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Now going back to the past

[Call of Duty 5 New Details](#)

Set during World War II

[Call of Duty 5](#) is getting "World at War" as a subtitle. Even more, progress is really coming along in the shooter which takes the Call of Duty series back to World War II (guys, if you like history so much, let's mix it up a little; Korea, maybe Vietnam will make much cooler battlefields than another landing in Normandy). Developers [Treyarch](#) are focusing on the Pacific theater of the war and are trying to change a few of the elements of the game so that it feels like a fresh experience rather than like a re-heated old war game. An article in the Official Xbox Magazine is claiming that Treyarch are aiming to explore "the darkest corners of WWII" with the game, in some sections, taking on elements usually reserved for survival horror titles. There are rumors that the game will feature torture scenes and scenarios where the player is nothing but helpless against overwhelming odds, all designed to transmit the horrors of war to the player. There are other innovations in the way the game will be played as well. It seems that the developers are integrating a co-op mechanic for the campaign, allowing each player to team up with a friend through the whole experience. Seamless drop in and seamless drop out, with the AI taking over, will also be supported. Multiplayer is designed to place a bigger emphasis on squad tactics and on judicious use of vehicles. Currently, development efforts are concentrating on the [PC](#), [PlayStation 3](#) and [Xbox 360](#) version of Call of Duty 5. There's also talk of a third party developing a Nintendo Wii version of the game that will use the Call of Duty 4 engine and will let players use the Wii Zapper. Release dates have not been announced, but we might see the game before Christmas and the shopping madness that it usually entails.