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London, 31st March 2008 - One of the most popular computer games in gaming history has been rejuvenated with the launch this week of a new multiplayer gametype server.

The launch of {NADF} 1.3 North Atlantic Defence Force on Call of Duty 2 comes less than four months after the launch of Activision's follow up PC game 'Call of Duty 4'.

A large exodus of COD2 gamers to its modern warfare successor had led to fears that the World War 2 shoot-em-up may become consigned to the history books. However, the launch of a Punkbuster-enabled server containing an exciting and original mix of custom and original maps with various game types has dispelled such fears.

{NADF} is a 52-player server consisting of a mix of gametypes on a range of original and custom maps. Among the gametypes served up by {NADF} are Team Deathmatch, Search and Destroy, Last Team Standing, Hold the Flag and the ever popular Capture The Flag. Custom maps include Road To Stalingrad, Bremen, Purgatory, Pirates of the Caribbean, Winter Assault, The Rock, Depot and Eindhoven.

"The new server will be updated with a new map rotation each Monday morning", explained a spokesperson for {NADF}.

The spokesperson continued, "Within the first 24 hours of going live {NADF} received in excess of hundreds of hits from gamers looking for something a little different. We are delighted with such a response as it vindicates our decision to steer away from the standard Capture the Flag PB-disabled servers, which now dominate COD2's server listing."

"We would like to invite anyone with an interest in COD2 to come experience the online gaming experience we have to offer at {NADF}. We are also recruiting new members and would love to see new and old names appear on the server", the spokesperson concluded.

{NADF} is now live at 212.187.247.66:28960. It also runs a ventrilo teamspeak server, details of which are available on the Clan website http://z9.invisionfree.com/NADF_Forum/index.php?act=idx.

Call of Duty 2 is a first-person shooter video game and sequel to the critically acclaimed game Call of Duty. It was developed by Infinity Ward and published by Activision. It was released on October 25, 2005 for PC and November 15, 2005 for the Xbox 360. Other versions were made for mobile phones as well as Pocket PCs and Smartphones.

The game is set during World War II and is experienced through the perspectives of three soldiers in the Red Army, British Army and United States Army.

The game was met with a positive public reception, receiving mostly positive reviews from critics. The Xbox 360 version sold over 250,000 copies in its first week, and had sold 1.4 million copies by October 2006.