



TOM CLANCY'S RAINBOW SIX

PlayStation® Classic

OVERVIEW

You are the commander of a counter-terrorist team made up of operatives from around the world. Your team will be called on to perform a number of covert operations from hostage rescue to intelligence gathering.

Each mission can be broken down into two main parts: Planning and Execution. Much of your time will be spent planning the mission by reviewing the objectives and selecting a team from a roster of operatives. You can also equip your team with the appropriate weapons and gear, then take a look at the mission area and decide where you want each team member to begin.

After the planning is complete, you lead your team into the mission, taking control of each operative in turn, one at a time.

The mission ends when you have completed all your objectives or all of your operatives are out of action. Just as in real life, a single hit will often incapacitate if not kill.

If you fail to complete a mission, you will get to try it again until you get it right with no penalty. You must successfully complete each mission in order to advance to the next. It's possible to complete a mission despite losing some of your team members. However; if you continue on instead of replaying the mission, these valuable operatives will not be available to you for future missions.

GETTING STARTED

From the Main Menu screen, you can choose from six options:

New Campaign

Start a new series of linked missions. You must complete all of the objectives for each mission in order to advance to the next.

Continue Campaign

If you ever return to the Main Menu during a campaign which is in play, you can return to the campaign by selecting this option.

Options

Access the Options Screen.

Load Campaign

Load a previously saved campaign.

Save Campaign

Save the current campaign.

Training Level

The Training Level is where you can practise controlling an operative in a non-threatening environment. It is a good idea to spend some time training here before beginning an operational campaign.

When you first begin the Training Level, you start out in a small room with three different exit routes. The centre door leads to the Assault Course, the right door leads to the Shooting Range and the left route leads to the Training Mission, where you'll need to swap to another operative.

The Assault Course is where you practise moving your operative. During the campaign, it is vital for you to be able to move forwards, backwards and sideways while keeping your weapon aimed at a target. As a part of the course, you must walk across a ditch on planks, jump, crouch, climb and run. The Assault Course is timed. At the end, you will be given your time and informed if you have set a new record or not.

The Shooting Range is where you can practise using your weapons. There are two different ranges. In each, targets pop up for a few seconds and then lower. Try to hit as many as possible. To start the targets, walk over to the adjacent post and select "Operate" to throw the switch. At the far end of the Shooting Range is the armoury. Here you can change your primary and secondary weapons. Aim at the weapon you wish to use, then press the L1 button and the CIRCLE button. When you select a new weapon, you also receive a full load of ammunition.

The Training Mission lets you practise in an operational setting. Inside the kill house, you must locate and disarm a bomb and then rescue a hostage and escort him out of the building. Pay attention to the text boxes as they will instruct you what to do. Press the SELECT button to bring up the map screen and from there you can switch to another operative. The Training Mission is timed. As soon as the bomb is disarmed and the hostage walks out the door, the timer is stopped. You will then be given the time and informed if you set a new record.

Good performance in the Training Level will calibrate the unnamed rookie attributes to higher settings in the main game.

CAMPAIGN GAME

If you select "New Campaign", you will be asked to select a difficulty level. In Easy level, you need only complete the Primary Mission Objective and the terrorists are less numerous and alert. In Medium and Hard levels, you must complete both Primary and Secondary Objectives. There are usually more terrorists in these levels and they are more alert and deadly. If you choose "Continue Campaign" or "Load Campaign", or after selecting a difficulty level, you will be taken to the Briefing Screen for the current mission. There are five screens from which you set up your mission before entering the action phase.

Briefing: This screen provides information on the current mission including the objectives, background, and purpose.

Intel: This screen lets you access information on people and organizations you encounter during the campaign.

Roster: Here is where you can browse through the capabilities of all of your operatives and then select three of the most qualified for the current mission.

Kit Selection: This screen is where you kit out your team for the mission. While a default kit is already set up, you can change the uniform, weapons and equipment for each of your selected operatives.

Insertion: This screen is where you determine where each of your operatives will begin the mission.

Action

Once you have completed your planning, the action phase is where you take control of one of the operatives and go through the mission to complete your objectives. Remember, your mission is to save the lives of the hostages – you must prioritize their safety as well as that of your operatives.

During a campaign, you will receive a variety of different missions. For each mission, you will go through the same steps. As an example of mission planning, this section will take you through Mission 1: Steel Wind.

PLAYING THE GAME

Briefing

Once a mission has been assigned to you, go first to the Briefing Screen where you will receive your orders as well as the background to the mission.

Control offers the background to the mission. Here you can find out who the terrorists are and a little about the location and environment of the mission.

Command consists of John Clark. Also known as Rainbow Six, Clark is your commander. He will always offer valuable advice about the mission. Advisors are people brought in to provide additional information applicable to the mission. There are no advisors for the first mission.

Intel

After going over the purpose of your mission, it is a good idea to go to the Intel Screen and get extra information that may pertain to the mission.

Roster

When you have learned about the mission, it is time to get the ball rolling. At the Roster Screen, you can look at the dossiers of all of your operatives and then select three of them for the current mission. Each operative is rated for health and five skills: demolitions, electronics, firearms, grenades and stealth. All of these are used during the mission. Next to the health and skills are bar graphs. The longer the bar, the healthier or better the operative is at that skill.

Each team member carries a primary weapon (usually a submachine gun), a pistol as a backup weapon, some flashbangs and frag grenades or other equipment. They also carry a few spare magazines and wear a uniform with some type of body armour. You can select both primary and secondary weapons and then fill the two slots with additional magazines for your weapons, grenades, kits, door charges or heartbeat sensors. Finally, select an appropriate uniform. After choosing the right style, decide on how much body armour each operative will need for their role in the mission.

Insertion

Your next step is to assign each operative an entry point for the mission. When you are all set to start the mission, return to the menu bar at the top and press the CROSS button to deploy.

DEFAULT CONTROLS

directional buttons	move
SQUARE button	use weapon
L1 button + SQUARE button	reload weapon
CROSS button	jump
TRIANGLE button	crouch
CIRCLE button + LEFT or RIGHT	strafe/sidestep
L1 button + CIRCLE button	talk to hostages/interact with objects such as doors and switches
L2 button	turn Autorun on/off
L1 button + L2 button	activate Sniper Mode
R1 button	look up
R2 button	look down
SELECT button	access the Map Screen
START button	pause/resume mission/abort mission

WEAPONS AND EQUIPMENT

Equip your operatives with a range of primary and secondary weapons including shotguns and pistols.

Different missions will have varying conditions and requirements, so always be sure to take along the appropriate kit.

Each operative has two slots for additional gear such as grenades and ammo and the following items:

Heartbeat Sensor

The Heartbeat Sensor is capable of tracking a human heartbeat even through thick layers of concrete. It works by detecting the characteristic ultra-low-frequency electric field given off by a beating heart.

Lockpick Kit

This kit speeds up the picking of locks. Its primary component is a highly sophisticated auto-pick capable of opening most mechanical locks in a few seconds. Electrical keycard or swipe locks are handled using a classified system containing presets for all major keycard variations.

Demolitions Kit

This kit speeds both the placing and disarming of explosives. It contains basic electrical diagnostic equipment along with the essential mechanical tools needed to perform the job.

Door Charges

Breaching charges are used to explosively remove doors for rapid entry. Flashbangs do not need to be used in conjunction with a breaching charge as they stun, wound or even kill anyone nearby.

UNIFORMS

Choosing the correct uniform is just as important as choosing your weapons. Each mission takes place in different terrain and lighting conditions. In addition, some operatives will need more protection than others. For example, recon operatives will favour a light uniform while those breaching will need a heavy uniform.

Uniforms come in several different styles and each style is available in three classes.

Light

This class is perfect for night-time missions and recon specialists. It consists of a lightweight Level II tactical vest capable of stopping low-powered pistol rounds and is rounded off with standard soft-soled rubber boots, Nomex balaclava and Nomex/Kevlar gloves.

Medium

This class consists of a Level II waist-length tactical vest and a Kevlar helmet, soft-soled rubber boots, Nomex balaclava and Nomex/Kevlar gloves. The vest is capable of stopping most pistol fire and some submachine gunfire.

Heavy

This class consists of Level III body armour extending to the groin and is capable of stopping all but the most high-powered of rifle rounds. This is the preferred uniform of demolitions experts, as the faceplate on the Kevlar helmet offers excellent protection from flying debris.

