



CALL OF DUTY[®]

WORLD AT WAR

FINAL FRONTS



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

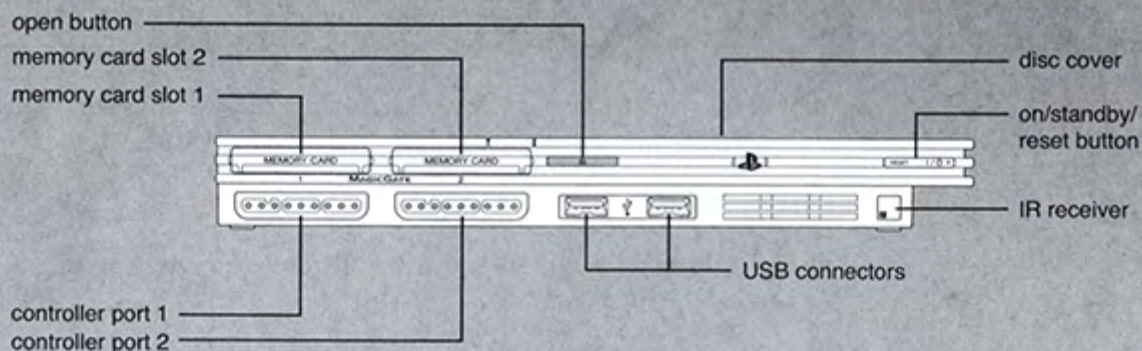
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



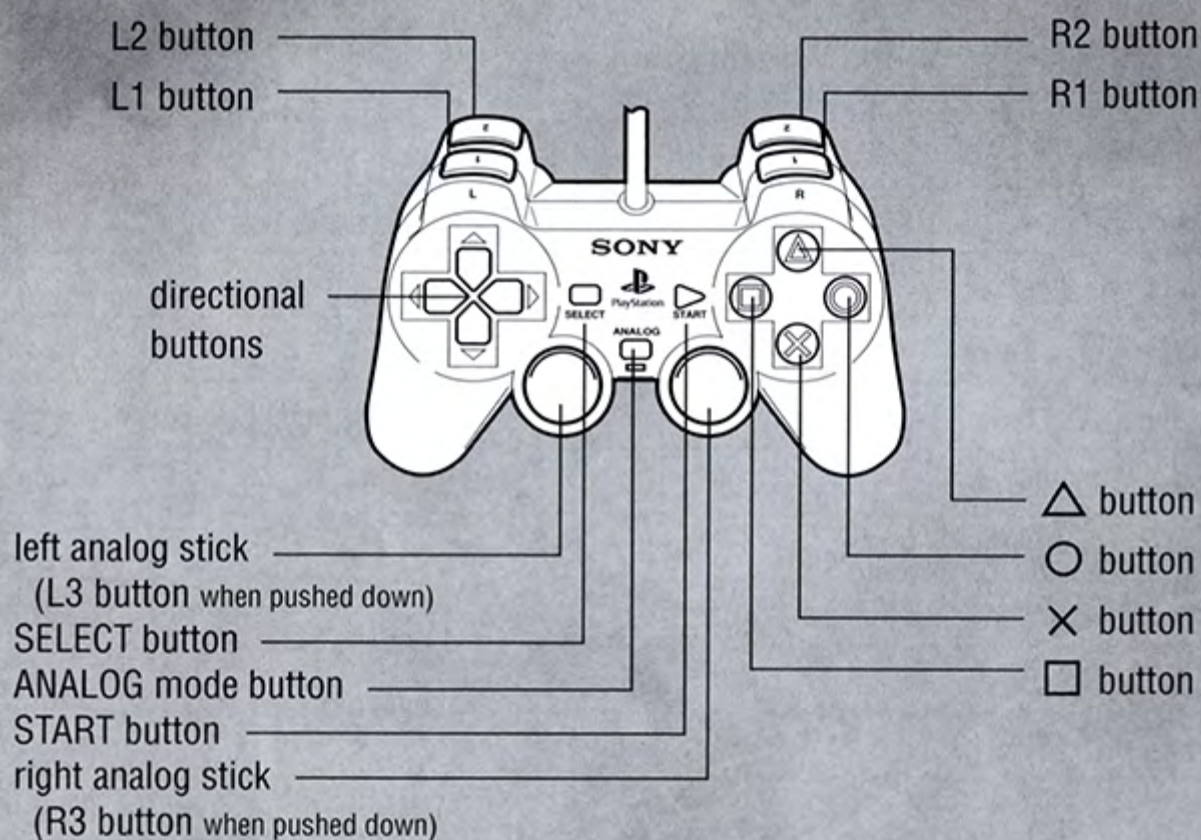
Set up your PlayStation[®]2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Call of Duty: World at War - Final Fronts* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION[®]2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation[®]2) into MEMORY CARD slot 1 of your PlayStation[®]2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation[®]2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



To select menu options, use the **↑** and **↓** directional buttons to navigate. Highlight the desired option and press the **×** button to accept. To select a menu option, follow the on-screen button prompts and press the **×** button to accept and the **△** button to go back. *Call of Duty® World at War – Final Fronts* supports the DUALSHOCK®2 analog controller. When Analog mode is on, the left analog stick works the same as the directional buttons.

GAME CONTROLS

Action	Button
Move	Left analog stick
Aim / Look	Right analog stick
Fire Currently Equipped Weapon	R1 button
Throw Frag Grenade	R2 button
Melee Attack	R3 button (Press right analog stick)
Aim Down Sight	L1 button
Throw Smoke Grenade	L2 button
Sprint / Hold Breath While Sniping	L3 button (Press left analog stick)
Jump / Mantle	X button
Toggle Stance, Hold to Go Prone	O button
Reload / Use / Pick-Up / Throw Back Grenade	□ button
Change Weapon	△ button
Pause	▶ button START
Objectives	SELECT button

MAIN MENU

From this menu you can launch new campaigns, resume games in progress or access the configuration options.

Select Profile – Choose between 3 allocated profiles for saving game progress.

Resume Game – Load the game you were playing from your last Save Point so you can continue your progress.

New Game – Select this option to start a new campaign.

Mission Select – Play any mission you currently have unlocked. After selecting your mission, choose your difficulty level from one of the four options available.

Options – Choose this to adjust look sensitivity or inversion, turn the crosshairs on or off and adjust Audio settings.

Credits – View credits.

OPTIONS

GAMEPLAY

- Crosshair = Yes / No. This turns off the player crosshairs.
- Friendly Tags = Yes / No. Turns off the display of the friendly soldier information.
- Sticky Aim = Yes / No. This turns the sticky aim feature on or off.

CONTROLS

- Invert Aim = Yes / No. Toggle the players "Look Inversion."
- Vibration = Yes / No. Toggle the controller vibration on and off.
- Sensitivity = Adjust the controller sensitivity when aiming.

SOUND

- SFX Vol = Adjust the volume of the Sound Effects and Voice Over.
- Music Vol = Adjust the volume of the Music.
- Sound Mode = Stereo / Mono. Choose between Stereo and Mono audio outputs.

VIDEO OPTIONS

- Display Mode = Normal / Widescreen.

SAVE SYSTEM

Call of Duty® World at War - Final Fronts 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 as well as enemy and friendly soldiers in your area.
2. **Stance Indicator** – Shows your current stance. Only displays when crouched or prone.
3. **Grenade Indicator** – Shows the direction of the grenade in your proximity.
4. **Damage Indicator** – Red marker near the center of the screen indicating which direction damage came from.
5. **Ammo Count** – Shows remaining bullets and grenades.
6. **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. 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

Objective Text – Displays text indicating your current objective in the upper left.

Gray text means the objective has been completed.

NOTES

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Customer Support

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

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