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Call of Duty: Modern Warfare 2 takes place five years after the events of Call of Duty 4: Modern Warfare. During the single-player campaign, the player controls five different characters from a first-person perspective. The player primarily controls Sergeant Gary "Roach" Sanderson, a British member of an international special forces unit named Task Force 141. In addition to Roach, the player will also assume control of Private First Class Joseph Allen and James Ramirez of the 1st Ranger Battalion. The now Captain John "Soap" MacTavish serves as a senior member of Task Force 141, acting as Roach's superior officer, and becomes the playable character in the final three missions of the game. Lastly, the player briefly assumes the role of an astronaut stationed on the International Space Station during the height of the war between the United States and Russia.

Story

Audio

Modern Warfare 2 was released in four different retail versions across the PlayStation 3 and Xbox 360 platforms: Standard, Hardened, Veteran, and Prestige. The standard version consists of the game and an instructional manual, and is the only version available for the Windows platform.[67] The Hardened Edition consists of the game and manual (which are packaged in a steel book) Tj T\* BT

Classic, a hi-definition version of the original Call of Duty game, from Xbox Live Arcade or the PlayStation Store (Classic was released individually on Decem) Tj T\* BT /F

Edition as well as a set of fully functioning night vision goggles imprinted with the Modern Warfare 2 logo and a stand modeled after the head of the character "Soap" MacTavish.[68] The goggles are powered by five AA batteries[69] and can see up to 50 feet in absolute darkness.[70]

1UP stated "Mixing real-world locations with bombastic set-pieces MW2 continues the guided, thrill-ride experiences of its predecessor, and adds even more depth to its multiplayer offerings. It might not have fixed all the problems from the first game, but there's just so much quality content packed into this game that it will almost certainly be one of the most-played games in your library for a long time to come".[93] Game Informer noted praised the game for its polish and iteration on the series, as well as its strong presentation and wealth of playable content.[124] IGN called it a "no-brainer purchase", thanks to its online multiplayer, its co-op mode, and its campaign.[104] GameTrailers stated "The air of unpredictability