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<p>2012 video game</p>

<p>Call of Duty: Black Ops II is a 2012 first-person shooter video game developed by Treyarch and published💹 by Activision. It was released for Microsoft Windows, PlayStation 3, and Xbox 360 on November 12, 2012, and for the💹 Wii U on November 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 the 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, the player assumes💹 control of Mason's son, David () Tj T* B

g Raul Menendez, a Nicaraguan arms dealer💹 and later terrorist, who is responsible for kidnapping David in the 80s and later sparking a Second Cold War in💹 2025. The campaign features non-linear gameplay and has multiple endings.[6] Locations featured in the game include 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, with Activision promising that the follow-up would bring "meaningful innovation" to the Call of Duty franchise. Black Ops💹 II is the first game in the series 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 the previous💹 months.</p>

<p>Black Ops II received mostly positive reviews from critics, with praise for its gameplay, story, multiplayer, Zombies mode, and villain,💹 but its Strike Force missions had a mixed reception. The game was a commercial success; within 24 hours of going💹 on sale, the game grossed overR\$500 million .[7] It had remained the largest entertainment launch of all time until September 2013,💹 when Take-Two Interactive announced that Grand Theft Auto V had grossedR\$800 million in its first day of release.[8] It went💹 on to sell 7.5 million copies in the U.S. in November 2012, making it the highest-grossin