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<p></p><p>2012 video game</p>
<p>Call of Duty: Black Ops II is a 2012 first-person shooter video game de
veloped by Treyarch and published💸 by Activision. It was released for Mi
crosoft Windows, PlayStation 3, and Xbox 360 on November 12, 2012, and for the&#
128184; Wii U on November 18 in North America and November 30 in PAL regions.[1]
[2][3][4][5] Black Ops II is the ninth💸 game in the Call of Duty franchi
se of video games, a sequel to the 2010 game Call of Duty: Black💸 Ops an
d the first Call of Duty game for the Wii U. A corresponding game for the PlaySt
ation Vita, Call💸 of Duty: Black Ops: Declassified, was developed by nSt
igate Games and also released on November 13.</p>
<p>The game's campaign follows up💸 the story of Black Ops and
is set in the late 1980s and 2025. In the 1980s, the player switches💸 co
ntrol between Alex Mason and Frank Woods, two of the protagonists from Black Ops
, while in 2025, the player assumes💸 control of Mason's son, David () Tj T* B

g Raul Menendez, a Nicaraguan arms dealer💸 and later terrorist, who is r
esponsible for kidnapping David in the 80s and later sparking a Second Cold War
in💸 2025. The campaign features non-linear gameplay and has multiple end
ings.[6] Locations featured in the game include Angola, Myanmar, Afghanistan, Ni
caragua,💸 Pakistan, the Cayman Islands, Panama, Yemen, the United States
, and Haiti.</p>

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