Tom Clancy's
RAINBOW SIX

™

EXPLOSIVE
ACTION
REAL-LIFE
STRATEGY

Red Storm
ENTERTAINMENT

EmuMovies

NINTENDO.64

INSTRUCTION BOOKLET

CONTENTS

Table of Contents

Nintendo 64 Setup

WARNING: NEVER TRY TO INSERT OR
REMOVE A GAME PAK WHEN THE POWER IS
ON!

Turn the POWER switch OFF on your N64™.
Insert the Game Pak into the slot on the N64™.
Press firmly to lock the Game Pak into place.
Turn the POWER switch ON. The Main Menu will
appear.

N64™ Expansion Pak

Rainbow Six supports the N64™ Expansion Pak.
If you have not installed it into the console, do so
before inserting the Game Pak. Please follow all
directions included with the N64™ Expansion
Pak.

Using the Rumble Pak

Rainbow Six supports the Rumble Pak. The
Rumble Pak will shake when a weapon is fired.
DO NOT switch the Rumble Pak and the
Controller Pak while the game is saving.

For Two-Player game, insert Controllers into
Controller Socket #1 and Controller Socket #2 to
ensure that the Rumble Pak activates properly.

Nintendo 64 Controls

Start

L Button →

+ Control Pad →

Control Stick →

Z Button →

Nintendo

→ R Button

← C Buttons

← A Button

→ B Button
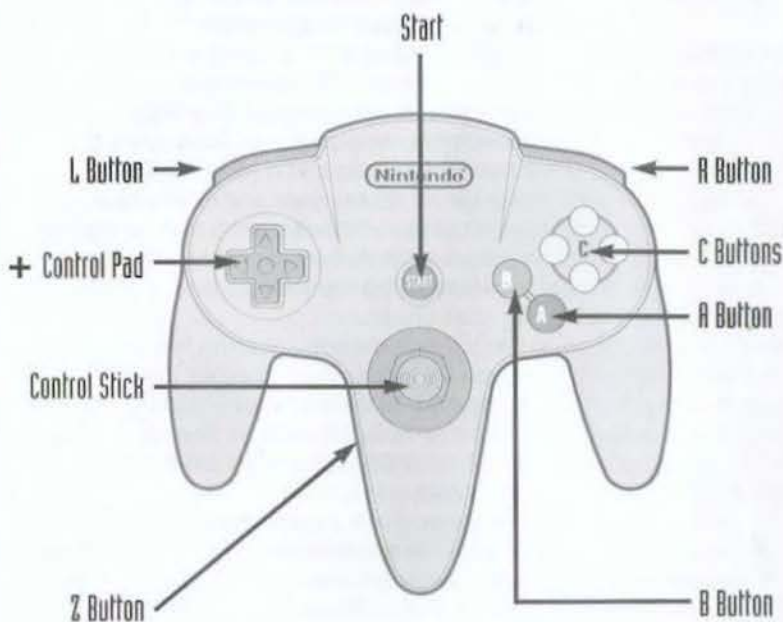
Terrorism: Civilians under Attack

Terrorism has become the new threat to national security. However, it has existed for thousands of years. It is basically the use of unconventional warfare by a minority faction to coerce others to accept their social, religious or political beliefs through the use of violence. Such acts can include kidnapping and holding hostages, assassination, bombings and other attacks on the population. While terrorists may be supported by rogue nations, they are not legal soldiers according to the international laws which provide the rules of war.

In the past decade, terrorism has spread around the world. Most countries have established counterterrorism units to combat this threat. The British Special Air Service (SAS) and the US Navy SEAL Team Six are perhaps the best known.

Rainbow Six is a game developed in honour of the brave men and women who guard the back doors of governments around the world. Although this is a work of fiction and there is no international counterterrorist team such as RAINBOW, many of the special units cross train and cooperate in missions against terrorists. Maybe someday an organisation like RAINBOW will exist.

Overview

Rainbow Six is unlike any other game for the N64™. You are the commander of a counterterrorist team made up of operatives from around the world. Your team will be called on to perform a number of covert operations from hostage rescue to intelligence gathering.

Each mission can be broken down into two main parts: Planning and Execution. Much of your time will be spent planning the mission. This consists of first reviewing the objectives of the mission and selecting a team from a roster of operatives. You can also equip your team with the appropriate weapons and equipment, then review blueprints of the operation area. Since you can have up to four teams, you must give each a set of orders to follow during the game. You will only control the leader of one of those groups.

After the planning is complete, you lead your team into the mission. Rainbow Six is very realistic. Just as in real life, a single hit will often incapacitate if not kill. The mission ends when you have completed all your objectives or all of your operatives are out of action. If you fail to complete a mission, you will get to try it again until you get it right with no penalty. You must successfully complete each mission in order to advance to the next. It's possible to complete a mission despite losing some of your team members. However, if you continue on instead of replaying the mission, these operatives will not be available to you for future missions.

Getting Started

From the Main Menu screen, you have four options.

Quick Start: This option lets you choose a mission and immediately begin the action without having to go through the planning phase. You are given a default team with their weapons and equipment all ready to go. Quick Start also allows you to play the mission with a second player.

New Campaign: This option starts a new series of linked missions. You must complete all of the objectives for each mission in order to advance to the next.

Load Campaign: This option allows you to load a campaign saved in your Controller Pak. If you do not have a Controller Pak, you can still continue an old game using a password.

Credits: This option takes you to the credits screen. Please take a look to find out who worked long and hard to bring this game to you.

If you select a Quick Start game, the next screen allows you to select the number of players as well as the difficulty.

Campaign Game

If you select either New Campaign or Load Campaign, you will be taken to the Briefing Screen for the current mission. You will be taken through the following screens before entering the action phase.

Briefing: This screen provides information on the current mission including the objectives, background and purpose.

Intel: This screen lets you access information on people and organisations you encounter during the campaign as well as the new reports of your past successful missions.

Roster: Here is where you can browse through the capabilities of all of your operatives and then select up to four of the most qualified for the current mission.

Kit: This screen is where you outfit your team for the mission. While a default kit is already set up, you can change the uniform, weapons and equipment for each of your selected operatives.

Team: This screen is where you divide your operatives into teams for the mission. You can have up to four teams or put all of your operatives into a single team.

Planning: The planning screen lets you examine a blueprint of the operation area along with any intelligence gathered about the location of hostages, terrorist, etc. You also give orders to each of your teams by planning their routes of movement and the actions they perform along the way.

Execute: Once all of your planning is complete, select Execute to go to the action phase of the mission.

Action

Once you've completed the planning phase, or if you chose the Quick Start option, you move to the action phase where you take control of one of the operatives and go through the mission to complete your objectives. Remember, your mission is to save the lives of the hostages. Consider their safety as well as that of your operatives.

Playing the Game

During a campaign, you will receive different missions. For each mission, you will go through the same steps. As an example of mission planning, this section will take you through Mission 1: Cold Thunder.

Briefing

Once a mission has been assigned to you, go first to the Briefing Screen. Here you will receive your orders as well as the background to the mission.

The objective lists one or more conditions which must be met. In the example, the only objective is to rescue Dr. Winston.

Control offers the background to the mission. Here you can find out who the terrorists are and a little about the location and environment of the mission.

In addition, you can also receive information from advisors. John Clark, aka, Rainbow Six, is your commander. He will always offer advice about the mission. Other advisors will give you their expert opinion on the mission as well. In the case of the example, John Brightling, whose people you are to rescue, is the advisor for the mission.

Cycle through the categories using **C** △ or **C** ▽.

Intel

After going over the purpose of your mission, it is a good idea to go to the Intel Screen and get extra information which may pertain to the mission. There are four categories under Intel.

The first category, "People," lists individuals involved in the mission in some way. In the example, John Brightling is the CEO of the company which owns the research facility in the Congo. Catherine Winston is the hostage you must rescue.

"Organisations" lists companies, terrorist groups and so forth. In the example, Horizon Corporation is the firm run by John Brightling.

Finally, the "Misc" section contains any additional information. In the example, this section provides background information on the Hutu rebels holding the doctor hostage.

Cycle through the categories using **C** ▽ or **C** △. **C** ◁ or **C** ▷ changes the subject in each category.

Roster

When you have learned all you need to about the mission, it is time to get the ball rolling. At the Roster Screen, you can look at the dossiers of all of your operatives and then select four of them for the current mission. Each operative is rated in five traits and five skills. All of these are used during the mission. Next to the traits and skills are white bar graphs. The longer the bar, the better the operative is at that trait or skill. Here is what role each plays in the game.

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 teamwork and self control levels of the others in the same team — for good or bad. Always put good leaders in charge of each of your teams.

Self Control: The 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 he or she reacts.

Stamina: Some people can take more 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.

Teamwork: Teamwork is an important trait in determining how an operative acts as a part of the team. An operative with a good teamwork level will wait for other members before entering a room and support other team members with covering fire. Teamwork is affected by the leadership of the team leader.

Demolitions: This skill determines the time it takes an operative to place a door charge as well as to disarm a bomb. The higher the level, the quicker the job is accomplished. This skill also affects how many shotgun blasts it takes an operative to breach a door. A demolitions kit will augment this skill.

Electronics: This skill affects the speed at which operatives can place bugs, splice video, pick locks and bypass security systems. An electronics kit or a lockpick kit will augment this skill, depending on the action.

Firearms: This skill is used to determine the accuracy of the operative for all weapons. The targeting reticle reflects this. The targeting reticle illustrates the spread of the weapon. The smaller the reticle, the more accurate the fire. The reticle will grow as the operative moves or turns. The higher the firearms skill level, the quicker the reticle returns to its normal size. This skill also determines how quickly an operative responds to his or her surroundings such as being shot at.

Grenades: This skill is similar to the Firearms skill except it determines the accuracy of all thrown weapons—namely frag grenades and flashbangs. This can be important in tight spots since you don't want a frag grenade bouncing back at you off of an object.

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.

To select operatives for the mission, first cycle through the operatives using **C** ◌ and **C** ◌. Then use **C** ◌ to add the operative to your mission roster, or **C** ◌ to remove the operative from your roster.
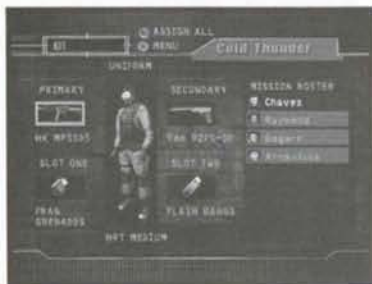
Kit

Now that you have your team selected, it is time to outfit them. The game will select a default kit for your team. However, you will often want to customise it. Move the **C Button** ⊙ or ⊙ to select an operative. Then move it to the ⊙ or ⊙ to highlight one of the equipment boxes. Once a box is highlighted, move the **C Button** ⊙ or ⊙ to cycle through the options. Pressing the **A Button** assigns the current kit to all team members.

Each team member carries a primary weapon (usually a submachine gun), a pistol as a backup weapon, some flashbangs and frag grenades or other equipment. They also carry a few spare magazines and wear a uniform with some type of body armour. You can select both primary and secondary weapons and then fill the two slots with additional magazines for your weapons, grenades, kits, door charges or heartbeat sensors. Finally, select an appropriate uniform. After choosing the right style, decide on how much body armour each operative will need for their role in the mission. For more information on this, see the Weapons and Equipment section later in this manual.
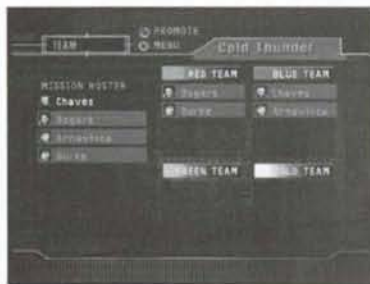
Team

The next step is to divide your operatives into teams. Move the **C Button** ⊙ or ⊙ to select the operative, then ⊙ or ⊙ to assign them to a team. The operative at the top of each Team List is the team leader. To promote an operative to team leader, select their name and press the **A Button.** You can assign all operatives to a single team, one to each of the four teams, or any combination in between. It is usually a good idea to start with two teams, each with two operatives.
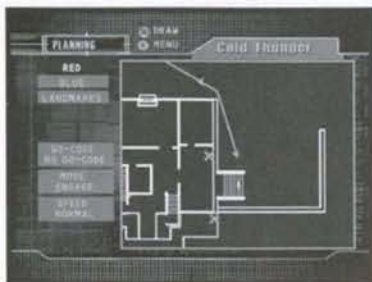
Planning

There is an old adage which goes "To fail to plan is to plan to fail." This is never more true than in Rainbow Six. The Planning screen is one of the most important parts of the game. Here you set waypoints and give special orders to each team to synchronize their movements.

Move the **+ Control Pad** ◀ or ▶ to select a team. The **Control Stick** moves a cursor around the map. Press the **A Button** to place as many waypoints as necessary. To delete a waypoint, press **START.** Pressing the **B Button** will take you back to the Mission Menu.

In the Planning Screen, moving the **C Button** ◁ or ▷ will select the different waypoints which have been set. For each waypoint, you can also select orders to tell the team how to react as they follow the waypoints. The **C** △ and **C** ▽ allows you to set your Rules of Engagement and Go Codes. The **L Button** changes levels or floors, the **Z Button** zooms in the map and the **R Button** zooms out.

Go Codes: These are commands which tell a team to stop at the assigned waypoint until they receive the corresponding Go Code. You can choose Alpha, Bravo, Charlie or Delta. Go Codes are useful to keep the timing of a mission in synch. For example, you could order the teams to wait by different doors for a Go Code. Once all teams are ready, give the Go Code and all will rush through their doors at the same time.

Mode: This tells the team how to act from this waypoint to the next. There are three choices.

Engage orders a team to advance through an area while engaging targets of opportunity without pursuing fleeing targets. This is the normal mode to use.

Advance keeps a team moving to the next waypoint. While they will shoot targets in their path, they won't pause to return fire. It should only be used for quickly crossing large open areas where the team could be exposed to enemy fire from snipers or hidden enemies.

Escort is the mode necessary to get hostages to follow a team to safety. This should only be used once the escape route has been cleared and should not expose the hostages to any enemy fire.

Special: This allows you to give a team an action to perform at the current waypoint. You can choose from **Flashbang** or **Frag Grenade.** Assign this action to a waypoint just outside of a door or other opening. When the team gets to the waypoint, one of the operatives who is carrying the correct device will throw it into the next room.

Execute the Mission

When all of your planning is completed, select Execute and the Action Phase of the mission will begin. Rarely will you plan a mission successfully on the first attempt. If you fail during the execution, come back and adjust the plan to correct the flaws and then try it out again.

Action Phase

Controlling Your Operative

This phase is where you put your plan into action. You begin as the leader of Red Team. There are two different controller configurations. This manual will refer to the first configuration. The **C Buttons** control your movement forward and back as well as strafing to the right and left. Pressing the **R Button** while moving makes your character run. The **Control Stick** rotates the view left and right as well as looks up and down. The **A Button** zooms into sniper view and the **B Button** changes weapons. Pressing the **L Button** changes the magazine of the current weapon.

Press the **+ Control Pad** ▶ to open doors, pick locks and perform other actions such as disarming bombs and planting electronic devices. It is also used to climb ladders and other objects you are standing right in front of.

Pressing **START** brings up an in-game menu. From here, you can change *Mode* for your team as well as for the others. To change the settings, use the **C Buttons. C** ⬁ cycles through the Go Codes. **C** ▷ cycles through the Speeds. **C** ◁ cycles through the Modes. **C** ▽ cycles through the Teams.

Press **START** again to bring up another menu. Here you can choose Game Options or to Continue or Abort the Mission.

Game Options

From this menu, you can configure the game to your preferences. The Overview Map can be toggled on (in Full Screen or Quarter Screen) or off. Night Vision can also be toggled on or off here. Auto Target is an option which increases your shooting accuracy by automatically pointing the weapon of the players operative at the enemy closest to the reticle.

There are also slider bars allowing you to adjust the volume of Sound Effects, Ambient sounds and Music as well as the Red, Green, Blue levels and the Brightness of the screen.

The Game Screen

The game screen contains important information to help you get through each mission.

Targeting Reticle: The red circle in the centre of the screen is the centre of the targeting reticle. It shows the general area where your weapon is pointed. The four lines extending out from it show the spread area of your bullets. The closer the lines are to the circle, the more likely you will hit what is under the circle.

Several things affect the size of the targeting reticle. The better the firearms skill of the operative, the smaller the reticle will be. Actions such as moving, turning, and firing a weapon will increase the size of the reticle and reduce the accuracy. Wounds or viewing a flashbang can also increase the size of the reticle.

Overview Map: When activated, this map illustrates a look-down view of the area surrounding your operative. It is centred on the operative. Individuals are represented by circles with a line indicating the direction they are facing. White circles are team members, red are terrorists and blue are hostages. If your team is carrying a heartbeat sensor, this map will show where terrorists are located, even if they are on the other side of a wall.

Teams Display: On the lower right side is a display of your teams. Each box is colour-coded for the corresponding team and informs you of their current **Mode** as well as their status. On the right side of the box contains a coloured dot for each operative in that team and shows their status. Green means okay, yellow wounded and red is dead.

Current Weapon: Along the bottom of the screen is an icon of the current weapon your operative is carrying as well as the number of rounds remaining in the loaded magazine. When this counter reaches zero, the weapon will not fire until the magazine is changed. It is a good idea to change magazines when the counter gets below half so you don't run out of ammo during a firefight.

Tips for Missions

During the course of the action phase, you control the team leader of one of the teams. You only take control of other operatives when the team leader you are controlling dies or becomes incapacitated.

It is always a good idea to keep your Overview Map activated and never charge blindly into a room. Check out if any terrorists are inside first, then enter so your targeting reticle will be pointed right at them. When outside or in large areas, use Sniper View to make it easier to see the enemy and target them.

Learn to sidestep or strafe. This sideways movement is the best way to go around a corner. Before you get to the corner, turn and face the direction the corner turns, and while looking at the wall, sidestep towards the corner. If there is a terrorist around the corner, you will already be facing him and ready to shoot.

Flashbangs should be used anytime you have to enter a room containing terrorists. If possible throw it against a wall so the grenade bounces off it and out of your sight. This will prevent your operative from being stunned. As soon as the grenade is thrown, immediately switch to your primary or secondary weapon and rush into the room as soon as it goes off. The terrorist will only remain stunned for a couple of seconds. Don't use Flashbangs if you are trying to stay quiet.

Frag Grenades are a great way to clear a room of terrorists. However, they will also kill the innocent, so don't use them in rooms containing hostages. Also, use caution when throwing them. If they hit an object, they may bounce back at you!

In many missions, it is important to stay quiet. Terrorists will react to gunfire by coming to see what is going on or even by killing a hostage. In most rescue missions, it is a good idea to carry silenced weapons.

Weapons and Equipment

Rainbow Six allows you to equip your operatives with the latest weapons and gear. Different missions will have varying conditions and requirements, so always be sure to take along the appropriate kit.

Primary Weapons

For all missions, your primary weapon will be your main source of firepower. Select one that fits the role of each operative in the mission.

HK MP5A2: 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.

HK MP5SD5: Terrorists throughout the world fear Heckler & Koch's MP5SD5. 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 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.

CAR-15: A compact version of the M-16. The CAR-15 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.

M-16A2: When extra range or firepower is needed, RAINBOW turns to Colt's M-16A2. Tried and true, its 5.56 calibre easily pierces Level II body armour and has the longest range of any of RAINBOW's standard weapons.

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.

Secondary Weapons

Your secondary weapon is a pistol, which can be silenced with an additional sound and flash suppressor. Pistols are usually used as a backup to the primary if it jams or runs out of ammo. However, you can also use it for silent shooting if your primary weapon does not have a suppressor.

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

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

HK .40 USP: Heckler & Koch's .40 calibre USP is a favourite among those desiring a balance between size and firepower.

HK .40 USPSD: This Knight Armament Corporation silencer provides excellent sound suppression to the HK .40 USP.

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

HK .45 MarkSD: 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 firepower and discretion.

Equipment Slots

Each operative has two slots for additional gear. Equip each operative for their role in the mission.

Primary Mags: Extra magazines for your primary weapon. Good to carry if you plan on doing a lot of shooting.

Secondary Mags: Extra magazines for your secondary weapon.

Frag Grenades: 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.

Flashbangs: 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.

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.

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.

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 analyser. A full complement of jumpers, clips, and miscellaneous electrical parts rounds out the kit.

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.

Uniforms

Choosing the correct uniform can be 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 favour 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 armour 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 armour 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.

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

Black: This black uniform is perfect for nighttime missions.

Tan: This tan uniform is perfect for hot desert missions.

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

HRT: This grey 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 favourite of Santiago Arnavisca.

Credits

Saffire

Designer: Paul Grimshaw
Assistant Designer: Gavan Knowlton
Team Lead: Kathleen Lowe
Programming Lead: Peter Ward
AI Programming: Dallan Christensen
Graphics Programming: Peter Ward
Interface & Planning programming: Joel Barber
Tools Programmer: Tyler Colbert
Artists: Paul Grimshaw, Kathleen Lowe, Gavan Knowlton, Van D. Miller
Data Wrangler: Kenn Mangum
QA/Testing Director: Cindi Adamson
Testing Lead: Taran Bevan Bhagat
Testers: Kyle Petersen, Chris Liu, Steve Carlen, Tim Cosky
Motion Capture Stunts: Peter Epstein
President: Hal Rushton
Operations Manager: Kathy Parke
Art Director: Don Seegmiller
N64 Tech Director: Steven H. Taylor
Audio Director: Eric Nunamaker

Special Thanks to:
Gard Millward, Tim Cosky, Nicole Seegmiller, Walter Park, Dallin Haws, Brad Thurber, Tony Chamberlain, Les Pardew, Sandy Rushton

This game is dedicated to
Chris Ward
For never giving up

Very special thanks to our newest team member, Jonah Barber

Red Storm Entertainment

Tom Clancy: Chairman
Doug Littlejohns: CEO and President
Caroline Campbell: CFO
Dick Wnuk: Executive VP, Sales and Marketing
Mike Lomas: VP, Product Development
Steve Reid: Director of Creative Design
Jason Snyder: Director of Engineering
Brian Upton: Director of Product Design
Carson Brice: Director of Marketing
Rob Gross: Director of European Marketing and Sales
Adrian Curry: European External Development Manager
Kevin Perry: External Development Manager
Elizabeth Loverso: Operations Manager
Paul D'Agostino: Systems Administrator
Wendy Beasley: Marketing Manager
Charles Holtzclaw: Product Manager
April Jones: Marketing and PR Assistant
Mur Lafferty: Internet Manager

Steve Reid: Executive Producer
Kevin Perry: Executive Producer
Stuart White: Quality Control Manager
Robbie Edwards: Console Quality Assurance Analyst
Technical Support Representatives: TJ Stankus, Deke Waters, Derek Earwood
Lab Coordinator: Scott Reid
Testers: Beau Norris, Brian Farrell

Special Thanks to Carl Schnurr and the original Rainbow Six team

2: 1 ZBIS 2 Q 2 2 M q q X
3: B→BB (3 Q 2 2 5 RQ
4: BZBBSM Q 2 2 8 Q Q
5: (→BC (Q Q 2 F 2 RQ
6: ( ) F C 5 5 Q 2 F 4 RQ
>died
7: 0 7 F D C Y Q 2 F W Q Q
8: 0 Z F D S . 8 Q > F ! RQ

6: (Z B C 5 5 Q 2 F M Q Q
8: 0 Z B D 5 8 Q 2 F 9 Q Q
9: 2 7 B 2 D I Q 2 G F Q Q
10: 2 Z B 2 T Q 2
10: 2 Z B 2 T 2 Q 2 G N Q Q
11: N 7 B F D 3 Q 2 G 5 Q Q

Veteran 2: 1 M Q 1 D R
3 B→D Q-R
2nd KA

4: 3rd 2nd B →D
4: BZ D B S M R 2 2 8 RQ
5: (7 B C (Q R 2 F) R Q
6: (2 D C S 5 R) F N R Q
7: 0 7 B P C Y R 2 F S Q Q
8: 0 2 D D S 8 R 2 F 8 Q Q
9: 2 J D 2 D I R 2 G 2 Q Q
10: 2 Z B 2 T 2 R 2 G M Q Q