

Call of Duty

1. Past Tense Verb
2. Plural Noun
3. Adjective
4. Number
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9. Funny Name
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Call of Duty

Call of Duty is a first-person and third-person shooter video game series franchise. The series began on the PC, and later _____Past tense verb_____to _____Plural noun_____and handhelds. Several spin-off games have also been released. The _____Adjective_____games in the series are set primarily in World War _____Number_____; starting with Modern Warfare, set in modern times, the series has shifted focus away from World War _____Number_____. Modern Warfare was followed by Modern Warfare 2, set in modern times, and Black Ops, set during the Cold War. Modern Warfare 3, also set in modern times (as the name suggests) was released on 8 November 2011.

The Call of Duty games are _____Past tense verb_____and owned by _____Funny name_____and published for Apple OS X by _____Funny name_____Media. Most have been developed primarily by Infinity Ward and _____Funny name_____; some games have been developed by Gray Matter Interactive, Spark Unlimited, Pi Studios, Amaze Entertainment, Rebellion Developments, and n-Space. The games use a variety of _____Plural noun_____ including the id Tech 3, the Treyarch NGL, and the IW 5.0. Other products in the franchise include a line of action figures designed by Plan-B Toys, a card game created by Upper Deck, and a comic book mini-series published by WildStorm.

As of November 27, 2009, Call Of Duty games had sold _____^{Number}_____million copies for _____^{Number}_____

billion in revenue.[1] A 2010 Q3 earnings call from Activision confirmed that the eighth installment of the franchise â?? a FPS â?? was currently in development by Sledgehammer Games and Raven Software and due for release "during the back half of 2011". This has been revealed to be Infinity Ward's Call of Duty: Modern Warfare 3, with the latter developers co-developing _____^{Noun}_____.