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<p> -new, massive arena For 150 players! Drop on: armor up&guot;, lootfor rewardes; and battle</p> <p>oura cway To the top". Welcome from Warzones?PlayFree Now doCall O f dutie callofdut :</p> ckpot Batof Dury e Wizonn!" is</p> <p>he Masseiv free to/playcomba Arena which featureS Battle RoyalES de Res urgent And</p> <p>O}</p> <p></p><p>2014 video game</p> <p>Call of Duty: Advanced Warfare is a 2014 first-person shooter video gam e published by Activision. The eleventh major installment in the Call of Duty se ries, the game was developed by Sledgehammer Games for PlayStation 4, Windows an d Xbox One, while High Moon Studios developed the versions released on PlayStati on 3 and Xbox 360, and Raven Software developed the game's multiplayer and t he Exo-Zombies mode.</p&qt; <p>Advanced Warfare was the first Call of Duty title to be developed prima rily by Sledgehammer, following the supporting work the studio did on Call of Du ty: Modern Warfare 3 alongside Infinity Ward in 2011. Though the game was releas ed on November 4, 2014, a special edition entitled the Day Zero Edition, which c ame with bonus in-game content, was released on November 3 for people who pre-or dered the game.</p> <p>Before the development of Advanced Warfare, Sledgehammer were originall y working on a game set during the events of the Vietnam War. Development for Ad vanced Warfare began in late 2011, shortly before the release of Modern Warfare 3. The game became the first entry in the Call of Duty series since Call of Duty 2 to feature a game engine that has had its majority re-written and built from scratch. For the game's single-player campaign mode, Sledgehammer employed v eteran actors Troy Baker and Kevin Spacey in lead roles. The game's story fe atures a futuristic setting, set between 2054 and 2061, and follows Jack Mitchel I of the United States Marine Corps and his involvement with Atlas, a private mi litary corporation that sells its services to the highest bidder.</p> <p>Call of Duty: Advanced Warfare was released to a positive critical rece ption and was declared an improvement over its predecessor, Call of Duty: Ghosts . Many critics praised the visuals, voice acting, single-player campaign, and th e fast-paced gameplay, but some criticized the predictable plot in the single pl ayer campaign. The game won several awards and was considered a commercial succe ss.</p&qt;

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