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

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]
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 Chamber 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.

RETAIATION 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 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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