jogo de betano

<p>Ju-On: Origins No. of episodes 6 (list Of EpisosDes) Production Executi
ve producers</p>
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HirataJu - On,</p>
<p>igina a do Wikipedia en1.wikipé : na enciclopédia ; J/ on;_Or
igins jogo de betano Watch The</p>
<p> exclusaivly in BT</p>
<p></p><p>Sledgehammer Games, Inc. is an American video game d
eveloper company formed in 2009 by Glen Schofield and Michael Condrey. The pair
formerly worked at Visceral Games and are responsible for the creation of Dead S
pace. The company is based in Foster City, California.[5] The studio has develop
ed and co-developed various video games in the Call of Duty series.</p>
<p>History [edit]</p>
<p>Sledgehammer Games co-founders Schofield and Condrey worked together at
 Electronic Arts in 2005 on 007: From Russia with Love, with Condrey as director
 and Schofield executive producer. The collaboration carried forward to Dead Spa
ce. The two men had complementary skills and similar backgrounds□□□middle class wi
th fathers in the construction business.[6][7]</p>
<p>After founding Sledgehammer Games on July 21, 2009, Schofield and Condr
ey made Activision a proposal: they would attempt to replicate their success wit
h Dead Space, with a third-person spin-off of the Call of Duty franchise. Activi
sion sat on the proposal for weeks until Activision Blizzard CEO Bobby Kotick of
fered to bring the studio into the Activision fold. Schofield and Condrey accept
ed, viewing Activision's independent studio model as an opportunity to prese
rve the company's creative culture, development methodology and staff, while
 having the security of an alliance with the industry's largest publisher.[7
][8][9]</p>
<p>Sledgehammer Games spent six to eight months working on the Call of Dut
y project in 2009, enough to produce a prototype with about 15 minutes of play.[
10] The game would have reportedly expanded the franchise into the action-advent
ure genre, and a legal battle between Infinity Ward, the studio behind the Moder
n Warfare franchise, and co-founders Jason West and Vince Zampella resulted in t
he pair's departure. They took several Infinity Ward employees with them to
their new company, leaving Activision with about half the staff and a deadline o
f about 20 months (versus a typical 24 months) to complete the next game in the
franchise, Call of Duty: Modern Warfare 3. Activision requested that Sledgehamme
r Games stop work on the third-person shooter and collaborate with Infinity Ward
 instead.[7]</p>
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