

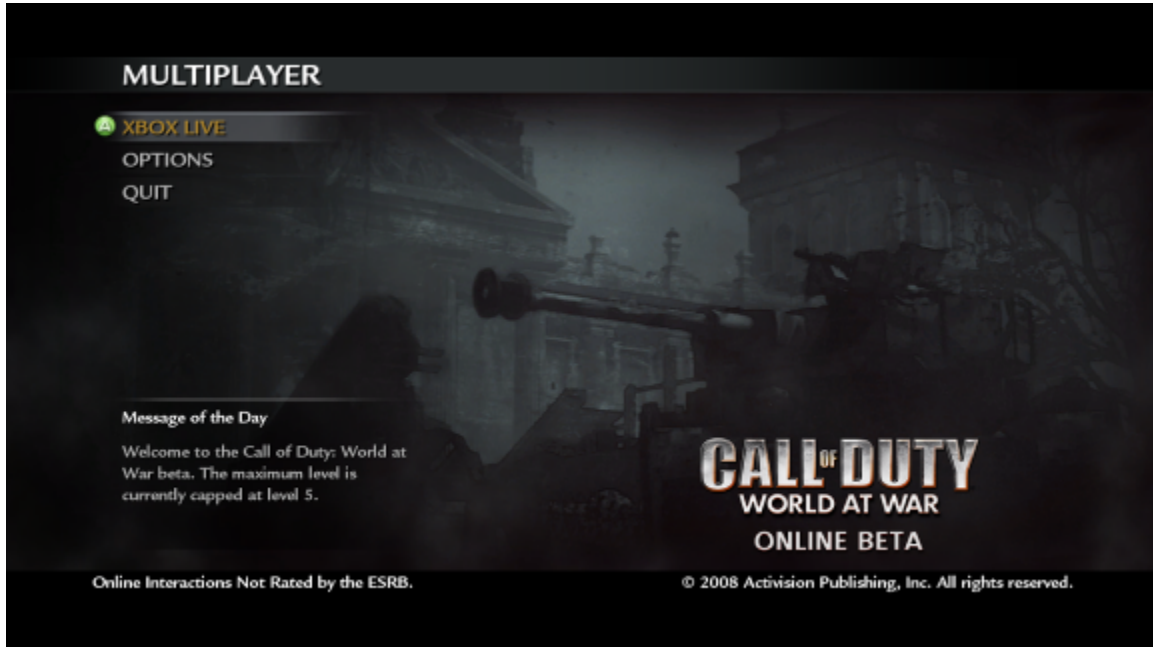
INTRODUCTION

Welcome to the **Call of Duty: World at War** Online Multiplayer Beta.
This document is your starting guide for vital details about the game.

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GETTING STARTED

After successfully downloading and launching the beta you will be greeted with a welcome message before starting at a simplified version of the Multiplayer Main menu.



From here you can read important information about the current status of the beta in the Message of the Day. Additionally, you can play on Xbox LIVE, configure the game with the Options, or quit the game.

CONFIGURING OPTIONS

The Options menu is where the most common configuration items for the game can be set to your preference.



Call of Duty: World at War offers three new options from previous Call of Duty games:

You can choose to disable the Target Assist (sometimes known in the game community as Sticky Aim). This is an advanced option we added for the hardcore players. Be warned. We recommend leaving it Enabled.

You can also modify the Player Name Indicator. This changes how players' names are shown in game. It's a fun option to change once you get familiar with game, or play with the same group of Friends frequently as it trades screen clutter for knowing the player name.

You can also configure the Game Volume where you can independently adjust the volume of Voice, Music, Sound Effects, and the overall Master Volume of the game.

GATHERING FRIENDS

Selecting Xbox LIVE from the main menu is the first step to playing the demo. We call this screen the *Party Lobby*. This is where you can gather with your friends (optional, but lots of fun!) before searching for a game to join together.



To gather your friends, just hit the “Y” (Friends) button which will open the Xbox LIVE Friends Xbox Guide blade. Here you can invite your friends to your lobby. Naturally, only friends who also have the online multiplayer demo will be able to play with you.

In order to play most games on Xbox Live, we recommend a maximum party size of 6 players. Most playlists have a 12 player maximum limit and a party has to be on the same team.

In the retail version of the game, and perhaps in later updates to the demo, there will be larger playlists that allow a maximum party size of 9 players.

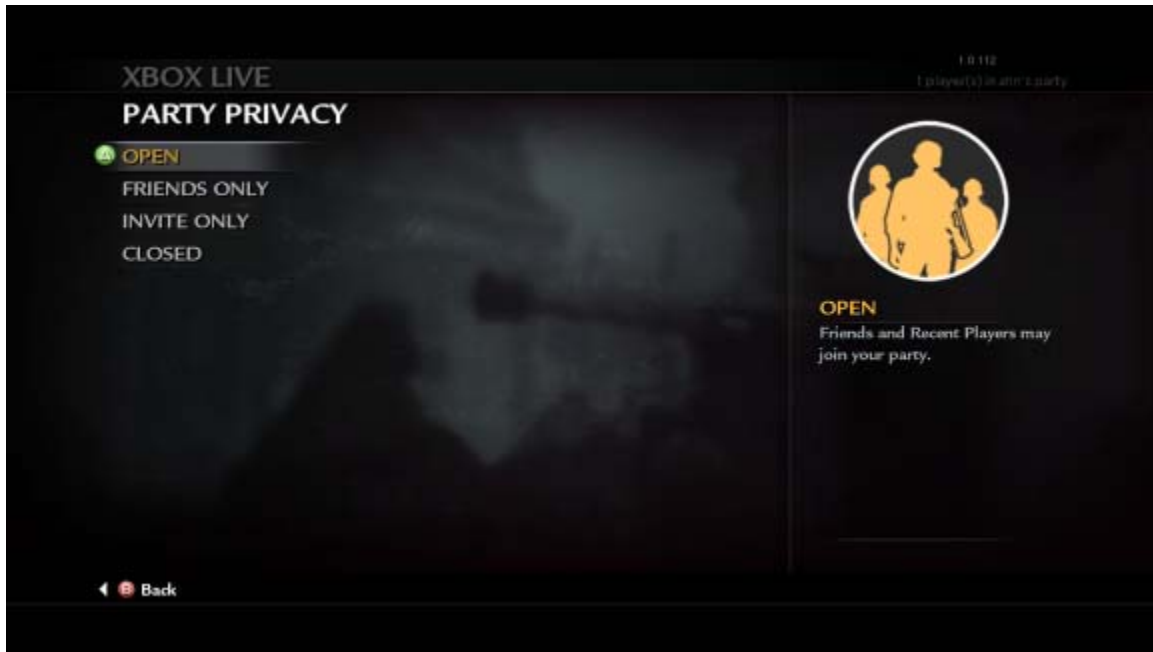
From this screen, assuming you are level 4 or above, you can **Create a Class**. It's pretty easy to get to level 4 to unlock this feature.

The Barracks will allow you to see your most critical game statistics, as well as access additional game features.

New to Call of Duty: World at War is the **Lobby Leaderboard**. Assuming at least one other player is in this menu with you, this menu option will open the *Service Report* leaderboard. This is a good and fast way to compare how you are doing versus your friends.

UNDERSTANDING PARTY PRIVACY

New to Call of Duty: World at War is the **Party Privacy** feature. Assuming you are the creator of the party, this feature allows you to set the status of the *Party Menu*. The creator of the party always has the gold star by his name and shows up at the top of the *Player Roster*.



Just highlight the choices in the menu to see detailed instructional text on all the available options.

As the host of a party, you are in control at all times of who can join. Once you have gathered your friends, and your friends have gathered their friends, you can (for example) set the Party Privacy to Closed to ensure no more players join your party.

We are very happy about this feature and excited to bring it to you; so please experiment with the Party Privacy features and then join the conversation at www.callofduty.com or www.treyarch.com and tell us what you think of it!

UNDERSTANDING SEARCH PREFERENCES

Also new to Call of Duty: World at War is the ability to set matchmaking Search Preferences.



You can access this feature by pressing the “X” button from the main Xbox Live Party Menu. Here you can specify increasingly more restrictive search options.

We recommend that you leave the Search Preferences set to *default* unless you find yourself being placed into a lot of games with players that you do not have good connectivity with. Changing the setting to anything other than default will reduce the amount of games you will find and may increase the time it takes to get matched with other players.

You can check the connectivity you have to other players inside the game by accessing the in-game scoreboard (back button while in-game).

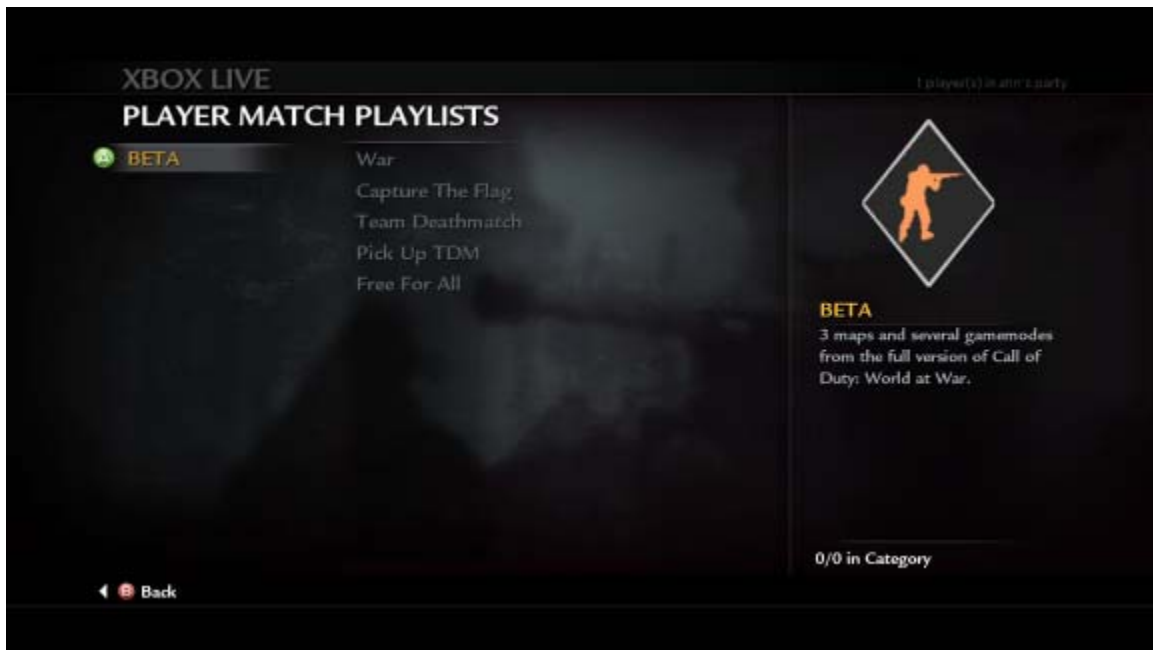
The more bars you have, the better your connection is to the player. Please keep in mind that many different items determine your connectivity to other players other than your geographic distance from them.

CHOOSE A PLAYLIST

Once you have gathered with your friends, it's time to play online.

Selecting the Find Match button from the Party Lobby will take you to the Player Match Playlists.

We've completely revamped the Playlist feature! What's a playlist? A playlist can control everything about the game including the game mode itself, the time limit of the match, the score limit, the maximum number of players, and the maps that will be played and much, much more.

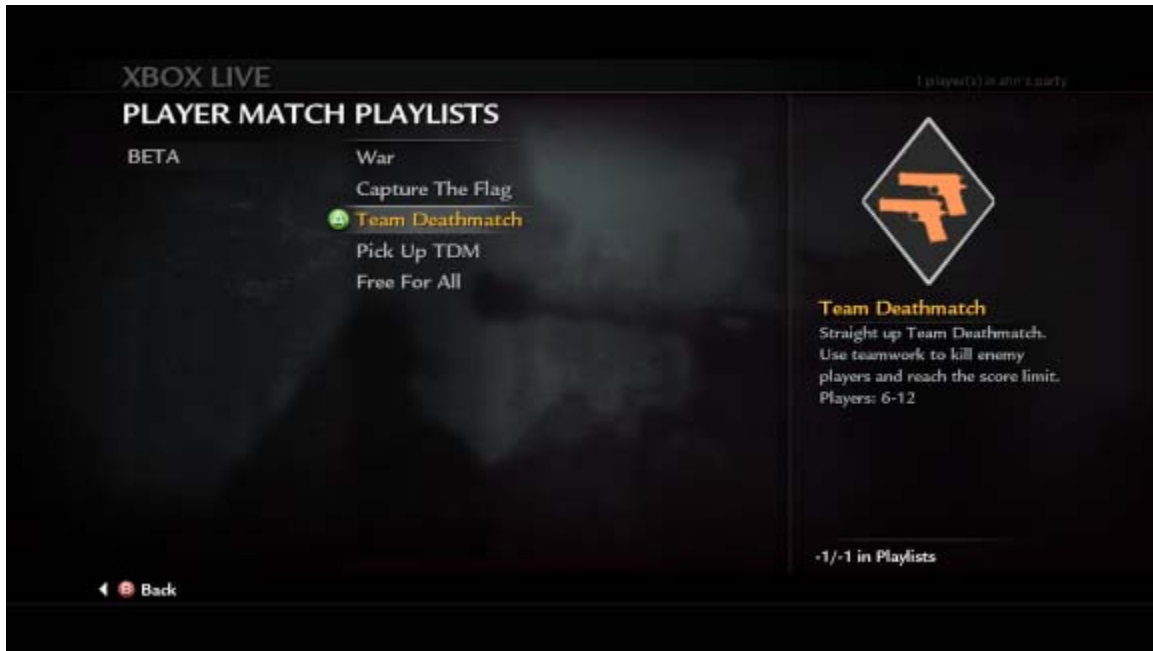


In the beta, there will initial only one category called "Beta." The final version of the game will include multiple categories and a wide-variety of Playlists including Playlists just for people new to the game.

Best of all, we can introduce new categories and playlists after the game is released in order to better fine-tune the rules based on your preferences.

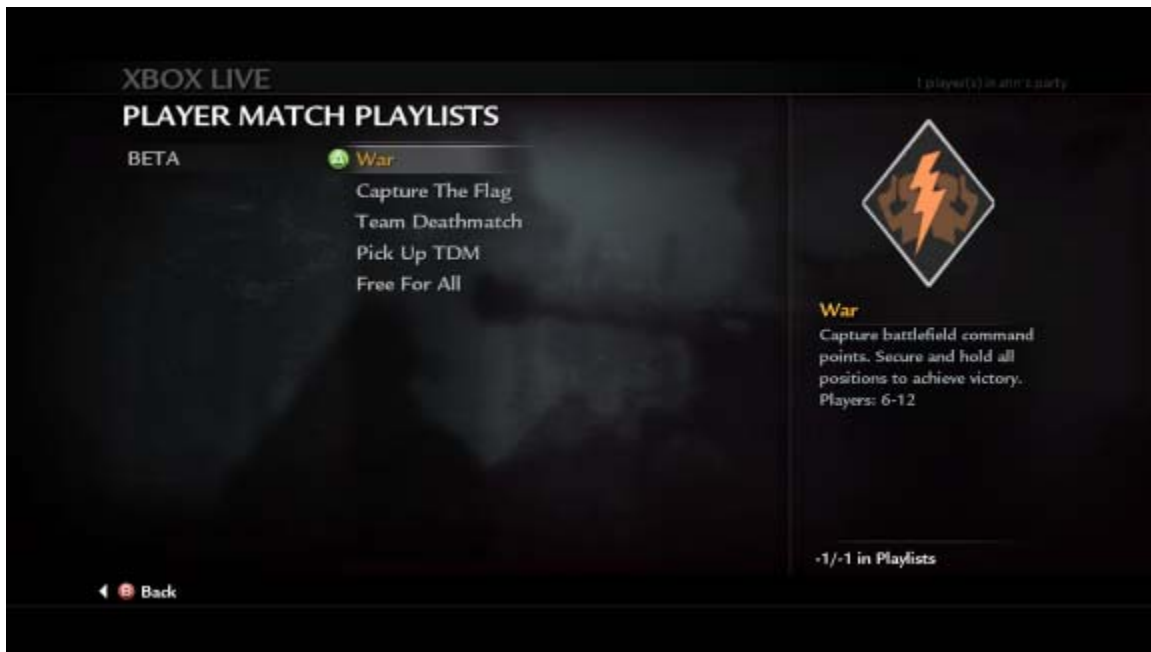
Many of us on the development team at Treyarch will be playing the demo with you online, so that we can fine-tine the playlists based on your feedback and preferences.

If you are new Call of Duty games, we recommend the Team Deathmatch Playlist.



This is a very simple team-based game where you use teamwork to fight off the enemy. The first team to reach the score limit will win.

If you are up for a bit of challenge, and would like to see a more of the new features and larger maps available in Call of Duty: World at War, we recommend the *War* playlist.



War is our flagship game mode. The goal of this game is to capture a series of 5 (3 on the small maps) series of command points. You must capture all the points in a linear order. If you capture all points, you win.

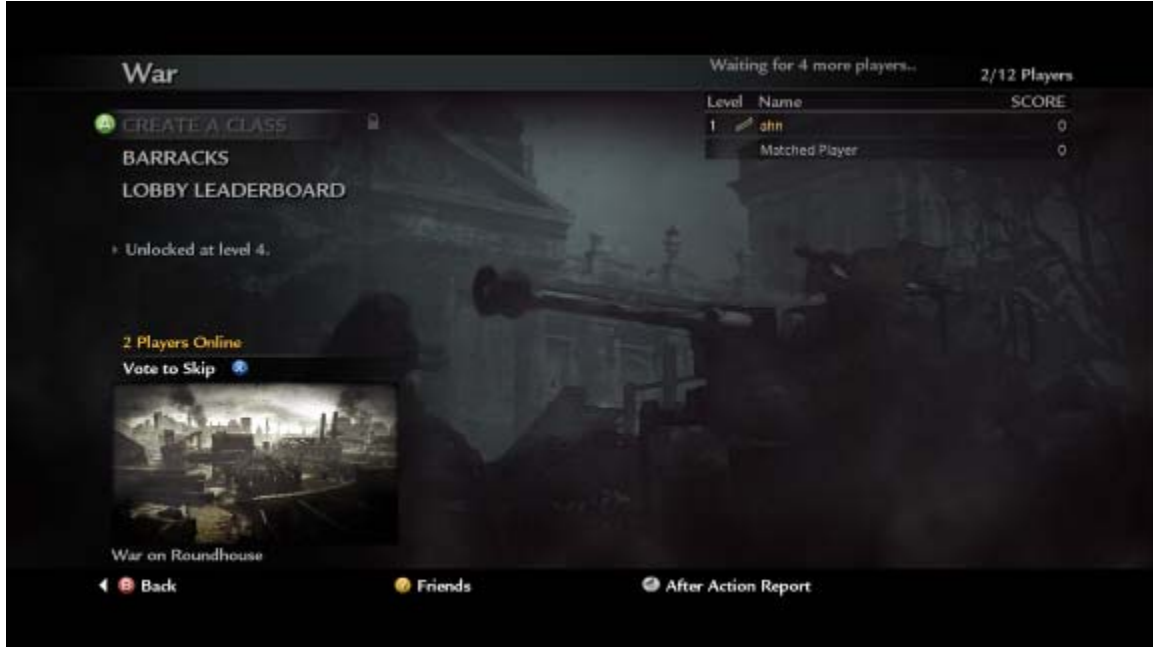
If you and your team are doing well, you will earn *Momentum*. If you fill the *Momentum* meter you capture flags 2x faster. Fill your *Momentum Meter* a second time and you will earn *Blitzkrieg*. With *Blitzkrieg* you will capture flags 3x faster!



The Momentum meter is display in the lower-left hand corner of your screen during games of War.

Xbox LIVE LOBBY

After choosing a playlist, you will either join a game automatically or go into the Xbox LIVE lobby.



The Xbox LIVE lobby is where you and your party are matched with other players.

Like the Party Menu, you can choose to Create a Class, view the Barracks, or view the Lobby Leaderboards while you wait.

Until a few players have gathered, you won't know who you are playing with. The name is simply displayed as "Matched Player."

You won't be waiting very long, however. The game will start when the minimum number of players is reached. This is usually six players, but can be higher in the playlists that support the largest maps.

In the Xbox Live Lobby, you can Vote to Skip the currently selected map (as shown in lower left hand corner) with the "X" button. It takes multiple people for a vote to be successful. Make that vote count, you can only vote one-time.

You can also view the After Action Report (AAR) with the Back button. The AAR will show you a summary of the last game you played and vital information about the XP (experience points) needed to get a new level.

CREATE A CLASS

After reaching level 4, you will unlock Create a Class. Create a Class is how you customize the gear you take into the fight.



In Create a Class, you can customize which primary and secondary gun you will carry, the primary and secondary grenade you will spawn with, along with which 4 perks you will have.

You will unlock the first 5 Create a Class slots by reaching level 4. Additional Create a Class slots will be unlocked after you Prestige. The ability to Prestige will initially be locked in the beta.

New to this version of Call of Duty, you will be able to choose which Primary Grenade you have in your inventory.



Additionally, once you unlock them, you can also choose the Vehicle Perk you have. This perk is specific to Vehicle maps.



You will earn all of the Perks over time by ranking up. Be sure to explore all of the Perk categories. Call of Duty: World at War features a good variety of classic and new perks.

BARRACKS

The Barracks provides you with a review of your current game progress and displays a summary of your most important game statistics.



It's also how you access the Leaderboards (unlocked immediately), Challenges (unlocked at Level 5), Clan Tag (unlocked at level 11), or how you Prestige (not initially available in the demo, but may be unlocked over time).

LEADERBOARDS

The online multiplayer demo features provides a small sampling of the Leaderboards feature available in the game.

The *Service Report* is the primary leaderboard. This leaderboards shows Wins, Streak, and Time Played. When you access the Lobby Leaderboard; this is the leaderboard that will be shown.

Every leaderboard can be filtered on Players (people in your Lobby), Global (all players) and even Friends.



XBOX LIVE
Service Report :: Friends
War

Rank	Level	Gamertag	Wins	Streak	Time Played
28	65	taCODoom	15	15	00m
31	65	ZeroJustice	13	13	00m
38	24	NoJustice	10	10	00m
123	65	ahn	0	0	00m

Back Change filter Top of List Select Page up Page down

New to this version of Call of Duty is the ability to display each main leaderboards sorted by the most popular game modes available in the game.

The final game features 4 leaderboards, with 3 filters, sorted by 14 different combinations of game modes (including “All Game Modes” and the Hardcore variant of the most popular game modes).

That is a lot of Leaderboard combinations! We hope you enjoy the enhancements we made to this feature. It sure was fun to make them.

CHALLENGES

Keep playing Call of Duty: World at War to unlock the Challenges.



Challenges are small missions you can achieve in game. Every challenge will have a description of how to complete it and the reward for doing so. Additional challenges will be unlocked as you rank up over time.

Most weapon Challenges will unlock additional attachments for that weapon, which can then be customized on that weapon in Create A Class.

FREQUENTLY ASKED QUESTIONS

What is the CoD: WW Xbox 360 Beta?

Treyarch is recruiting dedicated Call of Duty fans of to help test Call of Duty: World at War's performance from a gameplay and backend standpoint. Feedback and performance data from this Beta will be instrumental in ensuring CoD: WW's success from Day One! This Beta will have a limited space so make sure you get your name in the hat to get a token!

Who gets to be in the CoD: WW Xbox 360 Beta?

This Beta will be an international effort! For U.S. consumers, read on to find out more. For our international comrades, stay tuned!

How do I get into the beta if I live in the U.S.?

People interested in joining the beta in U.S. can join one of two ways: guaranteeing a spot by pre-ordering the game through GameStop (http://www.gamestop.com/Catalog/ProductDetails.aspx?product_id=71812), or getting first-crack at a token by heading to www.callofduty.com and signing on as a new community member. Remember, space is limited so the earlier you register, the more likely you'll get a token.

If I already have an account on Callofduty.com, should I create a new one?

No! See below for how the handout of tokens will work, but if you already have an account with us there is no need to sign up anywhere, you're already in line.

How does token distribution work for members of CallofDuty.com?

To reward the most dedicated CoD fans, the order of distribution on CoD.com is as follows:

1. Charlie Oscar Delta members who migrated their accounts over to CallOfDuty.com
2. CallofDuty.com members. CallofDuty.com members will be prioritized by they date in which they joined CallofDuty.com. The longer they've been a member, the better chance they have of getting a Beta Token.

When will the beta start and how long will it last?

The beta is tentatively slated for October and will conclude prior to the game's November 11th launch. As soon as we approach the launch of the Beta, we will notify everyone who is eligible to participate.

Will I have the opportunity to provide feedback?

Absolutely. When the beta launches, we'll provide information about how you can communicate back to Treyarch.

Will there be a PS3 beta? If not, why?

No, there won't be a PS3 beta. The Xbox 360 and PC environments will provide the feedback that we need to make any back-end technical modifications to the co-op and multiplayer features, which means an optimized experience for everyone, independent of the console they own.

When will more information be released on the PC beta?

More information on the PC beta will be posted soon, please stay tuned. The PC beta is also planned for October.

How do I redeem my token for the Call of Duty World at War beta?

To participate in the beta, users must have and Xbox LIVE gold membership based in the United States. Once a token has been used, that token can't be used again.

1. Sign into Xbox LIVE
2. Go to the Marketplace blade
3. Select Redeem Code
4. Enter the token
5. The Xbox guide will open and point to the beta
6. Download the beta.

How many levels are in the beta?

Three: Roundhouse, Castle, and Makin. The full-game will feature more levels than this.

Why do you have a level cap in the beta?

This allows us to carefully check the game balance over a controlled period of time.

What is the maximum level in the game?

65. Technically, 65 times 10 levels of Prestige, or 650 obtainable levels.

How do I delete the beta off my hard-drive?

Got the Games blade in the Xbox 360 dashboard. Select Demos and More. Select Call of Duty: World at War BETA. Select Delete.

How much space will the beta take on my hard-drive?

Approximately one gig. Xbox LIVE will notify you if you don't have the space required.

Can I play Split-Screen or System Link?

These options are not available in the demo, but will be available in the full, retail game.

Is Voice Required?

No, but it is strongly encouraged.