

Xcom Fan Art

XCOM Fan Art: A Celebration of Strategy, Style, and Soldierly Spirit

Introduction:

Ever stared at your XCOM squad, a ragtag bunch of genetically-enhanced soldiers, and felt a surge of admiration for their bravery, their quirks, and their unwavering commitment to saving humanity? That's the spark that ignites the incredible world of XCOM fan art. This post dives deep into the vibrant community creating breathtaking illustrations, digital paintings, sculptures, and even animations inspired by the beloved strategy game. We'll explore the diverse styles, the talented artists behind the work, and the powerful emotional connection between fans and their creations. Get ready to be amazed by the creativity and skill on display, and maybe even discover your new favorite artist!

I. The Diverse Landscape of XCOM Fan Art:

XCOM fan art isn't confined to a single style. It's a kaleidoscope of artistic expressions, reflecting the game's complex themes and the individual interpretations of its fans. We see:

Realistic Portraits: These meticulously detailed pieces often focus on individual soldiers, capturing their unique personalities through facial expressions, equipment, and even subtle body language. The attention to detail is astounding, often recreating the game's visual style with stunning accuracy or pushing beyond it to create photorealistic depictions.

Stylized Illustrations: Moving away from realism, many artists embrace stylistic choices, using vibrant colors, bold lines, and unique perspectives to convey the emotion and energy of XCOM. This could range from anime-inspired artwork to gritty, comic-book-esque illustrations, showcasing the flexibility and adaptability of the source material.

Concept Art and Worldbuilding: Some artists expand the XCOM universe, creating their own alien species, weapons, or environments. This fan-made concept art often showcases remarkable creativity, imagining what could be within the game's established lore, sometimes even suggesting new mechanics or storylines.

Humorous and Meme-Based Art: The absurdity of XCOM's gameplay and the unpredictable nature of its tactical combat often inspire humorous pieces. These pieces might highlight memorable in-game moments, poke fun at frustrating scenarios, or capture the essence of XCOM's sometimes chaotic battles in a lighthearted way. These often incorporate popular internet memes and inside jokes for added comedic effect.

Sculptures and 3D Models: Taking the creative process to another level, talented artists create physical sculptures and digital 3D models of XCOM soldiers, aliens, and equipment. This showcases a mastery of both digital and traditional sculpting techniques, providing a tangible representation of the virtual world.

II. Finding and Appreciating XCOM Fan Art:

The internet is a treasure trove of XCOM fan art. Several platforms are particularly active:

DeviantArt: A long-standing hub for digital artists, DeviantArt boasts a large collection of XCOM fan art, allowing you to filter by style, character, and other criteria. The site offers robust search functionality and user-generated tags to ensure you find exactly what you are looking for.

ArtStation: This platform attracts professional and aspiring artists alike, showcasing high-quality artwork, including many impressive examples of XCOM fan creations. ArtStation often features artist interviews and behind-the-scenes looks at the creative process.

Reddit (r/XCOM): The subreddit dedicated to the XCOM series is a vibrant community where fan art is regularly shared and discussed. This is a great place to discover new artists and participate in lively conversations about the game and its artistic interpretations.

Tumblr and Instagram: These platforms are fantastic for visual discovery and are frequently used by artists to share their work, offering another avenue to explore the breadth and depth of XCOM fan art. Using relevant hashtags like #xcom, #xcom2, #xcomfanart will significantly enhance your search results.

III. The Emotional Connection Behind the Art:

XCOM fan art isn't simply a collection of images; it represents a deeper connection between fans and the game. These pieces often evoke:

Nostalgia: Many artists recreate scenes and characters from their most memorable XCOM missions, capturing the intense emotions associated with those moments, whether triumph or heartbreaking defeat.

Character Appreciation: Often, fan art focuses on specific soldiers, showcasing the bonds formed between the player and their chosen squad members. The art acts as a personalized tribute to those who fought valiantly by their side.

Worldbuilding Engagement: Through their art, fans expand upon the lore, filling in gaps and speculating on possibilities within the game's narrative, which reflects their invested interest in the game world.

Community Building: Sharing and discussing fan art fosters a strong sense of community, uniting players across different platforms and regions through their shared passion.

IV. The Future of XCOM Fan Art:

With the continued popularity of the XCOM series and the ever-evolving world of digital art, the future of XCOM fan art is bright. Expect to see even more innovative styles, creative interpretations, and engaging stories told through visual media. The community will continue to grow, and new platforms will emerge, providing more opportunities for artists to share their passion and fans to appreciate their creativity.

Article Outline: "XCOM Fan Art: A Celebration of Strategy, Style, and Soldierly Spirit"

Introduction: Hook the reader with a captivating opening, briefly overviewing the post's contents.

Chapter 1: The Diverse Landscape of XCOM Fan Art: Discuss different artistic styles present in fan art (realistic, stylized, concept art, humorous, sculptures).

Chapter 2: Finding and Appreciating XCOM Fan Art: Outline the best platforms to discover XCOM fan art (DeviantArt, ArtStation, Reddit, Tumblr, Instagram). Include tips for effective searching.

Chapter 3: The Emotional Connection Behind the Art: Explore the emotional reasons behind fan art creation (nostalgia, character appreciation, worldbuilding, community).

Chapter 4: The Future of XCOM Fan Art: Speculate on future trends and the continuing growth of the community.

Conclusion: Reiterate the central theme and encourage readers to engage with the XCOM fan art community.

(The detailed content for each chapter is provided above in the main article.)

FAQs:

1. Where can I find high-quality XCOM fan art? DeviantArt, ArtStation, and the r/XCOM subreddit are excellent places to start. Use relevant hashtags on Instagram and Tumblr as well.
2. What are the most common styles of XCOM fan art? Realistic portraits, stylized illustrations, concept art, humorous pieces, and 3D models are prevalent.
3. How can I contribute to the XCOM fan art community? Create and share your own art, comment on and share other artists' work, and participate in discussions on relevant platforms.
4. Are there any legal issues surrounding XCOM fan art? Generally, fan art for non-commercial purposes falls under fair use; however, it's always a good idea to be mindful of copyright and avoid using assets directly from the game without permission.
5. What software do XCOM fan artists typically use? Popular choices include Photoshop, Clip Studio Paint, and Blender (for 3D models).
6. Can I commission an XCOM-themed artwork? Many artists on platforms like DeviantArt and ArtStation offer commissions.
7. What makes XCOM such a popular subject for fan art? The compelling characters, the unique alien designs, the immersive worldbuilding, and the emotional depth of the gameplay all inspire artistic expression.
8. Are there any competitions or events focused on XCOM fan art? While not always consistent, keep an eye on the official XCOM social media and community forums for potential events.
9. How can I improve my own XCOM-inspired artwork? Practice regularly, study the work of other artists, experiment with different styles, and seek feedback from the community.

Related Articles:

1. XCOM 2: The War Within – A Deep Dive into the Expansion: A detailed analysis of the gameplay, story, and impact of the War Within expansion on the XCOM universe.
2. The Best XCOM Mods to Enhance Your Gameplay: A curated list of top-rated mods that add new content, mechanics, and challenges to the game.
3. Understanding XCOM's Tactical Combat System: A beginner-friendly guide explaining the core mechanics of the game's turn-based strategy.
4. The Evolution of Alien Design in the XCOM Series: An exploration of the unique aesthetics and lore of the different alien species featured in the XCOM games.
5. Creating Your Own XCOM Soldier: A Character Customization Guide: Tips and tricks for crafting unique and effective soldiers within the game.
6. Top 5 Most Memorable XCOM Missions: A retrospective look at some of the most challenging and rewarding missions from the entire series.
7. The Psychology of XCOM: Why We Keep Playing Despite the Permadeath: An exploration of the game's addictive nature and emotional impact.
8. XCOM: Chimera Squad – A Unique Take on the Formula: A review and analysis of the unique gameplay mechanics and storytelling of XCOM: Chimera Squad.
9. The History of XCOM: From UFO Defense to XCOM 2: A comprehensive overview of the series' history, development, and evolution over the years.

xcom fan art: *The Art of XCOM 2* . 2K Games, 2016-01-12 From the developer behind the Civilization series, XCOM is an award-winning, deeply engrossing strategy game. With the Earth under attack by a super-advanced alien race, players command an elite paramilitary organization called XCOM to repel the extraterrestrial offensive and defend humanity. In *The Art of XCOM*, readers get a behind-the-scenes look at the incredible concept art created for the series and hear from key developers and artists about the challenges, secrets, and rewards of creating this landmark series.

xcom fan art: XCOM 2: Resurrection Greg Keyes, 2015-11-10 In the world of XCOM, the governments of Earth unite under threat of an alien invasion and form XCOM, an elite paramilitary organization tasked with repelling the extraterrestrial offensive and defending humanity. Woefully outgunned, XCOM's only hope is to outsmart and outmaneuver the enemy by turning the aliens' power against them. Making clever use of game elements, *XCOM: Resurrection* details the strategy and costs of war in a compelling narrative sure to delight sci-fi aficionados and fans of the game series.

xcom fan art: XCOM 2: Factions Kevin J. Anderson, 2018-11-06 Human rebels fight to overthrow the alien occupation in this epic science fiction graphic novel based on the hit video game. It's 2035 and the war is over. For two decades, the alien invaders have lived side by side with their human conquests, preaching peace and coexistence, and slandering the human forces that fought to repel them. They think they've won the war. They think this planet is theirs. They think XCOM is finished. They're wrong. Set in the action-packed world of XCOM and incorporating elements from the game, *XCOM 2: FACTIONS* expands the universe of the successful game

franchise. Featuring sharp, dynamic artwork from top comics artists, this original story is the beginning of an exciting new comics series perfect for XCOM players and sci-fi adventure fans.

xcom fan art: XCOM 2 Rick Barba, 2017-12-12 Continue the fight against an imposing alien force with this original novel based on the hit video game XCOM 2. Under constant threat by the alien invasion, humanity's fate is in the hands of the last remaining military resistance: XCOM. The elite unit is the only hope for the people of Earth. The novel follows XCOM as they continue to fight for freedom, redemption, and survival. Fans of XCOM 2: Resurrection will enjoy this exciting addition to the XCOM story and its use of elements of the popular game.

xcom fan art: The Routledge Companion to Media Fandom Melissa A. Click, Suzanne Scott, 2017-11-03 The field of fan studies has seen exponential growth in recent years and this companion brings together an internationally and interdisciplinarily diverse group of established scholars to reflect on the state of the field and to point to new research directions. Engaging an impressive array of media texts and formats and incorporating a variety of methodologies, this collection is organized into six main sections: methods and ethics, technologies and practices, identities, race and transcultural fandom, industry, and futures. Each section concludes with a conversation among some of the field's leading scholars and industry insiders to address a wealth of questions relevant to each section topic.

xcom fan art: *The Art of Assassin's Creed Valhalla* Ubisoft, 2020-11-17 The Assassin's Creed series is renowned for its skillful blend of historical fiction, epic environments, and exciting action. This art book offers an insider's look at the immersive art direction of Assassin's Creed Valhalla, the first title in the franchise to explore Norse culture and the Viking invasion of England in the 9th century. Featuring iconic artworks ranging from stunning settings to brutal weapons, as well as developer insights.

xcom fan art: *XCOM* Tim Bogenn, Kenny Sims, 2012 XCOM: Enemy Unknown Official Strategy Guide from BradyGames is the complete campaign guide to the brand new game from the XCOM team. Create the best teams and squad kits, follow exclusive tactical maps and advice and get in the research lab on the road to gaming success. With the amazing aliens encyclopedia you can profile and defeat every enemy. See how to develop weapons and build the best bases and follow the best strategies to minimize casualties. Form the best alliance of all with XCOM: Enemy Unknown Official Strategy Guide and defend Earth from the alien threat.

xcom fan art: The Art of DOOM: Eternal Bethesda Softworks, ID SOFTWARE, 2020-03-24 A full-color digital art book containing concept art and commentary from the development of DOOM Eternal, the next entry in the iconic first-person shooter series. The newest chapter in the quintessential game franchise from id Software is here. Witness DOOM Eternal! This epic volume explores the art and development of the hotly anticipated sequel to the 2016 Game Award-winner for Best Action Game! Explore the twisted demonic invasion of Earth, the cultist UAC facilities, and plunge into otherworldly and unknown locations new to the DOOM universe. Admire the dangerous glimmering edges of the Slayer's arsenal and armor. Examine the ancient designs and breeds of Hell's soldiers and lords--all in gloriously designed full color images straight from the files of the game's artists themselves! Dark Horse Books and id Software join forces to present The Art of DOOM Eternal, encompassing every detail you've come to love from DOOM!

xcom fan art: *Board Games as Media* Paul Booth, 2021-01-14 Leading expert Paul Booth explores the growth in popularity of board games today, and unpacks what it means to read a board game. What does a game communicate? How do games play us? And how do we decide which games to play and which are just wastes of cardboard? With little scholarly research in this still-emerging field, Board Games as Media underscores the importance of board games in the ever-evolving world of media.

xcom fan art: The Art of Destiny Bungie, 2014-11-25 Presents the concept art, scenery landscapes, and character designs of the video game.

xcom fan art: *The Comic Book Story of Professional Wrestling* Aubrey Sitterson, Chris Moreno, 2018-10-02 From the host of the critically acclaimed pro wrestling podcast Straight Shoot, this

graphic novel history of wrestling features the key grapplers, matches, and promotions that shaped this beloved sport and form of entertainment. As a pop culture phenomenon, professional wrestling--with its heroic babyfaces and villainous heels performing suplexes and powerbombs in pursuit of championship gold--has conquered audiences in the United States and around the world. Now, writer/podcaster Aubrey Sitterson and illustrator Chris Moreno form a graphic novel tag team to present wrestling's complete illustrated history. Featuring legendary wrestlers like Bruno Sammartino, Hulk Hogan, and The Rock, and modern-day favorites like John Cena, Kenny Omega, and Sasha Banks, the book covers wrestling's progress from the carnival days of the Gold Dust Trio to the dominance of the WWF/WWE to today's diverse independent wrestling scene, and it spotlights wrestling's reach into Mexico/Puerto Rico (lucha libre), the U.K. (all-in), and Japan (puroresu).

xcom fan art: *The Art of the Mass Effect Trilogy: Expanded Edition* Bioware, 2021-03-23 Expanded with never before seen works of art, this new edition delves deeper than ever into the sci-fi saga that changed video games forever. Contains extensive new material from the DLCs for all three games--including the award-winning Lair of the Shadow Broker from Mass Effect 2 and the fan-favorite Citadel from Mass Effect 3. Experience the evolution of the aliens, planets, ships, and technology that define this iconic science fiction universe, as the developers who brought BioWare's masterpiece to life take you from the earliest design sketches through to the meticulous final renders. Brimming with concept art and commentary, this expanded edition is the ultimate companion to one of the greatest series in the history of gaming!

xcom fan art: *God of War: Lore and Legends* Sony Studios, Rick Barba, 2020-09-08 A hardcover tome that authentically recreates Atreus' journal as seen in God of War, with expanded lore written in collaboration with the God of War writing team! The hit game is brought to life in a tangible and exciting new way as readers are invited to plumb the lore of God of War through the eyes of Kratos' son, Atreus. This hardcover volume chronicles Atreus and Kratos' journey through the fabled Nine Realms, from the Wildwoods of Midgard to the mountains of Jötunheim and beyond. In addition to the record of their mythic journey, this wondrous collection also includes a bestiary that was assembled during those travels, intimate dossiers of the characters that inhabit the masterfully crafted universe, and much more! Dark Horse Books and Santa Monica Studios present God of War: Lore and Legends. This lovingly produced edition is a must own item for any fan of God of War.

xcom fan art: *The Evil Within 2* Prima Games, Rick Barba, 2017 Only in this Collector's Edition--Exclusive Bonus Content: - Foreword from Bethesda Softworks and Tango Gameworks - Q&A with the developers - Exclusive Concept Art Gallery - Featuring unique cover art, a must-have for every fan Comprehensive Walkthrough with Detailed Maps: When should you stand and fight, sneak through the city, or hide from the horrors? We assist with every puzzle and decision as you traverse the nightmare landscape. Analysis of Every Weapon and Item: Complete examination of every weapon and item in the game delivers the best preparations for your exploits through Union. Exhaustive Dissection of Every Antagonist: Every last enemy is covered with behaviors, weaknesses, and immunities--allowing you to plan a course of action with confidence. Every Collectible in Union Plotted: Precise locations of Files, Residual Memories, Slides, and more are provided, along with details on how to find them all. Free Mobile-Friendly eGuide: Includes a code to access the eGuide, a web-access version of the complete guide optimized for a second-screen experience.

xcom fan art: *Planet Mercenary Role-Playing Game* Howard Tayler, Sandra Tayler, Alan Bahr, 2017-07

xcom fan art: *X-COM* Diane Duane, 1995-12-22 Diane Duane's novel builds on the X-COM story in a way that is more Twilight Zone and X-Files than pure science fiction. Expect government lies, intrigue, and a hero who's larger than life. Available immediately.

xcom fan art: *StarCraft Field Manual* , 2015-11-05 Blizzard Entertainment's StarCraft saga has captivated millions of players worldwide since its initial release in 1998. A genre-defining military strategy and sci-fi adventure, gamers are drawn to StarCraft's iconic central characters, Sarah Kerrigan and Jim Raynor, and its thrilling storyline chronicling the battle between the scrappy

Terrans, mystifying Protoss and terrifying Zerg swarm. Published in anticipation of the latest expansion, Legacy of the Void, StarCraft Field Manual draws on more than a decade's worth of lore to create an all-encompassing collector's item for fans, filling in every detail of the game's extensive tech, races and units. A visually distinctive, in-world overview of the entire StarCraft franchise, this unique book unveils new details about the wide range of combat forces and technology employed by each of the three primary races within the game universe. A definitive field-guide, original illustrations pair with an engaging narrative that showcases all of the vital statistics, origins, lore and other interesting facts that have emerged in each expansion. This beautiful hardback edition is an ideal gift for StarCraft fans.

xcom fan art: Uncharted 4: A Thief's End - Strategy Guide GamerGuides.com, 2016-06-17 It is three years after the events of Uncharted 3 and Nathan Drake, the world's most famous hunter of treasure, has hung up his boots and left that work behind him. However, the sudden appearance of his brother, Samuel Drake, has made that calling for adventure come back in full force, as he needs Nathan's help to save his own life. They are on the hunt for Captain Henry Avery's long-lost treasure, bringing them to many exotic locations wrought with danger, in another exciting entry in the Uncharted franchise. The guide includes: - A complete and detailed walkthrough of the main story. - Locations for all of the game's collectibles. - Comprehensive guide to get every single trophy.

xcom fan art: God of War Rick Barba, Michael Owen, 2018-04 A guide to the video game provides information on its controls, tips, walkthroughs, and strategies.

xcom fan art: The World of Tom Clancy's The Division Ubisoft, 2019-04-23 Incisive lore and detailed art in a cunningly designed hardcover that will bring readers into the ravaged streets of New York City and Washington DC as seen in Ubisoft's record-breaking videogame series! On Black Friday, a deadly biological attack was thrust upon the populace of New York. Within weeks, millions lay dead, and the city was placed under quarantine. The only force with any hope of restoring order are the embedded agents of the SHD--more commonly known as the Division. Despite the quarantine, the infection continues to spread across the country. Amidst a ruined government, a shattered infrastructure, and an eroding civilization, the Division is now called to action in Washington DC--but if the agents fail, the capital will fall, and the nation with it. The World of Tom Clancy's The Division is the meticulously crafted result of a partnership between Dark Horse books and Ubisoft Entertainment, offering readers a unique insight into the chaotic and dangerous world of the hit games. Don't miss this opportunity to learn all there is to know about the tactical methods, the high-tech tools, and the all-important mission of the Division!

xcom fan art: Differently Morphous Yahtzee Croshaw, 2019-04-16 Differently Morphous is the latest and greatest tale to emerge from the mind of writer Yahtzee Croshaw (Mogworld, Jam, Will Save the Galaxy for Food). A magical serial killer is on the loose, and gelatinous, otherworldly creatures are infesting the English countryside. Which is making life for the Ministry of Occultism difficult, because magic is supposed to be their best kept secret. After centuries in the shadows, the Ministry is forced to unmask, exposing the country's magical history--and magical citizens--to a brave new world of social media, government scrutiny, and public relations. On the trail of the killer are the Ministry's top agents: a junior operative with a photographic memory (and not much else), a couple of overgrown schoolboys with godlike powers, and a demonstrably insane magician. But as they struggle for results, their superiors at HQ must face the greatest threat the Ministry has ever known: the forces of political correctness . . .

xcom fan art: Max Payne 3 Signature Series Guide Tim Bogenn, Rick Barba, 2012 BradyGames' Max Payne 3 Signature Series Strategy Guide includes the following: -Point-by-point gun tactics and maneuvers for the entire main story all the way up to the harrowing revelations Max uncovers at the end. -Maps diagram points of cover and targets for all areas of intense combat. -Unparalleled coverage of the enormous Multiplayer experience available in the game. -Gunplay tactics for stringing several deadly moves together for maximum damage. -Complete list of Achievements and Trophies.

xcom fan art: Planet of the Apes Maurice, 2018-10-23 To celebrate the 50th anniversary of the

Planet of the Apes franchise: an illustrated life story of Caesar, the brave and extraordinary leader of the apes, as told by Maurice, Caesar's best friend. After the events of War for the Planet of the Apes, Caesar's tribe has finally found a safe refuge from the last remnants of the humans who wish to see them wiped out. It comes at a cost, however, as Caesar dies before he can see the apes thrive and prosper in their new home. Maurice, as a gift to Caesar's son Cornelius for when he grows older, decides to recount and chronicle Caesar's story so that his son can truly know what a unique and brave ape his father was, and inspire Cornelius in turn. Caesar's Story is this chronicle, and tells the story of Caesar from his earliest days under the care of scientist Will Rodman, as well his life with the ape colony in Muir Woods after the outbreak of the Simian Flu, his interactions with Malcolm and Ellie, the dangerous ape Koba, and his ultimate battle with and imprisonment by the vicious and unstable Colonel. The book also chronicles what happens in-between the events of Rise and Dawn of the Planet of the Apes, as well as the events between Dawn of and War for the Planet of the Apes. The book includes Maurice's personal thoughts and reflections of his long time spent alongside Caesar, and contributions from several other key apes that knew Caesar. The result is a truly one-of-a-kind celebration of the new Planet of the Apes trilogy and the franchise as a whole.

xcom fan art: *Maybe Everyone Is Wrong* Terry Wolfe, 2020-10-14 This study brings together the whole story of Revelation (as well as Daniel, Isaiah, and the Gospels, among other prophecies) and shows how together they form a coherent narrative—not just of the end of the world, but of God's immense plan to allow Satan to build a global empire of evil on earth over the centuries. Find out why popular interpretations surrounding the Antichrist, the Tribulation, the Rapture, Zionism, the Millennial Kingdom, the Beast, the Mark, and the Whore of Babylon are all deeply mistaken and in need of re-examination. No tradition is safe when we look closely at the holy text! One of the main goals of this book is to show that Revelation is a single, linear story, with no repetition, redundancy, or interchangeable parts. Every seal, trumpet, and vial is unique and has to happen in the exact order they appear. Skeptical? Fantastic. Be prepared to see things in the Bible you've never even thought about before, including a prophecy in Jeremiah which has allowed Satan to believe he will have a final victory over God when Jesus Christ comes back to Jerusalem! Oh, and did I mention that most of Revelation happens after the Church is wiped out by Satan? Learn the mystery of the 144,000 elect and prepare yourself for a whole new appreciation of the final book of the Bible.

xcom fan art: *The Chinese Review* , 1914

xcom fan art: *Manifold: Space* Stephen Baxter, 2003-12-16 “As always, [Stephen] Baxter plays with space and time with consummate skill. . . . He continues to be one of the leading writers of hard science fiction, and one of the most thought-provoking as well.”—Science Fiction Chronicle The year is 2020. Fueled by an insatiable curiosity, Reid Malenfant ventures to the far edge of the solar system, where he discovers a strange artifact left behind by an alien civilization: A gateway that functions as a kind of quantum transporter, allowing virtually instantaneous travel over the vast distances of interstellar space. What lies on the other side of the gateway? Malenfant decides to find out. Yet he will soon be faced with an impossible choice that will push him beyond terror, beyond sanity, beyond humanity itself. Meanwhile on Earth the Japanese scientist Nemoto fears her worst nightmares are coming true. Startling discoveries reveal that the Moon, Venus, even Mars once thrived with life—life that was snuffed out not just once but many times, in cycles of birth and destruction. And the next chilling cycle is set to begin again . . . “When the travel bug bites and usual planets don’t excite, perhaps it’s time to burst the bounds of this old solar system and really see the sights. . . . Baxter’s expansive new novel is just the ticket.”—The Washington Times “Breathtaking in its originality and scope.”—The Washington Post

xcom fan art: *Mogworld* Yahtzee Croshaw, 2018-05-29 In a world full to bursting with would-be heroes, Jim couldn't be less interested in saving the day. His fireballs fizzle. He's awfully grumpy. Plus, he's been dead for about sixty years. When a renegade necromancer wrenches him from eternal slumber and into a world gone terribly, bizarrely wrong, all Jim wants is to find a way to die properly, once and for all. On his side, he's got a few shambling corpses, an inept thief, and a powerful death wish. But he's up against tough odds: angry mobs of adventurers, a body falling

apart at the seams — and a team of programmers racing a deadline to hammer out the last few bugs in their AI. *Mogworld is the debut novel from video-game icon Yahtzee Croshaw (Zero Punctuation)! With an exclusive one-chapter preview of Yahtzee Croshaw's next novel, Jam—coming to bookstores in October 2012! *Ben Yahtzee Croshaw's video review site, Zero Punctuation, receives over 2,500,000 unique hits a month, and has been licensed by G4 Television. *Yahtzee's blog receives about 150,000 hits per day. The first legitimate breakout hit from the gaming community in recent memory. -Boing Boing

xcom fan art: *Interstellar: The Official Movie Novelization* Greg Keyes, 2014-11-11 The official movie novelization to the eagerly anticipated new film by Christopher Nolan. *Interstellar* chronicles the adventures of a group of explorers who make use of a newly discovered wormhole to surpass the limitations on human space travel and conquer the vast distances involved in an interstellar voyage. Based on the film from Warner Bros. Pictures and Paramount Pictures INTERSTELLAR and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc. (s14)

xcom fan art: *Diablo III* Doug Walsh, Rick Barba, BradyGames (Firm), 2012 Evil is in its prime in the world of *Diablo III*! The ultimate guide to the RPG game, *Diablo III Limited Edition* provides you with a complete quest companion, and you can save your place as you go with an exclusive metal bookmark featuring the head of Diablo himself. Covering all four acts in the adventure, as well as in-depth coverage of Heroes, so whether you choose to play as a Witch Doctor, Barbarian, Wizard, Monk or Demon Hunter, the guide has you covered. The Bestiary lists every monster in the game and this special hardback edition shows you how to increase your skills in the Blacksmith, Jeweller and Mystic professions. Read all about how to find better weapons, items, collectibles and loot and discover strategies for dominating multiplayer action online. *Diablo III Limited Edition* is the official resource to Blizzard's Online Auction House and is jam-packed with screen shots that capture info on the newest areas of Sanctuary. For warriors who have survived the onslaught of the armies of the Burning Hells in *Diablo I* and *II*, to those who are new to the world of Sanctuary, *Diablo III Limited Edition* is the complete companion.

xcom fan art: *Game Architecture and Design* Andrew Rollings, Dave Morris, 2004 A guide to computer game design, architecture, and management explores the application of design principles, shares the experiences of game programmers, and offers an overview of game development software.

xcom fan art: *Pacific Rim Uprising: Ascension* Greg Keyes, 2018-03-27 The official prequel novelization bridging the gap between *Pacific Rim* and the upcoming *Pacific Rim Uprising*! It's been ten years since humanity's war with the monstrous Kaiju ended and the Breach at the bottom of the Pacific Ocean was sealed. The Pan Pacific Defense Corps remains vigilant in anticipation of the Kaiju's return, expanding and advancing their fleet of massive mechs known as Jaegers and accepting the best and the brightest candidates into the Jaeger Academy Training Program to forge the next generation of heroes. Training is competitive and positions are few. Ou-Yang Jinhai and Viktoriya Malikova grew up in the ashes of the Kaiju War and followed different paths to join the latest batch of cadets at the Moyulan Shatterdome, the most prestigious PPDC training location in the world. Yet not long after their arrival, tragedy strikes as a deadly act of sabotage casts suspicion on the new cadets. Together they must work to clear their name and discover the truth as dark forces conspire against them and new threats surface from both sides of the Breach...

xcom fan art: *Press Reset* Jason Schreier, 2021-05-11 From the bestselling author of *Blood, Sweat, and Pixels* comes the next definitive, behind-the-scenes account of the video game industry: how some of the past decade's most renowned studios fell apart—and the stories, both triumphant and tragic, of what happened next. Jason Schreier's groundbreaking reporting has earned him a place among the preeminent investigative journalists covering the world of video games. In his eagerly anticipated, deeply researched new book, Schreier trains his investigative eye on the volatility of the video game industry and the resilience of the people who work in it. The business of videogames is both a prestige industry and an opaque one. Based on dozens of first-hand interviews

that cover the development of landmark games—Bioshock Infinite, Epic Mickey, Dead Space, and more—on to the shocking closures of the studios that made them, Press Reset tells the stories of how real people are affected by game studio shutdowns, and how they recover, move on, or escape the industry entirely. Schreier's insider interviews cover hostile takeovers, abusive bosses, corporate drama, bounced checks, and that one time the Boston Red Sox's Curt Schilling decided he was going to lead a game studio that would take out World of Warcraft. Along the way, he asks pressing questions about why, when the video game industry is more successful than ever, it's become so hard to make a stable living making video games—and whether the business of making games can change before it's too late.

xcom fan art: Will Save the Galaxy for Food Yahtzee Croshaw, 2017-02-14 A not-quite epic science fiction adventure about a down-on-his luck galactic pilot caught in a cross-galaxy struggle for survival! Space travel just isn't what it used to be. With the invention of Quantum Teleportation, space heroes aren't needed anymore. When one particularly unlucky ex-adventurer masquerades as famous pilot and hate figure Jacques McKeown, he's sucked into an ever-deepening corporate and political intrigue. Between space pirates, adorable deadly creatures, and a missing fortune in royalties, saving the universe was never this difficult! From the creator of Mogworld and Jam! Benjamin Richard Yahtzee Croshaw is a British-Australian comedic writer, video game journalist, author, and video game developer. He is perhaps best known for his acerbic video game review series, Zero Punctuation, for The Escapist.

xcom fan art: Rise of the Dungeon Master David Kushner, 2017-05-09 Now a scripted-thriller podcast series starring Emmy-nominated actor, Jon Hamm, Rise of the Dungeon Master is a graphic narrative of the life of Gary Gygax, co-creator of Dungeons & Dragons, one of the world's most influential role-playing games. Rise of the Dungeon Master tells, in graphic form, the story of Gary Gygax, co-creator of Dungeons & Dragons, one of the most influential games ever made. Like the game itself, the narrative casts the reader into the adventure from a first person point of view, taking on the roles of the different characters in the story. Gygax was the son of immigrants who grew up in Lake Geneva, WI, in the 1950s. An imaginative misfit, he escaped into a virtual world based on science fiction novels, military history and strategic games like chess. In the mid-1970s, he co-created the wildly popular Dungeons & Dragons game. Starting out in the basement of his home, he was soon struggling to keep up with the demand. Gygax was a purist, in the sense that he was adamant that players use their imaginations and that the rules of the game remain flexible. A creative mind with no real knowledge of business, he made some strategic errors and had a falling out with the game's co-creator, his close friend and partner, David Arneson. By the late 1970s the game had become so popular among kids that parents started to worry -- so much so that a mom's group was formed to alert parents to the dangers of role play and fantasy. The backlash only fueled the fires of the young fans who continued to play the game, escaping into imaginary worlds. Before long, D&D conventions were set up around the country and the game inspired everything from movies to the first video games. With D&D, Gygax created the kind of role playing fantasy that would fuel the multibillion dollar video game industry, and become a foundation of contemporary geek culture.

xcom fan art: Alien Liaison Timothy Good, 1992 In Above Top Secret, Timothy Good examined evidence of US government research into alien visitations to Earth. In this book he investigates what he describes as top-secret UFO units in Britain, Canada and the USA, in which captured spacecraft are said to be tested and aliens subjected to medical examination. The book includes interviews with RAF and USAF personnel, scientists and doctors, as well as personal stories of alleged alien contact.

xcom fan art: Communion Whitley Strieber, 2016-11-01 On December 26th, 1985, Whitley Strieber was woken in his isolated cabin in upstate New York, he saw a creature in his bedroom. His next memory is sitting in the woods around the cabin. Hypnosis revealed that Whitley Strieber had been abducted by a UFO and that he had been subjected to medical testing by aliens. Strieber came to realise that he had been abducted by these alien life forms for most of his life, and began to record his experiences with visitors from 'elsewhere'. Whether the reader believes or not his story it

will fascinate and terrify. The sincerity and detail of Strieber's account of his experiences is powerful and it will force every reader to ask: what are the aliens trying to communicate, are they here to guide and transform mankind, has the greatest mystery of our time been solved? Is Whitley Strieber an ambassador for beings from another world to contact mankind?

xcom fan art: *Seventy Maxims of Maximally Effective Mercenaries* Howard Tayler, 2017-07

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I Want To Start Playing XCOM, In What Order Should I Play The

Nov 8, 2020 · Bureau: XCOM Declassified is not necessary and it's not considered as very good game, but you can play it before or after EU/EW if you want to. XCOM 2 (also has expansion, ...

XCOM 2 - Reddit

I have a powerful PC but for some reason it struggles with xcom 2 on max settings at times. I changed my game settings from full-screen to borderless window and I went from 40-50 fps to ...

XCOM 2 multiplayer in 2024 : r/XCOM2 - Reddit

Apr 4, 2024 · To return the XCOM-multiplayer-button, all you have to do is the following (if you own it on steam): right click in library > properties > betas > change "none" to "pre-21.10 ...

Series chronological order? : r/Xcom - Reddit

Then XCOM 2 said everything in EU / EW was a simulation but kept dropping hints in the final mission that the victory scenario may have happened after all. TL;DR - The reboot series is ...

Is Xcom 3 ever going to happen? : r/Xcom - Reddit

Nov 3, 2023 · Xcom 2 is a competent enough game that it can satisfy my xcom cravings for years to come. what cant be satisfied is my curiosity in exactly where the series was going, and thats ...

index/download_mods - xcom2mods - Reddit

If you own XCOM 2 on steam, you can go to XCOM 2 Steam Workshop and Subscribe to mods you wish to use. Steam will download and update subscribed mods automatically while you're ...

So, which X-com game is generally considered to be the best one?

XCOM 2 WOTC is my favourite. The variety of classes and skills, procedural maps, and randomized strategy layer all give it much more replayability than EU/EW, and WOTC ...

Wich is the best order for building/upgrading my facilities

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