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GETTING STARTED

System Requirements

Supported OS: Windows® 2000/XP (only)

Processor: 1.5 GHz Pentium® 4 or AMD Athlon™ equivalent or better

RAM: 512 MB (1 GB recommended)

Video Card: 64 MB AGP or PCI DirectX® 9.0c-compliant video card supporting pixel shaders and vertex shaders (see supported list*)

Sound Card: DirectX 9.0 compliant (EAX recommended; PC audio solution containing Dolby® Digital Live required for Dolby Digital audio)

DirectX Version: DirectX 9.0 (included on disc)

CD-ROM: 12x CD-ROM (8x DVD-ROM recommended)

Hard Drive Space: 7 GB

Peripherals: Keyboard and mouse, microphone, Logitech G15 keyboard; monitor capable of 1024x768 resolution at 60 Hz

Multiplayer: Broadband with 64 Kbps upstream (128 Kbps recommended)

*Supported Video Cards at Time of Release

ATI® RADEON® 8500/9000/X families

NVIDIA® GeForce™ 3/4/FX/6/7 families (GeForce 4 MX cards are NOT supported)

Laptop models of these cards may work but are not considered supported.

These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, video cards, and operating systems, please visit the FAQ for this game on our support website at: <http://support.ubi.com>.

NOTICE: This game contains technology intended to prevent copying that may conflict with some CD-RW, DVD-RW, and virtual drives.

Installation

Installing Rainbow Six Lockdown™:

1. Start your computer's operating system.
2. Insert the Tom Clancy's Rainbow Six Lockdown disc into your CD-ROM or DVD-ROM drive. The Autorun menu should appear. If it does not appear, call up My Computer from your desktop, then double-click on the icon that corresponds to the drive the Rainbow Six Lockdown disc is in.
3. Click the Install Lockdown button. The installation routine walks you through each step. Once you have created a directory for Rainbow Six Lockdown, the game installs to your hard drive automatically. The game will ask if you want to install DirectX 9.0. If you already have a version that is 9.0 or higher, click No. If not, select Yes to install DirectX. If you are not sure, click Yes and the DirectX installer will perform its own verification.
4. After you've finished the installation, you can select Rainbow Six Lockdown from your computer's Programs list or from the icon on your desktop.

Uninstalling Rainbow Six Lockdown:

1. Start the operating system on your computer.
2. Insert the Rainbow Six Lockdown disc into your CD-ROM or DVD-ROM drive.
3. When the menu appears, click the Uninstall Lockdown button. You'll be asked if you really want to uninstall the game. To continue, click Yes and follow the prompts. If you uninstall Rainbow Six Lockdown, any previously saved campaigns or games remain on your hard drive unless you choose to delete them.

You can also uninstall Rainbow Six Lockdown by using the Add/Remove Programs control panel in Windows.

Controls

Function	Key
Move Forward	.W
Move Back	.S
Strafe Right	.D
Strafe Left	.A
Peek Right	.E
Peek Left	.Q
Fire	.Left Mouse Button
Zoom	.Right Mouse Button
Run	.SHIFT
Always Run	.Caps Lock
Use Item	.Ctrl
Change Stance	.X
Rate of Fire	.F
Go Code	.G
Night Vision	.V
Special Vision	.B
Reload	.R
Advanced Orders	.T
Action/Issue Command	.Space Bar
Fluid Door Open	.Mouse Wheel Up
Fluid Door Close	.Mouse Wheel Down
Sniper Weapon Zoom	.Mouse Wheel
Steady Sniper Weapon	.Space Bar
Toggle Weapons	.1
Toggle Items	.2
Rules of Engagement	.3



Team Hold/Follow4
Hostage Hold/Follow5
All Hold/Follow6
Decrease Bomb Timer	-
Increase Bomb Timer	=
Quick SaveF5
Quick LoadF8
In-Game MenuEsc
Enable ChatEnter
Push to TalkM
Global ChatY
Team ChatU
Whisper ChatI
Whisper Reply0
Chat Macro 17
Chat Macro 28
Chat Macro 39
Chat Macro 40

THE SITUATION

Under cover of an attempted coup in South Africa, a well-armed band of terrorists has seized an engineered virus called Legion. Developed illegally, Legion is the ultimate weapon of terror, a man-made plague that strikes quickly and leaves no survivors. With the terrorists' intentions and target unknown, elite counter-terror organization Rainbow must find the terrorists, uncover their target, and stop them before Legion is turned loose.

The Squad

You play Domingo "Ding" Chavez, one of Rainbow's team leaders. You command up to three fellow Rainbow operatives on each mission. The squad is chosen for you before the mission starts, ensuring that you have the best team possible for each operation. During the course of the campaign, you'll work with field operatives skilled in assault, recon, demolitions, and electronics.

Unless the mission objectives say otherwise, you can lose your entire squad and still complete a mission successfully. As Chavez, you have the skills of any member of your squad.

The Virus

The terrorists who have stolen Legion have successfully made a weaponized form of it. This means that as you advance through the game, you'll encounter enemies who may have virus weapons on hand. Exposure is 100% fatal.

STARTING THE GAME

The Campaign

The campaign is the continuing series of 16 missions that form the core of the game. Once you successfully complete a campaign mission, it becomes available to play again at any time, and the next mission is unlocked.

Main Menu

Select one of the menu choices in the upper left corner by moving your mouse over the item and clicking the left mouse button. The choices available from the Main Menu are:

- **Single Player:** Take on Rainbow Six Lockdown solo. Includes the Campaign and Quick Mission gameplay types.
- **Multiplayer:** Create or join a game with other players.
- **Load Game:** Resume a previously saved game.
- **Options:** Set the game options to personalize and optimize your play experience.
- **Mods:** Use "modded" content.
- **Credits:** See who created Rainbow Six Lockdown.
- **Quit:** Close Rainbow Six Lockdown and return to the desktop.



At the lower left of the screen is the Help text box. Whenever you mouseover a screen element in the menu system, text explaining what that item is or does appears here.

Options

The Options screen allows you to customize your play experience. This screen has five tabs, each corresponding to one set of options. Click on a tab to make that option set come up.

When you're finished setting your options, click on Apply Changes. This applies the new settings. If you don't like them, click Restore Defaults to return everything to the original settings.





Load Game

Load Game allows you to load or delete a saved game. You can also load or delete games through the in-game Pause menu.

Selecting Load Game takes you to the saved game list. Select a saved game by clicking on it. If you choose to load the game, you'll start where the action left off when you last saved. Click on Load Game and the selected game loads immediately.

Single Player

Single Player lets you take on the world of Rainbow Six Lockdown with or without your AI squad to back you up. Here you can play through the campaign, select from numerous game types, or tackle individual missions.

At the top left of any single-player screen is a box showing the various steps in starting a single-player game. To access any one of those steps, click on it.

Mission Setup

At the top of the Mission Setup screen is a drop-down list of game types, with a list of available maps below it. Not all maps are available for all game types. To select a game type, click on the arrow next to the drop-down item, then click on the game type you want. The available game types are:

- **Campaign Mission:** Play the missions campaign-style, with story-based objectives and enemies.
- **Terrorist Hunt:** Move through the level taking out tangos. Wipe them all out to win the mission.
- **Reverse Terrorist Hunt:** Take on the Terrorist Hunt game type from a new direction.
- **Lone Wolf:** No squadmates – this time it's personal.
- **Training:** Practice your weapon skills at the target range.

To the right of the game type list are options that depend on game type. When you've set the options you want, select the mission of your choice by clicking on it.

Briefing Screen

Some mission types give you a mission briefing. This gives you information on the level, your enemies, and your objectives.

To access a mission briefing, click on Briefing in the box in the upper left corner of the screen. To watch the briefing again, click on the Replay button. To continue, click on Team Outfitting in the upper left-hand corner.

Team Outfitting

Team Outfitting is where you give your Rainbow operatives the gear they're going to use in the field.

On the left is a series of boxes, one for each team member. These display the character's name and current loadout. To change a character's loadout, click on this box. This makes the selected character active.

To the right of the list is the character portrait. Any changes you make appear here instantly. Below the portrait is a drop-down list of uniform choices for the mission.

To the right of the portrait are the equipment slots. At the top is the character's Primary Weapon. Click on this to make it active. Once a slot is active, you can go through the list of choices for it on the right side of the screen. Click on any of those choices to select it. Below the Primary Weapon is the slot for an add-on attachment for the weapon. Not all weapons can use all attachments.

Below the Primary Weapon is the Secondary Weapon. This is usually a pistol or shotgun. Some Secondary Weapons can have attachments as well. Below that are the two equipment slots. These can be filled with grenades, breaching charges, hammers, and other tools of the trade.

You can save your favorite loadout so that it's loaded quickly the next time you play. To save a loadout, simply click the Save Loadout button at the bottom of the screen. Give your loadout a name and it is saved for you to use whenever you want. When you're happy with your team's loadout and ready to go, click Start Mission to begin the mission.





THE ACTION PHASE

The Action Phase is where you move, shoot, interact with the world, and play the game. Screen elements called the HUD (Heads-Up Display) give you information about the game world.

The HUD

Your on-screen HUD feeds you information about the game world as you move through it. It tells you about your weapon, your squadmates, and your character.



Stance Indicator

At the lower right is a box that shows your character's current stance. Upright lets you move faster, but makes you a bigger target. Crouching slows you down, but gives you better cover and aim. Toggle between stances by hitting the X key.

Rate of Fire and Ammunition

Below the Stance Indicator is your Rate of Fire (ROF). This indicates how many rounds are fired from your weapon when you squeeze the trigger:

- **Single Shot:** One bullet fired.
- **Three-Round Burst:** Three bullets fired.
- **Full Auto:** Keep going until you empty the magazine.

Pressing the Rate of Fire key (default is the F key) cycles between them.

Beneath the ROF is your current ammo count. The bright bar tells you how many rounds are left in the current magazine. When it's gone, the magazine is empty and you need to reload.

Down and to the left is the Item Indicator, which tells you which gear item is currently equipped, and how many are left.

Health Indicator

At the bottom right is your Health Indicator. Three bars indicate you're in perfect health, while being wounded removes bars from your health status.

Squad Indicator

At the lower left is your Squad Indicator. This shows you the current health of your squad members. Below that is the current order they're following. You can tell them to advance, hold, or perform more complex operations.

Next to this is your squad's current ROE, or Rules of Engagement, Indicator. This tells the squad whether to move in Assault mode (fire on targets at will) or Recon mode (stealth approach). Toggle this by pressing the ROE key (default is the #3 key).

Reticle

The reticle appears in the center of the screen. It serves several functions. First of all, it shows where you're aiming. The pips around the edge of the reticle show the current spread of fire if you pull the trigger. The longer you aim at a target, the closer the pips move and the more accurate your shot is. Moving or changing stance adjusts your aim and causes the pips to move out again.

Another function of the reticle is to give orders or to interact with the world. When the reticle is over an object that you or your team can interact with, a message indicating the type of action you can perform pops up. To perform the action, press the Action key (default is the Space Bar).

Contextual Order

At the bottom center of the screen is the current Contextual Order you can give your squad. This defaults to Move, but when you place it over doors, cameras, or other items you can interact with, the new order appears.

Virus Indicator

This icon appears on-screen when you get near a source of the Legion virus. The closer you get, the more solid the icon becomes.

Hostage Indicator

Some missions call for you to rescue hostages and lead them to safety. When you've secured a hostage, this indicator appears on-screen. It remains while the hostage is with you and appears whether the hostage is holding position or following you.

Radar

The radar is active on-screen when you're using the motion sensor. Enemies, hostages, and team members appear as blips on the radar screen.



Battery Bar

This appears when you use the motion sensor. It tells you how much time you have left before the device is out of power.

Opening Doors

Either you or your squad can open doors in Rainbow Six Lockdown. To open a door, walk up to it with the reticle over it and press the Action key. If the door is locked, you have several options. Small icons show the location of the lock and hinges. Shoot these out to open the door. You can also use a hammer or breaching charge to blast through the door. Or you can toss a grenade at the door and stand back.

Enemies can fuse doors shut with a lock and hinge fuser kit. A small icon with a padlock indicates the door is fused shut. A fused door must be cut open manually or breached by an explosion. To cut through a fused door, stand directly in front of it and hold down the Action key until it is open.

You can use your mouse wheel to open a door partway, just enough to peek or toss a grenade in.

To have your team open a door for you, move the reticle over the door and wait for the Door Order message to come up at the bottom of the screen. Press the Action key. This brings up a list of available options that detail how the team is getting through the door.

Once you have selected the way you want your team to breach the door, a list of actions to perform after they open it appears. You can always cancel an order by selecting Cancel.

Once you've given the order, the team waits for a Go Code. Give the Go Code by pressing the Go Code key (default is the G key). You can cancel the action by hitting the Action key.



Moving and Shooting

The core of gameplay in Rainbow Six Lockdown is movement and combat. In order to advance, you need to move through the levels and take out enemies. To move, use the Movement keys (defaults are the W, A, S, and D keys). These let you go forward and backward, and move from side to side. Press and hold a movement key to move in that direction. If you want to move faster, press and hold the Run key (default is the Shift key) while moving.

Peeking

Your mouse controls where you look. You can also peek left and right (defaults are the Q and E keys). This lets you look out from behind cover without exposing yourself completely.

Opening Fire

To fire your current weapon, press the Fire button (default is the left mouse button). Move the reticle over an enemy and open fire, and he'll be taken down.

You can reload your current weapon by pressing the Reload button (default is the R key). This fills up your current magazine. While reloading, you cannot fire.

Weapons Switching

You can have one weapon and one gear item equipped at a time. You can switch between weapons and items. To swap between Primary and Secondary weapons, press the Weapon Swap key (default is the #1 key). To swap between your items, press the Item Swap key (default is the #2 key).

Throwing Grenades

To throw a grenade, press and hold the Use Item key (default is the Ctrl key) while a grenade is equipped. The arc of your throw appears on-screen. Adjust your aim with the mouse, then release the Use Item key to throw it. Be warned – grenades do bounce back if they hit something, and you can be killed by friendly fire.



Zoom

To get a better shot at an enemy a long way off, you can zoom in on him.

Pressing the Zoom key (default is the right mouse button) lets you look through the iron sights of your weapon or aiming attachment. To exit zoom, press the Zoom key again.

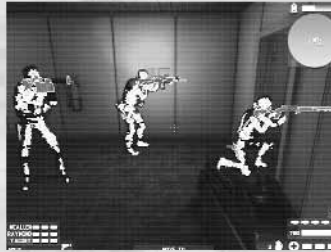
With a sniper rifle, you can adjust your level of zoom by using the analog zoom setting (default is the mouse wheel).



Vision Modes

Team Rainbow has two additional vision modes. Night vision amplifies available light, making the darkest tunnels seem bright as day. To toggle night vision on and off, press the Night Vision key (default is the V key).

The motion sensor lets you see movement visible at close range. This is very handy for tracking hidden enemies – even through walls. To toggle this off and on, press the Special Vision key (default is the B key). The motion sensor has a limited battery life.



Interaction and Giving Orders

To give an order, move the reticle over the object you want the team to interact with and press the Action key. The available order appears in the bottom center of your HUD. If you want to interact with the item (door, computer, camera, etc.), walk up to it and press the Action key when the appropriate Contextual Order appears.

Waypoints

The basic order you can give your team is Move. You pick a spot in the world and order them to go there. To do this, move the reticle over the spot you want them to advance to. Press the Action key and a spinning Rainbow icon appears. Your teammates immediately start moving to that waypoint.

Movement Orders

You can control the movement of your team or any hostages you're leading to safety. Hold tells them to remain where they are. Follow tells them to follow you as you move.

- **Toggle Rainbow Hold/Follow:** Default is the #4 key.
- **Toggle Hostage Hold/Follow:** Default is the #5 key.
- **Toggle All Hold/Follow:** Default is the #6 key.

Pausing the Action

You can always pause the action by pressing the Pause button (default is the Esc key). This brings up the in-game Pause menu, which allows you to change options, save or load games, and perform other actions.

When you pause the game, it shows you the current scoreboard of your progress. In addition to the mission details, your squad's mission statistics appear.

In the upper left is the Pause menu. This provides you with several choices:

- **Scoreboard:** Shows you the current mission stats and settings.

- **Options:** Lets you change game options. Some options cannot be changed mid-mission.
- **Resume Game:** Takes you back to the action.
- **Save Game:** Saves the current game.
- **Load Game:** Loads a saved game. This ends your current game and starts the saved one.
- **Quit Game:** Closes Rainbow Six Lockdown and takes you back to the desktop.

Saving and Loading In-Game

You can save and load as many games of Rainbow Six Lockdown as you want. This allows you to try the campaign with different tactics, experiment, or just fall back and regroup if the mission you're on proves too tough.

Quick Save

You can save anywhere in the action in Rainbow Six Lockdown by pressing the Quick Save key (default is the F5 key). This takes a snapshot of the action. Every time you do a Quick Save, however, the previous one is overwritten, so if you want to save a game and come back to it, you're better off doing a full save.

You can also load your Quick Save game by pressing the Quick Load key (default is the F8 key). This ends your current game and loads your Quick Save.

Saving a Game

To save a game, bring up the Pause menu and select Save Game. This takes you to the Save Game screen.

Loading a Saved Game

To load a game, bring up the Pause menu and select Load Game. This takes you to the Load Game screen. A list of available games is displayed. Click on the one that you want to select, then click on Load Game.

Autosave

Each time you complete a section of a mission, the game will automatically save your progress, overwriting the previous autosave in the process. This autosave records only your most recent progress.



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After Action Review

Win or lose, after the mission you get an After Action Review (AAR). The AAR tells you how you and your squad performed.

From the AAR screen you have several options available in the menu box at the upper left. They include:

- **AAR:** View the AAR screen.
- **Options:** Go to the Game Options screen.
- **Load Game:** Load a saved game.
- **Load Last Save:** Load the most recent save you made. This is useful for continuing missions where you've made a lot of progress and don't want to start all over.
- **Replay:** Try the same mission over again.
- **Continue:** Return to the Mission Selection screen. You can change your equipment to try the same mission again, select a different mission, or change the game type.



MULTIPLAYER

To start a multiplayer session, select Multiplayer from the Main Menu. Choose whether you'll be playing on a Local Area Network, or online through ubi.com™. If you choose ubi.com, you'll be asked to log in; if you pick LAN, you'll go straight to the Multiplayer screen.

Creating a Game

Creating a game lets you set up the game parameters and details, and invite others in to play. There are two tabs on the Create Game screen, one for Game Settings and one for Map List. Each lets you spec out certain aspects of your game.



Game Settings

At the top of the Game Settings tab is a space for the Game Name. Click on the space and type in the name you want to give your game. This is what appears when it shows up on other players' lists of available sessions. Below the name is a space for a password. If you input a password, the game requires it from every player who tries to join. To create a password, click in the box and type the password you want to use.

On the left-hand side of the screen is a pull-down list of game types. To choose one, click on the arrow, then click on the game type you want to set up. The available game types are:

- **Team Adversarial:** Team-based play. It's Rainbow versus mercenaries in a battle to the death.
- **Rivalry:** Team-based play. Accumulate points by completing team objectives. The team with the most points wins.
- **Retrieval:** Team-based play. Bring back the most flags to your base and win.
- **Free for All:** It's every operative for themselves.
- **Co-op Mission:** Tackle campaign missions with human squad members, not AI.
- **Terrorist Hunt:** Work cooperatively with other players to clear terrorists out of a level.

Different game types have different options available. For example, you have the option to choose Normal or Reverse play for Terrorist Hunt, and with cooperative game types you can set the difficulty to Normal or Challenge.

Map List

The Map List tab lets you pick the maps you want to use in your game. To the left is a list of available maps for the currently selected game type. If you want to use a map, select it by clicking on it. Then, click the Add Map button to add the map to the Game Session Maps window on the right.

Choosing no map means that a new map will be randomly selected each round.



Joining a Game

The Join Game screen is where you search for active games and select one to join. There are two tabs on the Join Game screen, Search and Filters. You can switch back and forth between them by clicking on the tab name.

Search

The Search tab shows the current list of games available. To select an individual game from the list, click on it. The game's statistics appear to the left. You can scroll through the list of games. If you don't see any games you want to join, clicking the Refresh List button searches again.

If you do find a game you want to join, select it by clicking on it. Then click on the Join Game button.





Filters

The Filters tab lets you put search parameters in place so the list of available games more closely matches what you want.

Once you've put your filters in place, click on the Search tab and click Refresh List to bring up a list of games that matches your criteria.

The Ready Lobby

Once you join a game, you are taken to the Ready Lobby. This shows the current state of the game. If you join a game in progress, you'll wait here until the current round is over.

If you've joined a team-based game, you'll find both teams' rosters listed, and you'll automatically be assigned to one. The two teams are Rainbow and Mercenaries. Each team's roster is visible. To switch teams, click on the Switch Teams button. This moves you back and forth between teams if the server has turned auto-teams off. If there are no teams, a complete player list appears instead.

When you're ready to go, click on the Ready button. This tells the host that you're good to go. If you decide you're not ready after all then click on the Not Ready button. When everyone in the game has clicked Ready, the game automatically starts. The host can also start the game manually by clicking on Launch Game, so it's a good idea to gear up fast.

At the bottom of the screen is the chat window. This lets you trade messages with other players. To chat, press the Enter key and type your message. Press Enter again to send it.

Kick Player

Only the host can use this button. It removes the currently selected player from the game.

Team Outfitting

Before you go into action, you want to make sure you have the appropriate gear. To do this, click on Team Outfitting in the menu at the upper left. On the left is a list of character classes you can choose to play. Each class has its bonuses and drawbacks, as well as unique equipment it can use. The character classes are:

- **Assault:** Well-balanced combat expert. Can use attachments and heavy machine guns.
- **Sniper:** Deadly from a distance, but has a low rate of fire and can't use weapon attachments.
- **Recon:** Lightly armored but moves fast and is hard to detect with night vision.
- **Demo:** Slow and can't use attachments, but is good with explosives – both using them and disarming them.

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Below the character class list is a drop-down list of available models. There are three categories: Rainbow, Mercenaries, and Custom. Rainbow lets you play a Rainbow squad member. Mercenaries allow you to pick from a list of heavily armed and trained mercs, and Custom is the list of characters you have created.

Once you've selected the character type, click on the model you want to use. It appears on-screen in the character window.

You equip your character the same way you do in single-player. Once you're done, you can click on Ready Game Set to wait in the Lobby.

Switch Character Set

This button is available in the Free for All Team Outfitting screen. It allows you to switch between mercenary and Rainbow character sets to choose the one you want to play in-game.

Custom Character

Custom Character lets you create unique Rainbow squad members or mercenaries to play in multiplayer combat. You can make as many characters as you want.

Your character's appearance is visible in a window on the left side of the screen. Use the controls on the right to customize the look of your character. At the top of the screen is the character's name. Click in the box to type a unique name to save that character under.

To save the current character, click on Save Changes.



Scoreboard

After each round, you'll go to a Scoreboard. This lists the stats for the most recent round, as well as the current match status. Different stats appear depending on game type, including kills, hits, hit percentage, and the winner of the round.

The Scoreboard then cycles to the Ready Lobby or the next round.





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RAINBOW SIX
LOCKDOWN

Multiplayer Action

Respawning

In games with Respawn active, you can choose where you come back into the world. Cycle through the available respawn points until the timer hits zero and forces you into the world. You can also respawn before the timer expires by pressing the Space Bar.

Multiplayer Equipment

Some equipment is restricted to one side or the other in team-based play.

Rainbow-only equipment:

- **Flash Grenades:** Create an intensely bright explosion that blinds anyone in the blast radius.
- **White Phosphorus Grenades:** A combination antipersonnel and flash weapon, this ignites targets within its blast radius.
- **Breaching Charge:** This explosive charge can blow through a locked or fused door, taking out someone standing on the other side.
- **Flash Mine:** Proximity-triggered, this works as a high-powered flash grenade but is placed on the ground.
- **C4 Satchel Charge:** Small explosive charges that detonate from an adjustable timer.
- **Motion Sensor:** Available as a vision mode, this shows enemies as blips on a radar screen and allows Rainbow to see movement through walls.

Mercenary-only equipment:

- **Smoke Grenades:** These emit a cloud of smoke, obscuring vision and countering flash grenades.
- **Virus Grenades:** Loaded with Legion, these produce a lethal virus cloud.
- **Door Fuser:** This allows the mercenary to fuse the door shut.
- **Claymore:** A defensive weapon, this is an antipersonnel mine. When triggered, it has a lethal 180-degree arc of fire. Claymores are set off by a hand switch, but can also be detonated by explosions or fire.
- **Laser Trip Mine:** An unpleasant, lethal surprise triggered by someone interrupting the laser beam. Move fast after you place one or risk setting it off yourself.
- **Surveillance PDA:** This allows a mercenary to cycle through the views from any of the active surveillance cameras on the level. A virus canister is placed near each camera. Press the space bar while looking through a camera to release it.

Both teams can use frag grenades and night vision. In addition, members of each team can interact with surveillance cameras in the levels. Rainbow members can disable them while mercenaries can re-enable them.

Register this game now and stay in the know!

It's simple: Go to www.ubireg.com and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on www.ubi.com!

Thanks,
The Ubisoft Team

Tom Clancy's Rainbow Six Lockdown™



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