



WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

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.

LIMITED SOFTWARE WARRANTY, LICENSE AGREEMENT AND INFORMATION USE DISCLOSURES

This document may be updated from time to time and the current version will be posted at www.take2games.com/eula. Your continued use of this Software 30 days after a revised version has been posted constitutes acceptance by you of its terms. YOUR USE OF THE SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE “AGREEMENT”) AND THE TERMS SET FORTH BELOW. THE “SOFTWARE” INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUALS, PACKAGING AND OTHER WRITTEN FILES, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS AGREEMENT WITH TAKE-TWO INTERACTIVE SOFTWARE, INC. (“LICENSOR”).

I. LICENSE.

LICENSE. Subject to this Agreement and its terms and conditions, Licensor hereby grants you the nonexclusive, non-transferable, limited right and license to use one copy of the Software for your personal non-commercial use for gameplay on a single computer or gaming unit, unless otherwise specified in the Software documentation. Your acquired rights are subject to your compliance with this Agreement. The term of your license under this Agreement shall commence on the date that you install or otherwise use the Software and ends on the earlier date of either your disposal of the Software or Licensor’s termination of this Agreement. Your license terminates immediately if you attempt to circumvent any technical protection measures used in connection with the Software. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by Licensor and, as applicable, its licensors.

OWNERSHIP. Licensor retains all right, title and interest in the Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United States copyright and trademark law and applicable laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from Licensor. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties in the US or their local country. Be advised that US Copyright violations are subject to statutory penalties of up to \$150,000 per violation. The Software contains certain licensed materials and Licensor’s licensors may also protect their rights in the event of any violation of this Agreement. All rights not expressly granted to you herein are reserved by the Licensor.

LICENSE CONDITIONS. You agree not to: (a) Commercially exploit the Software; (b) Distribute, lease, license, sell, rent or otherwise transfer assign the Software, or any copies of the Software, without the express prior written consent of Licensor or as set forth in this Agreement; (c) Make a copy of the Software or any part thereof (other than as set forth herein); (d) Make a copy of this Software available on a network for use or download by multiple users; (e) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one computer or gaming unit at the same time; (f) Copy the Software onto a hard drive or other storage device in order to bypass the requirement to run the Software from the included CD-ROM or DVD-ROM (this prohibition does not apply to copies in whole or in part that may be made by the Software itself during installation in order to run more efficiently); (g) Use or copy the Software at a computer gaming center or any other location-based site; provided, that Licensor may offer you a separate site license

agreement to make the Software available for commercial use; (h) Reverse engineer, decompile, disassemble, prepare derivative works based on or otherwise modify the Software, in whole or in part; (i) Remove or modify any proprietary notices, marks or labels contained on or within the Software; and (j) Transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time. However, you may transfer the entire Software and accompanying documentation on a permanent basis to another person as long as you retain no copies (including archival or backup copies) of the Software, accompanying documentation, or any portion or component of the Software accompanying documentation, and the recipient agrees to the terms of this Agreement. The Software is intended for private use only.

TECHNICAL PROTECTIONS. The Software may include measures to control access to the Software, prevent unauthorized copies, or otherwise attempt to prevent anyone from exceeding the limited rights and licenses granted under this Agreement. If the Software permits access to additional online features, only one copy of the Software may access those features at one time (unless otherwise provided in the Software documentation). Additional terms and registration may be required to access online services and to download Software updates and patches. Only Software subject to a valid license can be used to access online services, and download updates and patches. You may not interfere with such access control measures or attempt to disable or circumvent such security features. If you disable or otherwise tamper with the technical protection measures, the Software will not function properly.

USER CREATED CONTENT. The Software may allow you to create content, including but not limited to a gameplay map, a scenario, screenshot of a car design or a video of your game play. In exchange for use of the Software, and to the extent that your contributions through use of the Software give rise to any copyright interest, you hereby grant Licensor an exclusive, perpetual, irrevocable, fully transferable

and sub-licensable worldwide right and license to use your contributions in any way and for any purpose in connection with the Software and related goods and services, including the rights to reproduce, copy, adapt, modify, perform, display, publish, broadcast, transmit, or otherwise communicate to the public by any means whether now known or unknown and distribute your contributions without any further notice or compensation to you of any kind for the whole duration of protection granted to intellectual property rights by applicable laws and international conventions. You hereby waive any moral rights of paternity, publication, reputation, or attribution with respect to Licensor's and other players' use and enjoyment of such assets in connection with the Software and related goods and services under applicable law. This license grants to Licensor, and the above waiver of any applicable moral rights, survives any termination of this license.

INTERNET CONNECTION. The Software may require an internet connection to access internet-based features, authenticate the Software, or perform other functions. In order for certain features of the Software to operate properly, you may be required to have and maintain (a) an adequate internet connection and/or (b) a valid and active account with Xbox Live as set forth in the Software documentation, including but not limited to Licensor's or a Licensor affiliate. If you do not maintain such accounts, then certain features of the Software may not operate or may cease to function properly, either in whole or in part.

II. INFORMATION COLLECTION & USAGE.

By installing and using this software, you consent to these information collection and usage terms, including (where applicable) transfer of data to Licensor and affiliated companies into a country outside of the European Union and the European Economic Area. If you connect to the Internet when using the Software, Licensor may receive information from hardware manufacturers or platform hosts and may automatically collect certain information from your computer or gaming unit. This information may include, but is not limited to, user IDs (such as gamertags and screen names), game scores, game achievements, game performance, locations visited, buddies, hardware MAC address, internet protocol address, and your usage of various game features. All information collected by Licensor is intended to be anonymous information that does not disclose your identity or constitute personal information; however, if you include personal information (such as your real name) in your user ID, then such personal information will automatically be transmitted to Licensor and used as described herein. The information collected by Licensor may be posted by Licensor on publicly-accessible web sites, shared with hardware manufacturers, shared with platform hosts, shared with Licensor's marketing partners or used by Licensor for any other lawful purpose. By using this Software you consent to the Licensor's use of related data, including public display of your data such as identification of your user created content or displaying your scores, ranking, achievements and other gameplay data. If you do not want your information shared in this manner, then you should not use the Software.

III. WARRANTY.

LIMITED WARRANTY. Licensor warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. Licensor warrants to you that this Software is compatible with a personal computer meeting the minimum system requirements listed in the Software documentation or that it has been certified by the gaming unit producer as

compatible with the gaming console for which it has been published; however, due to variations in hardware, software, internet connections and individual usage, Licensor does not warrant the performance of this Software on your specific computer or gaming console. Licensor does not warrant against interference with your enjoyment of the Software that the Software will meet your requirements; that operation of the Software will be uninterrupted or error-free, or that the Software will be compatible with third party software or hardware or that any errors in the Software will be corrected.

No oral or written advice provided by Licensor or any authorized representative shall create a warranty. Because some jurisdictions do not allow the exclusion of or limitations on implied warranties or the limitations on the applicable statutory rights of a consumer, some or all of the above exclusions and limitations may not apply to you. If for any reason you find a defect in the storage medium or Software during the warranty period, Licensor agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by Licensor. If the Software is no longer available, Licensor retains the right to substitute a similar piece of Software of equal or greater value.

This warranty is limited to the storage medium and the Software as originally provided by Licensor and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above. Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on Licensor. When returning the Software subject to the limited warranty above, please send the original Software only to the Licensor address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING BUT NOT LIMITED TO, DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE, LOST PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL LICENSOR'S LIABILITY FOR ALL DAMAGES (EXCEPT AS REQUIRED BY APPLICABLE LAW) EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE. BECAUSE SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY SHALL NOT BE APPLICABLE SOLELY TO THE EXTENT THAT ANY SPECIFIC PROVISION OF THIS WARRANTY IS PROHIBITED BY ANY FEDERAL, STATE, OR MUNICIPAL LAW, WHICH CANNOT BE PRE-EMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE

OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(i) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is the Licensor at the location listed below.

EQUITABLE REMEDIES. You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY. You agree to indemnify, defend and hold Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.

GOVERNING LAW. This Agreement shall be construed (without regard to conflicts or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York County, New York, U.S.A.). Both parties consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by New York state or federal law. The parties agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement. IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING TAKE-TWO INTERACTIVE SOFTWARE, INC. 622 BROADWAY, NEW YORK, NY 10012.

PRODUCT SUPPORT: <http://support.2k.com/>

U.S. SUPPORT: Phone: 1-866-219-9839

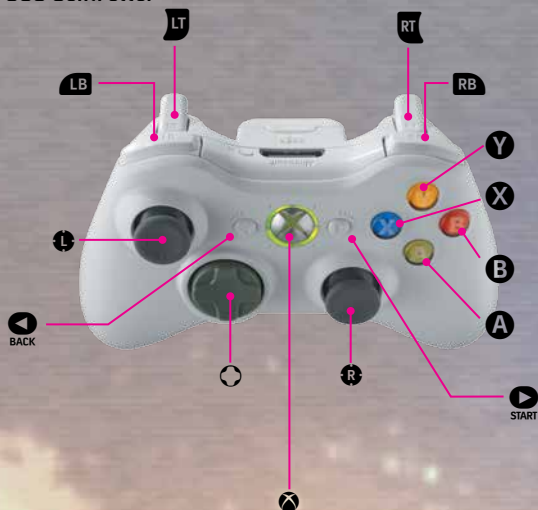
Email: usasupport@2k.com

CANADIAN SUPPORT: Phone: 1-800-638-0127

Email: canadasupport@2k.com

XCOM: ENEMY WITHIN GAME CONTROLS

Xbox 360 Controller



Geoscape Controls

Move	L
Pan Camera	R
Confirm Selection/Action	A
Cancel/Back	B
Mission Control	Y
Transfer Interceptors (Hangar)	X
Cycle Menu Right	RB
Cycle Menu Left	LB
Expand Event List	RT
Zoom Camera	LT
Menu Navigation	D-pad
Pause	START

Battlescape Controls

Move Cursor	
Free Camera	
Rotate Camera	
Change Elevation	
Confirm Selection/Action	
Cancel/Back	
Overwatch	
Switch/Reload Weapon	
Cycle Units/Targets Right	
Cycle Units/Targets Left	
Target Unit	
Zoom Out	
Pause	 START
End Turn	 BACK

PLAYING XCOM: ENEMY WITHIN

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).

Managing Facilities

The "Antfarm" 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 fulfil 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.

NEW FACILITIES FOR ENEMY WITHIN

Cybernetics Lab

The Cybernetics Lab facility, overseen by Dr. Shen, allows for the construction and implementation of Mechanized Exoskeletal Cybersuits (MECS), a powerful new weapon in XCOM's arsenal. Once a soldier has received the necessary augments to interface with the MEC, you can then construct the MEC design of your choosing to be equipped for battle. Through further research and development, a wide range of weaponry can be attached to your MEC soldiers to improve their combat capabilities.

Genetics Lab

Dr. Vahlen's Genetics Lab facility is responsible for the gene mod program developed to modify the genetic structure of XCOM's soldiers using MELD. A diverse range of genetic modifications are available to greatly enhance your soldiers' combat proficiencies. Each Gene Mod is associated with a specific area of the human body, and the implantation procedure will take several days to complete once initiated.

FACILITIES

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 which 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 towards 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.

Xbox Live

Xbox Live is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox Live, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with Xbox Live, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

XCOM: ENEMY WITHIN CREDITS

FIRAXIS GAMES

DESIGN TEAM

Designed By
Ananda Gupta

Lead Level Designer
Liam Collins

Level Designers
Brian Hess
Todd Broadwater
Orion Burcham

Lead Writer
Scott Wittbecker

Additional Writing
Liam Collins

PRODUCTION TEAM

Lead Producer
Clint McCaul

Producer
Garth DeAngelis

Associate Producer
Griffin Funk

ENGINEERING TEAM

Lead Engineer
Justin Boswell

Lead Systems Engineer
Ryan McFall

Systems Engineer
Ned Way

Lead Graphics Engineer
Scott Boeckmann

Graphics Engineer
Jeremy Shopf

Lead User Interface Engineer
Brittany Steiner

User Interface Engineers

Sam Batista
David Burchanowski
Lead Gameplay Engineer
Joshua Bouscher

Gameplay/AI Engineer
Alex Cheng

Gameplay Engineer
David Burchanowski

Lead Multiplayer Engineer
Todd Smith

Multiplayer Engineer
Tim Talley

ART TEAM

Art Lead
David Black

Lead Animator
Dennis Moellers

Senior Animator
Justin Thomas

Animators
Hector Antunez
Bryan Twomey
John Stewart

Lead Cinematic Artist
Andrew Currie

Cinematic Artist
John Heeter

Lead Character Artist
Chris Sulzbach

Character Artists
Andrew Kincaid
Stephanie Gitlin
Brian Theodore

Lead Environment Artist
Matt Demaray

Environment Artists
Justin Rodriguez
David Pacanowsky
Brian Mahoney
Toby Franklin

Lead Technical Artist
Zeljko Strkalj

Lead Effects Artist
Stephen Jameson

Effects Artists
John Heeter
Saulo Embuscado

User Interface Artist
Jason Montgomery

Concept Artists
Piero Macgowan
Aaron Yamada-Hanff

Bryce Homick

Additional Art
John Ward

AUDIO TEAM

Lead Audio Designer / Additional Music
Roland Rizzo

Audio Engineer
Dan Price

QUALITY ASSURANCE TEAM

QA Supervisor
Sarah Darney

QA Lead
Beth Petrovich

Quality Assurance
Kevin Schultz
Maria Chehade
Kelsey Swearman

Additional Quality Assurance
Patrick Glascoe
Daron Carlock
Carlton Harrison
Steffen Drees
Jennifer Kraft
Ashlee Rutherford

FIRAXIS MANAGEMENT TEAM

President & Studio Head
Steve Martin

Creative Director
Sid Meier

Executive Producer
Kelley Gilmore

Director of Gameplay Development
Barry Caudill

Director of Software Development
Steve Meyer

Studio Art Director
Steve Ogden

Marketing Director
Lindsay Riehl

Marketing Associate
Pete Murray

**Human Resources
Manager**
Shawn Kohn

Office Manager
Donna Milesky

Accounting Assistant
Joanne Miller

IT Manager
Josh Scanlan

**Systems / Network
Technician**
Matt Baros

**Special Projects
Coordinator**
Susan Meier

Production Babies
Hector Desmond Antunez -
Hector Antunez

Landon Boeckmann - Scott
Boeckmann

Avery Currie - Andrew
Currie

Nolan Shopf - Jeremy
Shopf

Kate Solomon - Jake
Solomon

Mabel Sulzbach - Chris
Sulzbach

Ruby Thomas - Justin
Thomas

ADDITIONAL SUPPORT

**Level Artist - Blind
Squirrel Games**
Anthony Buell

Additional Music
Michael McCann

Effects Artists
Carlos Florez

**Animator and Mocap
Cleanup**
Scott Dossett

2K PUBLISHING

Published by 2K

2K is a publishing label
of Take-Two Interactive

Software, Inc.

President
Christoph Hartmann

C.O.O.
David Ismaier

2K PRODUCT DEVELOPMENT

**VP, Product
Development**
John Chowanec

Senior Producer
Garrett Bittner

Associate Producer
Josh Morton

Production Assistant
Doug MacLeod

2K CREATIVE DEVELOPMENT

**VP, Creative
Development**
Josh Atkins

Creative Director
Eric Simonich

**Director of Creative
Production**

Jack Scalici
Chad Rocco

**Manager of Creative
Production**
Josh Orellana

**Creative Production
Coordinator**
Kaitlin Bleier

**Creative Production
Assistant**
William Gale

**Motion Capture
Supervisor**
David Washburn

**Motion Capture
Coordinator**
Steve Park

**Motion Capture Lead
Integrator**
Anthony Tominia

Digital Media Specialist
J. Mateo Baker

**Senior Motion Capture
Specialist**

Jose Gutierrez

**Motion Capture
Specialist**
Gil Espanto

**Motion Capture
Specialist**
Jen Antonio

**Motion Capture
Systems Technician**
Nick Bishop

**User Testing
Coordinator**
Jordan Limor

User Testing Assistant
Justin Sousa

2K MARKETING TEAM

SVP, Marketing
Sarah Anderson

VP, Marketing
Matt Gorman

**VP, International
Marketing**
Matthias Wehner

Sr. Brand Manager
Matt Knoles

**Director of Public
Relations,
North America**
Ryan Jones

PR Manager
Brian Roundy

PR Manager
Scott Pytlík

**Mobile and Online PR
Manager**
Jessica Lewinstein

Assistant PR Manager
Jennifer Heinser

**Director of Research
and Planning**
Mike Salmon

Sr. Market Researcher
David Rees

**Sr. Director, Marketing
Production**
Jackie Truong

**Associate Marketing
Production Manager**

Ham Nguyen

**Video Production
Manager**

Kenny Crosbie

Video Editor

Jeff Spoonhower

Associate Video Editor

Doug Tyler

**Art Director, Marketing,
Trade Shows & Events**

Lesley Zinn Abarcar

Sr. Graphic Designer

Christopher Maas

Sr. Web Director

Gabe Abarcar

Web Designer

Keith Echevarria

Web Developer

Alex Beuscher

**Sr. Manager, Channel
Marketing**

Ilana Budanitsky

**Channel Marketing
Assistant**

Marc McCurdy

**Director of Social
Media and Consumer
Relations**

Tom Bass

**Sr. Manager, Community
and Social Media**

Ronnie Singh

**Community and Social
Media Manager**

Kate Distler

John Imah

**Customer Service
Manager**

David Eggers

**Community and Social
Media Coordinator**

Chris Manning

Marion Dreo

**Director of Partner-
ships, Promotions &
Licensing**

Richelle Ragsdell

**Marketing Manager,
Partner Relations**

Dawn Burnell

**Assistant Manager,
Partner Relations**

Josh Vilorio

**Digital Marketing
Coordinator**

Anaoshak Khavarian

Marketing Assistant

Kenya Sancristobal

2K OPERATIONS

VP, Studio Operations

Kate Kellogg

VP, Legal

Peter Welch

**VP of Business
Development**

Steve Lux

Director of Operations

Dorian Rehfield

Operations Coordinator

Ben Kvalo

**Finance Operations
Coordinator**

Omar Sancristobal

**Licensing/Operations
Specialist**

Xenia Mul

2K CORE TECH

VP, Technology

Naty Hoffman

Director of Technology

Jacob Hawley

Jr. Technical Producer

Nick Silva

**Principal Technical
Artist**

Jonathan Tilden

Sr. Architect

David R. Sullivan

Sr. R&D Engineer

Markus Breyer

Sr. Software Engineer

Adam Lupinacci

Online Architect

Louis Ewens

Network Engineer

Dale Russell

**2K QUALITY
ASSURANCE**

VP of Quality

Assurance

Alex Plachowski

Quality Assurance

Test Manager

David Arnsperger

Manager

(Submissions Team)

Alexis Ladd

Lead Tester

Adam Klingensmith

Senior Lead

(Support Teams)

Scott Sanford

Lead

(Submissions Team)

Nathan Bell

Lead (Support Team)

Josh Lagerson

Senior Tester

(Submissions Team)

Ruben Gonzalez

Senior Testers
(Support Team)

Bill Lanker

Matt Newhouse

**Quality Assurance
Team**

James Hagen

Corey Lay

Scott Trono

Rob J. Willis

Steve Yun

Chris Adams

Holly Azami

Robb Bryant

Hugh Cortney

Hunter Fitzgerald

Ana J. Garza

Kenny Griffiths

Luke Hills

Andrew Himmler

Keenan Hogue

Josh Hollenbeck

B.J. Holmes II

Dasha Jantzen

Greg Jefferson

Robert Klempner
Harold Laparra Jr.
Keith Leopold
Kristopher Levine
Mike McGehee
Enrique Meza
Tony Monteverde-Talarico
Izzy Styles
Jennifer Ng
Luis Nieves
Ian Olimberio
Marcial Pasek
Todd Phillips
Jacob Proctor
Josh Ray
Brian Reiss
Gabriela-Diane Ronquillo
Preston Smith
Danny Smyth
Mike Sobyak
Melly Sztat
Jonathan Williams
Anthony Zaragoza

2K INTERNATIONAL General Manager

Neil Ralley

**International
Marketing Director**
Sian Evans

**International
Product Manager**
David Halse

**Senior Director,
International PR**
Markus Wilding

**International
PR Manager**
Sam Woodward

**International
PR Executive**
Megan Rex

**2K
INTERNATIONAL
PRODUCT
DEVELOPMENT
International Producer**
Sajjad Majid

Localisation Manager
Nathalie Mathews

Assistant Localisation Manager

Arsenio Formoso

External Localisation Teams

Around the Word
Synthesis Iberia
Synthesis International srl
Coda Entertainment GmbH
Localisation tools and support provided by XLOC Inc.

Localised audio production provided by Liquid Violet.

2K INTERNATIONAL QUALITY ASSURANCE Localisation QA Supervisor

José Miñana

Mastering Engineer
Wayne Boyce

Mastering Technician
Alan Vincent

**Localisation QA Project
Lead**

Luigi Di Domenico

Localisation QA Leads
Karim Cherif
Oscar Pereira

**Senior Localisation QA
Technicians**
Florian Genthon
Fabrizio Mariani
Jose Olivares
Elmar Schubert

**Localisation QA
Technicians**
Andrea de Luna Romero
Chau Doan
Christopher Funke
Cristina La Mura
Enrico Sette
Harald Raschen
Iris Loison
Javier Vidal
Johanna Cohen
Pablo Menéndez
Sergio Accettura
Stefan Rossi

Design Team

James Crocker
Tom Baker

2K INTERNATIONAL TEAM

Agnès Rosique
Alan Moore
Ben Lawrence
Ben Seccombe
Bernardo Hermoso
Carlo Volz
Chris Jennings
Dan Cooke
Diana Freitag
Diana Tan
Dominique Connolly
Erica Denning
Jan Sturm
Jean-Paul Hardy
Jesús Sotillo
Karen C.M. Teo
Lieke Mandemakers
Matt Roche
Natalie Gausden
Olivier Troit
Richie Churchill
Sandra Melero
Simon Turner
Solenne Antien
Stefan Eder

**Take-Two International
Operations**
Anthony Dodd
Martin Alway
Rickin Martin
Nisha Verma
Phil Anderton
Robert Willis
Denisa Polcerova

**2K CHINA QUALITY
ASSURANCE
Quality Assurance
Test Manager
(Support Team)**
Zhang Xi Kun

**Lead Tester
(Support Team)**
Huang Cheng

Senior Testers
Shao Bang Zhu

Testers
Qu Wei
Ren Gao Yong

Hu Jia Mu
Deng Jian

Localization QA Supervisor

Steve Manners

Localization Project Lead

Li Sheng Qiang

Localization QA Leads

Shen Wei

Chu Jin Dan

Zhu Jian

Localization QA tester

Qin Qi

Xu Ning

2K ASIA

2K Asia Marketing

Director

Karen Teo

Asia Marketing Manager

Diana Tan

Asia Product Manager

Chris Jennings

2K Asia Localization

Manager

Yosuke Yano

2K Localization

Assistant

Yasutaka Artia

Take-Two Asia

Operations

Eileen Chong

Veron Khuan

Chermine Tan

Take-Two Asia Business

Development

Erik Ford

Andrew Donovan

Ellen Hsu

Henry Park

Satoshi Kashiwazaki

Fumiko Okura

Special Thanks

Strauss Zelnick

Karl Slatoff

Lainie Goldstein

Seth Krauss

Jordan Katz

David Cox

Take-Two Sales Team

Take-Two Digital

Sales Team

Take-Two Channel

Marketing Team

Siobhan Boes

Hank Diamond

Alan Lewis

Daniel Einzig

Christopher Fiumano

Pedram Rahbari

Jenn Kolbe

K IS Team

Greg Gibson

Take-Two Legal Team

Jonathan Washburn

David Boutry

Ryan Dixon

Juan Chavez

Gail Hamrick

Tony MacNeill

Sotika Nou

Vana Khanjian

Chris Bigelow

Brooke Grabrian

Katie Nelson

Chris Burton

Aly Fidiem-Smith

Betsy Ross

Elizabeth Hendren

Nick Pylvanainen

Gwendoline Oliviero

Keith Hillmer

Access Communications

KD&E

Oliver Hall

Megan McGlennen

Modus Operandi

© 1994-2013 Take-Two Interactive Software, Inc. Take-Two Interactive Software, Inc., 2K, 2K Games, Firaxis Games, XCOM, XCOM: Enemy Unknown, XCOM: Enemy Within, and their respective logos are trademarks of Take-Two Interactive Software, Inc. The ratings icon is a trademark of the Entertainment Software Association. Kinect, Xbox, Xbox 360, Xbox Live, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft. Unreal® is a registered trademark of Epic Games, Inc. Unreal® Engine, Copyright 1998-2013, Epic Games, Inc. Uses Bink Video Technology, Copyright © 1997-2013 by RAD Game Tools, Inc. This software product includes Autodesk® Scaleform® software. © 2013 Autodesk, Inc. Autodesk and Scaleform are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries. © 2013 NVIDIA Corporation. All rights reserved. NVIDIA, the NVIDIA logo, PhysX, The way it's meant to be played, and 3D Vision are trademarks or registered trademarks of NVIDIA Corporation in the U.S. and other countries. All rights reserved. All other marks are property of their respective owners.