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<p&gt;&lt;/p&gt;&lt;p&gt;American campaign [ edit ]&lt;/p&gt; &lt;p&gt;On April 7, 2005, Activision announced that Infinity Ward was developin
g Call of Duty 2, set for release in fall 2005 for PC. It had been speculated th
at Infinity Ward was developing the sequel at the same time as Gray Matter Studi
os developed Call of Duty: United Offensive. Infinity Ward president Grant Colli
er said:</p&gt;
<p&gt;Call of Duty 2 received &quot;generally positive&quot; reviews, accordi
ng to review aggregator Metacritic.[32][33] The graphics and sound were widely p
raised and the reactions to the regenerating health system were mostly positive,
with reviewers from GameSpot and GamePro calling it an improvement over the pre
vious health bar system.[44][45]</p&qt;
<p&gt;A television advertisement for Call of Duty 2 was the subject of some c
ontroversy in 2006. The commercial, created by a Los Angeles animation studio Rh
ythm 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 con-
sumers felt that the advertisements were misleading, and in February 2006 the Un
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ited Kingdom's Advertising Standards Authority (ASA) demanded that networks