



# XCOM 2

**PC**  
DVD-ROM  
SOFTWARE

 **NVIDIA**  
**GAMEWORKS**

 **FACEFX**

  
**FIRAXIS**  
GAMES

**2K**

# SYSTEM REQUIREMENTS

## MINIMUM

**OPERATING SYSTEM:** Windows® 7, 64-bit

**PROCESSOR:** Intel Core 2 Duo E4700 2.6 GHz or AMD Phenom 9950 Quad Core 2.6 GHz

**MEMORY:** 4GB RAM

**HARD DRIVE:** 45GB available space

**GRAPHICS:** 1GB ATI Radeon HD 5770, 1GB NVIDIA GeForce GTX 460 or better

**DIRECTX:** DirectX 11

**SOUND CARD:** DirectX compatible sound card

**DVD-ROM DRIVE:** Required for disc-based installation

## RECOMMENDED

**OPERATING SYSTEM:** Windows® 7, 64-bit

**PROCESSOR:** 3GHz Quad Core

**MEMORY:** 8GB RAM

**HARD DRIVE:** 45GB available space

**GRAPHICS:** 2GB ATI Radeon HD 7970, 2GB NVIDIA GeForce GTX 770 or better

**DIRECTX:** DirectX 11

**SOUND CARD:** DirectX compatible sound card

**DVD-ROM DRIVE:** Required for disc-based installation

## OTHER REQUIREMENTS AND SUPPORT

Initial installation requires one-time Internet connection for Steam authentication; software installations required (included with the game) include Steam Client, Microsoft Visual C++ 2012 and 2013 Runtime Libraries and Microsoft DirectX.

*XCOM 2* uses the my2K service. Please visit the my2k support page for any troubleshooting issues

**<http://support.2k.com/hc/en-us/articles/201335163-my2K-Frequently-Asked-Questions>**

## STEAM

*XCOM 2* is powered through 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 2* 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.

# CONTROLS

## GENERAL

NAVIGATE UP/DOWN/LEFT/RIGHT ..... [↑]/[↓]/[←]/[→] or  
[W]/[S]/[A]/[D]

CONFIRM ACTION ..... [ENTER] or  
[SPACEBAR]

CANCEL ACTION ..... [ESC] or  
Right Mouse Button

## THE AVENGER (General Controls also apply)

NEXT SOLDIER (in Armory) ..... [TAB] or  
Mouse Button 4

BRIDGE/GEOSCAPE ..... [1]

RESEARCH (top level Strategy HUD) ..... [2]

ENGINEERING (top level Strategy HUD) ..... [3]

ARMORY (top level Strategy HUD) ..... [4]

COMMANDER'S QUARTERS (top level Strategy HUD) ..... [5]

SHADOW CHAMBER (top level Strategy HUD) ..... [6]

## GEOSCAPE

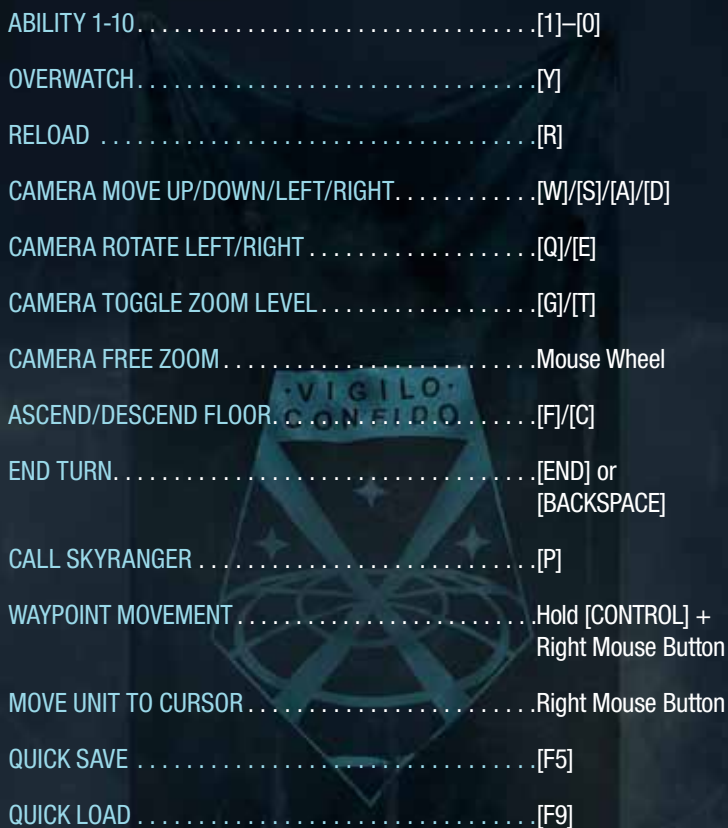
MOVE CAMERA ..... [W]/[S]/[A]/[D]

## TACTICAL (General Controls only active in Pause Menu)

OPEN SHOT HUD/CONFIRM ACTION ..... [SPACEBAR]/[ENTER]

NEXT UNIT/TARGET ..... [TAB] or  
Mouse Button 4

PREVIOUS UNIT/TARGET ..... Left [SHIFT] or  
Mouse Button 5



ABILITY 1-10 .....	[1]–[0]
OVERWATCH .....	[Y]
RELOAD .....	[R]
CAMERA MOVE UP/DOWN/LEFT/RIGHT .....	[W]/[S]/[A]/[D]
CAMERA ROTATE LEFT/RIGHT .....	[Q]/[E]
CAMERA TOGGLE ZOOM LEVEL .....	[G]/[T]
CAMERA FREE ZOOM .....	Mouse Wheel
ASCEND/DESCEND FLOOR .....	[F]/[C]
END TURN .....	[END] or [BACKSPACE]
CALL SKYRANGER .....	[P]
WAYPOINT MOVEMENT .....	Hold [CONTROL] + Right Mouse Button
MOVE UNIT TO CURSOR .....	Right Mouse Button
QUICK SAVE .....	[F5]
QUICK LOAD .....	[F9]

# GAME SCREEN



## 1. CONCEALMENT STATUS

The hooded icon and blue overlay indicates the enemy is unaware of your squad's presence. Your squad begins most missions in Concealment; use this advantage to engage the enemy on your terms.

## 2. OBJECTIVES

Displays and tracks your primary and secondary mission objectives. The primary objective for most missions is to kill all enemies, however there are a variety of secondary objectives to complete on a per-mission basis.

## 3. END TURN/SQUAD SELECT/CAMERA ROTATE/CALL SKYRANGER

These buttons can be used to end your turn, switch between squad members, rotate the camera, or call a Skyranger for evac.

## 4. UNIT FLAG

Shows detailed info for the currently selected soldier, including: Health, Armor, Action Points, Cover Status, Overwatch/Concealment Status, and any Positive or Negative Status effects.

## 5. WEAPON/AMMO

Displays weapon and ammo information for the currently selected soldier.

## 6. ACTIONS

Shows all of the actions available for the selected soldier, including relevant contextual abilities such as Hack, Interact, and Open/Close. Click once on any action icon to view its effects. Actions that cannot be performed are greyed out and may show a number indicating the number of turns required before the action can be used again. Red/Yellow/Grey icons above the action bar indicate the number of enemies within the soldier's line of sight.

## 7. SOLDIER NAME/SPECIAL ACTIONS

Displays the name, class, and rank of the selected soldier along with any special actions that soldier may be able to perform.

# TACTICAL LAYER

The tactical layer of *XCOM 2* consists of gameplay that occurs while on a mission. Most tactical maps in *XCOM 2* are procedurally generated, offering a different experience each time you load into a mission.

## HEALTH

The square markers on the Unit Flag represent an individual soldier's health. You can restore a soldier's health or stabilize a critically wounded soldier in the field via Medikits or the Gremlin drone, used by the Specialist class. Medikits must be built via Engineering and equipped on a soldier.

**NOTE:** Soldiers killed in combat cannot be resurrected and are permanently removed from your squad. Active soldiers can attempt to extract the bodies of dead, unconscious, or critically wounded comrades using the Carry Body action. Successfully extracting a dead soldier allows you to keep any weapons, items, and equipment that they were carrying, while critically wounded soldiers heal over time and can rejoin your squad.

## MOVEMENT

Each soldier has 2 Action Points that can be spent on movement, attacks or abilities. These are represented by “pips” on the Unit Flag. When selecting a

soldier, a Blue outline displays the movement range for a single Action point, and a Yellow outline displays the “Dashing” movement range for 2 Action Points.

To maintain concealment, use Waypoint Movement by holding [CTRL] while selecting tiles to specifically set a unit's path.

**NOTE:** Areas marked with a red eye icon break concealment when entered. Additional icons indicate if movement through a tile can break concealment by making too much noise (i.e. breaking glass) or if the unit will pass through an environmental hazard such as fire.

## COVER

Cover is essential for troop survival in any encounter and reduces the chances of your units being hit by enemy fire. Most physical objects on the map provide some form of cover, represented by a shield icon. A half-shielded icon represents low cover, and a full shield icon represents high cover. High cover provides the greatest defensive position for your soldiers, but low cover is better than no cover at all.

**NOTE:** A yellow shield icon indicates an enemy currently flanks the unit in that direction. A red shield icon indicates the unit will be flanked if they move to that location.

## CONCEALMENT

Most missions begin with your squad in Concealment, meaning the enemy is totally unaware of their presence. Concealment is represented by a blue overlay in the corners of the screen and a hooded figure icon, located at the top of the screen and on the Unit Flag. Firing a weapon, moving into an enemy's line of sight (represented by a red eye icon), or making too much noise breaks Concealment for your squad. Use Concealment to set up ambushes and engage the enemy on your terms.

# ACTIONS

Actions are commands your squad can perform during a mission. All soldier classes share a few basic actions:



**FIRE WEAPON:** The unit attacks their designated target. Highlight a target to view the unit's odds of landing a successful hit, the projected damage and the chance for a Critical hit.



**RELOAD:** Causes the soldier to reload their weapon. If a weapon's magazine is empty, the soldier must take a reload action before firing again.



**OVERWATCH:** The unit remains in position and automatically attacks any enemy that attempts to move within its line of sight with an Aim penalty. When activated in Concealment, Overwatch only triggers when Concealment is lost.



**HUNKER DOWN:** The unit gains a defensive boost, but their line of sight decreases until the next turn.



**HACK:** Certain objects and enemies can be hacked, shutting them down or placing them under your team's control. Move a squad member within hacking range and select the Hack action to make an attempt. There are multiple hacking tiers for units, which impact the rewards obtained from a successful attempt. All squad members can hack, but only the Specialist class can hack mechanical/robotic enemies using the Haywire Protocol ability.



**INTERACT:** Used to open or close doors, plant explosives, or for any action that requires interacting with the environment.



**LOOT:** Enemies have a chance to drop loot which contains resources and equipment when defeated. When dropped, the loot displays a radius marker and a turn timer. Move a unit within the radius marker before the timer expires to collect the loot. Loot can be destroyed if the enemy is killed using an explosive. Loot on the map that has not expired when the mission is completed will automatically be recovered.



**EXTRACTION:** Extraction points are used to rescue VIPs and fallen squad members, as well as to end a mission if all soldiers are extracted. Select the Call Skyranger action in the upper-right corner of the screen to set an extraction point, indicated by a colored grid. Red areas indicate invalid locations; the grid must be entirely blue in order to successfully place the extraction point. Certain mission types have pre-placed extraction zones.



**CARRY:** Use this action to pick up a fallen or wounded soldier. Successfully deliver a fallen soldier to an extraction point to retain any items/equipment they carry or prevent them from bleeding out.

Each soldier class has several unique abilities, with additional abilities unlocked each time the unit gains a rank. Certain Facilities can also provide additional abilities in the field.

## SOLDIER CLASSES

A soldier's class determines their role on the battlefield. Each class has several unique abilities that can be unlocked as they gain ranks, divided into two areas of specialization.



### RANGER

Rangers are masters at remaining undetected and highly effective at close range encounters. The Scout specialization focuses on abilities that maintain concealment. The Assault specialization provides abilities that focus on the Ranger's combat and movement options.



### SPECIALIST

Specialists use the Gremlin drone to assist their squad in the field. Battle Medic abilities can heal or provide additional bonuses to allies, while Combat Hacker abilities boost the Specialist's aptitude to break into and attack enemy systems.

## GRENADIER



Grenadiers like to hit hard with big, heavy weapons and things that go boom. Demolitions Expert specialization provides abilities that improve the effectiveness of explosive weaponry, including the Grenadier's grenade launcher. The Heavy Gunner specialization grants the Grenadier abilities that increase effectiveness of armor and the heavy cannon.

## SHARPSHOOTER



The Sharpshooter is an expert with sniper rifles and pistols. Sniper abilities focus on long-range attacks, while Gunslinger abilities improve the Sharpshooter's skill with pistols.

## PSI OPERATIVE



Born from advanced research into ADVENT technologies, Psi Operatives are the latest addition to the XCOM squad. Little is known about their abilities, but it's rumored they can boost ally effectiveness or disrupt enemy actions in the field. Psi Operatives rank up through training in the Psi Lab as opposed to their performance in the field.

# STRATEGY LAYER

The strategy layer of *XCOM 2* represents all actions taken between missions. These include deciding your next mission and expanding the Avenger—XCOM's mobile headquarters.

## THE AVENGER



A massive mobile base liberated from ADVENT, the Avenger is the place XCOM calls home. You begin with only a few basic facilities; the majority of rooms in the Avenger are filled with alien debris. As the need for new facilities arises, you can assign engineers to clear these rooms and gain valuable resources in the process.

## STARTING FACILITIES

**COMMANDER'S QUARTERS:** View the monthly Avenger report, XCOM Archives, and current objectives.

**BRIDGE:** Access the Geoscape, search for ADVENT activity, and grow the Resistance.

**RESEARCH:** Research and development happens here. You are prompted to visit when new research projects are available, but note that only one project can be researched at a time. You can also view Research Archives and a list of current scientists.

**ARMORY:** Come here to view and manage your soldiers: give promotions, customize their names and appearances, recruit new soldiers, change loadouts, and apply weapon upgrades. View the Memorial to witness those who have fallen in battle.

**ENGINEERING:** Build new items, weapons, armor, and facilities here. You can also view your current inventory and list of engineers.

**BAR/MEMORIAL:** Current staff can be seen unwinding after battles and work here. A Memorial to fallen soldiers can also be viewed.

**LIVING QUARTERS:** Soldiers, engineers, and scientists live here. Visit to view a list of current personnel and their current assignment.

## STAFFING

You can assign scientists, engineers, and Gremlins to specific rooms to provide bonuses, such as reduced research times or increased healing for wounded soldiers. Note that engineers are required to excavate new rooms in the Avenger before new facilities can be built.

# GEOSCAPE



Accessible from the bridge of the Avenger, the Geoscape is where you oversee the operations of XCOM. Here you can scan for hostile alien actions, contact resistance cells, seek out valuable resources, and move the Avenger. Click the scanning icon next to the Avenger's current location to begin monitoring ADVENT activity and advance time.

**DARK EVENTS:** The ADVENT is hard at work on their own plans to topple the Resistance that, if completed, provide bonuses to the enemy. Dark Events notify you of the ADVENT's progress towards completing their goals. Choosing specific Guerrilla Ops missions allows you to counter their progress.

## MISSION TYPES

**CRITICAL MISSIONS:** Objectives focus on disrupting the ADVENT's mysterious Avatar Project.

**GUERRILLA OPS:** Completing these missions disrupts the ADVENT's secondary objectives (Dark Events) and helps to supply the resistance.

**RESISTANCE COUNCIL MISSIONS:** Completion strengthens and spreads the resistance.

**RETALIATION MISSIONS:** Stop the ADVENT from taking out resistance outposts and save as many people as possible.

**RUMORS FROM THE RESISTANCE:** Investigate rumors to potentially discover valuable resources and information. These missions do not deploy your squad, but require a set amount of time to complete.

**AVENGER DEFENSE MISSIONS:** The Avenger has come under attack from ADVENT forces and must land for repairs. Defend the Avenger until repairs are complete.

**SUPPLY LINE RAIDS:** Attack ADVENT supply lines and claim valuable resources.

**ALIEN FACILITY MISSIONS:** Bring down critical ADVENT facilities and prevent them from contributing to the Avatar Project.

## MULTIPLAYER

*XCOM 2* lets players face off in head-to-head squad-based combat against other human competitors online using squads comprised of a mix of XCOM soldiers, ADVENT, and aliens. You can also use a LAN to play local multiplayer matches.

### RANKED MATCH

Ranked matches count toward your standing on the *XCOM 2* Leaderboards, found on the Multiplayer menu.

### QUICK MATCH

Selecting Quick Match will automatically search for the next available unranked public match.

### CUSTOM MATCH

Host a custom Public or Private match using the rules and options of your choosing. You can also join a custom match hosted online by other players.

## CHARACTER POOL

The Character Pool allows for units to be customized that will then populate in-game when recruiting new soldiers or as VIP's in missions.

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Synthesis Iberia

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Localisation tools and

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**Shen**  
Carlye Pollack

**Tygan**  
Gary Anthony Williams

**Advent Speaker**  
Brandon Keener

**Councilman**  
Jon Bailey

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Cherise Boothe  
Feodor Chin  
Brian T. Delaney  
Dimitri Diatchenko  
Greg Eagles  
Kate Higgins  
Andrew Kishino  
Misty Lee  
Erica Luttrell  
Elizabeth Maxwell  
Matt Mercer  
Dave B. Mitchell  
Sumalee Montano  
Melissa Pino  
Jonathan Roumie  
April Stewart  
Courtenay Taylor  
Rick Wasserman  
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### **Shen**

Adeline Chetail

### **Tygan**

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### **Advent Speaker**

Cyrille Monge

### **Councilman**

Pierre Dourlens

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Julia Boutteville  
Fabien Briche  
Pascal Casanova  
Marie Chevalot  
Catherine Desplaces  
Cathy Diraison  
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Nadine Girard  
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**EARNING & PURCHASING** virtual currency and virtual goods: You may have the ability to purchase VC or to earn VC from Licensor for the completion of certain activities or accomplishments in the Software. For example, Licensor may provide VC or VG upon the completion of an in-game activity, such as attaining a new level, completing a task, or creating user content. Once obtained, VC and/or VG will be credited to your User Account. You may purchase VC and VG only within the Software, or through a platform, participating third-party online store, application store, or other store authorized by Licensor (all referred to herein as "Software Store"). Purchase and use of in-game items or currency through a Software Store are subject to the Software Store's governing documents, including but not limited to, the Terms of Service and User Agreement. This online service has been sublicensed to you by the Software Store. GF Licensor may offer discounts or promotions on the purchase of VC, and such discounts and promotions may be modified or discontinued by Licensor at any time without notice to you. Upon completing an authorized purchase of VC from an Application Store, the amount of purchased VC will be credited to your User Account. The Licensor shall establish a maximum amount you may spend to purchase VC per transaction and/or per day, which may vary depending on the associated Software. Licensor, in

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**Balance Calculation:** You can access and view your available VC and VG in your User Account when logged into your User Account. Licensor reserves the right, in its sole discretion, to make all calculations regarding the available VC and VG in your User Account. Licensor further reserves the right, in its sole discretion, to determine the amount of and manner in which VC is credited and debited from your User Account in connection with your purchase of VG or for other purposes. While Licensor strives to make all such calculations on a consistent and reasonable basis, you hereby acknowledge and agree that Licensor's determination of the available VC and VG in your User Account is final, unless you can provide documentation to Licensor that such calculation was or is intentionally incorrect.

**USING VIRTUAL CURRENCY & VIRTUAL GOODS:** All purchased in-game Virtual Currency and/or Virtual Goods may be consumed or lost by players in the course of gameplay according to the game's rules applicable to currency and goods, which may vary depending on the associated Software. VC and VG may only be used within the Software, and Licensor, in its sole discretion, may limit use of VC and/or VG to a single game. The authorized uses and purposes of VC and VG may change at any time. Your available VC and/or VG as shown in your User Account will be reduced each time you use VC and/or VG within the Software. The use of any VC and/or VG constitutes a demand against and withdrawal from your available VC and/or VG in your User Account. You must have sufficient available VC and/or VG in your User Account in order to complete a transaction within the Software. VC and VG in your User Account may be reduced without notice upon the occurrence of certain events related to your use of the Software: For example, you may lose VC or VG upon the loss of a game or the death of your character. You are responsible for all uses of VC and/or VG made through your User Account, regardless of whether or not authorized by you. You must notify Licensor immediately upon discovering the unauthorized use of any VC and/or VG made through your User Account by submitting a support request at [www.take2games.com/support](http://www.take2games.com/support).

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**LOCATION:** VC is only available to customers in certain locations. You may not purchase or use VC if you are not in an approved location.

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

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