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The Call of Duty series has become synonymous with the first-person shooter genre. In addition to the level and mission select codes, the PC edition of Call of Duty 4: Modern Warfare has cheat codes that allow players to change gravity, restore health, replenish ammunition, and get any weapon when they need it. Lifewire / Chloe Giroux These cheats are exclusively for Windows and Mac versions of Call of Duty 4: Modern Warfare. To use the cheat codes in the PC version of COD 4: Modern Warfare: From the main menu, select the Game Option zgt; Enable Console variants to activate the cheat console. Click tilde to open the dev-console. Type seta thereisacow 1337 and click Enter. Type spdevmap bog_a and click Enter. Then you will start at the level of the Swamp. Get out of the level and then download save the file or start a new game with cheats on. Click tilde to display the console and enter the following codes to activate the cheats. Some cheats require you to share additional information, such as value. You can disable most cheats by re-entering the code in the console. Cheat Code Effect give everyone to get all the weapons. Give Health Refill Health Counter. God activate God's mode (invincibility). half-up to activate God's mode, but the screen is still shaking. noclip Turn off the clipping (walk on the walls). Notarget Make enemies ignore you. give ammunition to replenish ammunition. jump_height (default 33) Adjust gravity. Time scale number (default 1.00) Adjustment time. cg_LaserForceOn 1. Add lasers to all weapons. cg_drawGun remove the gun. cg_fov zoom in with any gun. r_fullbright Turn on the display until full bright. ufo Activate flight mode. Weapon 32 Shoot rifles in automatic mode. Give the rpg Get an RPG. Give g3 Get G3. Give mp5 Get MP5. give Dragunov get Dragunov. Give the beret Get Beretta. Give usp Get USP. Give Saw Get a SAW. Give m9 Get M9. give the sting get Stinger. Give the spear Get Javelin. Switch cg_drawgun hide your arm and gun to increase the frame rate. Switch q_entinfo Show scripts over important objects/soldiers. switch r_fastsky remove the sky. Switch cg_draw2d remove screen information for a cleaner user interface. Switch r_showtris wired frame mode. map_restart we're going to restart the current level. kill suicide. cmdlist List of all console commands. Use these Call of Duty 4: Modern Warfare cheats to play any level in single mode: Cheat Code Effect map bastogne1 Play Mission 1: Bastogne 1 map bastogne2 Play Mission 2: Bastogne 2 map Foy Play Mission 3: Foy map Noville Play Mission 4: Noville Map Bomber Play Mission 5: Bomber Map Trainbridge Play Mission 6: Train Bridge Map Sicily 1 Play Mission 7: Sicily 1 Map Sicily2 Play Mission 8: Sicily 2 Card Trenches Play Mission 9: Trench Map Ponyiri Mission 10: Ponyiri Map Kursk Play Mission 11: Kursk map kharkov1 Play Mission 12: Kharkiv 1 map kharkov2 Play Mission 13: Kharkiv 2 There are additional cheats that you can unlock by collecting secret information hidden throughout the game. These cheats can be switching on-and-off in their opinion and available after you find the necessary pieces of intelligence. Cheat Name How to unlock the COD Noir effect to gather two pieces of information. The black and white Photo-Negative filter collect four pieces of intelligence. Super Contrast inverted colors collect six pieces of intelligence. Increased contrast Ragtime Warfare To assemble eight parts intel. Silently moving cluster bombs collect 10 pieces of intelligence. More powerful Frag A Bad Year grenades collect 15 units of intelligence. Exploding enemies Slow-Mo Ability collect 20 units of intelligence. Slow Motion Infinite Ammunition Collect 30 Pieces of Intelligence. Endless ammo you can also cheat by editing a game file on your computer. To automatically get each piece of information and unlock all in-game cheats: Open the config.cfg file in the players profile catalog with a text editor. Back up any game files before you edit them in case the file gets damaged and causes the game to fail. Change the value next to the seta cheat_points to 30. Save the file and start the game to have access to all the cheats. Beat Story mode on any difficulty and wait until the end of the credits finish to unlock the Mile High Club Mission. When you reach level 55, you'll unlock a new multiplayer mode called Prestige Mode that drops your level back into one. Beat Prestige mode up to 10 times to earn all 10 prestigious medals. Unlock the golden skin for the weapon by performing a variety of tasks. Weapon How to Unlock the Golden Ak-47 Complete each assault rifle challenge. The golden eagle of the desert reach level 55. Golden Dragon complete each sniper challenge. Golden M1014 Complete each shotgun call. Golden M60 Complete every LMG challenge. Golden Mini-Uzi Complete every SMG challenge. Minimum requirements for Call of Duty 4: Modern Warfare on PC: processor: Pentium 4, 2.4 GHz, Athlon 64 2800. RAM: 512MB minimum (768MB for Windows Vista), 1GB recommended (2GB for Windows Vista). OS: At least Windows XP. Hard Drive Space: 8GB of non-fly-disc space plus 600MB for Windows swap file.6X DVD-ROM, sound card and DirectX 9.0c version. Video card: 128MB 3D equipment accelerated map or better. When I told my friends that I headed to Los Angeles for Labor Day to play Modern Warfare 3, they were less accommodating. In fact, I'm not sure many of them muttered, but it wasn't good, and I probably wouldn't appreciate it. And after being able to go hand-in-hand with Modern Warfare 3 multiplayer months before it's released, they probably won't be happier with me when I head home and tell them it was awesome. At this weekend's Call of Duty XP event in Los Angeles, Activision unveiled a competitive multiplayer, new level of Co-op Mode Spec Ops and Gave information about the elite premium service. There were also a few treats for fans, like the paintball course in the form of the Modern War 2 Level Scrapyard, where I intend to dominate Digital Trends' contributor Adam Rosenberg, as well as concerts from Dropkick Murphys and and West, but the real focus is competitive multiplayer. Call of Duty has redefined the multiplayer online version for consoles. The last two Call of Duty games each made over a billion dollars, and the upcoming title is expected to do just as well, even with more competition than ever (Battlefnd 3, anyone?). The basic mechanics of the multiplayer Call of Duty remain intact. If you are familiar with other games, then you will feel at home with Modern Warfare 3. There are a lot of technical improvements, but it still moves and feels like Call of Duty in the best way possible. Anyway, the weapons feel a little muted from the MW2, which is as good as anyone who cursed the Akimbo Model of 1887, or felt the incredible-literally incredible range of some of the assault rifles can attest. The graphics look great. They're not quite at the stunning level that Battlefield 3 is on, but they are close and are at 60 fps, ensuring that they will be among the best on the market when released, both in terms of character animation and appearance levels. There is no destructible environment, but the levels are complex and well thought out. One of the main problems That Infinity Ward wanted to solve was the flow of cards. At a press conference in XP, IW developers discussed what made Call of Duty 4 work so well and where they stumbled a little with Modern Warfare 2. In an attempt to increase the amount of multiplayer with things like vertical threats, they admitted that it was too easy to die in MW2. In MW3, there will still be a tiered battle, but there will be more flow into the game as you are forced to move. There will also be a greater emphasis on shootings. In a press conference, Infinity Ward also acknowledged that MW2 put too much emphasis on killing bands. So to this end, kill bands have been completely reimaged for MW3, and are being called kill packs. So long to kill the strip, hello kill packs The first big change is that there are now three class kill packages and each will appeal to another type of player. Attack kill package is what you are used to, with consistent kills unlocking offensive perks like helicopters and airstrikes. There are a few new tricks like bouncing Betty mines and grenade turrets, but anyone who knows the game will feel at home. Big changes are in two other kill packages: Support and Specialist. The kill support package is designed for the person who is there to help the team but dies repeatedly in the process. Anyone who plays dominance can relate as you try to capture the flag, but catch the grenade over and over again. For these people, their murders will be cumulative, no matter when they die. So five murders scattered across four deaths will still unlock the reward - just not necessarily an offensive reward. Support will get things like packages ballistic vests and eventually juggernaut gear that can turn the situation around fight, but requires 18 kills. The specialist kill strip is a little different, and more unique. On each new level, 2 kills, 4 kills, then 6, you earn a new one per second, in addition to the three that you start with. Deadly bands come back as well, and there are now still a few options to choose from, including some really powerful perks that are there if you go for an epic skid. Knowledge of weapons Another semi-big change is the knowledge of weapons. There are over 40 guns in MW3, including 10 assault weapons alone. The more you play with a certain gun, the more you unlock. Not only are the attachments that both MW games have already featured, but a new addition called Weapon Of Excellence. As you earn kills with specific weapons, you unlock weapon options that add weapons per second. One of them is a blow, which when equipped reduces the impact of the gun. Another focus that keeps your target steady when shooting. Others include the ability to hold your breath (such as iron lungs for snipers), while others reduce the impact of the gun while working. There are a few to choose from. Once you choose your knowledge, you then choose your attachment (s), and several, including a new double area, which lets you switch between two types of volumes on the same gun. There are also a few new perks, but nothing really shocking. The commando is gone (thankfully) and the perks are more subtle than before, so no martyrdom. New game modes While only one new game mode was on display, a second was announced and more is expected on release. The new game mode is called Kill Confirmed, which is a fantastic twist on the deathmatch team. When a player is killed, they throw dog tags. If you score kill, you will still earn individual points, but for your team to score points they have to collect enemy dog tags. The flip side of this is that you can also get your teammates (and your own) dog tags, and deny the other team those points. Theoretically, there could be 100 deaths in the match, but the score is 0-0. This makes it so that you are forced to keep moving. You can always use tags as bait and try to lure enemies, but it can be risky. There is a huge amount of strategy possible and this could quickly become one of the best new additions to MW3. The other game mode that was announced but not shown was Team Defender, where there is one flag on the map, and the team that grabs it first must defend the flag carrier to score points. We couldn't see it, but it sounds intriguing. While one person is a flag bearer, that man's team can create a level of defense and prepare for the onslaught. But the twist things like protecting the flag in domination is that the flag carrier can move anywhere, so that the team can insert itself into a justifiable position of their choice and wait, even laying traps along the way. The possibilities are amazing. There will also be several new game modes available private matches, including things like infection, where infected people try to swell their ranks by killing opponents; The drop zone where aid packages are dumped on the area and one team has to protect this place; A juggernaut where one player is a juggernaut until they are killed and that man becomes a juggernaut; Plus two game modes from Black Ops' betting matches, gun games and one in the camera. All private matches can be customized and then shared on Elite. The first big news is that MW3 will feature dedicated servers that should improve connectivity problems. This will help with the bandwidth required by the number of cards due on launch day, as well as the planned DLCs. It looks like there will be at least 12 extra cards due within a year of launch, so by the end of the MW3 launch, players will have 23 cards to choose from. Of the 16 cards, five were on display. The dome, a deserted outpost, is a small map, with two paths separating the dome structure and the crumbling building. Resistance, the Parisian district, is visually impressive, and has three main paths and several others through burning buildings, with one street raised. The underground, a ruined stretch of London that plays above and below ground, is a massive map with vertical battles and three different areas for combat. Arcaden, a German shopping district, offers some of the best graphics and wide open areas on one side with a large coating on the other. The village, an African city, mixes nature and shacks in a relatively small but dense area with lots of angles and paths. Each of the cards offered something different. The demo has been programmed to offer a certain type of game on each map, but they all seem pretty flexible. The big thing is that they flow well and you really have to keep moving. There are areas to snipe out, and justified sections, but not much, and the game encourages you to keep moving. There are levels of combat and buildings that make you look up as well as guard your sides, but not as much as in MW2. Anyway, they are closer to CoD4, just much larger in size and volume. Five cards are too small to make any real judgment, but so far the MW3 cards look like some of the best multiplayer FPS cards in years. Spec Ops The Spec Ops are co-op modes for MW3. They are the evolution of the MW2 cooperative Spec Op Problem, and The Infinity Ward's response to The Zombie Map of The Trail. Activision debuted Spec Ops Survival Mode on E3, but so far most Spec Ops stuff is still under wraps. The new survival map is being shown, but the game is the same. It's not bad, though, as Survival - which is essentially a horde mode for Gears fans - is a blast. As you play, you earn points that can be used to unlock weapons attachments and tools to help you if you can save up, you can call in an airstrike. Keep saving and you can call the Delta team to help Enemies. While we haven't seen them, there won't be so-op missions as well, and Spec Ops games will offer progression varieties as well that will be independent of multiplayer. The conclusion is awesome. My friends are justified in hating me. Modern War 3 doesn't break the shape of the FPS game, and if you're tired of the style then MW3 can't win you over. But for the millions who are obsessed with the game, tweaks and changes to MW3 are in place, and look like they will lead to the hours, days and weeks of time spent in the game. The most important thing was just the flow. The cards moved well - better than the MW2, which was a big improvement. Knowing the weapons was a nice touch, and kill packs take a little callous idea and make it fresh. Spec Ops mode also offers a lot of potential, but we'll have to wait and see how it plays out. But if you're a fan of the series, then rest assured MW3 makes the franchise proud. November 8 can't get here soon enough. Editors' recommendations

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