

## site de aposta sem deposito minimo

&lt;p&gt;Starting with single player campaign. I am mixed about it. Treyarch always has a good story. But it suffers with &#128535; the typical kill 1000 enemies every time you walk into a area. I get why this was a thing 10 &#128535; to 15 years ago but technology has moved on but cod campaign is stuck in the past. The SP could &#128535; be a huge selling point for cod and not just an afterthought. Treyarch does switch things up more in their &#128535; campaigns than IW and Sledgehammer but they never adapt on these changes in future games. Like the new dialogue system &#128535; and character profile will probably be gone in the next black ops even though it was a nice feature. 1 &#128535; thing that cod should start doing is less ammo, hugely improve the AI, and increase damage for both player and &#128535; AI. Make each enemy encounter have multiple different approaches and ways to take down the enemy. Improve the stealth as well &#128535; and give me the option to stash bodies. Every encounter is identical blurring them together. There is nothing to with &#128535; having a mission where you're like a god killing 100s of enemies but every mission? It just feels draining. I &#128535; would rather 20 enemies that all adjust to what I am doing, if I reload or get shot and have &#128535; low health they should make a push or throw a grenade, they should take flank routes if I get comfy &#128535; in a single spot and that sort of stuff. Not 100 enemies that run at me and a straight line. &#128535; Campaign AI is the same as zombies but they have guns. Cod needs to move its single player into today &#128535; and move on from the PS2 style gameplay. Next the zombies. This new style isn't for me. When they changed &#128535; Black ops 4 I thought the same thing. Now I didn't realise how good that game's zombies were compared &#128535; to cold war. They have basically made zombies into its own objective based game type instead of the fun round &#128535; based survival mode. Everything is marked out so now it just feels like busy work. The maps are massive. I &#128535; wish they brought back a couple of old maps like Der Riese for those who don't want this new style. They &#128535; got this open world zombies which is cool but it's still early days. Maybe in future they will expand upon &#128535; it. Multiplayer. Same as every cod,

nothing more to say.&lt;/p&gt;

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