

Dreamcast™



Dreamcast.

Tom Clancy's  
**RAINBOW SIX™**

incl. **EAGLE WATCH  
MISSIONS**



## **EPILEPSY WARNING**

Please read the instruction manual and in particular this section before playing this video game or permitting your children to play it. A parent should study the instruction manual with a minor before it playing the game for the first time. Certain persons may suffer epileptic attacks or a disturbance of consciousness if exposed to specific flashes or light effects in routine situations. Such persons may suffer an attack viewing certain TV images or playing certain video games. Even persons might be affected whose medical history so far did not account for epilepsy. If you or a member of your family suffer from symptoms linked to epilepsy (attacks or disturbance of consciousness when exposed to flashes please consult a physician before playing the game. Parents should monitor their children when playing video games. Should you or your children experience symptoms such as dizziness, impaired vision, eye or muscle twitching, loss of consciousness, disorientation, any kind of involuntary movement or cramps, terminate the game **IMMEDIATELY** and consult your physician.

### **For your health**

- Position yourself as far as possible from the TV screen as the cable and console permit (c. 3 meters).
- The game should preferably be played on a small screen.
- Do not play if tired or if you have not had sufficient rest.
- Ensure that the room in which you are playing is well lit.
- When playing, observe a minimum break of 10 minutes per hour.

### **Start Dreamcast**

This GD-ROM can only be played on a Dreamcast system. Do not try playing it on any CD player other than a GD-ROM drive. Otherwise the headphones and loudspeakers may be damaged.

1. Connect your Dreamcast system and follow the instructions of your Dreamcast manual. When playing with two or several players connect Controller 2 to 4 (available as a option).
2. Insert the Dreamcast GD-ROM into the CD tray with the label pointing upward and close it.
3. Press Power to load the game. The game starts after the Dreamcast logo appeared on the screen. If nothing is visible switch off the system and check if it is correctly hooked up.
4. If you wish to interrupt the game or if it ends and you wish to restart, press A, B, X, Y and Start simultaneously to return to the cover. Press A, B, X, Y and Start again to return to the Dreamcast system screen.
5. When connecting the power supply without inserting a GD the Dreamcast system screen appears. If you wish to start a game place the Dreamcast GD-ROM into the unit. The game is automatically loaded.

**IMPORTANT:** Your Dreamcast GD-ROM contains a security code which enables reading of the GD. Keep the GD as clean as possible and treat it with care. If your Dreamcast system experienced problems reading the GD, remove the GD and carefully clean it. To do so, wipe the GD with a soft, dry cloth, starting always from the center to the outer edge of the GD.

### **How to handle the Dreamcast GD-ROM**

- The Dreamcast GD-ROM is exclusively intended for use with Dreamcast systems.
- Keep the GD-ROM surface free from dirt. Do not scratch.
- Never expose the GD-ROM to direct sunlight or heating installations or any other source of heat.

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## OVERVIEW

Rainbow Six is a game developed in honor of the brave men and women who guard the back doors of governments around the world, standing ever ready in the shadows to meet whatever threat may present itself. Although this is a work of fiction, and no such internationally wielded counterterrorism unit is currently recognized by the nations of the world, cooperation and cross training between each of the existing special operations units is not only common, it is highly encouraged. Consequently, the reality of this gaming environment is not as far removed from our own as some might hope.

The logo for Tom Clancy's Rainbow Six is centered on the page. It features the text "Tom Clancy's" in a smaller, serif font above the main title "RAINBOW SIX" in a large, bold, sans-serif font with a thick outline. A trademark symbol (TM) is located to the right of "SIX". A circular sniper scope graphic is overlaid on the left side of the text, with a crosshair pointing towards the center of the word "RAINBOW".

Tom Clancy's  
**RAINBOW SIX**™

## GETTING STARTED

**NOTE:** Before turning the Dreamcast™ power ON, connect the controller into Port A of the Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Dreamcast™ to soft-reset the software and display the title screen.



When using a Visual Memory Card (sold separately), insert the VM into Expansion Slot 1 of the controller connected to Controller Socket A.

When using a Vibration Pack (sold separately), insert it into Expansion Slot 2 of the Dreamcast™ controller. When the Vibration Pack is inserted into the Expansion Slot 1 of the controller, the Vibration Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

## Sega Dreamcast Controller

### Overhead View



### Forward View



#### **General:**

Move the arrow cursor

Select highlighted menu option

Select item beneath arrow

#### **Actions:**

Select primary weapon

Select secondary weapon

Select primary item

Select secondary item

Fire weapon/use current item

Change magazine

Advance rate of fire

Abort Mission/Pause

Use the Analog Thumb Pad

A Button

Trigger R

D-Button Left + A Button

D-Button Left + B Button

D-Button Left + X Button

D-Button Left + Y Button

Trigger R

D-Button Right + A Button

D-Button Right + Y Button

Start Button

**Note:** The word "SELECT" appearing in this manual describes the action of moving the on-screen arrow using the Analog Thumb Pad to highlight a particular option and pressing the A Button to select it. On option screens without the on-screen arrow, you may "SELECT" an available option by highlighting it using the Direction Button and pressing the A Button to select it.

**Movement:**

Move forward\*

Move backward\*

Sideslap right

Sideslap left

Crouch

Climb

Interact with environment

Increase speed of movement

Turn Left

Turn Right

Look Up\*

Look Down\*

**Teams:**

Next team

Rules of Engagement

Change rule of engagement speed

Hold members in place

Status report

Give GoCode to Alpha

Bravo

Charlie

Delta

**View:**

Display map mode

Sniper mode

Night vision

Toggle 1st/3rd person view

Toggle full screen display

A Button

Y Button

B Button

X Button

Trigger L + D-Button Down

Hold D-Button Up + A Button or Y Button

D-Button Up

Hold L Trigger while moving / climbing

Analog Thumb Pad Left

Analog Thumb Pad Right

Analog Thumb Pad Back

Analog Thumb Pad Forward

Trigger L + D-Button Right

D Button Right + X Button

D-Button Up + X Button

D Button Up + B Button

D-Button Right + Y Button

Trigger L + Start Button + A Button (Red)

Trigger L + Start Button + B Button (Blue)

Trigger L + Start Button + X Button (Yellow)

Trigger L + Start Button + Y Button (Green)

D-Button Down + A Button

D-Button Down + B Button

D-Button Down + X Button

D-Button Down + Y Button

Trigger L + D-Button Left

\* User may switch some button behavior in the Options screen. A screen saver kicks in after several minutes of inactivity. Pressing any control button ends the screen saver.

# GAME MENUS

The first screen you encounter is the Main Menu Screen. On this screen, you will be able to SELECT from the following:



*Main Menu Screen*

- Takes you directly to executable missions.
- Takes you directly to the training missions.
- Displays the Options Screen.
- Displays the Dreamcast Controller functions.
- Displays an on-screen expanded version of the Rainbow Six manual.



*Engage Mode Menu*

## Engage Mode

When first entering this Mode, the Engage Mode Menu Screen will appear. NOTE: Remember it is recommended that you first work through the training missions to sharpen your weapons and planning skills.



## New Campaign

The first time you enter the Engage Screen, or if you select this button, two message boxes will appear. The first contains the full alphabet character set, and the second prompts you to enter a name for your new campaign. To enter the campaign name, simply do the following:



Alphabet Box

- Use the Directional Button to move the Alphabet Message Box highlight to the desired letter.
- Press the A Button to enter the highlighted letter onto the Campaign Name Entry Line.
- Select the "BS" key in the Alphabet Message Box to delete a previously selected letter from the Name Entry Line.
- When you have entered all of the letters, select the OKAY key to exit the Campaign Name Entry Mode.

**Difficulty Selection** - The difficulty settings are described as follows:

- *Recruit*: Mission success depends on accomplishment of the primary objective.
- *Veteran*: You must complete both the primary and secondary objectives to proceed to the next mission.

## Resume Campaign

If you have a previously saved campaign, SELECT the campaign you wish to resume, then Select the resume button to proceed.

## Delete Campaign

If you choose the Delete Campaign option, the program will delete the highlighted campaign and all of the missions associated with it.

The background of the page is a grayscale image from the game Rainbow Six Siege. It shows a player in a tactical vest and helmet, holding a rifle, in a combat environment with a cityscape in the background. The title 'Tom Clancy's RAINBOW SIX SIEGE' is overlaid in a large, stylized font across the center of the image.

### **Practice Mission**

This selection allows you to practice missions that have already been completed to further hone your skills for future assignments.

### **View Mission Results**

Use this option to review the end status of any completed mission.

### **Main Menu**

This option takes you back to the Main Menu Screen.

### **Branch Campaign Option**

If you find yourself playing a mission in which you would like to use a team member that died in a previous mission, the Branch Campaign Option allows you to choose a previous mission. A new campaign will be created, allowing you to replay the mission where your team member died.

### **Option**

This takes you to the Option Screen which allows you to customize Rainbow Six's audio and video display levels.



## Training Mode

List of Skill Sets

List of Courses

In the Training Mode, the training missions are designed to be taken in sequence to help you progress from rudimentary fire and movement skills to advanced tactical planning.

### Training Mode Menu

After you **SELECT** one of the four Skill Sets, a series of Course names will be displayed for each Skill Set. Unlike actual missions, you can try Training Missions in any order. By the time you progress to the fourth Skill Set of Open training, you will be utilizing the Planning section in preparation for your upcoming mission.

#### Selecting items:

**NOTE:** You can highlight a different Skill Set by highlighting D Button UP/DOWN. After selecting a Skill Set with the A Button, the highlight will move to the list of available courses. Pressing the A Button again will select that course and move the highlight to the "Load Tutorial" button.

### Changing the focus:

**NOTE:** You may press LEFT/RIGHT to remove the highlight between the buttons on the left of the screen and the lists of Skill Sets and Courses. Pressing the B Button will move the current highlight back a level.



*Options Screen*

## Options

The options screen allows you to adjust the audio and video controls for the game.

## Clancy's Control Summary

This is an easy way for a player to remember the basic commands.

### Weapons

#### D-Pad Left

- +A= primary wep
- +B=secondary wep
- +X=primary item
- +Y=secondary item

### Modify Weapons

#### D-Pad Right

- +A=change clip
- +B=status request
- +X=change Rules of Engagement
- +Y=change rate of fire

### Camera

#### D-Pad Down

- +A=toggle map mode
- +B=toggle sniper mode
- +X=toggle night vision
- +Y=toggle 3rd person view

# PLANNING PHASE

When you begin a new campaign, or each new mission within an existing campaign, your first task is to proceed through the Planning Phase. In the planning phase, you prepare for the upcoming mission by the following:

- Briefing      Receiving the mission briefing
- Intel         Reviewing all available intelligence sources
- Roster        Selecting up to six operatives from the team roster
- Kit            Selecting the equipment those team members will use
- Team         Splitting the mission roster into fire teams
- Planning     Preparing a detailed fire & movement plan for each fire team

Shortcuts available on all of the Planning Screens include **START** for move to the next screen, and **B Button** for the previous screen. On all screens, **D Button UP/Down** will move the highlight through a series of selectable buttons. At the top of each Planning Screen there are two arrow buttons. Selecting the **Left arrow** will take you to the Previous Planning Screen. Selecting the **Right arrow** will advance you to the next planning screen.



*Briefing Screen*

## Briefing

The briefing sequence will give you an overview of the current political and tactical situation that you will confront. **SELECT** the on-screen portraits to hear what the experts have to offer.



Intel Screen

## Intel Screen

The Intel Screen grants you remote access to Control's database allowing you to SELECT individual entries to display the enclosed information. To exit this screen, and move on to the next step of the Planning process, SELECT the right arrow next to the title bar in the top center of the screen.



Roster Selection Screen

## Roster Selection Screen

This screen is used to view character dossiers and assign team members from the pool to the active duty roster for the current mission. Highlighting a team member displays their dossier in the content window.

When you see a profile you like, SELECT "ADD" using "A" to move the member from the pool to the active duty list. SELECT "REMOVE" using "X" to return the current team member to the team "pool" for later assignment. Use D Button Left/Right to move through the selected character's dossier. For large text descriptions in the dossier, use the Analog Thumb Pad Up/Down to scroll the text.



## Kit Selection Screen

This screen allows you to properly equip your assembled team members (Sections include: Uniform, Primary Weapon, Secondary Weapon, Slot One, and Slot Two.)

### **D-Button Up/Down:**

Cycle through the buttons and roster list.

### *Kit Screen*

*When team member selected:*

**D-Button Left/Right:** Cycle through equipment sections.

**Analog Thumb Pad Up/Down:** Scroll equipment descriptions box.

**X Button:** Assign current equipment selections to all team members.

**A Button:** Select next item in current equipment category.

**B Button:** Select previous item in current equipment category.

*When no team member selected:*

**D-Button Left/Right:** Cycle through the buttons.

**A Button:** Select button.

**B Button:** Sets highlight to Previous screen button.

*Once the team members are equipped, proceed to the Team Assignment Screen.*



*Team Assignment Screen*

## Team Assignment Screen

The Team Assignment Screen is where you assign members from the active roster to individual fire teams. To assign a member, **SELECT** team member's portrait, then **SELECT** one of the colored buttons (A-red, B-blue, X-gold, Y-green) to assign him to the fire team associated with that color. Once the fire teams are divided, proceed to the Planning Screen.



*Planning Screen*

## Planning Screen

*Note:* This screen uses a mouse cursor. Move the mouse with the Analog Thumb Pad use the R-trigger to select a new team.

In this mode you actually construct the entry and assault plan for your team. Each plan consists of pairs of paths and waypoints. Creation of a plan involves three major areas:

- Review of all available reconnaissance data
- Determination of the path each fire team will take
- Determination of what actions to take at specific points



## Recon

To access the reconnaissance data, **SELECT** the Recon tab in the lower left corner of the Planning Screen.

## Plotting Movement

To start this mode, **SELECT** one of the color-coded fire team symbols in the upper left corner. You will notice that the team list changes to the appropriate members. Now, **SELECT** anywhere within the light blue insertion zone on the blueprint displayed in the main window. Any time you **SELECT** anywhere on the map, you place a waypoint for whichever fire team is currently active.

## Waypoint Control Bar

This box, which is located next to the map controls, provides you with an alternate method of cycling through the waypoints you have assigned. First, **SELECT** the path you wish to view. Now, **SELECT** the right arrow button to cycle forward one waypoint at a time. **SELECTING** the left arrow cycles back one waypoint at a time. **SELECTING** "PLAY" takes you to the last waypoint in the plan, and **SELECTING** the "REWIND" arrow returns you to the first point in the plan.

## Map Controls

Use the map controls to go anywhere in the structure without actually plotting a path to do so.

*D* Button Up/Down/Left/Right will scroll the map.

*L*-Trigger + Analog Thumb pad Left/Right will rotate the map.

*L*-Trigger + Analog Thumb pad Forward/Back will zoom In/Out on the map.



Waypoint  
Control Bar

### **Other Commands**

There are several other functions located on the right side of the map toolbar including Display, Save and Load. Each of these functions is described below:

#### *Display:*

**SELECT** the colored icons to show or hide the paths of each fire team so that you can focus your attention on one segment of the overall plan.

#### *Save Plan:*

**SELECT** this to save everything in the planning phase, from kit and team assignments to the actual plans themselves. When complete, **SELECT** the right arrow next to the Planning Screen title bar to proceed to the Execute Screen.

#### *Load Plan:*

**SELECT** this to recall plans previously saved to the VM.

### **Tactical Behaviors**

All of the possible tactical behaviors that can be assigned to the team are governed by your selections on the Orders menu. To view these, **SELECT** the Orders tab in the lower left center of the screen. There are three options within this menu:

#### *Go Codes:*

Go codes are an artificial means of controlling the timing and execution of multiple fire teams.

### *Rules of Engagement:*

The team always follows their current Rules of Engagement. The rules of engagement determine how each team executes their particular plan. By selecting the current ROE mode or Speed box, you can cycle through the available ROE and Speed choices.

- **MODE:** Clear - Engage - Advance - Escort
- **SPEED:** Safety - Normal - Blitz

### **Special Actions**

Special actions can be assigned to waypoints by **SELECTING** this pull down sub menu of the Orders tab.

### **Execute**

When you are satisfied with all of the individual elements of the plan you have constructed, make sure you save it to the VM before moving to the execution phase. After saving, proceed to the Execute Screen.

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## ACTION PHASE

The action phase is where you execute the plan developed in the planning phase. It begins with the insertion of the team and ends with the success, failure or abortion of the mission. You begin each action phase controlling the leader of the team. If more than one team is being used on the mission, you may change between team leaders at will.

*Menu Display*

*Map Window*

*Character*



*Action View*

*Team Display*

*Health Display*

### Action View

This window displays the view from the perspective of the character that you are currently controlling. As you change between team leaders, the view will change accordingly.

*NOTE:* You can toggle your view between Normal and Overhead, and you may choose to hide the menu Display and play the game on a full screen. See the control Summary Section.

## Menu Display

### Map Window

The map displays the current positions of team members, terrorists and hostages that can be seen by any team member. The map window also displays the plan of the team under your command, using a simplified path and waypoint scheme.

**NOTE:** You can also toggle the map to a full screen display. See the Control Summary Section.

### Character Display

This area of the Menu Display contains four team member slots with pictures, and names. If there are less than four team members on this particular fire team, the other displays will be blank. This graphically displays the status of the player's character along with up to three other members of the player's team.

### Team Display

This display has four slots, one for each potential fire team that could be used on a mission.

### Health Display

Each team has up to four colored icons which signify the team members current health status.

- Green: Healthy
- Yellow: Wounded
- Orange: Incapacitated
- Red: Dead

*Characters who die in a mission will not be available for future missions.*

## Fire & Movement

The success or failure of Close Quarter Battle (CQB) tactics relies on properly executed fire & movement, just as it does with larger unit actions. Please refer to the Control Summary section of this manual for a detailed description of movement and fire controls.

## Dynamic Team Control

As team leader, you can alter the behavior of the currently controlled team in a number of ways after the mission has begun.



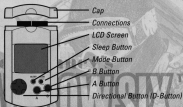
*Ending Mission Screen*

## Ending the Mission

As noted in the Control Summary section of this manual, you may abort the mission at any time. If the mission is either a success or failure, it will end automatically with a summary of the mission results. There are team results and individual results.

If you are not satisfied with any aspect of the team's performance, do not accept the mission results. You may choose to replay the mission from this screen. If you are happy with the mission results, accept them. You must accept a successful mission result before you can proceed to the next mission.

## VISUAL MEMORY CARD (VM)



Purchase additional VM in order to share your saved Plans and Mission results from your Rainbow Six campaigns.

**NOTE:** While saving a VM Rainbow Six file, never turn OFF the Dreamcast™ power, remove the memory card or disconnect the controller or other peripheral equipment.

# GLOSSARY

**1 SFOD** (*1st Special Forces Operational Detachment Delta*) – The official name of the US Army's Delta Force, an elite counterterrorist and hostage rescue unit.

**ACP** – Administrative Command Post. One of two command posts during a typical hostage rescue mission. This one handles logistics, the press and all non-tactical management functions for the onscene commander. See also TCP.

**AFSOC** – U.S. Air Force Special Operations Command

**AO** – Area of Operations. The AO for each fire team is defined by the path that you plot for them during the planning phase.

**ADR** – Area of Responsibility. For the fire team as a whole, the ADR equates to the AO, but individuals within the fire team will have ADRs which correspond to their position within the fireteam. For example, the number two man in a snipe might be assigned a 120 degree firing arc from dead ahead in the direction of travel to 30 degrees beyond the right flank. This is his ADR for tactical purposes and it moves with him, oriented on the same axis as the formation, for the duration of the mission.

**Bingo** means that a bomb has been located.

**Breach** – to forcibly enter a space, either through the use of a door charge, by blasting the lock away with a shotgun or defeating the lock with a lockpick/electronics kit.

**CA** – Compromised Authority. Basically, this is when the barricaded "suspects" get tipped as to the timing of your assault, as happened at Waco. In Rainbow Six, you retain the initial element of surprise but, if your assault plan gets bogged down, the back half is more difficult to accomplish because the surviving terrorists are well alerted to your presence and intentions.

**CIA** – Central Intelligence Agency.

**Clear** – status report that a room is clear. Clear and covering means the room is clear and there is a hostage present in the room.



**COB** – Close Quarters Battle. High speed engagements at short range, generally in an urban setting.

**CT** – Counterterrorism

**DAT/P** – Deliberate Assault Team/Plan. An assault plan which uses a cautious, stealthy approach and is coordinated to inflict maximum surprise and maximum damage to the terrorists in the first minute of an assault. Everything is precisely orchestrated and the team will generally have had time to conduct several full scale rehearsals in mock ups of the structure to be assaulted. (The opposite of this is the EAT/P Emergency Action Team/Plan)

**Delta** – Short for Delta Force, the Special Forces hostage rescue / CT unit.

**EP** – Entry point. Usually followed by a numerical designator such as EP-1 (the back door), EP-3 (the ventilation ducting on the roof) and so forth.

**EXP** – Exit point. Used to designate where you intend to extract the team and the hostages. In complex plans, there can be several EXPs. As with EPs, they are distinguished from one another by numerical designators.

**FAP** – Final assault point. The actual assault positions each fire team takes immediately prior to commencing the assault. These can be the insertion points, as specified in the planning interface, provided they are close enough to the structure, but generally it is best to move all of the teams next to their respective EPs and assign a go code to those points. That way, everyone is at their FAP positions when you issue the go code and they breach and enter the building simultaneously.

**HE** – High Explosive

**HRT** – Hostage Rescue Team (US Federal Bureau of Investigation)

**HRU** – Hostage Rescue Unit

**LCC** – The position of last cover and concealment before the team is potentially exposed to enemy fire.

**MCE** – Method of entry. See also "Breach."

**Murphy** – this means that something has gone seriously wrong, such as a team member dropping a fragmentation grenade in proximity to hostages.

**NSA** – National Security Agency

**NSW** – Naval Special Warfare

**NSWG** – Naval Special Warfare Groups

**NVG** – Night Vision Goggles

**OP** – Observation post. In real world HRT ops, several snipers would be positioned in OPs from the time the crisis breaks until it is resolved. These troops report everything they witness of interest to the

**TCP** – to aid in development of the tactical picture. In Rainbow Six, you access the OP information via the Recon tab on the Plan screen.

**OP SEC** – Operational Security. Maintaining a tight reign on your intentions until it is time to execute the plan. See also "CA."

**Precious Cargo** – codeword for a VIP hostage.

**ROE** – Rules of Engagement. Also referred to as "Standard Operating Procedures" or SOP by civilian law enforcement agencies. Essentially, these are the guidelines for the use of deadly force and the tactical assault plan for the engagement.

**SAS** – Special Air Service. Great Britain's elite counterterrorist unit.

**SEAL** – Short for Sea Air Land – the operating environments (and name) of the US Navy's elite maritime commandos. Seal Team Six is the primary CT/HRT unit within the Seals, but all teams have trained in CQB tactics.

**Snake** – A tactical formation of four to six officers moving in a tight column formation. In Rainbow Six, the maximum size of a snake is four team members. They will stack outside of doors then burst through almost as one man to clear the adjoining room (provided you specified the proper ROE during the planning phase).

**Suppressed** – a weapon with a silencer attached. Suppressed weapons usually have "SD" following their nomenclature. For example, the MP-SSD is a suppressed version of the MP-5.

**Tango** – terrorist

**TCP** – Tactical Command Post. Where the HRT's assimilate intelligence and conduct mission planning functions.

## Notes

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Photo: © Steven Galloway, Hekler and Koch

### **WARNINGS – Read Before Using Your Dreamcast™ Video Game System**

#### **CAUTION**

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

The logo for the video game Rainbow Six is prominently displayed in the center of the page. It features the words "RAINBOW SIX" in a large, bold, sans-serif font with a thick black outline. To the left of the text is a circular compass rose with four cardinal directions marked by arrows. The background of the entire page is a grayscale illustration of a soldier in a tactical vest and helmet, holding a rifle, with a cityscape or industrial structure visible in the background.

**RAINBOW SIX™**

The background of the cover is a grayscale illustration of a soldier in a dark beret and tactical gear, crouching in a narrow, industrial-style corridor. The soldier is looking towards the viewer. The lighting is dramatic, with strong highlights and deep shadows, creating a sense of tension and stealth. The architecture features concrete walls and ceiling panels.

Tom Clancy's  
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A grayscale illustration of a Rainbow Six operator in a tactical environment. The operator is wearing a helmet with a visor and is holding a rifle. The background shows a complex structure with railings and a cityscape in the distance. The title "Tom Clancy's RAINBOW SIX™" is overlaid on the image. The word "RAINBOW SIX" is in a large, bold, outlined font, while "Tom Clancy's" is in a smaller, serif font above it. A trademark symbol (TM) is located to the right of "SIX".

Tom Clancy's  
**RAINBOW SIX™**

A grayscale tactical scene from the game Rainbow Six. Several operators in helmets and tactical gear are positioned on a metal walkway or staircase. One operator in the foreground is looking through a scope. The scene is dimly lit, with strong shadows and highlights on the metal surfaces.

Tom Clancy's  
**RAINBOW SIX**™





# Dreamcast.

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Product covered under one or more of U.S. Patents 5,460,374; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; and Re. 35,839 and Japanese Patent 2670538

(Patents pending in U.S. and other countries) and Canada Patent 1,183,276 and European Patents 0682341, 80264; Publication 0671730, 0553545; Application 98938918.4, 98919599.5