

# XCOM: ENEMY UNKNOWN

## ELITE EDITION



  
FIRAXIS  
GAMES

  
2K  
GAMES

  
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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## INSTALLATION AND ACTIVATION

It is important to install the game correctly before playing; installation is a one-time process that only takes a few minutes. Please follow the instructions below:

1. Double-click on the downloaded **.dmg file** and wait for the **XCOM: Enemy Unknown - Elite Edition disc icon** to appear on your desktop.
2. If it doesn't open automatically, double-click on the **XCOM: Enemy Unknown - Elite Edition disc icon** to open it.
3. Drag the **XCOM: Enemy Unknown - Elite Edition application icon** onto the **Applications folder** that appears next to it. It will start to copy across.
4. Once the copy has finished, drag the **XCOM: Enemy Unknown - Elite Edition disc icon** on your desktop to the **Trash**. You may now delete the **.dmg file**.
5. Once installation is complete, double-click on the **XCOM: Enemy Unknown - Elite Edition application icon**, which is found in the **Applications folder** on your hard drive. The *XCOM: Enemy Unknown - Elite Edition* pre-game **Options window** will appear showing the **Activation tab**.
6. Enter your **Product Key** into the six empty boxes in the **Activation tab**. Once the **Product Key** has been entered, the **Save button** in the right-hand corner of the tab will activate. If you cannot find your **Product Key** after downloading the game please contact the vendor for assistance.
7. Click the **Save button** to save your **Product Key**.
8. Click the **Activate Online... button** in the **Activation tab**. A dialog box will appear confirming that your **Product Key** will be sent to Feral.
9. Click the **Activate Online button** in the new dialog box that appears. The **Activation tab** will update to show the number of machines on which the game is currently activated and on how many more you are allowed to activate it. In future, you can play the game without an internet connection.

## GETTING STARTED

1. If *XCOM: Enemy Unknown - Elite Edition* is not already running, double-click on the **XCOM: Enemy Unknown - Elite Edition application icon**. By default this is located in the **Applications folder** on your computer's hard drive.
2. The *XCOM: Enemy Unknown - Elite Edition* pre-game **Options window** will appear. Click on the **Play button**. The game will launch.
3. After the splash screens and videos, the **Main Menu** will appear. Select **Single Player**.
4. The **Select Difficulty screen** will appear. If this is your first time playing, highlight either **Normal** or **Easy** then select **Accept**.
5. After the loading screen and opening videos, the **Operation screen** will appear. Read the mission brief and objectives, then select **Launch Mission**.
6. 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 - Elite Edition* 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	↑ / ↓ / ← / → or W / S / A / D
Confirm	return / ↵ or space
Cancel	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	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 / S / A / D
Rotate camera	Q / E
Zoom in	T
Zoom out	G
Zoom in/out	~ (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	delete / ← or end / ↵
Open chat (multiplayer)	J

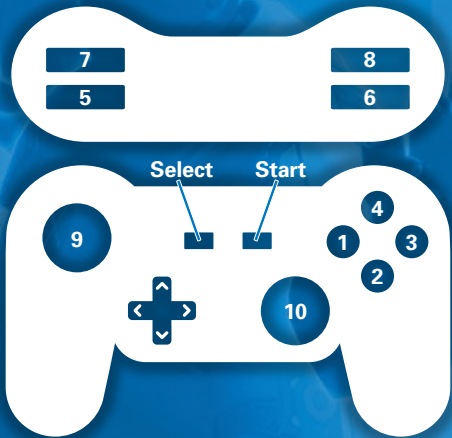


# CONTROLS

## GAMEPAD

You can play *XCOM: Enemy Unknown - Elite Edition* 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 - Elite Edition with a gamepad?** in the FAQs, which can be viewed by clicking the **View FAQs button** in the **Support tab** of the pre-game **Options window**.

**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 - Elite Edition*. 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 "Doom Tracker". 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 - Elite Edition* 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.
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**.
5. The **Game Browser** window will appear. Highlight the game you wish to join and select **Join 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. 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

Before you play an online multiplayer game of *XCOM: Enemy Unknown - Elite Edition*, you must download and install GameRanger. The GameRanger application can be downloaded from <http://www.gameranger.com/>.

You must ensure that GameRanger is able to find the **XCOM: Enemy Unknown - Elite Edition** application. For information on how to do this, see **How do I make sure GameRanger can find XCOM: Enemy Unknown - Elite Edition?**, in the FAQs, which can be viewed by clicking the **View FAQs** button in the **Support** tab of the pre-game **Options** window.

When playing an online multiplayer game, we recommend that you choose the most powerful computer among those playing to host the game.

#### TO HOST A GAME

1. Double-click on the **GameRanger** application icon.
2. The **GameRanger** application will open.
3. Click on the **Host** button.
4. The **Host Game** window will appear. When you are happy with your settings, click the **OK** button.
5. Wait for the other player to join the game. When you are ready to begin, click the **Start** button.
6. The **GameRanger** application will launch the **XCOM: Enemy Unknown - Elite Edition** application.
7. The **Custom Match Host** window will appear.
8. You can edit the **Points**, **Turn Time** and **Map** from this window. When you are happy with the match settings, select **Create Game**.
9. The **Squad screen** will appear. From here, you can customize your squad and their equipment. When you are happy with your squad, select **Ready**.
10. 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. Double-click on the **GameRanger** application icon.
2. The **GameRanger** application will open.
3. From the list of available games, double-click on a **XCOM Enemy Unknown - Elite Edition** game.
4. When the host starts the game, *XCOM: Enemy Unknown - Elite Edition* will launch.
5. The **Game Browser** window will appear. Highlight the game you wish to join and select **Join 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. The host will then start the game when ready.



## TECHNICAL SUPPORT

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

The latest version of the FAQs can be found by selecting the **View FAQs button** in the **Support tab** of the *XCOM: Enemy Unknown - Elite Edition* pre-game **Options window** (this is the window that opens when you launch the game), or by going straight to the Feral website: <http://support.feralinteractive.com>

## CONTACTING FERAL

If the FAQs and/or updates do not solve your problem, then please feel free to contact us. The following information must be obtained before contacting Feral Technical Support:

1. The error message displayed when the problem occurred (if any).
2. A **XCOM - Enemy Unknown - Elite Edition Report.txt** file. This contains:
  - An Apple System Profiler Report of your Mac
  - Any crash logs that exist for *XCOM: Enemy Unknown - Elite Edition*
  - A list of the game's contents

All the information required can be obtained by opening *XCOM: Enemy Unknown - Elite Edition* and clicking on the **Support tab** in the *XCOM: Enemy Unknown - Elite Edition* pre-game **Options window**. In the **Support tab**, click on the **Generate Report button**. Once the report is generated it will appear as a file in your **~/Downloads folder** (the "~" symbol refers to your home directory). Now click on the **Create e-mail button**. Remember to attach the **XCOM Enemy Unknown - Elite Edition Report.txt** file to your e-mail.

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

E-Mail: [support@feralinteractive.com](mailto:support@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 GMT, Monday to Friday.

### INTERNATIONAL CALLERS

Tel: +44 20 8875 9787

Available between 9.00am and 6.00pm 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

Feral Interactive Ltd. guarantees to the original buyer of the multimedia product that the digital versatile disc (DVD) supplied with this multimedia product shall not show any fault during a normal use period of ninety (90) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

Please return any defective multimedia product together with the manual by registered letter to:

**Feral Returns**  
**64 Kimber Road**  
**London, SW18 4PP**  
**United Kingdom**

Please state your full name and address (including postcode), as well as the date and location of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Feral Interactive Ltd. will choose to either repair or to replace it at customer's expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

The User recognizes expressly that he uses the multimedia product at his own risk.

The multimedia product is provided as is, without any warranty other than what is laid down above. The User is responsible for any costs of repairing and/or correcting the multimedia product.

To the extent of what is laid down by law, Feral Interactive Ltd. rejects any warranty relating to the market value of the multimedia product, the User's satisfaction or its capacity to perform a specific use.

The User is responsible for all risks connected with lost profit, lost data, errors and lost business or other information as a result of owning or using the multimedia product.

As some legislations do not allow for the aforementioned warranty limitation, it is possible that it does not apply to the User.

## CREDITS

Originally developed by:	<b>Firaxis Games</b>
Originally published by:	<b>2K Games</b>
Macintosh development by:	<b>Feral Interactive</b>
Macintosh publishing by:	<b>Feral Interactive</b>



