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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 Microsoft W

indows, PlayStation 3, and Xbox 360 on November 12, 2012, and for the Wii U on N

ovember 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 franchise of video games, a sequel

 to the 2010 game Call of Duty: Black Ops and the first Call of Duty game for th

e Wii U. A corresponding game for the PlayStation Vita, Call of Duty: Black Ops:

 Declassified, was developed by nStigate 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 control between Alex

 Mason and Frank Woods, two of the protagonists from Black Ops, while in 2025, t

he player assumes control of Mason's son, David (codenamed "Section&quo) Tj T*□□BT /F

an arms dealer and later terrorist, who is responsible for kidnapping David in t

he 80s and later sparking a Second Cold War in 2025. The campaign features non-l

inear gameplay and has multiple endings.[6] Locations featured in the game inclu

de Angola, Myanmar, Afghanistan, Nicaragua, 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, wit

h Activision promising that the follow-up would bring "meaningful innovatio

n" to the Call of Duty franchise. Black Ops II is the first game in the ser

ies to feature futuristic warfare technology and the first to present branching

storylines driven by player choice as well as selecting weapons before starting

story mode missions. It also offers a 3D display option. The game was officially

 revealed on May 1, 2012, following a set of leaked information released during