

Review Call of Duty: Warzone - Live in a hurry, die ... continuously!

Infinity Ward cleverly used the foundation of Call of Duty: Modern Warfare to create a familiar but still new Warzone.

Familiar COD

In Warzone's Battle Royale mode, each battle will have up to 150 gamers attending, divided into 50 teams of 3 people (Squad). Each gamer carries two main weapons, two types of grenades and some skills (Perk), with a lot of options from accelerating melee attacks, armor-piercing bullets, increasing the amount of money earned, exchanging weapons. faster...

Like PUBG, a Warzone's **Battle Royale** will begin when 150 gamers hop off the transport plane with red smoke behind them and plunge into the vast Verdansk lands below. This map has a very large size and dense density of buildings to satisfy the needs of 150 warriors to live, fight, pick up and die. Interestingly, if you are familiar with Call of Duty's multiplayer modes - not just Modern Warfare but the whole series - you'll realize that Verdansk is pieced together from both old and new multiplayer maps and thus gets used to it. strange.

High gameplay speed is also a remarkable thing in Warzone. Our characters 'live fast, die young' literally: they run as fast as Usain Bolt and are very weak before guns. Although you can wear extra armor to absorb damage and have the health bar heal automatically like in the multiplayer modes of Modern Warfare, your character can be shot down with a single shot. Besides, the number of pieces of armor is also very limited and therefore not always in full armed status.



The existence of tall buildings is also used as a means to accelerate gameplay. The character can move from the ground floor to the roof very quickly through the elevator compartment, so an enemy once standing on the ground will probably shoot you down from above after only a few seconds, then jump off the roof and land safely thanks to the umbrella always behind you 24/7. If skillful use of this maneuver, gamers will be able to cause a lot of surprises for the enemy, especially when you can turn - turn off the umbrella several times and draw guns when in mid-air.

Money is first

In Call of Duty: Warzone, the existence of Buy Station shopping stations is a feature that completely changes the gameplay of the game. By using the coins you earn in the match through the completion of randomly generated side quests called Contract, gamers can easily touch on Killstreak items like automatic gun turrets, mortar (Cluster Strike), air strike A10 (Precision Strike), resurrection bags, ammo barrels .

These items are extremely useful and even 'OP,' such as the UAV constantly alert the enemy's location to you, or Cluster Strike and Precision Airstrike can kill an entire team of opponents. Others are useful in difficult situations, such as when you're stuck outside the circle, having a gas mask in your hand can be the difference between winning and losing (whether animation wears / un.masks). very troublesome). Many games decry Killstreak's existence in Battle Royale mode, but I think that without them, the role of money will be much weaker and affect the structure of the game overall.



Besides, the existence of the ability to pay money called Loadout (which was \$ 6,000, but has been updated to \$ 8,500 and \$ 10,000) also contributes to the importance of risk and picking. When buying Loadout, the game will directly throw the 'kit' that gamers have worked to unlock and upgrade in the multiplayer part of Modern Warfare to the battlefield, giving you the opportunity to use your favorite guns. and best suited to yourself.

It can be said that the existence of money in Warzone has completely changed its gameplay compared to other Battle Royale games. It makes it possible for gamers to choose a landing point of their choice but still be able to step out with equipment that is not inferior to any opponent, while Apex Legends or PUBG always force gamers to venture into the 'hot spot' to scramble if you don't want to lose right from the starting line. Each method has its

advantages, but Warzone is more comfortable.



Horror game and the 'shooting - action action' trap trap

The genre of survival horror game today is very good for shooting action to catch customers, but in the long run it loses the inherent intimidation.

More satisfying

While other games in the same genre place heavy emphasis on equipment picking and inventory management, Call of Duty: Warzone has tried to minimize the importance of these two features to the maximum. Gamers do not need to bother to pick up each viewfinder, replace the muzzle assembly or search for large capacity magazines because the game absolutely does not allow to replace them in the match.

Instead, you just need to pay attention to the rarity of the weapons. The rarer the weapon, the more components it will have installed, and that is the only difference between weapons of different rarities. Searching for 'terrible goods' is also very easy because high-class weapons containers (Epic, Legendary) always emit quite funny sounds, signaling to gamers in the region about their existence. . I quite like this feature because it gives gamers more clash battles.



The ability to continuously revive of gamers is also a noticeable highlight. After the first death, the player will be thrown into the Gulag and must participate in a 1vs1 match to gain the right to revive (but lose all that was

before being defeated). After that, teammates can revive you at Buy Station stations by spending \$ 4,500. This amount is not too large but is a fairly reasonable punishment because it greatly affects the pocket of the team, making the distance to the Loadout even further.

With all these variations, the battles in Call of Duty: Warzone are more risky but also more satisfying, especially for those who play the whistle. All players have a lot of opportunities to take revenge on those who have shot down themselves as well as confronted the enemy directly, and that gives players the feeling of satisfaction to do something in the game, instead of being angry when spending time in battle without showing anything.

Faintly plunder

While Battle Royale is the main star of Warzone, this game has another mode, Plunder. The purpose of the game is not to be the last survivor, because gamers can revive endlessly, but to earn the necessary money by destroying enemies and completing the missions in the game before board the helicopter to escape.

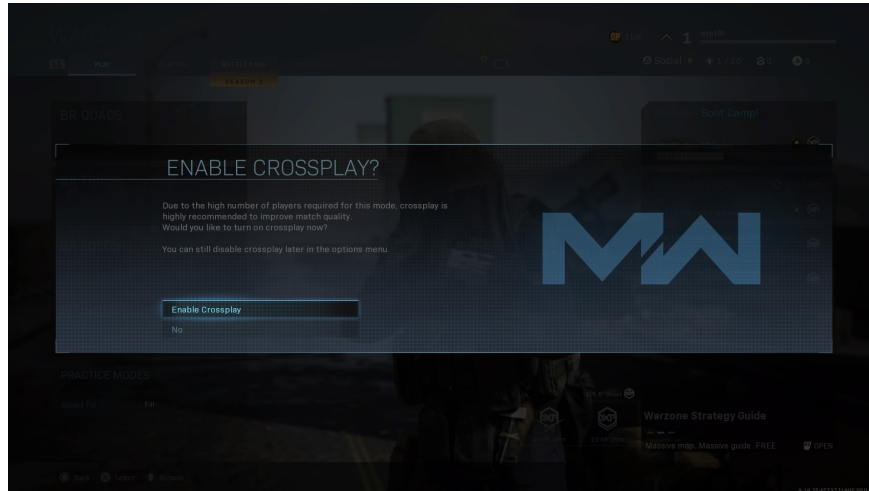
While Plunder uses the same Verdansk map as the Battle Royale, its removal of elements such as the ring and gulag and the revival of comfort have made the game's pace significantly slower. Gamers no longer feel stressed to watch the shots sneaking in from all directions and also not be 'rounded' around, so everyone can freely play as they like.



According to Mo, this is a mode suitable for . practice, such as taking the time to get acquainted with each corner of the map or firefight with others to improve their shooting skills. Sometimes if you want to relieve stress, Plunder is also an appropriate game mode, but the lack of risk and stress feeling of Battle Royale makes this mode not really attractive to players.

Cheat

This is one of the most painful issues for Warzone gamers over the past month. Not that the Infinity Ward developer didn't try to fight cheats because before we wrote this article, they announced that there were more than 70,000 fraudulent accounts in Warzone locked, and said 'we don't tolerate cheater. ' But that is not enough because the crook can still use aimbot, shoot through the wall, remove the recoil of weapons and many other supernatural powers that normal players cannot have. The replays containing evidence of these scammers appear rife on forums, MXH and subreddit related to the game.



Gamers playing on PS4 turn off Crossplay to avoid hacking and cheats from PC gamers.

The cheating in the game is so raging that now, gamers playing Call of Duty: Warzone on consoles are competing . turning off the crossplay mode to avoid the fraudsters on the PC, one of the 'specialties' of This gaming platform. On the PS4 side, if a player finds a match when turning off crossplay, the game will open a popup encouraging gamers to turn on crossplay if possible. For Xbox gamers, they will have to go into the console's system settings to turn off the crossplay feature, but this annoyance does not prevent Warzone players from turning off the crossplay to avoid fraudsters. But at least they have a way to escape, and for PC gamers like Beetle, the only solution is . pray for me not to encounter these fraudsters.

Epilogue

Warzone is not a revolutionary game but just a Battle Royale title built on Call of Duty's platform and added some variations to make a difference. However, it was enough: the game brought attractive gun battles, exciting battles, respect for the time of gamers shown by giving them many opportunities to pull the trigger. If Infinity Ward can overcome hacks, cheats, and learn from the exhaustion of Apex Legends and maintain the speed of updating content for the game, it will be a rival that Fortnite must be wary of. next time.

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