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<p&gt;The Weapons Cases in Al Mazrah and Building 21 will remain unchanged fo
r Season 2.</p&gt;
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<p&gt;&lt;/p&gt;&lt;p&gt;Recommended 15.8 hrs on record&lt;/p&gt;
<p&gt;Best cod of the modern era, not that that saying much. The campaign was
fun enough, /, with interesting ideas such as dialogue options and branching m
issions, but overall it's hard to get invested in due to /, the state of the
e overarching COD storyline. I'm honestly can't tell if this is solely i
n the new MW timeline, /, a sequel to the old black ops storyline, or some weir
d fusion of the two that drags the old games /, into everything.</p&gt;
<p&gt;Not much to say on the MP. I haven&#39;t played it since it&#39;s year
in the cycle, and games /, are hard to find, at least on pc/steam. From what I
remember I enjoyed it, especially the 3v3 mode. the /, overall game feel is bad
compared to the MW games, but I think that $\% 439;s not an issue going forward. Fu
n /, for the most part, but SBMM makes matchmaking annoying to participate in,
often having the game openly tell you it $\#39;s /, searching for games with 100
plus ping at times.</p&qt;
<p&gt;Zombies though, Zombies is genuine great. BO 3 is certainly the peak /,
 of the original zombies formula, but I dare say I almost like this more, gamep
lay wise. It is sadly missing /, a lot of the personality of the W@W-BO3, with
MP operators as characters instead of a set crew being the /, largest problem.
The HUD does also kinda suck, fine in function but lacking any character in the
design. Especially compared /, to BO3, although I'd say it's still mile
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