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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 of Duty: Black Ops III, the fifth entry in the Black Ops sub-series, and 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 characters, known as "Specialists". The missions take place between Black Ops II and III chronologically. Some of the Specialists also carried over from Black Ops III. The multiplayer mode is the first in the series to not feature automatic health regeneration and introduces both predictive 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 Titanic, a Gladiatorial Arena in Roman Egypt, and Alcatraz Federal Penitentiary. The game also introduced a battle royale mode called Blackout, which features up to 100 players in each match. Many characters from this and other Black Ops titles can be used as the player's character model in this mode.</p>

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<p>Pre-release reception of the game was negative due to the game's lack of a campaign mode and the Black Ops Pass, a season pass that distributes downloadable content (DLC) in the form of "Operations". Black Ops 4 received positive reviews upon release, with praise towards its three modes, particularly the Specialist HQ, which provides a narrative for the game's multiplayer characters. The game's ballistics system and predictive recoil were also praised. However, the lack of a campaign mode and the Black Ops Pass were criticized. The game's release date was also criticized for coinciding with the release of other high-profile games. The game's release date was moved up to October instead of the series' usual November in an attempt to avoid coinciding with the release of other high-profile games.</p>