

The background of the cover is a dark, atmospheric scene of a jungle at night. A large, glowing yellow crosshair is centered over the image. In the center of the crosshair, a soldier in a night vision or thermal vision overlay is visible, looking forward. To the left, another soldier is partially visible, holding a rifle. The overall color palette is dark with yellow and orange highlights from the crosshair and some foliage.

SPEC OPS:™

Ranger Assault

SPEC OPS: RANGER ASSAULT MANUAL

CONTENTS:

1. The Ranger Creed
2. Getting Started
3. Main Menu
4. Options
5. Game Controls
6. How to Play
7. Weapons/ Pickups
8. Customer Support
9. Credits
10. Legalese

-CLASSIFIED-

1. THE RANGER CREED

Recognizing that I volunteered as a Ranger, fully knowing the hazards of my chosen profession, I will always endeavor 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.

2. GETTING STARTED

Please register your copy of Spec Ops: Ranger Assault

MINIMUM SYSTEM REQUIREMENTS:

- Pentium 166Mhz
- 16 Mb RAM
- 8x CD-ROM
- 60 MB Free hard drive space
- DirectX compatible sound and video card
- Windows 95

RECOMMENDED:

- Pentium 166Mhz or greater
- 24 Mb RAM
- 8x CD-ROM
- 60 MB Free hard drive space
- 3Dfx graphics accelerator card
- DirectX compatible sound and video card
- Windows 95

INSTALLATION:

To install Spec Ops, place the Spec Ops CD-ROM in your CD drive and wait for the Autoplay to launch the Spec Ops Setup program. (Please be sure to exit all windows programs beforehand.)

From there, follow the prompts for correct installation. You must install the game to your hard drive, which requires 60MB free hard drive space during installation. You will need the Spec Ops CD in your CD drive if you want to run the game.

Once Spec Ops is installed, begin the game by opening the Start Menu on your Win95 machine and going to Programs/Spec Ops.

UNINSTALLING SPEC OPS:

To uninstall Spec Ops, open the Start Menu on your Win95 machine and go to Programs/Spec Ops.

Select Uninstall Spec Ops. The program will prompt you for an easy uninstall.

3. MAIN MENU

PLAY GAME:

Allows the user to play a new mission or retry one already played.

GAME OPTIONS:

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

QUIT GAME:

Self explanatory

4. OPTIONS

VOLUME ADJUSTMENT:

Turn volume up or down via the left and right arrow keys.

Swap audio channels.

GRAPHICS COMPLEXITY 3DFX:

Increase or decrease the gamma via the left and right arrow keys. It's meant to be played dark, but to each his/her own.

CREDITS:

Who made this game anyway?

5. GAME CONTROLS

CTRL:	Fires weapon
ARROWS:	Move Ranger
SHIFT (held down):	Crawl, Walk, Fine and Course Turning
ESC:	Pause, Options
ALT (held down):	Strafing or Roll when Prone
X (held down):	Sniper Mode
< MOUSE + X:	Sniper Aiming Precision
< Left Mouse Click	Fires weapon
[]:	Previous and Next Inventory Item
ENTER or SPACEBAR:	Throw Grenade

A:	Get Up	R:	Reload Weapon
Z:	Get Down	G:	GPS
N:	Night Vision Goggles	H:	Health
TAB:	Switches Rangers	END:	Follow Me!
DEL:	Fire Them Up!	PAGE DOWN:	Hold Up!
HOME:	Move Up!		

T: Activates Training Mode

1:	Assault Rifle	F1:	Help Screen
2:	Machine Gun	F4:	Orbit Camera
3:	Grenade Launcher	F5:	Default Camera
4:	Sniper Rifle	F6:	Side Cameras
5:	Rocket Launcher	F7:	Overhead Camera
6:	Shotgun	F8:	1st Person Camera
7:	SubMachine Gun		
8:	Special		

6. HOW TO PLAY

CHOOSING A MISSION:

Upon entering the game for the first time, you will need to choose your level of difficulty. The options are:

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

Features that change depending on the level of difficulty include:

1. Enemy accuracy is increased at higher difficulty levels.
2. Enemy armor is increased at higher difficulty levels.
3. Ranger armor is decreased at higher difficulty levels.
4. Starting ammo is decreased at higher difficulty levels.

After choosing level of difficulty, you will start the game with Mission 1, Phase 1. After playing through the first phase, you will then unlock the second phase, etc. As you unlock new Missions and Phases, you always have the option of going back and replaying any of the unlocked objectives.



SELECTING MISSION INVENTORY:

After choosing your objective, you will need to select the inventory for Ranger One (the initial player character) and Ranger Two (the Ranger buddy). Since you may not know what types of inventory you may need when you first enter a Mission, there is a note as to what type of explosives are necessary to complete the mission underneath the Phase descriptions.

If you run out of explosives during the course of a mission, there are pickups throughout the environment that will help in completing the objective.

MISSION OBJECTIVES:

Upon Ranger selection, you are taken directly into the game. Each Phase includes a description of the Situation, the Mission, and the Execution. This can also be accessed at anytime during gameplay within the Pause menu.

INTERFACE:

HEALTH - Pickup medical kits along the way to gain health.

BODY ARMOR - Pickup a flak vest for more protection.

INVENTORY - Toggle through your inventory with the left and right bracket ([or]) keys.

SCOPE INVENTORY - While holding the "X" key, toggle through your inventory with the [or] keys.

WEAPON IN USE - Your current weapon is displayed in the lower left hand corner of the screen. The display also reads out how much ammo you have left.

CURRENT INVENTORY ITEM SELECTED - This is displayed in the bottom center of the screen. To use your inventory item, press the "Enter" or "Space Bar" keys.

MISSION TIMER - Keep an eye on your timer. You only have so much time to complete each phase.



HEALTH

BODY ARMOR

ROUNDS/CLIPS



CURRENT WEAPON

CURRENT INVENTORY
ITEM

TIMER MISSION

INVENTORY



SCOPE INVENTORY



NAVIGATION/GPS:

Navigating the Spec Ops environment is much like navigating real terrain. There are clear paths in every mission that will lead you to your objectives. Use the path as a guide to navigate the environment.

The GPS is very important for the first time player. It will help guide you to your current mission objective. Select the GPS with the "G" key, then move until the displayed direction is highlighted. This is a direct route to the objective.

INVENTORY USE:

FIELD RADIO:

Your Field Radio is located in every Ranger inventory and is an invaluable tool. It not only gives you the latest up to date information on your current mission objective, but it is also must be used to radio in to Headquarters (HQ) and the end of each Mission Phase to acknowledge mission completion.

SATCHEL CHARGES:

These are highly explosive charges that are set to detonate at user determined time. After placing the charge, set the timer for detonation at a value between 1-30 seconds using the right and left arrow keys.

CLAYMORE & CLACKER:

The claymore is a fragmentation antipersonnel mine. After placing the claymore, use the clacker as the remote detonator to blow the mine when enemies are near the mine.

GRENADES:

When throwing grenades, note that how far you throw is dependent on your posture. Grenades are not thrown from a prone position so if you try while in this posture, it will take you to the crouch posture first.

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 or to call in an air strike in certain levels.

MED. KITS:

Med. kits are used to increase health. Do not use this if your health is already going strong because you'll lose it if you do.

NIGHT VISION GOGGLES (NVG'S):

These are light amplification goggles which increase your viewing distance and turn the world a lovely shade of green. Lots of fun for sniping enemies. You can access these via the "G" key at any time during gameplay.

POSTURE:

There are 3 postures, stand, crouch, and prone. Each posture influences your accuracy and vulnerability to enemy fire. Use the "A" and "Z" keys to change posture up and down.

HOW TO USE YOUR RANGER BUDDY:

Your Ranger Buddy (a.k.a. Ranger Two) is extremely important to you. Using him will only help you achieve your missions more easily. You can control how your Buddy acts via certain keys that tell him what to do:

< **"DEL" - FIRE THEM UP!:** This mode lets Ranger Two target his closest enemy. This provides the best attack formation for enemies in front of either Ranger. Ranger Two may take a while to catch up to Ranger One if Ranger One goes to a fast run.

< **"END" - FOLLOW ME!:** This mode tells Ranger Two to stay close to Ranger One. When Ranger One stops, Ranger Two stops. When Ranger One is on the move, Ranger Two is close behind.

< **"PAGE DOWN" - HOLD UP!:** This mode tells Ranger Two to stand his ground. Ranger Two will not move until instructed to do so but will fire at enemies if they get within a certain radius of him.

< **“HOME” – MOVE UP!:** This mode tells Ranger Two to immediately head for Ranger One’s location and try to stay close.

You can also switch back and forth between Ranger One and Ranger Two via the “Tab” key. 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 enemies.

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 “Escape” key to pause the game. The following options will appear on screen:

Game Options – Brings you to the options screen.

Mission Briefing – Brings up the mission briefing text just in case you’ve forgotten your objective.

Abort Mission – Stops the game and brings you to the awards screen.

Back – Takes you back into the game where you left off.

CAMERAS:

There are several different camera modes available to the player. Some are playable and others just give you better views of the Ranger or the environment.

F4 ORBITING CAMERA (ON/OFF) – Orbits around the currently selected Ranger.

F5 OVER-THE-SHOULDER (OTS) CAMERA - This is the default view and offers the best gameplay experience.

F6 SIDE VIEW CAMERA (PRESSED ONCE - LEFT, PRESSED TWICE - RIGHT): This offers a great view of the Ranger.

F7 OVERHEAD CAMERA: Provides a large view of the Ranger and his immediate surroundings.

F8 INTERIOR (CQB) CAMERA: Almost first person view. This mode provides the best view of interiors and enemies.

X SNIPER CAMERA: The camera smoothly changes from the currently selected camera mode to a zoomed camera mode. Other camera modes cannot be switched to while the X key is held down, nor can the Ranger be moved.

AWARD SCREEN:

Your overall 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 ARE THE HONOURS AWARDED :

- < 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.

TRAINING MODE:

This mode of gameplay allows you to engage the environment without the constraints of time or injury. In training mode you are invincible. However, future phases and missions cannot be unlocked if a phase is completed in training mode. Access to further phases and missions is granted only upon phase completion in regular gameplay.

QUITTING THE GAME:

In order to quit the game, you must toggle to the main menu and choose the "Quit Game" option.

The game will then ask you if you are sure you want to quit. Hitting "Yes" will exit the game. If you choose "No", you will be taken back to the Main Menu.

7. 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

MACHINE GUN - Binos and ACOG only

M249

M60

RPK

GRENADE LAUNCHER - Binos and ACOG only

M203



SNIPER (RIFLE) - Compatible with all scopes

SSG

BMP50

ROCKET LAUNCHER - Binocs and ACOG only

AT4

RPG7

SHOTGUN - Binocs and ACOG only

I-37 (Ithica 37)

SUB-MACHINE GUN - Binocs and ACOG only

H&K MP5

SPECIAL - Compatible with all scopes

G11

SCOPES:

2X SNIPER SCOPE - Increases the view distance 2 times the normal.

ACOG - Increases the contrast by means of an orange filter.

BINOC - Increases the view distance 4x the normal.

4X SNIPER SCOPE - Increases the view distance 4 times the normal with a targeting device.

AN/PVS-7B - 4x magnifying scope that adds the functionality of the night vision goggles.

AN/PAS-13 - 4x magnifying thermal scope that makes all heat-emitting objects turn white while the rest of the screen is red.

ENVIRONMENT AND ENEMY PICKUPS:

All 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.

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.

FLAK VEST - Increases armor when run over. This can only be picked up if your armor 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 1 - 30 seconds.

CLAYMORE & CLACKER - A remote detonated fragmentation antipersonnel mine.

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.

SPEED CLIP - Doubles the clip capacity of all weapons.

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:

< **ANTIPERSONNEL 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.

8. CUSTOMER SUPPORT

ASSISTANCE VIA WORLD WIDE WEB - webmaster@sold-out.co.uk

HELP VIA PHONE - +44 (0)207 928 9655

HELP VIA MAIL - Sold Out Software, 122 Southwark Street, London, SE1 0SW, Great Britain.

www.sold-out.co.uk.

Prior to contacting us, please have the following information ready:

- A description of the problem
- The name of the computer manufacturer
- The speed and type of CPU
- How much RAM is installed in the computer
- Type of sound card
- Type of video card

9. CREDITS

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10. LEGAL

INTEL INDEO® VIDEO CODEC

Please be sure to read the Software License Agreement enclosed in the install routine of the program before installing this software onto your machine.