In honor of the new Call of Duty Modern Warfare reboot releasing in a couple of weeks, I’m going to write about the best Call of Duty, Modern Warfare 2. MW2 is arguably one of the last great CoD’s in recent years, and with developers moving towards the Battle Royale/Ridiculous Skin formula, MW2’s formula is under appreciated by many.

MW2 is a first-person shooter game. It features an emotional story about a modern war with memorable characters. In this journal we’ll mainly focus on multiplayer though. In multiplayer, you are pitted against players from around the globe. You goal is to increase your rank by playing multiple different modes to earn XP. There are many modes to choose from. There’s PvP gamemodes like Team Deathmatch and Free-for-All that focus on infantry combat. The first team to reach a set number of kills wins. There’s also objective based gamemodes that are focused on objective gameplay, like Domination and Search and Destroy, where you’ll earn more points from playing the objective than for getting kills. Depending on the player’s skills, your gamemode choice will impact how quickly you progress.

Perhaps the biggest choice the player is faced with is their loadout. You need to choose wisely based on your play style and game mode. For example, if you’re playing Search and Destroy, you don’t respawn once you’re killed. So, you’ll need to choose a silenced weapon with perks that make you invisibly to radar and silence your footsteps to give yourself a better chance of survival. If you’re a run and gun type, you can choose a lightweight weapon and the lightweight and marathon perks, to give yourself unlimited sprint with the fastest movement possible. If you’re a heavy gunner, you can choose an LMG with the scavenger perk, so you have an endless supply of ammo. Each weapon and attachment greatly affect gameplay. Each class of weapons has a different weight, and your player speed is affected accordingly. Also, each individual weapon has its own accuracy and damage advantages, which attachments can enhance or hinder. It’s up to you to choose a good combination. It’s totally possible to make a bad loadout in this game.

MW2 is back to the basics game. It features no DLC weapons and no pay to play advantages. You as a player must progress and grind to get the stuff you want. There’s lots of satisfaction when you reach 10th Prestige or get 100 headshots and unlock Fall camo for your gun. This is one of the last games I remember that featured true gameplay where you had to work for what you had, no buy it. But that’s just my opinion.