

 XBOX 360.

# XCOM ENEMY UNKNOWN



  
FIRAXIS  
GAMES

  
2K  
GAMES

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A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

# XCOM ENEMY UNKNOWN

## XBOX 360 CONTROLLER COMPLETE CONTROLS



GEOSCAPE		BATTLESCAPE
Menu Navigation		Move Cursor
Pan Camera		Free Camera
Menu Navigation		Rotate Camera
Menu Navigation		Change Elevation
Confirm Selection/Action		Confirm Selection/Action
Cancel/Back		Cancel/Back
Mission Control		Overwatch
Transfer Interceptors (Hangar)		Switch Weapon
Cycle Menu Left/Right		Cycle Units/Targets Left/Right
Expand Event List		Target Unit/Action UI
Zoom Camera		Zoom Out
Pause		Pause
Unused		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, 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 and to advance the overall readiness of your troops. As space for new facilities becomes limited, it may be necessary to excavate further beneath the base. It should also be noted, certain facilities receive an adjacency bonus when placed next to another facility of the same type.

## MISSION CONTROL

Within Mission Control, the hologlobe provides a complete representation of Earth, and allows you to scan for incoming alien contacts using XCOM's satellite network. 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 the member nations within the Council, who provide XCOM's funding. Each individual nation has a panic gauge showing the current status of that nation. 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 featured prominently by the main screen tracks your overall status with the Council. If too many countries withdraw from the Council, the XCOM project will be terminated. To control member nation panic levels, satellites can be launched from the Situation Room to provide additional coverage, which will also increase your current funding level.

### 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 actual 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, including crucial infrastructure facilities like power generators and satellite uplinks. Note that the construction of facilities is not instantaneous, and in many cases will take several days to complete.

### BARRACKS

From the Barracks, you can view your current roster of soldiers, and hire additional troops to bolster your squads. There are also a number of customization options available that allow you to adjust the appearance, voice, and tone of your units. The Officer Training School facility is also accessed through the Barracks. The OTS offers a variety of upgrades that are unlocked based on the highest rank achieved by any of your soldiers. The Barracks also provides access to a memorial honoring XCOM squad members lost in combat.

### HANGAR

The Hangar is where you can manage XCOM's current fleet of interceptors, which are crucial to engaging hostile enemy craft detected in Mission Control. Interceptors can be stationed in Hangars on every continent, and will be needed to protect areas where new satellite coverage is established. 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 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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