XBOX 360

NTSC

XCOM
ENEMY UNKNOWN

MATURE 17+

M

CONTENT RATED BY ESRB

Online Interactions Not Rated by the ESRB

FIRAXIS

2K GAMES

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to **www.xbox.com/support**.

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; do not play when you are drowsy or fatigued.

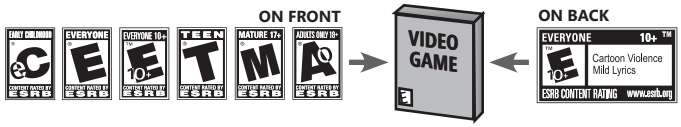
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit **www.ESRB.org**.

XCOM ENEMY UNKNOWN

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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 the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

CONTROLS

Xbox 360 CONTROLLER

GEOSCAPE		BATTLESCAPE
Menu Navigation	L	Move Cursor
Pan Camera	R	Free Camera
Menu Navigation	◀ / ▶	Rotate Camera
Menu Navigation	▲ / ▼	Change Elevation
Confirm Selection / Action	A	Confirm Selection / Action
Cancel / Back	B	Cancel / Back
Mission Control	Y	Overwatch
Transfer Interceptors (Hangar)	X	Switch Weapon
Cycle Menu Left / Right	LB / RB	Cycle Units / Targets Left / Right
Expand Event List	RT	Target Unit / Action UI
Zoom Camera	LT	Zoom Out
Pause	START	Pause
Research Archive	BACK	End Turn

BATTLESCAPE VIEW

HEALTH

The health of each individual soldier is represented by the indicators present on the Unit Flag. You can restore a soldier's health or stabilize a critically wounded soldier in the field through the use of Medikits, which can be fabricated in Engineering and equipped on the soldier loadout screen. Please note: soldiers killed in combat cannot be resurrected and are permanently removed from your squad.

MOVEMENT

Each soldier has a limited range of movement represented by the "pips" on the HUD. With a soldier selected, an outline will appear indicating the maximum movement range currently available to that unit in a single move (with the default being two moves per turn). An additional buffer area indicates the movement range available by "Dashing," which will expend all available movement points at once.

COVER

Cover nodes play a crucial role in the effectiveness and longevity of your troops deployed in the field. Objects that provide cover include everything from benches, trash cans, and other scenery, all the way up to buildings and vehicles. The amount of protection afforded by the object in question is indicated by either a full shield icon (High Cover) or a half-shield icon (Low Cover). Low cover is always better than no cover at all, but high cover offers the greatest defensive position to your troops. It's also important to note that a yellow shield indicates that the unit in question is being flanked by an enemy.

ACTIONS

In addition to their standard attack, each soldier class has a number of unique abilities that can be used in the field to support your overall squad. As your troops progress through the ranks, additional specialized abilities will also become available. Variations in each soldier's equipment loadout can also provide unique benefits on the field and enable additional combat maneuvers. Please note: using an action will end your turn even if moves are still available (except for the special ability known as "Run and Gun" which will allow you to move and fire in the same turn).

GEOSCAPE VIEW

MANAGING FACILITIES

The view of XCOM headquarters provides a complete overview of the base and its current facilities. As the project grows and new technology becomes available, you'll need to construct new facilities to fulfill certain objectives. As space for new facilities becomes limited, it may be necessary to excavate further beneath the base.

MISSION CONTROL

Within Mission Control, the hologlobe allows you to scan for incoming alien contacts. 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.

SCIENCE 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 fabrication of items and equipment developed by the research team. From Engineering, you can purchase new items and weapons that will be fabricated immediately. You can also order new vehicles, which will take additional time to manufacture. Engineering is also responsible for the construction of new facilities within XCOM HQ.

BARRACKS

From the Barracks, you can view your current roster of soldiers, and hire additional troops to bolster your squads. A number of customization options allows you to adjust the appearance, voice, and tone of your units. The Officer Training School facility is also accessed through the Barracks.

HANGAR

The Hangar is where you can manage XCOM's fleet of interceptors, which are crucial to engaging hostile enemy craft detected in Mission Control. Interceptors can be stationed in Hangars on every continent. From the Hangar, you can order additional interceptors, and also modify the equipped weapon loadouts used by each of these craft.

SITUATION ROOM

The Situation Room provides constant monitoring of member nations within the Council, who provide XCOM's funding. Each nation has a panic gauge showing its current status. If panic levels within a Council nation reach critical levels, that member will withdraw from the Council, taking its funding and material support with it. The "Doom Tracker" display tracks your overall status with the Council. If too many countries withdraw, the XCOM project will be terminated.

MULTIPLAYER

XCOM offers players the ability to face-off in head-to-head squad-based combat against other human competitors online. You can also use a system link to play local multiplayer matches.

- **RANKED MATCH** Ranked matches count toward your standing on the XCOM Leaderboards, found on the Multiplayer menu.
- **QUICK MATCH** Selecting Quick Match will automatically search for the next available unranked public match, with no restriction on time limit or options.
- **CUSTOM MATCH** Host a custom match using the rules and options of your choosing. You can also join a custom match hosted online by other players.

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