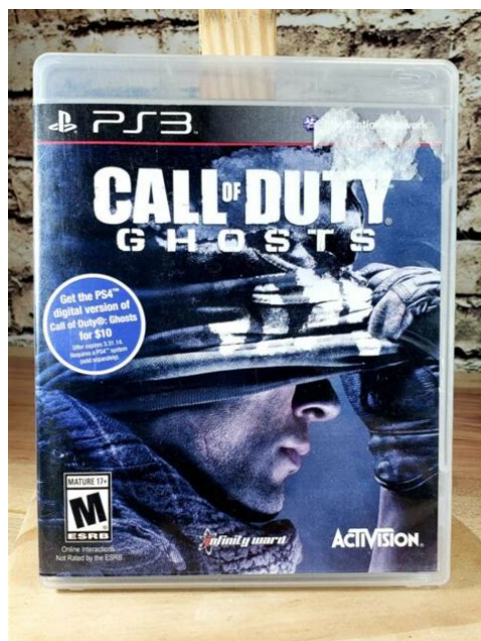


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a riveting allnew gameplay experience built on an entirely new story, setting and cast of characters, all powered by a new, next generation Call of Duty engine that redefines the series for the next generation. <http://www.easydaytours.com/upload/hoover-steamvac-f5809-manual.xml>

As whats left of the nations Special Operations forces, a mysterious group known only as Ghosts leads the fight back against a newly emerged, technologicallysuperior global power. With 20,000 possible combinations, this is the most flexible and comprehensive character customization in Call of Duty history. They include interactive elements and player triggered events that make the environment evolve as each match goes on. The entire landscape can shift and force players to change tactics and strategies. The new contextual lean system now allows players to lean around obstacles without adding button combinations or fully leaving cover. The new mantling system allows fluid movement over objects, while maintaining momentum. The knee slide allows for a natural transition from sprinting crouching to prone. Players can even bring in guard dog Riley, from the singleplayer campaign, to protect and also to attack enemies. There are also over 30 NEW weapons, including an entirely new weapon class Marksman Rifles. This mode takes the best parts of the multiplayer experience and allows you to play either solo or cooperatively with the custom soldiers created and leveled up in multiplayer. Give your soldier a sniper rifle and hell behave like a sniper, and an SMG guy will be more run and gun. All other trademarks and trade names are the properties of their respective owners. Battle online across dynamic maps, with earthquakes, floods, and userinitiated events altering the landscape as you fight. Get a free 30 day Music Unlimited trial here In the aftermath, a group of South American oilproducing nations form The Federation and are quick to exploit their new economic dominance by conquering Central America and attacking the USA. Ten years later, US soldiers and brothers Logan and Hesh Walker are patrolling the contested frontier when they spot a former US operative fighting for the Federation.

While in pursuit of the traitor, the brothers are ambushed and only escape thanks to the intervention of an elite US unit known as the Ghosts. A startling revelation follows, and soon the brothers find themselves at the heart of a desperate mission to topple the Federation once and for all. Whether running through the burning streets of San Diego during an orbital weapons attack or diving into the sharkinfested depths of the sea, everything looks and feels astonishingly real. Its strangely beautiful to see sunlight flickering on trembling leaves as artillery shells pound the scorched soil, a reminder that battle and bloodshed dont always take place in grim, grey places. The sound is similarly striking, with every mission intensified by an array of stunning highimpact effects and a constant flow of wellwritten dialogue. Alongside the fullthrottle pace of the gameplay, it ensures an amazingly immersive sensory experience that pulls you in and doesnt let go. The games greatest strength is its variety over the course of an epic story, youll control several characters including Logan and Hesh Walker, plus their faithful mutt, Riley and engage the enemy in environments as diverse as a steaming Central American jungle and an orbiting space station complete with ace zerogravity mayhem. Each setting boasts its own aweinspiring dangers and requires you to master cool new skills to survive. Fans of stealth combat and gunsblazing rampages will be pleased to find their wishes granted, while those who enjoy oneoff missions can build a custom team of warriors and embark on adrenalinefuelled raids in a range of brilliant new single and multiplayer Squads modes. There are over a dozen multiplayer game types in total for you to enjoy. Perhaps the most striking new addition is Cranked, which sees two teams racing to be first to kill 100 of the opposition. The twist Every time you despatch an enemy, you have to kill another within 30 seconds or youll explode. Grisly.

Another ingenious addition is Extinction, which pits your squad against a legion of terrifying alien invaders. Whether computercontrolled or in the hands of friends and fellow fans, the competition is bound to be stiff; lucky, then, that you have all the expertise gained in the solo campaign to bring to bear on your foes. The all new Squads mode allows players to build up to a team of six, working with

other players to complete missions for gripping multiplayer action. Choose to load out your squad according to your own preferences, and find the optimum setup for any ingame mission. Choose to complete your missions in solo mode to perfect your skills on your own time. Take on the role of the underdog, outnumbered, and outgunned by your opponents, for maximum challenge. Enjoy rapid speed and fluidity at 60 frames per second, regardless of the platform, for a game that looks as great as it plays. I wasn't expecting much. But this is better than the other call duty. I'm still working my way through PlayStation three before I get a PlayStation 4 games. I am and always have been a fan of this title, I started on the PS2 and bought every one since then and the first impression I got from this particular chapter was the odd feel to the game. I got this late, I had just gotten Modern Warfare 2 and 3 So seeing how it was an ongoing story I played each one in order on the Hardcore mode. After finishing the 3rd one I was jonesing for more so I bought this. I wish I could say what it was but it just had an odd feel. The story was pretty good but I couldn't really get into the game because of this feel until about halfway through. Controlling the dog was an interesting new thing I enjoyed. I didn't like the fictional weapons and that most of the assault rifles had little difference to them. And even though there was both marksman and sniper rifles there was very little chance to use them. You could probably play the entire game with any one of the assault weapons.

But despite the weird feel and less than inspiring weapons it is still a typical CoD, enjoyable and except for a few CoDs typically short. It didn't take long to finish despite only playing a couple hours a night. A good game none the less. Great game and a lot of fun. Verisign. It was released for Microsoft Windows, PlayStation 3, Xbox 360, and Wii U on November 5, 2013. The game was released with the launch of the PlayStation 4 and Xbox One. Players assume the role of Logan for most of the game, with several other playable characters, including an astronaut specialist named Baker, Sergeant Thompson, member of Icarus and Logans father, Elias Walker, with an all new option to play as Riley, the first nonhuman playable character in the franchise. Maps now have areas that can be altered or destroyed. There is a nukelike kill streak reward, the KEM Strike. The player can get the ODIN kill streak by either getting a certain amount of kills or by killing the top player on the other team and then completing various challenges after picking up a blue briefcase that is dropped. On October 3, a new multiplayer type was revealed, called Squads. This features a squad that the player can build and the player can face other squads around the world. This mode can be played either solo or with other players including friends. A squad consists of ten different customizable characters. Squads can be utilized in unique gamemodes involving AI controlled enemies and AI controlled squad mates. The gamemodes include Squad Assault, Safeguard, Safeguard Infinite, Squad vs Squad, and Wargame. All of these modes can be played while online or offline. If they do not earn a subsequent kill within 30 seconds they blow up. The detonation does not harm teammates or enemies. If a player earns a subsequent kill within 30 seconds the timer resets to 30 seconds and the kill counts for two points instead of one.

Every five seconds a flag in controlled will gain a players team a point, if a players team controls two or three flags they gain two or three points. The first team to 200 points wins. If a player collects a fallen teammates dog tag, no points are award to the enemy team; first team to 100 points wins the game. Playlists will rotate between several different scenarios involving various loadouts. Crates are dropped in random locations throughout the match that contains more weapons and ammo for the players to compete for. The game mode has a 25 kill limit. This mode is only available for the Xbox One, PlayStation 4, and PC versions of the game. For every 15 seconds a player holds down the objective, a care package will drop. The main goal is usually to destroy all of the Cryptid hives scattered across the map with the exception of Awakening and Exodus; the former requires players scanning for obelisks in an area which need to be destroyed, while Exodus features generators which the players have to activate. Players choose from four different class types, with unique traits and customizable loadouts. The players can level up their classes, unlocking more weapons and equipment for their loadouts. This mode is unlocked by finishing the first level of the Campaign.

David Archer. The map also introduces two new types of Cryptid aliens, one of which the Breeder serves as a boss-type enemy. Players are also given access to a mysterious and powerful weapon The Venom X. Players can unlock several pieces of intel, revealing details about the story revolving around Cross and Archer. In addition to weapons scattered throughout the ship, players can access schematics to build powerful offensive and defensive weapons, including 4 variations of the Venom X from the previous chapter. Players can also find intel as well to learn more about the story of Extinction. The Cryptids masters, the Ancestors, are also seen in the map.

The players have access to ARK attachments, which turn weapons into laser weapons, greatly increasing their power. As with the previous two maps, intel can be found to discover more information regarding the story. Nearly every Cryptid type is encountered in the map, including the Ancestors. Players can choose their own paths in progressing throughout the map. The map also introduces two brand new weapons, the NX1 Disruptor and the NX1 Grenades, which are required in taking out the Ancestors. The unit is led by retired U.S. Army Captain Elias Walker Stephen Lang. The Federation use it to destroy several cities in the southwestern United States. U.S. Air Force astronauts Baker and Mosley sacrifice themselves to self-destruct the space station and prevent ODIN from launching other payloads further inland. The Walker family narrowly escapes the destruction of San Diego, California. However, the U.S. stands its ground, fighting near the former United States-Mexico border. Hesh and Logan are part of a U.S. special unit under the command of Elias and are accompanied by Riley, their loyal military-trained German Shepherd. During a mission into No Mans Land, they spot Federation agent Gabriel Rorke interrogating Ghost member Ajax. The brothers meet and join Ghost members Thomas Merrick and Keegan Russ in their mission to rescue Ajax, but are unsuccessful as he is killed. Recruiting his sons into the Ghosts, Elias tells them about how Rorke was the Ghosts previous commanding officer until Elias was forced to abandon him during a successful mission in Caracas to assassinate former Federation leader, Diego Almagro. The Federation captured and brainwashed Rorke, and are now using him to hunt down the Ghosts. The team lands in the Yucatan Peninsula, where they witness the launch of a mysterious Federation missile. The Ghosts infiltrate a Federation base and discover plans to create a new superweapon.

Constructing a counterattack, the Ghosts make significant gains against the Federation, successfully destroying their Atlas oil platform in Antarctica and sinking a destroyer guarding the Brazilian coast. The team then breaks into a Federation laboratory and discovers that the Federation reverse-engineered ODIN into their own orbital bombardment system named LOKI. In a last-ditch effort, the U.S. pools all its remaining forces, including its last aircraft carrier USS Liberator, in a synchronized all-out assault. A team of soldiers board a shuttle and take over the Federation space center in the Atacama Desert, while forces in space take over the Federation space station. They seize control of LOKI and decimate Federation forces by turning its weapons on them. Hesh and Logan then pursue Rorke to avenge their father, disobeying Merrick's orders. Despite being shot by Logan and left to drown, Rorke survives the encounter and captures Logan, aiming to try and brainwash him into becoming a fellow Federation agent. The player takes on the role of elite unnamed soldiers, whose appearance is carried from the player's multiplayer character. The story revolves mainly around two central characters Doctor Samantha Cross Ali Hillis, a researcher of the Nightfall Program who was studying Cryptid origins; and Captain David Archer Dave B. Mitchell, leader of the Nightfall Program. The Cryptids masters, the Ancestors, seized the opportunity by commanding them to awake, massacre the town, and destroy everything in their path. In order to contain the outbreak, a Task Force codenamed Spectre was sent in to exterminate the Cryptids presence. Though they were successful, remains of the Cryptids were collected by Nightfall, a research program dedicated to uncovering the origins of the creatures.

The program's leader, Captain David Archer, implemented covert operations to breed Cryptids for experimentation, as well as deciphering of glyphs found within several sites where Nightfall was

researching on Cryptid appearance. However, one of the doctors working at Nightfall, Samantha Cross, began to fall under the Ancestors influence, and slowly became one of their hypnotic spies, capable of telepathic abilities. She caused an outbreak at the Nightfall facility, killing all members within it, except herself and Archer. An elite squad named CIF Team One was dispatched to help Archer and Cross escape, but Archer secretly snuck away on a destroyer vessel supplied by one of his mysterious contacts, in order to arrive at another Cryptid site. Using her as a beacon, Archer guided the destroyer toward the remaining Cryptid Arks around the world. Cross fell into the Ancestors control even more, and upon full possession, she began to summon the Arks guardian, the Kraken, to protect the Cryptid colony and kill Archer and everyone aboard the destroyer. However, Cross evaded their attempts to kill her and wound up in the Cryptid Ark. Archer and his men later arrived at the island where the Ark is located, however they encounter hordes of Cryptids, leading to Archers hand being infected. Cross arrived and amputated his hand, then forged a temporary alliance with him, as she attempted to explain the Ancestors true motives, and her reasons for not siding with them. CIF Team One was later dispatched by Castle to find Archer as well as retrieve the Cortex, a device containing tissue samples of an Ancestors brain. The team succeeded in finding the Cortex, and Cross was extracted from the Ark, while Archer was left to die. For the next three months, Cryptids would begin to overrun all military centers of the US, leaving General Castle as the leader of the surviving remnants of the country.

He came in contact with CIF Team One, and ordered them to protect the Exodus launch site, allowing the remnants to escape Earth into outer space, away from the Cryptids influence. In the midst of the operation, Cross regained contact with the survivors, reasoning CIF Team One must sacrifice themselves to activate the Medusa, a psionic weapon capable of eradicating all Cryptids within a threemile radius, and give mankind a chance to overcome extinction. In a final order, General Castle commanded his men to defeat the oncoming Cryptid siege led by the Ancestors themselves. Now in safe passage to the space station, Cross acknowledged that her otherworldly powers were key in humanitys future retaliation, agreeing to be placed in a replica Beacon Amplifier to harness her gifts to benefit the future descendants of the Exodus program. While the game outputs at 1080p on PlayStation 4, the Xbox One can only manage 720p while maintaining the frame rate. It was released on May 1, 2013. A Season Pass is available, which gives players immediate access to all four DLC packs. The map Ignition is a remake of Scrapyard from Modern Warfare 2. On the multiplayer map Fog, Michael Myers from the Halloween film series appears as a playable character, obtainable by earning a care package by completing various challenges via Field Orders. It contains an exclusive playlist for owners of the DLC. The map Unearthed is a remake of the fanfavorite map Dome from Modern Warfare 3. It includes a new hybrid multiplayer weapon called the Ripper, which Season Pass owners received early. It contains an exclusive playlist for owners of the DLC. It contains an exclusive playlist for owners of the DLC. Retrieved February 5, 2014. Archived from the original on November 6, 2013. Retrieved November 4, 2013. Retrieved January 28, 2014. Retrieved January 4, 2014. Retrieved October 4, 2013. Archived from the original on May 3, 2013. Retrieved May 1, 2013. Retrieved November 11, 2013. Retrieved August 22, 2013.

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Sideways staircases climb into the night sky and the buildings glass windows have become a seethrough floor separating you from the streets, hundreds of feet below. Free Falls closequarter combat and frenetic action are heightened by dynamic features that affect the experience. Buckling under its own weight, the ruined skyscraper will continue to fall throughout the multiplayer match, sending shockwaves across the map. This disrupts sightlines and creates constantly evolving paths and chokepoints, changing the map in realtime for all players. CALL OF DUTY GHOSTS Call of Duty Ghosts is an extraordinary step forward for one of the largest entertainment franchises of alltime. This new chapter in the Call of Duty franchise features a new dynamic where players are on the side of a crippled nation fighting not for freedom, or liberty, but simply to survive. Fueling this all new Call of Duty experience, the franchises new nextgen engine delivers stunning levels of immersion and performance, all while maintaining the speed and fluidity of 60 framespersecond across all platforms. Call of Duty Ghosts Single Player Campaign Call of Duty Ghosts Multiplayer Call of Duty Ghosts SquadsBuild your team and take up to 6 of them into battle in the all new Squads mode. This mode takes the best parts of the multiplayer experience and allows you to play either solo or cooperatively with the custom soldiers created and leveled up in multiplayer.To calculate the overall star rating and percentage breakdown by star, we don't use a simple average. Instead, our system considers things like how recent a review is and if the reviewer bought the item on Amazon. It also analyzes reviews to verify trustworthiness. Please try again later. James Smith sr 5.0 out of 5 stars However, when you can pick the same thing up used for less than the postage, nobody has anything to complain about. Buy the damn thing. Thats really all there is, meaningful, to say.

You do the Moonraker space battle thing, only it looks seriously good. Theres a bit where you have to egress a collapsing building thats splitting in two, a la Transformers Dark Side of The Moon. An underwater battle scene that could be lifted straight from Thunderball, a blazing gunfight across the top of a speeding train. Strongholds to infiltrate worthy of any Bond villains lair aplenty. Plus. You get to drive a bitey dog. I found no downside to call of Duty Ghosts aside from not being able to get the dog to poop in the path of enemies so as they have to step in it and then go through all the rigmarole of trying to get it off their boot how could anyone not put that in a game with a bitey, remote controlled dog in it. Thats just seriously taking they eye off the dogs chewyball. Combat has the fluid ease you come to expect from the COD franchise, the story is jingoism personified oh those poor, down trodden Americans who never climb up the pipes of anyone, surrounded on all sides by so many who seek to invade America simply for the sake of teaching them an important lifelesson about playing nicewithothers. Even though storywise it is, just a hell of a lot. The levels are fun. Though large theyre balanced enough to allow you to enjoy each section without wanting to throw your controller at the TV in sheer frustration too often, theres also plenty of other stuff to throw yourself into on the disc as well, including Squads and Extinction.Sorry, we failed to record your vote. Please try again I was never a fan of this type of game in the past, until I picked up a copy of Black Ops on Xbox when it came out. There are some small maps included here, and some really quite big ones. The level of detail is great for both, and if I ever see you in a multiplayer game of

this; you can bet your life I'll be the one walking casually through the middle of the map without any care for my own personal safety. Oh great, killed again.

There are some reviews of this game that imply this game is just for the campers; the ones who like to lie in wait with a sniper rifle and pick you off when you haven't even finished respawning from the last death. My experience hasn't been the same; some of these maps offer that kind of experience, the large outdoor areas such as the Scotland map are perfect for this, but there are also several close-quarters maps, where you need to keep moving before being trodden on. And then knifed in the back before you've even registered there was anybody there. As part of the COD franchise, and for this price point this is a great game. The story mode is full of cutscenes, but plays well, there's the option to play multiplayer games against bots; ideal for idiots like me who really have no clue how to be good at this game, and there's also an extra game type Extinction, where you pit your wits against some alien scum. Overall, this is well worth getting, and in my opinion is better than others in the franchise. Go get this, and I'll see you online. Okay, I probably won't see you online, but you'll undoubtedly see me, and I'll feel your bullets. Sorry, we failed to record your vote. Please try again. Firstly, the graphics are terrible with weak colours and contrast. The multiplayer is a confused mess, and half the time I had no idea what was going on. To add to the multiplayer thing, why is everyone just sitting in one spot. Should be called Camp of Duty I think. The Story mode is interesting especially with the dog in your team to give a different angle in the Battlefield. This is not the first shooter I have played and certainly not my first Call of Duty game, but this is not of the same quality of World at War, Modern Warfare series and Black Ops 1. I am a Battlefield player now as it has a far wider imagination to multiplayer, but I wanted to see what it was like with a newer COD game since the previous I listed above.