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PlayStation

NTSC U/C

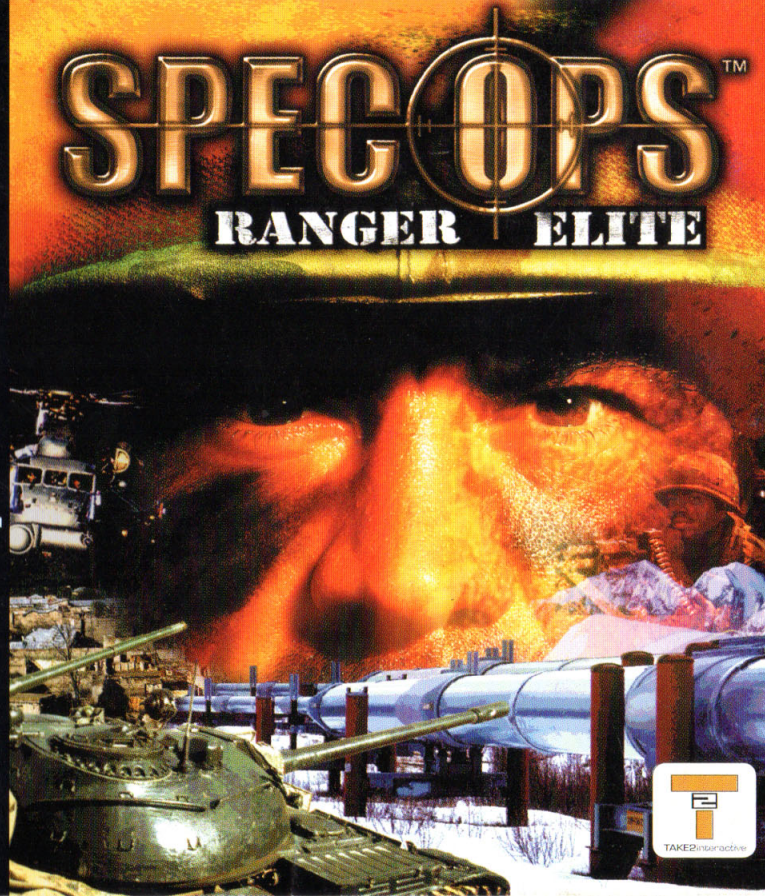
PlayStation

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SPEC OPS™

RANGER ELITE



TAKE2interactive

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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.

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- Do not leave it in direct sunlight or near a radiator or other source of heat.
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- 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.

SPEC OPS:™ RANGER ELITE

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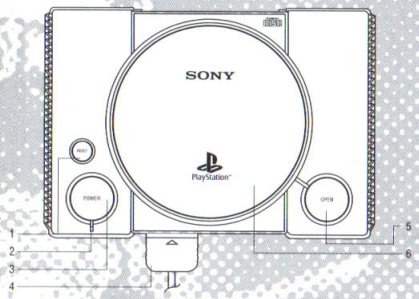
GETTING STARTED

INSTALLATION

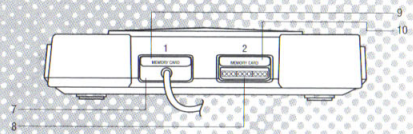
Set up your PlayStation® game console according to the instructions in its Instruction Manual.
Make sure the power is off before inserting or removing a compact disc.
Insert the Spec Ops: Ranger Elite disc and close the disc cover.
Insert the game controller and turn on the PlayStation® game console.
Follow the on-screen instructions to start the game.

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

Top view

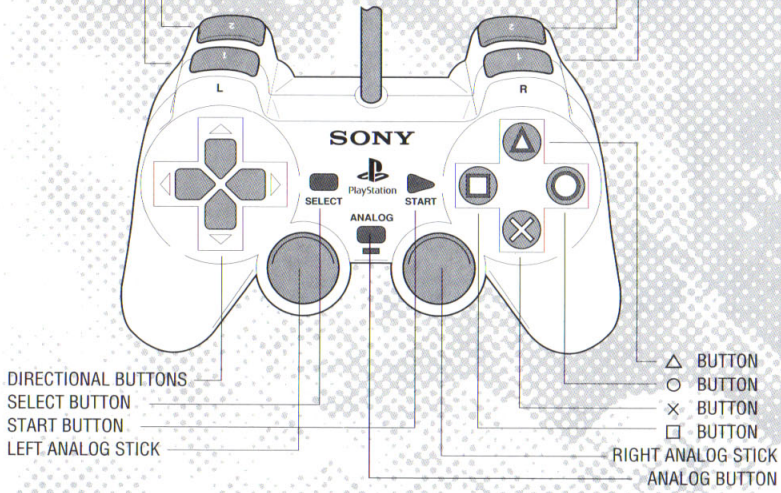


Front view



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

DUALSHOCK™ analog controller



RANGER/GAME FUNCTIONS	
ACTION	*CONTROL(S)*
Move Ranger	← or → directional button (left analog stick)*
Sidestep	R2 ← or → directional button
Fire Weapon	✕ button
Throw Grenade / Use Explosive	□ button
Use Inventory Item	○ button
Toggle Rangers	△ button
Toggle Ranger Posture	R2 button + ↑ or ↓ directional button
Toggle Ranger Posture	R2 + ← left analog stick *
Use Scopes	L1 button
Reload Weapon	L2 button + ↑ directional button
Use Inventory	R1 button + directional button
Map Screen	SELECT button
Pause + Games Options	START button

*(when analog is on)

NOTE - If you are using an M203 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.

COMMAND BUDDY (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

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.

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 analog stick** (for DUALSHOCK™ analog controllers).

The **binoculars** are capable of changing magnification, from 2x to 8x. Use the **R2** button to increase magnification, and the **L2** 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 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. 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 two-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 by using the left and right directional buttons.

SFX Volume
Adjust SFX Volume by using 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.

ENTERING YOUR NAME

For both one and two player games you can enter a name on the **sign in** screen.
This allows Player One and Player Two to enter a name of up to eight letters or numbers.

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.
- Ranger starting ammo is decreased at higher difficulty levels.
- More enemies are found at higher difficulty levels.
- Enemies will drop less equipment at higher difficulty levels.

After choosing the level of difficulty, you can 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.

MISSION BRIEFING

This screen describes the scenario behind each mission, and the phases involved in completing the mission. The player can play other missions so long as they have unlocked them previously by advancing through the mission briefings.

PHASE OBJECTIVES

After selecting a mission, you will be taken to the phase objective screen.
This will show you what you need to know to complete the phases.
A satellite download to the Ranger team updates a computer between mission phases.
This download contains the intelligence information you need to succeed in your mission.
Image 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:

MACHINE GUNNER
GRENADIER
RECON/SNIPER
CLOSE QUARTER
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 a limit to the number of items and 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 the loadout if desired. When done control is handed to Player Two, who can select a Ranger and modify his loadout as wished. Control then returns to Player One who can 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 Ranger's ability to cope with fatigue. A low cope with fatigue will directly affect the Ranger's load-bearing ability, dramatically reducing what he can carry when going into combat.

INTERFACE

MAP SCREEN Press the **SELECT** button in game to access this screen.

The map shows the surrounding area in which you are located.

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. To exit the screen you must either press the **SELECT** or △ button.

INVENTORY USE

To access the inventory you must press and hold the **R1** button. Pressing the left or right directional buttons will move between weapons, 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 less than 10 seconds cause the indicator bar to be yellow in color.
Times more than 10 seconds are green in color.

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 the enemy is within the range of the mine. **Note**: The Clacker has a limited range.

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

Fragmentation Grenade – These are typical antipersonnel grenades. They have a medium explosion and a 3m kill-radius against unarmored enemies.

HE Grenade - These are specialized high explosive grenades. They have a large explosion and 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.

MEDKITS
Medkits are used to restore health. Do not use a **Medkit** if your health is already high, as they can only be used once, and will only take your health to a maximum of 100%.

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 the **R2** button 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. When in analog mode, press the R2 button up/down on the left analog stick to change posture.

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.

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.

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.

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.

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

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.

Vibration Controller 1 / Controller 2 – 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 mission 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)	Completion Time
Rangers KIA	Mission Rating
Marksmanship	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
Saving a Spec Ops: Ranger Elite game requires a **MEMORY CARD** with at least 1 block of free space inserted into **MEMORY CARD** slot 1. You can save your game after any phase is over (via aborting, failing, or completing the mission). After the Phase results screen is displayed, you will be asked whether or not you wish to save your game. If you choose to save then follow the instructions on the Saved Game screen .

WEAPONS/ SCOPES/ PICKUPS/ BOOBY TRAPS

WEAPONS

Each weapon has a unique fire rate and damage infliction capacity.. 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 (scope x 4) are available with all weapons which use scopes.

RIFLE (assault) – Compatible with all scopes







MACHINE GUN







GRENADE LAUNCHER



SNIPER (rifle) – Compatible with all scopes





SHOTGUN I-37 (Ithaca 37)



SUB-MACHINE GUN (H&K MP5)



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.

ENVIRONMENT AND ENEMY PICKUPS

Some items can be picked up off of enemies whilst 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 antipersonnel grenades. They have a medium explosion and a 3m kill-radius against unarmored enemies.

HE Grenade - These are specialized high explosive grenades. They have a large explosion and 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 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 5 – 20 seconds.

MedKit – 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 that 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 them know they have triggered the device. There are two types of booby traps as listed below:

Antipersonnel Mine – This is a mine that can be set off when in close proximity.

Tripwire – This booby trap involves the special layout of Claymores, along with a tripwire.

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