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This article is about the second installment in the Call of Duty series

. For the console spin-off, see Call of Duty 2: Big Red One

2005 video game

Call of Duty 2 is a 2005 first-person shooter video game developed by I

nfinity Ward and published by Activision in most regions of the world. It is the

second installment of the Call of Duty series. Announced by Activision on April

7, 2005, the game was released for Microsoft Windows on October 25, 2005, and a

s a launch title for the Xbox 360 on November 22, 2005.[4] Other versions were e

ventually released for OS X, mobile phones, and Pocket PCs.

The game is set during World War II and the campaign mode is experience

d through the perspectives of four soldiers: one in the Red Army, one in the Uni

ted States Army, and two in the British Army. It contains four individual campai

gns, split into three stories, with a total of 27 missions. Many features were a

dded and changed from the original Call of Duty, notably regenerating health and

an icon that indicates a nearby grenade about to explode.

The game drew critical praise, particularly for the graphics, sound, an

d the regenerating health system. The Xbox 360 version sold more than 250,000 co

pies in its first week, more than 2 million copies by January 2008, and nearly 6

million copies by November 2013.[9] It is considered to be one of the best vide

o games of all time.

The expectation-setting comes after un-sourced rumor

s began to spread that Microsoft might be planning a surprise shadow drop of Act

ivision Blizzard games coming to Game Pass to celebrate the closing of the deal.

While the Activision Blizzard account recently tweeted that it did not have pl

ans to bring its games to the Netflix-like subscription service before the end

of the year, some fans still held out hope that a game or two from the back cata

log might pop up before 2024.

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The regulatory process took so long and frankly there was a lot of unc

ertainty in that process up until, really, a week before we closed, or really th

e week of, when the CMA finally came down to their decision, that we weren't abl

e to get in and work with mostly Activision Blizzard in this case on that back c

atalog work, Spencer told the Official Xbox Podcast on October 17. I would lov

e it if there was some kind of secret celebration drop that's coming in the next

couple of weeks there's not.

That's in contrast to when Microsoft closed its \$7.5 billion deal to bu

y ZeniMax and its Bethesda Game Studios games, including Fallout 3 and The Elder

Scrolls V: Skyrim, were triumphantly rolled out on Game Pass soon after. Spence

r called it a disappointment that fans would have to wait the extra months in th