

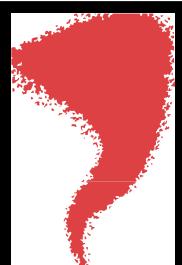
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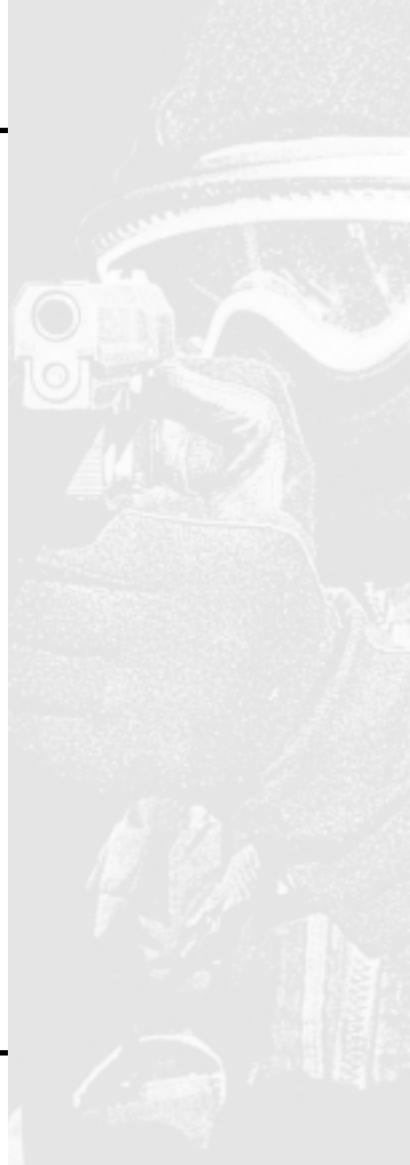
Tom Clancy's
RAINBOW SIX
MISSION PACK: EAGLE WATCH™



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



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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.

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.

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.



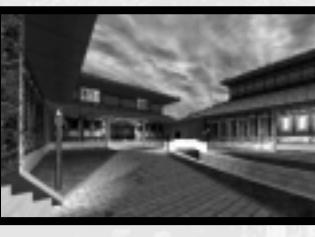
Multiplayer Games



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, (BackSpace) 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
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

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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.

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- 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

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- 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

UK

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Phone: 020 8944 9000
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Hours: Monday through Friday 9.30am – 5.30pm (GMT)
Address: Ubi Soft Entertainment Ltd, Vantage House, 1 Weir Road, Wimbledon, London SW19 8UX

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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.
Viale Cassala, 22
20143 Milano - Italia

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E-mail : Techsupp@ubisoft.nl

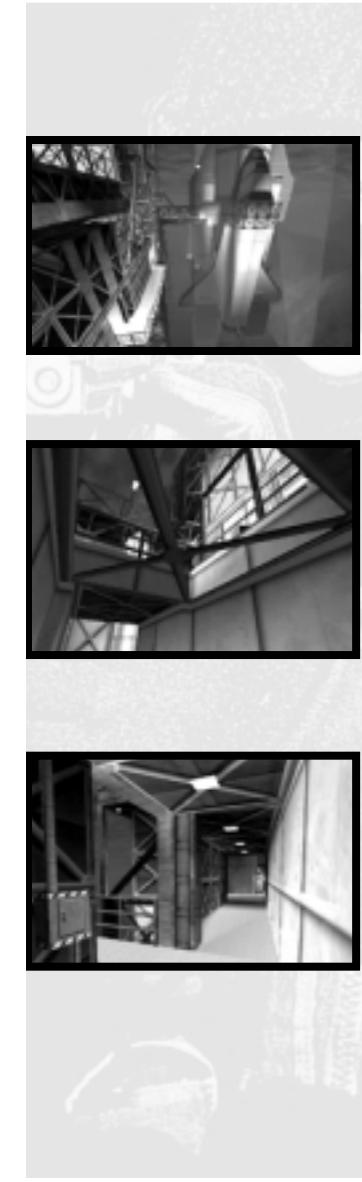
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Teléfono: 902 11 78 03
Fax: 93 589 56 60

Horario: de lunes a viernes, de 9:00 a 13:30
y de 15:00 a 18:30
Dirección de correo: Ubi Soft España, S.A.
Carretera de Rubí, N° 72-74
Edificio Horizon, 3^a planta
Sant Cugat del Vallès
08190 Barcelona



Development Team

PRODUCER **Darren Chukitus**

LEAD ENGINEER **Greg Stelmack**

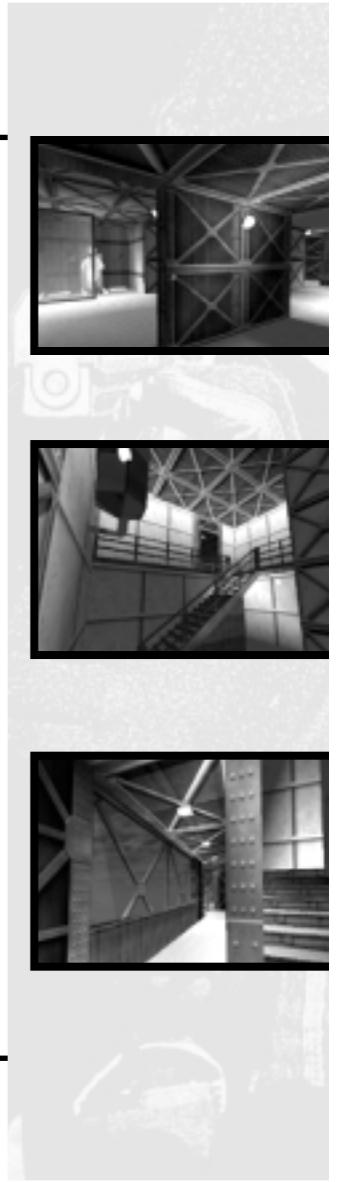
LEAD ARTIST **Steve Cotton**

ARTISTS **Tim Alexander**
John Sonedecker
Adam Crockett

ADDITIONAL ART **Thomas DeVries**
Travis Getz

QA ANALYST **Brian K. Davis VII**

Mission Pack: Eagle Watch



Red Storm Entertainment

CHAIRMAN **Tom Clancy**

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DIRECTOR, EXTERNAL DEVELOPMENT **Robert Leingang**

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DIRECTOR, EUROPEAN SALES **Rob Gross**

Support Staff

Paul D'Agostino SYSTEMS ADMINISTRATOR

Meg Bachman RECEPTIONIST/ACCOUNTS PAYABLE

Wendy Beasley MARKETING MANAGER

Jonathan Corum ACCOUNTANT

Tami Dean EXECUTIVE ASSISTANT

Robbie Edwards TECHNICAL SUPPORT REPRESENTATIVE

Michelle Hamrick HUMAN RESOURCES

April Jones MARKETING ASSISTANT

Mur Lafferty WEBMASTER

Deke Waters TECHNICAL SUPPORT REPRESENTATIVE

Stuart White TECHNICAL SUPPORT SUPERVISOR

MANUAL

TEXT **Kevin Perry**

LAYOUT AND DESIGN **Poe (Nevermore Studios)**

TESTERS

Brian (Flip) Derwart, Nathan (SMESC) Weddle, Travis (Vyper) Abraham and Derek L. (MacBeth) Earwood

External Development

SOUND DESIGN AND MUSIC BY SOUNDELUX MEDIA LABS

COMPOSER **Bill Brown**

SOUND DESIGN SUPERVISOR **R. Dutch Hill**

VOICE-OVER PRODUCER **Bryan Bowen**

CASTING DIRECTOR **Carole Rugier**

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
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Adam (aka Adam) thanks Little Moh, The Omnipotent Marshmallow, Mr Blowup, & Shane

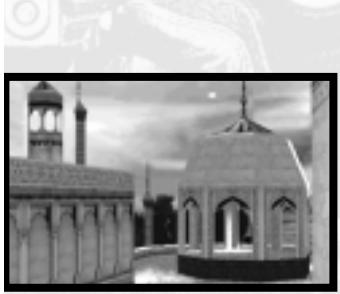
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Notes

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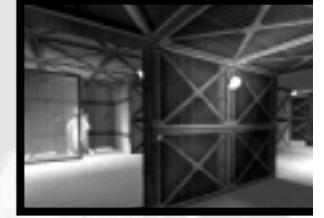
Notes





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