

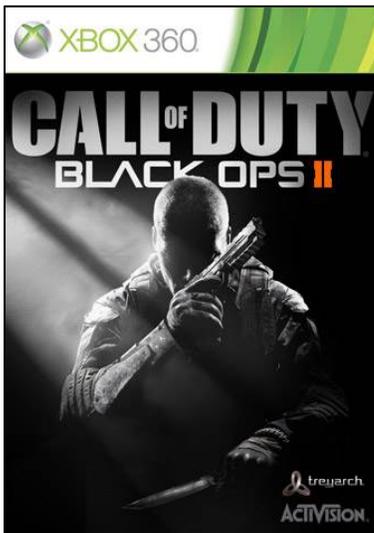
In game stores

“Call of Duty”

Black Ops 2



By Airman 1st Class Devante Williams



Another year, another “Call of Duty” released. It seems as though the series releases a new “Call of Duty” every year just to make money, but I have to say that Black Ops 2 might be the best so far.

From the campaign mode to zombies, a player can put an endless number of hours into this game.

The story in this game is by far the best in the series. It actually has a beginning, middle and end unlike previous releases that have random moments put together to make a story.

There are times in the story line you make decisions that will impact the ending of the game. I’m not going to give away any story details because that would be a huge spoiler alert. But just know that the story line will leave you speechless.

Multiplayer is top notch yet again. You still have your standard modes such as team death match, domination, capture the flag and more. One feature they’ve added in multiplayer is the Pick 10. When you create your class you have 10 slots from which to choose that can be used for anything. If you only want to have a pistol and five perks, go

for it.

Building your class in Black Ops 2 feels more like an in-depth role-player game that forces you to carefully weigh where best to spend skill points. Kill Streaks have been replaced by Score Streaks. Capturing flags or laying down defensive equipment yields points to fill up your Score Streak meter. This encourages players to act as a team instead of lone-wolfing their way around the map to keep their kill/death ratio up, and playing as a team is more fun.

Zombies are back and better than ever. It’s still the same rules as the original Black Ops. Survive and try to kill as many zombies as you can. This year’s big change for zombies is called Tranzit. It’s like four zombie maps rolled into one. The map includes a bus that can be boarded in order to access different areas of the map.

Also new is survival and grief. Survival has you picking one of the maps from Tranzit and simply trying to stay alive for as long as possible, while grief puts two teams of four against each other in one of the smaller zombies maps. As a twist, the teams can’t kill each other. The first team to get killed by the zombies loses. It’s a new edition to the zombie series.

Even though Black Ops 2 is enjoyable, there are some downfalls to the game. The knifing is horrible. I barely use the knife button anymore. When you try to melee the enemy, the knife is sluggish. By the time you knife the enemy, you’re already dead, especially with zombies.

Also, this game is mostly submachine gun based. Don’t even try to use an assault rifle because they never work. Hopefully Activision will release a balanced “Call of Duty” next year.

Overall Black Ops 2 is a well designed game. It seems as though the developers listened to the customers and made a “Call of Duty” game that meets most of the gamers’ goals. I give “Call of Duty” Black Ops 2 three and a half stars.