

# jogo de betano

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&lt;p&gt;&lt;/p&gt;&lt;p&gt;2012 video game&lt;/p&gt;  
&lt;p&gt;Call of Duty: Black Ops II é um 2012 first-person shooter video game desenvolvido por Treyarch e publicado por Activision. Foi lançado para Microsoft Windows, PlayStation 3, e Xbox 360 em 12 de novembro de 2012, e para o Wii U em 18 de novembro no Norte América e 30 de novembro em regiões PAL.[1][2][3][4][5] Black Ops II é o nono jogo da franquia Call of Duty de jogos de vídeo, uma sequela ao 2010 game Call of Duty: Black Ops e o primeiro Call of Duty game para o Wii U. Um correspondente game para o PlayStation Vita, Call of Duty: Black Ops: Declassified, foi desenvolvido por nStigate Games e também lançado em 13 de novembro.  
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&lt;p&gt;The game's campanha segue a história de Black Ops e é ambientada nos anos 1980 e 2025. No final dos anos 80, o jogador muda entre Alex Mason e Frank Woods, dois dos protagonistas de Black Ops, enquanto em 2025, o jogador assume o controle de Mason's filho, David (codinome "Section") Tj T\* an arms dealer and later terrorist, who is responsible for kidnapping David in the 80s and later sparking a Second Cold War in 2025. The campaign features non-linear gameplay and has multiple endings.[6] Locations featured in the game include Angola, Myanmar, Afghanistan, Nicaragua, Pakistan, the Cayman Islands, Panama, Yemen, the United States, and Haiti.&lt;/p&gt;

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