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<p>aras. Neste cenário futuro, os militares usam armamento robót

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<p>ículos não tripulados e tecnologia futurista. Call of Duty: B

lackops 2 Wikipédia</p>

<p>es.wikipedia : wiki.: Call_of_Duty:_Black_Ops_II</p>

<p>Os servidores Xbox 360 que estão sendo</p>

<p></p><p>2011 video game</p>

<p>Call of Duty: Modern Warfare 3 is a 2011 first-person shooter video gam

e, jointly developed by Infinity Ward and Sledgehammer Games and published by Ac

tivation. The game was released worldwide in November 2011 for Microsoft Windows

, the Xbox 360, PlayStation 3, Wii, and OS X.[1] It is the sequel to Call of Dut

y: Modern Warfare 2 (2009), serving as the third and final installment in the or

iginal Modern Warfare trilogy and the eighth Call of Duty installment overall. A

separate version for the Nintendo DS was developed by n-Space, while Treyarch d

eveloped the game's Wii port. In Japan, Square Enix published the game with

a separate subtitled and dubbed version.[2]</p>

<p>The game's campaign follows Modern Warfare 2 and begins right after

the events of its final mission. Similar to Modern Warfare 2, it is centered ar

ound Task Force 141, which contains Captain Price, Soap MacTavish, and a newly i

ntroduced playable character, Yuri. Alongside the Delta Force and Special Air Se

rvice, they hunt Vladimir Makarov (the main antagonist of the trilogy), a Russia

n terrorist who leads the Russian Ultrnationalist party. He led several terror

attacks across Europe, triggering a large-scale war between the Ultrnationalist

s and friendly forces. For the game's multiplayer mode, new mode types and k

illstreak choices were brought in. Improvements were also made to the mode that

solved issues that appeared in Modern Warfare 2.</p>

<p>Using an enhanced version of Modern Warfare 2's IW engine, developm

ent for the game began in 2010 with more than one developer studio. Prior to dev