

XCOM ENEMY UNKNOWN




FIRAXIS
GAMES


2K


FERAL
MAKE YOUR PLAY

IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PRECAUTIONS TO TAKE DURING USE

- Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



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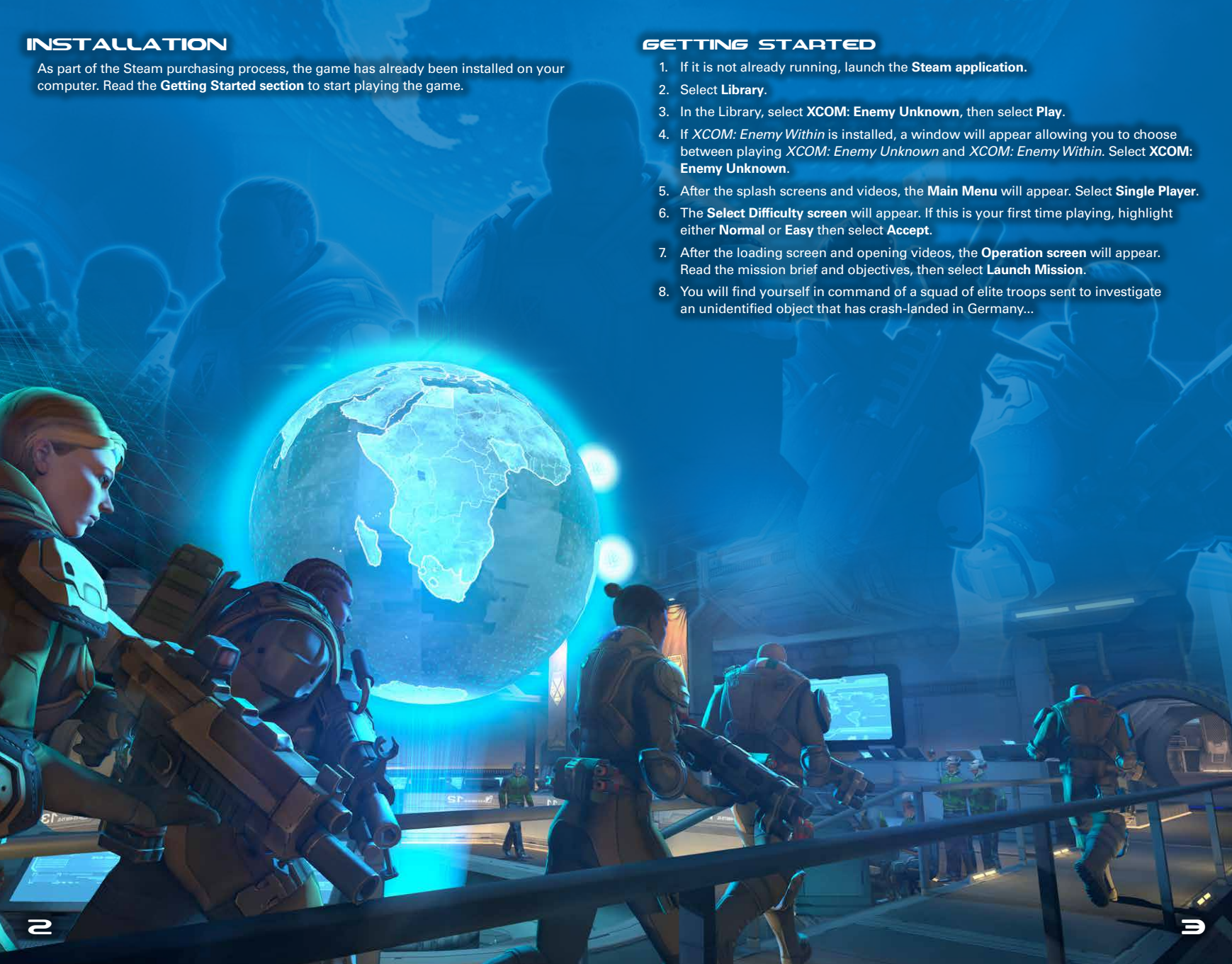
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INSTALLATION

As part of the Steam purchasing process, the game has already been installed on your computer. Read the **Getting Started** section to start playing the game.

GETTING STARTED

1. If it is not already running, launch the **Steam application**.
2. Select **Library**.
3. In the Library, select **XCOM: Enemy Unknown**, then select **Play**.
4. If *XCOM: Enemy Within* is installed, a window will appear allowing you to choose between playing *XCOM: Enemy Unknown* and *XCOM: Enemy Within*. Select **XCOM: Enemy Unknown**.
5. After the splash screens and videos, the **Main Menu** will appear. Select **Single Player**.
6. The **Select Difficulty** screen will appear. If this is your first time playing, highlight either **Normal** or **Easy** then select **Accept**.
7. After the loading screen and opening videos, the **Operation** screen will appear. Read the mission brief and objectives, then select **Launch Mission**.
8. You will find yourself in command of a squad of elite troops sent to investigate an unidentified object that has crash-landed in Germany...



CONTROLS

You can control *XCOM: Enemy Unknown* with either a keyboard and mouse or a gamepad. To change your input device, select **Options > Interface** from the **Main Menu**. From here, you can switch the **Input Device** from **Mouse** to **Gamepad** and vice versa. To confirm your selection, select **Save Changes and Exit**.

KEYBOARD AND MOUSE

The default keyboard and mouse controls are detailed below. By default, many commands have secondary key bindings assigned to them. You can customize your keyboard configuration and add or edit secondary bindings by selecting **Options > Interface > Edit Keyboard Bindings** from the **Main Menu**. The instructions in this manual refer to the default keyboard controls; if you have customized your controls or are using a gamepad, the controls listed here will no longer apply.

GENERAL

Navigate	Arrow keys or W / A / S / D
Confirm	Return (↵) or Space
Cancel	Escape (esc) or Right Mouse button

BASE

The following commands can only be used in the geoscape view (see p. 9). The general controls (above) can also be used in geoscape view.

Research	1
Engineering	2
Barracks	3
Hangar	4
Situation room	5
Next unit (in barracks)	Tab (⇥) or Mouse button 4
Previous unit (in barracks)	Left Shift (⇧) or Mouse button 5

TACTICAL

The following commands can only be used in the battlescape view (see p. 8). In battlescape view, the general controls (see p. 4) can only be used in the **Pause menu**.

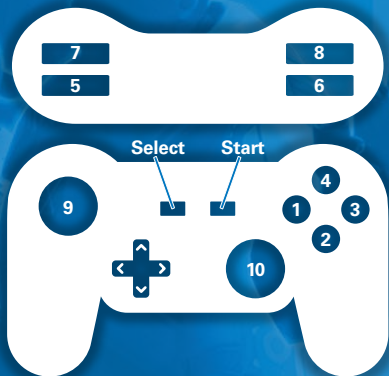
Confirm / Target mode	Return (↵) or Space
Cancel / Pause	Escape (esc)
Interact	V
Next unit/target	Tab (⇥) or Mouse button 4
Previous unit/target	Left Shift (⇧) or Mouse button 5
Swap weapons	X
Move unit	Right Mouse button
Overwatch	Y
Reload	R
Use ability 1 - 10	1 - 0
Move camera	W / A / S / D
Rotate camera	Q / E
Zoom in	T
Zoom out	G
Zoom in/out	Middle Mouse button (hold) / ~ (hold) + move mouse
Zoom to active unit	Home
More info	F1
Ascend/Descend floor	Mouse wheel up/down or F/C
Select unit/target 1 - 8	F2 - F9
End turn	Backspace (⌫) or End
Open chat (multiplayer)	J

CONTROLS

GAMEPAD

You can play *XCOM: Enemy Unknown* using a dual analog stick gamepad. The diagram on this page is based on a standard controller layout; all gamepads have similar buttons but some may differ in layout from the gamepad shown here. For more information see **Can I play *XCOM: Enemy Unknown* with a gamepad?** in the FAQs.

NOTE: Gamepad controls cannot be customized. You can view the controls in-game by selecting **View Controller Map** from the **Pause menu**.



GENERAL

Navigate	^ / v / < / > buttons or 9 Analog stick
Confirm alternative	1 button
Confirm	2 button
Cancel	3 button

BASE

The following commands can only be used in the geoscape view (see p. 9). The general controls (above) can also be used in geoscape view.

Mission control	4 button
Next unit (in barracks)	6 button
Previous unit (in barracks)	5 button
Move camera	10 Analog stick
Zoom in	7 button (hold)

TACTICAL

The following commands can only be used in the battlescape view (see p. 8). In battlescape view, the general controls (see p. 6) can only be used in the **Pause menu**.

Target mode	8 button
Cancel	3 button
Confirm / Interact	2 button
Next unit/target	6 button
Previous unit/target	5 button
Swap weapons	1 button
Move cursor	9 Analog stick
Overwatch	4 button
Move camera	10 Analog stick
Rotate camera	< / > buttons
Zoom out	7 button (hold)
More info	9 Analog stick (click)
Ascend/Descend floor	^ / v buttons
End turn	Select button
Pause	Start button

GAMEPLAY

The following pages provide an overview of the gameplay features in *XCOM: Enemy Unknown*. For detailed instructions on how to play the game, we strongly recommend that you play through the tutorial, which is an optional introduction to the single-player game.

The tutorial is enabled by default the first time you start a single player game and can be enabled on subsequent occasions by selecting **Advanced Options** from the **Select Difficulty screen** and checking the **Enable Tutorial checkbox**.

BATTLESCAPE VIEW

During turn-based combat, you are presented with an isometric view of the battlefield. This is known as battlescape view.

UNIT FLAGS

Each unit on the battlefield, whether soldier or alien, has a graphical display above them that gives you information about their status. This is known as a unit flag.

TURNS

In each turn a soldier has two moves, each of which they can spend on either moving a certain distance or performing an action. The number of moves they have left in the current turn is shown by the pips at the bottom of their unit flag. (Note: in-game the word "move" also refers to the act of movement.)

MOVEMENT

When it is a soldier's turn, a highlighted area will appear around them that indicates their range of movement in a single move. Placing the cursor outside this area will reveal a second highlighted area that indicates a larger range of movement; moving inside this second area is called "dashing" and will use up both of the soldier's moves for that turn.

COVER

Cover plays a crucial role in the effectiveness of your strategy and the longevity of your troops. The level of cover provided by an object is indicated by a shield icon that appears when you place the cursor next to it during a soldier's turn. If the shield icon is completely filled in, the object provides high cover. If it is only half-filled in, the object provides low cover. If the shield icon is red, the object provides cover but an enemy is currently positioned so that they would still be able to attack a soldier standing behind that object. When a soldier is adjacent to an object, a shield icon will appear beside their unit flag that indicates the level of cover that object provides. The shield icon will turn yellow if that soldier is being flanked by an enemy (i.e. an enemy has moved so that the cover no longer stands between them and the soldier).

ACTIONS

Actions include a soldier's standard attack and their unique abilities, which vary depending on their class and rank. Using an action will end a soldier's turn, regardless of whether or not they have already moved. However, some abilities, such as "Run & Gun," allow a soldier to perform more actions in a turn than they normally could.

ITEMS

Certain items, such as grenades and medikits, are equipped before battle on the soldier loadout screen and can be used in battle. This will always end a soldier's turn. Other items, such as the S.C.O.P.E. or the Nanofiber vest, can also be equipped before battle, but these provide constant status benefits to the soldier while they are equipped, i.e. they do not have to be activated during battle at the cost of a move.

HEALTH

A soldier's health is indicated by the markers at the top of their unit flag. If an injured soldier is still standing, a certain amount of their health can be restored with a medikit. However, if they are critically wounded, then they must first be stabilized with a medikit. Medikits are fabricated in engineering and equipped before battle on the soldier loadout screen.

Critically-wounded soldiers who are not stabilized within three turns will bleed out. If a soldier bleeds out or receives an injury that empties all of their health markers, they die. Dead soldiers cannot be resurrected and are permanently removed from your squad.

GEOSCAPE VIEW

During the base-management sections of the game, you are presented with a cross-section of the underground XCOM headquarters. This is known as geoscape view.

MANAGING FACILITIES

Facilities, such as generators, workshops and barracks are used to arm and train your squad, enhance Earth's defenses and fulfill special objectives. As the alien threat grows, you will need to expand the XCOM headquarters with new facilities, eventually excavating further beneath the base to make room for them. Certain facilities, such as satellite uplinks, receive an adjacency bonus that makes them more productive or effective when placed next to another facility of the same type.

MISSION CONTROL

The central feature of the mission control room is the hologlobe, which represents Earth and allows you to scan for incoming alien contacts using XCOM's satellite network. When a new contact is detected, a new mission becomes available. Scanning for contacts will also advance time, during which research and engineering projects will progress.

SITUATION ROOM

The situation room monitors the status of XCOM's member nations. Each nation has a gauge that displays their panic level. Shortly after a nation's gauge fills, it will withdraw from the XCOM project, taking its funding with it. To reduce a nation's panic (and increase the funding they provide), launch a satellite and position it over that nation.

The situation room also displays worldwide panic in the form of a "DoomTracker." If this gauge fills, the XCOM project will be terminated.

RESEARCH LAB

The research lab is where Dr. Vahlen, the lead scientist, and her team conduct all of XCOM's scientific research and development. You can choose what they research from a list of available projects and will be notified by on-screen prompts when a current project finishes or a new one becomes available. Only one project at a time can be researched. You can also access the research archive from the lab; this contains detailed reports on all previously completed projects.

ENGINEERING

Dr. Shen, the lead engineer, and his team handle the construction of all items, equipment and facilities. Items, armor and weapons for your troops will be fabricated immediately, while satellites, interceptors and facilities take several days to manufacture. The more engineers there are in the XCOM base, the less time this process will take.

BARRACKS

From the barracks, you can view your current soldiers and hire new ones. You can also customize them, adjusting the name, appearance and voice of each. The officer training school facility can also be accessed through the barracks. Here you can purchase a variety of upgrades for your soldiers (more upgrades will become available as your soldiers gain rank). You can also visit a memorial in the barracks that honors fallen soldiers.

HANGAR

XCOM's fleet of interceptors, which are used to engage enemy craft, are managed from the hangar. Interceptors can be stationed over each continent and are needed to protect areas where there is satellite coverage. From the hangar, you can order additional interceptors and modify the weapon and defense loadouts on existing craft.

MULTIPLAYER

LAN

Playing a LAN multiplayer game of *XCOM: Enemy Unknown* is slightly different depending on whether you wish to host the game, or simply join it.

TO HOST A GAME

1. From the **Main Menu**, select **Multiplayer**.
2. From the **Multiplayer** menu, select **Custom Match**.
3. Select **Create Game**.
4. The **Custom Match Host** window will appear. Set the **Match Type** to **LAN**.
5. You can edit the **Points**, **Turn Time** and **Map** from this window. When you are happy with the match settings, select **Create Game**.
6. The **Squad screen** will appear. From here, you can customize your squad and their equipment. When you are happy with your squad, select **Ready**.
7. When the other player has joined the game and selected **Ready**, a dialog will appear informing you that the other player is ready. Select **Start Game** to begin.

TO JOIN A GAME

1. From the **Main Menu**, select **Multiplayer**.
2. The **Multiplayer** menu will appear. Select **Custom Match**.
3. Select **Search**.
4. The **Custom Match Search** window will appear. Select **Search**. Set the **Match Type** to **LAN**.
5. Select **Search**.
6. The **Game Browser** window will appear. Highlight the game you wish to join and select **Join Game**.
7. The **Squad screen** will appear. From here, you can customize your squad and their equipment. When you are happy with your squad, select **Ready**.
8. The host will then start the game when ready.

NOTE: If you are joining a game, you can customize your preferred **Points**, **Turn Time** and **Map** from the **Custom Match Search** window, but since this will greatly reduce your chances of connecting to a LAN game, we recommend you do not do this.

ONLINE

CUSTOM MATCHES

Playing a multiplayer custom match on Steam is slightly different depending on whether you wish to host the game, or simply join it.

TO HOST A GAME

1. From the **Main Menu**, select **Multiplayer**.
2. From the **Multiplayer** menu, select **Custom Match**.
3. Select **Create Game**.
4. The **Custom Match Host** window will appear. Set the **Match Type** to **Public** if you want anybody to be able to join the match, or **Private** if you want only a player that you invite to be able to join the match.
5. You can edit the **Points**, **Turn Time** and **Map** from this window. When you are happy with the match settings, select **Create Game**.
6. The **Squad screen** will appear. From here, you can customize your squad and their equipment. To invite one of your Steam friends to the game, select **Invite Friends**. If you have created a public game and would rather leave it open for any player to join, proceed to step 8.
7. A list of your Steam friends will appear. Click the **Invite** button next to the friend that you want to invite to the game. Click the **X** button in the upper-right corner of the list to close it and return to the **Squad screen**.
8. When you are happy with your squad, select **Ready**.
9. When the other player has joined the game and selected **Ready**, a dialog will appear informing you that the other player is ready. Select **Start Game** to begin.

TO JOIN A GAME

1. From the **Main Menu**, select **Multiplayer**.
2. The **Multiplayer** menu will appear. Select **Custom Match**.
3. Select **Search**.
4. The **Custom Match Search** window will appear. Set the **Match Type** to **Public**.
5. Select **Search**.
6. The **Game Browser** window will appear. Highlight the game you wish to join and select **Join Game**.
7. The **Squad screen** will appear. From here, you can customize your squad and their equipment. When you are happy with your squad, select **Ready**.
8. The host will then start the game when ready.

NOTE: You can customize your preferred **Points**, **Turn Time** and **Map** from the **Custom Match Search** window, but since this will greatly reduce your chances of connecting to a game, we recommend you do not do this.

QUICK AND RANKED MATCHES

A quick match pits you against any opponent, regardless of rank.

A ranked match pits you against an online opponent with a similar rank. Your rank is determined by the results of your previous ranked matches (custom matches and quick matches do not affect your rank): the more matches you win and the fewer you lose, the higher your rank will be.

You can view your rank in the **Leaderboards** menu (**Multplayer > Leaderboards > Your Rank**).

TO PLAY EITHER A QUICK MATCH OR RANKED MATCH

1. From the **Main Menu**, select **Multplayer**.
2. Select **Quick Match** or **Ranked Match**, depending on which type of match you want to play.
3. The game will search for available matches and connect you, if one is available. Otherwise, it will create a match that another player will be able to join.
4. The **Squad screen** will appear. From here, you can customize your squad and their equipment. When you are happy with your squad, select **Ready**.
5. If you joined a pre-existing match, the host will start the match when ready. Otherwise, when the other player has joined the match and selected **Ready**, a dialog will appear informing you that the other player is ready. Select **Start Game** to begin.

TECHNICAL SUPPORT

Every effort has been made to make *XCOM: Enemy Unknown* as compatible with current hardware as possible. However, if you are experiencing problems when running *XCOM: Enemy Unknown*, please read on.

The FAQs for this version of the game can be found by following the link below:

<http://support.feralinteractive.com/docs/en/xcomenemyunknown/latest/linux/faqs/>

CONTACTING FERAL

If the FAQs and/or updates do not solve your problem, then please feel free to contact us via email.

In your e-mail, please include a brief description of the problem you have experienced with *XCOM: Enemy Unknown*. We will do our best to help you.

E-Mail: linuxsupport@feralinteractive.com

If you prefer to speak with a member of the support team, you may call on the following numbers:

NORTH AMERICA CALLERS

Tel: **1-888-592-9925** (Toll Free)

Available between 9.00am and 6.00pm Central Standard Time, Monday to Friday.

UNITED KINGDOM CALLERS

Tel: **020 8875 9787**

Available between 9.00am and 6.00pm, Monday to Friday.

INTERNATIONAL CALLERS

Tel: **+44 20 8875 9787**

Available between 9.00am and 5.00pm GMT, Monday to Friday.

Outside of business hours, please leave a message with your name, number and the game for which you are seeking support.

WARRANTY

Please check the warranty information provided by Steam.

CREDITS

Originally developed by:

Firaxis Games

Originally published by:

2K

Developed for Linux by:

Feral Interactive

Published on Linux by:

Feral Interactive

XCOM ENEMY WITHIN



The following content is only available if you have purchased and installed the *XCOM: Enemy Within* expansion pack. For instructions on how to do this, please see [How do I obtain XCOM: Enemy Within?](#) in the FAQs.

XCOM: ENEMY WITHIN

THE INVASION IS EXPANDING

XCOM: Enemy Within is the explosive expansion to *XCOM: Enemy Unknown*, adding a cutting edge array of new abilities, upgrades, and weapons to the award-winning strategy game.



- ▶ Defend Earth from a deadly new organization, EXALT, and new alien types including the Mechtoid.
- ▶ Construct new weapons and armor including the Mechanized Exoskeletal Cybersuit (MEC), which can be upgraded with new weapons including a grenade launcher and flamethrower.
- ▶ Create your own multiplayer squad from a wider array of units and abilities.
- ▶ Find and secure MELD, a valuable alien resource, to unlock new research projects and advanced upgrades.
- ▶ Build a Genetics Lab to enhance your operatives' abilities by augmenting their chest, brain, eyes, skin and legs.
- ▶ Cloak-and-dagger and intelligence operations provide new tactical challenges on over 40 new battlefields.

NEW FACILITIES

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 augmentations 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.

•VIGILO•
CONFIDO

