

PC CD-ROM

Tom Clancy's
RAINBOW SIX 3
RAVEN SHIELD™



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Introduction

The year is 2005. In the minds of millions, the conflicts of the 20th century have been forgotten. Relegated to history books or dusty archives. They are subjects for movies. Stories told by aging grandfathers that seem less and less relevant in the brave new world of global terrorism and vicious international conflict.

But not everything that is buried is dead. Old hatreds still linger. Old mysteries remain unsolved. And old enemies may yet rise again, re-energized and prepared to pick up the tools of modern terror to carry on their ancient battles.

Only one bulwark stands between the world and terrors both new and revisited: RAINBOW, an international task force dedicated to combating terrorism in all its forms. A top-secret organization consisting of the best counter-terrorism operatives the United Nations has to offer. Rainbow is the most potent weapon in the world's arsenal. Backed by the most sophisticated technology available, and trained to the limits of human capability, they are our best hope in the war against terror.

They may also be our last.

Overview

In Raven Shield, you lead an elite, international anti-terrorist unit code named "Rainbow". You assume the role of mission commander, before and after each mission and plan out every detail of their missions from the operatives and their gear to their exact paths and actions. During missions you lead from the front by controlling any of the eight Rainbow operatives as they engage terrorists and save the world.

Raven Shield contains fifteen missions linked together to form a single campaign. During missions the action gets intense and with "one shot, one kill lethality" the world of Raven Shield is extremely unforgiving. As your skills sharpen, the missions get gradually harder to keep up the pressure.

Remember, when Rainbow gets called in, it's because it's an extremely important mission and all other options have been exhausted...hit'em hard and hit'em fast!

Quick Start

Starting a Campaign

1. Insert the Raven Shield CD into your computer and start the game
2. When the Main Menu appears, click on Campaign
3. At the Campaign screen, click on New Campaign
4. Type in a name for your new campaign
5. Select a difficulty level
6. Click on Start
7. When you're finished listening to the briefing, click on the Load Plan button in the bottom right of the screen
8. Select the Default plan and click on the Load button
9. Click on the Go to Execute Mission Room button near the Load Plan button
10. Click on Start Mission and enjoy!

Joining a Multiplayer Game

1. Insert the Raven Shield CD into your computer and start the game
2. When the Main Menu appears, click on Multiplayer
3. If you choose to connect onto the Internet proceed to Step 4. If you choose to connect using LAN proceed to Step 9
4. Click on the World Wide Web: Create New Account OR if you already have an account skip to Step 7.
5. Enter the required information and click on the Submit button
6. Click on Yes to install Ubi.Com Manager software
7. Exit your Internet browser to return to the game
8. Enter your Login Name and Password and click the check box
9. Select a server from the server list and click the Join button
10. Once in the game click Play or join a team (Green or Red)
11. If the Multiplayer Menu is not displayed, press the Tab key to display it
12. Click on the Gear Menu button
13. Select the weapons and equipment you want to use by clicking on the image to bring up a list of choices to the right. Once you're happy with your selections click on the Close button.
14. Finally, click on the Ready button in the lower right of the screen to tell the server you're ready to play
15. The round launches when the Time Remaining reaches zero or all players click on Ready...Have fun!

Creating a Multiplayer Game

1. Insert the Raven Shield CD into your computer and start the game
2. When the Main Menu appears, click on Multiplayer
3. Click on the Create button to go to the Create Server screen
4. Select a Game Mode and then enter a name for your server
5. Select a Map and a Game Type
6. Click on the Add to Map List button in between the Map and Map List
7. Click on the Launch button to create the server
8. If you choose to create an Internet server that is not a dedicated server proceed to Step 9. Otherwise proceed to Step 14
9. Click on the World Wide Web: Create New Account OR if you already have an account skip to Step 7.
10. Enter the required information and click on the Submit button
11. Click on Yes to install Ubi.Com Manager software
12. Exit your Internet browser to return to the game
13. Enter your Login Name and Password and click the check box
14. Once in the game click Play or join a team (Green or Red)
15. If the Multiplayer Menu is not displayed, press the Tab key to display it
16. Click on the Gear Menu button.
17. Select the weapons and equipment you want to use by clicking on the image to bring up a list of choices to the right. Once you're happy with your selections click on the Close button.
18. Finally, click on the Ready button in the lower right of the screen to tell the server you're ready to play

The round launches when the Time Remaining reaches zero or all players click on Ready... enjoy!

Minimum Specifications

In order to play Raven Shield on your computer, your system must meet the following criteria:

- Processor: 800 MHz Pentium III, AMD Athlon, or equivalent
- RAM: 128 MB; XP users: 256 MB required
- Supported OS: Win 98/ME/2000/XP Only
- Direct X version: 8.1 or higher
- Video Card: 32MB VRAM DirectX 8.1 compatible graphics card with hardware T&L
- Hard Drive: 2 GB minimum hard drive space
- CD-ROM: 16x or faster
- Sound Card: DX 9 compatible sound device
- Peripherals: Windows-compatible mouse required
- Multiplay: Internet connection for play on Ubi.com

Installation

To install Raven Shield, follow these simple steps:

1. Start your computer
2. Insert the Raven Shield Installation CD into your CD-ROM drive. The Autorun Menu should appear.

Note: If the Autorun Menu does not automatically appear, double-click on the My Computer icon located on your desktop, then double-click on the icon that corresponds to your computer's CD-ROM drive. The Autorun Menu should now appear.

3. Click on the Install button. The installation wizard now walks you through each step of the setup and installation process for the game.

Once you have created a directory for Raven Shield, the game is installed on your hard drive. The game automatically asks you if you want to install DirectX v8.1. You can not play Raven Shield without v8.1 or higher on your computer. If you already have a version of DirectX that is v8.1 or higher, simply check the No button, and it does not install DirectX. If you are not sure, click Yes, and the DirectX installer performs its own verification.

4. After installing the game, select "Red Storm Entertainment: Raven Shield: Play Raven Shield" from your computer's Start menu or double-click the "Play Raven Shield" shortcut on your desktop. Doing either starts the game.

Note: The Raven Shield Play CD must be in your CD-ROM drive to start the game.

Uninstalling

To uninstall Raven Shield, follow these simple steps:

1. Start your computer
2. Insert either Raven Shield CD into your CD-ROM drive. The Autorun Menu should appear.
3. When it appears, click on the Uninstall Raven Shield button. The uninstall wizard automatically asks if you really want to uninstall the game. If you are sure you want to remove Raven Shield from your hard drive, click the Yes button. If you don't want to uninstall the game, click No, which cancels the process.

If you uninstall Raven Shield, all previously saved Campaigns and games remain on your hard drive, unless you answer Yes to "Delete all configuration and saved games files?" question.

Note: You can also uninstall Raven Shield by using the Add/Remove Programs control panel in Windows.

Pre-Game Screens

Main Menu

This is the first screen that appears when you start Raven Shield and has the following options:



- **Campaign** – Takes you to the Campaign screen where you Resume and Create new single player campaigns
- **Custom Mission** – Takes you to the Custom Mission screen where you play individual missions using various mission objectives
- **Multiplayer** – Takes you to the Multiplayer screen where you Join and Create multiplayer games (see Multiplayer section)
- **Training** – Takes you directly into the training mission where you learn how to play the game
- **Options** – Takes you to the Options screen where you set Raven Shield's customizable options
- **Credits** – Displays the game credits
- **Quit** – Exits Raven Shield

Campaign

This screen allows you to manipulate campaigns and has a number of options:

- **Resume Campaign** – Allows you to resume a previously saved game:
 1. Select Resume Campaign
 2. Select Campaign in center window
 3. Click Start in bottom right – Takes you to the Planning Computer
- **New Campaign** – Allows you to start a new campaign:
 1. Select New Campaign
 2. Type a Campaign Name in the center window
 3. Select a difficulty mode



Recruit – Easy: Terrorists take more time before shooting

Veteran – Moderate

Elite - Hard: Terrorists take less time before shooting

4. Click Start in bottom right – Takes you to the Planning Computer

- **Delete Campaign** – Allows you to delete a saved campaign:

1. Select Delete Campaign

2. Select Campaign in center window
3. Click the Delete button in bottom right

Other Options (these are available on almost every screen in the game)

- **Main Menu** – Takes you to the Main Menu screen
- **Options** – Takes you to the Options screen. After altering the customizable game options you automatically return to your previous screen.

Custom Mission

This screen allows you to play individual missions using a variety of mission objectives. To start a custom mission use the following steps:

1. Select a custom mission mode

Practice Mission – You can practice the mission exactly as it plays during the campaign

Lone Wolf – You are by yourself with the sole objective of reaching the extraction zone alive

Terrorist Hunt – Your objective is to neutralize all terrorists on the map

Hostage Rescue – Your objective is to rescue the hostages by escorting them to the extraction zone

2. Select Map in center window (To unlock a map you must complete it in Campaign mode first)

3. Select a difficulty mode

Recruit - Easy

Veteran - Moderate

Elite - Hard

4. Set number of terrorists in center right (not available in Practice Mission Mode)

5. Click Start in bottom right – Takes you to the Planning Computer



Training

The Training screen allows you to select training scenarios and learn how to play the game. To begin a scenario, simply select it and then click on the Start button in the bottom right of the screen.



Options

The Options screen lets you customize the game and consists of six different pages: Game, Sound, Graphic, HUD, Multiplayer, and Controls.

Game

Always Run – When activated your operative always runs and holding the Run key makes him/her walk

Invert Mouse – Inverts the up/down axis on your mouse

Mouse Sensitivity – Alters the sensitivity of your mouse and the speed at which it turns your character

Auto-Aim: None, Low, Medium, High – Allows your crosshairs to automatically lock onto tangeros when they come into view (see Firing: Auto-Aim section); **Note:** Auto Aim is not available in multiplayer adversarial games

Prompt for Load a Plan – The option displays the Load a Plan window when you first go to the Gear, Planning, or Execute Room for each mission. It allows you to load one of the default or one of your saved plans

Restore to Default Button – Restores all the options on this page to their default state



Sound

Ambient Sounds – Sets the volume of all sound effects

Voices – Sets the volume of all voices

Music – Sets the volume of all music

Sound Quality – Sets the quality of the sound played in the game. Lower quality sounds may result in higher game performance. 3D audio is only available with high quality sounds.

Audio Virtualization – Sets the audio output mode for a two channel monitoring configuration (two speakers, Headphones). No Virtualization means stereo playback with no additional CPU usage. Low and high HRTF refers to "Head Related Transfer Functions", which emulates 3D sound immersion. The lower setting may result in higher game performance.

3D Audio Hardware Acceleration – Enables sound card hardware support. The option must be enabled to activate EAX™.

EAX™ – If your sound card is compatible with Creative Labs EAX™ Processing, enabling this option greatly improves your sound experience

Restore to Default Button – Restores all the options on this page to their default state



Graphics

Setting any of the options below to Medium and Low may result in higher game performance.

Video Resolution – Sets the video resolution

Texture Detail – Sets the environmental texture detail level

Lightmap Detail – Sets the environmental lightmap detail level

Rainbow Detail – Sets the Rainbow character detail level

Hostage Detail – Sets the Hostage character detail level

Terrorist Detail – Sets the Terrorist character detail level

Rainbow Shadow Detail – Sets the Rainbow character shadow detail level

Hostage Shadow Detail – Sets the Hostage character shadow detail level

Terrorist Shadow Detail – Sets the Terrorist character shadow detail level

Terrain Detail – Sets the detail level for grass and things on the ground

Decal Detail – Sets the bullet impact and explosion decal detail level

Animated Geometry – Allows animated geometry such as trees moving with the wind

Gore Level – Sets the blood and gore level in the game

Hide Dead Bodies – Forces dead bodies to disappear from the map

Restore to Default Button – Restores all the options on this page to their default state

HUD

The in-game user interface or HUD contains a great deal of information. You can customize what information it displays by using the following options.

Display Character Info - Displays your operative's health, stance, name, and current rules of engagement

Display Current Team Info – Displays your computer controlled teammates health and current action

Display Other Team Info – Displays information about the health and current actions of other, computer controlled teams



Display Weapon Info – Displays weapon icon, name, attachment name, rate of fire, rounds in weapon, and remaining magazines

Display First Person Weapon – Displays the first person weapon

Display Reticule – Displays the targeting reticule

Display Waypoint Info – Displays the current waypoint graphic and waypoint actions

Display Action Icon – Displays an icon, which shows you how you can interact with environment

Display Teammate Names – Displays the name of a teammate when you point at them

Display Multiplayer Radar – Displays the teammate radar in multiplayer games

Restore to Default Button – Restores all the options on this page to their default state

Multiplayer

Player Name – This is your operative's name

Gender – This is your operative's gender, which determines your voice in the game

Connection Speed – This is your Internet connection type

Arm Patch – This is the arm patch displayed on your character. You can make your own arm patches by creating images using the same format as the .tga files in the arm patch directory. Custom arm patches are automatically downloaded and displayed by other players on the server.

Restore to Default Button – Restores all the options on this page to their default state

Controls

This screen allows you to remap your keyboard and mouse controls to your own taste. To remap an action, simply click on the currently assigned key and then press the new control.

Restore to Default Button – Restores all the options on this page to their default state



Planning Computer

The Planning Computer allows you to create/or modify your preparations for the current mission, and to give you all the background information you need to go in and get the job done. It consists of a Navigation Bar at the bottom and four different screens on top.

Navigation Bar



The navigation bar allows you to change the current screen in the Planning Computer. It also allows you to do other things like saving and loading mission plans, accessing the Options screen, and exiting the Mission Planning Computer to the Main Menu screen.

- **Main Menu** – Exits the Planning Computer and takes you to the Main Menu screen
- **Options** – Takes you to the Options screen and then returns you to the Planning Computer when you're done
- **Briefing Room** – Changes the information in the top of the Planning Computer to the Briefing Room
- **Gear Room** - Changes the information in the top of the Planning Computer to the Gear Room
- **Planning Room** - Changes the information in the top of the Planning Computer to the Planning Room
- **Execute Mission Room** - Changes the information in the top of the Planning Computer to the Execute Room where you can launch your mission
- **Save Plan** – Opens a window that allows you to save all the information in the Planning Computer, your planning, under a name you specify
- **Load Plan** – Opens a window that allows you to load a previously saved mission plan. Note: When you load a plan you override all information currently in the Planning Computer
- **Quick Play** – Loads the Action planning, which contains four operatives and one waypoint, and begins the mission immediately

Briefing Room

The Briefing Room tells you about your upcoming mission and it's objectives.

- **Control** – When the screen first appears Control tells you about the overall situation and your mission orders
- **John Clark** – John Clark tells you more about the tactical situation, how this mission connects with previous missions, and who you're up against



- **Kevin Sweeney** – Kevin Sweeney tells you about why you're going in on this mission and what's behind the terrorists' actions
- **News Wire** – The News Wire tells you how the public was informed about your last mission and is in the form of a news paper article or press release
- **Mission Orders** – Mission Orders displays detailed information about your mission including things to be aware of any special notes on terrorists (also known as Tangos) and hostages

Gear Room

In the Gear Room you select and equip your teams. There are three different areas within the Gear Room, each with their own purpose: Operative Area, Gear Area, and Information Area.

Operative Area

The Operative Area consists of a list of all of the currently active Rainbow operatives at the top and your three teams below.

- **Operatives Roster** – The Operative Roster contains all the Rainbow operatives in the game sorted by their specialties: Assault, Recon, Sniper, Demolitions, and Electronics.

Assault – Specialize in combat using all weapons other than sniper rifles

Recon – Specialize in stealthy movement and remaining undetected

Sniper – Specialize in combat using sniper rifles

Demolitions – Specialize in placing and deactivating explosives

Electronics – Specialize in placing and manipulating electronic devices

When you click on an operative you select him/her and get detailed information in the Information Area on the right of the screen.

- **Your Teams** – To add an operative to a team, select the operative and then click on the + button to the left of one of the team names. If no + button appears it is either because that team is full (maximum of four operatives per team) or you've already assigned the maximum number of operatives to your teams (maximum of eight operatives per mission).

By selecting an operative in a team you can perform three different options:

- Move them to another team by clicking the + next to the name of that team
- Promote/Demote them within the team by click the arrow up and arrow down buttons to the right of their team name
- Remove them from the team by clicking the – button to the left of their team name



Gear Area

The Gear Area allows you to change the gear of an operative to suit their skills and your tastes. It consists of a number of images that represent the operative's gear in the middle of the screen. By clicking on the images, a list of all the available gear appears in the Information Area to the left.

• Primary Weapon

Weapon – This is the operative's main weapon (see Primary Weapons section)

Ammo – Ammunition type for the weapon: FMJ is the standard ammunition, JHP does more damage to unarmored targets, but less to targets wearing body armor. oo Buck shoots nine bullets at once from a shotgun, while Slug shoots a single large projectile.

Attachment – Attachment for the weapon, which could include Sound Suppressor (Silencer), High Capacity Magazine, Mini-Scope, and Thermal Scope Attachment (see Weapon Attachments section)

Assign to Team – Located along the right side of each image, this button assigns the weapon, ammo, and attachment to all members of this team

• Secondary Weapon

Weapon – This is the operative's secondary weapon (see Secondary Weapons section)

Ammo – Ammunition type for the weapon

Attachment – Attachment for the weapon

Assign to Team – Located along the right side of each image, this button assigns the weapon, ammo, and attachment to all members of this team

• Item 1 and 2

Item – These could be anything from a heart beat sensor to frag grenades (see Using Other Items section)

Assign to Team – Located along the right side of each image, this button assigns the item to all members of this team

• Assign Gear to All Teams

Assign Gear to All Teams – Located along the bottom of the gear area, this button assigns all of the equipment displayed above to all operatives on all teams

• Uniform/Armor

Uniform/Armor – This is the operators camouflage and armor level. The heavier the armor the more damage the operative can sustain, but the slower they perform actions like picking a lock.

Assign to Team – This small button in the upper right assigns the uniform/armor to all members in this team



Information Area

This area displays both information and lists of items. When you select an operative it displays their history, skills, health status, and campaign statistics. Operative skills are as follows:

- **Assault** – Affects how fast your reticle adjusts from maximum inaccuracy to maximum accuracy with all weapons other than sniper rifles
- **Demolitions** – Affects how fast you can plant and disarm explosives
- **Electronics** – Affects how fast you can plant and disable electronic devices
- **Sniper** – Affects how fast your reticle adjusts from maximum inaccuracy to maximum accuracy with sniper rifles
- **Stealth** – Affects how much noise you create when moving
- **Self Control** – Affects how willing AI controlled characters are to shoot when there is a good chance of missing the target. The higher the value the longer they wait, and more accurate they become before pulling the trigger.
- **Leadership** – Affects the length of time between you issuing orders and teammates responding to your orders
- **Observation** - Affects how observant characters when computer controlled and how likely they are to see and hear other characters in the game

As play through the campaign your operatives get better and their skills increase. Even operatives you don't take on a mission train and get slightly better with time. The number next to each skill is the operative's current skill level, while the number in parenthesis is the total amount this skill has increased throughout the campaign.

When you select gear, this area displays a list of all the gear available in that category and information about currently selected piece of gear. There are two tabs in the lower window for weapons. The first shows a text description of the weapon, while the second shows statistics for the weapon. The lower the rating the worse a weapon is in a given category.

- **Range** – Maximum range of the weapon
- **Damage** – Amount of damage the weapon inflicts at point blank range
- **Accuracy** – Base accuracy of the weapon
- **Stability** – How stable the weapon is when firing (i.e. the more stable it is, the less it jumps when you shoot)
- **Recovery** – How fast the reticle recovers toward the center of the screen



Planning Room

The Planning Room is where you actually put down waypoints and create a plan. When you don't directly control a team, they follow their waypoints and mission plan. The Planning Room consists of two areas: Map Window and Map Toolbar

Map Window

The Map Window displays a large image of your mission area. You can translate or scroll the map by moving your mouse cursor off the right, left, top, and bottom of the Planning Room. You can also use the Scroll Map Up (W), Scroll Map Down (S), Scroll Map Left (A), and Scroll Map Right (D) keys on the keyboard.

Map Toolbar

The map toolbar contains a number of options that let you manipulate the map, which are grouped into four areas: Edit/Display Team Buttons, Delete Buttons, Map Buttons, and Path Buttons. There are also two keyboard only controls that allow you to Change Map Angle Towards Overhead (T key) and Map Angle Toward Ground Level (G key).

Current/Display Team Buttons



- **Edit Team: Red (1 key), Green (2 key), Gold (3 key)** – Selects the current team. Only one of team can be selected at a time.
- **Display Team Waypoints: Red (4 key), Green (5 key), Gold (6 key)** – Toggles the display of each teams waypoints on the map

Delete Buttons



- **Delete Selected Waypoint**
- **Delete All Waypoints for Selected Team**
- **Delete All Waypoints for All Teams**

Map Buttons



- **Rotate Map Counterclockwise (Q key)**
- **Rotate Map Clockwise (E key)**
- **Zoom In (R key)**
- **Zoom Out (F key)**
- **Go Up One Level (C key)** – Changes the map to show the floor above the current floor
- **Go Down One Level (X key)** – Changes the map to show the floor below the current floor



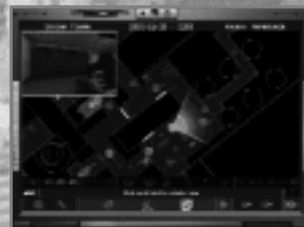
Path Buttons



- **Go to First Waypoint (Home key)** – Centers map on and selects the first waypoint for the selected team
- **Go to Previous Waypoint (Page Down key)** – Centers map on and selects the previous waypoint for the selected team
- **Play/Pause** – Moves map view through waypoint list for selected team at the movement mode of the waypoint path
- **Go to Next Waypoint (Page Up key)** – Centers map on and selects the next waypoint for the selected team
- **Go to Last Waypoint (End key)** – Centers map on and selects the last waypoint for the selected team
- **Lock/Unlock Camera on Action** – If you don't want the camera to automatically move when you use Path buttons use this control to lock and unlock the camera to the currently selected waypoint

Creating/ Modifying Waypoint Plans

When you create a waypoint path for a team, the first waypoint must be in an insertion zone. These appear as dark red boxes in the map. To drop a waypoint, simply click on the map. To place another waypoint, move your mouse cursor and click again.



Path Window

Now that you have two waypoints you have a waypoint path. Computer controlled teams follow their waypoint paths during missions. These paths also serve as a guide for you to follow during a mission to make sure you don't get lost and wander around too much (see In-Game Interface: HUD: Waypoints and Planning section).

In the center of each waypoint path is a small icon that tells you the Rules of Engagement or RoE (see Rules of Engagement section) for the path between the two points. All AI controlled operatives follow RoE to engage targets.

- **Assault (a gun icon)** – Fire at will
- **Infiltrate (a silenced pistol icon)** – Fire only with silenced weapons. When fired upon fire back with all weapons.
- **Recon (a binocular icon)** – Fire only if fired upon



The path itself tells you the Movement Mode.

- **Blitz (a solid line)** – Move at run speed
- **Normal (a dashed line)** – Move at normal speed
- **Recon (a dotted line)** – Use a crouched posture and move at normal speed

By right clicking on the RoE icon on a waypoint path the Path Window to appear. It lets you change the RoE and Movement Mode for that piece of the path. All waypoint paths added immediately after this piece of the path, automatically use the same RoE and Movement Mode.

Waypoint Window

By right clicking on a waypoint icon, the Waypoint Window appears. This menu allows you to change the type and action of this waypoint. Waypoint types are as follows:

- **Normal** – This is the standard waypoint type, and simply marks a point on the path
- **Objective** – Assigns a number, between 1 and 10, to this waypoint forcing a computer controlled team to send you a voice message when they reach this point
- **Alpha** – Assigns a wait for Alpha Go Code action
- **Bravo** – Assigns a wait for Bravo Go Code action
- **Charlie** – Assigns a wait for Charlie Go Code action
- **Delete** – Delete this waypoint

Waypoint actions are as follows:

- **None** – This is the standard waypoint action, nothing special happens
- **Frag** – This action pops-up a circle on the map where you can specify exactly where you want a computer controlled team to throw a frag grenade
- **Flash** – This action pops-up a circle on the map where you can specify exactly where you want a computer controlled team to throw a flashbang grenade
- **Gas** – This action pops-up a circle on the map where you can specify exactly where you want a computer controlled team to throw a tear gas grenade
- **Smoke** – This action pops-up a circle on the map where you can specify exactly where you want a computer controlled team to throw a smoke grenade
- **Snipe** – This option is only available if this is a wait for Go Code waypoint. It allows you to specify the direction you want a computer controlled team to snipe, while waiting.



- **Breach** – This option is only available near a door and tells a computer controlled team to destroy the door(s) and make rapid entry

You can also right click to place a waypoint onto the map. If you do this the Waypoint Window automatically appears.

3D View



To the lower left of the screen is a 3D button that pops-up a 3D window looking into the game world from the selected waypoint. You can look around in this view by moving your cursor into the window, clicking and holding, and then moving your mouse around.

Map Legend



The “?” button in the lower right of the screen brings up the map legend, which defines all the icons and images in the map.

Execute Mission Room

The Execute Mission Room is the last room you must enter in order to start a mission. You can skip any other room, but this one is mandatory. If you don't have a team and/or waypoint plan already, a window appears and prompts you to load a saved mission plan. The screen displays the mission objectives, mission location, team compositions, and waypoints and go codes assigned to each team. You can select which team you want to lead by clicking on the team.



At the bottom of the screen are three buttons:

- **Go Back to Planning** – This button exits the screen and takes you to your previous Planning Computer screen
- **Play Mission in Observer Mode** – This button begins the mission with all teams controlled by the computer allowing you to watch the action without participating
- **Play Mission** – This begins the mission with you leading whichever team you chose

In-Game Interface: HUD

The Heads Up Display or HUD, provides you with the information you need during a mission. This includes data such as your health status and the amount of ammunition remaining for your weapons. Because you can filter things out of your HUD (see Options: HUD section above) you can press and hold the Show Complete HUD key (F1) to see everything in your HUD at one time.



Your Operative

In the upper left of the screen are your operative's stance (standing, crouching, or prone), health, and name. If the health icon is full you're healthy. If it's half full you're wounded and can no longer run. If it's empty, it's time to switch to another operative.

Your Weapon Status

The status of your weapon appears in the lower left of the screen. In the top of the box is an icon of your current weapon, along with its name and attachment. Below this starting from the left are your Rate of Fire (see Shooting: Rate of Fire section), rounds in the weapon, and magazines remaining. As you shoot, the number of rounds in the weapon decreases. As you reload and discard empty magazines the number of magazines remaining decreases.

Reticule

In the center of the screen is your reticule, which consists of two pieces: the center dot and the four moving crosshairs. The reticule represents the current accuracy of your weapon (see Shooting: Reticule section). Bullets you fire hit somewhere within the crosshairs. The longer you wait before taking a shot, the closer the crosshairs get and the more accurate your shot will be.

Action Icon

Below the reticule at the bottom center of the screen is the Action icon. When you point the center reticule dot at something in the environment that you can interact with, this icon appears. The icon symbolizes what you and your team can do at this location (see Interacting with the Environment section).

Waypoints and Planning

Your current waypoint appears in your screen as a floating circle with its range in meters. If your waypoint is not in view an arrow appears along the edge of the screen indicating the direction you need to turn to find it. If you planned a special action for a waypoint, such as Wait for Alpha Go Code or Throw a Frag Grenade, it appears in the center of the screen when you reach the waypoint.

Below your health and name are the current Rules of Engagement (RoE). RoE determine how your AI teammates engage the enemy and change automatically based on your planning as teams reach waypoints (see Engaging Tangos and Rules of Engagement section).

Other Operatives in Your Team

In the upper right of the screen is your team's status. Each team member has a health icon that functions identically to your own. Below, is your team's current action, such as Following and Engaging.

Other Teams

In the lower right of the screen is information about other teams that you're not currently controlling. This information includes team names, health icons, and their current actions. Glance at this information occasionally to make sure none of your teams is waiting for you to issue a go code before they continue moving.

Map

By pressing the Toggle Map key (G), a full screen map appears in your screen and rotates to match your characters facing. This map depicts your current position, all of your unachieved waypoints, and any tangos that you've spotted. To zoom the map in is press the Zoom In Map key (I). To zoom the map out press the Zoom Out Map key (J).

In-Game Menu

You can pause the game and bring up the In-Game Menu by pressing the In-Game Menu key (Esc). This menu displays statistics on all your operatives including health status, kills, hit percentage, rounds fired, and rounds that hit target. It also displays your mission objectives and their status.



At the bottom of the menu are buttons that allow you to do the following:

- **Quit Raven Shield** – Exits the game
- **Quit to the Main Menu** – Returns you to the Main Menu screen
- **Go to the Options Menu** – Allows you to change the current options and then return to the game
- **Abort Mission and Retry Action** – Restarts the mission from the beginning of the action phase
- **Abort Mission and Retry Planning** - Restarts the current mission from the beginning of the planning phase”

How to Play

Who am I?

My Role and Responsibilities

You are an elite Rainbow counter terrorism operative, trained to the limits of human capabilities. In Raven Shield you play two unique roles: Mission Leader and Individual Team Leader. As Mission Leader you are responsible for selecting your teams, equipping them, and preparing a plans of attack. Once you begin a mission you are responsible for issuing Go Codes and Freeing your snipers to fire when they have targets (see Controlling Other Rainbow Teams section).

You also assume the role of one of the Individual Team Leaders with up to three computer-controlled teammates following you. You lead from the front and are usually the first to encounter the enemy. It's up to you to decide how best to engage them, minimize your own casualties, and complete your mission.

Switching between Teammates and Team Hold

Behind you are up to three computer-controlled teammates. Each has their own responsibilities and sweep pre-designated areas for targets. When you approach a door, your team automatically deploys around you to best cover your entry into the room.

Since each member of a team has their own capabilities and equipment, there are times you may want to control them directly to best accomplish a particular task. You can switch between your teammates by using the Previous Team Member (Home) and Next Team Member (End) keys or by pressing and holding the Operative Menu key (7).

You can also tell you team to hold position by using the Toggle Team Hold key (R). This allows you to leave you team behind, while you perform some especially risky or sneaky maneuver. To have them reform on you again simply press the Toggle Team Hold key again.

What is My Mission?

What do I do?

Your mission is protect the innocent and stop the guilty. Rainbow only gets called after all other options have been exhausted on situations of international importance. That means when you go in hit hard and fast, but be careful what you shoot at. Shooting hostages and/or surrendered terrorists is not acceptable. In fact, shooting hostages causes you to fail a mission automatically.

Default Mission Objective

All missions have a default objective, whether it is stated or not. This objective is to neutralize all terrorists. If you accomplish this objective you automatically complete all remaining objectives. The only exception to this is on Recon missions where you must remain undetected. Should you shoot a terrorist in this type of mission you automatically fail the mission.

Who Else is in the World?

You and your team aren't the only ones in the world. There are three different types of people you will encounter: Other Rainbow Teams, Terrorists, and Hostages.

Other Rainbow Teams

Switching Between Teams

When you plan a mission you have the option to field up to three teams. These can contain up to eight operatives total. You can switch between teams by using the Previous Team (Page Up) and Next Team (Page Down) keys. When you're not controlling a team directly, the team members follow their planned waypoint and actions. If they don't have any waypoints they simply hold their position waiting for you to take control of them.

Go Codes

Occasionally, teams you don't control directly require orders from you. These situations include teams waiting for Go Codes and Sniper Controls. As mentioned in the Planning section above, Go Codes are a great way to coordinate activities between teams. When teams reach waypoints with attached Go Codes they wait until you issue the appropriate Go Code. To issue Go Codes, simply press the appropriate key: Alpha Go Code (J), Bravo Go Code (K), Charlie Go Code (L), and Zulu Go Code (.). To know whether a team is currently “waiting for a go code” see the In-Game Interface: Other Teams section.

Sniper Controls

When a team reaches a Snipe Until Go Code waypoint (see Planning section above) they stop and inform you if they have targets or not. If they have no targets you receive a message saying, “Green team, sights are cold.” If they have targets you receive a message saying, “Green team, sights are hot.” If you want the team to fire on the target(s) you can free them by using the Toggle Sniper Control key (T). From this point on they’ll shoot any terrorist they see. If you want them to hold their fire simply press the Toggle Sniper Control key again.

All Teams Hold

You can also tell all teams, including your present team to hold their position by pressing the Toggle All Teams Hold key (H). To have all teams resume the mission and follow their preplanned waypoints, simply press the Toggle All Teams Hold key again.

Call for Status Report

You can ask your teams for a status report by pressing the Call for Status Report key (8). Your computer controlled team leaders respond with what they are currently doing and the number of team members out of action.

Terrorists

Terrorists, also known as “Tangos”, are the enemy. These guys must be stopped at all costs. They have their own objectives, which usually involve hurting innocent people for political or ideological reasons and/or destruction or theft of property that doesn’t belong to them. Basically, there are only two ways to deal with Tangos: Stop them by force if they’re armed (shoot them) or take them into custody if they aren’t armed or have surrendered (see Interacting with the Environment section).



Hostages

Hostages are the innocent people terrorists usually threaten to hurt. Hostages are panicky, unpredictable elements in an already wildly out of control situation. When they see you they tend to react in very unpredictable ways. Some run to you or freeze in place, while others hit the ground



and beg not to be hurt. Hostages are physically and emotionally overwhelmed and otherwise not prepared for the situation they’re in. The only way to interact with hostages is to rescue them (see Interacting with the Environment section).

Looking and Moving Around

To look around the world move your mouse. This controls where your character looks. To move, use the Move Forward (W), Move Backward (S), Sidestep Left (A), and Sidestep Right (D) keys. You can move faster by pressing and holding the Run key (Right Mouse Button) at the same time as the Move and/or Sidestep keys. Using the Run key, however, greatly increases the amount of noise you make and also makes shooting accurately much more difficult.

Peeking and Changing Stance

Peeking is extremely useful for looking around objects without completely exposing yourself to enemy fire. You can peek using the Peek Left (Q) and Peek Right (E) keys. You can also fluidly peek by pressing and holding the Fluid Posture key (Left Control) and moving your mouse. This allows you to peek as little or as much as needed.

When you’re trying to avoid being shot or detected it also helps to minimize your stance. The three stances you can assume are standing, crouching, and prone. To lower your stance, press the Stance Down key (X). To raise your stance, press the Stance Up key (C). You can also fluidly adjust your stance between standing and crouching by holding the Fluid Posture key and moving your mouse.

While holding the Fluid Posture key your mouse changes your posture and peeking only, and cannot be used to look around or aim. When you release the key your posture and peeking status remain in their current positions and mouse once again allows you to look around. When you want to stop peeking and snap your stance to standing or crouching simply press the Fluid Posture key twice.

Night Vision

Rainbow is an elite unit and has access to all the latest technology. To help Rainbow operate at night and in darkened conditions, team members use night vision goggles. To turn your night vision on and off press the Toggle Night Vision key (5).

Interacting with the Environment

How Do I

Interacting with your environment is extremely important in Raven Shield. It allows you to do everything from opening doors to securing surrendered terrorists. To interact with your environment move near to and look at an area/object you can interact with. When a bright, high intensity Action Icon (see In-Game Interface: Action Icon above) appears in the bottom center of the screen press the Action key (Space Bar) to perform the action the icon represents.

How to Order My Team

Ordering your team to interact with the environment is just as simple as doing it yourself. Look at an object or area where you want them to do something from a distance. When a dull, low intensity Action Icon appears in the bottom center of the screen, press the Action key to order your team to perform the default action (see Situations and Default Actions section).

Team Quick Order Interface (QOI)

The default action is not the only action you can order your team to perform. Instead of pressing and releasing the Action key, press and hold it. The team Quick Order Interface (QOI) appears in the center of your screen and contains all the orders you can issue to your team at that location. To issue an order, move your mouse until you highlight the desired order and left click on it.



Orders that utilize grenades require one additional step to issue them. After clicking on an order the menu changes to all the grenades your team currently has on them. Click on a grenade to finish issuing the order.

You'll know you've issued an order when the QOI disappears while you're still holding the Action key, and you hear your character vocally issue the order. To exit the QOI without issuing an order, release the Action key before you click on an order.

Issuing a Team Order on Zulu Go Code

By using the QOI you can even coordinate activities between multiple teams. To do this, you need to issue quick orders that wait for the Zulu Go Code before the teams execute them. To issue a "quick order on Zulu", access the QOI normally, but instead of left clicking on the order, right click on it. Now the team will wait for you to issue the Zulu Go Code before executing the quick order.

If you want to coordinate this order with another team, switch to another team and issue another quick order on Zulu. Then switch to a third team, press the Zulu Go Code key (,), and watch the fun.

Situations and Default Actions

Doors (Open/Close)

- **Open (Default)** – You or your team move to the door, assume room entry formation, and open the door
- **Open and Grenade** – Same as Open, but the team throws in a grenade once the door is open
- **Open and Clear** – Same as Open, but the team rushes through door to engage all tangos
- **Open, Grenade, and Clear** – Same as Open and Grenade, but the team rushes through the door to engage all tangos



Locked Doors

When you order your team to interact with a locked door they treat it exactly like an unlocked door. This means that you can issue the same orders as Doors and the team automatically unlocks the door before proceeding with their orders.

When you unlock a door it does not open it automatically. It simply changes it from locked to unlocked. To perform this action, you must press and hold the Action key until it is complete.

- **Unlock (Default)** – You unlock it



Windows/Shutters (Open/Close)

- **Open (Default)** – You or your team move to the window and open it
- **Open and Grenade** – Same as Open, but the team throws a grenade through once the window is open



Ladders (Climb Up/Down)

- **Climb (Default)** – You or your team move to the ladder, assume ladder covering formation, and climb the ladder



Ground Not Near You

- **Move to** – Your team moves to the designated location
- **Move to and Grenade** – Same as Move to, but the team throws in a grenade once they are within range of the location



Ground Near You

- **Reform on me (Default)** – Your team returns to you and follows



Usable Device Area (Activate/Deactivate)

This one actually requires a little more explanation. Some missions require you to do things like plant surveillance devices or disarm bombs. This action allows you to perform all these types of actions. To perform these actions, you must press and hold the Action key until they are complete.



- **Activate (Default)** – You or your team activate or plant a device

Securing Terrorists

To perform this action, you must press and hold the Action key until it is complete.



- **Secure (Default)** – You or your team move to the surrendered terrorist and handcuff him

Escorting Hostages (Follow Me/Stay Here)

- **Follow Me (Default)** – You or your team move to the hostage and tell him/her to follow



Player Death

- **Switch to Next Rainbow (Default)** – You switch to control the next Rainbow in your team after your current Rainbow dies



Using Doors/Windows

The process of using doors requires a little more discussion, as there are a number of ways to approach it. Reminder, unlocking a door does NOT open it. It simply the door's state from locked to unlocked.

There is, however, another way to unlock doors...you can shoot out the locks! By shooting at the locking mechanism, you cause it to sustain damage and eventually it breaks and becomes unlocked. Further shooting at the door actually opens it if it opens away from you.

Besides simply opening and closing a door/window all the way, you can also open/close them slowly. By pressing the Fluid Open (Mouse Wheel Up) and Fluid Close (Mouse Wheel Down) keys you can slowly open and close doors and windows. If you press the Fast Fluid key (Mouse Wheel Button Down) at the

same time as the Fluid Open or Fluid Close keys you can quickly open and close doors/windows.

And finally, there is a much more destructive way to permanently open doors...explosives. A Breaching Charge, Remote Charge, Claymore Mine, or Frag Grenade destroys most doors instantly (see Deploying Explosive Charges and Mines, and Throwing Grenades sections below).

Using Ladders

When you interact with a ladder all you initially do is put away your weapon and grab onto the ladder. To go up or down the ladder you need to use the Move Forward and Move Backwards keys. You can also go up and down ladders quickly by holding the Run key while simultaneously using the Move keys. But remember, climbing faster makes more noise and is more likely to cause enemies to notice you.

Switching between Weapons and Equipment

Each Rainbow has four pieces of equipment they can utilize: Primary Weapon, Secondary Weapon, Item 1, and Item 2. Computer controlled Rainbow team members automatically switch between their available gear as needed. You can switch your current operative's gear by using the Primary Weapon (1), Secondary Weapon (2), Item 1 (3), and Item 2 (4) keys.

If you're not sure what gear your current operative has, press and hold the Inventory Menu key (6). This brings up a menu of your operative's gear in the middle of your screen similar to the QOI (see Team Quick Order Interface above). Use the mouse to highlight the desired piece of equipment and left click on it to equip it.

Engaging Tangos and Rules of Engagement (RoE)

As the player, it's completely up to you when you engage tangos and when you don't. Remember that on Recon missions engaging tangos is an automatic mission failure.

Your team, however, engages tangos based on the current Rules of Engagement (RoE):

- **Assault** – Engage all tangos
- **Infiltrate** – Engage all tangos with silenced weapons only; If fired upon, engage all tangos regardless of silenced weapons
- **Recon** – Only engage tangos if fired upon

To change the RoE press the Change Rules of Engagement key (F). As you press the key the RoE indicator in the upper left of the screen cycle between the three options.

Shooting

Reticule

Now that you know how to equip your weapons you need to know how to use them. The best place to start is with the reticule. The center of your reticule represents the center of your screen and is where your bullets hit when you're 100% accurate. This however rarely happens, as there are a lot of things that influence you accuracy with a weapon.

The other pieces of the reticule are four lines that move away from and toward the center of your screen to represent your current accuracy. When you fire a weapon the bullets hit somewhere within these four lines. As you move and look around the reticule lines move away from the center of your screen. This is called "reticule bloom". When you stop the lines move back toward the center of the screen until they reach the weapons best accuracy. The rate at which your reticule expands and contracts is unique to each weapon. It's always best to wait until the reticule shrinks completely before firing, but sometimes you just don't have that luxury...tangs shoot too.

Reducing your stance down, standing to crouching and crouching to prone, increases your weapons base accuracy. This however decreases your mobility, so be aware.

Firing

To fire a weapon press the Primary Fire key (Left Mouse button). The first thing you should notice is that your screen jumps when you fire. This reflects the recoil of the weapon. Each weapon's recoil is unique. To compensate for this jump and stay on target you can pull your mouse down, but this may cause your reticule to bloom if you pull too fast.

Rate of Fire (RoF)

Not all weapons fire a single round when you press the Primary Fire key. Each weapon in Raven Shield has one or more Rates of Fire (RoF). You can cycle between your weapon's RoF setting by pressing the Change Rate of Fire key (B). If the RoF is set to One there is no difference between pressing and holding the fire key; you always fire a single bullet or round. If the RoF is Three you can hold the fire key to fire a burst of three rounds or press and release it to fire one or two rounds.

If the rate of fire is Five, which represents full automatic, you can hold the fire key as long as you like and the weapon continues to fire until you release or it's magazine goes empty. You can still press and release the fire key to fire one or two rounds at a time.

Reloading

When your weapon's magazine goes empty or "dry", you need to reload it. Use the Reload key (Z) to reload a weapon. Reloading when the weapon is completely empty is the most time consuming reloading method, because you must swap magazines and load a round into the firing chamber by pulling the charging handle.

You may also want to reload when your weapon is simply low on ammunition or before you enter combat. This method of reload, a tactical reload, is much quicker than waiting until a weapon goes dry, because you simply need to swap magazines. Don't worry, if the magazine isn't empty. Your character automatically saves it for later use.

Zooming

All weapons have a default, concentration based, zoom of 1.5x. To zoom your weapon use the Zoom key (Left Shift). To zoom out with your weapon simply press the Zoom key again. Sniper rifles have a special scope that allows them to zoom to 5x and 10x magnification.

Weapon Attachments

You can customize your weapons by using one of four weapon attachments. Each of the weapon attachments in Raven Shield affects your weapon in a unique way.

Mini-Scope

A Mini-Scope simply changes your default zoom from 1.5x to 3.5x. However, the scope itself takes up considerable screen space on top of the weapon.



Sound Suppressor (Silencer)

Sound suppressors are used in conjunction with special subsonic ammunition and greatly reduce the sound emitted by a weapon. The subsonic ammunition has less power than standard rounds and therefore has less range and is less lethal. The weight of the suppressor also slows the reticule recovery time, making it less responsive than a non-suppressed weapon.



High Capacity Magazines



High Capacity Magazines greatly increases the ammunition capacity of a weapon resulting in less frequent reloading. However the increased weight of the extra ammunition slows the reticule recovery time, making it less responsive than the same weapon with a standard magazine.

Thermal Scope Attachment (Sniper Rifles only)

The Thermal Scope Attachment appears on the left side of sniper scopes and allows you to see thermal signatures up to 3 meters through walls and other obstacles. To activate it you must be zoomed to 5x or 10x magnification. Press the Secondary Fire/Toggle Weapon Attachment key (Left Alt). While in thermal vision mode you can look through almost anything, but can only shoot through doors. To deactivate it simply hit the Secondary Fire/Toggle Weapon Attachment key again.



Auto-Aim

Auto-Aim helps you target quickly by snapping your crosshairs to tangos as they appear. You can toggle through the auto-aim settings by pressing the Cycle Auto-Aim key (F2): None, Low, Medium, and High. At Low setting Auto-Aim only locks to tangos near the center of the screen. At High setting Auto-Aim locks on-to most tangos in the screen.

Auto-Aim is a great tool when you first begin to play, but as your skills increase, you may want to turn it off and take your chances aiming on your own. Auto-Aim only works against medium to short-range targets. If you want to aim at anything farther and you'll have to hit it on your own.

Bullet Penetration of Doors

As stated in the Thermal Scope Attachment section, bullets only penetrate doors. They do so based on the door material and the bullet's energy when it reaches the door. Bullets are less lethal when they emerge from a door, but for large caliber weapons like the M82A1 .50cal sniper rifle, it really doesn't make much of a difference.

Using Other Items

Passive Items

A number of items that you can take on missions do not require you to hold them in order for them to work. These items are called passive items and are listed below:

Defuse Kit

This item allows you to activate and deactivate bombs and explosive devices much faster. It does not help you deploy Claymore Mines, Breaching Charges, and Remote Charges faster.



Electronic Kit

This item allows you to place and manipulate electronic devices such as bugs and security systems much more quickly.



Lockpick Kit

This item allows you to unlock doors much more quickly.



Gas Mask

This item negates the effects of gas grenades.



Primary Magazines

This item provides additional magazines for your primary weapon.



Secondary Magazines

This item provides additional magazines for your secondary weapon.



Heartbeat Sensor

The heartbeat sensor must be equipped to operate and displays the electrical signals emitted by beating hearts as pulsating white circles. These circles pulsate at the same rate as the person's heart. Since the sensor cannot tell whether the person is a Rainbow team member, Terrorist, or Hostage, you'll have to figure that out by yourself. Here's a hint, when people get scared, run, and get wounded their heart rates increase.



Deploying Explosive Charges and Mines

Breaching Charge

Breaching charges are small explosive devices designed to instantly open/destroy any door. To deploy a breaching charge, equip it, move close to a door and press and hold the Primary Fire key. Once deployed, a detonator appears in your hand. Move a meter or so away from the door and then press the Primary Fire key to detonate the charge.



Remote Charge

Remote charges are small explosive devices designed to destroy everything in a small area. Think of them as extremely powerful frag grenades that can be remotely detonated. To deploy a remote charge, equip it, look at the ground near you, and press and hold the Primary Fire key. Once deployed, a detonator appears in your hand. Move away from the area and then press the Primary Fire key to detonate the charge.



Claymore Mine

Claymore mines work almost identically to remote charges except that they focus the destructive effect in the direction you face when deploying them. Deploy and detonate a claymore the same way as a remote charge, but make sure you're behind it when it goes off.



Throwing Grenades

Grenades give you a lot of flexibility during a mission. To throw a grenade, equip it and point in the direction that you want to throw. Press the Primary Fire key to throw it overhand or the Secondary Fire/Toggle Weapon Attachment key to throw it underhand.

You can also press and hold the Primary Fire or Secondary Fire keys to pull the pin, but not throw it. However, at this point you are committed, as you cannot put the pin back into the grenade. When you release the key, you toss the grenade.

With practice you'll be tossing frags through windows in no time!

Frag

Frag grenades are destructive grenades that detonate after a short delay, destroying everything and everyone nearby.



Flashbang

Flashbangs are distraction grenades that confuse and blind anyone nearby, while doing inflicting no damage. Toss these into rooms with hostages and terrorists to give you an edge over the enemy before entering.



Smoke

Smoke grenades detonate shortly after being released and emit a large cloud of concealing smoke. Use these grenades to cross open areas and to conceal your movements. But beware, thermal vision sees directly through smoke making you vulnerable to snipers who are thus equipped.



Tear Gas

Tear Gas grenades detonate after a short delay and leave a toxic cloud of smoke, which causes coughing and blurred vision. These are also good grenades to toss into rooms with terrorists and hostages.



Finishing a Mission: Debriefing Screen

A mission ends either when you complete all of the mission objectives or when you fail one or more of them. In both circumstances you go to the Debriefing screen, which displays the mission objectives and their status, your operatives and their status/statistics, total team status, and your campaign statistics.



If you complete all of the mission objectives you have the following options at the bottom of the screen:

- **Go to the Main Menu** – Returns you to the Main Menu
- **Go to the Options Menu** – Allows you to change your options and then return to the Debriefing screen
- **Retry Action** – Restarts the current mission
- **Go to Back to Planning** – Restarts the current mission in the Briefing Room so you can rework your plan
- **Accept Mission Outcome** – Accepts the mission outcome. If you're playing a campaign it takes you to the Planning Computer for the next mission. If you're not in a campaign, it takes you to the Custom Mission screen.

If you fail one or more of the objectives you get the same options as you do when you succeed, except for the Accept Mission Outcome option.

Multiplayer Differences between Single and Multiplayer Play

The main difference between multiplayer and single player play is that in multiplayer there are one or more other human players playing with or against you. Computer controlled characters are challenging opponents, but other players are another thing entirely. Once you've mastered the single player

game, sharpen your skills against living, breathing opponents for a whole new level of gaming.

Unlike single player games, to play a multiplayer game you must first join or create a server. Servers exist either on Local Area Networks (LAN), if you're lucky enough to be on one, or on the Internet. To play Raven Shield over the Internet you must create a free Ubi.Com account (see Multiplayer Screen).

Multiplayer Screen

The Multiplayer screen is quite intimidating the first time you see it, but it's actually quite simple to use. This screen is broken into three areas: Main Buttons, Server Lists, and Filter/Information Areas.



Main Buttons

The main buttons run across the top of the screen and consist of the following options:

- **Log In/Log Out** – This option allows you to Log In to and Log Out of to Ubi.Com. When you log in, a window appears in the center of the screen and has the following options:
 - Login Name** – Your Ubi.Com account name
 - Password** – Your Ubi.Com account password
 - Remember Password** – Saves your password
 - Auto Login (only available if Remember Password is enabled)** – Automatically logs you in to Ubi.Com when you enter the Multiplayer screen
 - World Wide Web: Create Account** – Takes you to the UbiSoft web page where you can create a free Ubi.Com account
- **Join** – Joins the selected server in the server list
- **Join IP** – Brings up a window that allows you to enter the IP location of a server you wish to join
- **Refresh** – Refreshes the server list
- **Create** – Takes you to the Create Server screen (see Create Server Screen section)

Server Lists

There are two different types of servers in Raven Shield: Internet and LAN.

Internet Servers

Internet servers exist on the Internet. To see these servers you must Log In to Ubi.Com using your account. Once you are logged in, the available servers list fills up and displays the Internet servers currently available. The server list displays information regarding each server and uses the following format:

- **Favorite** – Server is in your favorites list (see below)
- **Locked** – Server is password protected
- **Dedicated** – Server is a dedicated server (see Create Server Screen section)
- **Name** – Name of the server
- **Ping** – Ping or response rate of the server
- **Game Type** – Current game type of the server
- **Game Mode** – Game mode of the server: Adversarial or Cooperative
- **Map** – Current map on the server
- **Current/Max Players** – Current and maximum number of players allowed on the server

If you click on a server, you select it. If you right click on a server, you select it and bring up the Server Window. This window contains three options:

- **Add to Favorites** – Adds server to your favorites list
- **Remove from Favorites** – Removes server from your favorites list
- **Refresh** – Refreshes this server only

LAN Servers

LAN servers are servers that only exist on your Local Area Network (LAN). You do not need an account on Ubi.Com to play on these servers and the server list displays the same information as it does for Internet servers.

Filter/Information Areas

This area has three tabs, which allow you to filter the servers shown in the server list and to find out more information on the selected server: Game Type Filter, Tech Filter, and Server Info

Game Type Filter

The game type filter removes all servers you're not interested in playing from the server list and is divided by Game Mode: Adversarial and Cooperative.



Adversarial – Go head-to-head against other players

- **Survival** – Free-for-all, shoot everyone game, where all you need to do to win is survive

- **Team Survival** – Players separate into two teams, where the last team standing wins
- **Bomb** – Green team must prevent bombs from being detonated, while Red team must detonate bombs
- **Hostage** – Green team must recover the computer controlled hostages and escort them to the extraction zone, while Red team must prevent them from doing so
- **Pilot** – Green team must escort a downed Blackhawk helicopter pilot, played by one of the players on the Green team and armed only with a secondary weapon, to the extraction zone. Red team must prevent him from reaching the extraction zone

Cooperative – In this game type, you cooperate with other players to defeat computer-controlled enemies.

- **Mission** – Play single player missions with a friend against computer-controlled enemies
- **Terrorist Hunt** – Neutralize all the computer controlled tangos
- **Hostage Rescue** – Rescue the hostages and escort them to the extraction zone

Tech Filter

This filter allows you to see only servers that meet specified criteria in the server list above:



- **Unlocked Only** – Shows only servers that aren't password protected
- **Favorites Only** – Shows only your favorite servers
- **Dedicated Servers Only** – Shows only dedicated servers
- **Servers Not Empty** – Shows only servers that have one or more players on them
- **Servers Not Full** – Shows only servers that are not completely full
- **Responding** – Shows only servers that respond when "pinged"
- **Same Version** – Shows only servers that are running the same version of the game as you
- **Faster Than** – Shows only servers that respond faster than the specified rate (the lower the ping the better)

Server Info

This tab shows you more detailed information regarding the selected server.



- **Players, Kills, Time Played, Ping** – Shows all players and their statistics
- **Map List/Game Mode** – Shows the entire map list and the game types associated with each map
- **Server Options** – Shows all of the server options

Create Server Screen

This screen allows you to create a new server and consists of three areas: Main Buttons, Options Tab, and kit Restriction Tab.



Main Buttons

Cancel – Exits the screen and returns you to the Multiplayer screen

Launch – Launches, starting the server

Options

General Options (not all options are available for all Game Modes)

Game Mode: Cooperative, Adversarial – Select the game mode

Server Name – Enter a server name

Password: Enter a password if desired. Use the check box next to password text area to lock the server and use the specified password

Administrator Password: Enter a password if desired. Use the check box next to password text area to activate administrator mode on this server; if not checked only the host on non-dedicated servers can use administrator commands

Rounds per Match/Mission – The number of rounds in a match/mission. When a match/mission ends the map and game type rotate to the next one in the map list.

Time Per Round – Round time limit

Time Between Rounds – Time limit between rounds

Number of Players – Maximum number of players

Bomb Timer – Time limit between bomb activation and detonation

Number of Terrorists – Maximum number of computer controlled terrorists on the map

Difficulty Level – The difficulty of computer-controlled tangos during cooperative play

Server Location – This is where others look to join your server: LAN or Internet

Dedicated Server – When launched the server runs by itself, without forcing you to join the game

Friendly Fire – Allows teammates to hurt each other

Teammate Killer Penalty – If you take out a teammate, they can choose to penalize you and make you a spectator next round

Allow Radar – Allows players to use teammate radar to help coordinate team play

Allow Teammate Names – Allows players to see teammate names when they point at them

A.I. Backup – Gives you computer-controlled teammates who follow you

Force First Person Weapon – Forces all players to use first person weapons

Auto Balance Teams – Automatically assigns players to teams to balance them

Rotate Map On Success – Ignores Rounds Per Map and only rotates a map when you successfully complete it

Map Area

Map Window – Contains a list of all of the available maps

Add/Remove Map to/from Map List – Adds/Removes the selected map and the selected game type to/from the map list window

Map List Window – Shows the maps assigned to the server with their game types

Game Type – Depending on the selected game mode, this displays the available game types

- **Adversarial:** Survival, Team Survival, Bomb, Hostage, Pilot
- **Cooperative:** Mission, Terrorist Hunt, Hostage Rescue

Death Camera Area

No Death Camera – Does not allow a death camera

First Person – Allows first person death camera

Third Person – Allows third person death camera

Free Third Person – Allows free third person death camera

Ghost Camera – Allows ghost death camera where you can move freely on the screen

Team Only – Allows you to only see through/from your teammates and automatically disables the Ghost Camera

Edit Welcome Message

This button allows you to edit the server welcome message.

Restriction Kit

The restriction kit allows you to “outlaw” or restrict certain pieces of equipment from the game. The left side of the screen is the Item Class Area and the right side is the Individual Item Area.



Item Class Area

Primary Weapons – These options display a list of all the individual weapons in the Individual Item Area

- Sub-Machineguns
- Shotguns
- Assault Rifles
- Light Machineguns
- Sniper Rifles

Secondary Weapons – These options display a list of all the individual weapons in the Individual Item Area

- Pistols
- Machine Pistols

Other Items – These options display a list of all their individual items in the Individual Item Area

- Primary Weapon Attachments
- Secondary Weapon Attachments
- Other Items (i.e. grenades, etc...)

Individual Item Area

In this area you can restrict weapons/items individually or as a group using the following options:

- Select All
- Unselect All
- Individual Items

In-Game Menu

By pressing the Multiplayer Menu key (Tab), the multiplayer in-game menu appears. In the title bar is the time remaining until the next round begins. Below this is server information including Server Mode (Adversarial, Cooperative), Server Name, Server IP and port, Map Name, Game Type, Rounds (rounds remaining/rounds per match), and Time per Round (remaining time in the round/total time of a round).



In the center of the screen is the team/player area with team and player statistics including the following: Ready Status, Health Status, Player Name, Number of Rounds Won/Rounds Played, Kills, Deaths, Hit Percentage, Shots Fired, Shots Hit, Who Killed this Player, and Ping.

At the bottom of the screen are six buttons:

- **Select Team** – Allows you to select your team for team games
- **Server Options** – Displays the server options, which are editable by the server only
- **Restriction Kit** – Displays the restriction kit, which is editable by the server only
- **Gear Menu** – Opens the gear menu, which allows you to change your operative's gear
- **Ready Button** – Tells the server you're ready to start the round

Teammate Radar

Teammate radar displays the relative location of your teammates during team games. Teammates on your level appear as a dot. Those above you appear as an arrow pointing up, those below you as an arrow pointing down, and dead/incapacitated teammates appear as an "X".



Communications and the Console

Communications are very important in multiplayer games. So important that Raven Shield has four different ways to communicate with other players. Use the Global Chat key (Y) to send chat messages to everyone in the game or the Team Chat key (U) to send messages only to your team. Send pre-



recorded voice messages to your team using the Pre-Recorded voice Message key (V).

Finally, you can use the Drawing Tool key (F4) to display a drawing map. To draw, simply left click and drag your mouse. You can right click to place a stamp on the map. Your drawings and stamps remain on the map for approximately 15 seconds and are automatically transmitted to your teammates along with a message telling them you've updated the map.

Using Multiplayer Only Items

There are three items that you can only use in multiplayer games:

- **False Heartbeat Puck** – Deploys like a grenade and emits a heartbeat that appears in heart beat sensors
- **Heartbeat Sensor Jammer** – Masks all heartbeat signals within a 10m radius of the bearer from heartbeat sensors when held
- **Stand Alone Heartbeat Sensor Jammer** – Deploys like a remote charge and masks all heartbeats within a 15 meter area



Dying and Activating Death Cameras

When you die during a multiplayer game you can switch between the death cameras allowed by the server by pressing the Primary (left mouse button) and Secondary Fire (Left Alt) keys. When using the Ghost Camera you can fly around the world and watch the action using the Move Forward (W), Backward (S), Left (A), and Right (D) keys. When using other cameras you can switch between players by using the Next (Home) and Previous Team Member (End) keys.

The Console

The Console key (`) brings up the game console, which shows you a list of the previous game messages. It also allows you to enter a number of simple commands. You can also enter console commands in the chat window, using the Global Chat key (Y) or Team Chat key (U), by putting a "/" in front of the command to let the game know what comes next is not a chat message.

Basic Commands

These console commands are available to all players on a server.

- **hideweapon** - Hides the first person weapons
- **showweapon** - Shows the first person weapons
- **name <new_name>** - Changes your multiplayer name to <New Name>

- **say <message>** - Sends <Message> to everyone in the game
- **teamsay <message>** - Sends <Message> to everyone in your team
- **quit** - Exits the game
- **writeprofile <filename>** - Saves the option settings under the specified filename in the Save directory
- **loadprofile <filename>** - Loads the option settings from the specified filename in the Save directory
- **votekick <player_name>** - Begins a one minute voting process to kick a player off the server. Players can vote once during the voting period by pressing the Toggle Vote Window key (F3). Each time a player votes a message appears in the chat display area: "<player_name> votes <response> to kick out <player_name>". If over 50% of the players vote yes the player is automatically kicked out and all players receive the following message: "Vote passed! <player_name> kicked off server". Once 50% of the players vote no the vote cannot pass and all players receive the following message: "Vote failed! <player_name> can stay and play". Each player can only call a votekick once every five minutes.
- **votekickid <player_id>** - Same as votekick command but uses the players id#, which can be obtained using the playerlist command, the instead of name
- **vote <1,2>** - Once someone starts a vote you can vote by either using the F3 voting window or by entering this command:
 - **1 = Yes**
 - **2 = No**
- **playerlist** - Lists all players and their ID#s in the console
- **maplist** - Lists all maps and their ID#s in the console
- **suicide** - Kills your character instantly
- **adminlogin <admin_password>** - Allow you to enter that administrator password to gain access to administrator only commands

Administrator Only Commands

To have access to these commands you must either be the server or enter the correct administrator password using the adminlogin command.

- **newpassword <new_admin_password>** - Changes the admin password from <old_password> to <new_password> and sends the following message to all players: "<admin_name> has changed the administrator password"
- **kick <player_name>** - Kicks the player off server and displays the following message to all players: "<player_name> was kicked off the server by <admin_name>"
- **kickid <player_id#>** - Same as kick command but uses the players id#, which can be obtained using the playerlist command, the instead of name
- **restartmatch <explanation_text>** - Ends the current round, resets all statistics to zero, and displays the following message to all players: "<admin_name> restarts the match: <explanation_text>"
- **restartround <explanation_text>** - Restarts the current game-round, resets all statistics to what they were at the beginning of the round, and displays the following message to all players: "<admin_name> restarts the round: <explanation_text>"
- **map <map_id#> <explanation_text>** - Ends the current round immediately, changes the server to the designated map, and displays the following message to all players: "<admin_name> ends the round and changes the map to <map_name>: <explanation_text>"
- **writeserver <filename>** - Saves the current server setup under the specified filename in the Save directory
- **loadserver <filename>** - Load a server setup from the specified filename in the Save directory

Credits

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Marc-André Fillion

Martin Langlois

Martin Tavernier

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Nicholas Routhier

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The complete credits list is available
in the credits section in the game

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