

aplicativo de apostas de jogo de futebol

The game's non-playable characters (NPCs) feature prominently in the story. For Task Force 141, Lieutenant Simon "Ghost" Riley, a British operator who conceals his face with a skull print balaclava, serves as Soap's second-in-command. For the US Army Rangers, Sergeant Foley, along with his subordinate, Corporal Dunn, is initially Joseph Allen's squad leader, and becomes James Ramirez's squad leader later in the story. Lieutenant General Shepherd is the commander of the Army Rangers and Task Force 141. Other supporting characters returning from Call of Duty 4: Modern Warfare include Captain John Price, MacTavish's former commanding officer in the British Special Air Service, and Russian informant turned mercenary pilot "Nikolai." Locations featured in the game include Afghanistan, Kazakhstan, Russia, Brazil, the United States, Georgia, and outer space.

On July 21, 2009, Infinity Ward's Robert Bowling revealed through Twitter that a Modern Warfare 2 controller was in the works.[53] Peripherals manufacturer Mad Catz was contracted by Activision to create a line of Modern Warfare 2 controllers and accessories for all platforms that the game would be available on.[54] Activision stated, in its quarterly earnings report, that pre-orders for the game had broken a company record; more copies of Modern Warfare 2 had been pre-ordered than any other game that the company had published before.[55] In September 2009, Monster Energy teamed up with Activision to bring special redeemable codes on the Monster Energy website,[56] where people may submit codes included in Monster Energy packs to redeem items such as Xbox 360 Premium Themes and a Modern Warfare 2 Map Pack code.[57]

A six-part comic book mini-series related to the game has also been produced. Announced by Robert Bowling on August 17, 2009, Modern Warfare 2: Ghost is focused on the backstory of the character Ghost, who appears in the video game as a member of Task Force 141. The series is published by WildStorm. The first issue of the series debuted on November 11, 2009.[87][88]

Some game journalists accused the developers of cultural insensitivity, citing the use of Arabic rather than Urdu on signs and banners in the Karachi multiplayer map, based on the real-life city of Karachi in Pakistan.[133][134] An Easter egg in the game's tutorial level in which one soldier asks another soldier about his sexuality, and then remarks "don't ask, don't tell", led to further criticism, though some journalists considered the reaction to the line overblown.[135][136]

Notes and references

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