

The cover art features a large, detailed image of an assault rifle on the left side, pointing upwards. The background is a vibrant red with horizontal white streaks, creating a sense of motion and intensity. In the center, the title 'RAINBOW SIX' is written in large, bold, white letters with a red outline, and 'LOCKDOWN' is written below it in a similar style but with a black outline. In the lower right, there are several characters wearing black balaclavas and tactical gear, looking towards the viewer. One character in the foreground is wearing goggles. The overall aesthetic is gritty and action-oriented.

RAINBOW SIX LOCKDOWN™

MATURE 17+

M

CONTENT RATED BY
ESRB



UBISOFT®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

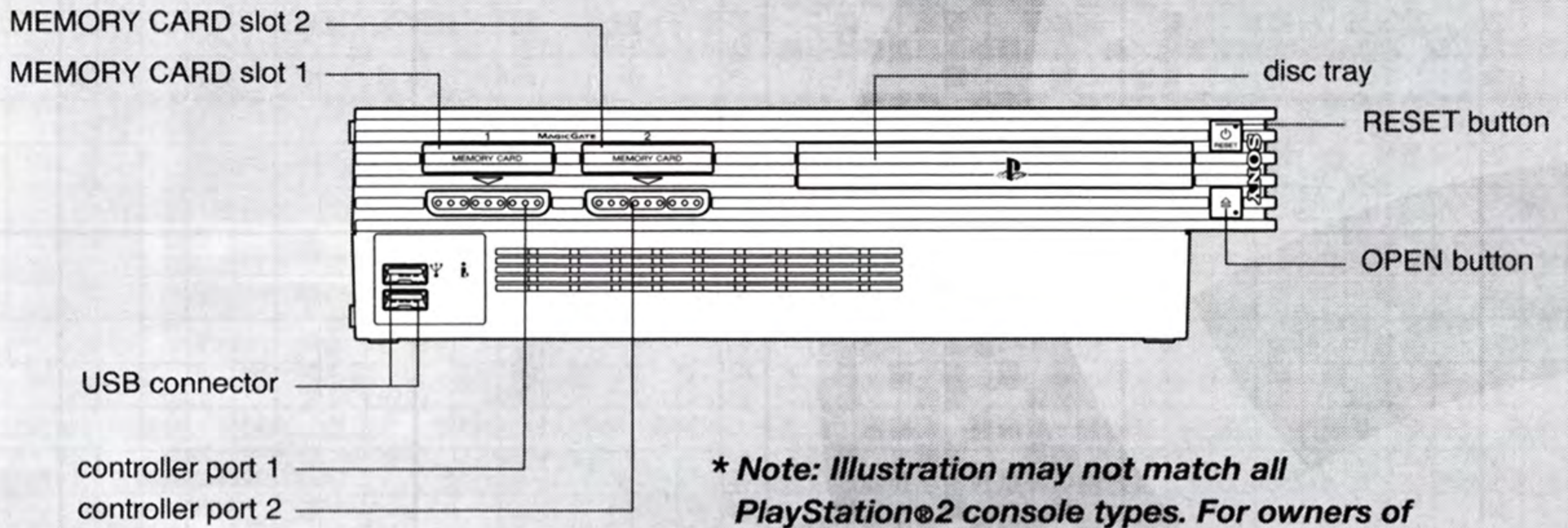
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Getting Started



*** Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.**

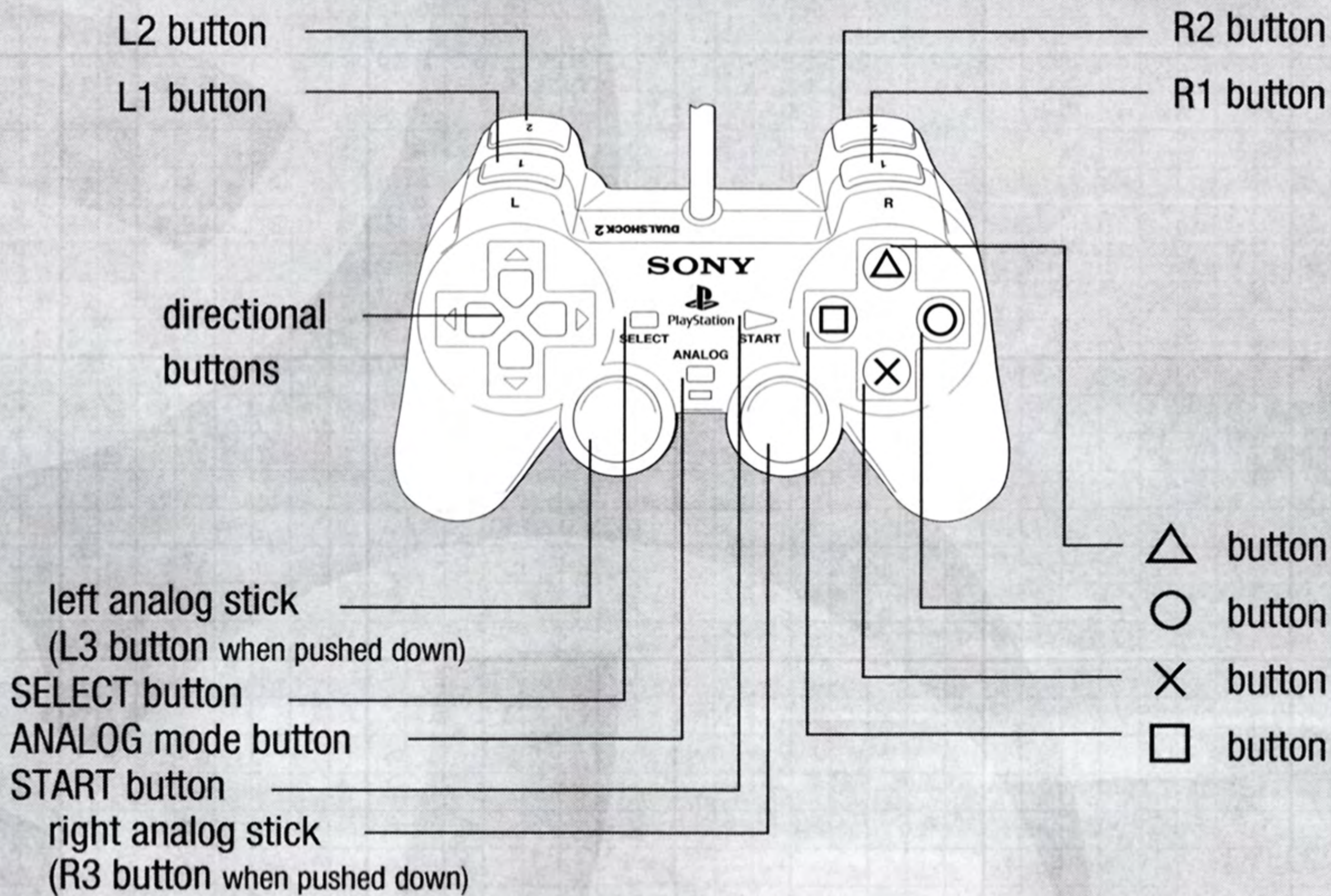
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the tray will open. Place the Rainbow Six Lockdown™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



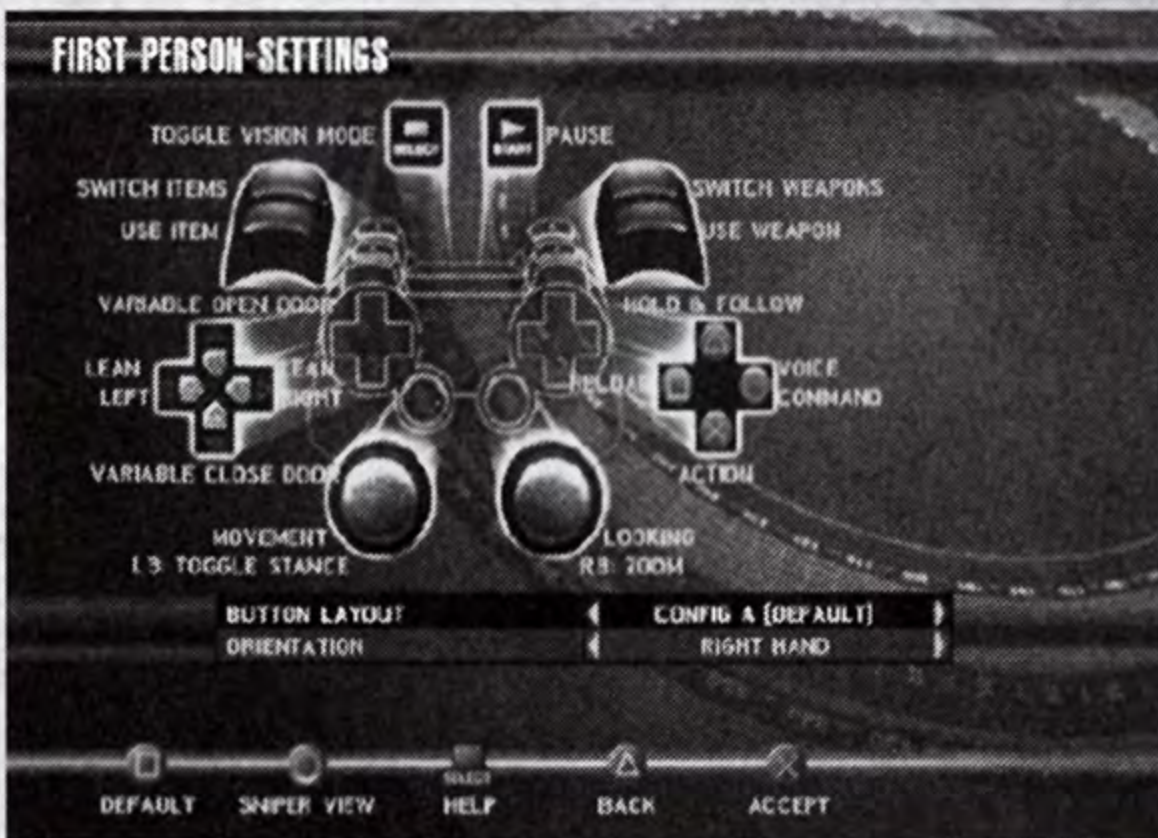
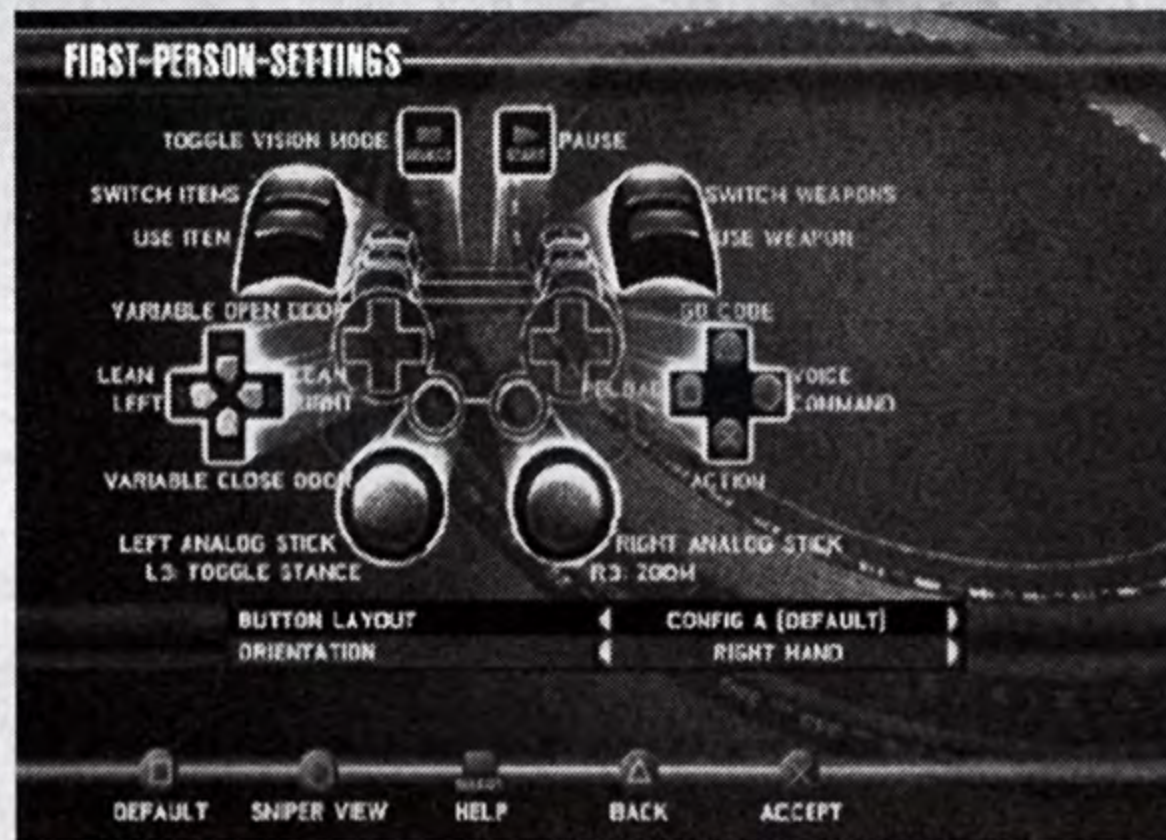
Basic Menu Controls

- Press the directional buttons to browse or cycle through the different options.
- Press the **X** button to select a button, go to the next screen, or change the current option.
- Within any submenu, press the **△** button to return to the previous screen.

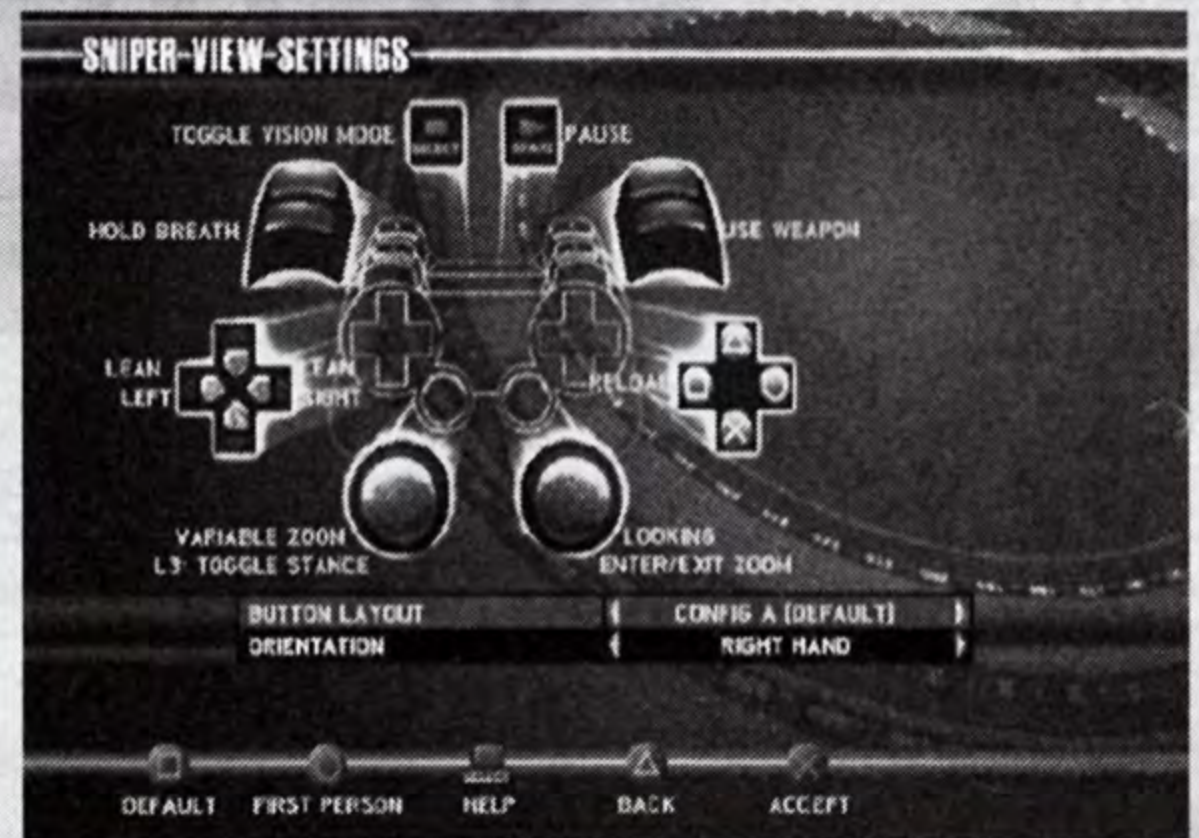


Gameplay Controls

These are the basic commands for the default controller configuration (controller setting 1).



Standard Play



Sniper Play

Setting Up for Online Play

Rainbow Six Lockdown functions only through a broadband (DSL or cable modem) connection.

Network Configuration

A memory card (8MB)(for PlayStation®2) with a valid network configuration file is required to play Rainbow Six Lockdown online. Before playing online, a valid network configuration file must be created and saved to the memory card (8MB)(for PlayStation®2) using your Network Adaptor Start-Up disc, which is supplied with your Network Adaptor (Ethernet/Modem)(for PlayStation®2).

Network Adaptor (Ethernet/Modem)(for PlayStation®2)

Install the Network Adaptor (Ethernet/Modem)(for PlayStation®2) into your PlayStation®2 game console according to the instructions in its Instruction Manual.

Caution: Unplug the AC power cord on your PlayStation®2 console before adding any net-

working equipment to the system.

Ports 80, 6668, and 40000–42999 are used (in TCP protocol) by the game for the connection to ubi.com™. Ports 2346, 41006, 44000, 45000, and 45001 are used (in UDP protocol) for the connection to ubi.com. So, if you have a firewall, you must open these ports. If you use a router with a unique IP address, you must route these ports to your PlayStation®2 console.

Troubleshooting

If a connection to the network cannot be established:

- The Network Adaptor (Ethernet/Modem)(for PlayStation®2) is not properly installed in the PlayStation®2 console. Check that the Network Adaptor (Ethernet/Modem) (for PlayStation®2) is properly installed.
- The network is busy. Wait a few minutes, and try to access the network again.
- Check that the network cable is properly connected.
- If you use a firewall, be sure that the ports listed above are open correctly according to your firewall documentation.

USB Headset (Optional)

In single-player mode, plug any USB headset into one of your USB connectors to directly give orders (from those listed in this manual) to your Rainbow teammates.

In multiplayer mode, the USB headset allows you to chat with your teammates during matches, or with other players in certain session lobby screens. This is an optional feature and is not required to play the game, but you will be more efficient if you can play and communicate as a part of a team.

The USB headset connects to either one of the USB connectors located on the front of your PlayStation®2 console. With the USB symbol facing up, insert the cable into one of the USB connectors.

The Situation

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

What Is Rainbow?

Team Rainbow is a multinational counter-terror strike force based out of Hereford, England. Supported by NATO, the team boasts the best counter-terror operatives in the world. They work under the command of John Clark – code-named Six – and are called on only when every other option fails. They handle the missions that no one else can, the situations that are so dangerous that failure cannot be contemplated. They are the best and bravest the world has to offer. This is your chance to lead them.

The Squad

You play Domingo “Ding” Chavez, one of Rainbow’s team leaders. You have up to three fellow Rainbow operatives backing you on each mission. The squad is chosen for you before the



mission starts, ensuring that you have the best team possible for each operation. During the course of the campaign, you'll work with field operatives skilled in assault, recon, demolitions and electronics, and the rest of the formidable talents that make up Team Rainbow. As you move through the campaign, your squad moves with you, helping to cover your advance and engage enemies. You can also give your squad orders to help you complete missions. Squad members can work with you to clear rooms, take down enemies, defuse bombs, and otherwise make sure you get the biggest tactical advantage possible.

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

On some missions, you'll also have the chance to play Rainbow sniper Dieter Weber. In those situations, you'll be picking off enemies or protecting the rest of the squad as they advance. Mission briefings are delivered by either Six himself or his executive officer, Alistair Stanley.

The Game

In Rainbow Six Lockdown, you take control of Team Rainbow and guide them through a series of missions. Your objectives vary per mission. Sometimes you will be asked to take down terrorists. At other times, you'll be looking to rescue hostages, defuse bombs, retrieve intelligence, or do whatever else Six orders you to do.

Campaign

The campaign is the continuing series of 16 missions that forms the core of the game. Each profile (see page 7) has one current campaign, and as you advance through the campaign, you open up mission spaces for other types of play.

Main Menu

When the Main Menu loads, you'll see the currently active profile as well as your choices for proceeding into the game.

You can scroll through these choices by pressing the up or down directional buttons, or by using the left analog stick. Press the \otimes button to select your choice. The choices from the Main Menu are:

- **Single-Player:** Takes you into the single-player game.
- **Multiplayer:** Lets you play with or against other people online, over a LAN, or locally.
- **Load Game:** Allows you to load a previously saved game.
- **Profiles:** Lets you create, delete, and activate user profiles.
- **Special Features:** Allows you to access the game's special features.
- **Options:** Lets you set the various options for your gameplay experience, including control schemes, difficulty, view settings, and more.

Selecting any one of these takes you to the appropriate screen.



Options

The Options screen allows you to customize your game. You can scroll through the list of available option types and select the one you want by pressing the **X** button when your choice is highlighted. The option types are:

- **Audio/Video:** Lets you control the audio and video settings for your game, including brightness, volume, HUD color, goggle opacity, and headset output.
- **Gameplay:** Allows you to set gameplay options like Auto-Assist, weapon display, and HUD options.
- **Controller:** Lets you select your controls from pre-defined sets in either Sniper or First-Person mode.
- **Screen Position:** Lets you adjust the position of the display for your TV.

Profiles

A profile tracks your progress through the game. It records how far you've advanced in the campaign, how many Intel Items you've found, what you've unlocked, and so forth. You can have up to eight different profiles, but only one can be active at a time.

The Profiles screen lets you delete profiles, add new ones, and change the active profile. The active profile is highlighted on the left side of the screen. To the right are the statistics for that profile, including:

- **Last Modified:** The last time the profile was updated. Your profiles automatically update as you play.
- **Difficulty Level:** The difficulty level at which the profile is set to play – Normal or Challenge.
- **Missions Completed:** The number of missions completed out of the total number of missions in the single-player campaign. You can play any missions up to and including the ones you've reached in the campaign.
- **Intel Items:** The number of Intel Items found versus the total number thus far.
- **Completion:** The percentage of the campaign, including unlockables and other elements, that you have completed.

You can scroll through all of the available profiles by using the directional buttons or the left analog stick. If you want to change active profiles, scroll to the one you want to activate and press the **X** button.

Challenge Mode

The Challenge level of difficulty has some differences from Normal play:


- No Auto-Assist.
- No Auto-Detection.
- More challenging enemies.

Creating a New Profile

To create a new profile, select an empty slot and press the **X** button. This displays the Enter Profile Name screen. To name your new profile, use the left analog stick to highlight letters on the on-screen keyboard, and press the **X** button to select them. Pressing the **O** button deletes the last letter selected. You can use the L1 and R1 buttons to toggle back and forth between letters and numbers and symbols. When you're finished, select Done. Press the **X** button to confirm the profile name. It is saved and set up as the active profile.



Deleting a Profile

To delete a profile, select it and then press the  button. You will be asked to confirm that you want to delete that profile. If you select Yes, that profile is deleted forever and all progress made with it is lost.

Special Features



Special Features are additional material that you can check out. Some of it needs to be unlocked, while the rest is available the first time you start the game. Special Features are broken down into five categories:

- **Unlockables:** Allows you to unlock and access extra content.
- **Cinematics:** Allows you to view any cinematics for missions you've completed in the current profile.
- **Rainbow Bios:** Gives you personal histories of the members of Team Rainbow.
- **Trailers:** Lets you view trailers of other Ubisoft titles.
- **Credits:** Shows you the game credits.

Unlockables

Scattered throughout each mission in the campaign are Intel Items that you can find. Each Intelligence Item is worth a certain number of Intel Points. Get enough Intel Points and you can turn them in for unlockable items such as:

- **Weapons:** New weapons usable in single-player and cooperative game modes.
- **Concept Art:** Images from the game's development process.
- **Cheat Codes:** Codes that affect basic game conditions, such as unlimited ammo and invisibility.
- **Characters:** New characters usable in multiplayer game modes.


To unlock any item, scroll to the appropriate category of unlockable and press the  button to select it. You can then scroll through the list of available unlockables of that type, along with their Intelligence Point cost. If you have enough points, you can select and unlock that item by pressing the  button. If you don't have enough points, you'll have to wait or try something else. Items that you unlock are available to view or use immediately.

Single-Player

The default setting on the Main Menu is Single-Player. If you have a campaign active, selecting Single-Player takes you to the Mission Selection screen. If you don't have a campaign active, it takes you to the Difficulty Level screen first.

Mission Selection

The Mission Selection screen allows you to pick the mission you want to play. It provides you with a list of available missions that you can scroll through using the directional buttons or left analog stick, as well as information about the currently highlighted mission. This includes the mission's location, code name, date, and other relevant information. The most advanced mission you've unlocked in the campaign is the default choice on this screen.

To select a mission, highlight it and then press the  button. This takes you to the Mission Type screen.

Mission Type

Once you've completed a mission in the campaign, you can then replay that mission in a variety of other game types. This screen lets you pick a game type for the current map. Your choices are:

- **Campaign Mission:** Mission-style play that advances you through the campaign.
- **Terrorist Hunt:** Hunt down and kill all the enemies on the map.
- **Lone Rush:** Move through the mission without any squad mates.
- **Infiltrator:** Stealth-style play.
- **Sniper Mission:** Only available on missions that have a Sniper component.

To select a mission, highlight it and then press the **X** button. Which screen you go to next depends on which mission type you selected.

Briefing Screen

If you select Campaign Mission, you are taken to the Briefing screen. Here you receive vital information on the mission you're about to attempt. To page through the Intel you're given, use the L1 and R1 buttons.

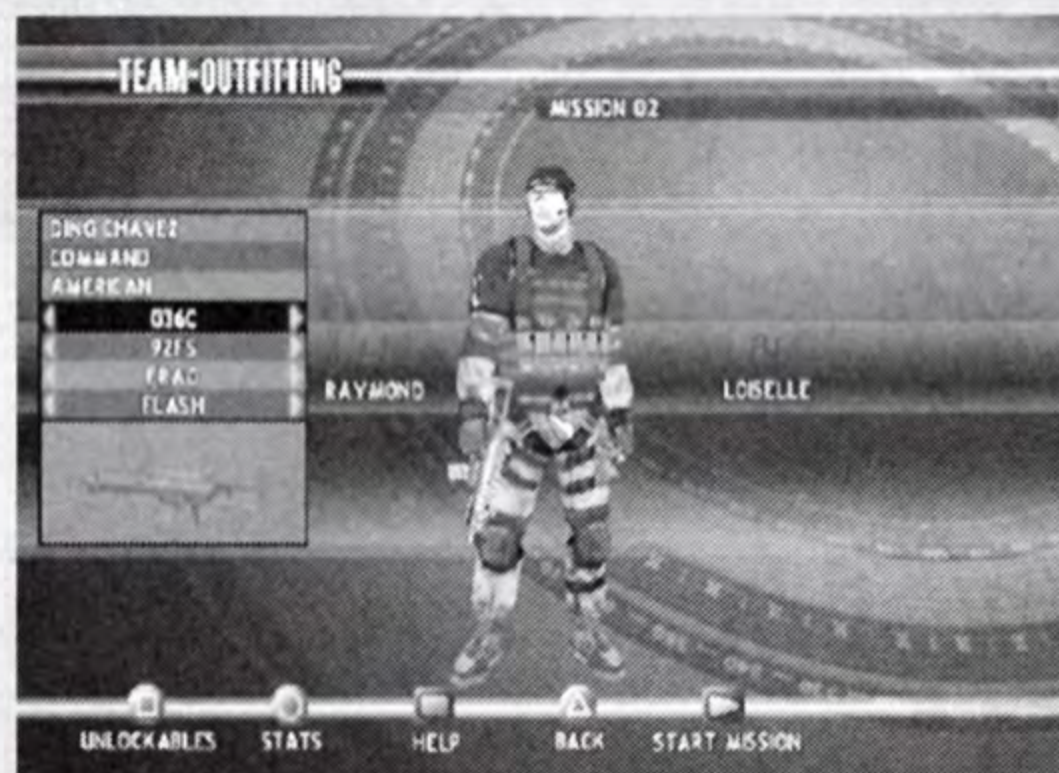
Once you're done with the briefing, press the **X** button to move on to the Team Outfitting screen.

Team Outfitting

This is where you set up your team's weapons and equipment for the upcoming mission. The operatives you'll be taking into the field have been pre-selected for the mission based on their specialties and mission-specific knowledge, and you can scroll through them using the L1 and R1 buttons. On the left side of the screen, you'll see the personal data for the currently selected Rainbow operative. Below that is a list of their weapons and equipment.

You can equip each operative with two weapons (Primary and Secondary) and two pieces of equipment. Primary weapons include assault rifles, shotguns, light machine guns, submachine guns, and grenade launchers. Secondary weapons include three distinct pistols. Equipment includes grenades, explosives, and equipment like breaching hammers, motion sensors, and more. Press up or down to highlight a different slot, and press left or right to choose a different item for that slot.

Once you've equipped each operative to your satisfaction, press the **START** button to proceed. This takes you into the mission, starting the Action Phase of the game.





The Action Phase

The Action phase of the game is where you get to cut loose and play. On-screen in the Action phase is your heads-up display, also known as the HUD – this gives you information about the world, your character, and your team.

Help Text

Help indicators have been placed throughout the first few missions. Simply stand over these areas to get more information on some of the basics of Rainbow Six Lockdown gameplay.



Health Indicator

The three glowing bars at the top center of the screen are your health indicator. Green represents perfect health, two yellow bars indicate that you're wounded, and one red bar equals critical condition. If you're killed, the bars are empty.

Reticle

The reticle appears in the center of the screen to indicate where you are aiming. It consists of four elements:

- **Pointer:** The dot in the center of the reticle that indicates where the character is currently looking.
- **Circle:** This indicates the size of the current Auto-Assist area for targeting. The more you move, the smaller it gets.
- **Fire Rate Indicator:** The number of slices the circle is cut into demonstrates your current rate of fire. A complete circle means single shot, three arcs mean a three-round burst, and five arcs mean full auto.
- **Hit Indicator:** Red bars appear around the reticle when you're being hit by enemy fire, showing the direction of the last bullet that hit you.

If Auto-Assist is disabled, a small reticle will be displayed.

Auto-Assist

Auto-Assist is a targeting assistance system that's available to you in single-player and cooperative play only. This is only available in Normal difficulty, not in Challenge.

Ammunition Count

At the lower right is your ammunition count. The bar on top shows how full your current magazine is, while the number beneath it shows how many more rounds you have left for that weapon. This automatically updates when you switch between your primary and secondary weapons. Pistols have unlimited ammo.

Stance Indicator

Above the ammunition count is the stance indicator. This shows your current stance – standing or crouched.

Equipment Indicator

At the bottom left is your equipment indicator. The image shows you which piece of equipment you currently have selected. The number next to it indicates how many of that item you have left.

Squad Indicator

Directly above the equipment indicator, this shows your squad's current status and health. Each squad member has three bars representing their health status. Bars disappear as they take damage. When a teammate is down, the health indicator is removed from your HUD. Downed operatives heal between missions, and will be ready to go the next time they're assigned to your squad.

The text underneath the health indicators shows what the squad members are doing at any given moment. This includes:

- **Hold:** Team is waiting for orders.
- **Follow:** Team is following the player.
- **Setup:** Team is forming up outside a door before room clearing.
- **Open Door:** A team member is opening a door.
- **Grenade:** A team member is throwing a grenade.
- **Clear:** Team is room clearing.
- **Move To:** Team is moving to a designated location.
- **Scout:** A team member is scouting a corner.
- **Suppress:** Team is firing at a designated location.
- **Disarm:** Demo expert is disarming a bomb.
- **Hack:** Electronics expert is hacking a computer system.
- **Disable:** Recon expert is disabling a surveillance camera.
- **Operate:** A team member is operating a console.
- **Defend:** Team is defending a position and cannot be given orders.
- **Go Code:** Team is waiting for the order to begin an action.

Squad status is always visible.



Views

You can choose whether to display your first-person weapon in Rainbow Six Lockdown. Being able to see the weapons can make the game feel more realistic, but some prefer to see more of the screen. You can change this setting from the Options menu.

Path Indicator

Throughout the missions in Rainbow Six Lockdown, there are path indicators to help guide you toward your objectives. Based on surveillance, these show the best route through an area. Keep in mind that you are not required to follow this path.

Extraction Point Indicator

HQ updates you with extraction point location data for each area once you have completed the required objectives or gotten close enough to the extraction zone. This data appears as a floating 2D icon.

Timer

Some situations, such as a bomb countdown, display a timer in the upper left corner of the screen. It flashes when you're almost out of time. Once you complete a timed objective, the timer disappears.



Targeting Brackets

Enemies sometimes use the environment to their advantage. Your HUD puts up targeting brackets around enemies in your view, making them easier to see. This happens regardless of whether you are using Auto-Assist. Disabling Auto-Detection in the Options menu turns off the brackets. This is automatically disabled in Challenge mode.

Vision Modes

Press the SELECT button to cycle between night vision and motion sensor vision modes.

Night Vision

You can switch in and out of night vision by pressing the SELECT button. Night vision allows you to see better in dark areas, but it can be a disadvantage in bright light.

Motion Sensor

You can switch in and out of motion sensor view by pressing the SELECT button. This view allows you to sense any movement within the equipment's range. The motion sensor also includes radar that shows enemy locations (in red) outside your visible range. While you are using motion sensor view, a battery indicator appears in the lower right corner. When this meter runs down, you will not be able to equip the motion sensor until the battery fills up again.

Hold vs. Tap


Sometimes, holding a button down produces a different effect than just tapping it. For example, the L1 button is tapped for a grenade toss or to detonate a placed explosive, and held for a grenade throw, the placement of explosives, and using equipment like the hammer.

Moving and Shooting


The basic actions you perform in the Action Phase are moving through the space and engaging enemies. You can also give your squad orders and interact with the environment. All of this is done to complete objectives and finish missions. Your objectives can be as complicated as rescuing hostages and defusing bombs, or as simple as taking out all the enemies in a given space.

In the base controller configuration, the right analog stick controls where you're looking and the left analog stick controls your movement. The R1 button fires your current weapon, while pressing the L1 button uses your currently selected equipment. To swap equipment, press the L2 button; to switch weapons, press the R2 button.

Reloading

To manually reload, tap the  button. You can turn auto-reloading off from the Options menu.

Rate of Fire

Rate of fire tells you how many bullets your weapon fires each time you pull the trigger. The options include single shot, burst, and full auto. To change your current weapon's rate of fire, press and hold the  button. Use the directional buttons to select the rate of fire you want. Not all rates of fire are available for all weapons.


Peeking

Peeking lets you look to the left or right without moving. It's useful for looking around corners and scouting from behind cover. Use the left and right directional buttons to peek left or right.

Stance

You can adjust your character's stance by pressing the L3 button. While standing, you can move faster but make a bigger target. While you are crouched, your aim is better but your movement is slower.


Actions

In addition to moving and shooting, you can also perform location-specific actions in the game. When the reticle moves over something you can act on, action text appears on-screen. If you're close enough to the target, you can perform the action by pressing the  button. If you're farther back, you can command your squad to do so instead by using the directional buttons. Available actions include:



- **Open:** Open a door.
- **Close:** Close a door.
- **Hammer:** Destroy a door.
- **Operate:** Activate electronic equipment, like a switch or computer.
- **Climb:** Climb up a ladder.
- **Slide:** Slide down a ladder.
- **Acquire:** Pick up an Intel Item.
- **Disarm:** Disarm a bomb or trap.
- **Hack:** Hack into a computer.
- **Disable:** Disable security cameras.
- **Move To:** Place the move-to indicator where your reticle points and order all teammates to this location.
- **Go Code:** Tell teammates to act after they have been given a room-clearing order.

Quick Orders

Under certain conditions, you can give your squad quick orders. These are useful when you want to plan a coordinated movement or clear a room. You can cancel any order menu by using the  button.


Room and Door Quick Orders

When you come to a closed door, you can hold your reticle over the door and bring up the Quick Orders menu if the door can be opened. The first menu to come up is the Door menu, which appears around your reticle. This gives you a choice of four orders you can give the squad, telling them how to get through that door and into the room. If these orders are grayed out, you cannot perform an action on the door until you complete your objective. The four options are:

- **Open:** Open the door.
- **Breach:** Use a breaching charge to blast open the door.
- **Shotgun:** Use a shotgun to open the door.
- **Hammer:** Use a hammer to punch through the door.

Select the quick order you want to use by pressing the appropriate directional button. Your squad must have the appropriate equipment for the choice to be available. Once you do select the order, the Room menu comes up. This lets you tell the squad what you want them to do once the door is down and they're moving into the room. Your choices are:

- **Clear:** Clear the room of any enemies.
- **Hold:** Hold position outside the room.
- **Flash/Clear:** Throw a flashbang grenade into the room before entering and clearing it. This is useful when there may be hostages inside.
- **Frag/Clear:** Throw a frag grenade into the room before entering and clearing it.

Once the quick orders have been set, you can activate them with a Go Code. You can do this by pressing the  button. When the Go Code is given, the squad acts.

Move To Quick Orders

You can also give Move To quick orders. When your reticle is over an appropriate piece of floor or wall, pressing and holding the **X** button will cause the Move To menu to pop up. The choices include:

- **Move To:** The squad moves intelligently to the designated location.
- **Scout:** A team member moves to the designated location and peeks around the corner.
- **Grenade:** A squad member throws a grenade at the designated location.
- **Suppress:** The squad opens fire on the designated location.

Select the order you want to give by pressing the appropriate directional button. Pressing the **△** button closes the menu without giving an order.

If you select Grenade, the Grenade menu opens. This lets you pick which sort of grenade your squad member uses. Your choices are:

- **Stun:** A grenade that stuns enemies but does no permanent damage.
- **Phosphorus:** A white phosphorus grenade, which produces an intense flame.
- **Flash:** A grenade that emits a loud bang and bright light, disorienting anyone in the area.
- **Frag:** A fragmentation grenade that does lethal damage to everything in its blast radius.

Remember, not all quick orders are available at all times, depending on the environment, your squad, and their current equipment.

Fluid Door Opening

In addition to opening doors all the way or blowing them off their hinges, you can also do fluid door opening. This lets you open the door just as far as you want, instead of all the way. To use fluid door opening, move next to a door and press the up or down directional buttons. Up opens the door; down closes it. You can leave a door partway open to observe or fire through the opening.

Other Door Actions

If you can open a door, you can shoot it down. Icons appear over the locks and hinges indicating where you need to shoot to quickly breach a door. More powerful weapons can take down doors more quickly, while pistols require several shots. Grenades, breaching charges, and the door-breaching hammer allow different approaches to busting into rooms.

Pause Game Screen

Pressing the START button in-game brings up the Pause Game screen. This shows your objectives and your current team stats. Pressing the **□** button moves you to the Pause Options screen, the **○** button allows you to load a previously saved game, and the **X** button allows you to save your current progress. Pressing the START button returns you to the action.

Pause Options

You can also scroll through various actions that are available:

- **Resume Game:** Takes you back into gameplay.
- **Options:** Takes you directly to the Options screen. Once you finish adjusting the options, you'll be returned to this screen.




- **Cheat Codes:** Allows you to input any cheat codes you have unlocked.
- **Main Menu:** Quits the mission and takes you to the Main Menu without saving.
- **Replay:** Lets you replay the current mission with the team's current equipment.

Voice Orders

In addition to using the controller, if you have voice enabled and a headset, you can command your squad directly. Not every order is available at every time, depending on location, situation, squad equipment, and other factors. The list of available voice commands is:

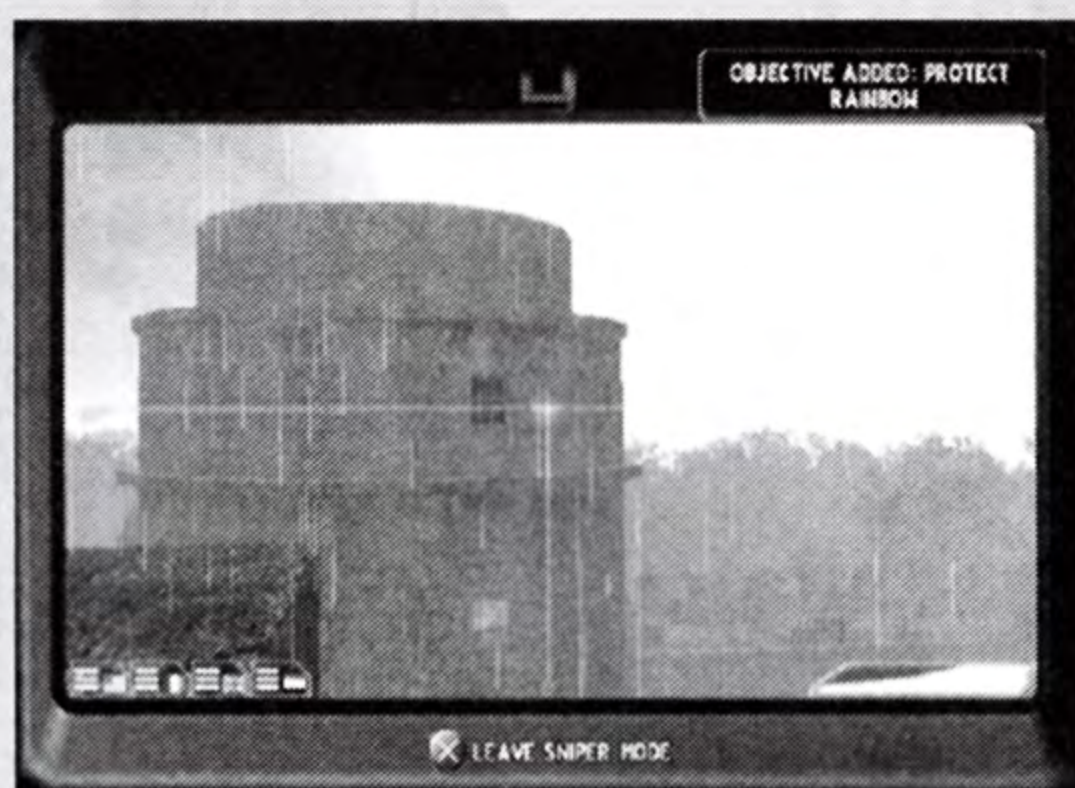
- Hold
- Follow
- Open, Frag, and Clear
- Open, Flash, and Clear
- Open and Hold
- Breach and Clear
- Breach and Hold
- Shotgun, Frag, and Clear
- Shotgun, Flash, and Clear
- Shotgun and Clear
- Shotgun and Hold
- Hammer, Frag, and Clear
- Hammer, Flash, and Clear
- Hammer and Clear
- Suppress
- Hammer and Hold
- Go, Go, Go
- Move To
- Scout
- Stun
- W.P.
- Flash
- Frag
- Close
- Operate
- Climb
- Acquire
- Disarm
- Hack
- Disable

To give a voice command, press and hold the  button. While you are holding it, give the order and release the button.

Sniper Mode

For certain missions, you'll be called on to take the role of Rainbow sniper Dieter Weber. In these missions, the interface changes to Sniper View, and the controls are slightly different.

You can't move while you're in Sniper View, so you'll have to go into and out of that view if you want to move to a different spot (when possible). Use the R3 button to enter and exit Sniper View. While out of Sniper View, the right analog stick controls your targeting while the left analog stick controls your movement if you have to change locations.



Health

At the top center is your current health. Your team health is on the lower left.

Zoom

You can scale your zoom level with the left analog stick.

Reticle

The reticle sits in the middle of the screen. It represents where the player is looking and shooting, and consists of four parts:

- **Pointer:** This indicates where you're aiming and looking.
- **Crosshairs:** The crosshairs sit in the center of the screen. When they're over a friendly figure, they turn green. When they're over an item that's not a target, they turn yellow. And when they're over an enemy target, they turn red.
- **Critical Threat Arrows:** Red arrows appear just outside the reticle to point the direction to a critical threat. Be sure to take these threats out as soon as you can.
- **Steady Indicator:** Your view moves slightly as you aim, the result of your breathing and heartbeat. By holding down the Steady button (the L1 button), you can temporarily halt this natural movement. The Steady Indicator tells you how much time you have remaining. When released, it takes a moment to reset itself.


Objective Text

You'll only ever have Primary Objectives in Sniper mode. They appear when the objective is either new or just completed. Objective text appears in the upper right of the screen.

Weapons Display

This is in the lower right. You have an infinite number of magazines while in Sniper mode. This indicates how many rounds are left in your current magazine.

Firing and Reloading

To fire, press the R1 button. Sniper rifles have only the single-shot rate of fire. To reload manually, press the  button.

After-Action Report

After each completed mission – squad or sniper – you'll get an After-Action Report (AAR). This tells you how well you did, how well your teammates did, and other statistics related to the mission. You will get an AAR regardless of whether your mission was a success or a failure.

The information the AAR gives you includes:

- **Mission Status:** Success or failure.
- **Mission Type:** The type of mission you were playing (Campaign, Terrorist Hunt, etc.).
- **Difficulty Level:** The mission's difficulty setting.
- **Mission Time:** How long it took you to complete the mission.



- **Intel Items:** The number of Intel Items found on the level out of the number available.
- **Intel Points:** The number of points awarded in the mission.

You also get statistics for you and each of your squad members, including number of shots fired, number of hits, accuracy percentage, kills, and current health.

After-Action Options

The default action from this screen is to continue to the next mission. However, you can access any of the following actions:

- **Mission Selection:** Go on to the Mission Selection screen.
- **Replay:** Replay the mission with the team's current equipment.
- **Options:** Change the game options.
- **Main Menu:** Quit the current mission and go back to the Main Menu.

Save and Load

Save

The game will automatically save every time you reach a load point. From the Save Game screen, you can update an existing saved game or create a new in-game save. You can save anywhere in the single-player game, and each saved game is accessible only from the profile it was created in.

Each saved game will also display the current mission number, mission type, date, and time. A list of saved games appears on the left of the screen. The first slot is reserved for the autosave game. Slots that haven't been filled yet are labeled Empty.

To save a game, scroll down to an empty slot and press the **X** button to select it. You will then be asked to name the saved game the same way as your profile. To update an existing saved game, highlight it, then select it. You will be asked if you want to overwrite the saved game. If you choose Yes, the saved game will be overwritten. If you select No, the game will stay as is and you'll be returned to the Save Game screen.

Load

The Load Game screen lets you load one of the saved games associated with the current profile. To load a saved game, use the left analog stick or directional buttons to scroll through the list on the left. When the one you want is highlighted, press the **X** button to select it. Loading a saved game will take you to the point where the game was saved, including your current health status, ammo count, and situation.

Multiplayer

Multiplayer allows you to play Rainbow Six Lockdown with or against other human players. You can play multiplayer online, over a LAN, or split-screen on one PlayStation®2 system. Depending on game type, you can get up to 16 players in a game or watching the action. Note: A Network Adaptor (Ethernet/modem)(for PlayStation®2) (available separately) and a memory card (8MB)(for PlayStation®2) with a valid network configuration file are required to play Rainbow Six Lockdown online and over a LAN. Without this, you can only play offline via split-screen.

Multiplayer Screen

You can choose your connection type from the following options:

- **Online:** Choose this option to log onto ubi.com and play online with other gamers over the Internet (Internet connection and ubi.com account required).
- **Local Area Network (LAN):** Connect to other players on a local network (requires a properly configured network connection and IP address).
- **Offline:** Play co-op over split-screen on the same PlayStation 2 console.
- **Multiplayer Options:** Create/edit your multiplayer character, select a default character, and edit in-game text messages.

Ubi.com

Ubi.com is a free gaming service that allows Rainbow Six Lockdown players from around the world to quickly link up and play.


Ubi.com provides:

- **Matchmaking:** Quickly find other players from around the world.
- **Friends List:** Keep a list of friends and contact them when they are online.
- **Squads:** Create, join, or maintain your own Rainbow Six squad.
- **Chat:** Plan your strategy before jumping into a game.
- **Rankings:** Go online to see where you rank against other Rainbow Six Lockdown players.

To play Rainbow Six Lockdown with other players over the Internet, you need to use your ubi.com username. If you do not have a valid ubi.com username, you will be asked to create a new one.

Ubi.com Login

After selecting Online and your network configuration, you are taken to the ubi.com login screen. If you don't have an account with ubi.com, you can create one. Otherwise, you can log into your account here. You'll need to use the on-screen keyboard to enter your username and password. You can also set ubi.com to save your password. The last option on the screen is for Split-Screen Guest. This allows you to have a friend log in with you on your account and play online as your guest.

Note: Guests are only allowed to play on the same team as the account owner. If you've previously used more than one account to log in, press the  button to see a list of all the saved accounts. You can scroll through the list and select the one you want before logging in.



Online Selection

This screen is the Main Menu for online play. It gives you any server messages and a list of choices that you can scroll through and select. These include:

- **Instant Action:** The quickest way to join a multiplayer game.
- **Custom Game:** Lets you build or join a specific type of game.
- **My Squad:** Create or manage a private group with your friends, to challenge other squads.
- **Community:** For managing messages, player lists, and rankings.
 - **Inbox:** Handles squad invites, system events, and messages.
 - **Rankings:** Lets you see how you stack up against other players.
 - **Friends List:** Shows you your friends list.
- **Options:** Lets you pick your online game settings.
- **Log Off:** Logs you off of ubi.com.

Instant Action

On this screen you can select the type of game you want to join. Once you select a game type, ubi.com searches for an appropriate game for you to join. If there's no game available, you'll get a popup telling you that. Otherwise, once a game is found, you'll be taken to the Ready Game screen.

Custom Game

The Custom Game screen lets you join or create a game to your specifications. If you choose to join one, you'll go to the Search Settings screen. If you choose to create one, you'll go to the Create Game screen.

Search Settings

This screen gives you a list of game parameters, including game type, time limit, and player limit. You can set them to match the specific type of game you want to play and then search for a match.

Join Game


A successful search takes you to the Join Game screen. This gives you a list of available games, as well as information about each game, such as number of players, connection quality, and game type. You can refresh the information by pressing the button, or scroll through the list with the directional buttons or left analog stick to find the game you want to join. Pressing the button sends you to the Ready Game screen.


Create Game

In addition to joining games, you can set up your own. This screen is where you do that. You can set each of the parameters shown on-screen until you have the settings you want. Press the button to go to the Map List. Remember that certain game parameters cannot be adjusted if you choose to create a ranked game.

When you're ready, scroll down to Create and press the button to accept your selections. This takes you to the Ready Game screen.



Map List

One of the settings in your game is the Map List – the list of maps to play in each round. There are a number of slots for maps. You can scroll up and down the list of slots, and scroll through the available maps for each slot by pressing the left and right directional buttons or the left analog stick. Not all maps are available for all game types. You can also press the  button to get a random selection in a slot. With the Map List, you can choose to completely randomize some or all of the maps where your games take place, or specify each map and the order you want to play it in.

Once you're done setting the Map List, press the  button to go back to the Create Game screen.

Ready Game

This is the screen you come to just before playing a multiplayer game. You'll also find yourself here after a round.

The list of players is to the left, along with data such as their team status and if they're ready to start playing. To the right is a chat window. Pressing the  button takes you to the Setup screen. To toggle your ready status, press the  button. Once everyone is ready or the host presses the START button, the countdown to gameplay begins.

Game Setup

The Game Setup screen lets you get ready for the game. You can select:

- **Resume Game:** Accessed while a game is under way, this option returns you immediately to the game world.
- **Gear Selection:** Lets you select the gear you want to take into play from the Gear Selection screen. You can only make gear changes before the Action Phase begins.
- **Character Selection:** Lets you pick the previously created custom character you want to play from the Character Selection screen. For more on created characters, see page 24.
- **Options:** Change your audio/video, gameplay, or controller options.
- **Players List:** Shows the list of players in game, and lets you access the Player List Options screen.
- **Abort Round:** Only the host can abort a round, and only during unranked matches. When selected, the round is ended automatically and all players are returned to the Ready Game screen.
- **Quit:** Quits you out of the game.

Once a game enters the action phase, most of the settings are locked. Gear Selection can be changed when the current round ends and players prepare to start a new round.

Players List Options

The Players List Options screen helps with your interactions with other players. The actions you can take from this screen are:

- **Friends List:** Allows you to add the selected player to your Friends List.
- **Kick Player:** Allows the host to remove a troublesome player from the game.



Scoreboards

Scoreboard screens are the equivalent of the AAR Screen in single-player missions. After a multiplayer round (or during one, if you're killed), you'll go to the appropriate Scoreboard screen. There are scoreboards for each game type, detailing the game statistics – shots, kills, and so forth. The scoreboard updates during the game and shows final statistics after each round.

Squads

A squad is an online team. You can only be part of one squad at a time on ubi.com. If you aren't part of a squad, you can create or join one. Squads can also play Squad games against other squads, or compete within their own ranks.

A squad must have at least four members to become activated. Once activated, it can then compete in Squad matches on ubi.com. Everyone in a squad has a rank – leader, officer, or member. Each rank has a different level of access and authority within the squad. Players can be promoted or demoted, although there can only ever be one leader. Each squad has its own team ranking.

Creating a Squad

The Create Squad screen lets you put together a squad, including name, insignia, and tag. You can type in the squad name and tag by using the on-screen keyboard. Selecting Squad Insignia takes you to the Squad Insignia screen, where you can combine text and visual elements to create a unique insignia for your squad. Once you're happy with your squad setup, highlight and select Create Squad. Once a squad is created, its name, tag, and insignia can never be changed.

Squad Screen

The Squad screen gives information on and lets you update your squad. You can select:

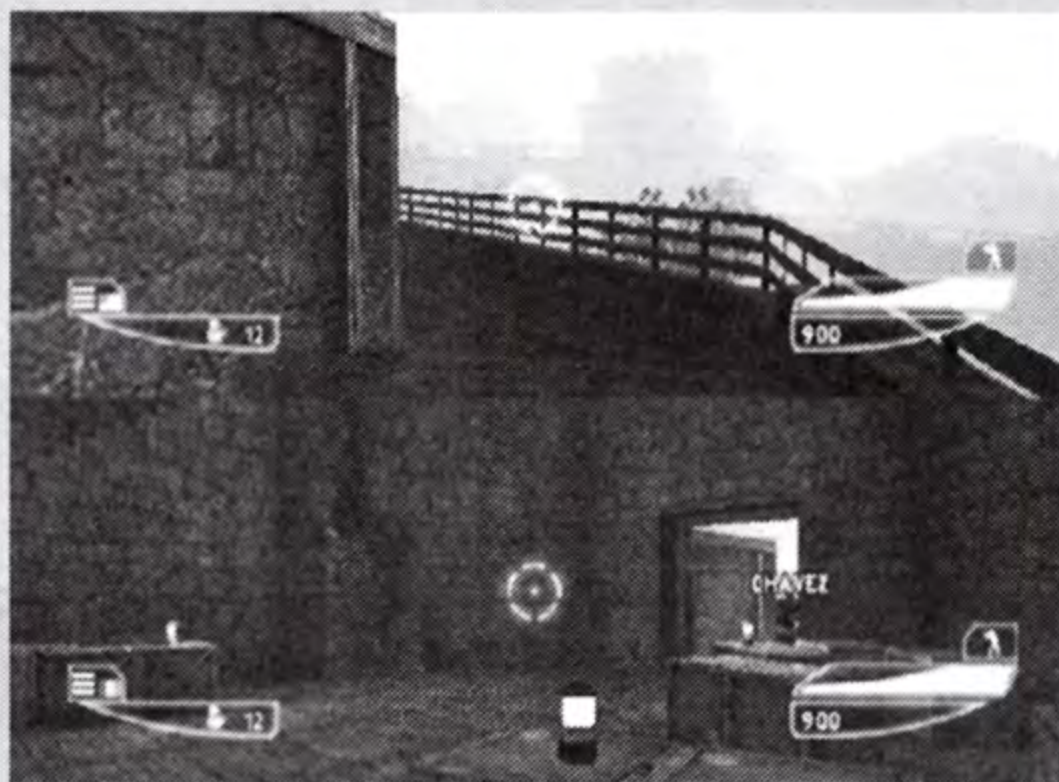
- **Squad Game:** Moves you to the Squad Game screen. It functions like the Custom Game screen, but only for creating or joining squad matches.
- **Members:** Takes you to the Members screen, where you can find out data about your squad mates or adjust squad options.
- **History:** Lets the leader or officers see the squad history.
- **Squad News:** Allows the leader or officers to post and edit squad news. It also allows any squad member to read the squad news.
- **Invites:** Takes you to the Friends List screen so you can offer an invitation to join the squad.
- **Quit Squad:** Lets you quit your current squad. It also lets the leader disband the squad. If the leader quits, he can either select a new leader before he quits or disband the squad.
- **Disband:** Only available to the leader, this disbands the squad. Once disbanded, the squad can never be reactivated. Its name and squad tag are unique and cannot be reused.

LAN Play

You can set up your PlayStation®2 console on a LAN for local multiplayer play. LAN play works much the same way that online play does, without the online-specific features (such as Players Lists, Squads, Host Information, Player Rankings and the ubi.com login). You can otherwise set up, play, and join games on your LAN the same way you would any online game.

Split-Screen

Split-Screen play can be online (if you've got a guest with you) or local. If you're playing locally, you can play split-screen in either Mission or Terrorist Hunt game modes. Player One controls the game setup in split-screen, and can select and accept options, missions, and so forth. Only two players can play in local Split-Screen mode, although you can go online with a friend in Split-Screen.



Equipping for Split-Screen

Each player can equip their operative for split-screen play the same as they would for single-player campaign play. The player with Controller 1 equips Character One and can swap to Character Two. The Player with Controller 2 equips Character Two and can swap to Character One. Once both characters are set up, you can proceed to gameplay.

Character Creation

You can create a character to be your avatar in the game. These characters can be saved and loaded for multiplayer play, and you can customize them extensively.

Creating a Character

The Create Character screen lets you create and edit personalized characters. A list of character slots is on the left of the screen. On the right is the image of the current character. Available slots are marked Empty, and by selecting one you can create a new character. You can name the character with the on-screen keyboard, at which point you go to the Edit Body screen and can start deciding on the character's appearance and equipment.

Editing a Character


To edit an existing character, select the character on the Create Character screen. This takes you to the Edit Body screen, where you can then modify the avatar.

The Edit Character screen lets you define your character's appearance. You can edit the following characteristics:

- **Gender:** Gender of the character.
- **Body Type:** Body shape – small, medium, or large.
- **Skin Color:** The character's skin tone.
- **Head:** The character's hair type and head covering.
- **Patches:** Predetermined arm patches.
- **Pouches:** How many pouches the character has and their locations.



The characteristics are controlled by sliders. You can move the highlight between characteristics by pressing the up or down directional buttons or the left analog stick, and then adjust the selected slider by pressing the left or right directional buttons or left analog stick.

To edit the character's face, press the  button. This takes you to the Edit Face screen, where you can modify the character's facial characteristics. The features you can edit include:


- Eyes
- Nose
- Mouth
- Jaw
- Cheekbones
- Profile

These are also edited using a slider. The model to the right of the list shows the changes that you are making, so you can see what the final result will be.

Pre-Made Characters

If you prefer, you can choose the likeness of one of several characters from the single-player game, such as the legendary Ding Chavez, or choose from pre-made Mercenary characters. These characters cannot be edited.

Deleting a Character

To delete a character, highlight it in the Create Character screen and then press the  button. If you confirm the deletion, the character is removed.

Default Characters

You can set a character as your default for each side in Multiplayer – one Rainbow and one Mercenary. If you switch sides in the middle of a match, your character switches to the appropriate default so you don't have to reselect a character unless you want to. You can use pre-made or custom characters as your defaults.

Multiplayer Equipment

There are specialized uses for some equipment in Multiplayer games. Some pieces are unique to Rainbow, some can only be used by mercenaries, and some are available to both sides.

Doors

The following items can be used to open or seal doors:

Item	Availability	Description
Primary Weapon	Both	Primary weapons can punch through doors. Doors that have been fortified with the Lock and Hinge Fuser take longer. Primary weapons can also set off claymores.
Breach Charges	Rainbow	Placed charges with enough power to blast through doors and potentially take out any one on the other side. They can also set off nearby claymores.
Lock and Hinge Fuser	Mercenaries	Reinforces a door so that it can't be opened easily. Breach charges are the best way to get through fused doors.

Grenades

Various types of grenades are available for use:

Item	Availability	Description
Frag Grenade	Both	Ideal for room clearing, these explosives have a large radius of lethality.
Flash Grenade	Rainbow	Creates a bright and hot explosion that temporarily affects vision - including night vision.
Smoke Grenade	Mercenaries	Produces a thick cloud of smoke that can be used for concealment.



Traps

Both sides can also place traps for opponents. Trap devices include:

Item	Availability	Description
Flash Mine	Rainbow	Like flash grenades, they have a blinding effect. They are triggered when someone gets too close.
Claymore	Mercenaries	Manually triggered, they send projectiles in a 180 degree arc.

Vision

Players' vision can be enhanced in multiple ways:

Item	Availability	Description
Night Vision	Both	Allows the player to see in low-light or completely dark conditions. Bright light renders night vision useless
Motion Sensor	Rainbow	Can track motion in a 10-meter radius, even through walls and other obstacles.
Surveillance PDA	Mercenaries	Allows a mercenary to interface with a camera system and cycle through all active security cameras. Mercenaries can also release deadly virus gas through the cameras. Any Rainbow team member can disable a camera by interacting with it. Any mercenary can reactivate it.

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Notes

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Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

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This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

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Contact Us by Webmail

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Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubisoft. Any implied warranties applicable to Ubisoft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubisoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubisoft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubisoft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am–9pm (EST), M–F

Address: Ubisoft Support, 3200 Gateway Centre Blvd., Suite 100, Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubisoft.

To order Ubisoft products in the United States, please call toll free 888-824-7038.

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