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<p> lead your group into the battlefield right away, or train your troops to prepare for</p>

<p> full-scale war! Our challenges come in a variety of formats, from direct,</p>

<p> troop-to-troop fighting, to turn-based RPG style, in which you ll plan your attacks and</p>

<p> launch weapons at will. Go to battle in prehistoric times, fight outdoor on famous</p>

<p> grounds, or even go to war in modern times; in several challenges, you can even control</p>

<p></p><p>The first thing that catches your eye when you</p>

<p> launch Pico Park is its retro 8-bit design. Everything looks very simple, even</p>

<p> primitive. The objects have pixelated rough edges, and the characters look as some sort</p>

<p> of little men or cats on little legs and with small ears that run around fussing and</p>

<p> jumping in a funny way. In the background, you can hear music that will instantly</p>

<p></p><p>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</p>

<p>2005 video game</p>

<p>Call of Duty 2 is a 2005 first-person shooter video game developed by Infinity 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 as a launch title for the Xbox 360 on November 22, 2005.[4] Other versions were eventually released for OS X, mobile phones, and Pocket PCs.</p>

<p>The game is set during World War II and the campaign mode is experienced through the perspectives of four soldiers: one in the Red Army, one in the United States Army, and two in the British Army. It contains four individual campaigns, split into three stories, with a total of 27 missions. Many features were added and changed from the original Call of Duty, notably regenerating health and an icon that indicates a nearby grenade about to explode.</p>

<p>The game drew critical praise, particularly for the graphics, sound, and the regenerating health system. The Xbox 360 version sold more than 250,000 copies 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 video games of all time.</p>

<p></p><p>A Guarda Costeira autorizou que o cruzeiro MSC Prezi