X-COM

TERROR
FROM THE
DEEP ™

**GAME PLAY
MANUAL**

MICRO PROSE ®
S T R A T E G Y

X·COM TERROR FROM THE DEEP™

TECHNICAL SUPPLEMENT

REQUIRED EQUIPMENT

For *X-COM: Terror From The Deep* to work, there are a few things your computer must have.

The processor has to be an 80386 with a system speed of at least 33MHz (megahertz). Basically, any computer with "386," "486" or "Pentium" in its name should do just fine. For best play, we recommend at least a 486 with a speed of 50MHz.

You must have a version of DOS numbered 5.0 or higher. Almost all 386, 486 and Pentium computers include DOS in the standard software package.

There have to be at least 520K (532,480 bytes) of free conventional memory. The nice thing is, you don't even have to know what a K is. (It's a "kilobyte"—1024 bytes. Never mind what a byte is.) To find out whether you have enough, at the DOS prompt type **mem/c** and press Return. Somewhere in the mess of information that pops up will be a line something like "Largest executable size." That's what tells you how much free conventional memory you have.

CONTENTS

There also has to be at least 4MB of memory installed in your system, at least 3MB of which should be free (3072K). The "mem/c" report should also tell you the total amount of memory installed in your system.

The graphics must be VGA quality or better (SVGA is better).

You must have a mouse attached to the computer. (We mean the input device; please do not glue or staple helpless little animals to the keyboard.) The mouse driver must be Microsoft mouse version 8.01 or higher or something fully compatible with this.

COMPATIBILITY ISSUES

Please note that this list includes only the known conflicts and incompatibilities. Since no test procedure can ever be totally comprehensive, you may run into undiscovered problems. Please contact Customer Support if you do.

We strongly recommend that you do not run this game under Microsoft Windows 3.1 or Windows 95.

We strongly recommend that you not have any terminate-and-stay-resident programs (TSRs) other than memory managers loaded into memory when playing *X-COM: Terror From The Deep.* Not only will they decrease the amount of free memory available, thus slowing the game, but there may be unpredictable interactions.

OPERATING DIFFICULTIES AND LOADING PROBLEMS

Q. Why can't I install the game to my hard disk?

1. You must check all of the system requirements, especially the amount of hard disk space required.

2. Try installing the program to an uncompressed partition on the hard drive in case Drivespace or Doublespace or a similar utility is conflicting in some way with the installation program.

Note: If your hard drive is compressed with the Drivespace or Doublespace program from Microsoft, you must double the amount of hard drive space needed during installation: not every file will compress at the normal ratio of 2 to 1. For example, installation of the game usually takes 16MB, but with Doublespace it could take up to 32MB.

3. Finally, try installing the game on another machine to see if the problem recurs.

Q. What is a boot disk?

This is a startup disk for your computer that contains alternate startup files to those on your hard drive. Using a boot disk will leave more conventional memory free.

Using a Boot Disk

Insert the boot disk into your floppy disk drive, then switch on the computer. You should leave the disk in the floppy drive during play.

Slow Running

If you are not running from a boot disk, you can try using SMARTDRV.SYS or SMARTDRV.EXE loaded into your CONFIG.SYS or AUTOEXEC.BAT. This might speed up the game a bit.

If you are using MS-DOS 5.0, make sure you have the following line in your CONFIG.SYS file:

devicehigh=c:\dos\smartdrv.sys

If you are using MS-DOS 6.0 or 6.2, make sure the following line is in your AUTOEXEC.BAT file:

loadhigh c:\dos\smartdrv.exe

However, you might need to remove this line if memory problems occur.

Q. Can I run my game through Windows?

No. This is not recommended; it is likely that you will not have sufficient memory to do so.

Q. Does this game run with DR DOS, Novell DOS 7 or OS/2?

Success is not guaranteed. Micro-Prose games are currently designed to run with MS-DOS 5.0 or any 100% compatible DOS.

Q. What is base memory?

This is the original 1MB (1024K) in your machine. It is divided into conventional memory (640K), where MS-DOS and all PC programs load, and upper memory (384K), where system programs reside.

In MS-DOS 5.0, the bulk of the operating system and associated drivers (such as the mouse driver) are normally loaded into upper memory. Other drivers held in the area of conventional memory will reduce your 640K available for the program.

It is important to have as much free conventional memory as possible.

Q. What is extended memory (XMS)?

Further memory, beyond the 1MB of base memory on your PC is called extended memory. XMS can be used to free more conventional memory so that bigger games can be run. XMS can also be used to simulate expanded memory.

Q. What is expanded memory (EMS)?

EMS was originally designed to give PC compatibles more memory to run programs. It has been around longer than XMS, so many older programs take advantage of it. The DOS command EMM386.EXE can be used to turn XMS into EMS and should be in your CONFIG.SYS.

Remember that hard drive space is also measured in megabytes (MB). Don't confuse this with memory—the two are completely different!

Memory Managers

If the program is occasionally freezing or crashing to DOS, the game might have a conflict with your current memory manager. MicroProse recommends only the drivers that come with MS-DOS (i.e., HIMEM.SYS and EMM386.EXE). Try using the memory managers that come with MS-DOS 5.0, Windows 3.1, MS-DOS 6.0 or MS-DOS 6.2, in that order.

Mouse Drivers

Another common cause of the program freezing or crashing is a conflict with your current mouse driver. MicroProse recommends the Microsoft driver, MOUSE.COM or MOUSE.SYS version 8.01 or higher. See the MS-DOS manual for full details. To check which mouse driver you are using, run the MSD program which comes with Windows 3.1 and MS-DOS 6.0/6.2.
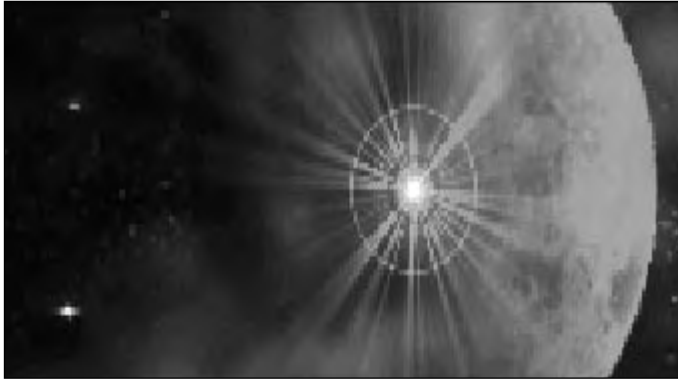
X-COM: TERROR FROM THE DEEP™

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INTRODUCTION

BACKGROUND

On the morning of November 28, 1998, top officials from the world's most economically powerful countries congregated secretly at the UN. The reason for the meeting: increasing terrestrial UFO activity. Over the previous 6 months there had been numerous confirmed sightings, landings and hostile contacts with super-intelligent and unpredictable aliens.

After much debate, the decision was made to establish an independent body to combat, investigate and defeat the alien threat. This elite organization was equipped with the world's finest pilots, soldiers, scientists and engineers, working together as one multi-national force.

This organization was named the Extraterrestrial Combat Unit — X-COM.

2039.
The last scarred sites of the alien war of 30 years ago are healing and, for all intents and purposes, the threat to the Earth might never have happened. Humans sleep easier in their beds knowing that the evil has gone…

But in the oceans long-silent forces have been aroused by the conflicts. Forces that have from time to time made themselves known to man, but for the most part have remained hidden. Separated from their stellar cousins for millennia, these aliens are now aware of their brethren's former battles culminating in the final conflict on Mars.

Under the ocean lies the remains of a vast interstellar colonization ship; 400 billion tons of metal that plummeted to the Earth some 65 million years ago. Now, the waiting is at an end, the powerful computers begin to stir, the ancient technology readies itself for the coming storm. When the alien base on Mars shuddered in its death throes, a powerful Tachyon beam darted out to a long dormant receptor.

Thirty years ago, awakened by the cosmic emissions of their brothers, the vast chambers of innumerable species began their re-animation cycle. X-COM must now face a new terror, an army of aliens that is already here, but in an environment more deadly than deep space. The aliens of the depths are well prepared to take on man in all the oceans, even bringing the war onto the land.

X-COM: Terror From The Deep lets you enter into combat in a strange and alien world, use new technology to enable the war to be taken under the seas, arm your troops for an encounter the likes of which man has only dreamed of in his worst nightmares…

GAME OVERVIEW

A vast sleeping enemy has awakened. When the colonization vessel crash landed on Earth some 65 million years ago, the emergency systems placed the aliens in suspended animation. A distress call was sent, but was never received by the aliens' homeworld. Over the eons the computers awakened small groups of aliens to attempt colonization, but the strategies and devices were imperfect. The aliens have also sunken ships, destroyed planes and devastated remote ports over the centuries — to what end we know not.

Now, deep in the vast hulk of the mother ship the battle computers have become fully on-line. The systematic awakening of the aliens and their technology has begun.

Across the globe are sites where age-old alien advance assault squads have been attempting to contact their distant brothers. The sites contain powerful artifacts that they need to conquer the planet and transform it into an aquatic paradise for aliens.

X-COM: Terror From The Deep puts you in command of X-COM. You control the force to stop the alien terror. First, you'll intercept the alien subs and shoot them down. Then, you'll command a sub-aqua mission using the 'Battlescape' display. This view will display only what your aquanauts can see, allowing danger to creep up on the unsuspecting.

Successfully completing Alien Submarine Assault missions allows X-COM scientists to clear the sites of artifacts and begin researching alien technology. On completion, Engineers can reproduce superior weapons to better attack subs. Soon you will be fighting the aliens with their own technology.

A special UFOpaedia will contain all the information gathered from your missions.

Special Note to *UFO Enemy Unknown* Veterans

This manual is organized in the same way as *X-COM: UFO Defense.* Except for specific changes in the technology used, *X-COM: UFO Defense* veterans will be familiar with the interface and will only need to scan this Gameplay manual. However, you are advised to read the X-COM notebook provided in your *Terror From The Deep* package in order to increase your enjoyment and understand more of the X-COM world.

THIS MANUAL

This manual is split into two main sections:

Section 1: The Gameplay Tutorials

Designed to get you playing *X-COM: Terror From The Deep* as soon as possible. We recommend that you complete each tutorial before you begin to play the game on your own.

Section 2: The Reference Guide

For the player who is familiar with how to play *X-COM: Terror From The Deep* and needs to find out more about particular game features.

The Controls

The Mouse

You need a Microsoft-compatible mouse to play *X-COM: Terror From The Deep*. This manual will refer to 'clicking' on buttons, icons or highlighted text. To do this, simply move the cursor over the option and press the Left Mouse Button (LMB), unless otherwise stated.

X·COM

BEFORE WE BEGIN...

Welcome to *X-COM: Terror From The Deep*. The following tutorials are designed to help you begin playing with the minimum of trouble. The three main sections of the game are covered here: the **Geoscape,** the **Battlescape** and the **Bases Screen**.

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

STARTING A NEW GAME

1. Install and load *X-COM: Terror From The Deep* by referring to your installation booklet.

2. The **Language Screen** appears. Select a language.

The screen changes to the **Main Game Options** menu.

3. Move the mouse pointer over the **New Game** option and click on the Left Mouse Button (LMB), the **Difficulty Level Screen** appears.

4. Click on **Beginner** to move to the **Main Game** screen, **The Geoscape.** The first thing you must do is position your first X-COM base in one of the Earth's oceans.

Note: You cannot place a floating base anywhere on land.

SETTING UP A NEW X-COM BASE.

5. The message **Select Site for New Base** appears at the top of the screen.

At the bottom of the screen are three blue spheres surrounded by arrows. These are the **Geoscape View Controls** which allow you to rotate, zoom-in and zoom-out from the Earth display.

■ Click on the ⊜ icon. The Earth display is magnified to see the ocean beds in better detail.

6. Click again on the ⊜ icon. The display is again magnified — Ports, Islands and Funding Zones will now appear.

7. Click twice on the ⊜ icon. The Earth display returns to its minimum view.

8. The ⬥ icon allows you to rotate the Earth horizontally or vertically.

■ Click a few times on the **Up** arrow, the Earth display tilts towards you. Hold down the LMB and the globe will spin.

9. Click a few times on the **Left** arrow, the Earth rotates from the left.

10. Position the Mouse pointer over the Earth and click on the Right Mouse Button (RMB) to center the Geoscape on that location.

    By using a combination of these controls, you can manipulate the Earth's display to show any part of the planet in detail.

    For the purposes of this Tutorial, you are advised to select a base in an area around the Sea of Japan.

11. Click on the Sea near Japan (but not the land) to position your first base.

12. A window containing the prompt **Base Name?** appears. Type in a name using the keyboard and press ⌈Return⌉. You have now set up a new X-COM Floating Base and are ready to start playing *X-COM: Terror From The Deep.*

TUTORIAL 1: THE GEOSCAPE
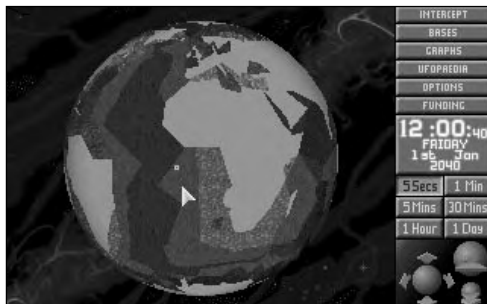
This tutorial will guide you through the Geoscape's basic controls and the process of intercepting Alien Attack subs.

1. The Geoscape is the main screen for playing *X-COM: Terror From The Deep.*

Your base is represented on the 3-D view of the Earth as a **Hollow Blue Square**. Alien Subs are **Solid Red Crosses**, Alien Bases are **Hollow Purple Squares** and X-COM flying subs are **Solid Yellow Crosses**.

On the right hand side of the screen 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 in the game, and it is these that we will go through next.

Note: If you wish to pause time at any stage during the game, simply click on any of the Menu Options.


THE TIME CONTROLS

2. Look at the **Game Time**. It is currently passing in 5 second increments. The Time Controls, below the Game Time, allow you to control the rate at which this time passes.

■ Click on the **5 Mins** button. Time now passes at the increased rate. The Game Time rapidly changes and you might see night and day sweep around the Geoscape model of the Earth.

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

X·COM

DETECTING ALIEN FLYING SUBS

3. We will now advance time to the the point that the first Alien Sub is detected (if this has not already happened).

■ Click on the **1 Day** button in the Time Controls. Time passes at the maximum rate.

4. Eventually, a window appears over the Geoscape with the message **Alien Sub-1 Detected**. Information regarding the Sub (size, depth, heading, speed) is shown in this window.

■ Click on the button marked **Centre on Alien Sub-Time=5 Secs**. This will center the Earth display on the Alien Sub and reduce the passage of time to 5 seconds. The Alien Sub appears as a red cross moving slowly in the center of the Geoscape.
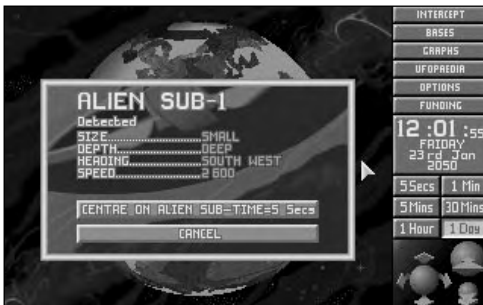
INTERCEPTING ALIEN FLYING SUBS

5. Position the Mouse pointer on your base and click the LMB. A window appears with the title **Launch Interception** and a list of the Subs available at that base.

6. Move the Mouse pointer to highlight *Barracuda-1* and click the LMB.

7. The window containing the message **Select Destination** appears in the top of the screen.

■ Click on the Alien Sub (represented as a red cross) to select this as the *Barracuda's* target.

8. The window containing the confirmation message **Target: Alien Sub-1** will appear.

- Click on the **OK** button.

9. The *Barracuda* (represented by a yellow cross) will launch from its floating base and attempt to intercept the Alien Sub.

Note: Remember, if you need to pause the game, click on any of the Geoscape Menu Options.

If the Alien Sub lands, it appears as a **Green Cross**. *Barracuda's* are only interception subs and cannot carry out ground attacks; so, you will have to wait until the Alien Sub lifts off again — click on the **5 Mins** Time Control button to accelerate the passage of time.

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

A. If your *Barracuda* catches the Alien Sub, the Sub Combat window appears. Skip the rest of this section and go to **step 19** of this tutorial.

B. If your *Barracuda* loses contact with the Alien Sub, the window **Alien Sub-1**

Tracking Lost will appear. This might happen several times before you actually get into combat; most Alien Subs can out-perform *Barracudas.*

- Click on **OK**. Continue to the next step of this tutorial.

11. The Craft Status window appears, allowing you to redirect the *Barracuda*.

12. Click on the **Go To Last Known Alien Sub Position** button.

13. While the *Barracuda* is on its way to the last known Alien Sub position, it uses its onboard sonar to scan for the Alien Sub.

If the **Alien Sub Detected** window reappears, go straight to **step 14** of this tutorial.

If the *Barracuda* reaches the last known Alien Sub position without detecting the Alien Sub, the following window will appear:

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

■ Click on the **Redirect Sub** button. The Sub Status window will reappear. Click on **Return to Base**. The *Barracuda* will return to its base.

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

14. Click on the **Centre on Alien Sub-Time=5 Secs** button in the **Alien Sub-1 Detected** window.

15. At the moment, the *Barracuda* is still heading for the last reported position of the Alien Sub. Now reassign the Alien Sub as the *Barracuda's* target.

■ Click on the *Barracuda*. This brings up the Sub Status window.
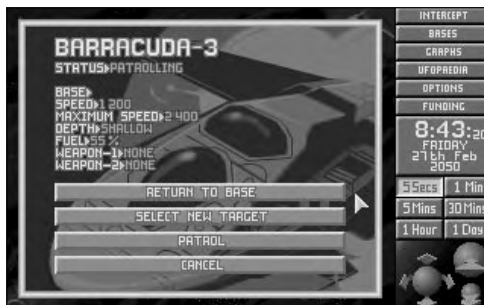
16. Click on the **Select New Target** button.

17. The message **Select Destination** appears in the top of the screen.

■ Click on the Alien Sub to reselect it as the target.

18. The message **Target: Alien Sub-1** will reappear.

■ Click on the **OK** button.

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

SUB COMBAT

19. If the *Barracuda* gets within range of the Alien Sub, the Geoscape automatically increases magnification and the Sub Combat window appears over the center of the Geoscape.

Note: You cannot intercept Alien Flying Subs over land.

■ Click on the minimize window ⊡ icon in the top left of the Sub Combat window. The Sub icon will appear in the top left of the screen.

Craft Icon

21. Click on the Sub icon. This brings back the Sub Combat window, ready for you to attack the Alien Sub.

22. Click on the ⊡ icon to carry out a Standard Attack on the Alien Sub. The progress of the attack is displayed in the left-hand side of the Sub Combat window. The message box in the bottom of the window relays the pilot's messages to you.

If the Alien Sub outruns the *Barracuda,* return to **step 10** of this tutorial.

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

If you succeed in your objective the message "Alien Sub downed!" appears in the pilot's message box. The crash site is marked with a white cross. The Alien Sub is now vulnerable to an aquanaut assault, allowing you to investigate the wreckage.

SAVING THE GAME

23. Now would be a good time to save your current game.

■ Click on the **Options** button.

24. Click on the **Save Game** button.

25. The Select Save Position screen appears.

■ Click on any of the ten numbered buttons to select the slot into which your current game will be saved.

26. Type in the name for your saved game using the keyboard and press ⟨Return⟩.

When the game has saved, you return to the Geoscape.

INVESTIGATING THE CRASH SITE

27. You will need to assign a *Triton Sub* transport to take a squad of aquanauts from your base to the Crash Site.

■ Find your base (you may need to rotate the Geoscape to bring it into view). Click on your base: the **Launch Interception** window appears.

28. Move the mouse pointer to highlight *Triton-1* and click the LMB.

29. The message **Select Destination** appears in the top of the screen.

30. Click on the Alien Sub Crash site (the white cross) to select this as the *Triton's* target.

31. The message **Target: Crash Site-1** appears.

- ■ Click on **OK**.

- 32. The *Triton* (represented by a yellow cross) will launch and make its way to the Alien Sub Crash Site.

- ■ Click on the **5 Mins** button if you want to increase the passage of time.

- 33. When the *Triton* arrives at the Crash Site, the Alien Sub Crash Recovery screen appears. Read the instructions on this screen.

- ■ Click on **OK** to enter the next section of *X-COM: Terror From The Deep* — **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
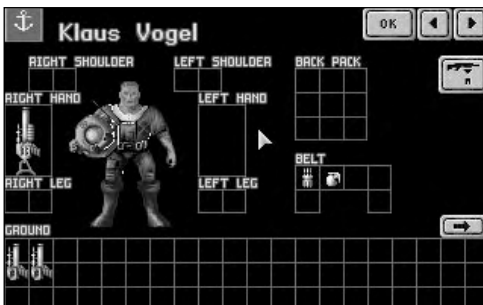
1. The eight members of your squad automatically arm themselves with the weapons that are available. This screen allows you to adjust the weapons your squad will carry into action.

■ Click on the left/right arrows in the top right of the screen to check the armament of each of the eight members of your squad.

2. You will see that six of your aquanauts have Jet-Harpoons, one has a Dart Gun and one has a Gas Cannon. The aquanauts carry extra ammunition and grenades on their belts.

Full details on this section of the game are given in the **Alien Submarine Assaults** chapter of this manual.

■ Click on the **OK** button to exit this screen.

3. The 'Turn' screen appears.

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!

■ Click the LMB to continue.

THE BATTLESCAPE

4. You will now see your *Triton Sub* on the sea bed. Its cabin roof is 'peeled away' to reveal your squad of eight aquanauts 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. You can view these individually or assembled them into a complete 3-D picture. Splitting the Battlescape into levels allows you to see behind walls and inside buildings or Subs.

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, which is why the *Triton Sub* appears to have no roof.

■ Click on the ◇1 button in the Control Bar. The number on the button changes to **2**.

The cabin roof and wings of the *Triton Sub* appear. Your aquanauts are now hidden from view. This is the **Full View** of the Battlescape.


6. Click on the ◇1 button again. The number on the button will change back to **1.** The Battlescape returns to the Multi-level View.

7. When you are in any of the Multi-level Views, you might need to switch to the next level down or up.

■ Click on the ▾目 button.

8. The display again changes, now showing the Triton from three or four levels higher. The View window now represents the new level.
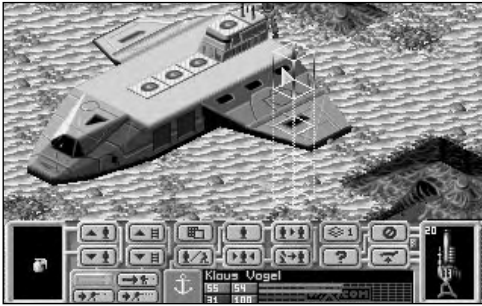
9. Click on the ▲⧉ button.

The display returns to the original view, with your squad visible inside the *Sub.*

SELECTING AQUANAUTS

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

■ Move the mouse pointer over the Battlescape display. A white 3-D box appears under the pointer.

11. Move this box over any aquanaut. The box now flashes yellow and red.

12. Click on the LMB. A yellow arrow appears above the aquanaut's head to show that he/she is now selected.

13. Move the mouse pointer over any other aquanaut in the *Triton Sub* and click to select. Watch the aquanaut's name change (halfway down the Control Bar) and the arrow move to show the now selected aquanaut.

MOVING AQUANAUTS

14. Move the mouse pointer over either of the aquanauts nearest the door of the *Triton Sub* and click to select. The yellow arrow appears above the aquanaut's head to show that he/she is now selected.

15. Now, move the mouse pointer over the ground just outside of the *Triton Sub.* (The door is located on the wall facing you at the front of the Sub.)

16. Click the LMB.

The aquanaut will walk out of the *Sub* to the destination you have just set.

17. Move the mouse pointer over the other aquanaut near the door of the *Triton Sub* and click to select.

18. Now move the mouse pointer over the ground just outside of the *Sub*.

19. Click the LMB.

The aquanaut will walk out of the *Sub* to the destination you have set.

20. We now have two aquanauts deployed from the *Triton Sub*. You may notice that the Battlescape now displays a little more of the surrounding terrain. This is because *the Battlescape only shows what is in your squad's line of sight*.

■ Move the 3-D box to a point near the rear of the Sub and click on the RMB.

The currently selected aquanaut turns around to face the *Triton Sub*, scanning the surrounding terrain in the process. Any nearby black squares turn into terrain as the aquanaut looks at them.

21. If you want to look around the Battlescape at the visible terrain, move the mouse pointer to the very edge of the screen. The view window will move in that direction. To stop scrolling, move the mouse pointer back into the Battlescape.

Note: You must take the mouse pointer to the very bottom of the screen, under the Control Bar, to move the View window *downwards.*

22. Click on the ⟨▸♠◂⟩ button to recenter the Battlescape on the currently selected aquanaut.

23 Click on the ⟨♠▸♠⟩ button. The next aquanaut in your squad will be selected.

This is an alternative way of selecting aquanauts, rather than searching around the Battlescape for every aquanaut.

24. Move this aquanaut out of the *Triton Sub* in the same way as the other two.

25. Select and move another aquanaut out of the *Sub*.

26. You now have four aquanauts deployed from the *Sub*. 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 Alien Sub itself, so we'll start the search there.
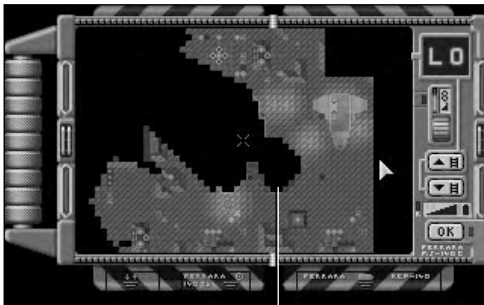
THE MAP SCREEN

27. Click on the [⊞] button to access the Map Screen. This displays a Thermal Image of the mission area, allowing you to see X-COM and alien forces, the X-COM and Alien Subs. The Map Screen only displays those objects your aquanauts have already sighted.
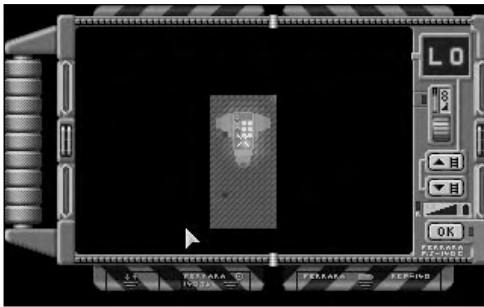
28. Your aquanauts appear as eight flashing yellow dots on the map. If an Alien Sub has been spotted, its hull appears as a pale brown and grey line.

Alien Sub

29. The map only shows one level of the Battlescape at a time.

■ Click on the up/down arrows on the right-hand side of the screen to display the next level up or down.

30. Click on the RMB to return to the Battlescape.

THE TURN-BASED SYSTEM

31. If you saw an Alien Sub in the Map screen, start moving your aquanauts toward it. If not, continue moving your aquanauts around the Battlescape until you find the Alien Sub.

Eventually the message **Not Enough Time Units!** appears.

32. This means that the selected aquanaut has moved as far as he/she can possibly move *in this turn*. When all four of the aquanauts have moved to this point, it is time to end your turn.

■ Click on the [⊘] button to end the turn.

It is now the Aliens' turn. They might open fire on your squad — you are helpless until your next turn.

Onscreen prompts tell you when to click the LMB to begin your next turn.

SEARCHING FOR THE ALIENS

33. Continue moving your squad around the Battlescape.

   • to go through doors, click inside the room.

   • to go up stairs, click at the top of the stairs (make sure your aquanaut is directly at the bottom of the stairs).

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

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

■ Click on the flashing square to center the Battlescape on the alien.

35. The screen is now centered on the alien.

■ Click on the 🗺 button to access the Map Screen.

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

Look for your aquanauts on the Map — there might be aquanauts in a better position to fire than the aquanaut currently selected.

■ Click on the RMB to return to the Battlescape.

37. If you want to recenter the Battlescape on the currently selected aquanaut, click on the ▶♣◀ button in the Control bar.

USING WEAPONS

38. 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 Jet Harpoon will be required.

■ Click on the Jet Harpoon (at the far right of the Control Bar).

39. A window appears, allowing you to choose from a number of shots (Aimed Shot, Snap Shot, Auto Shot and Throw).

■ Move the Mouse pointer over the **Aimed Shot** option and click.

40. The Battlescape reappears. The cursor has changed to a targeting cross instead of the 3-D box.

■ Position the cross over the alien (it will flash red and yellow) and click the LMB.

41. Now, one of four things could happen:

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

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

C. The aquanaut fires a shot… and misses. This is unfortunate, but is expected — initially your aquanauts are all ensigns. You will find that your aquanauts become more accurate as they fight more battles.

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

■ Click the RMB to change the mouse pointer from a targeting cross to the 3-D box. Continue your turn.

Using Magna-Blast Grenades

42. If an alien is using an object for cover, you might prefer to attack it with a grenade.

■ Click on the [🕴] button to access the Equip Aquanaut screen. This is similar to the screen which you saw before entering the Battlescape.

43. Every aquanaut has one grenade in his/her belt.

■ Move the mouse pointer over the grenade and click.

The words **Magna Blast Grenade** appear by the aquanaut's left foot.
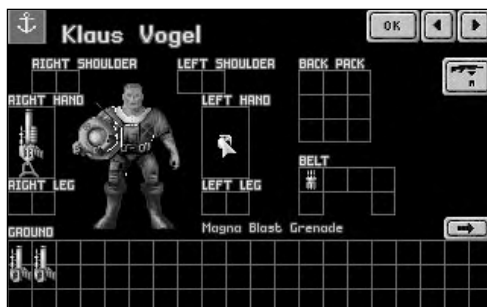
44. Move the grenade over the box marked **Left Hand** and click again.

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

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

45. Click on **OK** to return to the Battlescape.

46. You will now see the grenade in the Item Box on the far left of the Control Bar.

■ Click on the grenade.

47. A window containing the options **Prime Grenade** or **Throw** appears.

■ Click on **Prime Grenade**.

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

48. The Set Timer window appears, allowing you to set the number of turns until the grenade detonates.

■ Click on the number **3**.

The Battlescape reappears, with a primed grenade in your aquanaut's left hand.

49. You now have three turns to throw the grenade and get away from the blast area.

Set Timer

- Click on the grenade again.

50. The only option is **Throw.**

- Click on **Throw**.

51. The Battlescape reappears. The cursor has a throw icon superimposed over the 3-D box.

- Click on the location where you want to throw the grenade.

52. One of three things will happen:

A. The aquanaut will throw the grenade.

B. The message **Out of Range!** appears. If this happens, the target location is too far away — choose a target location closer to your aquanaut.

C. The message **Unable to throw here!** appears. 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

53. Continue searching for aliens (go back to **step 33** of this tutorial). When all aliens have been killed, the mission is over.

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

To abort the mission before the mission objectives are completed, click on the ⬆ button in the Control bar.

Aborting a mission will only save aquanauts who have returned to the *Triton Sub,* a warning message appears 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 return the Triton Sub back to its base, and it will be lost. If you are down to your last aquanaut, abort the mission.

Two-Part Missions

To enhance the challenge, artifacts and aliens from the first part of a two-part mission cannot be recovered.

THE DEBRIEFING
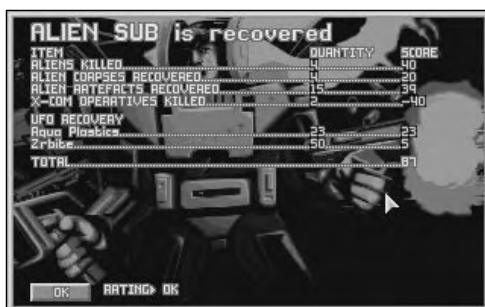
54. At the end of an Alien Submarine Assault mission there is a debriefing. This informs you of your mission's success rating and lists the items recovered from the alien ship.

■ Click the **OK** in the bottom left of this screen to return to the Geoscape.

55. 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 replay your last Submarine Assault mission, load in your previously saved game.

TUTORIAL 3: BASES

From research and manufacture to equipping flying submarines and aquanauts, 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: Terror From The Deep.*

1. If you are continuing from tutorial 2, do not worry if you lost your *Triton Sub*, you can buy another in the Bases screen.

■ Click on the button labeled **Bases** in the Geoscape Menu Options.

2. The Bases screen appears.

Note: From now until you reenter the Geoscape screen, time is paused. If at any time you need to pause the game, simply click on one of the Geoscape Menu Options.

EQUIPPING THE SUBMARINES

3. We will now use the Equip Submarine screen to rearm one of the *Barracudas.*

■ Click on the button labeled **Equip Submarine** in the Bases screen.

The Flying Sub screen appears, allowing you to choose which Sub you will equip.

4. Move the mouse pointer over *Barracuda-1* (a pale highlight appears to show it is selected) and click.

5. The *Barracuda-1* Equip Craft screen appears.

The numbers **1** and **2** represent the *Barracuda's* two weapon bays. The sub's armament loaded is an **Ajax Missile Launcher** plus missiles and a **Gas Cannon** with rounds.

■ Click on the button marked with the number **2** (right side of the screen).

6. The Select Armament window appears.

You have one *Ajax* **short-range torpedo launcher**, one *Fusion Head D.U.P.* **long-range torpedo launcher** and two **Gas Cannons** in the base's stores.

7. We will now rearm the *Barracuda* with *long-range torpedoes* in place of the cannon.

■ Move the mouse pointer over *D.U.P. Head Launcher* (a pale highlight appears to show it is selected) and click.

8. The display will return to the *Barracuda-2* Equip Submarine screen. The *Barracuda* now has an all-torpedo armament — this is more effective for attacking Alien Subs.

■ Click on **OK** in the bottom of the screen.

9. You return to the Flying Sub screen to see that the **Status** column for *Barracuda-1* shows that it is **Rearming**.

■ Click on **OK** in the bottom of this screen.

10. The Bases screen reappears.

We will now assign X-COM scientists to undertake research.

■ Click on the button marked **Research**.

ASSIGNING RESEARCH

11. The Current Research screen appears.

We will now assign our scientists to work on two different research projects: **Gauss Technology** and the **Particle Disturbance Sensor**.

■ Click on the button labeled **New Project** in the bottom left of the screen.

12. The New Research Projects window appears.

■ Move the mouse pointer over **Gauss Technology** (a pale highlight appears to show it is selected) and click.

13. The Start Project window appears.

■ Click on the **Start Project** button in the bottom left of the window.

14. The Scientists Allocated window appears. This allows you to change the number of scientists working on the project.

■ Click on the up arrow next to the word **Increase** until the number to the right of the words **Scientists Allocated** is **5**.

15. Click on **OK**.

16. The New Research Projects window reappears.

■ Move the Mouse pointer over **Particle Dist. Sensor** and click.

17. The Start Project window appears.

■ Click on the **Start Project** button in the bottom left of the window.

18. The Scientists Allocated window appears.

■ Click on the up arrow next to the word **Increase** until the number to the right of the words **Scientists Allocated** is **5**.

19. Click on **OK**.

20. The New Research Projects window reappears.

■ Click on **OK** in the bottom of this window.

![X-COM logo]

21. You return to the Current Research screen to see that you have five scientists assigned to research **Gauss Technology** and five scientists assigned to research the **Particle Dist. Sensor**. The progress in each of these projects is **unknown**; the scientists have not yet started work.

- Click on **OK** in the bottom right of this screen.

22. The Bases screen reappears.

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

- Click on the **Purchase/Recruit** button.

PURCHASING/RECRUITING

23. The Purchase/Hire Personnel screen appears.
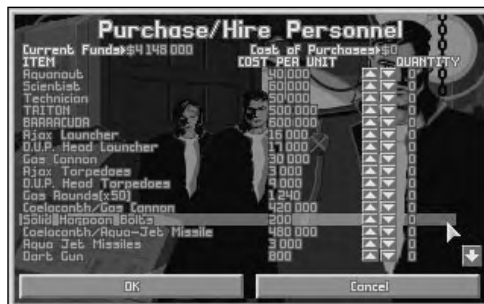
We will now purchase some items and hire some extra aquanauts.

- Move the Mouse pointer over the ▲ button in the **Aquanaut** line (at the top of the list of items) and click once.

24. The number in the **Quantity** column changes to **1**.

- Click on the ▲ button until you have purchased enough aquanauts to replace those lost on the Alien Submarine Assault mission and have a few extra.

Note: The Triton Sub only holds 14 aquanauts at a time, so don't recruit too many aquanauts at once.

25. If you lost your *Triton Sub* squad transporter in the Alien Submarine Assault mission, you can replace it by clicking once on the ▲ button in the **Triton** line of this screen.

26. Move the mouse pointer down the list until you get to **Coelacanth Aqua-Jet**. This tank is a large weapon—expensive but very powerful.

27. Click once on the ▲ button. The **Cost of Purchases** (in the top right of this screen) increases by the cost of the Coelacanth Aqua-Jet Missile Tank.

28. Now we'll need some ammunition for it.

■ Move the Mouse pointer over the **Aqua Jet Missiles** ▲ button and click eight times. You will need to buy more ammunition later, when you return from your next Submarine Assault mission.

---

*Note: The message **Not Enough Store Space!** appears if you attempt to buy too many items. To build more storage space, click on the **Build Facilities** button in the Bases screen — see the **Bases** section of the **Reference Guide** of this manual for full details.*

---

29. Click on the � button in the bottom right of the screen. The list will move down a little. Continue clicking on this button until it disappears. You have reached the bottom of the list. The next to last item on the list is the **Thermal Tazer**. This item allows your aquanauts to knock aliens out instead of killing them; the alien can then be recovered alive and interrogated.

30. Move the mouse pointer over the **Thermal Tazer** ▲ button and click twice.

31. If you lost your *Triton Sub* in the Alien Submarine Assault, you will need to re-equip your new Triton squad. Carry out the same process as above to choose some weapons from the list — don't forget ammunition if you buy harpoons, pistols or torpedo launchers.

32. You have now completed choosing what you want to buy.

■ Click on **OK** in the bottom left of the screen to confirm the purchase.

33. The Bases screen reappears.

■ Click on the **Geoscape** button in the bottom right of the Bases screen. You will return to the Geoscape.

WAITING FOR DELIVERY

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

Check the Game Time.

- Click on the **1 Day** button in the Geoscape Time Controls and allow 3 days to pass. If an Alien Sub is detected, intercept it (see **step 4** of **tutorial 1** for full details).

35. Several windows might appear as time passes. For the moment, just click on the **OK** button to make them go away. We'll worry about these later.

- When 3 days have passed, all items should be delivered. Click on the **5 Secs** button.

36. We will now return to the Bases screen and equip the *Triton Flying Sub* with all the items we have just purchased.

- Click on the **Bases** button.

37. Click on the **Equip Submarine** button.

EQUIPPING THE TRITON SUB

38. Use the Mouse to highlight and click on *Triton-1* (if you lost your first Triton Sub in the ground assault and bought a new one, it will be called Triton-2).

39. The Equip Sub screen for the *Triton Sub* appears.

Next to the button marked **Crew** are icons for each aquanaut assigned to the *Triton Sub*. If no one was lost in the Alien Submarine Assault, there will be eight aquanaut icons.

- Click on the **Crew** button.

40. The Select Squad screen appears.

This screen displays the names of the aquanauts who are assigned to *Triton-1* (or whichever sub you have selected).

- Click on any name that is not assigned to a Sub, and this will assign them to the selected Triton Sub. The **Craft** column of this screen shows which Sub the aquanaut is assigned to.

41. Only 14 aquanauts may be assigned to any one *Triton Sub*. Depending on how many aquanauts you recruited and how many (if any) you lost in your Alien Submarine Assault, there might be aquanauts with no craft assignment. It is a good idea not to completely fill your sub, especially if you plan to equip it with any Submersable Weapon Systems.

■ Click on **OK** in the bottom of this screen.

42. You will return to the Equip Submarine screen. Now we'll load some equipment onto the *Triton Sub.*

■ Click on the button marked **Equipment**.

43. The Select Equipment screen appears.

■ Move the mouse pointer over the ▶ button in the **Coelacanth Aqua-Jet Missile Tank** line (at the top of the list) and click.

The Coelacanth Tank is a Submersable Weapon and needs four units of space. Therefore, only 10 aquanauts may be assigned to the same *Triton* as a Coelacanth Tank.

The Coelacanth Tank is now loaded onto *Triton-1*. The number in the **Stores** column changes to 1 from 0 indicating that it is on board.

44. Use the same process to load any other equipment of your choice onto the *Triton Sub*

45. Click on **OK** in the bottom of the screen.

46. You will return to the Equip Submarine screen.

■ Click on **OK** in the bottom of the Equip Submarine screen to return to the Flying Sub screen.

47. Click on **OK** in the bottom of the Flying Sub screen to return to the Bases screen.

48. Click on the **Geoscape** button in the bottom right of the Bases screen. You return to the Geoscape.

RETURNING TO THE GEOSCAPE

49. Click on the **1 Day** button in the Geoscape Time Controls. Soon, a message appears on the Geoscape. This may be one of the following:

Alien Sub Detected — go to **step 4** of **tutorial 1** for details on intercepting an Alien Sub — when you investigate the crash site this time, your aquanauts 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 appears to inform you of your progress in the fight against the aliens. See the **Geoscape** section of the **Reference Guide** of this manual for full details.

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: Terror From The Deep* is discovering new technology, gathering information on the aliens, and battling through hundreds of different landscapes.

These tutorials have been a basic guide to the way *X-COM: Terror From The Deep* plays. There may be further game enhancements which are documented in the Technical Supplement. Use the **Reference Guide** section of this manual for details about specific menu options or game features.

PLAYING TIPS

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

Establish more bases around the world

Click on the **Build New Base** button in the Bases screen. Establish bases in the zones which are funding you heavily — refer to the **Graphs** screen for this information.

Build more facilities (pods) at your bases

Click on the **Build Facilities** button in the Bases screen. Experiment with different sized bases — you don't always have to build Sub Pens. Build dedicated 'listening posts,' equipped with both Standard and Wide Array Sonar Systems, then add Sub Pens when you can afford them. By using this tactic, you will detect many more Alien Subs.

Develop a powerful squad

Don't allow your aquanauts to take unnecessary risks on any missions; you will find that they fight better when they are more experienced. Equip your squad with the best weapons available and avoid exposing your aquanauts 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 Subs 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!

SECTION 2
THE REFERENCE GUIDE
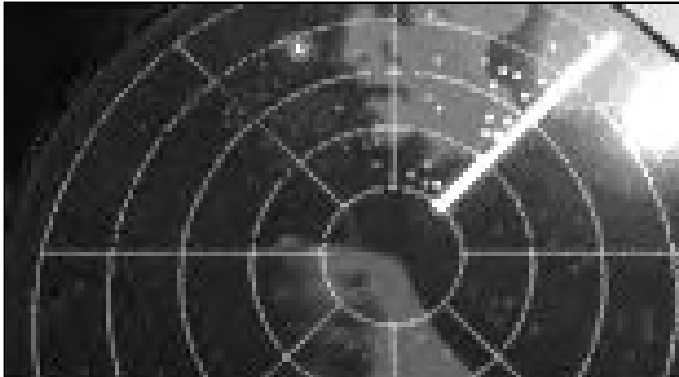
THE GAME OPTIONS

The Game Options screen appears when you load *X-COM: Terror from the Deep* (after the Language Selection Screen) allowing you to select between **New Game** or **Load Saved Game**. Position the mouse pointer over the required option and click the Left Mouse Button (LMB) to select.

NEW GAME

If you select **New Game** in the Game Options screen, the Select Difficulty Level screen appears.

This allows you to change the way the game plays to suit your skill level, from level 1 (Beginner) to level 5 (Superhuman). It is recommended that you complete the game at one of the lower difficulty levels before attempting to play the game at level 5.

The difficulty level affects:

- the hostility and skill of aliens
- the aggression of Alien Subs

Pick a difficulty level by clicking on one of these five buttons.

The **Geoscape**, the main game screen, appears with the message **Select Site For New Base**.

Click on any of the world's oceans to position your first X-COM base. Use the Geoscape controls if you want to rotate the display of the Earth (see the section of this manual on **The Geoscape Screen** for full details of the Geoscape controls).

The first New Game set up is to name your first base. The prompt **Base Name?** will appear — type in your first base's name using the keyboard and press ⎡Return⎦. You will now be able to use the Geoscape as normal.

LOAD SAVED GAME

If you select **Load Saved Game** in the Game Options, the Select Game To Load screen appears.


The names of all saved games are displayed in the middle of the screen; each game's time and date is also displayed.

Pick a saved game by clicking the LMB on one of the ten buttons on the left hand side of the screen. The game returns to the Geoscape, at the point of the save.

THE GEOSCAPE SCREEN

The Geoscape screen is the main screen for playing *X-COM: Terror From The Deep*; it displays the latest data on alien activity and allows you to control and monitor X-COM Interception Subs.

The Geoscape screen is made up of five parts: the Geoscape, the View Controls, the Time Controls, the Game Time and the Menu Options.
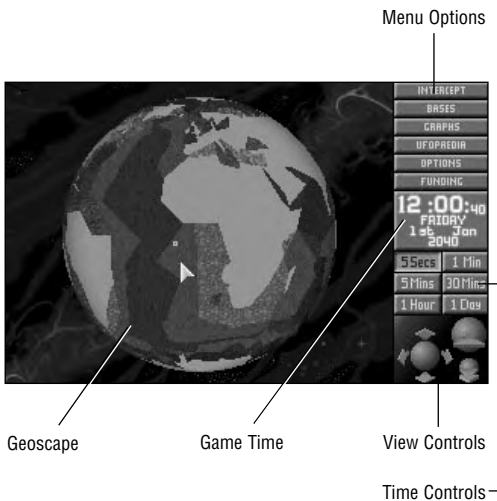
THE GEOSCAPE

The Geoscape is a 3-D view of the Earth which can be rotated or magnified. At minimum magnification, it displays the whole planet, while at maximum magnification, it shows detail such as underwater land contours. Night and day are fully simulated.

The Geoscape uses symbols to represent the following:

Blue ☐ - an X-COM Base.

Yellow ⊹ - an X-COM Sub.

Orange ✖ - an X-COM Sub's destination (also known as a waypoint).

Red ⊹ - an Alien Sub on the move.

Green ✖ - an Alien Sub on the sea-bed.

White ✖ - an Alien Sub crash site.

Pink ☐ - an Alien Base.

Pink ⊹ - an Alien Terror Site.

Menu Options

INTERCEPT
BASES
GRAPHS
UFOPAEDIA
OPTIONS
FUNDING

12:00:40
FRIDAY
1st Jan
2040

55ecs 1 Min
5Mins 30Min
1 Hour 1 Day

Geoscape   Game Time   View Controls

Time Controls

THE VIEW CONTROLS

The View Controls allow you to manipulate the view of the Earth in the Geoscape.

Click on the up or down arrows to tilt the view of the Earth up or down.

Click on the left or right arrows to rotate the view of the Earth to the left or right (about the Earth's polar axis).

Click on the � icon to increase the magnification of the Geoscape.

Click on the ⌂ icon to decrease the magnification of the Geoscape.

Click on the Geoscape using the RMB to center the display on that location.

THE TIME CONTROLS

The Time Controls allow you to adjust the rate at which time passes in the game.

Time may be accelerated from 5 second stages to 1 minute, 5 minute, 30 minute, 1 hour and 1 day segments. This means that you can cut out the long periods of waiting for X-COM sonar to detect an Alien Sub. To select a particular rate of time passage, click on any of the six Time Control buttons.

The passage of time is suspended when any of the Geoscape Menu Options are accessed.

THE GAME TIME

X-COM: Terror From The Deep begins at 12.00 P.M. on January 2040. All game times are given in Greenwich Mean Time (GMT).

The X-COM Project Monthly Report

At the end of each month, you will be given a report of your progress so far. This report is in the following form:

Month – the month which has just ended.

Monthly Rating – X-COM's overall performance rating for the previous month. This takes into account the following:

- success of interceptions;
- scores for Alien Submarine Assault Missions;
- research work completed; and
- alien activity.

A plus (+) sign before the figure indicates a good performance, a minus (-) sign indicates a poor performance.

Funding Change – the difference between this month's and last month's total funding. A plus (+) sign before the figure indicates an increase in funding, a minus (-) sign indicates a decrease in funding.

This is followed by a general report on how the Council of Funding Nations views recent X-COM anti-alien operations.

Click on the **OK** button to exit this screen.

Molecular Control

If you have built a Molecular Control Lab at any of your bases, you will be taken to the Molecular Control (MC) Training screen each month, after the Monthly Report.

Molecular Control skills allow X-COM aquanauts to use Molecular Control. A Molecular Control Implant is required to use any MC device. The implant is surgically inserted into the aquanaut's brain in the MC lab. Molecular Control devices are also required for an aquanaut to be able to use Molecular Control.

The Molecular Control Training screen lists all X-COM bases with Molecular Control Lab facilities. MC Labs are essential to carry out Molecular Control Training.

Click on any of the Base Name buttons to Assign Aquanauts to Molecular Control Training at that base.

Assign Aquanauts to Molecular Control Training
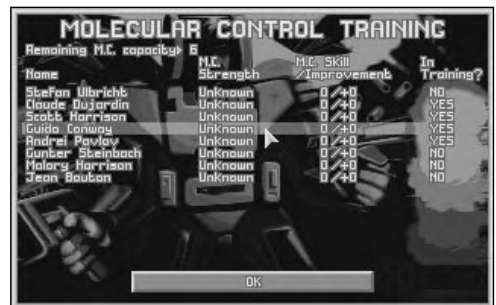
This screen allows you to assign individual aquanauts to Molecular Control training. The top of the screen shows the **Remaining M.C. Capacity**. This indicates the number of aquanauts who may be assigned to Molecular Control Training.

Below this is a list of the following:

Name – the aquanauts' names.

Molecular Control Strength – this is a measure of the aquanaut's natural ability to defend against Molecular attack. It never changes, regardless of how much training the aquanaut goes through.

Molecular Control Skill/Improvement – this is the aquanaut's ability to use Molecular Control. The aquanaut's Molecular Control combat ability is dependent on both this and Molecular Control Strength.

Note: It is better to concentrate your Molecular Control Training on aquanauts with high Molecular Control Strength.

In Training? – whether or not the aquanaut is in training.

Note: Carrying out missions also improves a aquanaut's Molecular Skill.

Click on **OK** to return to the Molecular Control Training screen.

Click on another Base Name button to assign more aquanauts to Molecular Control training or click on the **OK** button to return to the Geoscape.

THE MENU OPTIONS

Click on the Menu Option buttons to access other screens and functions:

Intercept – allows you to give X-COM Subs orders to intercept Alien Subs.

Bases – takes you into the Bases screen (see the **Bases** section of this manual for full details).

Graphs – takes you into the Graphs screen (see the **Graphs** section of this manual for full details).

UFOpaedia – takes you into the UFOpaedia (see the **UFOpaedia** section of this manual for full details).

Options – takes you into the Options screen (see the **Options** section of this manual for full details).

Funding – takes you into the International Relations display (see the **Funding** section of this manual for full details).

USING THE GEOSCAPE

X-COM's main task is to shoot down and investigate Alien Craft. This ensures continued funding and allows X-COM to learn more about the alien threat.

When there is no Alien activity, you will probably want to keep the rate of time passage fairly high. Click on the **1 Hour** button in the Geoscape Time Controls. Time will pass rapidly until you get a message informing you that an Alien Sub has been detected.

The Alien Sub Detected Window

X-COM bases automatically detect any Alien Subs within range of their sonar. Later on in the game, you will be able to research and manufacture better sonar and tracking systems, based on captured alien technology.

When an Alien Sub is detected, time is paused and a window titled **Alien Sub-*(number)* Detected** appears in the center of the Geoscape display. Every Alien Sub detected is given a consecutive number, for example, the 41st Alien Sub detected by X-COM will be named **Alien Sub-41**.

The following data is also presented when an Alien Sub is detected:

Size – the size of the Alien Sub.

Depth – the approximate depth at which the Alien Sub is traveling.

Heading – the general direction in which the Alien Sub is traveling.

Speed – the speed at which the Alien Sub is traveling (in knots).

This window also gives you the option to either:

Centre on Alien Sub-Time=5 Secs – centers the Geoscape display on the Alien Sub's current position and reduces the passage of time to 5 seconds. Click on this option if you intend to intercept the Alien Sub.

Cancel – hides the message window and leaves the Geoscape as it was before the Alien Sub was detected. Click on this option if you wish to take no action against the Alien Sub.

Note: While your Interceptor Subs (Barracudas) are capable of a high maximum speed, Alien Subs often travel faster. An Alien Sub may unwittingly change course or slow down, however, so it is good practice to attempt to intercept all Alien Subs detected.

The Launch Interception Window

To assign an X-COM Barracuda to attack an Alien Sub, you may either click on the Barracuda's base or click on the **Intercept** Menu Option (in the top-right of the Geoscape screen), in which case the display will change to this:

The advantage of clicking on the **Intercept** Menu Option is that you can give orders to an Interceptor that is based on the opposite side of the Geoscape, hidden from view. Simply clicking on a base only allows you to assign Subs from that base.

In either case, the Launch Interception window displays the following information:

Craft – the type and registration number of the craft (for example, *Triton Sub-6* is the sixth craft to be operated by X-COM, and is a *Triton Sub* Squad Transporter).

Status – this may be either:

Ready – the Sub is available for interception duty.

Refueling – the Sub is refueling; this can take several hours.

Rearming – the Sub is having its weaponry changed or replenished.

Repairs – the Sub is undergoing repair work.

Out – the Sub is already carrying out an interception.

Base – the Sub's home base.

Weapons/Crew/SWS's – the number of weapons the Sub is carrying, the number of crew on board, and how many Submersible Weapon Systems the sub is carrying.

If you wish to return to the Geoscape without selecting an Interception Sub, click on the **Cancel** button.

Selecting an Interception Sub

Use the mouse to highlight a *Barracuda* from the Launch Interception list and click to select this Sub.

The Select Destination window appears at the top of the screen. If you wish to return to the Geoscape without selecting a target, click on the **Cancel** button.

To select an Alien Sub as the interception target, simply click on its location on the Geoscape.

The message **Target: Alien Sub-*(number)*** will appear.

Click on the **OK** button to accept this Alien Sub as the target, or click on the **Cancel** button to select a different target.

The Barracuda will now launch from its submerged base and take the most direct path to the Alien Sub.

The Craft Status Window

Any time an X-COM craft is out of its base, click on it to display the Craft Status window. This contains the following information:

Craft Name – the type and registration number of the craft.

Status – the orders which the craft is carrying out.

Base – the craft's home base.

Speed – the current speed of the craft (in knots).

Maximum Speed – the craft's maximum speed (in knots).

Depth/Altitude – the craft's approximate Depth/Altitude.

Fuel – the percentage of fuel remaining in the craft. When fuel reaches a critical level, the craft will automatically return to its base.

Weapon-1 – The type of weapon loaded into weapon bay number one followed by the number of rounds of that weapon remaining.

Weapon-2 – The type of weapon loaded into weapon bay number two followed by the number of rounds of that weapon remaining.

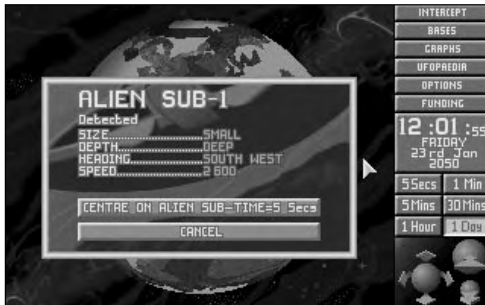The Craft Status window also has four buttons, allowing you to:

Return to Base – abort the interception and return to base.

Select New Target – abort the present interception and select a new target.

Patrol – abort the interception and remain at the current position.

Cancel – return to the Geoscape without issuing any orders.

The Alien Sub Status Window

Any time an Alien Sub is displayed on the Geoscape, you can click on it to bring up the Alien Sub Status window, repeating the information shown in the Alien Sub Detected window.

The Tracking Lost Window

The message **Alien Sub-*(number)* Tracking Lost** will appear if X-COM tracking devices lose contact with an Alien Sub while it is being intercepted.

Click on the **OK** button. The Craft Status window appears, giving you the option to either **Return to Base**, **Patrol** or **Go to Last Known Alien Sub Position**.

It is usually best to go to the last known Alien Sub position, since the interception craft might be able to retrack the Alien Sub with its onboard sonar.

The Combat window

When the X-COM Sub has maneuvered within firing range of the Alien Sub, the Combat window appears. The interception craft is now at stand-off range, awaiting your orders.

Remember that you are setting out to cause the Alien Sub to crash land, not to blow it into a million pieces!

The Combat window consists of the following:
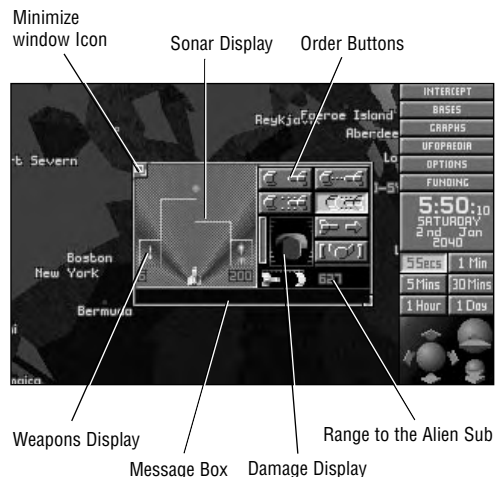
The Order Buttons

Click on the buttons in this display to carry out the following:

Standoff – follow the Alien Sub without firing at it.

Cautious Attack – attack the Alien Sub from the maximum range of each weapon.

Standard Attack – move to the minimum range of each of the available weapons and fire at a standard rate.

Aggressive Attack – move to the minimum range of each of the available weapons and fire at a maximum rate.

Disengage – abort the interception and return to base.

View Alien Sub – LMB click to return to combat window.

The Sonar Display

The Barracuda will use its onboard sonar to carry out the attack on the Alien Sub. The Sonar Display section of the Combat window allows you to monitor the final stages of the interception.

The Alien Sub appears as a bright blip on the Sonar Display screen, the size of which depends on the size of the Sub.

The Weapons Display

There are a pair of icons on either side of the Sonar Display screen that represent the weapons fitted to the weapons bays of the Barracuda. Each of these icons has a number under it, indicating the weapon's number of remaining rounds.

The maximum range of each of the weapons is also shown, in the form of a line extending out of the weapon icon and onto the Sonar Display. When an Alien Sub gets within this boundary, the Barracuda will open fire.

The Range to the Alien Sub

The range to the Alien Sub is a simple digital readout of the distance from the Barracuda to the Alien Sub.

The Damage Display

The damage display indicates the Interception craft's current damage state. The picture of the craft is filled in red as it receives damage.

The Minimize Window Icon

If you shoot down the Alien Sub over land, the Alien Sub will be destroyed beyond all recognition and anything of value will be lost in the crash. The Minimize window feature allows you to track the Alien Craft on the Geoscape until it is resubmerged; then you can attempt to down the Alien Craft.

To carry this out, click on the Minimize window icon in the top left of the Combat window. The Sub Icon (with a pictorial representation of the Sub plus its X-COM registration number) appears in the top left of the Geoscape, and time can be advanced or slowed as normal.
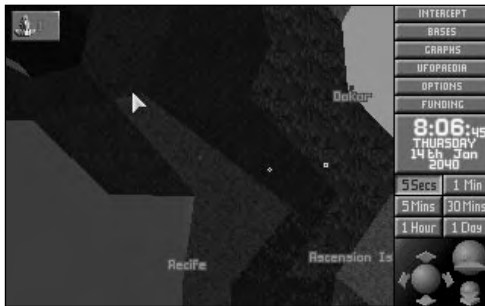
When the Alien Sub gets over the water, click on the Sub Icon. The Combat window appears, ready for you to carry out your attack.

Note: You can also use the Minimize window icon to give other Interception Subs orders to attack the Alien Sub. There can be up to four Interception Craft attacking a single Alien Sub simultaneously, maximizing the chance of success against a larger Craft.

The Message Box

The Message Box is in the bottom of the Combat window and displays messages from the pilot of the Interceptor to you. These messages either confirm your orders or inform you of what the Alien Sub is doing.

Shooting Down an Alien Sub

Click on the Standard Attack button. The message **Alien Sub Crash Lands!** appears if you successfully cause the Sub to crash land. The display automatically returns to the full screen Geoscape with a white cross marking the crash site.

Investigating Alien Crash Sites

The Alien Sub is now vulnerable to armed assault, so you should send out an X-COM squad to investigate it and to recover any available Alien Technology.

Click on a base or use the **Intercept** Menu Option to select a _Triton Sub_ Troop Transport Sub (just as you did previously with the _Barracuda_) and assign the Alien Sub crash site as the target. The _Triton Sub_ takes off and makes its way to the Alien crash site.

Note: Only Subs which contain Aquanauts or Coelacanth Tanks are allowed to intercept Crash Sites or landed Alien Subs.

When the _Triton Sub_ arrives at the crash site, the Alien Sub Crash Recovery screen appears.

ALIEN SUB CRASH RECOVERY
ALIEN SUB-1
FLYING SUB: TRITON-1
EXTREME CAUTION — There will be Aliens in the submarine and around the site. This mission will be completed when all enemy units have been eliminated or neutralised. Recovery of Alien Sub remains, technology and alien corpses can then be initiated. To abort the mission return X-Com aquanauts to the submarine and click on the 'Abort Mission' icon.

OK
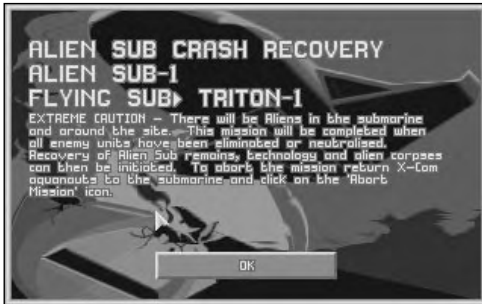
Click on **OK** to enter the Equip Squad screen. See the next chapter of this manual for full details on Alien Submarine Assaults.

OTHER GEOSCAPE USES

As well as controlling the interception and investigation of Alien Subs, the Geoscape can be used for several other functions. Some of them are outlined below; the others are for you to discover!

Alien Submarine Assaults

As well as investigating crashed Alien Subs, you can send a squad transport craft to an intact Alien Sub which has touched down. This is dangerous for your aquanauts, however, and is not advised unless you have a very powerful squad.

Terror Sites

The aliens will attempt to terrorize civilian populations as part of their invasion plans. *This must be prevented at all costs:* a successful alien Terror Site in a funding area could cause its withdrawal from the X-COM project.

Alien Raids on X-COM Bases

As the game progresses, the aliens will carry out missions to find X-COM floating bases. If the aliens discover the location of any of your bases, they will attempt to destroy them.

Alien Bases

The aliens will attempt to build bases on the Earth. These are used for a variety of purposes from operating Alien Subs to infiltrating funding areas of influence. Alien bases may be detected by sending an Interception Craft to the suspected location of the base and selecting the **Patrol** option. You are advised to raid alien bases at the earliest opportunity, but make sure you have a very powerful squad before you try!

ASSAULTS ON ALIEN CRAFT

X-COM Assault Missions take place when X-COM carry out any of the following:

- Investigate crashed Alien Sub sites;
- Assault Alien Subs at their landing sites;
- Intervene at alien terror sites;
- Defend X-COM bases against alien attack; or
- Attack alien bases.

All missions, except defending X-COM bases, require you to use a transport Sub to get to your destination. When you begin the game, the only troop transport available is the *Triton Sub*, but as the game progresses you will be able to manufacture new craft.

THE EQUIP SQUAD SCREEN
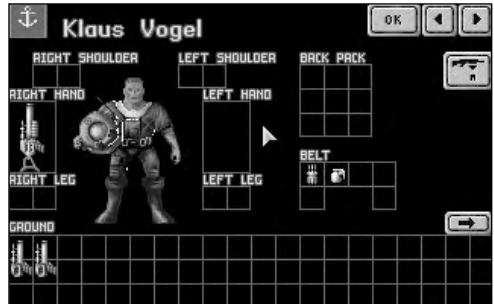
Before you begin any Assault Mission, you will be taken to the Equip Squad screen. Your aquanauts will automatically pick up some weapons, but you may wish to reequip them.

In the top left of the Equip Squad Screen is the Rank icon. This displays the current rank of your aquanaut. Click on this icon and the Aquanaut Data screen appears. Use the information provided here to best equip your aquanaut. Click to exit the screen.

Next to the Rank icon is the name of the currently selected aquanaut. At the top right of the screen are two arrows, allowing you to select the next, or the previous, aquanaut in your squad.

At the center of the screen is an aquanaut, who might be dressed in the armor which you might have selected in the Equip Craft screen. This aquanaut is surrounded by the locations in which weapons can be carried. The items on the ground can be picked up and carried by the aquanaut.

To pick up an item from the ground, simply move the mouse pointer over the item and click. The item will now be 'attached' to the mouse pointer. The name of this item is shown in the bottom of the screen, next to the aquanaut's name. Move the item over the location in which you want it to be carried and click again. The item is now available for use by the aquanaut.

To load a weapon with ammunition, pick up the ammunition and click on the appropriate weapon. To carry this out, the weapon must be in a hand, the right type and unloaded.

To unload ammunition from a weapon, pick up the loaded weapon and click on the **Unload** button. The weapon will go to the aquanaut's right hand and the ammunition to the left. To carry this out, both of the aquanaut's hands must be empty.

When you have finished equipping your aquanaut, click on OK to enter the main part of the Alien Submarine Assault — the **Battlescape**.

THE BATTLESCAPE SCREEN

The Battlescape screen is a 3-D display that allows you to control a small squad of heavily armed X-COM aquanauts.

Using the Battlescape

Your squad starts the mission in their transport Sub. The aquanaut nearest to the Sub's exit has a yellow animated arrow to show that he/she is selected, ready to move out.

Selecting and Moving Aquanaut's

A 3-D box appears when you move the mouse pointer over the Battlescape. To select a different aquanaut, either click on the [icon] button in the Control Bar (see the next section for full details of the Control Bar) or move the cursor box over the required aquanaut and click. A yellow arrow indicates the selected aquanaut.

To move the selected aquanaut to a destination, simply move the cursor box to the destination and click.

To make the selected aquanaut turn around without moving, position the cursor box in the direction you want the aquanaut to face and press the RMB.

Moving the View Window

Move the mouse pointer to the edge of the screen to move the Battlescape view window up, down, left or right.

Note: You must take the mouse pointer to the very bottom of the screen, under the Control Bar, to move the view window downwards.

Line of Sight

The Battlescape will only display what is within your squad's line of sight. This means that you must seek out the aliens through dark, unexplored areas.

Using the Split Level View

The Battlescape is built up of several levels. These can be viewed individually, allowing you to see behind walls and inside buildings or craft. Click on the ◇1 button on the Control Bar to break the Battlescape into levels.

The Turn Based System

The Battlescape operates under a turn-based system. This means that your aquanauts will be able to move a certain distance before the message **Not Enough Time Units!** appears. When all of your squad have used their allocated Time Units, click on the ⊘ button on the Control Bar to end your turn. When the aliens have completed their moves, it is your turn again.

The **Hidden Movement** screen appears when the aliens are moving out of sight of X-COM aquanauts.

However, there is an exception to the turn-based rule. If you move your aquanauts directly into the alien's line of fire, they will take a shot during your turn. Similarly, your aquanauts will automatically open fire if the aliens move into your aquanaut's line of fire during their turn. See the section of this manual on **Opportunity Fire** for full details.

Note: It is best to end your turn when your aquanauts are in cover — close to rock formations or behind large objects.

Seeing the Aliens

When one of your aquanauts sees an alien, a pulsing square appears in the bottom right of the Battlescape screen.

Click on the pulsing square to center the Battlescape on the alien.

Using Weapons

When you can see an alien on the Battlescape, you should use a weapon against it before it gets a chance to fire. Click on one of the **Item Boxes** on the left or right of the Control Bar to use a weapon.

A window appears, allowing you to select from a number of options. These will vary, depending on the weapon. Click on the required option to carry out any of the following:

Aimed Shot – a carefully aimed shot, requiring maximum effort from the aquanaut and, therefore, maximum Time Units.

Snap Shot – an unaimed shot in the target's general direction. This type of shot is only effective at extremely short range or when using a very powerful weapon (such as a Torpedo Launcher).

Auto Shot – a three-shot burst of automatic fire in the target's general direction, which can be very effective especially at short range. Not all weapons are capable of automatic fire.

Prime Grenade – set the timer on a grenade or explosive charge. When you click on this, a window appears with numbers from 0 to 23, which is the number of turns it will take before the grenade detonates. Click on the number and either put the grenade down or throw it.

Note: Particle Disturbance Grenades do not have a timer, but will detonate when anything (including your aquanauts) moves nearby. These should always be thrown to prevent the risk of detonation.

Attack – strike your opponent with the weapon/object. To do this, your aquanaut must be standing next to the opponent.

Throw – throw the weapon/object. This option is mainly intended for use with grenades or explosives.

Maximizing Your Fire Potential

As well as the aquanaut's ability and the type of shot fired, there are several other factors which determine the accuracy of a shot:

- accuracy is increased if the aquanaut is kneeling.

- accuracy is decreased if the aquanaut is wounded or if a two-handed weapon (such as a harpoon or torpedo) is fired while the other hand is not free.

Underwater Usage

Certain X-COM weapons are designed strictly for underwater use. These are the Hydro-Jet Cannon, the Torpedo Launcher and the Coelacanth/Aqua Jet SWS. Please note this when arming for terror missions.

The Battlescape Control Bar
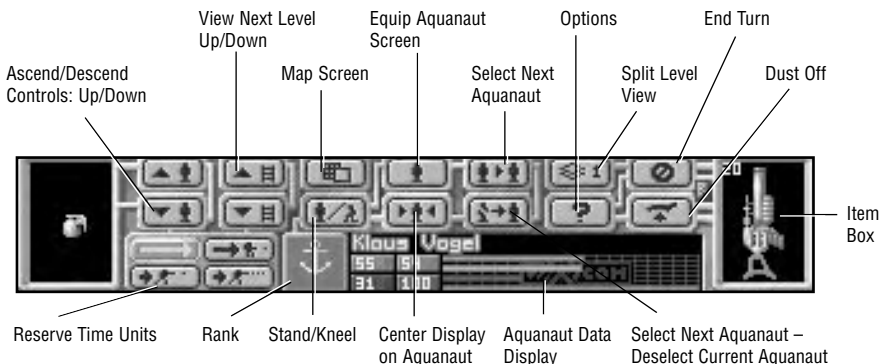
The Item Boxes

To the extreme left and right of the control bar are the Item Boxes, containing a picture of the items held in the aquanaut's hands. Click on these boxes to use a weapon/object.
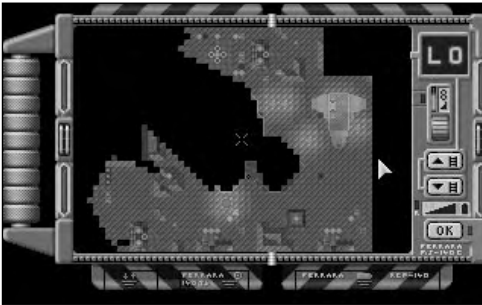
Ascend/Descend Controls: Up/Down

Click on either of these buttons to move aquanauts up or down between levels when they are standing on a Pressure Lift.

View Next Level Up/Down
Click on either of these buttons to view the next level up or down from the level which is currently displayed.

Map Screen

Click on this button to view a map of the mission area. To recenter the map on another part of the mission area, simply click on the desired position. The white cross in the center of the screen shows where both the map and the Battlescape are centered.

The map will only display one level of the Battlescape at a time. Click on the up or down arrows on the right-hand side of the map to view the next level up or down.

The map uses symbols to represent the following:

Yellow dots – X-COM forces
Blue dots – alien forces
Red dots – civilians
White crosses – dead aliens or humans
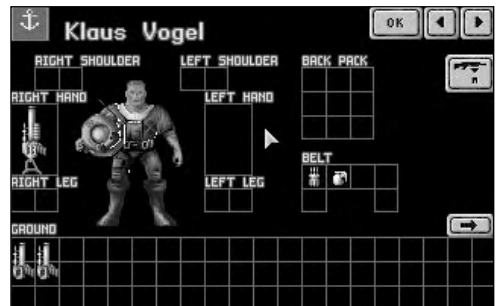
Click on the RMB to return to the Battlescape screen.

Stand/Kneel
Click on this button to make the selected aquanaut stand or kneel. Kneeling allows your aquanaut to be less visible to the aliens and fire more accurately.

Equip Aquanaut Screen

Click on this button to view the equipment carried on the selected aquanaut's body or on the ground at the aquanaut's feet.

This display is similar to the Equip Squad screen at the beginning of the Assault Mission. The only difference is that the top right of the screen now displays the aquanaut's remaining Time Units.

Moving weapons and equipment from one location to another uses Time Units. The amount of Time Units required to move an object is dependent on where the item is — removing items from a backpack takes more effort than putting an item on the ground.

Click on the RMB or the LMB or the **OK** icon to return to the Battlescape screen.

Center Display on Aquanaut

Click on this button to center the Battlescape on the currently selected aquanaut's level and location.

Select Next Aquanaut

Click on this button to select and center the Battlescape on the next aquanaut in your squad.

Select Next Aquanaut - Deselect Current Aquanaut

Click on this button to select and center the Battlescape on the next aquanaut in your squad. The aquanaut currently selected will be deselected so next time you click on he/she will not appear. Use this button when you are happy with the position of a particular aquanaut.

Split Level View

Click on this button to change how the levels of the Battlescape are displayed. The number on the button will change to indicate:

1 Multi-level View – everything from the currently selected level downwards is displayed.

2 Full View – every level is displayed, regardless of what level is selected. Selecting this will hide any of your aquanauts who are behind walls and inside buildings or craft.

Note: When standing in front of and facing a door, you can open that door — without walking through it — by clicking the RMB once, one square in from the door.

? Options

Click on this button to call up the Battlescape Options screen. This allows you to select different speeds of animation and scrolling, depending on player preference and the processing speed of your computer.
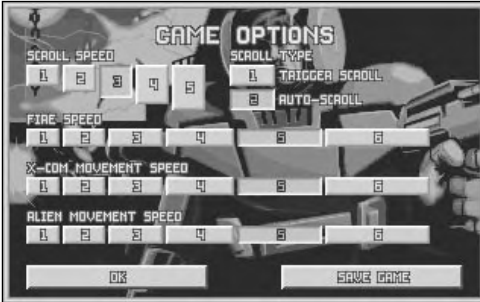
Scroll Speed

Click on any of the numbered buttons to change the speed at which the View window moves, from 1 (slowest) to 5 (quickest).

Scroll Type

Click on either of the numbered buttons to change the Scroll Type between Trigger scroll (press the LMB when the mouse pointer is at the edge of the screen), or Auto-Scroll (the View window moves automatically when the mouse pointer is moved to the edge of the screen).

Fire Speed

Click on any of the numbered buttons to change the speed at which weapon shots move, from 1 (slowest) to 6 (quickest).

X-COM Movement Speed

Click on any of the numbered buttons to change the speed at which your aquanauts move, from 1 (slowest) to 6 (quickest).

Alien Movement Speed

Click on any of the numbered buttons to change the speed at which the aliens move, from 1 (slowest) to 6 (quickest).

Save Game

The Options screen also allows you the opportunity to save your game while in the middle of a mission. Click Save Game to bring up the Select Save Position Screen.

Click on OK to return to the Battlescape.

⊘ End Turn

Click on this button to end your turn.

Dust Off

Click on this icon to abort the mission. Only aquanauts aboard the Transport Sub will be saved.

Note: If you abort an alien base raid, only aquanauts in the rooms where you are initially deployed are saved. Aborting the mission during an alien raid of an X-COM base concedes defeat to the aliens.

Reserve Time Units

When your aquanauts move, they use Time Units that might be needed to use a weapon. These buttons allow you to reserve Time Units for using weapons:

- click on the → button to carry out free movement with no limitation.

- click on the **⋇·** button to reserve enough Time Units for a **Snap Shot**.

- click on the **→⋇** button to reserve enough Time Units for an **Aimed Shot**.

- click on the **⋇⋯** button to reserve enough Time Units for an **Auto Shot**.

- click on the **⅃** button to reserve enough Time Units to **Kneel**.

- right-click on the **⅃** button to remove all Time Units.

⚓ Rank

This icon represents the currently selected aquanaut's rank.

X-COM aquanauts may have the following ranks:

Seaman
Able Seaman
Ensign
Lieutenant
Commander
Captain

As the aquanaut's rank improves, so too does the skill with which he/she can fight.

Aquanaut Data

The name of the selected aquanaut is shown at the top of this section, with statistics and information regarding the aquanaut shown underneath.

These statistics are displayed as both figures and bar charts and are color coded as follows:

Green – Time Units
Orange – Energy
Red – Health
Purple – Morale

Click on the Aquanaut Data box to view the Aquanaut Data screen.

This displays the aquanaut's name at the top of the screen with the following information:

Time Units – the aquanaut's remaining Time Units. Time Units are required to carry out everything from walking to firing weapons.
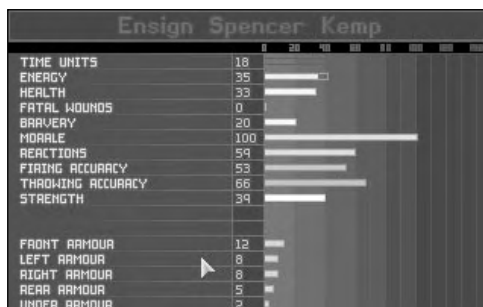
Energy – the aquanaut's current Energy level. This will decrease as the aquanaut carries out energy consuming actions such as walking through seaweed. The total energy available will be lowered if the aquanaut receives fatal wounds to the torso.

Health – the aquanaut's current Health. This will decrease as the aquanaut takes hits from enemy weapons. If the aquanaut has received fatal wounds, each wound decreases health by one point per turn. If the health reaches zero, the aquanaut dies from the wounds incurred.

Fatal Wounds – the number of Fatal Wounds received by the aquanaut. The Medi-Kit can be used to heal fatal wounds.

Reactions – the aquanaut's Reactions. This determines how effective the aquanaut is at opportunity fire — taking a shot during the alien's turn.

Firing Accuracy – the aquanaut's accuracy at firing weapons. This will increase as the aquanaut gains more battle experience.

Throwing Accuracy – the aquanaut's accuracy at throwing objects. This will increase as the aquanaut becomes more experienced.

Strength – the aquanaut's Strength. This affects the distance which the aquanaut can throw objects.

Morale – the aquanaut's Morale. An aquanaut will lose morale if the battle starts to swing in the alien's favor. If the morale falls below 50 percent, there is a chance that the aquanaut could panic.

Bravery – the aquanaut's Bravery. This determines the likelihood of morale decreasing.

Armour Status – the aquanaut's Armor Status. This will rise as the aquanaut is equipped with armor manufactured by your engineers.

Molecular Control Strength/Skill – the Molecular Control Strength/Skill that the aquanaut may call upon.

Click on the RMB to return to the Battlescape screen.

Promotions

At the end of every mission, subject to their mission performance, aquanauts will be promoted.

The rank to which the aquanaut is promoted is dependent on the following:

Seaman – each new recruit begins at this level.

Able Seaman – in order to be promoted to an Able Seaman, a Seaman must have had some combat experience.

Ensign – there is one Ensign per five aquanauts. If a position is vacant, the best available Able Seaman is promoted.

Lieutenant – there is one Lieutenant per 11 aquanauts. If a position is vacant, the best available Ensign is promoted.

Commander – there is one Captain per 23 aquanauts. If a position is vacant, the best available Lieutenant is promoted.

Captain – this is the supreme leader of X-COM forces — there is only one Captain. If there are at least 30 aquanauts, the best available Commander will be promoted.

It does not automatically follow that the higher the rank the better the aquanaut, although this will tend to be the case.

The Effect of Rank

When officers accompany a mission, the morale of all the aquanauts is boosted and they are less susceptible to panic. The higher the rank of the officer, the better the effect on the aquanauts' morale.

Note: If an officer is killed during a mission, it will have a worse effect on morale than if a rookie had been killed.

Mission Experience

When aquanauts return from a mission, their abilities might be increased. For a skill to benefit from experience, it must be used during combat as much as possible. For example, if an aquanaut uses a harpoon many times, then accuracy is likely to improve. Reactions, Accuracy, Time Units, Throwing Accuracy, Molecular Control, Health, Strength, Fitness and Bravery all benefit from mission experience.

Morale

At the start of each mission each aquanauts' morale starts at 100 percent. This decreases as an aquanaut is wounded or if fellow aquanauts are killed. It will recover if an aquanaut successfully kills aliens. The decline in morale is reduced by an aquanaut's **Bravery** rating — the more brave an aquanaut is, the less likely he/she is to panic.

Panic

When morale falls, the likelihood of panic increases. When an aquanaut panics one of three things can happen:

A. The aquanaut freezes, and can do nothing for the current turn (i.e., he/she will have no Time Units).

B. The aquanaut drops his/her weapon and runs away, searching for a hiding place.

C. The aquanaut goes berserk and starts firing at random.

Wounding

An aquanaut's health is a general indication of well being, but an aquanaut can also receive **Fatal Wounds**. These afflict certain parts of the body as follows:

Head, Left/Right Arm – each fatal wound reduces the aquanaut's weapon accuracy.

Torso – each fatal wound reduces the aquanaut's rate of Energy recovery.

Left/Right Leg – each fatal wound reduces the aquanaut's available Time Units.

The Aquanaut Data screen displays any fatal wounds. Each fatal wound also reduces an aquanaut's Health by one point per turn, so that it is possible for an aquanaut to die from a hit received much earlier in the mission. The Medi-kit can heal fatal wounds.

Stunning

Aquanauts or aliens can be stunned if hit by a stunning weapon, caught in an explosion blast or if suffering from smoke or dust/debris inhalation following an explosion.

You can monitor the effect of smoke/debris inhalation on your aquanauts by checking the white bar on the aquanaut's health bar. If this advances as far as the aquanaut's health level, the aquanaut will collapse, but should recover a few turns later.

Aliens can also be stunned and carried back to your craft. However, if they wake up, they will jump out of the aquanaut's arms and run away!

Opportunity Fire

If you end your turn leaving your aquanauts with enough Time Units to fire a shot, your aquanauts will automatically fire during the alien's turn at any alien who strays into their line of sight. This is called **Opportunity Fire**.

Your aquanauts might even be able to take a shot before the aliens — if the aquanaut's Reactions and Time Units are high enough.

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

Note: Opportunity fire is crucial to mission success. Remember to leave your aquanauts with enough Time Units at the end of their turn to carry out opportunity fire — use the Reserve Time Units buttons to do this.

Objective

The mission will be successful when all aliens have been either killed or stunned. The Alien Sub's remains, alien artifacts and alien corpses are then recovered automatically.

To abort the mission before the objectives have been achieved, click on the ⏻ button in the Control Bar.

Note: Any aquanauts not on the Triton transport at this stage will be left behind.

THE DEBRIEFING SCREEN
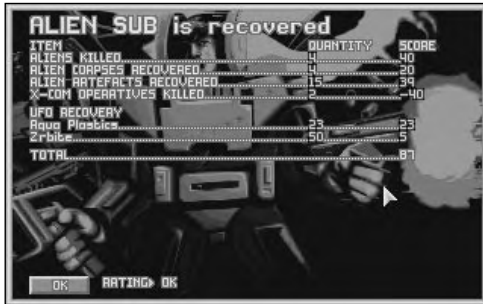
The Debriefing Screen is displayed at the end of the Assault Mission, giving you a breakdown of your performance.

The first line of this display tells you whether the mission objectives were achieved.

Below this is the mission performance list, showing a breakdown of all the **Items** recovered, the **Quantity** of each and the **Score** for retrieving them. The last line of the mission performance list shows the total mission score.

At the bottom of the screen is the overall mission **Rating**. Poor mission performance may affect X-COM's funding.

Click on **OK** in the bottom left of the screen to return to the Geoscape screen.

BASES

Click on the **Bases** button in the Geoscape screen to access the Bases screen — a display of the various X-COM installations in operation or under construction.

X-COM bases are submerged floating stations hiding them from alien detection systems. X-COM craft operate from concealed sub pens, and the only access to the base is via the access lift. X-COM bases carry out several different functions:

- Detection of Alien Subs.
- Operation of X-COM fighter and transport subs.
- Research into alien technology and life forms.
- Manufacture of vehicles, equipment and weapons for X-COM use.

The Bases screen consists of two main parts: the Base Display and the Menu Options.

THE BASE DISPLAY

The Base Display allows you to see, at a glance, the size of your bases and their facilities (pods).

X-COM may have up to eight bases worldwide, which are represented above the Menu Options as a row of eight icons. Each of these icons contain a small map of the pods which make up the base. Green squares represent existing pods, red squares represent pods under construction. Click on any of these icons to select a different base.

The name of the selected base is displayed in the top right of the Bases screen. Below this is the geographical area in which the base is located followed by the total **Funds** available to X-COM.

The left two-thirds of the Bases screen shows a top down view of the base. Move the mouse pointer over a base facility to display its name in the top left of the screen.

THE MENU OPTIONS

The Menu Options allow you to see in detail how each of your bases is currently functioning. You will use the Menu Options to carry out tasks such as building pods, arming individual subs and organizing research and manufacture work.

Note: At times during the game, lists of information may extend beyond the screen. If this happens, an arrow appears in the bottom right of the screen. Similarly, if the list extends off the top of the screen, an arrow appears in the top right. Click on these arrows to scroll the list up or down.

Build A New Base

Click on this option to establish a new X-COM Base.

You return to the Geoscape and the message **Select Site For New Base** appears at the top of the screen — click anywhere in the sea to position the base. You might cancel the order to build a new base by clicking on the **Cancel** button. Use the Geoscape controls if you want to rotate the display of the Earth (see the section of this manual on **The Geoscape Screen** for full details of the Geoscape controls).

When you have selected the location for your base, a message window appears informing you of the cost to establish a base in this part of the world. Click on **OK** to accept this location or click on **Cancel** to select a different location.

Note: As you play the game, you will find that some areas of the world are better than others for X-COM base sites. The Sea of Japan is a good area for an X-COM base because the area is both wealthy and densely populated.

When you have decided on your new Base's location, you are prompted to give it a name — type in your base's name using the keyboard and then press [Return].

You will now return to the Bases screen and are prompted to **Select Position For Access Lift.** This will position the main access to the facility from the sea. It is better to position this fairly centrally so that new pods may be built around it.

You have now established a new X-COM base. Click on the **Build Facilities** Menu Option to build some more pods into the base.

Note: When constructing a new base, you can only begin building new pods onto a completed part of the base. So to begin — the maximum new pods you could build would be four.

Base Information

Click on this option to display a breakdown of base-related information.

The Base Icons

In the top right of the screen are eight base icons which allow you to change the currently selected base. These function in exactly the same way as the Base icons in the Bases screen.

The Base Name

Click on the base name in the top right of the Base Information screen to change the base name. A flashing * cursor appears. Use [Backspace] to erase the previous name, and type in the name of your choice using the keyboard and press [Return].

Short-Range Detection

This is a display of the short-range detection ability of the base. Short-range detection systems have a range of 300 nautical miles.

Long-Range Detection

This is a display of the long-range detection ability of the base. Long-range detection systems have a range of 450 nautical miles.

Note: X-COM Sonar Systems, while very long-ranged, rotate very slowly — once every 10 minutes. This means that your base will detect Alien Subs more effectively if more than one Sonar System is in place.

The Stores Button

Click on the **Stores** button to view a list of the items currently in the stores.

The Monthly Costs Button

Click on the **Monthly Costs** button to view a list of your monthly expenses. These are made up of the following:

Craft – X-COM do not own Barracudas or Triton Flying Subs; they are leased from their owners for a monthly fee.

Personnel – your personnel are paid monthly, according to standard world pay scales.

Base Facilities – base facilities are reequipped monthly. See the **UFOpaedia** for details of the maintenance cost of each base facility.

The **Personnel Available: Personnel Total** data shows how your personnel are being utilized. It is broken down into the three groups of personnel: aquanauts, engineers and scientists.

The figures show the number of personnel available for work followed by the total number of personnel at the base. You should keep the first figure zero to stop workers from being wasted. The bar graphs to the right of this numerical display are useful to see 'at a glance' how your personnel are being utilized.

The **Space Used: Space Available** bar graphs show how your space is being utilized. This is broken down into five categories in a similar way to the Personnel.

The figures show the space used followed by the total amount of space available. You should aim to keep the first figure equal or very close to the second figure to prevent wasted space. The bar graphs to the right of this numerical display are useful to quickly see how your space is being utilized.

The **Defences** is a rating of how well the base can defend itself against an Alien attack.

Click on the **Transfers** button in the bottom of this screen to see a display of the personnel or equipment currently in transit between other bases and the selected base.
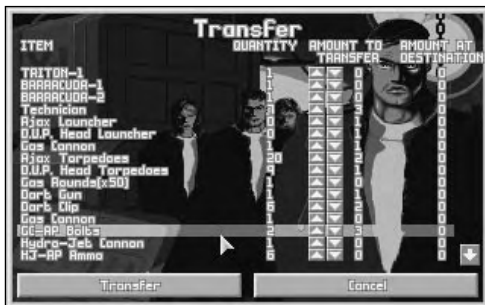
The **Item** in transit is listed next to the **Quantity** of that item and its **Arrival Time** at the base in hours.

For full details on Transferring personnel and equipment between bases, see the **Transfer** section of this chapter.

Click on **OK** to return to the Base Information screen.

Click on **OK** in the bottom left of the Base Information screen to return to the Bases screen.

Aquanauts

Click on the **Aquanauts** button in the Bases screen to access the Aquanaut List. This displays all the aquanauts at the currently selected base, regardless of which craft they are assigned to.

Use the mouse to highlight and select an aquanaut. The Aquanaut Data screen appears.

The Aquanaut Data screen
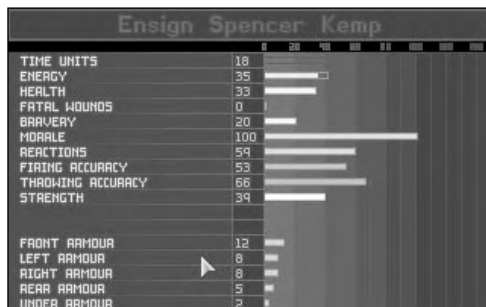
The selected aquanaut's rank badge is in the top left of this screen.

The aquanaut's name is next to the rank badge. Click on this to change the aquanaut's name. A flashing * cursor appears. Use (Backspace) to erase the previous name, and type in the name of your choice using the keyboard and press (Return).

Click on the **Armour** button to change the armor worn by the Aquanaut. The Select Armour window appears, listing the types of armor available and the number of each in storage.

Below the buttons is a display of the following:

Rank – the aquanaut's X-COM rank.

Missions – the number of missions that the aquanaut has taken part in.

Kills – the number of aliens the aquanaut has killed.

Craft – the sub that the aquanaut is currently assigned to.

Wound Recovery – the number of days before the aquanaut recovers to full health.

In the bottom two-thirds of the screen is a display of the aquanaut's physical statistics. These are identical to those in the Battlescape Aquanaut Data screen.

Click on the ◀ ▶ buttons to view data for the previous/next aquanaut at the base.

Click on **OK** to return to the Aquanaut List screen.

Click on **OK** in the bottom of the Aquanaut List screen to return to the Bases screen.

Equip Submarine

Click on this option to configure your interception craft (Barracuda).

The Equip Submarine Screen lists the following information:

Name – the type and registration number of the sub (for example, **Barracuda-3** is the third sub to be operated by X-COM, and is a Barracuda).

Status – this may be:

Ready **–** the sub is available for interception duty.

Refuelling **–** the sub is refuelling.

Rearming **–** the sub is having its weaponry changed.

Repairs **–** the sub is undergoing repair work.

Out **–** the sub is carrying out an interception.

Weapon Systems – the weaponry carried by the sub. This is presented as number carried/maximum number which may be carried.

Crew – the number of aquanauts carried on the sub.

SWSs – the number of Submersible Weapons Systems (e.g., Coelacanth Tanks) carried on the sub.

To configure a sub, use the mouse to highlight the required craft from the list and click to enter the Equip Craft screen.

The Equip Craft screen for the *Barracuda.*

The Equip Craft screen for the *Triton Sub.*

The Equip Craft screen allows you to configure individual interception craft to suit your requirements.

The sub's name is at the top of the screen. Below this is a display of the **Damage** and **Fuel** status — useful to establish how long the sub will be in repair or refuelling. Zero percent damage and 100 percent fuel mean that the sub is fully operational.

Below the Damage and Fuel status are the weapon configuration buttons, marked with numbers. These do not appear on the Equip Craft screen for the *Triton Sub* transport, since it does not have combat capability. Craft such as the *Barracuda* have two weapon bays, marked '1' and '2.'

Alongside the numbered buttons are the names of the loaded weapons and a pair of figures:

Ammo – the number of rounds of the weapon loaded onto the Sub.

Max – the maximum number of rounds that may be carried by the Sub.

A small icon representing the weapon is shown to each side of the craft.

The Select Armament Window

Click on one of the numbered buttons to access the Select Armament window. This allows you to change the weapons carried in the sub's weapon bays.

Armament – the names of the available weapons.

Quantity – the number of the weapon in storage.

Ammunition Available – the number of rounds of the weapon in storage.

If you wish to load a different weapon onto your sub, use the mouse to highlight the required weapon from the list and click.

Alternatively, you may click on the **Cancel** button to exit this window without making any weapon changes.

You will now return to the Equip Craft screen. If you changed the weapons, the new armament will be shown loaded on the craft. The number of rounds loaded will be zero — it takes time to rearm the sub.

The Select Squad Screen

Click on the **Crew** button to enter the Select Squad screen. This allows you to assign individual aquanauts to the selected sub.

The top of the screen displays the total **Space Available** on board the craft and the current amount of **Space Used**.

Below this is a list of the **Name** of the aquanauts available with their **Rank** and the **Sub** which they are currently assigned to.

To assign or de-assign an aquanaut to the selected sub, use the mouse to highlight the required aquanaut from the list and click.

Click on **OK** when you have finished assigning aquanauts to the sub.

The Select Equipment Screen

Click on the **Equipment** button to enter the Select Equipment screen. This allows you to load equipment onto the selected sub.

The top of the screen displays the total **Space Available** on board the sub and the current amount of **Space Used**.

Below this information is:

The **Item** column, listing the names of the items which may be loaded on board.

The **Stores** column, listing the number of the item which are available.

The **Loaded** column, consisting of a pair of buttons for each item and the number of the item which are loaded on the sub.

Click on the ◀ ▶ buttons to decrease/increase the number of an item which are loaded on board the selected sub.

Click on **OK** when you have finished loading equipment onto the sub.

The Select Armour Screen

Click on the **Armour** button to enter the Select Armour screen. This allows you to configure the body armor which your aquanauts will wear.

To set up the armor worn by a particular aquanaut, use the mouse to highlight the required aquanaut from the list and click.

The **Select Armour Type** window appears, listing the types of armor available and the number of each in storage.

Click on an armor button. The aquanaut is now equipped with the selected armor.

Click on **OK** when you have finished assigning armor to aquanauts.

To return to the Equip Submarine screen from the Equip Craft screen, click on **OK**.

To return to the Bases screen from the Interception Craft screen, click on **OK**.

Build Facilities

Click on this option to build new base facilities (pods).

The Menu Options will be replaced by the Select Installation window. You can choose from the following:

Living Quarters
Laboratory
Workshop
Standard Sonar System
Wide Array Sonar System
Torpedo Defences
General Stores
Alien Containment
Sub Pen

Note: As the game progresses, you will be able to research alien-based technology to be incorporated into your bases. See the UFOpaedia for full details of all base installations.

Use the mouse to highlight and click on the required installation. The Select Installation window is replaced by the Build Installation window.

This displays the cost to build the installation, the time it will take to construct it and the maintenance cost per month. You can click on **Cancel** to abort the build facility operation at this stage.

To construct the new facility, move the mouse pointer over the Base Display, position the installation and click.

The new installation is now shown on the Base Display, enclosed in a dotted line with the number of days of construction superimposed on it. The Build Installation window reverts to the Select Installation window.

Click on **OK** to return to the Bases screen or click on another installation from the list to continue constructing base pods.

A message window appears in the Geoscape screen when a base facility has been completed.

Research

Click on this option to view your current research status.

The Current Research screen displays the following:

Scientists Available – the number of scientists available for work.

Scientists Allocated – the number of scientists currently working on research projects.

Laboratory Space Available – the amount of floor space available in the laboratories.

Below this is a list of the research projects currently being undertaken with the number of scientists working on each project and a general indication of the progress being made.

New Project

Click on the **New Project** button to start new research work. The New Research Projects window appears, listing the projects available for research.
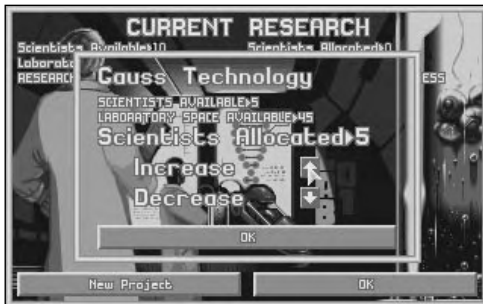

Use the mouse to highlight and click on the required project.

The New Research Projects window will now change to display the Start Project window.

You may cancel research at this stage by clicking on **Cancel**. To accept the project and continue, click on the **Start Project** button.

The window changes to display the Scientists Allocated window.

This displays the Scientists Available and the Laboratory Space Available as before, but allows you to set the number of scientists allocated to this particular project.

Click on the up/down arrows to increase/decrease the number of scientists allocated to the project. Click on **OK** to exit to the New Research Projects window.

Click on **OK** in the New Research Projects window to exit to the Current Research screen.

Scientists Allocated

Use the mouse to highlight and click on a project to alter the number of scientists allocated to that project. This is identical to the Scientists Allocated window described above. The more scientists involved, the quicker the research is completed.

Click on **OK** to exit to the Current Research screen.

Click on **OK** in the Current Research screen to exit to the Bases screen.

Research Completed

When work has finished on a project, the Research Completed window appears on the Geoscape. Click on **OK** to return to the Geoscape or click on **View Reports** to view the result of the research (this can also be accessed at any time in the UFOpaedia).

Your scientists then inform you of any new research or manufacture projects which are now possible. Click on **OK** to exit from these screens or click on **Allocate Research** or **Allocate Manufacture** to start new research or manufacture projects.

Manufacture

Click on this option to view your current production status.

The Current Production screen displays the following:

Technicians Available – the number of technicians available for work.

Technicians Allocated – the number of technicians currently working on production.

Workshop Space Available – the amount of floor space available in the workshops.

Current Funds – the amount of money currently available to X-COM.

Below this is the production list, containing the following:

Item – the item which is being manufactured.

Technicians Allocated – the number of technicians working on the project.

Units Produced – the number of units of the item produced so far.

Total to Produce – the total number of units you have ordered to be produced.

Cost Per Unit – the cost to manufacture each item.

Days/Hours Left – the number of days/hours remaining before the production will be complete.

New Production

Click on the **New Production** button to start production of a new item. The Production Items window appears, listing the available items for production.

Use the mouse to highlight and click on the required item.

The Start Production window will now appear.

The first line of this window displays the number of engineer days it will take to produce the item(s). One technician day is the amount of work one technician can carry out in one day.

The next two lines show the cost to produce one unit and the workspace required.

You may cancel production at this stage by clicking on the **Cancel** button. To accept the production and continue, click on the **Start Production** button.

The Technician Allocated window appears.
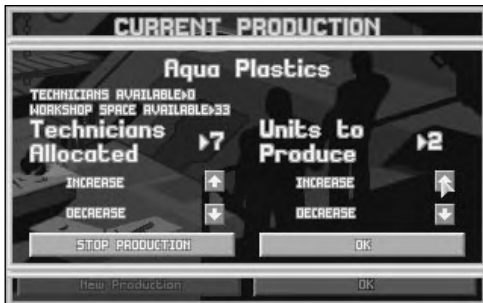
This displays the Technicians Available and the Workshop Space Available as on the Current Production screen, but allows you to set both the number of technicians allocated and the number of items to produce.

Click on the up/down arrows to increase or decrease the number of technicians allocated to the production and the number of units of the item to produce. You may cancel production at this stage by clicking on the **Stop Production** button. To accept the production and return to the Production Items window, click on **OK**.

Click on **OK** in the Production Items window to exit to the Current Production screen.

Technicians Allocated/Units to Produce

Use the mouse to highlight and click on any manufacture project to alter the number of technicians allocated to that project. This is identical to the Technicians Allocated window described above. The more technicians involved, the quicker the manufacture will be completed.

Click on **OK** to exit to the Current Production screen.

Click on **OK** in the Current Production screen to return to the Bases screen.

Production Complete
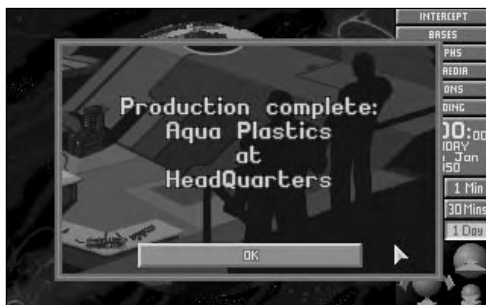
When production of an item has been completed, the Production Complete window appears on the Geoscape. This displays both the name of the item and the location at which it has been manufactured.

Transfer

Click on this option to transfer craft, personnel or items between bases.

Select Destination Base

This screen displays your **Current Funds** in the top of the screen, to allow you to see how the planned transfer affects your finances.

Below this is a list of all the X-COM bases in the world, with the area of the world in which they are located.

The **Transfer** screen consists of:

The **Item** column, listing the names of the items at the base.

The **Quantity** column, listing the number of each of the items at the base.

The **Amount to Transfer** column, consisting of a pair of buttons for each item and the number of items to transfer.

Click on the ▲ ▼ buttons to increase or decrease the number of the item which will be transferred to another base.

When you are happy with the items to be transferred, click on the **Transfer** button in the bottom left of the screen. You will now be taken to the Select Destination Base screen. A verification screen appears showing the cost of the transfer.

Click **Cancel** if the transfer is too costly. To complete the transfer, click **Transfer**.

Use the mouse to highlight and click on the required base. The Transfer screen appears.

You can view details of the items which are in transit between bases by clicking on the **Transfers** button in the Base Information screen.

Click on the **Cancel** button to return to the Bases screen.

Purchase/Recruit

Click on this option to recruit personnel, lease craft or purchase items.
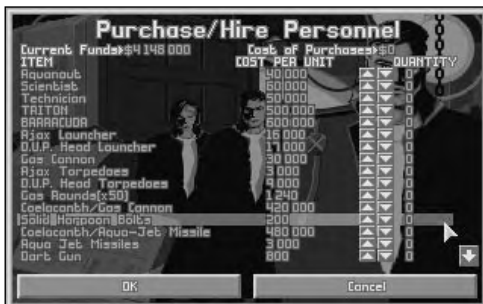
The Purchase/Hire Personnel screen displays your **Current Funds** in the top of the screen alongside the **Cost of Purchases** for the items chosen.

The columns below are:

The **Item** column, listing the names of the items which may be bought.

The **Cost per Unit** column, listing the price of each of these items.

The **Quantity** column, consisting of a pair of buttons for each item and the number of that item to be bought.

Click on the ▲▼ buttons to increase or decrease the number of the item which will be bought.

If you do not wish to make any purchases, click on the **Cancel** button to return to the Bases screen.

When you are happy with your choice of items to be bought, click on **OK**. The items will now be purchased and you will be returned to the Bases screen.

Items will not arrive immediately; there is a delivery time. You can view details of the items which are in transit to the selected base by clicking on the **Transfers** button in the Base Information screen.

Sell/Sack

Click on this option to sell items or to sack personnel.

The Sell Items/Sack Personnel screen displays the **Value of Sales** for the items which you have chosen to sell in the top left of the screen with the total **Funds** available to X-COM in the top right.

The columns below are:

The **Item** column, listing the items at the currently selected base which may be sold.

The **Quantity** column, listing the number of each item which may be sold.

The **Sell/Sack** column, consisting of a pair of buttons for each item and the number of that item which will be sold.

The **Value** column, listing the value of each item.

Click on the ▲▼ buttons to increase or decrease the number of the item to be sold.

If you do not wish to make any sales, click on the **Cancel** button to return to the Bases screen.

When you are happy with your choice of items to be sold, click on the **Sell/Sack** button. The items will now be sold and you return to the Bases screen.

Geoscape

Click on this option to return to the Geoscape screen.

GRAPHS

Click on the **Graphs** button in the Geoscape to access the Graphs screen — a graphical breakdown of Alien, X-COM and Financial information.

These graphs are useful when planning strategy such as where to establish new X-COM bases and which areas to concentrate on defending.

ALIEN ACTIVITY IN SEAS

Click on the first icon in the top of the screen to view the **Alien Activity in Seas**.

This graph displays the level of Alien activity in areas of the world. Click on the buttons on the left-hand side of the screen to view the graph plots for particular areas.

ALIEN ACTIVITY IN ZONES

Click on the second icon in the top of the screen to view the **Alien Activity in Zones**.

This graph displays the level of Alien activity in the funding zones. Click on the buttons on the left-hand side of the screen to view the graph plots for individual zones.

X-COM ACTIVITY IN SEAS

Click on the third icon in the top of the screen to view the **X-COM Activity in Seas**.

This graph displays the level of X-COM activity in seas of the world. Click on the buttons on the left-hand side of the screen to view the graph plots for particular seas.

X-COM ACTIVITY IN ZONES

Click on the fourth icon in the top of the screen to view the **X-COM Activity in Zones**.

This graph displays the level of X-COM activity in the funding zones. Click on the buttons on the left-hand side of the screen to view the graph plots for individual zones.

INCOME

Click on the fifth icon in the top of the screen to view X-COM's **Income**.

This graph displays X-COM's income from each of the funding zones. Click on the buttons on the left-hand side of the screen to view the graph plots for individual zones.

FINANCE

Click on the sixth icon in the top of the screen to view X-COM's **Finance** situation.

This graph displays the overall financial situation. Click on the buttons on the left-hand side of the screen to view graph plots for the following:

Income

The main source of X-COM's income is the companies funding the project from separate zones around the globe. Funding will vary as the game progresses and will depend on such things as:

- X-COM's success in intercepting Alien Subs in the vicinity of a funding company (i.e., the company's zone): contribution levels will fall if Alien Subs are not intercepted.
- X-COM's success in recovering, researching and producing alien items: funding will rise if X-COM is seen to be doing well.

- internal events such as change of government, civil war or recession.
- alien influence: funding will stop if a company signs a pact with the aliens.

Additional income may be generated by the sale of alien items recovered from crashed subs.

Expenditure

X-COM expenditure will be of several types. As well as purchasing/recruiting costs, there are:

- transfer costs.
- building costs for new bases or base pods.
- production costs for items manufactured by X-COM technicians.

Maintenance

Maintenance costs are incurred on a regular basis. These include:

- wages for personnel.
- maintaining base facilities.
- maintaining, refueling and repairing Subs.

Balance

The balance is the amount of money available to X-COM after Expenditure and Maintenance have been subtracted from the Income.

Score

X-COM's performance rating. This score takes into account the following:

- success of interceptions;

- scores for assault missions;

- research work completed; and

- alien activity.

Scores above zero indicate that X-COM is winning. Scores below zero indicate that X-COM is losing.

Click on the globe icon in the top right of the screen to return to the Geoscape screen.

UFOPAEDIA

Click on the **UFOpaedia** button in the Geoscape to access the UFOpaedia, an on-line encyclopedia which contains all the information currently available to X-COM. Each entry consists of a diagram with accompanying text and/or data.

THE SELECT SUBJECT SCREEN

The first screen of the UFOpaedia is a list of the subjects which may be reviewed. Click on any one of these buttons to get to the section which you require:

X-COM Craft and Weapons – the Subs available for X-COM use and the armament that they may be equipped with.

Submersible Weapons Systems – the vehicles that may be carried on X-COM transport subs.

General Equipment – the weapons and equipment that your aquanauts may use.

Aquatic Artifacts – alien weapons and equipment that have been recovered and researched.

X-COM Facilities (pods) – the available structural units that may be added to your underground bases.

Alien Creatures – data gathered from captured aliens (either living or dead) that have been researched by your scientists.

Alien Technology – information gained from the interrogation of live aliens.

New Submersible Technologies – information gained by researching objects retrieved from crashed Alien Subs.

Alien Submarines – information regarding known Alien Subs.

OK – click on this button to return to the Geoscape.

THE SELECT ITEM SCREEN

The next UFOpaedia screen allows you to select a specific entry to review. Highlight and click on the required item or click on the **OK** button to exit.

UFOPAEDIA DATA SCREENS

When you are viewing a UFOpaedia Data screen, click on the ◄◄ ►► buttons to view the previous/next UFOpaedia entries.

Click on the **OK** button to return to the Select Item screen.

OPTIONS

Click on the **Options** button in the Geoscape to access the Options window, allowing you to load and save games.

LOAD GAME

Click on the **Load Game** button to load a previously saved game. You exit to the Select Game to Load screen.

Select Game to Load

The Select Game to Load screen displays the name, date and time of up to 10 games. Pick a saved game by clicking on any of the buttons numbered 1 to 10 on the left-hand side of the screen. You return to the Geoscape at the point when the game was saved.

Click on the **Cancel** button to return to the Geoscape without loading a game.

SAVE GAME

Click on the **Save Game** button to save your current game. The Select Save Position screen appears.

Select Save Position

Choose the game slot you wish to write over by clicking on any of the buttons numbered 1 to 10 on the left-hand side of the screen. A flashing * will appear. You can now use the keyboard to type or delete as normal. Press Enter to save the game and return to the Geoscape.

Click on the **Cancel** button to return to the Geoscape without saving a game.

CANCEL

Click on the **Cancel** button to return to the Geoscape without loading or saving a game.

FUNDING

Click on the **Funding** button in the Geoscape to access the International Relations display. This shows which organizations are funding X-COM and how much each is contributing.

The International Relations display shows the following:

The **Organisation** column, listing the name of the Organizations funding X-COM.

The **Funding** column, listing the amount of money each organization is paying to X-COM per month.

The **Change** column, listing the change in the organization's funding at the end of last month. This is dependent on X-COM's performance in that organization's zone.

Click on the **OK** button to return to the Geoscape screen.

X·COM

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