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The first COD game to be released on the current generation of consoles, Call of Duty: Black Ops is a first-person shooter video game. However, it doesn't stop there. Set during the Cold War era, most of the story revolves around special ops missions undertaken by Alex Mason and his squad. The most captivating thing about Call of Duty: Black Ops multiplayer is its "Skirmish" mode, where players go head to head in multiple smaller battles across an online map. This leads to intense and exciting firefights that you'll find yourself drawn into very easily with this title. In addition, there are a huge amount of maps to play on. In total there are at least 50 maps that have been designed from the ground up for this title alone. Although many have been reused from previous versions, some have been completely revamped or entirely new versions. As for the different modes in COD: Black Ops, you can expect a wide range of different game types and a lot more operator customization features than ever before. Instead of being restricted by perks and weapons only being accessible to certain classes in previous games, all players can now choose what equipment they want to use during online matches. Players can also create clans, which enables you to add fellow friends and players on Steam's servers. The list of unlockable weapons, perks and equipment for multiplayer is pretty extensive, but not nearly as big as some other games out there. You can unlock new weapons, equipment and perks through several different methods. For example, you can complete certain objectives in a mission or simply rank up in a specific weapon class. The list goes on and on for several different ways you can unlock things in COD: Black Ops multiplayer. In terms of visuals, this title succeeds in almost every aspect that it tries to achieve. During close-quarters firefights your screen will be filled with all kinds of particles from gun fire and explosions alike. If you're on the attack, you'll see men on the ground sprinting away while leaving a trail of blood in their wake. The game is set in the Cold War era, and most of the locations are based upon real-world locations. The main campaign is set in Berlin, Germany, with two additional maps also based there. Other maps include West Berlin, Samarkand and Cairo. Little Big Horn from Call of Duty 2 is present as well, but it has been changed from its original setting to a fictional place called "North Korea." The last map available is "Crowd Control," which was made for the "Call of Duty: Black Ops" Special Ops Challenge mode. Also, the map "Jungle" is playable in the MP beta.

All known bugs have been patched for this release. Due to the changes made to core gameplay elements, some glitches that worked previously do not function any more. However, many glitches are still around and are being discovered. It has been confirmed that Treyarch are working on new methods of cheating detection with their hackers in mind, but these updates will most likely not make it in time for the game's launch. The most notable of all is the recent UAV Strike glitch, which has become highly debated since its discovery by MaddoxHax at the beginning of September 2010.

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