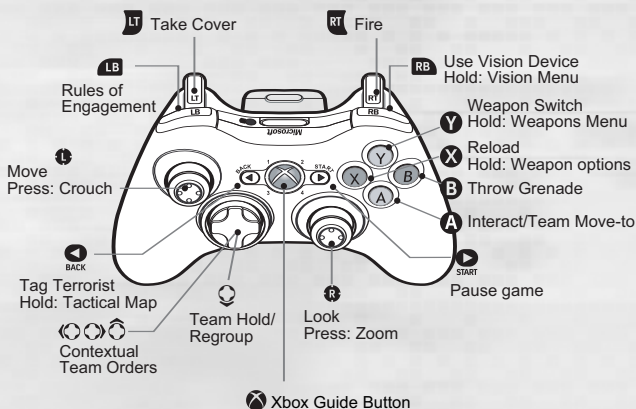


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CONTROLLER SCHEME



XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox Live, connect your Xbox® console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

INTRODUCTION

Rainbow pursues international-terrorist Irena Morales, but discovers she's a far greater threat than they ever imagined.

CHARACTERS

Team Rainbow

In Rainbow Six® Vegas, you control a new team of Rainbow operatives.

Logan Keller

Team Leader

You play Logan Keller, leader of Team Rainbow and the man in the thick of the action.

Alpha Team

Gabriel Nowak

Electronics and Recon Specialist

Smart-mouthed and passionate, Gabriel is your go-to man for electronics and reconnaissance.

Kan Akahashi

Heavy Weapons and Demolition Expert

The old man of the team, Kan is the voice of reason and the person to call when you need to punch big holes in doors.

Bravo Team

Jung Park

Electronics and Recon Specialist

Respectful and reserved, Jung is an expert in securing critical information and keeping you in the know.

Michael Walter

Heavy Weapons and Demolition Expert

Mike is the team's jovial voice and your weapon to suppress the enemy – and to blow them sky high.



Support Staff

Accompanying you on missions and vital to your overall success are your two key support officers:

Joanna Torres

Information Officer

Although Joanna stays in the chopper, she's crucial to the operation's success and feeds you the information you need to keep moving.

Brody Lukin

Chopper Pilot

Helicopter pilot Brody drops you into hotspots without breaking a sweat, and he's known to crack the occasional joke.

SINGLE-PLAYER CONTROLS

Move/Crouch

Move

You move your character using the **W**. This is what gets you around the environment; you can go slower or faster depending on how much pressure you exert on the **W**.

Crouch

You can make your character stand or crouch by pressing the **C**. This is important in improving your accuracy and in making you less of a target.

Look/Zoom

Look

With the **M**, you can look around.

Zoom

Pressing the **Z** activates your weapon's scope for more precise shots, allowing you to eliminate enemies partially hidden by cover.

Tactical Interface

Move-To

By aiming at a location and pressing the **A** button, you can access the most important tool in your arsenal – the Move-To order. With the press of one button, you not only send your team to the location indicated, but you have them perform the default action for that location.

- **Ground/Walls:** Move there.
- **Door:** Stack at the door.
- **Computer:** Hack the computer.
- **Explosive:** Disarm the explosive.
- **Rappel Point:** Set up for rappel.
- **Ladder:** Stand by the ladder and set up for climb.
- **Fast Rope Point:** Set up for fast rope.
- **KO'd Teammate:** Heal injured teammate.

Hold/Regroup

Pressing down on the **+** always orders your team to either hold or regroup back with you. This quick, easy function puts the team at your disposal as quickly as possible and allows you to adjust orders on the fly.

Tactical Interface

Once you send your team to an interactive location, the Tactical Interface icons appear on-screen, showing you which actions are now available for your team to perform. By pressing the **+**, **←**, **→**, or **↑**, you can order the team to perform a specific action. See the Order Icons section under In-Game Interface for more explanation.



Voice Command

Use the Voice Communicator to order your squad. Here are the possible orders that you can give using the Voice Communicator:

Move To

Hold

Regroup

Infiltrate

Assault

Tag

Fire

Use the **RT** to fire your weapon.

Use Gadget

Press the **B** button to use a gadget. When using an explosive, press the **B** button a second time to trigger the detonator.

Action

By pressing the **A** button, you can interact with certain objects like doors and rappel points. Knowing where you can interact with the environment may give you more options when storming a location.

Vision Mode/Vision Mode Menu

Vision Mode

Press the **RB** to activate your currently selected vision device.

- **Night Vision Goggles (NVG):** With night vision goggles you can see better in darkness.
- **Thermal:** Thermal goggles detect enemy heat signatures, allowing you to see through smoke and in darkness. You can also see explosive traps more easily and see through walls of a certain thickness/type.

Vision Mode Menu

To select a different vision device, hold the **RB** to access the Vision Device menu. You can then use the **DPAD** to select the vision device best suited to the situation.

Reload/Weapon Options

Reload

Use the **X** button to reload.

Weapon Options Menu

Certain situations call for specific weapon options. To access the Weapon Options menu, press and hold the **X** button and make your selection using the **+**. Here are the available options for your weapon:

- **Laser:** Laser sights allow for better accuracy without relying on the scope.
- **Sound Suppressor:** Suppressors let you kill targets without alerting nearby enemies. They also reduce your damage against enemies.
- **Rate of Fire:** Rate of fire lets you switch between single shot, three-round burst, and fully automatic fire.

Weapon Switch/Inventory

Pick Up Weapons

Press and hold the **Y** button to pick up weapons from the ground. This ensures you're always armed. You automatically pick up ammunition, but only the ammunition for weapons in your inventory.

Weapon Switch

Press the **Y** button to quickly switch between your two primary weapons.

Weapons Menu

To access the Weapons menu, press and hold the **Y** button.

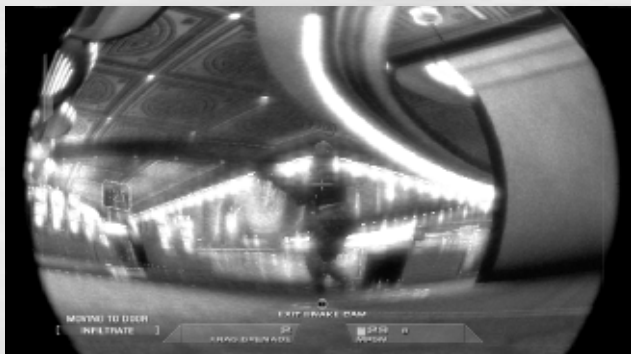
From here, use the **+** to:


- Cycle through weapons by pressing the D-pad **↶** or **↷**.
- Cycle through gadgets by pressing the D-pad **↶** or **↷**.



Tag Terrorist/Tactical Map

Tag Terrorist



To help you plan and coordinate your assault with your teammates, you can tag up to two terrorists as priority targets. To do this, aim at a terrorist and press the  button. A red icon will appear above his head. This tells your teammates that the terrorists you tagged are their priorities, leaving you to handle any stragglers.


This is a crucial tactical skill that gives you two major advantages in any gun battle – the element of surprise and control over the situation.

Tagging terrorists provides you with the following tactical advantages:



- It frees you from engaging the same target as your teammates.
- It allows you to handle specific threats like a terrorist guarding a bomb or a hostage-taker.
- It works while using the snake cam or from behind cover, allowing you to plan your assault tactic better.
- You can use your teammates to distract the terrorists while you outflank them.
- You can cover your teammates from potential ambushes while they take down targets.

- Tagged terrorists show up on maps, allowing you to track their movement.
- You can designate targets during gunfights, giving you greater control and room for improvisation.


Tactical Map

By holding the  button, you can call up the Tactical Map on the screen. Releasing the button removes the map. The map not only reveals the lay of the land, it shows you navigation points like ladders, doors, and rappel points, as well as your next rally point. You can also use it to see enemies that your teammates see, making it invaluable as a scouting tool.


Take Cover

Take cover is a vital tactical tool for your survival. It allows you to seek protection behind objects and walls and to see around corners and over objects without exposing yourself to danger. From there, you can observe a situation and plan ahead, direct your team, tag terrorists, or use blind fire to suppress the enemy. When you hold the  near a wall or a cover point, the camera switches to an exterior view of your character. Release the  to return yourself to first-person view.

Rules of Engagement

The  allows you to take greater tactical control over your team by toggling between Assault and Infiltration modes.

Pause

To pause the game, press the  button.

MENU

The Menu screen offers the following options:

Profile Creation and Selection

Before you dive into the world of counter-terrorism, you must either create a new profile or select an existing one. Your profile contains all the important data concerning your experience and progress through the game, as well as any personalized settings you might have set. Your friends can also save and load their personalized settings for Split Screen action.



Main Menu

You can navigate your way through the game from the Main Menu. The options available from this screen are:

- **Load Last Checkpoint:** Continue an existing saved game.
- **Single-Player:** This option brings you into the heart of the Rainbow Six Vegas Single-Player experience with Story-Mode or Terrorist Hunt.
- **Multiplayer:** This brings you into Multiplayer Mode, allowing you to play with other players on Xbox Live, Split Screen, or System Link.

IN-GAME INTERFACE



Tactical Interface

The Tactical Interface gives you greater control of your team, turning them into an important tool in observing, planning, and carrying out your assaults.

Displayed in the Tactical Interface are three major components to help you make fast and effective decisions:

- **Team State:** Displays your team's current actions.
- **Rules of Engagement:** Displays the team mode for either Assault or Infiltration.
- **Order Icons:** Displays the current available orders depending on the environment.

Team State


Team State shows you exactly what your team is up to so you have a better understanding of their current action and what you can do with them at a moment's notice.

Rules of Engagement

Rules of Engagement allow you to decide whether your team operates quiet and unnoticed or loud, hard, and fast.

- **Assault:** In this mode, your team will fire on the first target they see, hitting the enemy before they can react, but generally attracting attention.
- **Infiltration:** Sometimes, the situation calls for covert action. That's when your teammates put sound suppressors on their weapons and engage enemies only if engaged first. This is slower, but safer.

Order Icons

The Order icons allow for specific actions that do not break your team's Rules of Engagement. Once you send your team to a location, use the  to select the action you want your team to engage in, even if you're not with them.





Rules of Engagement: Infiltration

Team State	Up	Left	Right
Door	Open and clear	Open, smoke, and clear	Open, flash, and clear
Open Door	Enter and clear	Smoke and clear	Open, flash, and clear
Rappelling	Storm in window	Move up	Move down

Rules of Engagement: Assault

Team State	Up	Left	Right
Door	Open and clear	Breach and clear	Open, flash, and clear
Open Door	Enter and clear	Gas and clear	Frag and clear
Rappelling	Storm in window	Move up	Move down

Player Interface

Player Interface Window

The Player Interface window contains information specific to your character, including:

Weapon Information

- Rate of Fire: Full Auto, Burst, Single Shot.
- Ammunition left in weapon magazine.
- Ammunition left in remaining magazines.
- Weapon name and icon.

Gadget

- Selected gadget name.
- Amount left.

Tactical Map

Picture-in-Picture

Joanna provides you with a live information feed throughout your missions using Picture-in-Picture, your window into mission-critical events.

WEAPONS AND GADGETS

Weapons

You have access to the following weapons. Like any other tool in your arsenal, weapon choice is another aspect of tactics, allowing you better control over a situation.

- **Pistols:** You'll find pistols useful when you don't have time to reload your main weapon or when shooting while rappelling.
- **Submachine Gun:** This close-quarter weapon combines the automatic fire of a machine gun with the ammunition of a pistol.
- **Light Machine Gun:** This support weapon generates a tremendous volume of automatic fire at the cost of greater weight and higher ammunition consumption.
- **Assault Rifles:** Use this weapon to neutralize targets in more open areas through greater stopping power.
- **Sniper Rifles:** This weapon delivers single precise shots over longer distances than other weapon types.
- **Shotgun:** The best choice in close-combat and defensive weapons, the shotgun will serve you well with its short range, low penetration spread, and high stopping power.



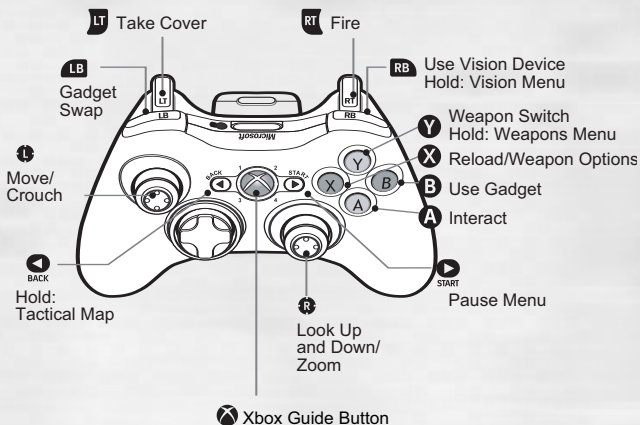
Gadgets

A soldier is only as good as his tools and his training. Rainbow prides itself for being the best in both. You have access to the following tools.

- **Frag:** This is your basic hand grenade, designed to shred its target with a blast of high-velocity shrapnel.
- **Smoke:** This grenade releases a cloud of gray smoke that cloaks movement.
- **Flashbang:** This grenade produces a blinding flash and deafening bang to confuse and disorient a target without causing serious injury. This is your best tool for assaulting a room containing hostages.
- **Breaching Charges:** Use this explosive device against doors. A charge will effectively destroy a door and kill anyone standing right behind it.
- **C4:** This explosive is known for its durability and stability. It will not explode even if struck, cut, or exposed to fire. It only detonates with the use of a remote detonator.
- **Incendiary:** These lethal grenades produce intense heat by means of a chemical reaction. A single lit particle can burn through skin, muscles, and even bone.

MULTIPLAYER

Multiplayer Controls



Multiplayer Games

Rainbow Six Vegas supports three Multiplayer modes:

- **Xbox Live:** Play in online action over the Xbox Live online gaming service.
- **Split Screen:** Play in split screen with friends on your Xbox 360™ console.
- **System Link:** Hook up Xbox 360 consoles to play on a local network

You can play with up to 15 other people on Xbox Live or a System Link network, or with up to two people locally in Split Screen mode.

Signing in to Xbox Live

Selecting Xbox Live will bring you to the Xbox Live Sign-In screen. If you're playing Split Screen, you and up to one guest can play on a single Xbox 360 system. After you sign in, each player can edit and modify his or her identity.

Once you've signed in, you're ready to start playing Rainbow Six Vegas multiplayer.



Persistent Elite Creation™

Persistent Elite Creation, or P.E.C., allows you to build an online identity and save your progress from one match to another. Win or lose, you gain experience to improve your characters over time and unlock more options to further customize your character.

Character Creation

Character Creation lets you build a unique-looking character for all online sessions. You can also use Xbox Live Vision to photograph your face and overlay it onto your character, putting you directly in the action.

Note: You will need 300 KB of memory to use this feature.

Advancement System

The Advancement System provides you with Experience Points (XP), which count toward gaining new ranks and unlocking equipment as you improve.

- **Points:** After each match, you automatically receive Experience Points, which count towards your ranking. How many XP you earn depends on factors including match length, number of players, and whether you win or lose.
- **Ranks:** Your character begins at the grade of Private Second Class and, as he or she gains experience, rises in rank all the way up to Elite Operative.
- **Unlocking Equipment:** For every new rank you gain, you automatically unlock a new equipment package for your character that includes weapons or new outfitting options.

Outfitting

- **Equipment Templates:** Equipment templates are a quick and easy way for you to select a role during the game. Professions include Demolitions Expert, Recon, Assault, and Sniper.
- **Body Armor:** Body armor is the style of armor your character wears during matches. It protects you from damage, but also affects your movement. Armor falls into three categories: Light Armor (light protection, light encumbrance), Medium Armor (medium protection and encumbrance) and Heavy Armor (heavy protection and encumbrance).
- **Clothing:** You may choose from a variety of military- and mercenary-style articles of clothing to lend a unique appearance to your character. More clothing is unlocked as your character rises through the ranks.

Playing in Matches

After selecting your player identity, go to the Custom Match screen and choose a Player Match or Ranked Match.

- **Player Matches:** Player Matches don't affect your TrueSkill rankings and they have no limitations, meaning anyone can join regardless of experience or rank.
- **Ranked Matches:** Ranked Matches, on the other hand, affect your TrueSkill rating and use your TrueSkill rating to match you with players who are closest to you in skill.

Quick Match

Lets you jump right into a game as quickly as possible.

Custom Match

You can use Custom Match to search for and select a specific type of match.

Creating a Match

Creating a match allows you to customize any number of conditions while acting as host. This includes choosing the map or series of maps on which to play and dictating time of play, number of rounds, number of players, whether team kills are punished, weapon restrictions, and more.

Match Type

Adversarial Mode

Whether alone, as a team, or as a clan, you compete against other players for a variety of objectives in a variety of maps.

- **Attack and Defend:** Two teams fight for control of an objective; one team assaults the location to gain the objective while the second team defends the objective.
- **Team Sharpshooter:** Two teams compete by hunting each other to see which team will rack up the most kills; respawn enabled.
- **Team Survival:** Two teams compete to kill each other in a match with no respawns; the team with the last soldier standing wins.
- **Retrieval:** Two teams race to locate biohazard canisters one at a time and deliver them to their team depot to score points.



- **Survival:** No respawns, no second chances, and no mercy ... the last warrior standing wins this free-for-all.
- **Sharpshooter:** Free-for-all combat with respawn enabled; the player with the most kills wins the match.

Cooperative Mode

This mode allows you and other players to team up against a common enemy, the terrorist NPCs of the game, in two modes.

- **Co-Op Story:** You and up to three other players fight together through the storyline as elite Rainbow members trying to save Vegas.
- **Co-Op Terrorist Hunt:** You and a team of players cooperate to locate and eliminate all terrorists in the map.

Achievements

Achievements are awards for achieving distinct milestones during gameplay. Some Achievements celebrate specific points, like completing a Story mode map or finishing your first Terrorist Hunt mission. Others celebrate skill, with awards going to those players who killed the most characters in a round or completed an objective within a certain time frame. The Achievements count in overall progress to those honors awarded the most elite players.

Leaderboards (Statistics)

The Leaderboards allow you to view your own statistics for Co-Op and Adversarial matches, as well as those of other players. The Leaderboards display information for preset game types, game modes, character classes, and overall positions.

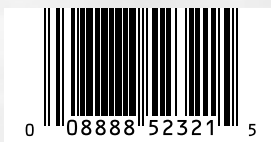


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Thanks,
The Ubisoft Team

Rainbow Six® Vegas



Proof-of-Purchase

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**DODGE
NITRO**

**The All-New 2007 Dodge Nitro
Featured in Rainbow Six® Vegas.**

dodge.com/nitro
dodge.com/games

Rendered shot does not represent actual vehicle

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