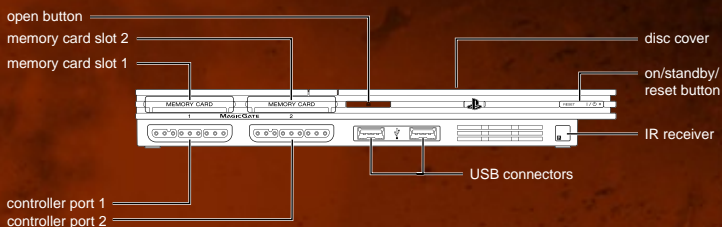


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GETTING STARTED



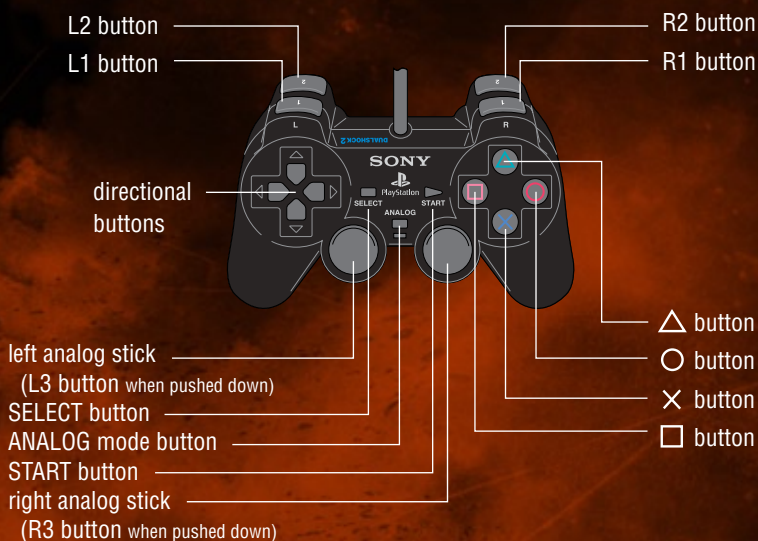
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Call of Duty®: World at War - Final Fronts* disc in the system with the label side facing up. Attach game 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	 button
Toggle Stance, Hold to Go Prone	 button
Reload / Use / Pick-Up / Throw Back Grenade	 button
Change Weapon	 button
Pause	 <small>START</small> button
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.

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.

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