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<p>1. &guot;0 77</p><p>Recommended 15.8 hrs on record</p> <p>Best cod of the modern era, not that that saying much. The campaign was fun enough, 🍇 with interesting ideas such as dialogue options and bran ching missions, but overall it's hard to get invested in due to 🍇 t he state of the overarching COD storyline. I'm honestly can't tell if the is is solely in the new MW timeline, 🍇 a sequel to the old black ops st oryline, or some weird fusion of the two that drags the old games 🍇 int o everything.</p> <p>Not much to say on the MP. I haven't played it since it's year in the cycle, and games 🍇 are hard to find, at least on pc/steam. From what I remember I enjoyed it, especially the 3v3 mode. the 🍇 overall ga me feel is bad compared to the MW games, but I think that \$\pi 39;s not an issue goi ng forward. Fun 🍇 for the most part, but SBMM makes matchmaking annoyin g to participate in, often having the game openly tell you it \$\#39\$;s \$\#127815\$; s earching for games with 100 plus ping at times.</p> <p>Zombies though, Zombies is genuine great. BO 3 is certainly the peak &# 127815; of the original zombies formula, but I dare say I almost like this more , gameplay wise. It is sadly missing 🍇 a lot of the personality of the W@W-BO3, with MP operators as characters instead of a set crew being the ㇭ 5; largest problem. The HUD does also kinda suck, fine in function but lacking any character in the design. Especially compared 🍇 to BO3, although I&# 39;d say it's still miles above BO4 with how cluttered that was.</p> <p>All in all, I'd say it's 🍇 worth it on sale if you rea Ily like cod zombies and skipped this one. It has a lot of rouge-like 🍇 elements that can keep you playing for a while, plus a weapon/camo grind, if yo u're into that sorta thing. If 🍇 you're not a fan of zombies, d on't bother.</p> <p></p><div class="hwc kCrYT" style="padding-botto m: 12 px; padding-top: Opx " > < div > < div > <div><div><div>Crash Bandicoot is a video game franchise originall y developed by Naughty Dog as an exclusive for Sony's PlayStation console. I t has seen numerous installments created by various developers and published on multiple platforms.</div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div></div> lt;div></div><div><a data-ved="2ahUKEwiyo5i548uDAxUFJUQIH cOiD2AQFnoECAEQBg" href="{href}"><div><sp an>Crash Bandicoot - Wikipedia</div><span&

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