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<p&gt;2024 video game&lt;/p&gt;
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<p&gt;Call of Duty: Warzone 2.0[b] is a free-to-play battle royale video game
developed by Infinity Ward 3, £ and Raven Software for PlayStation 4, PlayStati
on 5, Windows, Xbox One, and Xbox Series X/S.[2] It is a sequel to 3, £ 2024&#39
;s Call of Duty: Warzone. The game is a part of 2024's Call of Duty: Modern
Warfare II and 2024's 3, £ Call of Duty: Modern Warfare III, but does not re
quire purchase of any of the parent titles. It was introduced 3, £ during Season
1 of Modern Warfare II content. The game features cross-platform play and a new
extraction mode titled DMZ.[3]</p&gt;
<p&gt;Warzone 3, £ 2.0 was officially revealed by Activision at Call of Duty
Next in September 2024, and was released on November 16, 3, £ 2024 as part of a
single cross-game launcher known as Call of Duty HQ.[4][5][6]</p&gt;
<p&gt;Overview [ edit ]&lt;/p&gt;
<p&gt;Gameplay [ edit ]&lt;/p&gt;
<p&gt;Similar 3, £ to its predecessor, in Warzone 2.0&#39;s primary game mode
, Battle Royale, players compete in a continuously shrinking map to be 3 , £ the
last player(s) remaining. Players parachute onto a large game map, where they en
counter and eliminate other players. As the 3, £ game progresses and players are
eliminated, the playable area shrinks, forcing the remaining players into tight
er spaces. A new feature 3, £ in Warzone 2.0, Circle Collapse, allows multiple c
ircles to spawn within the map, which close independently of one another, before
3, £ converging into one single safe zone. Like the first Warzone, upon death,
players are sent to the "Gulag", a small-sized 3, £ arena where killed
players battle one another for a chance at respawning into the map. In Warzone
2.0, Gulag matches 3, £ were initially introduced in 2v2 format, and included an
artificial intelligence (AI) combatant called " the Jailer ", whom play
ers can hunt 3, £ down to acquire a key and escape, in addition to the tradition
al method of winning Gulag matches. This change was 3, £ reverted for Season 2 t
o the original 1v1 format, while the Jailer is also removed in favor of the over
time 3, £ point capture system. In-game cash currencies also return, allowing pl
ayers to buy various items at several buy stations scattered across 3, £ the map
, including custom loadouts with personalized weapons and perk setups. </p&gt; &lt;p&gt;A new extraction game mode, named DMZ, is also featured 3 , \pm at the rel
ease of Warzone 2.0.[7] In DMZ, players battle against both Al-controlled and pl
ayer-controlled opponents while attempting to exfil 3, £ with loot they found wi
thin the playable area (also known as the Exclusion Zone). Players start out wit
h a limited 3, £ inventory, which allows storage of extracted loot from matches;
said inventory can be expended by completing Faction missions, allowing for 2
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