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In a 2012 interview, Alavi said he had three goals while working on "No Russian": Sell why Russia would attack the U.S., make the player have an emotional connection to the bad guy Makarov, and do that in a memorable and engaging way. Alavi drew inspiration from news articles and films, and did not interview victims ...

[No Russian - Wikipedia](#) : wiki : No_Russian

[No Russian | Call of Duty Headquarters Wiki - Fandom](#) : wiki : No_Russian

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Call of Duty: Warzone was a free-to-play battle royale video game developed by Raven Software and Infinity Ward, and published by Activision.

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