron pérdidas adicionales modestas, disminuyendo un 0,3%.

"Podríamos no haber salido del bosque todavía", dijo Fawad Razaqzada, un analista de mercado en City Index, "aunque las condiciones podrían estabilizarse a medida que avance la semana. Con un calendario económico más tranquilo de los Estados Unidos por delante, habrá menos señales recesivas nuevas para desestabilizar a los comerciantes, y el potencial de comentarios alentadores de los funcionarios de la Reserva Federal podría aliviar la presión del mercado".

El dólar ganó un 0,6% a 144,75 yenes, el primer día que ha cotizado más alto contra la moneda japonesa este mes. Sin embargo, el dólar podría debilitarse más ampliamente en los próximos días y semanas a la luz de las expectativas de un giro más agudo de la Reserva Federal de los Estados Unidos de lo previsto, dijo Razaqzada.

Ahora se espera que el banco central de los Estados Unidos recorte las tasas de interés en 50 puntos básicos en su reunión de septiembre, con futuros que implican una probabilidad del 87% de tal movimiento importante.

Los analistas de Goldman Sachs, dirigidos por Peter Oppenheimer, dijeron que los inversionistas se habían vuelto cada vez más complacientes, interpretando "malas noticias como buenas noticias".

Dijeron: "¿Ha ido lo

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