



NTSC U/C

PlayStation



SLUS-01473

ALL NEW
EXPLOSIVE
RAINBOW SIX
MISSIONS

Tom Clancy's
RAINBOW SIXTM
-LONE WOLF-



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

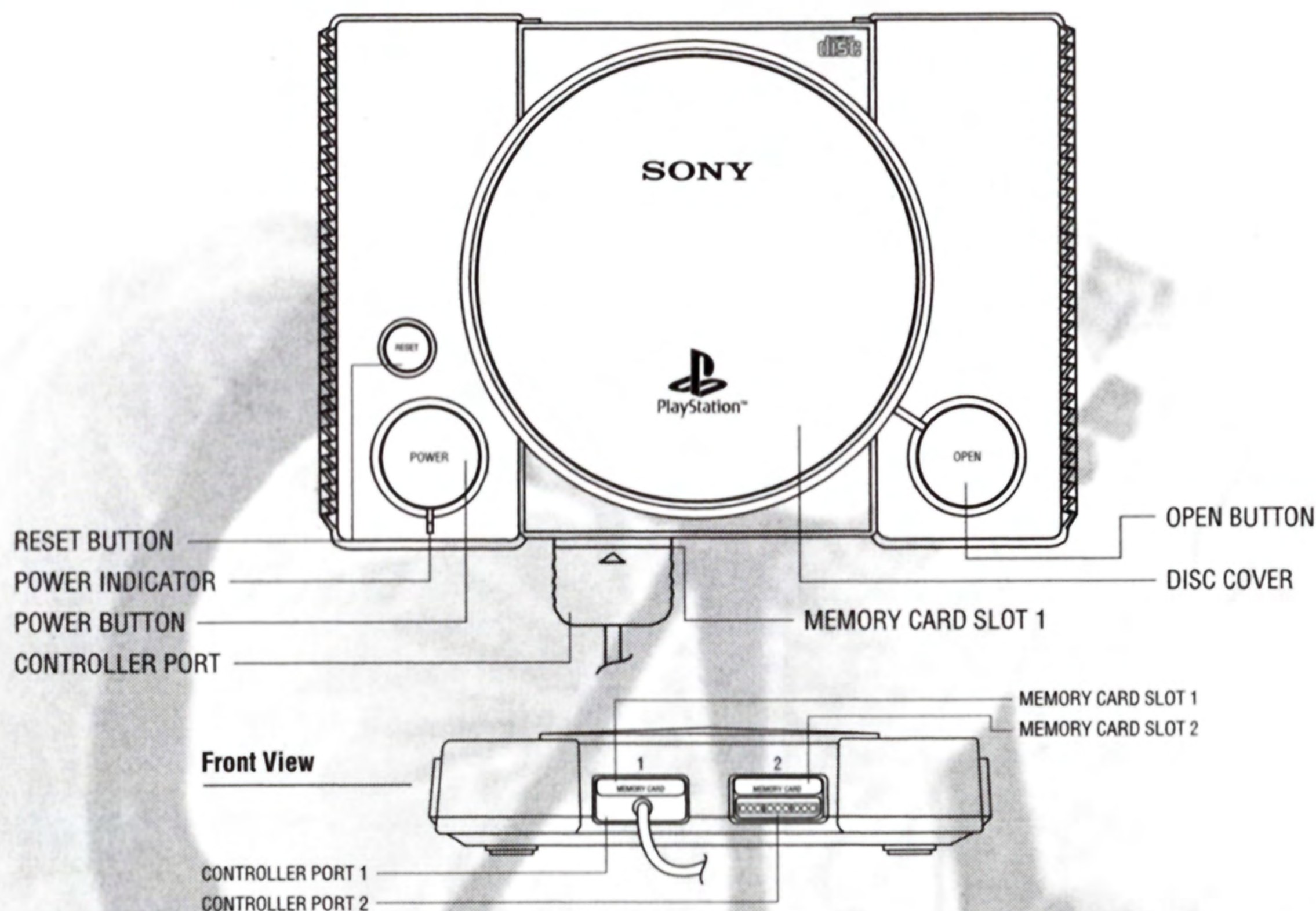
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Tom Clancy's
RAINBOW SIX
-LONE WOLF-

TABLE OF CONTENTS

SETTING UP	2
GAME CONTROLS	3
INTRODUCTION	4
OPERATION LONE WOLF	4
OVERVIEW	4
GETTING STARTED	5
ACTION PHASE	10
PAUSING THE GAME	12
SAVING THE GAME	13
OPTIONS	14
CREDITS	15
TECHNICAL SUPPORT	19

SETTING UP



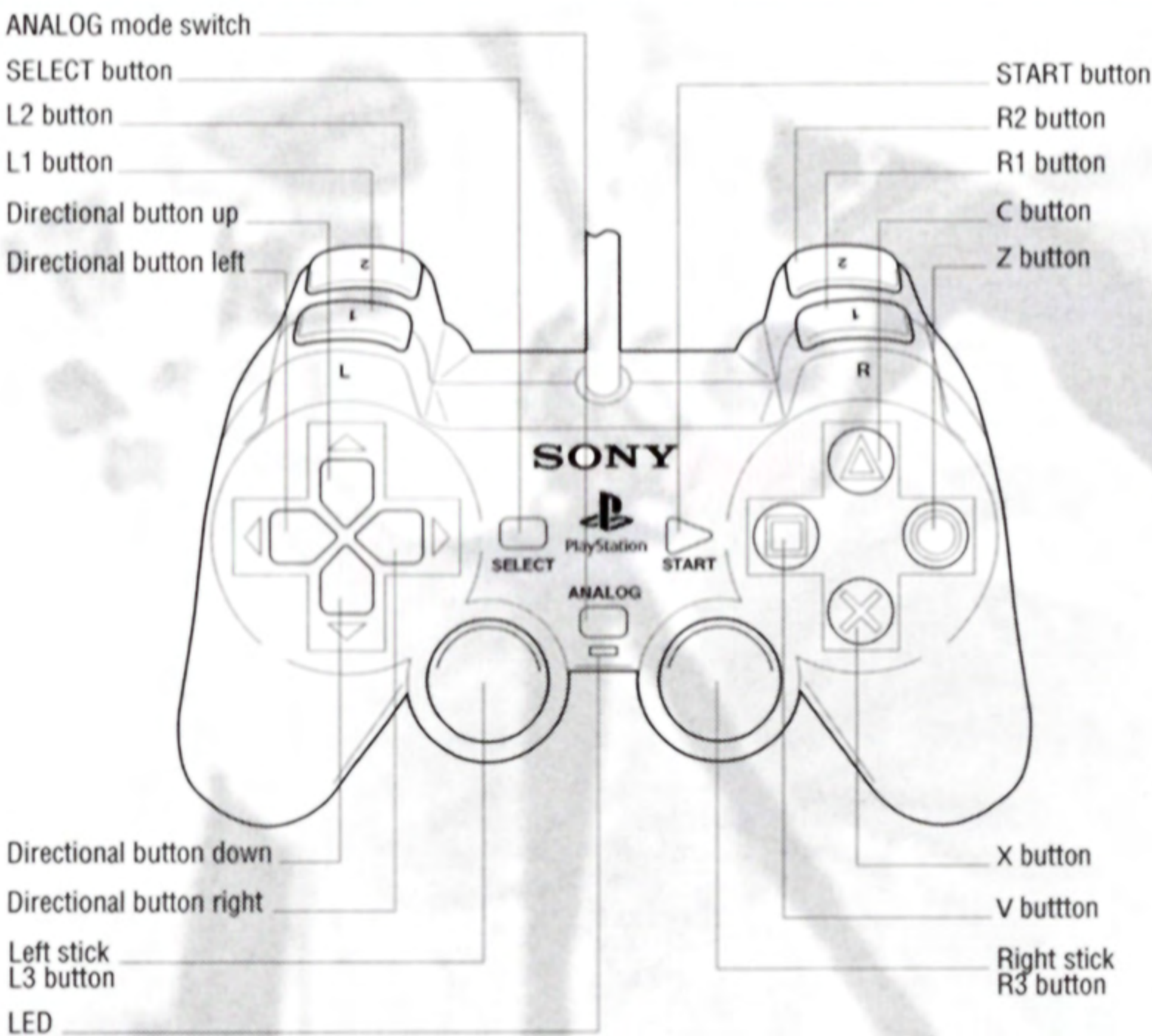
1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is off before inserting or removing a compact disc.**
2. Insert the **Rainbow Six™ Lone Wolf™** disc and close the CD door.
3. Insert game controller and turn on the PlayStation game console.
4. Follow on-screen instructions to start a game.

It is advised that you do not insert or remove peripherals or memory cards once the power is turned on. Make sure there are enough free blocks on your memory card before commencing play.

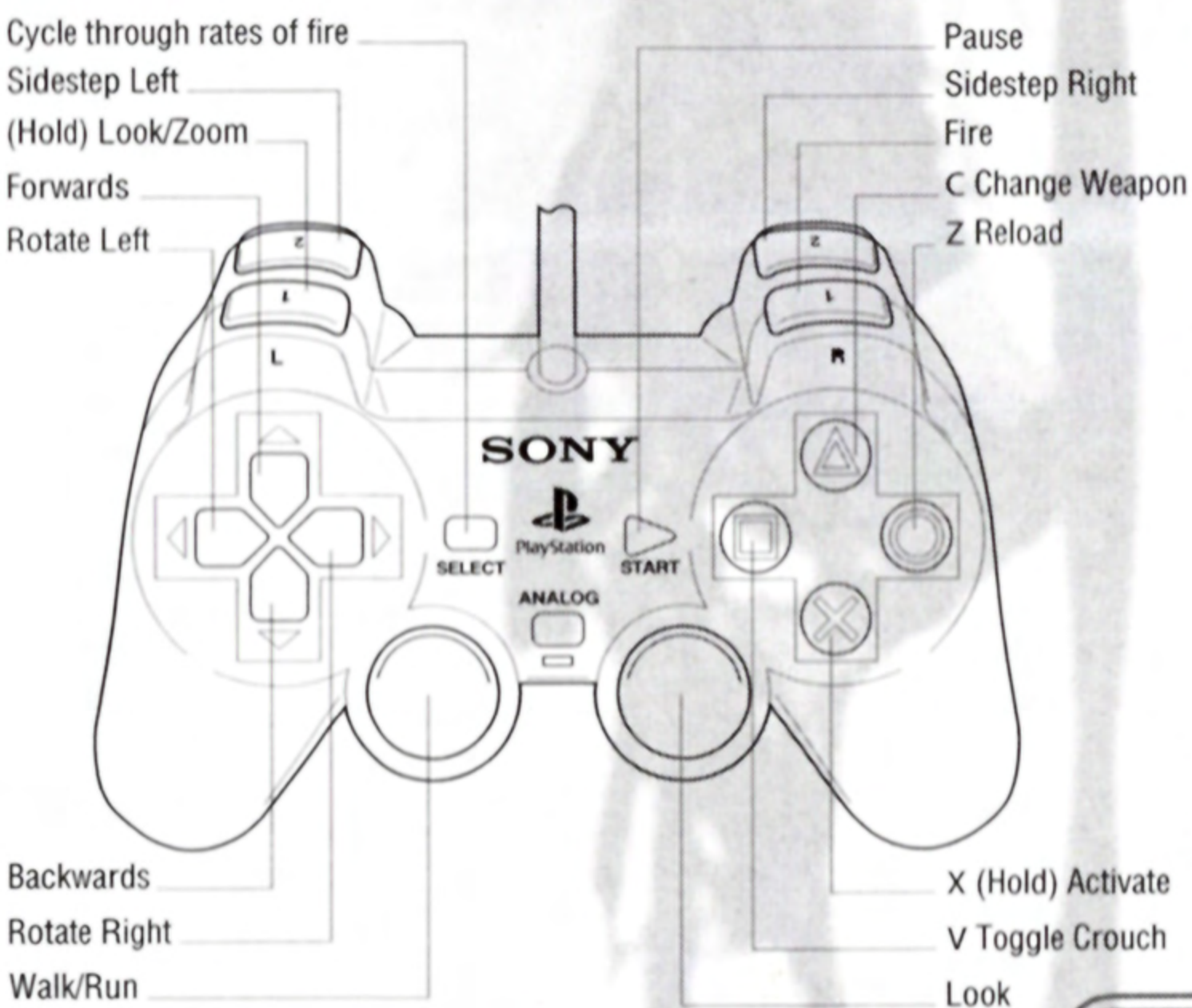
GAME DATA	
1 player	
Memory Card: 1 Block	
Analog Control Compatible	
Vibration Function Compatible	

GAME CONTROLS

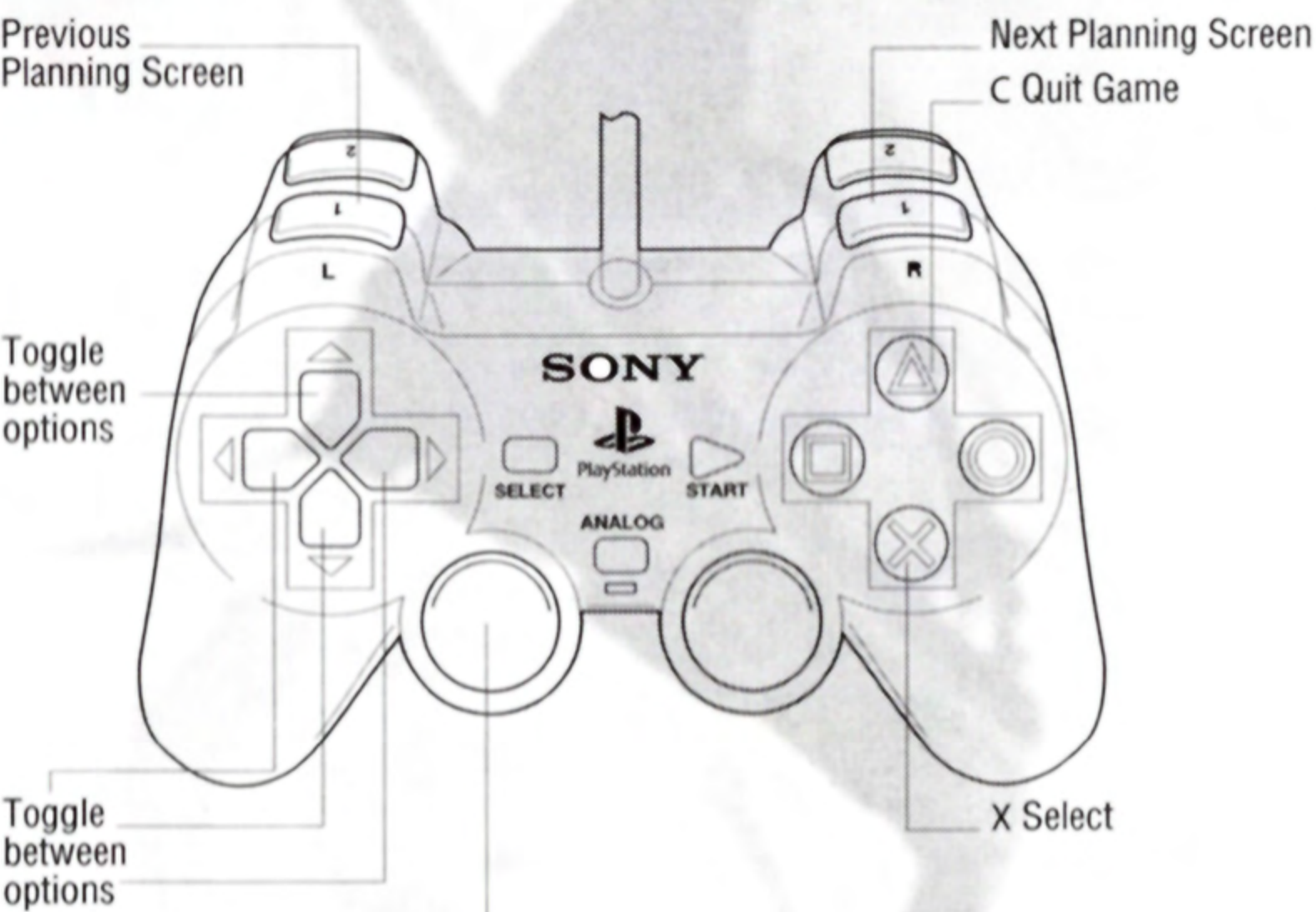
DUALSHOCK® analog controller



In Game:



On Menus:



INTRODUCTION

In Tom Clancy's Rainbow Six™ you saved civilization as we know it.

Unfortunately, civilization as we know it can be a terrible mess. Often it's a mess in dark, faraway places, when reason fails and desperate men threaten the lives of innocents. Rainbow's mission still stands: correct these wrongs while diplomats dither.

After their many successes in the field, the Rainbow team has entered a period of slow growth and training.

Now, without warning a new threat has appeared...

OPERATION LONE WOLF

A convicted terrorist has contacted Intelligence, informing them he has information on American weapons being smuggled into Russia. Requesting a meeting in Norway with a lone operative to avoid arousing suspicion, the powers that be choose Ding Chavez. His profile fits this case perfectly.

OVERVIEW

You control Ding Chavez. Your mission: travel to Norway and single-handedly defeat a new terrorist group threatening to destabilize Eastern Europe with illegal arms imports.

GETTING STARTED

The Main Menu contains:

New Game

Lets you start a new game.

Load Game

Lets you load a previously saved game. *Please note that if you are in the middle of playing and wish to load another game, you must quit and return to this Main Menu.*

Options

Takes you to the **Options Screen**. For details see the Options section of this manual.

On selecting **New Game** the **Briefing Screen** appears.

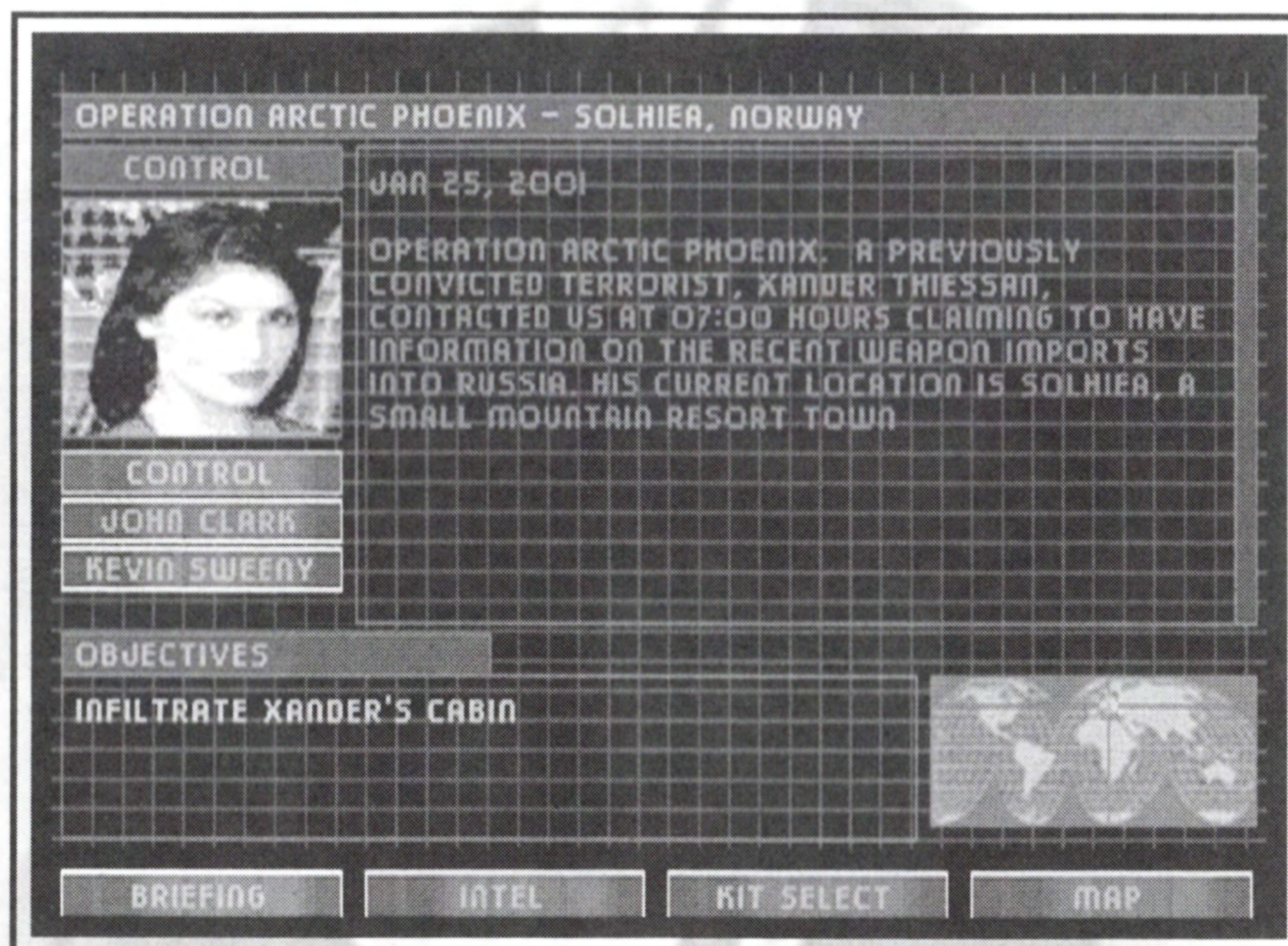
To start your mission you will need to select an **Insertion Point** on the **Map Screen**. Before you do this you can find out about your mission by looking at the **Briefing** and **Intel Screens**. You may also choose which of the weapons and equipment to take with you on the **Kit Select Screen**.

On all four planning screens, **Briefing**, **Intel**, **Kit Select**, and **Map**, you use the directional buttons to select options. Press the X Button to select the highlighted option.

A shortcut for switching between the four planning screens (Briefing, Intel, Kit Select, and Map) is to use the L1 and R1 shoulder buttons. You can also use the directional and X Buttons to select these screens.

GETTING STARTED

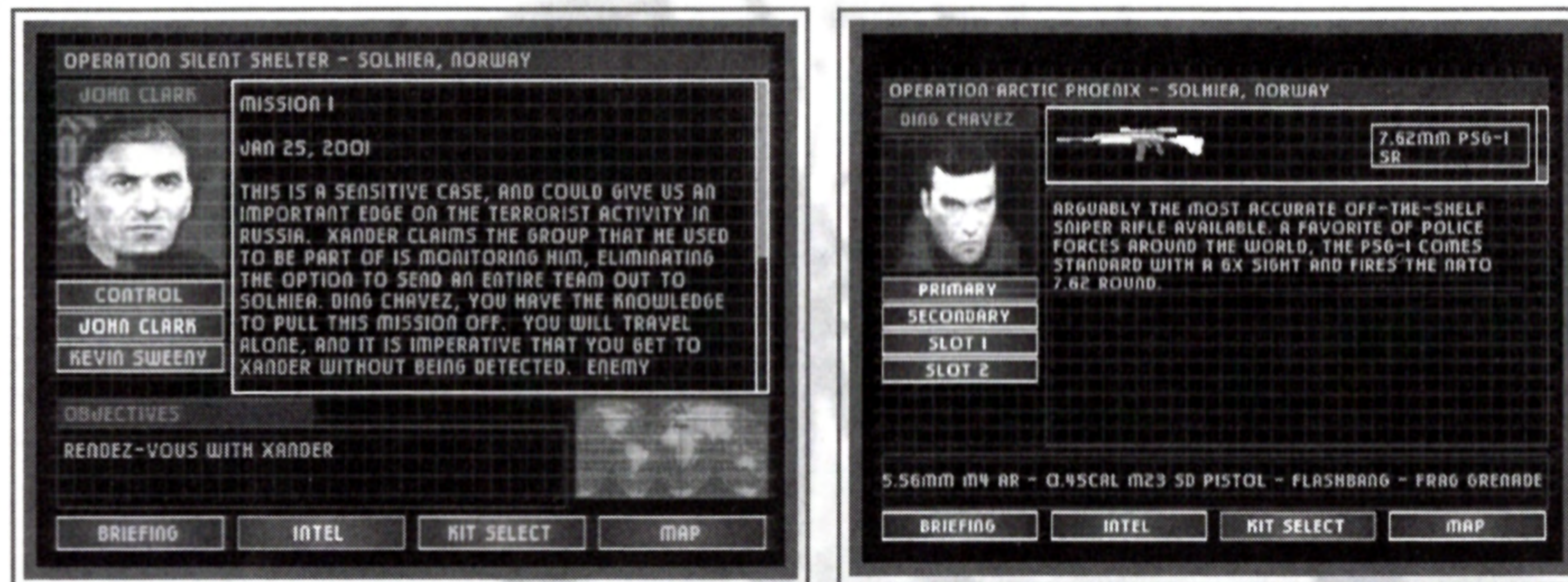
Briefing and Intel Screen



On the **Briefing Screen** we recommend selecting each of the sources in turn and reading what your informants have to tell you. Then move to the **Intel Screen** and read everything Intel Sources have to tell you.

GETTING STARTED

Kit Select Screen



When you have finished on the **Briefing** and **Intel Screens**, go to the **Kit Select** screen.

There are four equipment buttons:

1. Primary

Select your primary weapon.

GETTING STARTED

2. Secondary

Select another weapon, normally a sidearm.

3. Slot 1

Used for miscellaneous pieces of equipment. For example, grenades may be held here.

4. Slot 2

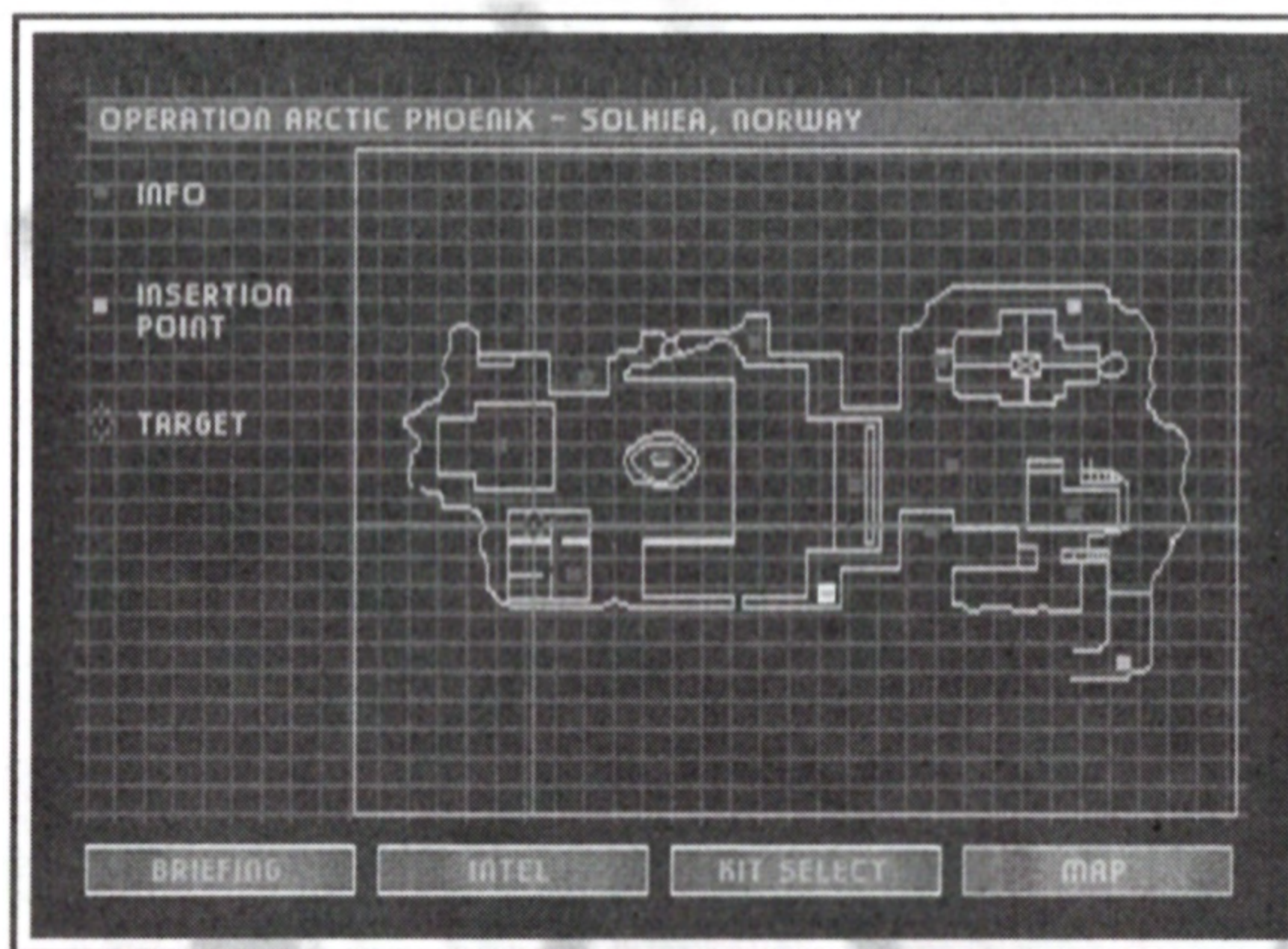
Same as Slot 1.

Note that a default selection of equipment is already chosen. The list at the bottom of the screen gives the currently selected equipment. You can change this if you wish.

When you select an equipment button (using the X Button) you can then use the directional buttons to choose the equipment to carry with you into the mission. Press the X Button to confirm your selection. Repeat this for all four equipment buttons.

GETTING STARTED

Map Screen



After selecting your equipment move on to the **Map Screen** (use the L1 and L2 shoulder buttons or the directional buttons (pressing the X Button when 'Map' is highlighted)).

Use the directional buttons to highlight each of the blue 'Info' points in turn. As you select each of these, a small window pops up containing extra mission information to assist you. Locate and remember where your Target is – shown with the crosshairs.

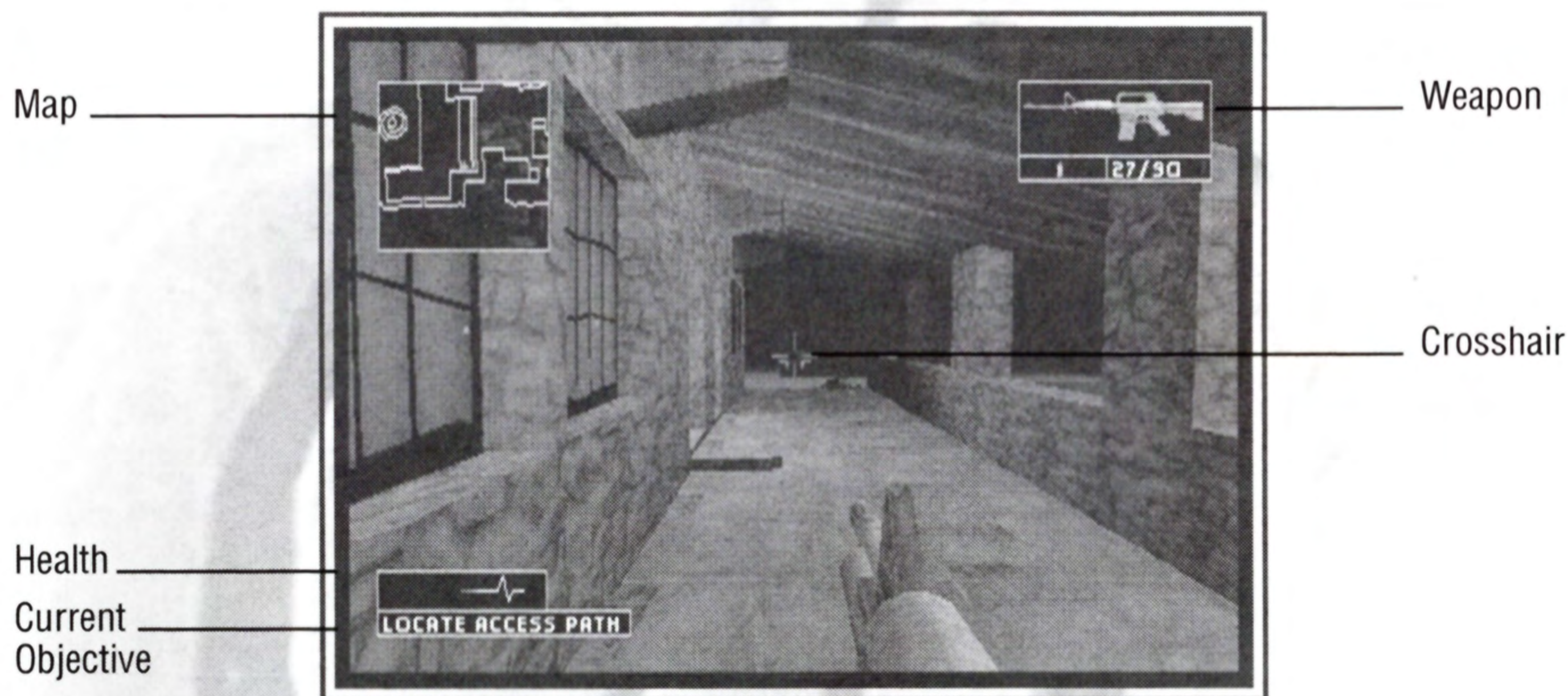
By matching up information supplied on the **Briefing** and **Intel Screens** with this graphical view, you can choose the insertion point that will give you the best tactical advantage.

To start the mission, choose one of the green Insertion Points.

The Mission now loads and starts.

ACTION PHASE

On-Screen Information



Map – The red cross in the center of the map shows your position.

Weapon – Below the weapon image is an ammo counter on the right. 27/90 shows that you have 27 bullets left in the current magazine and another 90 bullets in further magazines.

To the left of the ammo counter, the number of bullets shown depicts the current rate of fire. Some weapons have more than one rate of fire.

The weapon rates of fire are:



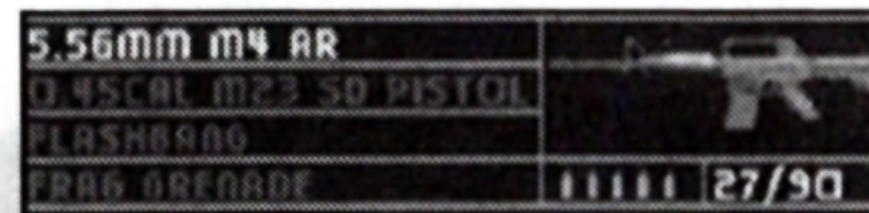
Fully Automatic – The weapon will fire continuously when the trigger is pulled.

Burst – The weapon will fire three shots each time the trigger is pulled.

Semi-Automatic – The weapon will fire once each time the trigger is pulled.

ACTION PHASE

When you press the Change Weapon button a list of selectable weapons appears:

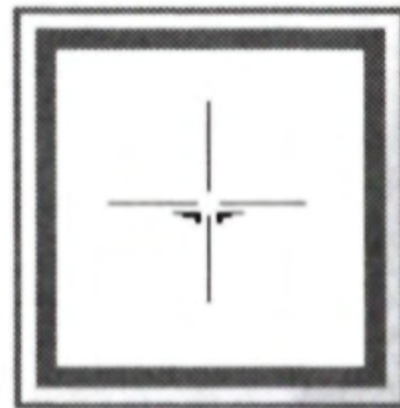


As you repeatedly press the Change Weapon button, each weapon is highlighted in turn. The list is automatically hidden when you continue play.

Health – The heartbeat indicator decreases in height and turns from green to yellow to red as the player is injured until finally “flat-lining” on death.

Current Objective – This is the goal you must complete next to progress through the mission.

Crosshair – Described below:

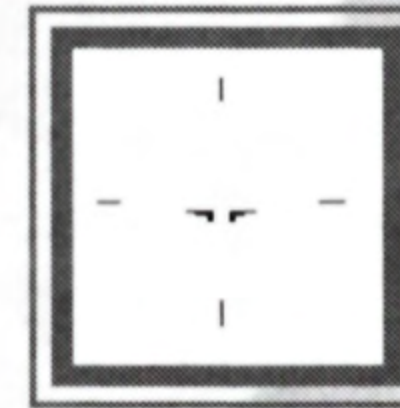


A bright red crosshair indicates that an enemy has been targeted. A dark red crosshair translates to no enemy in range.

Using other weapons:

When an enemy is in range and in the center section of the screen, the autolockon will control precise movement of the crosshair.

The distance of the horizontal and vertical lines from the center of the crosshair indicates accuracy. The further from the center



the less accurate the shot. Standing still improves accuracy over a short amount of time, crouching decreases the time taken to reach optimum accuracy with the selected weapon.

Throwing other weapons:

Throwing grenades is done by holding down the fire button. The longer you hold the button, the further the grenade is thrown.

PAUSING THE GAME

Press the START Button to pause the game.

A Pause Menu appears on the screen, containing:

Resume

Go back to your game.

Night Vision

Select this option to enable your Night Vision.

Options

Takes you to the Options Screen. See the Options Section in this manual.

Quit Game

Quits the current game and takes you to the Main Menu where you can either start a new game or load a saved game.

To save a game you must have a memory card inserted in one of the MEMORY CARD slots of your PlayStation. See the manufacturer's instructions for details of how to use your memory card.

SAVING THE GAME

After each mission there is a “Mission Complete” debriefing screen containing the following options:

Next Mission

Continue to the next mission in the game.

Save Game

Save the current game.

OPTIONS

Invert Look

With this selected, the up and down movement of the crosshairs is switched around.

Toggle Auto-Center

Auto-Center automatically repositions the crosshairs in the middle of the screen directly ahead of your character when you start walking.

Volume

Set the volume of sound in the game.

Screen Adjust

On some televisions the PlayStation screen can be off-center. This option allows you to adjust the position of the game screen to suit your television.

Press Triangle to return to the previous menu.

Rebellion

Producer – Emerson Best
Design – Alex Moore
Lead Artist – Alex Moore
Lead Programmer – Morgan Parry
Menus and HUD – Matthew Clemson
Additional Programming/Tech Support – Richard M. Smith
Additional Programming – Martin Harris
Tools Programming – Richard Rice
Load/Save System – Kieran Donaldson

Graphics

Alex Moore
Toks Solarin
Andy Burrows
Dan Meews
Joe Gelder

MoCap Direction – Emerson Best
MoCap/Animation – Sandy Heslop
Audio – Tom Bible
Manual – Mark Eyles, Alex Moore
CTO – Chris Kingsley
CEO – Jason Kingsley
Head of Programming – Kevin J. Lea
Thanks to Matt Newport
Thanks to Stuart Pharoah
Thanks to Robert Stevens

CREDITS

Ubi Soft

3rd Party Project Management

European Director of Development – Anne Blondel

Producer – Matthieu Boulard

Lead Designer – Jean-Christophe Petit

US Marketing

US Marketing Director – David Bamberger

US Brand Group Manager – Helene Juguet

US Brand Manager – Xavier Fouilleux

Special Thanks to

Cedrick Delmas and Xavier Neal

Other Contributors

Europe 1st Party Approval Manager – Romain Vazeille

US 1st Party Approval Manager – Willie Wareham

Data Management – Guenaele Mendroux & David Picco

Publisher

Ubi Soft Entertainment

CEO – Yves Guillemot

Ubi Soft US President – Laurent Detoc

International Production Director – Christine Burgess-Quemard

International Director of Development – Alexis Godard

International Content Director – Serge Hascoet

International Content Manager – Travis Getz

Special Thanks to

Tom Clancy

Jean-Bernard Jacon and Katia Mousset for their support

NOTES

A faint, stylized illustration of a person in a dynamic pose, possibly a dancer or acrobat, with flowing lines suggesting movement. The figure is rendered in a light, sketchy style against a white background.

NOTES

PROOF OF PURCHASE:
Tom Clancy's Rainbow Six_Lone Wolf



TECHNICAL SUPPORT

Contact us over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week and it contains the most up-to-date Technical Support information available. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com>.

Contact us by phone

You can also contact us by phone by calling (919) 460-9778.

Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line.

Be advised that our Technical Support Representatives are available to help you Monday–Friday from 9 am–9 pm (Eastern Standard Time).

Contact us by standard mail

If all else fails, you can write to us at:

Ubi Soft Technical Support
2000 Aerial Center
Suite 110
Morrisville, NC 27560

TECHNICAL SUPPORT

Return policy

Please do not send any game returns directly to Ubi Soft Entertainment. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged cartridge or scratched CD, please visit our FAQ listing for your game and get the latest replacement policy and pricing.

© 2002 Red Storm Entertainment, Inc. All rights reserved. Red Storm Entertainment is a trademark of Ubi Soft Entertainment SA. Red Storm Entertainment is a company of Ubi Soft Entertainment SA. Ubi Soft and the Ubi Soft logo are registered trademark of Ubi Soft, Inc. All Right Reserved. Rainbow Six is and Rogue Spear are trademarks of Red Storm Entertainment.

UBI SOFT LIMITED WARRANTY

Ubi Soft warrants to the original purchaser of its products that the products would be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is", without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubi Soft reserves the right to make improvements in its products at any time and without notice. Refunds Ubi Soft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only. Product / Documentation Replacements Please contact Ubi Soft Technical Support before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available. **TO RETURN WITHIN THE 90-DAY WARRANTY PERIOD:** Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. **TO RETURN AFTER THE 90-DAY WARRANTY PERIOD:** Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

ADDRESS:

Ubi Soft Replacements
2000 Aerial Center Pkwy, Ste 110
Morrisville, NC 27560
Phone: 919-460-9778 Hours: 9am – 9pm (EST), M-F

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit the support section of <http://www.ubisoft.com> for an updated price list **WARRANTY ADDRESS AND CONTACT INFORMATION:** Email: replacements@ubisoft.com
Please use a traceable delivery method when sending products to Ubi Soft.



Ubi Soft Entertainment, 625 Third Street, Third Floor, San Francisco, CA 94107

© 2002 Red Storm Entertainment, Inc. All rights reserved. Red Storm Entertainment is a trademark of Ubi Soft Entertainment SA. Red Storm Entertainment is a company of Ubi Soft Entertainment SA. Ubi Soft and the Ubi Soft logo are registered trademark of Ubi Soft, Inc. All Rights Reserved. Rainbow Six is a trademark of Red Storm Entertainment.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

