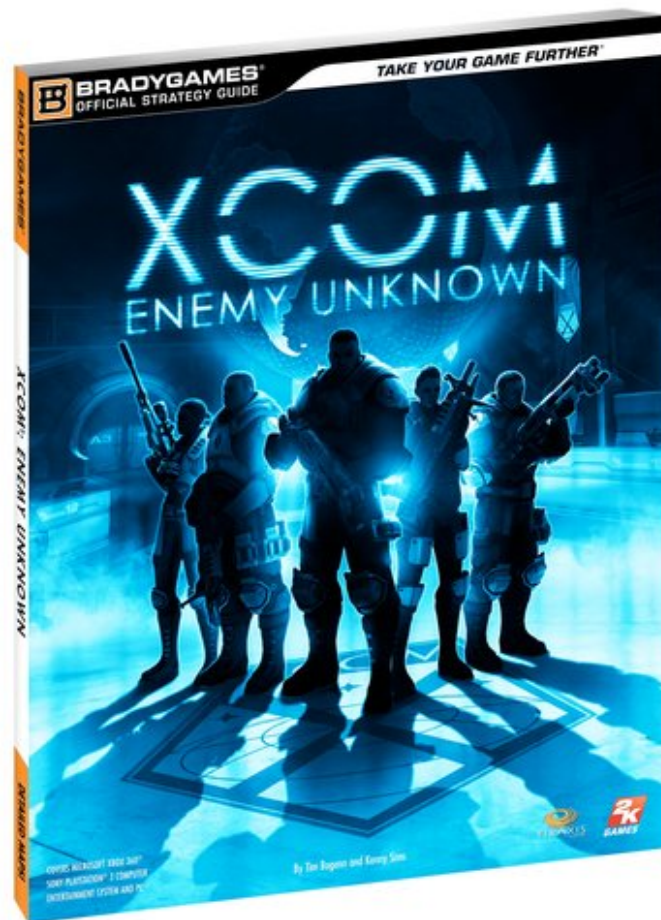


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**BradyGames : XCOM: Enemy Unknown Official Strategy Guide (Official Strategy Guides (Bradygames))**  
before purchasing it in order to gage whether or not it would be worth my time, and all praised XCOM: Enemy Unknown Official Strategy Guide (Official Strategy Guides (Bradygames)):

52 of 53 people found the following review helpful. An only semi-useful guide in serious need of a copy editorBy JonathanSo, I love XCOM: Enemy Unknown. I think it's the best turn-based strategy to come out in the past decade. I pre-ordered both the game and the guide. Two-day shipping being what it is, I actually downloaded and beat the game before getting the guide, which was no big issue for me since I tend not to use a guide until the second playthrough anyway. But having seen what the game has to offer already, I can tell you this guide is lacking in many respects. It also needed someone to read through this and fix some glaring errors before this went to press and did not get it.Let

me tackle that first. A good editor will make sure there are no spelling/grammar errors and that information is correct. However, I ran into several instances of both (grammar/spelling example: "Any weapons you Research, you number of researchers and labs to make the time investment worth the payoff."). The spelling/grammar ones I can tolerate, but often the book gives conflicting information, sometimes within the same paragraph, like when in the Support class's section it talks about suppression. The first sentence claims that its suppression imposes "a 30 penalty to aim" (which is identical to the Heavy's suppression) but then says in the second sentence that it imposes a penalty of 10 instead of the Heavy's 20. The book is laid out well and contains a fairly exhaustive section of tables detailing armor, weapons and other things you can build. All of this information is available in-game, but the tables themselves are handy for a quick reference. As you probably know, the game is divided between strategic and tactical sections. The strategic layer gets a \*very\* thorough walkthrough, divided neatly into "phases" bookended by the priority missions you get in-game. The book provides a timetable of what you should research when, and about what in-game time you should be at at the conclusion of the phases. As good as the strategic walkthrough is, the tactical walkthrough is not very extensive. Part of this is due to the random nature of most of the missions in XCOM. In fact, only the final mission gets a detailed walkthrough, and the guide gives tactical suggestions on dealing with the "boss" (I use the term loosely) characters in two other missions. There's also a walkthrough of the tutorial mission, but since you have no choices in that mission and are just clicking where you are told, I don't count it, though the "walkthrough" does a good job of explaining the game's concepts along the way. While I wasn't expecting a complete walkthrough, or even a section with layouts of all the possible single-player maps (there are over 80, last I heard), the guide hardly touches the tactical layer outside of what I mentioned above. A cursory explanation of how to build a decent squad at least would have been appreciated. There's some hints buried in the soldiers' upgrade tree descriptions, but that's about it. Multiplayer gets about 30 pages after the single-player section. It does a very good job of breaking down the units and suggesting squads for the 10,000-point default matches (though I found the lack of any sort of Archangel Sniper build - which the developers almost always used in pre-release multiplayer showings and are even pictured in the guide - curious). The three-paragraph descriptions are very bare-bones, however. There's also another 30 pages of concept art at the end. It's good enough for a flip through but given that this is almost a sixth of the book, it feels like padding and I can't help but wonder if at least some of that space had been used for more tactical advice that the guide as a whole would have been better. If you're wandering into the world of strategy game guides for the first time, this is a decent guide. If you've played a strategy game before, though, buy this book only if you want the in-game information in a more-readable format or if you need a walkthrough for the final mission. After reading the guide, the only information I learned that I didn't pick up from my in-game experience was that there was some research I missed, and that was only because I beat the game so quickly (in in-game time) that the most powerful UFOs hadn't appeared yet. I'm not saying that at the price (just under \$13) that I didn't get my money's worth, but this guide had a lot of potential and didn't meet it. Pros: +Detailed walkthrough of the final mission +Detailed outline of how to play the game on the strategic level +Well-laid out with useful tables and breakouts Cons: -Numerous typos and errors -Glaring lack of tactical advice -Almost all the information given in the book is available word-for-word in the game PS: Please don't take my so-so review of the guide as a commentary on the actual game. I love the game and would recommend it to almost everyone. 0 of 0 people found the following review helpful. Flawed, but worth a buy! By R. Wojciechowski This guide is informative but there are a couple of things I didn't really like about it. The information is there for all the statistics, costs and such, but it can be kind of hard to navigate. Like I would really appreciate just an a list of everything you can get at the different "stores" of the game, and then list out what it takes to get them. They kind of work on this with a tree of research things to unlock, but it takes a bit to fully understand it. I would really appreciate an achievement list for the book, this is somewhat common information if you go online, but I really feel it should be in the book itself. The book is not very long, being that a part is level run-throughs and art; I would really have liked more tactic ideas, and more ideas of things to implement in your squad. All this being said, the saving grace of this guide would be the concept art pages. These pages are BEAUTIFUL, and really give insight into how the designers pictured the mobs of the game and how they grew into what they are now. The guide has its flaws, but the concept art alone is worth a buy at around 10-15\$. A solid addition to your collection if you are in love of the game. 0 of 0 people found the following review helpful. Great for those who want to know more. By Derek Colanduno I have been a huge fan of the X-Com games since way back in the early 90's. This 're-boot' of X-Com is pretty much everything I was hoping for. The return of good turn-based video gaming. Even though this book is not 'necessary', it does give lots of details about the aspects and details of the game which could give your doomed team of hunters a better chance of staying alive.

BradyGames XCOM: Enemy Unknown Official Strategy Guide includes the following: Our Last Hope Earth is under siege. Only XCOM has a chance of preventing humanity's extinction. Confront this infestation wherever they threaten, research alien technologies, and defend your home. Mission Debriefing- Be prepared to tackle any mission the Council throws at you. We've built flexibility to adapt to any given mission into the walkthrough, because the XCOM story arc is randomly generated from event to event. Tactical Multiplayer - Build an effective fighting force with our squad creation tutorial, and then take that force online to challenge your opponent. Research Lab: Xenobiology Preparation is

your best weapon. Our alien encyclopedia is tied into the other components of the research lab. It includes data and stats for the various life forms, from the sneaky Thin Man to the dangerous Cyberdiscs. Advanced Engineering Your ignorance is the aliens most potent weapon. Discover how technologies, aliens, and equipment are tied to equipment creation, ship advances, and base structures. All the information you need on every item and piece of equipment in the game is at your fingers. Weapon Manufacturing Weapons and armor suits are the keys to your survival. Outmanned and outgunned from the start, learn how to get the best weapons and armor without wasting money or time.

About the AuthorBradyGames, an imprint of DK and a division of Penguin Random House Inc., is the worlds leading publisher of strategy content for PC and console video games. BradyGames understands what gamersboth casual and hardcorewant and need from strategy guides. Every guide features in-depth content, detailed screen captures, quick-reference tips, and professional strategy. Prima Games is also a leader in the digital strategy realm, offering interactive maps, streaming video, searchable online guides and apps, and a full website at [primagames.com](http://primagames.com).