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Strike Force missions allow the player to control a number of different war assets, such as unmanned aerial vehicles, jet fighters and robots. If the player dies in a Strike Force mission, the campaign continues recording that loss, as opposed to letting the player load a previously saved checkpoint. The player's progress in the Strike Force missions may go on to change even the plans of the story's antagonist, Raul Menendez.[13] By the end of the game, the player may have changed the results of the new Cold War.

The events of the player's ending are determined on the fates of Menendez, Lynch, and Alex Mason, and whether the Strike Force missions were completed.

In February 2012, a product page for Call of Duty: Black Ops 2 appeared on Amazon France and was quickly taken down. No information had yet been released by Activision, but Gameblog claimed that Activision demanded the removal of its original report too.[22] When it refused to do so, the publisher reportedly cut off Gameblog from ad support, review game mailings, and future Activision events for refusing to comply.[23] Activision denied Gameblog's claims that it had been cut off.[24] Around the same time, computer game artist Hugo Beyer also listed "Black Ops 2" as his current project in his LinkedIn CV, then removed his LinkedIn page.[25] Beyer is an artist working for Nerve Software, "a Dallas-based independent developer" which has "helped" with previous Activision games including Black Ops in 2010.[26] A "Black Ops 2" trademark by Activision was spotted January 2012.[27] Further, Black Ops 2 was listed by the France international entertainment retail chain Fnac in March 2012, which touted a predictable November release date.[28]

A Black Ops II Season Pass was released by Treyarch with the release of the game. On December 12, 2012, all Xbox 360 Season Pass holders received access to the Nuketown Zombies map, with PC holders following on January 17, and PlayStation 3 holders on January 19, having been delayed two days due to PSN technical issues.[53][54] It was later released as an individual download for PC on April 13, 2013.[55]

Personalization pack microtransactions for the game were released for Xbox 360 on March 12, 2013, and PC and PS3 on April 12. These allow the player to make small aesthetic changes to the multiplayer functionality of the game, like adding the flag of their country to the kill notification box, adding new weapon skins and allowing the player to use more Create-a-