

slot zeus slot

[Call of Duty: World at War](#) (2008) is the eighth game in the Call of Duty series. It was developed by Infinity Ward and published by Activision. The game is set during World War II and follows the story of a group of soldiers fighting against the Japanese in the Pacific theater. The game features a mix of single-player and multiplayer modes, and is known for its intense combat and cinematic storytelling.

Title	Year	Platform
Call of Duty 2	2005	Windows, macOS, X360, J2ME
Call of Duty 3	2006	PS2, PS3, Wii, Xbox, X360, J2ME
Call of Duty 4: Modern Warfare	2007	Windows, macOS, NDS, PS3, PS4 (Remastered), Wii, X360, XONE (Rema)

[Call of Duty: World at War](#) (2008) is the eighth game in the Call of Duty series. It was developed by Infinity Ward and published by Activision. The game is set during World War II and follows the story of a group of soldiers fighting against the Japanese in the Pacific theater. The game features a mix of single-player and multiplayer modes, and is known for its intense combat and cinematic storytelling.

[Call of Duty: World at War](#) (2008) is the eighth game in the Call of Duty series. It was developed by Infinity Ward and published by Activision. The game is set during World War II and follows the story of a group of soldiers fighting against the Japanese in the Pacific theater. The game features a mix of single-player and multiplayer modes, and is known for its intense combat and cinematic storytelling.

The "Call of Duty" series made its debut on the PlayStation 2 with "Call of Duty: Finest Hour" and "Call of Duty 2: Big Red One." Both games were well-received at the time.