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<p>2006 video game</p>
<p>Black is a 2006 first-person shooter video game developed by Criterion Games and published by Electronic Arts. It2 , £ was released for the PlayStation 2 and Xbox in February 2006. The player assumes control of Jack Kellar, a black2 , £ ops agent being interrogated about his previous missions involving a terrorist operation. Gameplay involves players confronting enemies by using firearms2 , £ and grenades. The game is notable for its heavily stylized cinema-inspired action as well as its sound quality and focus2 , £ on destructive effects during gameplay.</p>

<p>Black received generally positive reviews upon release. Critics praised the gameplay, sound design and presentation, but2 , £ criticized the game's short length and lack of multiplayer. Despite Criterion's desire to develop a sequel, creative differences with Electronic2 , £ Arts ultimately ended plans for one. As such a spiritual successor, Bodycount, was created by the same developers at Codemasters2 , £ and released in 2011.</p>

<p>Story [edit]</p>
<p>Black is set in Ingushetia and Chechnya, Russia. The protagonist is Sergeant First Class2 , £ Jack Kellar (Marty Papazian), an inadequately disciplined member of a CIA black ops unit. The unknown interrogator (Paul Pape) questions2 , £ Kellar about an arms smuggling terrorist organization and gang called the Seventh Wave who have been responsible for a number2 , £ of terrorist attacks and homicides. Kellar is soon shown that, unless he co-operates, he and his actions will be declassified,2 , £ meaning he will be convicted at court-martial, dishonorably discharged, and imprisoned for life. Though initially resistant, Kellar agrees to tell2 , £ his story.</p>

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