

# XCOM ENEMY UNKNOWN



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# XCOM

## ENEMY UNKNOWN

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## SYSTEM REQUIREMENTS

### MINIMUM

OS:	Windows Vista
SOFTWARE:	Steam Client
PROCESSOR:	2GHz Dual Core
MEMORY:	2GB RAM
HARD DRIVE:	20GB free
VIDEO MEMORY:	256MB
VIDEO CARD:	NVIDIA GeForce 8600 GT / ATI Radeon HD 2600 XT series or greater
SOUND CARD:	DirectX Compatible

### RECOMMENDED

OS:	Windows 7
SOFTWARE:	Steam Client
PROCESSOR:	2GHz Dual Core (Intel Core 2 Duo 2.4GHz or Athlon X2 2.7GHz)
MEMORY:	4GB RAM
HARD DRIVE:	20GB FREE
VIDEO MEMORY:	512+ MB
VIDEO CARD:	NVIDIA GeForce 9000 series / ATI Radeon HD 3000 series or greater
SOUND CARD:	DirectX Compatible

## OTHER REQUIREMENTS AND SUPPORTS

Initial installation requires one-time internet connection for Steam authentication; software installations required (included with the game) include Steam Client, Visual C++ 2008 Redistributable, DirectX and Microsoft .Net 4.

### STEAM

*XCOM: Enemy Unknown* is powered through Steam, an online game platform and distributor. Steam allows for automated updates, easy access to DLC, and a quick way to join up with your friends for Multiplayer games. Steam is required to play *XCOM: Enemy Unknown* and an internet connection will be required only when you first run the game. See the Installation section for more details, or visit <http://store.steampowered.com/> for more information about the service.

## EXCLUSIVE SPECIAL EDITION DIGITAL CONTENT

To install the exclusive digital content included in the Special Edition, insert DISC 2 of your *XCOM: Enemy Unknown* installation discs into your DVD drive and navigate to the "Special Edition Content" folder. There you will find the game soundtrack, ringtones, and desktop wallpapers to enjoy.





# CONTROLS

## GENERAL

Navigate up / down / left / right

↑ / ↓ / ← / →  
or **W** / **S** / **A** / **D**

Confirm action

**Enter** or **Spacebar**

Cancel action

**Esc** or Right Mouse Button

## BASE

(General Controls also apply)

Next Soldier (in barracks)

**Tab** or Mouse Button 4

Prev Soldier (in barracks)

Left **Shift** or Mouse Button 5

Mission Control (top level Strategy HUD)

**Q**

Gollop Chamber (top level Strategy HUD)

**E**

Research Facility (top level Strategy HUD)

**1**

Engineering Facility (top level Strategy HUD)

**2**

Barracks Facility (top level Strategy HUD)

**3**

Hangar Facility (top level Strategy HUD)

**4**

Situation Room Facility  
(top level Strategy HUD)

**5**



## TACTICAL

(General Controls only active in Pause Menu)

Open Shot HUD / Confirm Action

**Spacebar** / **Enter**

Interact with Object

**V**

Next Soldier /Target

**Tab** or Mouse Button 4

Prev Soldier /Target

Left **Shift** or Mouse Button 5

Swap Weapon

**X**

Soldier Move

Right Mouse Button

Ability 1-10

**1** - **0**

Ability Reload

**R**

Ability Overwatch

**Y**

Ability Hunker Down

**B**

Camera Move up / down / left / right

**W** / **S** / **A** / **D**

Camera Rotate left / right

**Q** / **E**

Camera Toggle Zoom Level

**Z**

Camera Free Zoom

Hold Middle Mouse Button

More Info screen

**F1**

Target Unit 1

**F2**

Target Unit 2

**F3**

Target Unit 3

**F4**

Target Unit 4

**F5**

Target Unit 5

**F6**

Target Unit 6

**F7**

Target Unit 7

**F8**

Target Unit 8

**F9**

Target Unit 9

**F10**

Target Unit 10

**F11**

Target Unit 11

**F12**



## BATTLESCAPE VIEW

### HEALTH

The health of each individual soldier is represented by the indicators present on the Unit Flag. You can restore a soldier's health or stabilize a critically wounded soldier in the field through the use of Medikits, which can be fabricated in Engineering and equipped on the soldier loadout screen. Please note: soldiers killed in combat cannot be resurrected and are permanently removed from your squad.

### MOVEMENT

Each soldier has a limited range of movement represented by the "pips" on the HUD. With a soldier selected, an outline will appear indicating the maximum movement range currently available to that unit in a single move (with the default being two moves per turn). An additional buffer area indicates the movement range available by "Dashing," which will expend all available movement points at once.

### COVER

Cover nodes play a crucial role in the effectiveness and longevity of your troops deployed in the field. Objects that provide cover include everything from benches, trash cans, and other scenery, all the way up to buildings and vehicles. The amount of protection afforded by the object in question is indicated by either a full shield icon (High Cover) or a half-shield icon (Low Cover). Low cover is always better than no cover at all, but high cover offers the greatest defensive position to your troops. It's also important to note that a yellow shield indicates that the unit in question is being flanked by an enemy.

### ACTIONS

In addition to their standard attack, each soldier class has a number of unique abilities that can be used in the field to support your overall squad. As your troops progress through the ranks, additional specialized abilities will also become available. Variations in each soldier's equipment loadout can also provide unique benefits on the field and enable additional combat maneuvers. Please note: using an action will end your turn even if moves are still available (except for the special ability known as "Run and Gun" which will allow you to move and fire in the same turn)

## GEOSCAPE VIEW

### MANAGING FACILITIES

The view of XCOM headquarters provides a complete overview of the base and its current facilities. As the project grows and new technology becomes available, you'll need to construct new facilities to fulfill certain objectives. As space for new facilities becomes limited, it may be necessary to excavate further beneath the base.

### MISSION CONTROL

Within Mission Control, the hologlobe allows you to scan for incoming alien contacts. When a new contact is detected, the corresponding mission will be launched from Mission Control. If all of your departments are currently tasked, scanning for new contacts in Mission Control allows for the passage of time to complete current projects.

### SCIENCE LAB

Dr. Vahlen and the research team conduct all of XCOM's research and development from within the Research Lab. You will be notified by an on-screen prompt when a new research project is available, and a complete listing of current research options is provided within the Research Lab. It's important to remember that you can only research one project at a time, and research on the current project will be halted if you switch to a different project. While in the lab, you can also access the research archive, which contains all of the previously completed research reports.

### ENGINEERING

Dr. Shen and his team in Engineering handle the fabrication of items and equipment developed by the research team. From Engineering, you can purchase new items and weapons that will be fabricated immediately. You can also order new vehicles, which will take additional time to manufacture. Engineering is also responsible for the construction of new facilities within XCOM HQ.

### BARRACKS

From the Barracks, you can view your current roster of soldiers, and hire additional troops to bolster your squads. A number of customization options allow you to adjust the appearance, voice, and tone of your units. The Officer Training School facility is also accessed through the Barracks.



## HANGAR

The Hangar is where you can manage XCOM's fleet of interceptors, which are crucial to engaging hostile enemy craft detected in Mission Control. Interceptors can be stationed in Hangars on every continent. From the Hangar, you can order additional interceptors, and also modify the equipped weapon loadouts used by each of these craft.

## SITUATION ROOM

The Situation Room provides constant monitoring of member nations within the Council, who provide XCOM's funding. Each nation has a panic gauge showing its current status. If panic levels within a Council nation reach critical levels, that member will withdraw from the Council, taking their funding and material support with them.

The "Doom Tracker" display tracks your overall status with the Council. If too many countries withdraw, the XCOM project will be terminated.

## MULTIPLAYER

XCOM offers players the ability to face-off in head-to-head squad-based combat against other human competitors online. You can also use a system link to play local multiplayer matches.

- **RANKED MATCH:** Ranked matches count toward your standing on the XCOM Leaderboards, found on the Multiplayer menu.
- **QUICK MATCH:** Selecting Quick Match will automatically search for the next available unranked public match, with no restriction on time limit or options.
- **CUSTOM MATCH:** Host a custom match using the rules and options of your choosing. You can also join a custom match hosted online by other players.



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