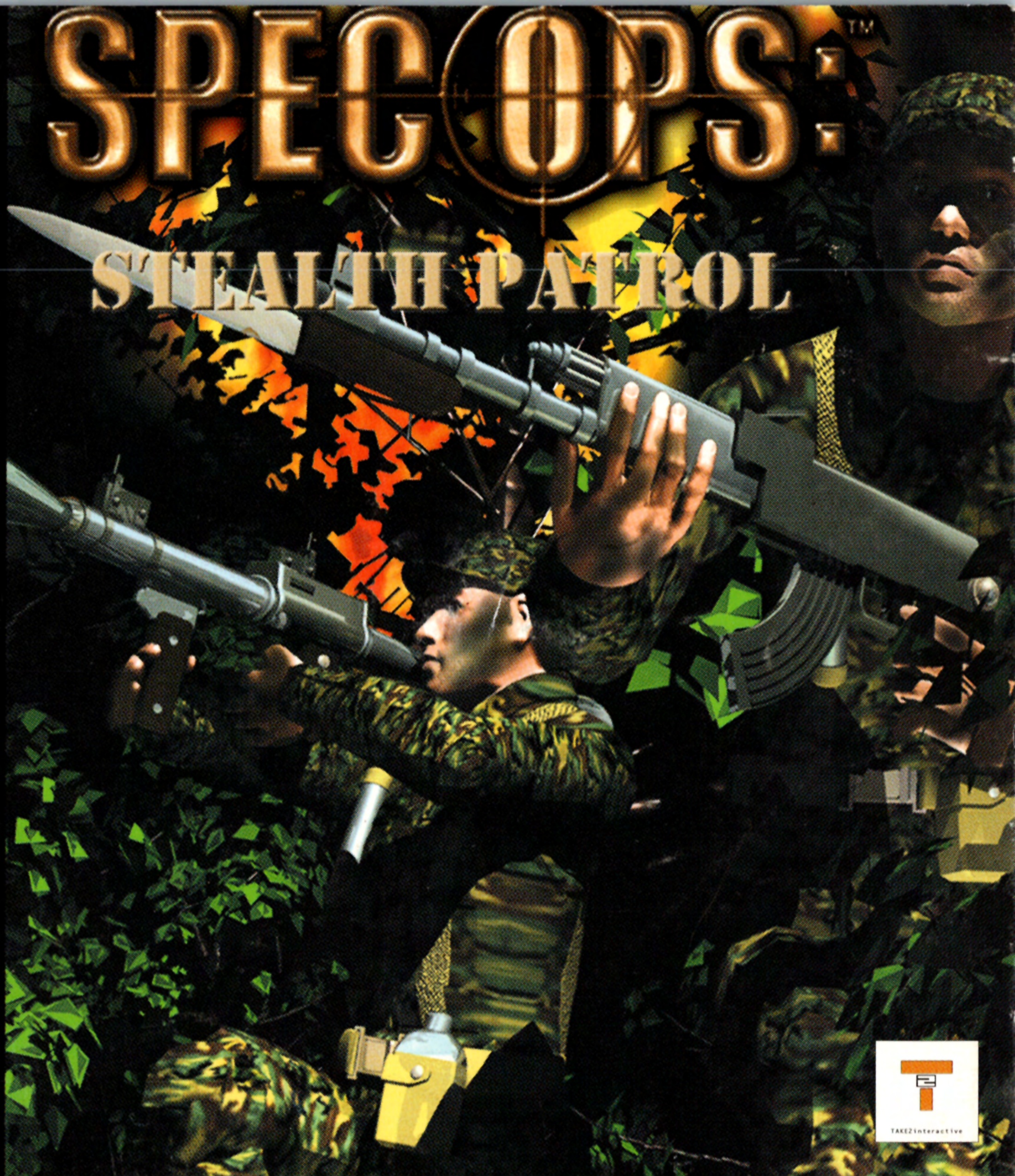
PlayStation®

NTSC | U/C

PlayStation®

SPEC OPS™

STEALTH PATROL



TEEN
T™
CONTENT RATED BY
ESRB

SLUS-01131
00000

TAKE2interactive

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console 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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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 compact 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

INSTALLATION

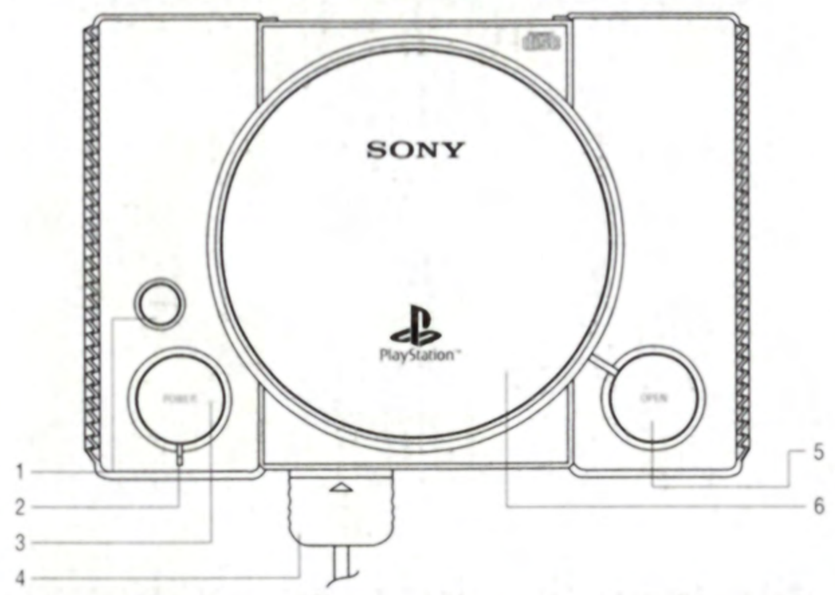
Set up your game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a disc. Insert the Spec Ops Stealth Patrol disc and close the Disc Cover. Insert the game Controller and turn on the console. Follow the on-screen instructions to start the game.

If you wish to save your game you will need a MEMORY CARD inserted in MEMORY CARD slot 1, and if you would like to play a two player game then ensure that a second Controller is plugged into Controller Port 2.

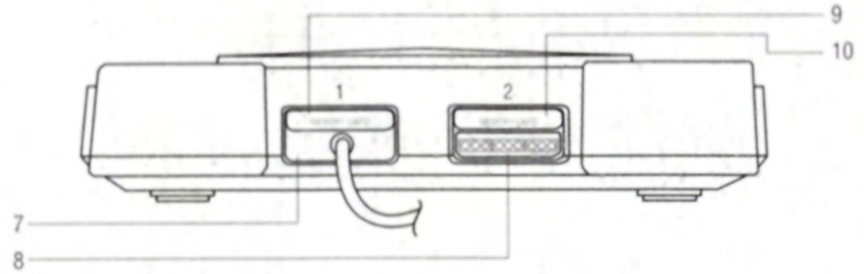
It is advised you do not insert/remove Peripherals or Memory Card once the power is turned on. Please make sure you have enough free Memory Card blocks free before playing the game.

Note: previously saved game options are automatically loaded from boot-up

Top view

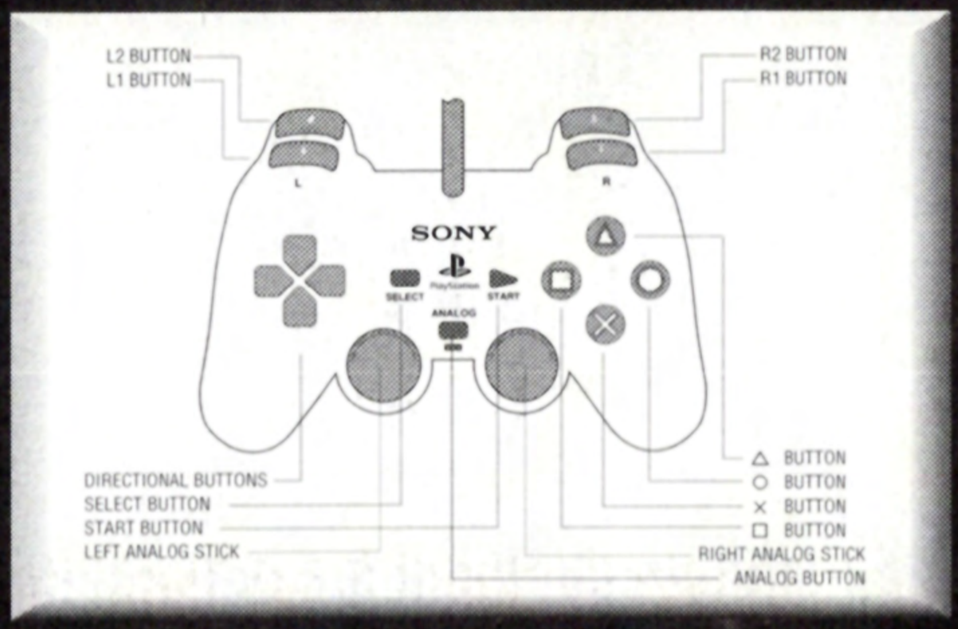


Front view



1	RESET button	6	disc cover
2	POWER indicator	7	Controller port 1
3	POWER button	8	Controller port 2
4	Controller port	9	MEMORY CARD slot 1
5	OPEN button	10	MEMORY CARD slot 2

CONTROLS



STANDING MODE *(DEFAULT)*

ACTION CONTROL(S)	
Run Forwards	↑ directional button
Walk Backwards	↓ directional button
Turn Left	← directional button
Turn Right	→ directional button
Sidestep Left	R2 button + ← directional button
Sidestep Right	R2 button + → directional button

Note: to use the left stick of the DUALSHOCK™ analog controller, please press the analog button.

If the DUALSHOCK™ analog controller is used to control the direction of your Ranger, then the speed at which the Ranger moves will be relative to the amount the left stick is moved by the player.

NOTE - crouching mode is accessed by pressing R2 *and the down directional button from standing, or* R2 *and the up directional button from lying down.*

CROUCHING MODE	
ACTION	*CONTROL(S)*
Roll to Left	R2 button + ← directional button
Roll to Right	R2 button + → directional button

NOTE - all actions/controls are identical in crouching mode as in standing mode except sidestepping which becomes rolling.

RANGER FUNCTION AND GAME FUNCTION CONTROLS

RANGER/GAME FUNCTIONS	
ACTION	*CONTROL(S)*
Fire Weapon	✕ button
Throw Grenade / Use Explosive	□ button
Use Inventory Item	○ button
Toggle Rangers	△ button
Toggle Ranger Posture	R2 button + ↑ or ↓ directional buttons
Use Scopes	L1 button
Ist Person View	Press and hold L1 button
Reload Weapon	L2 button + ↑ directional button
Use Inventory	R1 button + directional button
Map Screen	SELECT button
Pause + Games Options	START button

NOTE - If you are using a M20 grenade launcher and have selected M203 Grenades in the inventory, your Ranger will fire the grenade using his gun, rather than throwing the grenade when the □ button is pressed.

LEFT2 (SHIFT FUNCTIONS)	
ACTION	*CONTROL(S)*
Buddy Order "Hold Up"	L2 button + ✕ button
Buddy Order "Fire 'em Up"	L2 button + ○ button
Buddy Order "Move Up"	L2 button + △ button
Buddy Order "Follow Me"	L2 button + □ button

BINOCULARS AND SCOPES

Pressing the ○ button (use Inventory item) activates the Binoculars. Before using the binoculars, they first have to be selected in the Equipment section of the Inventory. Both binoculars and scopes are controlled using the directional buttons or the left stick of the DUALSHOCK™ analog controller . The binoculars are capable of changing magnification, from 2x to 8x, using the L2 button to increase magnification, and the R2 button to decrease magnification. Pressing the ○ button again exits the Binos Mode.

BINOCULARS			
USE BINOS	*INCREASE MAG.*	*DECREASE MAG.*	*EXIT BINOS*
○	L2	R2	○

THE RANGER CREED

Recognizing that I volunteered as a Ranger, fully knowing the hazards of my chosen profession, I will always endeavour to uphold the prestige, honor, and high "esprit de corps" of the Rangers.

Acknowledging the fact that a Ranger is a more elite soldier who arrives at the cutting edge of battle by land, sea, or air, I accept the fact that as a Ranger my country expects me to move further, faster and fight harder than any other soldier.

Never shall I fail my comrades. I will always keep myself mentally alert, physically strong and morally straight and I will shoulder more than my share of the task whatever it may be. One Hundred-percent and then some.

Gallantly will I show the world that I am a specially selected and well trained soldier. My courtesy to superior officers, neatness of dress and care of equipment shall set the example for others to follow.

Energetically will I meet the enemies of my country. I shall defeat them on the field of battle for I am better trained and will fight with all my might. Surrender is not a Ranger word. I will never leave a fallen comrade to fall into the hands of the enemy and under no circumstances will I ever embarrass my country.

Readily will I display the intestinal fortitude required to fight on to the Ranger objective and complete the mission, though I be the lone survivor.

MAIN MENU SCREEN

One Player Quick Start
This option allows you to jump straight into the action.

Two Player Quick Start
This option allows two players to jump straight into the action.

New Game
Start a new game. (See the how to play section).

Two player Game
Starts a new 2-player game.

Load Game
Load a previously saved Spec Ops game.

Game Options
Modify Spec Ops features and settings - see 'Options' section for details.

OPTIONS

Difficulty
Three levels of difficulty are offered, Private is the easiest, Corporal is medium and Sergeant is the most difficult.

Music Volume
Adjust Music Volume via the left and right directional buttons.

SELECTING A MISSION

Upon starting a new game, you will need to choose the difficulty level. The options are:

Private *(Easy)*
Corporal *(Medium)*
Sergeant *(Difficult)*

Features that change depending on the level of difficulty include:

- *Enemy accuracy is increased at higher difficulty levels.*
- *Enemy armor is increased at higher difficulty levels.*
- *More enemies are found at higher difficulty levels.*
- *Enemies will drop less equipment at higher difficulty levels.*

Proceed to the select mission screen.
If you have begun the game for the first time, you will commence with Mission One: Phase One. You can proceed on to Mission One: Phase Two and so on, when you successfully complete Phase One. Completing all the phases of a mission allows you to start the next mission.

Once you have successfully completed a phase or a mission, you may then go back and replay that phase or mission again.

SFX Volume
Adjust SFX Volume via the left and right directional buttons.

Player 1|2 Vibration On/Off

Toggles the DUALSHOCK™ analog controller vibration function on and off for one or two players.

Set Screen Position

Adjust the screen position using the directional buttons.

Accept

Accepts the changes made to the options and returns to the Main Menu.

HOW TO PLAY

ENTERING YOUR NAME

For both one and two player games you can enter a name on the Enter Name screen. This allows Player One and Player Two to enter a name of up to eight letters.

PHASE BRIEFING

After selecting a mission phase, you will be taken to the Phase Briefing screen. This will show you what you need to know to complete the phase.

A satellite download to the Ranger team helicopter updates a computer between mission phases. This download contains the intelligence info you need to succeed in your mission. Video and text data of all crucial Phase Objectives is displayed.

SELECTING RANGERS AND MODIFYING LOADOUTS

When you have absorbed the information in the briefing, it is time to select an appropriate team of two Rangers, from the group of five. Each of the Rangers has a special skill with a particular weapon, this is something to bear in mind when selecting your men for a mission. The five Ranger types are:

1. **Machine Gunner**
2. **Grenadier**
3. **Recon/Sniper**
4. **Close Quarter**
5. **Rifleman**

After selecting both Rangers, you can modify their loadout (weapons and equipment), by going to the loadout screen. Here you can add, subtract, or swap certain items of the Rangers inventory. There is also a limit to the number of items and the weight that a Ranger can carry.

SELECTING RANGERS IN A 2 PLAYER GAME

Selecting Rangers in the two player game is very similar to the one player game. First Player One (or whatever name has been entered as Player One) selects their Ranger and edits their loadout if desired. When they are done then control is handed to Player Two, who can then select a Ranger and modify his loadout as wished. Control then returns once more to Player One who can then start the mission by selecting the pilot.

RANGER FATIGUE

Your Rangers are only human, and too much combat will burn them out, when selecting Rangers there will be an indication of the Rangers ability to cope with fatigue, This directly affects the Rangers load bearing ability, dramatically reducing what he can carry when going into combat, if his fatigue level is high.

INTERFACE

MAP SCREEN

Press the SELECT button in game to access this screen.

The map shows the surrounding area in which you are located. The blue circle represents the Ranger you are currently controlling. The green circle shows you the location of your buddy if he is close enough to be shown on the map.

A red pulsating circle will show you the nearest mission object. This might not necessarily be your current objective.

To see the mission briefing, you can press the ✕ button. Pressing it again removes the briefing to show you the map again. To exit the screen you must press the △ button.

NAVIGATION/GPS

Navigating the Spec Ops environment is much like navigating real terrain. Pathways in every mission will lead you to your assigned objectives.

The GPS is very important for the first time player. It will help guide you to your current mission objective. The main navigation aid is a compass located in the top right corner of the screen. The grey dot shows you the direction to travel in order to reach the next GPS way point.

The green dot shows you the direction of your buddy. If an enemy fires at you, he will show up briefly as a red dot on the compass.

Note: Although a compass is provided in the Vietnam mission, there is no GPS dot to show you where the mission objective is located.

INVENTORY USE

To access the inventory you must press and hold the R1 button. Pressing the left or right directional buttons will move between weapon, explosives and equipment sections. Pressing the up and down directional buttons will cycle through the equipment available to the Ranger in the current inventory section. When R1 is released, the inventory changes are implemented.

SATCOM RADIO

Every Ranger carries a SATCOM Radio in his inventory.
The radio communicates the latest information on the Ranger's current mission objective.

SATCHEL CHARGES

These are highly explosive charges, which are set to detonate in a user-determined time. After placing the charge, set the timer for detonation at a value between 5 and 20 seconds using the L2 and R2 buttons.

Times 10 seconds or less cause the indicator bar to be yellow in color.
Times more than 10 seconds but less than 15 seconds are green in color.

CLAYMORE & CLACKER

The claymore is a fragmentation anti-personnel mine. After placing the claymore, use the clacker as the remote detonator to blow the mine when the enemy is within the range of the mine. Note: The clacker has a limited range.

GRENADES

When throwing grenades, note that how far you throw is dependent on your posture, you will not be able to throw as far in the crouched posture as when standing.

Fragmentation Grenade	These are typical anti-personnel grenades. They are medium explosive and have a 3m kill-radius against unarmored enemies.
HE Grenade	These are specialized high explosive grenades. They are large explosive and have a 7m kill-radius against armored enemies and equipment.
Smoke Grenade	Use this to temporarily blind the enemy.
White Phosphorous Grenade	A powerful explosive and incendiary grenade.
M203 Grenade	These grenades are launched from a rifle-mounted grenade launcher. They are high explosive, point-impact grenades with a small, 1m kill-radius.

MED. KITS

Med. kits are used to restore health. Do not use a med. kit if your health is already high, because they can only be used once, and will only take your health to a 100% maximum.

NIGHT VISION GOGGLES (NVG's)

These light amplification goggles increase your viewing distance in low light levels, creating a green field of view. Useful for sniping in low light conditions.

POSTURE

There are three postures - stand, crouch and lie. Each posture influences your accuracy and vulnerability to enemy fire. Enemy soldiers will find it harder to hit you when crouched, but you will find you cannot throw grenades as far.

To move between the postures, the R2 button should be held, and either the up or down directional button pressed. Pressing R2 and the down directional button will move the Ranger from standing to crouching. Press the combination again and he will lie down. To move back to crouch mode the R2 button and up directional button should be pressed.

HOW TO USE YOUR RANGER BUDDY

Your Ranger Buddy is extremely important to you. Using him will help you achieve your mission objectives, and survive.

Note: In the Vietnam mission the commands are in the language of that period and conflict. You can communicate with your Buddy by issuing the following commands.

Fire 'em Up! - (L2 + ○ button) This command allows your Buddy to target and open fire on his closest enemy. This provides the best attack formation when the enemy is to the front of either Ranger.
Vietnam equivalent is **Lets rock and roll!**

Follow Me! - (L2 + □ button) This command tells your Buddy to stay close to you. When you stop, he stops. When you are on the move, your Buddy is close behind.
Vietnam equivalent is **Ok, follow me!**

Hold Up! - (L2 + ✕ button) This mode tells your Buddy to stand his ground. He will not move until instructed to do so but will fire at enemies if they get within a certain radius of him.
Vietnam equivalent is **Stay there!**

Move Up! - (L2 + △ button) This mode tells your Buddy to immediately advance forward of you a certain distance, while you provide cover.
Vietnam equivalent is **Take point!**

You can switch back and forth between Ranger One and Ranger Two using the △ button. If you switch postures during gameplay, your Buddy will adopt the same posture. Using both Rangers throughout your mission objectives is optimal for gameplay. It not only allows you to use different weapons and inventory items, but also lets you have more control over how you navigate and interact with the enemy.

The default Buddy command when you enter a level is "Follow Me." When you switch Rangers, your old Ranger (now your Buddy) will remain in the "Hold Up!" mode until you give him new orders.

NOTE - ranger buddy commands are only available in the single player game, as your real buddy will be controlling Ranger Two.

GAME MESSAGES

Game messages will appear periodically in the top center of your screen where the radio messages also appear. These messages give you updates and hints as to what to do next.

PAUSING THE GAME

Hit the START button to pause the game and show the following in-game options:

Resume - Lets you continue playing the game.

SFX Volume - Allows you to adjust the sound effects volume.

Music Volume - Allows you to adjust the music volume.

Vibration - You can turn the DUALSHOCK™ analog controller vibration on or off for one or two Controllers.

Abort Mission - This quits the current mission and returns you to the Ranger Selection briefing screen.

Quit Game - This aborts the whole game and returns you to the title screen.

AWARD SCREEN

You will receive an update screen after completion of each phase of a mission, allowing you to judge your progress. After completing all phases of a mission you will receive the overall mission score.

Your score is based on:
Enemies KIA (killed in action)
Rangers KIA
Marksmanship
Completion Time
Mission Rating
Best Rating

Depending on just how good you are, here's what you could win:

No commendations - You need to go back to Ranger school.

The Army Achievement Medal - Don't be afraid, you're trained to kill the enemy.

The Army Commendation Medal - Not bad.

The Meritorious Service Medal - You're learning.

The Bronze Star - You're starting to get pretty good.

The Silver Star - You must be using the Ranger buddy pretty well by now.

The Distinguished Service Cross - Wow, you are now a skilled Ranger!

The Medal of Honor - You are awesome! Perhaps you should think about really joining the U.S. Army Rangers if you haven't already.

SAVING A GAME

You have the opportunity to save your game after completion of a phase.
The Phase Result screen is displayed once you have completed a phase and continuing on from this screen will take you to the Save Game screen, where you have the choice to save or not, if you choose to save then just follow the on screen instructions.

WEAPONS/SCOPES/PICKUPS/BOOBY TRAPS

WEAPONS

Each weapon type has unique fire rate and damage. Experiment with each to discover the effects on gameplay. Weapons can be picked up off of enemies by colliding with a dead enemy. If you already have a weapon of that type in your inventory, you will not be able to pick it up. Binos and the ACOG scope area available with all weapon types.

RIFLE (assault) - Compatible with all scopes

M4



AK74



H&K G11



MACHINE GUN

M249



M60



RPK



GRENADE LAUNCHER

M203



SNIPER (rifle) - Compatible with all scopes

SSG



BARRETM82A1



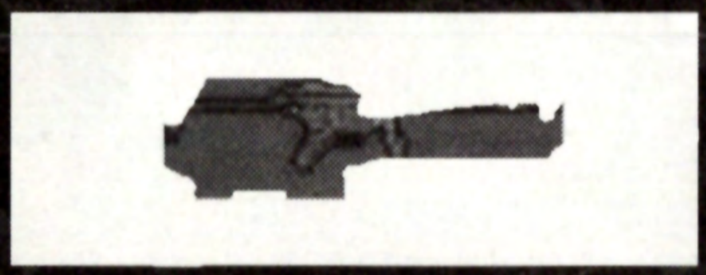
SHOTGUN

I-37 (Ithaca 37)



SUB-MACHINE GUN

H&K MP5SD



SCOPES

4x Sniper Scope	Increases the view distance 4x the normal. .
Binos	Increases the view distance up to 8x the normal.
6x Sniper Scope	Increases the view distance 6x the normal with a targeting device.
AN/PVS-7B	4x magnifying scope with night vision function.
AN/PAS-13	4x magnifying thermal scope that causes all heat emitting objects to glow white out of a red background.

ENVIRONMENT AND ENEMY PICKUPS

Some items can be picked up off of enemies while some are environmental only. All will aid you in completing your objectives.

Ammo Box - Contains a certain number of clips or explosives.

Frag Grenade - These are typical anti-personnel grenades. They are a medium explosive and have a 3m kill-radius against unarmored enemies.

HE Grenade - These are specialized high explosive grenades. They are a large explosive and have a 7m kill-radius against armored enemies and equipment.

Smoke Grenade - Use this to call in an air strike in certain levels or to blind the enemy.

White Phosphorous Grenade - Throw and go prone or seek cover because this one is powerful.

Flak Vest - Increases armor when run over. This can only be picked up if your health is not already full.

Satchel Charge - These are highly explosive charges that are set to detonate at user determined time. The Ranger sets this time to a value of 5 - 20 seconds.

Med Kit - Falls into your inventory when you pick it up and increases your health when used. If you use it when your health is already full that's your problem.

ADDITIONAL ENEMY PICKUPS

Besides the items listed above, these can also be picked up off of dead enemies.

Ammo Clip - Contains a certain number of rounds, depending on the ammo type.

M203 Grenade - These grenades are launched from a rifle-mounted grenade launcher. They are high explosive, point-impact grenades with a small, 1m kill-radius.

BOOBY TRAPS

These are enemy devices that are placed throughout the environments which will kill the player if not avoided or escaped from properly. Obvious routes can be booby trapped so try not to establish patterns in your actions. Avoid trails, paths, and other obvious routes as these have the most potential to contain booby traps. The player will always have a short period of time to escape the explosion, depending on the type of booby trap. In each case the player will hear a sound that lets the player know they have triggered the device. There are 2 types of booby traps as listed below:

Anti-personnel Mine - this is a mine that can set off when within close proximity.

Tripwire - this booby trap involves the special layout of claymores along with a tripwire.

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PlayStation

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