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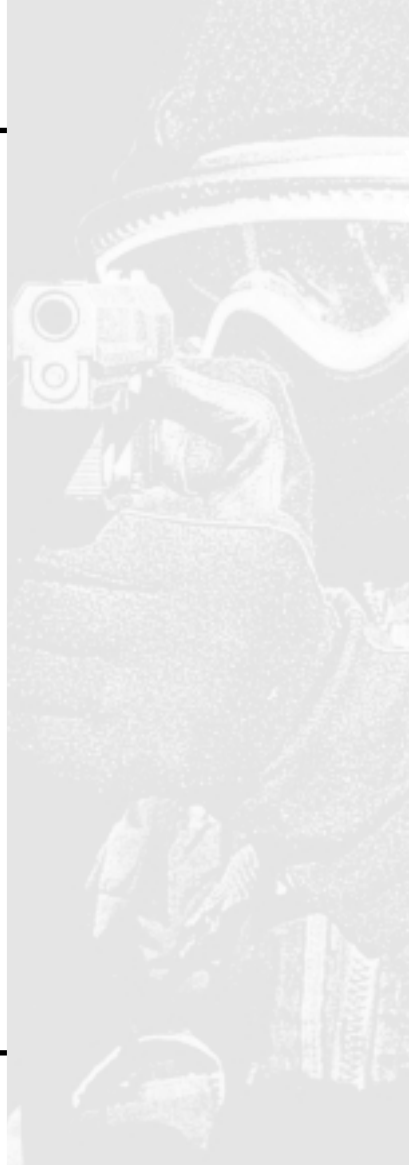
# Tom Clancy's **RAINBOW SIX**

**MISSION PACK: EAGLE WATCH**

**NEW  
MISSIONS!  
in REAL-WORLD  
LOCATIONS!**



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**You saved civilisation as we know it.**

Unfortunately, civilisation as we know it can be a terrible mess in places. 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 the successes detailed in the original Rainbow Six game, the Rainbow team enters a period of slow growth and training. Four new operatives are added to the team. Three new weapons are added to the arsenal. Two new training areas are constructed.

And five more threats to peace and prosperity arise.

# Installation

Place the Rainbow Six: Eagle Watch CD into your CD Drive. If you have Autorun, the installation dialogue will automatically appear. If not, use Explorer to explore the CD and find the Setup file. Double-click on the Setup file to begin the installation process.

Eagle Watch requires version 1.04 of Rainbow Six to be installed. If Rainbow Six is not installed, Eagle Watch will not install. If Eagle Watch detects an earlier version of Rainbow Six, it will automatically patch Rainbow Six to version 1.04 before installing. There is no need for the user to manually patch Rainbow Six before installing Eagle Watch.

Eagle Watch will automatically install in the same directory as Rainbow Six. It will install itself using the same installation type (Full, Typical, or Minimal) as Rainbow Six.





## Launch

Now your Rainbow Six directory has two separate executables. You can play the original Rainbow Six by selecting the Rainbow Six icon normally; this will allow you to play Rainbow Six with the 1.04 feature set. However, none of the new features found in Eagle Watch will be available.

To play Eagle Watch, select the Eagle Watch icon. You now have access to the new Eagle Watch Campaign, including the new features, characters, weapons and maps. You may also play multiplayer games using any of the original Rainbow Six maps or the new Eagle Watch maps.

## Training

Eagle Watch includes **two new Training levels**, both of which use a new mode of Training called **Hunt**. To access the new levels, select Training from the main menu. The two new maps are found in the Fire and Movement section; they are named **Double Kill House Hunt** and **City Street Hunt**.

In both new maps, the player begins in Hunt mode. You control a single operative in the 'mission'. Thirty enemy operatives are placed randomly on the map. You must eliminate all of them to win the 'mission'.

The Hunt mode is an excellent training ground for multiplayer games.



## Campaign

Eagle Watch contains **four new operatives**, **three new weapons**, and **five new campaign missions**.

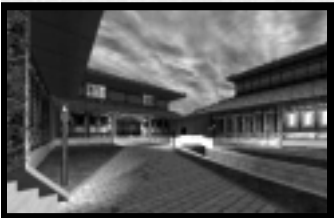
The campaign missions are played in sequence just as they were in Rainbow Six. Select Campaign from the Main Menu and play the missions normally. The four new operatives (Louis Louiselle, Homer Johnston, Eddie Price, and Dieter Weber) and three new weapons (Desert Eagle .50 Pistol, H&K G36K Assault Rifle, H&K G3A3 Assault Rifle) are available with the other operatives and weapon selections.



Eagle Watch contains a new mode of mission execution called Full Watch. After fully staffing, equipping, and planning the mission, you may select the Full Watch Mode button from the Execute screen.

In Full Watch, you do not control any of the operatives. You may call Go Codes normally, tell teams to hold and release them, and switch freely between the teams' points of view, but you may not control any operative directly.





# Multiplayer Games

Eagle Watch contains numerous enhancements to the Rainbow Six multiplayer experience. Six new modes of multiplayer play add additional variety to combat with and against fellow humans. These new modes derive from combinations of four new concepts: Scatter, Assassin, Terrorist Hunt and Save the Base.

In Scatter mode, the players on each team are placed on the map scattered away from other friendly players. This placement eliminates intentional friendly fire escapades, while challenging more advanced teams to work together from a variety of positions.

In Assassin mode, each team starts with a single noncombatant—the General. The General can be Escorted around, but is unarmed and helpless. The game ends when either General dies, with victory going to the assassins.

In Terrorist Hunt mode, the map contains numerous Terrorists as well as both teams. The winning team is the team who kills at least half of the Terrorists. Of course, the other team is out there too. . .

In Save the Base mode, each team is tasked with defusing a powerful bomb — that is located in the other team's base. The winning team will have to fight through their opponents and occupy their base long enough to shut down the ticking high explosives. Be sure to disarm the bomb with your team's colour!

The six multiplayer game modes are:





- Assassin
- Scatter
- Scatter Assassin
- Team Terrorist Hunt
- Scatter Team Terrorist Hunt
- Save the Base














# Key Command Summary

## Planning Phase Controls











### Waypoint Controls

-  = Move Forward
-  = Move Backward
-  = Delete the selected waypoint, advances to next waypoint
-  = Delete the current waypoint, advances to previous waypoint




### Map Controls

-  = Move Map Up
-  = Move Map Back
-  = Move Map Left
-  = Move Map Right
-  = Zoom Map In
-  = Zoom Map Out
-  = Rotate Map Right
-  = Rotate Map Left
-  = Change Level Up
-  = Change Level Down
-  = Toggle 3D View

## Actions

-  = Change Magazine
-  or  or  = Manipulate Environment
-  = Use item
-  = Select Primary Weapon
-  = Select Secondary Weapon
-  = Select Extra Item #1
-  = Select Extra Item #2
-  = Change Rate of Fire

## Recon Controls








-  = Toggle Through Recon Groups
-  = Next Recon Entry
-  = Previous Recon Entry

## Movement

### Arrow Keys

-  = Move Forward
-  = Move Backward
-  = Sidestep Left
-  = Sidestep Right




### Mouse

-  = Turn Left
-  = Turn Right
-  = Look Up
-  = Look Down
-  = Crouch
-  = Run
-  = Shuffle

## Team/AI

-  = Previous Team
-  = Next Team
-  = Toggle Team Hold In Place
-  = Status Report
-  = Advance ROE Mode
-  = Advance ROE Speed
-  = Give GoCode 0
-  = Give GoCode 1
-  = Give GoCode 2
-  = Give GoCode 3





## COMM

-  = Toggle Chat
-  = Toggle Team Chat
-  = Transmit Radio Message  
(press to talk, release to finish)

## View

-  = Toggle Sniper Mode
-  = Toggle Night Vision
-  = Toggle Map Fullscreen
-  = Toggle Camera View
-  = Expand Cinema
-  = Shrink Cinema
-  = Map Zoom In
-  = Map Zoom Out
-  = Watch Next Member in Map

## Options

-  = Toggle Auto Aim
-  = Screen Shot
-  = Activate Server Control Dialog
-  = Toggle Targeting Reticule

# Key Command Summary

## Technical Support

Every effort has been made to make our products as compatible with current hardware as possible. However if you are experiencing problems with running of one of our titles you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, we will need to know as much information about your computer and the problem as possible.

### THE INFORMATION THAT WE WILL REQUIRE IS AS FOLLOWS:

#### Contact Details

- Your name
- e-mail address, daytime telephone number or postal address
- If you are from outside the UK, please specify which country you are contacting us from and the language version of the game you are playing.

#### System Details

- PC Brand Name and model
- Processor speed and manufacturer
- CD-ROM Drive speed and manufacturer
- Total amount of system RAM
- The make and model of your Video Card / 3D Accelerator together with amount of Video RAM
- The make and model of your Sound Card
- Mouse and driver information.

Please describe the circumstances, including any error messages, of your problem as clearly as possible.

## Technical Support

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One of these is our website at : <http://www.ubisoft.co.uk>  
If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at :  
[techsupport@ubisoft.co.uk](mailto:techsupport@ubisoft.co.uk)  
OTHER SUPPORT OPTIONS  
You can also contact Ubi Soft Customer Support by phone, fax and e-mail.  
Phone: 020 8944 9000  
Fax: 020 8944 9300  
Hours: Monday through Friday 9.30am – 5.30pm (GMT)  
Address: Ubi Soft Entertainment Ltd, Vantage House, 1 Weir Road, Wimbledon, London SW19 8UX

### ITALY ASSISTENZA TECNICA

Ubi Soft ha predisposto una serie di servizi per il supporto tecnico che mettono a Vostra disposizione anche tutte le informazioni sulle novità in uscita, i suggerimenti e un aiuto in linea per i giochi.  
Potrete contattare la Hotline di Ubi Soft telefonicamente, via fax, oltre che per posta elettronica o accedendo direttamente al nostro sito Internet, all'indirizzo web <http://www.ubisoft.it>.  
Vi preghiamo, qualunque sia il canale prescelto per accedere ai nostri servizi di assistenza tecnica, di essere quanto più dettagliati possibile nell'espone il problema incontrato.  
E-mail: [hotline@ubisoft.it](mailto:hotline@ubisoft.it)  
Telefono: 02 83 31 22 20  
Fax: 02 83 31 23 00  
Orario: dal lunedì al venerdì 14:30 – 18:30  
Indirizzo: Ubi Soft S.p.A.  
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20143 Milano - Italia

### NL ONDERSTEUNING

Voor vragen over het spel kun je de Nintendo Spellijn bellen : 0909-0490444  
Voor technische problemen kun je, binnen de garantieperiode van 90 dagen, terecht bij het verkooppunt waar je het spel hebt gekocht.  
Dit spel wordt uitgegeven door :  
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E-mail : [Techsupp@ubisoft.nl](mailto:Techsupp@ubisoft.nl)

### SPAIN SERVICIO TÉCNICO

Opciones de soporte técnico.  
Ubi Soft ofrece diversas opciones de ayuda y consulta para sus productos de software.  
Uno de ellos es nuestra página web en: [www.ubisoft.es](http://www.ubisoft.es)  
Si tienes un problema concreto que no aparece especificado en nuestra página, puedes enviarnos tu pregunta por correo electrónico a:  
[servicio-tecnico@ubisoft.es](mailto:servicio-tecnico@ubisoft.es)

Otras opciones de ayuda y consulta:  
También puedes contactar por teléfono, fax y correo con nuestro departamento de soporte técnico.  
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**John Sonedecker**  
**Adam Crockett**

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**Travis Getz**

QA ANALYST **Brian K. Davis VII**

Red Storm Entertainment

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CEO & PRESIDENT **Doug Littlejohns**

CFO **Caroline Campbell**

EXECUTIVE VICE PRESIDENT, SALES & MARKETING **Dick Wnuk**

VICE PRESIDENT, PRODUCTION **Mike Lomas**

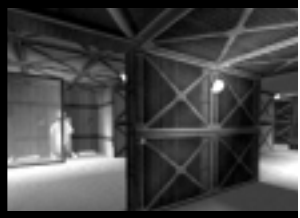
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DIRECTOR, PRODUCT DESIGN **Brian Upton**

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DIRECTOR, MARKETING **Carson Brice**

DIRECTOR, EUROPEAN SALES **Rob Gross**





## Support Staff

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**Jonathan Corum** ACCOUNTANT  
**Tami Dean** EXECUTIVE ASSISTANT  
**Robbie Edwards** TECHNICAL SUPPORT REPRESENTATIVE  
**Michelle Hamrick** HUMAN RESOURCES  
**April Jones** MARKETING ASSISTANT  
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**Deke Waters** TECHNICAL SUPPORT REPRESENTATIVE  
**Stuart White** TECHNICAL SUPPORT SUPERVISOR

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and Derek L. (MacBeth) Earwood

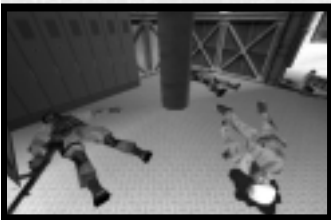
## External Development

### SOUND DESIGN AND MUSIC BY SOUNDELUX MEDIA LABS

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SOUND DESIGN SUPERVISOR **R. Dutch Hill**  
VOICE-OVER PRODUCER **Bryan Bowen**  
CASTING DIRECTOR **Carole Ruggier**  
EXECUTIVE PRODUCER **Jeff Eisner**

**CAST** **Carole Ruggier** as Narrator  
**Michael Cavanaugh** as James Dolan  
**Ian Ruskin** as Randall Crane  
**Lloyd Sherr** as Akbar Jahan  
**Tim Dang** as Curtis Luke  
**Richard Anderson** as Gabe Daniels  
**Douglas Rye** as John Clark





## Special Thanks

**Darren** (aka Widowmaker) thanks Jeff Dyson, Gerard F. Rutan, Denni, Barb and the Chickster  
**Greg** (aka Monk) thanks Diana Stelmack, Lassie & Maxie Stelmack  
**Steve** (aka Superfuzz) thanks his wife, Heather and his family, Catherine, Herb, & Jeff Cotton, Ellen, Larry Crandell, Charles Holtzclaw, Ian Lindgren for all the help on the original Australian Mission 13, Jim Greenleaf for being the coolest Fed I know, Brian Regan for all the late night laughs, Pizzicato Five, and TimEnchanter, Saxit, Snicker, Anguish, Rogue, Phyrephox, & the rest of the R6 ICQ crew!  
**Tim** (aka Sasquatch Nacho) thanks his family, Nancy, Doug, and Eva Alexander, Laura “The Fed” Britt, The Everitt Family including the Spanish unit, Woktar and everyone else at The Bixby’s Excitement Town Sea Creature, Malt Liquor Tuesday, & Debs Littlejohns for the help on Big Ben  
**John** (aka Lucas) thanks his wife, Laurie Sonedecker  
**Adam** (aka Adam) thanks Little Moh, The Omnipotent Marshmallow, Mr Blowup, & Shane  
**Brian** (aka Brebane) thanks Caroline & Roger Bandy, Chris Eaker, Jeff Willis, Naked Art Tattoo, Chad Horde, Ryan Dancey, Dave Williams, Ree Soesbee, Jeff Alexander, Mindy Sherwood-Lewis, John Wick, Raymond Lau, Legend of the Five Rings, Games Galore, & Rick’s Foundation’s Edge  
**Thomas** (aka Tack) thanks Alicia Potter, & the Durham Media Group for the use of their facilities  
**Travis** (aka Getz) thanks Dr. Igor A. Popov and Larian Studios, Don Getz & Judy Buzzell

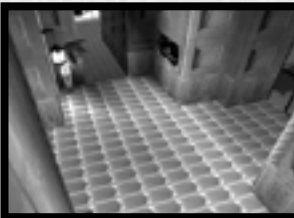
## Notes



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## Notes

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The Team would like to thank: the original Rainbow Six development team for making this game so much fun to improve on, Chris Shepard & Gene Zink from Heckler & Koch, and Linda Clem from the Berkeley Police Dept for all the motion capture data; PCGamer and PCCelerator for all the support and proving what we already knew: you should practice more before challenging the development team!; Electronics Boutique and Babbages; Manhattan Deli for the late night snacks; Doug Littlejohns for playing Ruthless.com for real; and the rest of Red Storm Entertainment for making our job so much fun!

# Tom Clancy's **RAINBOW SIX**™ MISSION PACK: EAGLE WATCH

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