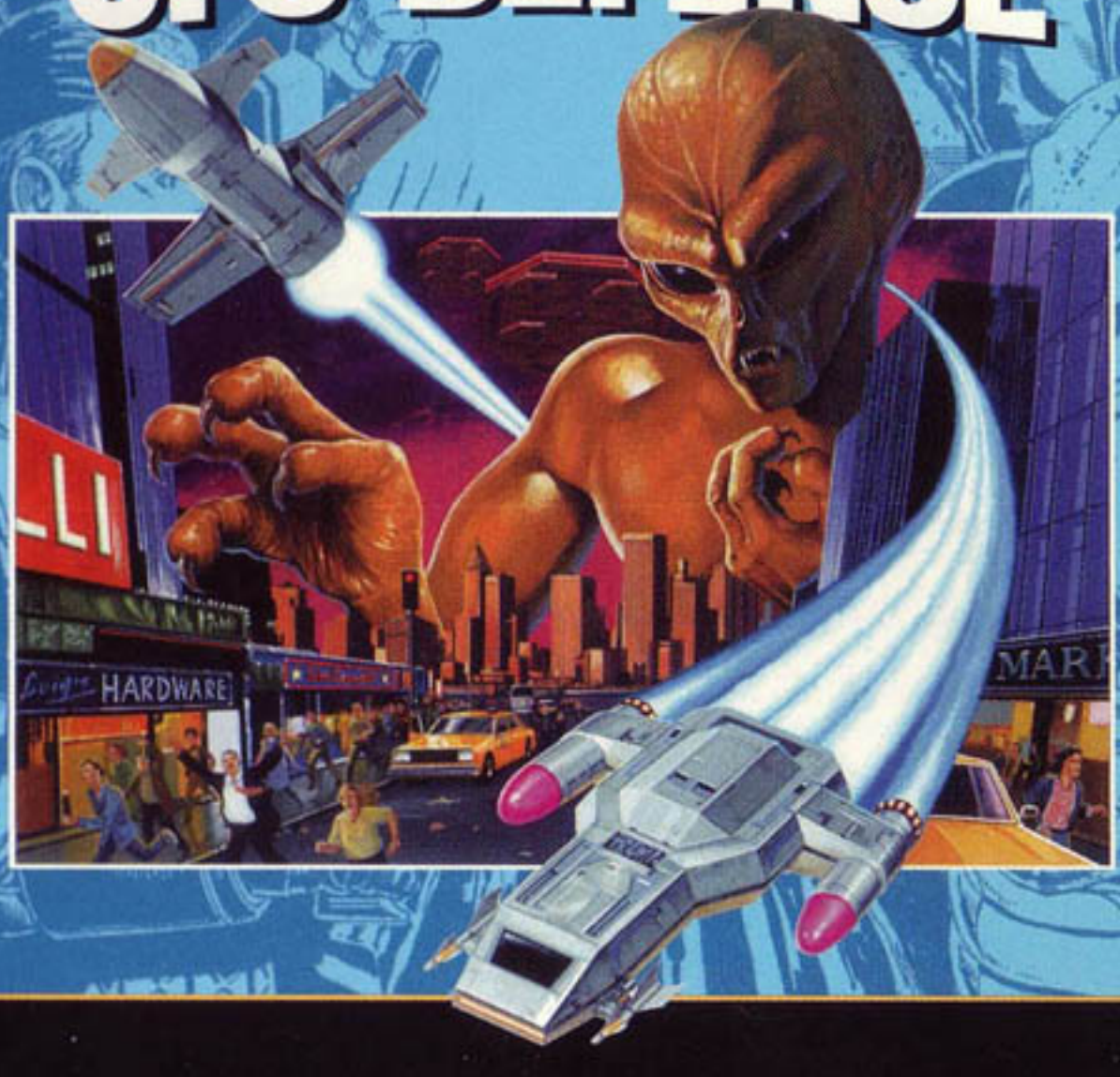
PlayStation™

PlayStation

NTSC | U/C

X-COM

UFO DEFENSE



KIDS TO ADULTS

K-A

AGES 6+

SLUS-00141
0-431-70

MICROPROSE®

WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

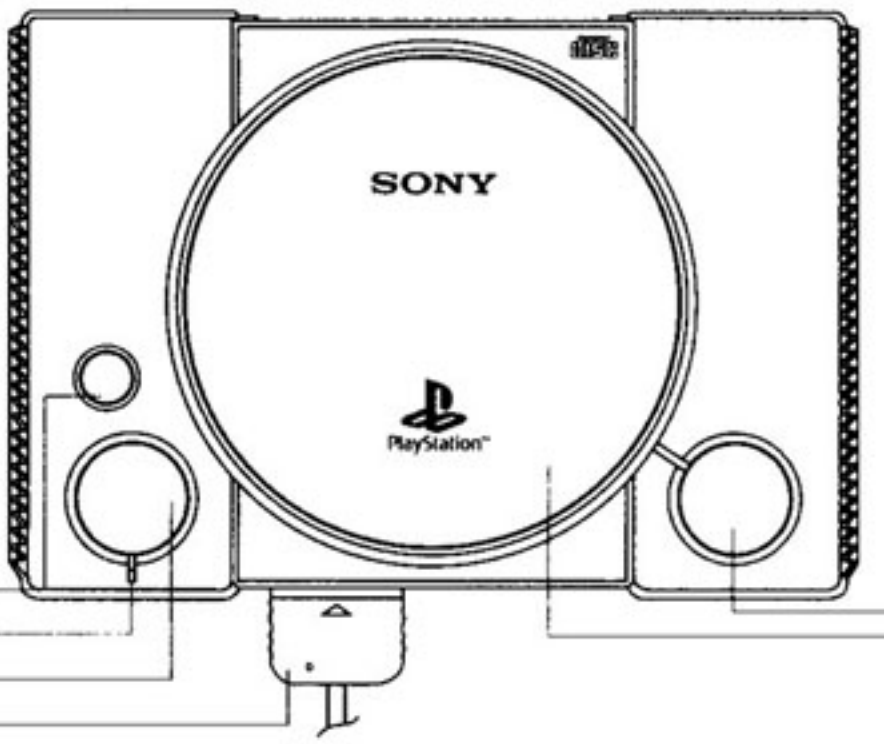
HANDLING YOUR PLAYSTATION DISC:
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

GETTING STARTED

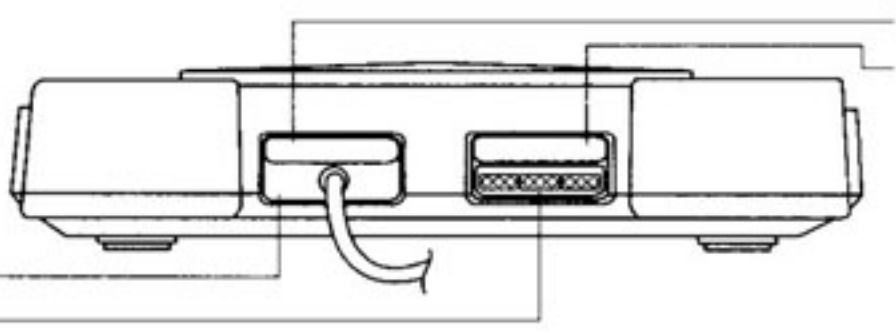
- Set up your **PlayStation** according to the instructions in the owner's manual.
- Make sure the Power is OFF before inserting or removing a CD.
- Insert the *X-COM UFO Defense* disk and close the CD door.
- Insert game controller.
- Turn on the power.
- Follow all on-screen instructions

THE GAME CONSOLE

Top View

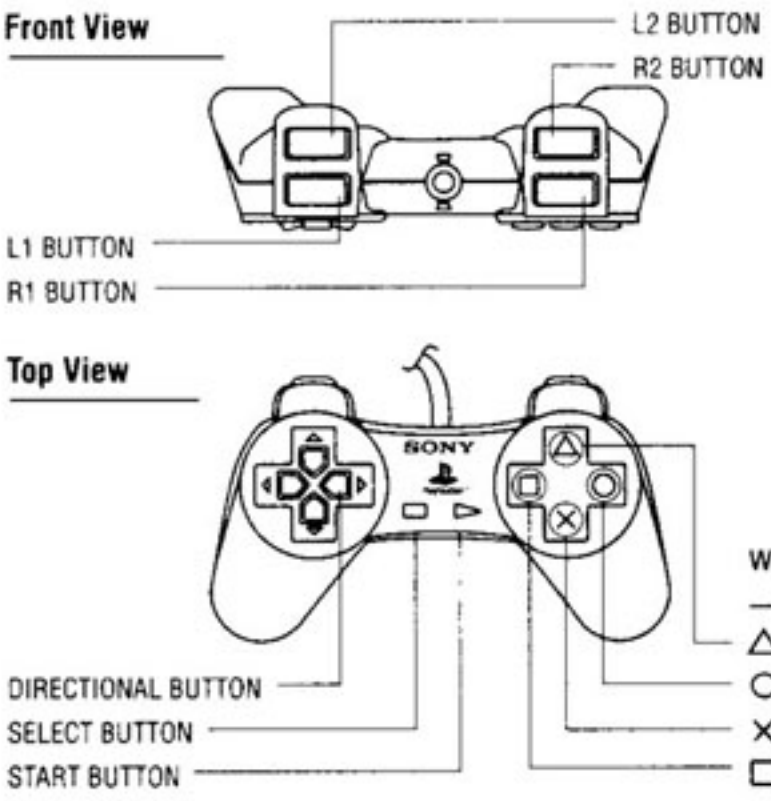


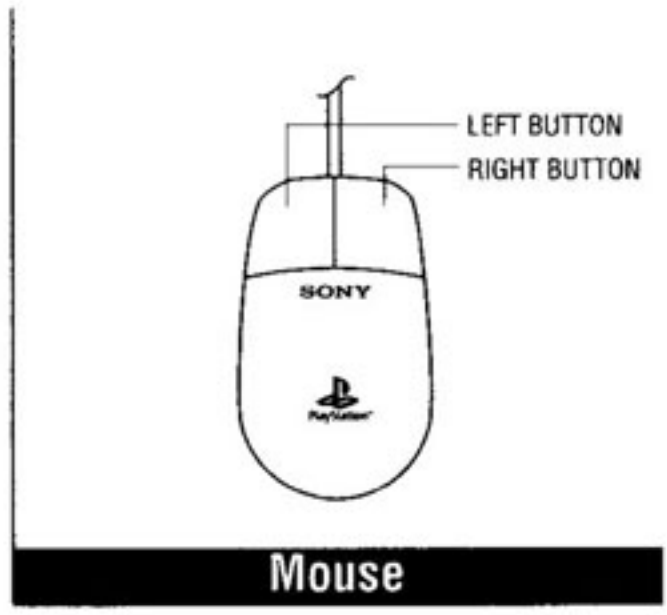
Front View



THE PLAYSTATION CONTROLLER

This manual will refer to the following Controller controls:





Mouse

Geoscape:

Button	*Function*
Select	Cycles through modes: Rotate Globe, Crosshairs, Menus Highlights Interception Icons
⊗	Action Button to Confirm or Select
△ / ▢	Zoom-In & Zoom Out
D-Pad	Move Highlight & Crosshairs and Rotate Globe
○	Swap between Highlighted Lists and buttons such as OK & Cancel
▢	Return to Previous Screen

Bases:

D-Pad	Highlight Menus
⊗	Action Button to Confirm or Select
○	Swap between Highlighted Lists and buttons such as OK & Cancel
Start	Exit A Menu

Tactical:

D-Pad	Move 3-D Box/Targeting Icon Around Terrain Move Highlight Around Menus
▢ + D-Pad	Scroll Map (trigger scroll)
Start	Select/Leave Icon Bar
Select	Select Next Soldier
▢ + Select	Select Next Visible Alien
Top Left/ Right Rear	Rotate Soldier 45° Left/ Right
Bottom Left/ Right Rear	Use Object in Left/Right Hand
○	Arming Screen Inventory
△	Map Screen

UFOpaedia:

D-Pad	Move Highlight Around Buttons
⊗	Action Highlighted Areas
Top-Left/ Right Rear	Select Next/Previous Entry

Arming Screen:

D-Pad	Move Object Around
Top-Left/ Right Rear	Select Arming Locations
Bottom-Left/ Right Rear	Select Next/Previous Troope
△	Unload Currently Selected Weapon
⊗	Pick Up / Put Down Object
○	Move Ground Area
Start	Exit Arming Screen

The PlayStation Mouse:

X-COM UFO DEFENSE is fully compatible with the PlayStation Mouse. To use the Mouse position the cursor over the designated on-screen buttons and press the Left Mouse Button to select.

Point and Click Interface: This is accessible from the Game Options Menu. Use the D-Pad to move the cursor around the screen and ⊗ to select.

X-COM
UFO DEFENSE

PLAYER'S HANDBOOK



MICROPROSE®

Original Game Design and PC Program Copyright 1994 Mythos Games Ltd.
Additional **PlayStation** programming Copyright 1995 MicroProse Ltd.
Documentation, Packaging and Logo Copyright 1995 MicroProse Ltd.

INTRODUCTION

BACKGROUND

It is the year 1999. The human race is facing a great threat to its survival. Unidentified Flying Objects (UFOs) have started appearing with disturbing regularity in the night skies. Reports of violent human abductions and horrific experimentation has created a world-wide atmosphere of fear. Mass public hysteria has only served to expose Earth's impotence against a vastly superior technology.

On December 11th 1998, representatives from the world's most economically powerful countries gathered secretly in Geneva. After much debate, the decision was made to establish a covert independent body to combat, investigate and defeat the alien threat. This organization would be equipped with the world's finest pilots, soldiers, scientists and engineers, working together as one multi-national force.

This force was Earth's only hope if mankind was to avoid extermination or slavery.

This organization was named the Extraterrestrial Combat unit:

THE GAME

In *X-COM UFO Defense* you are in control of the forces of X-COM. Mankind's fate is your responsibility. The scales seem heavily weighted in favor of the aliens, but you do have the Earth's finest technology on your side.

Your first objective is to shoot down a UFO. From here on in the going gets really tough. Controlling a squad of heavily-armed soldiers, you will battle the aliens and attempt to recover UFO technology. However don't make the mistake of thinking the initiative is all yours. Aliens will attack population centers around the world and you must respond rapidly.

When you command a ground assault, you will use the 3-D isometric 'Battlescape' display. This shows terrain, buildings, X-COM craft and UFOs, but will only display what your soldiers can see - so beware of danger lurking around corners or down dark corridors!

Successful ground assault missions mean that X-COM scientists can research alien technology. Engineers can then reproduce their superior weapons and spacecraft. Soon you will be fighting the aliens with their own technology.

As the game progresses, you will use the on-line 'UFOpaedia' to learn the latest details from your research teams about alien technology, life forms and their real objectives. Above all, you must watch the world political situation. Look out for governments who may be forced to make secret pacts with the aliens and make sure you defend the countries who fund X-COM heavily.

X-COM UFO Defense. Command Earth's forces against the alien terror!

SECTION 1: THE GAMEPLAY TUTORIALS

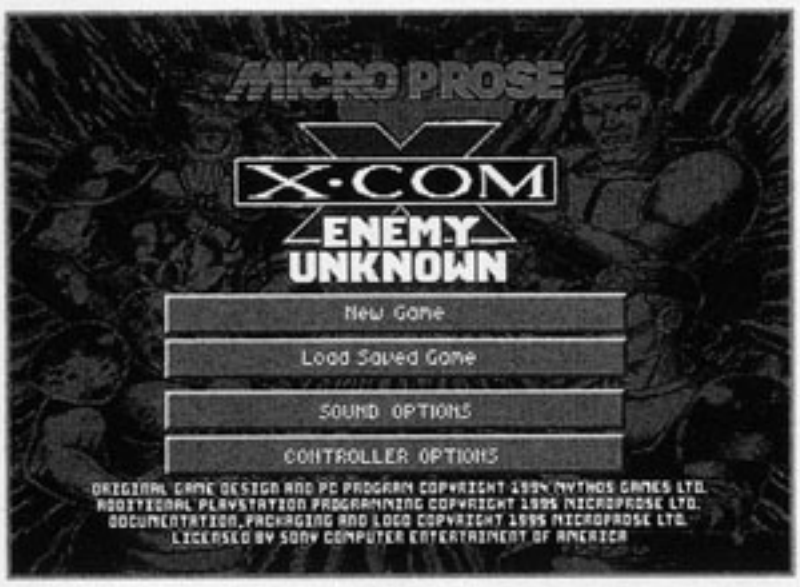
BEFORE WE BEGIN...

Welcome to *X-COM UFO Defense*. These tutorials are designed to help you start playing with the minimum of trouble. The three main sections of the game are covered here; the Geoscape, the Battlescape and the Bases Screen.

First of all, we will start a new game.

Starting a New Game

1. Insert your *X-COM UFO Defense* CD into your **PlayStation** as detailed in your **PlayStation** owner's manual.
2. Press **PlayStation** Power Button On.
3. After an animated introduction you will be taken to the Language Selection Screen.



- Use the D-pad up/down to select the relevant language and press ⊗ the button to select. You will now be taken to the **Title** screen.

If you take no action a short demo will appear.

4. Using the D-pad highlight the **New Game** option. Select **New Game** by pressing the ⊗ button. You will now be taken to the **Select Difficulty** screen.



Highlight the **Beginner** option and press the ⊗ button to select. You will now be taken into the main game screen, the Geoscape. The first thing you must do is to position your first X-COM base on the surface of the Earth.



Setting-Up a New X-COM Base

5. The message **Select Site for New Base** will appear in the top of the screen.

In the bottom-right hand side of the screen, you will see three green spheres surrounded by arrows. These are the View Controls which allow you to rotate and magnify the display of the Earth.

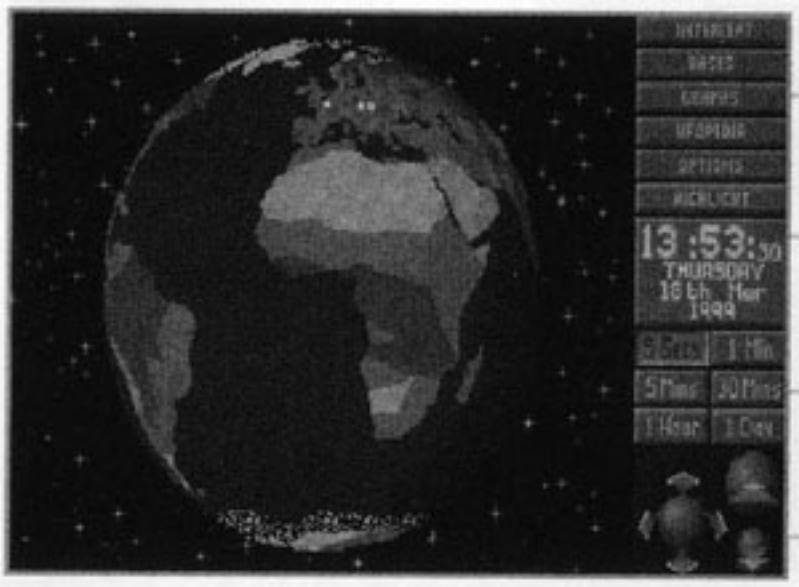
- Press the △ button. The Earth display will be magnified, some borders around countries will appear.

6. Press the △ button again. The Earth display will be magnified again, some country names will now appear.
7. Press the □ button twice. The Earth display will return to its minimum magnification.
8. To rotate the Earth display use the D-pad.
   - Press D-pad (up). The Earth display will tilt towards you.
9. Press D-pad (left). The Earth display will rotate.
10. Press the Select button. A crosshair sight will appear over the Earth. You can move the position of the crosshair using the D-pad.
11 Move to any part of the Earth's surface (except the sea) and press the ⊗ button to position your first base.

Note: It is a good idea to position your base in the middle of a large land mass such as North or South America, Russia or Europe. This will give you a better chance of defending that area from UFO raids.

12. A window containing the prompt **Base Name?** will appear. Using the D-pad enter a name by highlighting the required letters and pressing the ⊗ button. When the name is complete highlight OK and press the ⊗ button.

TUTORIAL 1: THE GEOSCAPE



Tutorial 1 guides you through the Geoscape's basic controls and the process of intercepting UFOs.

1. The Geoscape is the main screen for playing *X-COM UFO Defense*. You will see your base on the 3-D view of the Earth, represented as a hollow blue square.

On the right-hand side of the screen, there is a list of Menu Options, a display of the Game Time, the Time Controls and the View Controls.

The Time Controls are very important to the game, and it is these which we will go through next.

Pressing the Select button will rotate you through the following screens:

Menu Control Bar
Rotate Geoscape Screen
Geoscape Screen crosshair sight (which you can use to select new base destinations, targeting UFOs, etc.)

Note: If you wish to Pause at any stage during the game, simply select any of the Menu Options.

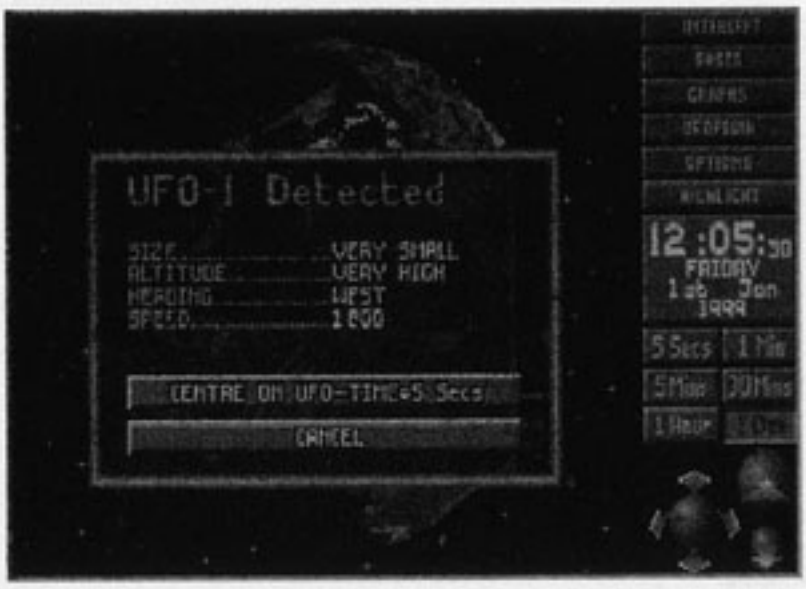
The Time Controls

2. Look at the Game Time. You will see that it is passing by with five second jumps. The Time Controls, below the Game Time, allow you to control the rate at which this time passes.

   - Highlight the **5 mins** button and press the ⊗ button. The button will depress and time will pass at an increased rate. You will see the Game Time (above the Time Controls) change rapidly and night and day will be visible on the Earth, slowly changing.

You should use the Time Controls to advance the game through any time-consuming section of the game (e.g. waiting for craft to arrive at their destinations or waiting for UFOs to be detected).

Detecting UFOs

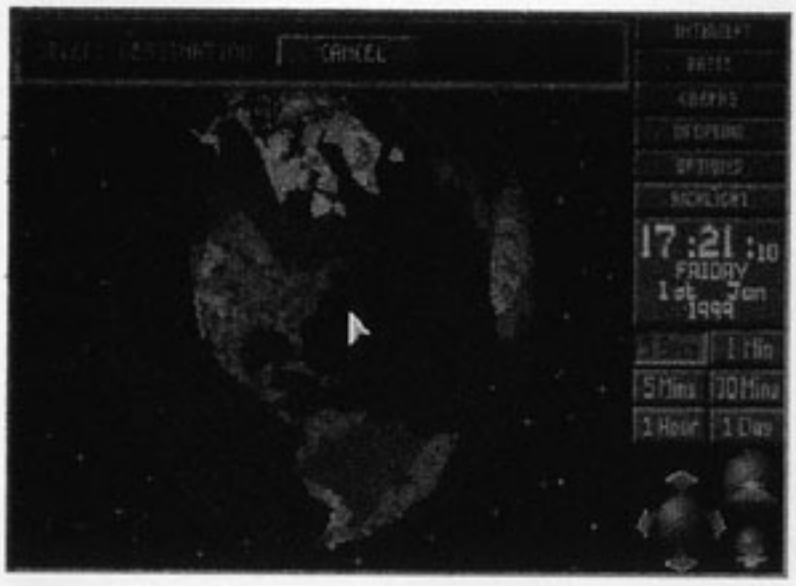


3. We will now advance time to the point when X-COM detect their first UFO (if this has not already happened).
   - Highlight the **1 Day** button in the Time Controls and the ⊗ button. The button will depress and time will pass at the maximum rate.
4. Eventually, a window will appear over the Geoscape with the message **UFO-1 Detected**. Data regarding the UFO is shown in this window.
   - Highlight the button marked **Centre on UFO-Time=5 Secs** and press the ⊗ button. This will centre the Earth display on the UFO and reduce the passage of time to 5 seconds. The UFO will appear as a red cross in the centre of the Geoscape, moving slowly.

Intercepting UFOs



5. Press Select until you see the crosshairs then position the crosshairs over your base and press the ⊗ button. A window will appear with the title **Launch Interception** and a list of the available craft at that base.
6. Highlight *Interceptor-2* using the crosshairs and press the ⊗ button.
7. The message **Select Destination** appears in the top of the screen.



- Position the crosshairs over the UFO (represented as a red cross) and select this as the *Interceptor's* target by pressing the ⊗ button.

8. The confirmation message **Target: UFO-1** will appear.



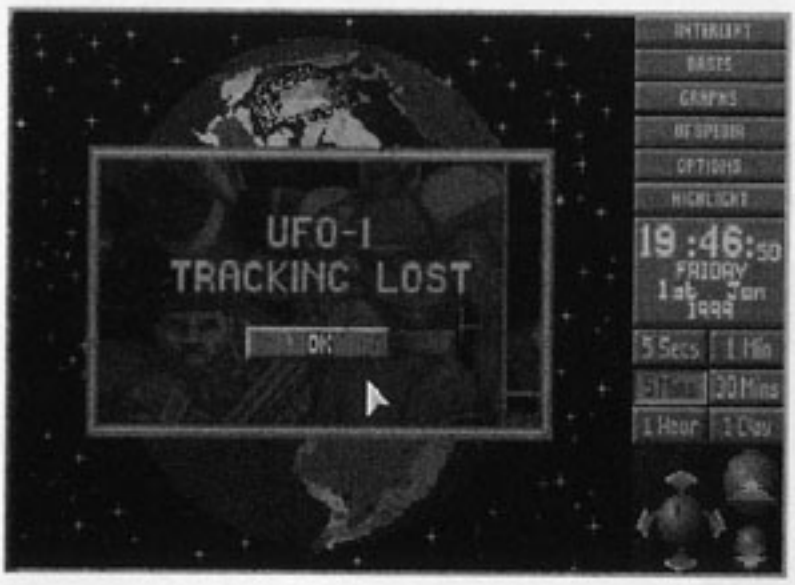
- Highlight the **OK** button and press the ⊗ button.

9. The *Interceptor* (represented by a yellow cross) will launch from its underground base and attempt to intercept the UFO.

Note: remember, if you need to pause the game, select any of the Geoscape Menu Options.

- if the UFO lands, it will appear as a green cross. *Interceptors* cannot carry out ground attacks; so you will have to wait until the UFO lifts off - select the **5 mins** Time Control button and press the ⊗ button to accelerate the passage of time.

10. At this point, one of two things could happen:



A. If your *Interceptor* catches the UFO, the Air-to-Air Combat window will appear. Skip the rest of this section and go to **step 19** of this tutorial.

B. If your *Interceptor* loses contact with the UFO, the window **UFO-1 Tracking Lost** will appear. This may happen several times before you actually get into combat; most UFOs can out-perform your *Interceptors*.

- Highlight the **OK** button and press the ⊗ button. Continue to the next step of this tutorial.



11. The Craft Status window will now appear, allowing you to redirect the *Interceptor*.
12. Highlight the **Go To Last Known UFO Position** and press the ⊗ button.
13. While the *Interceptor* is on its way to the last known UFO position, it uses its on-board radar to scan for the UFO.

If the **UFO-1 Detected** window re-appears, go straight to **step 14** of this tutorial.

If the *Interceptor* reaches the last known UFO position without re-acquiring the UFO, the following window will appear:



If this happens, the UFO has disappeared from all X-COM tracking devices. The interception mission has failed.

- Highlight the **Redirect Craft** button and press the ⊗ button. The Craft Status window will re-appear. Highlight **Return to Base** and press the ⊗ button. The *Interceptor* will return to its base.

Go back to **step 3** of this tutorial.

14. Highlight the **Centre on UFO-Time=5 Secs** button in the **UFO-1 Detected** window and press the ⊗ button.
15. At the moment, the *Interceptor* is still heading for the last reported position of the UFO. Now we'll re-assign the UFO as the *Interceptor's* target.



- Highlight the *Interceptor*. This will bring up the Craft Status window.

16. Highlight the **Select New Target** button and press the ⊗ button.
17. The message **Select Destination** appears in the top of the screen.
    - Guide the crosshairs over the UFO and press the ⊗ button to re-select it as the target.
18. The message **Target: UFO-1** will re-appear.
    - Highlight the **OK** button and press the ⊗ button.

Go back to **step 10** of this tutorial.

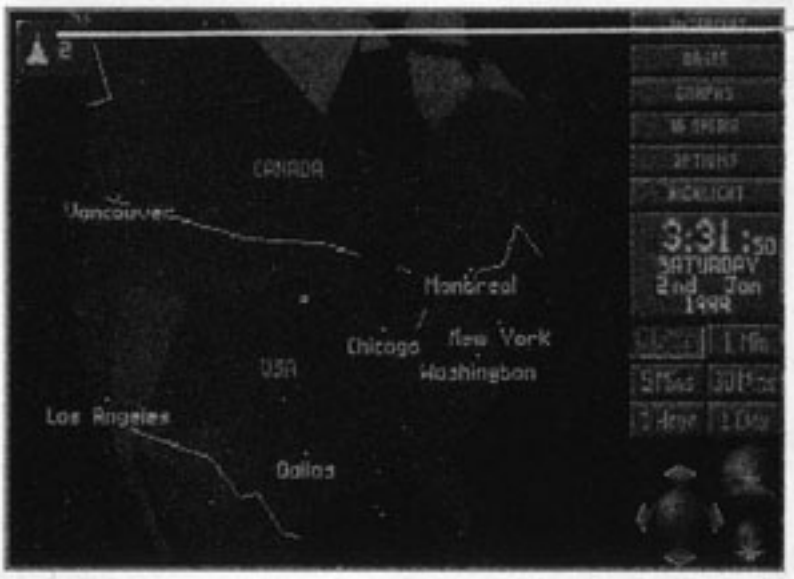
Air-to-Air Combat

19. If the *Interceptor* gets within range of the UFO, the Geoscape will automatically increase in magnification and the Air-to-Air Combat window will appear over the centre of the Geoscape.
20. UFOs should not be shot down over water because you will not be able to examine the wreckage.



- Using the D-Pad to highlight the Minimize Window ▣ icon in the top-left of the Air-to-Air combat window, press the ⊗ button and the craft icon will appear in the top-left of the screen.

Check that the UFO is over dry land. If it is over the sea, you can use the **1 Min** Time Control to accelerate the passage of time.



If you are operating more than one craft at a time, then pressing the Select button will move you from craft to craft. Once all craft have been selected then the Select button will rotate you between the Geoscape and the Air-to-Air combat screen.

21. If you are in Minimize Window mode you will need to press the Select button to highlight the craft icon, using D-pad and press the ⊗ button when the UFO is over the land. This will bring back the Air-to-Air Combat window, ready for you to attack the UFO.

22. Highlight the icon and press the ⊗ button to carry out a Standard Attack on the UFO. You will see the progress of the attack on the radar screen in the left-hand side of the Air-to-Air Combat window. The message box in the bottom of the window relays the pilot's messages to you.

If the UFO out-runs the *Interceptor*, return to **step 10** of this tutorial.

If the *Interceptor* destroys the UFO, you have failed in your objectives; there is no useful debris to investigate. Return to **step 3** of this tutorial.

If the UFO crash lands, you have succeeded in your objectives; the crash site is marked with a white cross. The UFO is now vulnerable to a ground assault, allowing you to recover the wreckage.

Saving the Game

23. Now would be a good time to save your current game.
    - Highlight the **Options** button and press ⊗ .
24. Highlight the **Save Game** button and press ⊗ .



You will then receive a message '**Checking Memory Cards**'. If no cards are detected, you will be informed that '**No Memory Card Inserted**'.

Remember, DO NOT try to insert a Memory Card during Loading/Saving.

If two cards are detected, you will be asked to '**Select Memory Card Slot 1 or 2**'. But if only one card is available then only that slot will be offered to you.

25. Use the D-Pad to highlight and press ⊗.
26. You will then receive the message 'Save Game?'. Use the D-Pad to highlight OK (or Cancel) and press ⊗.

When OK is selected, the game checks to see if the Memory Card has a previous Save or if there is enough space left on the card.

If there is a previous Save, you will receive the message 'OK to delete previous Save?' listing the Slot number 1 or 2.

If there is not enough space left on the card you will be given the option to **Delete Contents** or use a **New Card.**

If **Delete** is selected you will see the **Saving Game** Progress Meter. If **New Card** is selected, you will be returned to the **Checking Memory Cards** screen.

Investigating the Crash Site

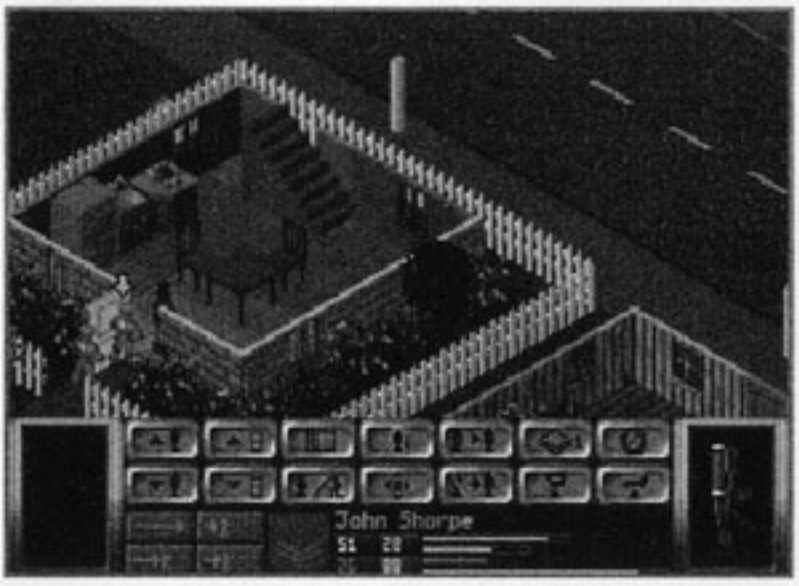
27. You will need to assign a *Skyranger* transport to take a squad of soldiers from your base to the Crash Site.
    - Find your base (you may need to rotate the Geoscape to bring it into view). Position the crosshairs over your base and press the ⊗ button: the **Launch Interception** window will appear.
28. Highlight *Skyranger-1* and press the ⊗ button.
29. The message **Select Destination** appears in the top of the screen.
30. Position the crosshairs over the UFO Crash Site (the white cross) and press the ⊗ button to select this as the *Skyranger's* target.
31. The message **Target: Crash Site-1** will appear.



- Highlight the **OK** button and press the ⊗ button.

32. The *Skyranger* (represented by a yellow cross) will launch and make its way to the UFO Crash Site.
    - Highlight the **5 Mins** button and press the ⊗ button if you want to increase the passage of time.
33. When the *Skyranger* arrives at the Crash Site, the UFO Crash Recovery screen will appear. Read the instructions on this screen.
    - Highlight the **OK** button and and press the ⊗ button to enter the next section of *X-COM UFO Defense*; the Battlescape.

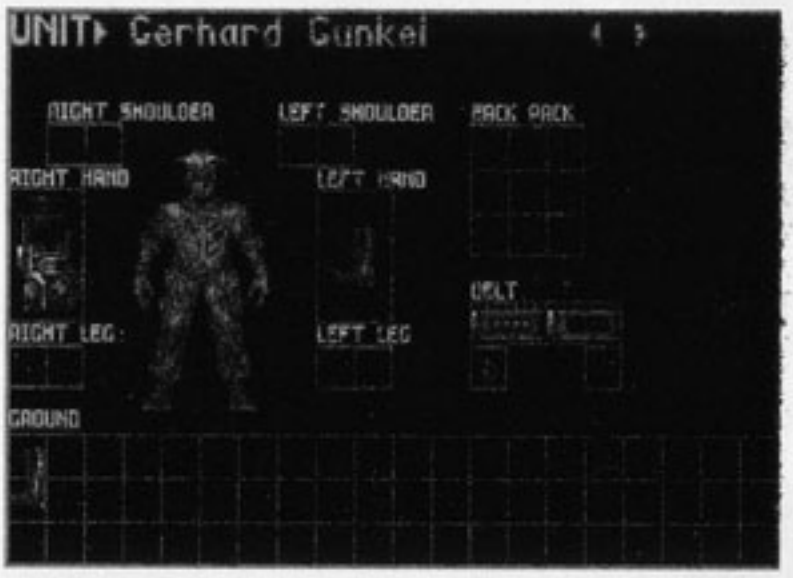
TUTORIAL 2: THE BATTLESCAPE



Tutorial 2 guides you through the close-combat Battlescape; the section of the game where you fight the aliens face-to-face.

Arming Your Squad

1. The eight members of your squad automatically arm themselves with guns, ammunition and grenades. This initial screen allows you to adjust the weapons your squad will carry into action.



- Use the Bottom Left and Bottom Right buttons at the rear of the **PlayStation** Controller to move between members of your squad and check their armaments.

2. You will see that six of your soldiers have rifles, one has a pistol and one has a heavy cannon. The soldiers carry extra ammunition and grenades on their belts.
   - Press the Start button to exit this screen.
3. The 'turn' screen will appear.

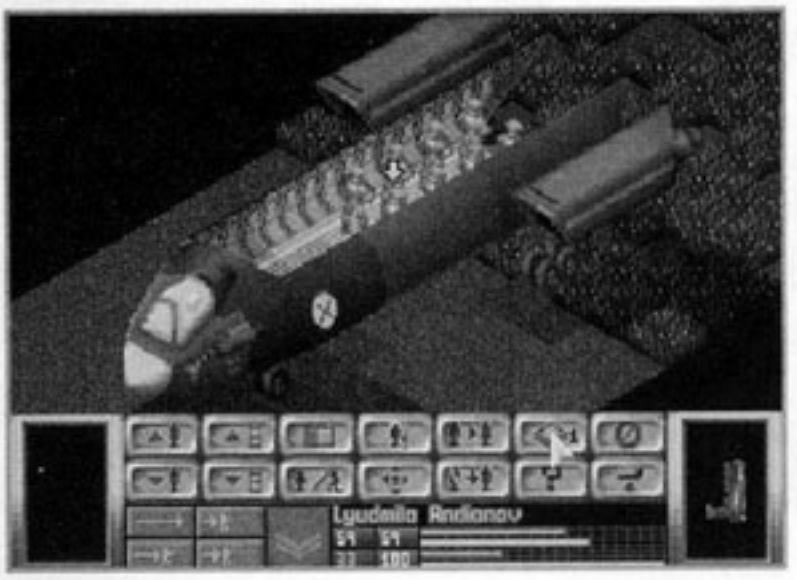


Note: All Battlescape action is turn-based. This means it is like a 3-D game of chess - you move your pieces, the aliens move theirs!

- Press the ○ button to continue.

The Battlescape

4. You will now see your *Skyranger* on the ground with its rear door open. The aircraft's cabin roof is 'peeled away' to reveal your squad of eight soldiers within.



The bottom section of the screen contains a number of buttons and displays. This section of the screen is known as the 'Control Bar'.

Using the Split Level View

5. The Battlescape is built up of several levels. These can be viewed individually or may be assembled into a complete 3-D picture. Splitting the Battlescape into levels allows you to see behind walls and inside buildings or craft.

At the moment, the Battlescape is set to its normal setting - the **Multi-level View**. The Multi-level view hides everything above the currently selected level, this is why the *Skyranger* appears to have no roof.

If you want to look around the Battlescape at the visible terrain, press ○ and the D-Pad together. The view window will move in that direction.

- Use the Start button to enter the Control bar and the D-Pad to highlight the button in the Control Bar and press the ✕ button. The number on the button will change to **2**.

The cabin roof and wings of the *Skyranger* will appear. Your soldiers will now be hidden from view. This is the **Full View** of the Battlescape.

6. Highlight the button again and press the ✕ button.
7. When you are in any of these views, you may need to switch to the next level down or up.



- Highlight the button and press the ✕ button.

8. The display will change to show just the landing legs and tail ramp of the *Skyranger*.
9. Highlight the button and press the button.



The display will return to the original view, with your squad visible inside the *Skyranger*.

Selecting Soldiers

10. You control your squad individually, selecting and moving each soldier in turn.

Press the Start button to change back to tactical from the Control Bar. A 3-D box or cage will appear on the battlescape display.

11. Move this box over any soldier. The box will now flash yellow and red.
12. Press the button.
13. Move the box over any soldier in the Skyranger and press the button to select. Watch the soldier's name (halfway down the Control Bar) change.

Moving Soldiers

14. Move the box over either of the soldiers at the rear of the *Skyranger* and and press the button to select. The yellow arrow appears above the soldier's head to show that he/she is now selected.
15. Now, move the box over the ground just behind and to the right of the *Skyranger*.



16. Press the button.

The soldier will walk out of the *Skyranger* to the destination you have just set. The Battlescape automatically switches to the next level down, so that the *Skyranger* now only appears as the ramp and a set of landing legs.

17. Press the Start button to access the Control Bar. Highlight the button (with the D-Pad) and press the ⊗ button.
18. Move the box over the other soldier at the rear of the *Skyranger* and and press the ⊗ button to select.
19. Move the box over the ground just behind and to the left of the *Skyranger*.



20. Press the ⊗ button

    The soldier will walk out of the *Skyranger* to the destination you have set.
21. We now have two soldiers deployed from the *Skyranger*. You may notice that the Battlescape displays a little more of the surrounding terrain now. This is because *the Battlescape only shows what is in your squad's line of sight.*

    • Using the top left and top right buttons at the rear of the control pad will rotate the soldier 45º. Turn the soldier around to face the Skyranger. The soldier will scan the surrounding terrain and any nearby black squares will turn into terrain as the soldier looks at them.
22. If you want to look around the Battlescape at the visible terrain, move the box to the very edge of the screen and press the ○ button. The view window will move in that direction.
23. Highlight the button and press the ⊗ button to re-centre the Battlescape on the currently selected soldier.
24. Highlight the button and press the ⊗ button. The next soldier in your squad will be selected.

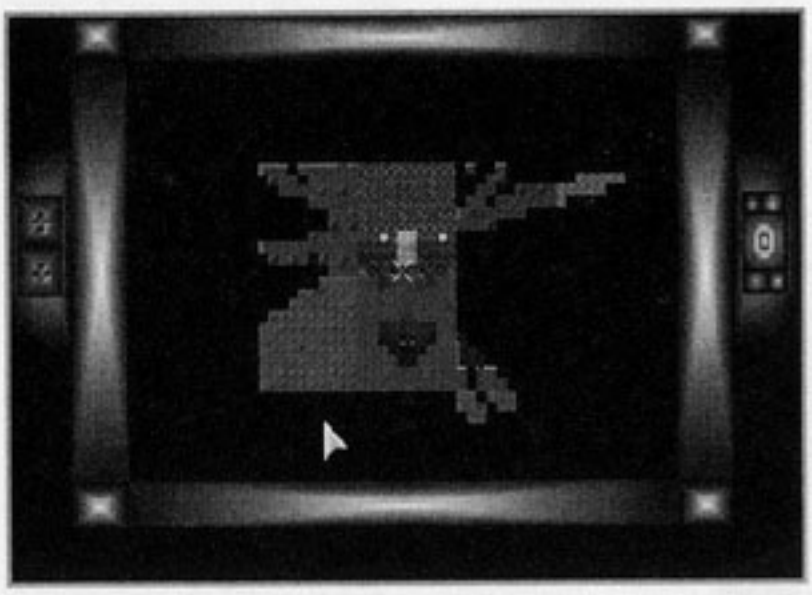
This is an alternative way of selecting soldiers, saving you from having to search around the Battlescape for every soldier.

25. Move this soldier out of the *Skyranger*, in the same way as the other two.
26. Select and move another soldier out of the *Skyranger*.
27. You now have four soldiers deployed from the *Skyranger*. This is enough for the moment, the rest can remain on board as reinforcements.

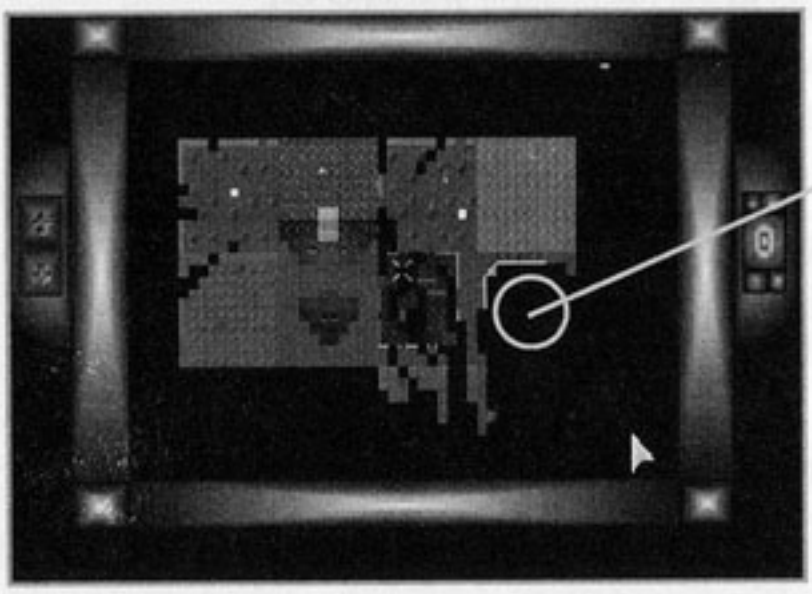
The primary objective of this mission is to kill or stun the aliens. A good place to find aliens is the crashed UFO itself, so we'll start the search there.

The Map Screen

28. Press the △ button OR highlight the [map] button and press ✕ to access the Map Screen. This displays a map of the mission area, allowing you to see X-COM and alien forces, X-COM craft and UFOs.



29. You will see four flashing yellow dots on the map; these are your soldiers. If a UFO has been spotted, its hull appears as a pale grey line.



30. The map only shows one level of the Battlescape at a time.
    - Press the ○ button to change the Level displayed.

    ○ takes the display down 1 level.

    △ takes the display up 1 level.
31. Press the Start button to return to the Battlescape.

The Turn-Based System

32. If you saw a UFO in the Map screen, start moving your soldiers towards it. If not, continue moving your soldiers around the Battlescape until you find the UFO.

    Eventually the message **Not Enough Time Units!** appears.
33. This means that the selected soldier has moved as far as he/she can possibly move *in this turn*. When all four of the soldiers have moved to this point, it is time to end your turn.

    Highlight the [⊘] and press ✕ to end the turn.

The aliens will now be given a turn to move. They may open fire on your squad - you are helpless until your next turn.

On-screen prompts tell you when press the ⊗ button to begin your next turn.

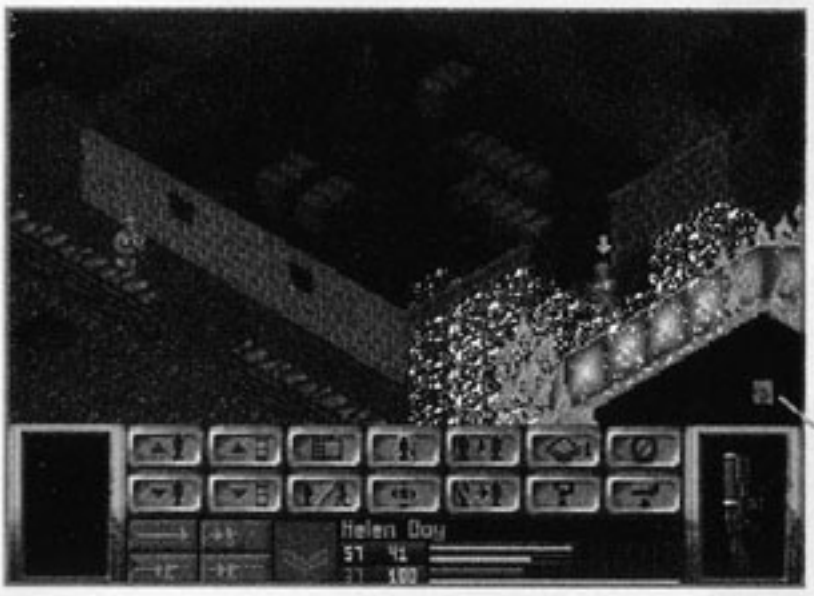
Searching For the Aliens

34. Continue moving your squad around the Battlescape.

You will notice that the Battlescape has an edge beyond which everything is black. This is the edge of the map - aliens will not go into this area.

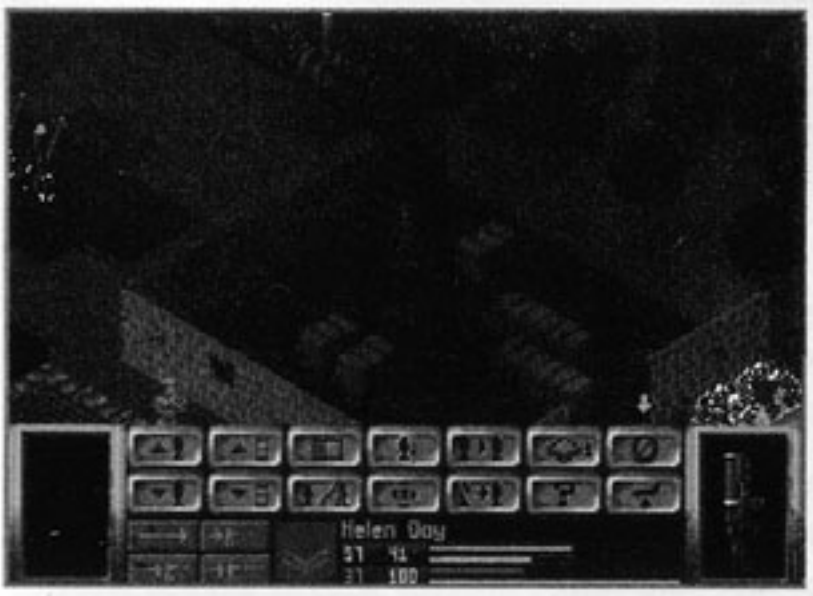
Seeing the Aliens

35. If one of your soldiers sees an alien, he/she will immediately stop moving and a red flashing square will appear in the right of the Battlescape screen, just above the Control Bar.



- Press ○ and the Select button to centre the Battlescape on the alien.

36. The alien can now be seen in the centre of the screen.



- Press △ OR highlight the [▦] button and press ⊗ to access the Map Screen.

37. Aliens will appear as a blue flashing dots on this map, the white cross indicates where the map is centered.

Look for your soldiers on the map - there might be soldiers in a better position to fire than the soldier currently selected.

- Press Start to return to the Battlescape.

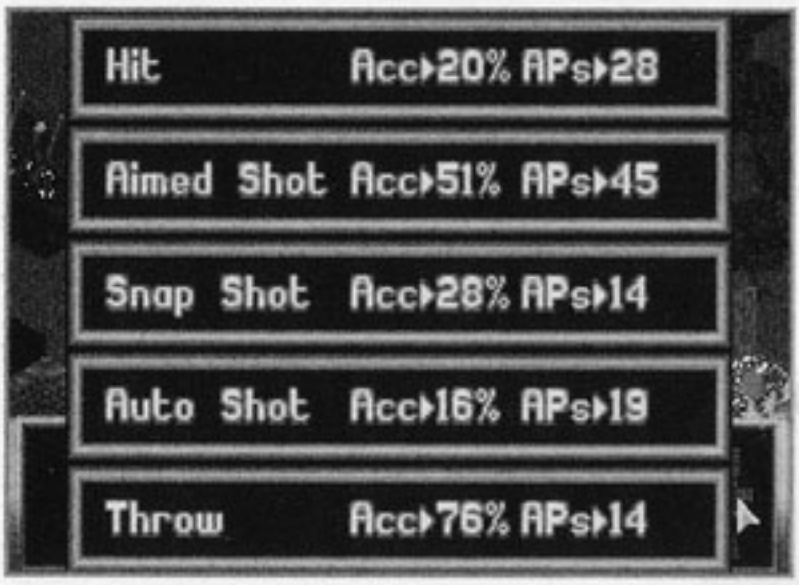
38. If you want to re-centre the Battlescape on the currently selected soldier, press Select OR highlight the [✥] button and press ⊗ .

Using Guns

39. We will now use a weapon against the alien, before it gets the chance to fire at us. This is probably a long range shot, so a rifle will be required.

    - To select the weapon on the right side of the Control Bar, press the Bottom Right button at the rear of the **PlayStation** controller.

40. A window will appear, allowing you to choose from a number of shots.



- Highlight the **Aimed Shot** option and press ⊗.

41. You will now return to the Battlescape. The cursor has changed to a targeting cross instead of the 3-D box.



- Move the targeting icon over the alien, using the D-pad, and fire at the alien by pressing ⊗.

42. Now, one of four things could happen:

    A. The message **No Line of Fire!** appears. This means that there is an object between your soldier and the alien. You must move your soldier to a different position or select another soldier before attempting to fire again.

    B. The message **Not Enough Time Units!** appears. This means that your soldier does not have enough Time Units to complete the shot. You must either choose another type of shot, select another soldier or end your turn.

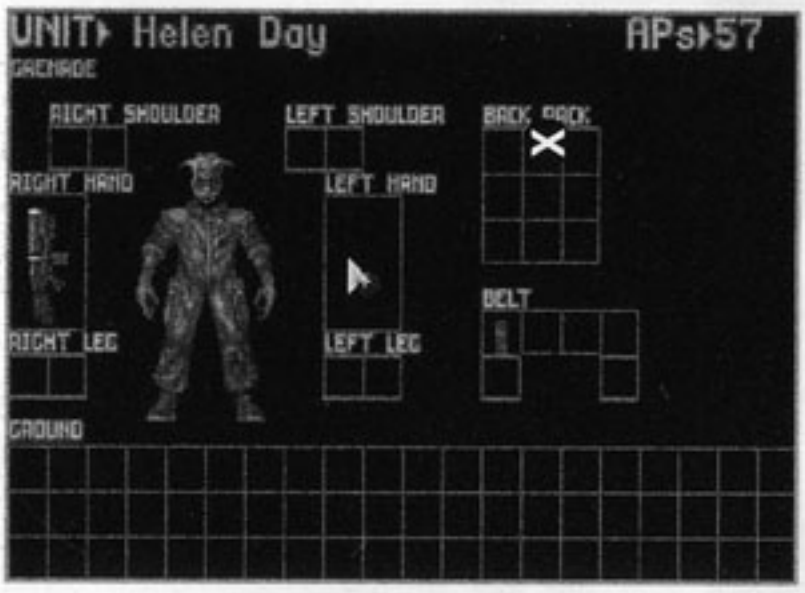
    C. The soldier fires a shot... and misses. This is unfortunate, but is expected - initially your soldiers are all rookies. You will find that your soldiers become more accurate as they fight more battles.

    D. The soldier hits the alien with the shot. The aliens wear strong armor, so it may take more than one hit to kill them.

    - Press Start to change the cursor from a targeting cross to the 3-D box, ready to move your soldier again.

Using Grenades

43. If an alien is using an object for cover, you may prefer to attack it with a grenade.
    - Press the ○ or highlight the [🚶] button and press ⊗ to access the Equip Soldier screen. This is similar to the screen which you saw before entering the Battlescape.
44. Initially every soldier has one grenade (the round, black object) in his/her belt.



- Move around the Arming Screen using the Top Left/Top Right buttons at the rear of the **PlayStation** controller. This will move you from location to location (i.e. right leg/belt/ground/etc.). The D-pad will move you from segment to segment within each location.

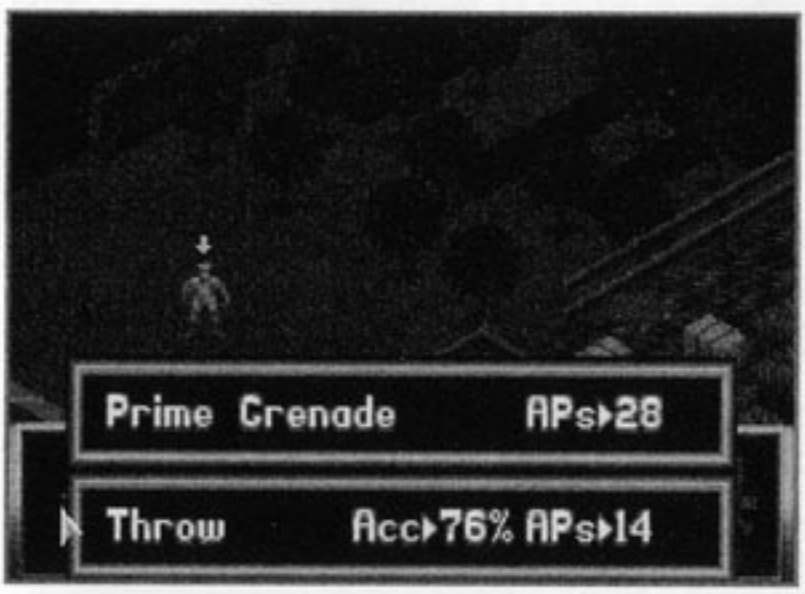
Highlight the grenade and press ⊗ .

45. Move the grenade over the box marked **Left Hand** and press ⊗ .

If the soldier has enough Time Units, the grenade will be placed in the soldier's left hand.

If the soldier does not have enough Time Units, replace the grenade in the belt and repeat the operation after the next turn.

46. Press the Start button to return to the Battlescape.
47. You will now see the grenade in the Item Box on the far left of the Control Bar.
    - Select the grenade using the Top Left button on the back of the **PlayStation** controller.
48. A window containing the options **Prime Grenade** or **Throw** will appear.



- Highlight **Prime Grenade** and press ⊗ .

Note: if at any stage your soldier runs out of Time Units, simply end the turn and complete the priming/throwing process on the next turn. But beware! The soldier may be killed during the alien's turn if he/she is not in cover.

49. The **Set Timer** window will appear, allowing you to set the number of turns until the grenade detonates.



- Highlight the number **3** and press ⊗ .

You will now return to the Battlescape, with a primed grenade in your soldier's left hand.

50. You now have three turns to throw the grenade and get away from the blast area.
    - Select the grenade by pressing the Bottom Left button at the rear of the controller.
51. The only option is **Throw.**



- Highlight **Throw** and press the ⊗ button.

52. You now return to the Battlescape. The cursor has a throw icon superimposed over the 3-D box.
    - Move the targeting icon to the area where you want to throw the grenade and press square.
53. One of three things will happen:
    A. The soldier will throw the grenade.
    B. The message **Out of Range!** will appear. This is because the target location is too far away. If this happens, choose a target location which is closer to your soldier.
    C. The message **Unable to throw here!** will appear. This is because an object is obstructing the throw. If this happens, choose a different target location.

Don't forget, once you have thrown the grenade, you've got just three turns to clear the area!

Completing the Mission

54. Continue searching for aliens (go back to **step 34** of this tutorial). When all aliens have been killed, the mission is over.

X-COM will then automatically recover the UFO's remains, alien artifacts and alien corpses.

To abort the mission before the mission objectives are completed, highlight the [ ] button in the Control Bar and press the ⊗ .

Abort mission will only save soldiers who have returned to the *Skyranger* - a warning message will appear if you attempt to take-off without your full squad.

Note: do not allow the aliens to kill all of your squad - there will be no-one to fly the Skyranger back to base, and it will be lost. If you are down to your last soldier, abort the mission.

The Debriefing

55. At the end of the ground assault mission, you will be given a debriefing. This will inform you if your mission objectives were achieved and lists the items recovered.



- Press ⊗ to return to the Geoscape.

56. You might want to save the game at this point (see **step 23** of **tutorial 1** for details of how to save games). If you want to re-play the ground assault, load in your previously saved game.

TUTORIAL 3: BASES



From research and manufacture to equipping craft and soldiers, the Bases screens define how well you will be able to deal with the alien threat. Tutorial 3 guides you through this, the most complex section of *X-COM UFO Defense.*

1. If you are continuing from tutorial 2, do not worry if you lost your *Skyranger*, you can buy another in the Bases screen.
   - Highlight the button labeled **Bases** and press ⊗.
2. The Bases screen will appear.

Note: from now until you re-enter the Geoscape screen, time is paused. If at any time you need to pause the game, simply highlight one of the Geoscape Menu Options and press ⊗.

Equipping the Interceptor

3. We will now use the Equip Craft screen to re-arm one of the *Interceptors*.



- Highlight the button labeled **Equip Craft** in the Bases screen and press ⊗.

You will enter the Interception Craft screen, allowing you to choose which craft you will equip with weapons or equipment.

4. Highlight *Interceptor-2* and press ⊗.
5. The *Interceptor-2* Equip Craft screen will appear.



You will see each of the *Interceptor's* two weapon bays, represented by the numbers **1** and **2**. The armaments loaded onto the aircraft are **Stingray** missiles and a **Cannon**.

- Using D-pad left/right, highlight the button marked with the number **2** and press ⊗.

6. The Select Armament window will appear.

You will see that you have 1 *Stingray* short-range missile launcher, 1 *Avalanche* long-range missile launcher and 2 cannons in the base's stores.



7. We will now re-arm the *Interceptor* with *Avalanche* long-range missiles in place of the cannon.
   - Highlight Avalanche and press ⊗.
8. The display will return to the *Interceptor-2* Equip Craft screen. The *Interceptor* now has an all-missile armament - this is more effective for attacking UFOs.
   - Highlight the **OK** button and press ⊗.
9. You will now return to the Interception Craft screen. You will see that the **Status** column for *Interceptor-2* shows that it is **Rearming**.
   - Press ○ to highlight the **OK** button and press ⊗.
10. You will return to the Bases screen.

Next we will assign X-COM scientists to undertake research.

- Highlight the button marked **Research** and press ⊗.

Assigning Research

11. You will be taken to the Current Research screen.



We will now assign our scientists to work on two different research projects; **Laser Weapons** and the **Motion Scanner**.

- Highlight the button labeled **New Project** and press ⊗.

12. The New Research Projects window will appear.



- Highlight **Laser Weapons** and press ⊗.

13. The Start Project window will appear.
    - Highlight the **Start Project** button and press ⊗.
14. The Scientists Allocated window will appear. This allows you to change the number of scientists working on the project.



- Increase the number of scientists assigned to this project by pressing D-pad up and ⊗. Repeat until the number of **Scientists Allocated** is **5.**

15. Highlight **OK** and press ⊗.
16. You will return to the New Research Projects window.



- Highlight **Motion Scanner** and press ⊗.

17. The Start Project window will appear.
    - Highlight the **Start Project** button and press ⊗.

18. The Scientists Allocated window will appear.
    - **Increase** the number of scientists allocated by pressing D-pad up and ⊗. Repeat until the number of **Scientists Allocated** is **5.**
19. Highlight the button marked **OK** and press ⊗.
20. You will return to the New Research Projects window.
    - Highlight the button marked **OK** and press ⊗.
21. You will now return to the Current Research screen. You will see that you have 5 scientists assigned to researching **Laser Weapons** and 5 scientists assigned to researching the **Motion Scanner**. The progress in each of these projects is **unknown;** the scientists have not yet started work.



- Highlight the button marked **OK** and press ⊗.

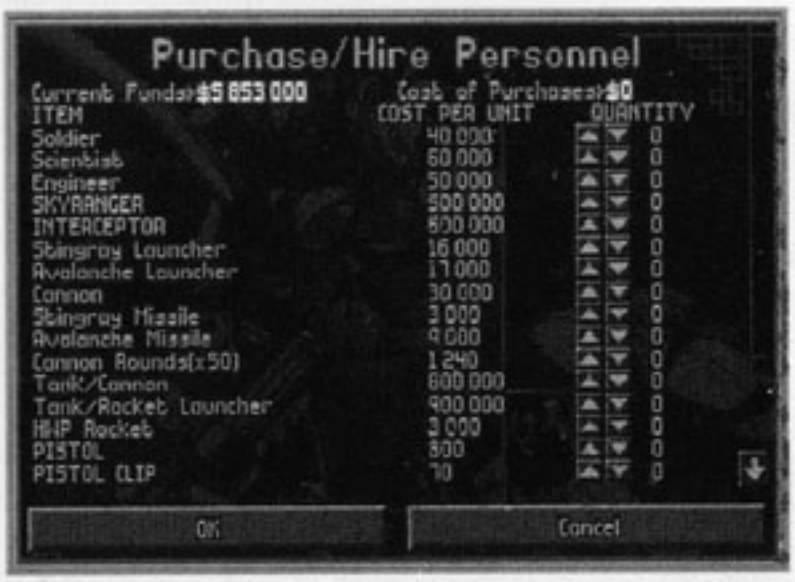
22. You will return to the Bases screen.

Another important function carried out in the Bases screen is the purchasing of items or the recruiting of personnel.

- Highlight the button marked **Purchase/ Recruit** and press ⊗.

Purchasing/Recruiting

23. You will be taken to the Purchase/Hire Personnel screen.



We will now purchase some items and hire some extra soldiers.

- Press D-pad/ Left.

24. You will see the number in the **Quantity** column change to **1**.
    - Press D-pad/Left until the message **Not Enough Living Space!** appears.

*Note: the message **Not Enough Living Space!** appears because you do not have enough Living Quarter facilities at your base to accommodate the soldiers. To build more Living Quarters, highlight the Build Facilities button in the Bases screen and press* ⊗ .

25. If you lost your *Skyranger* troop transport in the ground assault, you can replace it by pressing D-pad Left when the Skyranger line of this screen is highlighted.
26. Highlight the **Tank/Rocket Launcher.** The tank is a large weapon, expensive but powerful.
27. Press D-pad Left once. You will see the **Cost of Purchases** (in the top-right of this screen) increase by $900,000 (the cost of the tank).
28. Now we'll need some ammunition for it.
    - Highlight **HWP Rocket** and press D-pad Right eight times. You may need to buy more ammunition later, when you return from your next ground assault.

*Note: the message **Not Enough Store Space!** will appear if you attempt to buy too many items. To build more storage space, highlight the Build Facilities button in the Bases screen .*

29. The list is scrolled by pressing Up or Down on the D-pad. Once the end of the list has been reached it stops. The last item on the list is the **Stun Rod**. This item allows your soldiers to knock aliens out instead of killing them, the alien can then be recovered alive and interrogated.
30. Highlight **Stun Rod** and press D-pad Right twice.
31. If you lost your *Skyranger* in the ground assault, you will need to equip its crew. Carry out the same process as above to choose some weapons from the list - don't forget ammunition if you buy guns or rocket launchers.
32. You have now completed choosing what you want to buy.
    - Press Start or highlight the **OK** button and press ⊗ .
33. You will return to the Bases screen.
    - Highlight the **Geoscape** button in the bottom-right of the Bases screen and press ⊗ , OR press Start.

Waiting For Delivery

34. It will take several days for all the items you purchased to be delivered.

Check the Game Time.

- Highlight the **1 Day** button in the Geoscape Time Controls and press ⊗. Allow 3 days to pass. If a UFO is detected, intercept it (see **step 4** of **tutorial 1** for full details).

35. Several windows may appear as time passes. For the moment just highlight the **OK** button and press ⊗ to make them go away. We'll worry about these later.
    - When 3 days have passed highlight the **5 Secs** button and press ⊗.
36. We will now return to the Bases screen and equip the *Skyranger* with all the items we have just purchased.
    - Highlight the **Bases** button and press ⊗.
37. Highlight the **Equip Craft** button and press ⊗.

Equipping the Skyranger

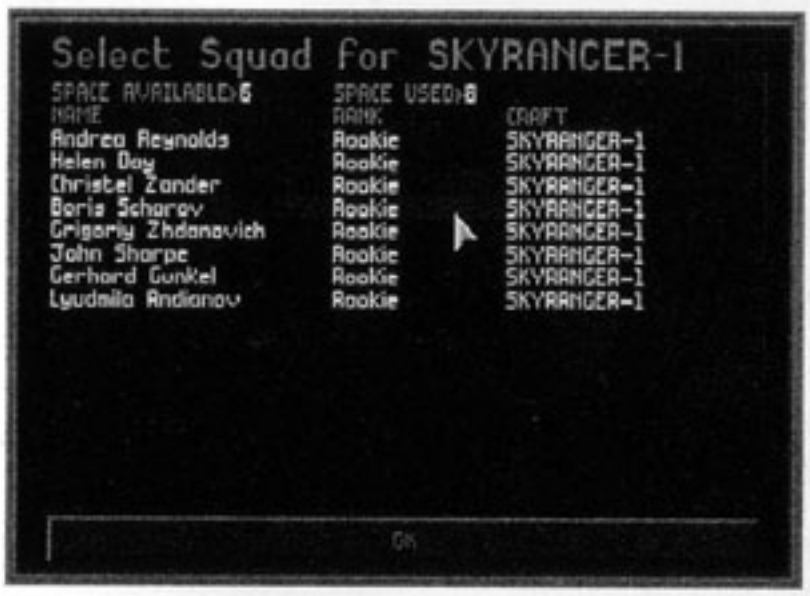
38. Highlight *Skyranger-1* and press ⊗.
39. The Equip Craft screen for the *Skyranger* will appear.



You will see the soldiers assigned to the *Skyranger*, next to the button marked **Crew**. If you didn't lose any in the ground assault, there will be eight soldier icons.

- Highlight the **Crew** button and press ⊗.

40. The Select Squad screen will appear.



This screen displays the names of the soldiers who are assigned to *Skyranger-1*.

- Highlight any of the names which are shown in light blue and press ⊗. This will assign them to *Skyranger-1*. The **Craft** column of this screen shows which craft the soldiers are assigned to.

41. When all the soldier's names are shown in white, all the soldiers at the base are assigned to *Skyranger-1*.

    - Press Start OR highlight the **OK** button and press ⊗ .

42. You will return to the Equip Craft screen. Now we'll load some equipment onto the *Skyranger*.

    - Highlight the button marked **Equipment** and press ⊗ .

43. The Select Equipment screen will appear.



- Highlight the **Tank/Rocket Launcher** and press D-pad Right once.

The tank/rocket launcher is now loaded onto *Skyranger-1*. The number in the **Stores** column changes to 1 from 0, and the name of the item changes from light blue to white, indicating that it is on board.

44. Use the same process to load any other equipment of your choice onto the *Skyranger*.
45. Press Start OR highlight the **OK** button and press ⊗ .
46. You will return to the Equip Craft screen.

    - Press Start OR highlight the **OK** button and press ⊗ to return to the Interception Craft screen.

47. Press Start OR highlight the **OK** button and press ⊗ to return to the Bases screen.
48. Press Start OR highlight the **Geoscape** button in the bottom-right of the Bases screen and press ⊗ . You will return to the Geoscape.

Returning to the Geoscape

49. Highlight the 1 Day button in the Geoscape Time Controls and press ⊗ . Soon, a message will appear on the Geoscape. This may be one of the following:

UFO Detected - go to **step 4** of **tutorial 1** for details of intercepting UFOs - when you investigate the crash site this time, your soldiers will be better equipped.

Research Completed - your scientists have completed their research work. You should allocate them to another project as soon as possible (see **step 11** of this tutorial).

X-COM Project Monthly Report - at the end of each month, the X-COM Project Monthly Report will appear to inform you of your progress in the fight against the aliens.

Other messages may appear to inform you that a new purchase has arrived or a manufacturing process has become available.

The End Of the Tutorial

Much of the enjoyment of *X-COM UFO Defense* is discovering new technology, gathering information on the aliens and battling through hundreds of different landscapes.

Playing Tips

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

- **Establish more bases around the world**

Highlight the Build New Base button in the Bases screen and press ⊗. Establish bases in the countries who are funding you heavily - refer to the **Graphs** screen for this information.

- **Build more facilities at your bases**

Highlight the Build Facilities button in the Bases screen and press ⊗. Experiment with different sized bases - you don't always have to build hangars. Build dedicated 'listening posts', equipped with both large and small radar systems, then add hangars when you can afford them. By using this tactic, you will detect many more UFOs.

- **Develop a powerful squad**

Don't allow your soldiers to be killed in the ground assaults, you will find that they fight better when they are more experienced. Equip your squad with the best weapons available and avoid exposing your soldiers to enemy fire by keeping them in cover.

- **Plan your research carefully**

Concentrate research on developing alien-based technologies and take care that your scientists stay busy - research work costs relatively little and the rewards are great.

- **Build new weapons and craft 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!

NOTES

NOTES

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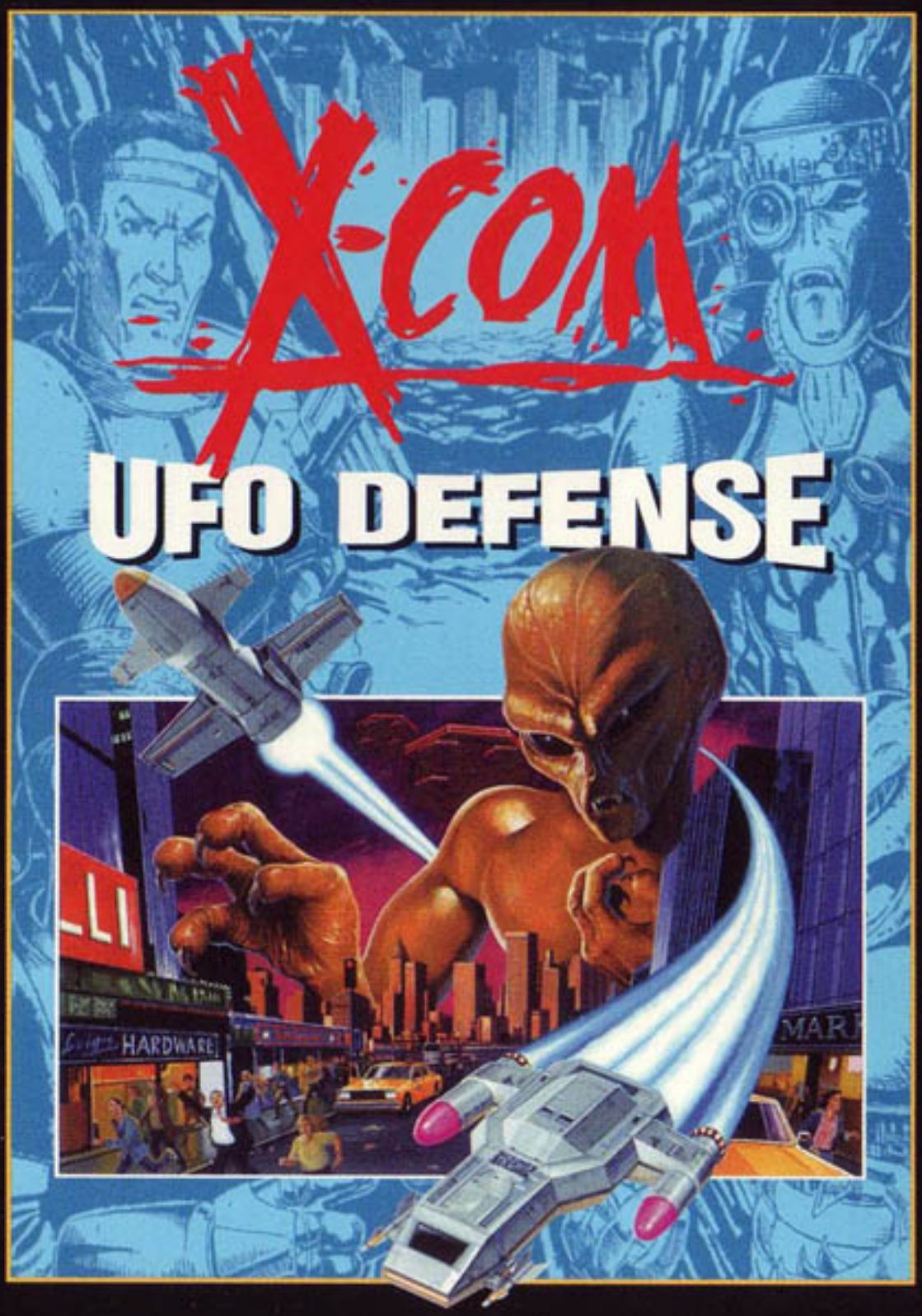
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