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;div><div>Characters and Setting□□ Black Ops II begins in the year &l
t;span>2025, where China and the United States□□£□,□ are in a cold w
ar after China stops exporting rare earth elements. In this future setting, mili
taries use robotic weaponry,□□£□,□ cyberwarfare, unmanned vehicles and futuristic te
chnology.</div></div></div></div></div><div>
</div><div><a data-ved="2ahUKEwiVseHyn8yDAxVBPUQIHaF_DqwQFno
ECAEQBg" href="{href}"><div>Call
 of Duty: Black Ops II - Simple Wikipedia</div>&
lt;span><div>simple.wikipedia : wiki □□£□,□ : Call_of_Duty:_Black_Ops_II&l
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quot; style="padding-bottom:12px;padding-top:0px"><div><di
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stands that Call of Duty 2025 is currently in development as a□□£□,□ direct sequel t
o Call of Duty: Black Ops 2, being set around 2030 (Black Ops 2 is s) Tj T*□□BT /F1 12 Tf

avorite protagonists as the team faces a new villain following the□□£□,□ death of Me
nendez.</div></div></div></div></div><div>&l
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AEQDQ" href="{href}"><div>Call o
f Duty 2025 is a Semi Futuristic Black Ops 2 Sequel - Insider Gaming</span&gt
;</div><div>insider-gaming □□£□,□ : black-ops-2
-call-of-duty-2025</div></div></div>&lt
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<p></p><p><div class="hwc kCrYT" style="padd
ing-bottom:12px;padding-top:0px"><div><div><div><di
v><div><div><div>Gaming studios work on the gam
ing engine and add specific features into separate prototypes. Late
r, video game📉 programmers select the stable prototypes and add sections
 of the game iteratively. Software prototyping follows a linear software develop