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INSTALLATION

Insert the installation disc of *Call of Duty:® World at War* into your DVD drive. After a few seconds, the Autorun Menu will appear. Click **Install** to begin the installation process and follow the on-screen instructions. If the Autorun Menu does not appear, you may have Autorun disabled. Double click on the **My Computer** icon on your desktop. Open the DVD-ROM drive where the *Call of Duty:® World at War* DVD is located. Double-click on **Setup.exe** to launch the Installer. If you need more information, please consult the Help files.

ENTER KEY CODE

To install and run *Call of Duty:® World at War*, you must have a valid Key Code. Your unique Key Code is located on the back cover of the manual. During installation, please enter the Key Code exactly as it appears on the back cover. Keep your copy of the Key Code safe and private in case you need to reinstall the game in the future. No one from Activision or Treyarch will ever ask you for your Key Code. Never give your Key Code to anyone. If you lose your Key Code, you will not be issued another one.

Players with invalid Key Codes will not be permitted to join Multiplayer games, so be sure to enter the Key Code exactly as it appears on the back cover of the game manual.

LATEST INFORMATION

You will find the latest information about the game in the Readme file on the game disc. Select **Support** from the Autorun Menu, then select **Readme** to see this information. If you're having problems installing or playing the game, you'll also find Help files in the Support section of the Autorun Menu or in the Start Menu.

GAME CONTROLS

Default Key	Command
W	Forward
S	Backpedal
A	Move Left
D	Move Right
Q	Lean Left

Default Key	Command
E	Lean Right
SHIFT	Sprint/Hold Breath
Left Mouse Button	Attack
Right Mouse Button	Aim Down Sight (ADS)
V	Melee Attack
5	Rifle Grenade
6	Satchel Charge
7	Equipment
1, Mouse Wheel	Switch Weapon
G, Middle Mouse Button	Throw Frag Grenade
4	Throw Special Grenades
F	Use
R	Reload
Space Bar	Stand/Jump
CTRL Key	Prone
C	Crouch
X	Overhead Map
Esc, Pause	Pause/Menu
~	Console
T	Text Chat
B	Quick Chat
Y	Team Chat
Z	Voice Chat
F1	Vote Yes
F2	Vote No
F4, Tab	View Score/Show Objectives
F10	Accept In-game Invite
F12	Screenshot

MAIN MENU

From the Main Menu you can launch a solo mission, start a co-op game or switch to the Multiplayer menu of *Call of Duty:® World at War*.

Solo — Access the Single Player missions to start a new campaign, resume an old one or select a specific level.

- **Resume Game** — Load the game you were playing from your last Save Point so you can continue your progress.
- **Mission Select** — Start a new game from the beginning, or play any mission you currently have unlocked. After selecting your mission, choose your difficulty level from one of the four options available.
- **New Game** — Select this option to start a new campaign.

Cooperative — Team up with other players to conquer the campaign through an Internet or a local LAN connection.

Multiplayer — Switches you to the Multiplayer menu.

Select Online Profile — Select, create or delete profiles.

Friends — Manage your friends, or accept Game Invites.

Options/Controls — Change control layout, graphics, sound and other game options.

Mods — Select a game mod.

Credits — View credits.

Quit — Select this to quit your current game.

MULTIPLAYER MENU

From the Multiplayer menu you can join a multiplayer game or start a new server that others can join. You can also switch to the Main Menu to play solo or cooperative games.

Join Game — Browse available servers and join a multiplayer game.

Start New Server — Start a new multiplayer server that others can join.

Select Online Profile — Select, create or delete profiles.

Create a Class — Create a class (when unlocked).

Rank & Challenges — View your rank and the challenges you have unlocked.

Friends — Manage your friends, or accept Game Invites.

Options/Controls — Change control layout, graphics, sound and other game options.

Mods — Select a game mod.

Main Menu — Switch to the Main Menu.

SAVE SYSTEM

Call of Duty:® World at War utilizes an automatic checkpoint save system to save your game progress.

IN-GAME DISPLAY



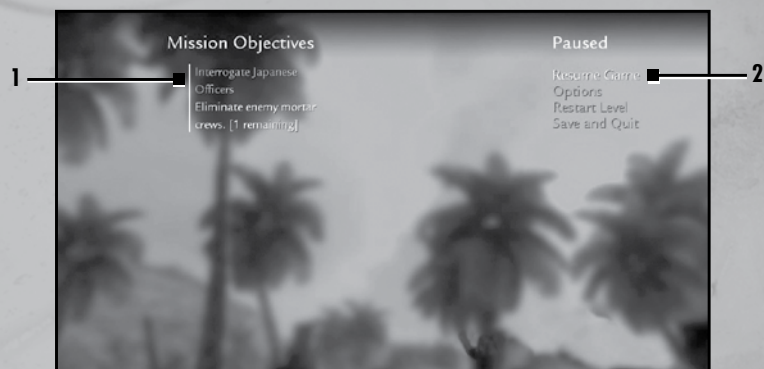
1. **Compass** — Shows the direction you're facing and the location of your current objectives and friendly players in co-op.
2. **Stance Indicator** — Shows your current stance. Only displays when crouched or prone.
3. **Inventory** — Shows your current useable special weapons and items (if available).
4. **Grenade Indicator** — Shows the direction of the grenade in your proximity.
5. **Damage Indicator** — Red marker near center of the screen indicating which direction damage came from.

6. **Use Icon** – Indicator that appears when something is useable. Press the **Use (F)** button.
7. **Ammo Count** – Shows remaining bullets and grenades.
8. **Crosshair** – Use the crosshair to aim your weapon at enemies. Your crosshair turns red when pointed at an enemy and green when pointed at a friendly. When you run or walk, your crosshair widens or disappears. When you stop moving, you automatically steady your weapon and the crosshair narrows. The wider the crosshairs are, the wider your spread of bullets will be when firing your weapon. Crouching or lying prone increases your accuracy.

HEALTH SYSTEM

When you take damage, the screen starts to turn red indicating the need to seek cover. You'll recover health slowly if you don't take any more damage for a short time.

OBJECTIVE MENU



Gray text means the objective has been completed.

- 1 **Objective Text** – Displays text indicating your current objective in the upper left.
- 2 **Resume Game** – Exits the Pause menu and resumes gameplay.

MULTIPLAYER



IN-GAME DISPLAY

1. **Mini-map** – Shows the location of flags, friendlies and enemies. You're displayed on the mini-map as a yellow arrow.
2. **Score Counter** – Shows the current score of teams.
3. **Special Ability** – Displays available special abilities such as overhead map or recon plane.
4. **Grenade Counter** – Displays your special grenade and frag grenade count.
5. **Ammo Counter** – Shows your ammo count.
6. **Grenade Indicator** – Shows the direction of a grenade in your proximity.
7. **Damage Indicator** – Red marker near center of the screen indicating what direction damage came from.

CONNECTING TO YOUR ISP

For Internet play, we recommend that you do not use routers, but if you do, enable port forwarding.

To load the Multiplayer portion, choose **Multiplayer** from the Main Menu.

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3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the product
4. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include a check or money order for \$10.00 U.S. per CD replacement or \$15.00 U.S. per DVD replacement.

Note: Certified mail is recommended.

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Warranty Replacements
Activision, Inc.
P.O. Box 67713
Los Angeles, California 90067

In Europe:

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2. Your name and return address, typed or clearly printed
3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the product
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Note: Certified mail is recommended.

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WARRANTY REPLACEMENTS, ACTIVISION (UK) Ltd., 3 Roundwood Avenue, Stockley Park, Uxbridge UB11 1AF, United Kingdom.

Disc Replacement: +44 (0) 870 241 2148

In Australia:

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2. Your name and return address, typed or clearly printed
3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the software product.
4. Please include a cheque or money order for AUD \$20 per CD or AUD \$25 per DVD replacement (subject to availability).

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