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<p>2012 video game</p>

<p>Development for the game began soon after the release of Black Ops, with Activision promising that the follow-up, *Call of Duty: Black Ops II*, would bring "meaningful innovation" to the Call of Duty franchise. Black Ops II is the first game in the series to feature futuristic warfare technology and the first to present branching storylines driven by player choice as well as selecting weapons before starting story mode missions. It also offers a 3D display option. The game was officially revealed on May 1, 2012, following a set of leaked information released during the previous months.</p>

<p>Killstreaks from previous Call of Duty games are renamed as Scorestreaks, which are now earned by gaining points, rather than kills. This allows the player to focus on objective modes, which also earn points towards Scorestreaks.</p>

<p>Following the canonical ending, Maxis then plucks Samantha's soul from Richtofen's body on the Moon and forces her to join him in Agartha. Realizing her father has been corrupted by the Aether, Samantha reaches out to an alternate version of him, who resides in Dimension 63. She ends up in 1918 in France during World War I, where Group 935 was formed much earlier, with Maxis as one of its leaders, operating to secure German victory in the war. Group 935 created mechanical robots, as well as staffs that control the powers of the elements. Stumbling upon an ancient tomb believed to be of Vril origin, they accidentally unleash the first known zombie outbreak in history. Aiming to stop Germany, Japan, Russia and the United States of America send Takeo, Nikolai and Dempsey to capture Richtofen, the mastermind behind the advanced technology. By this time, Group 935's operatives have been wiped out, and Maxis himself was lobotomized when he began to turn into a zombie. The group are contacted by Samantha, who begs them to free her from Agartha. Richtofen puts Maxis's brain in a flying drone, and he joins the fight against the zombies and to free Samantha. The group is eventually successful, and while Maxis meets his daughter, they enter Agartha to be rewarded. A cutscene is played, showing Samantha with a boy named Eddie inside a house playing with toys of the characters who have appeared in the Zombies game mode throughout all three games. Air raid sirens are heard and the two children retreat to the basement with Maxis, with Samantha noting her father has a plan to make the heroes of their games real.</p>

<p>^ as depicted in the first game ^ The "Strike Force" mission

<p>"Second Chance" must be completed to rescue Lynch if the latter occ