



GAME MANUAL



CONTENTS

OVERVIEW	0-3
TRAINING CD MANUAL	1-0
INTRODUCTION	1-1
MINIMUM REQUIREMENTS	1-2
INSTALLATION	1-3
UNINSTALLING THE GAME	1-4
STARTING THE COVERT OPERATIONS TRAINING CD	1-4
MAIN INTERFACE SCREENS	1-5
READY ROOM	1-5
DOSSIER ROOM	1-7
NODE VIEW	1-8
ARTICLE BROWSING	1-10
TEST MODE	1-11
CONFIGURATION OPTIONS	1-11
OCS TEST QUESTION TYPES	1-12
MISSION CD MANUAL	2-0
INTRODUCTION	2-1
GETTING STARTED	2-2
MINIMUM REQUIREMENTS	2-2
INSTALLATION	2-3
UNINSTALLING THE GAME	2-4
QUICKLY STARTING A SINGLE PLAYER GAME	2-4
QUICKLY STARTING OR JOINING A MULTIPLAYER GAME	2-5
GAME MENUS	2-6
SINGLE PLAYER	2-7
DIFFICULTY LEVELS	2-7
CUSTOM MISSION	2-8
GAME TYPES	2-8
GAME LEVEL	2-9
DIFFICULTY	2-9
NUMBER OF TERRORISTS	2-9
REWARD SYSTEM	2-9
MULTIPLAYER	2-10
TRAINING	2-10
OPTIONS	2-11
GAME	2-11
MOUSE SETTINGS	2-12
PREFERRED INTERFACE SETTINGS	2-12
SOUND	2-13
GRAPHICS	2-14
ADVANCED	2-15
MULTIPLAYER OPTION MENUS	2-17
JOYSTICK	2-19
REMAP KEYS	2-21
REPLAYS	2-22

CONTENTS

PLAYING COVERT OPS: SINGLE PLAYER	3-0
PLANNING PHASE	3-1
OVERVIEW	3-1
BRIEFING	3-3
INTEL	3-4
ROSTER	3-5
KIT SELECTION	3-9
TEAM	3-11
PLANNING	3-12
PLOTING	3-14
MAP CONTROLS	3-15
GO CODES	3-16
RULES OF ENGAGEMENT	3-17
SPEED	3-18
SPECIAL ACTIONS	3-19
EXECUTE	3-21
ACTION PHASE	3-22
INTERFACE	3-22
CINEMA WINDOW	3-22
ACTION BAR	3-24
MAP WINDOW	3-24
WEAPONS DISPLAY	3-25
ACTIVE TEAM DISPLAY	3-26
ALL TEAMS DISPLAY	3-26
ORDERS MODE	3-27
CONTROL	3-28
WATCH MODE	3-31
ENDING THE MISSION	3-31
PLAYING COVERT OPS: MULTIPLAYER MODE	4-0
MULTIPLAYER MENU OPTIONS	4-1
SETTING UP AND PLAYING A MULTIPLAYER GAME	4-3
PLAYER OPTIONS	4-4
SESSION OPTIONS	4-5
GAME TYPES	4-6
COOPERATIVE GAMES	4-7
COMMUNICATING	4-8
PLAYING AFTER DEATH	4-8
MSN GAMING ZONE	4-9
MPLAYER	4-11

APPENDIX

APPENDIX A: WEAPONS & EQUIPMENT	5-0
PRIMARY WEAPONS	5-1
PRIMARY WEAPONS: MULTIPLAYER ONLY	5-6
SECONDARY WEAPONS	5-8
EQUIPMENT	5-10
EQUIPMENT: MULTIPLAYER ONLY	5-14
UNIFORMS	5-16
APPENDIX B: DEFAULT KEYBOARD COMMANDS	5-20

CREDITS

6-0

TECHNICAL SUPPORT

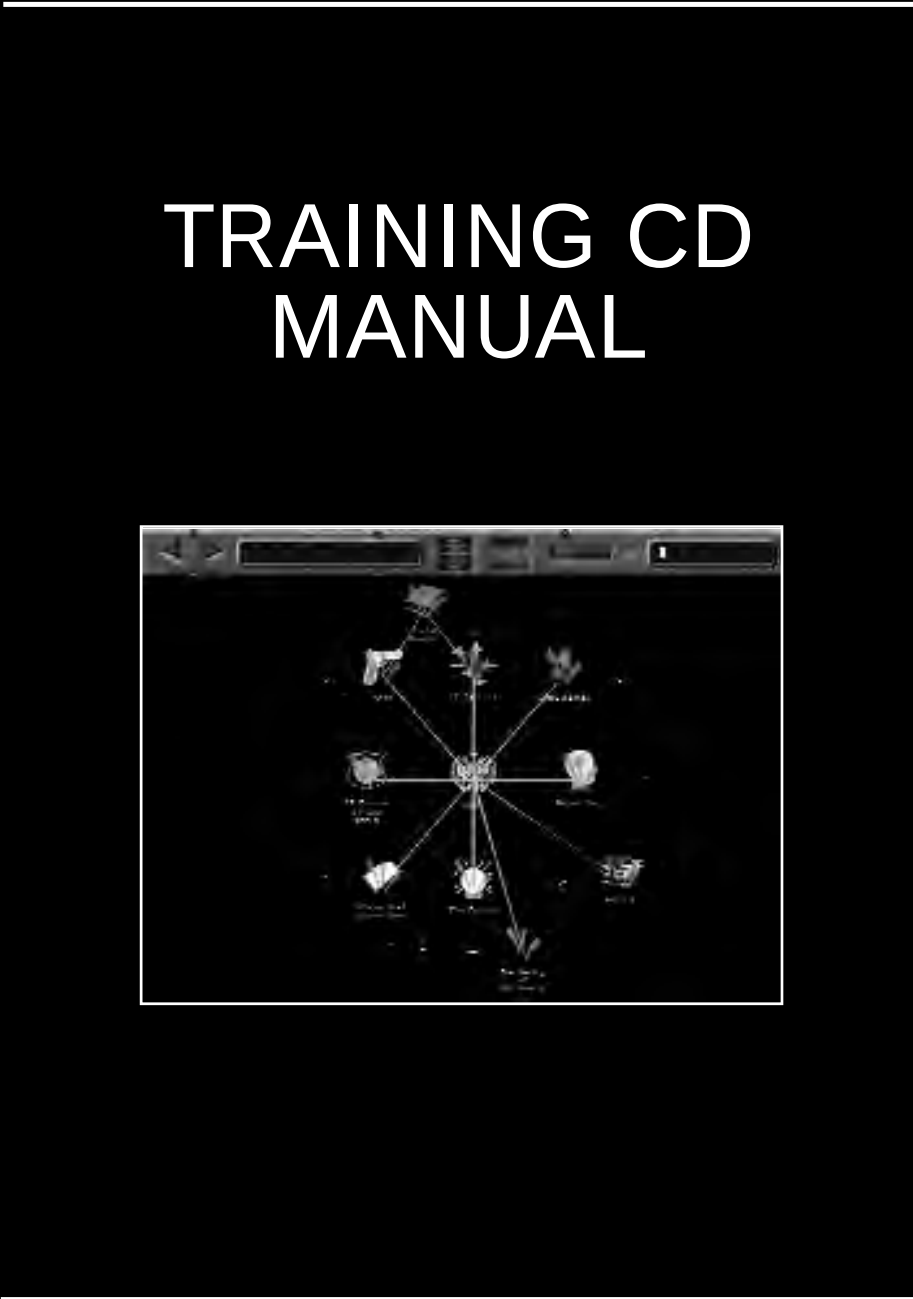
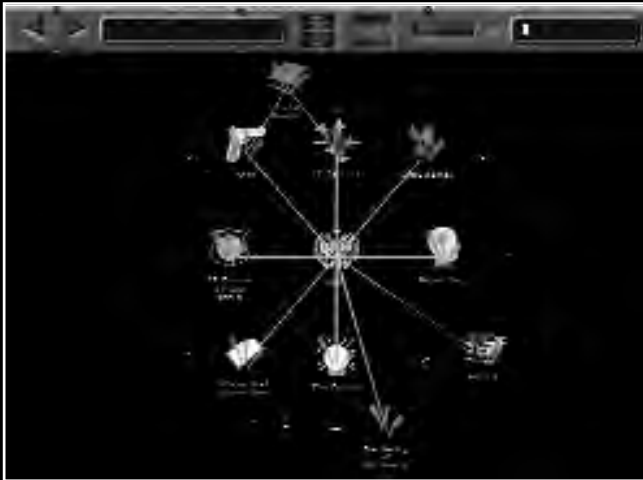
CONTACT US OVER THE INTERNET	7-1
CONTACT US BY E-MAIL	7-1
CONTACT US BY PHONE	7-1
RETURN POLICY	7-1

WELCOME TO THE WORLD OF COVERT OPERATIONS

With Tom Clancy's Rainbow Six: Covert Operations Essentials, you venture into rigorous training that until now has only been available to counter terrorist groups. Using the Training CD, you explore vast resources of anti-terrorist history, techniques, and insider views on worldwide terrorism. Study these topics carefully, because there will be a test.

Once you feel up to the challenge, and have aced the tests of the Training CD, jump into the Mission CD for some all new single and multiplayer Rainbow Six action! Nine new levels, co-designed by the original Rainbow Six / Rogue Spear team and Zombie Interactive, hold some of the most beautiful and dangerous missions yet. So, if you think you have what it takes, suit up, and let's get to work.

TRAINING CD MANUAL



INTRODUCTION

Tom Clancy's Rainbow Six: Covert Operations Essentials guides you through the world of counter-terrorism as only Tom Clancy and Red Storm Entertainment could. In Covert Operations, you are a successful member of RAINBOW, a covert international counter-terrorist team set up to combat terrorism and anarchy worldwide. With your proven record, you have earned a chance to enter Officer Candidate School (OCS) to become a Commanding Officer of RAINBOW. The Training CD provides all resources needed to begin studying and testing for this role.

Achieving Commanding Officer status of the world's most secret and effective counter-terrorist organisation isn't exactly easy. You face gruelling tests in seven different areas of Covert Operations: CT Forces, Historical Operations, Gear, Tactics, Intel, Psych and Future. Successful completion of all tests in a topic yields a medal. Seven medals yield a rank of Commander. Your success relies on how well you study the topics found throughout the Training CD.

Even the most highly trained operative needs constant review and study. You should take time to review the articles found in the Core Navigation Interface (CNI) before jumping into the OCS testing. The Covert Operations Training CD provides all necessary information to prepare you for the tests at hand. After studying the articles in a selected topic, move on to the testing section to begin the Competency Review Exam (CRE) for the topic.

There are no official constraints barring a candidate from jumping into the field scenarios on the missions CD without first reviewing the training CD. However, this is often not the best decision. Failure to adhere to fundamental counter-terrorist practices can lead to mission failure rather quickly. You gained this opportunity by exhibiting sound judgment and exemplary performance

MINIMUM REQUIREMENTS

You do NOT need the Original Rainbow Six or Rogue Spear to play any part of this game.

To play Covert Operations, your system must meet or exceed the following minimum requirements:

COMPUTER:

100% DirectX and Windows 9x compatible system with updated drivers for all components

CPU:

266 MHz Pentium II or better

MEMORY:

64 MB RAM

OPERATING SYSTEM:

Windows 95 or Windows 98

VIDEO:

DirectX 7.0a or higher compatible 2D video card capable of 16bit colour (High Colour)

3D HARDWARE SUPPORT:

Direct 3D compatible video card 4 MB VRAM minimum required. Supported chipsets include:

3Dfx: Voodoo, Voodoo2, Voodoo3, Voodoo5, Nvidia: TNT, TNT2, GeForce, GeForce2, Matrox: G200, G400

For a full list of supported cards visit www.redstorm.com.

CD-ROM:

4x or Better

SOUND:

DirectX 7 or higher compatible sound card required

HARD DRIVE:

500 MB free hard drive space required, Additional 100 MB free disk space on primary hard drive required for proper Windows swap file allocation.

DIRECTX:

DirectX 7 or higher (7 included on CD) must be installed

INTERNET/NETWORK PLAY:

Properly Configured TCP/IP connection at 28.8 KBPS or faster

For best performance, we recommend the following configuration:

CPU:

Pentium III Processor

MEMORY:

128MB RAM

OPERATING SYSTEM:

Windows 98

3D HARDWARE SUPPORT:

3D Accelerator with 16MB VRAM, such as Nvidia Geforce / Geforce 2 or 3DFX Voodoo3 / Voodoo5

SOUND:

Sound Blaster Live!

HARD DRIVE:

1GB free hard drive space

INSTALLATION

Follow these steps to install the **Covert Operations Training CD** on your system. These instructions only step you through installing the Training CD. To install the Missions CD, please refer to that section of the manual. If you experience trouble during the installation, see the Technical Support section of this manual.

1 – From Windows 95/98, make sure that you close or disable all open programs.

NOTE - This includes temporarily disabling any virus scanning or system monitoring software that runs in the Windows System Tray. After you finish installing the game, you can re-enable these programs. If you are unsure of how to disable or close open programs on your system or in your system tray, contact your software's vendor.

2 – Insert the **Covert Operations Training CD** into your CD-ROM drive. After a few seconds, the Autorun menu should appear with a series of options. Click the Install button to begin the installation process.



If you do not see this Autorun menu appear, you can start the installation from the Windows Desktop by clicking START, then RUN. In the Open: dialog box, type d:\setup.exe, where d is the letter assigned to your CD-ROM drive.

3 – Follow the on-screen instructions to begin the installation. Once you choose or create a location to install the **Covert Operations Training CD**, the program automatically installs onto your hard drive.

About DirectX:

The last phase of the installation process is the DirectX installation. The Installer checks to see if a current version of DirectX is installed on your hard drive. If there is an older version of DirectX on your computer or if DirectX does not exist, the installer will ask you if you want to install DirectX 7.0a. To play **Covert Operations**, you must have version 7.0a or higher installed.

4 – You can now run the Covert Operations Training CD by clicking Start -> Programs -> Red Storm Entertainment ->Covert Ops Training.

UNINSTALLING / REINSTALLING THE GAME

To uninstall Covert Operations, click the uninstall button from the Autorun menu that appears when you insert the Covert Operations Training CD. Once you click this button, follow the instructions on the screen to remove the game.

If you have another Red Storm game installed, such as Rainbow Six or Rogue Spear, It may be necessary to reinstall these games after uninstalling Covert Operations Missions.

To reinstall, you should first uninstall the game completely, then simply follow the steps from the installation section.

STARTING THE COVERT OPERATIONS TRAINING CD

After inserting the Training CD and clicking Play, you have two options for starting the Covert Operations Training CD.

To freely study all topics:

If you would like to immediately explore the informational topics of the CD, you need to enter the Core Navigation Interface (CNI). To do this, simply left click on the Nodeball icon – [nodeball] – and begin exploring by double-clicking a topic of your choice.

To begin the Competency Review Exam (CRE):

If you wish to jump directly into the testing procedure, you first need to select an Officer Candidate you wish to portray. To open the Candidate Selection Screen, click on the Dossier icon. Once you chose your operative, return to the Ready Room and click the "Select CRE" icon.

MAIN INTERFACE SCREENS

READY ROOM

You begin your training in the Ready Room. From this screen, you can begin CRE testing, begin exploring the Training CD content, or check the status of your previous testing attempts. From this screen you have several options:



Candidate information

In the top left of the Ready Room, you can tell at a glance which candidate you chose to train. If this is not the character you chose, click the Dossier Icon to enter the Dossier Room and log in.



Dossier Icon

This button opens the Dossier Room where you choose the operative you wish to lead through Officer Training School.



Progress Cluster

Located just below the candidate information is the progress cluster. Here is where you can see your progress through the topical courses of study. Each course of study is broken up into several short courses, each ending with a test (called a CRE, for Competency Review Examination) to evaluate your knowledge and retention. A certification ribbon is awarded for each test passed. You cannot continue in a given course until you pass the initial tests, since each course in a thread builds upon past knowledge.

The course of study ends with a CCRE (Comprehensive CRE) that tests you over the entire course. If you pass the CCRE, you are awarded a completion medal. Once you complete the entire course of study, your results are delivered to command and you receive certification ribbons during the next weekly full-team briefing meeting.



Topic of the Day (TOD)

The Topic of the Day gives you a quick glimpse into a random topic from the Training CD information database. Candidates often become too focused on a single subject of study, so this feature encourages a little free exploration within the database before diving into your study and test regimen. Simply double-click on the topic of the day to browse the article in its fullness.



Current CRE

This data area informs you of the current course of study that you are pursuing. This option allows you to quickly return to your current studies if you had to quickly log off your previous session. Simply click on the Return to Current CRE button to return to the page of your current course.



Movement Cluster

This section of keys allows you to perform the following actions:



Select CRE

This button allows you to select a new course of study (whether or not you are currently working on a course). This button brings you to the test selection Node view (see section 1.11 for navigation instructions). In any given course, only one test is available to you, but you can freely select which thread of study you wish to pursue in any given training session.



Explore/Nodeball

While the Training CD is primarily designed for you to complete an academic course of study, you may also click this button to freely browse the information database without committing to a prescribed reading list. Select this option to move directly into the nodeball, allowing free exploration of Covert Operations' topics



Configuration Options

Click on this button to enter the CONfiguration OPtions screen. See section 1-11 for details on this screen.



Information Documents

The middle bottom icon (shown above) takes you to the information screen. From here, you can review the key informational documents associated with the version of the Covert Operations Training CD. Select this icon to review support documentation for the interface and inner workings of the Training CD.



Exit

this icon exits the Training CD.



DOSSIER ROOM

The Dossier Room is where new officer-candidates log into the Training CD. When you first start up the trainer, enter this area (using the Dossier Icon from Ready Room section) to log in. Use the scrolling list in the upper left to locate the operative you would like to lead through OCS, and click on it to log in.

Once logged in, you can quickly review the public portions of your file, as well as a short overview of your progress so far in the training curriculum (viewed in the upper right of the Dossier screen). As you progress through the training, the Training CD automatically logs all progress, so your current work is always saved on exit. If you must erase your curriculum log, press the Wipe button. You must confirm this decision, and remember, once you void out your curriculum, you cannot revive it.

Once you log in, you can return to the Ready Room to begin or continue your courses of study



NODE VIEW

Once you enter the Node View, shown above, you immediately notice a sphere with icons on its surface. This sphere is the Nodeball, a 3D representation of our database layered so as not to overwhelm a candidate with an abundance of information at first glance. Think of the Nodeball system as a series of nesting balls, each allowing you to hone in on information that is useful to you at any given moment.

The Nodeball navigation system allows easy movement from one broad topic to another. It also allows you to open a nested Nodeball that holds specific information on a particular topic.

In standard (non-CRE) Explore mode, you have much more freedom to explore the nodes - all of the information that matches your security clearance has been unlocked for you. In CRE mode, you work with special "study subject" nodeballs that are smaller and more to the point - these will allow you to best focus on the lesson plan at hand.

To navigate the Nodeball:

As you single-click on an icon, the Nodeball

centres that icon on your screen. To open a particular topic or article, simply double click the article or topic icon.

In certain cases, you find either green or red arrows over a topic's icon. Broad topics have Red arrows pointing down, indicating a nested Nodeball lies beneath. Only information pertinent to the topic is available in the nested nodeball. From a nested Nodeball, you find icons with Green arrows. These arrows indicate movement back to a higher-level nodeball.

On most nodes, a large green arrow points to the left of the screen. If you click on this arrow, it brings up a list of other articles that relate to the one centred on the screen. You can review any of these articles by simply double-clicking on the box in which the article title appears.



Top control bar

When in Browse, Node View, or CRE modes, you will notice an interface control bar at the top of the screen. In Node View, you can use the Node button to toggle between Browse and Node Views. You can also click on the Ready Room button to return to the Ready Room at any time.

Forward\Back: When in Browse mode, the buttons will allow you to move forward and back through your "reading history"—the Browser will be automatically loaded with the new data when you click these buttons. Note: these buttons are inactive in CRE and Node View modes.

Related Topics Marquee: When in Browse mode, this scrolling marquee will display the topics related to the current article (by name).

Node Button: This button will allow you to toggle between Node View and Browse modes. When reading an article, clicking this button will return you to the 3D Nodeball interface (where you last left it). In Node View mode, clicking this button will return you to the article you were last reading. When you are in TGO mode, this button takes you back to the TGO (Topical Guide Outline) screen from an article you viewed from the topical nodeball.

Ready Room: This button will immediately return you to the Ready Room.

Glossary viewer: This button will open up the Glossary viewer (over the SDV if it is currently on screen). The glossary viewer allows you to browse all defined terms within the Secretary's current memory. Click on the toggle button to view either acronyms or regular terms. Click the Close button to shut down the Glossary Viewer. Note: this button is inactive in CRE mode.

Search: This area allows you to enter a keyword to perform a database search. Click in the search box and then enter your keyword (single keywords only) and hit enter to commence the search. Should the search yield any results, a list will appear below the entered term. Click on an entry to browse that article.



ARTICLE BROWSING

Once you enter the Browse mode, you have direct access to the main articles, images and videos.

The left area of the screen contains the document text. Blue highlighted words in the text contain glossary links—left click to bring up the defined term.



The right side of the screen is occupied by the SDV (Secondary Document Viewer), which displays images and videos. When you Browse an article, the first image for that article will be displayed. Simply scrolling through an article will cycle through most of the images in your SDV. The forward and back arrows on the SDV will also cycle through the images and videos. At the top of the SDV is a counter that lets you know how many documents are available to view, and the one you are currently looking at.

If an image resource is linked to a large image, a "large image" button will activate on the SDV. Simply click this button to view the large image, then click "Close" to return to normal Browse mode. When you reach a video, playback buttons will activate on the SDV. The play button begins playback. Pause will pause the video at its current frame. Stop will stop the video and reset it to the beginning.

TEST MODE

To enter Test Mode, click on the Select CRE button in the Ready Room. This button brings you to the test selection Nodeball. Tests that are dimmed are not yet available, and tests with either ribbons or medals have already been completed satisfactorily. To enter a course of study, simply double-click on an active test node to be taken to that test's TGO screen (see below).



When you select a course of study, you will be immediately taken to the TGO (Topical Guide Objectives) screen for that course. You will also be placed in test mode, which will limit your navigation (though you can always click on the Ready Room button to leave test mode). The TGO will outline the objectives for the course, and will provide you with links to the content you will need to study. Simply double-click on a node to access a particular article.

The control bar at the bottom of the screen allows you to quickly view which CRE you are currently in. Also, the Take Test button allows you to begin the CRE.

See Page 1-12 for details on the test questions.

CONFIGURATION OPTIONS

This screen allows you to adjust various aspects of the Training CD. Select your preferred cursor by clicking on the button underneath the cursor of your choice. You can turn the music and sound effects on or off by clicking the appropriate button. Use the two sliders to adjust the relative volumes of the sound effects and the music. The master volume level can be adjusted through your Windows volume control.

OCS TEST QUESTION TYPES

This section should help you prepare for the types of questions you will experience throughout your testing course. These questions types are:

Multiple Choice Questions (MCQs)

Simply click on the button next to an answer to signify your choice. Click the "commit" button when you are sure of your choice.

Image Based Questions (IBQs)

Read the question first. Next, click on a label and then click on the appropriate image. Do this for all labels, then click the "commit" button when you are sure of all your choices. Take special care with these types of questions as items may be very close to each other, or may look very similar to throw you.

Once you are finished with a test, you will be presented with a report of your results.

WELCOME TO COVERT OPERATIONS AND THE RAINBOW SIX SERIES

For those of you familiar with the Rainbow Six series, get ready to experience the best-designed levels and multiplayer spaces yet. For those of you new to the Rainbow Six and Rogue Spear line of games, just get ready. This is as close as you can get to real world counter-terrorism missions, without putting yourself in the line of fire. As a RAINBOW operative, you will explore such authentic locations as the craggy cliffs of a humid Bolivian jungle, or a remote outpost in the frigid icecaps of the Arctic Circle. You can put away your camera and your Bermuda shorts, however...this is no vacation.

You will face some of the most dangerous terrorism sects ever assembled. Groups such as the EGTK - a small Bolivian guerrilla army, able to swiftly weave through the dense jungle and attack from all sides – and Nozh – a strong group of Russian Mercenaries intent on using highly specific military skills to maintain any political stronghold they can garner. These groups attack fast and strong. Your defenses must be equally quick and well planned. In most missions there will be more enemies with more firepower. That is why your main task is to plan carefully and smartly.

An area that may be unique for those new to the Rainbow Six series is the planning phase. This feature of the game is where your training in counter-terrorism and infiltration come into play. In the planning phase, you plot a course through pre-determined blueprints. Careful planning can mean the difference between a successful mission and a failed one, or worse,

even death. Use this feature wisely; it could save your life.

Of course, planning isn't your only weapon. You have an entire arsenal at your disposal. From sniper rifles, semi-automatic rifles and shotguns to flashbangs, frag grenades and Heartbeat Sensors, as a RAINBOW Operative, you are well equipped. Remember to hop back to the Training CD for more information on any of the equipment found in operation throughout the missions.

Finally, the best way to hone your skills as a RAINBOW Operative is to train against other Operatives. Use the multiplayer features to find others playing online and jump into endless hours of action. Spend time exploring the new Multiplayer adversarial and cooperative levels available in Covert Operations. The multiplayer feature provides your best chance at gaining experience dealing with the unpredictable nature of human opponents.

You've studied the topics and passed the tests from the Training CD. You've worked hard to earn your place among the elite RAINBOW. Now it's time to earn your rank. So, place the Mission CD into your CDROM drive and let's get started. We've got a lot of work ahead.

MINIMUM REQUIREMENTS

You do NOT need the Original Rainbow Six or Rogue Spear to play any part of this game.

To play Covert Operations, your system must meet or exceed the following minimum requirements:

COMPUTER:

100% DirectX and Windows 9x compatible system with updated drivers for all components

CPU:

266 MHz Pentium II or better

MEMORY:

64 MB RAM

OPERATING SYSTEM:

Windows 95 or Windows 98

VIDEO:

DirectX 7.0a or higher compatible 2D video card capable of 16bit colour (High Colour)

3D HARDWARE SUPPORT:

Direct 3D compatible video card 4 MB VRAM minimum required. Supported chipsets include:

3Dfx: Voodoo, Voodoo2, Voodoo3, Voodoo5, Nvidia: TNT, TNT2, GeForce, GeForce2, Matrox: G200, G400

For a full list of supported cards visit www.redstorm.com.

CD-ROM:

4x or Better

SOUND:

DirectX 7 or higher compatible sound card required

HARD DRIVE:

500 MB free hard drive space required, Additional 100 MB free disk space on primary hard drive required for proper Windows swap file allocation.

DIRECTX:

DirectX 7 or higher (7 included on CD) must be installed

INTERNET/NETWORK PLAY:

Properly Configured TCP/IP connection at 28.8 KBPS or faster

For best performance, we recommend the following configuration:

CPU:

Pentium III Processor

MEMORY:

128MB RAM

OPERATING SYSTEM:

Windows 98

3D HARDWARE SUPPORT:

3D Accelerator with 16MB VRAM, such as Nvidia Geforce / Geforce 2 or 3DFX Voodoo3 / Voodoo5

SOUND:

Sound Blaster Live!

HARD DRIVE:

1GB free hard drive space

INSTALLATION

Follow these steps to install the Covert Operations Mission CD on your system. These instructions are only for installing the Mission CD. If you wish to also install the Training CD, please refer to the Training CD section of this manual. If you experience trouble during the installation, see the Technical Support section of this manual.

1 – From Windows 95/98, make sure that you close or disable all open programs.

NOTE: This includes temporarily disabling any virus scanning or system monitoring software that runs in the Windows System Tray. After you finish installing the game, you can re-enable these programs. If you are unsure of how to disable or close open programs on your system or in your system tray, contact your software's vendor.

2 – Insert the **Covert Operations Mission CD** into your CD-ROM drive. After a few seconds, the Autorun menu should appear with a series of options. Click the Install button to begin the installation process.



Autorun Menu (menu that appears after inserting the Mission CD)

If you do not see this Autorun menu appear, you can start the installation from the Windows Desktop by clicking START, then RUN. In the Open: dialog box, type d:\setup.exe, where d is the letter assigned to your CD-ROM drive.

3 – Follow the on-screen instructions to begin the installation. Once you choose or create a location to install the **Covert Operations Mission CD**, the program automatically installs onto your hard drive.

About DirectX:

The last phase of the installation process is the DirectX installation. The Installer checks to see if a current version of DirectX is installed on your hard drive. If there is an older version of DirectX on your computer or if DirectX does not exist, the installer will ask you if you want to install DirectX 7.0a. To play **Covert Operations**, you must have version 7.0a or higher installed.

4 – If you are using a controller such as a gamepad or joystick, please ensure that it is properly connected and calibrated before you run the game. Contact your controller's manufacturer for help with properly setting up your controller.

5 – You can now run **Covert Operations** by clicking Start -> Programs -> Red Storm Entertainment -> Covert Operations.

UNINSTALLING / REINSTALLING THE GAME

To uninstall Covert Operations, click the uninstall button from the Autorun menu that appears when you insert the Covert Operations Mission CD. Once you click this button, follow the instructions on the screen to remove the game.

You can also uninstall the game by clicking Start -> Control Panel -> Add/Remove Software. Select the game you wish to uninstall from the list, and click Add/Remove.

If you have another Red Storm game installed, such as Rainbow Six or Rogue Spear, it may be necessary to reinstall these games after uninstalling either Covert Operations CD.

To reinstall, you should first uninstall the game completely, then remove any files or folders left behind by the installation. Then simply follow the steps from the previous installation section.

QUICKLY STARTING A SINGLE PLAYER GAME

Follow these steps to quickly start a single player game and jump into the action

- 1 – Click Single Player
- 2 – Under Campaign Name, click in the text box and type a name for your new campaign.
- 3 – Select a difficulty, Recruit, Veteran, or Elite Click Enter

The Single Player game loads and you begin the planning phase. If you need more help, please read through section 4 in this Mission CD Manual for the planning and action phases of the game.

QUICKLY STARTING OR JOINING A MULTIPLAYER GAME

The fastest way to join a multiplayer game is via one of the gaming sites (Mplayer or MSN Gaming Zone). To quickly join a game in progress, follow these steps:

- 1 – Insert Mission CD
- 2 – Click Play Covert Operations
- 3 – Connect to the Internet from Windows
- 4 – Click Multiplayer
- 5 – Select either Mplayer or The Zone

NOTE - The game minimises and another window appears allowing you to setup a free account on the gaming site you chose. If you have trouble setting up or using the software for the gaming sites, please see the appropriate heading, Mplayer or MSN Gaming Zone, in section 5 for troubleshooting and support options.

Once you have the gaming site software properly set up, find an available game and join.

Creating a game (Hosting) is a bit more advanced. For more information on Multiplayer, see section 5: Playing Covert Operations: Multiplayer Mode section later in the Mission CD Manual.

NOTE - If you do not have Rainbow Six or Rogue Spear installed, you can only play multiplayer games with others that own Covert Operations. In MSN Gaming Zone and Mplayer, there are lobbies set up specifically for Covert Operations players. To play in the other Rogue Spear or Rainbow Six gaming rooms, you must own these games.

GAME MENUS



This section describes each option within each menu. Use this section as a reference to each menu of the game. After the opening movie sequence, the **Main Menu** loads.

SINGLE PLAYER

Single Player Screen



This is the option to enter the Single Player menu. From this menu, you can:

- Start a new campaign
- Resume an existing campaign
- Branch a new campaign from an existing one.
- Practice a previously completed mission

DIFFICULTY LEVELS

In single player, custom missions, and certain multiplayer games, you have a choice of three levels of difficulty. These are:

Recruit – Terrorist skill sets are lower in this difficulty. This means they are slower to fire, they have a slower reaction time, they have less tenacity overall, etc. This is a good difficulty level for beginners.

Veteran – As you skills improve, you might want to try this level. Veteran level Terrorists have good skills. They target quickly and are very accurate. The Veteran difficulty level also adds objectives to some missions in single player and cooperative (not in custom missions).

Elite – This difficulty is not for the weak or untrained. Elite level Terrorists are fast, highly skilled, and hungry. They are extremely aware of their surroundings and fire at anything that moves. In Elite difficulty, you do not have the comfort of Auto-targeting - so don't try to turn it on. Also, using your Heartbeat Sensor only results in a blip on your mini-map. All people, terrorists and hostages appear as the same colour.

See page 2.4 for instructions on quickly starting a single player game.

CUSTOM MISSION



Custom Mission Screen

This option allows you to practice certain levels with different game types. You are in control of the game difficulty, the level in which the mission takes place, and in some cases, how many terrorists your operatives are up against. You must first attempt a mission in a Single Player Campaign to “unlock” it in the Custom Mission Menu.

GAME TYPES

Assault – This mission type is similar to normal single player and multiplayer assault missions, but there are no hostages to save. Your primary objective is to seek and neutralise all terrorists in the area using any means necessary.

Lone Wolf – The main objective of these missions is survival. You begin each Lone Wolf mission from the insertion point as a solo RAINBOW operative. It is your mission to survive through the level to the extraction zone. With this type, you have the option of placing 1 to 50 terrorists in a level.

Terrorist Hunt – Unlike Lone Wolf, you have teammates to aide you in tracking down each terrorist throughout the level. There is no extraction zone; you must neutralise all terrorists to complete the mission. You can change the number of terrorists in each mission with this game type.

Hostage Rescue – For Hostage Rescue, you must equip and plan a team of operatives to find civilian hostages and ensure their safety. You complete these missions by either returning them safely to the extraction point, or neutralising all terrorists. For this type of mission, it is usually best to stay stealthy and silent until you have secured the hostages. Otherwise, if the terrorists hear gunfire, they may execute the hostages before your operatives can get to them.

Defend – With Defend missions, it is up to you to defend your base against waves of advancing enemy. In Defend missions, the terrorists seek to activate a switch found in your base. You must select a single operative to defend an area and prevent terrorists from activating a switch near the Insertion Zone. Terrorists come at you from all sides and can even throw grenades at you. Once the area near the switch is secure, you must neutralise all remaining terrorists on the map to complete the mission. Defend missions are only available for Single Player levels. You cannot play defend game types on training maps. Although they can be played multiplayer cooperative also.

Recon – The objective of Recon missions is to plant a surveillance device somewhere on the map, then get all operatives to the Extraction Zone. However, in order to do this effectively and to complete the mission, the terrorists cannot know your operatives were ever there. For this type of mission, you can take as many operatives as you want. However, they cannot use deadly force. The result of any terrorist detecting the presence of a RAINBOW operative is a failed mission. Recon missions are only available for Single Player levels. You cannot play recon game types on training maps.

GAME LEVEL

This menu contains a list of the maps available for Custom Missions. Maps with the * mark are locked and only become available after you attempt them in the Single Player campaign.

DIFFICULTY

This menu allows you to choose from three levels of difficulty for the Custom Mission, ranging from easy to most difficult. These are: Recruit, Veteran or Elite. See section 3.1 for information on Difficulty Levels.

NUMBER OF TERRORISTS

You can choose the number of terrorists on the map-from 1 to 50, for Lone Wolf and Terrorist Hunt Game Types only.

NOTE - if you are near the minimum requirements for the game and try to battle 50 terrorists, you may experience performance problems. 30 is the recommended amount of terrorists.

REWARD SYSTEM

You will receive rewards for successfully completing custom missions. You receive a bronze medal for completing a Custom Mission on Recruit, silver for Veteran, and gold for Elite. Medals you collect appear on the Custom Mission Screen.

MULTIPLAYER



Multiplayer Screen

This menu item allows you to enter the multiplayer section of Covert Operations.

From this menu, you can choose:

- Join Game
- Create Game
- Manual Join
- Server Info
- M Player
- The Zone

More information is available on this screen in section 5: Playing Covert Operations: Multiplayer Mode.

TRAINING



Training Screen

This section provides an area to practice your skills in Fire and Movement. There are no tallying or scoring mechanisms in the training levels. These simply give you an area to better your skills and learn from your mistakes - without losing your life.

The training missions presented in Covert Operations are quite realistic. Here you find six courses based on actual locations, such as a junkyard, trailer park, and hospital, where you can study and train in hostage rescue and adversarial missions.

A key element of the training missions is the default plan. Use the default plans provided. After running through the training missions a few times using the default plans, try editing these plans, or even creating your own new plan. Refer to section 4.1 Planning Phase for more information on creating and saving plans.

To start a training mission, select a course and click Load Tutorial to begin.

OPTIONS



Options Screen

The Options menus allow you to customise Covert Operations to perform best on your system and to your taste. You can change Game options, Sound and Graphics options, Multiplayer options, and controller configurations.

GAME

These options affect the way the game plays. To toggle an option, click on the box next to the title and a checkmark will appear to show the option is activated. An empty box means the option is not activated.

Auto-Targeting On - Activated by default. During the Action Phase, the targeting reticule automatically centres itself directly to the target's head. This makes targeting a terrorist easier and eliminates the time necessary to line up a perfect shot. Once you become more proficient with the controls, deactivate this option for more of a challenge.

Blood – When activated, terrorists and other characters will bleed when shot and there can be occasional blood spray. The effect is realistic and not overly gory like you might expect in other games. When deactivated, characters just fall down without any visible wounds and disappear - like in the old Western movies.

Record Mission - When activated, the game automatically records your actions for replay after the mission. For more information on this, see page 3.6 Replays later in this manual. Turning this off may help increase speed on slower machines.

Unlimited Practice – This option turns off Victory Conditions for the Practice Mission option in Single Player. To use the Practice Missions option, you'll need to have successfully completed the mission first. Then, you can explore a level without winning or losing, regardless of what happens during the mission.

Always Run – This setting makes your operative run whenever you give move commands. When you press the run button, your operative will slow down to a walk.

MOUSE SETTINGS

Mouse Look - When activated, your mouse moves the targeting reticule around in the Action Phase. Moving the mouse up and down makes your operative look up and down while left and right movement rotates your operative.

NOTE - *Changing the Mouse Look settings will cause some of your key mappings to change. If you turn this option off, number pad keys become your "Look" and "Turn" keys.*

Invert Mouse – This option swaps the up and down motion of the mouse to make it similar to a flight simulator. When activated, moving the mouse up makes your operative look down and vice versa.

Mouse Sensitivity – This setting affects how quickly your reticule moves in relation to your mouse movement. To increase the sensitivity, click on the right arrow and the notches in the bar will begin to light up. The more sensitive the mouse, the less you have to move it during the Action Phase to control your character.

PREFERRED INTERFACE SETTINGS

These options set individual defaults so you can focus immediately on the action instead of spending time changing your interface each time you enter a game.

Preferred Map Zoom – This allows you to select the default mini-map zoom level. You can choose from max zoomed out, where level-wide information is available, to max zoomed in where immediate area information is visible.

Preferred Rate of Fire – You can elect to always start the action phase with your weapon's safety on, with single and three round rate of fire (when available), or full auto.

Preferred Action Display – This allows you to start the game with full display, minimal display (map and ammo only), or no display along the bottom of the action phase screen.

Force Feedback Device

If you have a force feedback joystick and/or mouse, you can select which you would like to use for Covert Operations by checking the appropriate selection.

SOUND

These options allow you to adjust the volume of different types of sounds in the game. By clicking on the box next to the titles, you can turn that sound on or off. Volume is adjusted by clicking on the arrows on either side of the bar. There are seven types of sounds you can adjust:

Master - This adjusts the volumes of all the individual following types of sounds collectively.

Ambient - This adjusts the volume of background or environmental sounds such as crickets chirping or machinery running.

Gunshot - This adjusts the volume of all gunshots and explosions in the game.

Footstep - This adjusts the volume of sounds made by operatives and other characters walking.

Radio Chatter - This adjusts the volume of messages from your other operatives during a mission.

Shell Sound - This adjusts the volume of the sounds made by clicking items in the menus and planning phase.

Action Music - This adjusts the volume of the music played during the missions. It does not affect the volume of CD music.

CD Music - This options allows you to toggle the background music that streams from the CD on / off.

NOTE - CD Music Volume is adjusted through Windows settings. This is accessible by clicking on the Volume Control in the Taskbar. If you do not have this icon in your Taskbar, you can add it by clicking on Start, then Control Panel, then Multimedia. Under the Audio tab, in Playback, you can put a check in the box to add the Volume Control to the Taskbar.

Use Maximal Sounds - This increases the maximum number of 3D sounds played at any one time. Not all sound cards support a large number of 3D sounds being played at one time. If you are unsure whether or not your sound card can support many 3D sounds playing at once, then leave this option off.

GRAPHICS

These options not only affect how the game looks on your monitor, but also how fast the game plays on slower computers. If you have a supported hardware 3D accelerator, Covert Operations automatically takes advantage of it.

Force Software - This setting is extremely important for users without a supported 3D card.

Important! If you're having difficulties getting into the Action Phase, or if you are experiencing freezes or other graphical problems, first try turning the Force Software option on. If the game starts, even if the graphics are poor and the speed is very slow, then there may be a problem with your video card. Read the readme file or visit <http://www.redstorm.com/support> for help troubleshooting the problem.

Video Resolution - This allows you to set the resolution of the action phase. Not all resolutions will work on all computers. Performance may be slower at higher resolutions for certain system configurations. If you experience problems at higher resolutions, lower this setting to 640x480 or smaller. While certain video cards allow very high resolutions, setting the in-game resolution higher than 800x600 is not recommended for most systems.

Detail Level - This option automatically sets several advanced options to specific default levels. These options affect the performance of Covert Operations on your machine. If you have a slower machine, try setting the detail level to low. This will degrade visual quality while increasing performance. If you have a

powerful machine, you may want to set the detail level to high, which will increase visual quality, but may slow down the performance of Covert Operations on your system. This setting defaults to medium. For more information on what graphics options are set, and how they will affect the game, see the section on Advanced Options.

Use Action Gamma - This option allows you to use gamma correction to brighten up the apparent light level of the action phase. This option does not affect how well AI's in the game can see, only how bright it appears on your monitor. The small bars to the right of this option will scroll up to increase the apparent brightness in the game if you click on the arrow to the right of them. If you click on the arrow to the left of them, the bars will scroll down, making the levels apparently darker. Some machines may experience a performance increase and level load decrease by turning off this option.

Show Tooltips - Checking this setting causes floating tooltips to appear when you hover the cursor over a selectable part of the screen. These tooltips will give you a brief reminder of what the button they are hovering over will do. Some slower machines may experience a performance increase by turning off this option.

ADVANCED

These are the specific in-game graphics modified by the detail setting in the Graphics Options. Every time you change the detail level, all of the options on this screen will be reset to defaults, regardless of changes you may have made to the screen.

Show Sky, Fog, Weather FX – These settings affect the environmental effects visible in the game. If you turn off Show Sky, then the skybox is no longer drawn in the game, and you will see a default background colour. Turning off Show Fog causes the game to remove fog effects throughout the levels. Show Weather FX will toggle the rain and snow visible effects for the level. It will not affect the sounds associated with these effects. Also, in a multiplayer game, a server can override the disabling of these options. Removing these options may speed the performance of the game on your machine.

LOD Skip - This option affects the Level of Detail (LOD) for character models. When you activate this option, the highest LOD will not display for a model. This decreases the amount of detail needed, resulting in a performance increase.

MIP Skip - This option affects the LOD for textures, such as floor coverings, wall coverings, etc. Many textures have several different levels of detail. By activating this option, Covert Operations does not use all of the levels of detail for some textures, and so will not swap them in and out as often. This means that the overall visual quality decreases while performance may increase.

Dynamic Lighting - Clicking this box determines if the lighting of a character changes according to events, such as passing under lights, or muzzle flashes from weapons. With this turned off, some machines may experience a performance increase.

Character Shadows - This option toggles the characters' shadows. With this option off, you no longer see shadows extending from the character's feet. Some machines may experience a performance increase with this option turned off.

Projected Textures - By clicking this box, you control whether dynamically displayed textures, such as scorch marks, appear in the game world while playing Covert Operations. Turning this option off will cause Covert Operations to stop displaying these textures, and may result in a performance increase on some systems.

Show Weapons After Death – This option determines whether or not guns appear in the hands of downed characters. Turning this option off may increase performance on some systems.

Show Weapons After Death – This option determines whether or not guns appear in the hands of downed characters. Turning this option off may increase performance on some systems.

Bullet Holes - This bar determines how many bullet holes are displayed at one time. If you exceed this number, bullet holes disappear from the game world in the order that they were created (oldest disappear first). It functions like previous slider bars.

Texture Filtering -This determines what type of filtering the game uses to smooth out pixels in textures. The menu lists ascending filtering levels from Nearest (which should work on most all system configurations and is least system intensive) to Linear Mip Linear (which only works correctly on high end system configurations). All video cards do not support all filtering types. Check with your card manufacturer to determine what filtering style is best for your card.

MULTIPLAYER OPTION MENUS

MP GAME

Name - This text box lets you enter the default name you want to use for multiplayer games.

Clan - Enter the name of your clan in this text box.

Voice Pitch - The arrows on either side of the bar allow you to adjust the pitch of your characters voice either up or down. The voice is used when sending Bound Messages.

Behind Firewall - Click on this box if you are playing a game on the Internet and your computer accesses the Internet through a firewall. Firewalls are sets of related programs, located on a network gateway server, to protect the resources of a private network from users from other networks. Most business LANs use a firewall. If you are not sure, check with your systems administrator.

Use Arm Patch - Click on the check box to use arm patches. Then go to the right and click on the arrows to choose from available arm patches.

Connection - Click on the type of connection you will use. If you want to play with other computers on a Local Area Network such as within an office, select LAN. If you are connecting to other computers outside of a LAN, select Internet. It is recommended you use Internet for games on Mplayer or The Zone.

Gender - You can choose the gender of your

multiplayer character by checking either the Male or Female box.

Network Address - This pull down menu shows the IP Addresses available to the game. If you have an Internet connection and a Local Area Network Connection, or if you have more than one network adapter in your system, this option allows you to select the correct one.

For example, if you have a modem that connects to the Internet and an Ethernet card that links your system to a LAN, you can select the IP number of the modem to play a multiplayer game over the Internet. You could also select the IP number of the Ethernet card to play a multiplayer game over the LAN.

To determine an IP address, you may need to use the Winipcfg utility from windows. See the next section, "How to find your IP Address," for help determining your IP address.

MP SERVER

These options are only necessary for hosting Multiplayer games. Changing these settings does not affect joining multiplayer games.

Server Name - This text box allows you to enter a name for your server. This name will appear on the other players' list of servers to join.

Message of the Day - You can enter a brief message welcoming other players to your game and informing them of any special conditions.

Max # of Players - You can set the maximum number of players in your game from 2 to 16. 56k connection or slower users should limit this to 4 or less.

Blue Team Size - Enter the maximum number of players who can be on Blue team.

Gold Team Size - Enter the maximum number of players who can be on Gold team.

Join Port - This is the address of the port used to join a game. It is best left to the default setting - 2346.

Info Port - This is the address of the port used to transfer information during a game. It is best left to the default setting - 2347.

Announce Port - This is the address of the port used to announce a server to other players on a network. It is best left to the default setting - 2348.

Use Password - If you want to use a password to limit who can join your game, type it in the text box, then click on the Use Password box.

Allow Arm Patches - When this is selected, each character will display their player's chosen arm patch.

Loud Footsteps - By checking this box, the volume of characters walking in the game is increased to make detection easier.

Show Enemy Names - When this is activated, the names of enemy players will appear on the mini-map next to their character's location icon.

Announce Server - When this option is on, your game announces to all other players on your LAN or at your IP address with the same Announce Port setting. Turning this setting off may increase performance.

Force Fog - This allows the host to force other players to show fog during a mission and overrides their graphics setting.

Force Weather FX - This allows the host to force other players to show rain or snow falling during a mission and overrides their graphics setting.

JOYSTICK

Due to the involved nature of planning, giving orders, and quick response time necessary, many users find that the mouse and keyboard configuration is best for playing Covert Operations. Given these complications, configuring a controller can be an advanced process if you wish to utilise all features of the game without using the keyboard. Most users find that once they get accustomed to using the Keyboard and Mouse configuration (where the mouse controls head movement, and the w, a, s, and d keys provide motion), they experience much-improved gameplay – especially for multiplayer matches.

If you wish to use a joystick, game pad or other type of controller, this menu lets you configure the controller and set its Joystick Sensitivity and its Force Feedback.

IMPORTANT - Please be sure that your Joystick is correctly configured in both Windows and DirectX before attempting to use it in Covert Operations. Contact your controller manufacturer for help setting up your controller in Windows and DirectX.

Joystick Name – If your controller is correctly configured and recognised by DirectX and Windows, it appears in the pull down menu under this option. If you have more than one controller, use this option to select the one for the game.

Joystick Sensitivity – This slider changes how quickly the controller reacts to movement. Increasing the sensitivity here results in faster response to controller stick movement, while decreasing the slider results in more sluggish response.

Force Feedback – This option only applies if you have a force feedback controller. These controllers move, shake and rattle in response to actions during a game. For example, you will feel a slight kick when you fire a weapon and a jolt if your operative is hit.

TO ASSIGN MOVEMENTS TO CONTROLLER STICK OR DIRECTIONAL PAD

Ideally, you want to set the controller to turn by looking left and right and then move forward in the direction you face. Use these options to configure the controller to your personal preference.

Move Forward / Backward – This pull down menu allows you to select which controller axis movement results in forward and backward movement. You can choose from none, Joystick up and down, and Joystick Left / Right.

Move Left / Right – This pull down menu allows you to select which controller axis movement results in left and right side-stepping movement. You can choose from none, Joystick up / down, and Joystick Left / Right.

Look Up / Down – This pull down menu allows you to select which controller axis movement results in looking up and down. You can choose from none, Joystick up and down, and Joystick Left / Right.

Look Left / Right – This pull down menu allows you to select which controller axis movement results in looking left and right. You can choose from none, Joystick up and down, and Joystick Left / Right.

Invert – Under each movement option, there is an Invert check box. This setting allows you to change the direction of each movement. For example, if you set the Move Forward / Backward option to joystick

up/down, then checking Invert would cause up to move backward and down to move forward.

NOTE - You can also assign controller buttons for movement and looking around by selecting none in the movement pull down menus and changing the keys for movement to controller buttons in the Remap Keys options menu.

TO ASSIGN ACTIONS TO CONTROLLER BUTTONS

You can assign actions to each button of your controller in the Remap Keys Options menu.

For example, if you would like button A of your controller to manipulate environment (open doors, climb ladders, etc.), you would go into Remap Keys, click Action, then click the key corresponding to Manipulate Environment to highlight this action. Press button A of your controller. JOY1 should appear confirming this button now performs this action.

If a Joystick is set to control certain actions in the Joystick option menu, the corresponding keyboard keys will not work.

To turn off the Joystick, go to Remap Keys, hit Default Keys and then reconfigure all keys to your preference.

REMAP KEYS

The keyboard controls have been designed for ease of use during play. Keys placed closely together control all the main action and movement commands. However, if you are used to another style, feel free to set them to your liking. If you use a controller of some type, you can also assign buttons from this menu (see the previous Joystick section for more instructions on this).

There are eight submenus dividing up the types of actions in the game. To remap a key, locate the appropriate action and click once on the title. The title highlights to show it has been selected. Next, press the new key or button to assign it to that action. Once you have completed your remapping, click Accept. If you want to cancel your changes and go back to the way it was before, click on Cancel.

If you have previously made changes and want to return the key mappings to their default from when the game was first installed, click on Default.

REPLAYS



Replays Screen

The Replay Menu allows you to watch previously recorded missions and to organise your replays. With the Record Mission option activated in the options screen, the game automatically records each mission.

From the Replay menu, you can View a replay by selecting one from the Replay List and then clicking on View Replay. When you highlight a replay from the list, the data box on the right lists the name of the mission as well as the date and time it occurred. A comment also appears in the box. To change the comment, click on Edit Comment and then type a new comment in the text box provided. If you no longer want a replay saved on your computer, highlight the replay and then click on Delete Replay to remove the replay.

While viewing a replay, you can only observe what happened during the mission. Though you can change the Camera View and switch between teams, you cannot issue any other commands or affect the mission in any way. The Replay feature is a good way to go over a mission and see what worked well and what didn't. If your mission was a failure, watch it over again to see what went wrong. Often while you are controlling one team, another can be getting into trouble. Pressing Escape any time during a replay brings up a menu allowing you to exit the replay or access other options.

During Replay, the following keys have the following effects:

- F5 – Pause
- F6 - Slow Speed
- F7 - Normal Speed
- F8 - Fast Forward. On low end systems, F8 will have little effect.

CREDITS / QUIT

The Credits menu item shows all the people that made Covert Operations possible. Clicking on Quit shuts down Covert Operations and exits to your operating system.

PLAYING COVERT OPS: SINGLE PLAYER

3-30



PLANNING PHASE



Planning Phase – Plan Map

OVERVIEW

Whenever you begin a mission, training or operational, you first go through the Planning Phase. Covert Operations and the entire Rainbow Six series places a large emphasis on planning. Hostage Rescue Teams rarely, if ever, go into a situation unprepared. Too many lives are on the line to start an action without having planned out as much of it as possible.

During the course of the operational campaign, you may discover you spend much more time in the Planning Phase than you do during the Action Phase. While you can spend an hour or more planning a mission, actually executing the mission will often take only a matter of minutes.

The Planning Phase consists of six main steps:

1. Receiving the mission briefing and your orders
2. Reviewing all available intelligence sources
3. Selecting up to eight operatives to participate in the mission
4. Selecting the weapons and equipment those operatives will use during the mission
5. Dividing the operatives into fire teams
6. Preparing a detailed fire and movement plan so each team knows exactly where to go, what to do, and how to do it.

Once all of the planning is complete, you continue to the Action Phase where you execute your plan. If the mission fails, you should return to the Planning Phase, modify the plan to correct the problems, then try again.

The Planning Phase takes place on a screen, which resembles a Personal Data Assistant. As the leader of RAINBOW, you use this PDA to set up a mission. The main screen area is where you perform most actions. At the bottom of the screen are six buttons and a large indicator area with two arrows.

As you progress through the planning phase, notice the small icons along the bottom of the PDA. The first three buttons, on the left side, are options specific to each screen in the planning interface.

The last three buttons, on the right side, always remain the same. They are:



Save / Load Plan Menu



Help Menu



Selection Menu

These icons allow you to Save / Load plans, call up the Help Menu for screen specific help topics, and the Selection Menu, which allows you to move to other screens or exit to the Main Menu.

To the left of the plan map screen, you find the following yellow icons:



These allow you to change the layout of the plan map screen. With these buttons, you can move the main map blueprint, remove the map controls, and remove the information display to suit your preferences.



The green and red lights across the bottom of the screen, shown above, let you know which stage of planning you are on and how many more you need to complete. Each completed stage is represented by a green light while the uncompleted ones by a red light.



The two arrows are also an indicator as to whether you have completed everything on the current screen before advancing to the next. The back (left) arrow takes you back one screen. If you are on the Briefing screen, this will take you back to the Single Player menu. The forward (right) arrow will remain red until you have completed all the tasks on the current screen. When it turns green, you can advance to the next screen. Let's take a look at each of the different screens in the Planning Phase.

Note - There is a Help Bar located at the bottom of the PDA Screen. If you leave the arrow cursor over a button, text will appear in the Help Bar explaining that button. Also, to bring up a Help Window, press F1.

BRIEFING

*Planning Phase - Briefing Screen*

The Briefing screen is where you find out what the mission is all about as well as the objectives you must accomplish for the mission to be considered a success. Study your objectives carefully. Your entire plan must revolve around them.

The first screen that appears when beginning or resuming a campaign is the Briefing screen. Here, you receive your orders and learn what the mission is all about. The screen is split into three main sections. At the top centre of the screen are the mission objectives. To the left is the List of Advisors. Along the bottom is the text transcript for each briefing. The remainder of the screen contains photographs of the mission area to help you get acquainted with the terrain and conditions.

Objectives

Objectives are probably the most important pieces of information you can obtain from the Briefing screen. The Objectives succinctly state what you must accomplish to consider the mission a success. Often it will be to rescue all hostages or to plant bugs for surveillance. At times, there will be more than one objective. The Objectives are what you must build your plan around because they are the purpose of the mission. Click the Mission Orders button on the left for more information on the objectives for the current mission.

List of Advisors

You always have at least three advisors from which to choose along the left side of the Briefing screen. The first is Control. This brief informs you of the general situation and what you must do during the mission. In addition to the recorded audio briefing, you can read the transcript in the text box at the bottom of the page. John Clark is the next brief. Clark always offers a few suggestions for each mission. At times, other people will offer specialised information to assist you during the mission. Finally, the Mission Orders list your objectives as well as any other tasks or conditions that apply.

INTEL

*Planning Phase - Intel Screen*

Access to the Intel database is on a "need to know" basis, regardless of your level of clearance. Consequently, many subjects won't appear on the Intel screen until you have received an assignment for which knowledge of them is essential.

The Intel screen is where you can tap into background information for the operational missions. It is split into three main areas: the Categories List, the Subject List and the Text Box. This screen also includes the mission objectives and photographs of the current subject.

Category List

The information found in the Intel screen is divided into four category lists. The People category lists the various personalities you encounter during the campaign. The Organisations category covers companies, groups, etc. Finally, any information that does not fit into the other categories is available in the miscellaneous category.

Subject List

Once you select a category, a number of subjects become available in the Subject List. By clicking on a subject, the name highlights and the corresponding information appears in the text box. It is usually a good idea to read through all the latest intelligence before starting on a mission. It can offer clues on what you are up against.

When you are finished going over the intelligence information, click on the right arrow to go to the next screen. Before the next screen appears, a dialogue box will pop up and ask if you want to use the default plan for the mission. Make your selection, then the Roster screen appears.

ROSTER

*Planning Phase – Roster Screen*

The Roster screen is where you review dossiers on each RAINBOW team member and then select up to eight for the current mission. The operative list is located in the bottom left of the screen. Click on any of the names to bring up the dossier for that operative. This information appears to the right. If you like what you see and want to select this operative for the mission, click on the Add bar above the list and the operatives picture will appear in one of the eight boxes showing assigned operatives.

Each operative has strengths and weaknesses. In addition, each has a specialty. There are five different specialties in Covert Operations: Assault, Demolitions, Electronics, Recon and Sniper. The operatives are organised according to specialty on the list. Those with the Assault specialty will often form the core of your team for a mission. They are proficient in the use of firearms and trained in the general skills of hostage rescue. Demolitions specialists are best for breaching doors, using grenades and disarming or placing

bombs and explosives. Electronics specialists are great for getting through security systems or accessing computer terminals. Recon specialists excel at quietly moving around the mission area and scouting out enemy locations. Finally, snipers are good with long-range weapons.

Whenever an operative's name is highlighted, their dossier appears to the right. It contains a picture of the operative, his or her readiness, a bio, stats, personal history and medical information.

READINESS

In between the operative's picture and their national flag is the readiness indicator. For Covert Operations, There are two states of readiness for each operative, KIA or Ready.

Ready - This means the operative is capable of being used on this mission and suffers no adverse modifiers to their skills.

KIA - This means the operative was killed during a previous mission and is no longer available for the remainder of the campaign.

BIO

The bio lists the operative's name, identification number, nationality, specialty and date of birth.

STATS

Below the bio are three different files you can examine: stats, history and medical. The medical file lists the operative's personal characteristics and how long it will take to recover from wounds. History provides the background and training of the operative. Stats lists the operative's capabilities and skills in ten specific areas. Six of these are considered specialty skills and the other four are profile traits. Each of these ten areas rate on a scale of 1 to 100, with anything over 90 considered expert.

SPECIALTY SKILLS

Specialty skills reflect learned and trained abilities. They define how well the operative can use equipment. These skills affect all operatives alike, whether you or the computer is controlling them. Therefore, always choose team leaders with the skills you will need to complete the mission.

Assault - This skill determines the operative's ability to use firearms as well as the size of the targeting reticule. The higher the assault skill, the smaller the reticule and the faster he or she targets an enemy. It also effects how fast Auto Target will track to an enemy. For more information on the targeting reticule, see the "Targeting Reticule" portion in section 3-23 Action Phase of this manual. An operative uses the assault skill when firing any gun without the sniper view activated. Your team leaders

should always have a high assault skill since they are in the lead and will usually see the enemy first and have the first shot.

Demolitions - This skill determines the speed with which an operative works with demolitions. The demolitions skill affects placing breaching charges or explosives as well as when disarming a bomb. The higher the skill level, the shorter the time it takes.

You should usually assign an operative with high demolitions skill level to the team that breaches doors or handles bombs. Keep this operative either in the middle or rear of the team so the other assault operatives can offer protection. See the Team heading later in this section to determine how to place operatives within teams.

Electronics - This skill determines the speed with which an operative manipulates electronics. This includes placing bugs, picking locks, using computers or bypassing security systems. There are a few missions that require these types of actions. Always assign this task to the operative with the best electronics skill level since speed is almost always of essence. You want to provide cover for these operatives as well.

Grenades - This skill determines the accuracy of thrown weapons such as flashbangs and frag grenades. It also affects the amount of time taken to prepare a grenade prior to throwing it.

Sniper - This skill determines the accuracy of the operative while using a sniper rifle. When firing an assault rifle using the sniper view, this skill adds to the assault skill level. The higher the skill, the more quickly he can target a hostile. It represents the operatives' ability to hit targets at long range. This skill only comes into play when using the zoom feature of your weapon.

Stealth - This skill determines how much noise an operative makes while walking. While other factors also figure into the equation, the stealth skill is important. If you need an operative to be able to sneak up on the enemy, make sure they have a high stealth skill level.

PROFILE TRAITS

Profile Traits represent the character of the operative. Unlike learned skills, traits are both learned and inherent. They reflect the physical and psychological make-up of each operative.

Aggression - This trait determines the basic nature of the operative and only comes into play with computer-controlled characters that "snap" (see Self Control later in this section). The more aggressive the operative, the more likely he or she uses extreme force when under pressure, possibly hurting a hostage with stray fire. On the other hand, a passive operative may seek cover or panic.

Leadership - Leadership is the trait you look for in determining a team leader. An operative's leadership level affects the self-control level of the others in the same team - good or bad. Always put good leaders in charge of each of your teams.

Self Control - This trait determines how well an operative handles the pressure and stress of combat. The higher the level, the less likely the operative will "snap" or panic. If an operative "snaps," his or her aggression level will dictate how they react.

Stamina - Some people are tougher than others. Stamina determines how many wounds an operative can receive before becoming incapacitated. The greater the stamina level, the more damage they can take and keep going.

KIT SELECTION



Planning Phase – Kit Selection Screen

The Kit Selection screen is where you arm and equip your operatives. Always go through each operative's kit to make sure it contains the correct items for the mission.

Once you decide which operatives to use for the current mission in the Roster screen, it is time to assign them weapons and equipment. This, along with the uniform, comprises the operatives "kit." While each specialty has its own default kit, you can and should customise each operative's kit for the tasks he or she must perform during the current mission. For example, if an operative must breach a door during a mission, make sure he or she has a breaching charge or other way of accomplishing the job.

In Covert Operations, each team member has four inventory slots: primary weapons, secondary weapon and special slots one and two. The primary weapon can be a submachine gun, assault rifle, sniper rifle or a shotgun. Secondary weapons are always pistols. The two special slots can hold grenades, breaching charges, heartbeat sensors, binoculars, special kits or extra

magazines for firearms. For more information on each weapon and equipment item available, see Appendix A: Weapons and Equipment.

Assigning items to Operatives' kits

The Kit selection screen consists of a list of operatives on the left. In the middle is a picture of a uniform and the weapons and equipment slots are located on the right. To customise an operative's kit, first select the operative by clicking on his or her name to highlight it. Then click on the box of the item you wish to change. A window will appear listing all the choices to replace that item. To select the new item, click on it. To close the window and keep the new item, click on the button with the check mark. To close the window and cancel the change, click on the button with the "X". To assign the item to all operatives, click on the button with the two arrows pointing to the left.

The buttons at the bottom left of the screen provide some additional options. These buttons are:

 **Assign Kit to all** – This button allows you to assign the currently shown kit to all operatives on the team.

 **Load Kit** – To load a user kit previously saved, click the Load button to open a window. Then click one of the ten boxes to choose the desired kit.

 **Save Kit** - To save your current user kit, click the Save button in the lower left corner. A window appears with ten boxes numbered 0 to 9. Click one of these boxes to save the current user kit to that slot. This kit is then accessible during any of the other missions.

Ammunition Types

In the case of the primary and secondary weapons, you can also choose the type of ammunition. Pistols, submachine guns, assault rifles and sniper rifles can fire either Full Metal Jacket (FMJ) or Jacketed Hollow Point (JHP). FMJ is better at penetrating body armour and for use at long range. JHP is most effective at close range against targets without body armour. Shotguns have three choices: .00 Buckshot, Slugs or Rubber Batons. The SPAS 12 cannot use Slugs. Buckshot is best for targets without body armour and for breaching doors. However, it usually takes a couple of shots to neutralise terrorists. Slugs immobilise terrorist with a single shot. However, they do not have the spread of buckshot. Rubber Batons are primarily for training purposes. They are most effective when you have to capture someone or when you are concerned about possibly hitting a hostage near a terrorist. In most cases, you should stick with FMJ and Buckshot. However, change the ammo if the situation calls for it.

TEAM



Planning Phase – Team Selection Screen

The commander of each fire team should have strong leadership skills as well as good assault skills since he or she will be in the front of the team.

The Team Assignment screen is where you divide your operatives into fire teams. You can have up to four different teams and each team can contain up to four operatives from the total pool of eight. You can form two four-man teams, four- two man teams or anything in between. It is always a good idea to have at least two operatives in a team since sending a lone operative in without backup can be dangerous. If something happens to the team leader, the next operative on the team becomes the leader. Remember to take this into account when planning your teams.

NOTE - You do not have to use eight operatives.

To assign an operative to a team, first click on their name in the list on the left to highlight it. Then click on the Add button above the appropriate team window. The order of the operatives in each team window, from top to bottom, represents their position in the team. The top name is the team leader. Each subsequent operative comes next in the team formation during the Action Phase. So the last name in the team window will be the operative bringing up the rear.

If you want to change the team leader, highlight the operative's name on the list to the left, then click on the Promote button above the team window. To move operatives to a different team, highlight the operative and click Add on the team you want them to join. Once all operatives have been assigned to fire teams, it is time to go the Planning screen.

PLANNING



Planning Phase – Plan Map

The Planning screen is the heart of the Planning Phase. It is here you give orders to all of your teams and instruct them what to do during the mission.

The old adage "To fail to plan is to plan to fail" is extremely appropriate to Covert Operations. The Planning screen is where you give orders to each of your fire teams as to what they must do and how they do it during the mission. Since you can only be in control of one team at a time, you should make the entire plan as comprehensive as possible. In other words, each and every team should be able to complete their assigned tasks without being under your direct control. However, you can also make a plan as simple as you want.

The Planning screen is divided into three main areas: the Map Orders Menu, the Map, and the Map Controls. The menu on the left side of the screen is the Map Orders menu. At the top of the menu are three tabs that alter the topics of the menu display.

These topics include:

Recon – This is the first tab. Real world hostage rescue teams gather as much data as possible on the locations of terrorists and hostages within the operational area prior to any deliberate assault. They collect this information from observer posts, the placement of spike mikes, fiber optic cameras, and even by using millimetre wave radar that render exterior walls essentially invisible to the scanning source. Since RAINBOW operations focus on the assault itself, not intelligence gathering, these types of operations have been simulated for you.

Click the Recon tab to bring up the recon menu. This lists four different types of information about the map. There are four radio buttons along the lower left side. Click on one of them to select a topic. Once you choose a topic, use the arrows to scroll through the related items on the map.

Hostages - Scrolling through this topic shows you the locations of all hostages. The hostage symbol on the map is a white broken square around a coloured dot. A green dot represents a primary hostage. A blue dot represents a hostage is nearby, but not necessarily at the exact location on the map.

Terrorists - There are often many more terrorists than those shown on the map, and the given locations are approximate. Never rely solely on this information. Crosses represent terrorists. Red crosses show the exact location of terrorists.

While yellow crosses show a terrorist may be in the area, but none of these represent the exact location of all Terrorists 100% of the time.

Landmarks - Scrolling through this shows you important features on the map. The light blue rectangle on the map is the insertion zone. The white rectangles are the extraction zones. In order to complete hostage rescue missions, you must escort the hostages to the extraction zone. Landmarks also show the location of objective items such as bombs with a yellow square on the map.

Legend - This merely shows what all the symbols on the map represent such as ladders or stairways. If you are not sure what something is, go to the Legend to find out.

Roster - The Roster tab brings up a list of the currently selected fire team. It shows each of the team members as well as the weapons and equipment they are carrying. To change teams, click on the appropriately coloured triangle above the map orders menu.

Orders - When actually giving orders to your teams, you will use the Orders tab. This manual covers the orders topic a bit later.

PLOTTING MOVEMENT

To begin giving your teams orders, first select a coloured triangle in the upper left corner to choose a team. You plot movement on the map by using waypoints to create a path for the team to follow. Start by placing the first waypoint in an insertion zone with a left mouse click. Then click on the map at another point where you want the team to go. When you set the second waypoint, a line automatically connects them. For each waypoint, you can assign actions associated with that point such as changing the Rules of Engagement Mode and Speed, Go Codes or Special Actions. You can choose these from the Orders menu and will be discussed in greater detail later.

Below the map are the Map Controls. On the left side are four coloured lines with arrows. When you highlight these, the path for the corresponding coloured team is visible on the map. Clicking on these lines turns the path off. When you have several teams traversing a small area such as a hallway or corridor, it can be hard to differentiate between the paths. Therefore, turn off the paths for those teams you are not currently plotting.

To the right of these lines are the waypoint controls. The number is the designation for the current waypoint. The arrow buttons above it allow you to do the following in order: return to the first waypoint, go back one waypoint, play through the waypoints, advance one waypoint, and go to the final waypoint. The play button is a good way to review the movement for a team because it

begins with the current waypoint and advances slowly one waypoint at a time to the end. The button with the "X" deletes the currently highlighted waypoint while the button with the "XX" deletes all waypoints assigned for the team.

MAP CONTROLS

***Planning Phase – Plan Map – Map Control Panel***

The next control box allows you to move the map forward, back, left, right and rotate it clockwise or counterclockwise. You can also zoom in and out.

The next box to the right allows you to change levels. Some maps contain several stories. This control lets you examine and plot movement on all of them.

When you place a waypoint on a ladder or stairway, the map automatically changes to the next level to show the path going either up or down.

By clicking on the box on the far right, you can bring up a three dimensional view of the map. You cannot plot waypoints in this view, but it helps you translate the two-dimensional blue print maps into what the area looks like in the real world.

There are three buttons located along the bottom left of the screen. The leftmost swaps the map between the left and right sides of the screen. The middle button toggles the Map Orders menu on and off. The right button toggles the Map Controls on and off.

GO CODES

Here is an example of using Go Codes:

Go Codes are a means of controlling the timing and execution of multiple fire teams. By default, each waypoint is not assigned a Go Code. In the absence of Go Codes, a team will advance from one waypoint to the next all the way to the final one without pause. By assigning a Go Code to a waypoint, you order the team to pause there until you give it the order to continue. The four Go Codes can be assigned to the current waypoint by clicking on one of them in the Orders menu. You can choose from Alpha, Bravo, Charlie or Delta.

Think of Go Codes as stoplights. They all begin red and stop teams when they get to them. During the Action Phase, you can issue Go Codes to momentarily “turn the light green” and let the team advance towards the next waypoint. However, the issued Go Code only lets those teams currently waiting for it to advance. If another team is not yet waiting at a waypoint with the same Go Code, you must give it again when they arrive for them to continue on. This allows you to use the same Go Code more than once during a mission.

How you use Go Codes is up to you. One option is to use a different Go Code for each team. On the other hand, each Go Code could mean different things.

You give all four of your teams orders to enter a building from four different doors. Since you want all to enter at the same time, assign Go Code Alpha for each team at the waypoint next to their door. Without these, the teams would just barge in as soon as they got to their door instead of waiting for the rest. Once all teams are in position, you issue the Go Code and all teams would enter simultaneously. After going through the building and rescuing the hostages, order all teams to wait for Go Code Delta before leaving. By the time all the teams are waiting for this final Go Code, the path to the extraction zone is clear and all teams leave at the same time.

Only your imagination limits the different ways of using Go Codes. Whatever you do, try to keep it simple enough so you can remember what each code does during the mission. In complex plans, you may want to write down the Go Codes and when to issue them during the Action Phase.

RULES OF ENGAGEMENT

As mentioned earlier, you can tell your teams how to act as they advance through the waypoints. You do this from the Orders menu by changing Mode and Speed settings. The Mode instructs the team what to do and the Speed how fast to do it. There are four Modes.

Assault - This is the default mode teams use during a mission. The team will engage any terrorists they come across during their movement. They will also spread out after entering small rooms and automatically clear them if feasible.

Infiltrate - This mode orders the team to only engage terrorists in their way from one waypoint to the next. The team will use silenced weapons if available. The goal of the team in this mode is to get to the next waypoint as quickly and quietly as possible.

Recon - In this mode, teams only return fire when terrorists first engage them. As with Infiltrate, the team uses silenced weapons if available. Any computer-controlled operatives equipped with Heartbeat Sensors will bring them out and use them in this mode. Be careful not to have all the operatives in a team equipped with these sensors while in this mode or no one will have their weapons ready. Operatives in this mode will move in a crouched position.

Escort - This mode is similar to Assault except teams must be in this mode in order to get hostages to follow them. Otherwise the hostages will just stay put. The hostages will continue to follow the team as long as their mode remains Escort. Before leading hostages out to the extraction zone, be sure the path is clear of terrorists or they may shoot the hostages before you can get them to safety.

SPEED

In addition, to the four modes, you can also set the speed at which they move. Speed takes into account not only how fast the team moves, but also the amount of risk they take in regards to combat. There are three Speeds.

Blitz - Teams in this speed run between waypoints and maintain a tight formation. They will also fire much quicker than in other modes which can lead to wild shots. This mode can be dangerous to hostages or other teams in the area. Therefore be careful where you use it.

Normal - This is the default speed. Teams in this speed walk from waypoint to waypoint and maintain a more open formation. They also use a little more care when using firearms.

Cautious - Teams in this speed walk as they advance and make frequent pauses to look around and make sure everything is clear. They also maintain an open formation. Operatives pause and take careful aim before firing. While this may seem the safest speed, the pause may give terrorists the chance to fire first at either the team or the hostages.

SPECIAL ACTIONS

Depending on the location or condition of a waypoint, you can order a team to perform special actions while there. There are six main special actions listed in the bottom half of the Orders menu. These actions only become available when you can complete that action. The first three require the waypoint to be situated near a door or doorway. The next three require a Go Code assigned to the waypoint. There can also be additional special actions dependent on the mission.

Flashbang Room - This special action orders the team to toss a flashbang into a room after opening the door but before the team actually enters. You can also give this action at entranceways without doors. The flashbang does not usually cause damage to the hostages or terrorists in the room. Instead, they blind and momentarily stun or distract whoever is in the room and give your team a few crucial seconds to enter the room and take down the terrorists. Unless you need to be quiet, it is a good idea to flashbang just about every room containing a terrorist, especially those containing hostages. Whenever using flashbangs, be careful not to look at it when it detonates or your operative will be stunned. His or her vision (your view) will be impaired and your firearms accuracy will be temporarily reduced. You can only issue this command near a door or room opening.

Frag Room - This special action is similar to the above except the team throws a fragmentation grenade into the room. This can kill or wound the occupants of the room, so do not use this if a hostage is present. A frag grenade is also not a sure kill. If the terrorists in the room see the grenade, they may duck behind something for cover or even run out of the room. This also applies to flashbangs. Therefore, keep your firearms ready and still use caution while entering the room. Even if the frag grenade does not hurt the terrorists, it will often still stun them. You can only issue this command near a door or room opening.

Breach Door - This special action orders a team to place a breaching charge on a door and then detonate it to break in. If you assign a Go Code to the waypoint, the team places the breaching charge as soon as they arrive, but does not detonate it until you issue the Go Code. Breaching charges act like flashbangs, stunning those in the room. It can also kill or wound persons standing next to the door when it detonates. Therefore, if you use it to enter a room containing hostages, make sure they are not near the door. If none of the operatives are carrying a shotgun or a breaching charge, they will use alternate methods depending on your Rules of Engagement. You can only issue this command near a door or room opening.

Snipe - While this special action is generally for use by snipers, you can in fact give this order to a team without any of these specialists. Snipe can only be assigned at a waypoint with a Go Code. It basically orders the team to halt and begin sniping in a certain direction. Once you click on the Snipe button in the Orders menu, you must then right-click on a position on the map. This instructs the sniper to take aim towards that point. During this action one of the team members always defends the sniper(s).

A sniper team should usually consist of a sniper and another operative for security. However, snipers can operate individually or even in larger teams. If a team without a sniper rifle is given the Snipe action, then the operative with the highest sniper skill level will use his or her primary weapon instead.

Cover - This special action directs the team to cover a 180-degree arc. After clicking on the Cover button, right click on the map to designate the point of focus for the team. If the team consists of a single operative, he or she sweeps across the arc looking for terrorists. With more operatives, they divide the arc so each sweeps a smaller part. The team crouches while covering.

Defend - Similar to the cover special action, defend orders the team to cover all approaches to the team's location or 360 degrees. The team members crouch and try to find some type of cover for protection.

Additional Special Actions - Depending on the mission, there may be other special actions. These can include disarming a bomb or planting a bug. These become

available when the team's waypoint is adjacent to the objective such as a bomb or a phone or a computer.

When you are satisfied with your plan, be sure to save it using the Save/Load Plan button in the lower right. This allows you to come back to this plan later. If your mission fails, you probably will have to make a few minor changes to the plan. To save a plan, click on the Save/Load Plan button. Rename the file listed at the top of the window and then click on Save. To load a plan, highlight one of the plans by clicking on it in the list, then click on Load.

EXECUTE

*Planning Phase – Final Execute Screen*

The Execute Screen is a summary overview of your plan. It also allows you to select which team you command when the mission begins.

Now go to the Execute screen. It contains a brief summary of your mission plans by listing the four teams and the operatives in each. By clicking on one of the teams, you highlight the team and select it as the team you begin in control of at the start of the mission. Regardless of the team you choose here, you can always switch between teams in the mission.

When you are ready to begin the mission and go to the Action Phase, click on the right arrow at the bottom. A window pops up to verify you actually want to go to the Action Phase. Make your decision and get ready to go.

Watch mode

Covert Operations includes an option where you can observe the entire mission instead of actively taking part. This is the ultimate test of your planning abilities. To choose Watch Mode for the mission, click on the button in the lower left of the Execute screen.

ACTION PHASE

INTERFACE

*Action Phase – Interface*

Once you actually enter the mission, all action takes place on this screen.

The Action Phase is where you execute the plan created during the Planning Phase. It begins with the teams positioned at their insertion zone and ends when all the objectives have been completed, the mission is a failure or you abort the mission. This phase of Covert Operations is real-time and you issue commands using either a keyboard, keyboard and mouse, or game controller.

Unless you are playing in Watch Mode, you begin the Action Phase in control of one of the team leaders. During the mission you can jump from team to team; however, you are always in control of the team's leader.

The only way you can take control of non-team leaders is if the team leader is killed or incapacitated and they assume command of the team based on seniority.

The screen in the Action Phase Interface is divided into two parts: the Cinema Window and the Action Bar.

CINEMA WINDOW

*Action Phase – Cinema View*

This window displays the view from the perspective of the operative you currently control. To change views, select the Change Field of View key. As you shift between teams, the view changes to whatever the new operative sees. You can play Covert Operations in either first or third person view. In first person view, you are looking through the eyes of the operative. This is the default view and the one you will most often use during missions. Third person view puts you behind the operative so he or she is centred on your cinema window. This view is good for moving across difficult terrain where you need to be careful where you place your feet. It also provides a wider angle of view. The other perspective is a cinematic view only usable during replays or as an observer in Multiplayer games. This perspective makes it difficult for controlling an operative because it removes the reticule.

Targeting Reticule

In the centre of the cinema window is a small, red icon, which represents your targeting reticule. Unlike other games, the targeting reticule in Covert Operations does more than just show you where your gun is pointing. It also shows the accuracy level.

The centre of the icon represents the aiming point of your selected weapon. While this is what you use to aim your weapon by placing it over the target, it does not actually show you where the bullets will hit. As you move your operative, notice how the four little lines, called your Accuracy Indicators, move away from the centre, then back towards it. The Accuracy Indicators represent the spread area. When you fire weapons, the bullets hit somewhere within the spread area. A number of factors determine the size of the spread area. Let's take a look at them.

The operative's skill and the base accuracy of the weapon determine the fundamental size of the spread area. This is the baseline for all further modifications. The higher the operative's firearms skill level, the smaller the spread area of the reticule. The reticule cannot become smaller than the baseline size, but it can become much larger based on a number of factors. These factors can be broken down into two types: constant and pulsed.

Constant Reticule Modifiers

Constant reticule modifiers affect the base or current size of the spread area by a constant percentage as long as the state or action causing the modifier is in effect.

There are four constant modifiers.

Movement - The faster an operative moves, the larger the reticule modifier. As long as the operative moves forward in a straight line, the spread area does not grow very much. However, as soon as the operative begins to rotate or side step, the spread area increases dramatically. Once the movement stops, the spread area returns to its normal size. The higher the operative's skill level, the quicker the return to normal.

Stance Change - Changing from standing to crouching or vice versa momentarily increases the size of the spread area.

Fatigue Level - High fatigue levels globally increase the normal size of the spread area for the remainder of the mission. This also affects how quickly it returns to its normal size when the operative stops to take careful aim.

Health Level - Wounds affect the normal size of the spread area. The more wounded the operative, the larger the spread area. This effect lasts for the remainder of the mission.

Pulsed Reticule Modifier

Pulsed reticule modifiers have a one-time, pulsed effect on the current size of the spread area. Changing from standing to crouching or vice versa momentarily increases the size of the spread area. Pulsed modifiers are:

Firing - Firing a round causes the spread area to increase slightly in size. This reflects the inherent difficulty in firing multiple rounds accurately. To see this effect, fire a primary weapon on full automatic and watch as the spread area increases with each successive round fired.

Taking Hits - Being physically hit by anything, whether it be a round, shrapnel or a physical blow, momentarily increases the size of the spread area proportionally to the size of the hit. This is in addition to the modifier for wounds. Even if a round or shrapnel does not cause a wound because it is stopped by body armour, the hit modifier still applies.

Flashbangs - Observing a flashbang detonate causes a large increase in the size of the spread area. After a few seconds, it returns to normal.

ACTION BAR

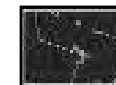


Action Phase – Action Bar

Located below the cinema window is the Action Bar. It provides all the information you need on your current operative, as well as the rest of your teams, during the mission. On the left side of the bar is a mini-map.

NOTE - The mini-map is disabled in resolutions below 640 x 400.

MAP WINDOW



Action Bar - MiniMap

You can expand the mini-map on the Action Bar to full screen.

This map view centres on the currently selected team and is similar to the map in the Planning Phase. The top of the map is the direction your operative faces. Use this map to navigate through the mission using the lines connecting the waypoints. This can save you a lot of time and keep you from getting lost in large buildings with lots of rooms. You can zoom the map in and out as well as expand it to full screen. You can also display a separate map for each team by using the four-map mode of the action bar.

One of the helpful features of the map is its ability to show the known location of people. Circles the same colour as the teams they are on represent your operatives. The small line extending from the circle shows the direction each operative is facing. Once any of your operatives detects a person, either visually or with a heartbeat sensor, the map displays that person. Hostages or unknown people appear as white circles while terrorists are magenta. Dead or incapacitated persons are represented by a darker shade of the appropriate colour.

NOTE – In elite difficulty, the mini-map displays all people, terrorists and hostages, as the same colour. For more information on the differences in difficulty settings, see page 2-9.

WEAPONS DISPLAY



Action Bar – Weapons Display

Next to the map is the weapons display. An illustration of the active firearm or equipment appears at the top. Below it is the name of the weapon and the type of ammunition it is using. On the left side of the illustration is a graphic showing the rate of fire selection for firearms. This shows how many rounds fire when the fire button is pressed. Depending on the firearm, you can select single shot, three round burst, full automatic or safety, which prevents the weapon from firing. On the bottom left of the weapons display are two number boxes. The top box lists the number of rounds remaining in the current magazine. The bottom box lists the total

amount of magazines the operative is carrying.

It is a good idea to keep your loaded magazine two-thirds full before heading into an area where you can encounter terrorists. You don't want to run out in the middle of a firefight. When you replace a partially full magazine, you do not lose it. Instead, when you run out of full magazines, you can then load the partially full magazines back into your firearm.

The four silhouettes at the bottom of the weapons display show what the operative is carrying. From left to right they represent the primary and secondary weapons and slots one and two.

ACTIVE TEAM DISPLAY



Action Bar – Active Team Display

The next window over is the active team display. This contains a large portrait of the operative you control as well as smaller portraits of the other operatives in the team. Next to the portraits are the names of each operative as well as a heartbeat enunciator. The latter shows the health of the operative.

Healthy - A green coloured slot and a functioning heartbeat indicates this status. The heartbeat changes according to the level of exertion of the operative.

Wounded - A yellow slot and a functioning heartbeat indicates this status.

Incapacitated - An orange slot and a barely functioning heartbeat indicates this status.

Dead - A red slot and a flat-lined heartbeat indicates this status.

At the bottom of the display are three boxes that list the team's current mode, speed, and whether it is on hold.

ALL TEAMS DISPLAY



Action Bar – All Teams Display

Located on the right end of the Action Bar, this display lists all of the teams in the mission. The text box lists what the team is currently doing or if they are waiting for a Go Code. To the left of the text box are little slots. Each represents one of the operatives in the team and the colour is their health using the same code listed above. Three yellow chevrons appear to the right of the team you are currently in control of.

Below the teams list are two indicators that can light up. The one with the hand icon lights up when the All Hold command is given. This orders all teams to halt what they are doing and stay put. The other one, with the targeting reticule, is the sniper control. When illuminated, all snipers are activated and will fire at any targets that come into their sights (and that they have a clear shot at). By default, this is set to off. This allows you to get all of your other teams into position before snipers start picking off terrorists.

ORDERS MODE

**Action Bar – Orders Mode**

The Orders Mode allows you to order your team to perform special actions and use the mouse to change Modes, Speed and issue Go Codes. It is a way of planning “on the fly.”

By pressing the Orders Mode key, the Action Bar changes and your control over the current operative ceases while you gain control over a cursor. From the new menus that appear, you can issue Go Codes or toggle All Hold and Sniper activation functions. You can also change the current team's Mode and Speed using the mouse rather than the keys. What really makes this nice is the ability to order special actions during the mission.

Since a mission does not always go as planned, the Orders Mode allows you give instructions to operatives who are not team leaders during the Action Phase. For example, if you come across a room you want to flashbang and you are not carrying flashbangs, just position your operative near the door and go to the Orders Mode. There, click on the Flashbang Room button and one of the operatives in your team, carrying a flashbang, will move forward and throw one in. You can also order operatives on your team to throw a frag grenade into a room or breach a door.

In addition to these actions, you can order teams to Snipe, Cover or Defend. However, unlike in the planning phase, you do not

have to give this order at a waypoint with a Go Code.

Instead, click on the appropriate selection in the Orders Mode and the team holds and begins positioning themselves for the order. They stay there until you click on the Hold order to release them. Use this when you have to take control of another team. Use the team leader to choose the direction the team faces for the Cover order. For the Snipe order, zoom the team leader's view into Sniper mode and then aim the targeting reticule at the area you want the team to snipe. The Defend order is non-directional - you do not have to choose a direction.

You can choose other special actions depending on the mission. If one of the objectives is to disarm a bomb, when the team is near a bomb, you can order a team to Disarm Bomb in the Orders Mode.

Covert Operations also has several hotkey shortcuts for orders available from the orders bar. You can find the assigned keys in the remap keys screen, in the Team Section. The available orders that use these hotkey shortcuts are:

Note: Num Lock must be on (activated) for these keys to function properly.

• Flashbang Room	NumPad 1
• Frag Room	NumPad 2
• Breach Door	NumPad 3
• Snipe	NumPad 7
• Cover	NumPad 8
• Defend	NumPad 9

These hotkeys function like giving the order from the orders bar, except you do not have to call up the orders bar. They can make a big difference in a fast paced mission.

NOTE – you can order your team to resume the original plan by tapping the global hold key twice (H by default).

CONTROL

While you must keep an eye on what the rest of your teams are doing during the mission, your main responsibility is to personally lead your team to accomplish its assigned role. In fact, if you have done a good job planning the mission, the rest of the teams should be able to accomplish their roles with very little help from you.

Fire and Movement

The success or failure of close quarter battle tactics relies on properly executed fire and movement. During the mission, each team maneuvers about on foot. The type of movement most commonly used by SWAT and HRT teams also restricts your operatives. There is no jumping or running at full speed because the main concern for operatives at all times is maintaining control over their weapon.

There are two basic stances your operatives can use: crouched or upright. In the upright stance, your operative can move faster and maneuver easier. However, he or she also presents a larger target for the enemy to detect and then fire at. In crouched stance, the operative is harder to detect or shoot at because of the lower profile. In several missions there are objects which provide cover to operatives crouched behind them. You can run in a crouched position, but you cannot fire while doing so. To run, hold down the right mouse button or other assigned key while giving movement commands.

Corners and doorways can be some of the most dangerous places during a mission. Therefore you should use caution when passing around or through them. To quickly see what is around a corner, you can peek. This limits your exposure to detection as well as enemy fire. You must still be careful when peeking. Terrorists can still see you if they are looking in that direction. When moving around a corner, face the wall and sidestep out from behind it. As soon as any terrorists come into view, you can get the first shot because you are already facing them unless, of course, they are already facing you.

Vertical Movement

Operatives can climb up and down stairs to change levels just by walking onto them. However, to climb ladders or other objects where operatives must use their hands, walk up to the object and press the “manipulate environment” or action key. To let go while climbing, press the key again. You cannot use inventory objects or manipulate other objects while in the act of climbing.

Using Weapons and Equipment

The main item you use during missions is your primary weapon. It is very simple to use. Just aim the targeting reticule at the enemy and press the fire button or key. How the reticule works was discussed earlier in this section. To change to a different inventory item, press the corresponding key. When using grenades, the longer you hold down the fire button, the farther you will throw it. Since you usually do not want to have a line of sight to a detonating grenade, flashbang or frag, throw a grenade while peeking around a corner or try to bounce the grenade off of a wall so it lands around the

corner. See Appendix A: Weapons & Equipment for more information on individual weapons and equipment used throughout the game.

Doors and Other Objects

During missions, you must go through doors and activate switches or levers. To open or operate these objects, walk up next to them and press the “manipulate environment” key or button. In the case of a locked door, your operative must first pick the lock by holding down the “manipulate environment” key, then press it again to open it. On the other hand, you can also breach the door using breaching charges or a shotgun.

In some missions, you must perform special actions such as planting surveillance equipment or explosives or disarming a bomb. While you can give special action orders to a team during the Planning Phase or with the Orders Mode, you can also perform these actions yourself. Just walk up to the objective and press the “manipulate environment” key or button.

Dynamic Team Control

During a mission, things can go wrong and your plan may fall apart. Therefore you may have to do more than just control your operative. This can involve switching between teams, giving Go Codes, changing modes, etc.

As the team leader, wherever your operative goes, the rest of the fire team follows behind. In some circumstances, you may want to leave them behind and do a quick solo recon. Press the Hold key and the rest of the team will stay where they are and assume a defensive posture. To release them from the Hold, press the key again. If they are within visual range of you, they will join up. Otherwise, you will have to move back towards them until they can see you. You can also use the Hold command to keep your team from advancing while you switch to another team.

There is a different command called All Hold. This orders all teams to hold. Use this when things start to go wrong to essentially halt the advance until you can see what action must be taken.

During the mission, you can use Go Codes to coordinate the actions of all your teams. You must initially set Go Codes during the Planning Phase. However, you issue the codes during the mission. The All Teams Display in the Action Bar lets you know if a team is waiting for a Go Code. Wait until all the teams are ready before giving the Go Code by pressing the corresponding key.

Some missions may require you to switch between teams to perform difficult or tricky actions. Or you may want to take control of another team while yours is just waiting or providing cover. Switch between teams using the Next Team and Previous Team keys. Before leaving a team, make sure they are either holding or have orders what to do while you are controlling other teams. You may find it useful to return to the Orders Mode in section five of the Action Phase Interface.

WATCH MODE

At any time, you can switch to Watch Mode by pressing the "Watch" toggle key. While in Watch Mode, you can still switch between teams and change the camera between first and third person views. However, you cannot give any commands or orders except Go Codes. This is a good way to see how effective your plan was.

ENDING THE MISSION

The Results Screen is where you can review the statistics for the mission after it comes to an end.

If you wish to abort the mission at any time, hit the ESC key. This will bring up a menu window where you can quit or perform several other actions such as go to the Main Menu or the Options Menu. The Options Menu lets you remap the keys without having to exit the Action Phase.

When you have completed all of the objectives, the mission ends as a success. The resulting screen shows statistics for the mission. If you want to go on to the next mission in the campaign, click on the right arrow at the bottom. However, if you are not satisfied because a vital operative was killed or you lost too many operatives, do not accept the mission. Instead, click on the left arrow and choose to replay it.

The mission also ends if all of your operatives are killed or it is impossible to achieve your objectives. This could be because a hostage is killed or a bomb detonated. When this happens, you must replay the mission. If you choose Retry Action, you will begin the Action Phase again. Retry Plan takes you back to the Planning Phase so you can make adjustments and modifications to your plan.

At the bottom right of the Results screen are two buttons that allow you to save the Replay or to delete it. When you choose to save, a text box will appear and request you enter a name for the Replay file. From the Main Menu, you can go to the Replay screen and view your mission at your leisure. In the real world, Hostage Rescue Teams spend a lot of time going over previous missions step by step. Since no mission is ever perfect, there is always something to learn from your mistakes. You can also find out what worked well and use it for future missions.

PLAYING COVERT OPS: MULTIPLAYER MODE





The Multiplayer Menu screen is where you get connected and begin a game.

MULTIPLAYER MENU OPTIONS

Covert Operations offers a comprehensive and challenging Multiplayer Mode where players compete against one another and/or work together. Multiplayer requires a properly configured TCP/IP connection. For help getting started, see the Read Me file and the Help file from the Autorun menu. To begin a multiplayer game, click on Multiplayer in the Main Menu. This will take you to the Multiplayer menu screen. Here you can get connected to a game or start one yourself.

Join Game - If you are connected to a Local Area Network (LAN) through a TCP/IP connection, created games on the network appear in the Servers list. Click on one of the servers, then on Join to connect to that server. Only servers on your LAN appear in this list, not those existing on the Internet.

Create Game - Click on this button to create a new game and designate your computer as a server (or Host). You are then taken to the Multiplayer Session screen to set up the new game. See section 5.2 for more information on setting up a game.

Manual Join - This method of joining a game is necessary if you wish to connect to a specific IP address on the Internet or on a LAN. This is also how you connect two or more computers over the Internet without first connecting to MSN Gaming Zone or Mplayer.

The following process is necessary to set up a game using the Manual Join feature:

The computer that serves the game, or Host, connects to a TCP/IP network, either via LAN or Internet.

The Host then follows the direction listed below to determine the Host IP number.

After receiving the Host's IP number, the client clicks on the Manual Join button.

From the Manual Join screen, the client must click inside the Host text box to enter the IP number of the Host computer.

Click inside the Port text box to enter the port number, which is 2346 by default.

Click on the Join button and the client should connect to the host. The Host screen will see the client join the game from the Server setup screen.

For steps on How to obtain Host IP number, see the Multiplayer Options heading of section 3.5. You will need to give this number to others who wish to join your Internet game. This address will usually change every time you disconnect and reconnect to your ISP.

Server Info - When you highlight a LAN server in the Server List, you can get more information about it by clicking on this button.

Mplayer - Clicking this button exits Covert Operations, brings up your default Internet Browser, and takes you to Mplayer's website. More information on MPlayer is included later in this section.

The Zone (MSN) - Clicking this button exits Covert Operations, brings up your default Internet Browser and takes you to MSN Gaming website. More information about MSN Gaming is included later in this section.

SETTING UP AND PLAYING A MULTI-PLAYER GAME



Multiplayer – Multiplayer Session Screen

The Multiplayer Session screen is where you set up a game.

Whether you create a game or join one, you go to the Multiplayer Session screen. On the left side of the screen are all of the players who have joined the game. To the right are the Player Options and Session Options menus. Below them is the Message of the Day from the server. Each player can adjust the Player Options. However only the server can change the Session Options.

Server only control buttons:

Along the bottom of the screen are five buttons that only the server can access. These are:

 **Lock Teams** - The server can lock the teams so players cannot switch back and forth. Once teams are locked, the server can select an individual, and then click on a team button, and that individual moves to the selected team.

 **Kit Restrictions** - The server can allow or disallow any particular kit item through this option. Clicking on this button opens the Kit Restrictions screen. Next to each item is a check box to turn them on or off.

 **Eject Player** - The server can eject an individual player by highlighting their name then clicking on this button.

 **Use Password** - The server can toggle on and off password protection with this button, and can change the password in the password box.

 **Lock Server** - By clicking on this button, the server can prevent anyone else from joining in the game.

 **Main Menu** - This button exits the multiplayer game and takes you back to the Main menu. It is available to all users.

PLAYER OPTIONS

Each player can access this menu. It allows them to choose a specialty for their operative and select weapons and equipment for the mission. Some items may not be available due to kit restrictions enabled by the server. In multiplayer games, you have access to some items not available in the single player missions. For more information on these items, refer to Appendix A: Weapons & Equipment.

HB (Heart Beat) Jammer - This is a handheld device that prevents other players from picking up HB sensor information in a radius from the player holding it. To activate it, make it the current item.

SA (Stand Alone) HB Jammer - This is the same as a HB Jammer, with the exception that you can place it on the ground, and you do not have to carry it or equip it. This item can be destroyed. To use this, make it the current item and then press the use item button or key to place it on the ground.

C-4 - This is a small (less than 1kg) block of C-4 plastic explosive with a radio detonator in it. You can place this anywhere on the ground, and detonate it from anywhere in a level. It functions similar to a frag grenade, but with a smaller radius. To plant the C-4, make it the current item and then press the fire button or key. You can then change to another item if you wish. To detonate the planted explosive, make the C-4 your current item again and press the use item button or key. This item can be destroyed.

SA HB Sensor - This is similar to the handheld device except it is placed at a point on the ground, and detects within a radius of itself. This item can be destroyed. To use this item, make it the current item, and then press the use item button or key to place it on the ground.

False HB Puck – You can drop this item on the ground. It produces an HB signature that mimics that of the person that dropped it. This item can be destroyed. To use this item, make it the current item, and then press the use item button or key to place it on the ground.

Smoke Grenade – Smoke grenades provide a thick billowing smoke cloud to confuse and hamper visibility. You use these much like a frag grenade or flashbang. Simply equip the smoke grenade, then hold and release the grenade to throw.

SESSION OPTIONS

This menu is where the server sets up the game. First, select a Game Type—Adversarial or Cooperative. In Adversarial, the players compete against each other. In Cooperative, you'll play together against the computer. The Game Rules dictate the objectives of the game. Each is discussed later in this section. For adversarial games, you can choose the map in which you wish to play. Each map has two options: with or without computer-controlled terrorists. The terrorists just add more danger as an additional hostile team. The next step is to choose insertion points. Game length can be set as unlimited - (—:—) or from one minute to an hour. Finally, choose the type of Uniform worn by the players.

Other options include whether players can see enemies on the map without using heartbeat sensors, auto-targeting, random maps, random teams, random insertions and use of kit restrictions. When all is ready, the server clicks on the right arrow to begin the game. This will start a countdown informing the other players to make any last minute changes if necessary. Only the server can stop the countdown. The joining players can click the Ready Button prior to the server to indicate they are ready to begin.

NOTE – The Show Enemies option does not apply for multiplayer cooperative missions.

Covert Operations adds two new server only session options are available. These are:

Reticule Knock – If the server turns this option off, the reticule swing effects of taking fire do not occur. This feature adds realism to the game by increasing the penalty of getting hit, but some users may choose to not use these effects for multiplayer.

Third Person – If the server turns this option off, players cannot use the third person view. Only the first person view is available if this option is not checked.

GAME TYPES

Adversarial Games

Adversarial games are ones in which the players attempt to complete a goal in opposition to another player or group of players. These games may be a free-for-all, or a team vs. team action. In all adversarial games, there is a default victory condition of killing everyone not on your team. Some games have alternative victory conditions as well. In games where terrorists are involved, you can win by the terrorists killing off all opposing team members. Up to 16 players can play by themselves or on 2 teams. In team play, you can identify members of your team by a swatch of the uniform pattern on the lower right hand corner of the screen. All members of your team wear uniforms of that same pattern. In adversarial play, this swatch is black by default (but can be changed), and everyone wears the same uniform.

Survival

Survival is a free-for-all game in which the objective is to be the last person left alive in a level. No one is on anyone else's team.

Team Survival

Team survival is similar to survival. Each person must select one of two teams (Blue or Gold) to join. The winning team is the last one with at least one team member left alive.

Scattered Teams

Scattered teams is team survival where the teams start out scattered all over the map instead of starting out together as a group in team bases. Bases are visible as in standard team survival. As in normal team survival, the game ends when only one team has members still active, or if both teams have no one still active.

Terrorist Hunt

Terrorist Hunt is a team survival game in which terrorists are scattered throughout the level. In addition to the Team Survival victory condition of being the last team with a member standing, your team can win if it kills more than half of the terrorists on the level (kill 16 terrorists because there are 30 on the level). The terrorists are randomly placed on the level.

Scatter Hunt

Scatter Hunt is the Terrorist Hunt game where members of a team start out scattered over the map.

Assassination

Assassination is a team survival variant where each team has a general that they must defend from the other team. In addition to winning by killing the entire other team, a team can achieve victory by killing the other team's general.

Scatter Assassination

Scatter Assassination is the Assassination game where teams are spread out over the map, and must find and then defend their general.

Save Your Base

Save Your Base is another variant on team survival. In this version, each team has a base that they start separate from. They must race to this base, and disarm the bomb that is there before the other team finds their base and disarms that bomb.

Double Bluff

Double Bluff is a team survival game with the added objective of trying to get both hostages back to your base. Each team starts in their base with a hostage. If either team kills a hostage, that team loses.

Stronghold

Stronghold is a team survival game in which the Gold Team must stop the Blue Team from entering their base. If the Blue Team gets a team member into the Gold Base for at least 3 seconds, then the Blue Team wins. If either team can successfully eliminate all the members of the other team, then they win.

Double Stronghold

Double Stronghold games are the same as Stronghold games with the exception of both sides defending their base. So, in addition to the above victory conditions, if the Blue Team can get a person into the Gold Team's base for at least 3 seconds, then they will win.

COOPERATIVE GAMES

In cooperative mode, teams of up to eight people can work together in a multiplayer game to complete each of the single player missions at varying degrees of difficulty. The server selects which mission, and what difficulty levels everyone plays. In addition, the server can choose to add AI buddies to a mission. There are two choices to doing this:

One choice is to add a partner. If this is selected, each person will receive a partner until there are either 8 team members, or each person has one AI buddy on his team. The other selection is to fill out teams. If the host selects fill out team, the game adds additional AI buddies to bring the total number of players to 8. The game spreads these buddies evenly among the players until running out. As an example, 3 people decide to play a level cooperatively. The server sets fill out teams. As a result, two people get two AI teammates, and one person only gets one.

NOTE - special restrictions placed on equipment and personnel are not operational in multiplayer cooperative levels. In addition, there is no multiplayer cooperative campaign mode, so the effects of one mission do not carry over into the other.

COMMUNICATING

During a multiplayer game, you can communicate with other players in a few different ways.

Chatting

In the game lobby, you can chat with team members by pressing RIGHT-CTRL after typing your message.

In the action phase, by pressing the Global Chat key, you open a text box at the bottom of the screen. When you press the apostrophe (') key, it sends the message to all other players. To send messages to your team only, press the Team Chat key (ENTER) to bring up the text box and then send it in the same manner. You can only communicate with other dead people after your operative dies.

Multiplayer Bound Keys

During a fast paced game, it is not always practical to take the time to type out a message. Therefore, Bound keys are available. You can customise these in the Options menu. When you send a Bound message by pressing the set keys (holding down the right alt key and pressing a number key by default) during a game, your team receives the message verbally. Within the Remap Keys section of the Options menu, you can customise 10 different messages for each bound key, you can choose a message in either a male or female voice and assign an action to it as well. When you press the alt key and the number of the corresponding bound key during a multiplayer game, the message will be

broadcast to your team and your operative will perform the chosen action to provide a visual emphasis.

PLAY AFTER DEATH

When a player in a multiplayer game dies, he can observe through the eyes of any other member of his team by using Next Team and Previous Team buttons to cycle through each of his team members. In addition, the player retains full control of his viewpoint.

MSN GAMING ZONE

Ever wish you could play Covert Operations with friends or family who live far away? Well, NOW you CAN! Grab your CD, sit yourself down in front of your computer, and flex those trigger-happy fingers on the MSN Gaming Zone!

The Zone is a FREE gaming service that allows you to play fun, exciting, challenging games on the Internet. At the Zone, you can compete against some of the world's best players or just meet new people over a casual game. The Zone is the place to go to get the latest game tips and news about Covert Operations. And after you've trounced, blasted, and zapped your way through Covert Operations wander around the many other Zone game rooms. Try out some of the free card and board favourites, such as Hearts, Spades, and Backgammon. They're easy to play and have ranking systems to chart your rise toward stardom.

To play on the Zone, you will need either Internet Explorer (version 3.02 or later) or Netscape Navigator (version 4.0 or later).

Getting a FREE Membership on the Zone

Note: If you already have a Zone Name, a password, and the Zone software installed, you can skip the following steps and go directly to the next section, "Playing Covert Operations on the Zone."

Connect to your Internet service provider, and then start either Internet Explorer or Netscape Navigator.

To go to the Zone Web site, type <http://www.zone.com/>, and then press ENTER.

At the Zone Web site, click Sign up free to play games if you do not have a Zone Name and password. Create a new Zone Name and password for yourself and click Continue. Enter your e-mail address if you are 18 or older and click Continue.

In the "Download Core Zone Files" window, click Start Download to install the software on your computer.

When installation is complete and you have signed in, you will see a Spade symbol in the box to the right. Clicking "I see the Spade" will take you to a Congratulations page with links to the New User Tutorial and the games list.

Playing Covert Operations on the Zone

Make sure both the Covert Operations and Zone software are installed on your computer.

Place your Covert Operations disc in the CD-ROM drive. If Autoplay begins, click <Exit>.

Connect to your Internet service provider, and then start either Internet Explorer or Netscape Navigator.

To go to the Zone Web site, type <http://www.zone.com/>, and then press ENTER.

In the navigation bar, click Home and select Game Index, from the table of contents located on the left side of the page. A Game Index page will appear, showing you all the games you can play on the Zone, sorted alphabetically.

Find Covert Operations in the Games Index and click it.

In the Sign In window, type your Zone Name and password, and then click OK. The Zone Covert Operations page will appear.

To begin playing, click one of the Covert Operations rooms listed on the game room page.

To host a game, click the Host button, and then wait for other players to join. (You can also click Quick Host on the game room toolbar, and the Zone will find the first free table and make you the host of a new

game.) Use the chat feature to recruit other players. When all players are logged on and ready to go, click Launch to begin.

-or-To join a game hosted by another player, click the Join button. (You can also click Quick Join on the game room toolbar, and the Zone will find the first free table and enter you as a player). Next to each player's name is a latency indicator, which shows how fast your current connection is to that player. If you are joining a game, it is recommended that you connect to a host with a green latency indicator.

If you have any problems, see the Zone Help page at <http://www.zone.com> for more details.

MPLAYER

What Is Mplayer.com?

Mplayer.com is the #1 multiplayer game service on the Internet. Playing Covert Operations on Mplayer.com means that a player in a remote location can challenge other players in remote locations, and they'll play in real time—like they're all sitting in the same room. Mplayer.com offers hundreds of innovative features, including real-time voice chat that lets you verbally taunt your opponents and praise your teammates. When you sign up for Mplayer.com you're joining a friendly online community where you can participate in regular tournaments, contests, and special events.

PRICING

Mplayer.com is FREE —there are no charges or monthly fees to play Covert Operations on Mplayer.com.

SO HOW DO I GET STARTED?

Installing Mplayer.com is simple. Just follow these easy steps and you're on your way to the excitement of online multiplayer gaming!

There are several ways to install Mplayer.com from Covert Operations:

From the game CD-ROM Autorun Menu:

- select the option: Free Internet Play on Mplayer.com

From the Windows 98 Start Menu

- select this game and the option: Free Internet Play on Mplayer.com

From Inside the Game

from the multiplayer menu

- select the option: Free Internet Play on Mplayer.com

This will start the Mplayer.com installer which will:

Check for Mplayer.com — if you don't have it, we'll install everything you need! Just follow the easy install instructions at the prompts. During the process, you'll set up your FREE Mplayer.com account and select your Mplayer.com member name and password.

After installing Mplayer.com, your Web browser will launch and connect you to the Mplayer.com game page:

Make sure your game CD-ROM is in the disk drive.

Click on "Play Now" to log onto Mplayer.com and head to the Lobby of your game.

Before entering the game's Lobby, we'll automatically download any additional files you might need to make the game playable on Mplayer.com.

Now you are in your game's Lobby on Mplayer.com.

Chat with other players by typing your message and pressing Enter.

To enter a Game Room, double-click on the Room icon.

If you want to create a new Game Room, click on the Create Room button.

Almost there!

If you enter an existing Game Room, Click on the "Ready to Play?" button, or, If you create a Room, wait for players, then click on the "Launch Game" button.

Have fun playing on Mplayer.com!

MPLAYER.COM
TECHNICAL SUPPORT

Mplayer.com has a staff of highly trained Technical Support representatives waiting to answer your questions about the Mplayer.com Service or solve any related Service problems. If you're having trouble installing Mplayer.com, contact a Technical Support representative by emailing support@Mplayer.com. For more information about Mplayer.com visit our Web site at www.Mplayer.com.

TECHNICAL INFO

You need the following PC configuration to install our software and play games on Mplayer.com:

System Requirements:

Windows 95

Pentium processor

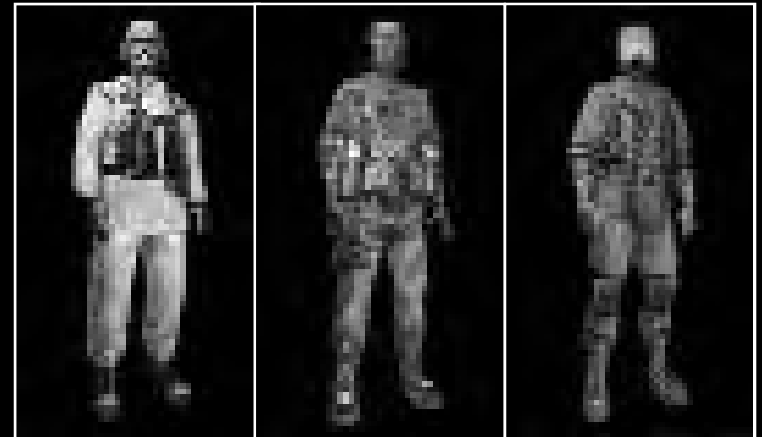
16 MB RAM

28.8 KBPS or faster modem

Internet access*

IE 3.02

*AOL, CompuServe, and Prodigy do not yet support adequate TCP/IP connections for FAST gameplay. Low latency games, including turn-based or role playing games, however, can be played.



RAINBOW has a broad assortment of weapons and equipment for use during missions. It is important to choose the right selections for each operative's kit so they have the right tools to complete their assigned tasks during the mission.

PRIMARY WEAPONS



HK MP5A4

The preferred submachine gun of counter-terrorist operatives around the world, Heckler & Koch's MP5 is known for its reliability and accuracy, even when firing on full automatic. RAINBOW uses the 9mm MP5A4 fitted with single, triple, and full-auto trigger group.



HK MP5SD5

Terrorists throughout the world fear Heckler & Koch's MP5SD. Its integral silencer is so effective that the report of the bullet is miniscule compared to the click of the bolt operating. RAINBOW uses the 9mm MP5SD5 whenever both accuracy and stealth are essential.



HK MP5K-PDW

Heckler & Koch's 9mm MP5K-PDW is a compact version of the classic MP5. Its folding stock and light weight make it an ideal choice when a full rifle or submachine gun is unmanageable and a handgun is a poor compromise. It is equipped with the single and full auto trigger group.



HK MP5/10A2

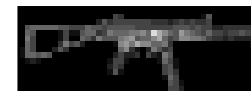
The HK MP5/10A2 is a product-improved variant of the venerable HK MP5 chambered for a 10mm round. The increased stopping power of the heavier round is offset by increased recoil. It is equipped with a single and full auto trigger group.

PRIMARY WEAPONS



HK MP5/10SD

An HK MP5/10A2 equipped with a sound suppressor gives a nice mix between power and silence. Because the suppression is not integral (like the MP5SD), the suppression is not quite as complete.



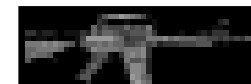
HK UMP45SD

An HK UMP45 equipped with a sound suppressor. Of course, the suppression is not as complete as the integral suppressor of the MP5SD. A good choice when a balance between power and silence is required.



HK UMP45

The HK UMP45 is the newest submachine gun from veteran gun manufacturer HK. The stopping power of its .45 caliber round comes at the price of an increased recoil and lower rate of fire.



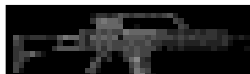
M4 Carbine

A compact version of the M-16, the M4 Carbine is commonly used when the firepower of an assault rifle is needed, but the weight and size is not. It is commonly used by US and Israeli special forces. It comes standard with a single and full auto trigger group.

PRIMARY WEAPONS

**HK G3A3**

The G3A3 is Heckler & Koch's standard assault rifle. It fires the powerful 7.62mm NATO round. This is the most accurate assault rifle in RAINBOW's arsenal.

**G36K**

The Heckler & Koch G36K is their latest assault rifle entry. Its compact design makes it useful in close quarters, while its 5.56mm round will penetrate most body armour.

**Enfield L85A1**

The Enfield L85A1 (also known as the Enfield Individual Weapon or SA80) is the standard infantry weapon of the British Army. Its bullpup design trades accuracy for maneuverability.

**Steyr Aug**

The standard weapon of the Austrian Army, the Steyr AUG is a futuristic looking assault rifle with a compact bullpup design. It is well suited for missions requiring the maneuverability of a submachine gun combined with the punch of an assault rifle.

PRIMARY WEAPONS

**M16-A2**

When extra range or firepower is needed, RAINBOW turns to Colt's M16A2. Tried and true, it's 5.56 caliber easily pierces Level II body armour and has the longest range of any of RAINBOW's standard weapons. It comes standard with a single and three round trigger group.

**M-14**

The direct descendant of the classic M1 Garand, the M14 fires a 7.62 round with extreme accuracy. It has been in use by the US Army since 1957.

**Barrett Model 82A1**

The Barrett 'Light Fifty' M82A1 was the first .50 caliber sniper rifle to achieve widespread use. Its massive length (1.55m) and weight (13.4 kg) make it the most accurate sniper rifle in RAINBOW's arsenal. Extreme care should be used in employing this weapon, as its high powered .50 Browning round can tear through multiple targets just as easily as it can through an engine block.

**PSG-1**

Arguably the most accurate off-the-shelf sniper rifle available. A favorite of police forces around the world, the PSG-1 comes standard with a 6x sight and fires the NATO 7.62 round.

PRIMARY WEAPONS

**Walther WA2000**

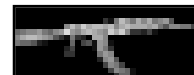
The shortest sniper rifle used by the RAINBOW team, the Walther WA2000's bullpup design and light weight make it a favorite of snipers with needing to move stealthily into difficult positions. Its powerful .300 Winchester round has more punch than the more common 7.62 NATO round.

**Benelli M1**

Whether used for door breaching or highly lethal close quarters combat, a good tactical shotgun is an essential part of all anti-terrorist 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 less than one second. This is the only shotgun that can utilise slugs.

**SPAS-12**

The SPAS-12 is a fully automatic combat shotgun capable of emptying its clip in 2.25s. This makes it ideal for quickly clearing a room of all hostiles.

MULTIPLAYER ONLY
PRIMARY WEAPONS:**AK-47**

This 7.62 assault rifle was first used by the Soviet military in 1949. Since then, it's popularity has grown worldwide, mainly due to its ease of use and sturdy feel.

**AK-74**

The AK-74 is a newer version of the AK-47, with the main difference being the caliber change from 7.62 to 5.45. The folding stock makes this rifle a little less stable than its older cousin the AK-47, but makes up for this weakness in its mobility and lighter weight.

**Dragunov**

Another rifle of Soviet descent, this 7.62 sniper rifle was designed to maintain accuracy, even in heavy combat. Thanks to a uniquely designed gas piston system, this rifle can fire, then regain a target and fire again slightly faster than other sniper rifles.

**Uzi**

Famous for its small size and high rate of fire, the UZI is a popular weapon among terrorist groups worldwide. With its relatively large ammo capacity and high rate of fire, this is a better weapon for laying cover fire than inflicting serious damage.

MULTIPLAYER ONLY PRIMARY WEAPONS:



Skorpion

This submachine gun is capable of an extremely high rate of fire. Much like the UZI, this weapon is better suited for cover fire at short range than providing lethal shots.

SECONDARY WEAPONS



Beretta 92FS 9mm

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.



Beretta 92FS 9mm-SD

The specially designed sound and flash suppressor on this Beretta Model 92FS minimises weight and length to maintain accuracy while boasting an impressive 32dB of sound reduction. It is the favorite pistol of for RAINBOW's recon specialists.



HK .40 USP

Heckler & Koch's .40 caliber USP is a favorite among those desiring a balance between size and firepower.



HK .40 USP-SD

This Knight Armament Corp. silencer provides excellent sound suppression to the HK .40 USP.

SECONDARY WEAPONS

**HK .45 Mark 23**

The extreme ruggedness, reliability, and match-grade accuracy of Heckler & Koch's .45 Caliber Mark23 ACP has made it the handgun of choice for all U.S. Special Forces.

**HK .45 Mark 23-SD**

The specially designed sound and flash suppressor on this HK MK23 virtually eliminates muzzle flash and provides more than 35dB of sound reduction. An essential part of any RAINBOW mission requiring both firepower and discretion.

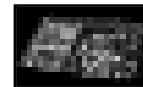
**.50 Desert Eagle**

The IMI .50 Desert Eagle is a very powerful handgun. It is capable of punching through body armour, but has a limited seven round magazine.

**.357 Desert Eagle**

The smaller cousin of the Desert Eagle .50, this the IMI Desert Eagle's .357 Magnum round packs a punch capable of punching through body armour at close range. It carries a limited eight-round magazine.

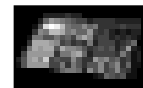
EQUIPMENT

**Demolitions Kit**

This kit speeds both the placing and disarming of explosives. It contains basic electrical diagnostic equipment along with the essential mechanical tools needed to perform the job. Extra primer, detcord, and a variety of adhesives complete the kit.

To use the Demolitions Kit:

Press the manipulate environment key or button while next to and facing the object you wish to disable or attach an explosive to. You do not have to equip this item to use it. Simply having it in one of your secondary slots allows you to benefit from the kit.

**Electronics Kit**

This kit speeds up placing bugs, rewiring security cameras, and related electrical tasks. It contains a high precision multimeter, miniature power supplies, a breadboard, and digital analyser. A full complement of jumpers, clips, and miscellaneous electrical parts rounds out the kit.

To use the Electronics Kit:

Press the manipulate environment key or button while next to and facing the object you wish to deactivate, plant, etc. You do not have to equip this item to use it. Simply having it in one of your secondary slots allows you to benefit from the kit.

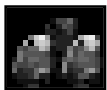
**Lockpick Kit**

This kit speeds the picking of locks. Its primary component is a highly sophisticated auto-pick capable of opening most mechanical locks in a few seconds. Electrical keycard or swipe locks are handled using a classified system containing presets for all major keycard variations.

To use the Lockpick Kit:

Press the manipulate environment key or button while next to and facing the door. You do not have to equip this item to use it. Simply having it in one of your secondary slots allows you to benefit from the kit.

EQUIPMENT

**Frag Grenade**

The M61 fragmentation grenade is the standard issue offensive grenade used by infantry throughout the world. While its blast radius is small, an overhand throw is still necessary to safely clear the blast radius in the open.

To use the Frag Grenade:

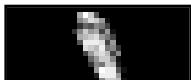
Equip the grenade as you would any other weapon. To throw, aim the reticle in the direction of your target. Press and hold the fire key to initiate the throw. Release the key to release the throw. Holding the key longer results in a farther throw.

**Flashbang**

Capable of stunning observers with a combination bright flash and loud report, flashbangs are commonly tossed into rooms to 'prepare' rooms prior to entry. The valuable seconds gained while potential hostiles recover from the stun effects can mean the difference between life and death to a tactical team. Also known as distraction devices or stun grenades.

To use Flashbangs:

Equip the grenade as you would any other weapon. To throw, aim the reticle in the direction of your target. Press and hold the fire key to initiate the throw. Release the key to release the throw. Holding the key longer results in a farther throw.

**Smoke Grenade (Multiplayer only)**

Smoke grenades provide a thick billowing smoke cloud to confuse and hamper visibility. You use these much like a frag grenade or flashbang. Simply equip the smoke grenade, then hold and release the grenade to throw.

To use the Smoke Grenade:

Equip the grenade as you would any other weapon. To throw, aim the reticle in the direction of your target. Press and hold the fire key to initiate the throw. Release the key to release the throw. Holding the key longer results in a farther throw.

EQUIPMENT

**Breaching Charge**

Breaching charges are used to explosively remove doors for rapid entry. Flashbangs do not need to be used in conjunction with a breaching charge as they stun, wound, or even kill anyone nearby.

To use the Breaching Charge:

Approach a closed door. Equip the breaching charge, then press and hold the fire key to place the charge. Once the charge is set, back up and press the fire button again to detonate the charge.

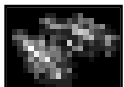
**Heartbeat Sensor**

The heartbeat sensor is a great device for detecting terrorists and hostages without having to put your operatives into danger. In some missions (usually when terrorists are barricaded somewhere holding hostages), heartbeat sensors will have been placed around the building to provide you with this information automatically. However, in the rest, you must carry the heartbeat sensors in yourself. It is often a good idea to have one operative in each team carry a sensor unless they will not need it such as sniper teams. Teams in recon mode will use the heartbeat sensors as they advance from waypoint to waypoint.

To use the Heartbeat Sensor:

If your operative is carrying one, you must select it as the current item in order to use it. The sensor detects persons in all directions for a short distance. However, its range is increased along a cone in the direction you are facing. To get the most out of the sensor, enlarge the Mini-Map to full screen and rotate your operative in place to scan at long range in all directions. If you can locate a terrorist first, you can get the drop on him and hit him before he knows you are even around.

EQUIPMENT

**Binoculars**

These compact, lightweight binoculars are specially constructed to withstand the rigors of CT operations. A built in range finder and choice of 4x and 8x zoom factors make these the item of choice for RAINBOW recon missions.

To use the Binoculars:

Make the binoculars your current item. The “sniper view” key or button toggles the view in to 4x and 8x. In addition, the binoculars contain a built-in range finder that gives you the distance to the object centred in the view. These are good to assign to team leaders for scouting out areas before heading in to assault.

**Primary Mags**

Extra magazines for your primary weapon. Simply having it in one of your secondary slots allows you to benefit from the extra ammo.

**Secondary Mags**

Extra magazines for your secondary weapon. Simply having it in one of your secondary slots allows you to benefit from the extra ammo.

MULTIPLAYER ONLY

**HB (Heart Beat) Jammer**

This is a handheld device that prevents other players from picking up HB sensor information in a radius from the player holding it.

To use the HB Jammer:

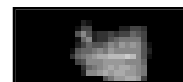
Equip this item as you would any weapon, then press and hold the fire key to enable the Jammer. As long as you hold the fire key, the jammer stops others from detecting you via HBS.

**SA (Stand Alone) HB Jammer**

This is the same as a HB Jammer, with the exception that you can place it on the ground, and you do not have to carry it or equip it. This item can be destroyed.

To use the SA HB Jammer:

Equip this item as you would any weapon, then press and hold the fire key to place the Jammer on the ground.

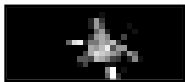
**C-4**

This is a small (less than 1kg) block of C-4 plastic explosive with a radio detonator in it. You can place this anywhere on the ground, and detonate it from anywhere in a level. It functions similar to a frag grenade, but with a smaller radius. This item can be destroyed.

To use C-4:

Make C-4 the current item and then press the fire button or key. You can then change to another item if you wish. To detonate the planted explosive, make the C-4 your current item again and press the use item button or key.

MULTIPLAYER ONLY

**SA HB Sensor**

This is similar to the handheld device except it is placed at a point on the ground, and detects within a radius of itself. This item can be destroyed.

To use the SA HB Sensor:

Equip this item as you would any weapon, then press and hold the fire key to place the sensor on the ground.

**False HB Puck**

You can drop this item on the ground. It produces an HB signature that mimics that of the person that dropped it. This item can be destroyed.

To use the False HB Puck:

Equip this item as you would any weapon, then press and hold the fire key to place the false HB puck on the ground.

UNIFORMS

Choosing the correct uniform is just as important as choosing your weapons. Each mission takes place in different terrain and lighting conditions. In addition, some operative will need more protection than others. For example, recon operatives will favour a light uniform while those breaching will need a heavy uniform. There are several uniforms from which to choose in Rainbow Six. They come in several different styles and each style is available in three classes.

LIGHT

This class is perfect for nighttime missions and recon specialists. It consists of a lightweight Level IIa tactical vest capable of stopping low-powered pistol rounds and is rounded out with the standard soft-soled rubber boots, Nomex balaclava, and Nomex/Kevlar gloves.

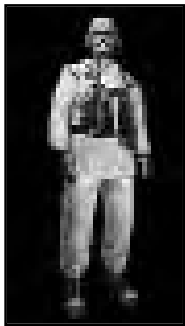
MEDIUM

This class consists of a Level II waist-length tactical vest and a Kevlar Helmet, soft-soled rubber boots, Nomex balaclava, and Nomex/Kevlar gloves. The vest is capable of stopping most pistol fire, and some submachine gun fire as well.

HEAVY

This class consists of Level III body armour extending to the groin and is capable of stopping all but the most high-powered of rifle rounds. This is the preferred uniform of demolitions experts, as the faceplate on the Kevlar helmet offers excellent protection from flying debris. The Desert, Camo and Woods heavy uniforms do not include the helmet with faceplate and the body armour extends only to the waist since these uniforms are mainly used on outdoor missions.

RAINBOW uses several different uniform patterns. Each is specially designed for a specific environment or lighting condition.

**Arctic 1**

This all-white uniform is great for missions in the snow.

**Arctic 2**

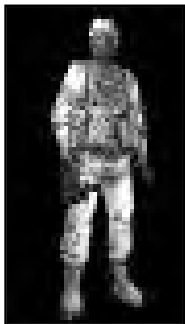
An alternative arctic uniform, this one has dark splatches on white and is best used when operating in snow and brush where an all-white uniform would stand out.

**Black**

This black uniform is perfect for nighttime missions.

**Blue**

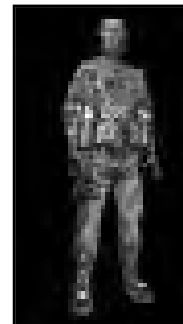
This blue uniform is good for nighttime missions as an option to black.

**Desert 1**

This desert camo uniform is used for desert operations and is issued to RAINBOW operatives for desert type operations.

**Desert 2**

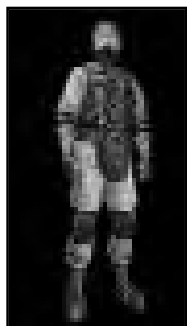
This desert camo uniform has a different camo pattern and colour than Desert 1. It is used for desert operations and is issued to RAINBOW operatives for desert type operations.

**Euro**

An excellent uniform choice for those operating in mixed forest environments, it uses a European woods camouflage pattern.

**Green**

This uniform provides a good blend of protection and ease of movement. It is used primarily in general outdoor environments.



Grey

This grey uniform is the standard used for urban operations.



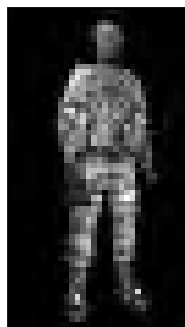
Street

This street camo uniform is RAINBOW's alternative choice for urban assault operations.



Street 2

This uniform exhibits a slightly different camo pattern than the Street uniform. Just as effective in urban settings such as alleys and junkyards.



Wood

This uniform is used for operations in forests and rural areas. Usually used in European and North American operations.

DEFAULT LAYOUT FOR KEYBOARD COMMANDS IN THE GAME:

ACTIONS

Left Mouse	Fire (Use Item)
1	Switch to Primary Weapon
2	Switch to Secondary Weapon
3	Switch to Kit Slot 1
4	Switch to Kit Slot 2
N	Select Next Weapon
Z	Change Magazine
B	Change Rate of Fire
Space	Manipulate Environment

MOVEMENT

W	Move Forward
S	Move Backward
A	Sidestep Left
D	Sidestep Right
Q	Peek Left
E	Peek Right
C	Crouch
Right Mouse	Run

TEAM/AI

PgUp	Change to Previous Team
PgDn	Change to Next team
7	Status Report
R	Toggle Team Hold in Place
H	Toggle All Teams Hold
Y	Toggle Sniper Control
J	Go-Code Alpha
K	Go-Code Bravo
L	Go-Code Charlie
M	Go-Code Delta
U	Toggle Orders Mode

APPENDIX B: KEYBOARD COMMANDS

TEAM/AI - CONTINUED

G	Toggle Map Mode
F	Change ROE Mode
V	Change ROE Speed
/	Toggle Watch Mode

COMMUNICATION

`	Global Chat
Enter	Team Chat
Right-Alt	Send Bound Message

VIEW

Left Shift	Toggle Sniper Mode
5	Toggle Night Vision
T	Toggle Full-Screen Map Mode
F1	Toggle Camera View
=	Increase Cinema Size
-	Decrease Cinema Size
[	Zoom Map Out
]	Zoom Map in
\	Watch Next Team Member in Action Phase Map
Keypad 5	Centre View

OPTIONS

F4	Toggle Auto-Aim
F3	Toggle Reticule
6	Show Status Display
Print Screen	Grab Screen Shot
F12	Activate Server Control

CREDITS



RED STORM ENTERTAINMENT CREDITS:

Tom Clancy: Chairman
Doug Littlejohns: CEO and President
Mike Oliver: CFO
Richard Wnuk: EVP, Sales and Marketing
Mike Lomas: VP, Product Development
Robert Houston: VP, Operations

Steve Reid: Director of Creative Design
Jason Snyder: Director of Engineering
Brian Upton: Director of Game Design
Carson Brice: Director of Marketing
Brad Smith: Director of Sales
Rob Gross: Director of European Sales

Mike Eglington: European Marketing Manager
Chris Legrand: European Marketing Assistant
Elizabeth Loverso: External Development Manager
Wendy Beasley: Senior Marketing Manager
Marcus Beer: Product Manager
Charles Holtzclaw: Product Manager
Cassie Vogel: PR Manager
April Jones: PR Coordinator
Mur Lafferty: Internet Manager
Adrian Curry: Fat Bloke
Michelle Benson: Human Resource Generalist
Stuart White: Quality Control Manager
Deke Waters: Technical Support Manager
Franklin Crawford, IV, Trent Giardino: Technical Support Representatives
Scott Reid: Lab Coordinator
Lance Woodward: Lead Tester

MANUAL CREDITS:

Deke Waters: Manual Text
Poe, Nevermore Studios: Manual Design

RED STORM TEAM CREDITS:

TEAM ATHENA

John Farnsworth: Producer
Steve Cotton: Lead Artist
Greg Stelmack: Engineer

Artists: John Michel, John Sonedecker, Eric Terry

Level Scripters: Steve Cotton, Jeff Friedlander, John Michel, Gary Stelmack,
& Eric Terry

Gary Stelmack: Quality Assurance Analyst and Level Scripter
Lance Woodward: Lead Tester

Kevin Perry: Writer

Additional Artwork: Mike Cosner, Chris Kemple, Steve Reid

ZOMBIE STUDIO CREDITS:

Zombie Studios
www.zombie.com

Mark Long: Executive Producer
John E. Williamson: Producer/Designer
Richard Starr: Art Director/Level Design
Shawn Mulanix: Senior 3D Artist
Jamie Burton: Texture Artist

MAGIC LANTERN PLAYWARE

Joe Barnes: video design, editing and post-production
 John Fowler: business and development
 Chris Listello: acquisitions, permissions and node wiring
 Scott McCabe: code design, core ShowTech coding, script system
 Duncan McPherson: sfx, composition and music, writing, tests, IBQ layout
 Kevin Perry: external production (RSE)
 Robert Reed: art and art design
 Peter Riis: writing, research, tests, technical articles
 Mark Sachs: 3D coding, ShowTech coding, 3D interface design
 Paul Schuytema: design, videography, production, scripting and assembly
 Gary Stelmack: quality assurance (RSE)

IMAGE SOURCES:

Air Force Link (www.af.mil/photos/)
 American Forces Information Service (www.defenselink.mil/afis/)
 Ammo & Cammo, Inc. (AGEGASH@aol.com)
 Anthrax Vaccine Immunization Program (www.anthrax.osd.mil/)
 AP World Wide Photos (www.apwideworld.com/)
 Chenoweth (www.chenoweth.com)
 Combat Military Optics (www.cmoscopes.com)
 CORBIS Images (www.corbisimages.com)
 Defense Visual Information Centre (www.dodmedia.osd.mil/dvic/index.htm)
 FEMA Reference Library Fact Sheet (www.fema.gov/old97/terrorf.html)
 Flags of All Countries (www.theodora.com/flags.html)
 Ghillie Suits (www.ghilliesuits.com)
 Marine LINK Image Library (www.usmc.mil/images.nsf)
 MFI (www.mfiap.com)
 National Archives and Records Administration (www.nara.gov)
 Precision Arms (www.sniperstore.com)
 The Stock Market Photos (www.stockmarketphoto.com)
 United States Navy Image Archives
 (www.chinfo.navy.mil/navpalib/ www.digital.html)
 Toby Albrecht

SPECIAL THANKS TO:

Tony Levintino of Centurion International (www.centurion-intl.com)
 Jeff Miller and Jane Reifert of Incredible Adventures and Covert Ops
 (www.covertops.com)
 Jay Christy, Mike Markovcy and all the folks at the Springfield Armory
 (www.springfield-armory.com)
 Woody Johnson, Di Rosario and David Maples of IGI, Inc.
 Dr. Cynthia Combs of the University of North Carolina at Charlotte
 Tony Michael of Blackhawk Industries (www.blackhawkindustries.com)
 The Blackwater Training Centre (www.blackwaterlodge.com)
 Progressive Technologies (www.progressivetech.com)
 Alan Brosnan of T.E.E.S. (www.tees-training.com)
 James Wright
 Dr. Michael Aquino
 Peter Baxter of Jane's Information Group
 Tom Clancy
 Dennis Hebler
 Nick Brokhausen
 Buck Revell
 Lt. Col. William Wheelahan of the US Army
 The Santa Ana Police Department
 Beretta USA (www.berettausa.com)
 Accuracy International (makers of the AW Covert)
 Kama Entertainment
 Zombie
 Video Atlantic Productions
 Matt Comeaux
 Craig Stewart
 All of our spouses and significant others (in ways we simply cannot express—
 we couldn't have done it without you!)

TECHNICAL SUPPORT



TECHNICAL SUPPORT

UBI SOFT UK TECHNICAL SUPPORT

ON-LINE SUPPORT OPTIONS

Ubi Soft offers several on-line support options for their software products. One of these is our website at: <http://www.ubisoft.co.uk/support/>

If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at: techsupport@ubisoft.co.uk

Please be as specific as you can be about the problem you are experiencing. Also include in the body of your e-mail: the name of the manufacturer of your computer system; the brand and speed of the processor; how much RAM you have, the version number of Windows you are using (if you aren't sure, right-click on the My Computer icon on your desktop and select 'Properties'), and the manufacturer name and model number of your video card, modem, and sound card.

OTHER SUPPORT OPTIONS

You can also contact Ubi Soft Customer Support by phone and fax. When you call, please have all of the above mentioned information ready.

Phone: 020 – 8944 9000

Fax: 020 – 8944 9300

Hours: Monday through Friday
9.30am – 5.30pm GMT

Mailing Address:

Ubi Soft Entertainment Ltd.
Vantage House,
1 Weir Road,
Wimbledon,
London SW19 8UX,
UK

