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Call of Duty: World At War details announced

Kiefer Sutherland to lend his voice to the game

by Verity Burns published on 16 July 2008

Details on the new Call of Duty game, World at War, emerged at Activision's E3 press conference on Tuesday.

For the first time in the franchise, you'll be able to play co-op with up to three other players online, or another one on local split screen so you'll never have to be alone, soldier. The title will also incorporate traditional multiplayer components like challenges, rankings and online stats into the co-op campaign for advanced gameplay.

The visuals are up to scratch with its predecessors too, as it has been built with the same engine as Call of Duty 4. There's some nice new additions too, such as the new flamethrower weapon that will burn away any camouflage your enemy might be hiding under, leaving them vulnerable for attack.

You can choose to play as a US Marine or a Russian soldier to battle against your enemies, and of course get involved with multiplayer online for a more squad-based interaction.

Oh and if all this wasn't enough for you, it's been announced that Kiefer Sutherland from Jack Bauer 24 fame will be lending his voice to the game. Well, that's certainly twisted our arm.

Expect to see the game hit the shelves around autumn this year for Xbox 360, PS3, PS2, Nintendo Wii, DS and PC.