

Instruction
Manual

X-COM[®]

APOCALYPSE[™]

MICROPROSE

Introduction

Introduction

X-COM[®] BACKGROUND

Dear Section Commander

Welcome to *X-COM* (Extraterrestrial Combat unit). You are now part of a tradition that spans back to the late 1990s. Let me apprise you of *X-COM*'s activities to date and, more importantly, the activities of the Aliens we have encountered.

Back in the mid-1990s, it became evident that "we were not alone." By 1998, UFOs began to land openly in rural areas; the aim of these early missions was the abduction of local inhabitants and animals. Our first military contact with the Aliens led to the massacre of an entire squad. In November of that year, an emergency meeting was convened at the United Nations. As a result of that meeting, *X-COM* was established. In the following years, *X-COM* waged war against the Alien menace. Most of this activity occurred in the cities and rural areas of Earth, but eventually it took us to the Aliens' main Base on Mars (Cydonia).

Our victory at Cydonia saw the defeat of the immediate Alien threat, but in its turn reawakened a second wave of destruction that *X-COM* was later enlisted to counter.

Alien activity began once more in 2039. *X-COM* had only a nominal existence at this time; most of our Bases were decommissioned or converted into Theme Parks. The call for the reinstatement of *X-COM* was led by the media after numerous ship and aircraft losses at sea. Years of recession and political feuding meant that funding from the world's governments was not forthcoming; we had to raise the money by alternative corporate means.

From 2041, after the initial recruitment in 2040, the second Alien war was waged under the seas and oceans of the world. The war came to its climax in the battle at the Alien city of T'leth. Buried underwater for 65 million years, the city had the ability to destroy the Earth. Fortunately, we discovered that Alien society was constructed like that of the bees and after killing the Alien Queen, everything else disintegrated.

T'leth rose from the water only to self-destruct, a sight I don't think any present at that time will forget. Since then we have had few recorded encounters. *X-COM* and *Marsec*, however, were enlisted in the late 2060s to fight a territorial war against Aliens in the newly established deep space mining colonies. This conflict left Earth uncontaminated... that was until a short while ago, when the first Dimension-Gate appeared, right here in Mega-Primus.

The last war has indeed proven to be an expensive victory. The contamination of Earth's atmosphere and the devastating climactic changes that ensued have affected everyone. While many sought to leave Earth and colonize other planets, a self-sufficient, self-contained city was successfully constructed here on Earth and thrived under the hazardous toxic atmosphere that surrounded our home world. Mega-Primus has already become an important historical achievement.

Unfortunately, the last four years have seen this comfortable, low-cost lifestyle rapidly deteriorate. The social and physical fabric of our society has decayed at an alarming rate; sociologists have been, as yet, unable to explain the cause of decay. Statistics clearly demonstrate increases in physical and cyberspace violence, family breakdowns, crime, ethnic unrest and strange cult group involvement.

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The frequency and pace at which incidents are occurring is even more disturbing. The concern of the citizens is evident. Many have already fled the city. The ongoing mass migration increases the concern of all remaining citizens as each day passes. Losses in tax revenue are restricting the city's ability to deal with incidents, and the emergency services are unable to do any more than firefight existing problems.

Unless we deal with the source of the problem, social collapse appears to be a very real possibility! While the Senate remains unconvinced that Alien interference is the source of the problems, they have secretly agreed to fund a covert investigation by *X-COM*.

Due to your recent promotion, we have decided that you shall be responsible for this investigation. We will forward existing information to you shortly.

Yours faithfully

J.G Steinbach

***X-COM* Supreme Commander**

To: **Section Commander**

From: **Tactical Office**

Subject: ***X-COM* INTELLIGENCE REPORT AND OBJECTIVES SUMMARY**

Date: **March 2084**

Congratulations on your recent promotion and good luck in the upcoming battle. We don't have much to go on but this information should prove useful.

The Aliens are not acting as openly as before. UFOs have been appearing intermittently but no attacks have been made; these appearances have been sporadic and short-lived. In the past we were invaded from other worlds but now, in 2084, the Aliens are travelling from another dimension. The means by which they achieve trans-dimensional travel is unclear, but it is apparent that the UFOs use some form of Dimensional Gateway. The gateways can appear anywhere in Mega-Primus. We would advise beginning the research of Dimension Gates immediately.

You have at your disposal the finest technology Mega-Primus has to offer to combat the Alien menace. Your Agents will be responsible for investigating any strange events that might reveal Alien activity.

The objective of these investigations is to gather as much information about the Aliens and their technology as possible. To defend Mega-Primus effectively, you will be responsible for research and development based on the results of these investigations.

X-COM must recover all Alien artifacts and technology from Alien encounters, in order to research and develop new weapons and craft. The results of your investigations will be published in the **UFOpaedia**, so that both you and your Agents have the most up-to-date information. Without this information we will not know of the Aliens' intent or, more importantly, a means by which we can defeat them.

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X-COM should retain a covert status as it monitors the situation in the city. Our investigation is secretly funded by the Senate and without this funding, the effectiveness and scope of operations will be severely diminished.

The success of our operation depends on your efforts. The safety of Mega-Primus is in your hands; your task is to command *X-COM*'s forces to defeat the Alien incursion!

GAME OVERVIEW

X-COM: Apocalypse™ is an absorbing strategy game featuring two very different key elements: **Tactical Combat Missions** and the **Cityscape**. In order to protect Mega-Primus successfully from the Alien menace, you must master both of these elements.

Tactical Combat Missions provide the challenge of exploration and tense combat against the Aliens. Missions can take place anywhere in Mega-Primus; your squads of Agents could do battle with the Alien menace in factories, multi-level corporate buildings and many other city locations. The Tactical section of *X-COM: Apocalypse* is no arcade blast; you will need to apply a wide range of strategies and tactics as you hunt down the Aliens. Whatever you do: "Don't Get Hurt."

When your Agents are not engaged in close combat, you will be in charge of *X-COM*'s wider operations in the **Cityscape**. Here you must develop adept management skills in order to maximize the potential of *X-COM*, its personnel and the many resources at your disposal. In order to advance in the game, you must recover as many Alien artifacts as you can from your Tactical Combat Missions so that your scientists can carry out research about the Aliens and the Alien threat.

SPECIAL NOTE TO
X-COM VETERANS

Although elements of *X-COM: Apocalypse* will be familiar to players of *X-COM: UFO Defense* and *X-COM: Terror From the Deep*, much of the game's content is new, as is the interface, which has been totally redesigned to incorporate many new functions. It is recommended that *X-COM* veterans participate in the Tutorial Section of the manual to familiarize themselves with the new features available.

Players are also advised to read the *X-COM Rookies' Guide*, provided in your *X-COM: Apocalypse* package, in order to increase your enjoyment and understanding of the *X-COM* world.

Introduction

FINDING OUT WHERE EVERYTHING IS

The **ReadMe** file, that comes on the CD-ROM, provides details of the very latest changes (due to printing and binding time, the manual has to be completed before the game is finished.)

INSTALLATION AND LOADING

SYSTEM REQUIREMENTS

For IBM PC 486 DX/4 (100MHz minimum), Pentium and most compatibles

Required

8MB RAM (16MB RAM if running under Windows 95)
Quad-speed CD-ROM Drive
Hard drive (20MB free)
MSDEX 2.2 or higher
MS-DOS 5.0 or higher
SVGA 640x480x256 Colors (VESA required)
Microsoft Mouse driver v8.20 or higher

Recommended

Pentium 90MHz or better
16MB RAM
Hard drive (60MB free)

Sound Cards Supported

Sound Blaster and 100% compatibles,
Microsoft Sound System, ESS Audio Drive,
ProAudio Spectrum, Ensoniq Soundscape
and Gravis UltraSound

INSTALLING *X-COM: APOCALYPSE* FROM WINDOWS 95

Insert the *X-COM: Apocalypse* disc into your CD-ROM drive. If you have not disabled the AutoPlay feature in Windows 95, your CD-ROM will automatically take you into the installation program. Simply follow the onscreen instructions.

If the Install program does not AutoPlay, select your CD-ROM drive from MY COMPUTER, then click INSTALL.EXE.

After installation is complete, an *X-COM: Apocalypse* icon will appear in the MicroProse Program Group.

LOADING *X-COM: APOCALYPSE* FROM WINDOWS 95

Select *X-COM: Apocalypse* in the MicroProse Program Group.

The MicroProse Program Group is accessed from 'Programs' which is found on the Start icon at the bottom left of the Windows 95 desktop screen.

X-COM: Apocalypse will now run automatically.

Alternatively, double-click on the *X-COM: Apocalypse* icon from within the Program Group itself.

INSTALLING *X-COM: APOCALYPSE* FROM MS-DOS

An MS-DOS installation program is included on the *X-COM: Apocalypse* CD-ROM.

Insert the disc into your CD-ROM drive and designate that drive—usually by typing "D: [Enter]".

When the new prompt appears, type "INSTALL [Enter]".

Please follow all onscreen prompts.

Unless you specify otherwise, *X-COM: Apocalypse* will be installed to a directory named C:\XCOMA.

LOADING *X-COM: APOCALYPSE* FROM MS-DOS

Switch on your machine and wait until the C:\> prompt appears.

Insert the *X-COM: Apocalypse* disc into the CD-ROM drive.

Type "CD XCOMA [Enter]" and then type "XCMAPOC [Enter]" to run the game.

Note: if you have installed *X-COM: Apocalypse* to another directory, you must type "CD [name of your directory] [Enter]" and then type "XCMAPOC [Enter]".

THIS MANUAL

This Manual is split into two main sections:

SECTION 1: THE GAMEPLAY TUTORIALS

This section is designed to get you playing *X-COM: Apocalypse* as quickly as possible. We recommend that those new to *X-COM* complete each Tutorial before embarking on a new campaign.

SECTION 2: THE REFERENCE GUIDE

The *X-COM* veteran may choose to start with the **Reference Guide**. This section contains details of the updated interface and additional features in *X-COM: Apocalypse*.

THE POINT AND CLICK INTERFACE

X-COM: Apocalypse is played using the mouse.

MOUSE CONTROL—‘CLICKING’

You will often be asked to ‘click’ on a particular area of the screen. Depending on the screen you may be asked to ‘click’ on buttons, icons or text. To do this, simply move the cursor over the item and press the Left Mouse Button (LMB), unless otherwise stated.

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MOUSE CONTROL—‘DOUBLE CLICKING’

Move the cursor over the item and ‘click’ the LMB twice in quick succession.

MOUSE CONTROL—‘DRAG AND DROP’

A ‘Drag and Drop’ system is also used in many parts of the game.

- To ‘Drag’—click and hold the LMB over an item. This item will become attached to the cursor. You can now move that item around the screen.
- To ‘Drop’ an item—after you have ‘Dragged’ it, simply release the LMB when the item is over your intended destination.

TOOL TIPS

We have worked very hard to make the interface as ‘user friendly’ as possible. If you are unsure as to the function of any button or icon, just leave the cursor over the option for a second and some help text will appear. (You can turn off this feature at the Options Screen.)

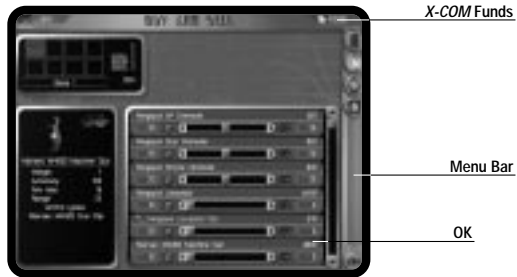
GAME SCREENS

There are two **Control Panels** that you will use most. These are the:

- **Cityscape Control Panel**
- **Tactical Control Panel**

Note: we will cover these in more detail later.

All other screens in the game are based around a common layout.



- The **Menu Bar** will always appear down the right-hand edge of any screen.
- The **OK** button will always appear at the bottom of the **Menu Bar**. This button will always accept what you have done and close the screen.
- *X-COM's* funds will always be displayed at the top-right of the screen.

THE GAMEPLAY TUTORIALS

The Gameplay Tutorials

Welcome to *X-COM: Apocalypse*. The following section is designed to help you get into the game with the minimum of fuss. The two main sections of the game are covered here: the **Cityscape**, where you deploy your Agents to investigate Alien activity, and **Tactical Combat**, where your Agents combat the Alien menace face to face. In the final Tutorial, we will return to the **Cityscape** to buy equipment, recruit and equip Agents.

For extra information on particular game features, please see the **Reference Guide** later in this manual.

First of all, we will begin a new game.

STARTING A NEW GAME

After watching the introduction, you will be taken to the **Main Menu**.



- Move the cursor over the **Start Campaign Game** button and click the Left Mouse Button (LMB) to select. You will now be taken to the **Select Difficulty Screen**.



All of the Tutorials are written assuming that you are playing at **Novice** level.

- Move the cursor over the **Novice** button and click the LMB to select. Once you have mastered **Novice** level, you should choose a harder level for a tougher challenge.

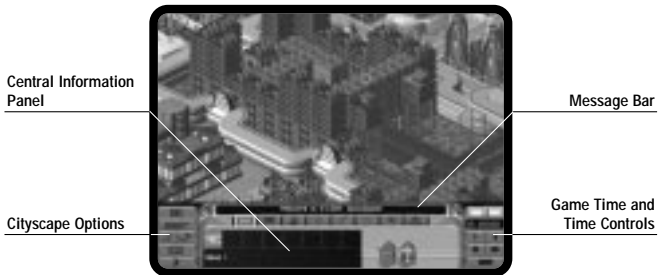
You will now be taken to the **Cityscape Screen**.

TUTORIAL ONE: USING THE CITYSCAPE

In this first Tutorial we will take a look around Mega-Primus, introduce the basic controls of the **Cityscape**, focus on Alerts and deploy your Agents on Tactical Missions.



The **Cityscape** allows you to manage *X-COM*'s resources and develop your long term strategy. It is split into two areas: the **Cityscape Display** and the **Control Panel**. At the beginning of the game, the **Cityscape Display** will be centered on your current Base. Your Base contains the vehicles, equipment and Agents with which you will begin your new campaign.



In the **Control Panel** you will see the **Message Bar**, a group of **Cityscape Options**, a display of the **Game Time**, the **Time Controls** and the **Central Information Panel** (more on the use of this later).

EXPLORING THE CITY

Let's begin by taking a look around Mega-Primus using the **Cityscape Display**. At the beginning of the game, the **Cityscape Display** will be an **Isometric Map View** of the city.

- Move the mouse cursor to the left edge of the screen. The screen will scroll revealing more of the city. Move the cursor to the other edges of the screen and explore more of the city. You will see many of the city's futuristic buildings, including Corporate HQs, the Astrodome, Police Stations and even the City Slums.

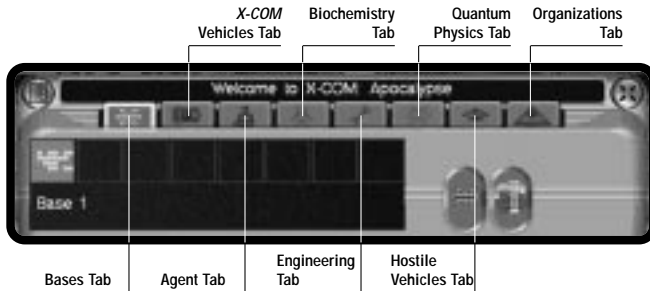
*Note: to find out more about each building, simply click on one to open the **Buildings Screen**. The **Buildings Screen** provides you with useful information about who owns the building, its function, and what Agents and vehicles are at the building.*

You can also use the cursor keys on the keyboard to scroll around the **Cityscape Display**.

Tutorial One: Using The Cityscape

THE CENTRAL INFORMATION PANEL

The **Central Information Panel** is very important in the game and it is this that we will look at next.



The **Central Information Panel** is split into eight 'Tabs.' Each 'Tab' provides access to further options allowing you to manage all of X-COM's resources effectively.

At the moment the **Bases Tab** is selected. Notice that it is colored Green. Also note that any icon that takes you to a Base related screen, will also be Green. Throughout X-COM: *Apocalypse*, a color-coding system is used to help you learn the interface.

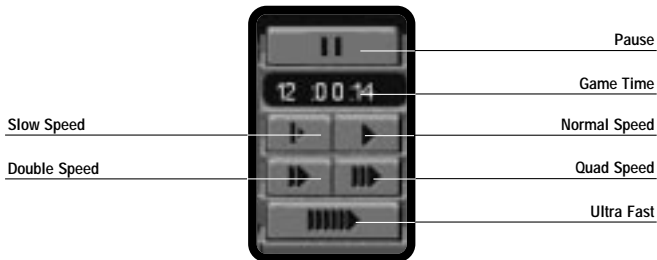
- Click on the **X-COM Vehicles Tab** (to the right of the **Bases Tab**), it will turn Blue. All functions that relate to X-COM Vehicles are colored Blue.
- Click on the other Tabs and you will see that they are also color-coded as follows:

- X-COM Agents - Light Green
- Biochemistry - Purple
- Engineering - Purple
- Quantum Physics - Purple
- Hostile Vehicles - Red
- Organizations - Orange

Now that you are familiar with the **Central Information Panel**, we will look at another important feature of the game, the **Time Controls**.


Note: if you wish to pause time at any stage during the game, simply click .

GAME TIME CONTROLS




Tutorial One: Using The Cityscape

Look at the **Game Time**. You will see that it is passing at a very slow rate, allowing you time to plan your strategy and look around the city. To control the rate at which time passes, you can click any of the **Time Controls**.


- Click . Time will pass at an increased rate (as time passes, you will eventually see day change to night).

You can use the **Time Controls** to speed up the pace of the action.

*Note: clicking  will advance the time much faster than any of the other **Time Controls**. Because time passes so fast in this mode, it is easy to miss events in the city; with this in mind, the game will automatically slow to **Normal Speed** whenever a key event occurs. The **Ultra Fast** time option cannot be activated until this event is over (i.e., **Ultra Fast** will be disabled while a UFO is in the city).*

THE ALERT SCREEN

We will now advance time to the point where you will receive your first Alert (if this has not happened already).

- Click  in the **Time Controls**. Time will pass at the maximum rate. Shortly, the **Alert Screen** will appear (while you are in this screen, time will be suspended until you return to the **Cityscape**).



Whenever there is Alien activity in Mega-Primus, *X-COM* will be informed via the **Alert Screen**.

To send a squad to the Alert Site, you must first assign them to an *X-COM* vehicle. All unassigned Agents are listed on the left-hand side of the screen; all assigned Agents and *X-COM* vehicles are listed on the right-hand side.

We will now assign four Agents to **Valkyrie Interceptor 1**.

Tutorial One: Using The Cityscape

- Highlight an Agent's name (from the left-hand list).
- Click and hold the Left Mouse Button with the cursor over the **Agent Icon**. Drag that Agent (from the left-hand list) to the Valkyrie Interceptor icon and release the LMB. The Agent should now appear underneath it.

The number '1' should appear in the corner of the Valkyrie icon showing that one Agent is now assigned to that vehicle. As you assign more Agents to the Valkyrie Interceptor, this number will increase to indicate the total number of Agents assigned.


We will now assign three more Agents. When assigning multiple Agents there is a shortcut that you can use, instead of dragging them all individually.

- Click on the *names* of three more Agents, so that they are highlighted.
- Drag and drop one of these Agents to the Valkyrie Interceptor. You will notice that all of the selected Agents will now be transferred from the left side of the screen to the Valkyrie Interceptor.

*Note: if you click the **Agent** or **Vehicle Icons**, you will be taken to the **Equip Agent Screen** or the **Equip Vehicle Screen**.*

Now that your Agents are assigned, we can deploy them to the Alert Site.

The text, "**Valkyrie Interceptor 1**" and the name of the Agents assigned to it, will now be highlighted.

- Click  from the **Menu Bar** to send the Valkyrie to the Alert Site.

Note: you can also send Agents without vehicles. Simply select Agents from the left-hand list; these are unassigned Agents. All your Agents are automatically armed at the beginning of each new campaign.

TRACKING X-COM VEHICLES

It is often useful (and fun) to follow Vehicles as they move to their destinations. In this example, we will follow Valkyrie Interceptor 1 as it proceeds to the Alert Site.



Tutorial One: Using The Cityscape

- Click the **X-COM Vehicles Tab** and then select the Valkyrie Interceptor from the **Vehicle List**. The icon will highlight and the display will center on the Interceptor. The display will automatically scroll with the Vehicle as it heads towards the Alert Site.

When your Agents have arrived at the Alert Site, the **Commence Investigation** 'window' will open. This prompts you to confirm whether you wish to investigate or not.

- Click **Yes** to begin your first Tactical Combat Mission.

You have now learned how to deploy vehicles and Agents to Alert Sites. The next section will guide you through Tactical Combat Missions.

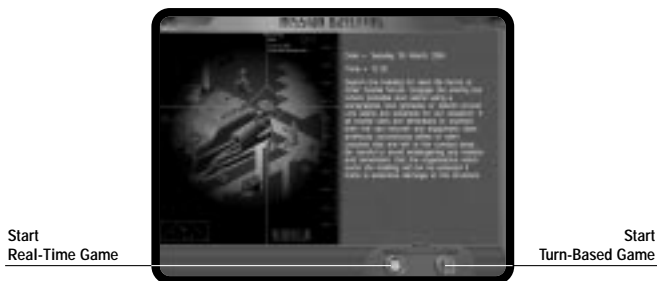
TUTORIAL TWO: TACTICAL COMBAT

This, the second Tutorial, guides you through **Tactical Combat**; the section of the game where you fight hostile units face to face. You will learn how to save your game, move the **Tactical Display**, select squads/Agents and issue basic movement orders.



You can play the Tactical Game in two different modes: **Real-Time** or **Turn-Based**. In **Real-Time** you move your Agents around while the Aliens move—playing in this way requires a greater strategic approach. Players of previous *X-COM* games will be familiar with the **Turn-Based** game, where *X-COM* and the Aliens take Turns to move, just like a game of chess.

The Tutorials assume that you are playing the **Real-Time** game; you can follow the Tutorial playing the **Turn-Based** game, as the basic functions and controls are the same. Look for the notes explaining where the **Turn-Based** game differs.

If you followed Tutorial One, you will have already successfully deployed your Agents to an Alert Site. You should now be faced with the **Mission Briefing** giving you information about your mission objectives. On this screen, you can also select the way in which you will play the Tactical Mission: **Turn-Based** or **Real-Time**.



Tutorial Two: Tactical Combat

- Click  to go straight into the **Real-Time** game.
- Or, click  to start a **Turn-Based** game.

The **Squad Assignment Screen** will now open. From here you can assign your Agents into different squads. It is possible to have up to six squads each containing up to six Agents (for full details, see **Squad Assignment Screen** in the **Tactical Game** section of the **Reference Guide**).

*Note: as the cursor is moved over the Agents, their statistics and the weapons they are carrying will be displayed in the **Information Panel** (on the left side of the screen).*

At the moment we will leave your four Agents assigned to Squad One.

- Click **OK** to start the Tactical Game.

SAVING YOUR GAME

The **Tactical Screen** will now appear. While the game is paused, you should take the opportunity to save your current game. You can reload this saved game to replay the Tactical Mission at a later date; we will also use this saved game for Tutorials Three and Four.

- Click .
- Click the **Save Game** button.

Save
Game



- Click on any of the 10 empty slots to save your game.

When the cursor appears, type in a name for your saved game using the keyboard and press

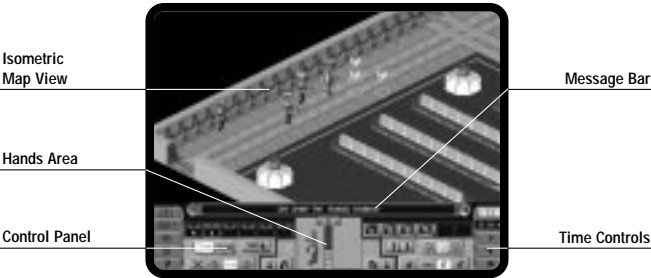
Enter.

Tutorial Two: Tactical Combat

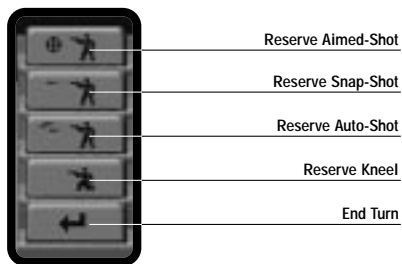
THE TACTICAL SCREEN

The **Tactical Screen** is split into two sections, the **Tactical Display** and the **Control Panel**.

The **Tactical Display** always defaults to the **Isometric Map View**, which will be centered on your Agents that have been deployed in the Tactical Area.



*Note: if you are playing the **Turn-Based** game, the **Time Controls** will be replaced by five new buttons. These are used to reserve **Time Units** for shooting and kneeling (more on this later). There is also an **End Turn** button.*



EXPLORING THE TACTICAL DISPLAY

Move the cursor to the edges of the screen. The display will scroll revealing more of the Tactical Combat Area. At the start of each Tactical Mission, time is automatically paused so that you are able to look around and plan your initial moves.

You can also use the cursor keys on the keyboard to scroll the **Tactical Display**.

Tutorial Two: Tactical Combat

SELECTING SQUADS



In *X-COM: Apocalypse*, you can control Agents individually or collectively as squads. Although we have only one squad at the moment, you may have up to six squads in the Tactical Area at any one time.

The **Squad Icons** indicate the number of Agents in each squad; in this case we only have one squad and, therefore, only the first icon is displayed. We have four Agents in our squad so the number four is displayed in the **Squad Icon**.

- Double-click on the **Squad Icon** to select your squad. If you have scrolled the display so that your Agents are 'Off Screen,' this will recenter the display on your Agents.

When you select a squad, the Agents will have an orange marker displayed above their heads in the **Isometric Map View**. The squad number is displayed in the center of the markers.

The Agent's present state of health is shown by the health bar positioned along the top of the marker. In the lower half of the marker, the Agent's **Attack Mode** is indicated by a colored bar. Blue represents Safe Mode, Green is Cautious Mode and Red indicates Aggressive Mode.

One of the Agent markers will be yellow; this is the Agent whose equipment will appear centrally in the **Control Panel**. The current **Attack Mode**, **Shot-Type** and movement orders, displayed in the **Control Panel**, also refer to this Agent only.

*Note: in the **Turn-Based Game**, the Agent's remaining **Time Units** will be displayed above their marker.*

MOVING SQUADS




Tutorial Two: Tactical Combat

After selecting a squad, you can move it in single file or in a Group-Formation. Group-Formation is selected as the default movement mode because it allows your Agents to cover a wider area and explore more in a shorter space of time.

In the Tactical Game, the cursor is accompanied by a green box as you move it around the **Tactical Display**. You may notice that the box turns yellow if you move it over a square occupied by one of your Agents. This box is used to set the destinations for your Agents.

- Move the cursor to a position a short way in front of the squad and click. Four yellow arrows will appear to mark the destination of your Agents.

In order for your Agents to move, we must set time running.


- Click  from the **Time Controls**. Your Agents will now move to their new positions. Beware: in the Real-Time game, the Aliens can also move and your Agents may be attacked *at any time!*

The objective of the current Tactical Mission is to find the Aliens and either stun or kill them. Practice moving your squad around the building. Experiment with both types of squad formation.


You will notice as you move around more of the Tactical Area becomes visible. This is because your Agents can only see what is in their Line Of Sight.

- Move the cursor to a position away from your Agents and press the Right Mouse Button (RMB). Your Agents will turn to face the direction of the cursor. This feature is very useful when exploring the Tactical Area.

*Note: in the **Turn-Based** game, if the Agent hasn't enough **Time-Units** or if **Time-Units** are reserved for other actions, the Agent will not be able to complete the move until X-COM's next Turn. If the destination is a long distance away, it may take the Agent several Turns to complete.*

Whenever your Agents have run out of Time Units, simply click . After the Aliens have taken their Turn, your Agents will have all of their Time Units returned to them, allowing you to play on.

While you are exploring the Tactical Area, you may well come into contact with Aliens. The game will pause and the **Message Panel** will inform you of the current situation. It is recommended that you take advantage of this to reorder your Agents to cope with the new situation. Giving your Agents regularly updated orders will keep them alive longer!

- Click  to resume the action. Your Agents should open fire. The first Aliens you encounter will be quite easy and your Agents should be able to pick them off with ease. Leaving Agents without cover is not advised, though, as direct Alien hits can cause serious injuries.

Note: shooting Aliens is covered in more detail in Tutorial Four.



- Click  so that we can look at some other controls without being attacked.

Tutorial Two: Tactical Combat

USING SPLIT LEVEL VIEWS

The Tactical Area is built up of several levels. These may be viewed individually or assembled into a complete 3-D picture. Splitting the Tactical Area into levels allows you to see behind walls and inside rooms (if you have *already explored them*).

At the moment, the Tactical Area is set to **Level Mode 2** (its default setting). This displays the level you are on and any levels below.

- Click  and the display will change to **Level Mode 1**; notice the button will change. This hides everything above and below the currently selected level; this is why some rooms in the building appear to have no roof.
- Click  again and the display will change to **Level Mode 3**. All levels are now displayed at once producing a complete 3-D picture.





- Click the button once more to return the display to the original **Level Mode 2** setting.

When you are playing the Tactical Game, you may often need to switch to the level above or below the one that is currently displayed.

You can change to any level instantly, using the **Level Indicator**, positioned in the center of the **Control Panel**. To change to Level 5, for example, simply click on the number 5.

Alternatively, you can use the   buttons to move the display up or down a single level.

- Click on the different levels using the **Level Indicator** and notice the display changing. Also try moving the levels up and down, using the   buttons.

Note:  and , on your keyboard, can also be used to move up or down a level.

SELECTING INDIVIDUAL AGENTS




There are two ways to select an Agent from the current squad.

- Click on any of the four **Agent Icons** on the right of the **Control Panel**; a yellow marker is now displayed above that Agent in the **Isometric Map View**. To deselect the other Agents, simply right-click on their Agent icons.
- Move the green cursor box over an unselected Agent in the **Isometric Map View**; the box should change to yellow. Click on the Agent. The marker should disappear from the first Agent and now appear above the second Agent. Clicking on a single Agent in the **Isometric Map View** automatically causes all other Agents to be deselected.

MOVING INDIVIDUAL AGENTS

After selecting an Agent (see above), you are now ready to move that Agent.

- Click on a destination a short way in front of the Agent.
- A single yellow arrow will appear to mark the Agent's new destination.
- Click .
- The Agent will now move to the new destination.



Note: Aliens or hostile units may be encountered at any time. Beware: ensure you keep an eye on your Agents!

- To make the selected Agent turn around, move the cursor to a position within the **Tactical Display** and click the RMB. The Agent will now turn to face in the direction of the cursor.

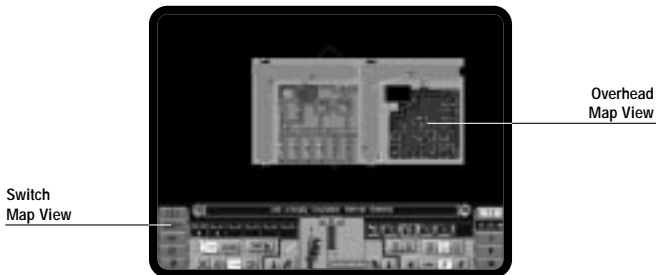
THE OVERHEAD MAP VIEW

Now that we have started to move Agents around the Tactical Area, we will need to be aware of their position as they continue to move around. For this, we can use the **Overhead Map View**.

Tutorial Two: Tactical Combat

- Click .
- Click  to activate the **Overhead Map View**.

The **Overhead Map View** allows you to see more of the Tactical Area on screen. The diamond shape outline shows the area of the map that will be displayed when you return to the **Isometric Map View**. As in the **Isometric Map View**, the **Overhead Map View** will only show the areas that your Agents have explored.





- You can scroll the **Overhead Map View** in the same way as the **Isometric Map View**; simply move your cursor to the edge of the screen.

Note: you can also use the cursor keys (on the keyboard) to scroll around the map.

You will see Yellow arrows on the Map; these are X-COM Agents. Any Red arrows are hostile units and any Purple arrows represent neutral personnel.

Solid arrows show units on the present level; large outline arrows show units above the current level; small outline arrows show units below the current level. The direction of the arrow indicates the direction that a unit is facing.

Note: the map will only show the level of the Tactical Area you have currently selected.

- Click on the  buttons or the **Level Indicator** (in the **Control Panel**) to display other levels.
- Scroll the **Overhead Map View** until the diamond outline surrounds at least one of your Agents.
- Click  again to return to the **Isometric Map View**.

SEARCHING FOR THE ALIENS

As you continue to move your Agents around the Tactical Area, you will encounter stairs, doors and lifts. To use these, do the following:

- To go through doors, click inside the room.
- To go up stairs, click at the top of the stairs.
- To go down stairs, click at the bottom of the stairs.

Tutorial Two: Tactical Combat



Grav Lift

- To use a Grav Lift, move your Agents to the Lift. Select the level you wish to move to and then click on this level. Your Agent will move up or down to the selected level using the Grav Lift.

ENGAGING THE ALIENS



Alien Sighted Indicator

When one of your Agents sees an Alien, a small Alien indicator will appear above the icon of that Agent in the **Control Panel**. Clicking on the '**Alien Sighted**' **Indicators** will cause the display to be centered on the relevant Alien.

Agents will open fire automatically on any Aliens sighted. They will also use any cover available (within a one-square radius).

*Note: if you are playing the **Turn-Based Game**, you will have to fire on Aliens manually. See **Tutorial Four** for full details.*

COMPLETING A TACTICAL MISSION

If you successfully manage to kill or stun all Aliens in the Tactical Area, or if all of your Agents are killed or stunned, then the Tactical Mission will end and you will be taken to the **Debriefing Screen**. Here you will be given a score based on how successfully you completed the mission objectives.

- Click **OK** to return to the **Cityscape**.

In Tutorials Three and Four, we will use our Saved Game to replay this Tactical Mission. **Tutorial Three** will introduce more movement options while **Tutorial Four** focuses on weapons and targeting modes. If you are feeling confident and would like to explore the other controls as you play, then you can jump straight to **Tutorial Five** which covers resource management within the **Cityscape**.

TUTORIAL THREE: TACTICAL COMBAT (ADVANCED MOVEMENT)

In this, the Third Tutorial, we will replay the Tactical Mission we started in Tutorial Two. Here we will learn to use some of the more advanced movement options available to you during Tactical Combat Missions.

Firstly you must load the game you saved in **Tutorial Two**.



- Click **Load Game** from either the **Main Menu** or the **Options** screen. Select the saved game from the list and the Tactical Mission will be restored.

We have already learned how to move our Agents around the map, so let's look at the different movement modes they can use.




RUNNING

Agent movement is not restricted to walking. Sometimes your Agents will need to cover ground very quickly, when they are retreating or moving into cover. In this instance, you can order your Agents to run.

- Click  to start time moving.
- Double-click on the **Squad Icon** to select all Agents in that Squad.
- Click  to order the selected Agents to run.
- Click a destination. All of the Agents should run to that destination. Be careful not to make you Agents run too much; running expends more energy than walking—don't exhaust your Agents!

Note: Agents will not be able to fire at enemy units while they are running.

- Click  to return your Agents to walking speed.


When squads or multiple Agents are selected, then any movement orders given, will apply to them all. If you want an order to apply specifically to one Agent, then ensure that only that Agent is selected.

*Note: in the **Turn-Based** game, running will expend fewer **Time Units** than walking.*

Tutorial Three: Tactical Combat (Advanced Movement)

CRAWLING


In *X-COM: Apocalypse*, it is essential for Agents to use cover. You must learn to position and move your Agents strategically within the Tactical Area. Agents can use many features of the Tactical Area for cover, by **Crawling** to positions and **Kneeling** behind them.

- Select an Agent.
- Click  to order your Agent to assume a crawling position. Crawling makes your Agent a harder target for any hostile units to hit.
- Click on a destination. The Agent will now **Crawl** to that destination.


*Note: in the **Turn-Based** game, crawling will expend more **Time Units** than walking.*

KNEELING

If there is any cover close to your Agents, move your Agent to that position.

- Click  to make the selected Agent kneel. The advantage of kneeling behind cover is that your Agent is less visible to hostile units and can fire more accurately.

Kneeling functions differently from **Walking**, **Running** and **Crawling** as it is a position that your Agents will adopt *once they have reached their destination*.

- Click  to return your Agent to a standing position.

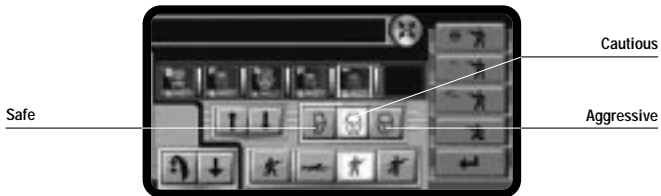
*Note: in the **Turn-Based** game, both kneeling and standing will use an Agent's **Time Units**; if you intend to kneel at the end of each move, then you must reserve enough **Time Units** to do so.*

TUTORIAL FOUR: TACTICAL COMBAT (ATTACKING THE ENEMY)

Tutorial Four continues where Tutorial Three left off and concentrates on the **Attack Modes** and **Shot-Type** controls available to you in Tactical Combat Missions. If you want to reload your Saved Game, you can do so now—otherwise you will need to continue walking around the Tactical Area until you encounter some Aliens.


In the Real-Time game, *X-COM* Agents will react automatically when hostile units come into their line of sight, but how they react is dependent on the orders you give them.

ATTACK MODES



*Note: in the **Turn-Based** game, **Attack Mode** "orders" only have effect in Opportunity Fire (more on this later). If you are playing the **Turn-Based** game, skip this section and turn to **Firing In The Turn-Based Game**.*

Depending on your objectives or strategy, you may wish to change the **Attack Mode** that your Agents adopt when exploring the Tactical Area.

- Select an Agent.
- Click . Your Agent will always take the safe option when moving around the Tactical Area (i.e., the Agent will not be aggressive and will seek cover over confrontation).
- Select a destination for the Agent to move to.

You can order your Agents to be **Aggressive** or return to **Cautious** behavior as, and when, your circumstances change. Experiment with **Attack Modes** as you move around the Tactical Area.


- Click  to return your Agent to a Cautious approach.

SHOT-TYPES




Tutorial Four: Tactical Combat (Attacking The Enemy)

In conjunction with **Attack Mode**, you should also give Agents weapon orders.

- Click  to make your Agent favor an Aimed-Shot.

The Aimed-Shot is more accurate than the Snap or Auto-Shots, but the rate of fire is slower.

- Now, select and give your other Agents different orders. Experiment with different combinations and see what happens.
- Clicking  will prevent your Agents from firing. This can be useful if you haven't much ammo.

*Note: the ammo indicator is the vertical bar down the side of each hand in the **Control Panel**.*

As with **Attack Modes**, these orders affect all selected Agents. When single Agents are being controlled, the other Agents in the squad retain their previous orders.

USING COVER AND TARGETING THE ALIENS

To play *X-COM: Apocalypse* effectively, it is recommended that you place your Agents as strategically as possible to get the greatest benefit from cover. You should give them the best opportunity to use cover by placing them near to it; Agents can then duck in and out of cover or **Kneel** behind it. For ambushes, try to use areas where Agents can only be attacked from one direction. Also, where possible, use Agents to cover each other.

The game will pause and show a message whenever a hostile unit is sighted by one of your Agents. *It is recommended* that you take advantage of this to reorder your Agents to cope with the new situation. Giving your Agents regularly updated orders will keep them alive longer!

Should multiple hostile units appear, it is possible to direct your Agents' fire on a particular target.

- Move your cursor over the hostile unit—it will now change to a white target cursor.
- Right-click on the hostile unit. Red target cross hairs will now remain on the targeted unit.


*Note: you can prevent the game from pausing by switching the **Messages Panel** off. You can turn messages on or off from the **Options Screen**. Active Messages are accompanied by a **Tick**. To switch a message off, click on the **Tick** and a **Cross** will appear in its place indicating that the message is now disabled. All messages will still appear in the **Message Bar** but will not cause the game to pause when they appear.*

Tutorial Four: Tactical Combat (Attacking The Enemy)

FIRING IN THE TURN-BASED GAME

If you encounter a hostile unit, you should use a weapon against it before it gets a chance to fire.

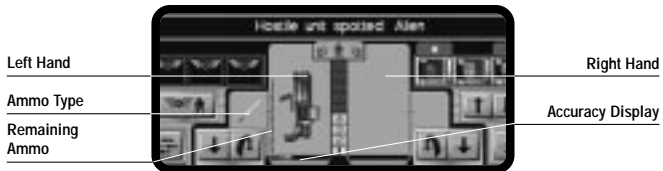
First, select the **Shot-Type** you wish to use from the three options.

- Click  for an Aimed-Shot in the target's general direction.

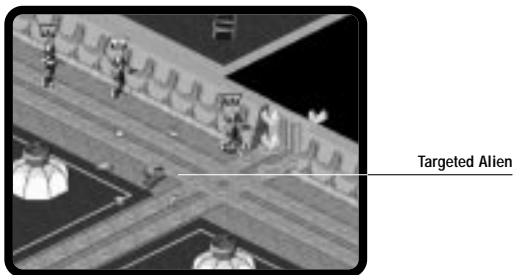
Now that we have chosen the **Shot-Type**, we can fire at the enemy (as long as the Agent is carrying a loaded gun).

- Move the cursor over the hostile unit and target cross hairs will appear.
- Click the RMB to fire.

If you are carrying two weapons and only wish to fire one, you must first select that weapon before firing.



- To select a weapon, click on one of the Agent's hands. The cursor will change to a white **Target Cursor**. Move the **Target Cursor** over the hostile unit—it will turn red indicating that it is positioned over a potential target.



- Click on the target using the LMB. Your Agent will now fire the weapon at the target.

Now one of three things will happen:

- 1) The Agent fires a shot and misses. This is unfortunate but is expected—initially all of your Agents are Rookies. You will find that your Agents will become more accurate as they fight more battles.


Tutorial Four: Tactical Combat (Attacking The Enemy)


- 2) The Agent hits the hostile unit with the shot. Aliens can be very tough, so don't be surprised if they don't die from the first hit.
- 3) The hostile unit fires back. If this happens, pray that it does not hit your Agent and that your next shot kills it.
 - You can continue to fire by clicking the Left Mouse Button or cancel firing by clicking the Right Mouse Button.

*Note: firing in the **Turn-Based Game** causes Agents to use Time Units.*

USING EQUIPMENT

Agents can be equipped with weapons other than guns. You may prefer to attack with a grenade or use a grenade to clear an area of cover.

- Click  from the **Control Panel** to take you to the **Equip Agent Screen**.
- Click on a grenade to pick it up. Keep the Left Mouse Button depressed and drag and drop the **Megapol AP Grenade** to an empty hand.
- Click **OK** again to return you to the **Isometric Map View**.

Note: Turn-Based players! Check your Time Units before you use the grenade, as you may not have enough left! If you have run out, click . When it is your Turn again, all of your Agent's Time Units will be replenished.

- Click on the grenade to bring up the **Prime Grenade** 'window.'





- Click and drag the **Slider Bar**, in the **Prime Grenade** 'window,' to the left or right to set the grenade to detonate in "3 secs."


*Note: in the **Turn-Based** game, slide the **Bar** left or right until it reads "End of Turn." This means the grenade will detonate at the end of the X-COM Turn.*

- Click the **Tick** icon to accept the grenade settings.

*Note: you can click the **Cross** icon to cancel priming the grenade.*

Each hand is accompanied by two buttons,  (throw) and  (drop). Because of the three-second detonation time (in the Real-Time game), it is better to throw the grenade. You don't want to blow up one of your own Agents!

Tutorial Four: Tactical Combat (Attacking The Enemy)


- Click  next to the hand containing the grenade.
- Click a target in the **Isometric Map View**. The grenade will now be thrown there. After three seconds (or at the end of the Turn in the **Turn-Based Game**), it will detonate, clearing whatever is in that area.

If an Agent already has a grenade in his or her hand and you need him or her to throw it quickly, simply select the grenade with the RMB in the **Hands Area**. Click a target in the **Isometric Map View**. The grenade will now be thrown at its intended target and explode on contact with the floor.

RETRIEVING EQUIPMENT FROM THE TACTICAL AREA

If you complete a Tactical Combat Mission successfully and kill or stun all of the Aliens, then you will automatically retrieve all of the items left by the Aliens.

If, however, you decide to evacuate the Tactical Area before you have killed all of the Aliens, then you will have to pick up Alien Artifacts manually.


- After you have successfully killed an Alien, position an Agent over the equipment dropped near the corpse.
- Click  to open the **Equip Agent Screen**. Any objects that are on the floor will be displayed in the **Item Menu** at the bottom of the screen. Use the drag and drop method to collect these items. Drop them into any spare carrying space your Agent may have.

It is important to retrieve Alien technology so that you can research it when you return to Base.

OPPORTUNITY FIRE (TURN-BASED GAME ONLY)



Opportunity Fire is a slight exception to the **Turn-Based** rule. It allows you to end your Turn leaving Agents with enough **Time Units** to fire a shot. Your Agents can automatically fire during the Alien's turn at any hostile unit who strays into their line of sight.

The way an Agent behaves during **Opportunity Fire** depends on the **Attack Mode** you select. You can make the Agent more likely to fire or hide depending on these **Attack Modes**.

- Click  to order your Agents to proceed aggressively. Agents are more confrontational using this **Attack Mode** and more likely to shoot in **Opportunity Fire**.

RESERVING TIME UNITS

You must reserve enough **Time Units** for your Agents to take full advantage of **Opportunity Fire**. In this case we will reserve enough for an **Aimed-Shot**.

- Click . Now this is selected, the Agent will always retain enough **Time Units** to perform an **Aimed-Shot** in the event of **Opportunity Fire**.
- Click  to end the Turn.

Tutorial Four: Tactical Combat (Attacking The Enemy)

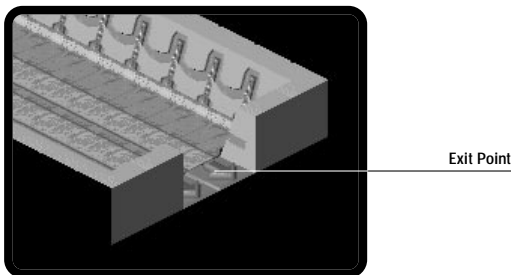
COMPLETING TACTICAL COMBAT MISSIONS

Now that you are used to ordering your Agents, try moving them around the building to explore some of the rooms and walkways. But beware! You never know what's lurking around the next corner.

The Tactical Combat Mission will end under any of the following circumstances:

1. All Hostile units are unconscious or dead—you win.
2. All *X-COM* Agents are unconscious or dead—you lose.
3. All Hostile units panic and flee the combat area—you win.
4. All Agents leave the Combat Area using **Exit Points**.

For each building there are several **Exit Points**, all of which are marked by arrows.



If Agents are injured, you may well want them to leave the Tactical Area in order to seek medical attention.

- Select the **Exit Point** as the destination for your Agents, and they will walk out of the Tactical Area automatically.

Note: if you leave the Tactical Area without killing all hostile units or retrieving any Alien artifacts, you will receive a lower score in the Debriefing.

DEBRIEFING

At the end of each Tactical Combat Mission, you will be given a **Debriefing**. This will inform you if your mission objectives were achieved and calculate a score based on your performance in various areas.



- Click **OK** to return to the **Cityscape** Screen.

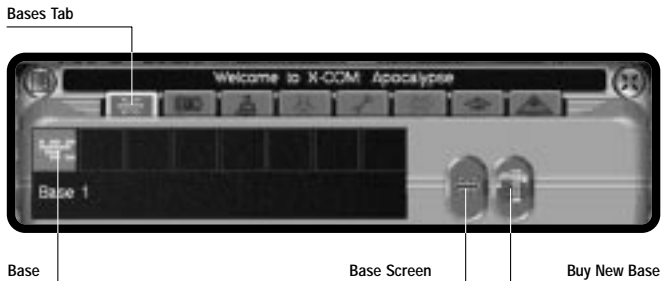
TUTORIAL FIVE: RETURNING TO THE CITYSCAPE

In this, the Final Tutorial, you will learn how to Buy Equipment, Hire and Fire Agents, and Assign Research. How you manage your Base's resources will define how well you will be able to deal with the Alien threat. If you are continuing from any of the previous Tutorials and have lost Agents, don't worry: we will show you how to purchase and recruit right now.

RETURNING TO BASE

After completing any Tactical Combat Mission, you will return to the **Cityscape**. Your Vehicles and/or Agents will automatically make their way back to their Base.

- Click the **Bases Tab** (if it is not already selected) from the **Central Information Panel**.



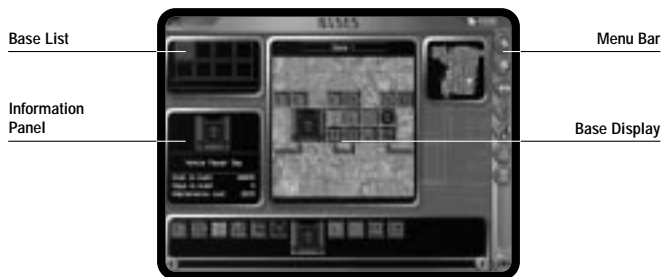
You will notice that eight squares are displayed, the first of which contains an aerial representation of your Base. As you purchase and construct more Bases, these will also be displayed. The name of the currently selected Base is displayed in the space beneath these squares.

- Click on the aerial representation of your Base and the **Cityscape Display** will now center on your Base. If you have completed this operation quite quickly, you may well see your craft return and land at the Base.

THE BASES SCREEN

- Click  from the **Bases Tab** to take you to the **Bases Screen**.

The **Bases Screen** will now appear.




Tutorial Five - Returning To The Cityscape

*Note: time is paused while you are in the **Bases Screen**. Time will resume only when you return to the Cityscape.*

BUYING EQUIPMENT


One important function accessed from the **Bases Screen** is the buying and selling of items.

- Click  from the **Bases Screen** to take you into the **Buy and Sell Screen**; it is from here that you buy everything to equip your vehicles and Agents.

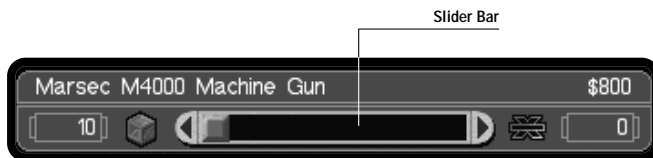


- The **Base List** displays all of *X-COM*'s current Bases. When you buy items they are delivered to the selected Base. As you have only one Base at the beginning, it will already be selected. Any items you buy will be delivered here.

You will need to choose the item type from the **Menu Bar**. For now, we will assume that we want to purchase some weapons for *X-COM* Agents.

- Click  from the **Menu Bar**. A list of Agent Equipment will appear in the **Item Menu**.
- Use the **Scroll Arrows** to find the **Marsec M4000 Machine Gun** in the **Item Menu**. You will notice that as you move your cursor over items in the list, their statistics will be displayed in the **Information Panel**.

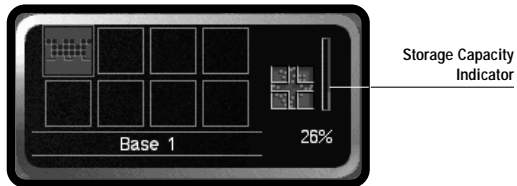
Underneath the name there is a **Slider Bar**. On either side of the **Slider Bar** there will be two numbers: the one on the left is the number of that item the supplier has in stock. The figure on the right is how many *X-COM* have in their stores, e.g. 10 and 0. The price of the item is displayed next to the item name; in the case of the M4000, this is \$800.



Tutorial Five - Returning To The Cityscape

- Drag the **Slider Bar** to the right until the number '4' is displayed in X-COM's stores. We have now ordered four M4000 machine guns from Marsec. Repeat the same process for the **Marsec M4000 Gun Clip**, but this time order '8.'

Next to the **Base List** you will see a bar showing you how much storage capacity you have used.



While you are on the **Buy and Sell Screen**, you can select to buy (or sell) as many items as you wish, providing you have the funds.

The **Total Funds** available to you are displayed in the top right corner of the screen. **Fund Adjustments**, as a result of buying and selling items, are displayed in the top left corner. A positive figure indicates a profit, while a negative figure shows how much you have spent.

Note: you begin your campaign with limited funds. Watch how you spend them! Your weekly funding from the Senate can increase or decrease depending on your performance.

- Click **OK** when you have finished to accept all of your choices and return to the **Bases Screen**.

HIRING AGENTS


If you've suffered any Agent losses during the previous Tutorial, this is where you can recruit new Agents.

- Click  from the **Bases Screen**.



Tutorial Five - Returning To The Cityscape

You can select the type of personnel that you wish to hire, from the **Menu Bar**. We will recruit more *X-COM* Agents—in your fight against the Aliens, it is likely that you will sustain casualties.

- Click on the different icons in the **Menu Bar**. Potential *X-COM* Agents and scientists will now appear in the **Civilians List** on the right side of the screen.
- Click .
- Move your cursor over the Civilians. You can now see the statistics of potential recruits in the **Information Panel**.
- Click on the Civilians with the best statistics. These will now be transferred to the **Agent List** (next to the **Civilians List**).

The bar next to the **Base List** shows you how much living space you have in use. As you take on new Agents, you should keep an eye on this bar. As you run out of living space, you should be thinking about building more Living Quarters.

- Click **OK** to hire your new recruits and leave this screen.

The *X-COM* Agents will now be recruited.

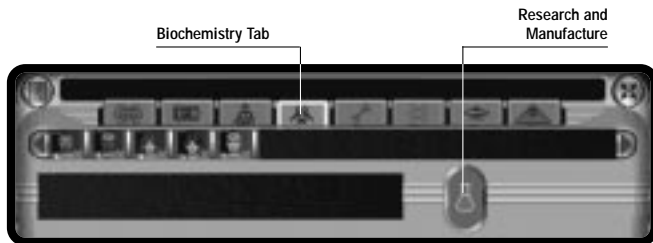
There is a short delay before new recruits start active service, as they have to travel to your Base. You can use the **Time Controls** in the **Cityscape Screen** to speed up the process.

If an Agent is making their way to your Base and you want to check their position, you can select the Agent from the **Agent List** in the **Agent Tab (Cityscape Screen)**. The words, **“Reporting to Base”** will be displayed until that Agent reaches the Base. The words **‘Not assigned to training’** will then be displayed to signal that that Agent is available for duty.


- Click **OK** in the **Bases Screen** to take you back to the **Cityscape Screen**.


ASSIGNING RESEARCH

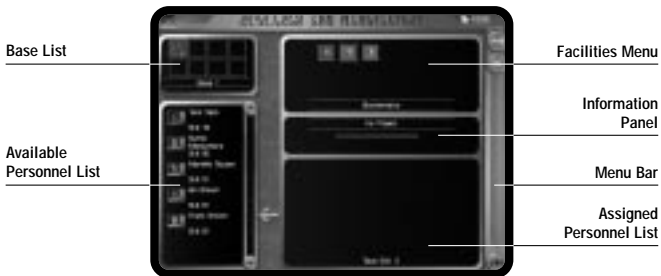
Next, we will assign *X-COM* Biochemists on a Biochemistry research project. We will begin by researching the **Bio-Transport Module**. Without this item, you will not be able to transport Aliens back from Tactical Combat Missions.



Tutorial Five - Returning To The Cityscape

- Click on the **Biochemistry Tab** in the **Central Information Panel**. Clicking any of the Biochemists will reveal their names and the details of any project they are currently working on. As we have yet to assign any of our Biochemists to a project, they will be flagged as **'Not assigned to lab'**.
- Click  and you will be taken to the **Research and Manufacture Screen**.

*Note: you can also get to this screen by clicking  in the **Bases Screen**.*




The **Base List** displays your Bases. When a Base is selected, any Labs and Workshops at that Base are displayed in the **Facilities Menu**. As you have only one Base at the beginning of the game, the labs and workshops at this Base are automatically displayed in the **Facilities Menu**.

As you have entered the **Research Screen** via the **Biochemists Tab**, the Biochemistry Lab will automatically be selected.

- Click on the other labs in the **Facilities Menu**. You will notice that as you click between the different labs, the list of **Available Personnel** will change.
- Select the Biochemistry laboratory again from the **Facilities Menu**.

A list of Biochemists will appear in the **Available Personnel List**, underneath the **Base List**. **“No Project”** should now be written in the **Information Panel**.

- Before you assign scientists, you must first select a project.
- Click  to open the **Project Screen**.

At the beginning of the game, the only project listed on the **Project Screen** will be the **Bio-Transport Module**.

- Move the cursor over the text **“Bio-Transport Module.”** A brief project description will appear at the bottom of the screen. Click to highlight the project.
- Click **OK** to return to the **Research and Manufacturing Screen**.

The name of the project will now be listed in the **Information Panel** along with a progress bar.

Next you must assign a project team.

Tutorial Five - Returning To The Cityscape

- Click all of the scientists in the **Available Personnel List** to Assign them to the new project. As you select them, they will appear in the **Assigned Personnel List** (bottom right of the screen).


*Note: clicking on a person in the **Assigned Personnel List** will release them from their current project assignment. They will now be transferred to the **Available Personnel List**.*

- Click **OK** to leave the **Research and Manufacture Screen** once you have finished.

BUILD NEW BASE FACILITIES

As the scope of *X-COM's* operations increases, so too does the need to increase the size of the facilities available to *X-COM*. Facilities take time to build, so you will want to plan your needs for the near future, at the beginning of the game.

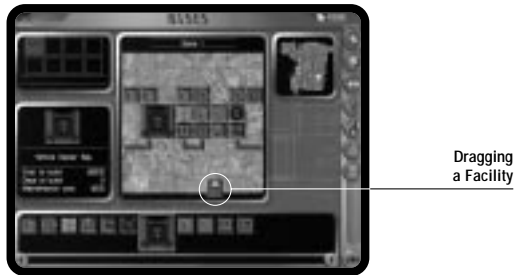
Note: as the game progresses, you will be able to research better facilities, some of which may be based on Alien technology.

- Click the **Bases Tab**.
- Click  to open the **Bases Screen**.

Located at the foot of the **Bases Screen** is a scrolling list of available Base facilities. For the moment we will want to build **Stores**, **Living Quarters** and another **Biochemistry Lab**. This way we can accommodate more scientists and have somewhere to store new weapons and equipment.



- Move the cursor to the **Facilities Menu** at the bottom of the **Bases Screen**.
- Move the cursor over the facilities; a white box will highlight your selection. Details of that facility will appear in the **Information Panel**: the **Facility Name**, **Cost to Build**, **Days to Build** and **Maintenance Costs**.



Tutorial Five - Returning To The Cityscape

- Drag and drop the **Stores** to the desired location on your **Base Display** (in the middle of the screen).

Note: you can only build a Base facility over an existing corridor.

The new facility will now be shown on the **Base Display**, displaying the number of construction days remaining before it is completed.


*Note: if you wish to abort the 'build facility' operation, you must release the mouse button before you have 'dragged' the facility to the **Base Display**. 'Dropping' the Base facility anywhere outside the **Base Display** will cause the operation to be cancelled.*

- Move the cursor back to the facilities list at the bottom of the screen.
- Drag and drop the **Living Quarters** to the desired location on your **Base Display**.
- Repeat the process for the **Biochemistry Lab**.

*Note: you can right-click on any of the facilities in the **Facilities Menu** to view the **UFOPAedia** entry. This feature is also available in other areas of the game, such as the **Equipping Screens**.*

- Click **OK** in the **Bases Screen** to take you back to the **Cityscape Screen**.

WHAT HAPPENS NEXT?

- Click  in the **Time Controls**. One of three events will now happen:
 1. Another 'Alert' may occur. Follow the steps in **Tutorial One** to deploy your Agents to an Alert Site.
 2. UFOs may appear within the City; for full details on intercepting UFOs, refer to **Intercepting Hostile Vehicles** in the *X-COM Vehicles Tab* section of this manual.
 3. A report may appear providing feedback on your performance to date. A daily report is supplied as well as a weekly summary.

Other messages may appear to inform you that your research is complete or other events are occurring around the city.

THE END OF THE TUTORIAL

Much of the enjoyment of *X-COM: Apocalypse* is in discovering new technology, gathering information about Aliens and combating them through the many different city and Alien locations.

Tutorial Five - Returning To The Cityscape

These Tutorials form a basic guide to *X-COM: Apocalypse*. Use the **Reference Guide** section of this manual for details of specific menu options or game features. For atmosphere and background, browse through the ***X-COM Rookies'* Guide** included in your package.

PLAYING TIPS

To succeed in the war against the Aliens, you will need to carry out the following:

1. Establish More Bases Around the City

For quick deployment of Agents to all areas of the city, you will need a wide spread of Bases. The quicker your Agents can reach the site of Alien activity, the more likely they are to catch Aliens and collect Alien artifacts, both of which are vital to *X-COM's* success.

It is vital that you select Bases that are going to be big enough for your needs—the Base will always be limited by space, so plan for expansion when choosing Base Sites.

2. Build More Base Facilities at your Bases

Experiment with different-sized Bases and also consider different Base functions. You may decide you want six Bases around the city that are solely designed to deploy Agents—in this case you will need plenty of Stores, Vehicle Repair Bays and Living Quarters or you may want to centralize all of your research of a given type at one Base, so at this site you will have many laboratories and living quarters.

By using tactics, you are more likely to make efficient use of the resources available to you.

3. Develop Powerful Squads

Agents are an expensive and limited resource; it is better to have a number of squads that stay alive than to have a squad whose members have to be replaced at the end of each Tactical Combat Mission. Don't allow your Agents to take unnecessary risks on missions; you will find they fight better when they are more experienced. Equip your squad with the best weapons available and avoid exposing your Agents to enemy fire by keeping them in cover.

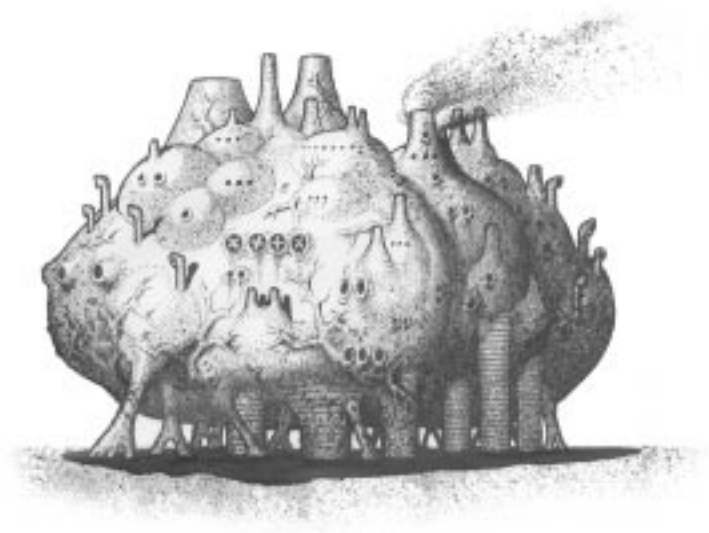
4. Plan Your Research Carefully

Concentrate research on developing Alien-based technologies and take care that your scientists stay busy. Idle scientists are an expensive commodity—you cannot afford to waste any of your resources or time.

5. Build New Weapons and Vehicles Based on Alien Technology

If your scientists have researched Alien items, your engineers will be able to reproduce them. *X-COM* will eventually be using the most advanced weaponry on Earth, fighting the Aliens with their own technology!

Good Luck!



REFERENCE GUIDE

Reference Guide

After the Intro Sequence has finished playing, you will be taken to the Main Menu Screen.

MAIN MENU



The **Main Menu Screen** allows you to select between:

Start Campaign Game

Load Game

Quit

Position your cursor over the required option and click.

STARTING A NEW GAME

Select **Start Campaign Game** from the **Main Menu Screen**. You will be taken to the **Select Difficulty Screen**.



Reference Guide

This allows you to change the way the game plays to suit your own ability. Difficulty levels range from **Novice** to **Superhuman**. It is recommended that you complete the game at one of the lower levels before attempting to play at **Superhuman** level.

After choosing a difficulty level, you will be taken to the **Cityscape Screen** (for full details see the **Cityscape Screen** section of this manual).

LOADING A SAVED GAME

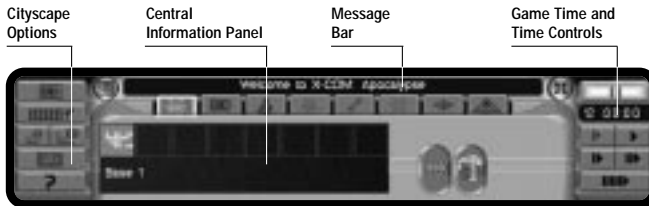
If you have previously saved a game and wish to resume playing, click this option and then click on the game you wish to load. You will be taken to the point at which the game was saved.

CITYSCAPE SCREEN

The **Cityscape Screen** allows you to manage *X-COM*'s resources and develop your long-term strategy. From here you can buy new Bases, deploy your squads and vehicles to Alert Sites, intercept UFOs and much more.



The **Cityscape Screen** is split into two areas: the **Cityscape Display** and the **Control Panel**. At the beginning of the game, the **Cityscape Display** will be centered on your current Base. In the **Control Panel** you will see the **Message Bar**, a group of **Cityscape Options**, a display of the **Game Time**, the **Time Controls** and the **Central Information Panel** (more on the use of this later).



EXPLORING
MEGA-PRIMUS

Mega-Primus is a vast megalopolis. The **Cityscape Display** shows only a small area of the city at any one time. To see more of the city, we can scroll this display:

- Move the mouse cursor to the left edge of the screen. The screen will scroll revealing more of the city. Move the cursor to the other edges of the screen and explore more of the city. You will see many of the city's futuristic buildings, including Corporate HQs, the Astrodome, Police Stations and even the City Slums.

You can also use the cursor keys on the keyboard to scroll the **Cityscape Display**.

Clicking on any of the buildings in Mega-Primus will open the **Buildings Screen**.

BUILDINGS SCREEN



The **Buildings Screen** provides you with useful information about who owns the building, its function, and what Agents and vehicles are at that building. The **Buildings Screen** consists of:

1. **Building Information**—The building name and function will appear at the top of the screen.
2. **Agent List**—The left side of the screen gives you information about all the unassigned Agents available in the building.
3. **Vehicle List**—The right of the screen gives a list of all vehicles at the building and the Agents assigned to them.

Cityscape Screen

4. **Menu Bar**—This allows you to select **Investigate Building For Alien Activity**, **Raid Building**, **Equip Agents** and **Equip Vehicles**.

The **Buildings Screen** can be used for the following purposes:

INVESTIGATE BUILDING FOR ALIEN ACTIVITY

When an organization is at risk from Alien Infiltration, you can send Agents to **Investigate For Alien Activity** at that organization's building. If Aliens are found or the organization is hostile to *X-COM*, then a Tactical Combat Mission will be generated.

- Click on the Agent names you wish to select from the **Agent and Vehicle Lists**.

Note: click the Agent names again to deselect them.

- Click  to begin the investigation.

RAID BUILDING

When *X-COM* raids a building, they will be placed directly into a Tactical Combat Mission against Aliens or security forces. The reasons for sending a squad on a raid are:

1. **Destructive**—weaken a hostile organization by damaging their building and killing personnel.
2. To steal any equipment in the building.

- Click on the Agent names you wish to select from the **Agent** and **Vehicle Lists**.

Note: click the Agent names again to deselect them.

- Click  to start your Raid.

ASSIGNING AGENTS TO VEHICLES



The majority of *X-COM* investigations take place in the buildings of Mega-Primus. The **Buildings Screen** allows you to assign and reassign Agents to vehicles.

- Drag and drop Agent Icons to the desired vehicle in the list. The Agent Icon will now appear under the vehicle it is assigned to. You can also drag Agents to the **Agent List** to leave them in a building (if you want to send your vehicle out to intercept a UFO, without risking any of your Agents).

*Note: 'Dropping' the person anywhere outside the **Vehicle List** (i.e., letting go of the Left Mouse Button) will cause the operation to be cancelled and the person returned to their previous position.*

EQUIPPING AGENTS AND VEHICLES

To equip Agents or Vehicles from the **Buildings Screen**:

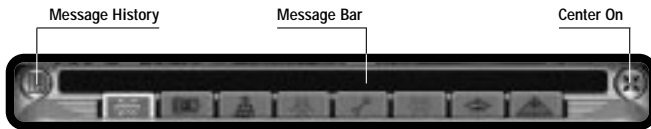
- Click . You will now be taken to the **Equip Agent Screen**.
- Click . You will now be taken to the **Equip Vehicles Screen**.

Cityscape Screen


MESSAGES

Located beneath the **Cityscape Display** is the **Message Bar** which informs you of all events in the city.


MESSAGE BAR



All messages received by *X-COM* will appear in the **Message Bar**.


- Click  to center the **Cityscape Display** on the source of any message that appears in the **Message Bar**.


All of the messages you receive in the **Message Bar** are stored in the **Message History Screen**, should you wish to refer to them at a later date.

- Click  to take you to the **Message History Screen**.



This screen contains a list of messages.

- Click  to return to the **Cityscape Display**. The display will now be centered on the source of the selected message.

*Note: if the subject of the message no longer exists, then clicking  will simply return you to the **Cityscape Display**.*



When you play your first campaign, any messages received by *X-COM* will appear in a larger **Message Panel**. This will overlay the **Message Bar** and pause the game.

Cityscape Screen

MESSAGE PANEL



The **Message Panel** allows you to center on the subject of the message or continue with the game.

- Click  to unpause the game and continue the action.
- Click  to center the display on the subject of the message and pause the game.

If you do not wish the game to pause every time you receive messages, you can deactivate the **Message Panel**:



- Click the **Tick** from the **Message Panel**, and a **Cross** will appear indicating that the **Message Panel** is now disabled. The game will no longer pause every time this particular message arrives (the message will still appear in the **Message Bar**).
- You can also disable specific messages from the **Options Screen** (for full details see **Options Screen** later in this chapter).

CITYSCAPE OPTIONS

On the left of the **Control Panel**, you will see a group of buttons. These are the **Cityscape Options** which access various other screens and functions.


VIEWING THE ACTION

When you first start your campaign, the default **Camera Mode** causes selected vehicles, Agents and hostile units to be automatically tracked as they move around within the **Cityscape Display**.

- Click  to disable tracking. This allows you to center the display anywhere. Notice that the icon will change to show you that tracking is disabled.
- Click  again to turn tracking back on.








THE ISOMETRIC AND OVERHEAD MAP VIEWS

The **Cityscape Display** always defaults to the **Isometric Map View**. This view shows real-life objects within Mega-Primus: *X-COM* vehicles, Buildings, UFOs and Dimension Gates.

- Click  to change to the **Overhead Map View**.

The **Overhead Map View** is an important strategic tool; it allows you to see a larger section of the city. Unlike the **Isometric Map View**, the **Overhead Map View** highlights information and keeps you abreast of present activity—you are able to see at a glance the location of hostile units, *X-COM* units and civilians. It is also used to show the waypoints and destinations of all your vehicles and Agents.

The **Overhead Map View** uses symbols to represent the following:

- X-COM* Agents – Yellow “Stick Man”
- X-COM* ground craft – Yellow 
- X-COM* airborne craft – Yellow 
- Neutral ground craft – Purple 
- Neutral airborne craft – Purple 
- Hostile ground craft – Red 
- Hostile airborne craft – Red 
- Building on Alert – Red 

White Diamond box—this outlines the area you will see when you return to the **Isometric Map View**.

*Note: clicking on X-COM Agents or Vehicles in the **Overhead Map View** will select the corresponding Agent or Vehicle within the appropriate Tab.*

ALIEN INFILTRATION GRAPH SCREEN

Knowing when an organization has been taken over is helpful, but more useful is knowing which organizations are about to fall under Alien control. The **Alien Infiltration Graph** allows you to select an organization and see how far Aliens have infiltrated that organization.



- Click  to take you to the **Alien Infiltration Graph Screen**

On this screen, there is a scrolling list of all organizations operating in Mega-Primus.

Cityscape Screen



- Click the organization of your choice to see how far it has been infiltrated: the percentage of Alien Infiltration is displayed on the graph. Use the color **Key** at the bottom of the screen to see which organizations are displayed on the graph.

If the line rises above the critical level (indicated by a line halfway up the graph), then the organization is at risk from Alien takeover.

Clicking the button at the top right will automatically select the 10 most infiltrated organizations.

X-COM PERFORMANCE LOG

This screen allows you to review your score and check your finances.

- Click  to take you to the **X-COM Performance Log Screen**.
- Click  from the **Menu Bar**.

This will give you an appraisal of your current performance in dealing with Alien activity in the city. You are rated in a number of areas and given an overall weekly score and total score.

Note: at the end of each day you will automatically be given a report of your progress.

- Click  from the **Menu Bar** to open the **Finance Screen**.

This screen provides you with a breakdown of all *X-COM* expenditure. It lets you know how much you are spending on Scientists, Engineers and Agents. It also lets you see how much money you are spending to maintain your Bases.

- Click **OK** to exit this screen.

THE UFOPAEDIA

The **UFOpaedia** acts as an online encyclopedia which contains all the information currently available to *X-COM*. Each entry consists of a diagram and all known data.

- Click **[E]** to take you to the **UFOpaedia Screen**.



This menu screen displays all of the subjects which may be reviewed.

Whenever your cursor is over an object that has informative information displayed about it in an Information Panel, clicking the right mouse button will take you to the UFOpaedia entry for that object.

From the Diplomatic Rift and Offer Settlement screens, it is possible to activate the UFOpaedia for the relevant organization by pressing **[F1]**.

Cityscape Screen

- Click any of these buttons to access the section you require:

Organizations—Details on organizations in the city and their role in city affairs.

Vehicles—*X-COM*, police and any other civilian vehicles.

Vehicle Equipment—Details on vehicle weaponry, engines and general equipment.

Equipment—Details on guns, grenades, Psionic weapons and general equipment.

Base Facilities—Available facilities which may be added to your Bases.

Alien Craft—Information about known Alien craft.

Aliens—Information gathered about the Aliens encountered and researched.

The Alien Dimension—Information gathered about Alien buildings and their function.

Buildings—Information on all types of building in Mega-Primus.

- Click **OK** to return to the **Cityscape**.

*Note: not all of these categories will contain data at the beginning of the game. As you complete research, the **UFOPaedia** will become more comprehensive.*

UFOpaedia Data Screens




When you are viewing a **UFOpaedia Data Screen**, you will have six other options

- Click **[i]** to open to the **UFOpaedia Index Screen**. This provides a list of all current entries within the chosen category. Click any item in the list to view the relevant entry.
- Click **[◀ ▶]** to move to the next or previous **UFOpaedia** entry in the current category.
- Click **[⏪ ⏩]** to move to the start of the next or previous UFOpaedia subject category.
- Click **OK** to return to the **UFOpaedia Screen**.

Cityscape Screen

THE OPTIONS SCREEN

The **Options Screen** allows you to:

- Save Games
 - Load Games
 - Delete Saved Games
 - Abandon Game
 - Quit *X-COM: Apocalypse*
 - Set Sound Options
 - Set Game Preferences
- Click  to take you into the **Options Screen**.



Saving A Game

- Click **Save Game**.
- Select any one of the 10 slots to save your current game.

Type in the name for your saved game using the keyboard and press **Enter**.

Loading A Game

- Click **Load Game**.
- Click the saved game slot of your choice.

Deleting Saved Games

If you want to remove old saved games, you can do this by deleting them.

- Click **Delete Saved Games**.
- Select the saved game you wish to delete.

You will then be prompted to confirm whether you want to delete the game or not.

Cityscape Screen

Abandoning Games

- Click **Abandon Game** to abandon your current game and return to the **Main Menu**.

Quit *X-COM: Apocalypse*

- Click **Quit *X-COM: Apocalypse*** to exit the game and return to your operating system.

Sound Options

There are three **Slider Bars** which allow you to set the **Master Volume**, **Music Volume** and the **Sound Effects Volume**.

To change any of these settings, simply drag the **Slider Bar** left, to decrease volume, or right, to increase it.

There are also three other buttons which allow you to test your Stereo Settings:

- Click **Test Left Speaker** to ensure that sound is coming from your left speaker, as intended.
- Click **Test Right Speaker** to ensure that sound is coming from your right speaker, as intended.
- Click **Reverse Speaker**, if the intended sounds are coming from the wrong speaker, i.e. sounds intended for the left speaker are coming out of the right speaker.

Preferences

Messages

At the top of the **Preferences Panel** there is a list of messages.

- To switch a message off, click on the **Tick** and a **Cross** will appear in its place indicating that the message is now disabled. Disabled messages will only appear in the **Message Bar** and will not pause the game.
- To switch a message on, click on the **Cross** and a **Tick** will appear in its place indicating that the message is now enabled. Any message that is enabled will cause the **Message Panel** to be displayed and pause the game whenever the message occurs.

Auto-Scroll Toggle

Whenever **Auto-Scroll** is enabled, the screen will automatically scroll when the cursor is at the edge of the display. If **Auto-Scroll** is disabled, you must click the LMB when the cursor is at the edge of the screen in order to scroll the screen.

- To disable **Auto Scroll** click on the **Tick** and a **Cross** will appear in its place indicating that this feature is now disabled. Simply click on the **Cross** to enable **Auto Scroll** again.

Note: some players prefer this method as it prevents them accidentally 'nudging' the display when moving around and selecting items.

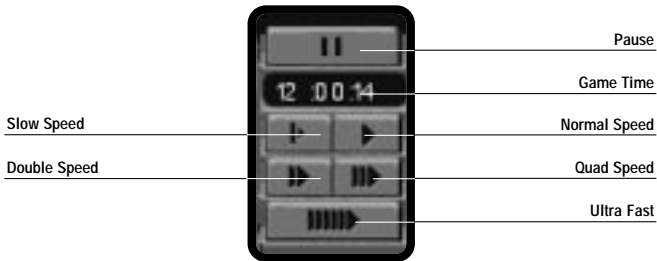
- Click **OK** to exit this screen.

Cityscape Screen

GAME TIME DISPLAY

X-COM: Apocalypse begins at 12:00 noon on the March 7, 2084.

Note: the game clock is a 24-hour clock, meaning that 5:00 pm is displayed as 17:00.




The current game time is continuously updated in the **Game Time Display**.

TIME CONTROLS

The **Time Controls** allow you to adjust the rate at which time passes in the game. There are four time control buttons, ranging from **Slow** to **Quad Speed**. You can also **Pause** the game from here and set time to pass **Ultra Fast**.

The advantage of changing the speed of time is that you can play the game at a rate which suits you. You can also pause the game to evaluate your strategy when Alien activity is frantic.

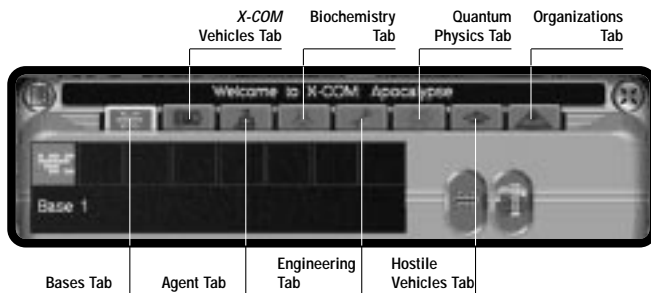
- Click on any of the **Time Controls** on the right-hand side of the **Control Panel** to set the rate at which time passes.

Clicking  will advance the time much faster than any of the other **Time Controls**. Because time passes so fast in this mode, it is easy to miss events in the city; with this in mind, the game will slow to **Normal Speed** whenever a key event occurs. **Ultra Fast** cannot be selected again until the event has ended.

Time is suspended when any of the other information screens are accessed.

CENTRAL INFORMATION PANEL

Cityscape Screen



This panel provides you direct access to all of your resources, allowing you total control over *X-COM* forces. The panel consists of eight tabs, each containing further options. The following is a list of the Tabs

Bases Tab

***X-COM* Vehicles Tab**

Agent Tab

Biochemistry Tab

Engineering Tab

Quantum Physics Tab

Hostile Vehicles Tab

Organizations Tab

The following sections of this manual will cover each Tab in turn and detail all of the options available to you. The manual will then cover the Tactical Game.

BASES TAB



X-COM Bases are built inside the city and are often concealed as inconspicuous office blocks or warehouses. The only access to these Bases is via the parking bays or the lift shaft. While most of the action in *X-COM: Apocalypse* takes place in the **Cityscape** and the Tactical Combat Missions, much of the preparation happens in the **Bases Screen**. Your Bases serve a variety of functions crucial to your operations in Mega-Primus:

- Agents sleep, work out, improve Psi and firearms skills.
 - Vehicles and Agents are equipped.
 - Bio and Quantum Research is carried out.
 - New Technology, equipment and vehicles are manufactured.
 - Aliens are contained and interrogated.
 - *X-COM* activity is coordinated.
- Select the **Bases Tab** from the **Central Information Panel** in the **Cityscape**.




Cityscape Screen

The **Bases Tab** contains the following features:

1. **Base List**—This area shows all *X-COM* Bases. You can buy a maximum of eight Bases. To select a Base, simply click the one you want (click again to center the display on the selected Base).
2. **Base Name**—The name of the presently selected Base will be displayed below the Base List.
3. —Click this icon to take you to the **Bases Screen**.
4. —Click this icon to buy a new Base (for full details see **Buy New Base** later in this chapter).

THE BASES SCREEN

- Click  to access the **Bases Screen**.



The **Bases Screen** consists of six main areas:

1. **The Base Display**
2. **Base List**
3. **City Map**
4. **Information Panel**
5. **Facilities Menu**
6. **Menu Bar**

THE BASE DISPLAY

The Base Display allows you to see, at a glance, the size of your Bases and their facilities.

*Note: to rename your base, click on the existing base name within the **Base Display**. Type in your new name and press **Enter** on the keyboard.*

Initially, *X-COM* will have only one Base. As time progresses, you may have up to eight Bases citywide. These can be selected from the **Base List**. Each of these contains a miniature map of a Base layout.

Note: red squares represent facilities under construction.

- Click a Base icon to select a Base. The name of the selected Base is displayed underneath the **Base List**.

Bases are highlighted orange on the **City Map**. When you have more than one Base, the currently selected one is highlighted yellow.

Bases Tab

INFORMATION PANEL

Moving the cursor over the Base facilities in the **Base Display**, or **Facilities Menu**, will display the name of the facility in the **Information Panel**, along with all relevant facility information.

BASE FACILITIES

At the beginning of the game, you are given one Base and some facilities to help begin investigations in the city. You will already have many facilities built; however, you can add to this by building new facilities.

Build Facilities

As the scope of *X-COM's* operations increase, so too does the need to increase the size of the facilities available to *X-COM*—if you oversubscribe a facility, then its efficiency will be diminished. To begin with, you can only choose to build from the following list:

Living Quarters

Stores

Medical Bay

Training Area

Psi-Gym

Security Station

Vehicle Repair Bay

Bio-lab

Quantum lab

Alien Containment

Workshop

*Note: as the game progresses, you will be able to research new technology that can be incorporated into your Bases. See the online **UFOPAEDIA** for full details of all Base facilities (see **The UFOPAEDIA** in the **Cityscape** section of the manual for further details).*

Located at the foot of the **Bases Screen** is a scrolling list of available Base facilities. Simply move the cursor to the facility you wish to build; a white box will highlight your selection and provide a list of information about construction cost, construction time and maintenance costs in the **Information Panel**.

- 'Drag and Drop' Base facilities to the desired location on your **Base Display** to build the facility.

Note: you can only build a Base facility on top of an existing corridor.

The new facility will now be shown on the **Base Display**, displaying the number of construction days remaining.

If you wish to abort the build facility operation, 'Drop' the Base facility anywhere outside the **Base Display**.

*Note: you can right-click on a facility to view the **UFOPAEDIA** entry for that facility.*

Destroy Facilities

There will be points in the game where you will wish to destroy some of the existing facilities. There are a range of reasons why you might choose to do this: you no longer have a need for some facilities or you have completed research into better facilities and you wish to upgrade the existing ones.

Bases Tab








Whatever the reason, the demolition process is very simple:

- Click on the facility you wish to destroy in the **Base Display**.

You will then be prompted to confirm whether you wish to destroy the facility or not.


MENU BAR

The **Menu Bar** allows you to access various areas of your Base so you can see in detail how each of your Bases is currently functioning. From the **Menu Bar** you can carry out tasks such as arming vehicles, organizing research and recruiting staff.

1.  —Click this to open the **Hire/Fire Screen** (for full details see **Hire/Fire Screen** later in this chapter).
2.  —Click on this to open the **Buy and Sell Screen** (for full details see **Buying and Selling Items** later in this chapter).
3.  —Click on this to open the **Transfer Screen** (for full details see **Transferring Items** later in this chapter).
4.  —Click this to open the **Equip Agent Screen** (for full details see **Equip Agents Screen** in the **Agent Tab** section of this manual).
5.  —Clicking this icon takes you to the **Equip Vehicle Screen** (for full details see **Equip Vehicle Screen** in the **X-COM Vehicles Tab** section of this manual).
6.  —Click this to open the **Research and Manufacturing Screen** (for full details see **Research and Manufacturing Screen** in the **Biochemistry, Engineering and Quantum Physics Tab** section of the manual).
7.  —Click this to open the **Alien Containment Screen**.

HIRE/FIRE SCREEN

As *X-COM* increases the scope of its operations, it is essential that more Agents and Scientists be recruited to carry out vital research and Tactical Combat Missions.

- Click  from the **Bases Screen**.



Bases Tab

The screen contains:

1. **Base List**—Click any of the Bases to change your Base selection.
2. **Information Panel**—Agent stats and information will be displayed here.
3. **Civilian List**—Displayed on the far right of the screen, this lists available personnel for *X-COM* to hire.
4. **Agent List**—A list of currently employed *X-COM* Agents.
5. **Menu Bar**—You can select *X-COM* Agents, Biochemists, Quantum Physicists, and Engineers from here.

HIRING AGENTS

To recruit staff from this screen, select the Base from which you wish to hire new Agents (from the **Base List**).

- Click the personnel type that you wish to hire (from the **Menu Bar**). A list of potential recruits will appear in the **Civilian List**.
- As you highlight each civilian, a list of statistics will appear in the **Information Panel**.
- Click on the civilian of your choice to hire that person. They will now appear in the **Agent List**.

The bar next to the **Base List** shows you how much living space you have used. As you take on new recruits, you should keep an eye on this bar. As you begin to run out of space, you should consider building more **Living Quarters**.

- Click **OK** to hire your chosen personnel and return to the **Bases Screen**.

Agents come from all over Mega-Primus, so there will be a delay before Agents start active service as they make their way to your Base.

Note: don't forget to arm X-COM Agents and assign them to vehicles when they arrive.

FIRING AGENTS


Agents cost money and can be one of your largest expenses, depending on the number you have employed. You may choose to fire *X-COM* personnel, when you can no longer afford to keep the amount you have or where Agents are underutilized.

Sacking a member of staff is a similar process to recruiting one.

- Go to the **Hire/Fire Screen** (see above for details).
- Select the Base from which you wish to fire personnel.
- Select the personnel type from the **Menu Bar**.
- Select the personnel you wish to fire from the **Agent List**. These Agents will then appear in the **Civilian List**.
- Click **OK** to fire your chosen personnel and return to the **Bases Screen**.

Note: you can sack as many Agents as you wish while you are on this screen.

BUYING AND SELLING ITEMS

- Click  from the **Base Display** to open this screen. From here you buy everything to equip your vehicles and Agents.

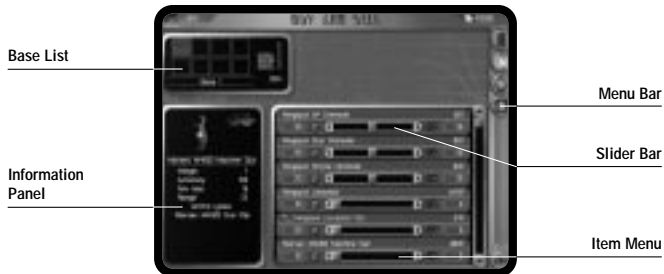
The **Buy and Sell Screen** consists of:

1. **Base List**—Located on the left of the screen, these icons show all of your Bases.
2. **Menu Bar**—These buttons allow you to select specific item categories:
 - Vehicles
 - Agent Equipment
 - Airborne Vehicle Equipment
 - Road Vehicle Equipment
3. **Item Menu**—This displays a list of equipment, the number at your Base, the number being bought/sold, the price of the item and a **Slider Bar**.
4. **Information Panel**—Located on the left side of the screen, this panel will display the currently highlighted item (from the **Item Menu**) and any information about it.

BUYING ITEMS

Before buying or selling items, you must first select the Base from which they will be bought or sold.

- Click on the Base of your choice from the **Base List**. To change your Base selection, simply click on another Base.



The **Menu Bar** on the right of the screen allows you to choose the type of item you wish to buy or sell (e.g. Agent Equipment).

- Click the appropriate button—a list of items of that type will appear in the **Item Menu**.
- Use the **Scroll Arrows** to look through the **Item Menu**.
- To buy an amount of a particular item, move the **Slider Bar** right until the number you wish to buy is added to the number at your Base.
- To sell any items, move the **Slider Bar** left.

Bases Tab


Next to the **Base List** you will see a bar showing you how much storage capacity you have used. Watch this bar. As your stores fill up, you should consider building another **Storage Facility**.

The **Total Funds** available to you are displayed in the top right corner of the screen. **Fund Adjustments**, as a result of buying and selling items, are displayed in the top left corner. A positive figure indicates a profit, while a negative figure shows how much you have spent.

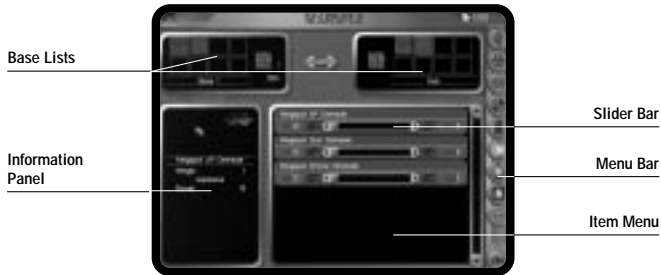
When you have selected the number you wish to buy and/or sell, click **OK** to accept your choices and leave the **Buy and Sell Screen**.

*Note: while you are on the **Buying and Selling Screen**, you can buy or sell as many items as you wish, providing you have the funds.*

TRANSFERS

- Click  from the **Base Screen** to open the **Transfer Screen**. It is from here that you can transfer items from one of your Bases to another.

Note: you need more than one Base before you can transfer anything.



The **Transfer Screen** works in the same way as the **Buy and Sell Screen**. It consists of:

1. **Base List**—Unlike other screens, the **Transfer Screen** has two **Base List** denoting where items are transferred from and to.
2. **Menu Bar**—These buttons allow you to select specific item categories:
 - Agents
 - Biochemists
 - Quantum Physicists
 - Engineers
 - Vehicles
 - Agent Equipment
 - Airborne Vehicle Equipment
 - Road Vehicle Equipment
 - Aliens

Bases Tab

3. **Item Menu**—This displays a list of equipment, the number at each Base and a **Slider Bar**.
4. **Information Panel**—Located on the left side of the screen, this panel will display the currently highlighted item (from the **Item Menu**) and any information about it.

TRANSFERRING ITEMS

Before transferring items, you must first select the two Bases to transfer goods between.

- Click on the Base of your choice from the left-hand **Base List**.
- Click another Base from the right-hand **Base List**.

To change your Base selections, simply click on another Base from either set of Base icons. Once two Bases are selected, you will be able to transfer items from either Base.

The **Menu Bar** on the right of the screen allows you to choose the type of item you wish to transfer (i.e. Agent Equipment).

- Click the appropriate button—a list of items of that type will appear in the **Item Menu**.
- Use the **Scroll Arrows** to look through the **Item Menu**.
- To transfer an item, use the **Scroll Arrows** to move the **Slider Bar** left or right until the number you wish to transfer is added to the number at the other Base.

When you have finished, click **OK** to accept your choices and leave the **Transfer Screen**.

ALIEN CONTAINMENT SCREEN

This is an information screen which allows you to see at a glance the following:

- What types of Aliens you have at Base.
- How many of each Alien you have.
- The status of those Aliens (whether they are dead or alive).
- The size of the Alien.

Because you have limited space in your Bases and containment facilities, you need to know what space Aliens take up and how much is left. The Alien containment screen shows you this information and allows you only to keep the Aliens you need for research.



- Use the **Slider Bars** to remove Aliens from the containment facility.

BUY NEW BASE

As Alien activity increases, you will need more Bases around the city to deploy Agents and vehicles quicker and more efficiently.

Bases Tab

To buy a new Base, you must first go to the **Cityscape Screen**.

- Click the **Bases Tab** from the **Central Information Panel**.
- Click . You will be shown the **Overhead Map View** of Mega-Primus. Available sites for new Bases will be shown with a flashing blue box. Existing Bases will be highlighted with a flashing yellow box.
- Click on an available building to select a site for your Base; you will be taken to the **Buy Base Screen**. The **Buy Base Screen** gives you information on your current funds, the cost of the basement and the name of the building to which it belongs; you will also have a picture of the Base layout.
- Click  to buy the building for your Base; you will now be prompted to name your Base. Type in your new Base name using the keyboard and press **(Enter)**.

If you don't want to buy a new Base, just click OK to return to the Overhead Map.

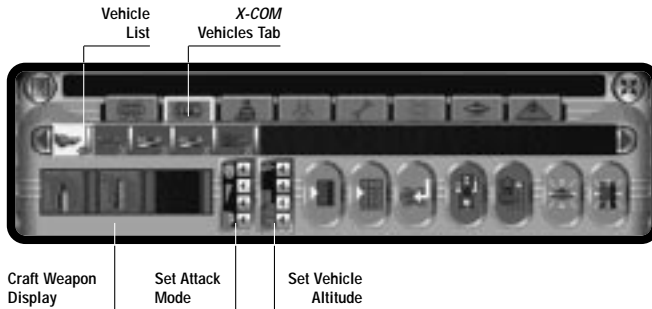
Note: not all Bases are the same shape and size. You will get a different setup depending on the building and its cost. Look around at different options before you make your choice.

X-COM VEHICLES TAB

During your investigations in and around Mega-Primus you will encounter a variety of vehicles. These range between flying and road-going, Motorbikes, Hover bikes, Cars, Hovercars, Airtaxis, Construction Vehicles, and Interceptors. The ownership of these vehicles varies, but largely fall into these categories: Taxis, Police, X-COM and Alien. X-COM has a full list of vehicles in the online **UFOpaedia** for your reference.



At the beginning of the game, you will send vehicles out to intercept UFOs or to carry Agents to sites around the city. As the game progresses, you will use them to attack buildings and travel into the Alien Dimension.






- Select the **X-COM Vehicles Tab** from the **Central Information Panel** in the **Cityscape**.





The **X-COM Vehicles Tab** consists of:

1. **Vehicle List**—This shows all of X-COM's vehicles. Use the **Scroll Arrows** to look through the list of vehicles. Click on a vehicle icon to select that vehicle; click a second time to center the display on the selected vehicle. You can select more than one vehicle by holding down **[Ctrl]** and clicking on the vehicle icons. Click the vehicle icons with the RMB to deselect them. A maximum of 13 vehicles may be assigned to a group.

Note: when more than one vehicle is selected, all movement and Rules of Engagement orders will apply to all currently selected vehicles. However, the craft weapon display,  button and the  button will only apply to the highlighted vehicle (shown as a brighter icon).

2. **Craft Weapon Display**—The three boxes underneath the **Vehicle List** display the currently selected vehicle's weaponry.
3. **Set Attack Mode**—These four buttons set the vehicle's behavior, from evasive flight to aggressive attack.
4. **Set Vehicle Altitude**—These four buttons select a vehicle's altitude as it flies over Mega-Primus.
5. —Orders an X-COM vehicle towards a selected building.
6. —Orders an X-COM vehicle to a specific map location.
7. —Orders an X-COM vehicle to return to Base.
8. —Click this to take you to the **Equip Vehicle Screen**.
9. —This button opens the **Vehicle Location Screen**.

10. —Orders an *X-COM* vehicle to intercept another designated vehicle.
11. —Orders an *X-COM* vehicle to attack a selected building.

For a full explanation of how to select and order vehicles, see **Vehicle Orders** later in this chapter.

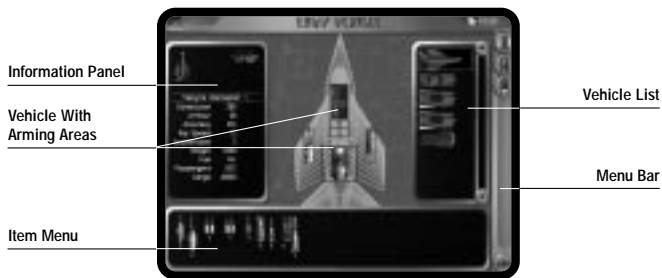
EQUIPPING VEHICLES

Ensure that vehicles are fully equipped before you send them out on missions; remember a vehicle can only be equipped when it is at Base.

- Click  from the *X-COM* Vehicles Tab to take you to the Equip Vehicle Screen.

Note: You can also click  from the Bases Screen.




EQUIP VEHICLE SCREEN



The **Equip Vehicle Screen** consists of these main areas:

1. **Vehicle List**
2. **Vehicle with Arming Areas**
3. **Information Panel**—Moving the cursor over any of the vehicles in the **Vehicle List**, or any of the items in the **Item Menu**, will display corresponding information in this panel.
4. **Item Menu**—This area lists either **Weapons**, **Equipment** or **Engines**.
5. **Menu Bar**—There are three options:
 - **Weapons**
 - **Engines**
 - **Equipment**

Arming Vehicles

- Use the **Scroll Arrows** to cycle through the **Vehicle List** (if necessary).
- Highlight the vehicles by placing your cursor over them. When a vehicle is highlighted, its statistics will appear in the **Information Panel**.
- Click on the vehicle you wish to equip. The vehicle will now appear in the center of the screen along with its present equipment.
- Click  if you wish to arm the vehicle with weapons.
- Click  if you wish to fit the vehicle out with engines.
- Click  if you wish to load the vehicle with equipment.

A list of either weapons, equipment or engines will now appear in the **Item List**.

- Locate the item of your choice from the **Item Menu**.
- Drag and drop items from the **Item Menu** to the equipment area of your choice (on the vehicle).

Note: you can only 'drop' items into flashing Arming Areas.

To remove an item from the vehicle, simply drag and drop it to the **Item Menu** at the bottom of the screen. The item will now be returned to the stores.

- Click **OK** to leave this screen, when you are happy with your choices.

Note: each time a vehicle returns to Base after a mission, it will be rearmed or refuelled automatically, providing there is enough ammunition or fuel of the correct type to do so.

VEHICLE LOCATION SCREEN

This screen is very similar to the **Buildings Screen** mentioned in the **Cityscape** section of the **Reference Guide**. The screen informs you where your vehicles are and what Agents are assigned to them.

- Click  from the **X-COM Vehicles Tab**.

The **Vehicle Location Screen** consists of an **Agent List** and a **Vehicle List**.

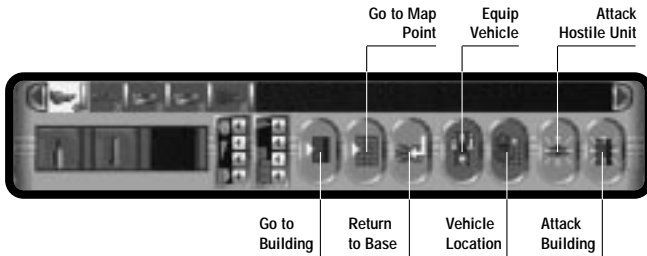
X-COM Vehicles Tab

This screen allows you to drag and drop Agents to and from vehicles to assign and de-assign them.

VEHICLE ORDERS


With your vehicle equipped and ready for action, you can send it out on a mission. To give your vehicles orders, you must be in the **Cityscape Screen**.

- Click on the **X-COM Vehicles Tab** if it isn't already displayed. You will now be in a position to give any of the following orders:




GO TO BUILDING

Orders a vehicle towards a selected building.

- Use the **Vehicle List** to choose a vehicle.
- Click on the vehicle to select it.
- Click  and select the destination building by clicking on it in the **Overhead/Isometric Map View**. Your vehicle will make its way towards the building and stop there, waiting for further orders.

GO TO MAP POINT

This orders a vehicle to a location anywhere on the map.


- Use the **Vehicle List** to choose a vehicle.
- Click on the vehicle to select it.
- Click  and select the destination by clicking on it in the **Overhead/Isometric Map View**. Your vehicle will make its way towards that destination and wait, until you give it further orders.

Note: you must use this order when you want to enter a Dimension Gate. To enter a Dimension Gate, you must have developed the appropriate technology.

RETURN TO BASE

This orders a vehicle to return to its Base.

X-COM Vehicles Tab


- Use the **Vehicle List** to choose a vehicle.
- Click on the vehicle to select it.
- Click . The vehicle will make its way back to Base where it will wait for further orders.

ATTACK HOSTILE UNIT

See **Intercepting Hostile Vehicles** later in this chapter.

ATTACK BUILDING

When Aliens gain control of an organization you may want to attack that organization's building.


- Use the **Vehicle List** to choose a vehicle.
- Click on the vehicle to select it.
- Click  and select the target building by clicking it in the **Overhead/Isometric Map View**. Your vehicle will make its way towards the target and attack.

Remember that attacking a building will provoke hostile actions from the host organization.

Your vehicle will continue to attack until you give it further orders.


INTERCEPTING HOSTILE VEHICLES

When UFOs appear in the city, you may order *X-COM* vehicles to intercept them. **Attack Hostile Unit** orders an *X-COM* craft to intercept a vehicle selected by you.

- Use the **Vehicle List** to choose a vehicle.
- Click on the vehicle to select it.
- Click  and select the target vehicle by clicking on it in the **Overhead/Isometric Map View**. Your vehicle will now attack that vehicle, until you give it further orders.

*Note: if you do not select a target vehicle, your craft will attack any hostile vehicle within weapon range, according to the **Rules of Engagement**. If you target a particular vehicle, then the craft will only attack the vehicle it is pursuing.*

If the target vehicle is destroyed, then you should order your vehicle to return to Base.

*Note: when UFOs appear in the city, you will not be able to select  (Ultra Fast) from the **Time Controls**. To check if the UFO is still in the city, open the **Hostile Vehicles Tab** (all vehicles currently in the city are listed here).*

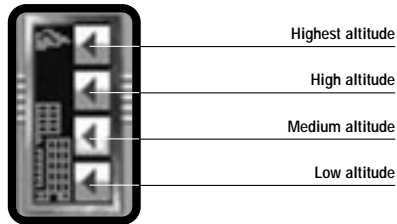
RULES OF ENGAGEMENT

Whenever your vehicles are executing orders in Mega-Primus, you can control their behavior by setting the **Rules of Engagement**.

Weapons On/Off

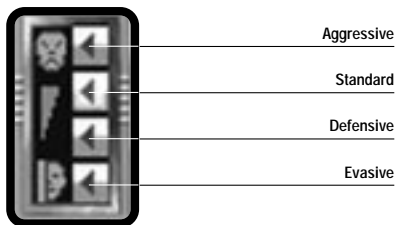
Often your vehicles are armed with an array of weaponry, some of which might be too powerful for the mission in hand. Rather than take these weapons off altogether, you can just prohibit the use of that weapon by clicking on it in the **X-COM Vehicles Tab**.

Altitude



These four buttons select a vehicle's altitude as it flies over Mega-Primus.

Attack Mode



These four buttons set the **Attack Mode** of your vehicle:

- **Evasive**—Avoid hostile craft at long range and do not fire on them. The craft will not take a direct route to its destination if it moves close to an enemy craft.
- **Defensive**—Avoid hostile craft at medium range and only fire in retaliation.
- **Standard**—Avoid hostile craft at short range and fire on hostile craft if they are in weapon range.
- **Aggressive**—Do not avoid hostile craft at all, and fire on hostile craft if they are in weapon range.

Waypoints

When you order your vehicles to do anything and deploy them in the city, they will take the most direct route possible, which may not always coincide with your strategy. In *X-COM: Apocalypse* you can have more strategic control over your vehicles by giving them waypoints to follow.

X-COM Vehicles Tab

A waypoint is a fixed map position that a craft will travel through before moving on to the next waypoint or the final destination.

*Note: it is best to add waypoints and plan strategy while you are in the **Overhead Map View**.*

The procedure for adding waypoints is as follows:

- Select a vehicle or group of vehicles from the **X-COM Vehicles Tab**.
- Select a vehicle order (i.e. **Attack Hostile Unit**).
- To add waypoints, hold down **Ctrl** while clicking destination points on the map.
- Release **Ctrl** and select your target (final destination).

Your vehicle will now complete its orders, only after following the route outlined by the waypoints.

VEHICLE COMBAT AND TACTICS

X-COM: Apocalypse allows you more scope to develop strategies in the Cityscape section of the game. Because of the dense population of Mega-Primus, you should avoid combat in the city (if possible). Any damage to buildings will upset the owning organizations and the Senate, causing you problems in the future.

However, this is not always possible, so here are a few tips for you when you engage UFOs in the city:

- If possible, use multiple attack vehicles. Split these vehicles up and use the waypoint system, so that they can attack from different angles.
- Plan your attacks in the **Overhead Map View** while the game is paused. Use the pause facility to reevaluate your strategy on a regular basis.
- Disable active weapons until there is a clear path for missiles or beam weapons to fire.
- Using the **Aggressive Attack Mode** will give you greater control over your vehicles, but you will need to pay careful attention to what is going on.

Occasionally, your craft will need to flee from UFOs. Low-altitude flying will allow you to use high buildings for cover. The quickest way to escape from a UFO is to go to a nearby building and hide. When the coast is clear, you can resume your attack.


Note: experiment with different tactics, vehicles, weapons and equipment.


SHOOTING DOWN UFOS AND UFO MISSIONS

When you are intercepting UFOs in Mega-Primus, it is worth remembering that you are not trying to destroy them—there are larger goals than merely protecting the city in the short term. Your objective is to capture and research as much Alien technology as possible and the only way to do that is to capture Aliens, their weapons and their UFO technology. You should therefore aim to down UFOs rather than destroy them.

X-COM Vehicles Tab

When a UFO has crash-landed, you should send your Agents out to investigate the crash site, before the Aliens destroy the evidence (to protect the secrets of their technology). In order to investigate a UFO Crash Site, you must send a single flying vehicle with Agents:

- Click  to order your vehicle.

Note: you can also click .

- Click the crashed UFO to set your vehicle's destination. Your Vehicle and Agents will now make their way to the **Crash Site**.

Remember, only by killing and/or stunning the entire Alien crew will you capture the UFO technology.

Note: don't forget that you will need a cargo module on the recovery craft in order to return the technology to your Base.

SOME THINGS TO REMEMBER

1. Your craft can run out of ammunition and fuel during combat. When this happens, you will be given a suitable message. When your craft returns to Base, it will automatically be rearmed and refuelled, unless there is not enough fuel or ammunition—in this case you will also be informed.

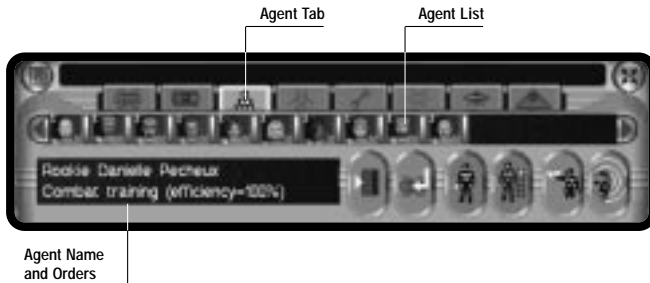
Note: vehicles will still use fuel even if they are hovering in the city. When a vehicle is low on fuel, it will automatically return to Base.

2. When vehicles are damaged in combat, they must be returned to one of the vehicle repair bays. Repair bays can repair several vehicles at a time, but are less efficient when overloaded. Ideally, you should only have one damaged vehicle in a repair bay, at any one time.

AGENT TAB







At the beginning of the game, *X-COM* has a small number of Agents capable of carrying out investigations; generally these will be rookies. As the operation expands, these Agents will gain more experience and be promoted.

- Select the **Agent Tab** from the **Central Information Panel** in the **Cityscape**.




This Tab refers to the Agents you have at your disposal. The following is an icon summary:


1. **Agent List**—The area across the top of the panel shows all of the Agents at your disposal. Use the **Scroll Arrows** to look through the list. Click on an icon to select the Agent; click again to center the display on the Agent. You can select multiple Agents by holding down **Ctrl** and clicking on the Agent icons.

2. **Agent Name and Orders**—This information area shows the presently highlighted Agent's name and current orders.
3. —Orders an *X-COM* Agent towards a selected building.
4. —Orders an *X-COM* Agent to return to Base.
5. —Click this to take you to the **Equip Agent Screen**.
6. —This button opens the **Agent Location Screen**.
7. —Click this to put a selected Agent into Combat Training (for full details see Training later in this chapter).
8. —Click this to put a selected Agent into Psi-training (for full details see **Training** later in this chapter).

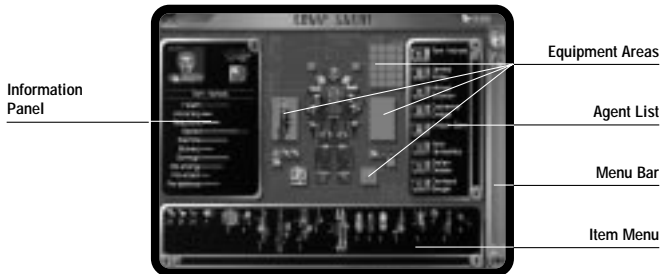
EQUIP AGENT SCREEN

Agents can be equipped anywhere in the city (providing there is enough equipment to equip them with). Your Base will be where all bought equipment is stored, so it is probably better to equip them there.


- Click  from the **Agent Tab** in the **Cityscape Screen** to take you to the **Equip Agent Screen**.

*Note: you can also click  from the **Bases Screen**. Alternatively, you can open the **Equip Agent Screen** by clicking Agent icons in the **Alert Screen**, the **Buildings Screen** and the **Squad Assignment Screen**.*

Agent Tab



The **Equip Agent Screen** consists of these main areas:

1. **Agent**—Centrally located, the Agent's body diagram is used to fit Armor.
2. **Equipment Areas**—These relate to areas on the Agent's body where equipment and weaponry can be carried.
3. **Agent List**—This area allows you to cycle through all available Agents.
4. **Information Panel**—The currently selected Agent's portrait and statistics will be displayed here. Also, clicking the  icon in the top right corner of the panel allows you to access the **Agent's Service Record**.
5. **Item Menu**—This area lists all available equipment or armor.
6. **Menu Bar**—You can select to display either Agent's equipment or armor from here.



EQUIPPING AGENTS

- Look through the **Agent List** using the **Scroll Arrows**.



- Click on the Agent you wish to equip. When an Agent is selected, their name and statistics will appear in the **Information Panel**.

*Note: you can rename your Agents by clicking on the existing name in the **Information Panel**. Type the new name and press **Enter**.*

- Click  to fit the Agent with armor.
- Click  if you wish to give the Agent guns or equipment.

A list of equipment or armor will now appear (depending on which you selected) in the **Item Menu**.

Agent Tab

- To locate the desired item, cycle through the **Item Menu** at the bottom of the screen.
- Drag and drop items from the **Item Menu** to the **Equipment Area** of your choice (on the Agent). To remove an item from an Agent, simply drag and drop the item to the **Item Menu**. The item will now be returned to the stores.

You can equip multiple Agents with the same item to avoid unnecessary time spent in the **Equip Agent Screen**. To do this:

- Select the Agents you wish to equip by holding down **Ctrl** and click a group of Agent Icons.

The group of Agents will now be highlighted.

- Drag and drop your selected item to an **Equipment Area** on the current Agent (as above). All Agents will now be equipped with that item.

Agents' weaponry will be automatically loaded with ammunition of the correct type (if there is some available). However, some weapons have different types of ammunition. To load a weapon with alternative ammunition, drag and drop the ammunition to the appropriate weapon.

When you are happy with your choices, click **OK** to leave this screen.

Note: after returning to Base from a Tactical Combat Mission, Agents will rearm themselves automatically, providing there is enough equipment to do so. However, it is up to you to make sure you equip your Agents with any additional ammunition or equipment.

AGENT LOCATION SCREEN

This screen is very similar to the **Buildings Screen** mentioned in the **Cityscape** section of the **Reference Guide**. The screen informs you where your Agents are and what vehicles they are assigned to.

- Click  from the **Agent Tab**.

The **Agent Location Screen** consists of an **Agent List** and a **Vehicle List**.

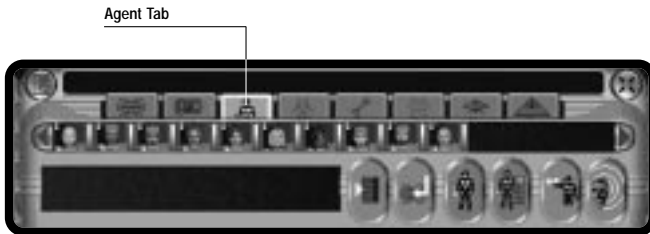
The screen allows you to drag and drop Agents to and from vehicles to assign and de-assign them.


DEPLOYING AGENTS IN MEGA-PRIMUS

Once your Agents are equipped and ready for action, you can send them out in Mega-Primus.

- Click the **Agent Tab** in the **Cityscape Screen**.

Agent Tab



- Click to highlight your Agents, then click .
- Select the building you wish to investigate by clicking on it in the **Overhead/Isometric Map View**.

The Agent(s) will move immediately to that building. If the target building is connected by a 'People Tube,' then your Agents will use them; they may also choose to use a Taxi or go on foot to reach their destination.

You can also assign Agents to *X-COM* craft and dispatch the vehicle to the target building.

Once Agents have reached their destination, an 'Agent' icon will appear over that building.

- Click the building to go into it and order your Agents.

*Note: for further details, see **Buildings Screen** in the **Cityscape** section of this manual.*

THE ALERT SCREEN

Whenever there is an Alert in Mega-Primus, *X-COM* will be informed via the **Alert Screen**. Alerts warn of Alien activity in all its guises.

The Alert Screen consists of these items:



1. **Alert Information**—This area displays the name of the building where the Alert is taking place. It also informs you which organization owns the building.
2. **Agent List**—The left of the screen lists all the unassigned Agents you have available to investigate the cause of the Alert and their current location.

Agent Tab

3. **Vehicle List**—The right of the screen gives a list of all vehicles, the Agents assigned to them and the vehicle's present location.
4. **Menu Bar**—You can select to **Investigate Incident, Equip Agent, Equip Vehicle** or click **OK** to ignore the Alert and return to the **Cityscape**.

Note: click an Agent or Vehicle icon to equip any of your Agents or vehicles.

Investigate an Alert

To deploy a squad from this screen, simply select which Agents and which vehicles you wish to dispatch (make sure you click their names and not the icons). Who and what you send will obviously depend on the type of Alert and how close they are to it.

If you deploy a vehicle to the Alert Site, then you may have to assign Agents to that vehicle. To do this:

- Drag and drop your Agents to the desired vehicle from the **Agent List**. The Agent will now appear under the vehicle icon; this is now its vehicle assignment.


*Note: Agents already assigned to vehicles will be shown in the **Vehicle List**.*

Now that your squad has been assigned, you will have to send that vehicle to the Alert Site.

Note: you can send more than one vehicle to an Alert Site.

- The vehicle will now be highlighted, as will all Agents assigned to that vehicle.

Note: to send a vehicle with Agents already assigned, simply select the vehicle name. All of the Agent names will be automatically highlighted.

- Click . The vehicle will now proceed to the Alert Site and close the **Alert Screen**.

Note: to send Agents only, simply select Agents without assigning them to a vehicle.

When your Agents have arrived at the Alert Site, a 'window' will open. The 'window' will contain the **Incident Type** and **Site information** again; it will also prompt you to confirm whether you wish to investigate or not.

- Click **Yes** to begin the investigation. You will be taken directly into a Tactical Combat Mission.
- Click **No** to decline the investigation. You will now be returned to the **Cityscape Screen**.

Note: the more heavily armed and numerous an X-COM squad is, the more damage they will cause at the Alert Site. Causing mass destruction to a building may make an organization hostile, although being sent on official Alerts does diminish this possibility.

Agent Tab

TRAINING



X-COM Agents, although the best in the city, are still able to improve their abilities. They achieve this through dedicated training at the Base gyms. There are two ways in which an Agent can improve themselves:

- **Combat Training**
- **Psi-Training**

The process for putting an Agent into Psi-Training is the same as putting one in for Combat Training.

TRAINING *X-COM* AGENTS

From the **Cityscape Screen**, click the **Agent Tab (Central Information Panel)** and select an Agent icon by clicking on it.

- Click  to put an Agent into Combat Training.
- Click  to put an Agent into Psi-Training.

Whenever you highlight Agents in the **Agent Tab**, they will be labeled as “Training.” Once they are set to train, Agents will do so whenever they are back at Base; training can only be done while at Base. The Agent will, however, remain in active service the whole time.

There are some restrictions which have to be observed before putting an Agent into training. Firstly, any Agent that is injured will be unable to train until they are at full health. Additionally you need the appropriate training facilities before training can begin. In the case of Psi-Training, you will need a Psi-Gym and a Training Facility for Combat Training. (For full details on building either of these facilities, see **Build Facilities** in the **Bases** section.)



Lastly, if any of the facilities are overused, then the efficiency of training will be reduced.

The result of training is that some Agent statistics will increase. Agents who have undergone Psi-training will increase their Psi-statistics. Agents undergoing Combat Training will improve reactions, stamina, maximum health and current health. The percentage improvement will also appear in the **Agent's Service Record** (see **Equip Agent Screen** for further details).

When you first start the game, *X-COM* will already have a small number of quantum physicists, biochemists and engineers. You will need these to succeed against the Aliens; only with a dedicated group of scientists and engineers carrying out quantum research, biochemistry research and manufacturing will this be possible.

BIOCHEMISTRY, ENGINEERING AND QUANTUM PHYSICS TABS

The **Biochemistry**, **Engineering** and **Quantum Physics Tabs** are essentially the same so we will cover them collectively. They consist of:

1. **Personnel List**—This area shows all scientists or engineers at your disposal. Use the **Scroll Arrows** to look through the list.
 2. **Name and Project**—The name of the currently selected scientist or engineer, and the project they are working on, will be displayed underneath the **Personnel List**. The percentage of project completion is also shown.
- Select either the **Biochemistry Tab**, **Engineering Tab** or **Quantum Physics Tab** from the **Central Information Panel** in the **Cityscape**.
 - The **Quantum Physics and Biochemistry Tabs** have a  icon. Click this to take you to the **Research and Manufacture Screen**.
 - The **Engineering Tab** has a  icon. Click this to take you to the **Research and Manufacture Screen**.

*Note: you can also click  in the **Bases Screen**.*

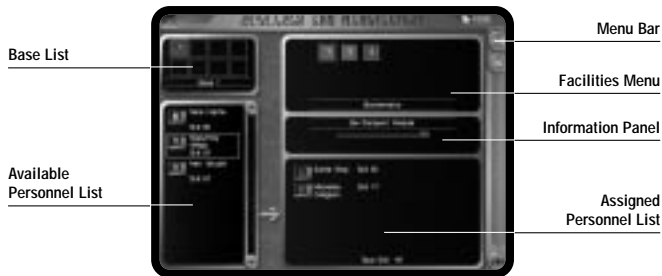
RESEARCH AND MANUFACTURE

As you gather Alien artifacts from your investigations, you will need to research them in order to find out more about the Aliens and their technology.

RESEARCH AND MANUFACTURE SCREEN

*Note: you cannot research or manufacture anything without the appropriate facilities. (For full details on building facilities, see **Build Facilities** in the **Bases Tab** section of this manual.) That is, if you wish to manufacture something, you must first have an Engineering Workshop.*

The **Research and Manufacture Screen** consists of these main elements:



Agent Tab

1. **Base List**—This shows all of your Bases.
2. **Menu Bar**—There are two options: **Assign Project** and **Stop Project**.
3. **Facilities Menu**—At the top right of the screen is a list of the labs and workshops at your disposal:
 - Biochemistry Lab
 - Quantum Physics Lab
 - Engineering WorkshopEach will have an accompanying number representing the number of personnel currently assigned to that facility.
4. **Information Panel**—Project Names and percentage complete will be displayed in this panel. Also, in this section you will be able to designate the number of items to be manufactured, when you assign a manufacturing project.
5. **Assigned Personnel List**—This is a list of personnel assigned to the selected lab or workshop.
6. **Available Personnel List**—This is a list of available personnel for the selected lab or workshop.

Assigning Projects


To assign a research/manufacturing project, first select the Base at which the project will be carried out.

- Click on the Base of your choice from the **Base List**. The research and manufacturing facilities at that Base will be shown in the **Facilities Menu**. To change your Base selection, simply click on another Base.

From the **Facilities Menu**, click the laboratory or workshop from which you wish to work. Click the **Biochemistry Lab** for a Biochemistry project, the **Quantum Physics Lab** for a Quantum project, or the **Engineering Workshop** if you wish to pursue a manufacturing project.

A list of personnel icons will appear in the **Available Personnel List**, underneath the **Base List**. “**No Project**” will now be written in the **Information Panel** if no projects are assigned.

Before you assign scientists, you must first select a project.

- Click  to open the **Project Screen**.
- As you move the cursor over the projects, a brief project description will appear at the bottom of the screen.
- Click to select a project.
- Click **OK** to start the project and return to the **Research and Manufacture Screen**.

The project name will now be listed in the **Information Panel** along with a progress bar.

*Note: when you are doing manufacturing projects, a “Number to Build” bar will also appear in the **Information Panel**. Click and drag the **Slider Bar** until the number you want to build is shown.*

- Click to assign personnel from the **Available Personnel List**. They will now be repositioned in the **Assigned Personnel List**.

Research on this project will now begin.

- Click **OK** to close this screen.

Stopping Projects

You may wish to reassign personnel to a more important project. In this case, you can temporarily stop one project in favor of another.

- Go to the **Research and Manufacture Screen** (see above for details) and select the lab where the project is in progress, from the **Facilities Menu**, i.e. Biochemistry, Quantum Physics or manufacture (see above for details).

Note: each lab or engineering workshop can only have one project at a time, so selecting a lab or workshop will automatically select the project being worked on.

- Click . All resources and personnel from that project are now free to be used elsewhere. The progress of the project you have stopped will be retained should staff be reassigned at a later date.

Research Completed

When work has finished on a project, the **Research Completed** window will appear on the **Cityscape Screen**. Click **No** to return to the **Cityscape** or click **Yes** to view the result of the research (all research reports are available at any time in the **UFOpaedia**).

- Click **OK** to exit from this screen, after reading the results of your research. The **Research**

Screen will now open to allow you to start new research or manufacture projects. Any new research or manufacture projects which are now possible as a result of that research will appear in the **Project Screen**.

Manufacture Completed

When manufacture of an item has been completed, the **Manufacture Complete** window will appear on the **Cityscape Screen**. This displays both the name of the item and the location at which it has been manufactured.

HOSTILE VEHICLES TAB

- Select the **Hostile Vehicles Tab** from the **Central Information Panel** in the **Cityscape**.

This Tab contains a scroll list of all hostile vehicles in Mega-Primus. The **Hostile Vehicles Tab** allows you to select and track hostile vehicles when they appear in Mega-Primus.

- Double-click on any of the vehicle icons to center them in the **Cityscape Display**.

ORGANIZATIONS TAB

- Select the **Organizations Tab** from the **Central Information Panel** in the **Cityscape**.

The **Organizations Tab** consists of the following features:

1. A **Scroll List** of organizations operating in Mega-Primus.
2. Six filter buttons: **All**, **Allied**, **Friendly**, **Neutral**, **Unfriendly** and **Hostile**. These buttons allow you to sort organizations in the **Scroll List**, according to their relationship with *X-COM* (i.e. clicking **Allied** will only display Allied organizations in the **Scroll List**).
3. **Offer Settlement**—This button allows you to offer a cash settlement to another organization in an attempt to patch up diplomatic relations. This is a useful tool, particularly if you upset one of your arms suppliers such as Marsec or Megapol.

Clicking any of the organization icons will cause that organization to be selected. Further clicks on the icon will cause the display to be centered on the buildings owned by that organization. This feature is very useful for coordinating investigations when organizations have been infiltrated by the Aliens.

*Note: if you are in the **Overhead Map View**, any buildings owned by the selected organization will be highlighted. Hostile organizations will be Red, Unfriendly will be Dark Red, Neutral will be Purple, Friendly will be Dark Yellow and Allied will be Bright Yellow.*

THE TACTICAL GAME

X-COM: Apocalypse offers the *X-COM* Commander more scope for action than either of the previous *X-COM* games. Tactical combat can be initiated in many different scenarios.

Raids—*X-COM* Agents can raid buildings, steal equipment, attack security guards and inflict structural damage causing economic difficulties for the owning organization.

Investigate Building—News that Aliens have been sighted at buildings will warrant *X-COM* searching the building for Aliens and Alien artifacts.

UFO Crash Site—After UFOs have been downed in the **Cityscape**, *X-COM* may choose to send a squad to investigate.

***X-COM* Base Invasion**—Hostile organizations and Aliens can, and will, invade your Base in an attempt to shut you down. *X-COM* Agents must be prepared and equipped to repel any such attempts.

Alien World Incursion—When you have developed your information and technological expertise far enough, you will be able to take the battle into the Alien Dimension. On the other side, there will be a host of as yet unknown objectives for the Agents of *X-COM* to complete.

Any Tactical Combat Mission can also be played in either the Real-Time or Turn-Based modes.

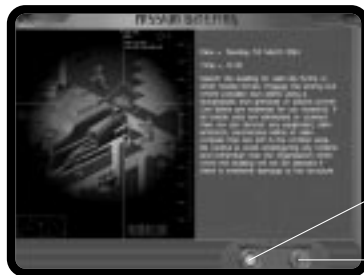
EQUIPPING AGENTS BEFORE A TACTICAL MISSION

You can equip your Agents anywhere where there is equipment. It is best for you to equip them with the appropriate weapons and equipment before sending any of them on a mission (for full details on equipping *X-COM* Agents, see **Equipping Agents** in the **Agent Tab** section of the manual).

Tip: ensure your Agents have enough guns and ammo to survive any surprise encounters.

BRIEFING SCREEN

Whenever you begin a Tactical Combat Mission, you will be given a briefing detailing your objectives.





Start Real-Time
Game

Start Turn-Based
Game

The Tactical Game

The **Briefing Screen** allows you to choose between Real-Time and Turn-Based modes of play.

- Click  to start a Real-Time Game. This mode provides a much more realistic simulation of individual combat. It is more challenging than the Turn-Based Game.
- Click  this to start a Turn-Based Tactical Game.

The Turn-Based system allocates an amount of **Time Units** to each of your Agents. Every action you perform uses **Time Units**; this means that your Agents can only move a certain distance before they expend those **Time Units**. It also means you can only shoot, pick things up or use equipment if you have enough **Time Units** to perform that action.

Players of previous *X-COM* games will be familiar with this method. The Turn-Based system in *X-COM: Apocalypse* has been improved since *Terror From The Deep* and now features **Opportunity Movement** as well as **Opportunity Fire** (more on this later).

After you have selected your chosen game mode, you will be taken to the **Squad Assignment Screen**.

SQUAD ASSIGNMENT SCREEN



This screen allows you to assign Agents into squads.

SQUADS AND AGENTS

Your Agents will already be assigned to squads; the game makes default assignments depending on the number of Agents you have deployed to the Tactical Combat Mission.

The six possible squads are displayed in the center of the screen. Each squad has space for up to six Agents.

The Tactical Game


To change an Agent's current squad assignment, drag and drop them from one squad to another.

Note: you can assign and reassign Agents as much as you wish.

INFORMATION PANEL

As you move the cursor over Agents, you will see their statistics displayed in the **Information Panel**; the boxes below indicate any weapons being carried in the Agents' left and right hands.

EQUIP AGENT

- Click  from the **Menu Bar** to access the **Equip Agent Screen** and take a more detailed look at an Agent's weapons allocation.

Note: you can pass equipment and weapons from one Agent to another by dragging items onto the 'ground' for other Agents to pick up.

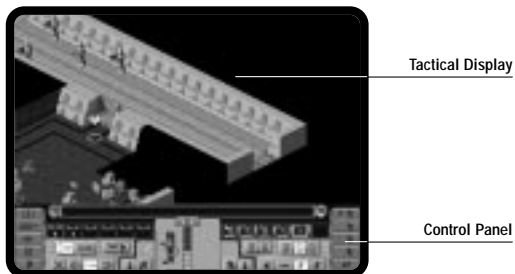
It is also possible to access the **Equip Agent Screen** for a particular Agent by clicking with the LMB on an Agent icon.

- Click **OK** to accept all squad assignments and start the Tactical Combat Mission.

THE TACTICAL SCREEN

The **Tactical Screen** is split into two areas: the **Tactical Display** and the **Control Panel**.

TACTICAL DISPLAY



The **Tactical Display** always defaults to the **Isometric Map View** which allows you to view the Tactical Area and control your squads and Agents.

The Tactical Game

EXPLORING THE TACTICAL DISPLAY

Moving the cursor to the edges of the screen will cause the display to scroll revealing more of the Tactical Combat Area. At the start of each Tactical Combat Mission, time is automatically paused so that you are able to look around and plan your initial moves.


*Note: you can also use the cursor keys to scroll the **Tactical Display**.*

LINE OF SIGHT

The **Tactical Display** will only show what is within your Agents' line of sight. You must move cautiously through the Tactical Area, seeking out hostile units and exploring unrevealed terrain.

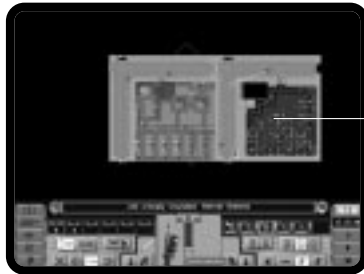
Note: Agents may be deployed anywhere within the Tactical Area.

OVERHEAD MAP VIEW

- Click  to select the **Overhead Map View**. The **Isometric Map View** is replaced with the **Overhead Map View** of the Tactical Area. Again, only the areas that your Agents have explored will be displayed.

To scroll the **Overhead Map View**, move your cursor to the edge of the screen; the **Overhead Map** will now scroll in that direction.

Note: you can also use the cursor keys to scroll the map.




Overhead
Map View

The **Overhead Map View** is an important strategic tool; it allows you to see a larger section of the Tactical Area. Unlike the **Isometric Map View**, the **Overhead Map View** highlights information and keeps you abreast of present activity—you are able to see at a glance the location of hostile units, *X-COM* Agents and civilians. It is also used to show the waypoints and destinations of all your Agents.

The **Overhead Map View** uses symbols to represent the following:

X-COM Agents - Yellow 


Hostile Units - Red 

Neutral Units - Purple 

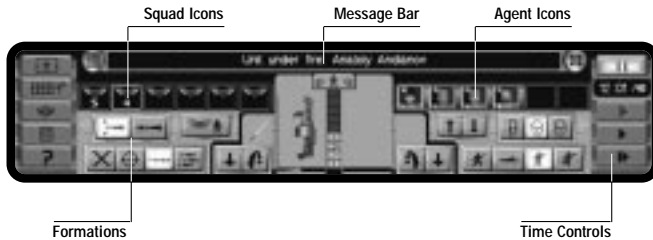
The Tactical Game

Solid arrows show units on the present level; large outline arrows show units above the current level; small outline arrows show units below the current level. The direction of the arrow indicates the direction that a unit is facing.

White Diamond box—this outlines the area you will see when you return to the **Isometric Map View**.


- Click  to return to the **Isometric Map View**.



THE CONTROL PANEL





The **Control Panel** is located below the **Tactical Display**; it contains many icons and buttons that allow you to manage your Agents while they are on Tactical Combat Missions.


1. **Message Bar**—Any messages received by *X-COM* during Tactical Combat Missions will appear in the **Message Bar**.


—Click this to center the **Tactical Display** on the subject of any message that appears in the **Message Bar**.


—Click this to take you to the **Message History Screen**. This screen contains a list of messages you have received. Click  to return to the **Tactical Display**. This display will now be centered on the subject of the selected message.


2. —Click this to toggle the camera mode. Clicking once stops the display tracking units in the **Tactical Display**. This allows you to center the display anywhere. Notice that the icon will change to show you that tracking is disabled. Clicking the button a second time enables tracking again. Any selected unit will now be centered on in the **Tactical Display**.

3. —Click this to toggle between the **Overhead Map View** and the default **Isometric Map View**.


4. —Click this to display different levels of your choice.

—**Level Mode 1** hides everything above and below the currently selected level, which is why some rooms in the building appear to have no roof.

—**Level Mode 2** (the default setting) displays the level you are on and any levels below.

—**Level Mode 3** displays all levels at once producing a complete 3-D picture.


5. —Click this to review your **Mission Briefing**.



6. —Click this to take you to the **Options Screen**.


The Tactical Game


7. Double-click the **Squad Icons** to select and highlight squads. Each icon will display the number of Agents in the squad. To deselect squads, simply click on the icon with the RMB.
8. **Formations**—There are two squad formations you can use:


—Click this to move your squads in Group-Formation so they cover a wide area.

—Click this to move your squads in Single-File.

9. Click the **Agent Icons** to select Agents. Each icon displays that Agent's health. When hostile units are sighted by an Agent, a small indicator is displayed at the top of the **Agent Icon**.
10. —This allows you to assign Agents to different squads during Tactical Combat Missions. Select one or more Agents and then click . Now click on a Squad Icon and the selected Agents will be reassigned to that squad.
11. **Time Controls**—Four buttons are provided to give you control over the pace of the game.

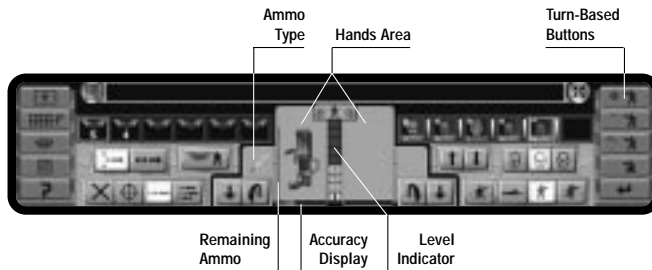
—Click this to pause the game.

—Click this to make time pass slowly, allowing you more time to react.


—Click this to make time pass at its Normal Speed.

—Click this to make time pass at Double-Speed.

*Note: if you are playing the **Turn-Based** game, you will notice that there are an extra five buttons which replace the **Time Controls**. These are used to reserve **Time Units** for Shooting and Kneeling (see **Turn-Based Tactical Game** for details). There is also an **End Turn** button.*



12. **Hands Area**—There are two 'hand' areas displaying the contents of the left and right hands. This area also contains these items:


—Click this to go to the **Equip Agent Screen**.


Accuracy display—The bar below each hand will show the accuracy of any weapons held in that hand. The bars will become filled towards the center of the screen to indicate an Agent's accuracy with the currently held weapon. The closer the filled bar is to the center of the screen, the better an Agent's accuracy.

Ammo Type—The box to the left/right of each hand displays the type of ammo that is loaded in the current weapon.



The Tactical Game

Remaining Ammo—The vertical bar next to the Agent's hand indicates how much ammo is left in the weapon carried in that hand.

—Click on this to throw any item currently held in the associated 'hand.'


—Click on this to drop any item currently held in the associated 'hand.'


Level Indicator—Each numbered block in the bar represents a level of the Tactical Area. Click any of these 'blocks' to change the level you are currently viewing.


13.  —Click these to move the view up/down a level.




14. **Movement Orders**—There are four movement orders:

—Click this to order your selected Agent to assume a kneeling position when they are not moving. Click the button again and Agents will now return to the position dictated by their current **Movement Orders**. The advantage of kneeling is that your Agent is less visible to hostile units and can fire more accurately.


—Click this to order your selected Agent to **Crawl**. The advantages of crawling are that the Agent is a harder target to hit and a more accurate shot (when stationary).


—Click this to order your selected Agent to **Walk**.

—Click this to order your selected Agent to **Run**.

15. **Attack Modes**. There are three **Attack Modes**:


—**Safe Mode**. Click this to order your Agents to seek safety over confrontation.


—**Cautious Mode**. Click this to order your Agents to use cover and engage the enemy with caution.


—**Aggressive Mode**. Click this to order your Agents to ignore risks and aggressively seek confrontation.

16. **Shot-Types**. The four different Shot Types control how your Agents will use their weapons.

—Click this to prevent your Agents from taking a shot.

—Click this to make your Agent favor an **Aimed-Shot**. This is more accurate than Snap or Auto-shots, but the rate of fire is slower.

—Click this to make your Agent favor a **Snap-Shot**. This is an unaimed shot in the target's general direction. It is most useful at short range.

—Click this to make your Agent fire a short burst of shots in the target's general direction. Again, this is most useful at short ranges.

SELECTING SQUADS

In *X-COM: Apocalypse*, you can control Agents individually or collectively as squads. You may have up to six squads in the Tactical Area at any one time.

The **Squad Icons** indicate the number of Agents in each squad; each squad can contain up to six Agents.

- Double-click a **Squad Icon** to select a squad. To deselect the squad, simply click the icon again with the RMB.

When you select a squad, an orange marker is displayed above each Agent in that squad (in the **Isometric Map View**). The squad number is displayed in the center of the markers. The Agent's present state of health is shown by the **Health Bar** positioned along the top of the marker. In the lower half of the marker, the Agent's **Attack Mode** is indicated by a colored bar. Blue represents **Safe Mode**, Green is used to show **Cautious Mode** and Red indicates **Aggressive Mode**.

One of the Agent markers will be yellow; this is the Agent whose equipment appears centrally in the **Hands Area**. The currently displayed **Attack Mode**, **Shot-Type** and **movement orders** refer to this unit only.


*Note: in the **Turn-Based Game**, the number of **Time Units** an Agent has is displayed above the marker. As Agents use Time Units, this number will diminish. When this number is 0 or too low to perform any actions, you will be told that the Agent has run out of **Time Units**.*

MOVING SQUADS

After selecting a squad, you can move it in Single-File or in a 'Group' Formation. 'Group' Formation is selected as the default movement mode because it allows your Agents to cover a wider area, aiding the exploration of unrevealed terrain.

In the Tactical Game, the cursor is accompanied by a green box as you move it around the **Isometric Map View**. You may notice that the box turns yellow if you move it over a square occupied by one of your Agents. This box is used to set the destinations for your Agents.


- Select a squad (as above). Now, move the cursor to a position a short way in front of the squad and click the LMB. Yellow arrows will appear to mark the destination of your Agents.

*Note: if you are playing in the **Real-Time Game** and your Agents don't move when you have given them orders, check to see if time is paused. Click  if this is the case. Beware! The Aliens can now move and your Agents may be attacked at any time.*

- To stop your Agents before they reach their designated destinations, simply click the RMB in the **Tactical Display**.
- Move the cursor to a position away from your Agents and press the Right Mouse Button. Your Agents will turn to face the direction of the cursor. This feature is very useful when exploring the Tactical Areas.

The Tactical Game

*Note: in the **Turn-Based Game**, if the Agent hasn't enough **Time Units** or if **Time Units** are reserved for other actions, the Agent will not be able to complete the move until X-COM's next Turn. If the destination is a long distance away, it may take the Agent several Turns to complete.*

*Whenever your Agents have run out of Time Units, simply click . After the Aliens have taken their Turn, your Agents will have all of their Time Units returned to them, allowing you to play on. During the Aliens' Turn, the **Hidden Movement Screen** will appear when Aliens are moving out of sight of X-COM Agents, although any Alien units sighted by X-COM Agents will be shown.*

Tip: it is best to end your Turn when your Agents are in cover, close to pipes, tables or other large objects.

SELECTING INDIVIDUAL AGENTS

There are two ways to select an Agent from the current squad.

- Click on any of the **Agent Icons** (faces) on the right of the **Control Panel**; a yellow marker is displayed above the head of the Agent in the **Isometric Map View** indicating who is selected. To deselect other Agents, simply right-click on their Agent icons.
- Move the green cursor box over an unselected Agent in the Isometric Map View and the box should change to yellow. Click on the Agent. The marker should disappear from the first Agent and now appear above the second Agent. Clicking on a single Agent in the Isometric Map View automatically causes all other Agents to be deselected.

There are also several ways to select groups of multiple Agents:

- Click and hold the LMB and move the Green cursor box over a number of your Agents in the **Tactical Display**.
- Hold down **Ctrl** and click the Agents of your choice in the **Isometric Map View**.
- Hold down **Ctrl** and click individual **Agent Icons** in the **Control Panel**.

MOVING INDIVIDUAL AGENTS

After selecting an Agent (see above), you are now ready to move them.

- Click on a destination a short way in front of the Agent.

A single yellow arrow will appear to show the Agent's destination.


Note: Aliens or hostile units may be encountered at any time. Beware: ensure you keep an eye on your squad!

The Tactical Game

- If you want your Agent to move to a square occupied by another Agent, simply hold down **Alt** and click the destination. If the Agent occupying the square is not moved, then the second Agent will move as close as possible. Only when the first Agent moves can the second Agent move into that position. This is useful for moving Agents strategically along a corridor.
- To stop Agents before they reach their designated destinations, simply click the RMB in the **Tactical Display**.
- To make the selected Agent turn around, move the cursor to a position within the **Tactical Display** and click the RMB. The Agent will now turn to face the direction of the cursor.

Note: doors will open automatically, when you stand next to them.

MOVING AGENTS AND SETTING WAYPOINTS IN THE OVERHEAD MAP VIEW

- Click  to enter the **Overhead Map View**.
- Click any of your *X-COM* Agents. They will be highlighted with a yellow box.
- Click a destination on the map to move the selected Agent. A blue cross will appear at the destination: the yellow line shows the Agent's distance left to travel and the route they are taking. You can change the target destination simply by selecting a new one.

Note: the blue cross will appear as a blue circle if the selected destination is above or below the level currently being viewed.

Agents will take the most direct route to their new destination (depending on their orders), which may not be in line with your strategy. The **Overhead Map View** allows you to select waypoints for your Agents. A waypoint is a fixed map position that an Agent will travel through before moving on to the next waypoint or the final destination. This allows you to move your Agent to a Destination by your own route.

The procedure for adding waypoints is as follows:


- Select an Agent or group of Agents.
- To add waypoints, hold down **Ctrl** while clicking destination points on the map.

Your Agent will now move to the new destination only after following the route outlined by the waypoints.

*Note: you can select multiple Agents by pressing and holding **Ctrl** while you click the Agents you wish to select. You can also select Agents by clicking on the Agent Icons in the **Control Panel**. To deselect Agents, right-click on the Agent Icon(s).*

The Tactical Game

To move an entire squad, simply select a squad by double-clicking a **Squad Icon**. A yellow highlighter box will appear around each member of that squad. As before, just click a destination and the Agents will move towards it.

- Click  to return to the **Isometric Map View**.

MAKING AN AGENT JUMP

If there is a hole in the floor or some other obstruction caused by an explosion, providing it is not huge, the Agent will be able to jump across.

- To order an Agent to jump, hold down **[J]** and click on the adjacent square. The Agent should now jump.

Note: Use this carefully, as jumping down multiple levels may cause Agents to damage themselves (depending on the armor that they are wearing).

FLYING

If an Agent is equipped with the **Marsec Elerium Body Armor**, they will be able to fly. The Agent will fly if it helps get to a destination more quickly. To make an Agent fly, simply select a destination in the air.

ENGAGING THE ENEMY AND WINNING TACTICAL COMBAT MISSIONS

USING COVER

Using the available cover in the terrain is essential for improving your tactics. The best method is to position your Agents next to a space which provides cover from enemy fire.

The **Attack Modes** are used to influence the way Agents react to their surroundings. Agents in **Cautious Mode** will duck in and out of cover automatically, if it is nearby. (If they are positioned behind low cover, Agents may kneel down to avoid enemy fire and stand to return fire.)

Agents using **Aggressive Mode** will favor confrontation, regardless of safety.

Agents in **Safe Mode** will always attempt to find cover.

Tip: set up ambushes for the Aliens; try to use areas where Agents can only be attacked from one direction and use Agents to cover each other.

USING THE MOTION SCANNER

The motion scanner can be used to help you track down enemy units. To use it, make sure that it is in one of your Agent's hands.

The Tactical Game

- Click on the **Motion Scanner** in the **Hands Area**. The **Motion Scanner Display** will appear in the top right corner of the screen.

The **Motion Scanner Display** shows moving objects as bright white blips. The arrow in the center of the display shows the current facing of the Agent holding the scanner.


Note: the scanner shows moving objects. It does not discriminate between hostile units and X-COM.

ENEMY SIGHTED!

When a hostile unit is spotted, '**Alien Sighted**' Indicators will appear above the Agent's icon in the **Control Panel**. The number of small circles represents the number of Aliens spotted by that Agent.

- Click the '**Alien Sighted**' Indicators to center the **Tactical Display** on the relevant Alien.

The game will also pause and the **Message Panel** will inform you of the current situation. It is recommended that you take advantage of this to reorder your Agents to cope with the new situation. Giving your Agents regularly updated orders will keep them alive longer!

- Click  to pause and center on the hostile unit.

*Note: you can prevent the game from pausing by switching the **Message Panel** off from the **Options Screen**. Active messages are accompanied by a **Tick**. To switch the Message Panel off for that message, click on the **Tick** and a **Cross** will appear in its place indicating that the message is now disabled. All messages will still appear in the **Message Bar** but will not cause the game to pause when they appear.*

Hostile units will be spotted if there is no terrain obstructing your Agent's line of sight.

Note: smoke may obstruct line of sight depending on how thick it is.

SHOOTING

Your Agents will automatically shoot at enemy units if they see them. You must, of course, make sure that there is a loaded weapon in one of the Agent's hands. The way in which an Agent reacts during engagements is heavily influenced by their currently selected **Attack Mode**.

If an Agent has more than one potential target, then that Agent will try to select the most appropriate target. To order your Agent to attack a specific target, move the cursor over the hostile unit and click the RMB. To deselect the target, click the RMB on any of your Agents in the **Tactical Display**.

The Tactical Game




*Note: to shoot in the **Turn-Based Game**, simply target a hostile unit and click the RMB (ensure that your Agent is carrying a loaded weapon). To select a specific weapon when your Agent is carrying two, simply click the LMB on that weapon in the **Hands Area**. Move the cross hairs cursor over your selected target and click. Alternatively, press and hold **[Shift]** and click the LMB on the target. Click each time you wish to make a shot.*

To shoot at terrain in both the **Real-Time** and **Turn-Based Games**, players must use the Shift key method (as above).

OPPORTUNITY FIRE (TURN-BASED ONLY)

If you end your Turn leaving Agent's with enough **Time Units** to fire a shot, your Agents can automatically fire during the Alien's Turn at any hostile unit who strays into their line of sight. This is called **Opportunity Fire**.

You can set your Agents to reserve **Time Units** for specific actions:

- Click . As long as this is selected, the Agent will always retain enough Time Units to perform an **Aimed-Shot** in the event of **Opportunity Fire**.
- Click . As long as this is selected, the Agent will always retain enough Time Units to perform a **Snap-Shot** in the event of **Opportunity Fire**.
- Click . As long as this is selected, the Agent will always retain enough Time Units to perform an **Auto-Shot** in the event of **Opportunity Fire**.

In all cases, the Agent will continue to use **Time Units** in the normal way; however, the Agent will always retain enough for the reserved **Shot-Type**. If you try to move when you are in this position, you will be informed that the **Time Units** are reserved.

You can also reserve **Time Units** to make an Agent kneel down at the end of a move. In combat, you may want to leave your Agent in the kneeling position to make them less visible in **Hidden Movement**.

- Click  to reserve enough Time Units for your Agent to **Kneel**.

Opportunity Fire can be crucial to mission success. Remember, if you can leave your Agents with enough **Time Units** at the end of *X-COM's* turn, your Agents might even be able to take a shot before any Aliens move, if their reactions and **Time Units** are high enough.

In previous *X-COM* games, Agents have been unable to move during **Opportunity Fire**. In *X-COM: Apocalypse*, Agents are able to take advantage of **Opportunity Movement**. Agents use **Opportunity Movement** in accordance with their current **Attack Mode**. Agents in **Aggressive Mode** will be trigger-happy and only attempt to fire (they will not use **Opportunity Movement**). In **Cautious Mode** Agents will fire and then use **Opportunity Movement** to seek cover. Agents in **Safe Mode** will not fire and always use **Opportunity Movement** to seek cover.

There may be several exchanges of fire in each **Opportunity Fire** confrontation.

The Tactical Game

SHOOTING FROM THE OVERHEAD MAP

To shoot from the **Overhead Map**:

- Click on the target of your choice, while holding down **Shift**. Each Agent will fire a shot in that direction.
- Click repeatedly to take more than one shot.

Note: some weapons have guided munitions which will adjust their course as they move towards the target.

REACTIONS

There are some occasions when an Agent does not fire at an enemy even though there is a clear line of sight. There can be several reasons for this:

1. There is a delay between spotting an enemy and being able to shoot at it. This delay depends on the reaction rating of the firing Agent, the firing rate of the weapon and the Agent's selected **Shot-Type**. An Agent with good reactions and a quick firing machine gun using Auto-fire will shoot quicker at a newly spotted Alien than an Agent with poor reactions and a sniper rifle. This delay could be long enough for the hostile unit to take cover again!

Note: once an Agent has fired, there will be no delays for any successive shots.

2. Risk to other Agents. Explosive ammunition will not be fired at a target if the blast radius will affect another Agent (this includes the Agent making the shot). Also, Agents will not fire if other Agents are too close to the path of the shot, although an Agent in **Aggressive Mode** will take more risks than an Agent in **Cautious Mode**.

MAXIMIZING ACCURACY

The bar below each hand will show the accuracy of any weapons held in that hand. The bars will become filled towards the center of the screen to indicate an Agent's accuracy with the currently held weapon. The closer the filled bar is to the center of the screen, the better an Agent's accuracy. The following things affect accuracy:


- An **Aimed-Shot** will increase the accuracy, whereas automatic fire will decrease the accuracy.
- **Kneeling** Agents will be more accurate.
- A **Wounded** Agent will be less accurate.
- Using a two-handed weapon (such as a sniper rifle) with an object in the other hand will reduce accuracy.
- **Walking** Agents will have reduced accuracy.

Principles that are true to real-life combat also affect accuracy:

- The larger the target, the easier it is to hit.
- A stationary target is easier to hit than a moving target.
- The closer the target, the easier it is to hit.

The Tactical Game



USING GRENADES

- Click  to take you to the **Equip Agent Screen**.
- Click and Drag a grenade into an empty 'hand.'
- Click **OK** again to return you to the **Tactical Screen**.
- Click the grenade to open the **Prime Grenade** 'window.'




- 'Click and drag' the **Slider Bar**, in the **Prime Grenade** 'window', to the left or right to decrease or increase the grenade's delay time.
- Click **Tick** to accept the grenade settings, or click the **Cross** icon to cancel the whole operation.

*Note: proximity grenades will have an extra **Slider Bar** for distance setting. Sliding the bar left or right will increase or decrease the grenade's detection range.*

Each hand is accompanied by two icons,  (throw) and  (drop).

- Click  if you wish to drop the grenade.

If you drop a grenade, ensure that you have allowed yourself enough Time Units to move the Agent away from the blast area.

- Click  if you wish to throw the grenade.
- Click a target in the **Isometric Map View**. The grenade will now be thrown in that direction.

Note: if you are unable to throw the grenade for any reason, the cursor will change to signify that an area cannot be targeted.

Tip: you can pause the game while you prime and throw a grenade. As soon as you restart time, the grenade will be thrown.

If an Agent already has a grenade in their hand and you need them to throw it quickly, simply select the grenade with the RMB in the **Hands Area**. Click a target in the **Isometric Map View**. The grenade will now be thrown at its intended target and explode on contact with the floor.

The Tactical Game

Don't be surprised if your Agents are not always on target, as this is dependent on their accuracy rating. Check that this rating is high in their stats when you are recruiting!

Grenades are not the only object you can throw; other objects can be thrown in the same way. The distance an object can be thrown depends on the weight of the object and strength of the thrower.

Note: once an object has been thrown, the throwing icons are deactivated for a short period of time.

USING PSIONIC WEAPONS

In addition to standard guns and grenades, your Agents also have the ability to use Psionic Weapons. These weapons allow you to take over Aliens, panic enemies, probe minds for information or simply stun your Agents' target.

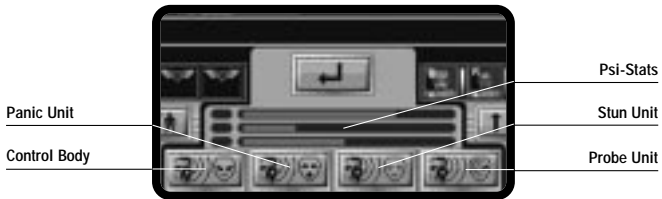
Before you can perform any of these Psionic attacks you will need to purchase a device called the **Mind Bender**. Only those Agents with good Psionic powers should attempt to use the **Mind Bender**. Agents Psionic abilities are measured as follows:

- **Psionic Energy**—This represents the mental stamina of the Agent. As Psionic powers are used, the energy level will fall. If the Agent rests, energy will be recovered gradually. If **Psionic Energy** falls to zero, then no further Psionic attacks are possible and any attacks currently in progress will stop.

- **Psionic Attack**—This represents the ability to carry out successful attacks against a particular target.
- **Psionic Defense**—This represents the ability of the Agent to fend off any Psionic attacks.

*Note: if Agents are taken over by an **Alien Mind Control Device**, you will find that they disappear from your list of available units. If you manage to succeed in your mission or you kill all of the Aliens, that Agent will return to normal. During the time Agents are under Alien control, they will do anything the Alien wills them to do. The Agent can only regain control when the Alien focuses its attention elsewhere or if the Alien is killed.*

To use the **Mind Bender** in a Tactical Combat Mission, simply ensure that it is in one of your Agent's hands. Click on it in the **Hands Area** of the **Control Panel**.



The Tactical Game

The **Mind Bender** window should open in the center of the Control Panel. There will be four **Psi-Attack Buttons** for you to use. They are:

- **Control Body**—After using this attack successfully, you will be able to control the target as though it were one of your Agents (you can make Aliens shoot Aliens!).
 - **Panic Unit**—This makes the target panic, rendering it useless for a short period of time.
 - **Stun Unit**—This stuns the unit so that you can take live Aliens back to your containment facility for Biochemistry research. You can only bring back Aliens (alive or dead) if you have a **Bio-Transport Module**.
 - **Probe Unit**—Using the 'Mind Probe' allows you to find out more information about the selected target.
- Click one of the four **Psi-Attack Buttons**.
 - Click on a target Alien in the Tactical Area. The attack will be launched against that Alien. The effectiveness of the attack will depend on the target's statistics—if it has strong Psi-Defense, then the attack may not succeed.

Any attack attempted will drain the attacker's Psionic energy depending on the power of the attack. If the attack is successful, there will also be a continuous drain as the attack takes effect.

ENCUMBRANCE

Equipping your Agents with a lot of heavy objects will reduce their speed because the Agent is encumbered. An Agent with a high strength rating is able to carry more objects than a weaker Agent without being affected by encumbrance.

EXHAUSTION

If Agents are running they will use up their stamina until they become exhausted. An exhausted Agent will not be able to run, but can still walk and perform other actions. The Agent can rest to regain stamina (i.e. remain stationary). If an Agent is walking, stamina will neither be used nor recovered.

MORALE

At the start of each mission, each Agent's morale starts at 100%. This will decrease as an Agent is wounded or if fellow Agents are killed. Morale will recover if an Agent successfully kills hostile units. The decline in morale is lessened by an Agent's bravery rating.

The Tactical Game

EFFECTS OF RANK

High ranking officers help maintain the morale of your Agents. The amount an Agent's morale is reduced depends on:

- The rank of the most senior Agent in the Agent's squad.
- The rank of the most senior Agent in the Tactical Area.

The higher the rank, the less morale is reduced.

Note: if an officer is killed during a mission, it will have a worse effect on morale than if a Rookie had been killed.

If things are going badly, Agents may Panic or be Wounded.

PANIC

When morale falls, the likelihood of panic increases. The braver an Agent is, the less likely they are to panic. When an Agent panics, one of three things can happen:

- The Agent freezes and can do nothing.
- The Agent runs away, searching for a hiding place.
- The Agent goes berserk and starts firing at random.

The lower an Agent's morale, the longer they will Panic.

WOUNDING

If an Agent takes a direct hit, they may well receive critical wounds. These afflict parts of the body as follows:

Head, Left/Right Arm—Each critical wound reduces the Agent's weapon accuracy.

Torso—Each critical wound reduces the Agent's rate of energy recovery.

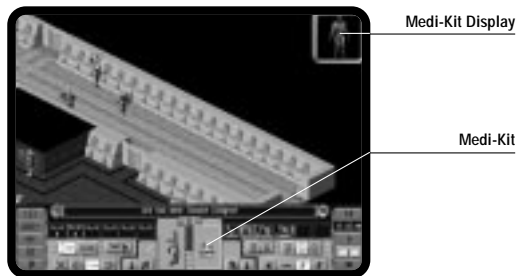
Each critical wound also reduces an Agent's health gradually, so that it is possible for an Agent to die from a hit received much earlier in the mission. If an Agent does receive a critical wound, there are three things you can do to save that person:

- Use a Medi-kit. The Medi-kit can heal critical wounds.
- Leave the Tactical Area. Arrows represent the areas and direction by which an Agent can leave the Tactical Area. The Agent must return to the base medical facility to heal the wound.
- Kill all hostile units quickly before the Agent dies. If all hostile units are killed, then the mission will be completed and the Agents will all leave the Tactical Area automatically. In this situation, the Agents must return to Base to receive treatment for their wounds.

The Tactical Game

USING THE MEDI-KIT

You can use the Medi-kit to heal critical wounds. In order to use the Medi-kit, ensure that it is placed in one of your Agent's hands.



- Click on the Medi-kit in the **Hands Area**. The **Medi-kit Display** will appear in the top corner of the screen. Wounded parts of the body will appear highlighted in red.
- Click on the affected body part in the display and it will change color to green to indicate that healing has been started (in Real-Time Mode).

You must now wait while the Agent's wound heals, which will take some time. If you move the Agent, the healing process is cancelled and you will have to use the **Medi-kit** again.

STUNNING

Agents or Aliens can be stunned if hit by a **Stunning Weapon**, caught in an explosion blast radius, or if suffering from smoke or dust/debris inhalation following an explosion.

COMPLETING TACTICAL COMBAT MISSIONS

The Tactical Combat Mission will end under any of the following circumstances:

- All hostile units are unconscious or dead—you win.

In this case all equipment and Alien corpses left in the combat zone are recovered by *X-COM*. (Live chrysalis and Alien eggs are recovered automatically if everything else is killed or stunned. You do not have to kill them to complete a Tactical Combat Mission.) However, equipment can only be taken back to base if there is a vehicle with a Cargo Module at the building (you must make sure this is the case before a Tactical Combat is initiated). Live Aliens and corpses can only be taken back to Base if there is a vehicle with a Bio-Transport Module at the building.

- All *X-COM* Agents are unconscious or dead—you lose.

Any equipment left in the Tactical Area is lost. Any equipment carried by Agents who have left the Tactical Area is retained.

- All hostile units panic and flee the combat area—you win.

The Tactical Game

In this case, all equipment and Alien corpses left in the Tactical Area are recovered by *X-COM*.

- All Agents leave the Tactical Area using **Exit Points**.

In this case, unconscious Agents and Agents under mind control are considered killed. Any equipment left in the combat zone is lost. Any equipment carried by Agents who have left the Tactical Area is retained.

- You can press **[Esc]** to terminate a mission manually. In this case Agents left in the combat zone may be killed depending on the situation. Agents surrounded by Aliens are unlikely to survive. Any Agent close to an **Exit Point** may survive. Equipment and Aliens will not be recovered from the Tactical Area if the mission is terminated in this way.

DEBRIEFING

The debriefing screen is displayed at the end of the Tactical Combat Mission, giving you a breakdown of your performance as follows:

Combat Rating—Total score for enemy units killed. If you kill civilians, then your score will be reduced for each one killed.

Casualty Penalty—A penalty score based on the number of *X-COM* Agents killed in action.

Leadership Bonus—A bonus attributed for leadership performance. This bonus will be high if you have killed many Aliens and received few casualties. The bonus will be higher still if no Agents are killed during a mission.

Live Aliens Captured—A score for Live Aliens you have captured during a Tactical Combat Mission.

Equipment Captured—Displays a score representing the value of artifacts captured from the enemy.

Equipment Lost—Any equipment/objects not carried by *X-COM* will only be returned if *X-COM* has a Cargo Module fitted to one of their vehicles; otherwise it will be lost. This number reflects a penalty for all objects captured by the enemy or destroyed in combat.

Total—The Total Score for the mission, representing your overall performance.

PROMOTIONS

At the end of each mission, subject to their mission performance, Agents may be promoted.

The rank to which the Agent is promoted is dependent on the following:

Rookie—Each new recruit begins at this level.

Squaddie—In order to be promoted to a Squaddie, a Rookie must have some combat experience.

Squad Leader—There is one Squad Leader per five Agents. If a position is vacant, the best Squaddie is promoted.

The Tactical Game

Sergeant—There is one Sergeant per four Squad Leaders. If a position is vacant, the best Squad Leader is promoted.

Captain—There is one Captain per three Sergeants. If a position is vacant, the best Sergeant is promoted.

Colonel—There is one Colonel per two Captains. If a position is vacant, the best Captain is promoted.

Commander—This is the leader of *X-COM* forces. If the position is vacant, the best Colonel is promoted.

Generally, the higher the rank, the better the Agent.

MISSION EXPERIENCE

When Agents return from a mission, their abilities may be increased. For a skill to benefit from experience, it must be used during combat as much as possible. For example, if an Agent uses a Laser Rifle many times, then accuracy is likely to improve. Reactions, accuracy, stamina, health, speed and bravery all benefit from mission experience.

- Click **OK** to return to the **Cityscape Screen**.

Note: any artifacts acquired during a Tactical Combat Mission will be available for research when the craft and Agents arrive back at your base.

INFORMATION SCREENS

There are various Information Screens that will appear during your campaign. These include:

- **Weekly Funding Assessment**
- **Diplomatic Rift**
- **Alien Takeover**

WEEKLY FUNDING ASSESSMENT

At the end of each week, *X-COM* will receive a report from the Senate informing you of your progress. This will comprise the following:

- A written statement of your progress.
- Your present funding.
- A funding adjustment, in light of your recent performance. Funding can be adjusted upwards as well as downwards.
- Click **OK** to close this screen.

DIPLOMATIC RIFT SCREEN

In Mega-Primus, the *X-COM* Commander should be wary of city diplomacy. Your actions can both please and upset the other organizations in the city. Be aware of the ways in which you can upset other organizations:

- If *X-COM* damages buildings belonging to other organizations, either with vehicles or with Agents during a Tactical Mission, then that organization will become less friendly to *X-COM*.
- If you investigate a building with no prior Alert, there will be a small diplomatic penalty (organizations are understandably alarmed at a squad of heavily armed Agents walking around their buildings).
- Raiding an organization will make that organization hostile to *X-COM*. It is also possible that you can upset the allies of that organization. Watch out!

The initial state of diplomatic relations in Mega-Primus can determine which organizations are more likely to become hostile. For a guide to the relationships between organizations at the start of the game, you should examine the descriptions in the **UFOpaedia**.

Whenever an organization becomes unfriendly to *X-COM* (but not actually hostile), it may cause a **Diplomatic Rift**. Organizations who feel they have been unfairly treated will ask for money to keep relationships amicable.

The **Diplomatic Rift** screen allows you the opportunity to pay the organization or not. If you refuse to pay the sum, the organization may become hostile towards *X-COM* and you may be attacked by that organization in the future. There are also other penalties for hostility:

- You will not be able to buy goods from a hostile organization.
- You will receive no further funding from the Senate if it becomes hostile.
- You cannot recruit Alien hybrids if the Mutant Alliance is hostile.
- You cannot recruit Androids if the Sentient Engine Liberation Front is hostile.

Note: if an organization is hostile to X-COM, you will have to fight the security forces of a building you investigate as well as any Aliens present.

ALIEN TAKEOVER SCREEN

As Alien infiltration into the city escalates, you will find that organizations fall under the control of the Aliens. This screen will warn you when this happens and to which organization.

Once a corporation is under Alien control, it will attempt to assist the Aliens in whatever way it can. You may decide to destroy some of its buildings to deplete its resources and reduce the possibility of Aliens spreading into nearby buildings.

APPENDIX A - KEYBOARD AND MOUSE CONTROLS

CITYSCAPE DISPLAY

GENERAL

- Pause on/off Spacebar
- Time Controls 0, 1, 2, 3, 4, 5
- Switch Map View Tab
- Options O
- UFOpaedia F1
- Scroll ↑, ←, →, ↓
- Quit Game Esc

VEHICLE ORDERS

- Go To Building Shift + LMB
- Attack Vehicle Alt + LMB

SETTING DESTINATIONS

- Cancel Esc
- Add Waypoint Ctrl + LMB

MANUAL CONTROL (VEHICLES)

- Activate Manual Control M
- Cancel Esc
- Increase Speed Page Up
- Decrease Speed Page Down
- Increase Altitude (flying vehicles) Home
- Decrease Altitude (flying vehicles) End
- U-Turn (road vehicles) Home
- Overtake (road vehicles) End
- Set Direction RMB

Fire Weapon LMB

MESSAGE PANEL

Continue Esc

Center On Enter

Toggle Message on/off Spacebar

TACTICAL GAME

GENERAL

Switch Map View Tab

Up Level Arrow Page Up

Down Level Arrow Page Down

Toggle Map Level Display V

Switch Camera Mode C

Set Safe Mode F9

Set Cautious Mode F10

Set Aggressive Mode F11

Crawling F2

Walking F3

Running F4

Don't Fire F5

Aimed-Shot F6

Snap-Shot F7

Auto-Shot F8

Kneel Backspace

Message History M

Center on Message Home

Select Squad 1 2, 3, 4, 5, 6
Assign Selected
Units to Squad Ctrl + 1, 2, 3, 4, 5, 6
Abort mission Esc

'HAND' AREA

Equip Unit Screen Enter
Throw (left hand) I
Throw (right hand) J
Drop (left hand) ' '
Drop (right hand) \

PRIME GRENADE WINDOW

Accept Settings Y
Cancel N

REAL-TIME ONLY

Pause on/off Spacebar

TURN-BASED ONLY

End Turn E

LOADING AND SAVING

Saving A Game S
Loading A Game L

GAME SCREENS

OK/Cancel Enter/Esc
Scroll Bars ↑, ←, →, ↓

CREDITS

Mythos Games Ltd.

Game Design	Julian Gollop
Lead Programmer	Nick Gollop
Programming	Dave Bostock Thaddeus Frogley Andy Greene Julian Gollop
Map Editor	Simon Watson Ian Tory
Product Manager	Helmut Watson
Lead Map Designers	Mark Simmons Steve Moorhouse Jason Grace
Map Designers	Phil Davies Dave Moore Karli Watson Dave Kemsley Kevin Tucker Helmut Watson Marc Walton Dave Watson

MicroProse

Art Coordinator	Guy Jeffries
Artists	Erol Kentli Greg Shill Pete Austin Kevin Wicks Guy Jeffries Martin Severn Matthew Knott

Additional Art Drew Northcott
 Paul Truss
 Gavin Cooper
 Martin Smillie
 Eddie Garnier
 Jonathan Rowe
 Paul Varney
 Amanda Roberts
 Terry Greer
 Nick Cook
 Jane Barnett
 Pietro Lantro
 Julian Madle
 Andrew Morriss

3D Scanning Steve Edwards

 Alien World and Models Designed
 by Tim White

Music and Sound Designed and Produced by John Broomhall

Lead Composer Richard Wells

Additional Music Dave Punshon
 John Broomhall

Sound Design Steve Cowell for
 PC Music Ltd.

Audio Post Production Matt Vowles for
 Sprockets and Bytes

Vocal Artists Valentina Britten
 Patrice Stauder
 Julian Holman
 Drew Northcott
 Eddie Garnier

Additional Audio Engineering Martin Severn
 Darren Lambourne

A/V Systems incorporate HMI's Sound Operating System and RAD
Software's Smacker Video Technology

Mapping	Marc Curtis Guy Jeffries
Lead Quality Assurance	Darren Kirby
Quality Assurance	Don Witcombe Paul Coppins Phil McDonnell Dan Luton Stuart Poole Jamie Toghill Martin Crompton Neil McEwan Anton Lorton Matt Bridges Chris Briggs
Alameda, CA Compatibility Group	Hoi Nguyen William Hom Khoi Nguyen
U.S. Quality Assurance Lead	Stewart Stanyard
U.S. Quality Assurance	Anthony Constantino XXVII Chris Evans Steve Head Brian King Stewart Holbrook Jeffrey Wilkinson
Manual Author/Editor	Justin Manning
Managing Editor	Alkis Alkiviades
Manual Artwork	Jessica Crawley
Senior Product Manager	Adrian Turner
U.S. Product Manager	Tom Nichols
Producer	James Hawkins Stuart Whyte Steve Goss Grant Dean

CITYSCAPE DISPLAY

GENERAL

Pause on/off	[Spacebar]
Time Controls	[0], [1], [2], [3], [4], [5]
Switch Map View	[Tab]
Options	[O]
UFopaedia	[F1]
Scroll	[↑], [←], [→], [↓]
Quit Game	[Esc]

VEHICLE ORDERS

Go To Building	[Shift] + LMB
Attack Vehicle	[Alt] + LMB

SETTING DESTINATIONS

Cancel	[Esc]
Add Waypoint	[Ctrl] + LMB

MANUAL CONTROL (VEHICLES)

Activate Manual Control	[M]
Cancel	[Esc]
Increase Speed	[Page Up]
Decrease Speed	[Page Down]
Increase Altitude (flying vehicles)	[Home]
Decrease Altitude (flying vehicles)	[End]
U-Turn (road vehicles)	[Home]
Overtake (road vehicles)	[End]
Set Direction	RMB
Fire Weapon	LMB

MESSAGE PANEL

Continue	[Esc]
Center On	[Enter]
Toggle Message on/off	[Spacebar]

TACTICAL GAME

GENERAL

Switch Map View	[Tab]
Up Level Arrow	[Page Up]
Down Level Arrow	[Page Down]
Toggle Map Level Display	[V]
Switch Camera Mode	[C]

Set Safe Mode	[F9]
Set Cautious Mode	[F10]
Set Aggressive Mode	[F11]
Crawling	[F2]
Walking	[F3]
Running	[F4]
Don't Fire	[F5]
Aimed-Shot	[F6]
Snap-Shot	[F7]
Auto-Shot	[F8]

Kneel	[Backspace]
Message History	[M]
Center on Message	[Home]
Select Squad	[1], [2], [3], [4], [5], [6]
Assign Selected Units to Squad	[Ctrl] + [1], [2], [3], [4], [5], [6]
Abort mission	[Esc]

'HAND' AREA

Equip Unit Screen	[Enter]
Throw (left hand)	[I]
Throw (right hand)	[J]
Drop (left hand)	[O]
Drop (right hand)	[V]

PRIME GRENADE WINDOW

Accept Settings	[Y]
Cancel	[N]

REAL-TIME ONLY

Pause on/off	[Spacebar]
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TURN-BASED ONLY

End Turn	[E]
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LOADING AND SAVING

Saving A Game	[S]
Loading A Game	[L]

GAME SCREENS

OK/Cancel	[Enter]/[Esc]
Scroll Bars	[↑], [←], [→], [↓]