⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
  or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:
Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:
• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

PlayStation®3 system

STARTING A GAME: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Spec Ops®: The Line* disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the ✖ button. Refer to this manual for information on using the software.

QUITTING A GAME: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

HINT To remove a disc, touch the eject button after quitting the game.

🏆 **TROPHIES:** Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

SAVED DATA FOR PS3™ FORMAT SOFTWARE

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

GAME CONTROLS

WIRELESS CONTROLLER

L2 button
L1 button

R2 button
R1 button

directional buttons

△ button
◉ button
✕ button
▣ button

left stick

right stick

SELECT button

START button
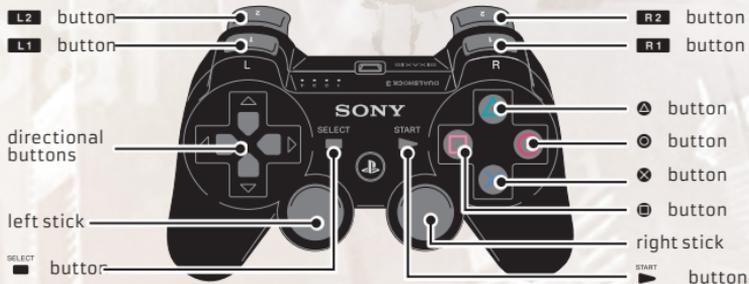
MENU CONTROLS

Navigate options	left stick
Select option	✕
Exit menu	◉

GAMEPLAY CONTROLS

Move	left stick
Look	right stick
Cover/Sprint/Context actions	✕
Melee/Vault	◉
Reload	▣
Pick up	HOLD ▣
Switch weapon	△
Aim	L1
Shoot	R1
Throw grenade	L2
Command Squad (Single Player only)	R2
See Squad's current location and target (Single Player Only)	HOLD R2
Medic and Officer abilities (Multiplayer only)	R2
Toggle secondary fire (Single Player only)	directional button ↑
Next grenade type	directional button →
Previous grenade type	directional button ←
Officer supply drop (Multiplayer only)	directional button ↑
Crouch	L3
Toggle camera (Aim Mode)	R3
Show intel (Single Player only)	SELECT
Show scoreboard (Multiplayer only)	SELECT
Menu	START

CAMPAIGN

It's been six months since a cataclysmic sandstorm wiped Dubai off the map. Thousands of lives were lost, including those of American soldiers sent to evacuate the city. Today, the city lies buried under sand, the world's most opulent ruin. Now, six months after the first sandstorms swept through Dubai, a mysterious radio signal is picked up from the buried city and a Delta Force Recon Team is sent in to investigate. Their mission is simple: Locate survivors and radio for evacuation. What they find is a city in the grip of war. To save Dubai, they'll have to find the man at the heart of its madness—Col. John Konrad.

MAIN MENU

CAMPAIGN

RESUME GAME
Loads your most recent save file.

NEW GAME
Select from one of four save slots and start a new campaign. Choose between Walk on the Beach, Combat Op, Suicide Mission, or FUBAR difficulties. FUBAR is unlocked after completing Suicide Mission difficulty.

SELECT CHAPTER
Use the interactive map to select a previously completed Chapter to replay.

LOAD GAME
Resume gameplay from a selected save file.

INTEL DATABASE
View any intel recovered during the Campaign.

MULTIPLAYER

ONLINE
Create or join an ONLINE session, access your headquarters, and more.

LAN
Create or join a LAN session.

DOWNLOADABLE CONTENT
Select to download new downloadable content when available.

OPTIONS
Adjust various gameplay settings such as controls, audio, in-game screen size, and brightness, or view the credits for Spec Ops: The Line.

CONTROLLER
View the current control layout and adjust various settings:
V SENSITIVITY: Set the vertical sensitivity while looking/aiming from 1-10.
H SENSITIVITY: Adjust the horizontal sensitivity while looking/aiming from 1-10.
INVERT LOOK: Toggle inverted look/aim controls on or off.
VIBRATION: Toggle controller vibration on or off.
AIM SNAP-ON: Turn the single player-only aim-assist feature on or off, or set it to be determined by the current mission difficulty.
LAYOUT: Choose between Default and Alternate control layouts.

AUDIO
SUBTITLES: Toggle subtitles on or off.
MUSIC VOLUME: Set the music volume level from 1-10.
SPEECH VOLUME: Adjust the volume for spoken dialogue from 1-10.
SOUND FX VOLUME: Change the volume for sound FX.
VOICE CHAT VOLUME: Define the volume level for voice chat during multiplayer matches.

BRIGHTNESS
GAMMA: Adjust the gamma levels for the game.
FILTER: Set the current graphics filter. Choose from Default, Vintage, and Vibrant filters.

ADJUST IN-GAME SCREEN SIZE
Use the left stick and right stick to line up the displayed borders with the edge of your screen.

CHANGE STORAGE DEVICE
Choose the storage device to contain your save files.

CREDITS
View the credits for Spec Ops: The Line.

GAME SCREEN

RETICLE

GRENADE
SELECTION

SQUAD

WEAPON
DISPLAY

RETICLE
Your targeting reticle appears in the center of the screen while you are aiming or in cover.

WEAPON DISPLAY
Shows your currently equipped weapon, ammo count, and secondary fire option. The secondary fire option appears grayed out if it is inactive.

GRENADE SELECTION
Shows your currently equipped grenade type and the amount of grenades remaining.

SQUAD LOCATION/TARGET
Hold R2 to see your squad's current location and target.

SQUAD COMMANDS

ATTACK
Command your squad to attack by holding R2 and releasing it while your cursor is hovering over an enemy.

CONTEXT COMMANDS
In certain areas, there will be context sensitive commands available such as "Tap R2 Stun Command" To use these commands, tap R2 when they appear on screen.

PAUSE MENU

Press ►(START) during gameplay to access the Pause Menu. The current objective and number of Intel collectibles found in the current mission are displayed here.

RESUME
Exit the Pause Menu and return to gameplay.

RELOAD CHECKPOINT
Restart the current mission from the last checkpoint.

OPTIONS
Adjust your controller, audio, in-game screen size, brightness, and difficulty.

QUIT
Return to the Main Menu

MULTIPLAYER

ONLINE
Create or join an ONLINE session, access your headquarters, and more.

QUICK MATCH: Search for a public match.
PRIVATE MATCH: Create a private PlayStation®Network game.
HEADQUARTERS: Customize loadouts, check stats, and more.
INVITE FRIENDS: Invite your friends to your squad.
ACCEPT INVITE: Accept a game invite.

LAN
Create or join a LAN session.

HOST GAME: Create a LAN multiplayer session.
FIND GAME: Search for a LAN session.
LOADOUTS: Customize your armament.

MULTIPLAYER

GAME MODES

CHAOS: It's every man for himself! Kill the opposing players before they kill you.

RALLY POINT: Hold the rally point to accumulate points for your team. Use the minimap to help locate the rally point as it changes locations.

BURIED: Destroy the enemy Vital Points (VP) to reveal their High Value Target (HVT) and take it out to win the match. VPs are easier to destroy with explosives, but any weapon can damage the HVT. Damaged VPs can also be repaired, but once they're destroyed they're gone for good.

MUTINY: A classic team deathmatch mode.

ATTRITION: You've got one life to live, so make it count. Fight in a series of three team elimination rounds with no respawns available.

UPLINK: Both teams vie for control of a central rally point to accumulate points. Your team's COM Station must be online to earn points. Disable the enemy's COM Station to prevent them from scoring. You can repair your own COM Station if the enemy has disabled it.

NOTE: During a match you can find information on the current game mode on the in-game pause menu.

CHARACTER CUSTOMIZATION

CHARACTER CLASSES

Choose from six unique classes to best fit your play style and compliment your teammates. The Gunner and Medic classes are available from the start, while others become available as you gain levels by acquiring XP from completing multiplayer matches. Re-enlist to unlock larger bonuses for each class!

GUNNER
Gunners take less damage overall than other classes and provide a damage boost to the player and any nearby teammates. The Gunner may also select a heavy support weapon (M32 MGL, RPG-7, or M249 SAW) in place of a side arm.

MEDIC
Medics increase the health regeneration rate of nearby teammates as well as themselves, and can revive fallen allies faster than other classes while providing temporary invulnerability upon revival. Medics can also give allies an adrenaline boost, making them temporarily invulnerable to anything but headshots and explosives.

CHARACTER CUSTOMIZATION

BREACHER (EXILES ONLY, UNLOCKED AT RANK 3)
Breachers are experts in explosives. Breachers and nearby teammates cause more explosive damage, and they can carry double the normal amount of grenades, mines, and C4.

SCAVENGER (DAMNED ONLY, UNLOCKED AT RANK 3)
Scavengers increase the blast radius of their own explosives, as well as those of nearby teammates, and take less damage from explosive sources. Scavengers can also repair VPs at a much higher rate.

SNIPER (UNLOCKED AT RANK 6)
Snipers give themselves and any teammates in close proximity a boost in accuracy, and can mark enemy players. Snipers are also able to wear advanced Ghillie Suits, which allow them to blend into the environment when standing still.

OFFICER (UNLOCKED AT RANK 37)
Officers are the backbone of your team, providing a decrease in damage taken for themselves and any nearby teammates, and increasing the effectiveness of their unique class abilities. Officers can drop supplies for teammates, and place objective markers that increase the armor and damage output of any teammate in the vicinity.

LOADOUTS
Give your character a unique look and equip weapons and armor in the Loadouts menu.

WEAPONS
Select primary weapons, secondary weapons, and explosives for your character to bring into combat.

ARMOR
Equip different sets of armor to your character. Each higher armor class provides increased protection at the expense of reduced mobility.

KIT
HEAD: Items for your head and face including hats, helmets, and face paint.
ACCESSORIES: Equip accessory sets to your character to alter their appearance.
PATTERN: Apply different textures and patterns to your uniform.

PERKS
Perks offer unique abilities to aid you in combat. Two Perks may be equipped at a time, with a third slot available once unlocked. Each Perk has a basic and advanced version. Continue using a Perk to unlock its advanced version.

ADAPTED: Allows running during a sandstorm.

ALWAYS PREPARED: Start with an extra primary weapon instead of a pistol.

CHARACTER CUSTOMIZATION

BLOOD THIRST: The damage you do increases 10% with every kill, but the damage resets when you die or go 30 seconds without killing someone.

COMMANDO: Go into battle with two extra magazines.

COVER RAT: Take reduced damage while behind cover, not including flanking attacks

COVERT: Enemy crosshairs won't turn red when an enemy aims at you.

GHOST: The word "Ghost" shows up on the kill roster after a kill, rather than your name, preventing any character from getting a revenge bonus for killing you.

HUNTER: Your position on your enemy's minimap will be incorrect.

IED EXPERTISE: Enemy mines will explode 5 seconds after they are triggered.

RESILIENT: Remain alive much longer while DBNO (down but not out).

SCRAMBLER: Reduce the amount of time you are stunned from flash bangs and sand bombs.

SITUATIONAL AWARENESS: Covert operatives appear as normal players, and your crosshairs turn red when you highlight them.

STEADY HANDED: Instantaneously switch from regular aiming to using your iron sights or scope.

TACTICIAN: Every time you hit an enemy with a bullet, their speed slows by 20%.

WEIGHT TRAINING: Do more damage with your melee attacks.

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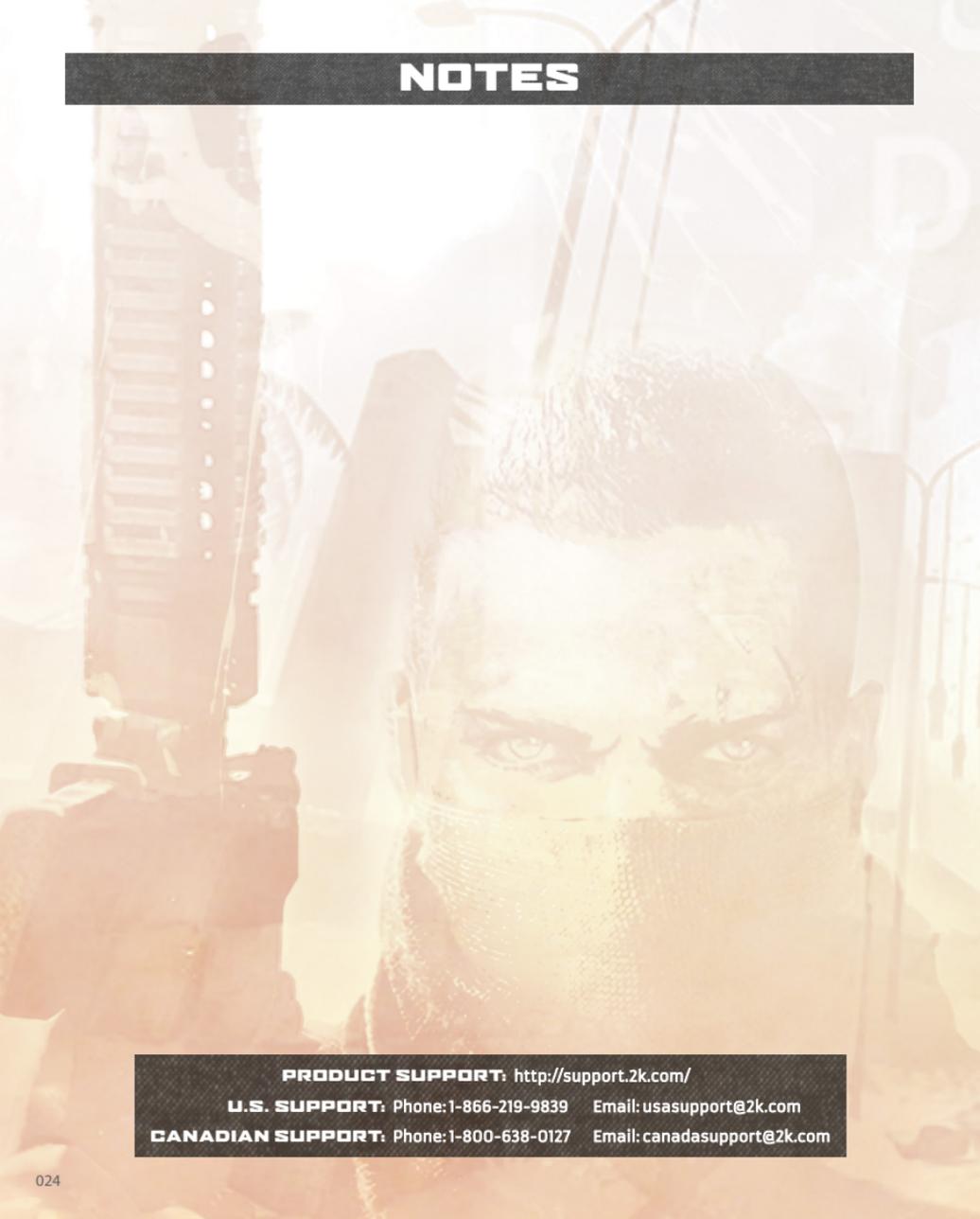
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