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The following is from SPEC OPS: THE LINE. It encompasses the entirety of Chapter 8 which follows the squad on their hunt for the Radioman across the tops Dubai's skyscrapers.

## CHAPTER 8A - THE RADIOMAN

### 08A-110 - GAMEPLAY - CLIMBING THE SUPERDUNE - COMBAT

*The Squad stands at the bottom of the Superdune. They make their way up, into a building, meeting enemies on the way.*

### 08A-120 - GAMEPLAY - STAIRWELL - COMBAT

*The Squad meets resistance in a large, open stairwell. Squad fights their way up as enemies come down.*

**ADAMS**

So what happens if we can't reach anyone on the radio? Then what?

**LUGO**

What do you mean?

**ADAMS**

We get up there, and we can't contact the outside world. What then?

**WALKER**

We stay alive - as best we can until help does come.

**LUGO**

Yeah, it's not like they'd just abandon us here, is it?

### 08A-130 - GAMEPLAY - BARRICADED DOOR

*Squad turns a corner. Squad sees an enemy run through a door, closing/locking it behind him.*

**KONRAD SOLDIER 1**

Fall back!

**KONRAD SOLDIER 2 (O.S.)**

Block the damn door!

*Command Prompt appears. Player has Squad blow open the door.*

**WALKER**

*(command prompt)*

Adams - door.

**ADAMS**

On it.

*Squad blows the door, enters 1st Apartment.*

**08A-140 - GAMEPLAY - THE 1ST APARTMENT - COMBAT**

*Squad fights way through 1st Apartment.*

**RADIOMAN (O.S.)**

Sounds like company's coming. Hope you boys don't mind, but I haven't had any time to tidy up. You'll have to excuse the mess.

**ADAMS**

This ain't a social visit, asshole.

**RADIOMAN (O.S.)**

Then, what are you coming to. . .

*(mock fear)*

Oh... oh heavens to Betsy.

RADIOMAN MUSIC STARTS

**LUGO**

So much for catching him by surprise.

**08A-150 - GAMEPLAY - APARTMENT SHOOTING GALLERY - COMBAT**

*Squad is on the balcony of the 1st Apartment. Across the way is the 2nd Apartment. Enemies are in the windows, much like a shooting gallery.*

**ADAMS**

Look out!

**ADAMS**

Got another.

*Squad crosses over gap, enters 2nd Apartment.*

**08A-160 - GAMEPLAY - THE 2ND APARTMENT - COMBAT**

*Squad fights way through 2nd Apartment.*

**08A-170 - IGNS - THE SKY CRANE - STREAMING AREA**

*Squad exits onto the roof of the 2nd Apartment. A sky crane has collapsed on the roof.*

**ADAMS**

One last try. We are playing Konrad's game, and that is a mistake.

**WALKER**

I'm not playing anybody's game. Lieutenant. I'm trying to complete our mission and bring Konrad home.

**LUGO**

Yeah, well, right now, that's easier said than done.

**WALKER**

Let's just get to the radio tower. We do that then we decide how to complete the mission and get home.

**ADAMS**

Home? We're going after Konrad. We know how that story ends.

**WALKER**

No, we don't.

**LUGO**

Tower first. Then, we think of something.

**WALKER**

Exactly. We need to keep moving.

*Squad climbs further up roof, enters the 3rd Apartment. After combat-*

**08A-180 -CUT SCENE - LEADING ONTO ROOF -**

**ADAMS**

One more question for you then I'm done. What are we gonna do with the radio man?

*Walker stops, turns to Adams and looks him square in the eye.*

**WALKER**

Whatever's necessary.

*Squad emerges onto roof.*

END CHAPTER 8A

CHAPTER 8B - THE RADIOMAN

**08B-100 - GAMEPLAY - ROOFTOP 1**

*The Squad emerges on to a rooftop.*

*Chopper flies by.*

*The Radioman's Tower is visible.*

**LUGO**

Almost there.

*Marker appears on TAC.*

*We hear a sniper shoot.*

**ADAMS**

Don't like the sound of that...

*Lugo scans the area.*

**LUGO**

That is bad - we got snipers.

SNIPER DIALOGUE:

**SNIPER 1 (O.S.)**

What the hell are you doing?!

**SNIPER 2 (O.S.)**

Fuckin' Looters. I can see 'em  
crawlin around down there.

**SNIPER 1 (O.S.)**

You're wastin' ammo! Now stay  
focused and keep an eye out for  
Delta.

*Player can get the drop on these guys.*

*The Squad moves across several buildings to the Bank of  
Dubai building (or whatever it will be called.)*

**08B-110 - GAMEPLAY - ROOFTOP BEFORE RADIOMAN'S  
TOWER - COMBAT**

*The multitude of radio antennae and equipment is impressive.*

**LUGO**

Jesus. With all that shit, we gotta be able to radio out.

**WALKER**

Konrad hasn't managed to.

**ADAMS**

They didn't try. Riggs was right. Konrad's playing God, and he likes it.

**08B-120 - IGNS - RADIOCAVE**

*It looks as if a Radioshack has exploded. A madman's idea of a homemade radio station.*

*Sitting in a chair, reminiscent of Kirk's captain's chair, is the Radioman - completely relaxed, legs crossed, nonchalantly waving a little white flag on a stick.*

**RADIOMAN**

Hi guys!

*All weapons train on the Radioman.*

**WALKER**

Identify yourself.

**RADIOMAN**

You serious?

**ADAMS**

*(pointing weapon  
directly at him)*

Deadly.

**08B-130 - CUT SCENE - RADIOMAN**

*With his finger, the Radioman points Adams gun away from him.*

**RADIOMAN**

Like that's a real gun.

*Voices can be heard over the radio. They're barely there, but they are there. And, they are obviously not from Dubai. Commercial broadcasts.*

**LUGO**

What's that noise?

**RADIOMAN**

Easy there, GI Joe. It's just a cloud echo. Hear that shit all time.

**ADAMS**

Shut up and get that thing working.

**RADIOMAN**

*(a sinister deadpan)*

Oh. You want to call home.

*(beat)*

That's cool. It's pretty simple really. Just hit the red switch to broadcast.

**LUGO**

That's all there is to it?

**RADIOMAN**

Yup. Knock yourself out.

**LUGO**

*(conversational;  
friendly)*

This is a really nice set up. How long it take you to put together?

**RADIOMAN**

Holy cow... Took me a good 15 months to get this baby up and running. Not like I can run down to the local Radio Shack for parts, know what I mean?

**LUGO**

So, you're the man.

**RADIOMAN**

The one and only.

**LUGO**

*(very friendly)*

Cool.

*Lugo pulls his pistol and without so much as a glance Mozambiques The Radioman - double tap to the chest and one round to the head.*

*Adams throws Lugo up against a wall, pinning him there.*

**LUGO (CONT'D)**

Hey!

**ADAMS**

*(to Walker)*

I got this. You call out.

*(to Lugo)*

Have you lost your fucking mind?

**LUGO**

No. I did what was necessary.

This - this will shake Konrad.

This gives us an advantage.

*Squelch.*

**WALKER**

*(looking over at squad mates)*

This is Captain Martin Walker  
United States Army, requesting  
immediate assistance. Copy?

*Silence.*

**WALKER (CONT'D)**

This is Captain Martin Walker  
United States Army, requesting  
immediate assistance. Copy.

*Silence.*

**KONRAD (O.S.)**

Captain, no one can hear you.

*(beat; angry)*

We are alone. If I could have  
brought help here, I would have  
years ago.

**WALKER**

That happens and you go to the brig  
*(looks over at Lugo)*  
or worse.

**KONRAD (O.S.)**

I'll wear bells and ribbons.

*Konrads men attack.*

**ADAMS**

Hostiles!

**WALKER**

*(to Lugo)*

We'll deal with this later.

END CUT SCENE

**08B-140 - GAME PLAY - COMBAT**

*Konrad's men attack.*

*The Squad will fight to the helicopter that is on the roof and get in it.*

**WALKER**  
Chopper. Now!

**WALKER**  
What were you thinking?

**LUGO**  
With him dead - Konrad is weaker.  
A lot weaker.

**08B-150 - GAMEPLAY - ROOFTOP -**

*Squad fights its way to the helicopter in an action set piece. Emphasis is on product value and excitement.*

*A sandstorm looms.*

**08B-160 - GAMEPLAY - HELICOPTER -**

*WALKER mounts the mini-gun turret.*

**WALKER**  
Go! GO! GO!

*Explosions rock the platform.*

**LUGO**  
Take out the tower!

*WALKER rips the roof apart as the helicopter takes off and begins to circle the building.*

**ADAMS**  
More hostiles incoming.

**LUGO**  
Copy.

**WALKER**  
I see'em.

*The player has the opportunity for some extreme close range minigun action, causing a great deal of destruction, destroying the top of the Radioman's Tower.*

*Lugo snipes out the side of the helicopter.*

*The chopper is riding between buildings. Its shadow sliding on the big structures.*

*THREE HELICOPTERS give chase.*

**LUGO**

Three birds coming in fast!

**WALKER**

Adams, loose'em!

*The chase weaves up and down and in and out of buildings as the helicopters duel their way through the city.*

**WALKER**

Can you hold this thing steady?!?!?!

**ADAMS**

What do you think?

*We open up on the other copter and cause some real damage.*

**LUGO**

Storm's coming in fast!

**ADAMS**

I know!

**KONRAD (O.S.)**

The storm is there, isn't it?

(beat)

Look around you, Captain. Is this what you wanted? Is this what you planned for?

*The storm hits, flipping the other gunship and rocketing it into a skyscraper - glass rippling with the explosion.*

**KONRAD (O.S.)**

Let me tell you something. The storm doesn't care about your plans or what you wanted. That is the only reality that matters.

**ADAMS**

Hang on!

*Then, the storm hits The Squad.*

*Miraculously, Adams manages to keep them in the air barely.*

**ADAMS (CONT'D)**

Somebody take out that chopper!

*The helicopter shakes violently as it is buffeted by the storm.*

**LUGO**

Bulkhead's coming apart!

**ADAMS**

Rear rotor's loose!

**ADAMS (CONT'D)**

We're goin' down!

**08B-170 - CUT SCENE -**

**KONRAD (O.S.)**

*(ice in his voice)*

I told you there would be a price,  
Captain. This is it.

*The helicopter lurches and rockets away from the camera,  
thrown by the storm.*

**END CHAPTER 8B**