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GETTING STARTED

System Requirements

Supported OS: Windows® XP (only)

Processor: 3 GHz Pentium® 4 or AMD Athlon™ 3000 (3.5 GHz Pentium 4 or Athlon 3500 recommended)

RAM: 1GB

Video Card: 128 MB DirectX® 9.0c-compliant, Shader 3.0-enabled video card (256 MB recommended) (see supported list*)

Sound Card: DirectX 9.0c-compliant sound card

DirectX Version: DirectX 9.0c (included on disc)

DVD-ROM: 4x DVD-ROM

Hard Drive Space: 7 GB

Peripherals Supported: Windows-compatible keyboard and mouse

Multiplayer: Broadband connection with 128 kbps upstream or faster

***Supported Video Cards at Time of Release**

ATI® RADEON® X1600/X1800/X1900

NVIDIA® GeForce™ 6600GT/6800/7300/7600/7800/7900

Laptop versions of these cards may work but are NOT supported.

These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, video cards, and operating systems, please visit the FAQ for this game on our support website at: http://support.ubi.com.

NVIDIA® nForce™ or other motherboards/soundcards containing the Dolby® Digital Interactive Content Encoder required for Dolby Digital audio.

NOTICE: This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

Installation

Installing Tom Clancy's Rainbow Six® Vegas

To install Tom Clancy's Rainbow Six Vegas, follow these simple steps:

1. Insert the Tom Clancy's Rainbow Six Vegas Installation DVD into your DVD-ROM drive. The Autorun menu should appear. If it does not, browse to your DVD drive and double-click on the Launcher.exe file.
2. Click the Install button. The installation wizard will walk you through the setup and installation process for the game.
3. After installing the game, select Ubisoft/Tom Clancy's Rainbow Six Vegas/Play Rainbow Six Vegas from your Start menu or double-click the Tom Clancy's Rainbow Six Vegas shortcut on your desktop (if you selected to have one created during installation). Doing either of these starts the game.

Uninstalling Tom Clancy's Rainbow Six Vegas

To uninstall Tom Clancy's Rainbow Six Vegas, follow these simple steps:

1. Insert the Tom Clancy's Rainbow Six Vegas Installation DVD into your DVD-ROM drive. The Autorun menu should appear.
2. When the Autorun menu appears, click on the Uninstall button. This will automatically uninstall all components of Tom Clancy's Rainbow Six Vegas.

INTRODUCTION

Rainbow pursues international terrorist Irena Morales, but discovers she's a far greater threat than they ever imagined.

CHARACTERS

Team Rainbow

In Rainbow Six Vegas, you control a new team of Rainbow operatives.

Logan Keller

Team Leader

You play Logan Keller, leader of Team Rainbow and the man in the thick of the action.

Alpha Team

Gabriel Nowak

Electronics and Recon Specialist

Smart-mouthed and passionate, Gabriel is your go-to man for electronics and reconnaissance.

Kan Akahashi

Heavy Weapons and Demolition Expert

The old man of the team, Kan is the voice of reason and the person to call when you need to punch big holes in doors.

Bravo Team

Jung Park

Electronics and Recon Specialist

Respectful and quiet, Jung is an expert in securing critical information and keeping you in the know.

Michael Walter

Heavy Weapons and Demolition Expert

Mike is the team's jovial voice and your weapon to suppress the enemy and blow them sky high.

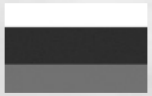
Support Staff

Accompanying you on missions and vital to your overall success are your two key support officers:

Joanna Torres

Information Officer

Although Joanna stays in the chopper, she's crucial to the operation's success and feeds you the information you need to keep moving.



Brody Lukin

Chopper Pilot

Your helicopter pilot, Brody, drops you into hot spots without breaking a sweat, and he's known to crack the occasional joke.

SINGLE-PLAYER CONTROLS

Move/Crouch

Move

You move your character using W, A, S, and D keys. This is what gets you around the environment. Hold the Left Shift key to walk.

Crouch

You can make your character stand or crouch by pressing the C key. This is important in improving your accuracy and in making you less of a target.

Look/Zoom

Look

You look around using the mouse, moving it in the direction you wish to look.

Zoom

Pressing the mouse wheel activates your weapon's scope for more precise shots, allowing you to eliminate enemies partially hidden by cover.

TACTICAL INTERFACE

Move To

By aiming at a location and pressing the Space Bar, you have access to the most important tool in your arsenal, the Move To order. With the press of one button, you not only send your team to the location indicated, but you order them to perform the default action for that location.

- **Ground/Walls:** Move there.
- **Door:** Stack at the door.
- **Computer:** Hack the computer.
- **Explosive:** Disarm the explosive.
- **Rappel Point:** Set up for rappel.
- **Use Ladder:** Stand by the ladder and set up for climb.
- **Fast Rope Point:** Set up for fast rope.
- **KO'd Teammate:** Heal injured teammate.

Hold/Regroup

Pressing the down arrow key will always order your team to either hold or regroup back with you. This quick, easy function puts the team at your disposal as fast as possible and allows you to adjust orders on the fly.

Tactical Interface Icons

Once you send your team to an interactive location, the Tactical Interface icons appear on your screen, showing you which actions are now available for your team to perform. Press the V, B, or N key to order the team to perform a specific action. (See the In-Game Interface: Order Icons section for more explanation.)

Fire

Pressing the left mouse button will fire the selected weapon as well as mounted weapons.

Use Gadget

To use an explosive, press the Q key. Press the Q key again to trigger the detonator.

Action/Interaction

Press the Space Bar to interact with certain objects, such as doors and rappel points. Knowing where you can interact with the environment may give you more options when storming a location.

Vision Mode/Vision Mode Menu

Vision Mode

Press the Z key to activate Thermal Vision and the X key to activate Night Vision.

- **NVG:** With night-vision goggles you can see better in darkness.
- **Thermal:** Thermal goggles detect enemy heat signatures, allowing you to see through smoke and in darkness. You can also see explosive traps more easily, as well as see through walls of a certain thickness/type.

Vision Mode Menu

To select a different vision device, hold the X key to access the Vision Device menu. You can then use the mouse to select the vision device best suited to the situation by moving it toward the desired selection.

Reload/Weapon Options

Reload

Press the R key to reload the weapon currently in use.

Weapon Options Menu

Certain situations call for specific weapon options. To access the Weapon Options menu, press and hold the R key and make your selection using the mouse. Here are the available options for your weapon:

- **Laser:** Laser sights allow for better accuracy without relying on the scope.
- **Sound Suppressor:** Suppressors let you kill targets without alerting nearby enemies. They also reduce your damage against enemies.
- **Rate of Fire:** Rate of fire lets you switch between single shots, three-round bursts, and fully automatic fire when these options are available.

Weapon Switch/Inventory

Take Weapons

Press and hold the E key to pick up weapons from the ground. This ensures you're always armed. You automatically pick up ammunition, but only the ammunition for weapons in your inventory.

Weapon Switch

Press the E key to quickly switch between your two primary weapons.

Inventory Menu

To access the Inventory menu, press and hold the E key. From here, use the mouse to:

- Cycle through weapons by moving the mouse up or down.
- Cycle through gadgets by moving the mouse left or right.

Tag Terrorist / Tactical Map

Tag Terrorist

To help you plan and coordinate your assault with your teammates, you can tag up to two terrorists as priority targets. To do this, aim at a terrorist and press the T key. A red icon will appear above his head. This tells your teammates that the terrorist you have tagged is their priority, leaving you to handle any stragglers.

This is a crucial tactical skill that gives you two major advantages in any gun battle – the element of surprise and control over the situation. Tagging terrorists provides you with the following tactical advantages:

- It frees you from engaging the same target as your teammates.
- It allows you to handle specific threats, such as a terrorist guarding a bomb or a hostage-taker.
- It works while using the Snake Cam or from behind cover, allowing you to plan your assault better.
- You can use your teammates to distract the terrorists while you outflank them.
- You can cover your teammates from potential ambushes while they take down targets.
- Tagged terrorists show up on maps, allowing you to track their movements.
- You can designate targets during gunfights, giving you greater control and room for improvisation.

Tactical Map

Hold down the Tab key to call up the Tactical Map on the screen. Releasing the Tab key removes the map. The map not only reveals the lay of the land, it shows you navigation points like ladders, doors, and rappel points, as well as your next rally point. You can also use it to see enemies that your teammates see, making it invaluable as a scouting tool.

Take Cover

Taking cover is a vital tactical tool for your survival. It allows you to seek protection behind objects and walls and to see around corners and over objects without exposing yourself to danger. From there, you can observe a situation and plan ahead, direct your team, or blind fire to suppress the enemy. Hold the right mouse button down near a wall or a cover point to switch the camera to an exterior view of your character. Release the right mouse button to return to first-person view.

Rules of Engagement

The G key gives you greater tactical control over your team by toggling between Assault and Infiltration modes.

Pause

To pause the game, press the Esc key.

MENU

The Menu screen offers you the following options:

Profile Creation and Selection

Before you dive into the world of counter-terrorism you must either create a new profile or select an existing one. Your profile contains all the important data concerning your experience and progress through the game, as well as any personalized settings you might have set.

Main Menu

You can navigate your way through the game from the Main Menu. The options available from this screen are:

- **Load Last Checkpoint.**
- **Single Player:** This option brings you into the heart of the Rainbow Six Vegas single-player experience: Story mode. When you select this option you will start a new game. The other option is to choose Terrorist Hunt.
- **Multiplayer:** Select this mode to play other players on ubi.com or over a LAN.
- **Options.**
- **Exit.**

IN-GAME INTERFACE

Tactical Interface

The Tactical Interface gives you greater control of your team, turning them into an important tool in observing, planning, and carrying out your assaults.

Displayed in the Tactical Interface are three major components to help you make fast and effective decisions:

- **Team State:** Displays your team's current actions.
- **Rules of Engagement:** Displays the team mode for either Assault or Infiltration.
- **Order Icons:** Displays the current available orders depending on the environment.

Team State

Team state shows you exactly what your team is up to so you have a better understanding of their current action and what you can do with them at a moment's notice.

Rules of Engagement

Rules of engagement allow you to decide whether your team operates quietly and unnoticed or loud, hard, and fast. Change the rules of engagement by pressing the G key.

- **Assault:** In this mode, your team will fire on the first target they see, hitting the enemy before they can react, but generally attracting attention.
- **Infiltration:** Sometimes, the situation calls for covert action. That's when your teammates put sound suppressors on their weapons and engage enemies only if engaged first. This is slower, but safer.

Order Icons

The Order icons allow for specific actions that do not break your team's rules of engagement. Once you send your team to a location, use the keyboard arrows to select the action you want your team to engage in, even if you're not with them.

Rules of Engagement: Assault			
Team State	**Up**	**Left**	**Right**
Door	Open and clear	Breach and clear	Frag and clear
Rappelling	Storm in window	Move up	Move down

Rules of Engagement: Infiltration			
Team State	**Up**	**Left**	**Right**
Door	Open and clear	Flash and clear	Smoke and clear
Rappelling	Storm in window	Move up	Move down

Player Interface

Player Interface Window

The Player Interface Window contains information specific to your character, including:

Weapon Information

- Rate of Fire: full auto, burst, single shot.
- Ammunition left in weapon clip.
- Ammunition left in remaining clips.
- Weapon name and icon.

Gadget

- Selected gadget name
- Amount left

Tactical Map

Picture-in-Picture

Joanna provides you with a live information feed throughout your missions using Picture-in-Picture, your window into mission-critical events.

WEAPONS AND GADGETS

Weapons

You have access to the following weapons. Like any other tool in your arsenal, weapon choice is another aspect of tactics, allowing you better control over a situation.

- **Pistols:** You'll find pistols useful when you don't have time to reload your main weapon or when shooting while rappelling.
- **Submachine Gun:** This close-combat weapon combines the automatic fire of a machine gun with the ammunition of a pistol.
- **Light Machine Gun:** This support weapon generates a tremendous volume of automatic fire at the cost of greater weight and higher ammunition consumption.
- **Assault Rifles:** Use this weapon to neutralize targets in more open areas through greater stopping power.
- **Sniper Rifles:** This weapon delivers single precise shots over longer distances than other weapon types do.
- **Shotgun:** For the best in close-combat and defensive weapons, the shotgun will serve you well with its shot range, low penetration spread, and high stopping power.

Gadgets

A soldier is only as good as his tools and his training. Rainbow prides itself for being the best in both. You have access to the following tools.

- **Frag:** This is your basic hand grenade, which is designed to shred its target with a blast of high-velocity shrapnel.
- **Smoke:** This grenade releases a cloud of gray smoke that cloaks movement.
- **Flashbang:** This grenade produces a blinding flash and deafening bang to confuse and disorient a target without causing serious injury. This is your best tool for assaulting a room containing hostages.
- **Breaching Charges:** Use this explosive device against doors. A charge will effectively destroy a door and kill anyone standing right behind it.

- **C4:** This explosive is known for its durability and stability. It will not explode even if struck, cut, or exposed to fire. It only detonates with the use of a remote detonator.
- **Tear Gas:** Use this grenade to create clouds of irritants to impair the eyes and respiratory system of anyone caught within its area of effect.
- **Incendiary:** These lethal grenades produce intense heat by means of a chemical reaction. A single lit particle can burn through skin, muscles, and even bone.
- **GPS Locator**
- **Radar Jammer**

MULTIPLAYER

Ubi.com™ Game

Rules for playing via ubi.com are similar to the ones for LAN games. You must be registered to play a ubi.com game. Click on Account in the Multiplayer Game interface to start your Internet browser and connect to the registration page. Enter your login name, password, and email address (in case you forget your password). After registration you can get back to the game interface, enter your login name and password, and move on to the screen allowing you to select a game channel.

Multiplayer Modes

Rainbow Six Vegas supports two multiplayer modes:

- **Online:** Join up to 15 other players for Internet play on ubi.com.
- **LAN:** Join up to 15 other players through a Local Area Network.

Character Creation

Character creation lets you build a unique-looking character for all online and LAN sessions.

Outfitting

- **Equipment Templates:** Equipment templates are a quick and easy way for you to select a role during the game. Professions may include Demolitions Expert, Recon, Assault, and Sniper.
- **Body armor:** Body armor affects your movement while protecting you from damage. Armor falls into the categories of light armor (light protection, light encumbrance), medium armor (medium protection and encumbrance) and heavy armor (heavy protection and encumbrance).
- **Clothing:** You may choose from a variety of military- and mercenary-style articles of clothing to lend a unique appearance to your character.

Quick Match

Lets you jump right into a game as quickly as possible.

Custom Match

You can use Custom Match to search for and select a specific type of match.

Creating a Match

Creating a match allows you to customize any number of conditions while hosting a match. This includes choosing the map or series of maps on which to play and dictating time of play, number of rounds, number of players, whether or not team kills are punished, and weapon restrictions, to name a few.

Match Type

Adversarial Modes

Whether alone or as a team, you compete against other players for a variety of objectives in a variety of maps.

- **Attack and Defend:** Two teams fight for control of an objective. One team assaults the location to gain the objective while the second team defends the objective.
- **Team Sharpshooter:** Two teams compete by hunting each other to see which team will rack up the most kills; respawn enabled.
- **Team Survival:** Two teams compete to kill each other in a match with no respawn; the team with the last soldier standing wins.
- **Retrieval:** Two teams race to locate biohazard canisters one at a time and deliver them to their team depot to score points.
- **Survival:** No respawns, no second chances, and no mercy. The last warrior standing in this free-for-all is the winner.
- **Sharpshooter:** Free-for-all combat with respawn enabled. The player with the most kills wins the match.

Cooperative Modes

Cooperative mode allows you and other players to team together against a common enemy, the terrorist NPCs of the game, in two modes.

- **Co-Op Story:** You and up to three other players fight together through the storyline as elite Rainbow members trying to save Vegas.
- **Co-Op Terrorist Hunt:** You and a team of players cooperate to locate and eliminate all terrorists in the map.

Register this game now and stay in the know!

It's simple: Go to www.ubireg.com and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on www.ubi.com!

Thanks,
The Ubisoft Team

Tom Clancy's Rainbow Six® Vegas
Proof-of-Purchase

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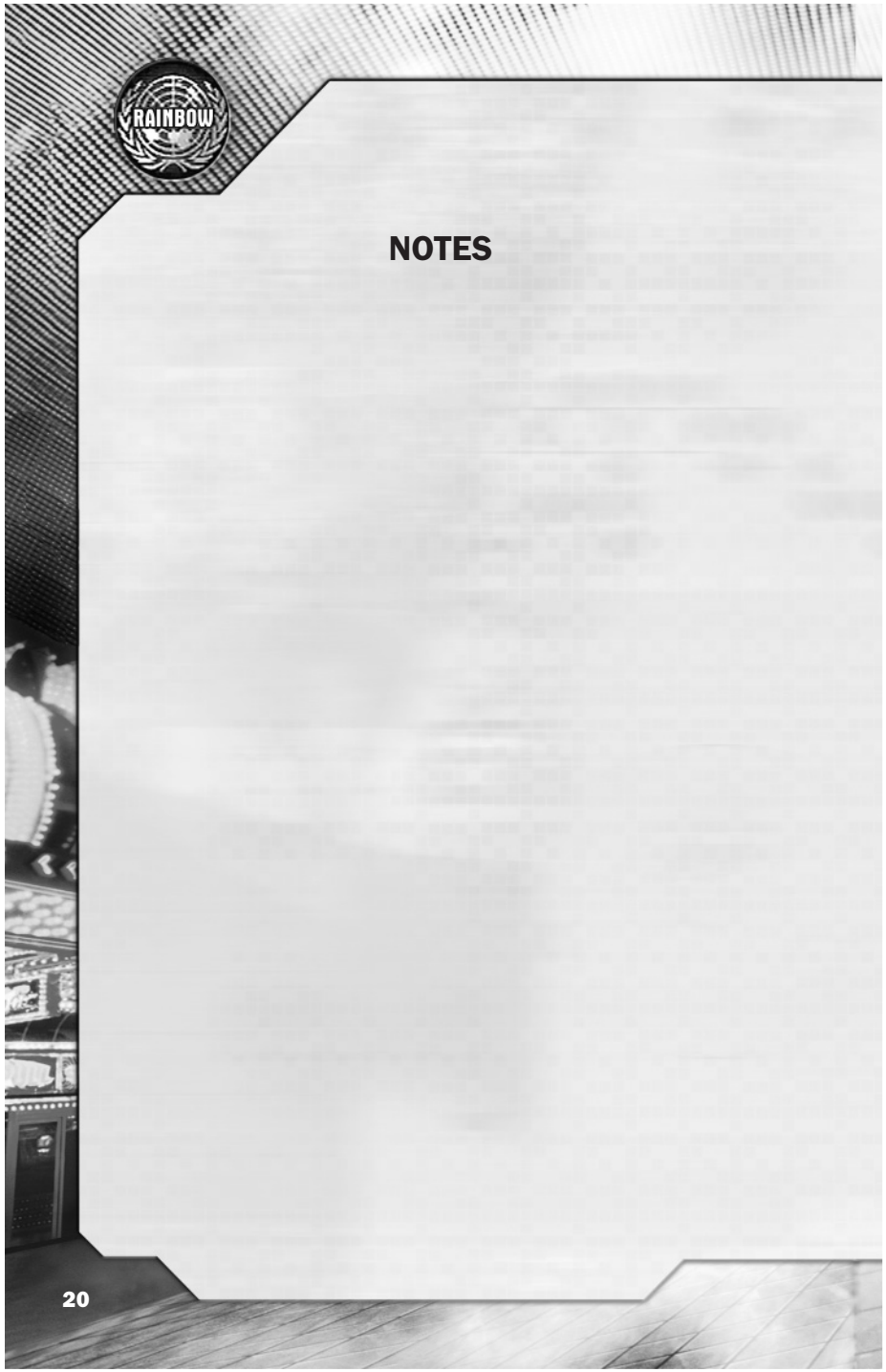

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