

Tom Clancy's RAINBOW SIX ROGUE SPEAR

SPECIAL OPERATIONS MANUAL



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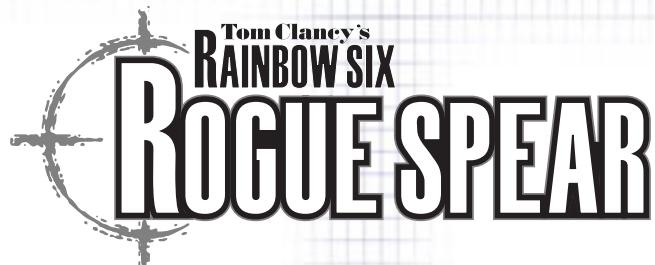
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SPECIAL OPERATIONS MANUAL



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INTRODUCTION

With the end of the Cold War and the stabilizing effects of the Super Powers, terrorism has become one of the greatest threats to security in nations all around the world. While terrorism has existed in some form for centuries, it has become more effective with the development of the mass media and more powerful with the proliferation of weapons of mass destruction.

Terrorism involves illegal violent actions taken by a group of individuals in order to further their ideology or beliefs. The word illegal is important. Since many terrorist organizations consider themselves armies, they do not have the same legal status as a military of a recognized nation. In the past, terrorism has relied on high profile acts committed to attract attention to them and their cause. With 24-hour world-wide television news networks, a single terrorist can shock the entire world by blowing up a daycare center or gunning down innocent bystanders.

Fear is the main weapon of the terrorist. The fear that what was seen on television can happen anywhere. While bloody and violent, most terrorist actions were on a small scale, usually involving casualties of less than a few hundred. Now terrorists can threaten entire cities or nations with weapons of mass destruction. Casualties in these cases would number in the millions.

In the recent past, governments have declared war on terrorist organizations and their leaders. However, cruise missile attacks and other conventional military means have proved largely unsuccessful. Instead, a top secret organization by the name of RAINBOW was created to deal with unconventional threats with unconventional means.

OVERVIEW

In Rogue Spear, you must lead RAINBOW, a covert international counter-terrorist team set up to combat terrorism around the world. As part of the operations assigned to you, you must select team members, outfit them with weapons and equipment, plan the actions your team will take and then execute the mission to achieve the objectives. The game consists of 18 missions which are linked together to form a campaign.

The Rogue Spear campaign takes place after the campaigns in RAINBOW SIX and the Eagle Watch Mission Pack. If you have played these previously, you will already be familiar with the game interface. However, review this manual as many changes and additions have been made. There are new weapons, new operatives, new actions and orders and much more.

Now don't just sit there. Get going! You have the world to save.



GETTING STARTED

GETTING STARTED: MINIMUM SPECS

TO PLAY ROGUE SPEAR, YOUR COMPUTER MUST MEET THE FOLLOWING CRITERIA:

COMPUTER:	Pentium 233 Mhz with MMX and 3D Hardware acceleration OR Pentium II 266 Mhz (software rendering)
MEMORY:	32 MB RAM Required (64 MB RAM Recommended)
OPERATING SYSTEM:	Windows 95 or Windows 98
VIDEO:	Software Rendering only: 2D 16-Bit SVGA 4MB Video Card
3D HARDWARE SUPPORT:	Direct 3D compatible video card required. Supported chipsets include 3Dfx Voodoo, Nvidia Riva, Matrox G200, for a full list of supported cards visit www.redstorm.com .
CD-ROM:	4x or Better
SOUND:	DirectX compatible sound card required
HARD DRIVE:	200 MB uncompressed space
DIRECTX:	DirectX 6.1 (included on CD) must be installed
INTERNET/NETWORK PLAY:	Properly Configured TCP/IP connection at 28.8 Kbps or faster

GETTING STARTED: INSTALLING GAME

INSTALLING THE GAME

1. Start the Windows 95/98 operating system.
2. Insert the Rogue Spear CD into your CD-ROM drive. The Autorun menu should appear.

Note: If the Autorun menu does not automatically appear, double-click the My Computer icon located on your Desktop. Then double-click the icon corresponding to your computer's CD-ROM drive. The Autorun menu should now appear.

3. Click the Install Rogue Spear button.

The installation routine will now walk you through each step of the setup and installation process.

Once you have created a directory for Rogue Spear, the program will automatically be installed on your hard drive. In addition, the program will check to see whether or not a current version of DirectX has already been installed on your hard drive. If there is an older version of DirectX on your computer or DirectX does not exist, the program will automatically ask you if you want to install version 6.1, the latest version of DirectX. To play Rogue Spear you must have version 6.1 or higher.

4. After you have completed the installation process, you can select Rogue Spear from the Start menu or double-click on the Rogue Spear.exe file from the installed directory to run the game.

Note: You may also uninstall the game from the Start Menu.

CONFIGURE ROGUE SPEAR

During the installation process, Rogue Spear will automatically scan your system for any available sound and 3-D graphic accelerator cards. However, we recognize that many gamers may have multiple video and audio cards installed on their computers. The Configure Rogue Spear feature lets you manually select which cards you would like to use when playing Rogue Spear.

GETTING STARTED: UNINSTALLING GAME

UNINSTALLING ROGUE SPEAR

TO UNINSTALL ROGUE SPEAR:

1. Start the Windows 95/98 operating system.
2. Insert the Rogue Spear CD into your CD-ROM drive.
3. Click the Uninstall Rogue Spear button.

You will be asked to confirm that you wish to uninstall Rogue Spear.

If you are sure you want to uninstall Rogue Spear, click Yes.

If you are not sure, click No.

Note: If you uninstall Rogue Spear, any previously saved scenarios will remain on your hard drive in the Rogue Spear Save game subdirectory. You may delete these saved games using Windows Explorer.

WALKTHROUGH OF THE FIRST MISSION

Rogue Spear is complex simulation of real-world hostage rescue operations. As such, we highly recommend that you read each section to acquaint yourself with some of the concepts, terminology and game functionality explained throughout the manual.

We also realize that some players would rather start playing the game right away and learn the basics first, then go ahead and find out more about the game interface mechanics of play and other details. If you are one of those who want to play immediately, read this brief walkthrough of the first mission, which will teach you the basics as you play.

On the other hand, if you want to learn all about the game before playing, skip this section for now and go to the section on Game Menus. After reading the Game Menus, Planning Phase and Action Phase sections, come back here to begin the tutorial.

BEGINNING A NEW CAMPAIGN

Rogue Spear contains eighteen different single player missions which together form a campaign. Let's get one started. From the Main Menu screen, click on Single Player. This takes you to a new screen. Since there is no campaign in progress, the New Campaign window is open. Type in a name for your campaign. Change the difficulty level to Recruit and click on Enter. This will take you to the "Planning Phase" for the first mission. It consists of several different screens which let you plan your current mission prior to executing it.

PLANNING PHASE

The first part of the "Planning Phase" is the Briefing Screen. Here you can learn about the current mission. In the upper right are the stats for the first mission: codenamed Pandora Trigger. In the center at the top is the Objectives Box. It lists what must be accomplished in order for your mission to be a success. For this first mission, you must rescue all the

hostages. Along the left side of the screen is the Briefing Box. Control is the first briefing you receive. It basically brings you up to speed on the situation. Click on John Clark to go to the next briefing. Mr. Clark is the commander of RAINBOW and will offer some advice for the mission. At the bottom of the list are the Mission Orders. Once you have read all the briefings, go to the bottom of the screen and click on the right green arrow. This will take you to the next screen.

You are now on the Intel Screen. Here you can find additional information pertaining to the mission. Since this is your first mission, there is not much to view. In the top left is the Category Box. The intel subjects are divided into four categories. People provides information on the personalities involved in the missions. If you look down at the Subject List, there is only one name: John Clark. Read quickly about your commander and then in the Category Box, click on Organizations. Now the Subject List contains two names; Islamic Vanguard and RAINBOW. Read about each. The other two categories are empty to begin with.

WALKTHROUGH OF THE FIRST MISSION

However, after some missions, a news story about it appears under Newswire and all other subjects fall under Miscellaneous. Now click on the right green arrow again to go to the next screen. A window will pop up asking if you want to use the HQ's plan for the mission. For all missions, headquarters will provide the planning if you desire. However, since we are going to plan this mission ourselves, click on No.



Pick your operatives for the mission.

The Roster Screen is where you choose which operatives to take on the mission. It is important to take the right operatives for each mission. Each operative has his or her own strengths and weaknesses. The right two thirds of the screen contains information on the currently selected operative. To look at the dossier for another operative, click on one of the names in the list on the left. To add an operative to your mission team, highlight their name, then click on the Add Bar above the list of names. The portrait of the operative will then appear in one of the boxes in the top left. For each mission, you are limited to a maximum of eight operatives. However, you can take as few as you want. For this mission we will take eight. Select the following operatives and add them to the mission

team: Arnavisca, Bogart, Burke, Chavez, Filatov, Haider, Hanley, and Weber. To find the last operative, you must scroll down to the Sniper section of the list. When all eight slots are filled, click on the right green arrow to continue.



Equip your team.

It is now time to equip your team on the Kit Screen. The eight operatives are listed along the left side of the screen. The rest of the screen consists of equipment boxes. Each operative comes with a default set of equipment. However, we are going to customize things a bit. You should begin with Arnavisca who is already selected.

First you will assign uniforms to all the operatives. Click on the graphic of the operative in the middle of the screen to bring up the Uniform Menu. Click on Street Medium. Notice how the graphic changes to the new uniform. Click on the check mark to select the uniform. Now click on the blue button, containing three lines and the arrows, above the graphic. This assigns the uniform to all of the operatives.

WALKTHROUGH OF THE FIRST MISSION

Next, assign primary weapons to the operatives. Now, click on the picture of the submachine gun. This brings up the Primary Weapons Menu. Select the HK MP5/10SD. This is a submachine gun with a built in silencer. Assign this to all operatives by clicking on the assign to all the button above the graphic of the weapon.

The third step is to assign secondary weapons. Clicking on the picture of the Pistol brings up the Secondary Weapons Menu. Select the HK .45 Mark23. Assign this to all operatives.

Now you need to choose items to fill the bottom two boxes, Slots 1 and 2. Click on the Slot 1 Box to bring up a menu of items. While still on Arnavisca, select a Breaching Charge for Slot 1. Click on Slot 2 and select Flashbangs.

Switch to Chavez by clicking on his name in the list to the left. Assign him some Frag Grenades in Slot 1 and Flashbangs in Slot 2.

Give all the remaining operatives Flashbangs in both Slots 1 and 2.

Weber needs a sniper rifle. Assign him the PSG-1 sniper rifle. Change Weber's uniform to Black Light.

Click right green arrow to go to tem screen.

The Team Screen is where you divide your operatives into fire teams. The operatives are listed on the left and four colored team boxes are located to the right. To add an operative to a team, highlight their name and then click on the Add button on the appropriate team. Assign Arnavisca, Bogart and Burke to the Blue Team. Assign Chavez, Filatov and Haider to Red. Assign Hanley and Weber to Green. To

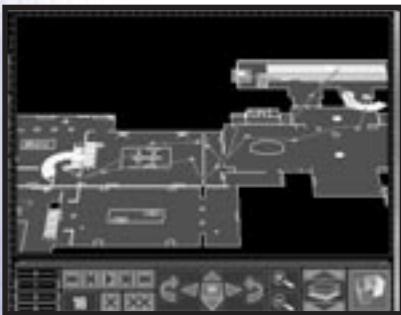
choose a team leader, highlight an operative, then click on the Promote button to move their name towards the top of the team list. Team leaders should be Bogart, Chavez and Weber. Now click on the right green arrow to continue.

The Planning Screen is where you will spend most of your time during the "Planning Phase". Here you give each member of your team orders so he or she knows exactly what to do, how to do it and when to do it during the mission. You begin with the Blue Team selected and the encircled blue triangle on the top left is lit up. Click on the "Recon" tab below it. The Recon Menu let's you examine the known positions of Hostages, Terrorists and Landmarks on the map to the right. "Legend" lists what each symbol on the map represents. Cycle through the Hostages by clicking on the arrow to the right of the name. Do the same with the other categories, then click on the Orders tab.



Plot each team's waypoints on the map and give orders where needed.

WALKTHROUGH OF THE FIRST MISSION



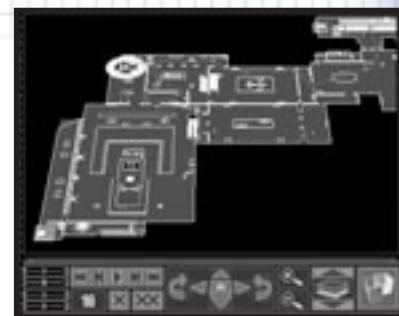
Blue Team's Plan

All of your teams must start out at an Insertion Zone. These are represented on the map by a light blue rectangle. Move the map so you can see the one near the top. To move the map, click on the Map Control arrows below the map. You can also zoom in and out with the magnifying buttons. The next button to the right changes levels so you can see the second story. The far right button shows a 3-D view of the map. To place the first waypoint for Blue Team, click on the Insertion Zone. Place the next waypoint near the second door from the right. The green lines represent doors. While at this waypoint, go over to the Orders Menu and click on Breach Door under Actions. This orders the team to breach the door.

Note: You cannot give Special Action orders unless you're in a position to perform the action.

In this case, if you do not place your waypoint close enough to the door, the option to breach it will not be available. Place the next waypoint up and to the right so they are just above the rightmost door. Click on Alpha under the Go Codes and then Cover under Actions. The Go Code order tells the team to wait at the waypoint until it receives the assigned Go Code. Without Go Codes, the team would trav-

el from waypoint to waypoint without stopping. Go Codes let you coordinate the actions of multiple teams. Cover tells them to defend their position in a 180 degree arc. To set the arc, right click on the map and a targeting icon will appear. Place it so the team is facing the opened door. Now, plot waypoints to lead the team into the museum, heading to the left until they are just to the left of the double staircase. Here, assign them Go code Bravo and order them to Cover facing the top left. Finally plot waypoints back through the main doors and to the Extraction Zone represented by the white rectangle.



Red Team's Plan

With Blue Team ready, click on the red triangle to begin giving orders to Red Team. Start them off at the Insertion Zone in the bottom left. Place the next waypoint near the door and click on Frag Room under Actions. This orders the team to throw in a Frag Grenade as soon as they open the door. Continue up the stairs and down the corridor leading right and up. Just outside the second door you come to, near the small flight of stairs leading to the right, use the Frag Room order again, then head all the way to the right, then up and then back to the left, visiting all the rooms on the second floor.

WALKTHROUGH OF THE FIRST MISSION

Head down the single flight of stairs near the center of the map, then towards the room in the top left. Place a waypoint outside the door, and a little below it. Order the team to Flashbang Room, then enter it. Walk near the other door in the room, then click on the Charlie Go Code and Defend under Actions. Defend instructs the team to be prepared for terrorists in all directions or 360 degrees. Also click on Escort under Mode and Blitz under Speed. Escort orders the team to take any hostages with them while Blitz has them running instead of walking. Plot the next waypoints to lead them out the main doors, to the left side of the stairs outside and then on to the Extraction Zone.



Green Team's Plan

Green Team is your sniper team. Click on the green triangle and then place their first waypoint in the top Insertion Zone. Plot the next above the door the Blue team will breach. Here, click on the Alpha Go Code and Snipe under Actions. Snipe orders the team to set up the sniper to cover a very narrow arc. Right click somewhere inside the museum so the sniper has a line of sight to the point through the opened door. Next, send them inside and down near the staircase Red Team will come down. Place

the waypoint just to the left and below the staircase and click on Go Code Bravo. Also order them to Snipe at the doorway above and to the left of the stairway. The following waypoints should lead out the main doors and to the Extraction Zone. You are now finished with this screen, so click on the right green arrow to continue.

The Execute Screen is where you can choose which team you want to control at the start of Action Phase of the mission. You can also choose to just watch the mission by clicking on the button in the lower left of the screen. In this mode, you can view the mission from the perspectives of each of the three teams, but do not control any of them. Deselect Watch Mode. By default, you will be placed in control of the Blue team. When you are ready, click on the right green arrow again. A window will pop up asking if you wish to continue to the "Action Phase". Click on Yes.

WALKTHROUGH OF THE FIRST MISSION



ACTION PHASE

The "Action Phase" is where you execute the plan you created in the Planning Phase. Unless you are in Watch Mode, you control the team leader of the currently selected team. After the Action Phase loads, a window will appear asking if you are ready to begin. Click on OK. The screen is divided into two main parts. The Cinema Window is the 3-D view of the mission area. Below it is the Action Bar. Centered in the Cinema Window is the targeting reticule. This is what you use to aim your weapon. As you move and rotate, the reticule will grow in size to show the decrease in accuracy while moving. On the left side of the Action Bar is the Map Window. This will be disabled in resolutions lower than 640 X 480. It is centered on the current team.

The top of the map is always the direction the team leader is facing. As you begin moving, follow the lines connecting your waypoints. Next to the Map is the Weapons Display. This shows the current weapon, the number of rounds remaining in the magazine, the number of extra magazines the operative is carrying and little icons of the other items carried. You can change items, magazines, or the rate of fire by selecting the appropriate keys. The next box is the Team Display. It lists the operatives in the current team and their Mode and Speed. The last box is the All Teams Display. It shows the status of all the teams in the mission. In addition, three yellow chevrons indicate the team you are currently in charge of.

WALKTHROUGH OF THE FIRST MISSION

END OF THE MISSION

The mission will end when one of the following conditions occurs: the hostages have been safely rescued, a hostage is killed, or all of your operatives are out of action. At the end of the mission, you will go to the Results Screen where you can see the statistics for your mission. If you would like to see a replay of your mission, click on the third button from the right on the bottom of the screen. It will replay the mission and you can observe, similar to Watch Mode.

When you come across a terrorist, place the targeting reticule over his chest and press the fire button or key. If the weapons rate of fire is set to single shot, each press will fire a single round.

However in three-round burst or full automatic, holding down the button or key will fire either three rounds or empty the magazine respectively. Be careful.

You can switch between teams during the mission and take control of each in turn. Keep an eye on the All Teams Display. When their status lists an action followed by a letter, it means the team is waiting for the listed Go Code. For this mission, give code Alpha as soon as Red Team is beginning to clear the area overlooking the main entrance. Code Bravo is to be given after Red Team has secured the hostages, immediately followed by code Charlie. Right from the beginning of the mission, you should press the Activate Sniper Control key to order the Sniper to fire at will.

Try playing this mission as each of the different teams as well as in Watch Mode. Each team has different responsibilities and going through each will give you a good feel for the game.



GAME MENUS

GAME MENUS: SINGLE PLAYER

Rogue Spear contains a number of different menus, which are organized to simplify the process of setting up and starting a game. This section covers all the choices available to you prior to selecting a mission.



The Main Menu is fairly intuitive. Just left mouse click on a selection to go to the corresponding area.

When you first start Rogue Spear, the "Main Menu" offers seven different choices.

SINGLE PLAYER

Takes you to the Single Player Menu

MULTIPLAYER

Takes you to the Multiplayer Menu

TRAINING

Takes you to the Tutorial Menu

OPTIONS

Takes you to the Options Screen

REPLAYS

Takes you to the Mission Replay Menu

CREDITS

Takes you to the screen listing all the people who worked on this game.

QUIT

Exits the game.



The Single Player menu is where you begin a campaign and return to resume a campaign in progress. From here you can also replay missions in one of three different modes.

SINGLE PLAYER

The "Single Player" menu is where you begin all of the campaign missions and other types of games for individual play. There are eight selections from which to choose: New, Resume, Delete, Practice Mission, Branch Campaign, Lone Wolf, Terrorist Hunt, and View Missions Results. Each of these is described in the subheads below.

NEW

When you play Rogue Spear for the first time, you will automatically be taken to New Campaign. A dialogue box will appear. Enter a name for the campaign. Next you must select a difficulty level.

DIFFICULTY LEVEL

You can choose from Recruit, Veteran or Elite. Each level of difficulty requires varying levels of skill for success.

Recruit: In order to move on to the next level, you must accomplish the objectives of the mission. There are fewer terrorists than in the other levels and they are slower to react. **Veteran:** As in Recruit, you must achieve the objectives to complete a mission successfully. However, there are usually more terrorists and they react quicker than in the Recruit level.

Elite: This is a very tough level. There are often more terrorists and they will shoot much more quickly. Auto Target is disabled and Heart Beat Sensors (explained in weapons and equipment section) cannot tell the difference between a hostage and a terrorist. This level is as real as they come and requires the most careful planning and execution in order to succeed.

Once you have made your selections, click OK to begin the first mission. You will be taken to the "Planning Phase".

RESUME

After at least one campaign has been started, the Resume option will be available from the "Single Player" menu. Click on one of the campaigns listed in the Campaign Window and select Resume. You will be taken to the planning phase of the next uncompleted mission in the current campaign.

GAME MENUS: SINGLE PLAYER

DELETE

This option deletes the selected campaign. A dialogue box will appear asking you to verify your decision before the campaign is actually deleted. You cannot delete individual missions in a campaign. If you are unhappy with the results of a mission and want to try it over to improve your performance for campaign purposes, use the Branch Campaign option instead. All deleted campaigns are gone for good. If the only campaign is deleted, you must start over from the beginning with mission 1.

PRACTICE MISSION

Once a mission has already been completed, you can return and try it again without affecting the campaign in progress. First select the campaign in the Campaign Window, then select the mission from the Mission Window. With the mission highlighted, select Practice Mission. You will be taken to the planning phase for that mission. None of the results of the practiced mission will affect the campaign. Even if some of your operatives are killed or wounded, these do not carry over to the campaign. If you want to improve the performance of a mission for campaign purposes, choose the Branch Campaign option instead.

BRANCH CAMPAIGN

If you are not happy with the results of a mission and would like to play it over for the purpose of improving your campaign, then use the Branch Campaign option. Once the correct campaign has been selected, choose the mission prior to the one you want to replay and then select Branch Campaign. A dialogue box will appear and ask you to provide a name for the new campaign. You cannot, however, change the difficulty level. It remains the same as that chosen for the original campaign.

LONE WOLF

After a mission has been successfully completed, the Lone Wolf option for that mission will be available. Using the same map level, you enter it with a single operative. Thirty terrorists are randomly placed about the level. You must get from the insertion zone to the extraction zone without being killed. The objectives of the original mission are no longer in effect. It is just you and the bad guys. Once you select this option, you will be taken to the planning phase where you can choose and outfit your operative.

TERRORIST HUNT

Similar to Lone Wolf, this option is only available after a mission has been completed successfully. However, in this case, you can take an entire team with you. The objective for this option is to hunt down all thirty terrorists and clear the level. After selecting this option, you are taken to the planning phase.

VIEW MISSION RESULTS

This option allows you to review the End State of any completed mission within a campaign. This command is most useful when you have several campaigns and are looking for a good spot to Branch the Campaign. The information displayed is the same as that presented at the Results screen for the mission.

TRAINING

This is where you can create or join multiplayer games of Rogue Spear. These menus are covered later in this manual in the Multiplayer section.



The Training Menu is divided into Skill Sets and Courses. The first three Skill Sets form a tutorial teaching you all the skills you need to go onto the operational missions.

Several training missions have been created to help you become familiar with the game and the types of actions you will be performing within the missions. It is a good idea to spend some time going through each of the training missions. They are organized according to Skill Sets. Each Skill Set concentrates on a group of skills necessary for the actual missions. To begin a training mission, select a Skill Set and then one of the courses listed in the window below. It is usually a good idea to go through each of the training missions in order since most build on the previous missions.

Even after you have started a campaign, continue to return to the training missions to keep your skills at a high level. Hostage rescue teams

in the real world spend thousands of hours training and practicing on firing ranges, obstacle courses and in simulated rescue situations. The training missions are organized to allow you to work on a specific type of action without having to do a lot of set-up and enter an actual mission. For example, if you are having trouble during a mission saving a hostage or entering a room containing terrorists, try one of the appropriate training courses until you feel comfortable with your ability to execute the action successfully.

While the training missions are a great way to hone your personal combat skills for missions, many are great for testing out team tactics. Each training mission begins with a planning phase where you can select different operatives and kits, then assign them to teams and lay out a plan. In some of the more advanced training missions, you can practice using Go Codes to coordinate the actions of all your teams. Also try assigning teams special actions such as Frag Room, Flashbang Room, or Breach Door. Then during the training mission, observe how they perform the action.

Often during an operational mission, there will be one or more difficult spots to get through. Instead of going through the entire mission again and again until you get it right, go back to the training missions and find one similar to the trouble spot. Practice getting through it either by yourself or with the help of other teams. Remember, the more you sweat in training, the less you bleed in combat. You can exit the Training Sessions at any time by pressing the Escape Key. Click on Abort Mission from the window which appears and you will be returned to

the Main Menu. There is not a Results Screen for Training Sessions since no statistics are collected during training.

There are five different Skill Sets from which to choose.

FIRE AND MOVEMENT

The five courses in this Skill Set let you practice moving your operatives as well as using their weapons and equipment. Two of the courses are shooting ranges where you can hone your firearms skills. Each course has five different sections. The first is a gravel walkway on the far left. Here you can practice firing while on the move. Walk along the gravel way and fire at the target as you go. To the right of this section are four more: short, medium, long and extra long ranges. The latter is great for sniper practice.

The obstacle course solely tests your ability to move an operative around the level. To complete this course, you must walk across narrow planks, side-step, climb, etc. While it may not seem too difficult, practice going through the course with your weapon always aimed downrange. In real missions, you always want to keep your weapon pointed towards the enemy. Also try using obstacles for cover by crouching behind them or peeking around them. Switch between first and third person views to find the best for different actions and situations.

The grenade practice range provides an area where you can work on your use of both flashbangs as well as frag grenades. Behind the tire barrier is a mock building. Start off with flashbangs and try throwing them over the barrier first. You throw grenades and

flashbangs by holding, then releasing the fire button or key. The longer you hold it down, the farther you throw. By looking up or down, you change the angle at which you throw the grenade. Practice throwing grenades through the door, and then through the window. Remember to be careful with the frag grenades. Even in training, they are real and deadly. If they don't clear the tire barrier, they will bounce back and land near you; killing or seriously wounding your operative.

In addition to the grenade range, there are also several mock buildings for practicing the use of flashbangs. Try opening a door while standing to one side. Then quickly peek in and throw a flashbang. As soon as you release the flashbang, switch to your primary weapon and enter the room once it has detonated. It is also a good idea to throw a flashbang and watch it detonate. Observe the effects it has on your operative. Your firing accuracy is reduced temporarily and your vision is somewhat obscured. You may also be temporarily paralyzed. It is important to practice throwing flashbangs, then looking away, so you are not effected as much as the terrorists.

The final course in this Skill Set is the Door Breaching Course. Take a demolitions specialist armed with shotguns and breaching charges for this training mission. It uses the same course as the grenade practice. Instead of using the grenade range, concentrate on breaching the doors of the mock buildings. There are two main ways to breach a door. Start off by using a breaching charge. Walk up to a door, select the breaching charge, then hold down the fire button or key while the operative places the charge. Next, back away from the door

and press the fire button or key again to detonate the charge. Not only is the door blown to pieces, terrorists in the room would be stunned with effects similar to a flashbang. Breaching charges can even kill if a person is too close to the other side of the door. Therefore, be careful when using them on rooms containing hostages.

ROOM CLEARING

This is the first Skill Set, which offers opposition. The three courses consist of the same pair of connecting rooms with different configurations of simulated terrorists inside. There are several ways to practice using the courses. Try using frag grenades to clear a room. Then try using flashbangs to stun the terrorists before rushing in. You can also test multiple team tactics by using two teams to breach and enter the two doors simultaneously. Use caution on each of these courses because the terrorists fire back at your operatives.

HOSTAGE RESCUE

The next Skill Set continues on with the training by adding hostages to the missions. Not only do you have to clear out the terrorists, you must also keep the hostages safe at the same time. It is a good idea to take a heartbeat sensor along to locate where the hostages are being held so you can use extra caution when entering those rooms.

The six courses take place in one of two kill houses. The first is a small office building with six small rooms connected by a single hallway. The second kill house is a two story building with several rooms on each floor. There are three configurations of terrorists and hostages for each of the kill houses. The hostage rescue

training missions are much tougher than previous ones. In most cases, there are doors across from each other in the hallways, which can make advancing on one difficult without exposing yourself to another. Practice using flashbangs as well as multiple team tactics. Once you can get through all six of these courses, you are first class certified in Hostage Rescue and Close Quarters Combat. You are ready to go operational.

OPEN TRAINING

After going through the training missions, the Open Training Skill Set lets you go back to practice at the shooting and demolitions ranges as well as three kill houses. It is always a good idea to continue training in-between operational missions to keep your skills honed to razor sharpness.

TERRORIST HUNT

The final Skill Set allows you to go through two new kill houses and eliminate all the terrorists you can find. The first kill house contains a pair of two story buildings while the second is a mock up of a city street. The latter is filled with hiding places and underground passages where terrorists can be waiting to ambush you. Each time you try these two training missions, the terrorists are randomly placed throughout the levels.

OPTIONS MENU



The Options Menu is where you can configure and customize the game for your computer and playing style.

The "Options Menu" allows you to configure and customize Rogue Spear to your personal taste. Within the sub-menus, you can adjust game functions, sound, graphics, multiplayer games, joystick setting and remap the keys.

GAME OPTIONS

These options affect the way the game plays. To toggle an option, click on the box next to the title and a checkmark will appear to show the option is activated. An empty box means the option is not activated.

Auto-Targeting On is activated by default. During the Action Phase, the targeting reticule will automatically center itself over the chest of the nearest enemy and then move to his head. This makes targeting a terrorist easier and eliminates the time necessary to line up a perfect shot. Once you become more proficient with the controls, deactivate this option for more of a challenge.

With **Blood** activated, terrorists and other characters will bleed when shot

and there can be blood spray. The effect is realistic and not overly gory like you might expect in other games. When Blood is deactivated, characters just fall down without any visible wounds; just like in the old Western movies.

With **Mouse Look** activated, your mouse moves the targeting reticule around in the Action Phase. Moving the mouse up and down makes your operative look up and down while left and right movement rotates your operative.

Note: Changing the Mouse Look settings will cause some of your key mappings to change.

If you turn this option off, number pad keys will be activated as your "Look" and "Turn" keys. Invert Mouse swaps the up and down motion of the mouse to make it similar to a flight simulator. Moving the mouse up makes your operative look down and vice versa. **Mouse Sensitivity** is set using a bar with arrows at each end. To increase the sensitivity, click on the right arrow and the little notches in the bar will begin to light up. The more sensitive the mouse, the less you have to move it during the Action Phase to control your character.

When **Record Mission** is activated, your missions will be automatically recorded for replay after the mission. For more information on this, see the Replay Mission section later in this manual. Turning this off may help increase speed on slower machines.

Unlimited Practice turns off Victory Conditions for Practice Mission. To use the Practice Missions option, you'll need to have successfully completed the mission first. This allows you to run through a level while never

SOUND OPTIONS

These options allow you to adjust the volume of different types of sounds in the game. By clicking on the box next to the titles, you can turn that sound on or off. Volume is adjusted by clicking on the arrows on either side of the bar. There are six types of sounds you can adjust:

Master: This adjusts the volumes of all the individual following types of sounds collectively.

Ambient: This adjusts the volume of background or environmental sounds such as crickets chirping or machinery running.

Gunshot: This adjusts the volume of all gunshots and explosions in the game.

Footstep: This adjusts the volume of sounds made by operatives and other characters walking.

Radio Chatter: This adjusts the volume of messages from your other operatives during a mission.

Action Music: This adjusts the volume of the music played during the missions. It does not affect the volume of CD music.

Maximal Sound: This bumps up the maximum number of 3D sounds that are played at any one time. Not all sound cards support a large number of 3D sounds being played at one time. If you are unsure whether or not your sound card can support many 3D sounds playing at once, then leave this option off.

CD Sound Volume is adjusted through Windows settings. This can be accessed by clicking on the Volume Control in the Taskbar. If you do not have this icon in your Taskbar, you can add it by clicking on Start, then Control Panel, then Multimedia. Under the Audio tab, in Playback, you can put a check in the box to add the Volume Control to the Taskbar.

GRAPHICS OPTIONS

These options not only affect how the game looks on your monitor, but also how fast the game plays on slower computers. If you have a hardware 3D accelerator, Rogue Spear will automatically take advantage of it. If you're having difficulties getting into the Action Phase and/or graphical glitches, turn the Force Software option on. Video Resolution allows you to set the resolution of the action screen by selecting an option from a pull down menu. Not all resolutions will work on all computers and the higher the resolution, the slower the game may play on slow computers.

Detail level will automatically set several advanced options to specific default levels. These options will affect the performance of Rogue Spear on your machine. If you have a slower machine, try setting the detail level to low. This will degrade visual quality while increasing performance. If you have a powerful machine, you may want to set the detail level to high, which will increase visual quality, but may slow down the performance of Rogue Spear on your system. This setting defaults to medium. For more information on what graphics options are set, and how they will affect the game, see the section on **Advanced Options** detailed on the next page.

Use Action gamma will allow you to use gamma correction to brighten up the apparent light level of the action phase. This option does not affect how well AI's in the game can see, only how bright it appears on your monitor. The small bars to the right of this option will scroll up to increase the apparent brightness in the game if you click on the arrow to the right of them. If you click on the arrow to the left of them, the bars will scroll down, making the levels apparently darker. Some machines may experience a performance increase by turning off this option.

Show Tooltips causes floating tooltips to appear when you hover the cursor over a selectable part of the screen. These tooltips will give you a brief reminder of what the button they are hovering over will do. Some slower machines may experience a performance increase by turning off this option.

ADVANCED OPTIONS

These are the graphics options that are modified by the detail setting in the Graphics Options.

Every time you change the detail level, all of the options on this screen will be reset to defaults, regardless of changes you may have made to the screen.

The first three affect the environmental effects visible in the game. If you turn off **Show Sky**, then the skybox is no longer drawn in the game, and you will see a default background color. Turning off **Show Fog** causes the game to not draw in fog on levels. **Show Weather FX** will turn on or off the rain and snow visible effects for the level. It will not affect the sounds associated with these effects. Also, in a multiplayer game, a server can override the disabling of these options.

LOD Skip: This is an option that affects the Level of Detail (LOD) for character models. When you activate this option, the highest LOD will not display for a model. This cuts down on the amount of information which must be displayed, and can result in a performance increase.

MIP Skip: This option affects the LOD for textures. Many textures have several different levels of detail. By activating this option, Rogue Spear will not use all of the levels of detail for some textures, and so will not be swapping them in and out as often. Activating this option may increase performance.

Dynamic Lighting: Clicking in this box determines if the lighting of a character changes according to events, such as passing under lights, or muzzle flashes from weapons. With this turned off, some machines may experience a performance increase.

Character Shadows: This option toggles the shadows of characters on and off. With this option off, you will no longer see shadows extending from the character's feet. Some machines may experience a performance increase with this option turned off.

Projected Textures: By clicking this box on or off, you control whether dynamically displayed textures, such as scorch marks, are placed in the game world while playing Rogue Spear. Turning this option off will cause Rogue Spear to stop displaying these textures, and may result in a performance increase on some systems.

Bullet Holes: This bar determines how many bullet holes will be displayed at any time. If you exceed this number, bullet holes will be removed from the game world in the order that they were created (oldest will be removed first). It functions just like previous slider bars.

Texture Filtering: This determines what type of filtering the game will use to smooth out pixels in textures. Not all filtering types are supported by all video cards, so check with your card manufacturer to determine what filtering style is best for your card.

GAME MENUS: OPTIONS

MULTIPLAYER GAME OPTIONS

Name: This text box lets you enter the name you want to use for multiplayer games.

Clan: Enter the name of your clan in this text box.

Gender: You can choose the gender of your multiplayer character by checking either the Male or Female box.

Voice Pitch: The arrows on either side of the bar allow you to adjust the pitch of your characters voice either up or down. The voice is used when sending Bound Messages.

Arm Patch: Click on the check box to use arm patches. Then go to the right and click on the arrows to choose from available arm patches.

Behind Firewall: Click on this box if you are playing a game on the Internet and your computer accesses the Internet through a firewall. Firewalls are sets of related programs, located on a network gateway server, to protect the resources of a private network from users from other networks. Most business LANs use a firewall. If you are not sure, check with your systems administrator.

Internet or LAN: Click on the type of connection you will use. If you want to play with other computers on a Local Area Network such as within an office, select LAN. If you are connecting to other computers outside of a LAN, select Internet. It is recommended you use Internet for games on MPlayer or The Zone.

MULTIPLAYER SERVER OPTIONS

These options are only used if your computer will be hosting a multiplayer game.

Server Name: This text box allows you to enter a name for your server. This name will appear on the other players list of servers to join.

Message of the Day: You can enter a brief message welcoming other players to your game and informing them of any special conditions.

Max # of Players: You can set the maximum number of players in your game from 2 to 16.

Blue Team Size: Enter the maximum number of players who can be on Blue team.

Gold Team Size: Enter the maximum number of players who can be on Gold team.

Loud Footsteps: By checking this box, the volume of the sound of characters walking in the game is increased to make detection easier.

Join Port: This is the address of the port used to join a game. It is best left to the default setting.

Info Port: This is the address of the port used to transfer information during a game. It is best left to the default setting.

Announce Port: This is the address of the port used to announce a server to other players. It is best left to the default setting.

Announce Server: When this option is activated, your new game will be announced to all other players on your LAN or at your IP address with the same Announce Port setting.

GAME MENUS: OPTIONS

Password: If you want to use a password to limit the number of players who can join your game, type it in the text box. Then click on the Use Password box.

Allow Arm Patches: When this is selected, each character will display their player's chosen arm patch.

Force Fog: This allows you to force other players to show fog during a mission and overrides their graphics setting.

Force Rain: This allows you to force other players to show rain falling during a mission and overrides their graphics setting.

Force Snow: This allows you to force other players to show snow falling during a mission and overrides their graphics setting.

Show Enemy Names: When this is activated, the names of enemy players will appear on the map next to their character's location icon.

JOYSTICK OPTIONS

If you are using a joystick, game pad or other type of controller, this menu lets you choose the controller and set its Joystick Sensitivity and its Force Feedback. The Joystick Sensitivity slider changes how quickly the controller reacts to movement. Increasing the sensitivity here results in faster response to controller stick movement, while decreasing the slider results in more sluggish response. The Force Feedback option only applies if you have a force feedback controller. These controllers move, shake and rattle in response to actions during a game. For example, you will feel a slight kick

when you fire a weapon and a jolt if your operative is hit. You can also assign buttons for movement and looking around. All other actions are assigned for your controller from the "Remap Keys" menu. If a Joystick is set to control certain actions, the corresponding keyboard keys will not work. To turn off the Joystick, go to Remap Keys, hit Default Keys and then reconfigure as you prefer.

REMAP KEYS

The keyboard controls have been designed for ease of use during play. All the main action and movement commands are controlled by keys placed closely together. However, if you are used to another style, feel free to set them to your liking. If you are using a controller of some type, you can also assign buttons from this menu. There are eight submenus dividing up the types of actions in the game. To remap a key, locate the appropriate action and click once on the title. The title will highlight to show it has been selected. Next, press the new key or button to assign it to that action. Once you have completed your remapping, click on Accept. If you want to nullify your changes and go back to the way it was before, click on Cancel. If you have previously made changes and want to return the key mappings to their default from when the game was first installed, click on Default.

REPLAYS



The Replay Menu allows you to watch previously recorded missions and to organize your replays.

One of the great features of Rogue Spear is the ability to review your mission afterwards and study what went well and what didn't. If the Record Mission option is activated, then each mission will be automatically recorded. From the "Replay" menu, you can View a replay by selecting one from the Replay List and then clicking on View Replay. When a replay is highlighted on the list, the data box on the right lists the name of the mission as well as the date and time it was recorded. A comment also appears in the box. To change the comment, click on Edit Comment and then type a new comment in the text box provided. If you no longer want a replay saved on your computer, highlight the replay and then click on Delete to remove the replay.

While viewing a replay, you can only observe what happened during the mission. Though you can change the Camera View and switch between teams, you cannot issue any other commands or affect the mission in any way. The Replay feature is a good way to go over a mission and see what worked

well and what didn't. If your mission was a failure, watch it over again to see what went wrong. Often while you are controlling one team, another can be getting into trouble. Pressing Escape any time during a "Replay" brings up a menu allowing you to exit the replay or access other options. During "Replay", the following keys have the following effects; F5 - Pause, F6 - Slow Speed, F7 - Normal Speed, F8 - Fast Forward. On low end systems F8 will have little effect.

CREDITS

This selection lists all the people that made Rogue Spear possible. Please take a look at all those involved in this project.

QUIT

Clicking on this selection shuts down Rogue Spear and exits to your operating system.



PLANNING PHASE

PLANNING PHASE

Whenever you begin a mission, training or operational, you first go through the "Planning Phase." Rogue Spear places a large emphasis on planning. Hostage Rescue Teams rarely, if ever, go into a situation unprepared. Too many lives are on the line to start an action without having planned out as much of it as possible.

During the course of the operational campaign, you may discover you spend much more time in the Planning Phase than you do during the Action Phase. While you can spend an hour or more planning a mission, actually executing the mission will often take only a matter of minutes. The Planning Phase consists of six main steps:

- 1) Receiving the mission briefing and your orders
- 2) Reviewing all available intelligence sources
- 3) Selecting up to eight operatives to participate in the mission
- 4) Selecting the weapons and equipment those operatives will use during the mission
- 5) Dividing the operatives into fire teams
- 6) Preparing a detailed fire and movement plan so each team knows exactly where to go, what to do, and how to do it.



Once all of the planning is complete, you can continue to the Action Phase where you execute your plan. If the mission fails, then come back to the Planning Phase, modify the plan to correct the problems, then try again.

The Planning Phase takes place on a screen, which resembles a Personal Data Assistant. As the leader of RAINBOW, you use this PDA to set up a mission. The main screen area is where you will perform most of your actions. At the bottom of the screen are six buttons and a large indicator area with two arrows. The first three buttons, on the left side, are options specific to each screen in the planning interface. The last three buttons, on the right side, always remain the same. They allow you to Load/Save plans, call up the Help Menu, and the Selection Menu, which will allow you to move to other screens or exit to the Main Menu. The lights across the bottom of the screen let you know which stage of planning you are on and how many more you need to complete. Each completed stage is represented by a green light while the uncompleted ones by a red light. The two arrows are also an indicator as to whether you have completed everything on the current screen before advancing to the next. The back arrow takes you back one screen. If you are on the Briefing screen, this will take you back to the Single Player menu. The forward arrow will remain red until you have completed all the tasks on the current screen. When it turns green, you can advance to the next screen. Let's take a look at each of the different screens in the Planning Phase.

<< Note: There is a Help Button located at the bottom of the PDA Screen. If you leave the arrow cursor over a button, text will appear in the Help Bar explaining that button. To bring up a Help Window, press F1.

PLANNING PHASE: BRIEFING

BRIEFING



The Briefing screen is where you find out what the mission is all about as well as the objectives you must accomplish for the mission to be considered a success. Study your objectives carefully. Your entire plan must revolve around them.

The first screen you are taken to when beginning or resuming a campaign is the Briefing screen. Here, you receive your orders and learn what the mission is all about. The screen is broken up into three main sections. At the top center of the screen are the mission objectives. To the left is the "List of Advisors." Along the bottom is the text transcript for each briefing. The remainder of the screen contains photographs of the mission area to help you get acquainted with the terrain and conditions.

INTEL



LIST OF ADVISORS

You will always have at least three advisors from which to choose. The first is always Control. This brief will inform you of the general situation and what you must do during the mission. In addition to the recorded audio briefing, you can also read the transcript in the text box at the bottom of the page. John Clark is the next briefer. Code named RAINBOW SIX, Clark will always offer a few suggestions for the mission. At times, other people will offer specialized information to assist you during the mission. Finally, the Mission Orders list your objectives as well as any other tasks or conditions that apply.



Access to the Intel database is on a "need to know" basis, regardless of your level of clearance. Consequently, many subjects won't appear on the Intel screen until you have received an assignment for which knowledge of them is essential.

The Intel screen is where you can tap into background information for the operational missions during the campaign. It is also where the storyline of the campaign plays out. The Intel screen is broken down into three main areas: the "Categories List," the "Subject List" and the "Text Box." The mission objectives are also listed and a photograph of the current subject is included.



CATEGORY LIST

The information found in the Intel screen is divided into four categories. People lists the various personalities you encounter during the campaign. Organizations covers companies, groups, etc. After you successfully complete some missions, you can read about it in the Newswire. Of course, since RAINBOW is a covert organization, you will never see it mentioned in the articles. Instead, local law enforcement will get all the credit. Finally, any information which does not fit into the other categories can be found in Miscellaneous.

SUBJECT LIST

Once a category is highlighted, a number of subjects will become available in the Subject List. By clicking on a subject, the name is highlighted and the corresponding information appears in the text box. It is usually a good idea to read through all the latest intelligence before starting on a mission. It can offer clues as to what you are up against.

When you are finished going over the intelligence information, click on the right arrow to go to the next screen. Before the next screen appears, a dialogue box will pop up and ask if you want to use the default plan for the mission. Make your selection, then the Roster screen will appear.

PLANNING PHASE: ROSTER

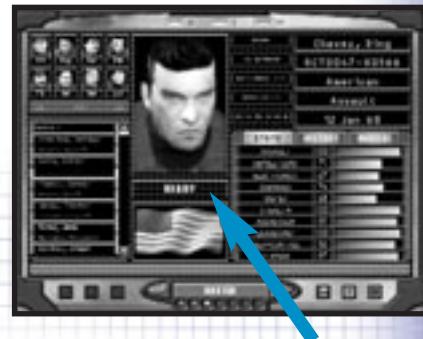
ROSTER



The Roster screen is where you can review dossiers on each of the RAINBOW team members and then select up to eight for the current mission. The operative list is located in the bottom left of the screen. Click on any of the names to bring up the dossier for that operative. This information appears to the right. If you like what you see and want to select this operative for the mission, click on the Add bar above the list and the operatives picture will appear in one of the eight boxes showing assigned operatives.

Each operative has his or her strengths and weaknesses. In addition, each has a specialty. There are five different specialties in Rogue Spear: Assault, Demolitions, Electronics, Recon and Sniper. The operatives are organized according to specialty on the list. Those with the Assault specialty will often form the core of your team for a mission. They are often proficient in the use of firearms and trained in the general skills of hostage rescue. Demolitions specialists are best for breaching doors, using grenades and disarming or placing bombs and explosives. Electronics specialists are great for getting through security systems or

accessing computer terminals. Recon specialists excel at quietly moving around the mission area and scouting out where the enemy is located. Finally, Snipers are good with long-range weapons.



Whenever an operative's name is highlighted, their dossier appears to the right. It contains a picture of the operative, his or her readiness, a bio, stats, personal history and medical information.

READINESS

In between the operative's picture and their national flag is the readiness indicator. There are five different states of readiness for each operative.

Ready: This means the operative is capable of being used on this mission and suffers no adverse modifiers to their skills.

Fatigued: If the operative just completed a mission, he or she may be fatigued. This reflects the lack of down time between missions. Operatives have all of their stats decreased by ten percent during a mission. During the action phase the operative will have his or her firearms accuracy decreased and will be slower to react to the enemy.

PLANNING PHASE: ROSTER

Wounded: This means the operative received a wound during a previous mission and has not yet recovered from it. While you can take a wounded operative on a mission, their stats will be reduced due to the effects of the wounds. Wounded operatives are less accurate with their firearms and react slower to terrorists.

Incapacitated: If an operative is still in the hospital recovering from his or her wounds, they are not available for the current mission. After some time, their readiness will improve to Wounded or even Ready. All operatives heal at the same rate, so the only factor in healing is the time between missions.

KIA: This means the operative was killed during a previous mission and is no longer available for the remainder of the campaign.



BIO

The bio lists the operative's name, identification number, nationality, specialty and date of birth.

STATS

Below the bio are three different files you can examine: stats, history and medical. The medical file lists the operative's personal characteristics and how long it will take to recover from wounds. History provides the background and training of the operative. Stats lists the operative's capabilities and skills in ten specific areas. Six of these are considered specialty skills and the other four are profile traits. Each of these ten areas are rated on a scale of 1 to 100, with anything over 90 considered expert.

PLANNING PHASE: ROSTER

SPECIALTY SKILLS

Specialty skills reflect learned and trained abilities. They define how well the operative can use equipment. These skills affect all operatives alike, whether you or the computer is controlling them. Therefore, always choose team leaders with the skills you will need to complete the mission.

Assault: This skill is used to determine the operative's ability to use firearms as well as the size of the targeting reticule. The higher the assault skill, the smaller the reticule and the faster he can target an enemy. It also effects how fast Auto Target will track to an enemy. For more information on the targeting reticule, see the "Targeting Reticule" section in the Action Phase. The assault skill is used whenever an operative fires any gun without the sniper view activated. Your team leaders should always have high assault skills since they are in the lead and will usually see the enemy first and have the first shot.

Demolitions: This skill determines the speed with which an operative can work with demolitions. The higher the skill level, the shorter the time it takes. The demolitions skill is used when placing breaching charges or explosives as well as when disarming a bomb. You should usually assign an operative with a high demolitions skill level to the team that will be breaching or handling bombs. Keep this operative either in the middle or rear of the team so the other assault operatives can offer protection. See "Team" Section to determine how to place operatives within teams.

Electronics: This skill determines the speed with which an operative can manipulate electronics. This can

include placing bugs, picking locks, using computers or bypassing security systems. There are a few missions which require these types of actions. Always assign this task to the operative with the best electronics skill level since speed is almost always of essence. You want to provide cover for these operatives as well.

Grenades: This skill is used to determine the accuracy of thrown weapons such as flashbangs and frag grenades. It also affects the amount of time it takes the operative to prepare a grenade prior to throwing it.

Sniper: This skill determines the accuracy of the operative while using a sniper rifle. It is also used in conjunction with the assault skill level when firing an assault rifle using the sniper view. The higher the skill, the more quickly he can target a hostile. It represents the operatives ability to hit targets at long range. This skill is similar to Assault, except that this skill is only used when your weapon is zoomed in.

Stealth: This skill determines how much noise an operative makes while walking. While other factors also figure into the equation, the stealth skill is important. If you need an operative to be able to sneak up on the enemy, make sure they have a high stealth skill level.

PLANNING PHASE: ROSTER

PROFILE TRAITS

Profile Traits represent the character of the operative. Unlike skills which are learned, traits are both learned and inherent. They tend to reflect the physical and psychological make-up of each operative.

Aggression: This trait determines the basic nature of the operative and only comes into play when he or she is controlled by the computer and "snaps" (See self control). The more aggressive the operative, the more likely he or she will use extreme force when under pressure, possibly hurting a hostage with stray fire. On the other hand, a passive operative may seek cover or panic.

Leadership: Leadership is the trait you look for in determining a team leader. A team leader's leadership level affects the self control level of the others in the same team; for good or bad. Always put good leaders in charge of each of your teams.

Self Control: This trait determines how well the operative handles the pressure and stress of combat. The higher the level, the less likely the operative will "snap" or panic. If an operative does snap, his or her aggression level will dictate how they react.

Stamina: Some people are tougher than others. Stamina determines how many wounds an operative can receive before becoming incapacitated. The greater the stamina level, the more damage they can take and keep going.

PLANNING PHASE: KIT SELECTION

KIT SELECTION



The Kit Selection screen is where you arm and equip your operatives. Always go through each operative's kit to make sure it contains the correct items for the mission.

Once you have decided which operatives to use for the current mission, it is time to assign them weapons and equipment. This, along with the uniform, comprises the operatives "kit." While each specialty has its own default kit, you can and should customize each operative's kit for the tasks he or she must perform during the current mission. For example, if an operative must breach a door during a mission, make sure he or she has a breaching charge or other way of accomplishing the job.

In Rogue Spear, each team member has four inventory slots: primary weapons, secondary weapon and special slots one and two. The primary weapon can be a submachine gun, assault rifle, sniper rifle or a shotgun. Secondary weapons are always pistols. The two slots can be filled with grenades, breaching charges, heart-beat sensors, binoculars, special kits or extra magazine for the firearms. For more information on

each weapon and equipment item available, see the Weapons and Equipment section later in this manual.

The Kit screen consists of a list of the operatives on the left. In the middle is a picture of a uniform and the weapons and equipment slots are located on the right. To customize an operative's kit, first select the operative by clicking on his or her name to highlight it. Then click on the box of the item you wish to change. A window will appear listing all the choices to replace that item. To select the new item, click on it. To close the window and keep the new item, click on the button with the check mark. To close the window and cancel the change, click on the button with the "X". To assign the item to all operatives, click on the button with the two arrows pointing to the left.



Assign to all operatives

PLANNING PHASE: KIT SELECTION



Select item by clicking on images.



Primary & Secondary Weapons

In the case of the primary and secondary weapons, you can also choose the type of ammunition. Pistols, submachine guns, assault rifles and sniper rifles can fire either Full Metal Jacket (FMJ) or Jacketed Hollow Point (JHP). FMJ is better at penetrating body armor and for use at long range. JHP is most effective at close range against targets without body armor. Shotguns have three choices: .00 Buckshot, Slugs or Rubber Batons. The SPAS 12 cannot use Slugs. Buckshot is best for targets without body armor and for breaching doors. However, it usually takes a couple of shots to drop a terrorist. Slugs will drop a terrorist with a single shot. However, they do not have the spread of buckshot. Rubber Batons are primarily used for training. They are best used when you have to capture someone or when you are concerned about possibly hitting a hostage near a terrorist. In most cases, you should stick with FMJ and Buckshot. However, change the ammo if the situation calls for it.

The buttons at the bottom left of the screen provide some additional options. Here you can assign the current kit to all the operatives or Save/Load a kit. Once you have gone through a few missions, you will have found several kits which fit your style of play. Save them to one of the slots so you can quickly assign them to operatives in future missions.

To Save your current user kit, click on the Save button in the lower left corner. A window will appear with ten boxes numbered 0 to 9. Click on one of these boxes to save the current user kit to that slot. This kit can then be accessed during any of the missions in the campaign.

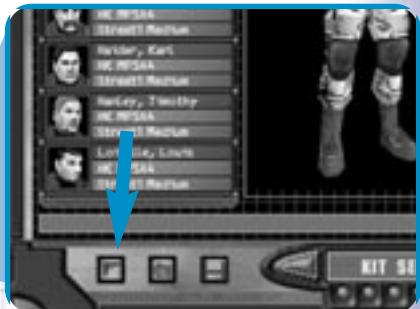
PLANNING PHASE: KIT SELECTION

NOTES

To Load a user kit previously saved, click on the Load button to open a window. Then click one of the ten boxes to choose the desired kit.



Assign kit to All



Load User Kit



Save User Kit

PLANNING PHASE: KIT SELECTION

SAMPLE KITS

Following are five sample kits based on the tasks to be performed by the operatives. These are not necessarily the default kits used in the game.



THE RECON KIT

The basic recon kit sacrifices everything in favor of stealth and surveillance. Operatives with this kit should be used to locate the enemy or hostages for other fire teams. Their weapons are mainly for self-defense. However, this kit can also be used by operatives with the task of quietly clearing the way for others. For example, quietly eliminating the terrorist guards outside a building so the breaching and assault teams can set up and enter without giving those inside advance warning.

Location/Type Equipment Uniform Light (pattern depending on terrain and area of operations) Primary Weapon MP5SD5 Secondary Weapon 92FS 9mm-SD Slot One Heartbeat Sensor Slot Two Binoculars (outdoors)



THE ASSAULT KIT

This is the basic type of kit you will use for most missions. The composition of this kit assumes you will be making an attack on an enemy, which has set up defenses or barricades and is expecting some type of assault. As a result, mobility and speed are just as important as firepower. While protection is heavier than the Recon kit, it comes second to the ability to move quickly. For indoor missions, a sub-machine gun is used while an assault rifle is better for outdoor missions where range is often longer and the length of the firearm is not as critical.

Location/Type Equipment Uniform Medium (pattern depending on terrain and area of operations) Primary Weapon MP5A4 (inside), G3A3 (outside) Secondary Weapon .45 Mark 23 Slot One Flashbangs Slot Two Frag Grenades



THE SNIPER KIT

Snipers operate a little differently than other operatives. Therefore, a sniper kit combines stealth with the ability to strike hard at long range. The sniper must be able to get into position without being detected. Therefore the kit is somewhat similar to the recon kit with light armor. A silenced pistol provides the sniper protection while moving to a sniper perch.

Location/Type Equipment Uniform Light (pattern depending on terrain and area of operations) Primary Weapon PSG-1 Secondary Weapon .40 USP-SD Slot One Extra Primary Magazines Slot Two Empty



THE BREACHING KIT

This is the basic kit for breachers; the operatives responsible for blowing open doors. Since they are out in front of the other teams and likely to take fire from terrorists, they wear heavy uniforms capable of stopping rounds up to rifle caliber. A shotgun is necessary for blasting through doors with a large caliber pistol for use against terrorists. In addition, one or two breaching charges are carried depending on the number of doors to be blasted. Grenades or flashbangs can be carried to help prepare a room for entry by assault operatives.

Location/Type Equipment Uniform Heavy (pattern depending on terrain and area of operations) Primary Weapon SPAS-12 Secondary Weapon .50 Desert Eagle Slot One Breaching Charge Slot Two Frag Grenades

PLANNING PHASE: KIT SELECTION

PLANNING PHASE: TEAM

TEAM



The commander of each fire team should have strong leadership skills as well as good assault skills since he or she will be in the front of the team.

The Team Assignment screen is where you divide your operatives into fire teams. You can have up to four different teams and each team can contain up to four operatives from the total pool of eight. You can form two four-man teams, four- two man teams or anything in between. It is always a good idea to have at least two operatives in a team since sending a lone operative in without backup can be dangerous.

Note: You do not have to use eight operatives.

To assign an operative to a team, first click on their name in the list on the left to highlight it. Then click on the Add button above the appropriate team window. The order of the operatives in each team window, from top to bottom, represents their position in the team. The top name is the team leader. Each subsequent operative comes next in the team formation during the Action Phase. So the last name in the team window will be the operative bringing up the rear. If you want to change the team leader, highlight the operative's name on the list to the left, then click on the Promote button above the team window. To move operatives to a different team, highlight the operative and click Add on the team you want them to join. Once all operatives have been assigned to fire teams, it is time to go the Planning screen.

PLANNING PHASE: TEAM

PLANNING



The Planning screen is the heart of the Planning Phase. It is here you give orders to all of your teams and instruct them what to do during the mission.

The old adage "To fail to plan is to plan to fail" is extremely appropriate to Rogue Spear. The Planning screen is where you give orders to each of your fire teams as to what they must do and how they will do it during the mission. Since you can only be in control of one team at a time, you should make the plan as complete and comprehensive as possible. In other words, each and every team should be able to complete their assigned tasks without being under your direct control. However, you can also make a plan as simple as you want.

The Planning screen is divided into three main areas: the Map Orders Menu, the Map, and the Map Controls.

MAP ORDERS

The menu on the left side of the screen is the Map Orders menu. At the top of the menu are three tabs which change what is displayed on the menu.

RECON



"Recon" is the first tab. Prior to any deliberate assault, real world hostage rescue teams will have gathered as much data as possible on the locations of terrorists and hostages within the operational area. This information is collected by observer posts, the placement of spike mines, fiber optic cameras, and even by using millimeter wave radar that render exterior walls essentially invisible to the scanning source. Since the focus of Rogue Spear is on the assault itself, not intelligence gathering, these types of operations have been simulated for you.

Click on the "Recon" tab to bring up the recon menu. This lists four different types of information you can learn about the map. There are four radio buttons along the lower left side. Click on one of them to select a topic. Once a topic is chosen, then use the arrows to scroll through the related items on the map.

The first topic is Hostages. Scrolling through this topic shows you the locations of all the hostages. The hostage symbol on the map is a white broken square around a colored dot. A green dot represents a primary hostage. A blue dot represents a host-

PLANNING PHASE

age is nearby, but not necessarily at the exact location on the map.

The second topic is **Terrorists**. Never rely solely on this information. There are often many more terrorists than those shown on the map. Terrorists are represented by crosses. Red crosses show the exact location of terrorists while yellow crosses show a terrorist may be in the area.

The next topic is **Landmarks**. Scrolling through this shows you important features on the map. The light blue rectangle on the map is the insertion zone. There can be more than one. All of your operatives must begin in one of the insertion zones. The white rectangles are the extraction zones. In order to complete hostage rescue missions, you must escort the hostages or all of your team to the extraction zone. Landmarks also show the location of objective items such as bombs with a yellow square on the map.

The final topic on the recon menu is **Legend**. This merely shows what all the symbols on the map represent such as ladders or stairways. If you are not sure what something is, go to the Legend to find out.



ROSTER

The “Roster” tab brings up a list of the currently selected fire team. It shows each of the team members as well as the weapons and equipment they are carrying. To change teams, click on the appropriately colored triangle above the map orders menu.

ORDERS



When actually giving orders to your teams, you will use the “Orders” tab. It will be discussed a bit later.

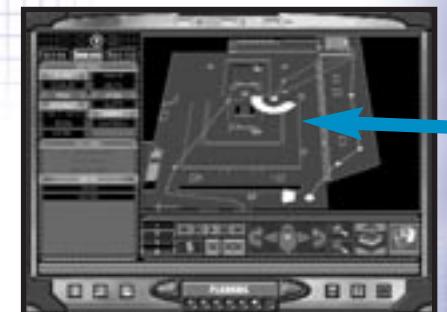
PLOTTING MOVEMENT

To begin giving your teams orders, first select a colored triangle in the upper left corner to choose a team. Movement is plotted on the map by using waypoints to create a path for the team to follow. Start off by placing the first waypoint in an insertion zone with a left mouse click. Then click on the map at another location where you want the team to go. When the second waypoint is set, a line will automatically be drawn connecting them. For each waypoint, you can assign actions associated with that point such as changing the “Rules of Engagement” Mode and Speed, Go Codes or Special Actions. These are chosen on the Orders menu and will be discussed in greater detail later.

Below the map are the Map Controls. On the left side are four colored lines with arrows. When these are highlighted, the paths for the correspondingly colored team will be visible on the map. Clicking on these lines turns the path off. When you have several teams traversing a small

PLANNING PHASE

area such as a hallway or corridor, it can be hard to differentiate between the paths. Therefore, turn off the paths for those teams you are not currently plotting.



WAYPOINT CONTROLS

To the right of these lines are the waypoint controls. The number is the designation for the current waypoint. The arrow buttons above it allow you to do the following in order: return to the first waypoint, go back one waypoint, play through the waypoints, advance one waypoint, and go to the final waypoint. The play button is a good way to review the movement for a team because it begins with the current waypoint and advances slowly one waypoint at a time to the end. The button with the “X” deletes the last waypoint placed while the button with the “XX” deletes all waypoints assigned for the team.

PLANNING PHASE

MAP CONTROLS



The next control box allows you to move the map forward, back, left, right and rotate it clockwise or counterclockwise. You can also zoom in and out.



When you place a waypoint on a ladder or stairway, the map automatically changes to the next level to show the path going either up or down.



The next box to the right allows you to change levels. Some maps contain several stories. This control lets you examine and plot movement on all of them.



By clicking on the box on the far right, you can bring up a three dimensional view of the map. You cannot plot waypoints in this view, but it helps you translate the two-dimensional blue print maps into what the area looks like in the real world.

There are three buttons located along the bottom left of the screen. The leftmost swaps the map between the left and right sides of the screen. The middle button toggles the Map Orders menu on and off. The right button toggles the Map Controls on and off.

PLANNING PHASE

GO CODES

Go Codes are a means of controlling the timing and execution of multiple fire teams. By default, each waypoint is not assigned a Go Code. In the absence of Go Codes, a team will advance from one waypoint to the next all the way to the final one without pause. By assigning a Go Code to a waypoint, you order the team to pause there until you give it the order to continue. The four Go Codes can be assigned to the current waypoint by clicking on one of them in the Orders menu. You can choose from Alpha, Bravo, Charlie or Delta.

Think of Go Codes as stoplights. They all begin red and stop teams when they get to them. During the Action Phase, you can issue Go Codes to momentarily "turn the light green" and let the team advance towards the next waypoint. However, the issued Go Code only lets those teams currently waiting for it to advance. If another team is not yet waiting at a waypoint with the same Go Code, you must give it again when they arrive for them to continue on. This allows you to use the same Go Code more than once during a mission.

How you use Go Codes is up to you. One option is to use a different Go Code for each team. On the other hand, each Go Code could mean different things. Here is an example of using Go Codes. All four of your teams have been given orders to enter a building from four different doors. Since you want all to enter at the same time, assign Go Code Alpha for each team at the waypoint next to their door. Without these, the teams would just barge in as soon as they got to their door instead of waiting for the rest. Once all teams are in position, the Go Code would be issued and all teams would enter

simultaneously. After going through the building and rescuing the hostages, order all teams to wait for Go Code Delta before leaving. By the time all the teams are waiting for this final Go Code, the path to the extraction zone is clear and all teams will leave at the same time. The different ways of using Go Codes is limited only by your imagination. Whatever you do, try to keep it simple enough for you to remember what each code does during the mission. In complex plans, you may want to write down the Go Codes and when to issue them during the Action Phase.

PLANNING PHASE

RULES OF ENGAGEMENT

As mentioned earlier, you can tell your teams how to act as they advance through the waypoints. This is done from the Orders menu and consists of Mode and Speed. The Mode instructs the team what to do and the Speed how fast to do it. There are four Modes.

Assault: This is the default mode teams will use during a mission. The team will engage any terrorists they come across during their movement. They will also spread out after entering small rooms and automatically clear them if feasible.

Infiltrate: This mode orders the team to only engage terrorists in their way from one waypoint to the next. The team will use silenced weapons if available. The goal of the team in this mode is to get to the next waypoint as quickly and quietly as possible.

Recon: Teams in this mode will only return fire when they have been first engaged by terrorists. As with Infiltrate, the team will use silenced weapons if available. Any computer controlled operatives equipped with Heartbeat Sensors will bring them out and use them in this mode. Be careful not to have all the operatives in a team equipped with these sensors while in this mode or no one will have their weapons ready. Operatives in this mode will move in a crouched position.

Escort: This mode is similar to Assault except teams must be in this mode in order to get hostages to follow them. Otherwise the hostages will just stay put. The hostages will continue to follow the team as long as their mode remains Escort. Before leading hostages out to the extrac-

tion zone, be sure the path is clear of terrorists or they may shoot the hostages before you can get them to safety.

In addition, to the four modes, you can also set the speed at which they move. Speed takes into account not only how fast the team moves, but also the amount of risk they take in regards to combat. There are three Speeds.

Blitz: Teams in this speed run between waypoints and maintain a tight formation. They will also fire much quicker than in other modes which can lead to wild shots. This mode can be dangerous to hostages or other teams in the area. Therefore be careful where you use it.

Normal: This is the default speed. Teams in this speed walk from waypoint to waypoint and maintain a more open formation. They also use a little more care when using firearms.

Cautious: Teams in this speed walk as they advance and make frequent pauses to look around and make sure everything is clear. They also maintain an open formation. Operatives will pause and take careful aim before firing. While this may seem the safest speed, the pause may give terrorist the chance to fire first at either the team or the hostages.

SPECIAL ACTIONS

Depending on the location or condition of a waypoint, you can order a team to perform special actions while there. There are six main special actions listed in the bottom half of the Orders menu. These actions only become available when you can complete that action. The first three require the waypoint to be situated near a door or doorway. The next three require a Go Code assigned to the waypoint. There can also be additional special actions dependent on the mission.

Flashbang Room: This special action orders the team to toss a flashbang into a room after the door is opened but before the team actually enters. This action can also be given at entranceways without doors. The flashbang does not usually cause damage to the hostages or terrorists in the room. Instead, they blind and momentarily stun or distract whoever is in the room and give your team a few crucial seconds to enter the room and take down the terrorists. Unless you need to be quiet, it is a good idea to flashbang just about every room containing a terrorist, especially those containing hostages. Whenever using flashbangs, be careful not to look at it when it detonates or your operative will be stunned. His or her vision (your view) will be impaired and your firearms accuracy will be temporarily reduced. This can only be issued when near a door.

Frag Room: This special action is similar to the above except the team throws a fragmentation grenade into the room. This can kill or wound the occupants of the room, so do not use this if a hostage is present. A frag grenade is also not a sure kill. If the terrorists in the room see the grenade come in, they may duck behind

something for cover or even run out of the room. This also applies to flashbangs. Therefore, keep your firearms ready and still use caution while entering the room. Even if the frag grenade does not hurt the terrorists, it will often still stun them. This can only be issued when near a door.

Breach Door: This special action orders a team to place a breaching charge on a door and then detonate it to break in. If a Go Code is also assigned to the waypoint, the team will place the breaching charge as soon as they arrive, but not detonate it until the Go Code is issued. Breaching charges act like a flashbang, stunning those in the room. It can also kill or wound persons standing next to the door when it detonates. Therefore, if you use it to enter a room containing hostages, make sure they are not near the door. If a team must get through a locked door and they do not have a breaching charge or have not been ordered to use one, they will use a shotgun to shoot the lock until it opens. If none of the operatives are carrying a shotgun or a breaching charge, they will use alternate methods depending on your Rate of Engagement. This can only be issued when near a door.

Snipe: While this special action is generally for use by snipers, it can in fact be given to a team without any of these specialists. Snipe can only be assigned at a waypoint with a Go Code. It basically orders the team to halt and begin sniping. Once you click on the Snipe button in the Orders menu, you must then right-click on a position on the map. This will instruct the sniper to take aim towards that point. During this action one of the team members will always defend the sniper(s).

PLANNING PHASE

A sniper team should usually consist of a sniper and another operative for security. However, snipers can operate individually or even in larger teams. If a team without a sniper rifle is given the Snipe action, then the operative with the highest sniper skill level will use his or her primary weapon instead.

Cover: This special action directs the team to cover a 180 degree arc. After clicking on the Cover button, right click on the map to designate the point of focus for the team. If the team consists of a single operative, he or she will sweep across the arc looking for terrorists. With more operatives, they will divide the arc so each sweeps a smaller part. The team crouches while covering.

Defend: Similar to the cover special action, defend orders the team to cover all approaches to the team's location or 360 degrees. The team members will crouch and try to find some type of cover for protection.

Additional Special Actions: Depending on the mission, there may be other special actions. These can include disarming a bomb or planting a bug. These will become available when the team's waypoint is adjacent to the objective such as a bomb or a phone or a computer.

SAVE/LOAD PLAN



When you are satisfied with your plan, be sure to save it using the Save/Load Plan button in the lower right. This allows you to come back to this plan later. If your mission fails, you probably will have to make a few minor changes to the plan. To save a plan, click on the Save/Load Plan button. Rename the file listed at the top of the window and then click on Save. To load a plan, highlight one of the plans by clicking on it in the list, then click on Load.

WATCH MODE



Rogue Spear also includes an option where you can observe the entire mission instead of actively taking part. This is the ultimate test of your planning abilities. To choose Watch Mode for the mission, click on the button in the lower left of the Execute screen.

PLANNING PHASE

EXECUTE



The Execute Screen is a summary overview of your plan. It also allows you to select which team you command when the mission begins.

Now go to the Execute screen. It contains a brief summary of your mission plans by listing the four teams and the operatives in each. By clicking on one of the teams, you highlight the team and select it as the team you begin in control of at the start of the mission. No matter what team you choose here, you can also switch between teams in the mission.

When you are ready to begin the mission and go to the Action Phase, click on the right arrow at the bottom. A dialogue box will pop up to verify you actually want to go to the Action Phase. Make your decision and get ready to go.



ACTION PHASE



Once you actually enter the mission, all action takes place on this screen.

The Action Phase is where you actually execute the plan created during the Planning Phase. It begins with the teams positioned at their insertion zone and ends when all the objectives have been completed, the mission is a failure or you abort the mission. This phase of Rogue Spear is real-time and you issue commands using either a keyboard, keyboard and mouse, or game controller.

Unless you are playing in Watch Mode, you begin the Action Phase in control of one of the team leaders. During the mission you can jump from team to team; however, you are always in control of the team's leader. The only way you can take control of non-team leaders is if the team leader is killed or incapacitated and they assume command of the team based on seniority.

The screen in the Action Phase is divided into two parts: the Cinema Window and the Action Bar.

CINEMA WINDOW

This window displays the view from the perspective of the operative you are currently controlling. To change views, select the "Change Field of View" key. As you shift between teams, the view will change to whatever the new operative can see. You can play Rogue Spear in either first, third person, or cinematic view. In first person view, you are looking through the eyes of the operative. This is the default view and the one you will most often use during missions. Third person view puts you behind the operative so he or she is centered on your cinema window. This view is good for moving across difficult terrain where you need to be careful where you place your feet. It also provides a wider angle of view. The third perspective is a cinematic view only usable during Replays or as an observer in Multiplayer games. This perspective makes it difficult for controlling an operative because it removes the reticule. However it is great when using Watch Mode.

TARGETING RETICULE

In the center of the cinema window is a small, red icon, which represents your targeting reticule. Unlike other games, the targeting reticule in Rogue Spear does more than just show you where your gun is pointing. It also shows the accuracy level.



Submachine Gun and Pistol Reticule



Shotgun Reticule



Sniper Reticule



Assault Rifle Reticule

The fundamental size of the spread area is determined by the skill of the operative and the base accuracy of the weapon. This is used as a baseline for all further modifications. The higher the firearms skill level of the operative, the smaller the spread area. The reticule cannot become smaller than the baseline size. But it can become much larger based on a number of factors. These factors can be broken down into two types: constant and pulsed.

Constant reticule modifiers affect the base or current size of the spread area by a constant percentage as long as the state or action causing the modifier is in effect. There are four constant modifiers.

MOVEMENT:

The faster an operative moves, the larger the reticule modifier. As long as the operative moves forward in a straight line, the spread area does not grow very much. However, as soon as the operative begins to rotate or turn, the spread area increases dramatically. Once the movement stops, the spread area will return to its normal size. The higher the operative's skill level, the quicker the return to normal.

STANCE CHANGE:

Changing from standing to crouching or vice versa momentarily increases the size of the spread area.

FATIGUE LEVEL:

High fatigue levels globally increase the normal size of the spread area for the remainder of the mission. This also affects how quickly it returns to its normal size when the operative stops to take careful aim.

TARGETING RETICULE (CONTINUED)

HEALTH LEVEL:

Wounds affect the normal size of the spread area. The more wounded the operative, the larger the spread area. This effect lasts for the remainder of the mission.

Pulsed reticule modifiers have a one-time, pulsed effect on the current size of the spread area.

FIRING:

Firing a round causes the spread area to increase slightly in size. This reflects the inherent difficulty in firing multiple rounds accurately. To see this effect, fire a primary weapon on full automatic and watch as the spread area increases with each successive round fired.

TAKING HITS:

Being physically hit by anything, whether it be a round, shrapnel or a physical blow, momentarily increases the size of the spread area proportionally to the size of the hit. This is in addition to the modifier for wounds. Even if a round or shrapnel does not cause a wound because it is stopped by body armor, the hit modifier will still apply.

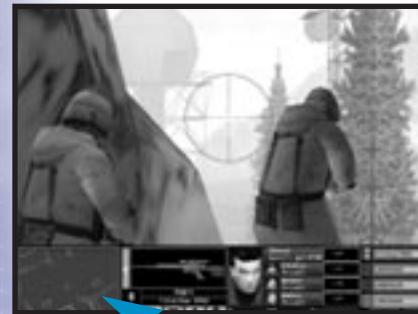
FLASHBANGS:

Observing a flashbang detonate will cause a large increase in the size of the spread area. After a few seconds, it will return to normal.

ACTION BAR

The Action Bar is located below the cinema window. It provides all the information you need on your current operative as well as the rest of your teams during the mission. On the left side of the bar is a mini-map.

Note: map is disabled in resolutions below 640 x 480.



MAP WINDOW

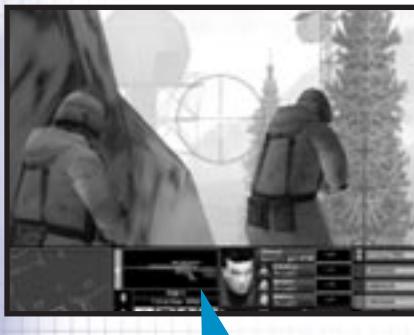
The Map can be expanded from the mini-map on the Action Bar to full screen.

This map view is centered on the currently selected team and is similar to the map in the Planning Phase. The top of the map is the direction your operative is facing. Use this map to navigate through the mission using the lines connecting the waypoints. This can save you a lot of time and keep you from getting lost in large buildings with lots of rooms. The map can be zoomed in and out as well as expanded to full screen. You can also display a separate map for each team by using the four map mode of the action bar.

One of the helpful features of the map is its ability to show the known location of people. Your operatives are represented by circles the same color as the team they are on. The small line extending from the circle shows

the direction each operative is facing. Once a person is detected by any of your operatives, either visually or with a heartbeat sensor, that person is displayed on the map. Hostages or unknown people appear as white circles while terrorists are magenta. Dead or incapacitated persons are represented by a darker shade of the appropriate color.

ACTION PHASE: INTERFACE

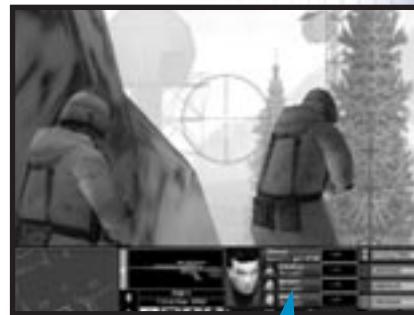


WEAPONS DISPLAY

Next to the map is the weapons display. An illustration of the active firearm or equipment appears at the top. Below it is the name of the weapon and the type of ammunition it is using. On the left side of the illustration is a graphic showing the rate of fire selection for firearms. This shows how many rounds will fire when the fire button is pressed. Depending on the firearm, you can select single shot, three round burst, full automatic or safety, which prevents the weapon from firing.

On the bottom left of the weapons display are two number boxes. The top box lists the number of rounds remaining in the current magazine. The bottom box lists the number of extra magazines the operative is carrying. Remember, this does not include the magazine in the gun. It is always a good idea to keep your loaded magazine two-thirds full before heading into an area where you can encounter terrorists. You don't want to run out in the middle of a firefight. When you replace a partially full magazine, you do not lose it. Instead, when you run out of full magazines, you can then load the partially full magazines back into your firearm.

The four silhouettes at the bottom of the weapons display show what the operative is carrying. From left to right they represent the primary and secondary weapons and slots one and two.



ACTIVE TEAM DISPLAY

The next window over is the active team display. This contains a large portrait of the operative you are controlling as well as smaller portraits of the other operatives in the team. Next to the portraits are the names and specialty of each operative as well as a heartbeat enunciator. The latter shows the health of the operative.

HEALTHY:

indicated by a green colored slot and a functioning heartbeat. The heartbeat changes according to the level of exertion of the operative.

WOUNDED:

indicated by a yellow slot and a functioning heartbeat.

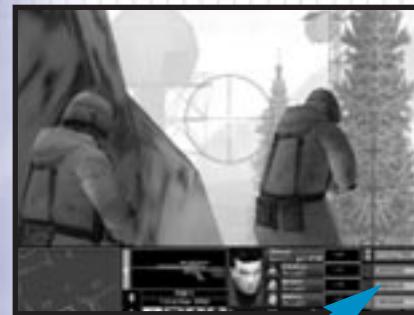
INCAPACITATED:

indicated by an orange slot and a barely functioning heartbeat.

DEAD:

indicated by a red slot and a flat-lined heartbeat.

At the bottom of the display are three boxes which list the team's current mode, speed, and whether it is on hold.



ALL TEAMS DISPLAY

Located on the right end of the Action Bar, this display lists all of the teams in the mission. The text box lists what the team is currently doing or if they are waiting for a Go Code. To the left of the text box are little slots. Each represents one of the operatives in the team and the color is their health using the same code listed above. Three yellow chevrons appear to the right of the team you are currently in control of.

Below the teams list are two indicators which can light up. The one with the hand lights up when the All Hold command is given. This orders all teams to halt what they are doing and stay put. The other one, with the targeting reticule, is the Sniper control. When it is illuminated, all snipers are activated and will fire at any targets that come into their sights. By default, this is set to off. This allows you to get all of your other teams into position before the snipers start picking off terrorists.



ORDERS MODE

The Orders Mode allows you to order your team to perform special actions and use the mouse to change Modes, Speed and issue Go Codes.

By pressing the Orders Mode key, the Action Bar changes and your control over the current operative ceases while you gain control over a cursor. From the new menus which appear, you can issue Go Codes or toggle All Hold and Sniper activation functions. You can also change the current team's Mode and Speed using the mouse rather than the keys. What really makes this nice is the ability to order special actions during the mission.

ACTION PHASE: INTERFACE

ORDERS MODE

Since a mission does not always go as planned, the Orders Mode allows you give instructions to operatives who are not team leaders during the Action Phase. For example, if you come across a room you want to flashbang and you are not carrying any, just position your operative near the door and go to the Orders Mode. There, click on the Flashbang Room button and one of the operatives in your team, carrying a flashbang, will move forward and throw one in. You can also order operatives on your team to throw a frag grenade into a room or breach a door.

In addition to these actions, teams can be ordered to Snipe, Cover or Defend. However, unlike in the planning phase, this order does not have to be given at a waypoint with the Go Code. Instead, click on the appropriate selection in the Orders Mode and the team will hold and begin positioning themselves for the order. They will stay there until you click on the Hold order to release them. Use this when you have to take control of another team. Use the team leader to choose the direction the team will face for the Cover order. For the Snipe order, zoom the team leader's view into Sniper mode and then aim the targeting reticule at the area you want the team to snipe at. The Defend order is non-directional. You do not have to choose a facing.

Other special actions can be chosen depending on the mission. If one of the objectives is to disarm a bomb, when the team is near a bomb, you can order a team to Disarm Bomb in the Orders Mode.

What makes this feature so great is that you do not have to rely on the team leader to take care of all the surprises that arise during a mission.

ACTION PHASE: CONTROL

CONTROLLING YOUR OPERATIVE

While you must keep an eye on what the rest of your teams are doing during the mission, your main responsibility is to personally lead your team to accomplish its assigned role. In fact, if you have done a good job planning the mission, the rest of the teams should be able to accomplish their roles with very little help from you.

FIRE AND MOVEMENT

The success or failure of Close Quarter Battle tactics relies on properly executed fire and movement. During the mission, each team maneuvers about on foot. Your operatives are also restricted to the types of movement most commonly used by SWAT and HRT teams. There is no jumping or running at full speed because the main concern for operatives at all times is maintaining control over their weapon.

There are two basic stances your operatives can use: crouched or upright. In the upright stance, your operative can move faster and maneuver easier. However, he or she also presents a larger target for the enemy to detect and then fire at. In crouched stance, the operative is harder to detect or shoot at because of the lower profile. In several missions there are objects which provide cover to operatives crouched behind them. While you can run while crouched, you cannot fire while doing so. To run, hold down the right mouse button or other assigned key while giving movement commands. You can also move slowly by holding down the shuffle key.

Corners and doorways can be some of the most dangerous places during a mission. Therefore you should use caution when passing around or through them. To quickly see what is around a corner, you can peek. This limits your exposure to detection as well as enemy fire. You must still be careful when peeking. Terrorists will still see you if they are looking in that direction. When moving around a corner, face the wall and sidestep out from behind it. As soon as any terrorists come into view, you can get the first shot because you are already facing them unless, of course, they are already facing you.

VERTICAL MOVEMENT

Operatives can climb up and down stairs to change levels just by walking onto them. However, to climb ladders or other objects where hands must be used, walk up to the object and press the "manipulate environment" or action key. To let go while climbing, press the key again. You cannot use inventory objects or manipulate other objects while in the act of climbing.

ACTION PHASE: CONTROL

USING WEAPONS AND EQUIPMENT

The main item you will use during missions is your primary weapon. It is very simple to use. Just aim the targeting reticule at the enemy and press the fire button or key. How the reticule works was discussed earlier in this section. To change to a different inventory item, press the corresponding key. When using grenades, the longer you hold down the fire button, the farther you will throw it. Since you usually do not want to have a line of sight to a detonating grenade, flashbang or frag, throw a grenade while peeking around a corner or try to bounce the grenade off of a wall so it lands around the corner. There are also several other items you can use during the Action Phase.

Heartbeat Sensor: The heartbeat sensor is a great little device for detecting terrorists and hostages without having to put your operatives into danger. In some missions (usually when terrorists are barricaded somewhere holding hostages), heartbeats sensors will have been placed around the building to provide you with this information automatically. However, in the rest, you must carry the heartbeat sensors in yourself. It is often a good idea to have one operative in each team carry a sensor unless they will not need it such as sniper teams. Teams in recon mode will use the heartbeat sensors as they advance from waypoint to waypoint. If your operative is carrying one, you must select it as the current item in order to use it. The sensor detects persons in all directions for a short distance. However, its range is increased along a narrow beam in the direction you are facing. To get the most out of the sensor, enlarge the Mini-Map to full screen and rotate your operative in place to

scan at long range in all directions. If you can locate a terrorist first, you can get the drop on him and hit him before he knows you are even around.

Demolitions Kit: This kit can be used by operatives to decrease the amount of time required to complete tasks such as disarming a bomb. To use, press the "manipulate environment" key or button while next to and facing the object.

Electronics Kit: This kit can be used by operatives to decrease the amount of time required to complete tasks such as deactivating security systems and planting surveillance devices. To use, press the "manipulate environment" key or button while next to and facing the object.

Lockpick Kit: This kit can be used by operatives to decrease the amount of time required to pick a lock on a door. To use, press the "manipulate environment" key or button while next to and facing the door.

Binoculars: These can be used to get a closer look at distant objects and terrorists. To use, make the binoculars the current item. The "sniper view" key or button zooms the view in to 4x and 8x. In addition, the binoculars contain a built-in range finder, which gives you the distance to the object centered in the view. These are good to assign to team leaders for scouting out areas before heading in to assault.

ACTION PHASE: CONTROL

DOORS AND OTHER OBJECTS

During missions, you will have to go through doors and activate switches or levers. To open or operate these objects, walk up next to them and press the "manipulate environment" key or button. In the case of a locked door, your operative must first pick the lock by holding down the "manipulate environment" key, then press it again to open it. On the other hand, you can also breach the door using breaching charges or a shotgun. These are discussed in greater detail in the Training Missions section.

In some missions, you must perform special actions such as planting surveillance equipment or explosives or disarming a bomb. While you can give special action orders to a team during the Planning Phase or with the Orders Mode, you can also perform these actions yourself. Just walk up to the objective and press the "manipulate environment" key or button.

DYNAMIC TEAM CONTROL

During a mission, things can go wrong and your plan may fall apart. Therefore you may have to do more than just control your operative. This can involve switching between teams, giving Go Codes, changing modes, etc.

As the team leader, wherever your operative goes, the rest of the fire team follows behind. In some circumstances, you may want to leave them behind and do a quick solo recon. Press the Hold key and the rest of the team will stay where they are and assume a defensive posture. To release them from the Hold, press the key again. If they are within visual

range of you, they will join up. Otherwise, you will have to move back towards them until they can see you. The Hold command can also be used to keep your team from advancing while you switch to another team. There is a different command called All Hold. This orders all teams to hold. Use this when things start to go wrong to essentially halt the advance until you can see what action must be taken.

During the mission, you can use Go Codes to coordinate the actions of all your teams. Go Codes must be ordered during the Planning Phase. However, you issue the codes during the mission. The All Teams Display in the Action Bar will let you know if a team is waiting for a Go Code. Wait until all the teams are ready before giving the Go Code by pressing the corresponding key.

Some missions may require you to switch between teams to perform difficult or tricky actions. Or you may want to take control of another team while yours is just waiting or providing cover. Switch between teams using the Next Team and Previous Team keys. Before leaving a team, make sure they are either holding or have orders what to do while you are controlling other teams. You may find it useful to return to the Orders Mode in section five of the Action Phase Interface.

WATCH MODE

At any time, you can switch to Watch Mode by pressing the “Watch” toggle key. While in Watch Mode, you can still switch between teams and change the camera between first and third person views. However, you cannot give any commands or orders except Go Codes. This is a good way to see how good your plan was.

ENDING THE MISSION



The Results Screen is where you can review the statistics for the mission after it comes to an end.

If you wish to abort the mission at any time, hit the ESC key. This will bring up a menu window where you can quit or perform several other actions such as go to the Main Menu or the Options Menu. The Options Menu lets you remap the keys without having to exit the Action Phase.

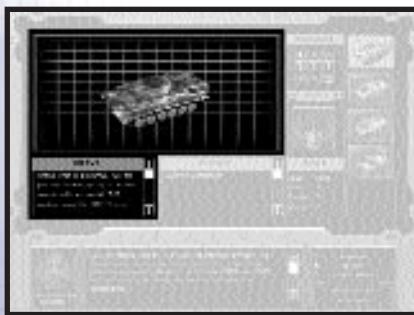
When the objectives have been accomplished, the mission will end as a success. You will be taken to a results screen showing statistics for the mission. If you want to go on to the next mission in the campaign, click on the right arrow at the bottom. However, if you are not satisfied because a vital operative was

killed or you lost too many operatives, do not accept the mission. Instead, click on the left arrow and choose to replay it.

The mission will also end if all of your operatives are killed or it is impossible to achieve your objectives. This could be because a hostage is killed or a bomb detonated. When this happens, you must replay the mission. If you choose Retry Action, you will begin the Action Phase again. Retry Plan takes you back to the Planning Phase so you can make adjustments and modifications to your plan.

At the bottom right of the Results screen are two buttons that allow you to save the Replay or to delete it. When you choose to save, a text box will appear and request you enter a name for the Replay file. From the Main Menu, you can go to the Replay screen and view your mission at your leisure. In the real world, Hostage Rescue Teams spend a lot of time going over previous missions step by step. Since no mission is ever perfect, there is always something to learn from your mistakes. You can also find out what worked well and use it for future missions.

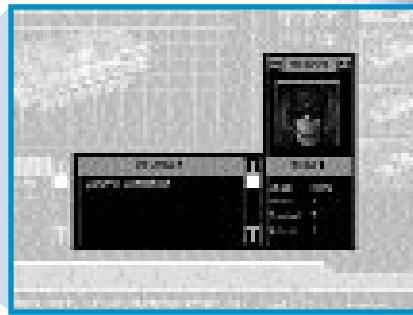
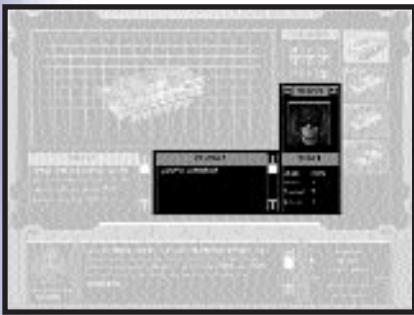
ROGUE SPEAR: SOMETHING



VEHICLE INFORMATION DISPLAY

Located in the center of the Mission Setup Interface, the Vehicle Information Display provides valuable data on each of your combat units, including a detailed description and 3-D model for every vehicle type.

Note that the Vehicle Information Display is tied directly to the Platoon Information Panel located on the right of the Mission Setup Interface. As a result, you may only bring up information on those units available to you for each mission.



PLATOON COMMANDER INFORMATION DISPLAY

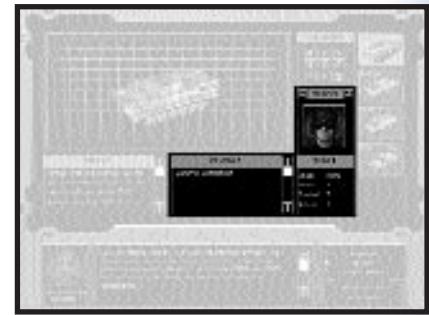
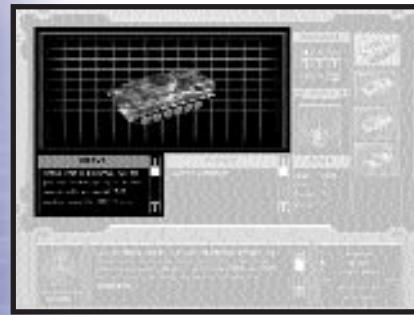
The Platoon Commander Information Display contains background information on every available unit commander, including detailed data on their overall capabilities.

Note that the Platoon Commander Information Display is tied directly to the Commander Selector located on the right of the Mission Setup Interface. As a result, you may only bring up information on those commanders available to you for each mission.

ROGUE SPEAR: SOMETHING

THE MISSION SETUP INTERFACE

The Mission Setup Interface is segmented into several sections, including an Operations Briefing Display, a Vehicle Information Display, a Platoon Commander Information Display, a Platoon Control Panel and an Options Menu.



VEHICLE INFORMATION DISPLAY

Located in the center of the Mission Setup Interface, the Vehicle Information Display provides valuable data on each of your combat units, including a detailed description and 3-D model for every vehicle type.

Note that the Vehicle Information Display is tied directly to the Platoon Information Panel located on the right of the Mission Setup Interface. As a result, you may only bring up information on those units available to you for each mission.

PLATOON COMMANDER INFORMATION DISPLAY

The Platoon Commander Information Display contains background information on every available unit commander, including detailed data on their overall capabilities.

Note that the Platoon Commander Information Display is tied directly to the Commander Selector located on the right of the Mission Setup Interface. As a result, you may only bring up information on those commanders available to you for each mission.

During the Mission Setup Phase, you will also be able to study each individual unit type available to you then determine how your force will complete the mission at hand. You will also be able to choose a unit commander for each individual combat platoon based on specialties and statistics.



WEAPONS & EQUIPMENT

WEAPONS AND EQUIPMENT

RAINBOW has a broad assortment of weapons and equipment for use during missions. It is important to choose the right selections for each operative's kit so they have the right tools to complete their assigned tasks during the mission.

PRIMARY WEAPONS



HK MP5A4

The preferred submachine gun of counter-terrorist operatives around the world, Heckler & Koch's MP5 is known for its reliability and accuracy, even when firing on full automatic. RAINBOW uses the 9mm MP5A4 fitted with single, triple, and full-auto trigger group.



HK MP5K-PDW

Heckler & Koch's 9mm MP5K-PDW is a compact version of the classic MP5. Its folding stock and light weight make it an ideal choice when a full rifle or submachine gun is unmanageable and a handgun is a poor compromise. It is equipped with the single and full auto trigger group.



HK MP5/10SD

An HK MP5/10A2 equipped with a sound suppressor gives a nice mix between power and silence. Because the suppression is not integral (like the MP5SD), the suppression is not quite as complete.



HK UMP45

The HK UMP45 is the newest submachine gun from veteran gun manufacturer HK. The stopping power of its .45 caliber round comes at the price of an increased recoil and lower rate of fire.



HK MP5SD5

Terrorists throughout the world fear Heckler & Koch's MP5SD. Its integral silencer is so effective that the report of the bullet is minuscule compared to the click of the bolt operating. RAINBOW uses the 9mm MP5SD5 whenever both accuracy and stealth are essential.



HK MP5/10A2

The HK MP5/10A2 is a product-improved variant of the venerable HK MP5 chambered for a 10mm round. The increased stopping power of the heavier round is offset by increased recoil. It is equipped with a single and full auto trigger group.



HK UMP45SD

An HK UMP45 equipped with a sound suppressor. Of course, the suppression is not as complete as the integral suppressor of the MP5SD. A good choice when a balance between power and silence is required.



M4 CARBINE

A compact version of the M-16, the M4 Carbine is commonly used when the firepower of an assault rifle is needed, but the weight and size is not. It is commonly used by US and Israeli special forces. It comes standard with a single and full auto trigger group.

**HK G3A3**

The G3A3 is Heckler & Koch's standard assault rifle. It fires the powerful 7.62mm NATO round. This is the most accurate assault rifle in RAINBOW's arsenal.

**G36K**

The Heckler & Koch G36K is their latest assault rifle entry. Its compact design makes it useful in close quarters, while its 5.56mm round will penetrate most body armor.

**M16-A2**

When extra range or firepower is needed, RAINBOW turns to Colt's M16A2. Tried and true, it's 5.56 caliber easily pierces Level II body armor and has the longest range of any of RAINBOW's standard weapons. It comes standard with a single and three round trigger group.

**M-14**

The direct descendant of the classic M1 Garand, the M14 fires a 7.62 round with extreme accuracy. It has been in use by the US Army since 1957.

**ENFIELD L85A1**

The Enfield L85A1 (also known as the Enfield Individual Weapon or SA80) is the standard infantry weapon of the British Army. Its bullpup design trades accuracy for maneuverability.

**STEYR AUG**

The standard weapon of the Austrian Army, the Steyr AUG is a futuristic looking assault rifle with a compact bullpup design. It is well suited for missions requiring the maneuverability of a submachine gun combined with the punch of an assault rifle.

**BARRETT MODEL 82A1**

The Barrett 'Light Fifty' M82A1 was the first .50 caliber sniper rifle to achieve widespread use. Its massive length (1.55m) and weight (13.4 kg) make it the most accurate sniper rifle in RAINBOW's arsenal. Extreme care should be used in employing this weapon, as its high powered .50 Browning round can tear through multiple targets just as easily as it can through an engine block.

**PSG-1**

Arguably the most accurate off-the-shelf sniper rifle available. A favorite of police forces around the world, the PSG-1 comes standard with a 6x sight and fires the NATO 7.62 round.



WALTHER WA2000

The shortest sniper rifle used by the RAINBOW team, the Walther WA2000's bullpup design and light weight make it a favorite of snipers with needing to move stealthily into difficult positions. Its powerful .300 Winchester round has more punch than the more common 7.62 NATO round.



BENELLI M1

Whether used for door breaching or highly lethal close quarters combat, a good tactical shotgun is an essential part of all anti-terrorist teams. RAINBOW uses the Benelli M1 Tactical 12-Gauge, largely because its superb recoil characteristics enable a skilled operator to fire five rounds accurately in less than one second.



SPAS-12

The SPAS-12 is a fully automatic combat shotgun capable of emptying its clip in 2.25s. This makes it ideal for quickly clearing a room of all hostiles.

SECONDARY WEAPONS



BERETTA 92FS 9MM

The Beretta Model 92FS is RAINBOW's 9mm pistol of choice. Its primary advantage is low recoil and a large magazine compared to the bulkier .45.



BERETTA 92FS 9MM-SD

The specially designed sound and flash suppressor on this Beretta Model 92FS minimizes weight and length to maintain accuracy while boasting an impressive 32dB of sound reduction. It is the favorite pistol of for RAINBOW's recon specialists.



HK .45 MARK 23

The extreme ruggedness, reliability, and match-grade accuracy of Heckler & Koch's .45 Caliber Mark23 ACP has made it the handgun of choice for all U.S. Special Forces.



HK .45 MARK 23-SD

The specially designed sound and flash suppressor on this HK MK23 virtually eliminates muzzle flash and provides more than 35dB of sound reduction. An essential part of any RAINBOW mission requiring both fire-power and discretion.



HK .40 USP

Heckler & Koch's .40 caliber USP is a favorite among those desiring a balance between size and firepower.



HK .40 USP-SD

This Knight Armament Corp. silencer provides excellent sound suppression to the HK .40 USP.



.50 DESERT EAGLE

The IMI .50 Desert Eagle is a very powerful handgun. It is capable of punching through body armor, but has a limited seven round magazine.



.357 DESERT EAGLE

The smaller cousin of the Desert Eagle .50, this the IMI Desert Eagle's .357 Magnum round packs a punch capable of punching through body armor at close range. It carries a limited eight-round magazine.

EQUIPMENT



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. Extra primer, detcord, and a variety of adhesives complete the kit.



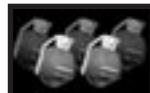
ELECTRONICS KIT

This kit speeds up placing bugs, rewiring security cameras, and related electrical tasks. It contains a high precision multimeter, miniature power supplies, a breadboard, and digital analyzer. A full complement of jumpers, clips, and miscellaneous electrical parts rounds out the kit.



LOCKPICK KIT

This kit speeds 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.



FRAG GRENADE

The M61 fragmentation grenade is the standard issue offensive grenade used by infantry throughout the world. While its blast radius is small, an overhand throw is still necessary to safely clear the blast radius in the open.



FLASHBANG

Capable of stunning observers with a combination bright flash and loud report, flashbangs are commonly tossed into rooms to 'prepare' rooms prior to entry. The valuable seconds gained while potential hostiles recover from the stun effects can mean the difference between life and death to a tactical team. Also known as distraction devices or stun grenades.



BREACHING CHARGE

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.



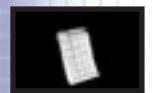
HEARTBEAT SENSOR

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. When in use, the heartbeat sensor scans in a small circle around the user as well as a larger cone straight ahead.



BINOCULARS

These compact, lightweight binoculars are specially constructed to withstand the rigors of CT operations. A built in range finder and choice of 4x and 8x zoom factors make these the item of choice for RAINBOW recon missions.



PRIMARY MAGS

Extra magazines for your primary weapon.



SECONDARY MAGS

Extra magazines for your secondary weapon.

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 favor a light uniform while those breaching will need a heavy uniform. There are several uniforms from which to choose in Rainbow Six. They come in several different styles and each style is available in three classes.



LIGHT

This class is perfect for nighttime missions and recon specialists. It consists of a lightweight Level IIa tactical vest capable of stopping low-powered pistol rounds and is rounded out with the 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 gun fire as well.



HEAVY

This class consists of Level III body armor 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. The Desert, Camo and Woods heavy uniforms do not include the helmet with faceplate and the body armor extends only to the waist since these uniforms are mainly used on outdoor missions.

RAINBOW uses seven different uniform patterns. Each is specially designed for a specific environment or lighting condition.



ARCTIC 1

This all-white uniform is great for missions in the snow.



ARCTIC 2

An alternative arctic uniform, this one has dark splotches on white and is best used when operating in snow and brush where an all-white uniform would stand out.



DESERT 1

This desert camo uniform is used for desert operations and is issued to RAINBOW operatives for desert type operations.



DESERT 2



BLACK

This black uniform is perfect for nighttime missions.



BLUE

This blue uniform is good for nighttime missions as an option to black.

WEAPONS AND EQUIPMENT



CAMO

This uniform is used for jungle operations. Usually used in Central and South America and Africa.



EURO

An excellent uniform choice for those operating in mixed forest environments, it uses a European woods camouflage pattern.



GREEN

This uniform provides a good blend of protection and ease of movement. It is used primarily in general outdoor environments.



GRAY

This gray uniform is the standard used for urban operations.



STREET

This street camo uniform is RAINBOW's alternative choice for urban assault operations.



WOOD

This uniform is used for operations in forests and rural areas. Usually used in European and North American operations. The woodland uniforms are a personal favorite of Santiago Arnavisca.

DEFAULT KEYBOARD COMMANDS

Here is the default layout for keyboard commands in the game:

ACTIONS

Left Mouse	Fire (Use Item)
1	Switch to Primary Weapon
2	Switch to Secondary Weapon
3	Switch to Kit Slot 1
4	Switch to Kit Slot 2
N	Select Next Weapon
Z	Change Magazine
B	Change Rate of Fire
Space	Manipulate Environment

MOVEMENT

W	Move Forward
S	Move Backward
A	Sidestep Left
D	Sidestep Right
Q	Peek Left
E	Peek Right
C	Crouch
Tab	Shuffle
Right Mouse	Run

TEAM/AI

PgUp	Change to Previous Team
PgDn	Change to Next team
7	Status Report
R	Toggle Team Hold in Place
H	Toggle All Teams Hold
Y	Toggle Sniper Control
J	Go-Code Alpha
K	Go-Code Bravo
L	Go-Code Charlie
M	Go-Code Delta
U	Toggle Orders Mode
G	Toggle Map Mode
F	Change ROE Mode
V	Change ROE Speed
/	Toggle Watch Mode

COMM

'	Global Chat
Enter	Team Chat
Right-Alt	Send Bound Message

VIEW

Left Shift	Toggle Sniper Mode
5	Toggle Night Vision
T	Toggle Full-Screen
	Map Mode
F1	Toggle Camera View
=	Increase Cinema Size
-	Decrease Cinema Size
[Zoom Map Out
]	Zoom Map in
\	Watch Next Team Member in Action Phase Map
	Center View

OPTIONS

F4	Toggle Auto-Aim
F3	Toggle Reticule
6	Show Status Display
Print Screen	Grab Screen Shot
F12	Activate Server Control

Before contacting Red Storm Entertainment's Technical Support Department we recommend that you consult the readme.txt file contained on the CD, since it contains the answers to some of the most frequently asked questions and may therefore provide an easy solution to some of your problems. You can also check out our FAQ on our website, www.redstorm.com. It contains updated information since the game's release.

Also, please make sure that your computer meets the minimum system requirements, as our support representatives cannot help customers whose computers do not meet these criteria. Whenever you contact the Technical Support Department, please include the following information:

- Complete Product Title (including version number)
- Exact error message reported (if any) and a brief description of the problem you're encountering
- Processor speed and manufacturer
- Amount of RAM
- CD-ROM or DVD-ROM drive
- Sound Card
- Video and/or 3D accelerator card
- Operating system
- Specific type of modem you are using (for problems involving multiplayer gaming)

CONTACT US OVER THE INTERNET:

Our website contains the most up-to-date Technical Support information available including patches that can be downloaded free-of-charge. We update the Support pages on a daily basis so please check here first for solutions to your problems.

<http://www.redstorm.com/support>

CONTACT US BY E-MAIL:

If you don't have access to the World Wide Web, you can contact our Support Department by e-mailing them directly at Support@redstorm.com. Please ensure that you include all of the bulleted information above for your computer when sending email to this email address. It may take anywhere from 24-72 hours for us to respond to your e-mail depending upon the volume of messages we receive and the nature of your problem.

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 and tips will be given out over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all the necessary information as listed above at hand.

Be advised that our Support representatives are available to help you Monday - Friday from 9 a.m. - 6 p.m. (Eastern Standard Time).

RED STORM ENTERTAINMENT'S TIPS LINE

All the hints, tricks and cheats you'll ever need! If you're under 18 years of age, please have your parents' permission before calling. Note that only touch-tone phones may access this service.

(900) 288-2583 (CLUE).
\$.95 PER MINUTE

CONTACT US BY STANDARD MAIL:

If all else fails, you can write us at:

**RED STORM ENTERTAINMENT
2000 AERIAL CENTER
SUITE 110
MORRISVILLE, NC 27560
ATTN: CUSTOMER SUPPORT**

Please do not send any game returns directly to Red Storm as it is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.

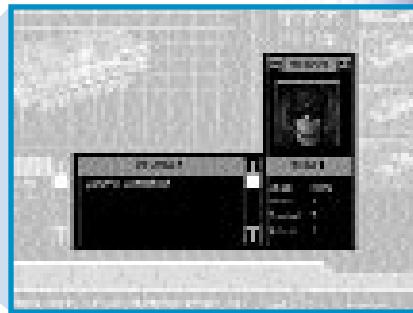
ROGUE SPEAR: SOMETHING



VEHICLE INFORMATION DISPLAY

Located in the center of the Mission Setup Interface, the Vehicle Information Display provides valuable data on each of your combat units, including a detailed description and 3-D model for every vehicle type.

Note that the Vehicle Information Display is tied directly to the Platoon Information Panel located on the right of the Mission Setup Interface. As a result, you may only bring up information on those units available to you for each mission.



PLATOON COMMANDER INFORMATION DISPLAY

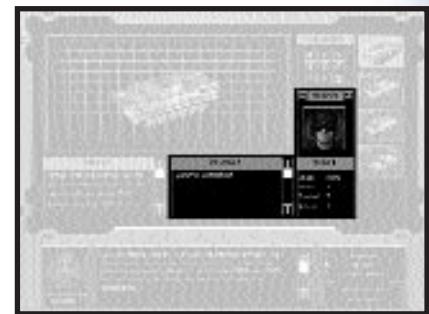
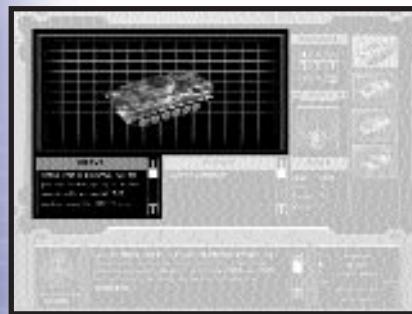
The Platoon Commander Information Display contains background information on every available unit commander, including detailed data on their overall capabilities.

Note that the Platoon Commander Information Display is tied directly to the Commander Selector located on the right of the Mission Setup Interface. As a result, you may only bring up information on those commanders available to you for each mission.

ROGUE SPEAR: SOMETHING

THE MISSION SETUP INTERFACE

The Mission Setup Interface is segmented into several sections, including an Operations Briefing Display, a Vehicle Information Display, a Platoon Commander Information Display, a Platoon Control Panel and an Options Menu.



VEHICLE INFORMATION DISPLAY

Located in the center of the Mission Setup Interface, the Vehicle Information Display provides valuable data on each of your combat units, including a detailed description and 3-D model for every vehicle type.

Note that the Vehicle Information Display is tied directly to the Platoon Information Panel located on the right of the Mission Setup Interface. As a result, you may only bring up information on those units available to you for each mission.

PLATOON COMMANDER INFORMATION DISPLAY

The Platoon Commander Information Display contains background information on every available unit commander, including detailed data on their overall capabilities.

Note that the Platoon Commander Information Display is tied directly to the Commander Selector located on the right of the Mission Setup Interface. As a result, you may only bring up information on those commanders available to you for each mission.

During the Mission Setup Phase, you will also be able to study each individual unit type available to you then determine how your force will complete the mission at hand. You will also be able to choose a unit commander for each individual combat platoon based on specialties and statistics.