

# Call of Duty 2

## Downloads

- [Meat-Bot für CoD2](#)

## Info

### Multiplayer Information



- Internet play: yes
- LAN play: yes
- Lobby search: yes
- Direct IP: yes
- Play via [gameranger](#): reportedly
- [coop](#): yes
- Singleplayer campaign: yes
- Hotseat: no

Call of Duty 2 is the successor of [CoD 1](#) and it is also thematically related to World War II.

## Installation

As always: Install, patch and if necessary copy a single player crack over it. For the multiplayer no crack is necessary, because it relies completely on the CD key. When installing under Win 7 x64 the autorun does not work. So start the `setup.exe` directly on the CD. If the game then jolts like hell, it is likely that the antivirus program needs to allow Punkbuster.

## Bots

Bots are not intended by default, but can be retrofitted with Meat-Bots (see downloads above). The only catch: Contrary to what is stated in the instructions provided, the files do not have to be copied into the root directory of Cod 2, but into the directory `main`. Otherwise they will not work. In contrast to the bots of [CoD 1](#) these are already quite usable and give you a lot of action. When you start the map, the whole server is filled with bots, so no one else can join. If you want to get rid of some bots, you have to do it with `kick <botname>`, which of course only works for list servers or via rcon on a dedicated server.

## Network

The game only offers to join lobby servers from the interface. At the present time (2016-01-09) there are also master servers, so internet games should be possible without any problems. But if you now want to join a game server directly via IP without first going through the server finder of the lobby, you have to do so via the console (^) by entering connect <address>. If that doesn't work, a prefix / could help. Creating a server in turn works as a LAN server, an Internet server, and as a dedicated server. The [ports](#) to forward in [NAT](#) are 28960 (TCP), 20500, 20510, 28960 (UDP).

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