This article written by Call of Duty: Ghosts community member "The-Cpt-K" reviews and describes the English language pack available on Call of Duty: Ghosts multiplayer. It is a four page article with quotes from The-Cpt-K and screenshots. The overall summary of the article is that it is an introduction to the language pack as well as what you can do to use it. "Callofdutyghostsenglishlanguagepack" is an informative and factual blog post that reviews and describes what you can expect from playing Call of Duty: Ghosts multiplayer in either English or Spanish (Hola, España!). The blogger "The-Cpt-K" summarizes the significance of the Call of Duty: Ghosts English Language Pack. It is an alternative option to playing Call of Duty: Ghosts in its original language version. The overall summary of the article is that it is an introduction to the language pack as well as what you can do to use it. It also states that you need to have Call of Duty: Ghosts version 1.2 patch with the language pack enabled, which has an instruction manual for how to do so. The article contains four pages describing the language pack, which includes statistics of how many players play Call of Duty: Ghosts multiplayer in either English or Spanish. It also provides information about the different features available within the game, such as adding friends and clans, loading custom paintjobs and emblems, applying patches and downloading in-game updates. The article's main purpose is to inform people about the language pack in order to teach them how to use it effectively.

https://columbiabeacon.com/2014/02/12/call-of-duty-ghosts-english-language-pack/ https://www.youtube. com/watch?v=bgPV_r2mDWw http://www.youtube.com/watch?v=XJdFejPoQEU https://www.youtube.com/watch?v=7L9z53w9R7M "Call of Duty: Ghosts" began development in 2009 and was released on November 5, 2013.[1] On June 3, 2012, it was announced that Ubisoft would be publishing the game while Activision would handle the marketing and distribution.[2] Development on "Call of Duty: Ghosts" was overseen by Jason Blundell and Brian Hastings with a budget of $80 million. It uses the in-house IW engine.[3] Initially, it was developed for Windows, PlayStation 3 and Xbox 360, but later versions for Microsoft Windows, Wii U,[4] and PlayStation 4 were announced.[5] At E3 2013, Activision provided a world premiere of "Call of Duty: Ghosts" for the first time. It was released to manufacturing on August 20, 2013.[6] The game was set to be released on November 5, 2013. However, the launch was pushed back one day so as not to clash with Metal Gear Rising: Revengeance's release date. It was also released two weeks earlier in Japan.

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