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LIVE

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WARNING

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing



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XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox Live®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live.

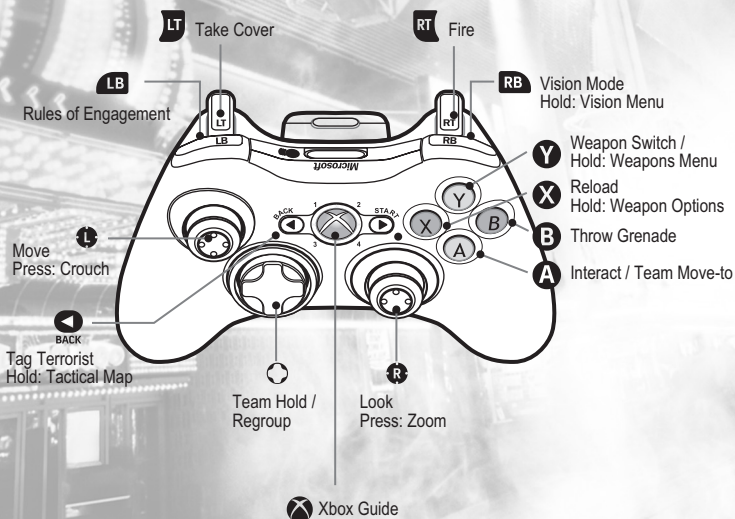
Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

INTRODUCTION


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

SINGLE PLAYER CONTROLS




Move/Crouch

Move


You move your character using . This is what gets you around the environment; you can go slower or faster depending on the pressure you exert on the stick.

Crouch


You can make your character Stand or Crouch by pressing on . This is important in improving your accuracy and in making you less of a target.

Look/Zoom

Look

With , you can look around.

Zoom

Pressing  activates your weapon's scope for more precise shots, allowing you to eliminate enemies partially behind cover.

CHARACTERS

Team Rainbow

In Tom Clancy's Rainbow Six® Vegas, you control a new team of Rainbow operatives.

Logan Keller



Team Leader

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

Alpha Team

Gabriel Nowak



Electronics & Recon Specialist

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

Kan Akahashi



Heavy Weapons & Demolition Expert

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

Bravo Team

Jung Park



Electronics & Recon Specialist

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

Michael Walter



Heavy Weapons & Demolition Expert

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



Support Staff

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

Joanna Torres

Information Officer



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

Brody Lukin

Chopper Pilot



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

TACTICAL INTERFACE

Move To

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

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

Hold/Regroup

Pressing down on the D-Pad always orders your team to either Hold or Regroup back with you. This quick, easy function puts the team at your disposal as quickly as possible and allows you to adjust orders on the fly.

Tactical Interface

Once you send your team to an interactive location, the Tactical Interface icons appear on your screen, showing you which actions are now available for your team to perform. By pressing D-Pad left, right or up, you can order the team to perform a specific action. See the Interface In-Game Section: Order Icons for more explanation.

Voice Command:

Use the Voice Communicator to order your squad.

Here are the possible orders that you can give using the Voice Communicator:

Move To
Hold
Regroup
Infiltrate
Assault
Tag

Fire



Use Gadget

B. When using an explosive, press **B** again to trigger the detonator.

Action/Interaction

By pressing **A**, you can interact with certain objects like doors and rappel points. Knowing where you can interact with the environment may give you more options when storming a location.

Vision Mode/Vision Mode Menu

Vision Mode

Press the Right Shoulder Button to activate your currently selected Vision Device.

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

Vision Mode Menu

To select a different Vision Device, hold the Left Shoulder Button to access the Vision Device Menu. You can then use the D-Pad to select the Vision Device best-suited to the situation.

Reload/Weapon Options

Reload



Weapon Options Menu

Certain situations call for specific weapon's option. To access the Weapon Options menu, press and hold **X** and make your selection using the D-Pad. Here are the available options for your weapon:

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

Weapon Switch/Inventory

Take Weapons

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



Weapon Switch

By pressing **Y**, you quickly switch between your two primary weapons.

Inventory Menu

To access the Inventory menu, press and hold **Y**.

From here, use the D-Pad to:

- Cycle through weapons by going Up/Down.
- Cycle through gadgets by going Left/Right.

Tag Terrorist / Tactical Map

Tag Terrorist



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

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

- It frees you from engaging the same target as your teammates.
- It allows you to handle specific threats like a terrorist guarding a bomb or a hostage-taker.
- It works while using the snake cam or from behind cover, allowing you to plan your assault tactic better.
- You can use your teammates to distract the terrorists while you outflank them.

- You can cover your teammates from potential ambushes while they take down targets.
- Tagged terrorists show up on maps, allowing you to track their movement.
- You can designate targets during gunfights, giving you greater control and room for improvisation.

Tactical Map

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

Take Cover

Take cover is a vital tactical tool for your survival. It allows you to seek protection behind objects and walls and to see around corners and over objects without exposing yourself to danger. From there, you can observe a situation and plan ahead, direct your team or blind fire to suppress the enemy. By holding **LT** near a wall or a cover point, the camera switches to an exterior view of your character. Release the **LT** to return yourself to 1st person view.

Rules of Engagement

LB allows you greater tactical control over your team by toggling between Assault and Infiltration Mode.

Pause

To pause the game, press **START**.

MENU

The Menu screen offers you the following options:

Profile Creation and Selection

Before you dive into the world of counter-terrorism, Rainbow-style, you must either create a new profile or select an existing one. Your profile contains all the important data concerning your experience and progress through the game, as well as any personalized settings you might have set. Your friends can also save and load their personalized settings for Split-Screen action.

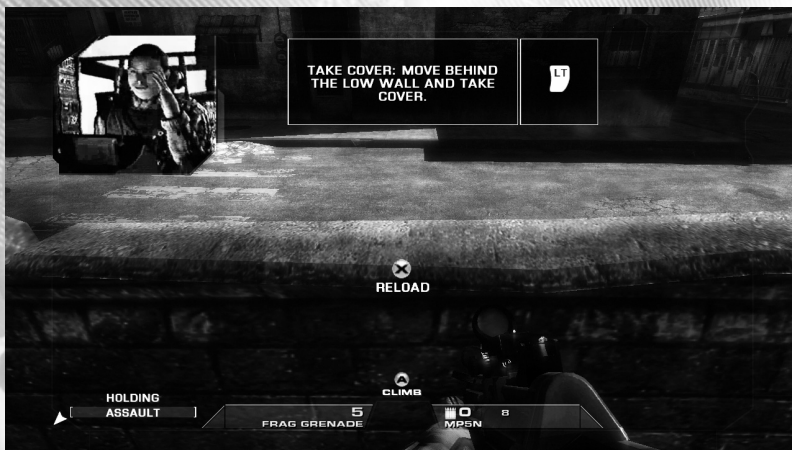
Main Menu

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

- Continue: Continue an existing saved game.
- Singleplayer: This option brings you into the heart of the Rainbow Six® Vegas Single-Player experience with Story-Mode. This option starts a new game rather than continuing a saved game.
- Multiplayer: This brings you into Multiplayer Mode, allowing you to play with other players on Xbox Live or System Link.
- Xbox Live: If your system detects a connection, you can sign in to Xbox Live.



IN-GAME INTERFACE



Tactical Interface

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

Displayed in the Tactical Interface are 3 major components to help you make fast and effective decisions:

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

Team State

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

Rules of Engagements

Rules of Engagement allow you to decide whether your team operates quiet and unnoticed or loud, hard and fast.

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

Order Icons

The Order Icons allow for specific actions that do not break your team's Rules of Engagement. Once you send your team to a location, use the D-Pad to select the action you want your team to engage in, even if you're not with them.

RULES OF ENGAGEMENT: INFILTRATION

Team State	UP	Left	Right
Door	Open & Clear	Open, Smoke & Clear	Open, Flash & Clear
Open Door	Enter & Clear	Smoke & Clear	Open, Flash & Clear
Rappelling	Storm in Window	Move Up	Move Down

RULES OF ENGAGEMENT: ASSAULT

Team State	UP	Left	Right
Door	Open & Clear	Breach & Clear	Open, Frag & Clear
Open Door	Enter & Clear	Gas & Clear	Frag & Clear
Rappelling	Storm in Window	Move Up	Move Down

Player Interface

Player Interface Window

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

Weapon Information

- Rate of Fire: Full Auto, Burst, Single Shot
- Ammunition left in weapon clip
- Ammunition left in remaining clips
- Weapon name and icon

Gadget

- Selected gadget name
- Amount left

Tactical Map

Picture-in-Picture

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

WEAPONS & GADGETS

Weapons

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

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



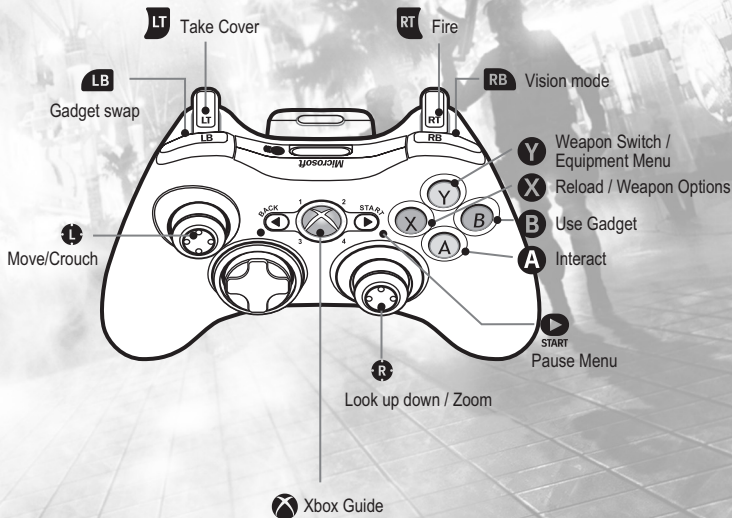
Gadgets

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

- **Frag:** This is your basic Hand Grenade, which is designed to shred its target with a blast of high-velocity shrapnel.
- **Smoke:** This grenade releases a cloud of grey smoke that cloaks movement.
- **Flashbang:** This grenade produces a blinding flash and deafening bang to confuse and disorient a target without causing serious injury. This is your best tool for assaulting a room containing hostages.
- **Breaching Charges:** Use this explosive device against doors. A charge will effectively destroy a door and kill anyone standing right behind it.
- **C4:** This explosive is known for its durability and stability. It will not explode even if struck, cut or exposed to fire. It only detonates with the use of a Remote Detonator.
- **Tear Gas:** You use this grenade to create clouds of irritants to impair the eyes and respiratory system of anyone caught within its area of effect.
- **Incendiary:** These lethal grenades produce intense heat by means of a chemical reaction. A single lit particle can burn through skin, muscles and even bone.

MULTIPLAYER

Multiplayer controls



Multiplayer modes

Tom Clancy's Rainbow Six® Vegas supports three modes of multiplayer:

XBOX LIVE: *Play in online action with the Xbox Live Network*

SPLIT SCREEN: *Play splitscreen with friends on your Xbox 360 console.*

SYSTEM LINK: *Hook up Xbox 360 consoles to play on a local network*

You can play with up to 15 other people in Xbox Live or System Link network.

Signing In to Xbox Live

Selecting Xbox Live will bring you to the Xbox Live Sign-In Screen. If you're playing Splitscreen, you and up to one guest can play on a single Xbox 360 System. After you sign in, each player can edit and modify his or her identity.

Once you've signed in, you're ready to start playing Tom Clancy's Rainbow Six® Vegas multiplayer.

P.E.C.

Persistent Elite Creation or P.E.C. allows you to build an online identity and save your progress from one match to another. Win or lose a match, you gain experience to improve your characters over time and unlock more options to further customize your character.

Character Creation

Character Creation lets you build a unique-looking character for all online sessions. You can also use an Xbox 360 camera to photograph your face and overlay it on your character, placing you directly in the game.

Note: You will need 300 KB of memory to use this feature.

Advancement System

The Advancement System provides you with Experience Points, which count towards gaining new Ranks and Unlocking Equipment as you improve.

- **Points:** After each match, you automatically receive Experience Points, which count towards your ranking. Factors in the amount of XP you gain include the length of your match, number of players involved and whether you win or lose.
- **Ranks:** Your character begins at the grade of Recruit and when he or she gains enough experience, your character rises in rank, all the way up to Elite operative.
- **Unlocking Equipment:** Every new rank you gain, you automatically unlock a new equipment package for your character that includes weapons or new outfitting options.

Outfitting

- **Equipment Templates:** Equipment templates are a quick and easy way for you to select a role during the game. Professions may include Demolitions Expert, Recon, Assault and Sniper.
- **Body Armour:** Body armour is the style of armour that your character wears during matches. It affects your movement while protecting you from damage. Armour falls into the categories of Light Armour (light protection, light encumbrance), Medium Armour (medium protection and encumbrance) and Heavy Armour (heavy protection and encumbrance).

- **Clothing:** You may choose from a variety of military and mercenary-style articles of clothing to lend a unique appearance to your character; the further your character progresses in ranks, the more clothing he or she unlocks.

Playing a Match

After selecting your identity, you're ready to start playing online. Tom Clancy's Rainbow Six® Vegas offers two types of matches:

- **Player Matches:** Player Matches don't affect your TrueSkill rankings and they have no limitations, meaning anyone can join regardless of experience or rank.
- **Ranked Matches:** Ranked Matches, on the other hand, affect your TrueSkill rating and use your TrueSkill rating to match you with players who are closest to you in skill.

Quick Match

Let's you jump right into a game as quickly as possible.

Custom Match

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

Creating a Match

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

Match Type

Adversarial Modes

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

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

Co-Operative Modes

Co-operative Mode allows you and other players to team together against a common enemy, the terrorist NPCs of the game, in two modes.

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



Achievements

Achievements are distinctions awarded to you for achieving distinct milestones during gameplay. Some Achievements celebrate specific points, like completing a Story Mode Map or finishing your first Terrorist Hunt mission. Others celebrate skill, with awards going to those players who killed the most characters in a round, or completed an objective within a certain time frame. The Achievements count in overall progress to those honours given to the elite-most players.

Leaderboards (statistics)

The Leaderboards allow you to view their own statistics for Co-Op, Adversarial and Clan matches, as well as those of other players. The Leaderboards display information for preset game types, game modes, character classes and overall positions.

This game incorporates technology of Massive Incorporated ("Massive") that enables certain in-game objects (eg advertising) to be temporarily uploaded to your pc or console and replaced in-game while connected online. As part of that process, no personally identifiable information about you is collected and only select non-personally identifiable information is temporarily logged. No logged information is used to determine any personally identifiable information about you. For full details see

<http://www.massiveincorporated.com/privacy.htm>.

TECHNICAL SUPPORT

NEW: To serve you better, Ubisoft is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to <http://www.ubi.com/uk> and visit the Ubisoft Frequently Asked Questions first!

By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, Our support representatives can assist you from 8:00 am until 10:00pm daily (excluding Bank Holidays) on Telephone: 0905 – 482 – 0109 Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

HINTS & TIPS

Looking for cheats to go up to the next level? Call our 24 hour automated Hints line: 0906 – 646 – 8477. Calls cost £1.00 per minute. Please ask permission from the person who pays the phone bill before making the call.

