⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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MINIMUM REQUIREMENTS

OS: Windows XP SP3
SOFTWARE: Steam Client
PROCESSOR: Intel Core 2 Duo @ 2Ghz / AMD Athlon 64 X2 equivalent
MEMORY: 2 GB
HARD DRIVE: 6 GB free
VIDEO MEMORY: 256 MB
VIDEO CARD: nVidia GeForce 8600 / ATI Radeon HD 2600XT
SOUND CARD: DirectX Compatible

RECOMMENDED SPECS

OS: Windows Vista/7
SOFTWARE: Steam Client
PROCESSOR: 2.4 GHz Quad Core processor
MEMORY: 3 GB
HARD DRIVE: 10 GB free
VIDEO MEMORY: 512+ MB
VIDEO CARD: nVidia GeForce 9800 GTX / ATI Radeon HD 4850
SOUND CARD: DirectX Compatible

OTHER REQUIREMENTS & SUPPORTS

Initial installation requires one-time internet connection for Steam authentication; software installations required (included with the game) include: STEAM Client, Microsoft Direct X, Visual C++ 2008 Redistributable, Visual C++ 2005 SP1 Redistributable

GAME CONTROLS

GAMEPLAY CONTROLS

Move Forward	W
Move Backwards	S
Strafe Left	A
Strafe Right	D
Cover/Sprint/Context actions	Spacebar
Crouch	Left Ctrl
Walk	Left Alt
Look around	[Mouse]
Melee	Left Shift
Vault (while moving)	HOLD Left Shift
Reload	R
Pick up	HOLD R
Switch weapon	E
Aim	[Mouse2]
Shoot	[Mouse1]
Throw grenade	Q
Command Squad (Single Player only)	[Mouse3]
Medic and Officer abilities (Multiplayer only)	[Mouse3]
Toggle secondary fire (Single Player only)	C
Cycle grenade type	[Mouse Wheel]
Officer supply drop (Multiplayer only)	X
Toggle camera (Aim Mode)	F
Show intel (Single Player only)	I
Show scoreboard (Multiplayer only)	F1
Menu	L / Esc

GAME CONTROLS

GAMEPAD (XBOX® 360 CONTROLLER)

MENU CONTROLS

Navigate options ..... Left Stick
Select option ..... A
Exit menu ..... B

GAMEPLAY CONTROLS

Move ..... Left Stick
Look/Aim ..... Right Stick
Cover/Sprint/Context actions ..... A
Melee/ Vault ..... B
Reload X
Pick up ..... HOLD X
Switch weapon ..... Y
Aim ..... LT
Shoot ..... RT
Throw grenade ..... LB
Command Squad (Single Player only) ..... RB
See Squad's current location
and target (Single Player Only) ..... HOLD RB
Medic and Officer abilities (Multiplayer only) ..... RB
Toggle secondary fire (Single Player only) ..... D-pad
Next grenade type ..... D-pad
Previous grenade type ..... D-pad
Officer supply drop (Multiplayer only) ..... D-pad
Crouch ..... Click the Left Stick
Toggle camera (Aim Mode) ..... Click the Right Stick
Show intel (Single Player only) ..... BACK
Show scoreboard (Multiplayer only) ..... BACK
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

STEAMWORKS®

Create or join a Steamworks session and access your headquarters.

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, resolution, and various visual quality settings, or view the credits for Spec Ops: The Line.

CONTROLS

View the current control layout and remap your keyboard:
CONTROLS: Assign actions to the keys on your keyboard.
INVERT LOOK: Toggle inverted look/aim controls on or off.
V SENSITIVITY: Set the vertical sensitivity while looking/aiming from 1-10.
H SENSITIVITY: Adjust the horizontal sensitivity while looking/aiming from 1-10.
VIBRATION: Toggle controller vibration on or off.

GAMEPAD

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: Define the volume level for voice chat during multiplayer matches.

MAIN MENU

GRAPHICS

RESOLUTION: Select your game-screen resolution.
TEXTURE DETAIL: Adjust the detail of in-game textures.
SHADOW DETAIL: Adjust the detail of in-game shadows.
FULLSCREEN: Decide between fullscreen or windowed mode.
VSYNC: Turn vertical sync on or off.
AMBIENT OCCLUSION: Turn ambient occlusion on or off.
BRIGHTNESS: Adjust the gamma levels, and set the graphics filter.

CREDITS

View the credits for Spec Ops: The Line.

QUIT

Exit Spec Ops: The Line.

GAME SCREEN

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 [Mouse3] or RB to see your squad's current location and target.

SQUAD COMMANDS

ATTACK

Command your squad to attack by holding [Mouse3] or RB 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 [Mouse3] Stun Command" or "Tap RB Stun Command". To use these commands, tap [Mouse3] or RB when they appear on screen.

PAUSE MENU

Press L or 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 controls, audio, visual settings, and difficulty.

CONTROLLER

View the current control layout and adjust various settings.

QUIT

Return to the Main Menu.

MULTIPLAYER

STEAMWORKS®

Create or join a Steamworks session and access your headquarters.

QUICK MATCH
Search for a public match.

PRIVATE MATCH
Create a private Steamworks game.

HEADQUARTERS
Customize loadouts, view stats, and more.

INVITE FRIENDS
Invite your friends to the game.

LAN

Create or join a LAN session.

HOST
Create a LAN multiplayer session,

JOIN
Search for a LAN session.

LOADOUTS
Customize your armament.

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.

MULTIPLAYER

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.

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.

CHARACTER CUSTOMIZATION

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.

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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