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Sniper ghost warrior 2 xbox 360

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The plot of the game begins with a player taking control of U.S. Marine Corps Captain Cole Anderson, in the Philippines, with CIA special agent Diaz making his way to an old Russian radar post to destroy it while working on a tip that some mercenaries have assembled there to make a deal for biological weapons. While Diaz destroys him, he overslives enemy radio chatter about mercenaries seizing a spy working for the PVK. Diaz orders the team to rescue the operative while Anderson makes his way to provide cover fire from a cave overlooking the resort where the soldier is being held captive and where the alleged deal is planned. They rescue the soldier, however, while monitoring the deal, Anderson sees that one of the dealers will be Merinow, an old aquanym from his past, and subsequently the whole team is ambushed by an enemy sniper and all but Anderson are either killed or captured. Anderson heads to the village to intercept the transfer of bio weapons as well as his enthusiastic teammates. He manages to find Diaz and Gomez just as they will be executed, and when guards kill Gomez, Anderson intervenes to save Diaz. However, bio-weapons are lost. Diaz contacts Anderson, fleeing the persecuted mercenaries. After successfully fleeing his pursuers, Diaz observes: It's Sarajevo again. Anderson was sent to the brigade for disobedience to direct orders (rescuing his teammates instead of securing a Bio-Agent MMZ, which was the primary goal). He remembers the events in Sarajevo, 1993, where he and his spotter Carl Maddox were tasked with photographing the genocide by Serbian forces led by Marko Vlado during the Bosnian War. They meet Merinov's Russian contact inside the city. After securing a strategic point and photographing genocide, Maddox loses his cool by failing to watch the atrocities further, and goes in the en route of ordering to kill Vladich. Anderson is reluctant to follow him. Merynov shows them a collapsed building overlooking Vladych's position. Merinov sets out to find transport for Maddox and Anderson while they staged an ambush with a Serbian commander. Anderson shoots Vlado and they run the deletion point. There Merynov betrays treacheres serbian forces, and they were captured. Anderson flees to stop Merinow from framing U.S. forces for genocide. Anderson learns from the team that Maddox is actually a traitor working with Merynov, who manipulated him to kill Vladich, leaving his forces free to take part in the launch of weapons. He is ordered to kill Maddox instead of Merinow. Anderson shoots Maddox inside a moving Jeep and holds the body of the bullet projectile with which he fired at Maddox. Back in prison, Diaz visits Cole, telling him he has pulled out of favour to pull him out of the brigade and get back in on the act with him as they need him to kill Merinow, who is willing to sell bioagent fanatical jihadi Warlord in Kashmir - the fallout of which could create a war between Pakistan and India and profit from the operation to launch Diaz and Anderson are heading to Tibet to kill Merinow and restore the M&B. On the way to the place of the agreement, they suffer an accident and lose equipment. After recovering their equipment and escaping from the crumbling cave, they finally reach the nest overlooking the ambush site. Eager to shoot Merinow, Anderson sees Maddox apparently surviving his shot by exiting the helicopter. Maddox notices them and warns his own forces of mercenaries about the ambush. Anderson shoots and kills Merinow through the helicopter glass, causing it to crash. Maddox, however, survives and provides bio-weapons and caps Anderson to come after him. Diaz and Anderson go after Maddox, which ultimately leads to Anderson having a sneering duel with Maddox. Finally, Anderson shoots and kills Maddox, providing bio-weapons. Diaz asks him if he has anyone waiting for him at home, to which Anderson replies: My rifle is my best friend, this is my life and drops the projectile he's kept for 20 years. Downloadable Content Siberian Strike Events in this downloadable content (DLC) serve as a prequel to events in the original game. The player again takes on the role of Cole Anderson, who was inserted deep behind enemy lines in Siberia to find, provide any information, and, if possible, extract a CIA mole that was planted to work at a secret Russian research base in a potential bio/chemical WMD development. Due to the unstable nature of the task and due to the fact that it is a black operation, the player has no tactical support, so all his decisions are solely at his own discretion. Gameplay Sniper: Ghost Warrior 2 is a tactical shooter that uses stealth, hand-in-hand killing and titular sniping techniques. The gameplay has realistic bullet physics that affects the distance, wind and fall of the ball at snive purposes. The initial release was scheduled for release in August 2012, but Eurogamer revealed that the game had been pushed back to October, which was then pushed back to January 2013 on July 26, 2012. The date was further pushed back to March 12, 2013. Sniper: Ghost Warrior 2 was released both in retail version, and in Bulletproof Steelbook Edition, which includes a soundtrack, a booklet of sniper stories and additional downloadable content. ReceptionAggregate scoreAgregatorScoreMetacritic(PC) 52/100[3](PS3) 52/100[4](X360) 52/52/5100[5] Review scorePublicScoreDestructoid3/10[6]EGM4/10[7]Eurogamer6/10[8][8]EGM4/10 5/10[9]GameSpot7/10[10]GamesRadar+[11]GN5/10[12]PC Gamer (US)49/10 0 13[13]Polygon5/10[14]VideoGamer.com3/10[15] Sniper: Ghost Warrior 2 received mixed or average reviews, according to review aggregator Metacritic. [3] The Gameplanet reviewer writes that the game is not as linear as other modern (i.e. in times of play) shooters, and calls it easy with its greatest strength. Gamespot praises screenplay, acting, graphics and sound: A well-written, well-written script gives the game a wonderful action movie vibe, as do authentic visuals and animations powered by CryEngine 3. Excellent sound effects do a wonderful job of pulling you in arms noises, screaming enemy voices, distant rattle weapons of fire in war-torn Sarajevo, and various atmospheric sounds like the background humor of the Philippine jungle all handled remarkably well and amplify tension as you line up every cautious shot. [17] Links to Clements, Ryan (March 22, 2012). In 2008, 2008, 2007 was quoted on 2012-03-22. Scammell, David (January 3, 2013). The 2007 2007 2007 VideoGamer.com. Retrieved January 3, 2013. Retrieved 2014-05-27. Metacritic. Retrieved March 27, 2013. ^ a b Sniper: Ghost Warrior 2 for PlayStation 3 Reviews. Metacritic. Retrieved March 27, 2013. ^ a b Sniper: Ghost Warrior 2 for Xbox 360 Reviews. Metacritic. Retrieved March 27, 2013. 21-Mar-2013 In 2008, 2008. Retrieved March 21, 2013. Electronic Games monthly. 20-Mar-2013 Retrieved March 20, 2013. Euroleague in 2008. Retrieved August 4, 2020. Turi, Tim (March 22, 2013). The 2007 Whistleblower Game. Retrieved March 22, 2013. 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