



XBOX 360

XBOX
LIVE



Tom Clancy's

RAINBOW SIX VEGAS 2

16+

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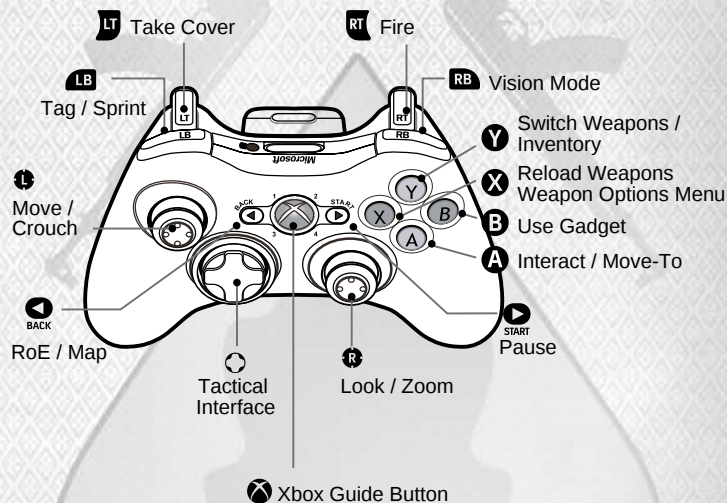
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GAME CONTROLS

Xbox 360® Controller



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

While scrambling to prevent a deadly attack on Sin City, Rainbow unveils a shocking betrayal that could tear the team apart.

CHARACTERS

Team Rainbow

In Tom Clancy's Rainbow Six® Vegas 2, you control an elite team of Rainbow operatives.

Bishop

Team Leader

You play Bishop, a battlefield veteran called back to service in a time of crisis.

Six

Rainbow Leader

The highest-ranking member of Rainbow, Six takes an active role in overseeing your mission.

Bravo Team

Though Bravo's members cycle, Bishop will rely heavily on two teammates and two support staff:

Jung Park

Electronics and Recon Specialist

Jung was trained in counterterrorism during his service with the Korean Army's Special Forces. Despite his quiet nature, Jung's exceptional computer skills make him a vital member of the ground team.

Michael Walter

Heavy Weapons and Demolition Expert

Mike has a special appreciation for Rainbow's extensive armory, but he prefers to deal with the more explosive variety. Mike has served with the Royal Marines as well as the SAS.

Support Staff

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

Sharon Judd

Information Officer

Sharon worked intelligence for years with the Israeli Mossad before joining Rainbow. She retrieves, analyzes, and provides critical mission data to Bravo from the helicopter.

Gary Kenyon

Chopper Pilot

As a veteran pilot of both the New Zealand and British Royal Air Forces, Gary's flight skills are impressive. The team depends on Gary as he skillfully maneuvers them into terrorist hotspots.

SINGLE-PLAYER CONTROLS

Move/Crouch/Sprint

Move

You move your character using the **W**. You can go slower or faster depending on the pressure you exert on the **W**.

Crouch

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

Sprint

Pressing and holding the **S** will cause your character to sprint for a brief time. This is useful for moving quickly from cover to cover or avoiding grenades, but you will be unable to fire until you stop. You must regain your breath before sprinting again or your next run will be shorter.

Look/Zoom

Look

Use the **Mouse** to look around.

Zoom

Clicking 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 **M**, you have access to 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:** Go to and climb the ladder.
- **Fast Rope Point:** Set up for fast rope.
- **KO'd Teammate:** Heal injured teammate.

Hold/Regroup

Pressing **H** on the **C** 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 **C** **Left** or **Right**, you can order the team to perform a specific action.

Voice Command

You can use the Xbox 360 Headset to give orders to your squad. Here are the possible orders that you can give:

Rules Move-To Orders:	
Location	Voice Command*
Ground & Walls or Move-To location	Move There / Move / Go! Go! Go!

Hold/Regroup Orders:	
Hold	Hold / Stop / Wait
Regroup	Regroup / Follow / On My Six

Rules of Engagement:	
Assault	Assault / Fire at Will / Weapons Free
Infiltrate	Infiltrate / Hold Your Fire / Return Fire Only

Tagging Terrorists:	
Tag Terroris	Tag / Target

Fire

Pull the **Trigger** to fire your weapon.

Use Gadget

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

Action

By pressing **A** 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 **V** 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 **V** to access the Vision Device menu. Then use the **C** to select the Vision Device best suited to the situation.

Reload/Weapon Options

Reload

Use **R** to reload.

Weapon Options Menu

Certain situations call for specific weapon options. To access the Weapon Options menu, press and hold **X** 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 the 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 **Y** 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 **Y** to quickly switch between your two primary weapons.

Weapons Menu

To access the Weapons menu, press and hold **Y**. From here, use the **○** to:

- **Cycle through weapons:** **○** **↑** or **↓**.
- **Cycle through gadgets:** **○** **←** or **→**.

Throw Grenades

You can order your team to throw grenades at a specific location by pressing **←** or **→** on the **○** while pointing to your target. Your choice of grenade types will change based on your current Rules of Engagement and Team State. (Refer to Rules of Engagement for more information.)

Thermal Scanning

You can call on Sharon to provide you with a Thermal Scan of your surroundings to reveal nearby enemies by pressing **↑** on the **○**. Calling a Thermal Scan makes a radar appear on-screen. Its availability is dependent on your team state.

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 **△**. A red icon will appear above the terrorist's 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 with 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 **○**, 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 pull and hold the **△** near a wall or a cover point, the camera switches to an exterior view of your character. Release the **△** to return to first-person view.

Not all cover is reliable, so use your judgment. Bullets can penetrate and even destroy thin cover (like wood, plastic, or fabric) but will be stopped by cement, metal, or treated glass.

Rules of Engagement

○ allows you to take greater tactical control over your team by deciding 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 enemies 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.

Pause

To pause the game, press **○**.

MENUS



Main Menu

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

- **Story Mode:** This option brings you into the game's campaign, where you can play through the story alone or with another player.
- **Terrorist Hunt:** The Terrorist Hunt objective is simple: eliminate all terrorists within the chosen map. You can choose to play lone wolf, with your team, or cooperatively with up to three other players.
- **Versus:** This option brings you to the adversarial section of the game, allowing you to play against other players on Xbox LIVE or System Link.
- **My Character:** Customize your persistent character and view your rewards.
- **Extras:**
 - Options: Edit general settings and game controls.
 - Credits: See who made the game.
 - Exclusive Content
 - Comcast Gift

Note: As you progress through Story mode, you'll be able to resume your game from saved checkpoints. In co-op Story mode, any checkpoints triggered will be saved for the host (for single-player and co-op modes), but the client's saved checkpoints will not change.

My Character

Persistent Elite Creation

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

Character Creation

Before you deploy with Rainbow, you must create and customize your character. The Character Creation menu will launch automatically the first time you load the game, but is also accessible from the Main Menu through My Character. You can also access Outfitting by pressing **X** in the helicopter or in the Main Menu, through the Outfitting menu. Your friends can save and load their characters' personalized settings for Split Screen action. Character Creation lets you build a unique-looking character for use in all game modes. 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.

Outfitting

- **Equipment Templates:** Equipment templates are a quick and easy way for you to select your gear during the game. You can create up to four of your favorite equipment presets to quickly switch your gear between matches.
- **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.

Rewards

As you play the game, you'll earn rewards that allow you to customize and evolve your character.

Experience Points (XP)

As you successfully use tactics and skill to progress through the different game modes, you will be rewarded with XP.

Ranks

Each time your skill exceeds your rank, you will be promoted. These promotions unlock new gear for your character, and you will be able to see what you have unlocked upon completion of the current mission.

Advanced Combat Enhancement Specialization (ACES)

In addition to rewarded XP, you will receive specialization points through the ACES system. Points gained by completing actions within each category will unlock weapons related to that category. Three categories define your in-game actions:

- **Marksman:** You will gain Marksman points through the accuracy and range of your shots.
- **Close Quarters:** You will gain Close Quarters points by successfully combining short range tactics and effective use of gadgets.
- **Assault:** You will gain Assault points by defeating your opponent's defenses, such as shields and cover.

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 Adversarial matches or view the stats of the best players from around the world in each of the game modes.

Service Tag

Your service tag is a customized three-letter prefix that will allow you to further distinguish yourself from other players.

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.

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: Assault			
State	Up	Left	Right
Door	Open and Clear	Breach and Clear	Open, Frag, and Clear
Open Door	Enter and Clear	Flash and Clear	Frag and Clear
Rappelling	Storm in Window	Move Up	Move Down

Rules of Engagement: Infiltration			
State	Up	Left	Right
Door	Open and Clear	Open, Flash, and Clear	Open, Smoke, and Clear
Open Door	Enter and Clear	Flash and Clear	Smoke and Clear
Rappelling	Storm in Window	Move Up	Move Down

Player Interface

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.

XP Bar

- Current XP and XP needed for next rank.

ACES

- ACES points.

Picture-in-Picture

Sharon 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-quarters 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

You have access to the following tools.

- **Frag grenade:** This is your basic hand grenade, designed to shred its target with a blast of high-velocity shrapnel.
- **Smoke grenade:** 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 grenade:** 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 Modes

Rainbow Six Vegas 2 supports three Multiplayer modes:

- **Xbox LIVE:** Play in online action over the Xbox LIVE online gaming service.
- **Split Screen:** Play in split screen with a friend 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 console. 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 2 multiplayer.

Playing in Matches

After selecting your player identity, go to the Custom Match screen and choose 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. Match settings are hard-coded to make fair competitive games and require a minimum of three players per side. Players are welcome to invite their friends into ranked matches until the game has begun.

Quick Match

Lets you jump into a game as quickly as possible.

Custom Match

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

Matchmaking System

The search matrix looks for the best match based on the player's skill level, connectivity, language, and advanced match settings. This ensures that the match presented to you is the best match available at the time.

Creating a Match

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

Match Type

Adversarial Mode

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

Attack and Defend: The ultimate goal of these matches is similar – two teams fight for control of an objective; one team assaults the location to gain the objective while the other team defends.

- **Item Extraction:** Locate and recover valuable intel before the other team can stop you.
- **Hostage Rescue:** One team must prevent the other from freeing and escorting hostages to an extraction point.
- **Demolition:** Plant the bomb in one of two target bomb sites and prevent the other team from defusing it.

Team Deathmatch: Two teams face each other and try to accumulate the most kills.

Deathmatch: A lone wolf battle where each player fights for the most kills.

Total Conquest: Teams must capture three satellite transmitters and hold them for 30 seconds in order to win.

Team Leader: The teams must support and protect their team leader in order to secure a victory. Leaders can win by making their way to the extraction point. Players can respawn as long as their team leader is alive.

Cooperative Mode

Co-op Story: You and one other player take on the terrorists together through the storyline as elite Rainbow members. The host player (Bishop) controls the AI teammates, and the guest (Knight) plays along in the story. You can invite a friend to your single-player campaign at any time.

Co-op Terrorist Hunt: You and up to three other players cooperate to locate and eliminate all terrorists in the map.

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!

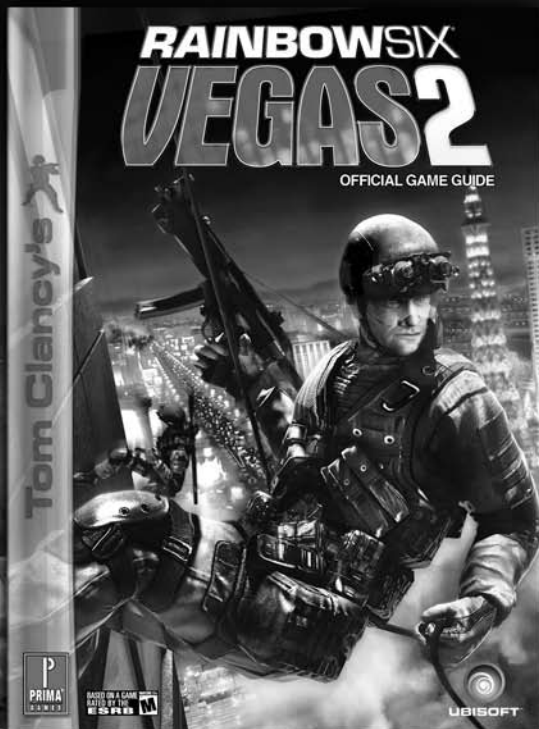
Thanks,
The Ubisoft Team

Tom Clancy's Rainbow Six® Vegas 2
Proof-of-Purchase



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- **STATS AND TIPS FOR ALL WEAPONS, ATTACHMENTS, AND TACTICAL AIDS.**
- **STEP-BY-STEP SINGLE-PLAYER WALKTHROUGH**
- **FIELD-TESTED MULTI-PLAYER TIPS AND TEAM TACTICS**



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