Thank you for purchasing Rogue Spear™ for the Sega Dreamcast. Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

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Introduction

In Rogue Spear, you must lead RAINBOW, a covert international counter-terrorist team set up to combat terrorism around the world. As part of the operations assigned to you, you must select team members, outfit them with weapons and equipment, plan the actions your team will take, and then execute the mission to achieve the objectives. The game consists of 23 missions which are linked together to form a campaign.

The Rogue Spear campaign takes place after the campaigns in RAINBOW SIX and the Eagle Watch Mission Pack. If you have played these previously, you will already be familiar with the game interface. However, review this manual as many changes and additions have been made. There are new weapons, new operatives, new actions and orders and much more. Now don't just sit there. Get going! You have the world to save.

Getting Started

Rogue Spear is a 1-4 player game. Before turning the Sega Dreamcast power on, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during the game, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

When using a Sega Dreamcast Visual Memory Unit (VMU - sold separately), insert the VMU into Expansion Socket 1 of the controller connected to Port A.

When using a Jump Pack (sold separately), insert it into Expansion Socket 2 of the Sega Dreamcast controller. When the Jump Pack is inserted into the Expansion Socket 1 of the controller, the Jump Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.
Rogue Spear Controls

Sega Dreamcast Keyboard

When using the keyboard be sure that a controller is also connected to one of the other control ports.

**Actions**

- **Left Mouse**
  - Fire (Use Item)
  - Switch to Primary Weapon
  - Switch to Secondary Weapon
  - Switch to Kit Slot 1
  - Switch to Kit Slot 2
  - Select Next Weapon
  - Change Magazine
  - Change Rate of Fire
  - Manipulate Environment (open doors, climb, etc.)

- **Movement**
  - Move Forward
  - Move Backward
  - Sidestep Left
  - Sidestep Right
  - Peak Left
  - Peak Right
  - Crouch
  - Run

- **View**
  - Left Shift
  - Toggle Sniper Mode
  - Toggle Night Vision
  - Toggle Full-Screen Map Mode
  - Toggle Camera View
  - Zoom Map Out
  - Zoom Map In
  - Watch Next Team Member in Action Phase Map
  - Keypad 5
  - Center View

- **Options**
  - F4
  - Toggle Auto-Aim

**Team / AI**

- PgUp
- PgDn
- Change to Previous Team
- Change to Next Team
- Status Report
- Toggle Team Hold in Place
- Toggle All Teams Hold
- Toggle Sniper Control
- Go-Code Alpha
- Go-Code Bravo
- Go-Code Charlie
- Go-Code Delta
- Toggle Map Mode
- Change ROE Mode
- Change ROE Speed

**Controller Configuration 1 (Alpha)**

- **Menu Controller Overview**
- D-Button: Cycle through Selections
- Analog Thumb Pad: Scroll Dialog/Move Cursor
- Right Trigger: Right Click
- A Button: Select
- B Button: Cancel
- X Button: Assigns Item
- Y Button: Changes Ammo Type
- Start Button: Select

- **Mission Controls Controller Overview**
- A Button: Move Forward
- Y Button: Move Backwards
- X Button: Sidestep Left
- B Button: Sidestep Right
- Left Trigger: Run
- Right Trigger: Fire
- D-Button LEFT: Zoom
- D-Button RIGHT: Change Clip
- D-Button UP: Interact with Environment
- D-Button DOWN: Activate Control Menu/Change Views
- Analog Thumb Pad: Look Around
- Start Button: Pause/Menu

**Controller Configuration 2 (Bravo)**

Same as Controller Configuration 1 except:
- UP and DOWN on the Analog Thumb Pad is reversed.

**Controller Configuration 3 (Charlie)**

Same as Controller Configuration 1 except:
- The A and Y Buttons are reversed.

**Controller Configuration 4 (Delta)**

Same as Controller Configuration 1 except:
- UP and DOWN on the Analog Thumb Pad is reversed.
- The A and Y Buttons are reversed.

**Controller Configuration 5 (Echo)**

Same as Controller Configuration 1 except:
- D-Button LEFT: Peek Left
- D-Button RIGHT: Peek Right

Sega Dreamcast Controller

Operation with an incompatible controller is not guaranteed.

When using your controller, you may configure it in one of eight possible ways:

- Right Trigger (Trigger R)
- X Button
- Y Button
- B Button
- A Button
- D-Button (D-Button)
- Start Button
- Expansion Socket 1
- Expansion Socket 2
- Left Trigger (Trigger L)
Game Menus

On the Main Menu Screen, you can select from the following options:

**Campaigns**

The Campaigns menu is where you begin all of the campaign missions and other types of games for individual play.

**New Campaign**

This option takes you to a new campaign. You may only save 10 campaigns per VMU.

**Resume Campaign**

After at least one campaign has been started, the Resume option will be available to you. SELECT one of the campaigns listed in the Campaign Window, and then SELECT Resume. You will be taken to the planning phase of the next uncompleted mission in the current campaign.

**Delete Campaign**

This option deletes the selected campaign from your VMU. A dialogue box will appear asking you to verify your decision before the campaign is actually deleted.

**Practice Mission**

Once a mission has already been completed, you can return and try it again without affecting the campaign in progress. First, SELECT the campaign in the Campaign Window, then SELECT the mission from the Mission Window. With the mission highlighted, SELECT Practice Mission. If you want to improve the performance of a mission for campaign purposes, SELECT the Branch Campaign option instead.
Game Menus

Campaigns cont'd

Branch Campaign
If you would like to play a mission over again for the purpose of improving your campaign, use the Branch Campaign option. Once the correct campaign has been SELECTED, choose the mission prior to the one you want to replay and then SELECT Branch Campaign. The difficulty will remain the same as that chosen for the original campaign.

Difficulty Level
HIGHLIGHT one of the following difficulty levels. You can choose from Recruit, Veteran, or Elite.

Recruit
In order to move on to the next level, you must accomplish the objectives of the mission. In Recruit, you encounter fewer terrorists who tend to react slowly.

Veteran
As in Recruit, you must achieve the objectives to complete a mission successfully. However, there are usually more terrorists and they react quicker than in the Recruit level.

Elite
As an Elite, you encounter more terrorists that shoot much more quickly. Auto Target is disabled and Heart Beat Sensors cannot tell the difference between a hostage and a terrorist.

Press SELECT to choose level of play.

Game Menus

Deathmatch Mode
In Deathmatch Mode, 2-4 players can compete in a split screen version of Rogue Spear within a variety of environments.

To select a specialty press UP or DOWN.
To select a weapon press LEFT or RIGHT.

Select Maps
This option allows you to choose your environment.

Time Limit
This option allows you to set the amount of time for the deathmatch.

Frag Limit
This option defines the number of "kills" you need to execute on the opponent in order to win the deathmatch.

Respawn Limit
This option defines the number of times you can return to the game after being killed.


**Game Menus**

**Training Mode**
Training missions are organized according to different Skill Sets. To begin a training mission, select a Skill Set, and then one of the courses listed in the window below it. You can exit the Training Sessions at any time by SELECTING the Main Menu option.

*Fire and Movement*
The five courses in this Skill Set let you practice moving your operatives as well as using their weapons and equipment.

*Room Clearing*
This is the first Skill Set which offers opposition. Use caution on each of these courses because the terrorists fire back at your operatives.

**Hostage Rescue**
The next Skill Set continues on with the training by adding hostages to the missions. Once you can get through all six of these missions, you are first class certified in Hostage Rescue and Close Quarters Combat.

**Open Training**
After going through the training missions, the Open Training Skill Set lets you go back to practice at the shooting and demolitions ranges as well as three kill houses.

**Terrorist Hunt**
The final Skill Set allows you to go through two new kill houses and eliminate all the terrorists you can find.

---

**Options Mode**
The "Options Menu" allows you to configure the game functions and sounds. To toggle an option, SELECT the box next to the title and a checkmark will appear to show the option is activated. An empty box means the option is not activated.

*Sound Options*
These options allow you to adjust the volume of different types of sounds in the game.

*Master*
This adjusts the volumes of all the individual sounds collectively.

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

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

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

*Menu Sound*
This adjusts the volume of all menu sounds.

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

*Action Music*
This adjusts the volume of the music played during the missions.
Game Menus

Options Mode cont'd

Auto-Targeting
This option is activated by default. During the Action Phase, the targeting reticule will automatically center itself over the chest of the nearest enemy and then move to his head.

Bleed
When activated, terrorists and other characters will bleed when shot.

Unlimited Practice
This option turns off Victory Conditions for Practice Mission. To use the Practice Missions option, you'll need to have successfully completed the mission first.

Stereo
This option toggles the audio between stereo and mono settings.

Planning Phase

Whenever you begin a mission, training or operational, you first go through the "Planning Phase." The Planning Phase consists of six main steps:

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

Briefing
The Briefing screen is where you find out what the mission is all about as well as the objectives you must accomplish for the mission to be considered a success.

Intel
The Intel screen is where you can tap into background information for the operational missions during the campaign.

Roster
The Roster screen is where you can review dossiers on each of the RAINBOW team members and then select up to eight for the current mission. The operative list is located in the bottom left of the screen. SELECT any of the names to bring up the dossier for that operative.

Kit Selection
The Kit Selection screen is where you arm and equip your operatives.
**Planning Phase**

**Team**
The Team Assignment screen is where you divide your operatives into fire teams. You can have up to four different teams and each team can contain up to four operatives from the total pool of eight. You can form two-four man teams, four-two man teams, or any in between.

**Planning**
On the Planning Screen, you give orders to all of your teams and instruct them what to do during the mission.

**Map Orders**
The menu on the left side of the screen is the Map Orders menu. At the top of the menu are two tabs, which change what is displayed on the menu.

- **Recon**
  Here, you can gather information regarding hostages, terrorists, and landmarks.

- **Orders**
  When actually giving orders to your teams, you will see the "Orders" tab.

**Plotting Movement**
Movement is plotted on the map by using waypoints to create a path for the team to follow. Start off by placing the first waypoint in an insertion zone. The SELECT on the map another location where you want the team to go. When the second waypoint is set, a line will automatically be drawn connecting them. For each waypoint, you can assign actions associated with that point.

**Waypoint Controls**
To the right of these lines are the waypoint controls. Use the play button to review the movement for a team starting with the current waypoint. The button with the "X" deletes the last waypoint placed, while the button with the "XX" deletes all the waypoints assigned for the team.

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

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

**Rules of Engagement**
As mentioned earlier, you can tell your teams how to act as they advance through the waypoints. This is done from the Orders menu and consists of Mode and Speed. Mode instructs the team what to do while Speed instructs how fast to do it.

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

The Action Phase is where you actually execute the plan created during the Planning Phase. It begins with the teams positioned at their insertion zone and ends when all the objectives have been completed, the mission is a failure, or you abort the mission. The screen in the Action Phase is divided into two parts: the Cinema Window and the Action Bar.

Cinema Window
This window displays the view from the perspective of the operative you are currently controlling. As you shift between teams, the view will change to whatever the new operative can see. You can play Rogue Spear in first or third person.

Targeting Reticule
In the center of the cinema window is a small, red icon, which represents your targeting reticule.

Action Bar
The Action Bar is located below the cinema window. It provides all the information you need on your current operative as well as the rest of your teams during the mission.

Map Window
This map view is centered on the currently selected team and is similar to the map in the Planning Phase. The top of the map is the direction your operative is facing. Use this map to navigate through the mission using the lines connecting the waypoints. On the map, your operatives are represented by circles the same color as the team they are on. The small line extending from the circle shows the direction each operative is facing. Once a person is detected by any of your operatives, either visually or with a heartbeat sensor, that person is displayed on the map. Hostages or unknown people appear as white circles while terrorists are magenta. Dead or incapacitated persons are represented by a darker shade of the appropriate color.

Weapons Display
Next to the map is the weapons display. An illustration of the active firearm or equipment appears at the top.

Active Team Display
The next window over is the active team display. It shows the name and speciality of each operative as well as a health indicator.

All Teams Display
Located on the right end of the Action Bar, this display lists all of the teams in the mission.

Control Assign
This screen allows you to assign either controllers or keyboard to a particular team.
Action Phase

Menu Window
While executing a mission, you may select a variety of options by way of the Menu Window. To display this window, press DOWN on the D-Button. The Menu Window offers you the following options:

**Actions**

Under the Actions Option:
- **Change Clip**
  With this option, you can replace your weapon’s clip with a full jacket.
- **Change Team**
  With this option, you can change from one team to another.
- **Crouch**
  This option allows you to maneuver in a crouch position.
- **Zoom**
  This option allows you to zoom in on your point of view.

**Inventory**

Under the Inventory Option:
- **Select Primary**
  This option selects your primary weapon.
- **Select Secondary**
  This option selects your secondary weapon.
- **Select Item 1**
  This option selects your weapon designated as Item 1.
- **Select Item 2**
  This option selects your weapon designated as Item 2.

Action Phase

**Go Codes**

- **Alpha**
  This option executes the Alpha Go Code.
- **Bravo**
  This option executes the Bravo Go Code.
- **Charlie**
  This option executes the Charlie Go Code.
- **Delta**
  This option executes the Delta Go Code.

**Misc**

- **Orders**
  The Orders Option allows you to order your team to perform special actions.
- **Mode**
  This option allows you to instruct your team what to do.
- **Speed**
  This option allows you to change the movement speed of your team.
- **Utility**
  This option allows you to change views, displays, and rate of fire.
  - **Full Screen**
    This option hides the action bar.
  - **Rate of Fire**
    This option allows you to change between 1 or 3 shot bursts, auto fire, or safety.
  - **View**
    This option allows you to toggle between full screen map, map 4 view, 3rd person view, and zoom.
  - **Night Vision**
    This option allows you to see at night.
Action Phase

Controlling Your Operative
While you must keep an eye on what the rest of your teams are doing during the mission, your main responsibility is to personally lead your team to accomplish its assigned role.

Fire and Movement
The success or failure of Close Quarter Battle tactics relies on properly executed fire and movement. During the mission, each team maneuvers about on foot. Your operatives are also restricted to the types of movement most commonly used by SWAT and HRT teams. There is no jumping or running at full speed because the main concern for operatives at all times is maintaining control over their weapon.

Dynamic Team Control
This allows you during the mission to switch between teams to perform difficult or tricky actions.

Ending the Mission
When the objectives have been accomplished, the mission will end as a success. You will be taken to the Results Screen showing statistics for the mission. If you want to go on to the next mission in the campaign, SELECT the right arrow at the bottom. You may also abort the mission at any time by activating the Control Menu. The mission will also end if all of your operatives are killed or it is impossible to achieve your objectives. This could be because a hostage is killed or a bomb detonated. When this happens, you must replay the mission.

Visual Memory Unit

Purchase additional VMU's in order to share your saved Plans and Mission results from your Rogue Spear campaigns.

Seagate Dreamcast Visual Memory Unit (VMU)

The number of memory blocks required to save game files varies according to how far the player has progressed in the game. With this game, 2 to 100 blocks of memory are required to save the game.

Note: While saving a Rogue Spear file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller of other peripheral equipment.
WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure. If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitching, loss of consciousness, disorientation, involuntary movement or convulsion, IMMEDIATELY DIScontinue USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAYING.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times while using Sega Dreamcast:

- Sit, at a minimum of 6 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play while you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Keep playing areas clean for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
- To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure that it has stopped spinning.
- The Sega Dreamcast CD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dust on either side of the disc.
- Keep playing areas clean for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or alter the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not store or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTOR TELEVISION WARNING
Stills of images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
This CD-ROM can be used with the Sega Dreamcast video game system. Do not attempt to play this CD-ROM on any other CD player. Make sure that the headphones and/or speakers are not damaged. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are fictional. Any similarity to other persons, living or dead, is purely coincidental.