

# XCOM

## ENEMY UNKNOWN



  
FIRAXIS  
GAMES

  
2K  
GAMES

## PRECAUTIONS

- This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3.
- Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

## HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

## 3D HEALTH WARNING

Some people may experience discomfort (such as eye strain, eye fatigue or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

Generally we recommend that you avoid prolonged use of your PlayStation®3 system and take 15 minute breaks during each hour of play. However, when playing stereoscopic 3D games or watching 3D video, the length and frequency of necessary breaks may vary from person to person – please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. We recommend that you consult with your child's doctor or optometrist before allowing young children to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

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## SYSTEM SOFTWARE UPDATES

For details about how to perform System Software updates for the PlayStation®3 system, visit [eu.playstation.com](http://eu.playstation.com) or refer to the PS3™ system's instruction manual.



See back page of this manual for Customer Service Numbers.

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The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. For further information visit [www.pegi.info](http://www.pegi.info).

Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:



The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit [www.pegonline.eu](http://www.pegonline.eu)



## PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system instruction manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

| PARENTAL CONTROL LEVEL | 9  | 7  | 5  | 3 | 2 |
|------------------------|----|----|----|---|---|
| PEGI RATING AGE GROUP  | 18 | 16 | 12 | 7 | 3 |

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PS3™ system to enable play.

## BLES-01711



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# XCOM ENEMY UNKNOWN

## GETTING STARTED

Set up the PlayStation®3 system according to the instructions in its instruction manual. At start-up, the power indicator light will glow red to indicate that the PlayStation®3 system is in Standby Mode. Press the power button and the power indicator light will turn green.












Insert the XCOM: Enemy Unknown disc into the disc slot with the label side facing upwards. Select the  icon from the XMB™ Menu and press the  button to continue. Make sure there is enough free space on the Hard Disk Drive (HDD) before commencing play. Do not insert or remove peripherals once the power is turned on. Please refer to the PlayStation®3 system's instruction manual for further details about setting up and recharging a Wireless Controller.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

This title uses autoloading and autosave features. Data will be saved automatically at certain points throughout the game. Any previously saved data will be automatically loaded on boot up. Please do not reset or switch off the system whilst the HDD access indicator is flashing.

Select your preferred language from the System Settings Menu.

## DUALSHOCK®3 WIRELESS CONTROLLER

| GEOSCAPE                       |   | BATTLESCAPE                    |
|--------------------------------|---|--------------------------------|
| Menu Navigation                | left stick  | Move Cursor                    |
| Pan Camera                     | right stick   | Free Camera                    |
| Menu Navigation                | directional buttons   | Rotate Camera                  |
| Menu Navigation                | directional buttons   | Change Elevation               |
| Confirm Selection/Action       |  button  | Confirm Selection/Action       |
| Cancel/Back                    |  button  | Cancel/Back                    |
| Mission Control                |  button  | Overwatch                      |
| Transfer Interceptors (Hangar) |  button  | Switch Weapon                  |
| Cycle Menu Left/Right          |  button/  button      | Cycle Units/Targets Left/Right |
| Expand Event List              |  button  | Target Unit/Action UI          |
| Zoom Camera                    |  button  | Zoom Out                       |
| Pause                          | START button  | Pause                          |
| Unused                         | SELECT button   | End Turn                       |

## 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. Soldiers killed in combat cannot be resurrected.

### 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.

### COVER

Objects that provide cover include everything from benches, trash cans, and other scenery, to buildings and vehicles. The amount of protection afforded by the object is indicated by either a full shield (High Cover) or half-shield icon (Low Cover). A yellow shield indicates that the unit is being flanked by an enemy.



## ACTIONS

Each soldier class has a number of unique abilities that can be used in the field to support your overall squad. Variations in each soldier's equipment loadout can also provide unique benefits on the field and enable additional combat maneuvers. Using an action will end your turn (except for the special ability known as "Run and Gun").

## 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.

### 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.

### RESEARCH 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.

## MULTIPLAYER

XCOM offers players the ability to face-off in head-to-head squad-based combat against other human competitors online. You can also play multiplayer matches via LAN.

- **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.
- **CUSTOM MATCH:** Host a custom match, choosing the rules and options. You can also join a custom match hosted by other players.

## PlayStation®Network

PlayStation®Network provides free access to multiplayer connectivity on the PlayStation®3 system. A high-speed internet connection is required in order to register and join PlayStation®Network. For more information about PSN, visit [www.playstation.com](http://www.playstation.com).



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**Italia** **199 116 266**  
Lun/Ven 8:00 – 18:30 e Sab 8:00 – 13:00: 11,88 centesimi di euro  
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**Malta** **234 36 000**  
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Interlokale kosten

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This symbol may be used on batteries in combination with additional chemical symbols. The chemical symbols for mercury (Hg) or lead (Pb) will appear if the battery contains more than 0.0005% mercury or more than 0.004% lead.



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