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Finally, I would like to thank and express my love for my wife Trisa who willfully sacrificed my attention during the last few weeks of pregnancy so I could write this book, which I had wanted to do since the game was first announced. Hugs and kisses to my two daughters, Beth and Sarah.

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FOREWORD

In early October 1996, 18 about-to-be Red Storm Founder Members, myself, and Tom Clancy met in Colonial Williamsburg, Virginia for a weekend to get to know each other, have a lot of fun, discuss where we wanted to take Red Storm Entertainment, and brainstorm potential products. Tom’s baseball team, the Orioles, were in the play-offs that fall, but he was so engrossed in the excitement that the meeting generated that he ignored the TV while we were talking.

We stopped the brainstorm when we had reached nearly 100 titles and started to focus on what we thought the market wanted and what we could achieve with the scant resources available to the fledgling company. Out of this came four game ideas and one was a “sort of hostage rescue game.” Thus was born Rainbow Six.

After several weeks of design work we had a basis to start on the product in late November. The early team was only four strong, and it was obvious that we needed more people. Fortunately for us, along came Carl Schnurr as the producer, capital from Pearson plc., and some excellent responses to our recruiting advertisements. But it was not until about July 1997 that we were really able to open the throttle and start full development.

I would like to take the opportunity here to express my thanks and admiration to the dedicated team that made this all possible. They have coped with the ups and downs of development with unfailing good humor, they have never given up, and they are some of the finest people I have met since moving to the USA from the UK some two years ago. They roundly deserve the acclaim that I expect to be forthcoming in the next few months.

Tom was involved with the game from that first meeting. He fed in brilliant insights to the developing back story and was able to put us in touch with a cohort of experts who had done this for real. Then, during one of his regular visits to Red Storm, he announced that his next book was going to be about antiterrorism and it was an obvious move to make sure that we stayed close to Tom as he developed his ideas and, where applicable, align the game with them.

We kicked around a number of titles, and Tom came up with this: RAINBOW is the secret international organization set up by governments to have a ready response team to deal with potentially explosive incidents. There surely is a need for such an organization, and it may already exist. However, looking back at the most recent outrage in Peru, it would seem that neither Peru nor Japan is party to any such agreement. John Clark, as the head of the organization, would have the short title of Six. Hence Rainbow Six.

This is a gripping plot, one that could happen at any time, and we have tried to ensure that it is as realistic as possible.

With the aid of this excellent guide, your mission is to “Save the World.” Good luck. We are all depending on you.

Doug Littlejohns
CEO & President, Red Storm Entertainment
INTRODUCTION

THE NEW THREAT

Tom Clancy, master of the techno-thriller genre, has written a number of best-selling novels. While his first few dealt with the Cold War and the tensions between East and West, Clancy evolved with the new world order and continued to write novels so realistic they're frightening.

Though the threat of global-nuclear holocaust is unlikely, much more sinister dangers lurk in the shadows. ICBMs have been replaced by small nuclear devices or "suitcase nukes" that could be carried into a country. Chemical and biological weapons can cause just as much death as a third world war. Terrorism is the new threat to world peace. Large-scale warfare is too expensive for all but a very few countries. However, rogue nations can bring a superpower to its knees with only a few people armed with weapons of mass destruction. These weapons are more available since the fall of Communism eliminated the stability of a polar world. Now powerful and deadly weapons are available to the highest bidder, be it a small country, a disaffected group, or even a business corporation.

In fact, one need not go far to see terrorism all around. Terrorism, both foreign and domestic, continues to be a threat. The need for an international counterterrorist team is real and RAINBOW could be a reality. We would never know.

HOW TO USE THIS GUIDE

This book has been organized to help you become a proficient soldier in the war against terrorism. Though it may seem similar at first glance, Rainbow Six is unlike any other game. You must combine strategy, tactics, and hand-eye coordination to make it through the game successfully to its climactic finale. Because you are probably not an expert in the techniques of counterterrorism and hostage rescue, this book will take you step by step, giving you the information you need to lead RAINBOW to victory.

The first section covers the skills and tactics needed for the game as well as how to plan a mission. The second section provides dossiers on each of the RAINBOW operatives as well as important information on how each operative should be used. RAINBOW has an arsenal of weapons and equipment available for battling terrorists, so the third section goes over each item you can carry and how to best use it. The fourth section contains strategies and walkthroughs for the Nintendo 64 version of the game. The fifth section does the same, but for the PlayStation version of the game. The final section covers two-player games for the Nintendo 64 version.
BASIC TRAINING

CONTROLLING THE CHARACTERS

During any mission, you control one team member directly. Control breaks down into movement and weapons. In combat, you must handle both smoothly and simultaneously. To achieve this, first master them individually and then put them together.

WHAT IS A TANGO?

Throughout this book and during missions, you will often see or hear the word tango. No, it does not mean for your operative to dance. Tango is the term hostage rescue and counterterrorism teams use for terrorists or other hostiles. In other words, tango is the bad guys.

MOVEMENT

In Rainbow Six, you may choose how to control your team members during a mission. Whichever console you are playing on, you can choose from either two or three different controller configurations in the Options menu.

WALKING

Walking is the normal speed for moving about the mission areas. When walking, your operative is in more control. Therefore his accuracy with weapons is increased. In addition, walking is stealthy.

RUNNING

In most missions, you will need to get your operative around as quickly as possible. Therefore, your operatives have the ability to run. Running makes more noise than walking and can attract attention to you. Your weapon's accuracy is also decreased when running.

Running works differently depending on which console you are playing. In the PlayStation version of the game, you turn running on and off by pressing the Autorun button. In the Nintendo 64 version of the game, the Run button is used in conjunction with the movement buttons. Holding down the Run button makes the operative run instead of just walking.

STRAFING

Strafing is one of the most important movements to master in Rainbow Six. Strafing in the game is merely sidestepping. That is, your operative moves to the right or left, while facing in the same direction.

Strafing is great for going around corners. Instead of walking past a corner, face the wall in the direction you want to go, then strafe out past the corner. If there are any tango in the next room or passageway, your weapons will be already aimed at them and all you have to do is fire. The tiny bit of time you save by strafing can make the difference in getting the jump on tango.

CLIMBING

During missions, your operatives may have to climb objects such as stairs, ladders, or even loading docks. Stairs are easily ascended or descended just by walking onto them. However, in the other cases, you must walk over to the object, then press the Action button to climb up or down them.
JUMPING AND CROUCHING (PLAYSTATION)

In the PlayStation version of the game, you can jump and crouch. Jumping allows you to cross narrow obstacles such as ditches when running or even jumping up onto something. Crouching is a good way to avoid detection. A crouched operative can hide below short walls or tables and is harder for the enemy to hit because he or she makes a smaller target.

Sometimes you have to crouch to get through an obstacle.

THE OBSTACLE COURSE (PLAYSTATION)

The PlayStation version of the game includes a training level with an Assault Course. To practice what you've learned about movement, select Training Level from the main menu.

You are given control of Arnavisca. Head through the doors straight ahead of you to enter the Assault Course. Here you can practice sidestepping across planks, crouching through a pipe, climbing ladders, and jumping over obstacles. The course is timed, so try to get through as quickly as possible.

SHOOTING RANGE (PLAYSTATION)

The Training Level included in the PlayStation version of the game contains a Shooting Range. To get to the Shooting Range, choose the Training Level, then go out the door on the right. Here you can practice using all firearms in the Rainbow Six arsenal. Your operative begins armed with an HK MP5, the best weapon available and extremely accurate.

There are two shooting ranges across from each other. Walk up to the start button on a post in front of each range and press the Action button to get things going. Targets pop up for a few seconds, then retract. Try to hit as many as possible. Try using Sniper mode for long-range targets.

After testing out the submachine gun, try your pistol by changing to your secondary weapon. Pistols only fire a single shot at a time and are less accurate at longer ranges.

Try out all the weapons in the Rainbow arsenal.

FIREARMS

Moving can be fun, but this game is about combat. The weapons in Rainbow Six are realistically modeled after weapons antiterrorist groups actually use. Weapons are covered in greater detail in their own section.

During missions, a targeting reticle (four lines extending in the four compass directions—the Nintendo 64 version has a circle in the middle of the lines) is always in the center of your view. The reticle shows you where your rounds probably will hit. The four short lines move out from the center, reflecting the area where your bullets will strike, as accuracy changes. Keep this area as small as possible.

Factors affecting accuracy include fatigue, health, distractions, and taking hits. As your character becomes tired or wounded, his or her accuracy decreases permanently for the rest of the mission. Distractions such as flashbangs, seeing a teammate or hostage go down, or hearing an alarm go off decrease accuracy temporarily.

To fire a gun, press the Fire button. Each firearm affords its own level of accuracy. A pistol is less accurate than a rifle, largely because of its shorter barrel. When a gun fires once, its recoil alters the weapon's aim just a bit. The effects of multiple recoils in a short amount of time during full-automatic firing can change the aim significantly. Any round that doesn't hit its target is wasted. Remember, a round that misses its target will hit something. Take care that hostages and other team members aren't on the receiving end of your stray bullets.

Motion also affects accuracy. When an operative is walking, it's harder to keep a firearm trained on a target. Running increases the difficulty. When you move, the gun tends to move up and down and side to side along with your body. Forward and backward motion affect accuracy, but it's turning that really decreases it. If possible, avoid turning and try to sidestep instead when you fire.
GRENADES

Grenades can help significantly when it comes to entering a room or building safely. RAINBOW operatives have two types at their disposal—flashbangs and fragmentation grenades. Flashbangs explode with a loud noise and a bright flash of light. They're also called stun grenades, because their explosion briefly stuns persons nearby. The effect lasts only a few seconds, but this can be long enough for your team to enter a room and kill all the terrorists within.

Fragmentation grenades are those the military uses in combat. When they explode, they send shards of shrapnel flying in all directions, killing those close by and wounding others farther away. Take care when using fragmentation grenades; their blast radius may be greater than the distance your character can throw them. Make sure you have some cover to hide behind after you throw one.

GRENADE PRACTICE

To throw a grenade, select it as your active item, then press the Fire button. A little bar will appear on the screen. The longer you hold down the Fire button, the farther the grenade will be thrown. Looking up and down changes the angle at which your operative throws the grenade. For long throws, look up a bit. This will also help you clear walls.

Grenades can be just as deadly to you as to the enemy. Therefore, always use them with caution. Either throw them far away from you or make sure you have cover to get behind after throwing. A good tactic is to throw them around a corner so they bounce against the far wall and toward the tango on the other side.

Practice throwing grenades at the shooting range in the PlayStation Training Level. Don't worry about taking out targets, just see how the action works. Then try throwing grenades through the door and window of the mock building.

BREACHING

Most of Rainbow Six's missions involve combat in urban environments and nearly all require your teams to enter buildings. In this section, you'll learn how to enter buildings using breaching devices and explosives. Your mother may have taught you to knock, but counterterrorist tactics require you to open the doors for yourself.

When you confront a closed door, choose how you want to open it. To open a door normally, walk over to it and press the Action button. Normally it takes a few seconds to open. If it takes a lot longer, it's locked. If silence is key to a mission, let your operative pick the lock.

You do this the same way you open the door; it just takes a lot longer. It takes less time to pick a lock if your operative carries a lockpick kit.

When stealth isn't a factor, you have more choices. Blasting a door's lock with a shotgun will open it easily. Or try a door charge. This involves placing small amounts of explosives around a door, and then detonating them to remove the door from your path and stun the room's occupants for a moment. Quickly switch back to a gun before running into the room.

DISARMING BOMBS AND DEACTIVATING SECURITY

In some missions, you will be required to manipulate items to complete your objectives. The main one is disarming bombs. To do this, simply walk up to the bomb and press the Action button. Any of your operatives can do this. If your operative's specialty is demolitions, he or she can perform the task more quickly.

Carrying a demolitions kit speeds up the task even further.

In other missions, you may have to deactivate a security system. Again, press the Action button to perform the task. The electronics specialty and an electronics kit can decrease the amount of time required to complete the job.

ESCORTING HOSTAGES (PLAYSTATION)

In several missions, you must locate and secure hostages, then escort them to safety. To escort hostages, walk up to them and press the Action button to talk to the person. A menu comes up with two choices. "Follow Me" orders the hostages to follow your operative wherever he goes. If you switch to another operative then back to the one with the hostage, you must order the hostages to follow you again. The other choice, "Don't Move," orders the hostage to stay put. (For information on escorting hostages in the Nintendo 64 version of the game, see the section on Rules of Engagement.)
ADDITIONAL PRACTICE (PLAYSTATION)

The Training Level in the PlayStation version of the game includes a mock building containing a fake bomb and a hostage. Walk up to the door and press the Fire button to place a breaching charge. Then back away and press the Fire button again to detonate the charge and blow the door to pieces. Enter the building and head up the stairs to the second level. Use the night vision goggles to see through some dark areas. Listen for the beeping sound. It is the bomb. Head toward it and then disarm it. In the next room is a hostage. Walk up to him and press the Action button to bring up a menu. Choose "Follow Me" and then escort the hostage down the stairs and outside.

CONTROLLING TEAMS IN RAINBOW SIX (NINTENDO 64)

In the Nintendo 64 version of Rainbow Six, you can have up to four different teams and each team can contain one or two operatives. In two-operative teams, you control the team leader. The other team member follows you around, helps cover you, and automatically fires at tangos in his or her sights. For example, when you halt, the other operative will slowly turn and cover the area behind you.

In addition, the other teams can be controlled by the computer AI if you give them waypoint orders during the planning phase. This is discussed in greater detail later in this section.

You can still switch between teams. However, once you take control of a team, it aborts any planned actions. From there on, you must control the team yourself.

RULES OF ENGAGEMENT (ROE)

Each team can be ordered to assume one of three modes called Rules of Engagement or ROE for short. These ROEs instruct the team how to act as they move through the mission area.

ADVANCE
This is the default mode for all teams. It instructs them to quickly move from point to point. They will attack tangos in their path. However, movement is their priority.

ENGAGE
This mode orders the team to attack any tangos they come across during their movement. Eliminating the opposition is the priority this time.

ESCORT
Hostages follow a team if it is in Escort mode. The team will fire at tangos to protect the hostages. However, movement is a priority. It is always a good idea to clear an escape route before escorting hostages.

CHANGING ROE

It is very easy to switch ROEs. Just press and then to cycle through the three ROEs.

GO CODES

Go codes synchronize the actions of various teams and are used for AI-controlled teams. Go codes act as a gate. The AI sends the team to the point with a Go code and waits there until you issue the corresponding code. This allows you to get all of your teams into their positions, then launch an assault simultaneously. Go codes are assigned during the planning phase. During a mission, you issue Go codes by pressing , then to cycle through the four codes.

THE PLANNING PHASE

The adage "If you fail to plan, you plan to fail" applies to this game more than to any other. The planning stage is the most important, and that's where you'll spend some of your time during operations. The planning stage is broken down into several screens. Each contains important information or requires you to do something to prepare for the mission. In the following sections, we'll look at each screen, and then go over mission-planning basics.

BRIEFING

The screen on the left is the first screen in the planning stage, where you receive valuable information regarding your current mission. Your objective—what you must accomplish to complete the mission—lies in the center of the screen.

The screen on the right contains quick briefings and other useful information. Study your objectives carefully to learn what you must do and what you are up against.
INTEL

Although the Intel screen isn't vital for achieving your particular mission, it provides background and story line for the campaign.

ROSTER

You choose operatives for the current mission from the Roster Selection screen. It displays background information on each member of RAINBOW, including his or her abilities and health status. When you select your operatives, you needn't pick them in order or by team. You can organize them later.

KIT

You arm your team from the Kit screen. For each operative, you can select a primary and secondary weapon, additional items to carry (these fit into slots one and two), and a uniform. Although you can assign everyone the same things, you'll probably need to customize individual kits for specific jobs.

TEAMS (NINTENDO 64)

This applies only to the Nintendo 64 version of the game. You'll organize your operatives into teams from this screen. You can take only four people with you, divided into a maximum of four teams. Teams consist of no more than two operatives each. You can create two teams of two, four teams of one, or one team of two and two teams of one.

INSERTION (PLAYSTATION)

In the PlayStation version of the game, you must determine where each of your three teams will begin the mission. In most cases, it's a good idea to begin spread out, so each team can cover a particular area of the mission.

PLAN (NINTENDO 64)

You'll spend the most time at the Plan screen. It provides information on probable locations of hostages, terrorists, and landmarks. You'll plot waypoints for each of your teams here and give them special orders or commands. Once the actions start, you control only your team. At each waypoint, you can change the Rules of Engagement.

You control the other teams using the four Go codes. When a team reaches a waypoint with a Go code, it will wait for you to issue that code before advancing. This lets you synchronize your teams' activities.
PLANNING A MISSION

Mission planning can be difficult and time consuming. If you fail a mission or are unhappy with the results, you may return to the planning stage and try it again. Rarely will you execute a perfect mission your first time through. However, the better your plan, the better the execution.

You'll take the following steps when you plan a mission, but not necessarily in this order.

BRIEFING

First, read through all the briefings to learn what the situation is and determine the nature of your job. You'll find the latter in the mission orders and objective. Listen to Control and to John Clark. They may offer some insights. Next, go to the Intel screen to get background information on the mission.

RECON (NINTENDO 64)

This only applies to the Nintendo 64 version of the game. At the Roster screen, pick a team member at random. (You must select one to advance to the next screen.) Continue past the Kit screen, assign the operative to a team, and then move on to the Plan screen. It doesn't matter which team you place your operatives in. You'll reassign them later.

At the Plan screen, press the Recon button to learn the actual or probable locations of hostages and terrorists in the mission area as well as important information about terrain and structures. Learn as much as you can about what you face. Then decide how many teams you'll need to accomplish the mission and what their tasks will be.

SET WAYPOINTS OR INSERTION POINT

Select a team, and choose an insertion point (PlayStation) or begin plotting waypoints (Nintendo 64). The first waypoint must be within a starting location and the last within an ending location. Determine the team's entry into a building, their route to that spot, how they'll reach their objective, and, finally, how they'll get out. Use Go codes to coordinate team activity. For example, it's usually a good idea to have all teams enter a building at the same time. But in some cases, one team may have to complete a task before another team can continue. You may use each Go code more than once.

BUILDING TEAMS

You know how many teams you'll have and the tasks for each. Now it's time to choose operatives from the Roster screen.

Delete the members you choose earlier and start from scratch. First, choose an operative with good leadership ability for each team. Teams that must breach their way in need a demolitions specialist. Next, assign specialists, such as electronics, if the mission calls for them. Finally, fill in the teams with assault specialists. With the operatives and their assignments fresh in your mind, go to the Team screen (Nintendo 64) and place them into teams, with the leader at the top of each list.

PASS THE AMMO

Distribute firearms and equipment to your assembled teams. RAINBOW is well funded, so you have as many of each weapon or item as you need. Equip your teams appropriately for their tasks.

Finally, suit your operatives in appropriate uniforms. Choose inconspicuous patterns, and weights appropriate for the task. Breachers should wear heavy uniforms; recon teams will don light ones to stay quiet. Most team members should wear medium-weight uniforms that provide a balance of protection and mobility.

START THE MISSION

Your teams are ready, so after choosing insertion points or planning the mission, execute your plan.

Good luck!

MISSION FAILURE?

If you fail a mission or get a lot of your people killed in a successful mission, go back to planning and try again. Study who got killed and where to determine the planning changes you need to make. You may also need to change a team's ROE for a certain waypoint. Think of each failure as a learning experience.

TIP

Consider replaying the mission if even one team member dies, especially in the early missions. Losing one member per mission will leave you short of trained, experienced professionals for the last few.
THE RAINBOW OPERATIVES

RAINBOW Six puts you in command of a team of operatives from around the world. Each has unique strengths and weaknesses. It's up to you to assign them roles that maximize their skills. This chapter covers each RAINBOW team member, providing background, personal information, attributes, and suggestions for how best to use him or her during operational missions.

ARNAVISCA, SANTIAGO

Game Platforms: Nintendo 64 and PlayStation

PERSONAL INFORMATION
Identification Number: RCT0031–A1044
Nationality: Spanish
Specialty: Assault
Date of Birth: 01 January 1968
Height: 186 cm
Weight: 81 kg
Hair: Brown
Eyes: Blue
Gender: Male

BACKGROUND
Born in Málaga, Spain, the second in a family of eight. Although the family's holdings shrank considerably under Franco's rule, the Arnavisca still control large tracts of farmland around Córdoba and the Guadalquivir River valley. His elder brother is a deputy in the Andalucian parliament. Attended University of Seville, 1983–88. Joined the Guardia Civil after graduation. Brigade commander 1994–96 in the Western European Union (WEU) administration of Mostar in Bosnia, where he was instrumental in rebuilding the local police force. Guardia Civil's counterterrorism unit, the Unidad Especial de Intervención (UEI) recruited him in 1997 as part of its focus on the growing threat of terrorism within the European Union by former citizens of Yugoslavia.

Arnavisca is an expert marksman, having participated in shooting competitions since childhood. In addition to his native Spanish, he speaks English, German, and Italian fluently and can make himself understood in most other European languages. Despite his aristocratic bearing, he is more comfortable acting as lieutenant and advisor than team lead. Tenacious in combat, he remains calmly detached in the tensest situations.

NOTES
Arnavisca is a superb marksman and one of the two best operatives with firearms. You can use him as team leader in a pinch, but he's far better in a supporting role. He stays cool during the hottest firefight. Arnvisca is perfect to include in the team that's under player control.

BECKENBAUER, LARS

Game Platforms: PlayStation

PERSONAL INFORMATION
Identification Number: RCT0031–A1044
Nationality: German
Specialty: Demolitions
Date of Birth: 21 August 1953
Height: 176 cm
Weight: 87 kg
Hair: Blond
Eyes: Blue
Gender: Male

BACKGROUND
Born on a farm near Chemnitz on the Czechoslovakian border in what was then the German Democratic Republic (East Germany). Drafted into the East Germany Army, 1970. Specialized in bomb disposal and demolitions. Assigned to East German Border Patrol, 1971–76. Arrested by the GDR State Security Service (Stasi) in 1976 under suspicion of involvement in high-profile defections. Released for lack of evidence and discharged from the army in 1977. Movements and activities 1977–84 unknown. The current German government will neither confirm nor deny rumors that he was a member of the Libellen, an underground group responsible for bombings of East German governmental offices in and around Berlin in the summer of 1981. Resurfaced in 1985 and granted asylum by West Germany after a risky crossing of the Baltic Sea in a small sailboat. Opened Pyrotechno GmbH, a security consulting firm, in 1989. Since then, he has acquired a reputation as Germany's leading expert on explosives and demolitions. Married, 1995. Two children.

Beckenbauer has an encyclopedic knowledge of explosive devices. His years of working with bombs have made him extremely meticulous. He overlooks no detail and leaves nothing to chance. Because he focuses completely on the job at hand and considers personal interactions dangerous distractions, the rest of the team may perceive him as cold and distant.

NOTES
Beckenbauer is RAINBOW's demolitions expert, and he's proficient in electronics, as well. He is no leader and prefers to work alone. Put him in a team that has a strong leader and will engage in minimal combat.
**Bogart, Daniel**

**Personal Information**
- Identification Number: RCT0047-A1109
- Nationality: American
- Specialty: Assault
- Date of Birth: 12 October 1954
- Height: 188 cm
- Weight: 82 kg
- Hair: Black
- Eyes: Blue
- Gender: Male

**Background**
- Bogart makes an excellent team leader. He has exceptional tactical skills and situational awareness from his years with HRT. Cool under fire, he is a crack shot and won marksmanship awards during his tenure at the FBI. His low-key demeanor and laconic sense of humor make him well-liked among RAINBOW team members.

**Notes**
- Bogart is a good choice for team leader. He is highly proficient with firearms, as well. Use him for your main assault teams.

---

**Burke, Andrew**

**Personal Information**
- Identification Number: RCT0049-A2267
- Nationality: British
- Specialty: Assault
- Date of Birth: 12 January 1968
- Height: 176 cm
- Weight: 72 kg
- Hair: Red
- Eyes: Blue
- Gender: Male

**Background**
- Burke is a seasoned veteran of numerous covert operations. Although not reckless, he has a strong can-do attitude and confidence in his abilities. As a leader, he is decisive and demanding. He has a quick sense of humor and often uses jokes to relax his team before a mission. He maintains contact with his immediate family, but he considers the service to be his home.

**Notes**
- Burke is a well-rounded operative. He has experience in most areas, but excels in none. A poor choice for team leader, he serves well in a support role for assault or other teams needing his firearms skills.

---

**Chavez, Ding**

**Personal Information**
- Identification Number: RCT0047-X0566
- Nationality: American
- Specialty: Command
- Date of Birth: 12 January 1968
- Height: 176 cm
- Weight: 72 kg
- Hair: Black
- Eyes: Brown
- Gender: Male

**Background**
- Chavez is an excellent light infantry soldier with an exceptional grasp of small-unit tactics and close-quarters battle. Although small in stature, he is powerfully built and agile, a formidable opponent with a wide range of weapons and in hand-to-hand combat.

**Notes**
- Chavez is operational leader of RAINBOW. Put him in command of the team with the most important objectives. He is expert at firearms and stealth, with good experience in several other areas. Put less-experienced operatives in his team. You will probably want to control Chavez, but, because he will follow your orders better than anyone else, you should leave him under AI control.
DUBARRY, ALAIN

PERSONAL INFORMATION
Identification Number: RCT0013–A5436
Nationality: French
Specialty: Electronics
Date of Birth: 27 September 1967
Height: 174 cm
Weight: 66 kg
Hair: Black
Eyes: Brown
Gender: Male

NOTES
DuBarry is RAINBOW's electronics expert. He's proficient in the use of firearms and grenades, as well. He'll do well in a team with a good leader. Keep him out of combat when you can, because he's the only electronics specialist available. His death can seriously hamper future missions.

BACKGROUND

DuBarry is expert in computers and computer nets, and in more conventional forms of surveillance. Although his role in CT actions is usually intelligence-gathering and communications, as a veteran of GIGN's extensive combat training, he is fully qualified to participate in armed operations. Introverted, thoughtful, and an excellent tactician, he often makes connections other team members miss. On duty, he is an avid amateur scuba diver and an officer in the Confédération Mondiale des Activités Subaquatiques (CMAS).

FILATOV, GENEDY

PERSONAL INFORMATION
Identification Number: RCT0069–A1772
Nationality: Russian
Specialty: Assault
Date of Birth: 12 February 1964
Height: 183 cm
Weight: 84 kg
Hair: Blond
Eyes: Hazel
Gender: Male

NOTES
Filatov is an average operative. Although he is not a leader, he does well in a support role.

BACKGROUND

Filatov is a solid counterterrorism operative. His training and background are unorthodox by Western standards, but he has a wealth of real-world experience from his years in the security forces of the former Soviet Union and numerous contacts across eastern Europe and Asia. His steady nerves and methodical approach to threats make him particularly valuable in combat situations. Do not let his world-weary manner mislead you; he is no pessimist, but, rather, a realist, and he prides himself on being the voice of reason and conservatism in any debate.
HAIDER, KARL

PERSONAL INFORMATION
Identification Number: RCT0007–A3709
Nationality: Austrian
Specialty: Assault
Date of Birth: 10 September 1975
Height: 196 cm
Weight: 117 kg
Hair: Black
Eyes: Blue
Gender: Male

NOTES
Haider is one tough soldier, but he needs a strong leader. He provides good support for Chavez's team.

BACKGROUND

In combat situations, Karl is unstoppable. He is extremely aggressive and will not hesitate to use any methods necessary to complete his mission. He is fanatical about protecting hostages and innocent bystanders, to the point of jeopardizing his own life. Off the job, he is soft-spoken and private, but he has an iron determination.

HANLEY, TIMOTHY

PERSONAL INFORMATION
Identification Number: RCT0005–A1299
Nationality: Australian
Specialty: Assault
Date of Birth: 14 April 1965
Height: 187 cm
Weight: 85 kg
Hair: Blond
Eyes: Brown
Gender: Male

NOTES
Hanley is another good support operative. In a pinch, you can even use him for demolitions work.

BACKGROUND
Born in Margaret River, Australia. Father is a winery foreman, mother is a homemaker. Two siblings, a brother and a sister. Attended Australian Defense Forces Academy in Canberra, 1983–87. Upon graduation, the Special Air Service Regiment (SASR) recruited him into its newly formed 1st squadron; he remained with this unit until it was reorganized into the Australian Tactical Assault Group (TAG) shortly thereafter. He has served his entire career with TAG, except one tour with the Australian Intelligence Corps (Austint). 1993–96. Has led counterterrorist teams on three continents and cross-trained with both U.S. Delta Force and British Special Air Service. Unmarried.

Hanley is a career CT officer. He is a veteran of dozens of assaults and approaches even the most dangerous missions with easygoing good humor. Off duty, he is an experienced backpacker and mountaineer who has taken part in amateur expeditions to many of the world's major peaks. He is in superb physical condition and has demonstrated an ability to endure even the most extreme physical hardship.

MALDINI, ANTONIO

PERSONAL INFORMATION
Identification Number: RCT0023–A2009
Nationality: Italian
Specialty: Recon
Date of Birth: 14 October 1966
Height: 179 cm
Weight: 68 kg
Hair: Blond
Eyes: Blue
Gender: Male

NOTES
Maldini is extremely stealthy and can sneak up on enemies undetected. Use him for quiet strikes or to gain intelligence on enemy locations. He is no leader but is useful in either a support role or alone.

BACKGROUND
Born in Milano, Italy. Father manages a textile factory; mother is a homemaker. Five siblings. Attended Università degli Studi di Ferrara, 1984–88. Degree in chemistry. Joined l'Arma dei Carabinieri in 1989. On completion of training, he was assigned to the Comando Carabinieri Antidroga, the Carabinieri's antinarcotics agency. Transferred in 1995 to the Gruppo Intervento Speciale (GIS), Italy's elite counterterrorism team. Married since 1990. Three children.

Maldini's specialty is stealth. At GIS, his ability to occupy positions undetected by the enemy earned him the nickname "Invisible Man." He is in excellent physical condition and is quick on his feet. His demeanor is calm and somewhat aloof. Although a solid team member, he is too introspective to be a truly effective commander. Off duty, he is an amateur marathoner and has competed in races throughout Europe. Extremely intelligent and well-spoken.
McALLEN, ROGER

PERSONAL INFORMATION

Identification Number: RCT0011- A1932
Nationality: Canadian
Specialty: Demolitions
Date of Birth: 06 June 1964
Height: 185 cm
Weight: 95 kg
Hair: Brown
Eyes: Hazel
Gender: Male

BACKGROUND

Born in Toronto, Ontario, Canada. Father is a senior officer with the Royal Bank of Canada. Mother deceased. Has one sister, who resides in Toronto. Joined Canadian Army as field engineer, 1981. One tour, 1981–85. Received advanced training in combat diving and explosive ordnance disposal. Upon discharge, joined the Royal Canadian Mounted Police (RCMP) and, in 1988, became a member of the Special Emergency Response Team (SERT), the RCMP's elite counterterrorism unit. When SERT was disbanded in 1993, he helped coordinate the transition of counterterrorist responsibilities to the Canadian Armed Forces' newly formed Joint Task Force Two (JTF-2). McAllen reenlisted in 1994 and became a full member of JTF-2 the same year. He has participated in counterterrorist actions on three continents, including JTF-2 extended operations against war criminals in Bosnia, 1996–97. Married, 1994; divorced, 1992. One child, a daughter, born 1996, lives with her mother in London, Ontario, Canada.

McAllen specializes in several areas. He is an excellent shot and is aggressive in combat situations, and so makes a good assault team member, but he also has extensive experience with bomb disposal and demolitions. He is an amateur power-lifter and his strength and stamina make him a formidable opponent. Team leaders should be warned that he performs better as a subordinate than in a command position. He has a hearty, good-natured manner and spends his off-duty time socializing with a wide circle of friends, most military or ex-military men.

NOTES

McAllen is proficient in demolitions and firearms and expert with grenades. Although he is not a leader, he is helpful as support when breaching doors and for additional firepower.

MORRIS, GERALD

PERSONAL INFORMATION

Identification Number: RCT0047-A0781
Nationality: American
Specialty: Demolitions
Date of Birth: 24 December 1965
Height: 186 cm
Weight: 96 kg
Hair: Black
Eyes: Brown
Gender: Male

BACKGROUND

Born in Birmingham, Alabama, USA. Father is a retired furniture salesman; mother is a homemaker. Two younger sisters, both still living in Birmingham. High school valedictorian; National Merit Scholar, 1982. Attended Rice University in Houston, Texas, 1983–87; earned a B.S. in material science and a B.A. in Russian literature.

Joined the American Bureau of Alcohol, Tobacco, and Firearms (BATF) in 1988 as an agent in their explosives division. Earned an M.S. degree in inorganic chemistry from the University of New Orleans during leave of absence from BATF, 1992–94. His thesis, "Applications of Micro-stress Analysis in Accelerant Identification," is considered a landmark in the forensic analysis of bomb debris. Upon his return in 1995 to active duty in the BATF, he was assigned to their International Response Team (IRT). Since 1998, Morris has been on extended assignment in South Korea with the Korean counterterrorism task force, the National Police 868 Unit, training them in bomb detection, bomb disposal, and postbombing investigation techniques. His wife and two daughters currently live in Seoul, South Korea.

Morris is a team player who likes his operations run strictly by the book. His primary specialty is forensics, but he is also expert at setting and dismantling all types of explosive devices. Although he is experienced in conducting counterterrorist assaults from his years working with the 868 Unit, he prefers to take an indirect approach in hostage situations. Morris likes to spend his off-duty hours with his family. In his spare time he collects antique blues recordings and memorabilia.

NOTES

Morris is very good with demolitions and grenades. Use him for support, much as you would McAllen.

Game Platforms: Nintendo 64
RAYMOND, RENEE

PERSONAL INFORMATION
Identification Number: RCT0047–A1342
Nationality: American
Specialty: Assault
Date of Birth: 30 March 1968
Height: 172 cm
Weight: 64 kg
Hair: Black
Eyes: Brown
Gender: Female

NOTES
Raymond is not only excellent in combat, but her great ability to move about quietly renders her useful for reconnaissance. Keep her in the support role; other team members are better leaders.

BACKGROUND

Raymond is self-reliant and resourceful. An excellent combat soldier, she is also well-versed in psychological warfare and understands how both soldiers and civilians react under the stress of combat. Although she is an experienced officer, she is too much of a loner to be at her best as team lead. Use her to maximum advantage in a support role. She doesn't speak much and weighs her words carefully when she does.

WALther, JORG

PERSONAL INFORMATION
Identification Number: RCT0017–A1615
Nationality: German
Specialty: Assault
Date of Birth: 17 May 1974
Height: 190 cm
Weight: 105 kg
Hair: Brown
Eyes: Blue
Gender: Male

NOTES
Walter makes a great team leader. Not only is he good with firearms, but he is useful for electronics work, as well.

BACKGROUND
Born in Saarbrücken, Germany. Father is a safety engineer with Lufthansa German Airlines; mother is a homemaker. Three younger siblings—two sisters and a brother. Amateur archer, competing in Germany junior national championships, 1990. Entered the German Federal Border Police Force (Bundesgrenzschutz) in 1994, at the top of his cadet class. Stationed at Saarbrücken, 1994–98. Recruited into Germany's elite counterterrorism force, Grenzschutzgruppe 9 (GSG-9) in 1998. Completed GSG-9 training in record time, again at the top of his class. Temporarily attached to GSG-9/1, the group's primary CT strike unit, before reassignment to RAINBOW. Married, 1996. No children.

Walter is the youngest member of the current RAINBOW team. His extraordinary drive and determination compensate for his inexperience in the field. He learns quickly and makes an exceptional team member who follows every order without hesitation or question. Although trained primarily in assault, he is well-versed in wiretapping and electronic surveillance. Bundesgrenzschutz command clearly is grooming him for advancement; his assignment to RAINBOW reflects the German government's long-term commitment to international CT collaboration.

YACoby, AYANA

PERSONAL INFORMATION
Identification Number: RCT0022–A4242
Nationality: Israeli
Specialty: Recon
Date of Birth: 03 March 1973
Height: 163 cm
Weight: 57 kg
Hair: Brown
Eyes: Brown
Gender: Female

NOTES

As with most recon specialists, Yacoby is no leader. However, she is expert when it comes to firearms and stealth. Use her in support of good leaders.

BACKGROUND
Born in Tel Aviv, Israel. Father is a greengrocer; mother died when Yacoby was three. One younger brother, professional soccer player, Beitar Jerusalem. Joined regular Israeli army, 1992. Transferred to Sayeret Matkal in 1995, where she served in the general staff reconnaissance unit. Mussad recruited her in 1997. Specializes in infiltration and intelligence gathering. In addition to her native Hebrew, she speaks fluent English and Arabic. Unmarried.

Yacoby is master of the silent kill. Her training enables her to move stealthily into hostile territory and neutralize any threats. She is extremely intelligent with little tolerance for fools. The quintessential professional, she has complained about the "cowboy mentality" of some other team members. Ruthless in combat, in nonmilitary situations she may err on the side of excessive force.
THE RAINBOW ARSENAL

FIREARMS

The RAINBOW team must use a number of items to complete its missions. Firearms first come to mind, but making an antiterrorist operative's job (and rescued hostages) safer requires other equipment. The diverse circumstances confronting team members involve using a variety of uniforms, as well. The following sections detail the many tools RAINBOW uses to complete its missions.

HECKLER & KOCH MP5A2

The preferred submachine gun of counterterrorist operatives around the world, Heckler & Koch's MP5 is renowned for its reliability and accuracy, even when firing on full-automatic.

NOTES

This is the standard RAINBOW firearm, and it's one of the most accurate firearms available to your operatives. Unless you need long-range fire or stealth, this is the weapon to use.

HECKLER & KOCH MP5SD5

Terrorists throughout the world fear Heckler & Koch's MP5SD. Its integral silencer is so effective that the bullet is quieter than the click of the bolt. RAINBOW uses the 9mm MP5SD whenever both accuracy and stealth are essential.

NOTES

The MP5SD5 is essentially an MP5 with a silencer built on. Use this weapon when you must take out enemy units while maintaining stealth and secrecy. It's the only primary weapon with a silencer. Assign it to your recon teams.

HECKLER & KOCH MP5K-PDW

Heckler & Koch's 9mm MP5K-PDW is a compact version of the classic MP5. Its folding stock and light weight make it ideal for times when a full rifle or submachine gun is unmanageable and a handgun is a poor compromise.

NOTES

The PDW is RAINBOW's close-quarters submachine gun. Although not as accurate as the MP5A2, it's good for clearing rooms with full-automatic bursts.

CAR-15

A compact version of the M-16, the CAR-15 is commonly used when the firepower of an assault rifle is needed, but the weight and size is not. Commonly used by U.S. and Israeli special forces.

NOTES

Issue the CAR-15 to firepower support teams. It's best used outside, but its compact size allows it to be used effectively inside buildings, as well.

COLT M-16A2

When extra range or firepower is called for, RAINBOW turns to the tried and true Colt M-16A2. Its 5.56 caliber easily pierces Level II body armor and it has the longest range of any standard RAINBOW weapon.

NOTES

The M-16A2 is RAINBOW's heavy firepower. It's the standard infantry weapon of the U.S. military, but it's quite large by RAINBOW standards. This weapon is best for support-fire teams and is best used outside, where range is a factor. It's difficult to use in room-to-room combat because of its size.

BENELLI M1

Whether used for door breaching or highly lethal close-quarters combat, a good tactical shotgun is an essential part of all antiterrorist teams. RAINBOW uses the Benelli M1 tactical 12-gauge largely because its superb recoil characteristics enable a skilled operator to fire five rounds accurately in under a second.
NOTES
The shotgun is best suited to breaching doors. It's useful against terrorists, as well, but if they have any body armor at all, a single blast rarely will take them down. Breaching teams should include at least one shotgun-armed member. Don't assign it to a team leader because he or she usually will be the first through a door and will need a high rate of fire with deadlier ammunition.

HECKLER & KOCH MK23
The extreme ruggedness, reliability, and match-grade accuracy of Heckler & Koch's .45 caliber Mark 23 ACP make it the handgun of choice for U.S. Special Forces.

NOTES
Your team members will use their pistols rarely, usually if a primary weapon jams or runs out of ammo. Pistols are inaccurate at medium or long range. If you must use one, fire several times at your target: they allow only for single shots and it may take more than one to drop a terrorist, especially one in body armor.

The Mark 23 is one of the best pistols available to RAINBOW operatives. The weapon is accurate and the .45 round has the necessary stopping power.

HECKLER & KOCH MK23-SD
The specially designed sound and flash suppressor on this HMK23 virtually eliminates muzzle flash and provides more than 35dB of sound reduction. It's an essential part of any RAINBOW mission that demands both firepower and discretion.

NOTES
The Mark 23-SD is nearly as accurate as the standard MK23, and its silencer allows your team to kill without alerting others to your presence.

HECKLER & KOCH USP
Heckler & Koch's .40 caliber USP is favored by those desiring a balance of size and firepower.

NOTES
This pistol is similar to the MK23, but it fires small-caliber ammunition, and so it's a little lighter. It's usually a better idea to take an MK23 because of its greater punch.

HECKLER & KOCH USP-SD
The Knight Armament silencer provides excellent sound suppression to the HK .40 USP.

NOTES
Again, if you need a silenced pistol, the MK23-SD is a better choice.

BERETTA 92FS
The Beretta Model 92FS is RAINBOW's 9mm pistol of choice. Its primary advantage is low recoil and a large magazine compared to the bulkier .45.

NOTES
The Beretta fires a smaller caliber round than the Mark 23, so its magazine can hold more ammunition. If you're going to use a pistol a lot during a mission, then this is a good choice. This is the standard sidearm of the U.S. military.

BERETTA 92FS 9MM-SD
The specially designed sound and flash suppressor on this Beretta Model 92FS minimizes weight and length to maintain accuracy while boasting an impressive 32dB of sound reduction. It's the favored pistol among RAINBOW's recon specialists.

NOTES
This is a great pistol for recon teams or any team that needs a silenced sidearm to supplement a nonsilenced submachine gun or assault rifle. Some missions may demand stealth at first and tremendous firepower later on. Use this pistol for the early kills.

EQUIPMENT

FLASHBANG
Flashbangs, with their bright flash and loud report, commonly are tossed into rooms prior to entry to "prepare" them. The seconds gained while potential hostiles recover from the stun effects can mean the difference between life and death to a tactical team. Flashbangs are also known as distraction devices or stun grenades.

NOTES
At least one member of each team should carry flashbangs. In fact, it's preferable for all to carry some, because clearing a large building may require a number of these devices. As a rule, use a flashbang if there's a chance an enemy occupies any room you're about to enter.

FRAGMENTATION GRENADE
The M61 fragmentation grenade is the standard-issue offensive grenade infantry uses throughout the world. Although its blast radius is small, you must still use an overhand throw to safely clear the blast radius in the open.
NOTES
These can clear a small room with a single blast. Take care when you use them during hostage rescues, unless you're certain the targeted room contains no hostages.

BREACHING CHARGE
Breaching charges are used to remove doors explosively for rapid entry. You need not use a flashbang in conjunction with a breaching charge because they stun, wound, or even kill any nearby occupants.

NOTES
These are great for entering a room quickly. Use them when breaching a door to a room containing both hostages and terrorists. Often terrorists will try to kill hostages as soon as a door is opened. The breaching charge stuns them, giving your team valuable seconds to enter and take down the hostiles.

HEARTBEAT SENSOR
The heartbeat sensor can detect a human heartbeat even through thick layers of concrete.

NOTES
The heartbeat sensor is very valuable. If the character you control carries one, it will automatically be used to detect nearby persons. Terrorists show up on the mini-map as red dots and hostages as blue dots in the Nintendo 64 version. The PlayStation version shows all persons as white dots. Use this sensor to see if a room is occupied before you enter it and to help determine the type of force or restraint to use.

DEMOLITIONS KIT
This kit speeds both the placing and disarming of explosives. It contains basic electrical diagnostic equipment and mechanical tools essential to performing the job. Extra primer, detonad, and a variety of adhesives complete the kit.

NOTES
Take this along only if explosives will be placed or disarmed. Assign it to a demolitions specialist.

ELECTRONICS KIT
This kit speeds up bug placement, security camera rewiring, and related electrical tasks. It includes a precise multimeter, miniature power supplies, breadboard, and digital analyzer. A full complement of jumpers, clips, and miscellaneous electrical parts round out the kit.

NOTES
This kit is vital for getting through security systems. Assign it to electronics specialists or any operative assigned an electronics task.

LOCKPICK KIT
This kit speeds lockpicking. Its primary component is a highly sophisticated auto-pick that can open most mechanical locks in a few seconds. For electrical keypad or swipe locks, the kit includes a classified system with presets for all major keycard variations.

NOTES
Your team needs lockpick kits to get through some doors, especially without making a lot of noise, as a shotgun breach or breaching charge would.

UNIFORMS
RAINBOW operatives have access to a number of different uniform patterns, each designed for a certain environment (for example, urban, desert, woods). The patterns help make the team as inconspicuous as possible so they can take down the enemy before they're seen.

Each pattern is available in three weights. Light uniforms are basically for recon or other teams uninvolved in firefight. They're quieter and allow the wearer to move about stealthily. Heavy uniforms (a.k.a. "breaching" uniforms) incorporate the most body armor. However, they're bulky and make some noise, limiting wearer mobility and stealth. Breaching and demolitions teams should wear these. The medium-weight uniform is the standard. It's appropriate for assault and other teams that need a balance between protection and ease of movement. As the commander, you must outfit your team members appropriately for the tasks they will perform.

BLACK/LIGHT
This black lightweight uniform is perfect for nighttime missions and recon specialists. It consists of a lightweight Level IIa tactical vest capable of stopping low-powered pistol rounds. Standard soft-soled rubber boots, Nomex balaclava, and Nomex/Kevlar gloves round out the outfit.

BLACK/MEDIUM
This black uniform is made of a Level II waist-length tactical vest and a Kevlar helmet, soft-soled rubber boots, Nomex balaclava, and Nomex/Kevlar gloves. It's RAINBOW's standard nighttime assault gear. The vest can stop most pistol fire and some submachinegun fire.
BLACK/HEAVY
This bulky black uniform consists of Level III body armor extending to the groin and can stop all but the most high-powered rifle rounds. It's preferred by demolition experts, as the Kevlar helmet's faceplate offers excellent protection from flying debris. This version is especially suited for nighttime operations.

DESERt/MEDIUM
This is the RAINBOW operatives' basic desert uniform. It includes a Level II waist-length tactical vest (which will stop most 9mm and smaller caliber weapons fire), as well as desert boots, Nomex balaclava, and Nomex/Kevlar gloves.

CAMOUFLAGE/LIGHT
This uniform is well-suited to jungle operations requiring great stealth. This jungle camo uniform consists of a lightweight Level IIA tactical vest (which will stop some low-powered pistol fire); lightweight, form-fitting jungle boots; Nomex balaclava; and Nomex/Kevlar gloves.

DESERt/HEAVY
This heavy desert camo uniform consists of Level III body armor, desert boots, and Nomex/Kevlar gloves. It affords far more protection than the other desert camo uniforms and can stop most small-arms fire, except that from high-powered rifles.

CAMOUFLAGE/MEDIUM
The Level II waist-length tactical vest that comes with this uniform can stop pistol rounds up to .40 caliber, as well as 9mm small-arms fire. This is RAINBOW's standard jungle gear, which also includes jungle boots, Nomex balaclava, and Nomex/Kevlar gloves. It's most useful for Central and South American and African operations.

STREET/LIGHT
This urban camo uniform consists of a lightweight Level IIA tactical vest, soft-soled rubber boots, Nomex balaclava, and Nomex/Kevlar gloves. It's used mainly by recon specialists. Although it offers greater stealth, it protects against only low-powered pistol fire.

CAMOUFLAGE/HEAVY
This bulky jungle camo uniform incorporates Level III body armor, camo boots, and Nomex/Kevlar gloves. It's slightly hotter and heavier than the other jungle camo uniforms, but affords more protection and can stop most small-arms fire, except that from high-powered rifles.

STREET/MEDIUM
Consisting primarily of a Level II waist-length tactical vest and a Kevlar helmet capable of stopping high-powered pistol rounds, this is RAINBOW's alternative urban assault gear. Soft-soled rubber boots, Nomex balaclava, and Nomex/Kevlar gloves round it out.

DESERT/LIGHT
This uniform is appropriate for desert operations where stealth is the primary factor. This uniform consists of a lightweight Level IIA tactical vest, lightweight desert boots, Nomex balaclava, and Nomex/Kevlar gloves. The vest will stop some pistol rounds.

STREET/HEAVY
This heavy street camo uniform incorporates Level III body armor extending to the groin. It's preferred by demolition experts, as the faceplate on its Kevlar helmet offers excellent protection from flying debris. This uniform is very useful on urban assignments and protects against most small-arms fire, except that from high-powered rifles.
**TAN/LIGHT**

This tan lightweight uniform is perfect for hot desert missions. It consists of a lightweight Level IIA green tactical vest that can stop low-powered pistol rounds and includes the standard desert boots, Nomex balaclava, and Nomex/Kevlar gloves.

**HRT/HEAVY**

This bulky uniform consists of Level III body armor extending to the groin and can stop all but the highest powered rifle rounds. It's preferred by demolitions experts because the faceplate on the Kevlar helmet offers excellent protection from flying debris.

**TAN/MEDIUM**

This tan uniform includes a green Level II waist-length tactical vest. Kevlar helmet, desert boots, Nomex balaclava, and Nomex/Kevlar gloves. This is RAINBOW's alternative desert assault gear. The vest can stop most pistol fire and some submachine-gun fire.

**WOODS/LIGHT**

Useful for operations in forests and rural areas where stealth is recommended, this woodland camo uniform consists of a lightweight Level IIA tactical vest, boots, Nomex balaclava, and Nomex/Kevlar gloves. Santiago Araviasca especially favors woodland uniforms.

**TAN/HEAVY**

This bulky tan uniform's Level III body armor extends to the groin and can stop all but the most high-powered rifle rounds. It's preferred by demolitions experts, as the faceplate on the Kevlar helmet offers excellent protection from flying debris. This version is especially suited for desert operations.

**WOODS/MEDIUM**

This woodland camo uniform includes a Level II waist-length tactical vest that can stop pistol rounds of up to .40 caliber and 9mm small arms fire. Boots, Nomex balaclava, and Nomex/Kevlar gloves round it out. It's most useful for European and North American operations.

**HRT/LIGHT**

Perfect for recon specialists, this uniform consists of a lightweight, Level IIA tactical vest that can stop low-powered pistol rounds. Standard soft-soled rubber boots, Nomex balaclava, and Nomex/Kevlar gloves round it out.

**WOODS/HEAVY**

This bulky woodland camo uniform is made of Level III body armor, camo boots, and Nomex/Kevlar gloves. A little hotter and heavier than the other woodland camo uniforms, it affords far more protection and can stop most small-arms fire, except that from high-powered rifles.

**HRT/MEDIUM**

Primarily a Level II waist-length tactical vest and Kevlar helmet capable of stopping high-powered pistol rounds, this is RAINBOW's standard urban assault gear. It includes soft-soled rubber boots, Nomex balaclava, and Nomex/Kevlar gloves.

**BIOSUIT**

This specially designed combat biosuit combines a Level IIA tactical vest with a full-body Level IV biohazard containment suit. Although its joints are specially reinforced, operatives wearing this suit in combat must use extreme caution to avoid compromising suit integrity. It is available only in the PlayStation version.
NINTENDO 64 Walkthrough

The Nintendo 64 version of Rainbow Six is similar to the PC version. In addition to the action, you must also plan each mission prior to execution. You can have up to four operatives in each mission and each can perform different tasks at the same time. It all depends on the orders you give each team prior to beginning the mission. This chapter includes how to set up each mission: who to take, how to equip them, and suggestions for planning for each of the teams. It then takes you through the actual mission. Refer back to the maps as needed. They show the general location of the Tangos. However, some Tangos patrol an area and may not always be exactly where they are shown on the map. All of the walkthroughs are for the Veteran difficulty level. The Recruit level may contain fewer Tangos who are usually not as alert. On the other hand, the Elite level often has more Tangos who are quicker on the trigger.

Mission 1
OPERATION: COLD THUNDER

MISSION ORDERS

Hutu rebels have seized a World Health Organization research station run by the Horizon Corporation. They're holding the research staff hostage. A leading expert on filoviruses, Dr. Catherine Winston, is among the captives.

The rebels hold the hostages in an abandoned colonial villa. A large rebel camp lies nearby, but observers report few enemy troops in the building. You will be inserted by helicopter in a small clearing a short distance from the villa.

TEAM ASSIGNMENTS

BLUE TEAM

Operative  Primary  Secondary  Slot 1  Slot 2  Uniform
Chavez     MP5SD5    92FS 9mm-SD Primary Mag  Primary Mag  Camo Light

RED TEAM

Operative  Primary  Secondary  Slot 1  Slot 2  Uniform
Yacoby     MP5SD5    92FS 9mm-SD Primary Mag  Primary Mag  Camo Light

GREEN TEAM

Operative  Primary  Secondary  Slot 1  Slot 2  Uniform
Maldini    MP5SD5    92FS 9mm-SD Primary Mag  Primary Mag  Camo Light

STRATEGY

This is a fairly easy, straightforward mission. You can complete it with only two teams or even a single operative. This strategy uses three teams to give you practice using Go codes.

Your teams begin in the jungle, a short distance from the outpost. A path leads to the outpost. Tangos stand guard outside the main house, as well as inside. Dr. Winston is on the second floor and the other doctor is in the basement. Both are under guard.

This is a night mission, so stealth is your best tactic. Bring only silenced weapons. You'll need no flashbangs or frag grenades for this mission.
LEVEL 1
stairs to basement

doors 1 and 2

stairs to ground
front porch
stairs up
stairs to ground

LEVEL 2
balcony

MISSION 1
OPERATION COLD THUNDER

TANGO
HOSTAGE
A CODE ALPHIA
C CODE CHARLIE
D CODE DELTA

1 = ROOM DESIGNATION (FLOOR 1, ROOM 1)
PLANNING

RED TEAM
Chavez is your Red Team. During the planning phase, plot waypoints for Red Team that take it to the outside stairs leading down to the basement. In the middle of the basement, order Red Team to wait for code Alpha. Then head up the stairs into the house. Go all the way up to the second floor and in to get Dr. Winston. Then escort her back to the extraction zone following the same path you took in, going out through the basement.

BLUE TEAM
Blue Team's job is very simple: escort a hostage from the basement back to the extraction zone. From the start, send Blue down the jungle path and hold just before you get to the clearing. Wait here for code Bravo. When Bravo is given, move directly to the basement, change the ROE to Escort, then lead the WHO doctor to safety up the stairs and out to the extraction zone.

GREEN TEAM
Green Team's task is to clear out the first floor of the building. Similar to Blue Team, head down the jungle path and hold at the clearing for code Charlie. Then move to the stairs leading up to door 2 on the back porch. Enter the building and clear out all of the rooms on the first floor. Then hold near door 1 for code Delta. When you receive this Go code, move out of the building the way you came in.

THE MISSION

RED TEAM
Start out in control of Red Team.

Head down the jungle path toward the barn. Be on the lookout for tangoos on either side of the barn.

Take out the tango patrolling in front of the house. Use the zoom view for better aiming.

Also try to take out the one on the balcony.

However, watch out for the tangoos who might try to sneak up on you while you're focusing on distant targets with the zoom view.

Turn to the right, then strafe to the left until you can see the first tango by the campfire. Take him out.

NOTE
The walkthroughs of each mission show what is happening through the eyes of each of the teams. However, in most cases, you will control only one team and the computer AI will handle the rest. If you do take control of another team at any time during the game, you abort the AI's control for the remainder of the mission. Therefore, when you switch back to the first team, the one you were controlling will remain in position until you take control of it again.

For this mission, try playing it as Red Team only and letting the AI handle the others. Then try it again where you take control of each of the teams.
Then strafe a little more to the left and take out the second tango in that area.

Now head around the left side of the barn toward the building. Use the zoom view to take out the tango by the basement stairs from a distance.

Use caution as you move toward the basement stairs.

One of the tangos on the front porch sometimes looks in your direction over the wall. Take him out if he does.

**NOTE**

If you are using the AI and Go codes to control the Blue and Green Teams, use this section of the walkthrough to help in your planning. Otherwise, you can control these teams yourself.

Rush down into the basement and turn a bit to the right to take out the tango before he has a chance to shoot the hostage. Hold in the basement and give codes Bravo and Charlie to get the Blue and Green Teams moving. Or you can take control of these teams yourself.

Blue Team first heads toward the building.

Move down the stairs into the basement.

Walk over to the hostage and change your ROE to Escort.

The hostage will now follow you.

Take him all the way back to the extraction zone.

Green Team now heads toward the back door of the building.

Climb up the stairs to the back porch.

Open door 2 and enter.

Check the rooms near the door, then continue to 1-E.
Take out the tango in 1-E.

Move back into the hallway at 1-D.

Eliminate the tango in 1-F, then cover door 1.

Once the first floor has been cleared, move up the stairs to the first floor.

Head up the main staircase to the second floor.

The hallway leading to the stairs should be clear.

However, when you turn the corner to the right, get ready to shoot. This tango can either be in the hallway or room 2-C.

Turn right again and you can see Dr. Winston kneeling on the floor.

Turn to the left and strafe right so you can catch the guarding tango before he has a chance to shoot the hostage.

Change the ROE to Escort and she will follow you.

Head back down the stairs and then through the basement to exit the building and on to the extraction zone.

Once both hostages are at the extraction zone, the mission is complete.
Mission 2

OPERATION: RED WOLF

MISSION ORDERS

Members of a British neo-Nazi terrorist organization have seized control of the central European mint during a celebration honoring the first production run of the new European currency. They hold several dignitaries hostage in the mint's vault.

Belgian authorities have cordoned off the area. You'll be inserted near the mint's main gate. Return there after you free the hostages.

TEAM ASSIGNMENTS

RED TEAM

Operative | Primary | Secondary | Slot 1 | Slot 2 | Uniform
---|---|---|---|---|---
Chavez | MP5SD5 | 92FS 9mm-SD | Frag Grenades | Flashbangs | Black Medium
Arnavisca | MP5SD5 | 92FS 9mm-SD | Frag Grenades | Heartbeat Sensor | Black Medium

BLUE TEAM

Operative | Primary | Secondary | Slot 1 | Slot 2 | Uniform
---|---|---|---|---|---
Walther | MP5SD5 | 92FS 9mm-SD | Frag Grenades | Flashbangs | Black Medium
Raymond | MP5SD5 | 92FS 9mm-SD | Frag Grenades | Heartbeat Sensor | Black Medium

STRATEGY

This is a tough mission. Although there aren't that many tangos, they're positioned to ambush infiltrators. You could complete this entire mission with only one team, but it's better (and safer) to use two, due to the physical structure of the pressing room, where the money is printed. The second floor, which forms the ceiling of the first, is made up of steel bars. Tangos at the top can fire down at your team, or, if you're on top, enemies below can fire up at you. Therefore, one team must clear the bottom while the other clears the top. The first team enters through the front and clears a path for the second team, which goes in and rescues the hostages.
PLANNING

RED TEAM
Red Team is your main team that will go after the hostages. The three hostages are all in the same room on the second floor. To get there, Red Team heads through the front door of the mint and then makes its way up the stairs to the second floor. Before it can get to the hostages, it must clear out the second floor of the printing room, then rush in and secure the hostages. Finally, Red Team escorts the hostages out through the back door to the extraction zone.

BLUE TEAM
Blue Team must clear an exit for Red Team and also clear out the first floor of the printing room. This task is not very difficult, but necessary.

THE MISSION

RED TEAM

At the start, move out toward the front entrance of the mint.
Head right up to the door.
It is locked, so pick the lock.
A tango is directly ahead, behind an obstacle. Strafe to the left and take him out.

Two tangos are near the entrance—one on each side. Be ready in case one of them darts out.
Wait and see if the second one does too. If not, locate him on the mini-map.
Then go after and eliminate him. Watch out for a tango on the walkway above.
When the front area is clear, head toward stairway 1.

TIP
As you head up the stairs, give Go code Alpha to send Blue Team into the back door.
Climb up the stairs, but use caution as you get to the top.
Around the corner to the left, a tango stands guard. Take him out.
Then enter room 2-E.
As you move to 2-F, take out any tangos you can see out the door to your right. Several patrol the printing room.

Blue Team begins by moving to the back entrance of the mint.

Go to the small door.

Hold here for code Alpha.

When you receive the code, pick the lock and open the door.

Enter 1-B and move to the next door.

Be ready to fire when you open it. A tango could be right by it or across the room on the loading dock.

Enter room 1-C and run across to the other side.

When you get to the loading dock, press the Action button to climb up it.

As you go through the door, get ready to fire.

There is only one tango down here. However try to pick off as many above you through the grating as you can.

Move over to 1-D and hold out of the way for code Bravo. When you receive this code, go out of the mint the same way you came in.

Back at Red Team, cautiously approach the door in 2-F leading to 2-G.

Shoot any tangos you see as you look out. Here you are able to catch two at a time. However, because they patrol around the printing room, they are rarely in the same place twice.
Mission 3
OPERATION: SUN DEVIL

MISSION ORDERS
American and Brazilian workers have been kidnapped from the site of a new research station under construction in the Amazon rain forest. Ramon Calderon, a local drug lord, is responsible. Calderon runs his operation out of a former sugar cane plantation on the Brazil-Colombia border.

Intelligence reports that Calderon's stronghold is well-guarded. Guards armed with automatic weapons patrol inside and outside the house. The workers are being held in the basement, and Calderon's bedroom lies on the second floor.

You'll be inserted on the road to Calderon's house, a short distance from his front gate. Return with the hostages to this location to be airlifted out.

TEAM ASSIGNMENTS

RED TEAM
Operative: Bogart, Yacoby
Primary: CAR-15, CAR-15
Secondary: 92FS 9mm-SD, 92FS 9mm-SD
Slot 1: Frag Grenades
Slot 2: Flashbangs
Uniform: Camo Medium

BLUE TEAM
Operative: Raymond
Primary: CAR-15
Secondary: 92FS 9mm-SD
Slot 1: Frag Grenades
Slot 2: Heartbeat Sensor
Uniform: Camo Medium

GREEN TEAM
Operative: Hanley
Primary: M-16A2
Secondary: 92FS 9mm-SD
Slot 1: Primary Mag
Slot 2: Frag Grenades
Uniform: Camo Medium
STRATEGY

This mission is straightforward but difficult to execute. One of your teams is the outside fire support and clears the exterior of the house from a distance. The other teams enter the building. As one rescues the hostages, the other finds the drug lord and executes him. As in the previous mission, control each team during its most difficult task to prevent unnecessary casualties. All the tangos have automatic weapons and are very dangerous. Heartbeat sensors allow infiltrating teams to detect tangos hiding in ambush around corners.

MISSION 3
OPERATION SUN DEVIL

TANGO
HOSTAGE
CODE DELTA
HA = ROOM DESIGNATION
(FLOOR 1, ROOM 1)
PLANNING

RED TEAM
Red's duty for this mission is to rush in and rescue the hostages. They are located in the basement of the hacienda. To get to the hostages, Red Team enters through the back and fights its way to the stairs down to the hostages. Once the basement is clear, the team waits for the other teams to perform their tasks, then escorts the hostages back to the extraction zone. Red Team should hold for code Alpha at the gate leading into the complex, then for Delta after securing the hostages.

BLUE TEAM
Blue Team's job is to take out the drug lord. Like Red Team, Blue waits at the gate; however, for code Bravo. Then Blue Team must rush around the front of the hacienda. Enter at 1-C, then climb up the stairs to Calderon's room and take him out. After the drug lord is eliminated, wait for code Delta, then return to the extraction zone following the same path you took in.

GREEN TEAM
Green Team is the heavy fire support for the mission. Its job is to help clear the outside of the hacienda and then cover the rear of the building to take out any tangos trying to walk outside. Walk up to the gate, then hold for code Charlie. Next, walk out through the gate taking out all tangos in sight and clearing the way for the other teams. Hold at a position with a good view of all the rear exits until code Delta is given. Then return to the extraction zone.
THE MISSION

**RED TEAM**
From the insertion zone, move out toward the gate leading to the hacienda.

**GREEN TEAM**
Get everyone assembled at the gate, then give code Charlie to send Green Team on its way to clear the outside of the hacienda.

Green Team steps out through the gate and takes out a tango patrolling the grounds around the hacienda.

Also take out the tango patrolling the balcony.

**RED TEAM**
Then turn left and head for the barn.

Walk around it and cover the back doors to the hacienda. Also keep an eye on the balcony on the other side of the hacienda and take out the tango there if he shows himself.

With the outside clear, Red Team heads for the back door.

As you approach, keep an eye on the mini-map. The heartbeat sensor shows you where the tango is located inside.

**Operation SUN DEVIL**
Mission 3
Then carefully advance down the hallway. Keep checking the mini-map to see if any tango are hiding on the rooms off to either side.

At the end of the hall, turn right, switch to the silenced pistol, then strafe left to eliminate this tango.

Then turn around and throw a frag grenade into room 1-B.

Rush in quickly after the grenade goes off to make sure it got the tango inside. If not, he will be stunned and you can finish the job.

Now head down the stairs to the basement.

After checking the mini-map, open the door.

Advance carefully, watching the mini-map for hiding tango.

The first tango is somewhere near the door.

The second is either by the hostages or in the room across from them. Take him out too to clear the basement.

Then walk over to the hostages.

Change the ROE to Escort, and then hold while the other teams finish their jobs.

When Blue Team receives code Bravo, head out toward the front of the hacienda.

Check out the courtyard before moving across it.

A tango may be waiting just outside one of the doors to ambush you.

Continue to door 4.

Open the door and check the room and the mini-map to see where the tango is located.
Mission 4
OPERATION: EAGLE WATCH

MISSION ORDERS
Members of Phoenix posed as tourists to get past security at the Capitol building. Inside, they killed a security officer and secured hostages—along with a cache of weapons. Police managed to clear the building and have blocked off exits.

TEAM ASSIGNMENTS

RED TEAM
Operative: Chavez
Primary: MP5SD5
Secondary: 92FS 9mm-SD
Slot 1: Frag Grenades
Slot 2: Flashbangs
Uniform: HRT Medium

Operative: Yacob
Primary: MP5SD5
Secondary: 92FS 9mm-SD
Slot 1: Frag Grenades
Slot 2: Heartbeat Sensor
Uniform: HRT Medium

BLUE TEAM
Operative: Bogart
Primary: MP5SD5
Secondary: 92FS 9mm-SD
Slot 1: Frag Grenades
Slot 2: Flashbangs
Uniform: HRT Medium

Operative: Haider
Primary: MP5SD5
Secondary: 92FS 9mm-SD
Slot 1: Frag Grenades
Slot 2: Heartbeat Sensor
Uniform: HRT Medium
STRATEGY

This can be a difficult mission, and letting the computer AI control one of the teams could be disastrous. Therefore, control both teams yourself.

Both teams should work their way around the ground floor of the Capitol, each on a different side to head up the two main staircases. Then when both are upstairs, use them both to clear out the Senate Chambers.
PLANNING

RED TEAM
Red Team is your main hostage rescue team. Its job is to clear out the right side of the Capitol. Check every room so you don't leave a tango in your rear. Move up to the second floor via staircase 2, then wait outside the door to the Senate Chambers for code Alpha when you are ready to rush in and secure the hostages.

BLUE TEAM
Blue Team is the support for Red Team and must clear the left side of the Capitol before heading up staircase 1. Clear the rooms on the way to the Senate Chamber then hold for code Alpha. Then rush into the Senate Chamber and clear it of tangos.

THE MISSION

NOTE
If you are going to control both teams for this mission, start with Blue Team. If you are only going to control Red Team and let the AI control Blue, then just remain in control of Red Team and go through its waypoints while Blue does its job.

Blue Team begins by heading out the door to the right.

Make your way through the halls toward 1-C.

Take out the tango patrolling these halls.

Open the door into 1-C and enter with caution.

Rush to the stairs to the right and go up the right stairs.

Take out the tango at the top.

A tango is just to the right. However, your partner usually takes him out as you rush for the stairs.

Go back down the stairs and take out the tango behind the second flight.

Now head out the back entrance to the chamber.

Drop the tango patrolling the hallway.

Continue down the hall to the end.
Turn right and take out the tango at 1-D.

Go through room 1-G.

When exiting into the hall, turn left and strafe out to the right so you can blast the tango guarding stairway 1.

Next, take out the tango in room 1-H.

Now move toward room 1-I.

Eliminate the tango inside.

Head up stairway 1.

Approach the door to room 2-A.

Open it and quickly clear out the tango inside.

Finally move to the door at 2-C and wait for Red Team to get into position.

Red Team begins by heading into room 1-B.

Use the zoom to target and drop the tango down the hall at 1-F.

Then enter room 1-E to clear it. If the tango is behind the bookcase, you can often shoot through the gaps.

Now move down through the hallway to 1-F.

Watch out for the tango at 1-J.

There is also a tango in room 1-K.
Once the tango in room 1-L is eliminated, the first floor is clear.

Head up stairway 2.

Make your way to the door by 2-B.

Open the door and start clearing out tango.

Be sure to get the ones up in the balcony as well.

The tango will not shoot at the hostages, so be primarily concerned for your own safety.

When all the tangos are neutralized, the mission will end if you cleared out the rest of the Capitol. Otherwise, you must escort the hostages back to the extraction zone on the ground floor.

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**NOTE**

When both teams are in position outside the Senate Chamber, each should open its respective door and take out as many tangos as possible before entering the room.

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**MISSION COMPLETED**

**Mission 5**

**OPERATION: GHOST DANCE**

**MISSION ORDERS**

Left-wing terrorists have taken over the Pirate Adventure ride at the WorldPark amusement park in Barcelona. They hold several tourists hostage in the center of the attraction.

Park security has sealed off the area around the ride. A main entrance and a back alley give access to the building. A system of maintenance passages and catwalks connects the attraction's public areas.

**TEAM ASSIGNMENTS**

**BLUE TEAM**

Operative: Walther
Primary: MP5SD5
Secondary: 92FS 9mm-SD
Slot 1: Frag Grenades
Slot 2: Flashbangs
Uniform: Black Medium

Operative: Maldini
Primary: MP5SD5
Secondary: 92FS 9mm-SD
Slot 1: Frag Grenades
Slot 2: Heartbeat Sensor
Uniform: Black Medium

**RED TEAM**

Operative: Burke
Primary: MP5SD5
Secondary: 92FS 9mm-SD
Slot 1: Frag Grenades
Slot 2: Flashbangs
Uniform: Black Medium

Operative: Arnavisca
Primary: MP5SD5
Secondary: 92FS 9mm-SD
Slot 1: Frag Grenades
Slot 2: Heartbeat Sensor
Uniform: Black Medium

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06.27.00 1830
Barcelona

**OBJECTIVE**

1. Rescue all hostages

Operation GHOST DANCE Mission 5
STRATEGY

This is a tough mission because there are three different levels. At many places, the levels are open to each other, so you must be careful that you don't get sniped at from either above or below. The key to this mission is to have one team clear out the second and third levels while the other team concentrates on the first level.

MISSION 5
OPERATION GHOST DANCE

A CODE ALPHA
HA = ROOM DESIGNATION
(FLOOR 1, ROOM 1)
PLANNING

RED TEAM
Red Team's assignment is the first level. It must enter the attraction first and clear out a couple of lower level tangos before Blue Team hits the catwalks above. After part of the first level is clear, wait for code Alpha, then head for the hostages, secure them, and escort them to safety if necessary.

BLUE TEAM
Blue Team's responsibility is to clear out the second and third levels to prevent any tangos from firing down on Red Team or the hostages. Blue Team can also take out some of the tangos guarding the hostages by sniping down on them.

THE MISSION

**RED TEAM**
Your teams start out behind the attraction.

**Blue Team**
Head off to door 1.

NOTE
This mission can either be played by allowing the AI to control Blue Team or by the player controlling both. If you're using the AI, give Blue Team a Go code at the beginning near door 1 to hold until Red Team clears out its assigned area. However, because the two teams are not really operating at the same time, this is a good mission to take control of both teams.
It's locked, so pick the lock.

Once inside, move to the door into area 1-B.

Approach the door with caution.

Take out the tango patrolling 1-B.

Exit the area and head toward stairs 4. Take out the tango patrolling this area.

Then, from the doorway into 1-C, take out the tango inside, but do not enter or you may be attacked by tango above.

Back away from the door and hold near stairs 4.

BLUE TEAM

Now that the first areas are clear, it's time for Blue Team to move out. Enter the attraction through door 1.

Then climb up stairs 3.

Enter area 3-D, and turn left.

Head toward 3-F and use the mini-map to locate the tango in this area if possible.

Two tango must be dispatched before they can get your team.

With this area clear, move toward area 3-E.

Take out the Tango around the corner.

Then get ready to deal with her partner as she comes running in from the left.
If you aim down from the passageway near 3-E, you can take out a tango on the first level at 1-A.

Carefully enter area 3-C and take out the tango patrolling the catwalks here.

Then back out and head down stairs 6 to the second level.

Make your way toward control room 2.

It looks like the tango is standing just inside the door to the control room.

Rush in and take her out.

Now head to control room 1.

Take out the tango inside here as well.

If you move toward the glass, you can take out a couple of tangos below in area 1-A. Hold here for code Delta.

Now that the upper levels have been cleared, Red Team can go after the hostages.

Enter area 1-B, then move toward 1-A. Take out any tangos along the way. Blue Team should have already cleared out 1-A quite a bit.

Once all tangos in 1-A are eliminated, the mission will end if you have taken out all the rest. Otherwise, you must escort the hostages out of the attraction and to safety.
Mission 6

OPERATION: FIRE WALK

MISSION ORDERS

The Phoenix Group is operating a secret biological warfare installation in southern Idaho. The team must secure the compound with minimal casualties.

You'll be inserted over the wall in the rear of the compound. If they detect your presence, Phoenix members carrying virus samples will try to escape through the front gate, so secure this area first.

If you allow anyone to leave the compound, your mission fails.

TEAM ASSIGNMENTS

RED TEAM

Operative | Primary | Secondary | Slot 1 | Slot 2 | Uniform
--- | --- | --- | --- | --- | ---
Chavez | CAR-15 | 92FS 9mm-SD | Frag Grenades | Flashbangs | HRT Medium
Yacoby | CAR-15 | 92FS 9mm-SD | Frag Grenades | Heartbeat Sensor | HRT Medium

BLUE TEAM

Operative | Primary | Secondary | Slot 1 | Slot 2 | Uniform
--- | --- | --- | --- | --- | ---
Walther | M-16A2 | 92FS 9mm-SD | Frag Grenades | Primary Mag | Woods Medium
Raymond | M-16A2 | 92FS 9mm-SD | Frag Grenades | Heartbeat Sensor | Woods Medium

STRATEGY

This is a tough mission. The tangos all wear body armor, so pull out the heavy artillery. All your operatives should carry either the CAR-15 or the M-16A2. These give you a bit more punch than the MP5 models. The silenced submachine gun would be nice, but the surprise would be short-lived.

This mission requires two teams. One covers the main gate to prevent escapes. The second team clears the two smaller buildings, then enters the lab and eliminates everyone inside. Use heartbeat sensors to locate hiding tangos. Throw frag grenades as much as possible to kill tangos around corners.
PLANNING

**RED TEAM**
Red Team is your main team for this mission. Its job is to help Blue Team clear the tangoos outside and prevent any leaders from escaping. Then it must eliminate any tangoos in the small buildings before heading into the laboratory and finishing the job.

**BLUE TEAM**
Blue Team must prevent the two leaders from reaching the Humvee and escaping with sample of the virus. To do this, they must advance as quickly as possible to a position where they can take out any tangoos running from the laboratory to the vehicle. Blue Team must also eliminate several tangoos patrolling the compound to get to such a position.

Operation **FIRE WALK**
Mission 6
THE MISSION

Both teams must move out quickly.

Go around the back of building 2.

Take out the first tango you see as you turn the corner.

As you advance farther, you come in contact with more tangos.

Take them all out and head for the loading dock.

As you move, watch for a tango to run toward the Humvee.

Take him out as well as the tango following shortly behind the first.

RED TEAM

Take up a position next to the loading dock to prevent any other tangos from escaping.

As Red Team, move quickly toward the loading dock by moving around the front of building 2. Take out the tango by the loading dock to help Blue Team complete its task.

Once the leaders have been stopped, it's time to mop up the area, starting with building 2.

Enter the first room and check the mini-map to locate the tangos with the heartbeat sensor.

One is located in the room in back.

The other is in the room to the right of the door.

With building 2 clear, head over to building 1.

Open the door and take out the first tango.
Then deal with the one in the kitchen.
The laboratory is the next stop.
When you open the door, get ready to shoot.
After looking down the hall toward 1-F to make sure it is clear, move into 1-I.

Take out a tango by the door.
Eliminate a second one around the crates to the right.
There are three tangos in room 1-J. Throw in a frag grenade and see how many you can get.
Then rush in and finish off what is left.

Move through the decontamination chamber.
Once out, turn to the left and strafe right until you can take out the tango in 1-K.
Next, shoot down the hall and drop the tango at 1-H.
Two more tangos are in 1-G.

Locate them with the mini-map and then move in to take them out.
Continue your advance through the lab by heading into 1-H.
From there, go through another decontamination chamber.
Eliminate the tango in 1-C guarding the human guinea pigs.

Once all tangos have been neutralized, the mission is complete.

MISSION COMPLETED

Operation FIRE WALK Mission 6
Mission 7
OPERATION: LION'S DEN

MISSION ORDERS
Irish terrorists have seized Parliament dignitaries and are holding them hostage in the Big Ben clock tower. Police have sealed the area around the houses. Numerous terrorists guard the tower entrance. Take out all resistance and rescue the hostages.

TEAM ASSIGNMENTS

RED TEAM
Operative: Hanley, Haider
Primary: CAR-15
Secondary: HK .45 MK23-SD
Slot 1: Frag Grenades
Slot 2: Flashbangs
Uniform: HRT Medium

BLUE TEAM
Operative: Hanley, Haider
Primary: CAR-15
Secondary: HK .45 MK23-SD
Slot 1: Frag Grenades
Slot 2: Flashbangs
Uniform: HRT Medium

STRATEGY
This mission can be tough. All the tangos wear body armor, so take along weapons that will penetrate.
You begin on the ground floor of Parliament. You'll need two teams for this mission. You'll find most tangos waiting around corners. A great tactic for getting through this mission is to bounce a frag grenade off an opposite wall back toward the target.

PLANNING

RED TEAM
Red Team helps Blue Team clear out the ground level, then acts as a reserve. If Blue Team takes some losses, gets wounded, or runs out of grenades or ammo, bring Red Team up to finish the mission.

BLUE TEAM
Blue Team is your main team for this mission. It is their job to head up the clock tower and rescue the hostages. Take along some frag grenades and a powerful assault rifle to make it to the top alive.
NOTE
Most of the tango's are in the clock tower. Therefore, they are not shown on the map. Each time you play the mission, they can be in different positions in the tower, so use your mini-map and heartbeat sensors to locate them.
THE MISSION

RED TEAM

Both of your teams begin in room 1-B.

Just after the start, a tango from room 1-D comes at you. One of your operatives takes him out, usually before you even knew the bad guy was there.

Head into room 1-A.

Take the passageway from 1-A to 1-C.

Along the way, you run into a tango.

Then take out the next tango in room 1-C before continuing to 1-E and holding.

Blue Team heads down the stairs leading from room 1-B ...

... and enters an underground passageway.

Drop the tango patrolling this passage.

Then emerge at the stairs to the clock tower.

Face the stairs and strafe to the left while aiming up. Eliminate the tango guarding this flight of stairs in the tower.

Climb up the stairs to the first landing. Check your mini-map. If you don't see anyone, strafe to the left to shoot any tangos. This time it is clear.

At the next landing check your mini-map again.

This time, two tangos wait just around the corner. Throw a frag grenade hard so it bounces off the opposite wall, right into the tangos.

After the blast, strafe around the corner and take out a third tango on the next flight of stairs.

Climb to the next landing and check again.
MISSION COMPLETED

You see more tangos, so throw another frag grenade.

Back away from the corner so your team does not take any shrapnel from the grenade.

Climb another flight of stairs.

You are now approaching the clock itself.

Two or three tangos are to the right. Throw a frag grenade, then strafe to mop up any the grenade missed.

When this room is clear, head up the stairs.

Watch out for the tango sniping from the stairs.

At the top of the stairs, get ready for more tangos.

Be careful, sometimes tangos fire at you through gaps in the clock works.

Remove any tangos along the stairs. They can be hard to see, so use your zoom.

A tango guards the hostages at the very top of the clock tower. Take him out before he can shoot the hostages.

Once all the tangos have been eliminated, the mission will end. If it does not, you missed a tango somewhere. Escort the hostages back to room 1-B and the extraction zone to complete the mission.
Mission 8
OPERATION: DEEP MAGIC

MISSION ORDERS
Horizon Corporation has been linked to the Phoenix Group. Horizon's central computer system is believed to contain information about Phoenix's plans to release the EboLra brahma virus. The computer system is at Horizon's headquarters in downtown San Francisco. Access is through a terminal in John Brightling's office on the top floor. Armed guards patrol the building.
A helicopter will insert you on the roof and extract you the same way. The teams must enter and leave the building completely undetected if they are to gather useful intelligence.
Use of deadly force is not sanctioned on this mission.

TEAM ASSIGNMENTS

RED TEAM
Operative: Yacoby
Primary: MP5SD5
Secondary: HK .45 MK23-SD
Slot 1: Heartbeat Sensor
Slot 2: Electronics Kit
Uniform: HRT Light

BLUE TEAM
Operative: Chavez
Primary: MP5SD5
Secondary: HK .45 MK23-SD
Slot 1: Heartbeat Sensor
Slot 2: Electronics Kit
Uniform: HRT Light

STRATEGY
Your objective is to download files from the computer database. To do this, you must get into John Brightling's office on level 3. However, security cameras cover the corridors to the office and his office door has an alarm. Therefore, you must deactivate the security system first. One team must get to the security system on level 2 and shut it down while the other gets the computer files. Then get both your teams back to the extraction zone on the roof.

PLANNING

RED TEAM
Red Team's job is to deactivate the security system. Therefore, it must head down to level 2, get to the security console, shut it down, then return to the roof without being detected.

BLUE TEAM
Blue Team's task is to download the computer files. Therefore, it descends to level 3 and waits until the security system has been deactivated by Red Team before going out into the halls to Brightling's office. Blue Team must carefully watch the guards so as not to be seen. Once the computer files have been downloaded, return to the stairway and then get back to the roof.
Operation DEEP MAGIC

Mission 8

LEVEL 2
- Horizon Office Building
- Stairs up and down
- Security console
- Lobby

LEVEL 3
- Horizon Office Building
- Stairs up and down

LEVEL 4
- Horizon Office Building
- Stairs up 2
- Ladder down

LEVEL 5
- Stairs down 1
- Ladder up
- Stairs down 2
- Ladder up

MISSION 8
OPERATION DEEP MAGIC

- TANGO
- HOSTAGE
- SECURITY CAMERA

A = ROOM DESIGNATION (FLOOR 1, ROOM 1)
THE MISSION

RED TEAM

Your teams are inserted by helicopter onto the roof of the building.

Start off by heading for stairway 2.

Climb down them to level 4.

Walk over to the ladder and press the Action button to begin climbing down.

Go all the way down to level 2.

Then walk over to 2-A. Watch the mini-map and wait for a guard to walk past you heading to the right.

Once he has gone a bit farther past, open the door, step out, close the door, and move toward 2-C.

Enter 2-C, closing the door behind you.

Move over to the security system and press the Action button to deactivate the system.

Now walk over to the door and watch the mini-map.

After the guard walks past you again, open the door, exit the room, close the door, and head back to 2-A.

Go through the door, closing it behind you.

Return to the ladders and climb back to level 4.

Then take the stairs back to the roof and wait for Blue Team on the helipad.

NOTE
This is a very difficult mission that requires careful timing and observation. Therefore, you should control both teams. The AI cannot handle this mission.

TIP
Always close doors behind you or the guards will sound the alarm and the mission will be a failure. To close a door, you do not have to face it. Just walk out the door and press the Action button while you are headed away from it.
Blue Team must move to stairway 1.

Descend the stairs to level 3.

Hold the door at 3-A until the security system has been shut down. Then wait for the guard to walk past you headed to the left or toward 3-G.

After he turns the corner, run out into the hallway and move to 3-B.

**TIP**

Sometimes you will be seen as you are moving through this area. If this happens and the mission fails, just try it again. Often it is just because you did not move fast enough or the timing was just off a bit.

Continue running past the spacious lobby.

Keep running all the way to 3-C.

Go through the double doors into 3-D.

You are in John Brightling’s office. Remember to close the doors behind you.

Walk over to the computer and download the files by pressing the Action button.

Once you are through, wait at the doors until the tango walks past.

Let him walk a bit, then exit the office and follow him carefully. Duck into room 3-F and wait.

Wait until one guard walks past going to the right, then turns around and heads left. Then wait until the other guard passes by going left. Follow the second guard down hallway 3-G.

When you get to 3-A, rush through the door and close it behind you.

Head back up the stairs …

… all the way back to the roof.

*Operation DEEP MAGIC*
Mission 9
OPERATION: LONE FOX

MISSION ORDERS
The Phoenix Group plans to release the *E. brahma* pathogen at the closing ceremonies of the Olympic Games in Sydney. Bill Hendrickson, Global Security's head of operations, has been implicated in the plot. You must take him into custody.

The team must intercept Hendrickson's motorcade. A roadblock has been set up on a deserted stretch of highway. The team must move into position before the motorcade arrives, neutralize Hendrickson's bodyguards, and move him safely up the road to the extraction zone.

Reports from spotters indicate that other vehicles containing Global Security agents follow several miles behind Hendrickson's car. These agents are in radio contact with Hendrickson and may try to prevent you from reaching the extraction zone.

TEAM ASSIGNMENTS

RED TEAM
Operative: Bogart  Primary M-16A2  Secondary HK .45 MK23  Slot 1 Frag Grenades  Slot 2 Primary Mags  Uniform Desert Heavy
Operative: Arnavisca  Primary M-16A2  Secondary HK .45 MK23  Slot 1 Frag Grenades  Slot 2 Heartbeat Sensor  Uniform Desert Heavy

BLUE TEAM
Operative: Walther  Primary M-16A2  Secondary HK .45 MK23  Slot 1 Frag Grenades  Slot 2 Primary Mags  Uniform Desert Heavy
Operative: Burke  Primary M-16A2  Secondary HK .45 MK23  Slot 1 Frag Grenades  Slot 2 Heartbeat Sensor  Uniform Desert Heavy
STRATEGY
This mission differs considerably from any mission you've been assigned in the past. All action takes place outdoors, and your teams are out in the open most of the time.

Much of the combat you'll experience will be at long range against tangos in body armor, so bring along the M-16s. It requires careful waypoint coordination and Go code choices to keep your teams in positions from which they can support one another.
PLANNING

RED TEAM
Red Team will escort the security manager to the extraction zone. After they have the security manager in their custody, they must protect him and prevent the tangos from neutralizing him.

BLUE TEAM
Blue Team is the fire support for Red Team. They assist in eliminating tangos throughout the mission. The AI is perfectly capable of running Blue Team for this mission. Therefore, it is important to use GO codes to keep this team advancing along with Red Team.

THE MISSION

NOTE
The walkthroughs for both teams are similar because both teams follow a similar path.

Red Team
Your teams begin in the stream by the bridge.

Head up the ridge to the road.

Continue along the road for a while, until you see a convoy pass by. Watch out for the vehicles. If they hit one of your operatives, he will be killed.

After the convoy passes, turn around and head back toward the bridge, hugging the cliff side.

Use your zoom to get a good shot at the tangos as they come into view.

As you advance, more will come into view.

Be careful not to hit the security manager. He is the one on his knees with his hands on his head.

When all six tangos are neutralized, move toward the bridge.

Walk up to the security manager and change your ROE to Escort so he will follow you.

Now head toward the concrete barricades.

A patrol of four tangos has arrived to block your path. Along with Blue Team, take them out.
Then continue down the road.

A couple of tangos have positioned themselves at the overpass.

Take them out with long-range shots before they can shoot back.

As you approach the extraction zone, you see a couple of vehicles parked across the road.

Two more tangos are in your way.

Again use long-range fire to clear this area.

Blue Team also heads along the road at the start of the mission.

However, instead of turning around and following the road back to the bridge, it climbs the ledge and heads back at a higher elevation.

From this point, Blue Team can fire down on the tangos at the bridge.

Hold at this position for code Alpha, which will be given when all the tangos have been eliminated in this area.

At Alpha, head back along the ridgeline to the concrete barricades area.

Be ready for the tangos positioned there. They actually begin climbing the ledge, moving toward you.

Continue clearing tangos.

Watch out for the fourth tango hiding around the corner to the right.

With this area clear, hold for code Bravo. Then head on down the road.

Help take out the tangos at the overpass.
Mission 10
OPERATION: BLACK STAR

MISSION ORDERS
The Phoenix Group has raided a research station in Brazil and taken a group of Rainforest 2000 VIPs hostage. Intelligence indicates this raid is meant to cover Anne Lang's disappearance. Surveillance reveals Lang waits with her "captors" in the main building; the other VIPs are held in a nearby prefab. The terrorists await reinforcements before killing their hostages and moving Lang out to a safe location.

TEAM ASSIGNMENTS

RED TEAM
Operative  Primary  Secondary  Slot 1  Slot 2  Uniform
Bogart    MP5SD5    HK .45 MK23-SD  Frag Grenades  Flashbangs  Camo Heavy
Arnavisca MP5SD5    HK .45 MK23-SD  Frag Grenades  Heartbeat Sensor  Camo Heavy

BLUE TEAM
Operative  Primary  Secondary  Slot 1  Slot 2  Uniform
Bogart    MP5SD5    HK .45 MK23-SD  Frag Grenades  Flashbangs  Camo Heavy
Arnavisca MP5SD5    HK .45 MK23-SD  Frag Grenades  Heartbeat Sensor  Camo Heavy

STRATEGY
This is a stealth mission. You must keep quiet and use silenced weapons, at least until you've secured the two VIP hostages. If their tango guards hear gunshots, they may execute them.

You need two teams—one for each building. The VIPs are in the crew barracks; Anne Lang is in the research building. Although the buildings are small and contain few rooms, bring along heartbeat sensors so you can see what's in a room before you enter. After you rescue the hostages, get them back to the extraction zone.
NOTE
Blue Team can be controlled by the AI if you give it good waypoints in the planning phase. In this walkthrough, both Red and Blue Teams’ actions are considered to take place simultaneously unless the player is controlling both teams. If so, start with Blue Team and take them to their first hold at Alpha. Switch to Red Team to get Lang out, then back to Blue to finish the job.

PLANNING

RED TEAM
Red Team is tasked with assaulting the research building and rescuing Anne Lang. Begin by taking path 2 and clearing out the area leading up to the research building. Enter through the greenhouse, secure Lang, and then get out the way you came in.

BLUE TEAM
Blue Team must rescue the two other hostages from the crew barracks. Take path 1 until you get to the wall, then hold for code Alpha. This gives Red Team some time to clear out the area around the buildings first. At Alpha, move out toward door 2 of the crew barracks. Secure the hostages and hold for code Delta. Then exit the way you entered and head back to the extraction zone.

THE MISSION

RED TEAM

Both teams are inserted into the area using the river.

Climb up the ladder to the main level.

Then head down path 2.

As you approach the clearing, take out the tango patrolling by the river.

Then target the two tangoos in the greenhouse.

Next, take out the tango on the roof of the research building.

Then turn to the right and take out any tangoos along the wall.

When all looks clear, head out toward the research building.

If you want to help out Blue Team, go past the greenhouse and take out any tangoos patrolling between the research building and the crew barracks.

Now enter the greenhouse.

Open the door leading into the research building.
Turn right and then strafe left into the building.

Take out all the tangos inside.

Walk over to Anne Lang.

Change the ROE to Escort so she will follow you.

Exit through the greenhouse.

Take Lang all the way back to the ladder.

Blue Team begins by heading down path 1. Take out the tango headed toward you before he can get off a shot and alert the others.

Then move slowly forward until you can see a tango patrolling in front of the crew barracks. Take him out.

Slowly strafe to the right until you can target the next tango.

You can take out three or four tangos this way. The key is to kill them before they see you.

Watch out for tangos coming at you along the wall. Watch your mini-map for a warning.

When all is clear, head for the crew barracks.

Enter through door 2.

Throw a flashbang in room 1-A.

Then rush in to take out the tango inside before he recovers from the stun.

A second tango is by the other door.
Mission 11
OPERATION: WILD ARROW

MISSION ORDERS
Phoenix has planted virus bombs in the air circulation system of the athlete's village in Sydney. They're timed to go off just before the closing ceremonies of the Olympic Games. The bombs are tied together through the village's computerized climate control system. Disarming them is a two-stage process. You must shut off the central computer first, then disable both bombs individually inside a 30-second window. If you miss this window of opportunity, or tamper with the bombs before the computer is shut down, they'll release their lethal contents.

Phoenix Group members dressed as Global Security guards patrol the area. Alarm panels are scattered throughout the village underground. If the team's presence is detected and the alarm is raised, the terrorists will release the virus manually. You may use deadly force against the guards if you must.
Your team will be inserted into the sewers below the village.
TEAM ASSIGNMENTS

**RED TEAM**
Operative: Bogart, Burke
Primary: MP5SD5, MP5SD5
Secondary: HK .45 MK23-S, HK .45 MK23-S
Slot 1: Frag Grenades, Frag Grenades
Slot 2: Electronics Kit, Heartbeat Sensor
Uniform: HRT Medium, HRT Medium

**BLUE TEAM**
Operative: McAllon
Primary: MP5SD5
Secondary: HK .45 MK23-S
Slot 1: Frag Grenades
Slot 2: Demolitions Kit
Uniform: HRT Heavy

**GREEN TEAM**
Operative: Morris
Primary: MP5SD5
Secondary: HK .45 MK23-S
Slot 1: Frag Grenades
Slot 2: Demolitions Kit
Uniform: HRT Heavy

**STRATEGY**
This mission isn't as hard as some of the previous ones. Timing is of utmost importance. You must deactivate the triggering device for the virus capsules at the computer terminal, and then disarm both capsules within 30 seconds. To accomplish this, you'll need three teams. The team deactivating the computer trigger should include an electronics kit and the other two demolitions specialists with demolitions kits. Your teams begin in the sewer tunnels beneath the athletic village. From there, they must gain access to the ground floor, locate the various devices, and deactivate them within the time limits.

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**MISSION II**
**OPERATION WILD ARROW**

- **TANGO**
- **HOSTAGE**
- **CODE BRAVO**
- **CODE CHARLIE**
- **CODE DELTA**
- **VIRUS CAPSULE**

**HA = ROOM DESIGNATION**
(FLOOR 1, ROOM 1)

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**Operation WILD ARROW**
Mission II
PLANNING

RED TEAM
Red Team is the one tasked with locating the security device and disabling it. However, they must wait until the other teams are in position next to the virus capsules.

BLUE TEAM
Blue Team is ordered to locate one of the virus capsules. After Red Team deactivates the security device, Blue Team must disable the virus capsule quickly.

GREEN TEAM
Green Team is the other virus capsule team. It can follow Blue Team through the sewers and then go off on its own once it gets to level 2. Once the virus capsule is located, wait until Red Team deactivates the security device before disarming the capsule.

NOTE
The computer can control Blue and Green Teams until they get to the virus capsules. Give them Go codes at these locations so you know when they have arrived. Take Red Team through its route to the security device. When both of the other teams are holding for code Delta, deactivate the security device, then switch to Blue Team. Disable the virus capsule, then switch to Green Team and repeat the process.
THE MISSION

**RED TEAM**

Your teams begin down in the sewers.

Head out toward 1-B.

Take out the tango to the left of the bridge.

Then turn to the right and drop a second tango.

Continue to 1-C.

You should encounter no more tangos in the sewers.

Climb up stairway 3.

Then up the next flight of stairs to level 2.

Open the door into 2-A.

Take out the tango in 2-B.

Move through 2-A and 2-B toward 2-C.

Enter 2-C.

**BLUE TEAM**

There is the security device.

Blue Team must take a different route to the top.

Advance toward 1-D.

Ascend stairway 4 to level 2.

Operation WILD ARROW  Mission 11
Hold at the door for code Bravo.

At Bravo, move out into 2-H.

Take out the tango in the room to your right.

There is a tango in 2-I hiding behind a pillar. Take him out.

Watch out for the tango in the center hallway at 2-N. Drop him with a long shot.

Continue your advance all the way to 2-K.

Enter room 2-L.

Cross it to the other end.

There you find a door leading to the ventilation system.

Enter room 2-M to locate the first virus capsule. Hold for code Delta.

Green Team can follow Red Team's route to level 2.

Move through 1-B to 1-C and up stairway 3.

Hold at the door for code Charlie.

At code Charlie, head out through 2-A to 2-B.

Then on to 2-D.

In 2-E, a tango hides behind a pillar.
Sneak up to him and take him out.

Then enter room 2-E.

Move to the door to the ventilation room.

The second virus capsule is located in room 2-G. Hold here for code Delta.

**MISSION COMPLETED**

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**RED TEAM**

Once both Green and Blue Teams are waiting for code Delta, begin deactivating the security system by walking up to it and pressing the Action button.

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**BLUE TEAM**

Switch to Blue Team and press the Action button to disable the first virus capsule.

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**GREEN TEAM**

 Quickly switch to Green Team and disable the second virus capsule. When both are disabled, the mission is complete.

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*Operation WILD ARROW* Mission 11
Mission 12
OPERATION: MYSTIC TIGER

MISSION ORDERS
John Brightling and the remnants of the Phoenix/Horizon conspiracy have barricaded themselves in the Horizon "Ark." The Ark consists of three habitat domes and an inner survival bunker, where Brightling is believed to be hiding. Brazilian troops surround the compound, but RAINBOW has been asked to lead the assault.

Some of the Ark's occupants may be willing to surrender peacefully. Avoid unnecessary bloodshed, but keep in mind that the safety of the team and the capture of John Brightling have priority.

TEAM ASSIGNMENTS

RED TEAM
Operative
Chavez
Arnavisca
Primary
M-16A2
M-16A2
Secondary
HK .45 MK23-SD
HK .45 MK23-SD
Slot 1
Frag Grenades
Frag Grenades
Slot 2
Primary Mags
Heartbeat Sensor
Uniform
Street Heavy
Street Heavy

BLUE TEAM
Operative
Hanley
Yacoby
Primary
M-16A2
M-16A2
Secondary
HK .45 MK23-SD
HK .45 MK23-SD
Slot 1
Frag Grenades
Frag Grenades
Slot 2
Primary Mags
Heartbeat Sensor
Uniform
Street Heavy
Street Heavy

STRATEGY
This mission makes the previous missions look like boot camp. It's extremely difficult. The enemy has set up areas to ambush your teams as they advance through the Ark. The key is to keep your two teams together for going through these ambush spots.

PLANNING

NOTE
If you are going to control Blue Team, swap between the two teams in a leapfrog fashion. As one gets to a point, halt and bring up the other and pass by to the next hold, then go back and bring up the first and so forth.

RED TEAM
Red Team takes the lead and enters the Ark. From Bio Dome 3, head toward the main area. There is an ambush just before you get there. Then head up to level 3, which will take you into the mountain. Descend to level 2, fight your way through another ambush, then capture Brightling in Lab 3.

BLUE TEAM
Blue Team is Red Team's fire support. You can use Go codes to regulate its movement if you are using the AI to control it. For example, order Blue Team to advance to 1-E, then hold for Alpha. Code Bravo could be at 2-C. Each of these locations are firing positions for supporting the assaults on the ambush sites.
Your teams begin just outside Bio Dome 3.

Take Red Team into the Bio Dome.

Head around the dome toward 1-B. A single tango patrols this area.

At 1-B, approach the door cautiously. It opens automatically.

Be ready to take out the tango in 1-C when you walk in front of the door.

Continue into 1-D.

Watch your mini-map to locate tango like this one, hiding to one side of the door to ambush you.

Advance through 1-D.

And go on through 1-E.

Hold just in front of the door to 1-F.

Blue Team advances through Bio Dome 3.

Follow Red Team's path through the passageways.

Go all the way to 1-E.

Pass by Red Team.

Move to the left side of the large door.

Move toward the door a bit, then open fire as soon as you see the tango inside. Red Team will help. There are 10 tango inside this small room.
Back away from the door so it closes, then go to the right side and repeat the process.

Throw a frag grenade through the window to take out the tangos inside the booth.

The tangos at the top and near the door are the hardest to take out.

Head up the stairs to the top of the room.

Then advance to the other side. Hold here and let Red Team take the lead for now.

Go through the door.

Climb up the stairs to level 3.

Make sure your magazine is full before approaching this door.

When it opens, shoot the tango ahead of you.

Then turn to the right and take out two more.

Turn to the left for another.

Then turn to the right and strafe to the left to get the tango by the door.

Now head out onto the catwalks.

Advance toward 3-B.

Go through the door and then turn left to head down the ramp at 3-C.

Watch out for a tango who may come out the door from level 2.
Go through 2-B.

And hold in 2-C just short of the door, as before.

Bring Blue Team up to this level and position them to the right of the door to 2-D.

Move forward just a bit to open the door and let ‘er rip.

Clear out all the tangos in 2-D. There are only eight.

Once 2-D is clear, continue to 2-E.

When you enter Lab 3 at 2-F, you are nearly finished.

At the far end of the room, through the window, is John Brighting.

Move toward 2-G.

The game takes over and leads your team into the room with Brighting.

He surrenders to you.

The mission is complete and you have saved the world. Congratulations!

MISSION COMPLETED
THE PLAYSTATION VERSION OF RAINBOW SIX IS A BIT DIFFERENT THAN THE ONE FOR THE N64. THERE IS VERY LITTLE PLANNING AND A LOT OF ACTION. INSTEAD OF HAVING A MAP OF THE OPERATIONAL AREA BEFORE THE MISSION, YOU MUST EXPLORE AS YOU GO. THIS SECTION INCLUDES WHAT YOU NEED TO DO TO SET UP EACH MISSION THEN TAKES YOU THROUGH THE MISSION. REFER BACK TO THE MAPS AS NEEDED. THEY SHOW THE GENERAL LOCATION OF THE TANGOS. HOWEVER, SOME TANGOS Patrol AN AREA AND MAY NOT ALWAYS BE EXACTLY WHERE THEY ARE SHOWN ON THE MAP. ALL OF THE WALKTHROUGHS ARE FOR THE MEDIUM DIFFICULTY LEVEL. THE EASY LEVEL CAN CONTAIN FEWER TANGOS WHO ARE USUALLY NOT AS ALERT. ON THE OTHER HAND, THE HARD LEVEL OFTEN HAS MORE TANGOS WHO ARE QUICKER ON THE TRIGGER.

In the PlayStation version of the game, you can choose from only nine operatives. When one is killed during a mission, he/she will be replaced by a generic operative with average skill levels. Therefore it is best to keep your operatives alive. If you complete a mission and lose an operative during it, it is usually a good idea to play it over again. You need all of your operatives—especially as the missions become more difficult.

If an operative listed in the walkthrough is unavailable because of wounds or death, choose another operative of similar skill levels.

Mission 1
OPERATION: STEEL WIND

MISSION ORDERS
Members of Free Europe, a British neo-Nazi group, have seized the Belgian embassy. The ambassador is hiding in an office on the third floor and has so far avoided capture. An embassy worker is on the second floor.

TEAM ASSIGNMENTS

BLUE TEAM
Operative: Chavez
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Urban Medium

RED TEAM
Operative: Filatov
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Urban Medium

GREEN TEAM
Operative: Bogart
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Urban Medium
TIP

For this mission, Blue Team inserts on the fire escape at the third floor. Red Team enters via the fire escape at the second floor. Green Team inserts from the side door under the fire escape.
THE MISSION

BLUE TEAM

Start off in control of Blue Team. Approach the door and aim at it. Check the Map view to see if there is a tango on the other side.

Open the door and get ready to fire.

Hold before entering. Another tango is in the area. Wait until he appears, then drop him.

Carefully enter the embassy. Around the corner at 3-B is another tango. Take him out.

Continue down the hall toward 3-C.

A tango is near the stairs. Move carefully toward him and shoot as soon as you can see him.

Wait for another tango to come up the stairs to investigate and eliminate this threat as well.

Now turn around and head through the door into 3-D.

Check the Map view to locate the tango in the next room. Line up your aim so when you open the door into 3-E, you have a perfect shot. Drop this tango and move on.

Head to the hall at 3-F.

There is a tango at the stairwell at 3-G. Use Sniper mode and move down the hallway carefully. As soon as the tango is in sight, shoot! Wait for a tango from downstairs to come up. Fire again and the third floor is now clear.

Now move down the hall toward room 3-H.

The ambassador is hiding inside.

Escort him out through the door near 3-A to the fire escape and to safety.

TIP

When switching to a different operative, always be sure to leave the current operative in a defensible position. A small room with a single door is usually a good place. Make sure the operative is facing the door. You can also leave the operative at one end of a hall so he or she can cover the hallway and take out any tangles who enter it. The key is to keep the operative's back to a wall if possible so a tango can't sneak up from behind.
Now switch to Red Team. Approach the door and check the Map view to see if a tango is on the other side.

If so, take him out. Otherwise just enter 2-A.

Continue through 2-B and 2-C...

...to the hallway at 2-D. Walk up to the door leading to 2-E and face the door. Check the Map view to see what is on the other side.

Wait until the tango on the other side is beginning to walk away, then quickly open the door and open fire.

Hold at the doorway. One or two more tangos will come up the stairs to check out what is going on. Take them out. Now continue to wait while the first floor is cleared.

You can skip the entire Green Team section if you want to quickly end the mission. However, it is good for a little extra practice and to make sure that none of the tangos on this level head upstairs to attack the other teams.

Switch to Green Team. Enter the door to 1-A.

Continue on to room 1-B and move toward the door. Aim at the door and check the Map view to see where the tangos are located on the other side.

There should be two tangos in room 1-C. Take them both out and hold at the doorway.

A third tango comes into view in room 1-D. If he does not appear after a while, go in after him through 1-D and 1-E to 1-F. You'll find him in one of those areas. Finally, go through 1-G to make sure 1-H is clear.
Switch to Red Team and move into 2-E. Look downstairs to make sure the area is clear.

Move through 2-F and stop outside the door to 2-G. Check the Map view to locate the tango inside. Then open the door and fire away. By now, the entire building should be clear of tango.

Now head into room 2-H to locate the embassy staffer.

Escort him out of the building to the fire escape near 2-A.

Once the second hostage is out of the building, the mission is complete.
Mission 2
OPERATION: COLD THUNDER

MISSION ORDERS
Mutu rebels have seized a World Health Organization research station run by the Horizon Corporation. They're holding the research staff hostage. A leading expert on filoviruses, Dr. Catherine Winston, is among the captives.

The rebels hold the hostages in an abandoned colonial villa. A large rebel camp lies nearby, but observers report few enemy troops in the building. You will be inserted by helicopter in a small clearing a short distance from the villa.

TEAM ASSIGNMENTS

BLUE TEAM
Operative: Arnavisca
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Camo Medium

RED TEAM
Operative: Burke
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Camo Medium

GREEN TEAM
Operative: Hanley
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Camo Medium

OBJECTIVES
1. Rescue Dr. Winston
2. Rescue the staff member

04.15.00 0200
Congo
In this mission, the tangoos are guarding the hostages. Therefore it's important to stay as quiet as possible. Gunshots do not usually alarm the tangoos in this mission. However, if a grenade goes off, they will begin killing the hostages and the mission will be a failure.

The exception to this is when rescuing the second hostage. You can use a flashbang to stun the guard before rushing in. However, don't do this unless the other hostage is safe.

**INSERTION**

For the insertion, keep Blue Team at the clearing while sending Red Team to the left of the building and Green Team to the right.
THE MISSION

BLUE TEAM

The other two teams will take out the first two tangos on their own. Activate your night vision goggles so you can see clearly outside in the dark. Make your way from 1-A through 1-B to 1-C.

Carefully move to 1-D so you are facing the door. If it is not open, wait until one of the tangos inside 1-E opens it. Drop him as well as the other tango patrolling inside.

Now turn your attention to 1-F. Use the Sniper mode to target and drop the guard out in front of the building.

Then turn a little to the left and take out the second guard as he moves toward you.

Now head inside 1-E.

Move down hallway 1-G to 1-H.

Operation COLD THUNDER Mission 2
TIP
The tango in 1-I and 1-J may hear you and come after you. Listen for a door opening. When you hear this, take cover and get ready to shoot anyone coming in toward you.

Face the door into 1-I. Check the Map view to locate the tango inside. Then open the door and drop him.

Hold in 1-H facing the door into 1-J.

GREEN TEAM
Now take control of Green Team. Walk around to the entrance to the basement.

Position yourself halfway between the building and the wall, facing the window. Crouch and use Sniper mode to see through the window. You should be able to see a hostage inside.

A hostage would not be left alone, so while crouching, strafe to the left until you can see the tango to the right of the hostage. Drop him!

Enter the basement. You can leave the hostage here for the moment. You have other things to do first.

Head up the stairs into the building.

Be careful as you approach the door. A tango may open it and look inside. Take out anyone who gets in your way.

Across the hallway from the door is the stairway up to the second floor. Clear it if it's guarded.

Head up the stairs. At the turn, face up the stairs and strafe left. Your sights should be right on the tango at the top. Eliminate him before he can cause any trouble.

TIP
If the tango guarding the stairs at 2-A gets off a shot, three more tangos can come to see what is the matter. After dropping the first, always hold in the stairwell for a bit to make sure no one else is coming. If they come, eliminate them. If they don't, head on up the stairs.

Hold at the top of the stairs, facing down the hallway.
**RED TEAM**

Take control of Red Team now. Because the other two teams are probably low on ammo, it’s time to bring up the reserve. Make your way up to 2-A.

Carefully move so you can see through the doorway into 2-B. If the tangos did not come to the stairs, they will be patrolling in this area. Once you take out one, the others will come to you.

Now head down the hall to 2-C. Open the door and take out the tango on the balcony at 2-D.

Now it’s time to go for the final hostage. Move to 2-E.

Carefully move into 2-F, while facing the door into 2-G at all times. Open the door and take out the tango inside. You must fire quickly or he will kill Dr. Winston.

With all the tangos eliminated, it’s time to get the hostages to safety. Walk up to Dr. Winston and escort her downstairs.

Move into the basement and escort the second hostage out through the basement stairs.

Once outside, head back to the clearing at 1-A.

When both hostages reach the clearing, the mission is complete.

**MISSION COMPLETED**
Mission 3

OPERATION: ANGEL WIRE

MISSION ORDERS

Members of the Phoenix Group, a radical environmentalist organization, have taken over a North Sea oil drilling rig. The terrorists have planted explosive devices on the rig and threaten to blow it up if their demands aren't met. You must prevent the bombs from being detonated.

TEAM ASSIGNMENTS

BLUE TEAM

Operative: Haider
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Black Medium

RED TEAM

Operative: Bogart
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Black Medium

GREEN TEAM

Operative: Beckenbauer
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Demolitions Kit
Uniform: Black Heavy

NORTH SEA

INSERTION

For this mission, insert Blue Team on level 2, Red Team on level 1, and Green Team on level 0.
THE MISSION

**BLUE TEAM**

You begin in control of Blue Team. Immediately run to the door you are facing.

Once inside 2-B, close the door. A tango patrols the catwalks outside and will snipe at you if you leave it open.

Enter room 2-C.

Then continue to hallway 2-D.

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**MISSION 3**

**OPERATION ANGEL WIRE**

1A = ROOM DESIGNATION
(FLOOR 1. ROOM 1)
It should be clear. However, check your Map view to see if anything is around the corner.

As you approach the corner, get ready to take out a tango.

Now enter room 2-E.

To get the tango in 2-F, open the door and turn to the left. Strafe out the door to the right and fire when the tango comes into your sights.

Now hold in 2-E facing the hallway.

Take control of Red Team.

Move carefully along the catwalks.

Take out the tango near the door at 1-B.

Make your way through 1-C into room 1-D.

Open the door and strafe out while facing 1-E. Take out the tango in the hallway as well as the one who comes to investigate from 1-F.

Then return to 1-D and hold facing the doorway.

Take control of Green Team. Check your Map view to locate the tango down on level 0 with you.

Face the leg of the platform to your right and use Sniper mode as you strafe to the left. When the tango comes into view, fire.

Now head up the ladder to level 1.
GREEN TEAM

Move to 1-E. Then, while facing the door to 1-G, open it and strafe to the left until you can shoot at the tango inside.

With the room clear, run to the back and locate the first bomb. Deactivate it.

Now go to room 1-H. Inside is a tango you must take out so he doesn't sneak up behind you.

Enter room 1-G and then continue to 1-J.

BLUE TEAM

There you find a second bomb to defuse. When finished, move up the stairs to level 2 and hold at 2-H. Also bring Red Team up to this spot.

Take control of Blue Team again.

Open the door marked "Exit" and head up the stairs.

When you get to room 3-A, move over by the door.

GREEN TEAM

Open the door and take out the tango as he patrols past the doorway.

Then move toward the helipad. Halt before you get to the corner of the wall.

Face 3-D, activate Sniper mode, and strafe to the right. Take out a tango as he comes into your sights.

Now enter room 3-E. The may be a tango inside. If not, take him out as he comes through the door. Hold here.

Take control of Green Team and head up to 3-F.

Enter the door into room 3-G.

At the back of the room, you find the third and final bomb.

Once it has been defused, the mission is complete.

MISSION COMPLETED

Operation ANGEL WIRE  Mission 3
Mission 4
OPERATION: SUN DEVIL

MISSION ORDERS
American and Brazilian workers have been kidnapped from the site of a new research station under construction in the Amazon rain forest. Ramon Calderon, a local drug lord, is responsible. Calderon runs his operation out of a former sugar cane plantation on the Brazil-Colombia border.

TEAM ASSIGNMENTS

BLUE TEAM
Operative: Arnavisca
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Wood Medium

RED TEAM
Operative: Hanley
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Wood Medium

GREEN TEAM
Operative: Chavez
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Wood Medium

BRAZIL

INSERTION
Because the objectives are located on the right and left sides of the building, insert Blue and Red Teams on the right side of the building and Green Team on the left.
MISSION 4
OPERATION SUN DEVIL

1-A = ROOM DESIGNATION
(FLOOR 1, ROOM 1)

TANGO
HOSTAGE

LEVEL 2

BASEMENT LEVEL

Operation SUN DEVIL
Mission 4
**THE MISSION**

**BLUE TEAM**

Take control of Blue Team at the start at 1-A.

Pick the lock. However, while picking, be ready to fire should the tango inside open the door.

Take out the tango inside room 1-B.

Cross the room and go to the door on the right leading to the stairs.

Open the door and head down the first flight. However, be careful as you round the corner. Check the Map view to see if a tango heard you and is coming up to investigate.

Use the night vision goggles as you go into the basement. Some of the corners are dark.

Strafe to the left as you turn to the right and take out the closest tango.

Then aim at the far end of the chamber and wait for the next tango to come into your sights. Drop him!

Move through the basement to 0-B.

Take out the tango patrolling by 0-C.

One of the hostages is at 0-D.

Take out the patrolling tango as he walks past the corner, coming from 0-E.

Escort the hostage back out the way you came, heading up the stairs and out through the kitchen. One objective accomplished. Two more to go.

**RED TEAM**

Take control of Red Team and enter the kitchen on the right side of the building.
Move into hall 1-C.
The tango in room 1-D could cause trouble. Strafe around the corner while facing the door. Open it and then drop the tango before he knows what's happening.
Turn around and head up the stairs to the second level.

Use the night vision goggles just in case a tango is waiting in the stairwell. If you have been quiet, the stairwell should be clear. Walk up to the door and check the Map view to see where the tango is.
The tango should be right in front of the door in room 2-A. Take him down fast before he can shoot the hostage.
The hostage is to the right.
Escort him down the stairs and out to area 1-A.

Now take control of Green Team located at 1-E.
Walk over to the door, pick the lock, and take out the tango inside near 1-F.
Enter and make your way down to 1-G.

Open the door to room 1-H and take out the tango inside.
Next, take out the tango in the kitchen at 1-I.
Now head up the stairs to the second floor and the final objective.
At the top of the flight of stairs, open the door to 2-B and blow away Calderon and his guard. When Calderon is eliminated, the mission is complete.

MISSION COMPLETED

Operation SUN DEVIL

Mission 4
Mission 5

OPERATION: LONE FOX

MISSION ORDERS
A breakaway military faction in Kazakhstan has seized control of a nuclear missile silo in the former Soviet Republic. They are threatening to destroy the facility with explosives, triggering a major release of radioactive material. Your mission is to retake the silo and disarm the bombs. You have only 20 minutes to infiltrate the complex and defuse the bombs.

TEAM ASSIGNMENTS

BLUE TEAM
Operative: Bogart
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Primary Ammo
Slot 2: Primary Ammo
Uniform: Black Medium

RED TEAM
Operative: Filatov
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2:Primary Ammo
Uniform: Black Medium

GREEN TEAM
Operative: Beckenbauer
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Black Medium

INSERTION
Insert Blue team down the right missile silo while the other two teams enter through the main entrance. It is vital that two teams enter here or you will be unable to complete the mission.
LEVEL 1

1-A
1-B
1-C
1-D

LEVEL 2

DOWN 2-F
2-E
2-D
2-C
2-B
2-A

LEVEL 3

3-A
3-M
3-L
3-C
3-B
3-D
3-E
3-F
3-G
3-H

MISSION 5
OPERATION LONE FOX

ALARM BOX
I-A = ROOM DESIGNATION
(FLOOR 1, ROOM 1)

TANGO
HOSTAGE
The Mission

Tip
You must avoid setting off an alarm. If you do, your timer drops down to two minutes. There are several laser beams throughout the tunnel systems. You must crouch under these to avoid setting them off. Also, there are two points where tangles can manually set off the alarm. Be sure to drop the tangles before they can reach these alarm boxes. If the alarm goes off before you get to level 1, just abort the mission and start over. There is no way you can complete the mission before the bombs detonate.

Start in control of Blue Team. Immediately head down the tunnel in front of you (3-A). Use the night vision goggles to see. When you come to the laser beam, crouch and move under it.

Use the panel to open the steel door near 3-B.

Immediately turn to the right and face the next door in 3-c. Take out the tango standing by it. If he isn’t there, hold until he walks in front of the door, then take him out.

Now enter 3-D, turn to the left, and strafe out to the right. Use Sniper mode to zoom in on the next tango and drop him.

Next, head down tunnel 3-E. Be sure to duck the laser beam.

At 3-F, take out another tango before moving on.

Go through another tunnel to 3-G. Halt just before you get to the end of the corner. Turn to the left. Make sure you have a full clip loaded into your submachine gun, then strafe to the right. Take out the two tangles in front of you.

Then rush around to the left to drop the tango at 3-H standing by the alarm.

Reload and move through the next tunnel to 3-I. Go through the steel door. Strafe to the left while turning slowly to the right to take out the tango at 3-J.

Then go through the door leading to tunnel 3-K.

Stop near the laser beam and wait for the tango to appear from the right. Take him out quickly because he’s standing next to an alarm.

Crouch under the laser and open the door to 3-M. Take out the tango inside.

Use Sniper view to take out one or two tangles below in area 2-E. The more Blue Team can eliminate now, the fewer the other teams have to go through. You can also move near 3-L and shoot down at the tangles below in 2-D. However, be careful, it isn’t worth losing an operative.
RED TEAM

Now take control of Red Team and head through the main entrance.

Take out the tango at 2-B.

Open the door leading to 2-C. Be careful. A tango might be just on the other side.

Then head around the corner. Use the Map view to locate the tangos, then take them out.

GREEN TEAM

Continue farther into the complex. Clear out area 2-E. Either one or two tangos are in here, depending on how many Blue Team was able to pick off earlier.

Watch out for the tango to the left of the door, hiding in the corner. When all is clear, move over by the door to 2-F. Open it, then hold near the ladder.

Enter the complex and move all the way to room 2-E. Open the door to 2-F and then head down the ladder.

At the bottom of the ladder, you see two laser beams at the entrance to 1-B. There is no way to avoid setting off the alarm here.

There are two tangos in 1-B and one in 1-C. Take them all out without going through the lasers and setting off the alarm. Watch out for two more tangos who may come in from 1-D through the tunnels. They may wait until the alarm goes off. Quickly switch to Red Team and bring him down to 1-A before continuing.

Send Green Team to open a door to 1-C if they are not open. Beckenbauer has to pick the lock. Then move into the tunnel nearest the open door and wait by the closed door. Bring Red Team into 1-C to activate the switch by the open door. Stay alert, constantly checking the Map view until you locate and eliminate the two tangos from 1-D.

Take control of Green Team and rush into 1-D.

Quickly move to the bomb detonator on the left side of the main console and defuse it.

Once the bomb is defused, the mission is complete.
Mission 6
OPERATION: GHOST DANCE

MISSION ORDERS
Left-wing terrorists have taken over the Pirate Adventure ride at the WorldPark amusement park in Barcelona. They hold several tourists hostage in the center of the attraction. Park security has sealed off the area around the ride. A main entrance and a back alley give access to the building. A system of maintenance passages and catwalks connects the attraction's public areas.

TEAM ASSIGNMENTS

BLUE TEAM
Operative: Chavez
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Street Medium

RED TEAM
Operative: Bogart
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Street Medium

GREEN TEAM
Operative: Haider
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Street Medium

INSERTION
Send Blue Team in the front entrance and the other teams through the back door.

TIP
Several tangos on the second level can fire down on the first level. Therefore, the key to this mission is clearing out the entire second level before going down to the first level where the hostages are. In fact, you can clear the entire building of tangos without going down to the first level. However, you still have to go down and escort the hostages out to one of the exits.
LEVEL 1

MISSION 6
OPERATION GHOST DANCE

1-A = ROOM DESIGNATION
(FLOOR 1, ROOM 1)

LEVEL 2

1-B
1-A
1-C
1-D

TANGO
HOSTAGE

Operation GHOST DANCE Mission 6
THE MISSION

Blue Team starts at the entrance to the pirate attraction.

Pick the lock to the front door, then enter 2-B.

Pick the lock to the next door and take down the tango in 2-C.

Walk down the hall and halt at 2-D. Check the Map view to locate the tango around the corner. Move forward and back to make noise and bring the tango to you. Then drop him.

Now walk to 2-E and face the door nearby. Aim at the door and wait for the tango to open it. Shoot him.

Now open the door at 2-F.

Step in, then quickly back out. Three tangos will hear your footsteps and come to investigate. Shoot each as he appears through the doorway. If you don't back up and instead go after one of the tangos, the others will come up behind you.

Now enter the control room at 2-I.

Aim at the opposite door and wait for the tango in the other room to enter so you can take him down.

Make your way through 2-K to 2-L.

From there, move on to 2-M. Use Sniper mode to take out the tango hiding behind the mast of a pirate ship.

The next tango is near 2-D. Move to 2-N and wait for him to come to you or strafe out from behind the corner and take him out.

Now move back toward 2-P, turn left, and take out the tango patrolling this hallway.
Switch to Red Team. Pick the lock to the back door and enter 2-R.

Turn left and go through the next door into 2-S. From there continue to 2-T.

From 2-T, move toward 2-U, but quickly move back and wait for the tango to come around the corner to you. Eliminate him and continue.

Wait near 2-U, facing the door to 2-V. Another tango is patrolling on the other side of the door. Walk over by the door then back up. Shoot the tango when he walks through.

You could actually complete this mission with only two operatives. However, you are allowed three, so you might as well take three. If one gets wounded, switch to another.

Take control of Green Team. Enter the building and move to 2-J via 2-L, 2-I, and so forth.

From 2-J, continue to 2-X. Use caution and aim down a bit. A tango is guarding a hostage below. Take him out.

Now head back to 2-G.

Then go on through 2-E to 2-Y.

Approach 2-Y carefully and quietly. Aim down and use Sniper mode to put the tango below into your sights.

Once he is down for the count, the entire building is clear. Now get the hostages out.

Head down the stairs by 2-E.

Go through the door at the bottom.

You emerge at the ride level.

Jump down into the water and head to 1-A.

Tell the hostage there to follow you.
Mission 7
OPERATION: BLUE SKY

MISSION ORDERS
The Phoenix Group has seized a dam on the border between Hungary and Slovakia and threatens to destroy it. One of the terrorists, a Dutch student named Roland Kunst will turn informant if you can bring him out alive.

Surveillance indicates that explosive devices have been placed deep inside the dam. If the terrorists learn of the team's presence they'll detonate the devices using triggers scattered throughout the area. Kunst's last communication indicated that he's hiding in the dam's upper levels.

TEAM ASSIGNMENTS

BLUE TEAM
Operative: Hanley
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Black Medium

RED TEAM
Operative: Filatov
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Black Medium

GREEN TEAM
Operative: Beckenbauer
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Demolitions Kit
Uniform: Black Heavy

he next hostage is at 1-B. Get her to follow you as well.
The final hostage is at 1-C.
Once you get all three hostages to an exit, either the front or back, the mission is completed.
INSERTION

For this mission, insert Blue Team on the right side, Green Team in the middle, and Red Team on the left side of the dam.

THE MISSION

**BLUE TEAM**

Start in control of Blue Team at 4-A. Open the door and enter the dam structure.

Head down the stairs to level 3.

Hold at the door and wait.

A tango is on the other side. If he does not open the door, open it and wait for him to walk in front so you can drop him.

**TIP**

Many of the tangoes in this mission can be lured into your sights. Use the heartbeat sensor to locate them. Then walk toward them, but stay behind a corner of a wall. They usually hear your footsteps and come to investigate. When they do, back up a bit and get ready to shoot when they come into your sights.

Now move out into the walkway toward 3-B.

Take out the tango at 3-D.

Then take out the next one at 3-E.
Finally, move toward 3-F and take out the tango guarding the stair-well. Now level 3 is clear.

Now open the door at 3-G.

Head down the stairs to level 2.

Check the Map view to see where the tango is located on the other side of the door. Open the door and take him out. Roland Kunst is in the restroom at 2-B. However, ignore him for now.

Move toward 2-C and take out the tango around the corner.

One of the bombs is located below these rails. Stay away from them so the tangos inside do not see you and detonate the bomb. Wait for a tango to walk out of 2-E and eliminate him.

Now head back to the restroom at 2-B.

Go inside and order Kunst to follow you.

Escort Kunst up the nearest stairway and then on up to level 4.

Once Kunst is outside of the dam structure, one objective has been completed.

Now take control of Red Team. Head down the stairs toward level 1.

Watch out for a tango in the stairwell in front of the door at level 1. Take him out.

Now move toward 1-B.

Take out the tango located near 1-C. It's dark in here, so the night vision goggles come in handy.

Then move to 1-D. Hold here. There are two tangos in room 1-E. They usually hear you and come at you. Take them out as they move around a corner or through a doorway.
When you are in room 1-E, wait for a tango to come to you from 1-F.

Next, head to 1-H. Hold there until a tango comes into your sights. Then move forward and take out a second tango in the area.

Finally, move to 1-J and take out the tango in the stairwell. Level 0 is the only one left.

GREEN TEAM

Now take control of Green Team and head into the dam.

At level 3, go down the stairs near 3-G all the way to level 0.

Move to 0-B and wait for a tango to come at you. Again, use the night vision goggles to see better in the dark.

The bomb is located at 0-C.

Defuse it while you are here. Then go to 0-D and take out the tango there.

Continue past and up the ramp to 1-K. Enter the second door on your left.

The second bomb is inside 1-L. Defuse it to complete the mission.

MISSION COMPLETED
Mission 8
OPERATION: FIRE WALK

MISSION ORDERS
The Phoenix Group is operating a secret biological warfare installation in southern Idaho. The team must secure the compound with minimal casualties. Lethal biological agents may be present within the main laboratory building. Breach of biosuit integrity in this environment may result in death.

You'll be inserted over the wall in the rear of the compound. If they detect your presence, Phoenix members carrying virus samples will try to escape through the front gate, so secure this area first.

If you allow anyone to leave the compound, your mission fails.

TEAM ASSIGNMENTS

BLUE TEAM
Operative: Arnvisca
Primary: M-16
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Biosuit

RED TEAM
Operative: Haider
Primary: M-16
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Biosuit

GREEN TEAM
Operative: Bogart
Primary: M-16
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Biosuit

SOUTHERN IDAHO

INSERTION
You can use the default insertions for this mission with Blue Team going in on the left, Red Team in the center, and Green Team on the right.

CAUTION
Your operatives must wear biosuits for this mission. Those entering the containment areas must keep their suits intact. A bullet, even one that only wounds, will compromise the integrity of the suit and lethal contamination could occur. Therefore, use extreme caution when inside the laboratory.

Insertion Plan

Objectives
1. Prevent the escape of Phoenix personnel

Stealth is not important for this mission—firepower is. Many of the tangoes are wearing body armor. Therefore, you need some heavy weapons to take them down easily. The M-16 is the heavy hitter of the RAINBOW arsenal.
THE MISSION

BLUE TEAM

Take control of Blue Team at the start of the mission at 1-A.

Move toward 1-B and take out the scientist before he can escape.

Open the door to 1-C and take out the tango inside.

Move over to the door to the right.

MISSION 8
OPERATION FIRE WALK

TANGO
HOSTAGE

1A = ROOM DESIGNATION (FLOOR 1, ROOM 1)
When the tango inside 1-D walks near it, open the door and fire away.

Now make your way to 1-E. There use Sniper mode to take out the tango at the guard shack.

Enter 1-G through the door by the getaway vehicle.

Turn right and take out the tango in 1-H when he appears around the corner.

Backtrack back to 1-B, then on to 1-I. Take out the tango in the guard booth at 1-J.

When the room is clear, crouch and jump down into the booth.

Go left and hold at the door. Use the Map view to locate the tangos in the area. You should see three or four.

If no one comes after you, walk over to 1-K and take out the tango inside.

Be sure to reload before opening the steel door at 1-L. Take out all the tangos inside as soon as the door opens.

Move to 1-M to make sure the corridor is clear, then hold.

Take control of Red Team and make your way to 1-M.

Head to the left toward 1-N.

Open the door and take out the tango inside.

If you look to your right, you can see people being used as human guinea pigs for the tangos' viruses.

Continue through 1-O and 1-P. Watch out for a tango along the way.
Move on through 1-Q, 1-R, and into 1-S.

Check the Map view to locate the tango in 1-T. Then rush through the door and take him out.

Move into the room and get ready to drop the tango as he walks out of room 1-U.

Get ready for another tango to come around the corner from 1-V. Drop him before he can get you.

Move on into room 1-W and wait while facing the opposite door.

A tango in the next room opens the door, giving you a perfect shot at him.

Next, move into 1-Y. However, get ready to take out the tango in 1-Z.

**NOTE**

Green Team is really a back-up team. Because the other two teams did so well. Green Team doesn’t have much to do. You can bring Green Team in sooner if the other teams are getting low on ammo.

**GREEN TEAM**

Take control of Green Team and walk toward the garage opening. Use the Map view to locate the two tango's inside.

If they hear you, the tango's will come out where you can shoot them easily as they round a corner. Otherwise, you must strafe out to the left while facing them and drop them both in quick succession. Once all tango's are history, the mission is complete.

**MISSION COMPLETED**
Mission 9

OPERATION: WINTER HAWK

MISSION ORDERS
Leaders of the Phoenix Group’s Idaho operation have fled to a local airstrip. They’re believed to be carrying dangerous biological agents and probably will attempt to leave the area by airplane.

TEAM ASSIGNMENTS

BLUE TEAM
Operative: Hanley
Primary: M-16
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Frag Grenades
Uniform: Wood Medium

RED TEAM
Operative: Filatov
Primary: M-16
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Frag Grenades
Uniform: Wood Medium

GREEN TEAM
Operative: Burke
Primary: M-16
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Frag Grenades
Uniform: Wood Medium

IDaho AIRSTRIP INSERTION

For this mission, use the default insertion. Blue Team inserts on the left, Red Team in the middle, and Green Team on the right.
THE MISSION

**BLUE TEAM**

Start off with Blue Team.

Immediately turn to the right and activate Sniper mode. A tango comes into your sights near 1-B.

Now move toward to the door leading into 1-C.

After hearing the gunshots, a scientist runs outside to try to get away. Drop him!
Enter the little building and take out the tango at the top of the stairs.

Now head toward 1-F.

Take out the tangos as they emerge from behind the crates.

Then move past the crates to find some more tangos and a scientist.

The scientist may try to run past you rather than fight. Chase after and take him down. Hold near 1-G.

Now switch to Red Team.

Make your way to 1-H.

A scientist will try to run past you. Take him down.

Keep your eyes on the door to 1-I. A tango will open it and try to shoot you. Shoot him first.

Be ready for a second tango to appear at the same doorway.

Enter 1-I, then carefully move to 1-J. You can take a tango or two out from here. Just don’t let them get past you to the left. If they do, get ready to be attacked from room 1-I.

When the area is clear, move to 1-N and hold.
Mission 10
OPERATION: RED WOLF

MISSION ORDERS
Members of a British neo-Nazi terrorist organization have seized control of the central European mint during a celebration honoring the first production run of the new European currency. They hold several dignitaries hostage in the mint's vault.

Belgian authorities have cordoned off the area. You'll be inserted near the mint's main gate. Return there after you free the hostages.
TEAM ASSIGNMENTS

BLUE TEAM
Operative: Chavez
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Lockpick Kit
Uniform: Street Medium

RED TEAM
Operative: Arnavisca
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Street Medium

GREEN TEAM
Operative: Bogart
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Street Medium

CENTRAL EUROPE

INSERTION
This mission is nice because you have a blueprint of the entire mint. Therefore, you don’t have to search for each and every room. Send Blue Team in the back door by the garage and Red and Green Teams in the side door.

THE MISSION
This mission is extremely easy because the hostages are located near the exits. In fact, you only have to take out eight tangos to get to the hostages and then get them out.

Start off in control of Blue Team. Walk up to the door in front of you. Because Blue Team is carrying a lockpick kit, it takes very little time to pick the lock. Enter 1-B and carefully open the door.
LEVEL 1

1-A
1-B
1-C
1-D
1-E
1-F
1-G
1-H
1-I
1-J
1-K
1-L
1-M
1-N
1-O
1-P
1-Q
1-R
1-S
1-T
1-U
1-V
1-W
1-X
1-Y
1-Z

RAMP UP TO LEVEL 2

MISSION 10
OPERATION RED WOLF

TANGO

HOSTAGE

1A = ROOM DESIGNATION
(FLOOR 1, ROOM 1)

LEVEL 2

2-A
2-B
2-C
2-D
2-E
2-F
2-G
2-H
2-I
2-J
2-K
2-L
2-M
2-N
2-O
2-P
2-Q
2-R
2-S
2-T
2-U
2-V
2-W
2-X
2-Y
2-Z

RAMP DOWN

DOWN
Watch out for the tango on the ledge overlooking the garage area. Back out the door to 1-A if necessary.

Use Sniper mode to target and take out the tango guarding the garage.

When the area is clear, move into 1-C and make your way to 1-D, the ramp leading up to level 2. Now move to 2-B and hold.

Three tangoes are in the general vicinity of 2-D. Use Sniper mode to target the area around 2-C and wait for them. When the first one comes into view, shoot.

After the first is down, wait until you can shoot the other two before moving on. Use the Map view to see where they are and if they are coming toward you. You may have to make some noise on the metal floor to get them to come after you.

After all three are down, head toward 2-C. Then go to 2-D.

Turn right and go through the bars to 2-E.

You have secured two hostages. Order each of them to follow you.

Escort the hostages down the ramp to 1-D.

Continue right out of the mint, following the same path you took in.

Two hostages are now safe. Only one more to go.

Take control of Red Team.

Move forward to the door in front of you.
A tango inside may have opened it for you already.

Carefully move into 1-F and wait for a tango to come around the corner. Shoot as soon as he's in your sights.

If he does not come to you, you may have to go around the corner and pick him off when he comes to the door on the right near 1-G.

Now strafe around the corner to take out the tango at 1-I.

Wait here until the tango at 1-J comes to investigate. Then drop him as well. Check the Map view to see if he is moving toward you.

Now go after the last hostage. Move to the door into 1-K. Use the Map view to locate the tango and aim at him. The tango is on the left and the hostage on the right.

As soon as you open the door, make sure the crosshairs are over the tango and fire. You must act quickly before he can shoot the hostage.

Walk up to the hostage and order her to follow you.

Lead the hostage back through the halls and out the door.

When this third hostage is safely outside, the mission is complete.

Notice that Green Team was not even used for this mission. Green Team isn't needed unless Red Team gets killed. If you want, you can explore the remainder of the mint and clear out all the tangos. However, in a real hostage rescue mission, the goal is to get to the hostages, secure them, and then get them out as quickly as possible.

MISSION COMPLETED
Mission 11
OPERATION: RAZOR ICE

MISSION ORDERS
Members of the Phoenix Group have kidnapped Dr. Catherine Winston and taken her to a ship anchored in Southampton Harbor. The harbor patrol has blockaded the vessel to prevent it from sailing, but Phoenix members have a bomb onboard and threaten to destroy the ship if they're not allowed to leave. Your mission is to rescue Dr. Winston.

TEAM ASSIGNMENTS

BLUE TEAM
Operative: Burke
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Black Medium

RED TEAM
Operative: Haider
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Black Medium

GREEN TEAM
Operative: Hanley
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Black Medium

SOUTHAMPTON HARBOR

INSERTION
For this mission, send Blue and Red Teams in on level 2 at the bottom of the Insertion Screen. Green Team should begin on level 4 on the left side.

This mission can be completed with only one operative. The walkthrough covers Blue Team going in and getting the hostage out. However, you can use Green Team to clear out decks 3 and 4 if you want a little more action. Red Team is a backup in case Blue Team runs low on ammo or is wounded.
THE MISSION
BLUE TEAM

Take control of Blue Team.

Approach the door in front of you and open it, but do not go in yet. A tango from level 3 will jump down the ladder. Shoot him.

Enter 2-B and immediately turn to the left, facing the door at 2-C.

A tango soon appears. Drop him and then wait for a second tango to investigate. Take him down as well.

Now go through the door and toward 2-D.

Go through the door and move to 2-E.

Before going down the stairs, aim down them and wait for the tango on level 1 to show his face. Drop him, then head down to this level.

Continue descending to level 0. Hold at 0-A until a tango walks past at 0-B. Take him down.

Eliminate the second tango who appears in your sights shortly after the first.

With the passageway clear, advance to 0-C.

Go through the door into 0-D.

Before going through the next door into 0-E, take a look at the Map view to see if you can locate the tango in the next area.

Hold right as soon as you enter. Use night vision goggles to see into the darkness directly in front of you. Take out the tango who appears from 0-G.

Wait for the tango from 0-F to come around and drop him as well.

Move through 0-G to 0-H and wait for the last tango in this area to come to you. Check the Map view. If he does not come after you, go after him.
Dr. Winston is at the far end of the room, to your left. When the area is clear, walk over to her and order her to follow you.

With the doctor in tow, head back through the cargo area and out the door at 0-E.

Climb the stairs to level 2.

If you want to explore the boat, check out the bridge on level 4. The bomb is located there along with a couple of tangoos. If you think you can defuse the bomb, think again. It won't even let you try.

Go back through the door at 2-D. Once you get Dr. Winston to 2-A and outside of the ship, the mission is complete.

The bomb is located on the bridge on level 4.

**MISSION COMPLETED**

**Mission 12**

**OPERATION: BLACK STAR**

**MISSION ORDERS**

RAINBOW has uncovered information that links Phoenix to John Brightling and Horizon Corporation. Your mission is to infiltrate John Brightling’s Hong Kong apartment. Tap into his computer system, and extract all the information about the activities of the Phoenix group.

An array of hi-tech surveillance devices protect Brightling’s penthouse. If you are detected by any of the guards, the operation will be a failure. The use of deadly force is not authorized.

**TEAM ASSIGNMENTS**

**BLUE TEAM**

Operative: DuBarry  
Primary: MP5, silenced  
Secondary: HK45, silenced  
Slot 1: Heartbeat Sensor  
Slot 2: Lockpick Kit  
Uniform: Black Light

**RED TEAM**

Operative: Chavez  
Primary: MP5, silenced  
Secondary: HK45, silenced  
Slot 1: Heartbeat Sensor  
Slot 2: Lockpick Kit  
Uniform: Black Light

**GREEN TEAM**

Operative: Filatov  
Primary: MP5, silenced  
Secondary: HK45, silenced  
Slot 1: Heartbeat Sensor  
Slot 2: Lockpick Kit  
Uniform: Black Light
HONG KONG

INSERTION

For this mission, there is only one point of insertion.

You really only need two operatives for this mission. Blue and Red Teams will do all the work. Green Team just sits at the start and waits for the others.
THE MISSION

**BLUE TEAM**
Begin in control of Blue Team.
Head up the stairs.

At the top of the stairs, pick the lock and open the door.

Enter room 1-A and hold.

**RED TEAM**
Take control of Red Team and head up the stairs.

Pass by Blue Team in room 1-A.

Continue into room 1-B ...

... then into room 1-C.
Step on the floor sensor in the room.

Then quickly run to the small doors and open them.

Enter the little room at 1-D and hide. The doors close automatically.

Quickly take control of Blue Team again. Watch the Map view for the closest tango to go through room 1-B into 1-C. Once he is in 1-C, run around the corner into 1-B.

Continue into 1-F and then 1-G.

From there, go through 1-H and hold by the doors on the opposite side.

Use Red Team again to set off the floor sensor, then return to hide in 1-D.

Switch back to Blue Team and head through the doors to 1-I.

Before entering 1-K, look up and to the left to locate the camera above.

When it turns away from you, run into 1-K...

TIP

If you set off the alarm in 1-K, hide behind the opened door leading to 1-M. The two tangoes who come to investigate will not be able to see you there.

... then quickly into 1-M.

Edge toward the door leading to 1-N and look up at the camera.

When it turns away, run up the stairs to level 2.
Enter room 2-B.

Look around the corner into room 2-C and locate the camera on the ceiling.

When it turns away from you, run toward the camera and wait under it until it turns back toward 2-B. Then rush into room 2-D.

Continue to 2-E.

**TIP**

If you do set off the alarm, rush into 2-F and then 2-G as quickly as possible.

Watch out for the floor sensor in front of the door. Move around it.

Enter room 2-F.

You have to pick the lock on the door leading into 2-G. Good thing you have a lockpick kit.

Enter the office and watch out for the floor sensor. Go to the right and hop over the desk.

Aim at the computer and operate it to download the files.

Now get Blue Team back to level 0 following the same route you took in to complete the mission. Use Red Team to distract the tango in 1-F so Blue Team can get past him.

MISSION COMPLETED
Mission 13
OPERATION: WILD ARROW

MISSION ORDERS
Phoenix has planted virus bombs in the air circulation system of the athlete's village in Sydney. They're timed to go off just before the closing ceremonies of the Olympic Games.

The bombs are tied together through the village's computerized climate control system. Disarming them is a two-stage process: You must shut off the central computer first, then disable both bombs individually inside a 20-second window. If you miss this window of opportunity, or tamper with the bombs before the computer is shut down, they'll release their lethal contents.

Phoenix Group members dressed as Global Security guards patrol the area. Alarm panels are scattered throughout the village underground. If the team's presence is detected and the alarm is raised, the terrorists will release the virus manually. You may use deadly force against the guards if you must.

Your team will be inserted into the sewers below the village.

TEAM ASSIGNMENTS

BLUE TEAM
Operative: Armavseca
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Street Medium

RED TEAM
Operative: DuBarry
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Electronics Kit
Uniform: Street Medium

GREEN TEAM
Operative: Beckenbauer
Primary: MP5, silenced
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Demolitions Kit
Uniform: Street Medium

OBJECTIVES
1. Disable security
2. Disable both virus capsules

This mission is not too difficult. However, the timing is critical. You must have Beckenbauer with a demolitions kit to disable both virus capsules once the security system is down. Anyone else would be too slow.
**SYDNEY**

**INSERTION**

Insert Blue Team at the top location and Red and Green Teams at the bottom location.

---

**LEVEL 0**

- **UP**
- **0-A**
- **0-B**
- **0-C**
- **0-D**
- All Water

**LEVEL 1**

- **1-A**
- **1-B**
- **1-C**
- **1-D**
- **1-E**
- **UP**
- **DOWN**

**MISSION 13**

**OPERATION WILD ARROW**

- **V** VIRUS
- **T** TANGO
- **S** SECURITY
- **H** HOSTAGE

1-A = ROOM DESIGNATION (FLOOR 1, ROOM 1)
THE MISSION

BLUE TEAM

Take control of Blue Team at the beginning. Use the night vision goggles.

From 1-A, climb down to level 0 and move toward 0-A, then onto 0-B.

From here, use Sniper mode to target the tango at 1-C. Drop him.

Next, move through the sewers, past 0-C to 0-D. From here, shoot the tango at 1-B.

Climb up the ladder at 1-B and move to 1-C, taking out the tango across the way at 1-D.

With levels 0 and 1 now secure, head for the door.

Pick the lock and then go through the door.

Head up the stairs to level 2.

Operation WILD ARROW Mission 13
Hold at the door at 2-A. Wait for a tango to open it, then take him down. Move down into the halls and toward 2-C. Turn the corner and take out the tango at 2-D.

Another tango is near 2-F. Take out the tango near 2-H. Level 2 is now clear. Enter 2-I and locate the virus capsules. Do not touch them! They are wired for security and tampering with them will release the virus. Take control of Red Team and jump down into the sewers.

Make your way to 0-D and climb up the ladder to level 1. Advance up the stairs to level 2 and then move to the stairs at 2-E. Climb the stairs to level 3. Hold at the door and wait for the tango to open it. Give him a little full metal jacket for his effort.

From 3-A, move down to 3-B. If you wait here, a tango in 3-C will come out and around the corner, right into your sights. Drop him. Continue down the halls to take out the tango near 3-E. At 3-E, check your Map view. If the tango in the hall at 3-H is not coming toward you, go into 3-F and drop the tango in 3-G.
Then take out the tango at 3-H.

Once you eliminate the tango at 3-I, the entire complex is clear.

Move into room 3-J and locate the computer console controlling the security system. Do not touch the console yet! It will begin the 20-second countdown to manual release of the virus.

Now switch to Green Team. It’s time to bring up the demolitions expert.

Head all the way up to level 2 and enter 2-I.

Position Green Team so he is aimed at one of the virus capsules.

Take control of Red Team and operate the security console.

Quickly switch to Green Team. Disable the first virus capsule, then the second one nearby. With his skills and demolitions kit, Green Team should be able to disable both with a few seconds to spare.

MISSION COMPLETED

Operation WILD ARROW

Mission 13
Mission 14

OPERATION: MYSTIC TIGER

MISSION ORDERS

John Brightling and the remnants of the Phoenix/Horizon conspiracy have barricaded themselves in the Horizon "Ark." The Ark consists of three habitat domes and an inner survival bunker, where Brightling is believed to be hiding. Brazilian troops surround the compound, but RAINBOW has been asked to lead the assault.

Because the tangos may have released the E. brahma virus within the Ark, biosuits are highly recommended.

TEAM ASSIGNMENTS

BLUE TEAM
Operative: Chavez
Primary: CAR
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Biosuit

RED TEAM
Operative: Hanley
Primary: CAR
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Biosuit

GREEN TEAM
Operative: Bogart
Primary: CAR
Secondary: HK45, silenced
Slot 1: Heartbeat Sensor
Slot 2: Primary Ammo
Uniform: Biosuit

INSERTION

Insert all three teams at the entrance on the left. There is no need to go in on the right.
LEVEL 1
1-L -> 1-K -> 1-J -> 1-I -> 1-H -> 1-G
UP TO 3

LEVEL 2
DOWN TO 1

LEVEL 3
3-D -> 3-C -> 3-B -> 3-A
UP TO 4
DOWN TO 1

LEVEL 4
4-B -> 4-A -> 4-C
DOWN TO 3

MISSION 14
OPERATION MYSTIC TIGER

TANGO
HOSTAGE

HA = ROOM DESIGNATION
(FLOOR 1, ROOM 1)
All teams begin at 2-A. Take control of Blue Team first.

Open the large steel door and enter the Ark.

A tango is just inside. Drop him.

Next, aim at 2-C and take out the tango as he appears.

A second tango shows up right after you drop the first.

Now head down the passageway toward 2-D.

It will take you down to levels 1 and 0.

At 1-A, move to the steel door and enter.

When you get out of the small passageway, get ready to shoot at the tango at 1-D.

Then turn to the right and take out the tango at 1-E as he comes around the corner. Use the Map view to locate the tangos and see where they are going.

Next, turn left and take out another tango.

Advance to room 1-G.

Take out the two tangos just around the corner.

As you move into room 1-H, aim at the hallway at the far end. A tango will walk out shortly. Drop him.

You can just ignore these scientists. After you get Brightling, they will be arrested.
This is a good time to switch to a fresh operative. Take control of Red Team and go to room 1-H.

Advance down the corridor to 1-L.

This room only contains a scientist. Head into the next passageway.

There are several tangoes on the other side of the door. Bring Green Team up to help you in the shoot-out to follow. Resume control of Red Team.

Make sure you have a full clip loaded, then open the door and fire away.

Another tango comes around the corner after you finish off the group of three.

Turn left and head to the door at 1-L.

Take the stairs up to level 3.

Halt at the top and wait for a tango to open the door. Take him down, then wait for a second tango to show up.

Advance into 3-B, then take a left.

Enter the passageway at 3-C.

When you open the door at the other end, get ready to shoot. Three tangoes will come toward you.

Move on up the ramp to level 4. Take out a few tangoes who come after you.

Brightling is in dome 1.

Enter room 4-C to find John Brightling.

Walk up to Brightling and the mission will end.

MISSION COMPLETED

Operation MYSTIC TIGER Mission 14
MULTIPLAYER RAINBOW SIX (Nintendo 64 only)

One of the great features of the Nintendo 64 version of Rainbow Six is the ability to play the Quick Start missions with another player. When playing with two players, each player controls a single team with two operatives. The players must cooperate to complete the mission successfully.

While the strategies outlined earlier will work for two players as well as one, there are a few tactics you can use when working together.

In the Options menu, you can choose how you want the screen divided—either horizontally or vertically. Try each out and see which you like better. One sometimes works better for a certain mission, while the other is better for other missions.

COOPERATIVE ASSAULTS

Nothing takes the enemy by surprise more than two teams entering an area at the same time from different directions. Because each player can see where the other one is, get into position, then simultaneously rush into the room or area. Just be careful not to hit each other in the crossfire.

You can also divide up the mission. While one player goes after one objective, the second player goes after another. If you had to rescue hostages in two different locations, you could time it so both teams rush into the rooms where the hostages are held at the same time.

COOPERATIVE BREACHING

When you have to go through a door and there are tangles on the other side, have one player breach the door with a shotgun or breaching charge while the second player is ready to shoot whatever is on the other side of the door.

COMMUNICATE

The most important thing in two-player missions is to communicate with each other. Even though you can see where the other team is, you often need to be focused on your half of the screen. If your team is close to the other player's team, be sure to let each other know so you don't end up shooting at each other. This is especially important if you are going to throw a grenade around a corner. Make sure the other player is clear of the room.

EXPERIMENT

These are only a few of the many tactics you can use in Rainbow Six. Come up with your own that fit both of your styles of play.
In the Dark? Seeking Perfection? Meet Joanna.

Joanna Dark, untested agent for the Carrington Institute, has been sent into the field for the first time, and the fate of the world rests in her capable but inexperienced hands. During training, Joanna’s record-setting marks earned her the nickname Perfect Dark, and if anyone can stop the conspiracy between a power-hungry corporation and a war-obsessed alien race, it’s Perfect Dark...and you, with the help of Nintendo Power’s Official Player’s Guide.

Perfectly detailed maps for all 17 levels, three special missions and all Combat Simulator arenas

A complete weapons list with over 40 weapons so you won’t have to take a single shot in the dark

Hidden item locations, secrets and extras to guarantee a perfect finish

Straightforward strategies for Agent, Special Agent and Perfect Agent levels to get you out of the dark

All of the cheats and how to earn them explained to perfection

Darkly entertaining 32-page comic that goes beyond the game’s story