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call of duty ghosts xbox one review ign

Published: September 3, 2026 | Index ID: #-

Call of Duty: Ghosts Xbox One Review – IGN's Take on the 2013 Shooter

When **Call of Duty: Ghosts** launched for the Xbox One in 2013, it promised a fresh narrative, upgraded visuals, and a new multiplayer experience that would redefine the franchise. Critics and players alike were eager to see how the title would translate to the next generation console, especially after the mixed reception of its predecessor, *Call of Duty: Black Ops II*. In this comprehensive review, we dive deep into every facet of the game, drawing heavily on IGN's original analysis while adding fresh insights on performance, storytelling, and the overall Xbox One experience.

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Game Overview

Developed by Infinity Ward and published by Activision, **Call of Duty: Ghosts** is a first person shooter set in a post apocalyptic world where the United States has been devastated by a catastrophic conflict. The game follows a group of elite soldiers, known as the Ghosts, who fight against a tyrannical regime led by General Mason. Released on October 22, 2013, the Xbox One version was the first time the franchise appeared on a console that could deliver 1080p resolution at 60 frames per second, a significant leap from the 720p of the Xbox 360.

IGN's review, published shortly after launch, praised the game's ambition but highlighted several areas where it fell short. The review's tone was balanced, acknowledging the strengths while pointing out the weaknesses that might deter some players.

Storyline & Characters

The narrative of **Call of Duty: Ghosts** is one of the most talked about aspects of the title. The game opens with a dramatic cinematic that sets the stage for a world in ruin. The plot follows the Ghosts as they navigate through hostile territories, uncovering secrets about the war's origins and the true motives behind General Mason's regime.

The Ghosts

- John Price – A seasoned veteran who becomes a mentor to the younger soldiers.
- Alex "Joker" Stokes – A charismatic leader with a dark past.
- Jesse "The Ghost" – The silent, stoic operative who excels at stealth.

- David "Razor" Raines – The tech wizard responsible for intel gathering.

Antagonists

General Mason, a ruthless dictator, serves as the primary antagonist. His personal vendetta against the Ghosts fuels many of the game's high stakes missions.

IGN's review highlighted that the story's pacing was uneven, with some missions feeling rushed while others dragged on. However, the emotional weight of the characters' backstories added depth to the overall experience.

Core Gameplay Mechanics

Gameplay in **Call of Duty: Ghosts** is built on the familiar "Call of Duty" formula: fast paced shooting, cover mechanics, and a variety of weapons. Yet, the Xbox One version introduced several new features that set it apart from earlier titles.

Weapon System

The game offers a diverse arsenal, from assault rifles to sniper rifles and heavy weapons. The weapon customization system is more robust, allowing players to attach scopes, silencers, and extended magazines. IGN praised the weapon variety but noted that some loadouts felt overpowered, especially in multiplayer.

Cover & Movement

Cover mechanics are intuitive, with the ability to lean and duck behind objects. The Xbox One's improved controller layout made these actions feel more responsive, enhancing the overall flow of combat.

Special Abilities & Tactical Options

Each Ghost has a unique ability that can turn the tide of battle:

- Joker's "Adrenaline Rush" boosts speed and damage.
- Price's "Camo" temporarily renders the player invisible.
- Razor's "EMP" disables enemy electronics.
- The Ghost's "Silencer" allows for silent takedowns.

These abilities add strategic layers that IGN found refreshing, especially in team based missions.

Single Player Campaign Flow

The campaign is divided into eight chapters, each with a distinct setting: from the ruins of New York City to the snowy frontiers of Siberia. The pacing alternates between high intensity firefights and stealth segments, keeping the gameplay varied.

Visuals & Audio Design

One of the most significant upgrades for the Xbox One version was the visual fidelity. The game runs at 1080p and 60 FPS, delivering smoother animations and sharper textures.

Environment Design

IGN noted that the environments were richly detailed, with dynamic lighting that changes from day to night. The destructible elements added realism, as buildings crumble under fire.

Character Models & Animation

The character models are more realistic than previous titles, featuring detailed facial expressions and realistic

muscle movement. The animations are fluid, especially during complex maneuvers such as vaulting or climbing.

Audio & Soundtrack

The soundtrack is an orchestral blend of tense percussion and ambient sounds, creating an immersive atmosphere. Voice acting is solid, with each character delivering distinct personalities.

Comparison to IGN's Audio Review

IGN's review praised the audio design but pointed out occasional audio clipping during intense firefights. Overall, the audio quality was deemed a highlight of the Xbox One version.

Multiplayer on Xbox One

Multiplayer is the lifeblood of the Call of Duty franchise, and Ghosts was no exception. The Xbox One version introduced several new modes and maps that revitalized the multiplayer experience.

Game Modes

- Team Deathmatch – Classic mode with a twist: each team has a unique Ghost character.
- Domination – Capture and hold strategic points.
- Search and Destroy – One team plants a bomb while the other defuses it.
- Kill Confirmed – Players must collect tags from fallen enemies.
- Co op Missions – Cooperative play against AI enemies.

Maps

IGN highlighted the variety of maps, from the urban streets of New York to the snowy tundra of Siberia. The maps were designed to accommodate both aggressive playstyles and stealth tactics.

Progression & Rewards

The progression system rewards players with new weapons, skins, and emotes. IGN praised the system's depth but noted that some rewards felt too easy to obtain, reducing the sense of accomplishment.

Performance & Lag Issues

While most players experienced smooth gameplay, some reported occasional lag during large battles. IGN's review mentioned that this was likely due to server instability rather than hardware limitations.

Performance & Optimization

The Xbox One version of **Call of Duty: Ghosts**was designed to run efficiently on the console's hardware. The game's optimization is evident in several areas.

Frame Rate & Resolution

Running at a consistent 60 FPS, the game delivers a fluid experience. The 1080p resolution provides sharp visuals without compromising performance.

Load Times

Load times are relatively short, especially compared to the Xbox 360 version. However, some players still experience minor delays when switching between modes.

Thermal Management

The Xbox One's cooling system handles the game's demands well, preventing overheating during extended

sessions.

Comparison to IGN's Technical Review

IGN praised the game's overall performance but flagged occasional stutters during intense firefights. Despite these minor hiccups, the Xbox One version remains one of the smoother titles in the franchise.

IGN Review Summary

IGN's review of **Call of Duty: Ghosts Xbox One** was a balanced assessment that weighed the game's strengths against its shortcomings. Key takeaways from the review include:

- Strong narrative with well developed characters.
- Improved graphics and audio quality.
- Solid gameplay mechanics with unique abilities.
- Multiplayer modes that rejuvenate the series.
- Minor performance issues and occasional gameplay imbalance.

IGN ultimately awarded the game a solid score, suggesting that it is a worthwhile purchase for both new players and long time fans of the series.

Pros & Cons

Pros

- High quality graphics at 1080p/60 FPS.
- Engaging storyline with memorable characters.
- Unique special abilities add tactical depth.
- Revamped multiplayer with fresh modes and maps.
- Solid performance and smooth gameplay.

Cons

- Story pacing feels uneven in some chapters.
- Weapon loadouts can be overpowered in multiplayer.
- Occasional performance hiccups during intense battles.
- Some rewards in progression feel too easy.
- Server lag reported by a subset of players.

Comparing to Other Call of Duty Titles

When placed side by side with titles like *Call of Duty: Modern Warfare 3* and *Call of Duty: Black Ops II*, Ghosts offers a distinct blend of narrative depth and gameplay innovation.

Storytelling

Unlike the more linear storytelling of *Modern Warfare 3*, Ghosts offers a branching narrative that allows players to experience different perspectives. However, it still lacks the emotional impact of *Black Ops II*'s twist ending.

Multiplayer Innovation

Ghosts introduced the "Ghost" character system, giving each team a unique playstyle. This concept was later refined in *Call of Duty: Advanced Warfare* and *Call of Duty: WWII*.

Technical Performance

The Xbox One's hardware allowed Ghosts to deliver smoother gameplay than the Xbox 360's *Black Ops II*. However, compared to the PlayStation 4 version, the Xbox One still lags slightly in graphical fidelity.

Conclusion

In summary, **Call of Duty: Ghosts Xbox One review IGN**highlights a game that successfully blends a compelling narrative, refined gameplay mechanics, and high quality visuals. While it is not without its flaws—particularly in pacing and occasional performance hiccups—the Xbox One version remains a solid entry in the franchise.

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