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## Spec Ops: The Line Review

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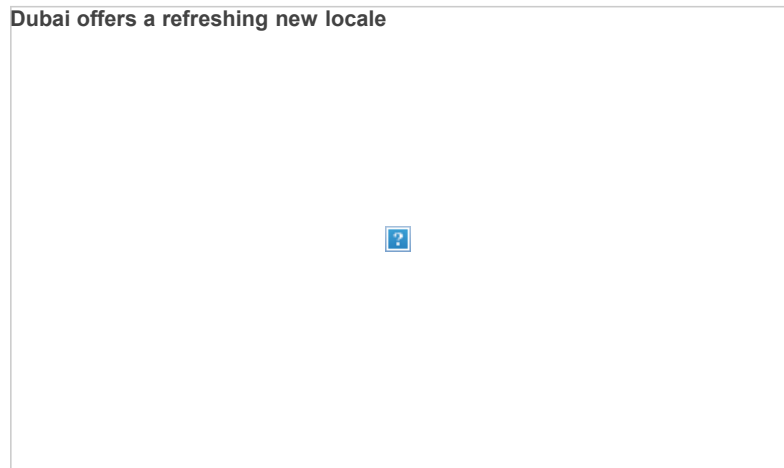
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## SPEC OPS: THE LINE REVIEW

Dubai offers a refreshing new locale



*"It takes a strong man to deny what's right in front of them. And if the truth is undeniable, you create your own."*

A large makeshift gate lies in front of Captain Walker and his squad. Perched on a sun soaked balcony in Dubai, he watches as dozens of armored troops, humvees, and heavy weaponry roam beneath him. A detached mortar launcher equipped with white phosphorous is in pieces next to him. All he has to do is give the order and his threats will be burned alive, but this isn't a simple choice. This isn't a game without consequence. The aftermath of this event leads to the moral question that ties together the narrative thread of Spec Ops: The Line – is murder justifiable?

Spec Ops: The Line may seem like an over the top, action packed third person cover based shooter, but in reality that is only a shell of what this game represents. Walkers obsessed search for Konrad and the rest of the Damned 33rd is at the center of its narrative and the decision-based story will have you hooked from open to close. The characters are really the focus of this title as Walker and his squad mates, Lieutenant Adams and Sergeant Lugo, constantly question not only the order of command, but also the decisions they make themselves. The relationship between the squad is so delicately crafted that you would swear Spec Ops: The Line is adapted from some strong source material. This game isn't trying to copy the overused glorification of war like Call of Duty or other similar titles, instead Spec Ops: The

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Development. Lost.

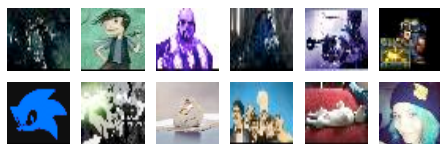
Line adopts a fresh narrative, one that is first apparent in its setting.

### My Interests

Interests:

currently completing my bachelors in english literature at Western Washington University. avid gamer since I was old enough to hold a controller. I live in Seattle, WA with my lovely girlfriend. If you'd like to add me on xbox live my gamertag is: Glassjaw0311

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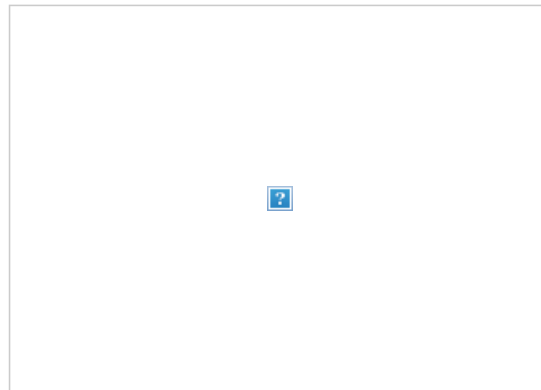
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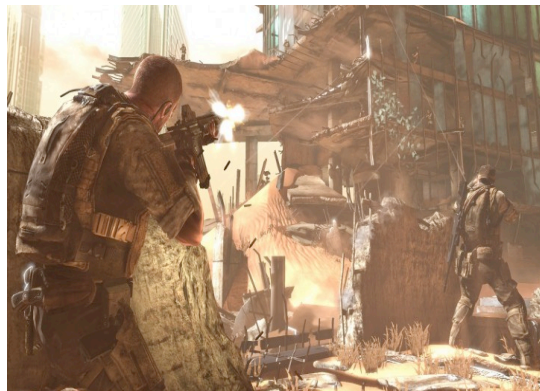
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Taking place in Dubai, Spec Ops: The Line offers a refreshing change of locale from the dusty Iraq deserts and lush Albanian landscapes we see in other modern shooters. Dubai is both beautiful and horrifying. Spec Ops: The Line takes place after massive sandstorms have destroyed the city, cutting off communication from the outside world and leaving this once prosperous place to decay. Spec Ops: The line does an excellent job of both making the city feel like a cohesive place and offering enough variety that you will push forward to see the next visual treat. While some areas can look dark and a bit rough, overall Spec Ops: The Line is a beautiful game that offers a new location to experience.

Several smaller audio and visual effects prove to impress in this title. As the game progresses, Walker and his group retain all the damage done to their bodies, especially their faces. You will see a transformation from their clean cut looks in the beginning to the horrifying wounds they inflict along the way. Weather effects offer believability to a world engulfed by sandstorms and character models are detailed and varied. Interestingly enough, Spec Ops: The Line offers an upbeat rock backtrack that really

do sound weak in comparison to other titles, but the superbly acted dialogue and soundtrack make this a stunning game for both the eyes and ears.



Rest assured, Spec Ops: The Line is not only presentation and narrative. The combat mechanics are solid and the cover system works to a certain extent. This title doesn't revolutionize how we play third person shooters, but it offers up enough variety that you will stay interested along the way. Your standard assortment of weaponry is here: several assault rifles, shotguns, magnums, and the coveted grenade launchers. Unfortunately, the guns don't feel like they have much weight behind them and because of the limited amount of ammo, you'll constantly be switching weapons before getting familiar with one anyway. The cover system is unreliable at times, which can make for a frustrating experience considering how excellent the levels are designed. Most sections offer multiple tiers of cover and the levels are littered with environmental traps like windows full of sand or explosive containers. Walker should be able to traverse the terrain with ease, but he often gets stuck on the smallest of things. These are minor frustrations in an overall wonderful experience though, as the intense action is paced well next to the finely written narrative.

This is a game meant to make you ask questions. While the characters may start out as stereotypes, the journey will have you questioning several of the actions you took throughout the course of its 10 – 14

hours campaign. Spec Ops: The Line is an extremely polished title, whether it's the refreshingly beautiful Dubai locale, the emotional and heartfelt voice acting, or the edge of your seat feeling you'll get when a certain song clicks with your destruction. Spec Ops: The Line is an intense experience recommended for anyone curious as to how war can inflict itself on a soldier's mind. The choices you will make will be yours alone. You are responsible.

8.0/10

Price Point: Purchase When \$35

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## Comments (9)

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### Great review

Posted: Jul 16, 2012 12:00AM PST by [alex-c25](#)

I'm interested in trying this game, especially because of the moral aspects.

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### alex-c25

Posted: Jul 17, 2012 12:00AM PST by [Glassjaw\\_Matt](#)

the choices you make don't really make for different outcomes, but they do add weight to the emotional aspect of Spec Ops: The Line. This isn't Mass Effect, but even the simple things that you are NOT in control of will make you regret the choice Walker made on his own. It's really interesting how the relationships and choices work in the game.

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### I...

Posted: Jul 16, 2012 12:00AM PST by [TripOpt55](#)

am definitely interested in checking this out at some point when it's cheaper. Good write-up.

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### Great

Posted: Jul 17, 2012 12:00AM PST by [Michael117](#)

Nice job on the review Matt. I've been getting a lot of recommendations for this game from a few friends and I've seen many positive reviews like this. Spec Ops is definitely on my list now and I'll have to figure out when to get it.

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### Michael117

Posted: Jul 17, 2012 12:00AM PST by [Glassjaw\\_Matt](#)

I would recommend renting it, unless you purchase it on the cheap. My \$35 price point is current, meaning that the online lobbies are still active and offer replayability. I would say within 6 months the online community will be non-existent, as it doesn't REALLY add much weight to the title. If you're JUST interesting in playing the single player, i'd wait till it's around 15 bucks or just rent it : )

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### Gota get this one.

Posted: Jul 17, 2012 12:00AM PST by [Andiezelda4theages](#)

I followed Spec Ops for oh just about a year and want it.

The sand gameplay seems great and the choices seem impactful.