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Hell On Earth (Explicit) In May 2006, on the back cover of their self-titled record Mobb Deep wrote "God don't fear Satan, you can't fear God" following the debate over the The Dark Knight in theaters. Hell On Earth Mobb Deep. 24 Mar 2002 00:37 References Category:Mobb Deep albums Category:1996 albums Category:Relativity Records albums Fallout 4: A Shepherd, A Wolf, And A Pyramid We are in a rather peculiar position when it comes to Call of Duty: Black Ops 3. There's only one more title in the series before a new IP is released and that title is both a prequel and the year-long gap between games provides a strong possibility that it won't be anything like the last few games. This begs the question: if a new IP was released, would it even be compared to Black Ops 3? This isn't to say that in some magical world this would be the case. While the multiplayer will likely be very similar to that of Black Ops 3, it wouldn't be a stretch to assume that the singleplayer experience would be drastically different. In my opinion, while I don't want to see a remaster of Black Ops 3, the absence of a similar-sized game would be disappointing. I've gone from being very neutral on Call of Duty up until Black Ops 3, where I've become an outspoken critic. It might not seem like much, but it speaks to a larger problem in the Call of Duty franchise: they've become formulaic and repetitive. The Call of Duty formula is simple: high production value, a basic gameplay loop, and a lot of gun-slinging. The series hasn't evolved in a way that most other series have evolved over the last few years and this is why I'm at the point where I don't think we're going to get a next-gen Call of Duty. I think the next generation will be a reboot of the series that changes a lot about what makes Call of Duty what it is, as well as what can be expected from the Call of Duty franchise going forward. This is why I think it's important for Call of Duty to stay the course and not make the same mistakes as Activision in its acquisition of the Infinity Ward studios. The current model of Call

