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To play Call of Duty: World at War you will need a minimum CPU equivalent to an Intel Core 2 Duo E8400. In terms of game file size, you will need at least 8 GB of free disk space available. The minimum memory requirement for Call of Duty: World at War is 1 GB of RAM installed in your computer.

[Call of Duty: World at War System Requirements - Can I Run It?](#)

pcgamebenchmark : call-of-duty-world-at-war-system-requirem...

[You'll need a CPU that's at least as powerful as an Intel Core i3-2120 or AMD Ryzen 3 1200, paired with 6GB of RAM, and an Nvidia GeForce GTX 950 or AMD Radeon RX 460 graphics card.](#) While Windows 7 64-bit is supported, but we'd recommend running Windows 10 64-bit.

[Total War: Warhammer 3 System Requirements - Can I Run It?](#)

pcgamebenchmark : total-war-warhammer-3-system-requirements

[According to Activision's post on X \(formerly Twitter\), the huge file size is due to the increased amount of content available Day 1](#), which includes map files for Call of Duty: Warzone, support for Modern Warfare II items, and the new open-world Zombies mode.