

XBOX

LIVE

ONLINE ENABLED

Tom Clancy's



RAINBOW SIX 3

SQUAD-BASED COUNTER TERROR

MATURE 17+

M

CONTENT RATED BY
ESRB



UBISOFT

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Table of Contents

Xbox Live™	2
Game Controls	3
User Profiles	3
Quick Start	3
Starting a Campaign	3
Starting a Custom Mission	4
Starting a System Link Game	4
Starting an Xbox Live Game	4
Introduction	4
Overview	5
Team Rainbow	5
Pre-Game Screens	7
Start Button Menu	7
Main Menu	8
Campaign	9
Custom Mission	9
Profiles	10
Options	10
Special Features	12
Briefing	12
In-Game Interface	13
Start Menu	13
HUD	14
How to Play	16
Who Am I?	16
Who Else Is in the World?	16
Looking and Moving Around	16
Peeking and Changing Stance	17
Night and Thermal Vision	17
Interacting with the Environment	17
Switching Between Weapons and Equipment	20
Shooting	20
Other Items	20
In-Game Saves	22
Finishing a Mission: Debriefing	22
Multiplayer	23
Start Menu	23
System Link versus Xbox Live Play	24
Game Types	24
Communications	24
Sign In to Xbox Live	25
Xbox Live	25
Quick Match	26
OptiMatch	26
Select Match	26
Create Match	27
Map/Map List	27
Lobby	28
Match Options	29
Equipment	29
Player List	30
Friends List	31
Warranty	32
Technical Support	inside back cover

Xbox Live®

Take Tom Clancy's Rainbow Six®3 Beyond the Box

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Downloadable Tom Clancy's Rainbow Six 3 Content

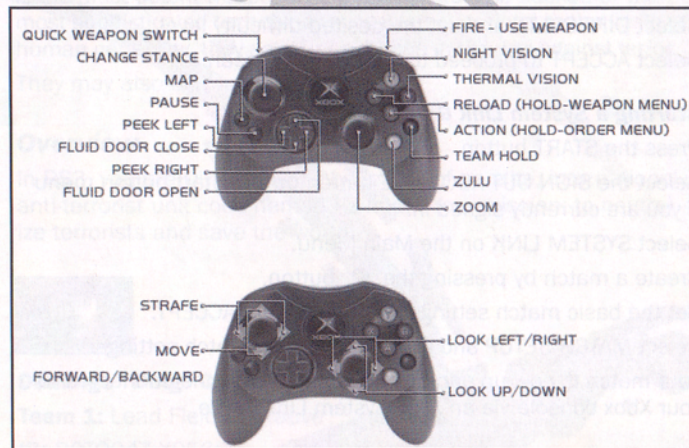
If you are an Xbox Live subscriber, you can download the latest content (such as new levels, missions, weapons, vehicles, and more) to your Xbox console.

Connecting

Before you can download the latest content for Tom Clancy's Rainbow Six 3, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for more information about connecting to Xbox Live, see www.xbox.com/connect and select your country.

Game Controls

You can select the Xbox® Controller settings that best suit you by going to the Options menu and choosing Controller. The default settings for the Xbox Controller appear below.



User Profiles



When you start Rainbow Six 3 (RS3) for the first time, the game prompts you to enter a user profile under which the game will store your options, saved campaigns, and multiplayer match settings. This allows players who use the Xbox video game system to instantly access their settings and saved games by simply

choosing their profile. To enter a name using the rotary typewriter, simply use the left thumbstick. When you're done, hit ACCEPT and you're good to go!

Quick Start

Starting a Campaign

Select CAMPAIGN on the Main Menu.

Select the difficulty of the campaign (RECRUIT, VETERAN, or ELITE) to proceed to the Briefing screen.

Starting a Custom Mission

Select CUSTOM MISSION on the Main Menu.
Select GAME TYPE and choose PRACTICE or TERRORIST HUNT.
Select MAP and choose a map from the map list.
Select DIFFICULTY and set the desired difficulty level.
Select ACCEPT to proceed to the Briefing screen.

Starting a System Link Game

Press the START button.
Select the SIGN OUT XBOX LIVE button on the Start button menu if you are currently signed in.
Select SYSTEM LINK on the Main Menu.
Create a match by pressing the **Y** button.
Set the basic match settings and then select ACCEPT.
Select MATCH SETUP and set the advanced match settings.
Your match is now up and can be joined by anyone connected to your Xbox console via an Xbox System Link Cable.

Starting an Xbox Live Game

Select XBOX LIVE on the Main Menu.
Select your Xbox Live account.
Enter the pass code for your account.
Select CREATE MATCH on the Xbox Live menu.
Set the basic match settings and then select ACCEPT.
Select MATCH SETUP and set the advanced match settings.
Your match is now up and can be joined by anyone connected to Xbox Live.

Introduction

The year is 2007, and the world stands on the brink of a terrifying global conflict. As the United States is caught in an embargo-induced oil crisis, terrorist attacks against American interests – and citizens – escalate. Venezuela, which still supplies the United States with oil, also becomes a target. As unrest grows in America, protests rock the streets of Caracas. And while the shadow of terror looms, madmen plot even greater acts of murder and destruction. No place is safe, no border secure in this hour of fear.

Only one bulwark stands between the world and the threats that now face it: Rainbow, an international task force dedicated to combating terrorism in all its forms. A top-secret organization consisting of the best field 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 RS3, you are Ding Chavez, the leader of an elite, international anti-terrorist unit code-named Rainbow. Your mission: to neutralize terrorists and save the world.



Domingo "Ding" Chavez

Team 1: Lead Field Operative

ID: RCT0047-X0566

Date of Birth: 12JAN68

Nationality: American

RS3 contains 14 missions linked together to form a single campaign. During missions, the action gets intense, and with "one-shot, one-kill lethality," the real world is extremely unforgiving. As your skills sharpen, the missions get gradually harder and the pressure builds.

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!

Team Rainbow

While there are over a half-dozen four-man teams in Rainbow, you only need to be concerned with your boss and the members of Team 1...your team.

**John Clark**

John Clark, your boss, worked as a field operative for over 20 years. When he retired from the field, he took command of Rainbow. He's your link to the outside world and coordinates your missions and activities from headquarters in Hereford, England.

**Louis Loiseau**

Team 1: Field Operative

ID: RCT0013-B5928

Date of Birth: 06JUN68

Nationality: French

**Eddie Price**

Team 1: Field Operative

ID: RCT0049-B4197

Date of Birth: 21SEP58

Nationality: British

**Dieter Weber**

Team 1: Field Operative

ID: RCT0017-B7682

Date of Birth: 09JUL71

Nationality: German

Pre-Game Screens**Start Button Menu**

Press the START button at any time to gain access to the following options:

- **MAIN MENU** – Go to the Main Menu.
- **OPTIONS** – Open the Options menu.
- **SIGN IN/OUT XBOX LIVE** – Change your Xbox Live connection status.
- **FRIENDS LIST** – Open the Xbox Live Friends List screen.
- **PLAYER LIST** – Open the Xbox Live Player List screen.

Main Menu

This is the first screen of the game, where you make major game choices. At the bottom of the screen are your user profile (see **User Profiles**) and Xbox Live account name if you're signed in to Xbox Live.



- **CAMPAIGN** – Allows you to begin a new or continue a saved campaign.
- **CUSTOM MISSION** – Allows you to play previously unlocked maps.
- **TRAINING** – Takes you directly into Basic Training, where you learn how to move around and fire weapons.
- **XBOX LIVE** – Allows you to join/create Xbox Live multiplayer matches.
- **SYSTEM LINK** – Allows you to join/create a System Link multiplayer match (not available when signed in to Xbox Live).
- **PROFILES** – Allows you to select and/or create a user profile.
- **OPTIONS** – Allows you to customize the settings of the game.
- **SPECIAL FEATURES** – Allows you to view the unlocked special features of the game.

On the bottom left of the screen is an Xbox Live status icon. This icon appears on all pre-game screens and can be any of the following icons:

- You are not signed in.
- You are signed in and connected.
- You are signed in and have a message. To view it, press the START button and access your Friends List.

Campaign



- **RECRUIT** – Easiest level of difficulty.
- **VETERAN** – Moderate level of difficulty.
- **ELITE** – Hardest level of difficulty.

To begin/resume a campaign, simply select it and press the **A** button. You can also reset the campaign progress of a difficulty level by selecting it and then pressing the **Y** button.

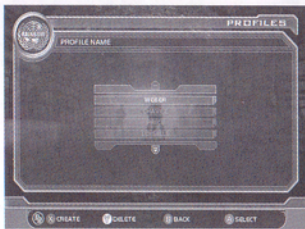
Custom Mission



- **GAME TYPE** – Select a game type:
 - ◇ practice – Allows you to practice unlocked single-player maps.
 - ◇ terrorist hunt – Allows you to fight against terrorists on all unlocked maps.
- **DIFFICULTY** – Set the desired difficulty level (see **Campaign**).
- **MAP** – Select a map to play from a list of all the locked maps for the specified game type.
- **ACCEPT** – Takes you to the Briefing screen to play specified map.

The campaign in RS3 contains 14 consecutive missions during which a story unfolds. There are three different difficulty levels within your current user profile:

This screen allows you to play all previously unlocked maps without being within a campaign. It also allows you to play multiplayer maps using the Terrorist Hunt game type.



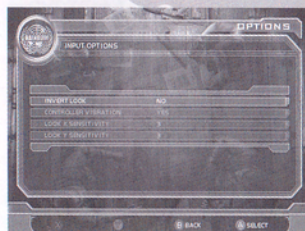
Profiles

This screen allows you to create, delete, and select user profiles. You must always have at least one user profile (see **User Profiles**).



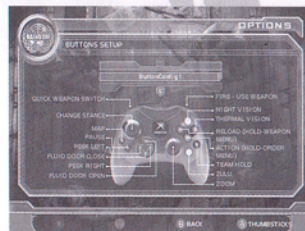
Options

This screen consists of a number of smaller screens, each with its own options.



Input

- **INVERT LOOK THUMBSTICK** – Inverts how the look thumbstick functions.
- **CONTROLLER VIBRATION** – Turns vibration on and off.
- **LOOK – X AXIS SENSITIVITY** – Sets the sensitivity of the look X axis.
- **LOOK – Y AXIS SENSITIVITY** – Sets the sensitivity of the look Y axis.



Controller

- **THUMBSTICK SETTINGS** – Cycles through the available thumbstick configurations.
- **BUTTON SETTINGS** – Cycles through the available button configurations.

Video

- **BRIGHTNESS** – Sets the brightness of your TV.
- **DISPLAY HUD** – Toggles the HUD on/off.



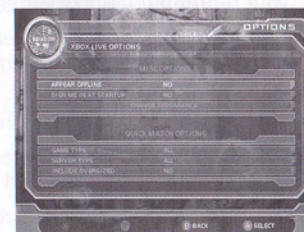
Sound

- **COMMUNICATOR MODE** – Sets where you want to hear other players' voices.
- **VOICE MASKING** – Applies a filter over your voice so it doesn't sound normal.



Xbox Live

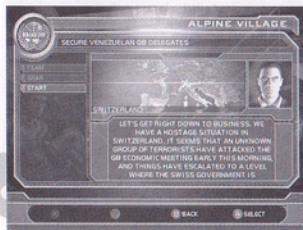
- **APPEAR OFFLINE** – If set, no one can tell when you're signed in to Xbox Live.
- **CHANGE ADVERSARIAL APPEARANCE** – Opens the Change Appearance screen, where you can change your character's appearance.
- **SIGN ME IN AT STARTUP** – Prompts you to sign in when you start the game.
- **QUICK MATCH**
Game Type – Specifies your favorite game type.
Server Type – Specifies if you want to play only in dedicated matches.
Include Oversized – Specifies if you want to play in oversized matches.





Special Features

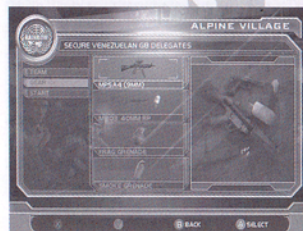
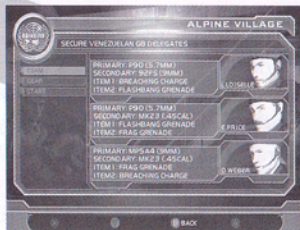
This screen allows you to access unlocked special features in the game.



Briefing

On this screen John Clark describes the mission situation and overall objectives. You have three options available:

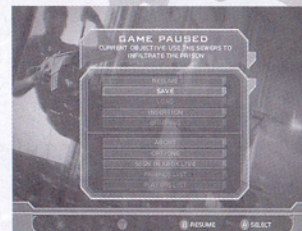
- **TEAM** – Takes you to the Team screen, where you can view your teammates and their gear.
- **GEAR** – Takes you to the Gear screen, where you can select your weapons and other equipment.
- ◊ **Capacity** – Shows the maximum number of bullets that the weapon can hold.
- ◊ **Suppressed** – Silences weapon.
- **START** – Takes you directly into the game and begins the mission.



In-Game Interface

Start Menu

During single-player play, the Start menu displays your current mission objective along with the following options:



- **RESUME** – Resumes the mission.
- **SAVE** – Saves your current progress.
- **LOAD** – Allows you to load a previously saved file.
- **INSERTION** – Restarts your current mission from the beginning.
- **BRIEFING** – Restarts your current mission from the Mission Planning Computer, where you can reselect your gear and weapons.
- **ABORT** – Quits the current mission and takes you to the Debriefing screen.
- **OPTIONS** – Opens the Options menu.
- **SIGN IN/OUT XBOX LIVE** – Changes your Xbox Live connection status.
- **FRIENDS LIST** – Opens the Xbox Live Friends List screen.
- **PLAYER LIST** – Opens the Xbox Live Player List screen.

HUD**Your Information**

Your name, Ding Chavez, appears in the lower left of the screen. To the left of your name is your current Stance (standing or crouching). Just below your name are your Heart Rate and Health. You have four bars of Health at the beginning of each mission. If you lose all four, you are dead and automatically fail the mission. When your Health gets low, it's a good idea to use your team more aggressively and take fewer chances yourself.

Weapon Information



Information regarding the current weapon/object appears below your Heart Rate. These include Weapon/Object Name, the number of Bullets in the Weapon/Magazine, a graphic depicting the Percentage Ammo Remaining in the weapon, and the number of Extra Bullets/Magazines available when reloading.



In the center of the screen is the targeting reticle, which consists of a circle and center dot. As you move, the circle shrinks to reflect your loss of accuracy. When you stop moving, the circle expands back to its largest size. The moral of the story is that it's easier to hit a target if you're not moving.

Team Information

Depending on the mission, John Clark can assign up to three other operatives to support you. Team Health is in the bottom center of the screen and works exactly like your own. Below each Health indicator is an Operative Name, which blinks when that operative is talking. Above the Health indicators is the Team Current Action, which describes what they are currently doing.

Mini-Map

In the lower right of your screen is the Mini-Map. The Mini-Map shows you the area immediately around you and helps you navigate the mission areas. If your current objective is within the map display area, it appears as a small Objective icon . If it is not in view, an arrow  appears along the edge of the map to help you find it.

Teammate icons  help you keep track of your teammates during missions. Whenever a terrorist takes out one of your teammates, your teammate is replaced with a Man Down icon , letting you know where he fell.

You can press the BACK button at any time to enlarge the map. To help you make quick tactical decisions during missions, each area of the map is shaded.



The darkest areas are mainly linear with one way to pass through them.






Medium-shaded areas are areas that offer many ways to enter and leave and should be approached with caution.



Finally, lightly shaded areas are identical to medium-shaded areas except that the entrances to them or exits from them contain closed doors. These areas are ideal for using Zulu Go-Codes to allow you and your team to enter the same area from different places at the same time.

Action Icon

The Action icon appears above the Team Current Action and shows the action you and/or your team can perform at the location designated by the center dot of your reticle. Action icons with  around them  designate that the team will perform the action, while those without  are actions performed by you, the player (see *Interacting with the Environment*).

How to Play

Who Am I?

You play the part of Ding Chavez, an elite Rainbow counter-terrorism operative trained to the limits of human capabilities. You lead a team of four operatives, and your mission is to neutralize terrorists and save the world. To keep your identities hidden, your only official link to the outside world is through John Clark, your boss. He receives requests from governments around the world for your very special services and subsequently dispatches you on missions.

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!

Who Else Is in the World?

Besides you and your team, there are two other types of people in the world: Terrorists and Hostages. Terrorists, or "tangos," are the bad guys. The rules for dealing with terrorists are simple and straightforward. Shoot anyone with a gun and secure anyone without one.

Dealing with hostages requires more caution. If a hostage dies, you automatically fail the mission, so when entering an area with a hostage, you must quickly identify friend from foe. Some tangos will have orders to execute hostages at the first sign of trouble, so you'll have to deal with them quickly.

Looking and Moving Around

To look around, simply move the right thumbstick. To move around the world, use the left thumbstick. Moving fast greatly increases the amount of noise you make and also makes shooting much more difficult.

Peeking and Changing Stance


Peeking is extremely useful for looking around objects without completely exposing yourself to enemy fire. Peek using the D-pad left and D-pad right buttons. When you're trying to avoid being shot or detected, it also helps to minimize your Stance. You can toggle between standing and crouching by clicking the left thumbstick.

Night and Thermal Vision

Night vision allows you to see clearly in the dark (**V** button). It depicts the world as shades of black and green. Thermal vision is useful for highlighting heat signatures, such as people, and hot objects like fires (**B** button). Thermal vision also lets you see through some doors and objects, which makes it extremely useful during Recon missions.

Interacting with the Environment


How Do I?

Interacting with your environment is extremely important in RS3. 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 Player Action icon appears  in the bottom center of the screen, press the **A** button to perform the action the icon represents.

If the action involves a door, you also have two other controls you can use: Fluid Open and Close. To fluidly open a door, press up on the D-pad. To fluidly close a door, press down on the D-pad.

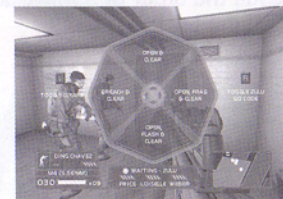
How Do I Order My Team?

Default Orders

To order your team to interact with the environment, simply look at the object/area where you want them to do something. When a Team Action icon  appears in the bottom center of the screen, press the **A** button to order your team to perform the default action (see *Action Situations and Default Actions*).

Quick Order Interface

You can also press and hold the **A** button to display the Quick Order Interface (QOI), which contains a complete list of available actions.

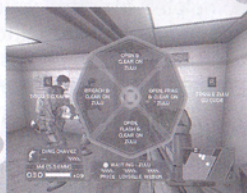


To issue an order in the QOI, press the corresponding direction on the D-pad.

Zulu and Clear Toggles

Some locations have more than four orders associated with them and use the Zulu Order (left trigger) and Clear Order (right trigger) toggles. The Zulu Order toggle tells the team to wait to execute the order until you give them the Zulu Go-Code (C button). This allows you to be somewhere else when the team performs the order.

The Clear Order toggle tells the team to rush into the room and engage all tangos after performing the order. This toggle is on by default when interacting with doors.



Voice Communicator

If you have a Voice Communicator connected to your Xbox Controller, you can order your team using voice commands. To issue an order, simply say the text that appears in the QOI at any time.

To make things really simple, you can always execute the default order for any action situation by saying, "Go, go, go."

Hold, Regroup, and Zulu

Whenever your team is not following you, you can order them to regroup. At any time, you can tell your team to hold and they will seek cover near their current location. You can issue either of these orders by voice or by pressing the Team Hold/Regroup button (B button).

If your team is waiting for you to issue the Zulu Go-Code, you can issue the order by saying, "Zulu" or "Zulu Go," using your Xbox Communicator headset.

Action Situations and Default Actions



Location: Ground.

Default Order: Move to.

Voice: "Move."



Object: Closed Door.

Default Order: Open and Clear.

Voice: "Open and Clear."



Object: Opened Door.

Default Order: Close.

Voice: "Close."



Object: Locked Door.

Default Order: Open and Clear.

Voice: "Open and Clear."



Object: Ladder.

Default Order: Climb Ladder.

Voice: "Climb."



Person: Securable Hostage.

Default Order: Secure Hostage.

Voice: "Secure Hostage."



Person: Escortable Hostage.

Default Order: Escort Hostage.

Voice: "Escort Hostage."



Object: Surrendered Terrorist.

Default Order: Secure Terrorist.

Voice: "Secure Terrorist."



Object: Explosive Device.

Default Order: Defuse Bomb.

Voice: "Demo up."

Switching Between Weapons and Equipment

To bring up the Inventory menu, press and hold the **X** button. To select a piece of gear, simply press the corresponding direction on the D-pad. You can also Quick Switch between your primary and secondary weapon by pulling the left trigger.

Shooting

Reticle

As stated earlier, the reticle consists of a circle and a center dot. All you have to do to hit a terrorist is to put the center of his chest or his head inside the circle or put the center dot on any part of his body. To hit any other object, you need to put the center dot on it.

Firing

To fire your currently selected weapon, simply pull the right trigger. If the weapon is an automatic, it will continue to fire until you release the trigger. If it isn't, it will only fire a single shot with each trigger pull. When you fire, the screen jumps, and the smoke and flash from the weapon blind you. So whenever possible, fire short bursts of three to five rounds.

Reloading

To reload your weapon, press the **X** button. This removes the current magazine from the weapon and replaces it with another. Try to reload whenever you get a chance, because there's nothing worse than being in the middle of a firefight and running out of ammunition.

Zooming

You can use the zoom of your weapon by clicking the right thumbstick. This gives you a better view of your target, but slows down your looking/turning speed. Sniper rifles, unlike other weapons, have two zoom levels.

Bullet Penetration of Doors

For pure gameplay reasons, 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 .50 cal sniper rifle, it really doesn't make much of a difference.

Other Items

Besides firearms, there are a number of different items you can take into missions.



Gas Mask

A Gas Mask negates the effects of tear gas grenades and is always worn when carried.

Deploying Explosive Charges and Mines

There are three different types of explosives in RS3:



Breaching Charges

Remote Charges

Claymore Mines

Use Breaching Charges to destroy doors and temporarily stun those on the other side. But beware – anyone standing close to the door will receive damage. To place a Breaching Charge, look closely at a door and when the Place Charge reticle appears, pull the right trigger. After you place the charge, a detonator appears in your hand, allowing you to detonate it at any time or on command.

Remote Charges and Claymore Mines deploy on the ground near your feet when you pull the right trigger. Remote Charges are basically frag grenades that you detonate on command, while Claymore Mines are similar but only inflict damage right in front of them.

Throwing Grenades

There are five grenades to choose from in RS3:



Frag – Explodes, inflicting damage.



Flash Bang – Temporarily disables anyone near the blast.



Gas – Creates a cloud of toxic gas that temporarily incapacitates anyone not wearing a gas mask.



Smoke – Creates a large cloud of white smoke.



White Phosphorus (WP) – Creates a small, white cloud and explodes, burning everything nearby.

To throw a grenade, simply look in the desired direction and pull the right trigger. You'll have to get used to judging the range, so practice throwing a few before you get into combat. You can also pull and hold the right trigger to pull the pin on the grenade but not throw it. As soon as you release the trigger, you throw the grenade.

M203 Grenade Launcher

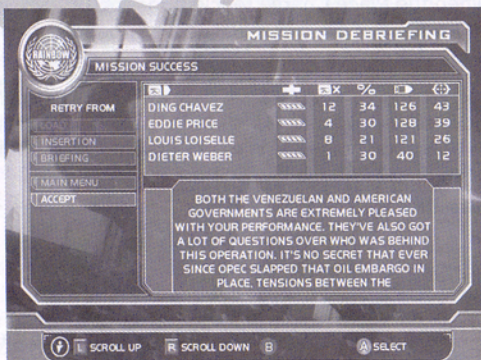
The M203 Grenade Launcher is an incredibly powerful weapon and must be used with caution. Its grenades are similar to the handheld ones above, but are not quite as effective. There are four different rounds available for this weapon:






- HE – Explodes on contact, inflicting damage.
- Gas – Explodes on contact, creating a cloud of toxic smoke.
- Smoke – Creates a large cloud of white smoke.
- Red Phosphorus (RP) – Creates a small cloud of red smoke and explodes, burning everything nearby.

In-Game Saves

RS3 automatically saves your progress after each complete mission. You can also save your progress during missions using the Start menu (See *In-Game Interface: Start Menu*).

Finishing a Mission: Debriefing



After you finish a mission, whether you fail or succeed, you proceed to the Debriefing screen. This screen has the statistics of each operative, including Health , Kills , Hit Percentage , Rounds Fired  and Rounds on Target .

RETRY FROM

- LOAD – Allows you to load a previously saved file.
- INSERTION – Reloads the mission and starts you at the beginning.
- BRIEFING – Goes back to the Mission Planning Computer, where you can reselect your gear and weapons.
- MAIN MENU – Aborts your mission and takes you to the Main Menu.








- ACCEPT – Only available if you successfully complete a mission. In a campaign, it automatically saves the campaign and takes you to the next mission; otherwise, it takes you to the Custom Mission screen.

Multiplayer

Start Menu



During multiplayer play, the Start menu displays the status of everyone in the game.

-  Connection speed.
-  Kills.
-  Health.
-  Speaking to everyone in the match.
-  Speaking to team only.
-  Host.
-  Yourself.

The following options are also available:

- FRIENDS – Opens the Xbox Live Friends List screen.
- PLAYERS – Opens the Xbox Live Player List screen.
- OPTIONS – Opens the Options menu.
- DISCONNECT – Quits the current match. If you are hosting the match, everyone playing disconnects, as well.

MAIN MENU – Quits the current match and takes you to the Main Menu. If you are hosting the match, everyone playing disconnects, as well.

System Link versus Xbox Live Play

System Link allows you to play on two or more Xbox consoles connected via Xbox System Link Cables. This method of play is ideal if you have a number of Xbox consoles under the same roof, such as for a LAN party or tournament.

If you have an Xbox Live account, you can play RS3 over the Internet, where you can always find plenty of teammates/opponents. Xbox Live also allows you to download new game content, such as game maps, and keep track of your Friends and the Players from the last game you played. If you don't have an Xbox Live account, you can open one by purchasing an Xbox Live Starter Kit.

Game Types

RS3 supports five different multiplayer game types:

- **COOPERATIVE: MISSION** – Play single-player missions with friends.
- **COOPERATIVE: TERRORIST HUNT** – Hunt down terrorists without having to worry about hostages and other objectives.
- **ADVERSARIAL: SURVIVAL** – Play against friends, where the last player standing wins.
- **ADVERSARIAL: TEAM SURVIVAL** – Divide into two teams, where the last team standing wins. Green team wears blue uniforms, while Red team wears desert camouflage uniforms.
- **ADVERSARIAL: SHARPSHOOTER** – Play against friends, where the player with the most kills wins. When you die, you respawn and immediately re-enter the action.

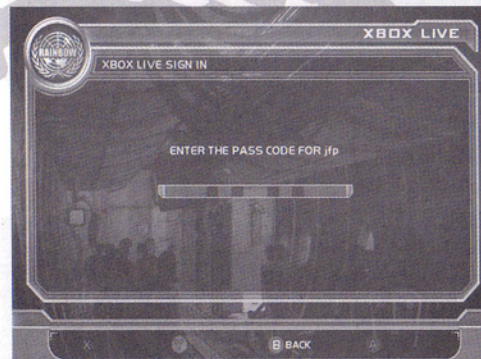
Cooperative modes support up to four players, while adversarial modes support up to 16 players. Matches with poor Internet connections may not be able to support the maximum number of players.

Communications

You can talk to other players using an Xbox Communicator headset. Whom you speak to depends on the game type:

- **MISSION** – Teammates only.
- **TERRORIST HUNT** – Teammates only.
- **SURVIVAL** – Anyone within 15 meters.
- **TEAM SURVIVAL** – Teammates only.
- **SHARPSHOOTER** – Anyone within 15 meters.

Sign In to Xbox Live



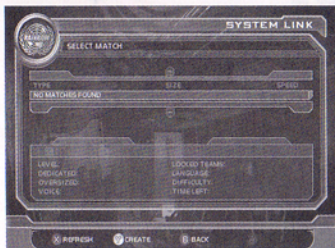
You can sign in to Xbox Live at any time by using the Start Button menu.

Xbox Live

This screen allows you to access all the online features of RS3:

- **QUICK MATCH** – Takes you to the Quick Match screen and displays a match that best fits the Quick Match preferences you set in Options/Xbox Live.
- **OPTIMATCH** – Takes you to the OptiMatch screen, where you can set search parameters for Xbox Live matches.
- **CREATE MATCH** – Takes you to the Create Match screen.
- **FRIENDS** – Opens the Friends List, where you can see the status of all of your Friends.
- **PLAYERS** – Opens the Player List, where you can see the status of the people with whom you last played.
- **STATISTICS** – Opens the Statistics screen, where you can view multiplayer statistics. You can also check your statistics on the website: www.rainbowsix3.com.
- **OPTIONS** – Opens the Options screen, so you can change your RS3 settings.
- **DOWNLOAD** – Allows you to download new game content using an Xbox utility program. If there is new downloadable content available, this button is animated.





Quick Match

This screen shows the match that best fits the Quick Match preferences you set in Options/Xbox Live.

OptiMatch

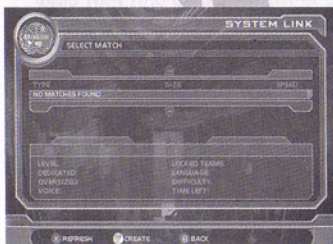
This screen allows you to set a number of match search parameters:

- **GAME TYPE** – Sets the game types you wish to play.
- **SERVER TYPE** – Sets dedicated or non-dedicated matches only.
- **MIN PLAYERS** – Sets the minimum match size.
- **MAX PLAYERS** – Sets the maximum match size.
- **INCLUDE OVERSIZED** – Sets whether you want to see matches that have a maximum number of players larger than recommended for their connection speed; if you set this to YES, you may experience excessive lag on oversized matches.
- **LANGUAGE** – Sets your preferred spoken and written language.
- **ALLOW VOICE** – Allows voice communications in the match. If you're dead, you can only talk to other dead players.

Once you've set the match parameters you prefer, select the ACCEPT button to search for appropriate matches.



Select Match

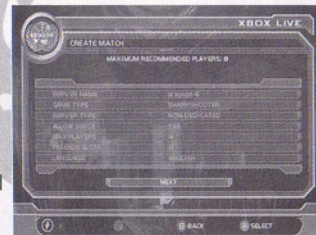


This screen shows a list of available matches and can be reached by selecting either SYSTEM LINK or OPTIMATCH. At the bottom it displays more information regarding the currently selected match.

If you don't see a match you wish to join, you can always create your own by pressing the **Y** button.

Create Match

At the top of this screen is the maximum number of players suggested for your current Internet connection. You can create a match that allows more than the maximum number of recommended players (an Oversized match), but you may experience lag. Also, players looking for matches to join have an option to not view oversized matches.



Below are the match options you can set on this screen:

- **MATCH NAME** – The name of your match.
- **GAME TYPE** – The game type for your match.
- **SERVER TYPE** – Allows you to make the match dedicated or not. Dedicated matches have better frame rates and can hold more players, but the person hosting the match cannot play in the match.
- **ALLOW VOICE** – Allows voice in the match. If you're dead, you can only talk to other dead players.
- **MAP (Non-Dedicated Only)** – Allows you to specify the map for your match.
- **MAP LIST (Dedicated Only)** – Allows you to specify a list of maps for your match.
- **MAX PLAYERS** – Maximum number of players allowed.
- **FRIEND SLOTS** – Number of player slots reserved for people in your Friends List.
- **LANGUAGE** – Preferred spoken and written language.

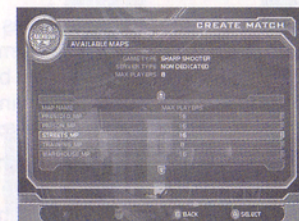
Once all the options are set, select ACCEPT to create the match.

Map/Map List

This screen allows you to select the game type and map for your match.

When you select a game type first, the map list that follows is automatically limited to maps used by that type of game. If you access this screen from within a match, the match will automatically restart if you make any changes. Note: Cooperative dedicated servers automatically switch to the next map upon success.

On dedicated servers you can create a list of multiple levels for the server to cycle through.



Lobby

Once you reach this screen, you are officially in a match. If you join a match when a round is already in progress, you must wait in the Lobby screen until the beginning of the next round, unless it's a Sharpshooter match. This screen displays the following information about players in the match:

- Connection speed.
- Kills.
- Health.
- Speaking to everyone in the match.
- Speaking to team only.
- Host.
- Yourself.

At the bottom of the screen is the time remaining until a round either ends or begins. If the match is between rounds, you can tell the host you're ready to play by pressing the **X** button. Also, if the teams are not locked, you can press the **Y** button to switch teams. Along the left of the screen, there are the following options:

- **MAP (Non-Dedicated Matches Only)** – Opens the Map screen where the host can change the current map. *Caution:* Changing the map restarts the match.
- **MAP LIST (Dedicated Matches Only)** – Opens the Map List screen where the host can change the maps in the map list. *Caution:* Changing the map list restarts the match.
- **SETUP** – Opens the Match Options screen, which is editable only by the host.

- **EQUIPMENT** – Opens the Equipment screen, where you can change your gear.
- **FRIENDS LIST** – Opens the Friends List screen.
- **PLAYER LIST** – Opens the Player List screen.
- **OPTIONS** – Opens the Options menu.
- **LAUNCH (Server Only)** – Allows you to force the start of the next round.

Match Options

This screen displays the match options that can be changed without restarting the match:

- **TIME BETWEEN ROUNDS** – Seconds between rounds.
 - **TIME PER ROUND (Adversarial Only)** – Time per round.
 - **ROUNDS PER MAP (Dedicated Only)** – Sets the numbers of rounds before the level automatically changes.
 - **FRIENDLY FIRE** – Allows friendly fire.
 - **PUNISH TEAM KILLER** – Forces players who kill their teammates to sit out next round.
 - **LOCK TEAMS (Team Games Only)** – Locks teams so only the host can move players to different teams.
 - **DIFFICULTY (Co-op Only)** – Sets the map difficulty level.
 - **ALLOW GRENADE LAUNCHERS** – Allows players to use grenade launchers.
 - **ALLOW THERMAL VISION** – Allows players to use thermal vision.
- Only the host can edit these options.









**Equipment**

This screen allows you to change your gear for the next mission and functions exactly like the Gear screen in the Mission Planning Computer.



Player List

The Player List contains a list of the last 26 players you played with. Next to each name are a number of icons.

-  Online.
-  Voice on.
-  Voice mute.
-  Currently speaking.
-  Sent request.
-  Sent invite.
-  Receive request.
-  Receive Invite.

You can perform the following actions by selecting a player:

- CLOSE – Closes the Action list.
- VOICE OFF/ON – This toggles voice communication on and off on your Xbox.
- SEND FEEDBACK – Allows you to send feedback about this player.
- ADD TO FRIENDS – Sends a Friend request to this player.
- KICK (SERVER ONLY) – Allows you to kick this player out of the match.

Friends List

The Friends List contains a list of your current and potential Friends. Next to each name are a number of icons. (see Player List on page 30)

You can perform the following actions by selecting a friend:

- CLOSE – Closes the action list.
- INVITE TO JOIN – Invites this Friend to join your match.
- REMOVE FRIEND – Removes this Friend from your Friends List.

Tom Clancy's Rainbow Six 3 Proof of Purchase



Warranty

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

Limitations

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubisoft. Any implied warranties applicable to Ubisoft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubisoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubisoft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

Notice

Ubisoft reserves the right to make improvements in its products at any time and without notice.

Refunds

Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

Product/Documentation Replacements

Please contact a Ubisoft Technical Support representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

If we determine a return or replacement is necessary:

Within the 90-Day Warranty Period:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

Replacement Fees:

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

Warranty Address and Contact Information

Phone: 919-460-9778
Hours: 9am-9pm (EST), M-F
Address: Ubisoft Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubisoft.
To order Ubisoft products in the United States, please call toll free 888-824-7038.

Technical Support

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the **complete product title** or have it available if you are calling.

Contact Us over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com/>.

Contact Us by Email

For fastest response via email, please visit our website at: <http://support.ubi.com/>. From this site, you will be able to enter the Ubisoft Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone

You can also contact us by phone by calling 919-460-9778 (for our customers in Quebec, we provide French language support at 866-824-6515). Please note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure that you have the complete product title on hand. Be advised that our Technical Support Representatives are available to help you Monday-Friday from 9am-9pm EST (French language support is available from 7am-4pm EST). While we do not charge for Technical Support, normal long distance charges apply. To avoid long distance charges, or to contact a Support Representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

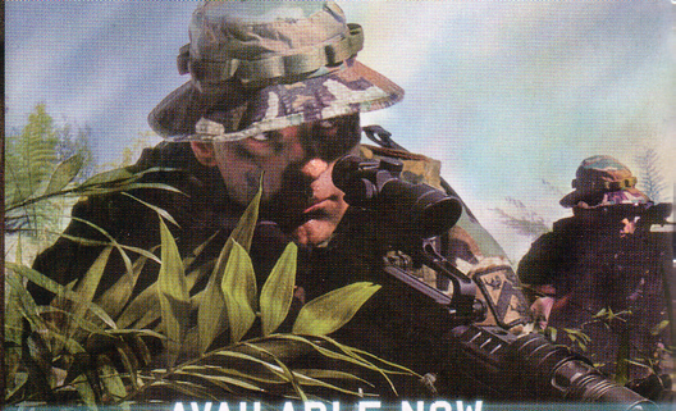
Ubisoft Technical Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or faulty game, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a Support Representative.

Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.


Tom Clancy's



AVAILABLE NOW

GHOST RECON™

ISLAND THUNDER™
SQUAD-BASED JUNGLE WARFARE

"More great missions, more killer weather effects, and a pile of excellent new multiplayer maps."

Official Xbox Magazine



©2002, 2003 Red Storm Entertainment. All Rights Reserved. Ghost Recon, the Soldier Icon, Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Rainbow Six, Island Thunder, Red Storm, and the Red Storm logo are trademarks of Red Storm Entertainment in the U.S. and/or other countries. Red Storm Entertainment, Inc. is a Ubisoft Entertainment company.



Ubisoft, Inc.
625 Third Street, Third Floor
San Francisco, CA 94107

510147-MNL

MATURE 17+

