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<p>The player has binoculars. Generally ignored during infantry-centric missions, they are useful for scouting and vital to the long-range use of the Crusader tanks and a mission in which the player must direct artillery fire to defend a town.[12]</p>

<p>Call of Duty 2 features several game types: Deathmatch, Team Deathmatch, Search & Destroy, Capture the Flag and Headquarters.[17] The maps include Normandy, Africa, and Russia. Each team can choose a variety of weapons, depending on the map. Players can choose between American soldiers, Soviet soldiers, and British soldiers for the Allied forces, while the Axis forces must play as German soldiers.[18]</p>

<p>Each PC multiplayer server can hold a maximum of 64 players, while the limit is eight players on Xbox.[19] In the Xbox 360 version, players can play on Xbox Live and get new map packs. There are 13 official maps, including three remakes from the original Call of Duty. There are three extra map packs (Bonus Pac) Tj T* BT

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<p>Infinity Ward spent a lot of time on WWII battlefields, which led them to scrap whole levels for parts of the game that took place in France, since they found the location very different from what they imagined.</p>
<p>A television advertisement for Call of Duty 2 was the subject of some controversy in 2006. The commercial, created by a Los Angeles animation studio Rhythm and Hues Studios, depicted a first-person view of events that were supposed to transpire during the game, rather than scenes from the game itself. Some consumers felt that the advertisements were misleading, and in February 2006 the United Kingdom's Advertising Standards Authority (ASA) demanded that networks remove the advertisements after three consumers filed complaints of false advertising. According to ASA spokesperson Donna Mitchell, "Viewers felt that the ad was misleading because the quality of graphics was superior to that of the game's" [59] Activision denies that the scenes were meant to give an impression of gameplay, stating in a press release shortly after the ASA banning that "The footage was intended purely to communicate the subject matter of the game rather than to represent actual gameplay" [60]</p>

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