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## COD 5 World At War - details

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Taken from here...

The Call of Duty series is now close to getting it's fifth instalment in the form of Call of Duty: World at War, which will shift the action away from the modern front of Call of Duty: Modern Warfare and put players back in World War II - this time in the Japanese campaign.

The good news is that Activision has now released both details of the Collector's Edition SKU of the game, as well as some of the hardware requirements for the PC version of the game.

The Collector's Edition of the game will be available when the game launches on the 14th of November and there'll be both a PC and Xbox 360 option, with the PC version being a few pounds cheaper than the console copy.

For a little bit of extra moolah then you'll be able to get your hands on a nice metal box for the game to sit in, a Call of Duty branded whisky flask and a weeks worth of double experience points in multiplayer, as well as early access to a high-level weapon. Mmm - gamebreaking.

Naturally you'll need to make sure that your PC can handle the game first though, so check out the system requirements below, courtesy of ShackNews.

Processor: AMD 64 3200+/Intel Pentium 4 3.0GHz or better  
Memory: 8 GB free hard-drive space, 512MB RAM (XP)/1GB RAM (Vista)  
Graphics: Shader 3.0 or better, 256MB Nvidia GeForce 6600GT/ATI Radeon 1600XT or better  
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