

Call Of Duty: Mobile

Title: Guide to Call of Duty: Mobile (CODM)

Call of Duty: Mobile is a free-to-play, first-person shooter (FPS) video game developed for mobile devices (iOS and Android). It combines the most popular elements, maps, and weapons from the console and PC versions of the Call of Duty series, including franchises like Modern Warfare and Black Ops.

The game is primarily divided into two core game modes: **Multiplayer** and **Battle Royale**.

Multiplayer (MP):

This is the classic, fast-paced 5v5 team-based combat. Players compete in various objective-based modes. Common modes include:

- **Frontline:** Players spawn at their base and must eliminate players on the opposing team.
- **Team Deathmatch (TDM):** The first team to reach a target number of kills wins.
- **Domination:** Teams fight to capture and hold three strategic points (A, B, and C) on the map to earn points.
- **Search & Destroy (S&D):** A tactical, round-based mode with no respawns, where one team tries to plant a bomb and the other tries to defuse it.
- **Hardpoint:** Teams must capture and hold a rotating location ("Hardpoint") on the map to score points.

MP mode features many iconic maps from the series, such as **Nuketown**, **Shipment 1944**, **Crash**, **Raid**, and **Firing Range**.

Battle Royale (BR):

In this mode, up to 100 players are dropped onto a large map (such as Isolated or Blackout) and must fight to be the last player or team standing. Players must find their own weapons, armor, and equipment. The playable area shrinks over time, forcing players into confrontations. Players can choose a "Class" before the match, which gives them a unique ability, such as a grappling hook (Ninja), a medical station (Medic), or the ability to see enemy footsteps (Scout).

Core Gameplay Systems:

- **Loadouts:** Before a match, players customize their "loadout," which includes a primary and secondary weapon, weapon attachments, lethal and tactical grenades, three **Perks** (passive abilities), and a powerful **Operator Skill** that charges up during the game.
- **Gunsmit**: This is a deep weapon customization system that allows players to add up to five attachments to their weapon (e.g., optic, muzzle, laser, grip, and magazine) to drastically change its performance, such as improving its accuracy, speed, or range.
- **Seasons & Battle Pass**: The game operates on a seasonal model. Each new season introduces a new **Battle Pass**, which allows players to unlock new weapons, character skins, weapon blueprints, and other cosmetic items by earning XP and completing challenges.
- **Ranked Play**: Both MP and BR have a competitive "Ranked" mode where players compete to climb tiers from Rookie to Legendary, earning exclusive rewards at the end of each season.