XENONAUTS-2

TOP SECRET

MEMORANDUM FOR THE COMMANDER OF CODENAME: XENONAUTS

Subject: Gather intelligence on sightings of unidentified flying objects and unknown beings in response to a potential invasion amidst rising international tensions.

Commander, as the newly appointed head of the Xenonauts team, it is your responsibility to conduct intelligence and combat operations to determine the threat level of a global extraterrestrial invasion. Our analysts estimate that we are weeks away from this invasion – time is not on our side.

Below you will find documents and resources that will help you in your duties.

Table of Contents

Top Priority – Capture or recover aliens to assess threat level & conduct research

1. Contents of Early Access

The Early Access version contains 65% of the final campaign with 4 out of the 7 classes of UFOs. The full range of challenges will have made their appearance by day 180 – at that point, you are free to keep playing but new UFOs will be added over the course of the Early Access period.

2. Gameplay Breakdown

As a Strategy/Simulation game, Xenonauts 2 has several mechanics operating together to create an immersive experience. These next image breakdowns will help jump start your understanding of the game and its various theaters.

Do note that Xenonauts 2 has tooltips throughout the game, and hovering over text or icons will provide you with a simple breakdown of information. You will learn to do this should you select "Introduction" under a New Campaign.

Welcome to the Xenonauts.

2.1 MAIN MENU BREAKDOWN

The Main Menu is where your campaign begins.
1. Difficulty Selection – Select the campaign difficulty, from Recruit (for complete beginners) to Commander (brutal campaign) OR customize your settings by referencing Point 2.

2. Campaign Settings – Various settings with either predetermined factors based on difficulty, or customizable when selecting "custom" in the Difficulty Section (Point 1).

3. Introduction & Ironman Mode – Selecting Introduction will start you in a tutorial mission to lead you through some basics in combat. Ironman Mode does not allow you to save during your campaign, instead automatically saving at several points. This forces the player to live with mistakes made and only provides one single save slot for the campaign.

4. Campaign Name – The name by which save file names will use to distinguish between multiple campaigns. Create your own name or use the generated name.

5. Begin Campaign – After selecting all settings above, "Begin Campaign" will start your campaign.

Figure out best location for my base

2.2 GEOSCAPE BREAKDOWN

The Geoscape or Worldview screen is the top-level User Interface that provides an overview glance of what is happening in the world as time passes. You will be able to access most areas of the game through this top screen.

1. Panic – The Panic Level in each strategic region. Each successful mission will reduce panic, but too much panic can make operations much more difficult.

2. Base – Location(s) of your Base(s). Note that multiple bases are possible as the campaign progresses.

3. Screens – Various screens to access parts of your base, the world, or Xenopedia. From left to right:

   a. Geoscape – Where your defensive operations against aliens are conducted. Alien craft and ground missions will appear on the world map, which you must respond to with interceptors and combat teams.

   b. Base – View the staff and structures present at each of your Geoscape bases and begin construction on additional structures.

   c. Research – Direct the scientific efforts of your organization, discovering the origins of the extraterrestrial threat and unlocking improvements to equipment.

   d. Engineering – Construct new battlefield equipment, vehicles, and aircraft to help combat any extraterrestrials.

   e. Soldiers – Recruit additional soldiers and view the attributes and assignments of all soldiers already serving your organization.

   f. Stores – View all items currently owned by your organization.

   g. Armory – Customize your soldiers' equipment and assign or remove them from dropships.

   h. Aircraft – Manage the aircraft operated by your organization.

   i. Archives – Classified databanks of the Xenonauts organization (encyclopedia).

4. Additional Functions – Additional actions only available on the Geoscape Screen

   a. Launch Aircraft – Form squadrons of up to three aircraft and order them to head for a target or waypoint.

   b. Construct New Base – Place additional bases on the Geoscape screen, expanding your organization across the planet.

   c. Funding Report – Preview the Funding Report you will receive at the end of every month, including a breakdown of income and expenses.

2.2 GEOSCAPE BREAKDOWN CONT.

5. Settings & Time – Access game settings, including gameplay, visual, audio, and controls by clicking on the gear button. Time represents the days since starting your campaign and the time of day in real time.

6. Speed Controls – Time does not pause when accessing the Geoscape screen — instead, it moves forward at the slowest speed by default and you can use speed controls to speed time up or slow it down. The fastest speed will fast forward 24 hours in a few seconds, and it is advisable to be aware of your time in the game to best utilize all mechanics.

7. Funds Available – These are the funds available to operate your base(s), where you will construct building modules, conduct research, build weapons, and recruit personnel.

2.3 BATTLE BREAKDOWN

There's a lot going on during tactical battles. Knowing the status of your soldiers and their capabilities is crucial to winning these engagements.

1. Map Controls – Switch view perspectives during a battle to better see enemies or mission related items. Use the mouse scroll to see multiple floors, and press Q and E to rotate the camera. Note that by default the camera rotation is 45 degrees, but that can be switched in the settings.

2. Squad Status – Quickly determine the status of your squad using this top bar. Icons at the top denote soldier type, the red bar represents current health, and the green shows their Time Units – the capacity to perform an action in the current turn.

3. Soldier Equipment & Weapon Abilities – This section gives a breakdown of a soldier's equipment, from weapons and gear like shotguns, pistols, and shields, to consumables such as med kits, grenades and other ordinance. The top bar of this section shows the Time Unit cost of weapon abilities, striking a balance between fire rate and accuracy.

4. Enemy Units – The alien icon indicates that an enemy is visible to a member of your squad.

5. Soldier Status Information – This section gives a detailed breakdown of the status of the selected soldier. This information relays:

- Armor Status
- Health
- Morale
- Time Units available
- Cost of changing posture for cover
- Focus Mind - Restores 30 morale points for 60% of their remaining Time Units
- Inventory.

Pay close attention to my squad!

6. Next Soldier/End Turn – Once you are finished with any action on a current soldier, pressing this button or tapping spacebar will bring you to the next soldier with Time Units still usable. Once you have gone through all your soldiers or you are ready to be finished with your turn, the End Turn button will end the player's turn.

3. Early Gameplay / Helpful Tips

Campaign
- Starting your base in a geographic-centric area will allow your team to respond to events quicker on average. You can build more bases as funding allows deeper into your campaign – response time is crucial in the beginning.
- It may seem like there are times where there is nothing to do on the campaign map. Use these "slow" times to focus on refining your soldier's kits, determining research, and expanding your base. On lower difficulties you have a great deal of money to invest – use it to build early in preparation for the incoming alien invasion.

Base Screens
- While you are free to build anything you want in your base, there are some optimal starting buildings:
- Medical Facility - Boost the recovery rate for your soldiers and get them back on the battlefield quicker.
- Barracks – You'll need space to house extra personnel, and barracks will allow you to accomplish that need.
- Generator - Extra modules will soak up power fast, and a generator will help future-proof your base's expansion.
- When deciding base layout, consider adjacency bonuses for certain modules. Many modules will boost the base stats greatly if they are adjacent to similar modules.

Battles
- The biggest consideration during battles are your Time Units – the ability to perform an action. Everything your soldier does consumes Time Units – including moving, shooting, using items, and even turning to face a certain direction. Being aware of your Time Units will help you plan a soldier's actions.
- Kneeling in cover only costs 4 Time Units and further reduces the chance of getting hit by 20%. Always try to end your turn in cover.
- All units have an inventory – including the enemy. Pillage the enemy's inventory after killing them or retrieve items from a friendly soldier. If space allows, you can even carry the bodies of enemies and friendlies although this will increase the Time Units required to move.
- Grenades are unlimited in your armory, so use them liberally throughout your battles. However, be aware that completely destroyed corpses and objects cannot be looted.
- Aliens on the battlefield do not wait for you to see them before becoming active, so be careful and move tactically as soldiers are fragile at the start of your campaign. Barring time-sensitive missions, move your soldiers slowly to reveal line-of-sight down corridors, between buildings, or around corners — It will reduce the chance of running straight into the enemy.
- Buildings and most objects are destructible, and satchel charges can destroy a large area with a single throw.
- Friendly fire IS a thing. There is a chance indicator should a soldier be in the line of fire.
- Go for a MARS unit early since it is the best soldier in the early game.