

# XCOM: ENEMY WITHIN COMPLETE CONTROLS

## Geoscape Controls

Pan Camera	Mouse
Confirm Selection/Action	Enter/Space
Cancel/Back	ESC
Cycle Menu Right	Right Arrow
Cycle Menu Left	Left Arrow
Pause	ESC Menu
Research/Engineering/Barracks/Hangar/Situation Room	I-5

## Battlescape Controls

Move Cursor	Mouse
Free Camera	Arrow Keys or WASD
Rotate Camera	Q or E
Zoom Out	G
Zoom In	T
Elevate Cursor (climbing)	F
Lower Cursor	C
Select Soldiers	Tab/F2-F6
Toggle Shot\Ability HUD	Return
Soldier\Target Info.	F1
Previous\Next Ability (In Shot HUD)	Left/Right Arrow
Confirm Selection/Action	Spacebar
Next Target	Tab
Use Ability	I-9
Cancel/Back	ESC
Reload Weapon	R
Switch Weapon	X
Open Door	Left Mouse Click
Pause (with no other selection)	ESC
End Turn	Backspace

## PLAYING XCOM: ENEMY WITHIN

### The XCOM Launcher

With the introduction of XCOM: Enemy Within, when starting XCOM from Steam (See the Steam section for more information) a launcher window will appear giving you the option of playing either the original XCOM: Enemy Unknown, or the new expansion content found in 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 QTS 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. Intercep-

tors 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 play against other local players via the LAN option.

### **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.

## **STEAM**

XCOM: Enemy Within is powered by 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 Within 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.

## 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 Drellana

**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 Tomina

**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**

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 Partnerships, Promotions & Licensing**

Richelle Ragsdell

**Marketing Manager, Partner Relations**

Dawn Burnell

**Assistant Manager, Partner Relations**

Josh Vitoria

**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 Szитай  
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 produc-  
tion 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- AL 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



# 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](http://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 MANUAL(S), 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 to 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 or 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 accompa-

nying 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 grant 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 an online service as set forth in the Software documentation, including but not limited to Licensor 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 gamer tags 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 unit 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 unit. 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)(ii) 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](mailto:usasupport@2k.com)

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

**Email:** [canadasupport@2k.com](mailto:canadasupport@2k.com)

© 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. 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.