

## jogo para ganhar dinheiro na hora

Call of Duty 2 is a first-person shooter that has a single-player story mode and a multiplayer mode. The player takes on the roles of several Allied protagonists in specific missions during World War II. The player can crouch and lie prone, and is able to scale low walls and other obstacles.

Ending [ edit ]

One of the details the team added are post-war effects that continue on the battlefield throughout the game, where dust and smoke continue to roll through the streets, clouding up vision, and junk and debris scattered everywhere. The game has sound attenuation, with a 5.1 surround sound system, and context sensitive dialog, with a total of twenty-thousand lines of dialog. Each of the soldiers fighting alongside the player will call out the position of enemy soldiers, warn of flank attacks, and help out in ways that were not possible in the first game of the series. Zampella said, "We really wanted realistic battle chatter going that's not only entertaining, but actually adds to the gaming experience. So now you'll hear your guys telling you that there's [sic] two guys hiding behind that rusty car in the street or that there are people on the second floor of a building".[26]

Reception [ edit ]

For the PC version, IGN editor Tom McNamara was impressed with the presentation and graphics, describing them as "Excellent" and "smooth" respectively. He also said the graphics did not suffer from also being developed for the 360. McNamara also praised the sound, describing it as "sad music, encompassing battle noise, and excellent voice work".[48] Bob Colayco of GameSpot also reviewed the PC version of the game, as he did its Xbox 360 counterpart. Colayco again commended the sound, calling the presentation of the game "excellent", as well as praising the aggression of the artificial intelligence. Unlike in his review of the Xbox 360 version, Colayco felt the multiplayer aspect was "fun". His main critique was for performance, stating "performance can chug at times".[44] GameSpy's Sal Accardo noted "Instead of feeling like a stale retread [of the original Call of Duty] or losing steam halfway through, it manages to be a blast from start to finish".[38] GamesRadar Joshua Latendresse called the single-player campaign "stunning" and cited that the multiplayer was even better.[49]

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