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[2012 video game](#)

[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.

[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.

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](#) (codenamed "Se") [Tj](#)

[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.

Locations featured in the game include [Angola](#), [Myanmar](#), [Afghanistan](#), [Nicaragua](#), [Pakistan](#), the [Cayman Islands](#), [Panama](#), [Yemen](#), the [United States](#), and [Haiti](#).

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 wa