AUTOMOTIVE

Call Of Duty Ghosts Review Ign

PUBLISHED
November 25, 2026

REFERENCE
#1795581110563128

Call Of Duty Ghosts Review Ign: A Deep Dive Into a Divisive Entry

When **Call of Duty: Ghosts** launched in November 2013, it arrived with immense expectations. The franchise was riding high after the critically acclaimed **Black Ops II**, and this new title promised a fresh start. Developed by Infinity Ward, **Call of Duty: Ghosts** was marketed as a bold new direction. Many players immediately turned to sources like **IGN** for a definitive verdict. The **Call of Duty Ghosts review IGN**published was one of the most anticipated pieces of gaming journalism that year. It set the tone for how the community would discuss the game for years to come. In this comprehensive article, we will revisit that review, explore the game's strengths and weaknesses, and examine its legacy on the franchise. We will analyze the single-player campaign, the revolutionary (at the time) Extinction mode, and the competitive multiplayer suite. By the end, you should have a thorough understanding of why this title remains a frequent talking point among fans.

The Context of the IGN Review

To fully appreciate the **Call of Duty Ghosts review IGN**, we must first understand the climate in which it was written. The year 2013 was a transitional period for console gaming. The PlayStation 4 and Xbox One were just launching. **Call of Duty: Ghosts** was a cross-generation title, meaning it had to run on older hardware while also showing off the power of new machines. This created a unique challenge. The IGN review, penned by Chris Stead, gave the game a score of **8.8 out of 10**. This was a strong score, but slightly lower than the reception for **Black Ops II** the year prior. The review praised the game's technical stability on next-generation consoles and its robust multiplayer. However, it also pointed out a sense of creative stagnation. The phrase "more of the same" was used, but not necessarily as an insult. Instead, the review acknowledged that the formula was still incredibly polished. The **IGN review**became a benchmark for players deciding whether to upgrade their consoles for this specific title.

The Single-Player Campaign: A Story of Family and Survival

A New Setting and a New Threat

The campaign of **Call of Duty: Ghosts** breaks away from the historical and near-future settings of previous titles. It is set in a near-future where a superpower known as the Federation has decimated the United States. The player character is Logan Walker, a member of the elite Ghosts squad. The narrative focuses heavily on family bonds, specifically between Logan and his brother, Hesh, and their father, Elias. Unlike the globe-trotting adventures of previous **Call of Duty** games, **Ghosts** keeps the action largely confined to a ravaged North America. The **IGN review** highlighted this as a risky but welcome change. The story is more intimate. While some critics found the plot predictable, the review noted that the emotional core between the Walker family was surprisingly effective. The **Call of Duty: Ghosts**campaign attempts to answer the question: what happens when the strongest nation in the world falls?

Memorable Missions and Quiet Moments

Call of Duty Ghosts review IGN was the mission "No Man's Land." This underwater sequence where you navigate a flooded city in a diving suit was praised for its atmospheric tension. It was a stark departure from the series' usual explosive rhythm. The review pointed out that these slow, methodical sections were some of the best in the entire franchise. Other standout moments include the space sequence "Into the Deep," where you destroy an enemy orbital weapon. The variety in mission design was a clear highlight. However, the **IGN review** also noted that the game still features its fair share of on-rails shooting galleries. The balance between innovation and tradition was a central theme of the review. The inclusion of Riley, a military dog, was also praised. Riley is not just a gimmick; he is a controllable companion who can take down enemies and solve puzzles. The emotional bond formed with Riley adds a layer of depth that previous campaigns lacked.

Multiplayer: A Familiar Rhythm with New Twists

Map Design and Movement

The multiplayer component of **Call of Duty: Ghosts** was arguably the most scrutinized element. The **Call of Duty Ghosts review IGN** dedicated significant space to discussing the new dynamic map events. These were environmental hazards that could change the flow of a match. For example, the map "Free Fall" begins with a skyscraper collapsing around you, altering the layout as the match progresses. While innovative, the review noted that these events were often too chaotic. They could disrupt the competitive balance that hardcore fans craved. The introduction of "Squads" mode was another talking point. This allowed players to build a team of AI soldiers and take them into battle. The **IGN review** saw this as a positive step for casual players who wanted to practice or play offline. However, the traditional competitive multiplayer felt slower than **Black Ops II**. The maps were larger, and the time-to-kill was incredibly fast. This led to a camping-heavy playstyle that divided the community. The review acknowledged this shift but ultimately praised the depth of the create-a-class system.

The Perks and Killstreaks

The perks system in **Call of Duty: Ghosts** was completely overhauled. Instead of a traditional point system, players now had a "Pick 10" style setup that allowed for incredible customization. The **IGN review** highlighted the "Squad Points" system as a major improvement. You earned points by completing challenges and leveling up. You then spent these points to unlock weapons and perks in any order you chose. This gave players more agency than ever before. The killstreaks, now called "Pointstreaks," were also rebalanced. The emphasis was on support rather than pure destruction. The review praised the "Oracle" and "SAT COM" streaks for rewarding team play. However, it also criticized the lack of iconic, game-changing streaks like the AC-130 or the Chopper Gunner. For many fans, the **multiplayer** felt like a step back in terms of spectacle. The **Call of Duty Ghosts review IGN**reflected this ambivalence. It was a competent shooter, but it lacked the "wow" factor of its predecessors.

Extinction Mode: The Underdog Success

A Fresh Co-op Experience

Perhaps the biggest surprise in **Call of Duty: Ghosts** was the Extinction mode. Following the immense popularity of Zombies mode in **Treyarch** titles, Infinity Ward needed to create something unique. The answer was Extinction, a first-person survival mode where players battle alien creatures. The **IGN review** was cautiously optimistic about this mode. It compared it favorably to **Halo's** Firefight mode. The objective is not just to survive, but to complete specific tasks, such as destroying alien hives. This gives the mode a sense of progression that Zombies sometimes lacks. The **Call of Duty Ghosts review IGN**praised the tension created by the alien AI. The Cryptids, as they are called, behave differently than the shambling undead. They are fast, aggressive, and can swarm players. This requires a different strategy and a higher level of team coordination. The review noted that Extinction was a deep and rewarding experience for those willing to invest time in learning its mechanics.

The Class System and Replayability

Extinction introduced a class-based system that added significant replay value. Players could choose from four classes: Tank, Engineer, Medic, and Weapon Specialist. Each class had unique abilities and equipment. The **Call of Duty Ghosts review IGN** highlighted how this encouraged teamwork. A squad with a balanced composition had a much higher chance of survival. The mode also featured a skill tree that allowed players to unlock permanent upgrades across multiple playthroughs. This progression system was addictive. While the **IGN review** admitted that Extinction did not have the cultural impact of Zombies, it argued that it was mechanically superior in many ways. It was a shame, the review suggested, that Infinity Ward did not continue to support this mode more heavily in subsequent DLC. For many players, Extinction became the reason to keep playing **Call of Duty: Ghosts** long after the multiplayer population had declined.

Technical Performance and Presentation

Visuals and Sound Design

Revisiting the **Call of Duty Ghosts review IGN** today, one section that stands out is the praise for the game's technical performance on next-generation consoles. On the PlayStation 4 and Xbox One, the game ran at a smooth 60 frames per second with a native 1080p resolution. This was a significant leap over the Xbox 360 and PlayStation 3 versions. The **IGN review**noted that the character models were highly detailed, and the environmental textures were sharp. The sound design was also top-tier, with explosive sound effects and a haunting soundtrack composed by David Buckley. The audio cues in the campaign and multiplayer were crisp and directional. This technical polish was a key selling point for early adopters of new consoles. The review emphasized that this version of the game felt like a genuine next-generation experience, even if the game design itself was conservative.

Connection Issues and Lag

No review of **Call of Duty: Ghosts** would be complete without addressing the connection problems. The **Call of Duty Ghosts review IGN** did not shy away from the dedicated server controversy. The game promised dedicated servers for multiplayer, but many players experienced severe lag and host migration issues. The review acknowledged that while the infrastructure was improved, it was not perfect. This remains one of the most common complaints about the game. The netcode was often unpredictable, leading to frustrating deaths where the killcam did not match player experience. The **IGN review** scored the game highly despite these issues, which caused some debate among fans. In hindsight, these technical problems likely contributed to the game's shorter lifespan compared to other **Call of Duty**titles. The review served as a snapshot of a game that was ambitious in its scope but flawed in its execution.

The Legacy of the IGN Review

A Divisive Score Revisited

The **Call of Duty Ghosts review IGN** gave the game an 8.8, which is a very positive score. However, in the context of the franchise, it was seen as a slight decline. **Modern Warfare 3** received a 9.0, and **Black Ops II** received a 9.3. The 8.8 score signaled to many that the series might be losing its edge. Looking back, this review was remarkably prescient. It identified the core tension that would define the next few years of the franchise: the struggle between innovation and iteration. The review argued that **Call of Duty: Ghosts** was a victim of its own success. The formula was so refined that making significant changes would risk alienating the core audience. Yet, not making changes risked stagnation. The **IGN review**captured this paradox perfectly. It is a document that tells the story of a franchise at a crossroads.

Impact on Future Call of Duty Titles

Call of Duty Ghosts review **IGN** and other critics influenced the direction of the series. The next game, **Advanced Warfare**, introduced exo-suits and jetpack movement. This was a direct response to the criticism that **Ghosts** was too grounded. The failure of **Ghosts** to capture the public imagination also led to a renewed focus on the "boots on the ground" style later in the series. The **IGN review** is often cited in discussions about what went wrong. It is not that the game was bad; it is that it was safe at a time when players were craving something new. The review's analysis of the campaign's emotional beats and the multiplayer's risk-reward dynamic remains one of the most balanced takes on the game. For anyone looking to understand the evolution of **Call of Duty**, reading this review is an essential starting point.

Final Verdict: A Flawed but Important Entry

Strengths and Weaknesses Summary

To wrap up our analysis of the **Call of Duty Ghosts review IGN**, let us quickly recap the game's main strengths and weaknesses. The strengths include a surprisingly emotional campaign

Related Articles

- **Chapter 15 Darwin Theory Of Evolution Vocabulary Review Crossword Puzzle**
  URL: https://signage.openstack.org/chapter-15-darwin-theory-of-evolution-vocabulary-review-crossword-puzzle.pdf
- **Kubota 3 Cylinder Diesel Engine Manual**
  URL: https://signage.openstack.org/kubota-3-cylinder-diesel-engine-manual.pdf
- **Miller Review Of Orthopaedics**
  URL: https://signage.openstack.org/miller-review-of-orthopaedics.pdf
- **Exercise 8 Review Sheet The Axial Skeleton**
  URL: https://signage.openstack.org/exercise-8-review-sheet-the-axial-skeleton.pdf

TOPIC INDEX

#call • #duty • #ghosts • #review • #ign

DIGITAL EDITION

call-of-duty-ghosts-review-ign

DIGITAL EDITION

call-of-duty-ghosts-review-ign

DIGITAL EDITION

call-of-duty-ghosts-review-ign

DIGITAL EDITION

call-of-duty-ghosts-review-ign