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<p></p><p>2012 video game</p>
<p>Call of Duty: Black Ops II is a 2012 first-person shooter video game de

veloped by Treyarch and published🫰 by Activision. It was released for Mi

crosoft Windows, PlayStation 3, and Xbox 360 on November 12, 2012, and for the&#

129776; Wii U on November 18 in North America and November 30 in PAL regions.[1]

[2][3][4][5] Black Ops II is the ninth🫰 game in the Call of Duty franchi

se of video games, a sequel to the 2010 game Call of Duty: Black🫰 Ops an

d the first Call of Duty game for the Wii U. A corresponding game for the PlaySt

ation Vita, Call🫰 of Duty: Black Ops: Declassified, was developed by nSt

igate Games and also released on November 13.</p>
<p>The game's campaign follows up🫰 the story of Black Ops and

is set in the late 1980s and 2025. In the 1980s, the player switches🫰 co

ntrol between Alex Mason and Frank Woods, two of the protagonists from Black Ops

, while in 2025, the player assumes🫰 control of Mason's son, David () Tj T* B

g Raul Menendez, a Nicaraguan arms dealer🫰 and later terrorist, who is r

esponsible for kidnapping David in the 80s and later sparking a Second Cold War

in🫰 2025. The campaign features non-linear gameplay and has multiple end

ings.[6] Locations featured in the game include Angola, Myanmar, Afghanistan, Ni

caragua,🫰 Pakistan, the Cayman Islands, Panama, Yemen, the United States

, and Haiti.</p>
<p>Development for the game began soon after the release of🫰 Black

 Ops, with Activision promising that the follow-up would bring "meaningful

innovation" to the Call of Duty franchise. Black Ops🫰 II is the fir

st game in the series to feature futuristic warfare technology and the first to

present branching storylines🫰 driven by player choice as well as selecti

ng weapons before starting story mode missions. It also offers a 3D display&#129