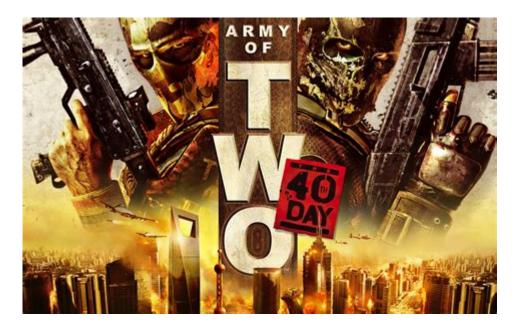# Army Of Two The 40th Day

Army of Two: The 40th Day is a cooperative third-person shooter video game developed by EA Montreal and published by Electronic Arts. Released in January 2010, this sequel to the original Army of Two builds upon the foundation of its predecessor, introducing players to an even more immersive and engaging experience. The game is set against the backdrop of a chaotic and war-torn Shanghai, where players must navigate through a city ravaged by a mysterious and deadly attack. With a focus on cooperative gameplay, strategic combat mechanics, and a gripping narrative, Army of Two: The 40th Day offers a unique blend of action and teamwork that captures the essence of cooperative gaming.

Storyline and Setting

The narrative of Army of Two: The 40th Day picks up shortly after the events of the first game. Players once again take on the roles of the two mercenaries, Rios and Salem, who find themselves caught in the middle of a devastating siege in Shanghai. The city is under attack by a powerful and enigmatic organization known as the "40th Day," which has unleashed hell upon its citizens.

The game opens with the duo arriving in Shanghai for what they believe is a straightforward job. However, as chaos unfolds, they quickly realize that the situation is far more dire than they initially anticipated. The 40th Day is not just a group of insurgents; they are a well-organized and ruthless force that has its own agenda for the city.

Main Objectives

Throughout their journey, Rios and Salem must navigate through a series of intense missions, each with specific objectives:

1. Survival: The primary goal is to survive the onslaught of enemy forces while uncovering the true intentions behind the 40th Day's attack.
2. Rescue: Players are often tasked with rescuing hostages and helping civilians caught in the crossfire.
3. Investigation: Unraveling the mystery behind the 40th Day and their leaders becomes a key objective as players progress through the story.

Gameplay Mechanics

Army of Two: The 40th Day emphasizes cooperative gameplay, encouraging players to work together seamlessly to overcome challenges. The game introduces new mechanics and refines existing ones to enhance the overall experience.

Cooperative Gameplay

The core of Army of Two's gameplay lies in its cooperative elements. Players can join forces either locally or online, allowing them to strategize and execute tactics that require teamwork. Some key features of the cooperative gameplay include:

- Aggro System: Players can manage enemy attention through the aggro system, allowing one player to draw fire while the other flanks or takes out enemies from a distance.
- Dual Action: Certain actions require both players to work together, such as reviving each other or executing synchronized attacks.
- Customizable Characters: Players can customize their characters with a variety of weapons, equipment, and outfits, allowing for personalized playstyles.

Weapons and Equipment

The game features a wide array of weapons and equipment, each with its own strengths and weaknesses. Players can collect and customize their arsenal throughout the game. Some notable features include:

- Weapon Customization: Players can modify weapons with attachments such as scopes, silencers, and grenade launchers, tailoring them to suit their preferred playstyle.
- Variety of Weapons: From assault rifles to shotguns, players have access to a diverse range of firearms, each suited for different combat scenarios.
- Unlockable Gear: As players progress, they can unlock new gear and weapons, adding an element of progression to the gameplay.

Graphics and Sound Design

Army of Two: The 40th Day showcases impressive graphics that bring the chaotic environment of Shanghai to life. The game features detailed character models, realistic

animations, and dynamic lighting that enhances the overall immersion.

Visuals

- Environmental Design: The game's setting is beautifully crafted, with destructible environments that react to player actions. Buildings crumble, debris flies, and the cityscape evolves as the narrative unfolds.
- Character Models: Rios and Salem are rendered with intricate details, and their animations reflect the intensity of combat, making each encounter feel visceral.

Soundtrack and Audio Effects

The audio design complements the visuals, creating an engaging atmosphere. The game features:

- Dynamic Soundtrack: A fitting score that heightens the tension during combat and emotional moments throughout the story.
- Voice Acting: Strong performances by voice actors enhance the narrative, bringing depth to the characters and their relationships.

Reception and Impact

Upon its release, Army of Two: The 40th Day received generally positive reviews from both critics and players. The game was praised for its engaging cooperative gameplay, improved mechanics, and compelling narrative.

Critical Acclaim

- Gameplay: Critics appreciated the refined cooperative mechanics and the emphasis on teamwork, noting that it distinguishes the game from other shooters in the market.
- Storytelling: The narrative was commended for its intensity and the emotional weight of the characters' journeys, adding depth to the action-packed gameplay.

Challenges and Critiques

Despite its strengths, the game faced some criticism:

- Repetitive Missions: Some players noted that certain missions felt repetitive, with similar objectives and enemy encounters.
- AI Companions: While playing cooperatively with a friend was rewarding, the AI-controlled companion sometimes struggled with pathfinding and combat effectiveness

when playing solo.

Conclusion

Army of Two: The 40th Day stands as a testament to the evolution of cooperative gameplay in the gaming industry. With its engaging storyline, refined mechanics, and emphasis on teamwork, it offers a unique experience that resonates with players looking for an action-packed adventure. Although it faced some critiques, the overall reception highlighted its strengths, making it a notable entry in the genre of cooperative shooters. As players navigate the tumultuous landscape of Shanghai, Rios and Salem's journey serves as a reminder of the power of friendship and teamwork in the face of adversity. Whether playing with a friend on the couch or teaming up online, Army of Two: The 40th Day delivers an exhilarating experience that keeps players coming back for more.

Frequently Asked Questions

What is the main storyline of 'Army of Two: The 40th Day'?

The game follows mercenaries Rios and Salem as they navigate a city in chaos after a catastrophic attack, dealing with both enemy forces and moral dilemmas.

How does the co-op gameplay work in 'Army of Two: The 40th Day'?

Players can choose to play cooperatively either locally or online, utilizing strategic teamwork to solve puzzles, flank enemies, and use unique buddy moves.

What new features were introduced in 'Army of Two: The 40th Day' compared to the first game?

The sequel introduced a more dynamic cover system, improved AI, a deeper customization system for weapons and characters, and a moral choice system affecting the game's outcome.

Are there any notable characters in 'Army of Two: The 40th Day'?

The main characters are Rios and Salem, but the game also features antagonists such as a ruthless private military company and various factions battling for control.

What platforms is 'Army of Two: The 40th Day' available

on?

The game was released on PlayStation 3, Xbox 360, and PC, making it accessible to a wide range of players at the time.

Does 'Army of Two: The 40th Day' have a single-player mode?

Yes, while the game is designed for co-op play, it also offers a single-player mode where players can control both Rios and Salem with AI assistance.

What themes are explored in 'Army of Two: The 40th Day'?

The game explores themes of friendship, betrayal, the consequences of war, and the moral ambiguity of mercenary work, often forcing players to make difficult choices.

Find other PDF article:

[Army Of Two The 40th Day](#)

Army.ca
May 2, 2014 · The Orderly Room Army.ca Admin For announcements, suggestions, problems, and comments about this site Threads 850 Messages 19.5K Official Army.ca Costs and Funding

medical - Army.ca
Jun 9, 2025 · Hernia medical exam Hello , does a previous hernia surgery that was done many years ago disqualify my from joining the army as an infantryman?

Communications and Electronics Engineering (CELE) | Army.ca
Mar 21, 2003 · I am interested in joining the Army, as a DEO with a career path in CELE. The recruiting officer says that this [ath was just split into 2 areas, one specialing with the army, the …

Map Tac - Army.ca
Sep 26, 2005 · Anybody have a source for the lamination sheets that are used on topo maps, ie. Map Tac? We don't use the stuff down here in the States and I've been trying to find a source, …

Military Police Reserve - Army.ca
Aug 26, 2005 · Hello, I've been thinking about joining up into the reserves well I'm in college here in Ottawa. I took a look at the different units in Ottawa that I can choose from and Military …

Promotion in the Reserve - army.ca
Sep 17, 2023 · The Army Reserve has requirements, too; the Air Force just pays attention to them,

and doesn't make someone kicked out as NES as an untrained 2Lt re-enrolled as a ...

History of the Queens Own Rifles - Army.ca
On 16 October 1953, the 1st and 2nd Canadian Rifles became the 1st Battalion and 2nd Battalion, The Queen's Own Rifles of Canada, of the Canadian regular Army. The militia battalion that ...

What's new - Army.ca
Mar 8, 2022 · Hello, I am interested in joining the Canadian Army and am currently on the "Ready for Competition" list. I would like to know how long this step typically takes before receiving an ...

26th Infantry Bn, CEF - army.ca
Dec 2, 2002 · 26th Infantry Bn, CEF Posted by Michael M. O'Leary on July 24, 1999 at 11:24:20: 26th Infantry Battalion, C.E.F. Authorized by Canadian Army General Order 36 of 15 March ...

C7 weapon drills - Army.ca
Jul 4, 2005 · Does anyone know where I can find online copies of the drills for the C7 rifle? (function test, drills for stoppages...)

Army.ca
May 2, 2014 · The Orderly Room Army.ca Admin For announcements, suggestions, problems, and ...

medical - Army.ca
Jun 9, 2025 · Hernia medical exam Hello , does a previous hernia surgery that was done many years ago disqualify ...

Communications and Electronics Engineering (CEL...
Mar 21, 2003 · I am interested in joining the Army, as a DEO with a career path in CELE. The recruiting officer says ...

Map Tac - Army.ca
Sep 26, 2005 · Anybody have a source for the lamination sheets that are used on topo maps, ie. Map Tac? We don't ...

Military Police Reserve - Army.ca
Aug 26, 2005 · Hello, I've been thinking about joining up into the reserves well I'm in college here in Ottawa. I took ...

Experience the intense co-op gameplay of Army of Two: The 40th Day. Uncover strategies

[Back to Home](#)