

Tom Clancy's **RAINBOW SIX**™





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The New World Order

Though some believe terrorism to be a cancerous growth unique to twentieth century politics, the reality is much deeper. Terrorism is simply the modern moniker for certain aspects of unconventional warfare that have existed throughout recorded history. Tactics now attributed to "Terrorism" have always been attractive to vocal, violent factions attempting to coerce others to adopt their social, political or religious platforms. Such tactics include the ambush of troops legally occupying a province or territory, the kidnapping of important dignitaries or other individuals to be held hostage and even the assassination of such individuals. The emphasis on the word "legal" in the preceding sentence is important if we are to understand the continuing influence terrorism will hold in the next millenium. Consider the FBI's definition for terrorism:

"Terrorism is the unlawful use of force or violence against persons or property to intimidate or coerce a government, the civilian population, or any segment thereof, in furtherance of political or social objectives."

If one removes the first four words of the definition and replaces them with "War is the lawful..." one comes very close to General Carl Von Clausewitz's dictum that "War is nothing but the continuation of policy with other means." When diplomacy fails, governments have the option of lawfully applying force to further their political and social objectives. Groups and individuals do not have this "right" and are therefore branded "Terrorists," though one's point of view certainly impacts how readily that term is applied instead of "Patriots." We certainly revere the courage our forefathers demonstrated in breaking away from mother England and forming a new nation, but doubtless their actions were viewed in a much less favorable light by the legal government of the "colonies" some two hundred and twenty-two years ago.

Today, we celebrate peace initiatives that portend to bring some degree of stability to regions that have long been plagued by terrorist activity like Northern Ireland and the Middle East. Nevertheless, there are many other nations where terrorism and its state-sponsored equivalent actively influence the world all of us live in. As weapons of mass destruction become increasingly available to

smaller groups of determined individuals, political instability increases. To proactively combat this trend and protect their national security interests at home and abroad, the nations of the world have invested years of training and billions of dollars into developing counterterrorism expertise. The British Special Air Service (SAS) and the U.S. Navy's SEAL Team Six are perhaps the most publicized of these units, but virtually every nation now has some force capable of performing counterterrorist operations to varying degrees.

Rainbow Six is a game developed in honor of the brave men and women who guard the back doors of governments around the world, standing ever ready in the shadows to meet whatever threat may present itself. Although this is a work of fiction, and no such internationally wielded counterterrorism unit is currently recognized by the nations of the world, cooperation and cross training between each of the existing special operations units is not only common, it is highly encouraged. Consequently, the reality of this gaming environment is not as far removed from our own as some might hope.

Overview

Rainbow Six places you in tactical command of a roster of the leading counterterrorist operatives in the world. Each time a mission is called, you must review the briefing materials and select which members of this roster will form the team for that operation based on their skill sets and availability for the mission. During the Planning Phase for the operation, you will also review the blueprints for the structure to be assaulted, assess all known intelligence about terrorist strength, armament and locations, as well as hostage locations (where known), and develop a scheme of maneuver for your team. Once you are satisfied with the plan, you execute the assault. During the assault (the Action phase), you will only directly control the actions of the team leader. All other operatives will follow the plan precisely! If the leader is killed, you will immediately assume control of the second in command, and so forth. The mission continues until either all of the objectives are accomplished or the team has been killed or incapacitated.

If you fail to complete a mission, or manually quit before the objectives are accomplished, you automatically return to the planning

phase to attempt it again. Each group of mission objectives **MUST** be accomplished before you can continue to the next assignment, but you can retry a mission any number of times without penalty.

Quick Start

Rainbow Six is a complex simulation of real world anti-terrorist team tactical operations. As such, we highly recommend that you become familiar with this manual and complete the tutorial series before going operational for campaign play. Nevertheless, we recognize that some players prefer to jump right into the game, then attend to the details of proper preparation after they have been sufficiently humbled. If you are not one of these players, proceed to the **Game Menus** section below to begin learning more about the interface. Otherwise, clean your weapons and suit up, it's time to take out some bad guys!

After the opening sequence (which can be skipped by pressing the ESC key), you will be at the **Main Menu** screen. Select "Single Player," then "New" to begin a new campaign. When you are prompted for a difficulty level, select "Recruit." The first mission, Operation Steel Wind, will load and the next screen you will see is the **Briefing** Screen. This is the first screen accessed in each mission and it contains the mission objectives for the team. When you are comfortable with these objectives, click on the arrow to the right of the Briefing Screen title bar to proceed to the **Intel** Screen. You will notice right and left arrows on either side of the title bar for each of the screens we will access during the Planning Phase. You may use these to navigate back and forth between all of these screens as much as you desire to refine your plan and team assignments prior to actually clicking on "Execute" to begin the Action Phase of the mission.

The Intelligence Screen contains vital information on the terrorists, hostages and the current crisis that you have been activated to resolve. This information comes from a variety of sources. Ignore it at your own risk. Click on the various sources on the left side of the screen to review what each has to offer. When you are

satisfied that you "know the enemy" sufficiently to complete the mission at an acceptable level of risk, click on the right arrow next to the title bar to proceed to the **Roster** screen. You will be asked if you want to accept the default setup and plan for this mission. For the purposes of this quick start, say "no" and walk through the screens manually using the following paragraphs as guidance.

The Roster screen contains a wealth of information about the individual skill sets of each team member. Long term success depends on your ability to select the right team members for each assignment based on the nature of the problem faced and shepherd those team members through each mission safely such that they will be available for future tasking. To learn more about the impact of the attributes listed on the Roster screen, consult the Planning Phase section of the manual. For now, in the interest of expediency, scroll down through the list until you find Ding Chavez. While his name is highlighted, click the "Add" button. Next, highlight the first assault specialist on the roster then click the "Add" button six more times to fill out the current team roster. You will notice that the pictures of these specialists appear on the team roster list in the upper left corner of the screen as you do so. You can click on the team roster at any point to highlight a team member and see their statistics displayed in detail in the center window. When the team roster is full, click on the right arrow again to proceed to the **Kit** screen.

Each team member comes equipped with a default "Kit" based on his or her particular specialty. For example, demolitions specialists will be armed with breaching charges to blast locked doors and windows to get the teams inside the structure being assaulted. They will also have heavy body armor, a shotgun for room clearing, and a sidearm for backup. Now click on one of the other team members with an assault specialty to view that default Kit. You may click on the arrows next to each item in any member's kit to view all of the other possible choices for that equipment slot. Later on, you will occasionally need to customize Kits to provide redundancy of equipment between team members to ensure certain mission objectives can be accomplished regardless of casualties but, for now, we will accept the default kits for all of the team members. Click on the arrow to the right of the title bar to continue to the **Team Assignment** screen.

The Team Assignment screen is where you assign members from the active roster to individual fire teams. You may have up to four separate fire teams for the assault and each fire team can hold up to four members from the total pool of eight. In other words, you could create Blue and Red fire teams for this mission, and assign four members to each (which is what we will do in a moment), or you could designate four two-man fire teams. These are the two most common configurations because it is rarely a good idea to send in a team member without backup, but one man fire teams are allowed if desired.

Click on Ding Chavez to make him the active team member. Click on the "Blue" arrow to assign him to command that fire team. Highlight the remaining team members one at a time and assign them to the remaining slots in Blue and Red fire teams in any order you wish. When both teams are full, click on the right arrow by the Team Select title bar to proceed to the **Planning** screen.

The Planning interface is the heart of the mission preparation process. It is an extremely detailed tool that you must become intimately familiar with before proceeding into campaign play in earnest. For the purposes of this Quick Start, however, we will essentially skip this entire screen except for determination of the starting points for the two fire teams. You will notice that the Blue fire team is currently active by default. You will also notice a white area on the blueprint in the planning window. The initial point for all fire teams must begin within a designated white area (on some maps, there may be more than one). Left click once in this white area. A blue triangle will appear where the Blue fire team will start the mission. Now click on the "Red" button to make that fire team the currently active unit. Left click anywhere within the white area again to designate the starting point for the Red fire team. Now click on the right arrow next to the Planning title bar. You proceed to the **Execute** screen where your mission plan is summarized. To actually begin the mission, you must click the right arrow next to the title bar again. If you are not ready to proceed, simply use the left arrow keys to cycle as far back in the planning process as you like to change your selections, then cycle forward again to the prompt. Click on Execute to proceed to the Action Phase of the mission.

You will find yourself outside the Embassy near the front door. You are Ding Chavez, in command of the Blue fire team. Use your mouse to pan the view around and see all of the other members of both fire teams in the starting positions you assigned them. Consult the "Keyboard and Mouse Controls" ready reference card (printed separately from this manual for easy access during game play) to learn how to move and shoot. Move past the steps up to the main doors of the building and proceed to the corner. Look around again and you will see that the other members of your fire team are following you in "snake" formation and that each of them is automatically covering their own arc of fire within the formation. You will also notice that the Red fire team has not moved. This is because you did not assign them any orders during the Planning Phase. Don't concern yourself with them for now. Consider them a "reserve" unit in the event the Blue fire team doesn't survive the coming minutes, which is likely.

You will also notice that, as you move, the targeting reticle in the center of your screen grows larger, then reduces in size again when you stop. This reflects the increased difficulty of shooting accurately while on the move. The character's skill level, wounds and fatigue also affect the size of the reticle.

Continue to the side door of the embassy. Your mission is to assault the embassy and rescue the ambassador, who is besieged and hiding on the second floor of the building. When you are at the side door, consult your ready reference card and use the "manipulate environment" key to open the door. Run forward and clear the first room using the mouse to look around the space and line up the targeting reticle, followed by the left mouse button to fire. Don't make the mistake of shooting any terrorist only once, to "Double Tap" everyone is standard operating procedure (SOP). Conversely, remain mindful that the default setting is full automatic. You are spraying bullets as long as the left mouse button is depressed, so practice short controlled bursts to conserve ammunition.

If Ding goes down, which is quite apparent when the ceiling becomes the dominant view, you will automatically have control of the second member of the fire team, provided that he is not already incapacitated or dead. Remember that the other team members are not simply standing by as "extra lives" for the player; they are moving and

fighting just as a real fire team would. As such, they might be taking casualties as well as inflicting them.

If the entire Blue fire team is incapacitated, your perspective automatically shifts to the Red fire team leader. Re-enter the building and try to get through the remainder of the mission. Remember that the terrorists are well aware of your presence by now, so be prepared.

Have fun! See you back here after your butt gets kicked.

Game Menus

This section documents all of the choices available to you up to the point that you select a mission. Once you select a mission, you proceed to the Planning Phase, which is covered extensively in the next section of the manual. The first screen you encounter is the Main Menu.



Figure 1: The Main Menu is fairly intuitive, just left mouse click on a selection to proceed to the associated area or subordinate screen.

- Single Player takes you to the Single Player Menu.
- Multiplayer takes you to the Multiplayer Menu.
- Training takes you to the tutorial menu.

- Options takes you to the Options screen.
- Quit exits the game via the credits.

Single Player Menu

The Single Player menu is where most of you will begin your careers in counter-terrorism. Several additional functions and sub-menus flow from this screen including New, Delete, Continue, Backtrack, Practice Mission, View Mission Results and Options. Each of these is described in the subheads below.



Figure 2: The Single Player menu. The Campaign list window displays all active campaigns and their associated difficulty levels. The Mission List window displays only completed missions for the selected active campaign.

New

The first time that you play Rainbow Six, you will notice that the Campaign and Mission List windows on the Single Player Menu are empty. Select the "New" option to begin your first campaign. A dialogue box appears prompting you to enter a name for the campaign. Type in any name up to eight characters long and hit Enter. Then left click on Recruit, Veteran or Elite to set the difficulty level for the campaign. The general impact of each difficulty setting is explained below. Consult the new campaign screen to determine if additional criterion have been established prior to deploying your unit. When you are satisfied with your choices, click OK to proceed to the planning phase for the first mission.

- Recruit: Mission success depends on accomplishment of the primary objective. Other factors are irrelevant.
- Veteran: You must complete both the primary and secondary objectives to proceed to the next mission.
- Elite: Your team's performance is evaluated against the high standards of conduct applied to real world special operations. It isn't sufficient simply to accomplish the mission objectives. You must also do so with minimum acceptable losses, maintain good fire discipline and execute the assault plan with precise timing.

Delete

If you choose "Delete," the program will delete the highlighted campaign and all of the missions associated with it. Before any campaign is actually deleted, you will be prompted to ensure that this is what you intend to do. You cannot delete individual missions within a campaign as their beginning and ending conditions are either influenced by or themselves influence the previous or upcoming mission respectively. Instead, if you want to replay a successful mission to improve your performance for campaign purposes, use the "Backtrack" function described below.

Resume Campaign

The Campaign List Window shows all campaigns that are currently active, and the Mission List shows completed missions within the highlighted campaign. The first campaign on the alphabetically organized list is highlighted by default. If you scroll down and click on a different campaign you will note that the contents of the mission list window changes accordingly. When you have the desired campaign highlighted, click on "Continue" to proceed directly to the Planning Phase of the next operation in the campaign.

Branch Campaign

When characters are wounded or die during a Rainbow Six mission, their status isn't updated as such on the permanent roster unless the mission is successful. If the mission is a failure, you can re-start it immediately with everything as it was before the mission began. If the

mission is successful, regardless of your casualties, the program autosaves the results to the campaign file. Consequently, if you want to replay the mission to improve your performance, you need to use the Backtrack function. Here is how it works.

Highlight the applicable campaign. Highlight the mission prior to the one with the results you wish to change. Click on Backtrack. This brings up the same dialogue box you see when creating a new campaign (see above). In essence, that is exactly what you are doing. This simply accepts the ending conditions of the mission you highlighted as the starting conditions for the new campaign. As before, you must enter a name for the campaign, but you cannot alter the difficulty setting for any campaign created via the Backtrack command.

Practice Mission

This selection allows you to 'practice' missions that have already been completed to further hone your skills for future assignments. For practice missions, all teammates are present with full health and no fatigue. You cannot elect to practice uncompleted missions at any time. Normal game flow is disrupted when you are practicing. If you fail a practice mission, you return to the planning phase as normal. If you successfully complete a mission, after viewing the Mission Results screen, you return to the **Single Player Menu**.

View Mission Results

Select this option to review the End State of any completed mission within a campaign. This command is most useful when you have multiple campaigns and you are looking for an optimum place to use the Backtrack command. For a complete breakdown of the type of information displayed on a Mission Results screen, consult the "Debrief" heading under the Action Phase section of the manual.

Options

This takes you to the same Options screen available from the Main Menu. See the appropriate heading below for a description of the functions provided via the Options menu.

Multiplayer Menu

The Rainbow Six multiplayer modes and options are documented in Appendix A of this manual.

Training

We have created several training missions to help you become familiar with commonly performed actions within the game. Prior to embarking on a full-fledged campaign, it would be a good idea to spend some time perfecting your skills in these mission profiles.



Figure 3: Maximize every training opportunity you have. Remember, the more you sweat in peacetime, the less you bleed in war!

Scroll through the list of training missions and either left click or use the Tab, Arrow and Enter keys to select a course of instruction. The courses are designed to be taken in sequence to help you progress from rudimentary fire and movement skills to advanced tactical planning. Nevertheless, you are not penalized for taking them in any order desired and you may also repeat them as often as you like.

Don't fall into the trap of failing to practice between missions once you have "gone operational" in a campaign. Real world hostage rescue teams spend thousands of hours practicing Close Quarter Combat (CQB) skills in mock "Kill Houses," refining their marksmanship on the gun range and working out to stay in peak physical condition. These years of dedication and determination pay off in full during a few short moments of intense life or death combat, which is all the action that most of team members will actually see over the course of an entire career (when you consider that the average CQB engagement is over in five minutes or less).

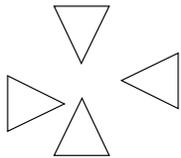
The training objectives for each course of instruction are described below. These objectives are based on "Lessons Learned" by many "operators" who preceded you. Pay close attention to detail and get as much from each lesson as you can. Once you have exhausted all of the training potential of these exercises, don't forget that you can also practice any mission profile you have previously completed by selecting that option from the Single Player menu.

Obstacle Course

When most people think of an obstacle course, they attribute a negative connotation to the term. That is why the Marine Corps and other services have re-labeled these mainstays of military training as "confidence" courses. Building confidence is really what this level of training is all about. Herein, your objectives are to practice tactical movement; using obstacles for cover and concealment, running across open areas swiftly, climbing over obstructing terrain, shifting from a walk to a crouch and back again, sidestepping to cover your firing arc, and learning to shift between first and third person points of view while completing the course. Consult the ready reference card for specific commands for each of these actions. Most of you will find that the optimum control configuration for Rainbow Six is to use the keyboard for movement and the mouse to control your point of view. If you are already accustomed to a different configuration, however, you can go to the **Options** menu (see below) to re-map the commands to suit your individual playing style.

Gun Range

Experienced operators will tell you that your weapon must become a natural extension of your arm. Where you point, you hit. The only way to develop this level of intimacy with the firearms of your choice is to spend a lot of time at the Gun Range. Here, you can practice with every weapon in the Rainbow Six armory at short, medium and long ranges. This course of instruction is not conducted under simulated combat conditions. As such, you should take your time and try to achieve the highest possible accuracy rating. Become comfortable swapping magazines, and also shifting between your primary and backup weapon rapidly.



The targeting reticle indicates the general aiming point for the selected weapon. The word 'general' was carefully chosen, for your only assurance is that when you fire, your bullet will hit somewhere in the area defined by the reticle. The reason this is important is that the reticle is a variable size—it is larger for someone who is a bad shot and smaller for someone who is skilled. Also, the reticle changes size dynamically during the course of the action phase depending on a number of factors like movement speed, exertion level, and health status.

Targeting Reticle Variables

The fundamental size of the reticle is determined by the skill of the character and is used as a baseline for all further modifications. A reticle cannot become smaller than this baseline size, but it can become quite larger when modified by quasi-permanent factors such as the fatigue and wound level. The current size of the reticle is modified by a number of factors that can be broken into two types: constant and pulsed.

Constant Reticle Modifiers

Constant reticle modifiers affect the base or current size by a constant percentage as long as the state or action causing the modifier is in effect. Running, for example, affects the base size by a set amount as long as the character is running. Being wounded also affects the base size by a set amount. Constant reticle modifiers include:

- Movement**—The faster a character moves the larger the reticle modifier. This reflects the difficulty in firing on the move.
- Stance Change**—changing from standing to crouching or rotating in place momentarily increases the size of the reticle. It is possible to rotate very slowly without changing the reticle size.
- Fatigue Level**—High fatigue levels globally increase the fundamental size of the reticle. This also effects how quickly the reticle shrinks back to its baseline size when the character stops to take careful and deliberate aim.
- Health Level**—Wounds affect the base reticle size. The more wounded you are, the larger the reticle.

Pulsed Reticle Modifiers

Pulsed reticle modifiers have a one-time, pulsed effect on the current size of the reticle. Examples including firing a weapon and seeing a flash-bang. Pulsed Reticle Modifiers include:

- Firing**—Firing a round causes the reticle to increase slightly in size. This reflects the inherent difficulty in firing multiple rounds accurately.
- Taking Hits**—Being physically hit by anything, be it a round, shrapnel, or a physical blow, momentarily increases the size of the reticle proportionally to the size of the hit.
- Distraction Devices**—Observing a distraction device (flashbang) causes a large increase in reticle size.
- Environmental Distractions**—Hearing cries of distress on the radio, seeing a buddy go down, seeing a hostage executed, hearing an alarm go off, and so forth.

Demo Course

Even electronics experts need basic demolitions training to use flashbangs and grenades properly. This module gives you plenty of practice in both overhand and underhand tossing techniques and familiarizes you with the proper placement and detonation of breaching charges.

City Street

This is a "Hogan's Alley" style target range with moving, pop up targets similar to those employed at the FBI Academy in Quantico, Virginia. You will need to advance down the street, clearing "enemy" targets as they appear. The objective is to develop a feel for how much your firing accuracy is affected while moving. You are expected to make proper use of cover and concealment at all times. Because stealth is a factor, you will also be issued a silenced weapon for the duration of this exercise.

Kill House Single

This is a "no-brainer" breach into a single room structure. The emphasis of this training module is to teach you basic room clearing techniques. You will be working with a teammate for this exercise. Together, you must enter the room, discern any hostile targets from any non-hostile targets (i.e.: hostages) which might be present. You must then engage and successfully neutralize the threat without sustaining casualties.

Kill House Double

This training scenario builds on the fundamentals learned in the previous lesson. Because two rooms must be cleared of hostile targets, slightly more complex planning is required. It's just a small incremental increase in difficulty to properly prepare you for the final two training missions.

Kill House Office

This is a complex training problem involving a much larger structure and more complicated interior floor plan than previously attempted. The objective of this lesson is to develop advanced planning techniques and the ability to coordinate multiple entry teams through the proper use of "go codes."

Kill House 2 Story

This is it, the graduation exercise! It's time to put everything you've learned up to this point to the test in a multi-level structure. Devise an assault plan that coordinates widely dispersed assault fire teams such that they simultaneously breach on both floors and take it to the terrorists before they have time to react. You will find this to be a very challenging, crowded environment. Be exceptionally vigilant to avoid "Blue on Blue" (i.e.: friendly fire) engagements.

When you have completed this sequence of scenarios, you are first class certified in HRT and CQB and you are ready to go operational. More advanced scenarios are included for those players who seek to maximize their skill sets before deployment.

Options

The Options menu is where you can customize Rainbow Six's audio and video display levels for maximum performance with your existing computer configuration. You can also toggle sound FX, music and radio chatter on or off from this screen.



Figure 4: The Options menu is accessible from virtually every other menu screen before you enter the planning phase of a mission.

The Brightness adjustment impacts the light level displayed only during the Action Phase. If the planning screens appear dim, check the control settings on your monitor. The Resolution controls configure Rainbow Six to run at an optimum frame rate for your computer. If you are already at the lowest resolution setting and you are still experiencing sluggish performance during the Action Phase, refer to the ready reference card to learn how to reduce the size of the display window and improve frame rate considerably.

Force Software, Auto-Targeting and Gore are all on/off toggles. If you have a hardware 3D accelerator, Rainbow Six will automatically take advantage of it. If you prefer to force the program to use software acceleration routines instead, make sure this option is on. Auto-Targeting simplifies the game considerably. It is off by default but, if you are dying too frequently to suit your tastes, consider turning it on for a time until you become more proficient at quickly acquiring targets whenever you enter a room. With Gore on, expect realistic blood spray, not Mortal Kombat torrents that would make even Monty Python laugh. With Gore off, it's like watching an old Western movie. The bad guys just fall down when they get shot, without any visible indication of the bullet hit(s).

The next selection on this menu is "Keyboard Controls." If you are inexperienced with this type of utility, we recommend that you remain with the default control configuration. If you are a veteran of this type of game however, and are already intimate with a

different control scheme, feel free to modify Rainbow Six to accommodate your particular playing style.

Multiplayer options affect the manner in which two or more people can connect online to play Rainbow Six cooperatively or competitively. For a complete rundown of multiplayer modes and options, see Appendix A.

Planning Phase

When you begin a new campaign, or each new mission within an existing campaign, your first task is to proceed through the Planning Phase. The planning phase is where you prepare for the upcoming mission by:

- Receiving the mission briefing
- Reviewing all available intelligence sources
- Selecting up to eight operatives from the team roster to participate in the mission
- Selecting the equipment those team members will use
- Splitting the mission roster into fire teams
- Preparing a detailed fire and movement plan for each fire team

These operations do not have to be completed in any particular order. Feel free to hop from mode to mode while in the planning phase—you can make a plan, then select your team, for example. Or you can select a team first, then make a plan, and then equip them. You get the idea. Each of these modes is fully described under the appropriate subhead below. Alternately, you can elect to use the default plan immediately after finishing the intelligence briefing. On the first four missions, these plans are fairly intricate. Subsequently, you are only provided with the insertion points for each assault element.

When you have specified the easy difficulty setting for the planning phase, a default team is pre-loaded for you. The Team Window depicts which team members have been selected for the current mission, their kits, and the plan they are assigned to, and who is the leader for each plan-group. These reflect the best choices based on available personnel and equipment, although you may still edit these if you wish.

Briefing

The briefing sequence will give you an overview of the basic political and tactical situation that you have been deployed to contend with. Rainbow Six Control and the "Mission Orders" will be your primary briefing sources. John Clark, a senior operative with considerable experience, is also onboard to offer you advice on the specific nuances you should be concerned about on each mission. Periodically, there will be other subject matter experts called in to lend their expertise. Simply click on their portrait on the left side of the briefing screen to hear what they have to offer. Remember that these advisors are simply that, nothing they say relieves you of ultimate responsibility as the mission commander.

Figure 5: The level of difficulty you specify for the campaign alters which mission objectives are displayed on the Briefing screen.



In addition to the written and audio briefing material, you are also shown some pictures of the interior of the space. Pay close attention to the arrangement of the furniture and other structural details that

might affect the traffic pattern of your assault plan, or be likely areas of concealment for "Tangos" (i.e.: terrorists). Note the light levels of the space as well. If a lot of shadows and dark areas are present, be ready to use your night vision gear (NVG). When you are comfortable with your mission orders, click on the right arrow next to the title bar to proceed to your intelligence briefing.

Don't worry about committing all of these details to memory now. If you need to review this information again, such as when you are the **Planning** screen viewing the blueprints of the structure, all you need to do is click on the left arrow next to the title bar of each screen several times to cycle back to the briefing screen. All of the planning phase screens can be navigated in this fashion and nothing in the plan is finalized until you click on the "Execute" order on the last screen.

Intel

The Intel screen grants you remote access to Control's database. The database is organized in alphabetical order, separated by category. These categories are people, Organizations, Newswire and Miscellaneous. Clicking on an individual entry displays graphics and/or a text entry for that item in the content window. If an entry is a new one for the current mission, it will initially appear highlighted.



Figure 6. Access to the Intel database is on a "need to know" basis, regardless of your level of clearance. Consequently, many entries won't appear on the Intel screen until you have received an assignment for which knowledge of them is essential.

The Intel database is not available during the action phase, so make sure that you take the time to learn everything you might possibly need for the mission during the planning phase. When you are ready to proceed to the next step, the **Roster Selection** screen, click on the right arrow next to the title bar in the top center of the screen.

Roster Selection

This interface screen is used to view character dossiers and assign team members from the pool to the active duty roster for the current mission. The maximum team size for any given mission is eight (although you can attempt the mission with fewer personnel if you wish), and this is reflected by the eight team member slots in the upper left corner of the screen. The lower left corner of the screen contains a scrollable list of the entire pool of Rainbow Six operatives, arranged in alphabetical order. Selecting a team member displays their dossier in the content window.



Figure 7. Some team members are pre-assigned for particular missions—they must go on the mission and cannot be removed from the team window.

When you see a profile you like, click “Add” to move the member from the pool to the active duty list. If you click “Remove,” you will return whomever’s portrait is currently highlighted on the active duty list to the team “pool” for later assignment. You cannot accidentally remove someone from the pool.

Each dossier contains the following information:

Picture—a head shot of the team member

Bio—name, nationality, specialty, date of birth, height and weight, other identifying features.

Readiness—displayed underneath the character picture. Each member on the roster is in one of the five following availability states:

Ready—the member is capable of being used on this mission and suffers no adverse modifiers to their skill sets.

Fatigued—the operative is available for tasking, but their performance could suffer because they haven’t had sufficient “down time” between missions. See “Health” below for more details.

Wounded—the member is still recovering from wounds received on previous missions. They are not incapacitated, so they can go on the mission if you really need them, but expect severely degraded performance. See “Health” below to see how seriously “old war wounds” might influence a character.

Incapacitated—the individual is incapacitated and cannot be selected for the current mission. Once they have had some time in the hospital, their status will upgrade to wounded or ready. All team members recover at the same rate, so the time differential between two given missions is the deciding factor on how much a member’s physical condition can improve before taking on additional tasking.

KIA—killed in action. This team member is dead and they cannot be “restored” for the duration of the current campaign. When a character is KIA, a replacement is assigned to the team roster. These replacements are never as skilled or experienced as the original team members are, so you will find it more difficult to finish the campaign with them.

Stats—displays a list of five profile traits and five specialty skills, with a numerical rating for each on a scale of 100. The profile statistics are aggression, leadership, self-control, stamina, and teamwork. To learn how these factors influence mission performance, see “Profile Traits” below. The specialty skills are demolitions, electronics, firearms, grenades and stealth. Character skills directly impact the decisions you must make during both planning and execution of the mission. See “Specialty Skills” below for more details.

History—a description of the team member’s past tours of duty

and other background information that might prove useful when making team assignments and deciding how two or more team members might work together.

Medical—displays the state of three important elements: health, fatigue, and availability. These states can change throughout the course of the game, so it's incumbent upon you to pay attention to your troops! For additional information, see "Health" below.

Profile Traits

All stats are either a skill (see "Specialty Skills" below) or part of the character's profile. Skills are learned, while stats under the profile group are a mixture of learned and inherent—they are the kinds of stats that would be determined by a battery of tests, both psychological and physical.

All profile characteristics range from 1-100, with 100 being the best. All characters use these stats, whether they're a team member, hostage, or terrorist. Each stat is presented on the dossier screen via a numerical rating and two bar graphs. The numerical rating is fixed; it is the maximum value of the trait for that character. It also determines the actual length of the bar associated with that characteristic. The current stat value, which is represented by a bar of a different color, changes depending on wounds and fatigue. When a character is at full health, the two bars are indistinguishable. When he or she has been wounded or is fatigued, the current values will be markedly lower than the maximum ratings. For a complete understanding of how these modifiers affect performance, see "Health" below.

The manner in which the game engine uses these statistics may not be intuitively obvious or apparent until you have played the game for some time. Rest assured, however, that these attributes are far more than RPG style "chrome." For example, the amount of noise a character makes while moving is determined by the stealth characteristic, the footwear they're wearing, the speed of movement, the equipment carried, and the surface being walked on. Each profile trait is discussed immediately below.

Self Control—Determines how prone a non-player character (NPC) is to 'snapping' under stress. In game terms, a team member with high self-control is likely to remain calm and in control regardless of the situation, while one with a low self-control is likely to 'snap' or panic at the first signs of trouble. Aggression dictates how the team member responds once they have snapped.

Aggression—Determines the basic nature of the NPC—are they aggressive or passive? In game terms, this only comes into play directly when a character snaps. If the character has a low aggression rating, they are likely to panic and run or freeze. If they are highly aggressive, they are more likely to use extreme force when under pressure, perhaps even to the detriment of any hostages nearby. When the character is 'under control' and responding to the normal stress of the mission, aggression ratings cause slight variations in standard operating procedures (SOP), which are discussed in greater under "Planning" below. Note that aggression and self-control are used by non-player controlled characters only. When you control a character, your actions replace those stats completely. AI-controlled characters assault, panic, seek cover, and take other related tactical actions based entirely upon these stats.

Leadership—A team leader with high leadership ratings positively affects the teamwork and self-control stats of the team members assigned under their command. Conversely, one with low leadership ratings negatively affects these stats for assigned personnel. These modifiers take affect regardless of whether the team leader is player or computer controlled (as when two four person teams are assaulting the same building in a single player scenario).

Stamina—Stamina affects how many wounds can be sustained before a character is incapacitated. It also effects the likelihood that they will get fatigued after a mission is completed. See "Health" below for a table of stamina ratings versus incapacitation levels.

Teamwork—Determines how well the character cooperates with other team members. A character with low teamwork ability will use their individual AI routines to determine their

actions, regardless of the presence or absence of team members. A character with a high teamwork will wait for other team members before entering rooms, support team members properly with covering fire, and use good team based room entry and clearing techniques.

Specialty Skills

The important thing to note about the following statistics is that they affect every character equally-whether or not they are computer controlled. You must work within the limitations of the individual you have chosen as team leader throughout the action phase, or execution of the mission.

Demolitions—Determines the speed with which a team member places a demo charge. A low demolitions skill means it will take longer, a high skill means it will go extremely fast. It also affects the speed that it takes to disarm a bomb as well as how many blasts it takes a character to complete “shotgun breaching” of a door lock.

Electronics—Determines the speed with which a team member can manipulate electronics, such as placing bugs, video splicing, picking locks or bypassing security systems. A low electronics skill means it will take longer, a high skill means it will go extremely fast.

Firearms—Determines the size of the targeting reticle for all firearms. A low accuracy rating means a huge targeting reticle that never gets very small, while a high accuracy means the targeting reticle is small regardless of other factors and gets almost cross-hair sized under the best conditions. This rating also determines how fast the targeting reticle changes. Low firearms skill means that the targeting reticle shrinks to its minimum size slowly, while a high firearms means it snaps quickly to its minimum size (to reflect taking careful and deliberate aim while remaining stationary). The firearms skill also determines how long it takes a character to respond to new information (such as being shot at). More information is provided in the action phase of this manual.

Grenades—Determines the size and time constant of the targeting reticle for thrown weapons, like flashbangs and grenades.

Note that the targeting reticle for thrown weapons indicates the initial direction that the grenade will be thrown, not the final point of impact.

Stealth—Determines how much noise the character makes while moving. Low stealth means that the character will make noise even while walking slowly on a normally quiet surface, while a high stealth means move they can move silently and quickly across noisy terrain. Note that many other factors will roll into the total amount of noise made by the character. These differences are transmitted with variable volume and are quite noticeable in both single and multiplayer mode.

Health

A character's health determines whether or not they are available for any given mission, and also what modifiers are in place (if any) due to fatigue or wounds. Fatigue checks are made against the character's stamina rating. Once fatigue has been determined to exist, all character stats suffer a fixed 10% penalty. Wound modifiers, on the other hand, vary depending on the characteristic being influenced.

Further, If a team member goes on a mission when they are wounded, they automatically receive one additional wound at the end of the mission. The number of wounds a team member can take before becoming incapacitated is based upon the member's maximum stamina rating, not their current stamina. Incapacitation levels can also be modified based on how alert the target is at the time the engagement occurs. As the aggressors, team members are always alert, so they receive the capacity to sustain one more wound than they could normally handle based on stamina rating alone. This is a reflection of the beneficial affects of adrenaline and the body's other neurotransmitters in “fight or flight” mode.

Tangos enjoy these benefits as well, provided that you are foolish enough to alert them. Instead, construct your assault plans for maximum stealthiness. If you succeed in surprising the terrorists, they suffer a further degradation to the maximum number of wounds they can receive before becoming incapacitated.

Kit

Once you have selected all of the members of your team, its time to equip them for the mission. This function is accomplished on the "Kit" screen. Each specialty has a corresponding default kit associated with it, but you can further customize these kits by altering the primary or secondary weapons, or any of the ancillary equipment as well. To see what the default "Demolitions" kit is, simply left click on the portrait a demolitions specialist on the team to view his kit. Do the same for Assault, Recon and Electronics specialties now. Later in this section, we will give you examples of some other "specialty" kits you can create by manually altering the primary and secondary weapons slots, as well as the two optional slots and the uniform.



Figure 8. Simply click on any of the kit items to receive a short description of the kit item in the bottom left text window.

In the real world, each team member carries a primary weapon (usually a submachine gun), a backup weapon (usually a pistol), a number of flashbangs, and possibly a number of other types of grenades (frag). Each team member carries a number of spare magazines dependent, usually 3-5. Each team member is covered from head to foot in fire retardant clothing—often several layers (underwear, coveralls, gloves, socks, and balaclava). Each team member usually wears some sort of head protection, though this hampers hearing somewhat and may be discarded for particularly stealthy missions. Ear protection is always worn, in the form of an earplug in one ear, and a radio in the other. Eye protection is always

worn—ski-type goggles with a tactical display for day missions and night vision goggles for low-light conditions.

Standard body protection covers the chest only and consists of medium body armor capable of stopping all pistol and sub-gun rounds. Heavier armor covers more area (usually the groin) or protects against rifle rounds by adding ceramic plates to the chest. The standard footwear is rubber-soled, soft-leather, lace-up boots. For outdoor missions, a heavier boot may be worn. Each team member wears radio gear: micro boom mike with a single earplug. Each team member's basic biological functions are monitored remotely using non-invasive contact patches. Team members carry water in thin backpacks with a sip-tube.

That's real world. On the Rainbow Six Kit screen, each team member has four inventory slots: primary weapon, secondary weapon, and special slots one and two. The primary weapon is one of the following: MP5, MP5SD, MP5K, Tactical 12-gauge shotgun, CAR-15, M-16. The secondary weapon is one of the following: 9mm, 9mm suppressed, .40, .40 suppressed, .45, .45 suppressed. The following things can be carried in the special slots:

Heartbeat Monitor—heartbeat monitor (motion sensor)

Demolitions kit—adds to demolitions skill when disarming bombs

Electronics kit—adds to electronics skill

Lockpick kit—reduces the time required to pick locks

Frag grenades—standard fragmentation grenades

Flashbang grenades—used to stun opponents with a bright flash and bang.

Door charges—used to blow open doors.

Extra magazines—these can be for the primary or secondary weapon.

Additionally, kits can be set up based on the individual's function within the team fireplan. The following suggested kit variants can be manually set up for either single player campaign use or to create specialists for multiplayer use (see Appendix A for multiplayer functionality).

The Scout Kit

The basic scout kit sacrifices everything in favor of being quiet and stealthy. The less you carry, the less noise you make. It is the kit of choice for recon and surveillance. Light body armor is 100% effective against shotgun pellets and light caliber pistol rounds. It is marginally effective against higher caliber pistol rounds (like .45 caliber ball ammo) and completely ineffective against rifle cartridges.

| Location/Type | Equipment |
|------------------|---|
| Uniform | HRT or Camo Light, depending on terrain in the area of operations |
| Primary Weapon | MP5SD, Silenced Assault SMG |
| Secondary Weapon | Pistol (9mm or .40) w/optional silencer |
| Slot One | Frag Grenade (optional, to dissuade pursuit if discovered) |
| Slot Two | Empty |

The Assault Kit

This is the basic kit for anti-terrorist teams around the world. The composition of this kit assumes that you will be conducting a deliberate assault on a defended terrorist enclave or barricaded hostage situation. Tactical mobility and the swift application of firepower is of paramount concern, so some compromises have been made in personal protective armor. Medium body armor is 100% effective against shotgun blasts and all pistol rounds regardless of

caliber. It is still ineffective against high velocity bullets, like 5.56mm rounds from the CAR-15 or M-16 assault rifles.

| Location/Type | Equipment |
|------------------|---|
| Uniform | HRT or Camo Medium (depending on terrain in the area of operations) |
| Primary Weapon | MP5SD (9mm) |
| Secondary Weapon | HK .40 USP |
| Slot One | Extra Primary Magazine |
| Slot Two | Flashbangs |

The Entry Kit

This is the basic kit for breachers (team members responsible for blowing open doors and walls). It includes heavy armor, which is effective against most small arms fire including rifle calibers up to 7.62mm. The primary weapon is a short-barreled entry shotgun, with a pistol (any caliber) as backup. Typically, each breacher carries a frame charge for initial breaching, and an additional charge for any interior doors or other obstacles that might prove to be problematic later on. Alternately, the breacher can carry additional flashbangs and grenades in lieu of the second demolitions charge.

| Location/Type | Equipment |
|----------------|--|
| Uniform | HRT or Camo Heavy (depending on terrain in the area of operations) |
| Primary Weapon | Benelli 12 gauge tactical shotgun |
| Backup Weapon | HK .45 USP |
| Slot One | Door Charge |
| Slot Two | Door Charge |

The Backup/Heavy Weapons Kit

When things go wrong, the team may require additional firepower to help salvage the situation. When properly equipped, a heavy weapons

specialist can provide just that tactical edge—the primary weapon is a carbine or assault rifle. The primary responsibility of the heavy weapons specialist is to lay down cover and suppression fire to protect the activities of the remainder of the team. As such, silenced weapons are inappropriate. Also, since the specialist is drawing maximum attention to himself, he should be well protected from return fire as well.

| Location/Type | Equipment |
|----------------|--|
| Uniform | HRT or Camo Heavy (depending on the terrain in the area of operations) |
| Primary Weapon | Car-15 (interior use) or M-16 (exterior assault) |
| Backup Weapon | .45 Pistol |
| Slot One | Extra Primary Magazine |
| Slot Two | Frag Grenades |

Team Assignment

The Team Assignment screen is where you assign members from the active roster to individual fire teams. You may have up to four separate fire teams for the assault and each fire team can hold up to four members from the total pool of eight. In other words, you could create Blue and Red fire teams for this mission, and assign four members to each (which is what we will do in a moment), or you could designate four two-man fire teams. These are the two most common configurations because it is rarely a good idea to send in a team member without backup, but one man fire teams are allowed if desired.



Figure 9. The commander of each fire team should have strong leadership skills, or the mission objectives assigned to that team might be in jeopardy.

To assign a member, first click on his portrait on the left, then click on one of the colored arrows to assign him to the fire team associated with that color (presuming that there are open slots remaining to be filled). The first team member assigned to each color is automatically assigned command of that fire team. If you want to change who is in command of a given fire team, first you must add the “leader to be” to the fire team, then you must click on the associated “Promote” button while that character’s portrait is highlighted. Once the fire teams are divided to your satisfaction, click on the right arrow by the Team Select title bar to proceed to the **Planning** screen.

Planning

The British SAS motto is “Who Dares Wins.” Once they became heavily involved in counterterrorist and hostage rescue missions, the SAS came up with a corollary to that motto for those kinds of missions: “Who Plans Wins.” This is the mode where you actually construct the entry and assault plan for your team. Each plan consists of pairs of paths and waypoints. Teams move along straight paths using a particular set of Rules of Engagement (ROE), to waypoints where they can change direction, perform actions, or wait for go-codes. Plans may be extremely simple: one team, minimal number of waypoints with only one set of ROE, or complex:

multiple teams with complex paths, numerous ROE changes and lots of special actions and go-codes attached to waypoints.



Figure 10. Default plans are available for the first four missions of the campaign. After that, if you do not specify a plan before executing the mission, all of your fire teams will simply begin somewhere in the insertion zone without further orders, as was done in the Quick Start instructions at the beginning of this manual.

Creation of a plan involves three major things: review of all available reconnaissance data, determination of the path each fire team will take throughout the space and determination of what actions will be taken at specific points along that path. The first of these is handled by the "Recon" submenu, which is accessed by clicking on the Recon tab in the lower left corner of the Plan screen. See the subhead immediately following this one for details. We shall deal with the commands associated with constructing and modifying the path under the "Plotting Movement" subhead, which immediately follows "Recon." The tactical interface, which includes rules of engagement, the use of go codes and other similar interface functions are handled under the subhead "Tactical Behaviors."

Recon

Prior to any deliberate assault, real world hostage rescue teams (HRT's) will have amassed as much locating data as possible on hostage and terrorist locations within the structure through the use of

sniper/observer posts, the placement of spike mikes and fiber optic cameras, even through the use of millimeter wave radar that renders exterior walls essentially invisible to the scanning source. Since the focus of Rainbow Six is on the assault itself, not intelligence gathering responsibilities, these types of operations have been simulated for you. To determine what intelligence they have gathered, you need to access the Recon tab on the Plan screen.

Left click on the tab and you will notice that the bottom left display changes to show four radio buttons: Hostages, Terrorists, Landmarks and Legend. Select Hostages. You will notice that the blueprint of the structure in the main display moves to center on the first known hostage location. If the icon is clear and distinct, it means that it is an exact location based on perfect intelligence. If there is a degree of uncertainty about the precise location, the icon will indicate that clearly. That means that the last known location of that hostage was somewhere in that room. They may still be there, or they might have been moved. Use the arrows to cycle forward and backward through all known hostage locations. Terrorist locations are handled in exactly the same fashion.

The difficulty level you specified for the campaign determines the accuracy of reporting for both terrorist and hostage locations. At the lowest level, you enjoy near perfect intelligence. All of the hostage locations will be exact, as will the locations of all stationary terrorists guarding hostages or other specific areas of the building. Some terrorists may still be roaming, however, and the locating data on them will become less precise after the mission begins.

Now click on the Landmark button and begin cycling through these items as well. Landmarks are structural features that will help to orient the team once they have entered the space. Some examples would be "Main Foyer" or "Ambassador's Bedroom." They can also be locations that are important to the specific mission such as "telephone," if you need to place a bug at that location or "bomb," if there is a device present that you will need to disarm.

Legend also contains structural features, but these are the ones that specifically affect the traffic pattern of the team once they have entered the space, such as ladders, stairs, windows and doors. In the

case of the latter two, they may be locked or unlocked. Team members don't need a "key" to get anywhere as everyone is trained to overcome such obstacles. As such, locked doors become more a nuisance to complicate the timing of the assault rather than a true impediment to movement. The amount of time a team is delayed by a locked door is determined by the manner in which they choose to deal with it. These options are presented in detail under "Tactical Behavior" below.

Now that you have familiarized yourself with the specifics of the tactical situation, it's time to develop an assault plan to deal with them. In actuality, you will become accustomed to assigning tactical behaviors concurrent with plotting movement through the space but, for purposes of illustration herein, we will segregate the two functions.

Plotting Movement

Begin by clicking on one of the color-coded fire team symbols in the upper left corner of the Plan screen. Let's use Blue for the purpose of this example. You will notice that the team list changes to the appropriate members. Now, left click anywhere within the white insertion zone on the blueprint displayed in the main window. A blue triangle appears and the waypoint counter changes to "one." Any time you left click anywhere on the map, you place a waypoint for whichever fire team is currently active.

The first point for any fire team must be plotted in the insertion zone, although there may be more than one possible insertion zone for some missions. To see if there are multiple insertion zones, click on the arrows next the "Levels" icon on the map display toolbar to view each of the levels of the structure. Left click again on a blank part of the map window to add a waypoint at that location. This new waypoint has a path connecting it to the previous waypoint (which is the insertion point in this example) and the waypoint counter advances to "two." Normally, you would now specify the actions associated with that waypoint such as the ROE, special actions and any go codes assigned, but we are skipping those details for now (see "Tactical Behavior" below). Also, you will note that clicking on a ladder or stairway automatically changes the main display to the next level of the structure.

If you continue to left click on the map the waypoint counter will advance and a new path will be drawn from the previous point to the new point each time. Remember, when the plan is executed, the team will advance through the points sequentially. If you wanted to place a new waypoint between two existing points, thereby modifying the path between those points, you cannot simply left click between them. Instead, you must first select the waypoint immediately prior to the path you wish to modify. To select a waypoint, you must either right click on it or use the Waypoint Control Bar (see below) to advance to that point. Now you can left click to place a new point anywhere between the selected point and the point that had followed it prior to this action. The existing path will disappear and new paths will be drawn from the new point to each of the previously placed points. The sequential numbering of the waypoints for the entire path is updated accordingly.

The Waypoint Control Bar

This box, which is located next to the map controls, provides you with an alternate method of cycling through the waypoints you have assigned. Highlight whichever path you wish to view and click on the right arrow to cycle forward one waypoint at a time. The left arrow cycles back one waypoint at a time. The "play" takes you to the last waypoint in the plan. The "Rewind" arrow returns you to the first point in the plan, the insertion point. All of the standard editing functions are accessible at any point along the plan, as previously discussed, but this toolbar also has "delete" and "delete all" buttons to simplify large scale corrections to an existing path.

Map Controls

Sometimes, you will want to "think ahead" before you actually get down to brass tacks plotting tactical movement. Use the map controls to go anywhere in the structure without actually plotting a path to do so. The +/- zoom controls make it simple to step back and look at the blueprint for an entire level at once, or zoom in to keep a tight focus on team movement through a crowded space.

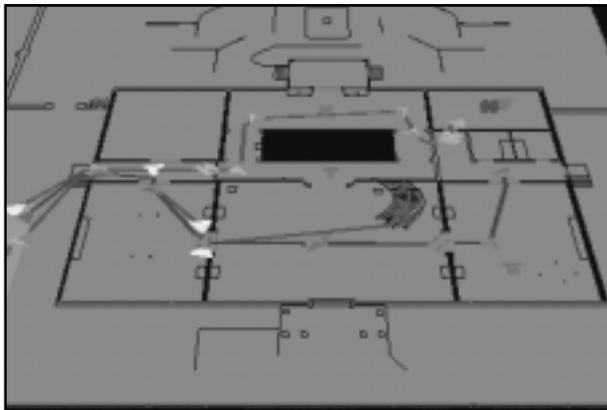


Figure 11. The display is fixed in a 3/4 top down perspective, but you can rotate the blueprint with the circular arrows and use the compass arrows to move the map. Click in the center of the compass to center the map on the selected waypoint.

Use the up and down arrows next to the level indicator to shift the view between floors. While you are doing so, don't limit your thinking to breaching and ingress routes. You should also be considering where to establish "safe zones" and how you will egress and extract the hostages.

Other Commands

There are several other functions located on the right side of the map toolbar: Display, Save and Load. Each of these functions as follows:

Display—Click on these to show or hide the paths of each fire team so that you can focus your attention on one segment of the overall plan. By default, the map will display all of the paths, so you must use this control to limit the view.

Save Plan—Click this to bring up the save plan dialogue box. The 'plan' consists of everything in the planning phase, from kit and team assignments to the actual plans themselves. After you have saved, you are returned to the planning screen. You must click on the right arrow next to the Plan screen title bar to proceed to the Execute screen.

Load Plan—Click to bring up the load plan dialogue box to recall any plans you have previously made for this mission.

Tactical Behaviors

All of the possible tactical behaviors that can be assigned to the team are governed by your selections on the Orders menu. Click on the Orders tab in the lower left center of the screen to open this menu now. You will see three sections within this menu: Wait for Go Code, Rules of Engagement and Special Action.

Go Codes

Go codes are an artificial means of controlling the timing and execution of multiple fire teams. By default, each waypoint is assigned "no go-code" unless you specify otherwise. In the absence of go codes, each team will execute their fire and movement plan from start to finish without pausing. Granted, they might be waiting in an area while someone is picking a lock or performing some other action which requires time, but they will otherwise be on the move completing the actions you have assigned them regardless of what point the other fire teams are at in their respective plans.

If you assign a go code to a waypoint, the team will pause once they reach that waypoint until you issue the appropriate go code during the action phase. While paused, the team will still defend itself and engage any targets of opportunity that happen into their line of fire, but they won't continue with the remainder of their plan until you issue the go code. To assign a go code to a point, select the waypoint then use the Go Code pull down menu to select go code alpha, bravo, charlie or delta.

What a go code does is act like a gate for units waiting on it. The team must have progressed to that point in the plan where they are waiting for the code before your issuance of the code during the action phase impacts their behavior. Otherwise, the gate closes again. Because these windows of opportunity are so short, you can use the same go code (alpha, bravo etc) multiple times without penalty (provided you can keep track of things). Here is how it works.

Consider a plan where you have assigned go code alpha to the last waypoint on the first floor of a structure and also the last waypoint on the second floor of a structure. If you have four shooter pairs clearing the first floor of the structure and only two of them have completed

their paths on that level when you issue go code alpha, only those two teams will proceed to the second floor. Once the others get to their final points on the first floor, they will wait for go code alpha (i.e.: they don't know that the one you have already issued applies to them). If you say go code alpha again, they will continue on their path. As the mission commander, you are ultimately responsible for keeping track of the big picture and not letting any of your fire teams get this far "off plan" in terms of timing and coordination. You can have 15 go code alphas if you want, or always use alpha for Blue fire team, bravo for Gold fire team and so forth. You can make the most complex plan ever devised or you can follow the "Kiss" principle and keep it simple. The choices are yours, but so is the responsibility.

Rules of Engagement

The team always follows their current Rules of Engagement. The rules of engagement determine how each team executes their particular plan, by varying five chief factors: the team formation, how the team treats targets, the movement speed, the acceptable combat risk, and the certainty with which the team identifies hostages and terrorists before firing. You control these factors by selecting the Mode the fire team will use at that point in the path, as well as the Speed they will employ. Let's talk about the latter first.

There are three speed settings: Blitz, Standard and Safety. In simplest terms, you can think of blitz as "run," standard as "walk deliberately" and safety as "creep cautiously." There is a bit more to it than that, however.

The speed setting also determines the level of risk that team members consider "acceptable." At the safety setting, each team member will be taking deliberate aim and making sure of every target before they squeeze off a round. This is the certainly the safest mode for the hostages, but there are some situations where it means that a terrorist using a hostage as a shield might have an extra second to get off the first shot at the team. At standard speed, which is the default setting, there is a better balance between hostage safety and team security. At blitz speed, the likelihood of inadvertently shooting a hostage and also of "friendly fire" casualties to other team members increases considerably.

With speed set at the desired level, let's return our attention to the four mode selections under the ROE submenu. These are:

Clear—the primary goal of the team is to clear the area of hostiles

Engage—the primary goal of the team is to move through the space while engaging targets of opportunity

Advance—the primary goal of the team is to move through the space without engaging the enemy

Escort—the team escorts hostages as they move.

Each of these modes is analyzed more closely in the next series of subheads. First, however, you need to understand that, for the fire team you personally control, team members always follow the movement lead of the team leader, regardless of speed or ROE settings. If you start running, for example, the team will follow your lead and keep up without further instruction.

Clear

You want to assign the Clear ROE to waypoints immediately preceding the doorway of a potentially hostile area. That way, once the team moves through the portal, they will proactively fan out to aggressively clear all four corners of the room of any potential terrorists before reforming at the center of the room and proceeding to their next waypoint (providing the room is physically large enough for them to do so).

If clear orders are given for extremely small spaces, like closets, they are essentially ignored and the team leader will attempt to engage any targets seen when the door is opened without actually entering the room. If clear orders are specified in a space that is too large, such as outdoors, then the team will default to "Engage" behavior (see below).

If the team unexpectedly encounters any hostages while there are in clear mode, they will tell the hostages to get down and stay put, which they will do. The team will remain more concerned with taking out Tangos than dealing with hostages, so don't worry about remote teams losing their focus. You can order those teams back to escort the hostages out later.

Engage

This is the default mode for all tactical movement. The team is in a staggered snake formation and moving deliberately to the next waypoint. They will engage all targets within their line of sight but they will not pursue fleeing targets or get bogged down in prolonged firefights. This mode offers the best balance between defensive and offensive posture for any given fire team, but you should still shift to clear mode when crossing transition points (like doors and windows) to new spaces.

Advance

A fire team with orders to advance will do that almost to the exclusion of all other activity. Targets that are not directly impeding the intended path of travel are ignored, and the team won't even pause to return fire when they are engaged. They will kill any terrorists directly in their path, but they are otherwise committed to only one thing, getting to the next waypoint. As such, advance mode should generally be reserved for paths that must cross large, open areas that are virtually indefensible by the team anyway. Examples of such paths might be through courtyards and open embassy foyers with overhanging balconies or other hideouts for enemy snipers.

Note: Heartbeat sensors are only used when the team has advance orders. Remember, heartbeat sensors are inventory items that must be equipped.

Escort

Hostages will only respond to teams with Escort mode on. When teams in any other mode come through their space, the hostages will simply stay put. When you are ready to extricate them, send a team into their space with escort orders. The hostages will then follow the team to every waypoint thereafter until they reach the extraction point (provided escort mode is active for all the waypoints in between). Be advised, it generally isn't a good idea to take your hostages "along for the ride" in hostile territory. After all, they don't have the benefit of your body armor. You generally want to make sure that the egress route to the extraction point is clear before you bring the hostages out.

Special Actions

Special actions can be assigned to waypoints using this pull down sub menu of the Orders tab. Click on the waypoint you wish to edit and pull down the menu to see what actions are available. Not all actions are available at every point. The three most common special actions are Blow Door, Flashbang Room and Frag Room. These can only be assigned if the waypoint you wish to edit is close to a window or door, whether it is locked or unlocked.

If you ask a team to go through a locked door and do not specify the use of a door charge, the team will breach the door using one of these methods in descending priority:

Shotgun—if one of the team members has a shotgun, they will shoot the door lock until it opens, then they will enter the room.

Lockpick—if no one on the team has a shotgun, they will pick the lock. If one of the team members is both skilled in electronics and has an electronics kit in their inventory, then this process will take very little time. If not, they will still get the door open but it might take considerably longer to do so.

For additional information on breaching, see the appropriate subhead under the Action Phase section of the manual.

If Flashbang Room is specified, the team will toss a flashbang grenade into the room after the door is opened and before they actually enter the room. Flashbang grenades generally do not damage any hostages or terrorists in the room. Their sole purpose is to blind and momentarily distract whoever might be in the room so as to provide the team a momentary engagement advantage. If you are using a door charge to breach the room, it is unnecessary to

specify a flashbang as well. The detonation of the door charge will have the same tactical effect.

If Frag Room is specified, the team will toss a fragmentation grenade into the room after the door is opened and before they actually enter the room. Naturally, this is extremely hazardous to all of the occupants of the room, including hostages, so use this order judiciously.

Other special actions are mission specific and they will appear on the menu when appropriate. Two examples of these types of actions would be "place bug," when you are executing a covert intelligence gathering mission and "disarm bomb," when it is necessary to render an explosive device "safe" as part of a series of mission objectives. These special actions are only available when the waypoint is placed close to the object affected by the command.

Note: If you want the team that you are controlling to perform any of the actions, you must plan them here. Pre-planned actions are all actions specified in the special actions sub menu. If the plan specifies a flashbang to be thrown through a door, the team will perform this action when you reach that door without further intervention on your part. If you don't plot it in the planning phase, you must perform the action or it won't be performed.

Execute

When you are satisfied with all of the individual elements of the plan you have constructed, make sure you save it before moving to the execution phase. Click save on the map toolbar. After the save routine has finished, click on the right arrow next to the title bar for the Plan screen and you will proceed to the Execute screen.



Figure 12. The Execute Screen is a summary overview of your assault plan. It is also where you click on the team you wish to command when the mission begins.

Saving your plan is always a good idea. If you have done it right, the chances are that you have invested a considerable amount of time and effort refining the plan. But you are also about to learn one of the harsh realities of CQB - few plans survive initial contact with the enemy. As such, you will probably find yourself returning more than once to refine the plan further because of something you discovered in the actual execution of the mission. That is a luxury that the real world teams don't enjoy, so you shouldn't take it for granted.

When you are ready to rock, click on the right arrow by the Execute title bar to continue to the action phase of the mission. Good luck!

Action Phase

The action phase is where you execute the plan developed in the planning phase. It begins with the insertion of the team and ends with the success, failure or abortion of the mission. The action phase does not use a point and click interface. Rather, it uses either a keyboard or a keyboard/mouse control scheme similar to many first person games. The specifics of these controls are provided on the separately printed ready reference.

You begin each action phase controlling the leader of the team. If more than one team is being used on the mission, you may jump between

team leaders at will. Non-team leaders are never controlled—the only way they can be controlled is if the leader dies and they assume command based on seniority. The action phase ends when the mission objectives are accomplished, failed or the last team member dies and there are no more team leads to control.



Figure 13: Once the mission begins, all action takes place on this screen.

Cinema Window

This window displays the view from the perspective of the character that you are currently controlling. If you shift between team leaders, the view will shift accordingly. You may play the game in either first or third person view. Third person view is a good choice for large spaces and exteriors because you have improved situational awareness. First person view is best for close quarters interior engagements because it makes targeting easier. See the ready reference card for how to switch between the two modes. See the Gun Range heading under the Training section of the manual to learn about all of the variables that affect the targeting reticle.

Map Window

The map displays the positions of team members, terrorists and hostages that can be seen by any team member. The map window also displays the plan of the team under your command, using a

simplified path and waypoint scheme. In barricaded hostage situations, the area is assumed to be ringed with remote heartbeat sensors, so the location of all terrorists and hostages are displayed on the map with absolute certainty. In all other situations, the team will have to equip someone with a portable heartbeat sensor. As noted elsewhere, these inventory items are only good for a short distance around the user and are only accessed by AI teams when they are under the “advance” ROE.

When you are in command of such a team, and your character has the heartbeat sensor, you can toggle it to be the currently active “weapon” (see ready reference card for details). Once you do so, if you “trigger” the sensor like you would a weapon, the scan of the sensor focuses down into a long narrow cone. You lose detection capability everywhere except where the sensor is pointed, but you can detect contacts at considerably longer ranges in the direction you are pointing.

Character Display

This window contains four team member slots with pictures, names, and heartbeat enunciators, along with the inventory display. If there are less than four team members on this particular fire team, the other displays will be blank. This graphically displays the status of the player's character along with the up to three other members of the player's team. For each team member the display consists of a thumbnail picture, a name, and a heartbeat widget. The heartbeat widget has four states indicating the health of the team member:

Healthy—indicated by a green colored slot and a functioning heartbeat. The heartbeat changes according to the level of exertion of the team member.

Wounded—indicated by a yellow slot and a functioning heartbeat.

Incapacitated—indicated by an orange slot and a barely functioning heartbeat.

Dead—indicated by a red slot and a flat-lined heartbeat.

The Character Display Window also displays the currently

selected inventory item for the player's character. This inventory window contains information about remaining ammunition and/or magazines as well as the weapon's setting (single shot, full auto) if any.

Team Display

This has four slots, one for each potential fire team that could be used on a mission. Each slot contains the following information: the team's current status, and one health 'dot' for each team member. The team's status indicates what they are currently doing, e.g. moving, waiting for go-code, firefight, disarming bomb, and so forth. The health dot changes color depending on the health of the team member. When a member is healthy, their dot is green. If they are wounded, their dot is yellow. If they are incapacitated, their dot is orange. If their dot is red, they are dead.

Fire & Movement

The success or failure of Close Quarter Battle (CQB) tactics relies on properly executed fire & movement, just as it does with larger unit actions. Regardless of the method of insertion, the team maneuvers through the game environments on foot. Further, team members are restricted to the types of movement most commonly used by SWAT and HRT-type teams, i.e. no jumping over pits or full speed running because the number one concern for team members at all times is maintaining control over their weapon. They must be able to respond to a threat from any direction as quickly and efficiently as possible. Two basic stances are used: crouched and upright. Pressing the crouch key causes you to stop movement and crouch. From a crouch, you may rotate in place—no running hunched over. From an upright stance, you may:

- Move forward at one of two movement speeds
- Move backward at one of two movement speeds
- Rotate in place
- Sidestep to the left or right at one of two speeds

Movement speed is toggled using the right mouse button or the appropriate keyboard counterpart listed on the ready reference card. Holding this modifier key down switches the movement speed from walk to run. Continuous movement is accomplished by holding the desired movement key down for as long as you wish to move. Movement stops after the movement key is released. You character may be controlled using two basic control schemes: keyboard only and mouse-look, which uses a combination of mouse and keyboard. You can also modify either control scheme to match one with which you are already intimate based on other game play experiences. The current inventory item is toggled using the 'tab' key. When using mouse-look, clicking the left mouse button activates inventory items. Mouse-look Controls are the default method of controlling the team leader. In this scheme, the mouse determines the direction that you are looking as displayed in the cinema window of the action interface; hence the name mouse-look.

Vertical Movement

In addition, you may navigate vertical surfaces in a number of ways:

- Climb up/down stairs
- Climb up/down some objects
- Climb up/down ladder

In general, vertical movement is accomplished by using the environment action key (as specified on the ready reference card) while standing in front of a vertical object. For example, Press action while in front of a ladder and you move onto the ladder. You must be facing the ladder for this to work. While on a ladder, press action again to push off the ladder—you let go and fall off to the rear. While on the ladder, moving forward makes you move up and backward makes you move down. You may not sidestep off a ladder. You are also prohibited from using inventory objects or manipulating the environment while on a ladder.

Press the environment action key while in front of a vertical object to jump or climb on top of it. You will automatically put away their weapon to accomplish this task if necessary. There is no action for jumping off an object. If you walk off an object you simply fall until you hit the ground. If it is a short distance, you will land safely and recover. If it is a long distance, you will become incapacitated or dead.

Interacting with Objects

You can interact with the environment by using inventory items (inventory actions) and by manipulating objects (environment actions). The basic kit contains inventory items like weapons, grenades, breaching charges and surveillance gear. Learning to access these items routinely and quickly is imperative if you wish to survive. You must also learn to manipulate objects like doors and switches.

Firearms

Toggle to the desired weapon to place it in hand. Click the 'activate inventory item' key (as specified on the ready reference card) or mouse button to fire the weapon. Automatic weapons will continue to fire as long as the button is held down. You need to be very cognizant of this and practice firing short controlled bursts to conserve ammo. The Gun Range is a good place to master this technique. If you don't do this, you might find yourself unarmed at the worst possible time.

Click the reload key, as noted on the ready reference card to reload. Remain cognizant of your ammo use and reload whenever there is a pause in the action and the current magazine is more than 2/3's depleted. You do not lose these rounds. If all of your other magazines are empty, you can reload this partial magazine later in the game.

Grenades & Flashbangs

The player character may throw grenades of either type (fragmentation or flashbang) at any time. Grenades thrown by the player's computer controlled teammates may be thrown only when specified in the planning phase. To manually throw a grenade, toggle to the desired grenade or flashbang to place it in hand. Toggle to a different inventory item to put it away unused. Click the 'activate inventory item' key or mouse button to pull the pin and start drawing back your arm to throw the grenade. The longer the key is held, the stronger the throw will be. The grenade is released upon mouse-up/key up.

Two types of throwing are possible, underhand and overhand. The type of throw is determined by the length of time the fire key is held—a quick tap throws the grenade underhand while a key down of 1+ seconds results in an overhand throw. You can see the difference on the power bar. The longer the key is depressed, the more the bar fills up. Practice lobbing grenades in

Training (see above) to get a feel for it. Grenade skill determines the base size of the targeting reticle as well as the time constant as described in the targeting reticle section.

Doors

You may open and close doors by hitting the action key while facing a door within arms reach. If the door is locked, you will be notified that you are picking the lock. If you stop holding the environment action key down any time before the door is opened, you stop picking the lock.

For the purposes of this game, door breaching describes the action of going through any door, whether it is locked or not. Whenever a path is drawn through a door, that door must be breached, whether it is done with explosives, a shotgun, a lockpick, or simply opening the door. In general, if a door charge is specified in the planning interface, it is used to go through the door regardless of whether it is locked or not. If a door charge is not specified, then the method of entry is, in order of preference: simple opening (unlocked), shotgun (locked), lockpick (locked).

Door Charges

To manually place a door charge, toggle to the desired explosive to place it in hand. Toggle to a different inventory item to put it away unused. Click the 'activate inventory item' key or mouse button to place the explosive on the surface within arms length indicated by the targeting reticle. Explosives may only be placed on doors. Note that this is not instantaneous—it will take some time depending on the character's demolitions skill. Experts can place charges in 1-2 seconds, while novices can take 30+ seconds.

Click the 'activate inventory item' key a second time to detonate the explosive. Note that you can place an explosive, switch to a different inventory item, then switch back to the explosive and detonate it. This means that each team member can only place one explosive at a time. The demolition skill determines the time required to properly place the charge.

Surveillance Gear

On some missions, you will be required to place a wiretap or some other form of electronic surveillance device. To accomplish this action, you must be standing in front of the object (such as

a telephone) that is the target for the action. Then simply click on the environment action key (see ready reference card) to place the bug.

Switches/Levers

Switches and levers are activated by hitting the action key while standing within arms reach of the switch or lever. Switches and levers will always be either dormant or activated.

Dynamic Team Control

As team leader, you can alter the behavior of the currently controlled team in a number of ways after the mission has begun, provided you wish to do so. The "Hold" key (see the ready reference card) tells the other members your fire team (other teams are not affected) to stop where they are and wait for further orders. You can then go off on your own to attend to whatever detail you wish and your team will wait in a defensive posture where you left them until you return. To release them from "Hold" orders, you press the "Hold" key a second time. If you are within visual range when the hold order is released, the team will move to form up on your position. If you are not within visual range, you will have to move back to them to pick them up.

Additionally, if you see a plan falling apart quickly, you can regain some control of the situation by quickly jumping between all the fire teams (see ready reference card for details) and issuing hold orders to each squad. These orders remain in affect until you jump back into each fire team and release it by pressing the "Hold" key a second time.

The other major method of altering a plan on the fly is by changing the ROE modes (see the Plan screen, above) of the various fire teams. To change the ROE of any team, you must first be in command of it. Jump to the team whose plan you wish to modify and then cycle through the ROE modes (see ready reference card for details) until you reach the desired setting. This is the method you would need to employ, for example, if your primary hostage escort team got killed before they reached the hostages and you needed to put another fire team in "Escort" ROE to take the hostages out of the building.

Another example of when dynamic team control might be necessary concerns how Rainbow Six models stress. All of the team members, hostages and terrorists are individuals who handle stress to varying degrees of success. Your team members are highly conditioned to stress, so it takes quite a lot to

put them off their game plan, it does happen occasionally, particularly when the team has sustained heavy losses. Team members might go off plan, return to their insertion points or react in other non-characteristic ways. Hostages, and especially terrorists, are far more unpredictable. Some of the latter are highly trained professionals, almost on par with your team, but most fall somewhere well below that. When Tangos get stressed, they are liable to do anything from beginning to massacre hostages to running at team members trying to surrender. The bottom line is that, no matter how tightly you exercise control, events will still sometimes seem quite out of control.

Real-time Communication

In multi-player mode, you have other command and control options. By pressing 't' activates the typing bar in the action interface. Once 't' is pressed, you can type, then press 'enter' or 'return' to send the typed message. Check the ready reference card for the real time voice functions. Sounds are recorded as long as you hold the key down. Sound is broadcast like a single-channel radio—you can't broadcast when someone else is using the channel.

Ending the Mission

If you wish to abort the mission at any time, hit the ESC key. You will be prompted to ensure that this is what you want to do before you actually exit or restart the mission. If the mission is either a success or failure, it will end automatically with a summary of the mission results. There are team results and individual results. Click on each individual's portrait to see how well they performed on the mission.

If you are not satisfied with any aspect of the team's performance, do not accept the mission results. Choose to replay the mission from this screen. If you are happy with the mission results, accept them. You must accept a successful mission result before you can proceed to the next mission. But once you do accept a mission result, all aspects of it (casualties to the team, etc.) are permanently saved to the current campaign. The only way to go back and change those results subsequently is to use the Backtrack command to create a new branching campaign (see Single Player menu, above).

UK

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techsupport@ubisoft.co.uk

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Hours: Monday through Friday 9.30am – 5.30pm (GMT)

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Appendix A: Multiplayer Mode

There are two basic modes of multiplayer Rainbow Six, Adversarial and Cooperative. In Cooperative games, up to eight people can join together to play any single player mission in multiplayer mode. Team objectives are determined by the difficulty setting of the mission, which is set by whomever configured the server to host the game (see Create Game below). Players get to choose the character they wish to play from the existing Rainbow Six roster on a first come, first serve basis (in other words, you can't have eight clones of Ding Chavez).

There are currently five variants of Adversarial Rainbow Six. All of them involve team on team training exercises to hone CQB skills. You do not have the option of taking the side of the terrorists. The current adversarial modes are:

Stronghold—one team defends a “base” area on the map, the other attacks.

Double Stronghold—both sides must defend their base and capture the enemy base.

Survival—the last man standing wins.

Team Survival—the first team to eliminate the other side completely wins.

Double Bluff—each side begins with one hostage. The object is to capture the other team's hostage and extricate him to your base while precluding the enemy from doing the same to yours. If any team member kills a hostage, the team loses.

Check the Redstorm website, <http://www.redstorm.com> and on MPlayer for new modes of multiplayer Rainbow Six as they become available. When you select Multiplayer from the **Main Menu**, you go the following screen:



Figure 14. The Multiplayer Menu. Join existing games on a LAN, the Internet or MPlayer, or host your own server.

Join Game

When you click this option, the Server list will display all games offered locally. To find out what type of game is being offered, check the Server Info (see below) before joining the game. If a game is already full, the join option will be grayed out. Continue cycling through the list until you find the type of game you wish to play with openings for additional players. When you do, click to join then specify your player options (see the appropriate subhead under Create Game below). Hit “t” to begin chatting with other players that are currently logged onto the server. Your game will begin shortly.

Create Game

Use this option to configure and host a new game for other players to join. Even if you are not planning on hosting a game soon, you should still become familiar with the contents of this section. Although everything except the player options will be pre-set by whomever configures the server, understanding what those configuration options will help you interpret the information displayed on the Server Info screen before joining any game.



Figure 15. The Multiplayer Sessions screen displays all of the possible configuration options for Rainbow Six online play.

The Communications Interface and the Connected Players list mirror those displayed on other screens in the multiplayer interface. Note that the connected players list has three buttons underneath the window: Alpha, Bravo and None. These are for adversarial Rainbow Six only. If a team variant of that mode is specified in the Session Options by whomever is hosting the game, then all players must eventually choose either Alpha or Bravo teams before the game begins. In Survival mode, all players would select "None" and remain unaffiliated.

Session Options

Specify the game type: adversarial or cooperative, which changes the remainder of the session options window. For cooperative mode, you will specify the mission to be played from a drop down menu of available scenarios and also the difficulty setting for the mission. You will also determine the "Backup Option" for the mission. Backup options determine the mix of computer and human players. The choices are:

No Backup—all human players.

Partner—with four or less human players, choose partner and each player will be assigned a computer controlled partner to back them up.

Full Team—if this option is selected, then computer players will automatically be assigned to fill any open slots after all human players have logged in to bring the assault team to its full strength of eight players.

When configuring for cooperative mode, each human player will get to select which member of the Rainbow Six roster they wish to play then equip that character using the Player Options (see below).

If an adversarial game is chosen, the next step is to specify the Game variant (from the aforementioned list of options), the map that will be used (from a drop down menu of choices) and the game length before the mission times out. Below these choices, you will see four radio buttons: Show Enemies, Auto Targeting, Random Maps and Random Teams. These function as follows:

Show Enemies—determines whether or not everyone appears on the heartbeat sensor map display.

Auto-Targeting—determines whether or not this feature will be enabled for the current mission.

Random Map—if this is selected, then the map choice specified above is disabled. A random map will be specified instead.

Random Team—overrides individual team choices and randomly assigns both human and computer players to either alpha or bravo teams for adversarial play.

Player Options

Each player can specify their name, sex and specialty from this menu. The four specialties are Assault, Recon, Demolitions and Electronics. Additionally, they use the other drop down menus in this window to equip their character in the same fashion that they would do on the Kit screen in single player mode. Players specify their uniform, primary weapon, secondary weapon (backup) and up to two other items to complete their Kit. The latter items are the same as those offered for Slots One and Two on the Kit screen (ie: extra magazines for either weapon, flashbangs, fragmentation grenades, door charges and so forth).

When all of the players have joined and the host is satisfied with all of the game settings, click Start Mission to launch the Action Phase.

Manual Join

This option is for advanced users only. You must know the IP address of the remote server that you wish to play on. If you do, select manual join then type in the IP address. When you hit return, you will be connected to the server. Input your player options (as discussed under the player options subhead of the Create Game heading above) and start chatting with other players on the server while you wait for the game to begin.

Server Info

If you select Server Info, you will be shown a summary screen for the highlighted server that shows you the parameters of the game being offered and also what players are currently connected to the server.



Figure 16. Check out the “Connected Players” list to find your friends online.

Once you have joined a game, you can use the chat interface to select opposing teams for an adversarial mission or coordinate your assault plan for a cooperative mission.

Mplayer

WHAT IS MPLAYER.COM?

Mplayer.com is the #1 multiplayer game service on the Internet. Playing Rainbow Six on mplayer.com means that a player in a remote location can challenge other players in remote locations, and they'll play in real time—like they're all sitting in the same room. Mplayer.com offers hundreds of innovative features, including real-time voice—chat that lets you verbally taunt your opponents and praise your teammates. When you sign up for mplayer.com you're joining a friendly online community where you can participate in regular tournaments, contests, and special events.

PRICING

Mplayer.com is FREE—there are no charges or monthly fees to play Rainbow Six on mplayer.com.

SO HOW DO I GET STARTED?

Installing mplayer.com is simple. Just follow these easy steps and you're on your way to the excitement of online multiplayer gaming!

1. There are several ways to install mplayer.com from Rainbow Six:

From the game CD-ROM Autorun Menu:

—select the option to Play on mplayer.com

From the Windows 95 Start Menu:

—select this game and the option to Play on mplayer.com

From Inside the Game:

- select the option to Play on mplayer.com from the multiplayer menu

From the Program folder:

- click on the icon to Play on mplayer.com

2. This will start the mplayer.com installer which will:

—check for mplayer.com — if you don't have it, we'll install everything you need! Just follow the easy install instructions at the prompts. During the process, you'll set up a mplayer.com account and select your mplayer.com member name and password.

3. After installing mplayer.com, your Web browser will launch and connect you to the mplayer.com game page:

- Make sure your game CD-ROM is in the disk drive.
- Now click on 'Play Now' to log onto mplayer.com and head to the Lobby of your game.
- Before entering the game's Lobby, we'll automatically download any additional files you might need to make the game playable on mplayer.com.

4. Now you are in your game's Lobby on mplayer.com. Chat with other players by typing your message and pressing Enter. To enter a Game Room, double-click on a green Room icon. If you want to create a new Game Room, click on the Create Room button.

5. Almost there!

If you enter an existing Game Room, Click on the 'Ready to Play?' button or, if you create a Room, wait for players, then click on the 'Launch Game' button.

6. Have fun playing on mplayer.com!

CUSTOMER SUPPORT

Mplayer.com has a staff of highly trained Technical Support representatives waiting to answer any questions or solve any problems you can throw at 'em. If you're having trouble installing mplayer.com, contact a Technical Support representative by emailing support@mplayer.com or by calling (650) 429-3100 between the hours of 3 p.m. and 10 p.m. (PST), seven days a week.

Mplayer.com and the Mplayer support service are not connected with Take 2 in the way.

For more information about mplayer.com visit their Web site at www.mplayer.com.

TECHNICAL INFO

You need the following PC configuration to install our software and play games on mplayer.com:

System Requirements:

- Windows 95
- Pentium processor
- 8 MB RAM (16 MB recommended)
- 14.4 KBPS or faster modem (28.8 KBPS or higher recommended)
- Internet access*
- Web browser

*AOL, CompuServe, and Prodigy do not yet support adequate TCP/IP connections for FAST gameplay. Low latency games, including turn-based or role-playing games, however, can be played.

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Glossary

1 SFOD (1st Special Forces Operational Detachment Delta)—The official name of the US Army's Delta Force, an elite counterterrorist and hostage rescue unit.

ACP—Administrative Command Post. One of two command posts during a typical hostage rescue mission. This one handles logistics, the press and all non-tactical management functions for the onscene commander. See also TCP.

AFSOC—U.S. Air Force Special Operations Command

AO—Area of Operations. The AO for each fire team is defined by the path that you plot for them during the planning phase.

AOR—Area of Responsibility. For the fire team as a whole, the AOR equates to the AO, but individuals within the fire team will have AORs which correspond to their position within the fireteam. For example, the number two man in a snake might be assigned a 120 degree firing arc from dead ahead in the direction of travel to 30 degrees beyond the right flank. This is his AOR for tactical purposes and it moves with him, oriented on the same axis as the formation, for the duration of the mission.

Bingo—means that a bomb has been located.

Breach—to forcibly enter a space, either through the use of a door charge, by blasting the lock away with a shotgun or defeating the lock with a lockpick/electronics kit.

CA—Compromised Authority. Basically, this is when the barricaded "suspects" get tipped as to the timing of your assault, as happened at Waco. In Rainbow Six, you retain the initial element of surprise but, if your assault plan gets bogged down, the back half is more difficult to accomplish because the surviving terrorists are well alerted to your presence and intentions.

CIA—Central Intelligence Agency.

Clear—status report that a room is clear. Clear and covering means the room is clear and there is a hostage present in the room.

CQB—Close Quarters Battle. High speed engagements at extremely short range, generally in an urban setting.

CT—Counterterrorism

DAT/P—Deliberate Assault Team/Plan. An assault plan which uses a cautious, stealthy approach and is coordinated to inflict maximum surprise and maximum damage to the terrorists in the first minute of an assault. Everything is precisely orchestrated and the team will generally have had time to conduct several full scale rehearsals in mock ups of the structure to be assaulted. The opposite of this is the EAT/P.

Delta—Short for Delta Force, the Special Forces hostage rescue / CT unit.

EAT/P—Emergency Action Team/Plan. These are hasty responses to situations which do not allow for full planning and multiple rehearsals. Essentially, the team develops a rudimentary course of action and relies on their considerable expertise to manage unforeseen circumstances after they enter the space. You can't really simulate an EAP in single player mode, because you can only control one fire team at a time, but you can in multiplayer mode. Try it, it's fun!

EP—Entry point. Usually followed by a numerical designator such as EP-1 (the back door), EP-3 (the ventilation ducting on the roof) and so forth.

EXP—Exit point. Used to designate where you intend to extract the team and the hostages. In complex plans, there can be several EXPs. As with EPs, they are distinguished from one another by numerical designators.

FAP—Final assault point. The actual assault positions each fire team takes immediately prior to commencing the assault. These can be the insertion points, as specified in the planning interface, provided they are close enough to the structure, but generally it is best to move all of the teams next to their respective EPs and assign a go code to those points. That way, everyone is at their FAP positions when you issue the go code and they breach and enter the building simultaneously.

HE—high explosive

HRT—Hostage Rescue Team (US Federal Bureau of Investigation)

HRU—Hostage Rescue Unit

LCC—The position of last cover and concealment before the team is potentially exposed to enemy fire.

MOE—Method of entry. See also “Breach.”

Murphy—this means that something has gone seriously wrong, such as a team member dropping a fragmentation grenade in proximity to hostages.

NSA—National Security Agency

NSW—Naval Special Warfare

NSWG—Naval Special Warfare Groups

NVG—Night Vision Goggles

OP—Observation post. In real world HRT ops, several snipers would be positioned in OPs from the time the crisis breaks until it is resolved. These troops report everything they witness of interest to the TCP to aid in development of the tactical picture. In Rainbow Six, you access the OP information via the Recon tab on the Plan screen.

OP SEC—Operational Security. Maintaining a tight reign on your intentions until it is time to execute the plan. See also “CA.”

Precious Cargo—codeword for a VIP hostage.

ROE—Rules of Engagement. Also referred to as “Standard Operating Procedures” or SOP by civilian law enforcement agencies. Essentially, these are the guidelines for the use of deadly force and the tactical assault plan for the engagement.

SAS—Special Air Service. Great Britain's elite counterterrorist unit.

SEAL—Short for SEa Air Land – the operating environments (and name) of the US Navy's elite maritime commandos. Seal Team Six is the primary CT/HRT unit within the Seals, but all teams have trained in CQB tactics.

Snake—A tactical formation of four to six officers moving in a tight column formation. In Rainbow Six, the maximum size of a snake is four team members. They will stack outside of doors then burst through almost as one man to clear the adjoining room (provided you specified the proper ROE during the planning phase).

Suppressed—a weapon with a silencer attached. Suppressed weapons usually have “SD” following their nomenclature. For example, the MP-5SD is a suppressed version of the MP-5.

Tango—terrorist

TCP—Tactical Command Post. Where the HRT's assimilate intelligence and conduct mission planning functions.

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RED STORM ENTERTAINMENT

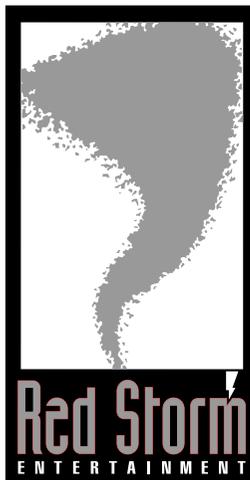
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Planning Phase Controls

Waypoint Controls

-  = Move Forward
-  = Move Backward
-  = Sidestep Left
-  = Sidestep Right

Map Controls

-  = Move Map Up
-  = Move Map Back
-  = Move Map Left
-  = Move Map Right
-  = Zoom Map In
-  = Zoom Map Out
-  = Rotate Map Right
-  = Rotate Map Left
-  = Change Level Up
-  = Change Level Down
-  = Toggle 3D View

Key Command Summary

Actions

-  = Change Magazine
-  /  +  /  = Manipulate Environment
-  = Use item
-  = Select Primary Weapon
-  = Select Secondary Weapon
-  = Select Extra Item #1
-  = Select Extra Item #2
-  = Change Rate of Fire

Recon Controls

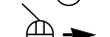
-  = Toggle Through Recon Groups
-  = Next Recon Entry
-  = Previous Recon Entry

Movement

Arrow Keys

-  = Move Forward
-  = Move Backward
-  = Sidestep Left
-  = Sidestep Right

Mouse

-  = Turn Left
-  = Turn Right
-  = Look Up
-  = Look Down
-  = Crouch
-  = Run
-  = Shuffle

Team/AI

-  = Previous Team
-  = Next Team
-  = Toggle Team Hold In Place
-  = Status Report
-  = Advance ROE Mode
-  = Advance ROE Speed
-  = Give GoCode 0
-  = Give GoCode 1
-  = Give GoCode 2
-  = Give GoCode 3

COMM

-  = Toggle Chat
-  = Toggle Team Chat
-  = Transmit Radio Message
(press to talk, release to finish)

View

-  = Toggle Sniper Mode
-  = Toggle Night Vision
-  = Toggle Map Fullscreen
-  = Toggle Camera View
-  = Expand Cinema
-  = Shrink Cinema
-  = Map Zoom In
-  = Map Zoom Out
-  = Watch Next Member in Map

Options

-  = Toggle Auto Aim
-  = Screen Shot
-  = Activate Server Control Dialog
-  = Toggle Targeting Reticule



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