X-COM ENFORCER

TAKE THIS TO YOUR LEADER!

INFOGRAMES

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FIRST THINGS FIRST

Before you begin playing the game, take a few moments to review the ReadMe file and the system requirements.

THE README FILE

The *X-COM ENFORCER*™ CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. To view this file, double-click on that file in the *X-COM ENFORCER* directory found on your hard drive (usually C:\Program Files\Infogrames Interactive\X-COM Enforcer). You may also view the ReadMe file by first clicking on the Start button on your Windows® 95/98/Me taskbar, then on Programs, then on Infogrames Interactive, then on *X-COM ENFORCER*, and finally on the Release Notes file option. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

MINIMUM SYSTEM REQUIREMENTS

Operating System:	Windows® 95/98/Me
Processor:	Pentium® II 233 MHz or higher with hardware acceleration, OR Pentium® II 266 MHz or higher without hardware acceleration
Memory:	32 MB RAM
Hard Disk Space:	500 MB free
CD-ROM Drive:	8X speed
Video:	4 MB Windows® 95/98/Me-compatible SVGA video card*
Sound:	1 MB Windows® 95/98/Me-compatible sound card*
DirectX:	DirectX version 8.0 (included) or higher
Modem:	56kps baud (for modem/Internet play)

RECOMMENDED SYSTEM REQUIREMENTS

Windows® 95/98/Me

Pentium® II 400 MHz or higher with hardware acceleration

64 MB RAM or higher

500 MB free

8X speed

3D Accelerator (Voodoo, TNT, GeForce families)

1 MB Windows® 95/98/Me-compatible sound card*

DirectX version 8.0 (included) or higher

Broadband Internet Connection (for modem/Internet play)

* Indicates device should be compatible with DirectX version 8.0 or higher.

SETUP AND INSTALLATION

1. Start Windows® 95/98/Me.

2. Insert the *X-COM ENFORCER* CD-ROM game disc into your CD-ROM drive.

3. If auto-play is enabled, a title screen should appear; simply follow the on-screen instructions. If auto-play is not enabled, double-click on the "My Computer" icon on your Windows® 95/98/Me desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the "setup.exe" file on the *X-COM ENFORCER* CD-ROM and double-click on it.

4. Follow the remainder of the on-screen instructions to finish installing *X-COM ENFORCER*.

5. Once installation is complete, click on the Windows® Start button on your desktop, and choose Programs/Infogrames Interactive/*X-COM ENFORCER*/*X-COM ENFORCER* to start the game.

Note: You must have the *X-COM ENFORCER* CD-ROM in the CD-ROM drive to play.

INSTALLATION OF DIRECTX

The *X-COM ENFORCER* CD-ROM requires DirectX 8.0 or higher in order to run. If you do not have DirectX 8.0 or higher installed on your computer, then click "Yes" when asked if you would like to install it.

DISPLAY SETTINGS

The first time you launch the game you will be asked to select display settings for your computer. Please be sure to carefully read the instructions and select the option that best matches your computer to insure the best performance possible.

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INTRODUCTION

X-COM ENFORCER is an action-packed 3rd person shooter full of fast-paced, continuous excitement. You take on the role of the *X-COM ENFORCER*, the ultimate robotic super soldier armed with deadly equipment and combat skills that help you destroy the hordes of alien invaders. You will be confronted with a series of missions with one or more objectives that your Enforcer must complete before you advance to the next mission.

As aliens are destroyed, they will spawn Data Points that you must collect before they disappear. At the end of each mission, you will advance to the Research and Development (R&D) Screen, where the Data Points you have collected will let you upgrade your Enforcer with better weapons, enhancements and power-ups.

THE X-COM STORY

In 1947, Army Air Corps personnel from the 509th Bomb Group reported the crash of a "flying disk" in the desert near Roswell, New Mexico. Early reports claimed three alien beings – two dead, one alive – were found at the crash site. However, Army Air Corps officials quickly retracted the story, claiming that the object that crashed was actually a weather balloon. All physical evidence of the "Roswell Incident" was transported to Wright Airfield Base, Ohio, and for the next 50 years, governments of the world denied the existence of alien beings and UFO activity. Only the tabloid media continued to report on UFO sightings.

In 1997, reports of UFO activity increased. Initially, the sightings were relatively rare, and scientists dismissed the reports as media hype surrounding the 50th anniversary of the Roswell Incident. However, in 1998, documented cases of human

abductions by UFOs became commonplace throughout the world and the United Nations Security Council decided that a covert, multinational military force should be formed to investigate, fight and defeat the aliens. The Geneva council assembled the best pilots, soldiers, engineers and scientists from all the funding nations and established X-COM: the Extraterrestrial Combat Unit.

On January 1, 1999, X-COM's initial secret base was established and the First Alien War began. The base was equipped with state-of-the-art fighter crafts that downed dozens of alien ships in the first few months of operation. As X-COM soldiers explored the UFO crash sites and collected samples of alien technology, X-COM labs and work-shops conducted extensive research on the alien artifacts and developed methods to effectively create new weapons and equipment.

To weaken the effectiveness of X-COM, the aliens began a campaign of terror, invading cities and urban centers around the world. Nations were thrown into disarray and funding cuts forced X-COM to scale back on many of its more expensive prototype programs. One such program was the Enforcer Project. Headed by Professor Able Standard, this project focused on fusing advanced robotics with alien technology to create the ultimate robotic warrior. But without necessary funding and support, X-COM was forced to abandon the program and Professor Standard, even as X-COM troops battled against overwhelming odds.

Despite being eliminated from X-COM, Professor Standard refused to give up his quest to build the ultimate fighting machine. From his private laboratory, hidden deep within a Nevada canyon, he worked day and night while listening to the reports of alien invasions and mounting X-COM casualties. Then one day it came time to unleash the Enforcer on the alien menace.

You assume the role of *X-COM ENFORCER*, the ultimate robotic super soldier, endowed with specially enhanced and modified X-COM armament and equipment. You have only one directive: Wipe the alien menace from the face of the Earth. Tapped into X-COM's global monitoring system, Professor Standard learns of all UFO landings and alien incidents the moment they occur. Using a variant of the alien's matter transfer technology, he is able to transport the Enforcer to the site of the invasion moments after the aliens land and well before X-COM troopers can arrive. Without X-COM troopers to back you up, you'll have to fight alone. The action is fast and furious, as mission after mission tests your skills and firepower against hordes of aliens out to dominate the planet and terrorize the populace.

QUICK START GUIDE

If you are a veteran of 1st- or 3rd-person shooter games, you may just want to jump right into the action. Otherwise, learn the basics below and you'll be exterminating alien vermin in no time!

DEFAULT CONTROLS

Directional arrow keys: Use the directional arrow keys to maneuver the Enforcer around the game world.

Up arrow key........................ Move forward.
Down arrow key....................Move backward.
Left and right arrow keys.......Strafe left and right.

If you double tap the directional keys, your Enforcer will leap in that direction.

Mouse control:	Moving the mouse left or right will pivot the Enforcer in that direction.
Left mouse button:	Fire the current weapon (the game will auto-aim the weapon up and down).
Right mouse button:	Displays targeting reticule.
Control key or spacebar:	Jump.
ESC key:	Pause the game and bring up the Main Menu, where you can change the options.

Hitting the ESC key again will return you to your game.

Use the Options Menu, described below, to change the default controls to best suit your style of play.

MAIN MENU

After starting the game and proceeding through the opening movies, you will advance to the Main Menu where you can select the following options:

Single Player: Select this to open the Choose Your Enforcer Menu.

Options: Select this to open the Options Menu (page 9) and change the Preferences.

Multiplayer: Select this option to join or create a Multiplayer game, described on page 16.

Quit: Select this to exit *X-COM ENFORCER*.

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OPTIONS MENU

The Options Menu is accessed from the Main Menu and allows you to adjust the following Preferences by clicking on the corresponding tab:

Video: Set and select the video drivers, screen resolution, detail level and screen brightness.

Audio: Set music and sound volume.

Game: Change the appearance of in-game play.

Controls: Customize the keyboard settings that control your Enforcer. Default keys will be displayed in a text box next to a command, such as "Fire" or "Jump." To assign a new key, click on the text box. Once the text box is highlighted, press a new key. The new key will be listed in the text box. Click on the Reset button to return to the default control settings. Select Close to accept your changes and return to the Options Menu.

Input: Select joystick/keyboard, mouse-look, auto-aim and other input functions.

Game Tip: The mouse-look function turns off the game's auto-aiming feature and allows you to aim the Enforcer's weapon with the mouse by placing a targeting reticule over the target. This is a challenging way to play the game — don't say we didn't warn you!

CHOOSE YOUR ENFORCER MENU

After selecting Single Player, you will see the
Choose Your Enforcer Menu. Here you can create
new Enforcer characters in order to play new games
or load your saved games.

1. Creating a New Enforcer/Game

To begin a new game, you must create a new
Enforcer. Select an empty slot from the Enforcer list, then left-click in the Name
box and type a name for your Enforcer. Your new game will now be saved under this
Enforcer's name. Click on the Skill box to select a level of difficulty. To begin your
new game, click on the right arrow button in the bottom right of the menu.

2. Loading/Deleting Saved Games

Games are automatically saved under your Enforcer's name each time the R&D screen
appears after the end of a mission.

To load any saved game, simply select the name of the Enforcer. The name of
the session will be highlighted. Click on the right arrow button and your game will
continue from where you last left off.

To delete a saved game, highlight the name of the game in the Enforcer list and
then click on the Delete button. You will be prompted to confirm that you wish to
delete the selected Enforcer. Click "Yes" to delete that character and the game
associated with it.

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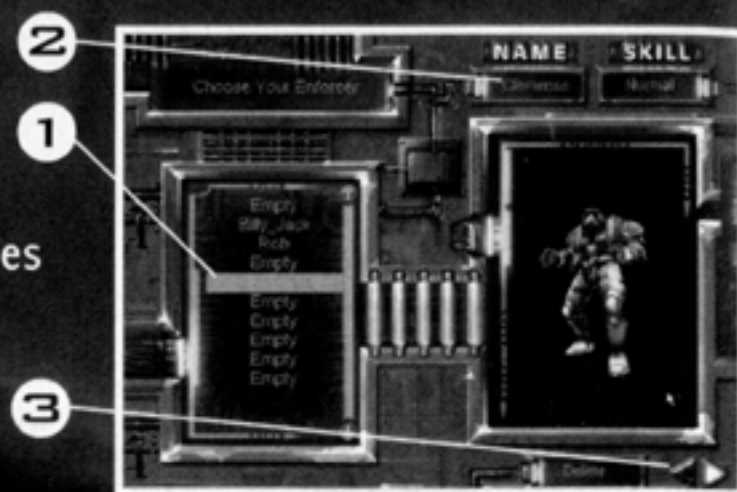
3. Arrow Buttons

Clicking on the right arrow button will advance you to the Game Screen. Clicking on the left button will return you to the Main Menu.

PLAYING THE GAME

At the start of each mission, a briefing will appear to inform you of your objectives. The first mission will provide you with a light tutorial, where the Professor will inform you about key information relating to your Enforcer.

You must complete mission objectives while trying to collect as many Data Points as you can. Your Enforcer will start each mission in an alien hotspot: Be prepared to start moving and shooting! You will receive a Mission Tally at the successful completion of each mission (see Data Points on page 13).

Game Tip: Use the environment to your advantage. You never know what you might find when you shoot a nearby crate. And falling or exploding objects may eliminate some aliens for you!

Pressing the ESC key during gameplay will pause your game and bring up a menu where you may change the Options (described on page 9) or exit the game. Pressing the ESC key again will return you to your game.

Game Tip: Different levels require different strategies. Sometimes you may want to retreat and get out of the aliens' kill zone. Other times, you'll want to boldly attack and charge through the aliens. Vary your tactics.

Unresearched Object

As you move through the levels, keep your eye out for the Unresearched Object pick-up and be sure to run over it with your Enforcer. These pick-ups contain alien technology that the Professor can use to provide new items for the Enforcer. These upgrades will be selectable the next time your Enforcer goes to the R&D Screen. These icons may be hidden in crates, around corners or in crevices.

Bonus Level

Most missions contain five pick-ups that spell the word "BONUS." Collect all five pick-ups and successfully complete the mission to play a Bonus round before returning to the R&D screen.

HUD (Heads Up Display)

The Heads Up Display (HUD) is a collection of on-screen icons that show critical information, including the total Data Points collected and unused in R&D, your Enforcer's armor status, the number of kills in the current mission, the current weapon being carried and number of rounds remaining in it. A directional arrow may also appear in the center of the screen to guide the Enforcer toward a mission goal. The Hot Streak Meter on the right side of the screen rises as you kill aliens, destroy Transporters or save humans and falls when your Enforcer gets hit. The temporary bonus effect of the meter varies but includes upgrading your weapons for a period of time. Additional icons may include: a Timer (showing remaining time left); a Human Counter

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(showing how many humans are left to save); and a Transporter Counter (showing how many Transporters are left to destroy).

DATA POINTS

As the aliens are killed, they will spawn icons that represent different amounts of Data Points. The Data Point value of each kill depends on the type of alien. Combo shots (killing multiple aliens with one shot, using an explosive object that destroys nearby aliens, or knocking objects into the aliens) will result in higher Data Points.

Game Tip: Data Point pick-ups will quickly disappear, so you will have to move quickly to pick them up after each kill in order to receive a maximum payment during the Mission Tally. However, use common sense and don't charge into an ambush just to collect Data Points!

After you complete each mission, the Mission Tally screen will appear and summarize your mission performance.

Press the fire key to leave the Mission Tally screen and advance to the R&D screen. (You will receive a text notification that your game has been auto-saved at this point.) When the R&D screen (described on page 14) appears, your newly collected Data Points will be displayed.

WEAPONS

Your Enforcer starts the game with the laser rifle (equipped with unlimited ammo) as the default weapon. As you earn Data Points, you can unlock additional weapons in the R&D screen; these weapons will be teleported into missions at various intervals for your Enforcer to collect and use.
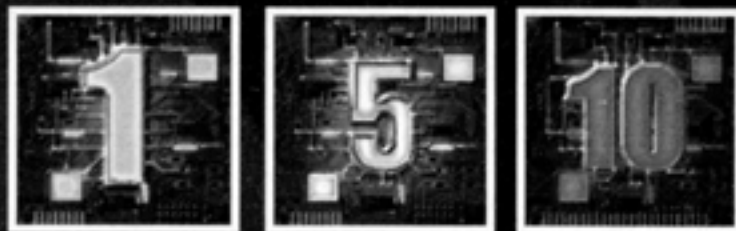
To pick up and use a new weapon, simply move your Enforcer over it. There is no way to reload the new weapon — once its ammunition has been expended, the weapon disappears and the Enforcer reverts to the default weapon.

In addition to the default weapon, the Enforcer is only allowed to carry one new weapon at a time. If you are using a new weapon and then run over another weapon before the first has run out of ammunition, the first weapon will be lost along with all its ammunition.

Game Tip: Be careful not to accidentally discard a favored weapon before you're through with it!

POWER-UPS

Like weapons, Power-Ups will be randomly teleported into your game. Some Power-Ups can temporarily boost your Enforcer's speed or make your Enforcer invisible. You can use your Data Points to obtain more Power-Ups in the R&D screen (below).

THE R&D SCREEN

Between missions you will visit the R&D Screen, where you will use the Data Points you've earned to develop R&D projects that will improve your Enforcer's combat performance. The R&D Screen displays three categories of R&D items: Weapons, Power-Ups, and Enhancements. When you first see the R&D Screen you will see a limited selection of items. As you discover Unresearched Objects (see page 12) during the missions, the corresponding blank boxes in the R&D screen will be replaced with Locked Items. Once you have a sufficient amount of Data Points you can click on a Locked item to unlock that item and make it available for the next mission. To learn

more about a displayed R&D item, place your cursor over it and the information box will display the item's Data Point cost and current level or status. Left-click on an item to select it and the Data Points will be subtracted from your total.

Weapons and Power-Ups you unlock will be teleported into the vicinity of your Enforcer once the game has begun. Upgrades done to Enhancements, which permanently improve your Enforcer's skills and abilities, will be present once you leave R&D and go to the next mission.

Unlocked R&D items can also be upgraded. Place your cursor over an unlocked R&D item to learn about its upgrade. Left-click on the item to use your Data Points to upgrade it.

1. Data Points: Indicates the total Data Points currently available to you.

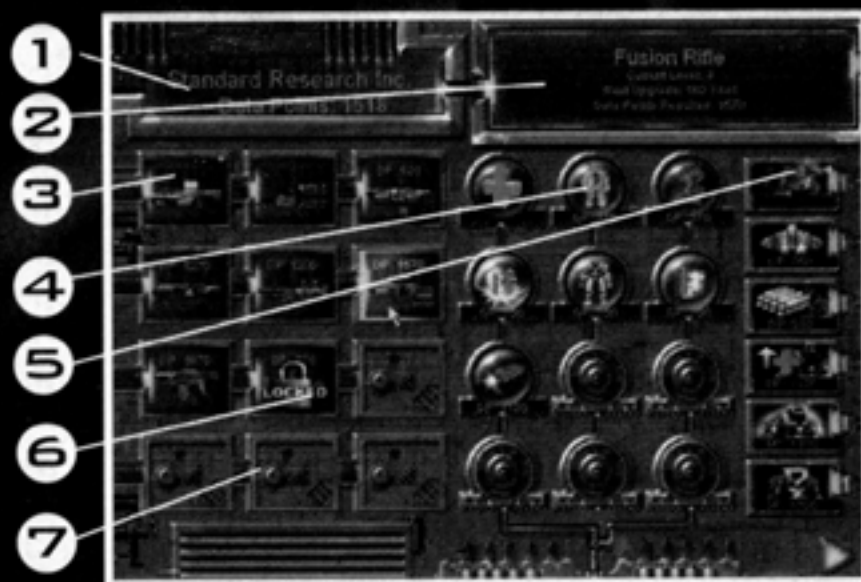**2. Information Box:** Displays information on the currently selected item and the effect of the next available upgrade.

3. Weapons

4. Power-Ups

5. Enhancements

6. Locked Items

7. Unresearched Objects

MULTIPLAYER

IMPORTANT NOTE: You are strongly encouraged to consult the ReadMe file, described on page 3, to learn the latest about Multiplayer features.

From the Multiplayer Screen, you can choose to either host or join a multiplayer game.

Host Multiplayer Game

Once you select to host a game, you will advance to a menu where you will have to set up the parameters for your game.

Join Multiplayer Game

After selecting to join a game, you will advance to a menu where you will choose a server to connect to.

MULTIPLAYER INFORMATION

All X-COM ENFORCER multiplayer games enable players to transmit information to one another. Infogrames Interactive does not monitor, control, endorse, or accept responsibility for the content of text or audio information transmitted through the use of this product. Use of the multiplayer feature is at your own risk. Users are strongly encouraged not to give out personal information through transmissions.

Kids, check with your parent or guardian before playing a multiplayer game or if you are concerned about any information you receive.

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If you are having technical difficulties with the *X-COM ENFORCER* CD-ROM game, please consult the README.TXT file on the CD-ROM before calling technical support. If you call technical support, please have the following information available (and be ready to take notes):

1. The correct name of the game.
2. The type of computer you are running the game on.
3. Exact error message reported (if any).

For telephone technical support, please call (978) 522-0100. Support hours are from 12 p.m. to 8:00 p.m., Eastern Standard Time, Monday through Friday, holidays excluded. No game hints will be given through this number.

You may also communicate with our technical support via the Internet at:

http://ina-support.com

This site contains an up-to-date interactive knowledge base and email contacts for technical support.

To find out more about the *X-COM ENFORCER* CD-ROM game or any other Infogrames product, please visit:

http://www.us.infogrames.com

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Epilepsy Warning

 ⚠ WARNING

READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if your are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

Repetitive Strain Statement

⚠ **CAUTION**

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement

⚠ **CAUTION**

This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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Any dispute, controversy or claim arising out of or relating to this Agreement or to a breach hereof, including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Infogrames Interactive, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the commercial arbitration rules of the AAA. The arbitration, including the rendering of the award, shall take place in New York, New York, and shall be the exclusive forum for resolving such dispute, controversy or claim. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction.

Notwithstanding anything contained in the foregoing Paragraph to the contrary, Infogrames Interactive shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Infogrames Interactive's rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief. For the purposes of this Paragraph, both parties submit to the jurisdiction of, and waive any objection to the venue of, the state and federal courts of the State of New York.

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