

Tom Clancy's
RAINBOW SIX 3

SQUAD-BASED COUNTER TERROR



MATURE 17+



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:

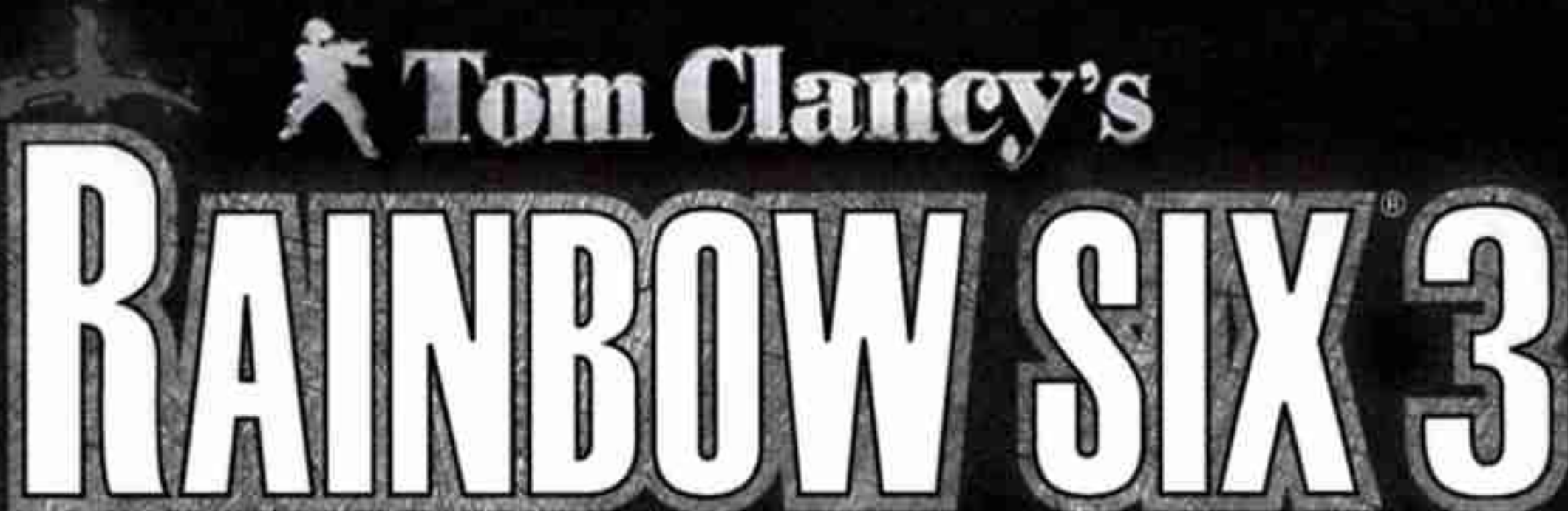
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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.



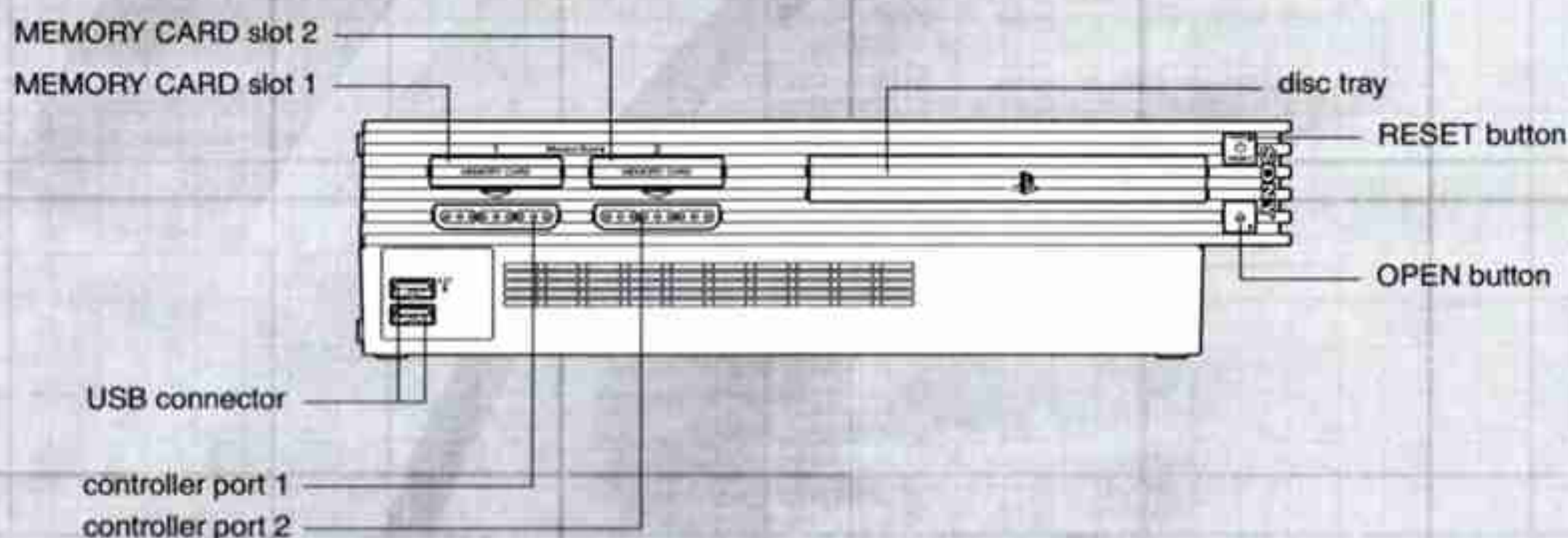
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GETTING STARTED



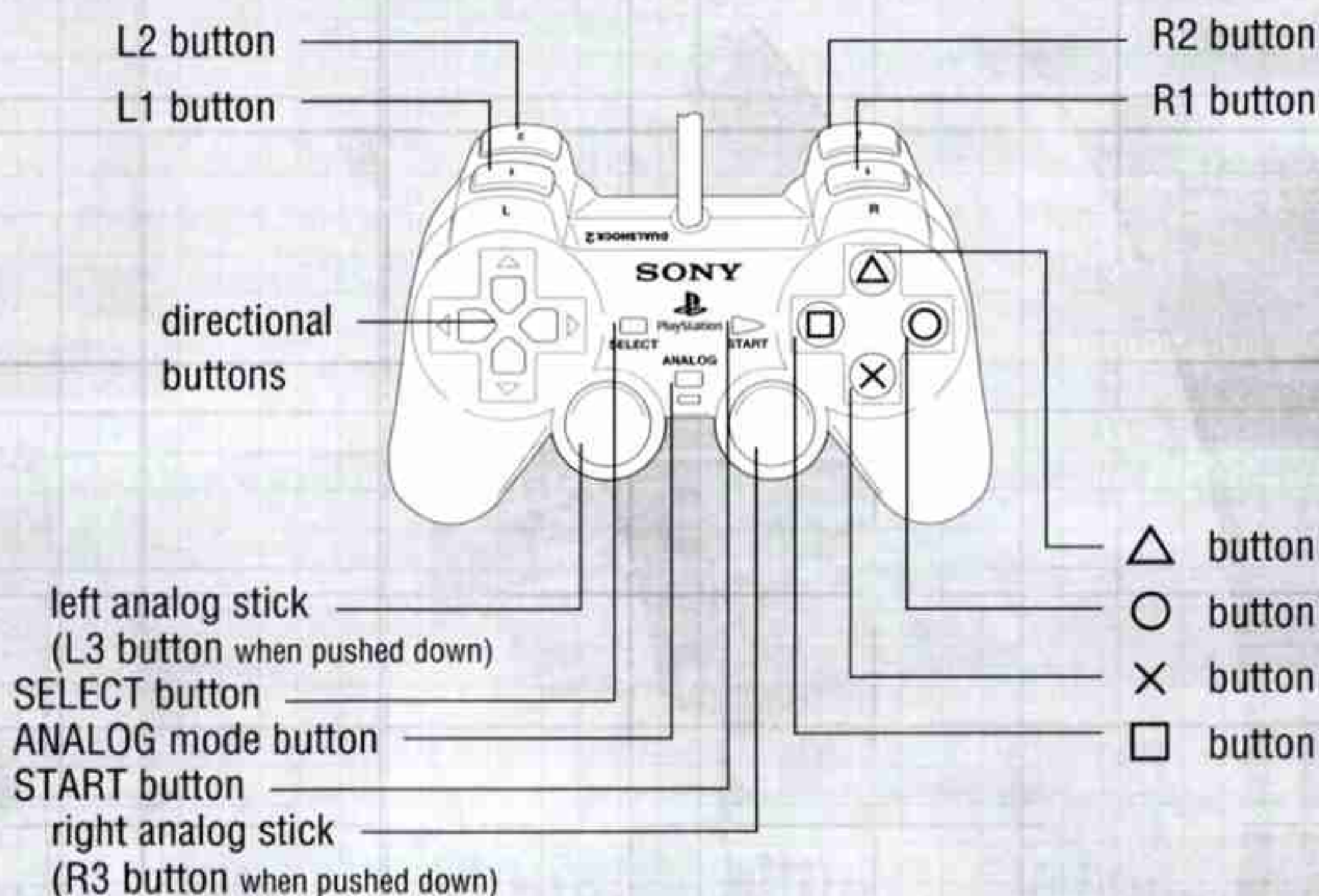
Set up your PlayStation®2 console according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Tom Clancy's Rainbow Six® 3 disc on the disc tray with the label side facing up. Press the OPEN button again and 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 console. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

GAME CONTROLS

DUALSHOCK®2 Analog Controller Configurations



You can select the DUALSHOCK®2 analog controller configurations that best suit you by going to the Options menu and choosing Controller. The default settings for the DUALSHOCK®2 analog controller appear below.

R2 button: ZULU-GO

R1 button: FIRE-USE WEAPON

□ button: TEAM HOLD/REGROUP

△ button: NIGHT VISION/THERMAL VISION

○ button: RELOAD

× button: ACTION/QUICK ORDERS

Right analog stick: LOOK

R3 button: VIEW ZOOM (WHEN PUSHED DOWN)

Left analog stick: MOVE

L3 button: CHANGE STANCE (WHEN PUSHED DOWN)

Directional button DOWN: CLOSE DOOR FLUIDLY

Directional button LEFT: PEEK LEFT

Directional button UP: OPEN DOOR FLUIDLY

Directional button RIGHT: PEEK RIGHT

L1 button: QUICK WEAPON SWITCH/INVENTORY

L2 button: SP VOICE ORDER/MP TALK



SETTING UP FOR ONLINE PLAY (OPTIONAL)

Tom Clancy's Rainbow Six® 3 Online functions only through a broadband (DSL or cable modem) connection.

Your Network Configuration

A memory card (8MB) (for PlayStation®2) is required to play Tom Clancy's Rainbow Six 3 online. Before playing online, a valid Your Network Configuration must be saved to the memory card (8MB) (for PlayStation®2) using the Network Adaptor Start-Up disc.

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

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

Caution: Unplug the AC power cord on your PlayStation®2 console before adding any networking equipment to the system.

PORTS FROM NUMBER 6667 TO 6669, 40000 TO 42999 AND 45000 TO 45001 ARE USED (IN BOTH UDP AND TCP PROTOCOLS) BY THE GAME. SO, IF YOU HAVE A FIREWALL, YOU MUST OPEN THESE PORTS. IF YOU USE A ROUTER WITH A UNIQUE IP ADDRESS, AND YOU WANT TO CREATE ROOMS AND GAMES (SO YOU CAN HOST A SERVER), YOU MUST ROUTE THESE PORTS TO YOUR CONSOLE.

Troubleshooting

If a connection to the network cannot be established:

- The MAIN POWER plug for the PlayStation®2 console is not fully inserted into the MAIN POWER socket. Check that the MAIN POWER plug is fully inserted into the MAIN POWER socket.

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- The Network Adaptor (for PlayStation®2) is not properly installed in the console. Check that the Network Adaptor (for PlayStation®2) is properly installed in the console.
- The network is busy. Wait a few minutes, and try to access the network again.
- Check that the network cable is properly connected.

USB Headset (Optional)

The USB headset allows you to issue voice commands to your Rainbow teammates during gameplay and to talk to other players in online mode. This is an optional feature and is not required to enjoy the game.

The USB headset connects to either one of the USB (Universal Serial Bus) 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. Set up your PlayStation®2 console to connect over the Internet.

STARTING THE GAME

User Profiles

When you start Rainbow Six 3, the game prompts you to enter a user profile under which the game will store your options, saved campaigns, and online game settings. This allows players to





instantly access their individual settings and saved games by simply choosing their profiles. To create a profile, press the  button, and use the left analog stick or the directional buttons to enter your name. When you're done, press the  button and you're good to go!

Campaign Quick Start

Select Campaign on the Main Menu. Select the difficulty of the campaign (Recruit, Veteran, or Elite) to proceed to the Briefing screen.

INTRODUCTION

The year is 2007, and the world stands on the brink of a terrifying global conflict. As the United States is caught in an embargo-induced oil crisis, terrorist attacks against American interests – and citizens – escalate. Venezuela, which still supplies the United States with oil, also becomes a target. As unrest grows in America, protests rock the streets of Caracas. And while the shadow of terror looms, madmen plot even greater acts of murder and destruction. No place is safe, no border secure in this hour of fear. Only one bulwark stands between the world and the threats that now face it: Rainbow, an international task force dedicated to combating terrorism in all its forms. A top-secret organization consisting of the best field operatives the United Nations has to offer, Rainbow is the most potent weapon in the world's arsenal. Backed by the most sophisticated technology available and trained to the limits of human capability, they are our best hope in the war against terror. They may also be our last.

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Overview

In Rainbow Six 3, you are Ding Chavez, the leader of an elite, international anti-terrorist unit code-named Rainbow. Your mission: to neutralize terrorists and save the world.

DOMINGO "DING" CHAVEZ

Team 1: Lead Field Operative

ID: RCT0047-X0566

Date of Birth: 12JAN68

Nationality: American



Rainbow Six 3 contains 15 missions linked to form a single campaign. During missions, the action gets intense, and with "one-shot, one-kill lethality," the real world is extremely unforgiving. As your skills sharpen, the missions get gradually harder and the pressure builds. Remember, when Rainbow gets called in, it's because it's an extremely important mission and all other options have been exhausted... Hit 'em hard and hit 'em fast!

Team Rainbow

While there are over a half-dozen four-man teams in Rainbow, you only need to be concerned with your boss and the members of Team 1, your team.

JOHN CLARK

John Clark, your boss, worked as a field operative for over 20 years. When he retired from the field, he took command of Rainbow. He's your link to the outside world and coordinates your missions and activities from headquarters in Hereford, England.





LOUIS LOISELLE

Team 1: Field Operative

ID: RCT0013-B5928

Date of Birth: 06JUN68

Nationality: French



EDDIE PRICE

Team 1: Field Operative

ID: RCT0049-B4197

Date of Birth: 21SEP58

Nationality: British



DIETER WEBER

Team 1: Field Operative

ID: RCT0017-B7682

Date of Birth: 09JUL71

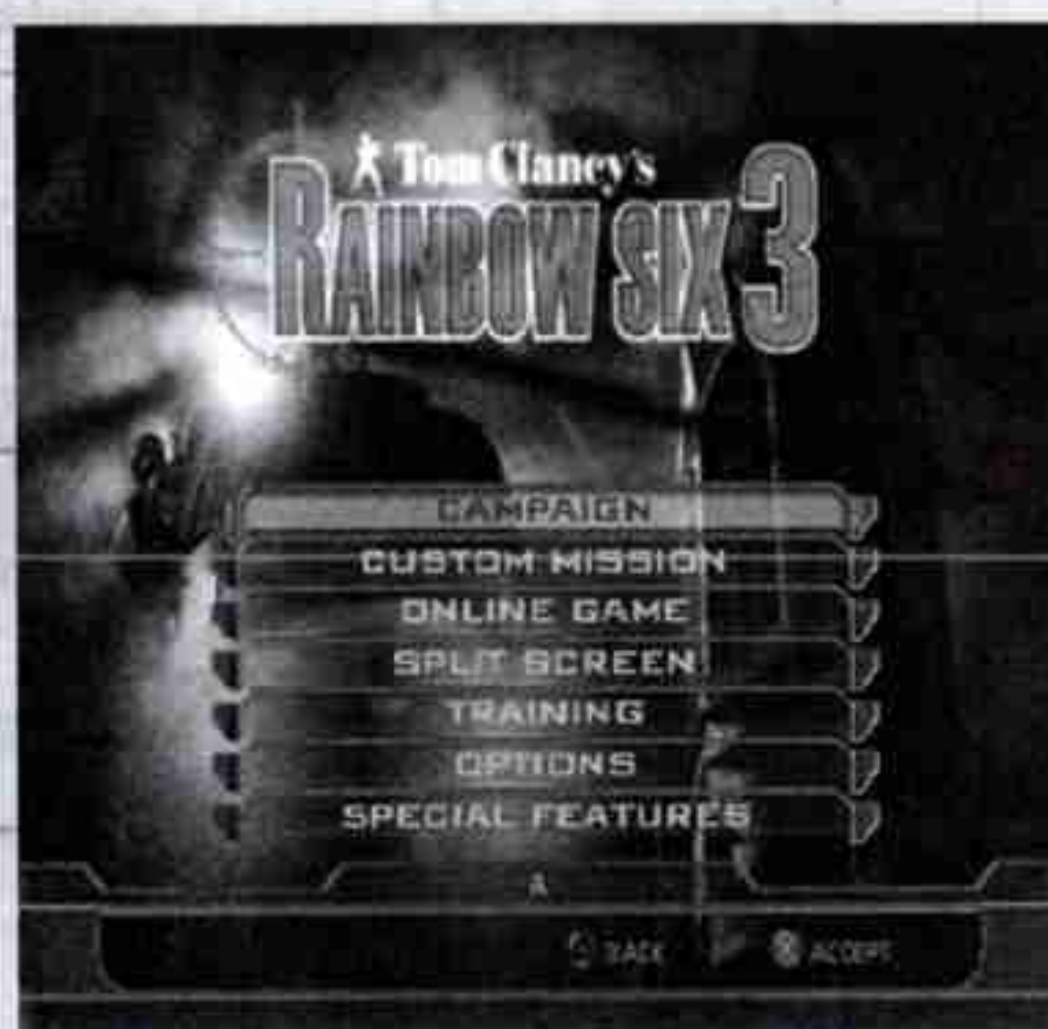
Nationality: German



MAIN MENU

This is the first screen of the game where you make major game choices. At the bottom of the screen, you can see your user profile (see User Profiles).

- **CAMPAIGN:** Begin a new or continue a saved campaign.
- **CUSTOM MISSION:** Play previously unlocked maps.





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- **ONLINE GAME:** Join/create multiplayer matches through the ubi.com™ game service.
- **SPLIT-SCREEN:** Play previously unlocked maps with one of your friends within split-screen mode.
- **TRAINING:** Go directly into Basic Training, where you learn how to move around and fire weapons.
- **OPTIONS:** Customize the settings of the game.
- **SPECIAL FEATURES:** View the unlocked special features of the game.

Campaign

The campaign in Rainbow Six 3 contains 15 consecutive missions during which the story unfolds. There are three different difficulty levels within your current user profile:

- **RECRUIT:** Easiest level of difficulty.
- **VETERAN:** Moderate level of difficulty.
- **ELITE:** Hardest level of difficulty.

To begin/resume a campaign, simply select it and press the  button. You can also reset the campaign progress of a difficulty level by selecting it and then pressing the  button.



Custom Mission

This screen allows you to play all previously unlocked maps without being within a campaign. It also allows you to play in the mission maps in the Terrorist Hunt game type.

- **GAME TYPE:** Select a game type:
 - **PRACTICE:** Practice unlocked missions.
 - **TERRORIST HUNT:** Fight against terrorists on all unlocked maps.
- **DIFFICULTY:** Set the desired difficulty level (see Campaign).
- **MAP:** Select a map from a list of all the locked maps for the specified game type.
- **ACCEPT:** Go to the Briefing screen to play the specified map.



Split-Screen

Within the Main Menu, the Split-Screen option allows you to play all the previously unlocked maps in Practice mode or Terrorists Hunt mode with a friend.

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Options

This screen consists of a number of smaller screens, each with its own options.



INPUT

- **INVERT LOOK:** Inverts how the look analog stick functions.
- **CONTROLLER VIBRATION:** Turns vibration on and off.
- **LOOK - X SENSITIVITY:** Sets the sensitivity of the look X axis.
- **LOOK - Y SENSITIVITY:** Sets the sensitivity of the look Y axis.

SOUND

- **COMMUNICATOR OUTPUT MODE:** Sets where you want to hear John Clark and your Rainbow teammates voices: from the TV speakers or from the USB headset.
- **PRO LOGIC II SURROUND:** Activates or deactivates Dolby® Pro Logic II® Surround sound.

CONTROLLER

See and choose between the different controller configurations available.



BRIEFING

On this screen John Clark describes the mission situation and overall objectives. You have three options available.



- **TEAM:** Takes you to the Team screen, where you can view your teammates and their gear.



- **GEAR:** Takes you to the Gear screen, where you can select your weapons and other equipment.
 - **CAPACITY:** Maximum number of bullets that the weapon can hold.
 - **SUPPRESSED:** Silenced weapon.
- **START:** Takes you directly into the game and begins the mission.



START MENU

During mission, the Start menu displays your current mission objective along with the following options:



- **RESUME:** Resumes the mission.
- **QUICK LOAD:** Reloads the game at your last checkpoint.
- **INSERTION:** Restarts your current mission from the beginning of the part of the mission you are in.
- **BRIEFING:** Restarts your current mission from the Mission Planning Computer, where you can reselect your gear and weapons.
- **ABORT:** Quits the current mission and takes you to the Debriefing screen.
- **OPTIONS:** Opens the Options menu.



IN-GAME INTERFACE

HUD

The HUD for the single-player game contains information on your health, weapons, and team.

YOUR INFORMATION

Your name, Ding Chavez, appears in the lower left of the screen. To the left of your name is your current stance (standing or crouching). Just below your name are your heart rate and health level. You have four bars of health at the beginning of each mission. If you lose all four, you are dead and automatically fail the mission. When your health gets low, it's a good idea to use your team more aggressively and take fewer chances yourself.



WEAPON INFORMATION

Information regarding the current weapon/object appears below your heart rate. These include weapon/object name, the number of bullets in the weapon/magazine, a graphic depicting the ammo remaining in the weapon, and the number of extra bullets/magazines available when reloading.

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In the center of the screen is the targeting reticle, which consists of a circle and center dot. As you move, the circle shrinks to reflect your loss of accuracy. When you stop moving, the circle expands to its largest size. The moral of the story is that it's easier to hit a target if you're not moving.

TEAM INFORMATION

Depending on the mission, John Clark can assign up to three other operatives to support you. The team health level is in the bottom center of the screen and works exactly like your own. Below each health indicator is an operative name, which blinks when that operative is talking. Above the health indicators is the Team Current Action, which describes what team members are currently doing.

RADAR

In the lower right of your screen is the radar. The radar shows you the situation immediately around you and helps you navigate the mission areas. If your current objective is within the map display area, it appears as a small Objective icon []. If it is not in view, an arrow [] appears along the edge of the map to help you find it.

If you are under attack, the radar will show you the alert direction. []

Teammate icons [] help you keep track of your teammates during missions. Whenever a terrorist takes out one of your teammates, he is replaced with a Man Down icon [] letting you know where he fell.



ACTION ICON

The Action icon appears above the Team Current Action and shows the action you and/or your team can perform at the location designated by the center dot of your reticle. Action icons with brackets around them designate that the team will perform the action [], while those without are actions performed by you, the player [] (see **Interacting with the Environment**).

HOW TO PLAY

Who Am I?

You play the part of Ding Chavez, an elite Rainbow counter-terrorism operative trained to the limits of human capabilities. You lead a team of four operatives, and your mission is to neutralize terrorists and save the world. To keep your identities hidden, your only official link to the outside world is through John Clark, your boss. He receives requests from governments around the world for your very special services and subsequently dispatches you on missions. Rainbow only gets called after all other options have been exhausted on situations of international importance. That means when you go in, hit hard and fast!

Who Else Is in the World?

Besides you and your team, there are two other types of people in the world: terrorists and hostages. Terrorists, or "tangos," are the bad guys. The rules for dealing with terrorists are simple and straightforward. Shoot anyone with a gun and secure anyone without one. Dealing with hostages requires more caution. If a hostage dies, you automatically fail the mission, so when entering an area

with a hostage, you must quickly distinguish friend from foe. Some tangeros will have orders to execute hostages at the first sign of trouble, so you'll have to deal with those terrorists quickly.

Looking and Moving Around

To look around, simply move the right analog stick. To move around the world, use the left analog stick. Moving fast greatly increases the amount of noise you make and also makes shooting much more difficult.

Peeking and Changing Stance

Peeking is extremely useful for looking around objects without completely exposing yourself to enemy fire. Peek using the left and right directional buttons. When you're trying to avoid being shot or detected, it also helps to minimize your stance. You can toggle between standing and crouching by pressing the L3 button.

Night and Thermal Vision

Use the  button to switch between normal vision and night and thermal vision. Night vision allows you to see clearly in the dark. It depicts the world as shades of black and green. Thermal vision is useful for highlighting heat signatures, such as people, and hot objects like fires. Thermal vision also lets you see through some doors and objects, which makes it extremely useful during recon missions.



Interacting with the Environment

HOW DO I?

In Rainbow Six 3, interacting with your environment allows you to do everything from opening doors to securing surrendered terrorists. To interact with your environment, move near to and look at an area/object you can interact with. When a Player Action icon appears in the bottom center of the screen, press the $\otimes$ button to perform the action the icon represents. If the action involves a door, you also have two other controls you can use: Fluid Open and Close. To fluidly open a door, press the up directional button. To fluidly close a door, press the down directional button.

HOW DO I ORDER MY TEAM?

DEFAULT ORDERS

To order your team to interact with the environment, simply look at the object/area where you want them to do something. When a Team Action icon  appears in the bottom center of the screen, press the $\otimes$ button to order your team to perform the default action (see **Action Situations and Default Actions** on page 20).

QUICK ORDER INTERFACE

You can also press and hold the $\otimes$ button to display the Quick Order Interface (QOI), which contains a complete list of available actions. To issue an order in the QOI, press the corresponding direction with the left analog stick or with the directional buttons.



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ZULU AND CLEAR TOGGLES

Some locations have more than four orders associated with them and use the Zulu Order (L1 button) and Clear Order (R1 button) toggles. The Zulu Order toggle tells the team to wait to execute the order until you give them the Zulu Go-Code (R2 button). This allows you to be somewhere else when the team performs the order.

The Clear Order toggle tells the team to rush into the room and engage all tangeros after performing the order. This toggle is on by default when interacting with doors.

USING VOICE ORDERS

With a USB headset connected to your PlayStation®2 console, you can order your team using the voice commands on page 20. Simply press the L2 button and say the right order (orders appear in the QOI). "Go, go, go" executes the default order for any situation.

HOLD, REGROUP, AND ZULU

Whenever your team is not following you, you can order them to regroup. At any time, you can tell your team to hold and they will seek cover near their current location. You can issue either of these orders by voice or by pressing the Team Hold/Regroup button (the ⊙ button).

If your team is waiting for you to issue the Zulu Go-Code, you can issue the order by saying, "Zulu" or "Zulu Go" using your USB headset, or by pressing the R2 button.



AVAILABLE VOICE ORDERS

Go, go, go	Flash and clear	Regroup on Zulu
Zulu go	Open and clear	Breach and clear on Zulu
Regroup	Breach and clear	Move and clear on Zulu
Hold	Frag and clear	Frag and clear on Zulu
Move out	Open, frag, and clear	Flash and clear on Zulu
Open	Open, flash, and clear	Open and clear on Zulu
Close	Move out on Zulu	Open and frag on Zulu
Zulu	Frag on Zulu	Open and flash on Zulu
Frag	Flash on Zulu	Open, frag, and clear on Zulu
Flash	Open on Zulu	Open, flash, and clear on Zulu
Secure	Clear on Zulu	
Breach	Breach on Zulu	

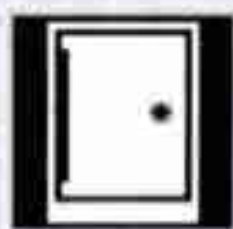
ACTION SITUATIONS AND DEFAULT ACTIONS



Location: Ground
Default Order: Move to
Voice: "Move out"



Person:
Securable hostage
Default Order:
Secure hostage
Voice: "Secure"



Object: Closed door
Default Order:
Open and clear
Voice: "Open and clear"



Person:
Escortable hostage
Default Order:
Escort hostage
Voice: "Escort"



Object: Opened door
Default Order: Close
Voice: "Close"



Object: Locked door
Default Order:
Open and clear
Voice: "Open and clear"



Object:
Surrendered terrorist
Default Order:
Secure terrorist
Voice: "Secure"



Object: Ladder
Default Order:
Climb ladder
Voice: "Climb"



Object:
Explosive device
Default Order:
Defuse bomb
Voice: "Demo up"

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Switching Between Weapons and Equipment

To bring up the Inventory menu, press and hold the L1 button. To select a piece of gear, simply choose the corresponding direction with your left analog stick or with the directional buttons. You can also quick switch between your primary and secondary weapon by just pressing (without holding) the L1 button.

Shooting

RETICLE

As stated earlier, the reticle consists of a circle and a center dot. All you have to do to hit a terrorist is to put the center of his chest or his head



inside the circle or put the center dot on any part of his body. To hit any other object, you need to put the center dot on it.

FIRING

To fire your currently selected weapon, simply press the R1 button. If the weapon is an automatic, it will continue to fire until you release the trigger. If it isn't, it will only fire a single shot each time you press the R1 button. When you fire, the screen jumps, and the smoke and flash from the weapon blind you. So whenever possible, fire short bursts of three to five rounds.



RELOADING

To reload your weapon, press the  button. This removes the current magazine from the weapon and replaces it with another. Try to reload whenever you get a chance, because there's nothing worse than being in the middle of a firefight and running out of ammunition.

ZOOMING

You can use the zoom of your weapon by pressing the R3 button. This gives you a better view of your target but slows down your looking/turning speed. Sniper rifles, unlike other weapons, have two zoom levels.

Other Items

Besides firearms, there are a number of different items you can take into missions.

GAS MASK

A gas mask negates the effects of tear gas grenades and is always worn when carried.

DEPLOYING EXPLOSIVE CHARGES AND MINES



BREACHING CHARGE



REMOTE CHARGE



CLAYMORE MINE

There are three types of explosives in Rainbow Six 3: breaching charges, remote charges, and claymore mines. Breaching charges destroy doors and temporarily stun those on the other side. But beware – anyone standing close to the door will receive damage. To place a

breaching charge, look at a door and when the Place Charge reticle appears, press the R1 button. After you place the charge, a detonator appears in your hand, allowing you to detonate it at any time or "on command."

Remote charges and claymore mines can be deployed on the ground near your feet by pressing the R1 button.

Remote charges are basically frag grenades that you detonate "on command," while claymore mines are similar but only inflict damage to their front.

THROWING GRENADES

There are five grenades to choose from in Rainbow Six 3:



Frag: Explodes, inflicting damage.



Flash Bang: Temporarily disables anyone near the blast.



Gas: Creates a cloud of toxic gas that temporarily incapacitates anyone not wearing a gas mask.



Smoke: Creates a large cloud of white smoke.



White Phosphorus (WP): Creates a small, white cloud and explodes, burning everything nearby.

To throw a grenade, simply look in the desired direction and press the R1 button. You'll have to get used to judging the range, so practice throwing a few before you get into combat. You can also press and hold the R1 button to pull the pin on the grenade but not throw it. As soon as you release the R1 button, you throw the grenade.



M203 GRENADE LAUNCHER

The M203 grenade launcher is an incredibly powerful weapon and must be used with caution. Its grenades are similar to the handheld ones above, but are not quite as effective. There are four different rounds available for this weapon:

- **HE:** Explodes on contact, inflicting damage.
- **Gas:** Explodes on contact, creating a cloud of toxic smoke.
- **Smoke:** Creates a large cloud of white smoke.
- **Red Phosphorus (RP):** Creates a small cloud of red smoke and explodes, burning everything nearby.

In-Game Saves

Rainbow Six 3 will ask you regularly to save your progress. During the game, you will reach checkpoints that allow you to not restart the entire mission if you fail. The number of checkpoints will change according to the level of difficulty you are playing.

FINISHING A MISSION: DEBRIEFING

After you finish a mission, whether you fail or succeed, you proceed to the Debriefing screen. This screen has the statistics of each operative, including health, kills, hit percentage, rounds fired, and rounds on target.

Retry From

You can reattempt the mission by selecting one of the options on the left side of the screen:

- **INSERTION:** Reloads the mission from the beginning of the part of the mission you are in.

- **BRIEFING:** Goes back to the Mission Planning Computer, where you can reselect your gear and weapons.

If you wish to abort your mission, click on Main Menu to return to the Main Menu.

PLAYSTATION®2 ONLINE PLAY

Online play allows several players to play either as a team or against each other. You can play in three different game modes:

- **Survival:** Play against friends. The last player standing wins.
- **Sharp Shooter:** Play against friends. The player with most kills wins. When you die, you respawn and immediately re-enter the action.
- **Team Survival:** Play with friends as one team against another. The last team standing wins.

MAKE SURE YOU HAVE ALREADY CONFIGURED YOUR NETWORK CONNECTION (SEE **SETTING UP FOR ONLINE PLAY**).

Choose Online Game in the Main Menu.

Choose your network configuration from your memory card (8MB) (for PlayStation®2).

Select Login to create/load an account name.

To create a ubi.com™ account, select an account name, then type the Select Connect to login in to ubi.com.

Then you can create/load an account name.

To create a ubi.com™ account, type an account name and choose a password. Select Register to register your new



account. Then you can press Login to access the ubi.com game service.

To load an existing ubi.com account name, enter your account name and password and press Login.

As soon you are logged into ubi.com game service you have access to the ubi.com community. From here you can enter lobbies to play; send and receive messages; organize your Friends and Ignore Lists; watch the different rankings; and set up your online options.

Join a lobby to start playing online.

A list of available games appears. Select the one you want and press the $\otimes$ button to join the game.

You can also search for matches based on your filter settings:

- **Game Mode:** All, Survival, Sharp Shooter, or Team Survival.
- **Min Player:** 2, 3, 4, 5.
- **Max Player:** 6, 5, 4, 3, 2, 1.
- **Password:** Games protected by passwords or not.

Choose Create a Match to create an online game using your own settings.

Once you have created your game, you can adjust your gear and launch the map as soon as other players have joined your game.



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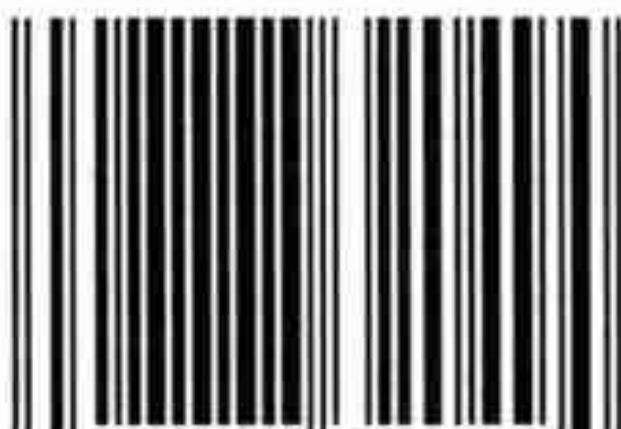
If you have a USB headset connected to your PlayStation®2 console, you can chat in-game. If you play in Team mode, you can speak with all your teammates. If you play in Sharp Shooter or Survival mode, anyone within 15 meters will hear you.



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TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com/>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support department, please include the **complete product title** or have it available if you are calling.

Contact Us over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

<http://support.ubi.com/>.

Contact Us by Email

For fastest response via email, please visit our website at: <http://support.ubi.com/>.

From this site, you will be able to enter the Ubisoft Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone

You can also contact us by phone by calling 919-460-9778 (for our customers in Quebec, we provide French language support at 866-824-6515). Please note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure that you have the **complete product title** on hand. Be advised that our Technical Support Representatives are available to help you Monday–Friday from 9am–9pm EST (French language support is available from 7am–4pm EST). While we do not charge for Technical Support, normal long distance charges apply. To avoid long distance charges, or to contact a Support Representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

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 faulty game, please visit our 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.

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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

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PlayStation 2



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