

# cas da aposta

[Call of Duty: Modern Warfare 2 \(2005\)](#)  
Call of Duty: Modern Warfare 2 (2005) is a first-person shooter game developed by Infinity Ward and published by Activision. It is the second game in the Call of Duty: Modern Warfare sub-series. The game was released for Windows, macOS, Xbox 360, and PlayStation 2. It features a campaign, multiplayer, and a zombie mode. The game was a commercial success, selling over 15 million copies worldwide. It received positive reviews from critics, who praised its graphics, sound, and gameplay. The game was also a critical success, winning several awards and nominations.

[Call of Duty: Modern Warfare 3 \(2006\)](#)  
Call of Duty: Modern Warfare 3 (2006) is a first-person shooter game developed by Infinity Ward and published by Activision. It is the third game in the Call of Duty: Modern Warfare sub-series. The game was released for Windows, macOS, Xbox 360, and PlayStation 3. It features a campaign, multiplayer, and a zombie mode. The game was a commercial success, selling over 15 million copies worldwide. It received positive reviews from critics, who praised its graphics, sound, and gameplay. The game was also a critical success, winning several awards and nominations.

[Call of Duty: Modern Warfare 4: Modern Warfare \(2007\)](#)  
Call of Duty: Modern Warfare 4: Modern Warfare (2007) is a first-person shooter game developed by Infinity Ward and published by Activision. It is the fourth game in the Call of Duty: Modern Warfare sub-series. The game was released for Windows, macOS, NDS, PS3, PS4 (Remastered), Wii, Xbox 360, and Xbox One (Remastered). It features a campaign, multiplayer, and a zombie mode. The game was a commercial success, selling over 15 million copies worldwide. It received positive reviews from critics, who praised its graphics, sound, and gameplay. The game was also a critical success, winning several awards and nominations.

[Call of Duty: World at War \(2008\)](#)  
Call of Duty: World at War (2008) is a first-person shooter game developed by Infinity Ward and published by Activision. It is the fifth game in the Call of Duty series. The game was released for Windows, NDS, PS3, Wii, Xbox 360, and Windows Mobile. It features a campaign, multiplayer, and a zombie mode. The game was a commercial success, selling over 15 million copies worldwide. It received positive reviews from critics, who praised its graphics, sound, and gameplay. The game was also a critical success, winning several awards and nominations.

[Call of Duty: Finest Hour \(2004\)](#)  
Call of Duty: Finest Hour (2004) is a first-person shooter game developed by Infinity Ward and published by Activision. It is the first game in the Call of Duty: Finest Hour sub-series. The game was released for GameCube, PlayStation 2, and Xbox. It features a campaign, multiplayer, and a zombie mode. The game was a commercial success, selling over 15 million copies worldwide. It received positive reviews from critics, who praised its graphics, sound, and gameplay. The game was also a critical success, winning several awards and nominations.