

Call of Duty: Warzone 2 game configuration

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Call of Duty Warzone 2 has now been released to gamers and this game does not have a launch that is considered outstanding. Although there are many positive changes and is considered a much improved point compared to the first version, but Warzone 2 is still waiting for players to experience.

The configuration requirements of Call of Duty: Warzone 2 for PC are not much different from Modern Warfare 2 because the sequel is built on the same IW 9.0 engine. That means that the graphics tweaking levels are still pretty good. However, a large battlefield can put a little extra stress on your gaming PC.

To know if your PC configuration can handle this Warzone 2 or not. Please scroll down and see the minimum COD Warzone 2 configuration below.

Minimum configuration COD Warzone 2

Requires 64-bit processor and operating system

1. Operating System: Windows® 10 64 Bit (latest update)
2. CPU: Intel® Core™ i3-6100 / Core™ i5-2500K or AMD Ryzen™ 3 1200
3. RAM memory: 8GB
4. Graphics Card: NVIDIA® GeForce® GTX 960 or AMD Radeon™ RX 470
5. 125 GB free hard drive space
6. DirectX 12.0
7. Network: Broadband Internet connection



Recommended configuration COD Warzone 2



Requires 64-bit processor and operating system

1. Operating system: Windows® 10 64 Bit (latest update) or Windows® 11 64 Bit (latest update)
2. CPU: Intel® Core™ i5-6600K / Core™ i7-4770 or AMD Ryzen™ 5 1400
3. RAM capacity: 12GB
4. Graphics Card: NVIDIA® GeForce® GTX 1060 or AMD Radeon™ RX 580
5. 125 GB free hard drive space
6. DirectX: Version 12
7. Network: Broadband Internet connection

The difference between Call of Duty: Warzone 2.0 and Warzone 1

The first difference in Call of Duty: Warzone 2.0 is worth noting the new map Al Mazrah. Of course, you can expect new locations, but a pretty big difference between the games is that Warzone 2.0 will have AI enemies appear on the new map. This is similar to how **Fortnite** or **PUBG Mobile** has various AI enemies popping up around the playable area and attacking you. Al Mazrah is filled with 18 POIs spread over an area that can be played by 150 players at a time.



One of the biggest changes to the battle royale as it moves is the way rounding works. Instead of being a large circle shrinking into an area, it will now be divided into three different circles to divide the lobby into opposing groups. As those circles continue to shrink, they will regroup into a circle for the final contraction.



The Gulag has also received changes. Previously, when you died, you were pushed into a 1 vs 1 position to take your life. You'll now team up momentarily with an enemy and have to fight in a quick 2v2 match to get back into the fray. If you die in this match and your 'teammate' wins, you'll still be back in the game. If you lose, your normal teammates will have to bring you back.

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