Tom Clancy's RAINBOW SIX ™

WITH EAGLE WATCH MISSIONS

THE MOST REVOLUTIONARY ACTION/STRATEGY GAME OF ITS KIND. NOTHING COMES CLOSER TO OFFERING AN EXCITING COMBINATION OF STRATEGY, TEAM-BUILDING, REALISTIC THREE-DIMENSIONAL GRAPHICS AND TRUE-TO-LIFE SPECIAL FORCES ACTION. THE ULTIMATE GOAL IS TO SAVE YOURSELF AND THE WORLD FROM DEADLY TERRORISTS. YOU MUST SUCCESSFULLY COMPLETE 16 UNIQUE MISSIONS, PLUS EAGLE WATCH MISSIONS. IF YOU FAIL, THE GAME ISN'T OVER. THE WORLD IS.
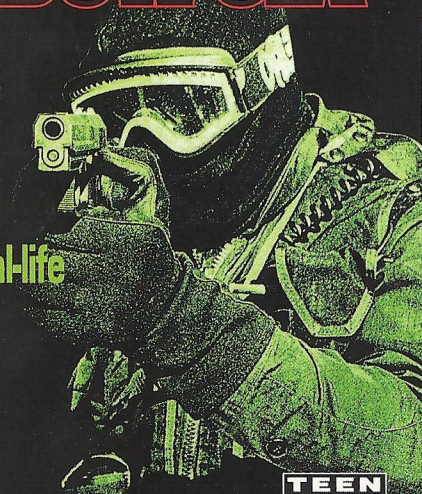
DIRECT FROM TOM CLANCY'S BEST-SELLING NOVEL! INCLUDES:

- 27 TRAINING MISSIONS
- 16 UNIQUE MISSIONS
- EAGLE WATCH MISSIONS
- SPECIAL FORCES ACTION

Tom Clancy's RAINBOW SIX ™

A combination of explosive **ACTION** and real-life **STRATEGY!**

WITH EAGLE WATCH MISSIONS

TEEN
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CONTENT RATED BY
ESRB

SEGA

T-40401N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Tom Clancy's RAINBOW SIX

Table of Contents

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.

Port A   Port B   Port C   Port D

Power Button   Open Button
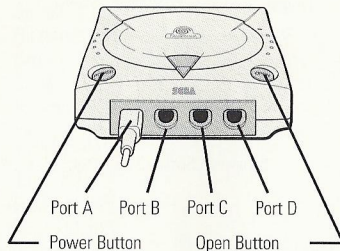
NOTE: *Before turning the Sega Dreamcast power ON, connect the controller into Port A of the Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.*

Expansion Slot 1

VISUAL MEMEORY UNIT (VMU)

Expansion Slot 2
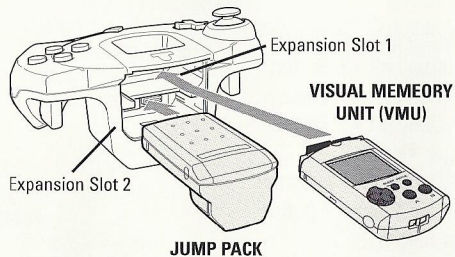
JUMP PACK

When using a Visual Memory Unit (sold separately), insert the VMU into Expansion Socket 1of the controller connected to Port A.

When using a Jump Pack (sold separately), insert it into Expansion Socket 2 of the Sega Dreamcast controller. When the Jump Pack is inserted into the Expansion Socket 1 of the controller, the Jump Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

Sega Dreamcast Controller

X Button
Y Button
B Button
A Button
Right Trigger (Trigger R)
Left Trigger (Trigger L)
Expansion Socket 1
Expansion Socket 2
Analog Thumb Pad
Directional Button (D-Button)
Start Button
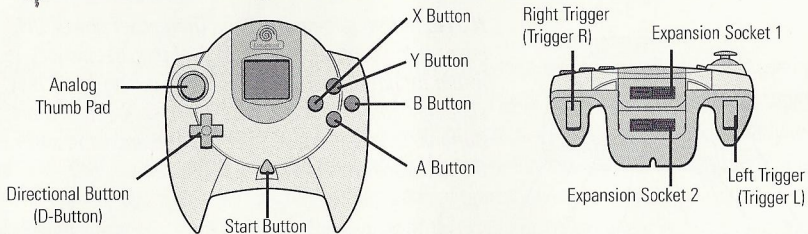
General:

Move the arrow cursor	Use the Analog Thumb Pad
Select highlighted menu option	A Button
Select item beneath arrow	Trigger R

Actions:

Select primary weapon	D-Button Left + A Button
Select secondary weapon	D-Button Left + B Button
Select primary item	D-Button Left + X Button
Select secondary item	D-Button Left + Y Button
Fire weapon/use current item	Trigger R
Change magazine	D-Button Right + A Button
Advance rate of fire	D-Button Right + Y Button
Abort Mission / Pause	Start Button

Note: *The word "SELECT" appearing in this manual describes the action of moving the on-screen arrow using the Analog Thumb Pad to highlight a particular option and pressing the A Button to select it. On option screens without the on-screen arrow, you may "SELECT" an available option by highlighting it using the Direction Button and pressing the A Button to select it.*

NOTE: *Never touch the Analog Pad or triggers R/L while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.*

Movement:

|	
Move forward*	A Button
Move backward*	Y Button
Sidestep right	B Button
Sidestep left	X Button
Crouch	Trigger L + D-Button Down
Climb	Hold D-Button Up + A Button or Y Button
Interact with environment	D-Button Up
Increase speed of movement	Hold L Trigger while moving / climbing
Turn Left	Analog Thumb Pad Left
Turn Right	Analog Thumb Pad Right
Look Up*	Analog Thumb Pad Back
Look Down*	Analog Thumb Pad Forward

Teams:

Next team	Trigger L + D-Button Right
Advance Rules of Engagement Safety-Advance-Blitz	D Button Right + X Button
Change rule of engagement speed	D-Button Up + X Button
Hold members in place	D Button Up + B Button
Status report	D-Button Right + Y Button
Give GoCode to	
Alpha	Trigger L + Start Button + A Button (Red)
Bravo	Trigger L + Start Button + B Button (Blue)
Charlie	Trigger L + Start Button + X Button (Yellow)
Delta	Trigger L + Start Button + Y Button (Green)

View:

Display map mode	D-Button Down + A Button
Sniper mode	D-Button Down + B Button
Night vision	D-Button Down + X Button
Toggle 1st/3rd person view	D-Button Down + Y Button
Toggle full screen display	Trigger L + D-Button Left

* User may switch some button behavior in the Options screen. A screen saver kicks in after several minutes of inactivity. Pressing any control button ends the screen saver.

GAME MENUS

The first screen you encounter is the Main Menu Screen. On this screen, you will be able to SELECT from the following:
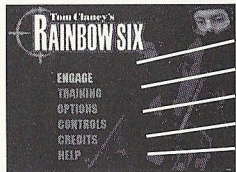
Takes you directly to executable missions.
Takes you directly to the training missions.
Displays the Options Screen.
Displays the Dreamcast Controller functions.
Displays the Credits.
Displays an on-screen expanded version of the Rainbow Six manual.

Engage Mode

Engage Mode Menu

When first entering this Mode, the Engage Mode Menu Screen will appear. *NOTE: Remember it is recommended that you first work through the training missions to sharpen your weapons and planning skills.*

New Campaign
The first time you enter the Engage Screen, or if you select this button, two message boxes will appear. The first contains the full alphabet character set, and the second prompts you to enter a name for your new campaign.

To enter the campaign name, simply do the following:

- Use the Directional Button to move the Alphabet Message Box higlight to the desired letter.
- Press the A Button to enter the highlighted letter onto the Campaign Name Entry Line.

Alphabet Box

- SELECT the "BS" key in the Alphabet Message Box to delete a previously selected letter from the Name Entry Line.
- When you have entered all of the letters, select the OKAY" key to exit the Campaign Name Entry Mode.

Difficulty Selection - The difficulty setting are described as follows:
Recruit: Mission success depends on accomplishment of the primary objective.
Veteran: You must complete both the primary and secondary objectives to proceed to the next mission.

Resume Campaign
If you have a previously saved campaign, SELECT the campaign you wish to resume, then SELECT the resume button to proceed.

Resume Plan
If you have a previously saved plan, you can choose to skip planning mode and proceed directly to the game.

Delete Campaign
If you choose the Delete Campaign option, the program will delete the highlighted campaign and all of the missions associated with it.

Practice Mission
This selection allows you to practice missions that have already been completed to further hone your skills for future assignments.

View Mission Results
Use this option to review the end status of any completed mission.

Save To VMU
If you have played the game without a VMU, you can return here and save the game.

Main Menu
This option takes you back to the Main Menu Screen.

Branch Campaign Option
If you find yourself playing a mission in which you would like to use a team member that

Training Mode

List of Skill Sets

List of Courses

Training Menu

In the Training Mode, the training missions are designed to be taken in sequence to help you progress from rudimentary fire and movement skills to advanced tactical planning.

After you SELECT one of the four Skill Sets, a series of Course names will be displayed for each Skill Set. Unlike actual missions, you can try Training Missions in any order.   By the time you progress to the fourth Skill Set of Open training, you will be utilizing the Planning section in preparation for your upcoming mission.

Selecting items:

NOTE: You can highlight a different Skill Set by highlighting D Button UP/DOWN. After selecting a Skill Set with the A Button, the highlight will move to the list of available courses. Pressing the A Button again will select that course and move the highlight to the "Load Tutorial" button.

Changing the focus:

NOTE: You may press LEFT/RIGHT to remove the highlight between the buttons on the left of the screen and the lists of Skill Sets and Courses. Pressing the B Button will move the current highlight back a level.

died in a previous mission, the Branch Campaign Option allows you to choose a previous mission. A new campaign will be created, allowing you to replay the mission where your team member died.

Option
This takes you to the Option Screen which allows you to customize Rainbow Six's audio and video display levels.

Options

The options screen allows you to adjust the audio and video controls for the game.
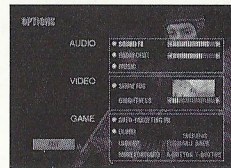
Options Screen

Control Summary

This is an easy way for a player to remember the basic commands.

| **Weapons** **D-Button Left**	**Modify Weapons** **D-Button Right**	**Camera** **D-Button Down**
+A= primary wep	+A=change clip	+A=toggle map mode
+B=secondary wep	+B=status request	+B=toggle sniper mode
+X=primary item	+X=change Rules of	+X=toggle night vision
+Y=secondary item	Engagement	+Y=toggle 3rd person view
	+Y=change rate of fire	

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. In the planning phase, you prepare for the upcoming mission by the following:

- Briefing   Receiving the mission briefing
- Intel   Reviewing all available intelligence sources
- Roster   Selecting up to six operatives from the team roster
- Kit   Selecting the equipment those team members will use
- Team   Splitting the mission roster into fire teams
- Planning   Preparing a detailed fire & movement plan for each fire team

Shortcuts available on all of the Planning Screens include START for move to the *next screen*, and B Button for the *previous screen*. On all screens, D Button UP/Down will move the highlight through a series of selectable buttons. At the top of each Planning Screen there are two arrow buttons. Selecting the Left arrow will take you to the Previous Planning Screen. Selecting the Right arrow will advance you to the next planning screen.

Briefing
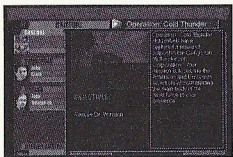
The briefing sequence will give you an overview of the current political and tactical situation that you will confront. SELECT the on-screen portraits to hear what the experts have to offer.

**Briefing Screen**

Intel Screen

The *Intel Screen* grants you remote access to Control's database allowing you to SELECT individual entries to display the enclosed information. To exit this screen, and move on to the next step of the Planning process, SELECT the right arrow next to the title bar in the top center of the screen.


Intel Screen

Roster Selection Screen

This screen is used to view character dossiers and assign team members from the pool to the active duty roster for the current mission. Highlighting a team member displays their dossier in the content window.
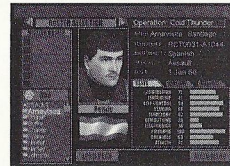
When you see a profile you like, SELECT "ADD" using "A" to move the member from the pool to the active duty list. SELECT "REMOVE" using "X" to return the current team member to the team "pool" for later assignment. Use D Button Left/Right to move through the selected character's dossier. For large text descriptions in the dossier, use the Analog Thumb Pad Up/Down to scroll the text.

Roster Screen

Kit Selection Screen
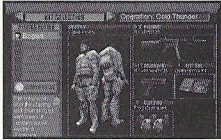
Kit Screen

This screen allows you to properly equip your assembled team members (Sections include: Uniform, Primary Weapon, Secondary Weapon, Slot One, and Slot Two.)
D-Button Up/Down - Cycle through the buttons and roster list.
When team member selected: *D-Button Left/Right* - Cycle through equipment sections.
Analog Thumb Pad Up/Down- Scroll equipment descriptions box.

X Button   -Assign current equipment selections to all team members.
A Button   - Select next item in current equipment category.
B Button   - Select previous item in current equipment category.
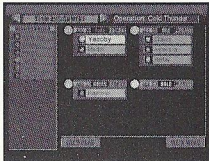When no team member selected:
D-Button Left/Right   -Cycle through the buttons.
A Button   -Select button.
B Button   - Sets highlight to Previous screen button.
Once the team members are equipped, proceed to the *Team Assignment Screen*.

Team Assignment Screen

The Team Assignment Screen is where you assign members from the active roster to individual fire teams. To assign a member, SELECT team member's portrait, then SELECT one of the colored buttons (A-red, B-blue, X-gold, Y-green) to assign him to the fire team associated with that color. Once the fire teams are
divided, proceed to the *Planning Screen*.

Team Assignment Screen

Planning Screen

Note: This screen uses a mouse cursor. Move the mouse with the Analog Thumb Pad use the R-trigger to select a new team.

In this mode you actually construct the entry and assault plan for your team. Each plan consists of pairs of paths and waypoints. Creation of a plan involves three major areas:

Planning Screen

- Review of all available reconnaissance data
- Determination of the path each fire team will take
- Determination of what actions to take at specific points
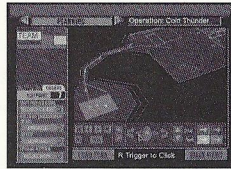
Recon

To access the reconnaissance data, SELECT the Recon tab in the lower left corner of the Planning Screen.

Plotting Movement

To start this mode, SELECT one of the color-coded fire team symbols in the upper left corner. You will notice that the team list changes to the appropriate members. Now, SELECT anywhere within the light blue insertion zone on the blueprint displayed in the main window. Any time you SELECT anywhere on the map, you place a waypoint for whichever fire team is currently active.

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.
First, SELECT the path you wish to view. Now, SELECT the right arrow button to cycle forward one waypoint at a time. SELECTING the left arrow cycles back one waypoint at a time, SELECTING "PLAY" takes you to the last waypoint in the plan, and SELECTING the "REWIND" arrow returns you to the first point in the plan.

Waypoint Control Bar

Map Controls

Use the map controls to go anywhere in the structure without actually plotting a path to do so.
D Button Up/Down/Left/Right will scroll the map.
L-Trigger + Analog Thumb pad Left/Right will rotate the map.
L-Trigger + Analog Thumb pad Forward/Back will zoom In/Out on the map.

Other Commands

There are several other functions located on the right side of the map toolbar including Display, Save and Load. Each of these functions is described below:

Display: SELECT the colored icons to show or hide the paths of each fire team so that you can focus your attention on one segment of the overall plan.

Save Plan: SELECT this to save everything in the planning phase, from kit and team assignments to the actual plans themselves. When complete, SELECT the right arrow next to the Planning Screen title bar to proceed to the Execute Screen.

Load Plan: SELECT this to recall plans previously saved to the VMU.

Tactical Behaviors

All of the possible tactical behaviors that can be assigned to the team are governed by your selections on the Orders menu. To view these, SELECT the Orders tab in the lower left center of the screen.

There are three options within this menu:

Go Codes

Go codes are an artificial means of controlling the timing and execution of multiple fire teams.

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 selecting the current ROE mode or Speed box, you can cycle through the available ROE and Speed choices.
- MODE: Clear - Engage - Advance - Escort
- SPEED: Safety - Normal - Blitz

Special Actions

Special actions can be assigned to waypoints by SELECTING this pull down sub menu of the Orders tab.

Execute

When you are satisfied with all of the individual elements of the plan you have constructed, make sure you save it to the VMU before moving to the execution phase. After saving, proceed to the *Execute Screen.*

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

Action View

Menu Display

Map Window   Character   Team Display   Health Display
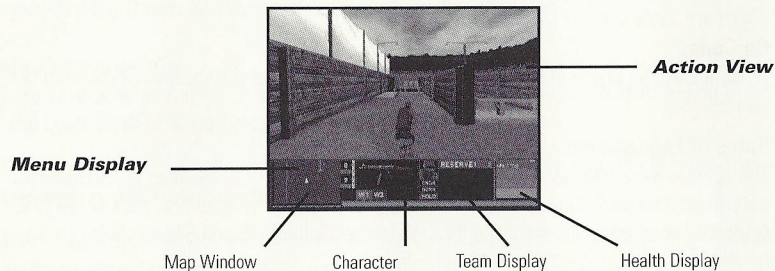
Action View

This window displays the view from the perspective of the character that you are currently controlling. As you change between team leaders, the view will change accordingly.

NOTE: You can toggle your view between Normal and Overhead , and you may choose to hide the menu Display and play the game on a full screen. See the control Summary Section.

Menu Display

Map Window

The map displays the current 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.
NOTE: You can also toggle the map to a full screen display . See the Control Summary Section.

Character Display

This area of the Menu Display contains four team member slots with pictures, and names. 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 up to three other members of the player's team.

Team Display

This display has four slots, one for each potential fire team that could be used on a mission.

Health Display

Each team has up to four colored icons which signify the team members current health status.
- Green –   Healthy
- Yellow –   Wounded
- Orange –   Incapacitated
- Red –   Dead

Characters who die in a mission will not be available for future missions.

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. Please refer to the Control Summary section of this manual for a detailed description of movement and fire controls.

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.
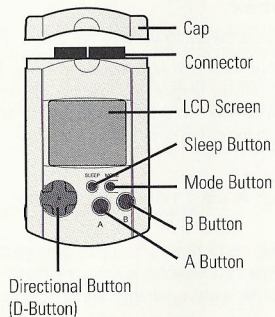
Ending the Mission

Ending Mission Screen

As noted in the Control Summary section of this manual, you may abort the mission at any time. 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.

If you are not satisfied with any aspect of the team's performance, do not accept the mission results. You may 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.

VISUAL MEMORY UNIT (VMU)

Purchase additional VMU units in order to share your saved Plans and Mission results from your *Rainbow Six* campaigns.

- Cap
- Connector
- LCD Screen
- Sleep Button
- Mode Button
- B Button
- A Button
- Directional Button (D-Button)

NOTE: *While saving a VMU/VM Rainbow Six file, never turn OFF the Sega Dreamcast power, remove the memory card or dissconnect the controller or other peripheral equipment.*

1 SFOD (1st Special Forces Operational Detachment Delta) – The official name of the US Army's Delta Force, an elite counter-terrorist 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 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 Emergency Action Team/Plan)

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

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)
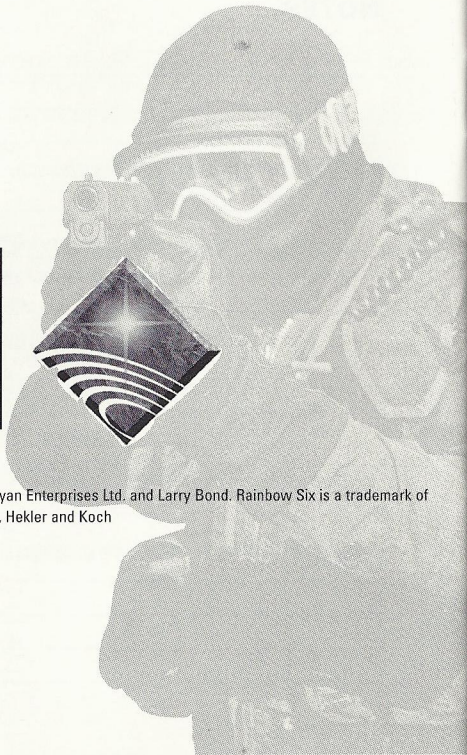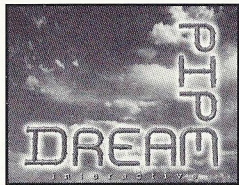
HRU – *Hostage Rescue Unit*

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.

NOTES...

Tom Clancy's **RAINBOWSIX**

SEGA