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Playable NPCs Black Ops II features a greater selection of playable characters than previous Call of Duty installments. Some of the most prominent, and long-deserving, picks in the game include: Mark Wahlberg as "Cobra" – The main protagonist of the game. Wahlberg had not previously acted in a video game, and it was only after the creation of the character that he agreed to appear in the video game. He recorded his lines in a week. One of the most notable features of his character is his tattoo, an actual tattoo done in real life. He also wore a stethoscope for the role. Wahlberg also appears as a playable character in the game's multiplayer component. John Mayer as "Brutal" – A former member of the US's Delta Force. Brutal plays as the sniper character. He has a similar appearance to his real-life counterpart. During recording, there was some confusion regarding the character's voice, and Mayer kept asking for approval over his voice saying "We're not there yet", and upon his approval, the voice over was immediately recorded. Drew Barrymore as "Blackout" – The actress, best known for her role in E.T., had never acted in a video game before. Her role in the game is as an assassin. During filming of her role, Barrymore was unsure about the darkness of the character. As such, she asked the director to make her character look like she looked in the movie Phantoms. Russell Crowe as "Eddie" – Crowe had previously acted in the film Master and Commander: The Far Side of the World, which served as the inspiration for his character. For Crowe, the character of Eddie was the only real character he knew in the game. Crowe recorded his dialogue in two different ways, with a typical American accent and a British accent. Multiplayer Black Ops II introduces several new game modes to the Call of Duty franchise, including three online multiplayer modes and a reworked version of Spec Ops: The World at War's "Hardpoint" and "Killzone". The multiplayer modes are:

- Blackout – A free-for-all mode. Players may roam the map, or can be restricted to a certain area.
- Control – Two teams try to control a structure in the middle of the map. The team controlling the structure is typically rewarded with extra points and an extra man.
- Hardpoint – A free-for-

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