Published by: Ubisoft
Developed by: Red Storm Entertainment / Ubisoft Paris
Genre: Third-Person Shooter
MSRP: $59.99
Released Dates
  US: March 8, 2007
  Europe: March 9, 2007
  Australia: March 8, 2007
Available on Xbox 360, PC, Playstation 3, PSP
GRAW 2

Plot
- Year 2014
- Mexican rebels attempt nuclear detonation on US soil
- Ghosts: An elite military fighting unit
- Employs the use of futuristic military weapons
Game Structure

- Linear
- No Side Quests
- Open levels
- Various attack points
- Realistic military combat
Interface

- **HUD display**
  - Current weapon
  - Ammo
  - Location of Allies
  - Location of Enemies (when in sight)
  - Cross Com
  - Compass
  - Stance
  - Health
  - Team score (multiplayer only)
HUD
Tutorial

✦ First mission
  ♦ Button configuration
  ♦ Teaches movements
  ♦ Teaches tactics

✦ Various tips in later levels
Gameplay

- Fun
- Tactical
- Medium paced
- Many weapon choices
- Use of multiple vehicles (drone, tank, helicopter, mule)
- Excellent A.I.
- Improved physics
- No loading screens
ABRAMS

MAX SPEED: 43 MPH
LENGTH: 32 FT
WEIGHT: 60 T

MULE

MAX SPEED: 30 MPH
LENGTH: 17.6 FT
WEIGHT: 5.5 T

BRADLEY

MAX SPEED: 45 MPH
LENGTH: 23 FT
WEIGHT: 10 T

APACHE

MAX SPEED: 175 MPH
LENGTH: 36 FT
WEIGHT: 8.8 T

UAV - DRONE

MAX SPEED: 60 MPH
HEIGHT: 9 Ft
WIDTH: 6 FT

CPT. MITCHELL
Multiplayer

- Co-op 2-4 players
- System link 2-16 players
- Online 2-16 players
- Online co-op 2-16
- Complete match control
- Downloadable content
- Clan support
Graphics

- Excellent explosions
- Improved visuals from previous game
- Excellent lighting and particle effects
- Real-time day/night cycles
- Changing weather
- Detailed environments
Sound

- 5.1 Stereo Surround Sound
- Ally chatter
- Excellent environment sounds
- Encourages mic usage to coordinate attacks
Resources