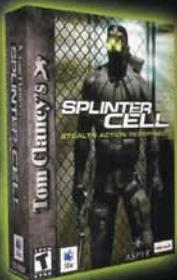
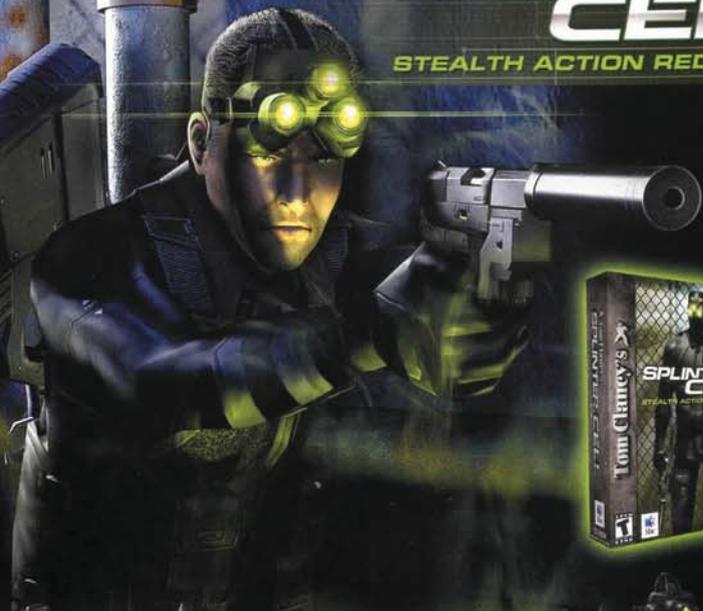


Tom Clancy's
SPLINTER CELL
 STEALTH ACTION REDEFINED



www.aspyr.com



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SQUAD-BASED COUNTER TERROR

Tom Clancy's

RAINBOW SIX 3
RAVEN SHIELD



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INTRODUCTION

The year is 2005. In the minds of millions, the conflicts of the 20th century have been forgotten, relegated to history books or dusty archives. They are subjects for movies, stories told by aging grandfathers that seem less and less relevant in the brave new world of global terrorism and vicious international conflict.

But not everything that is buried is dead. Old hatreds still linger. Old mysteries remain unsolved. And old enemies may yet rise again, re-energized and prepared to pick up the tools of modern terror to carry on their ancient battles.

Only one bulwark stands between the world and terrors both new and revisited: Rainbow, an international task force dedicated to combating terrorism in all its forms. A top-secret organization consisting of the best counter-terrorism operatives the United Nations has to offer. Rainbow is the most potent weapon in the world's arsenal. Backed by the most sophisticated technology available and trained to the limits of human capability, they are our best hope in the war against terror.

They may also be our last.

Overview

In *Tom Clancy's Rainbow Six®3: Raven Shield®*, you lead an elite, international anti-terrorist unit code named "Rainbow." You assume the role of mission commander. Before and after each mission, you plan out every detail, from the operatives and their gear to their exact paths and actions. During missions you lead from the front by controlling any of the eight Rainbow operatives as they engage terrorists and save the world. *Raven Shield* contains 15 missions linked to form a single campaign. During missions the action gets intense and with "one-shot, one-kill lethality," the world of *Raven Shield* is extremely unforgiving. As your skills sharpen, the missions get gradually harder, keeping up the pressure. Remember, when Rainbow gets called in, it's because it's an extremely important mission and all other options have been exhausted...Hit 'em hard and hit 'em fast!

Quick Start

Starting a Campaign

1. Insert the *Raven Shield* CD into your computer and start the game.
2. When the Main Menu appears, click on Campaign.
3. At the Campaign screen, click on New Campaign.
4. Type in a name for your new campaign.
5. Select a difficulty level.
6. Click on Start.

7. When you're finished listening to the briefing, click on the Load Plan button in the bottom right of the screen.
8. Select the Default plan and click on the Load button.
9. Click on the Go to Execute Mission Room button near the Load Plan button.
10. Click on Start Mission and enjoy!

Joining a Multiplayer Game

Note: You have to download the GameRanger software from www.gameranger.com. This is a free download.

1. Insert the *Raven Shield* CD into your computer and start the game.
2. When the Main Menu appears, click on Multiplayer.
3. If you choose to connect to the Internet, proceed to Step 4. If you choose to connect using LAN, proceed to Step 9.
4. Launch the GameRanger software, and select Join. To join a game in progress, simply choose it from the list.
5. Once in the game, click Play or join a team (Green or Red).
6. If the Multiplayer Menu is not displayed, press the Tab key to display it.
7. Click on the Gear Menu button.
8. Select the weapons and equipment you want to use by clicking on the image to bring up a list of choices to the right. Once you're happy with your selections, click on the Close button.
9. Finally, click on the Ready button in the lower right of the screen to tell the server you're ready to play.
10. The round launches when the Time Remaining reaches zero or all players click on Ready. Have fun!

Creating a Multiplayer Game

1. Insert the *Raven Shield* CD into your computer and start the game.
2. When the Main Menu appears, click on Multiplayer.
3. Click on the Create button to go to the Create Server screen.
4. Select a Game Mode and then enter a name for your server.
5. Select a Map and a Game Type.
6. Click on the Add to Map List button between the Map and Map List.
7. Click on the Launch button to create the server.
8. If you choose to create an Internet server that is not a dedicated server, proceed to Step 9. Otherwise, proceed to Step 10.
9. Launch the GameRanger software, and select host.
10. Once in the game, click Play or join a team (Green or Red).

11. If the Multiplayer Menu is not displayed, press the Tab key to display it.
12. Click on the Gear Menu button.
13. Select the weapons and equipment you want to use by clicking on the image to bring up a list of choices to the right. Once you're happy with your selections, click on the Close button.
14. Finally, click on the Ready button in the lower right of the screen to tell the server you're ready to play.
15. The round launches when the Time Remaining reaches zero or all players click on Ready. Enjoy!

Installation

To install *Raven Shield*, follow these simple steps:

1. Start your computers operating system.
2. Insert the *Raven Shield* CD into your CD-ROM drive and double-click the disc icon that appears on your desktop.
3. Click the Install *Raven Shield* button. The installation routine will now walk you through each step of the setup and installation process for the game. Once you have created a directory for *Raven Shield*, the game will automatically be installed on your hard drive.
4. After you have finished installing the game, you can start the game by double-clicking the *Raven Shield* application on your hard drive.

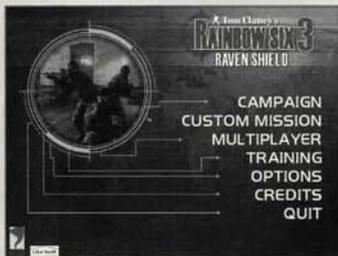
Note: The *Raven Shield* Play CD must be in your CD-ROM drive to start the game.

PRE-GAME SCREENS

Main Menu

This is the first screen that appears when you start *Raven Shield* and has the following options:

- **Campaign:** Takes you to the Campaign screen, where you Resume and Create new single-player campaigns.
- **Custom Mission:** Takes you to the Custom Mission screen, where you play individual missions using various mission objectives.
- **Multiplayer:** Takes you to the Multiplayer screen, where you Join and Create multiplayer games (see Multiplayer section).
- **Training:** Takes you directly into the Training Mission, where you learn how to play the game.
- **Options:** Takes you to the Options screen, where you set *Raven Shield's* customizable options.
- **Credits:** Displays the game credits.
- **Quit:** Exits *Raven Shield*.

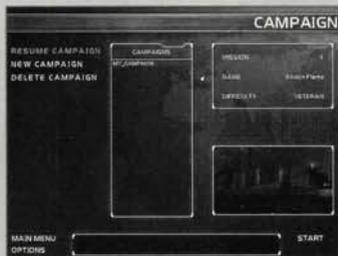


Campaign

This screen allows you to manipulate campaigns and has a number of options:

Resume Campaign: Allows you to resume a previously saved game.

1. Select Resume Campaign.
2. Select Campaign in center window.
3. Click Start in bottom right. This takes you to the Planning Computer.



New Campaign: Allows you to start a new campaign.

1. Select New Campaign.
2. Type a Campaign Name in the center window.
3. Select a Difficulty mode.

Recruit: Easy (terrorists take more time before shooting).

Veteran: Moderate.

Elite: Hard (terrorists take less time before shooting).

4. Click Start in bottom right. This takes you to the Planning Computer.

Delete Campaign: Allows you to delete a saved campaign.

1. Select Delete Campaign.
2. Select Campaign in center window.
3. Click the Delete button in bottom right.

The following options are available on almost every screen of the game.

Main Menu: Takes you to the Main Menu screen.

Options: Takes you to the Options screen. After altering the customizable game options, you automatically return to your previous screen.

Custom Mission

This screen allows you to play individual missions using a variety of mission objectives. To start a custom mission, use the following steps:

1. Select a custom mission mode.

Practice Mission: You can practice the mission exactly as it plays during the campaign.

Lone Wolf: You are by yourself with the sole objective of reaching the extraction zone alive.

Terrorist Hunt: Your objective is to neutralize all terrorists on the map.

Hostage Rescue: Your objective is to rescue the hostages by escorting them to the extraction zone.

2. Select Map in center window. (To unlock a map you must complete it in Campaign mode first.)

3. Select a difficulty mode.

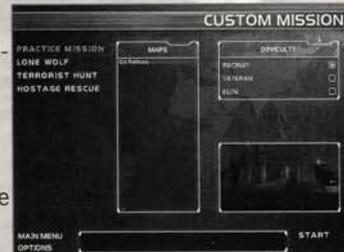
Recruit: Easy.

Veteran: Moderate.

Elite: Hard.

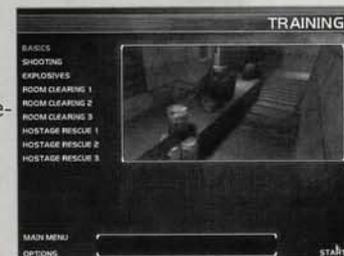
4. Set the number of terrorists in center right (not available in Practice Mission Mode).

5. Click Start in bottom right. This takes you to the Planning Computer.



Training

The Training screen allows you to select training scenarios and learn how to play the game. To begin a scenario, simply select it, then click on the Start button in the bottom right of the screen.



Options

The Options screen lets you customize the game and consists of six different pages: Game, Sound, Graphic, HUD, Multiplayer, and Controls.

Game

Always Run: When activated, your operative always runs. Holding the Run key makes him/her walk.

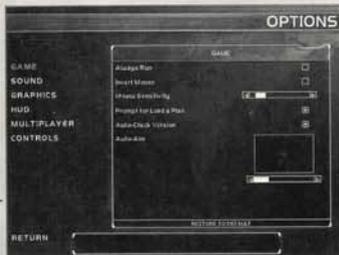
Invert Mouse: Inverts the up/down axis on your mouse.

Mouse Sensitivity: Alters the sensitivity of your mouse and the speed at which it turns your character.

Auto-Aim: None, Low, Medium, High: Allows your crosshairs to automatically lock onto tangos when they come into view (see Firing: Auto-Aim section). **Note:** Auto Aim is not available in multiplayer adversarial games.

Prompt for Load a Plan: The option displays the Load a Plan window when you first go to the Gear, Planning, or Execute Room for each mission. It allows you to load any default or saved plan.

Restore to Default Button: Restores all the options on this page to their default state.



Sound

Sound Effects Volume: Sets the volume of all sound effects.

Voices: Sets the volume of all voices.

Music: Sets the volume of all music.

Sound Quality: Sets the quality of the sound played in the game. Lower quality sounds may result in higher game performance. 3D audio is only available with high-quality sounds.

3D Audio Hardware Acceleration: Enables sound card hardware support. The option must be enabled to activate EAX™.

Restore to Default Button: Restores all the options on this page to their default state.



Graphics

Setting any of the options below to Medium or Low may result in higher game performance.

Video Resolution: Sets the video resolution.

Texture Detail: Sets the environmental texture detail level.

Lightmap Detail: Sets the environmental lightmap detail level.

Rainbow Detail: Sets the Rainbow character detail level.

Hostage Detail: Sets the Hostage character detail level.

Terrorist Detail: Sets the Terrorist character detail level.

Rainbow Shadow Detail: Sets the Rainbow character shadow detail level.

Hostage Shadow Detail: Sets the Hostage character shadow detail level.

Terrorist Shadow Detail: Sets the Terrorist character shadow detail level.

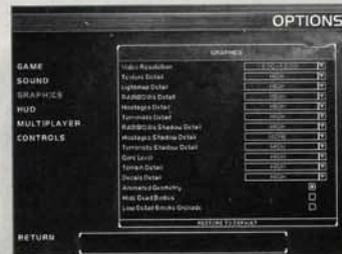
Decal Detail: Sets the bullet impact and explosion decal detail level.

Animated Geometry: Allows animated geometry, such as trees moving with the wind.

Gore Level: Sets the blood and gore level in the game.

Hide Dead Bodies: Forces dead bodies to disappear from the map.

Restore to Default Button: Restores all the options on this page to their default state.



HUD

The Heads Up Display or HUD contains a great deal of information. You can customize what information it displays by using the following options.

Display Character Info: Displays your operative's health, stance, name, and current rules of engagement.

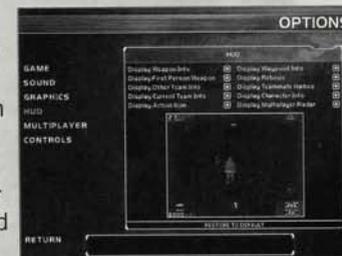
Display Current Team Info: Displays your computer-controlled teammates' health and current action.

Display Other Team Info: Displays information about the health and current actions of other computer-controlled teams.

Display Weapon Info: Displays weapon icon, name, attachment name, rate of fire, rounds in weapon, and remaining magazines.

Display First-Person Weapon: Displays the first-person weapon.

Display Reticle: Displays the targeting reticle.



Display Waypoint Info: Displays the current waypoint graphic and waypoint actions.

Display Action Icon: Displays an icon, which shows you how you can interact with the environment.

Display Teammate Names: Displays the name of a teammate when you point at them.

Display Multiplayer Radar: Displays the teammate radar in multiplayer games.

Restore to Default Button: Restores all the options on this page to their default state.

Multiplayer

Player Name: This is your operative's name.

Gender: This is your operative's gender, which determines your voice in the game.

Connection Speed: This is your Internet connection type.

Arm Patch: This is the arm patch displayed on your character. You can make your own arm patches by creating images using the same format as the .tga files in the arm-patch directory. Custom arm patches are automatically downloaded and displayed by other players on the server.

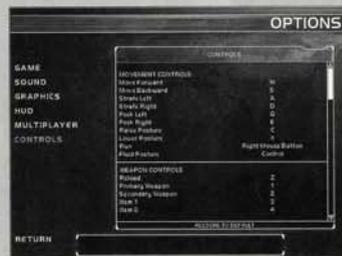
Restore to Default Button: Restores all the options on this page to their default state.



Controls

This screen allows you to remap your keyboard and mouse controls to your own taste. To remap an action, simply click on the currently assigned key and then press the new control.

Restore to Default Button: Restores all the options on this page to their default state.



Planning Computer

The Planning Computer allows you to create or modify your preparations for the current mission, and gives you all the background information you need to go in and get the job done. It consists of a Navigation Bar at the bottom and four different screens on top.

Navigation Bar [Icons: Home, Back, Forward, Search, Refresh, Stop, Play, Full Screen, Exit]

The navigation bar allows you to change the current screen in the

Planning Computer. It also allows you to do other things like saving and loading mission plans, accessing the Options screen, and exiting the Mission Planning Computer to the Main Menu screen.

- **Main Menu:** Exits the Planning Computer and takes you to the Main Menu screen.
- **Options:** Takes you to the Options screen and then returns you to the Planning Computer when you're done.
- **Briefing Room:** Changes the information in the top of the Planning Computer to the Briefing Room.
- **Team Room:** Changes the information in the top of the Planning Computer to the Gear Area.
- **Planning Room:** Changes the information in the top of the Planning Computer to the Planning Room.
- **Execute Mission Room:** Changes the information in the top of the Planning Computer to the Execute Mission Room, where you can launch your mission.
- **Save Plan:** Opens a window that allows you to save all the information in the Planning Computer, your planning, under a name you specify.
- **Load Plan:** Opens a window that allows you to load a previously saved mission plan.
 - Note:** When you load a plan you override all information currently in the Planning Computer.
- **Quick Play:** Loads the Action planning, which contains four operatives and one waypoint, and begins the mission immediately.

Briefing Room

The Briefing Room tells you about your upcoming mission and its objectives.

- **Control:** When the screen first appears, Control tells you about the overall situation and your mission orders.
- **John Clark:** John Clark tells you more about the tactical situation, how this mission connects with previous missions, and who you're up against.
- **Kevin Sweeney:** Kevin Sweeney tells you about why you're going in on this mission and what's behind the terrorists' actions.
- **News Wire:** The News Wire tells you how the public was informed about your last mission and is in the form of a newspaper article or press release.



- **Mission Orders:** Mission Orders displays detailed information about your mission, including things to be aware of, any special notes on terrorists (also known as Tangos), and hostages.

Team Room

In the Team Room, you select and equip your teams. There are three different areas within the Team Room, each with their own purpose: Operative Area, Gear Area, and Information Area.

Operative Area

The Operative Area consists of a list of all of the currently active Rainbow operatives at the top and your three teams below.

- **Operative Roster:** The Operative Roster contains all the Rainbow operatives in the game sorted by their specialties: Assault, Recon, Sniper, Demolitions, and Electronics.

- **Assault:** Specialize in combat using all weapons other than sniper rifles.
- **Recon:** Specialize in stealthy movement and remaining undetected.
- **Sniper:** Specialize in combat using sniper rifles.
- **Demolitions:** Specialize in placing and deactivating explosives.
- **Electronics:** Specialize in placing and manipulating electronic devices.

When you click on an operative, you select him/her and get detailed information in the Information Area on the right of the screen.

- **Your Teams:** To add an operative to a team, select the operative and then click on the + button to the left of one of the team names. If no + button appears, it is either because that team is full (maximum of 4 operatives per team) or you've already assigned the maximum number of operatives to your teams (maximum of 8 operatives per mission).

By selecting an operative in a team, you can perform three different actions:

- Move them to another team by clicking the + next to the name of that team.
- Promote/Demote them within the team by clicking the arrow up and arrow down buttons to the right of their team name.
- Remove them from the team by clicking the - button to the left of their team name.



Gear Area

The Gear Area allows you to change the gear of an operative to suit their skills and your tastes. It consists of a number of images that represent the operative's gear in the middle of the screen. By clicking on the images, a list of all the available gear appears in the Information Area to the left.



• Primary Weapon

- **Weapon:** This is the operative's main weapon (see Primary Weapons section on page 44).
- **Ammo:** Ammunition type for the weapon. FMJ is the standard ammunition. JHP does more damage to unarmored targets, but less to targets wearing body armor. 00 Buck shoots 9 bullets at once from a shotgun, while Slug shoots a single large projectile.
- **Attachment:** Attachment for the weapon, which could include Sound Suppressor (Silencer), High Capacity Magazine, Mini-Scope, and Thermal Scope Attachment (see Weapon Attachments section on page 30).

- **Assign to Team:** Located along the right side of each image, this button assigns the weapon, ammo, and attachment to all members of this team.

• Secondary Weapon

- **Weapon:** This is the operative's secondary weapon (see Secondary Weapons section on page 50).
- **Ammo:** Ammunition type for the weapon.
- **Attachment:** Attachment for the weapon.
- **Assign to Team:** Located along the right side of each image, this button assigns the weapon, ammo, and attachment to all members of this team.

• Item 1 and 2

- **Item:** These could be anything from a heartbeat sensor to frag grenades (see Using Other Items section on page 31).
- **Assign to Team:** Located along the right side of each image, this button assigns the item to all members of this team.

• Assign Gear to All Teams

Located along the bottom of the gear area, this button assigns all of the equipment displayed above to all operatives on all teams.

• Uniform/Armor

- **Uniform/Armor:** This is the operatives' camouflage and armor level. The heavier the armor, the more damage the operative can sustain, but the slower they perform actions like picking locks.

- **Assign to Team:** This small button in the upper right assigns the uniform/armor to all members of this team.

Information Area

This area displays both information and lists of items. When you select an operative, it displays their history, skills, health status, and campaign statistics. Operative skills are as follows:



- **Assault:** Affects how fast your reticle adjusts from maximum inaccuracy to maximum accuracy with all weapons other than sniper rifles.
- **Demolitions:** Affects how fast you can plant and disarm explosives.
- **Electronics:** Affects how fast you can plant and disable electronic devices.
- **Sniper:** Affects how fast your reticle adjusts from maximum inaccuracy to maximum accuracy with sniper rifles.
- **Stealth:** Affects how much noise you create when moving.
- **Self Control:** Affects how willing AI-controlled characters are to shoot when there is a good chance of missing the target. The higher the value, the longer they wait, and the more accurate they become before pulling the trigger.
- **Leadership:** Affects the length of time between your issuing orders and your teammates' responding to your orders.
- **Observation:** Affects how observant computer-controlled characters are and how likely they are to see and hear other characters in the game.

As you play through the campaign, your operatives get better and their skills increase. Even operatives you don't take on a mission train and get slightly better with time. The number next to each skill is the operative's current skill level, while the number in parentheses is the total amount this skill has increased throughout the campaign.

When you select gear, this area displays a list of all the gear available in that category and information about currently selected pieces of gear. There are two tabs in the lower window for weapons. The first shows a text description of the weapon, while the second shows statistics for the weapon. The lower the rating, the worse a weapon is in a given category.

- **Range:** Maximum range of the weapon.
- **Damage:** Amount of damage the weapon inflicts at point-blank range.
- **Accuracy:** Base accuracy of the weapon.
- **Stability:** How stable the weapon is when firing (i.e., the more stable it is, the less it jumps when you shoot).
- **Recovery:** How fast the reticle recovers toward the center of the screen.

Planning Room

The Planning Room is where you actually put down waypoints and create a plan. When you don't directly control a team, they follow their waypoints and mission plan. The Planning Room consists of the Map Window and the Map Toolbar.



Map Window

The Map Window displays a large image of your mission area. You can translate or scroll the map by moving your mouse cursor off the right, left, top, and bottom of the Planning Room. You can also use the Scroll Map Up (W), Scroll Map Down (S), Scroll Map Left (A), and Scroll Map Right (D) keys on the keyboard.

Map Toolbar

The map toolbar contains a number of options that let you manipulate the map, which are grouped into four areas: Edit/Display Team buttons, Delete buttons, Map buttons, and Path buttons. There are also two keyboard-only controls that allow you to Change Map Angle Toward Overhead (T) and Map Angle Toward Ground Level (G).

- **Current/Display Team Buttons**
- **Edit Team:** Red (1), Green (2), Gold (3)
Selects the current team. Only one team can be selected at a time.
- **Display Team Waypoints:** Red (4), Green (5), Gold (6)
Toggles the display of each team's waypoints on the map.
- **Delete Buttons**
- **Delete Selected Waypoint.**
- **Delete All Waypoints for Selected Team.**
- **Delete All Waypoints for All Teams.**
- **Map Buttons**
- **Rotate Map Counterclockwise (Q).**
- **Rotate Map Clockwise (E).**
- **Zoom In (R).**
- **Zoom Out (F).**
- **Go Up One Level (C):** Changes the map to show the floor above the current floor.
- **Go Down One Level (X):** Changes the map to show the floor below the current floor.

• Path Buttons

- **Go to First Waypoint (Home):** Centers map on and selects the first waypoint for the selected team.
- **Go to Previous Waypoint (Page Down):** Centers map on and selects the previous waypoint for the selected team.
- **Play/Pause:** Moves map view through waypoint list for selected team at the movement mode of the waypoint path.
- **Go to Next Waypoint (Page Up):** Centers map on and selects the next waypoint for the selected team.
- **Go to Last Waypoint (End):** Centers map on and selects the last waypoint for the selected team.
- **Lock/Unlock Camera on Action:** If you don't want the camera to automatically move when you use Path buttons, use this control to lock and unlock the camera to the currently selected waypoint.

Creating/Modifying Waypoint Paths

When you create a waypoint path for a team, the first waypoint must be in an insertion zone. These appear as dark red boxes in the map. To drop a waypoint, simply click on the map. To place another waypoint, move your mouse cursor and click again.



Path Window



Now that you have two waypoints, you have a waypoint path. Computer-controlled teams follow their waypoint paths during missions. These paths also serve as a guide for you to follow during a mission to make sure you don't get lost and wander around too much (see In-Game Interface: HUD: Waypoints and Planning section).

In the center of each waypoint path is a small icon that tells you the Rules of Engagement or RoE (see Rules of Engagement section) for the path between the two points. All AI-controlled operatives follow RoE to engage targets.

- **Assault** (gun icon): Fire at will.
- **Infiltrate** (silenced pistol icon): Fire only with silenced weapons. When fired upon, fire back with all weapons.
- **Recon** (binocular icon): Fire only if fired upon.

The path itself tells you the movement mode:

- **Blitz** (solid line): Run.
- **Normal** (dashed line): Move at normal speed.
- **Recon** (dotted line): Use a crouched posture and move at normal speed.

Right-clicking on the RoE icon on a waypoint path makes the Path Window appear. It lets you change the RoE and movement mode for that piece of the path. All waypoint paths added immediately after this piece of the path automatically use the same RoE and movement mode.

Waypoint Window

Right-clicking on a waypoint icon makes the Waypoint Window appear. This menu allows you to change the type and action of this waypoint.



Waypoint types are as follows:

- **Normal:** This is the standard waypoint type, and simply marks a point on the path.
- **Milestone:** Assigns a number between 1 and 10 to this waypoint, forcing a computer-controlled team to send you a voice message when they reach this point.
- **Alpha:** Assigns a Wait for Alpha Go Code action.
- **Bravo:** Assigns a Wait for Bravo Go Code action.
- **Charlie:** Assigns a Wait for Charlie Go Code action.
- **Delete:** Delete this waypoint.

Waypoint actions are as follows:

- **None:** This is the standard waypoint action; nothing special happens.
- **Frag:** This action pops up a circle on the map where you can specify exactly where you want a computer-controlled team to throw a frag grenade.
- **Flash:** This action pops up a circle on the map where you can specify exactly where you want a computer-controlled team to throw a flashbang grenade.
- **Gas:** This action pops up a circle on the map where you can specify exactly where you want a computer-controlled team to throw a tear-gas grenade.
- **Smoke:** This action pops up a circle on the map where you can specify exactly where you want a computer-controlled team to throw a smoke grenade.

- **Snipe:** This option is only available if this is a Wait for Go Code waypoint. It allows you to specify the direction you want a computer-controlled team to snipe, while waiting.
- **Breach:** This option is only available near a door and tells a computer-controlled team to destroy the door(s) and make rapid entry.

You can also right click to place a waypoint onto the map. If you do this, the Waypoint Window automatically appears.

3D View

To the lower left of the screen is a 3D button that pops up a 3D window looking into the game world from the selected waypoint. You can look around in this view by moving your cursor into the window, clicking and holding, and then moving your mouse around.

Map Legend

The ? button in the lower right of the screen brings up the map legend, which defines all the icons and images in the map.

Execute Mission Room

The Execute Mission Room is the last room you must enter in order to start a mission. You can skip any other room, but this one is mandatory. If you don't have a team and/or waypoint plan already, a window appears and prompts you to load a saved mission plan. The screen displays the mission objectives, mission location, team compositions, waypoints, and go codes assigned to each team. You can select which team you want to lead by clicking on the team.



At the bottom of the screen are three buttons:

- **Go Back to Planning:** This button exits the screen and takes you to your previous Planning Computer screen.
- **Play Mission in Observer Mode:** This button begins the mission with all teams controlled by the computer, allowing you to watch the action without participating.
- **Play Mission:** This begins the mission with you leading whichever team you chose.

IN-GAME INTERFACE: HUD



The Heads Up Display or HUD provides you with the information you need during a mission. This includes data such as your health status and the amount of ammunition remaining for your weapons. Because you can filter things out of your HUD (see Options: HUD section above), you can press and hold the Show Complete HUD key (F1) to see everything in your HUD at one time.

Your Operative

In the upper left of the screen are your operative's stance (standing, crouching, or prone), health, and name. If the health icon is full, you're healthy. If it's half-full, you're wounded and can no longer run. If it's empty, it's time to switch to another operative.

Your Weapon Status

The status of your weapon appears in the lower left of the screen. In the top of the box is the icon of your current weapon, along with its name and attachment. Below this, starting from the left, are your Rate of Fire (see Shooting: Rate of Fire section), rounds in the weapon, and magazines remaining. As you shoot, the number of rounds in the weapon decreases. As you reload and discard empty magazines, the number of magazines remaining decreases.

Reticle

In the center of the screen is your reticle, which consists of 2 pieces: the center dot and the 4 moving crosshairs. The reticle represents the current accuracy of your weapon (see Shooting: Reticle section). Bullets you fire hit somewhere within the crosshairs. The longer you wait before taking a shot, the closer the crosshairs get and the more accurate your shot will be.

Action Icon

Below the reticle at the bottom center of the screen is the Action icon. When you point the center reticle dot at something in the environment that you can interact with, this icon appears. The icon symbolizes what you and your team can do at this location (see Interacting with the Environment section).

Waypoints and Planning

Your current waypoint appears in your screen as a floating circle with its range in meters. If your waypoint is not in view, an arrow appears along the edge of the screen indicating the direction you need to turn to find it. If you planned a special action for a waypoint, such as Wait for Alpha Go Code or Throw a Frag Grenade, it appears in the center of the screen when you reach the waypoint.

Below your health and name are the current Rules of Engagement (RoE). RoE determine how your AI teammates engage the enemy and change automatically based on your planning as teams reach waypoints (see Engaging Tangos and Rules of Engagement section).

Other Operatives in Your Team

In the upper right of the screen is your team's status. Each team member has a health icon that functions identically to your own. Below is your team's current action, such as Following and Engaging.

Other Teams

In the lower right of the screen is information about other teams that you're not currently controlling. This information includes team names, health icons, and their current actions. Glance at this information occasionally to make sure none of your teams are waiting for you to issue a Go Code before they continue moving.

Map

By pressing the Toggle Map key (G), a full screen map appears in your screen and rotates to match the direction your character's facing. This map depicts your current position, all of your unachieved waypoints, and any tangos that you've spotted. To zoom the map in, press the Zoom In Map key (I). To zoom the map out, press the Zoom Out Map key (J).

In-Game Menu

You can pause the game and bring up the In-Game Menu by pressing the In-Game Menu key (Esc). This menu displays statistics on all your operatives including health status, kills, hit percentage, rounds fired, and rounds that hit target. It also displays your mission objectives and their status.



At the bottom of the menu are buttons that allow you to do the following:

- **Quit Raven Shield:** Exits the game.
- **Quit to the Main Menu:** Returns you to the Main Menu screen.
- **Go to the Options Menu:** Allows you to change the current options and then return to the game.
- **Abort Mission and Retry Action:** Restarts the mission from the beginning of the action phase.
- **Abort Mission and Retry Planning:** Restarts the current mission from the beginning of the planning phase.

HOW TO PLAY

Who Am I?

My Role and Responsibilities

You are an elite Rainbow counter-terrorism operative, trained to the limits of human capabilities. In *Raven Shield* you play two unique roles: mission leader and individual team leader. As mission leader, you are responsible for selecting your teams, equipping them, and preparing a plan of attack. Once you begin a mission, you are responsible for issuing Go Codes and Freeing your snipers to fire when they have targets (see Controlling Other Rainbow Teams section).

You also assume the role of one of the individual team leaders with up to 3 computer-controlled teammates following you. You lead from the front and are usually the first to encounter the enemy. It's up to you to decide how best to engage them, minimize your own casualties, and complete your mission.

Switching between Teammates and Team Hold

Behind you are up to 3 computer-controlled teammates. Each has their own responsibilities and sweeps pre-designated areas for targets. When you approach a door, your team automatically deploys around you to best cover your entry into the room.

Since each member of a team has his/her own capabilities and equipment, there are times you may want to control them directly to best accomplish a particular task. You can switch between your teammates by using the Previous Team Member (Home) and Next Team Member (End) keys or by pressing and holding the Operative Menu key (7).

You can also tell your team to hold position by using the Toggle Team Hold key (R). This allows you to leave your team behind while you perform some especially risky or sneaky maneuver. To have them reform around you again, simply press the Toggle Team Hold key again.

What Is My Mission?

What Do I Do?

Your mission is to protect the innocent and stop the guilty. Rainbow only gets called after all other options have been exhausted on situations of international importance. That means when you go in, hit hard and fast, but be careful what you shoot. Shooting hostages and/or surrendered terrorists is not acceptable. In fact, shooting hostages causes you to fail a mission automatically.

Default Mission Objective

All missions have a default objective, whether it is stated or not. This objective is to neutralize all terrorists. If you accomplish this objective, you automatically complete all remaining objectives. The only exception to this is on Recon missions, where you must remain undetected. Should you shoot a terrorist in this type of mission, you automatically fail the mission.

Who Else Is in the World?

You and your team aren't the only ones in the world. There are 3 different types of people you will encounter: other Rainbow Teams, Terrorists, and Hostages.

Other Rainbow Teams

Switching between Teams

When you plan a mission, you have the option to field up to 3 teams. These can contain up to 8 operatives total. You can switch between teams by using the Previous Team (Page Up) and Next Team (Page Down) keys. When you're not controlling a team directly, the team members follow their planned waypoint and actions. If they don't have any waypoints, they simply hold their position waiting for you to take control of them.

Go Codes

Occasionally, teams you don't control directly require orders from you. These situations include teams waiting for Go Codes and Sniper Controls. As mentioned in the Planning section above, Go Codes are a great way to coordinate activities between teams. When teams reach

waypoints with attached Go Codes, they wait until you issue the appropriate Go Code. To issue Go Codes, simply press the appropriate key: Alpha Go Code (J), Bravo Go Code (K), Charlie Go Code (L), and Zulu Go Code (.). To know whether a team is currently waiting for a Go Code, see the In-Game Interface: Other Teams section.

Sniper Controls

When a team reaches a Snipe until Go Code waypoint (see Planning section above), they stop and inform you if they have targets or not. If they have no targets, you receive a message saying, "Green team, sights are cold." If they have targets, you receive a message saying, "Green team, sights are hot." If you want the team to fire on the target(s), you can free them by using the Toggle Sniper Control key (T). From this point, on they'll shoot any terrorist they see. If you want them to hold their fire, simply press the Toggle Sniper Control key again.

All Teams Hold

You can also tell all teams, including your present team, to hold their position by pressing the Toggle All Teams Hold key (H). To have all teams resume the mission and follow their preplanned waypoints, simply press the Toggle All Teams Hold key again.

Call for Status Report

You can ask your teams for a status report by pressing the Call for Status Report key (8). Your computer-controlled team leaders respond with what they are currently doing and the number of team members out of action.

Terrorists

Terrorists, also known as "Tangos," are the enemy. These guys must be stopped at all costs. They have their own objectives, which usually involve hurting innocent people for political or ideological reasons and/or destruction or theft of property that doesn't belong to them. Basically, there are only two ways to deal with Tangos: stop them by force if they're armed (shoot them) or take them into custody if they aren't armed or have surrendered (see Interacting with the Environment section).



Hostages

Hostages are the innocent people terrorists usually threaten to hurt. Hostages are panicky, unpredictable elements in an already wildly out-of-control situation. When they see you, they tend to react in very unpredictable ways. Some run to you or freeze in place, while others hit the ground and beg not to be hurt.



Hostages are physically and emotionally overwhelmed and otherwise not prepared for the situation they're in. The only way to interact with hostages is to rescue them (see Interacting with the Environment section).

Looking and Moving Around

To look around the world, move your mouse. This controls where your character looks. To move, use the Move Forward (W), Move Backward (S), Sidestep Left (A), and Sidestep Right (D) keys. You can move faster by pressing and holding the Run key (Right Mouse Button) at the same time as the Move and/or Sidestep keys. Using the Run key, however, greatly increases the amount of noise you make and also makes shooting accurately much more difficult.

Peeking and Changing Stance

Peeking is extremely useful for looking around objects without completely exposing yourself to enemy fire. You can peek using the Peek Left (Q) and Peek Right (E) keys. You can also fluidly peek by pressing and holding the Fluid Posture (Left Control) key and moving your mouse. This allows you to peek as little or as much as needed.

When you're trying to avoid being shot or detected, it also helps to minimize your stance. The three stances you can assume are standing, crouching, and prone. To lower your stance, press the Stance Down key (X). To raise your stance, press the Stance Up key (C). You can also fluidly adjust your stance between standing and crouching by holding the Fluid Posture key and moving your mouse.

While you're holding the Fluid Posture key, your mouse changes your posture to peeking only, and cannot be used to look around or aim. When you release the key, your posture and peeking status remain in their current positions, and the mouse once again allows you to look around. When you want to stop peeking and to snap your stance to standing or crouching, simply press the Fluid Posture key twice.

Night Vision

Rainbow is an elite unit and has access to all the latest technology. To help Rainbow operate at night and in darkened conditions, team

members use night vision goggles. To turn your night vision on and off, press the Toggle Night Vision key (5).

Interacting with the Environment

How Do I

Interacting with your environment is extremely important in *Raven Shield*. It allows you to do everything from opening doors to securing surrendered terrorists. To interact with your environment, move near to and look at an area/object you can interact with. When a bright, high-intensity Action icon (see In-Game Interface: Action Icon above) appears in the bottom center of the screen, press the Action key (Space Bar) to perform the action the icon represents.

How to Order My Team

Ordering your team to interact with the environment is just as simple as doing it yourself. Look at an object or area where you want them to do something from a distance. When a dull, low-intensity Action icon appears in the bottom center of the screen, press the Action key to order your team to perform the default action (see Situations and Default Actions section).

Team Quick Order Interface (QOI)

The default action is not the only action you can order your team to perform. Instead of pressing and releasing the Action key, press and hold it. The team Quick Order Interface (QOI) appears in the center of your screen and contains all the orders you can issue to your team at that location. To issue an order, move your mouse until you highlight the desired order and left-click on it.



Orders that utilize grenades require one additional step to issue them. After clicking on an order, the menu changes to all the grenades your team currently has on them. Click on a grenade to finish issuing the order. You'll know you've issued an order when the QOI disappears while you're still holding the Action key, and you hear your character vocally issue the order. To exit the QOI without issuing an order, release the Action key before you click on an order.

Issuing a Team Order on Zulu Go Code

By using the QOI, you can even coordinate activities between multiple teams. To do this, you need to issue quick orders that wait for the Zulu Go Code before the teams execute them. To issue a quick order on Zulu, access the QOI normally, but instead of left-clicking on the

order, right-click on it. Now the team will wait for you to issue the Zulu Go Code before executing the quick order.

If you want to coordinate this order with another team, switch to another team and issue another quick order on Zulu. Then switch to a third team, press the Zulu Go Code key (.), and watch the fun.

Situations and Default Actions

Doors (Open/Close)

- **Open** (Default): You or your team move to the door, assume room-entry formation, and open the door.
- **Open and Grenade**: Same as Open, but the team throws in a grenade once the door is open.
- **Open and Clear**: Same as Open, but the team rushes through the door to engage all tangos.
- **Open, Grenade, and Clear**: Same as Open and Grenade, but the team rushes through the door to engage all tangos.

Locked Doors

When you order your team to interact with a locked door, they treat it exactly like an unlocked door. This means that you can issue the same orders as in Doors, and the team automatically unlocks the door before proceeding with their orders.

When you unlock a door, it does not open automatically. It simply changes from locked to unlocked. To perform this action, you must press and hold the Action key until it is complete.

- **Unlock** (Default): You unlock it.

Windows/Shutters (Open/Close)

- **Open** (Default): You or your team move to the window and open it.
- **Open and Grenade**: Same as Open, but the team throws a grenade through once the window is open.

Ladders (Climb Up/Down)

- **Climb** (Default): You or your team move to the ladder, assume ladder-covering formation, and climb the ladder.

Ground Not Near You

- **Move To**: Your team moves to the designated location.
- **Move To and Grenade**: Same as Move To, but the team throws in a grenade once they are within range of the location.

Ground Near You

- **Reform on Me** (Default): Your team returns to you and follows.

Usable Device Area (Activate/Deactivate)

This one actually requires a little more explanation. Some missions require you to do things like plant surveillance devices or disarm bombs. This action allows you to perform all these types of actions. To perform these actions, you must press and hold the Action key until they are complete.

- **Activates** (Default): You or your team activate or plants a device.

Securing Terrorists

To perform this action, you must press and hold the Action key until it is complete.

- **Secure** (Default): You or your team moves to the surrendered terrorist and handcuffs him.

Escorting Hostages (Follow Me/Stay Here)

- **Follow Me** (Default): You or your team moves to the hostage and tells him/her to follow.

Player Death

- **Switch to Next Rainbow** (Default): You switch to control the next Rainbow in your team after your current Rainbow dies.

Using Doors/Windows

The process of using doors requires a little more discussion, as there are a number of ways to approach it. Remember, unlocking a door does NOT open it. It simply changes the door's state from locked to unlocked.

There is, however, another way to unlock doors... you can shoot out the locks! By shooting at the locking mechanism, you cause it to sustain damage and eventually it breaks and becomes unlocked. Further shooting at the door actually opens it if it opens away from you.

Besides simply opening and closing a door/window all the way, you can also open/close them slowly. By pressing the Fluid Open (Mouse Wheel Up) and Fluid Close (Mouse Wheel Down) keys, you can slowly open and close doors and windows. If you press the Fast Fluid (Mouse Wheel Button Down) key at the same time as the Fluid Open or Fluid Close keys you can quickly open and close doors/windows.

Finally, there is a much more destructive way to permanently open doors... explosives. A Breaching Charge, Remote Charge, Claymore Mine, or Frag Grenade destroys most doors instantly (see Deploying Explosive Charges and Mines, and Throwing Grenades sections below).

Using Ladders

When you interact with a ladder, all you initially do is put away your weapon and grab onto the ladder. To go up or down the ladder, you need to use the Move Forward and Move Backwards keys. You can also go up and down ladders quickly by holding the Run key while

simultaneously using the Move keys. But remember, climbing faster makes more noise and is more likely to cause enemies to notice you.

Switching between Weapons and Equipment

Each Rainbow has 4 pieces of equipment they can utilize: Primary Weapon, Secondary Weapon, Item 1, and Item 2. Computer-controlled Rainbow team members automatically switch between their available gear as needed. You can switch your current operative's gear by using the Primary Weapon (1), Secondary Weapon (2), Item 1 (3), and Item 2 (4) keys.

If you're not sure what gear your current operative has, press and hold the Inventory Menu key (6). This brings up a menu of your operative's gear in the middle of your screen, similar to the QOI (see Team Quick Order Interface above). Use the mouse to highlight the desired piece of equipment and left-click on it to equip it.

Engaging Tangos and Rules of Engagement (RoE)

As the player, it's completely up to you when you engage tangos and when you don't. Remember that on Recon missions engaging tangos is an automatic mission failure.

Your team, however, engages tangos based on the current Rules of Engagement (RoE):

- **Assault:** Engage all tangos.
- **Infiltrate:** Engage all tangos with silenced weapons only; if fired upon, engage all tangos regardless of silenced weapons.
- **Recon:** Only engage tangos if fired upon.

To change the RoE, press the Change Rules of Engagement key (F). As you press the key, the RoE indicator in the upper left of the screen cycles among the three options.

Shooting

Reticle

Now that you know how to equip your weapons, you need to know how to use them. The best place to start is with the reticle. The center of your reticle represents the center of your screen and is where your bullets hit when you're 100 percent accurate. This, however, rarely happens, as there are a lot of things that influence your accuracy with a weapon.

The other pieces of the reticle are four lines that move away from and toward the center of your screen to represent your current accuracy. When you fire a weapon, the bullets hit somewhere within these four lines. As you move and look around the reticle, lines move away from the center of your screen. This is called "reticle bloom." When you stop, the lines move back toward the center of the screen until they reach the weapon's best accuracy. The rate at which your reticle expands and contracts is unique to each weapon. It's always best to

wait until the reticle shrinks completely before firing, but sometimes you just don't have that luxury... tangos shoot, too.

Reducing your stance, standing to crouching and crouching to prone, increases your weapon's base accuracy. This, however, decreases your mobility, so be aware.

Firing

To fire a weapon, press the Primary Fire key (Left Mouse Button). The first thing you should notice is that your screen jumps when you fire. This reflects the recoil of the weapon. Each weapon's recoil is unique. To compensate for this jump and stay on target, you can pull your mouse down, but this may cause your reticle to bloom if you pull too fast.

Rate of Fire (RoF)

Not all weapons fire a single round when you press the Primary Fire key. Each weapon in *Raven Shield* has one or more Rates of Fire (RoF). You can cycle between your weapon's RoF setting by pressing the Change Rate of Fire key (B). If the RoF is set to 1, there is no difference between pressing and holding the fire key; you always fire a single bullet or round. If the RoF is 3, you can hold the fire key to fire a burst of 3 rounds, or press and release it to fire 1 or 2 rounds.

If the rate of fire is 5, which represents full automatic, you can hold the fire key as long as you like, and the weapon continues to fire until you release or its magazine goes empty. You can still press and release the fire key to fire 1 or 2 rounds at a time.

Reloading

When your weapon's magazine goes empty or "dry," you need to reload it. Use the Reload key (Z) to reload a weapon. Reloading when the weapon is completely empty is the most time-consuming reloading method, because you must swap magazines and load a round into the firing chamber by pulling the charging handle.

You may also want to reload when your weapon is simply low on ammunition or before you enter combat. This method of reload, a tactical reload, is much quicker than waiting until a weapon goes dry, because you simply need to swap magazines. Don't worry if the magazine isn't empty. Your character automatically saves it for later use.

Zooming

All weapons have a default, concentration-based zoom of 1.5x. To zoom your weapon, use the Zoom key (Left Shift). To zoom out with your weapon, simply press the Zoom key again. Sniper rifles have a special scope that allows them to zoom to 5x and 10x magnification.

Weapon Attachments

You can customize your weapons by using 1 of 4 weapon attachments. Each of the weapon attachments in *Raven Shield* affects your weapon in a unique way.

Mini-Scope

A Mini-Scope simply changes your default zoom from 1.5x to 3.5x. However, the scope itself takes up considerable screen space on top of the weapon.

Sound Suppressor (Silencer)

Sound suppressors are used in conjunction with special subsonic ammunition and greatly reduce the sound emitted by a weapon. The subsonic ammunition has less power than standard rounds and therefore has less range and is less lethal. The weight of the suppressor also slows the reticle recovery time, making it less responsive than a non-suppressed weapon.

High-Capacity Magazines

High-Capacity Magazines greatly increase the ammunition capacity of a weapon, resulting in less frequent reloading. However, the increased weight of the extra ammunition slows the reticle recovery time, making it less responsive than the same weapon with a standard magazine.

Thermal Scope Attachment (Sniper Rifles Only)

The Thermal Scope Attachment appears on the left side of sniper scopes and allows you to see thermal signatures up to 3 meters through walls and other obstacles. To activate it, you must be zoomed to 5x or 10x magnification; press the Secondary Fire/Toggle Weapon Attachment key (Left Alt). While in thermal vision mode, you can look through almost anything, but can only shoot through doors. To deactivate it, simply hit the Secondary Fire/Toggle Weapon Attachment key again.

Auto-Aim

Auto-Aim helps you target quickly by snapping your crosshairs to tangos as they appear. You can toggle through the auto-aim settings by pressing the Cycle Auto-Aim key (F2): None, Low, Medium, and High. At Low setting, Auto-Aim Only locks onto tangos near the center of the screen. At High setting, Auto-Aim locks onto most tangos in the screen.

Auto-Aim is a great tool when you first begin to play, but as your skills increase, you may want to turn it off and take your chances aiming on your own. Auto-Aim only works against medium to short-range targets. If you want to aim at anything farther, you'll have to hit it on your own.

Bullet Penetration of Doors

As stated in the Thermal Scope Attachment section, bullets only penetrate doors. They do so based on the door material and the bullet's energy when it reaches the door. Bullets are less lethal when they emerge from a door, but for large caliber weapons like the M82A1 .50cal sniper rifle, it really doesn't make much of a difference.

Using Other Items

Passive Items

A number of items that you can take on missions do not require you to hold them in order for them to work. These items are called passive items and are listed below:

Defuse Kit

This item allows you to activate and deactivate bombs and explosive devices much faster. It does not help you deploy Claymore Mines, Breaching Charges, and Remote Charges faster.

Electronic Kit

This item allows you to place and manipulate electronic devices such as bugs and security systems much more quickly.

Lockpick Kit

This item allows you to unlock doors much more quickly.

Gas Mask

This item negates the effects of gas grenades.

Primary Magazines

This item provides additional magazines for your primary weapon.

Secondary Magazines

This item provides additional magazines for your secondary weapon.

Heartbeat Sensor

The heartbeat sensor must be equipped to operate and displays the electrical signals emitted by beating hearts as pulsating white circles. These circles pulsate at the same rate as the person's heart. Since the sensor cannot tell whether the person is a Rainbow team member, Terrorist, or Hostage, you'll have to figure that out by yourself. Here's a hint: when people get scared, run, and get wounded, their heart rate increases.

Deploying Explosive Charges and Mines

Breaching Charge

Breaching charges are small explosive devices designed to instantly open/destroy any door. To deploy a breaching charge, equip it, move close to a door, and press and hold the Primary Fire key. Once

deployed, a detonator appears in your hand. Move a meter or so away from the door and then press the Primary Fire key to detonate the charge.

Remote Charge

Remote charges are small explosive devices designed to destroy everything in a small area. Think of them as extremely powerful frag grenades that can be remotely detonated. To deploy a remote charge, equip it, look at the ground near you, and press and hold the Primary Fire key. Once deployed, a detonator appears in your hand. Move away from the area and then press the Primary Fire key to detonate the charge.

Claymore Mine

Claymore mines work almost identically to remote charges, except that they focus the destructive effect in the direction you face when deploying them. Deploy and detonate a claymore the same way as a remote charge, but make sure you're behind it when it goes off.

Throwing Grenades

Grenades give you a lot of flexibility during a mission. To throw a grenade, equip it and point in the direction that you want to throw. Press the Primary Fire key to throw it overhead or the Secondary Fire/Toggle Weapon Attachment key to throw it underhand.

You can also press and hold the Primary Fire or Secondary Fire keys to pull the pin, but not throw it. However, at this point you are committed, as you cannot put the pin back into the grenade. When you release the key, you toss the grenade.

With practice, you'll be tossing frags through windows in no time!

Frag

Frag grenades are destructive grenades that detonate after a short delay, destroying everything and everyone nearby.

Flashbang

Flashbangs are distraction grenades that confuse and blind anyone nearby, while inflicting no damage. Toss these into rooms with hostages and terrorists to give you an edge over the enemy before entering.

Smoke

Smoke grenades detonate shortly after being released and emit a large cloud of concealing smoke. Use these grenades to cross open areas and to conceal your movements. But beware, thermal vision sees directly through smoke, making you vulnerable to snipers who are thus equipped.

Tear Gas

Tear gas grenades detonate after a short delay and leave a toxic cloud of smoke, which causes coughing and blurred vision. These are also good grenades to toss into rooms with terrorists and hostages.

FINISHING A MISSION: DEBRIEFING SCREEN

A mission ends either when you complete all of the mission objectives or when you fail one or more of them. In both circumstances, you go to the Debriefing screen, which displays the mission objectives and their status, your operatives and their status/statistics, total team status, and your campaign statistics.



If you complete all of the mission objectives, you have the following options at the bottom of the screen:

- **Go to the Main Menu:** Returns you to the Main Menu.
- **Go to the Options Menu:** Allows you to change your options and then return to the Debriefing screen.
- **Retry Action:** Restarts the current mission.
- **Go Back to Planning:** Restarts the current mission in the Briefing Room so you can rework your plan.
- **Accept Mission Outcome:** Accepts the mission outcome. If you're playing a campaign, it takes you to the Planning Computer for the next mission. If you're not in a campaign, it takes you to the Custom Mission screen.

If you fail one or more of the objectives, you get the same options as you do when you succeed, except for the Accept Mission Outcome option.

MULTIPLAYER

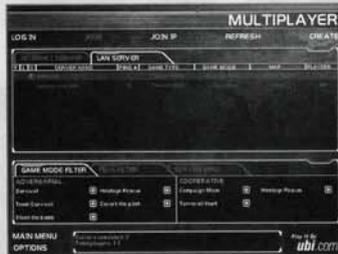
Differences between Single and Multiplayer Play

The main difference between multiplayer and single-player play is that in multiplayer, there are one or more other human players playing with or against you. Computer-controlled characters are challenging opponents, but other players are another thing entirely. Once you've mastered the single-player game, sharpen your skills against living, breathing opponents for a whole new level of gaming.

Unlike single-player games, to play a multiplayer game, you must first join or create a server. Servers exist either on Local Area Networks (LAN), if you're lucky enough to be on one, or on the Internet. To play *Raven Shield* over the Internet, you must create a free GameRanger account (see Multiplayer screen).

Multiplayer Screen

The Multiplayer screen is quite intimidating the first time you see it, but it's actually quite simple to use. This screen is broken into three areas: main buttons, server lists, and filter/information areas.



Main Buttons

The main buttons run across the top of the screen and consist of the following options:

- **Join:** Joins the selected server in the server list.
- **Refresh:** Refreshes the server list.
- **Create:** Takes you to the Create Server screen (see Create Server Screen section).

Server Lists

There are two different types of servers in *Raven Shield*: Internet and LAN.

Internet Servers

Internet servers exist on the Internet. To see these servers, you must start GameRanger, and Log in to your account.

Once you are logged in, the available server list fills up and displays the Internet servers currently available. The server list displays information regarding each server and uses the following format:

- **Game:** Game the server is currently hosting
- **Host:** Name of the host.
- **Description:** Brief description of the server.
- **Ping:** Ping or response rate of the server.
- **Current/Max Players:** Current and maximum number of players allowed on the server.
- **Dedicated:** Server is a dedicated server (see Create Server Screen section).
- **Locked:** Server is password protected.

If you click on a server, you select it. You may then click Join to join the game.

LAN Servers

LAN servers are servers that only exist on your Local Area Network (LAN). You do not need an account on GameRanger to play on these servers, and the server list displays the same information as it does for Internet servers.

Filter/Information Areas

This area has three tabs, which allow you to filter the servers shown in the server list and to find out more information on the selected server: Game Type Filter, Tech Filter, and Server Info.

Game Type Filter

The game type filter removes all servers you're not interested in playing from the server list and is divided by Game Mode: Adversarial and Cooperative.



Adversarial: Go head-to-head against other players.

- **Survival:** Free-for-all, shoot-everyone game, where all you need to do to win is survive.
- **Team Survival:** Players separate into two teams, where the last team standing wins.
- **Bomb:** Green team must prevent bombs from being detonated, while Red team must detonate bombs.

- **Hostage:** Green team must recover the computer-controlled hostages and escort them to the extraction zone, while Red team must prevent them from doing so.
- **Pilot:** Green team must escort a downed Blackhawk helicopter pilot, played by one of the players on the Green team and armed only with a secondary weapon, to the extraction zone. Red team must prevent him from reaching the extraction zone.

Cooperative: In this game type, you cooperate with other players to defeat computer-controlled enemies.

- **Mission:** Play single-player missions with a friend against computer-controlled enemies.
- **Terrorist Hunt:** Neutralize all the computer-controlled tangos.
- **Hostage Rescue:** Rescue the hostages and escort them to the extraction zone.

Tech Filter

This filter allows you to see only servers that meet specified criteria in the server list above:



- **Unlocked Only:** Shows only servers that aren't password protected.
- **Favorites Only:** Shows only your favorite servers.
- **Servers Not Empty:** Shows only servers that have one or more players on them.
- **Servers Not Full:** Shows only servers that are not completely full.
- **Responding:** Shows only servers that respond when "pinged."
- **Same Version:** Shows only servers that are running the same version of the game as you.
- **Faster Than:** Shows only servers that respond faster than the specified rate (the lower the ping the better).

Server Info

This tab shows you more detailed information regarding the selected server.



- **Players, Kills, Time Played, Ping:** Shows all players and their statistics.
- **Map List/Game Mode:** Shows the entire map list and the game types associated with each map.
- **Server Options:** Shows all of the server options.

Create Server Screen

This screen allows you to create a new server and consists of three areas: main buttons, Options tab, and Kit Restriction tab.

Main Buttons

Cancel: Exits the screen and returns you to the Multiplayer screen.

Launch: Launches, starting the server.



Options

General Options (not all options are available for all Game Modes)

- **Game Mode** (Cooperative, Adversarial): Select the game mode.
- **Server Name:** Enter a server name.
- **Password:** Enter a password if desired. Use the check box next to password text area to lock the server and use the specified password.
- **Administrator Password:** Enter a password if desired. Use the check box next to password text area to activate administrator mode on this server; if not checked, only the host on non-dedicated servers can use administrator commands.
- **Rounds per Match/Mission:** The number of rounds in a match/mission. When a match/mission ends, the map and game type rotate to the next one in the map list.
- **Time per Round:** Round time limit.
- **Time between Rounds:** Time limit between rounds.
- **Number of Players:** Maximum number of players.
- **Bomb Timer:** Time limit between bomb activation and detonation.
- **Number of Terrorists:** Maximum number of computer-controlled terrorists on the map.
- **Difficulty Level:** The difficulty of computer-controlled tangos during cooperative play.
- **Server Location** (LAN or Internet): This is where others look to join your server.
- **Friendly Fire:** Allows teammates to hurt each other.
- **Teammate Killer Penalty:** If you take out a teammate, they can choose to penalize you and make you a spectator next round.
- **Allow Radar:** Allows players to use teammate radar to help coordinate team play.
- **Allow Teammate Names:** Allows players to see teammate names when they point at them.
- **AI Backup:** Gives you computer-controlled teammates who follow you.

- **Force First-Person Weapon:** Forces all players to use first-person weapons.
- **Auto Balance Teams:** Automatically assigns players to teams to balance them.
- **Rotate Map on Success:** Ignores Rounds per Map and only rotates a map when you successfully complete it.

Map Area

- **Map Window:** Contains a list of all of the available maps.
- **Add/Remove Map to/from Map List:** Adds/Removes the selected map and the selected game type to/from the map list window.
- **Map List Window:** Shows the maps assigned to the server with their game types.

Game Type

Depending on the selected game mode, this displays the available game types.

- **Adversarial:** Survival, Team Survival, Bomb, Hostage, Pilot.
- **Cooperative:** Mission, Terrorist Hunt, Hostage Rescue.

Death Camera Area

- **No Death Camera:** Does not allow a death camera.
- **First Person:** Allows first-person death camera.
- **Third Person:** Allows third-person death camera.
- **Free Third Person:** Allows free third-person death camera.
- **Ghost Camera:** Allows ghost death camera where you can move freely on the screen.
- **Team Only:** Allows you to only see via your teammates and automatically disables the Ghost Camera.

Edit Welcome Message

This button allows you to edit the server welcome message.

Restriction Kit

The restriction kit allows you to “out-law” or restrict certain pieces of equipment from the game. The left side of the screen is the Item Class area and the right side is the Individual Item area.



Item Class Area

- **Primary Weapons:** These options display a list of all the individual weapons in the Individual Item area.
 - Sub-Machine Guns.
 - Shotguns.
 - Assault Rifles.
 - Light Machine Guns.
 - Sniper Rifles.
- **Secondary Weapons:** These options display a list of all the individual weapons in the Individual Item area.
 - Pistols.
 - Machine Pistols.
- **Other Items:** These options display a list of all their individual items in the Individual Item area.
 - Primary Weapon Attachments.
 - Secondary Weapon Attachments.
 - Other Items (i.e., grenades, etc).

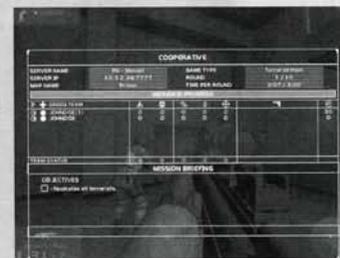
Individual Item Area

In this area you can restrict weapons/items individually or as a group using the following options:

- **Select All.**
- **Unselect All.**
- **Individual Items.**

In-Game Menu

By pressing the Multiplayer Menu key (Tab), the multiplayer In-Game Menu appears. In the title bar is the time remaining until the next round begins. Below this is server information, including Server Mode (Adversarial, Cooperative), Server Name, Server IP and port, Map Name, Game Type, Rounds (rounds



remaining/rounds per match), and Time per Round (remaining time in the round/total time of a round).

In the center of the screen is the team/player area with team and player statistics, including the following: Ready Status, Health Status, Player Name, Number of Rounds Won/Rounds Played, Kills, Deaths, Hit Percentage, Shots Fired, Shots Hit, Who Killed This Player, and Ping.

At the bottom of the screen are 5 buttons:

- **Select Team:** Allows you to select your team for team games.
- **Server Options:** Displays the server options, which are editable by the server only.
- **Restriction Kit:** Displays the restriction kit, which is editable by the server only.
- **Gear Menu:** Opens the gear menu, which allows you to change your operative's gear.
- **Ready Button:** Tells the server you're ready to start the round.

Teammate Radar

Teammate radar displays the relative location of your teammates during team games. Teammates on your level appear as a dot. Those above you appear as an arrow pointing up, those below you as an arrow pointing down, and dead/incapacitated teammates appear as an X.



Communications and the Console

Communications are very important in multiplayer games: so important that *Raven Shield* has four different ways to communicate with other players. Use the Global Chat key (Y) to send chat messages to everyone in the game or the Team Chat key (U) to send messages only to your team. Send pre-recorded voice messages to your team using the Pre-Recorded Voice Message key (V).



Finally, you can use the Drawing Tool key (F4) to display a drawing map. To draw, simply left-click and drag your mouse. You can right-click to place a stamp on the map. Your drawings and stamps remain on the map for approximately 15 seconds and are automatically trans-

mitted to your teammates, along with a message telling them you've updated the map.

Using Multiplayer-Only Items

There are three items that you can only use in multiplayer games.

False Heartbeat Puck

Deploys like a grenade and emits a heartbeat that appears in heartbeat sensors.

Heartbeat Sensor Jammer

Masks all heartbeat signals within a 10 meter radius of the bearer from heartbeat sensors when held.

Stand-Alone Heartbeat Sensor Jammer

Deploys like a remote charge and masks all heartbeats within a 15-meter area.

Dying and Activating Death Cameras

When you die during a multiplayer game, you can switch between the death cameras allowed by the server by pressing the Primary (Left Mouse Button) and Secondary Fire (Left Option) keys. When using the Ghost Camera, you can fly around the world and watch the action using the Move Forward (W), Backward (S), Left (A), and Right (D) keys. When using other cameras, you can switch between players by using the Next (Home) and Previous Team Member (End) keys.

The Console

The Console (') key brings up the game console, which shows you a list of the previous game messages. It also allows you to enter a number of simple commands. You can also enter console commands in the chat window, using the Global Chat key (Y) or Team Chat key (U), by putting a / in front of the command to let the game know that what comes next is not a chat message.

Basic Commands

These console commands are available to all players on a server.

- **hideweapon:** Hides the first-person weapons.
- **showweapon:** Shows the first-person weapons.
- **name <new_name>:** Changes your multiplayer name to <New Name>.
- **say <message>:** Sends <Message> to everyone in the game.
- **teamsay <message>:** Sends <Message> to everyone in your team.
- **quit:** Exits the game.
- **writeprofile <filename>:** Saves the option settings under the specified filename in the Save directory.
- **loadprofile <filename>:** Loads the option settings from the specified filename in the Save directory.

- **votekick <player_name>**: Begins a one-minute voting process to kick a player off the server. Players can vote once during the voting period by pressing the Toggle Vote Window key (F3). Each time a player votes, a message appears in the chat display area: "<player_name> votes <response> to kick out <player_name>." If over 50 percent of the players vote yes, the player is automatically kicked out and all players receive the following message: "Vote passed! <player_name> kicked off server." Once 50 percent of the players vote no, the vote cannot pass and all players receive the following message: "Vote failed! <player_name> can stay and play." Each player can only call a votekick once every 5 minutes.
- **votekickid <player_id>**: Same as votekick command but uses the player's id#, which can be obtained using the playerlist command, instead of the name.
- **vote <1,2>**: Once someone starts a vote, you can vote by either using the F3 voting window or by entering this command:
1 = Yes, 2 = No
- **playerlist**: Lists all players and their id#s in the console.
- **maplist**: Lists all maps and their id#s in the console.
- **suicide**: Kills your character instantly.
- **adminlogin <admin_password>**: Allows you to enter the administrator password to gain access to administrator-only commands.

Administrator-Only Commands

To have access to these commands, you must either be the server administrator or enter the correct administrator password using the adminlogin command.

- **newpassword <new_admin_password>**: Changes the admin password from <old_password> to <new_password> and sends the following message to all players: "<admin_name> has changed the administrator password."
- **kick <player_name>**: Kicks the player off the server and displays the following message to all players: "<player_name> was kicked off the server by <admin_name>."
- **kickid <player_id#>**: Same as kick command, but uses the player's id#, which can be obtained using the playerlist command, instead of the name.
- **restartmatch <explanation_text>**: Ends the current round, resets all statistics to zero, and displays the following message to all players: "<admin_name> restarts the match: <explanation_text>."
- **restartround <explanation_text>**: Restarts the current game round, resets all statistics to what they were at the beginning of the round, and displays the following message to all players: "<admin_name> restarts the round: <explanation_text>."

- **map <map_id#> <explanation_text>**: Ends the current round immediately, changes the server to the designated map, and displays the following message to all players: "<admin_name> ends the round and changes the map to <map_name>: <explanation_text>."
- **writeserver <filename>**: Saves the current server setup under the specified filename in the Save directory.
- **loadserver <filename>**: Load a server setup from the specified filename in the Save directory.

EQUIPMENT

Primary Weapons

Sub-Machine Guns

**MP5A4 9mm 7x30 mags**

The preferred sub-machine gun of counter-terrorist operatives around the world, the 9mm MP5A4 SMG is known for its reliability and accuracy, even when firing on full automatic.

**MP5SD5 9mm 7x30 mags**

Terrorists throughout the world fear the 9mm MP5SD5 SMG. Its integral sound suppressor is so effective that the report of the bullet is miniscule compared to the click of the bolt operating. Rainbow uses the 9mm MP5SD5 whenever both accuracy and stealth are essential.

**MP5K PDW 9mm 7x30 mags**

The 9mm MP5K PDW SMG is a compact version of the classic MP5. Its folding stock and low weight make it an ideal choice when a full rifle or sub-machine gun is unmanageable.

**MP5/10A2 10mm 6x30 mags**

The MP5 10A2 SMG is a basically an MP5 chambered for a 10mm round. The increased stopping power of the heavier round is offset by increased recoil.

**UMP .45cal 6x25 mags**

The UMP is a .45cal SMG roughly based on the MP5. The stopping power of its round comes at the price of an increased recoil and lower rate of fire.

**M12S 9mm 5x40 mags**

The 9mm M12 SMG is a recoil-operated, select-fire weapon, firing from an open bolt. It has a low rate of fire compared to other SMGs and is a little less accurate, but its small size and weight make up for it.

**P90 5.7mm 4x50 mags**

The 5.7mm P90 SMG is a blowback-operated, select-fire weapon. It is fed from 50-round box magazines located on top of the weapon and made from translucent polymer. It was developed in the late 1980s and may be referred to as a forerunner of the PDW (Personal Defense Weapon) concept.

**TMP 9mm 7x30 mags**

The 9mm TMP is a modern compact SMG. It is blowback-operated, with a locked breech design and rotating barrel. The TMP is reported to be a very controllable and comfortable weapon to fire.

**UZI 9mm 7x32 mags**

The UZI is manufactured in several countries and is the primary sub-machine gun of several of the world's military. The overall ruggedness and relative simplicity of the UZI have given it a reputation as a very reliable weapon, capable of operating under severe conditions.

**CZ-61 7.65mm 9x20 mags**

The CZ-61 Skorpion machine pistol is a dual-purpose weapon, intended for both close combat and personal defense. Its small size makes this weapon very suitable for concealed carry or for use in confined spaces, such as cars or aircraft. This gun is popular with police, security, and counter-terrorist units, as well as some terrorist organizations.

**MTAR-21 Micro 9mm 7x30 mags**

The MTAR-21 is an extremely modern bullpup design and is offered in four configurations. The MTAR-21 is specially configured for commando, airborne, paratrooper, and special rescue units.

**Mac 11/9 9mm 7x32 mags**

The Mac 11/9 machine pistol was developed around 1970 when special forces and police units in the U.S.A. and other countries adopted it. Its high rate of fire and small size make it ideal for close combat.

**Micro-UZI 9mm 7x32 mags**

The Micro-UZI was developed as a personal defense weapon. Police and military of more than 90 countries have adopted this weapon due to its compact size and reliability.

**SR-2 9mm 9x20 mags**

The SR-2 is a modern machine pistol currently in use with Special Forces. Its special 9x21mm Gurza ammunition is sufficiently powerful to penetrate most forms of body armor.

Assault Rifles**M4 5.56mm 6x30 mags**

A compact version of the M16 AR, the 5.56mm M4 AR is commonly used when the firepower of an assault rifle is needed, but the weight and size are not. It is commonly used by U.S. and Israeli special forces.

**G3A3 7.62mm 6x20 mags**

The G3A3 is a standard assault rifle. It fires the powerful 7.62mm NATO round, making it both accurate and deadly.

**G36K 5.56mm 6x30 mags**

The 5.56mm G36K AR is an extremely modern weapon. Its compact design makes it useful in close quarters, while its 5.56mm round penetrates most body armor.

**L85A1 5.56mm 6x30 mags**

The 5.56mm L85A1 AR is the standard infantry weapon of the British Army. Its bullpup design greatly decreases its size and increases its usefulness in close-quarter situations.

**AUG 5.56mm 6x30 mags**

The 5.56mm AUG AR is a futuristic-looking assault rifle with a compact bullpup design. It is well suited for missions requiring the maneuverability of a sub-machine gun combined with the punch of an assault rifle.

**M16A2 5.56mm 6x30 mags**

When extra range or firepower is called for, Rainbow turns to the M16A2. The M16 has proven itself over time, as its 5.56mm round easily penetrates body armor.

**M14 7.62mm 6x20 mags**

The direct descendant of the classic M1 Garand, the M14 AR fires a 7.62 round with extreme accuracy. It has been in use by the U.S. Army since 1957 and is still in use by Special Forces today.

**FAMAS G2 5.56mm 6x30 mags**

The FAMAS G2 AR fires the 5.56mm NATO round. Its rate of fire of 950 rounds per minute is the highest among Rainbow's Assault Rifles.

**FAL 7.62mm 6x20 mags**

The FAL is one of the most widely used battle rifles of the 20th century. Due to its heavy recoil in full-auto mode, it's often issued in semi-auto. It uses 7.62mm NATO rounds with a magazine capacity of 20 rounds.

**FNC 5.56mm 6x30 mags**

Once called the "Free World's assault rifle," the FNC incorporates the best ideas and characteristics of the Galil, AK, and FAL. It uses 5.56mm NATO rounds with a magazine capacity of 30 rounds.

**Galil ARM 5.56mm 6x30 mags**

The Galil is basically a recreation of Kalashnikov's AK-47 design, chambered for the NATO 5.56mm cartridge. A magazine holds 30 rounds, and it has a rate of fire of 650 rounds per minute.

**M82 5.56mm 6x30 mags**

The M82 AR is based on the AK/AKM internal design, but chambered in 5.56mm NATO round. It has a polymer frame, a magazine capacity of 30 rounds, and a rate of fire of 750 rounds per minute.

**AK-47 7.62mm 6x30 mags**

Its accuracy after the first shot is questionable as it spreads far and wide, but the first shot is reasonably accurate. By single- and double-tapping hostiles, you are sure to come out on top. Aim for the chest, and double-tap. This gun is superior to most every other gun for medium-long range.

**AK-74 5.45mm 6x30 mags**

The AK-74 assault rifle comes directly from the AK-47, but is chambered for a 5.45mm round similar to the 5.56 NATO round. When compared to the M16, the AK-74 shows slightly worse accuracy, but better reliability in battle environments and lower maintenance requirements.

**TAR-21 5.56mm 6x30 mags**

The TAR-21 is an extremely modern bullpup design and is offered in four configurations. The TAR-21 is designed as a basic infantry rifle.

**Type 97 5.56mm 6x30 mags**

The Type 97 Assault Rifle entered service with the Chinese military around 1997. This carbine version is specifically designed for special forces, police, and vehicle crews.

Shotguns



M1 12g 6+34 shells

Whether used for door breaching or highly lethal close quarters combat, a good tactical shotgun is an essential part of all anti-terrorist teams. Rainbow uses the 12g M1, largely because of its superb recoil characteristics and reliability.



SPAS-12 12g 8+32 shells

The 12g SPAS-12 SG is a dual operation shotgun with an 8-shell capacity. This weapon is ideal for clearing a room quickly.



USAS-12 12g 2x20 mags

The USAS-12 is a fully automatic shotgun based on the M16 design. Due to its weight with 20-round detachable drum magazines, the USAS-12 is said to be controllable in full-automatic mode.

Sniper Rifles



M82A1 .50cal 3x10 mags

The M82A1 SR was the first .50cal sniper rifle to achieve widespread use. Its massive length (1.55m) and weight (13.4 kg) make it the largest sniper rifle in Rainbow's arsenal. Extreme care should be used in employing this weapon, as its high-powered .50cal M33 round can tear through multiple targets just as easily as it can through an engine block.



PSG-1 7.62mm 3x10 mags

The PSG-1 is arguably the most accurate semi-automatic sniper rifle off the shelf. A favorite of police forces around the world, the PSG-1 comes standard with a 6x sight and fires the NATO 7.62 round.



WA-2000 .30cal 5x6 mags

The shortest sniper rifle used by the Rainbow team, the WA-2000's bullpup design and light weight make it a favorite of snipers who need to move stealthily into difficult positions. Its powerful .30cal Magnum round has more punch than the more common 7.62 NATO round.



SSG-3000 7.62mm 6x5 mags

The SSG-300 is a bolt-action sniper rifle, which fires the powerful 7.62mm NATO round. It is extremely accurate and has a magazine capacity of 5 rounds.



AW Covert 7.62mm 3x10 mags

The AW Covert is a silenced sniper rifle firing the 7.62x51mm subsonic round. This round is less powerful than the standard 7.62x51mm round, making this rifle slightly less powerful and accurate than other sniper rifles. Its silence offsets its reduced effectiveness.



Dragunov 7.62mm 3x10 mags

The Dragunov was designed not as a standard sniper rifle, but as a light support weapon to extend the effective range of an infantry squad up to 600 meters. As a sniper rifle, the Dragunov is lightweight, accurate, and capable of semi-auto fire. It is extremely reliable in almost all conditions.



VSS Vintorez 9mm 3x10 mags

The VSS Vintorez (Special Sniper Rifle) was designed for special operations in 1987. This rifle has an integrated sound suppressor and uses special subsonic ammo – 9mm long cartridges.

Light Machine Guns



M60E4 7.62mm 3x100 mags

The 7.62mm M60 LMG machine gun was designed in the late 1940s and its initial design strongly borrows from the German MG-42. It uses 100-round belts and has a fire rate of 575 rounds per minute.



M249 5.56mm 2x200 mags

The 5.56mm M249 LMG is a light machine gun firing the 5.56mm NATO round. It comes with a 200-round box magazine. It packs tremendous firepower, but is only accurate from a crouched stationary position. Used this way, it is an effective covering weapon.



RPD 7.62mm 4x100 mags

The 7.62mm RPD LMG is a Russian light machine gun that dates back to the end of World War II. It fires the 7.62x39 mm round from 100-round drum magazines. This weapon is less accurate than either the 5.56mm M249 or the 21E3. It is lighter than either of the other two, however, and therefore returns to an accurate state after firing more rapidly.

**21E 7.62mm 3x100 mags**

Based on the G3A3, the 21E light machine gun fires the 7.62mm NATO round from a 100-round box magazine. The 21E is more accurate than the M249, but is harder to control when moving around. As with all LMGs, this weapon is best fired from a stable-firing stance.

**23E 5.56mm 2x200 mags**

23E is similar to 21E in almost every respect except that it is chambered to take the 5.56mm NATO round. It also has a slightly shorter barrel length.

Secondary Weapons**Pistols****92FS 9mm 4x15 mags**

The 9mm 92FS Pistol is Rainbow's 9mm pistol of choice. Its primary advantages are low recoil and a large magazine compared to the bulkier .45cal.

**USP .40cal 4x13 mags**

The .40cal USP Pistol is a favorite among those desiring a balance between weapon size and firepower.

**Mk23 .45cal 2x12 mags**

The extreme ruggedness, reliability, and match-grade accuracy of the .45cal Mark ACP has made it the handgun of choice for U.S. Special Forces. A specially designed sound and flash suppressor virtually eliminates muzzle flash and provides more than 35dB of sound reduction. It is an essential part of any Rainbow mission requiring both firepower and discretion.

**Desert Eagle .50cal 4x7 mags**

The .50cal Desert Eagle Pistol is a very powerful handgun. It is capable of punching through body armor, but has a limited 7-round magazine.

**Desert Eagle .357cal 4x9 mags**

The smaller cousin of the .50cal Desert Eagle Pistol, the .357cal Desert Eagle Pistol round packs a punch capable of punching through body armor at close range. It carries a limited 9-round magazine.

**AP Army 5.7mm 2x20 mags**

The AP Army was designed as an army pistol with high armor-piercing capabilities. Low recoil and high magazine capacity make this handgun a good defensive firearm against personnel in bulletproof jackets or in unarmored vehicles.

**P-228 9mm 4x13 mags**

In addition of being one of Rainbow's favorites, it's also a popular law enforcement handgun used by many police departments throughout the world.

**SPP 9mm 2x30 mags**

First appearing in 1989, the 9mm SPP Pistol is bigger and heavier than most pistols, but it's a little more precise. This makes it a great option for Rainbow's operatives.

Machine Pistols**CZ-61 7.65mm 2x20 mags**

The CZ-61 Skorpion machine pistol is a dual-purpose weapon, intended for both close combat and personal defense. Its small size makes this weapon very suitable for concealed carry or for use in confined spaces, such as cars or aircraft. This gun became popular with police, security, and counter-terrorist units, as well as some terrorist groups.

**Mac 11/9 9mm 4x16 mags**

The Mac 11/9 machine pistol was developed around 1970 when special forces and police units in U.S.A. and other countries adopted it. Its high rate of fire and small size make it ideal for close combat.

**Micro-UZI 9mm 3x20 mags**

The Micro-UZI was developed as a personal defense weapon. Police and military of more than 90 countries have adopted this weapon due to its compact size and reliability.

**SR-2 9mm 3x20 rounds**

The SR-2 is a modern machine pistol currently in use with special forces. Its special 9x21mm Gurza ammunition is sufficiently powerful to penetrate most forms of body armor.

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