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<p>2009 video game</p>

<p>Call of Duty: Modern Warfare 2 is a 2009 first-person shooter game developed by Infinity Ward and published 💷 by Activision. It is the sixth installment in the Call of Duty series and the direct sequel to Call of 💷

Duty 4: Modern Warfare. It was released worldwide on November 10, 2009, for Windows, PlayStation 3, and Xbox 360. A 💷 separate version for the Nintendo DS, titled Modern Warfare: Mobilized, was also released on the same day. A version for 💷 OS X was developed by Aspyr and released in May 2014, and the Xbox 360 version was made backward compatible 💷 for the Xbox One in 2024.</p>

<p>The game's campaign follows Task Force 141, a multinational special forces unit commanded by Captain 💷 Soap MacTavish as they hunt Vladimir Makarov, leader of the Russian Ultranationalist party, and United States Army Rangers from the 💷 1st Ranger Battalion who are defending the Washington, D.C. area from a Russian invasion. The game's main playable characters are 💷 Sergeant Gary "Roach" Sanderson, of the 141, and Private James Ramirez, of the Army Rangers, with Captain MacTavish becoming playable 💷 later in the campaign. The multiplayer mode was expanded upon from the previous game, with several new features and modes.</p>

<p>Development 💷 for the game began in 2008, when it was still known as Call of Duty 6. It uses the IW 💷 4.0 engine, an improved version of Call of Duty 4's IW 3.0. Infinity Ward was inspired by real-life conflicts when 💷 developing the campaign mode. They initially tested the multiplayer mode by playing an in-house beta version of the game. Modern 💷 Warfare 2 was officially announced in February 2009. Teasing of the game began in March, with short trailers being released 💷 for the game and, eventually, a full reveal trailer. The multiplayer mode was revealed shortly after. Two downloadable content packs 💷 were released for it post-release, each containing five new multiplayer maps, with some being remastered maps from Call of Duty 💷 4.</p>

<p>Modern Warfare 2 received universal acclaim, with praise for its campaign, multiplayer, and amount of content, although it received some 💷 criticism for its short length and a lack of innovation. Within 24 hours of release, the game sold approximately 4.7 💷 million copies in North America and the United Kingdom ending as the best-selling video game in 2009 in the USA. 💷 As of 2013, the game had sold 22.7 million copies becoming one of the best-selling PlayStation 3 video games and 💷 best-selling Xbox 360 video