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<p&gt;Black Ops II is the first Call of Duty video game to feature branching storylines, in which the player&#39;s choice &#128179; affects both the current mission and in turn, the overall course of the story. Known as &quot;Strike For ce missions&quot;, these &#128179; branching storylines appear during the 2025 storyline and feature permanent death. The success or failure of these missions can have &#128179; ramifications for the wider campaign storyline. Choosing one of the missions locks out the others unless the player begins a &#128179; fres h campaign.[13]&lt;/p&gt;

<p&gt;On April 9, 2012, an image was leaked on the official Call of Duty webs ite, which leaked the Call &#128179; of Duty: Black Ops 2 logo, as well as a re vealing date of April 28, 2012. The URL was later &#128179; removed.[29] On April 18, 2012, Kotaku received an image from &quot;a retail source&quot;, which showed a teaser poster that lacked &#128179; a game title but had clear clues to Black Ops and a May 2 date that seemingly points to an &#128179; unveiling.[30] On April 27, 2012, an image containing two Target pre-order cards sent by IGN reader Richard confirmed the game&#39;s &#128179; title and release date. The cards clearly display the Call of Duty: Black Ops II logo, and the release date &# 128179; November 13, 2012.[31][32]&lt;/p&gt;

<p&gt;Reveal&lt;/p&gt;

<p&gt;Whereas players still receive in-game rewards, these are unlocked by pe rforming certain actions such as killing other 💳 players, successfull y capturing territory, and so on rather than simply killing other players.[44] [45] Furthermore, the " wager matches" feature included 💳 in C all of Duty: Black Ops was removed.[43] These changes were introduced to shift t he emphasis towards objective-based gameplay, to 💳 reward players who w ork in teams and to make the game more accessible to new players.[44]</p&gt; <p&gt;Steven O&#39;Donnell and Stephanie Bendixsen, &#128179; of Australian video game talk show Good Game, both gave the game an 8.5 out of 10, praising the e gameplay 💳 multiplayer and zombies mode, but were critical of the cam paign's confusing narrative and Strike Force missions.[79] In particular to the 💳 narrative, Good Game was critical of the opening battle where the player guns down fleeing African rebels, feeling that it 💳 was added p urely for shock value and commenting that:</p&gt;

e probabilidades da linha do dinheiro</p&gt;

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