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<p&gt;This article is about the second installment in the Call of Duty series
. For the console spin-off, see Call of $\%#128178; Duty 2: Big Red One $\%\text{lt;/p>}
<p&gt;2005 video game&lt;/p&gt;
<p&gt;Call of Duty 2 is a 2005 first-person shooter video game developed by I
nfinity💲 Ward and published by Activision in most regions of the world.
It is the second installment of the Call of $\#128178$; Duty series. Announced by A
ctivision on April 7, 2005, the game was released for Microsoft Windows on Octob
er 25, 2005,💲 and as a launch title for the Xbox 360 on November 22, 200
5.[4] Other versions were eventually released for OS💲 X, mobile phones,
and Pocket PCs.</p&gt;
<p&gt;The game is set during World War II and the campaign mode is experience
d through💲 the perspectives of four soldiers: one in the Red Army, one i
n the United States Army, and two in the #128178; British Army. It contains four
individual campaigns, split into three stories, with a total of 27 missions. Ma
ny features were💲 added and changed from the original Call of Duty, nota
bly regenerating health and an icon that indicates a nearby grenade💲 abo
ut to explode.</p&gt;
<p&gt;The game drew critical praise, particularly for the graphics, sound, an
d the regenerating health system. The Xbox 360💲 version sold more than 2
50,000 copies in its first week, more than 2 million copies by January 2008, and
nearly💲 6 million copies by November 2013.[9] It is considered to be on
e of the best video games of all time.</p&gt;
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other 🎉 options came to be. In 2024, mobile wallets accounted for roughly
half of global e-commerce payment transactions.</div&gt;&lt;/div&gt;&lt;/div
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&lt:span&gt:&lt:div&gt:&lt:span&gt:Mobile payments🎉 with digital wallets
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