

TOM CLANCY'S  
RAINBOW SIX | SIEGE*An Enjoyable Niche Shooter*

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Platform Played on: PS4

Platforms: PS4, Xbone, Windows

Time played: 15 hours

It is the age of streamlined games which prefer to keep things overly simple to appeal to the mass crowd. I was half-expecting *Rainbow Six: Siege* to fit the same archetype. What I got, however, was surprisingly different.

I tried playing this like any other shooter (read: *Call of Duty* and *Battlefield*) where you could run and gun without a care in the world. I got absolutely demolished. That too, by the AI which says a lot about how punishing the game can be. Playing against humans is even tougher as they will resort to more complicated tactics. Guns are extremely hard to spray fire; it only takes two well-placed shots to kill anyone. All in all, this is a tough cookie that will frustrate the average FPS player unless they resort to learning how to deal with situations tactically.

Essentially the game pits two teams of 5 against each other if you play the normal multiplayer mode. There are a multitude of game modes which feel like the same as matches seldom end with objectives being

completed and mostly with one team wiping out the other. There is also Terrorist Hunt in which you and your human teammates hold out against incoming waves of AI enemies. Sadly, there is absolutely no single player content.

The maps in which these matches take place are incredibly dynamic owing to the fact that basically everything is breakable. From walls to roofs to windows, if you pack the right firepower, you can punch a hole anywhere.

The destruction isn't limited to the exteriors, either. Shooting up a bar inside of a club house yields a shower of glass, wood, paper and dust. From a technical standpoint, it is impressive for an engine to have this much destruction on consoles.

*Siege* offers you a choice between 20 operators. 10 for attack and 10 for defence. These operators are spread out through 5 Special Forces of the world such as the Russian Spetsnaz and the German GSG 9. They all have to be unlocked using Renown – a currency that you can earn simply by playing matches and completing challenges. Each of them have special abilities or weapons which can be used to turn the tide of a multiplayer match. For

example, Jäger is equipped with a gadget that can intercept any incoming grenades; it can be placed on a wall or floor; Sledge is equipped with a hammer that can be used to break walls and create breach points.

Mixing and matching different operators to fulfil key roles in a team allows for a variety of team comps to be made, much like MOBAs such as *League of Legends* or *Dota 2*. And this is where the depth of *Siege* begins to manifest itself.

Leading a two-man ground assault while your teammates give you cover fire through the windows as they rappel along the walls is exhilarating when it all comes together. Likewise, asinine teammates (one of the many follies of online matchmaking) will dismantle any sort of enjoyment to be had.

Matches require careful planning and tactical decisions to win. Each match starts off with a preparation phase in which the attackers scout out the area to locate the hostage or the bomb, while the defenders barricade the windows and doors, and lay traps for the eventual assault.

Sound plays a crucial role in helping players succeed. Incoming footsteps, the clanking of machinery being placed, the loud boom accompanying a breach charge

all help in identifying player position. The audio design is absolutely visceral with guns and explosions sounding appropriately brutal and raw. I absolutely recommend playing this game with headphones on just for the sheer immersion factor and also for admiring the work that they've put in to this aspect.

Microtransactions are indeed present in this game but they are not as intrusive as I thought they would be. The season pass only grants you early access to operators who will be released for free after the one week early access period while also giving you a bunch of weapon skins. Renown boosters can be bought so that you can unlock that holographic sight for the UMP 45 quicker but they only shorten the time by a small fraction.

At the end of the day, *Siege* fulfils the niche role of a proper tactical shooter on all platforms. It is an absolute blast to play with the right people. However, if you do not prefer a slower shooter which requires tactical thinking, this game is not for you.

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