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When Activision announced that it was returning to World War II décor for the next Call of Duty, I noted that World War II was not the answer for a blockbuster game franchise that lost its way. As with last year's blockbuster comeback Battlefield, Battlefield 1 - which includes a World War I backdrop and a very strong single-player campaign - Activision does not surprisingly plumb its past, and nostalgia, in an effort to win anew with the support of its biggest fans, I wrote. But its biggest fans want more modern warfare or a multiplayer riot of black Ops. Not this one. Well, not really. In August, when I had a chance to check out Call of Duty: A World War II Multiplayer Experience in Beta, I described it as an unwanted retreat. I can't see Activision creating a new series out of this war, I explained. And that, ultimately, is the problem: the real failures of ghosts, advanced warfare, and endless warfare [three of the last four COD formats] is that they haven't gained enough interest to increase them to a three-game arc Help the Fed up a decade of games. Each was designed for this purpose. And everyone fails. Sound out of duty is complicated. This is the most successful video game franchise of all time, by far. And even these failures—all of them—were, in fact, the best-selling games of their respective years. Calling them failures therefore requires some perspective and understanding. All this, compared to the rest of the industry, Call of Duty is always wildly successful. But compared to its past, recent COD games have been duds. To his opponents - because, let's face it, there will always be trolls who can't stand anything becoming too popular or overshadowing their personal favourites - Call of Duty is a recurring mess. But since I actually spend every year playing these games, I can accurately explain that nothing could be further from the truth. COD has evolved in important ways every year. And the latest detesteds — Advanced Warfare, Ops III and Infinite Warfare — are no different at all to classic World War II games, modern warfare and black array (I and II). It can be good or bad, depending on your point of view. For example, advanced warfare and endless warfare include jetpack-style running and jumping capabilities, but the multiplayer experiences are mediocre at best. But Black Ops III got it right, and it stands as one of the best COD multiplayer games of all time. Period. The point is, jetpacks aren't the problem. But within the COD world, there are, of course, different opinions about classic acting (World War II, modern warfare, ghosts) versus modern game (jetpacks). And the franchise is big enough to hold them both. Activision has three studios working on titles, and they can switch between those styles. Alternatively, better, they can offer multiplayer modes that support both. But Call of Duty isn't just about multiplayer. And that's what I want to address here today. Because the only thing that last summer's multiplayer beta experience didn't provide was a glimpse of Call of Duty: the Lone Actor experience of World War II. And it's amazing. It's important. My love for Call of Duty was founded on two things, the wonderful experiences of the early single-player games, which I often completed several times, and their amazing multiplayer experiences, which — combined with downloadable content (DLC), especially map packages — expanded the value and game time of each game significantly over the course of a year. And something happened over the years that changed that dynamic. The lone player's experiences started to suck. (Yes, Call of Duty has long supported a third type of game, too, called Zombies. I don't personally care about these games, but they are a big part of the appeal of COD for many.) Two things interest me when I think about how Cole's lone actor is out of duty Changed, for the worse, over time. The first is that each Call of Duty is actually two different games: single player multiplayer (or, with zombies, three different games). They may share some areas, or whatever, but they often look and feel completely different from each other. The second is that the success, or lack thereof, of any single-player COD campaign has nothing to do with the series itself. In fact, there is almost a linear nature to the decline of these games over time. In the early years — the original three games from world war ii, of course, and the modern warfare series — the single-player campaign was important. These were great stories for one, and I actually used to hold off Multi until I finished the single-player campaign. They were that good. I stopped doing that after the release of the first modern warfare game. This was when COD really exploded as a multiplayer phenomenon, but for those accustomed to the simplistic multiplayer games of the past, it was also complex to set up the various loadouts, which is something that continued to become more complex in the games to come. With the first modern war, I started badly because the rest of the community was tempted by how things worked for weeks before I finally got involved. By the time the Black Specials games appeared, the single-player campaign was getting less interesting. The first black performers drew my attention from a single-player perspective. But by the time operations and black ops ghosts happened, I was just going through the motions. I've completed the individual players' campaigns, but I don't care. I've also completed advanced warfare, inaction. But by the time Covert Operations 3 showed up, I gave up. I haven't made much progress into this game, and I also ignored the endless single-player warfare campaign after some early excitement around the opening sequences. So here's World War II. yes, I'm interested in history, and the second war in particular. But I also feel like we've seen it all, we've done everything, when it comes to games set in this era. I've run on behalf of the declarer — and I still believe — because it's not a solid foundation for the future of Call of Duty. And multiplayer experiences in this game look good, maybe very good. But I'm not sure about the long-term value here. But the lone player. My god. Voice out of duty: The World War II campaign is terrifying and fantastic. This is the first time I've been so in a fit by a single player campaign of COD since I didn't know. The first modern warfare? The first black ops? I'm not so sure. It's always been. I started Friday morning with Multiplayer because of my years of experience with the franchise, knowing how it would go. But in the middle of the day, I decided to test a single player, expect to tinker a little bit, lose interest quickly, and maybe never look back. Once again. I don't know if I...? You can't put that down. I can finish this game completely before I even look at Multi again. And I know exactly how long it's been since I've done this: Call of Duty 4: Modern Warfare. This game came out in 2007. That was 10 years ago. Ten. As I write this, I'm just part of the campaign. And I guess it could go south, though I doubt it. No, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, Great. It's fascinating and interesting, and the game sequences are varied without getting stuck in the stupid that sometimes ruined even the best COD games of the past. The tedious driving sequences. The stupid parts where you man a gun and you have to intercept an exact number of planes. The hockey button sequences just to open a door. You know the drill. There are variations of these things in World War II. But they're somehow not tedious, not aggravating. The driving sequences, which alternate between driving between you and you firing a gun, are actually... Fun. Nazi snipers from the top of the cathedral, chased an armored train, and even snuck into a German garrison in Paris - playing a French woman posing as a Nazi agent - and made contact with enemies and a mole, a sequence that can only be described as the first for this franchise. And it was all great. So. The story, of course, is great. It's World War II. But the graphics, the presentation, the characters in the game, the whole thing is just great. What can I say? I got into that ergot and expected disappointment. And instead, the single-player campaign is a surprising treat. Then I'll keep going. And end a voice campaign out of single player duty for the first time in years. And enjoy doing it for the first time actually forever. Tagged with voice out of duty

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