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<p>2024 video game</p>

<p>Call of Duty: Black Ops 4 (stylized as Call of Duty: Black Ops IIII) is

a 2024 multiplayer 🌛 first-person shooter developed by Treyarch and published by Activision. It was released worldwide for PlayStation 4, Windows, and

Xbox One 🌛 on October 12, 2024. It is a sequel to the 2024 game Call o

f Duty: Black Ops III, the fifth 🌛 entry in the Black Ops sub-series, a

nd the 15th installment in the Call of Duty series overall.</p>

<p>Black Ops 4 is 🌛 the first mainline Call of Duty title without

a traditional single-player campaign mode. Instead, it features the Specialist

HQ, which 🌛 focuses on the backstories of the game's multiplayer ch

aracters, known as "Specialists". The missions take place between Blac

k Ops II 🌛 and III chronologically. Some of the Specialists also carri

d over from Black Ops III. The multiplayer mode is the first 🌛 in the s

eries to not feature automatic health regeneration and introduces both predictiv

e recoil and a new ballistics system. The 🌛 game included three Zombies

experiences on release day, four if a special edition of the game, or the Black

Ops 🌛 Pass, was purchased. The locations of the maps include the RMS T

itanic, a Gladiatorial Arena in Roman Egypt, and Alcatraz 🌛 Federal Pen

itentiary. The game also introduced a battle royale mode called Blackout, which

features up to 100 players in each 🌛 match. Many characters from this a

nd other Black Ops titles can be used as the player's character model in thi

s 🌛 mode.</p>

<p>Development for the game started shortly after the release of Black Ops

III. Treyarch chose not to create a traditional 🌛 singleplayer campaig

n for the game at the beginning of production, instead focusing on a new 'Ca

reer' mode with a greater 🌛 focus on the multiplayer aspect. They c

ited an increased interest for multiplayer and lack of time spent by the playerb

ase 🌛 on the campaign mode as reasons why they shifted their focus. Bla

ck Ops 4 utilizes Blizzard's Battle platform for the 🌛 Windows vers

ion instead of Steam, the first game in the series to do so. Teasing of the game

began in 🌛 March 2024, with a full reveal taking place later in May. T

wo betas were held for the game; one for 🌛 the multiplayer in August an

d one for Blackout in September. The release date was moved up to October instea

d of 🌛 the series' usual November in an attempt to avoid coinciding

with the release of other high-profile games.</p>

<p>Pre-release reception of the 🌛 game was negative due to the ga

me's lack of a campaign mode and the Black Ops Pass, a season pass 🌛