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<p></p><p>This article is about the second installment in the Call of Duty series. For the console spin-off, see Call of🤑 Duty 2: Big Red One</p>
<p>2005 video game</p>
<p>Call of Duty 2 is a 2005 first-person shooter video game developed by Infinity🤑 Ward and published by Activision in most regions of the world. It is the second installment of the Call of🤑 Duty series. Announced by Activision on April 7, 2005, the game was released for Microsoft Windows on October 25, 2005,🤑 and as a launch title for the Xbox 360 on November 22, 2005.[4] Other versions were eventually released for OS🤑 X, mobile phones, and Pocket PCs.</p>
<p>The game is set during World War II and the campaign mode is experienced through🤑 the perspectives of four soldiers: one in the Red Army, one in the United States Army, and two in the🤑 British Army. It contains four individual campaigns, split into three stories, with a total of 27 missions. Many features were🤑 added and changed from the original Call of Duty, notably regenerating health and an icon that indicates a nearby grenade🤑 about to explode.</p>
<p>The game drew critical praise, particularly for the graphics, sound, and the regenerating health system. The Xbox 360🤑 version sold more than 250,000 copies in its first week, more than 2 million copies by January 2008, and