

TABLE OF CONTENTS

SYSTEM REQUIREMENTS...1

MAIN MENU...3

CAMPAIGNS...4

GAME CONTROLS...5

HUD...7

IN-GAME MENUS...8

IN-GAME ITEMS...10

THE XCOM SQUAD...11

BATTLE FOCUS...11

MINIMAP...12

XCOM HEADQUARTERS...13

AGENT TYPES...15

AGENT TRAINING MENU...16

OPERATIONS...17

DISPATCH MISSIONS...17

SYSTEM REQUIREMENTS

MINIMUM

- OS: Windows Vista Service Pack 2 32-bit
- PROCESSOR: Intel Core 2 DUO 2.4 GHz/AMD Athlon X2 2.7 GHz
- MEMORY: 2 GB
- HARD DRIVE: 12 GB free
- VIDEO CARD: DirectX9 Compatible ATI Radeon HD 3870/NVIDIA 8800 GT
- VIDEO CARD MEMORY: 512 MB
- SOUND CARD: DirectX Compatible

RECOMMENDED

- OS: Windows 7 Service Pack 1 64-bit
- PROCESSOR: Quad Core Processor
- MEMORY: 4 GB
- HARD DRIVE: 12 GB free
- VIDEO CARD: DirectX11 Compatible, AMD Radeon HD 6950/NVIDIA GeForce GTX 560
- VIDEO CARD MEMORY: 1024 MB
- SOUND CARD: DirectX Compatible

NOTE: Incompatible with Intel HD 3000 Integrated Graphics



1962. The United States Government races to improve the might of its military in preparation against an inevitable war with the Soviet Union. As the world's strongest nations struggle for dominance, an unknown enemy is waiting to strike.

With no warning, an invasion force from another world launches an attack on a US military testing facility. In the aftermath of the chaos, a secret government agency known as "The Bureau" rises from the fires of the attack to resist the invasion and fight these "Outsiders". Completely unprepared for such a massive assault from a superior enemy, this newly formed extraterrestrial combat and research agency, or XCOM, sets on to the battlefield, ready to take any measure to ensure the survival of humanity.

MAIN MENU



CONTINUE

Resume playing from your last saved game.

NEW GAME

Start the Campaign from the beginning. Choose from Rookie (easy), Squaddie (medium), Veteran (hard), or Commander (impossible) difficulties.

CREDITS

View the credits for The Bureau: XCOM Declassified.

OPTIONS

Access the Options Menu, where you can adjust various gameplay and system settings.

AUDIO SETTINGS

Adjust the music, sound effects, voice over volume settings, toggle the subtitles on/off, or change the game's language settings.

GAMEPLAY SETTINGS

Change various gameplay settings, including the look and aiming sensitivity for the controller and whether your aim automatically follows or snaps onto targets. You can also toggle vibration, and inverted controls on or off.

GRAPHIC SETTINGS

Adjust screen brightness and the screen border.

CONFIGURE CONTROLS

Keep the default settings or change the configuration to Southpaw (left-handed), Swapped or Southpaw-Swapped.

CAMPAIGNS



Click the Campaigns button in the Main Menu to enter the Campaigns screen. From here you can start a new campaign, continue, or delete an existing campaign.

GAME CONTROLS

CORE CONTROLS

ACTION	KEYS
Move/Strafe	WASD, Arrow Keys
Look	Mouse
Sprint	HOLD Left Shift
Take Cover/Cover Moves (contextual)	Left Shift
Special Cover Moves (contextual)	V
Dodge-Roll	C
Aim Weapon	HOLD Right Click
Fire Weapon	Left Click (HOLD for automatic weapons)
Click Zoom (specific weapons)	Middle Click (while aiming)
Reload Weapon	R
Cycle Weapons	Mouse Scroll Wheel, Q
Grenades	HOLD G, Left Click to Throw
Melee	F
Battle Focus	Spacebar
Issue Go-To/Attack Order	F1 (HOLD for precision targeting)
Issue Recall/Follow Order	F2
Issue Revive Order (while incapacitated)	F2
Use/Interact	E
Look at POI (contextual)	F5
Show Objective Marker	F5
View Objective Screen	O

ACTION	KEYS
Pause	Escape

BATTLE FOCUS CONTROLS

Select Agents	Mouse, A & D, Left & Right Arrows
Select Order	Mouse, 1-6
Choose/Confirm Order	Left Click, Spacebar, Enter
Cycle Targets (while targeting)	A & D, Left & Right Arrows
Back/Cancel Issuing Order	Backspace, Right Click
Issue Orders & Exit	Spacebar
Cancel Orders & Exit	Backspace
Order Info (of highlighted order)	HOLD C
Scan	HOLD F
Enable Look	HOLD Right Click

CONVERSATIONS

Selection	Mouse, WASD, Arrow Keys
Choose Selection	Left Click, Spacebar, Enter
Skip Dialogue Line	Backspace, Right Click, Left Shift

MENU/PROMPTS

Selection	Mouse, WASD, Arrow Keys
Choose Selection	Left Click, Spacebar, Enter
Back	Backspace, Escape, Right Click
Cancel/Exit	Backspace, Escape
Scroll	Mouse Scroll Wheel

Cycle Tabs	Q & E, Page Up & Page Down
Cycle Pages	C & V, Home & End

CUT SCENES

Skip	Backspace, Spacebar
------	---------------------

HUD



1. RETICLE

A targeting reticle appears in the center of the screen while you are aiming.

2. OBJECTIVE

Shows the next objective of your current tracked mission.

3. AMMO

Displays the equipped weapon and amount of ammo remaining in the clip of the weapon, the total amount of ammo available for that weapon type, and the number of grenades.

4. RANK

Displays an agent's current rank.

5. PROGRESS BAR

Displays the agent's progress towards the next rank.

6. HEALTH

These red bars represent an agent's health. Your current bar will replenish itself over time, provided that it has not yet been fully depleted. An agent becomes incapacitated when all the bars are depleted.

7. ACTION/COMMAND

Displays the agent's available abilities and current order or objective. After an agent is ordered to use an ability, the icons under the bar represent the time until that ability can be used again.

8. ENEMY HEALTH

The enemy health bar is displayed above a targeted enemy. A blue bar represents a shielded enemy. An enemy's armor strength (if any) is indicated adjacent to its health bar. A shielded or armored enemy's health cannot be depleted until they have received enough damage to empty their shield or armor bar.

9. QUICK ORDERS

Use F1 and F2 to issue quick orders. Press F1 to order your squad to move to a specific location or mark a highlighted target, or press F2 to have agents regroup at Carter's location. Press F5 to display your current objective

IN-GAME MENUS

PAUSE MENU

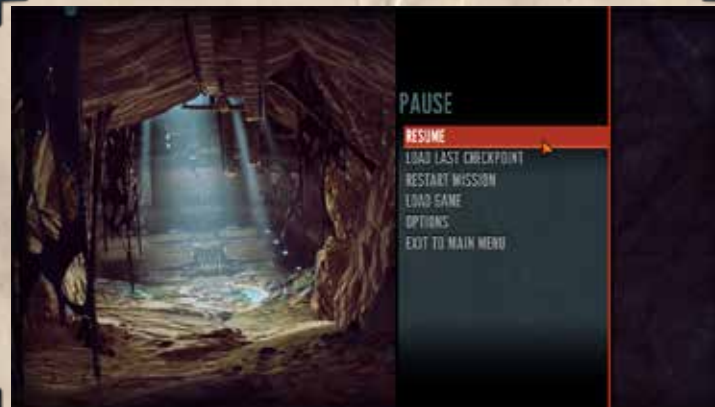
Press ESC during gameplay to access the Pause Menu.

RESUME

Exit the Pause Menu and return to gameplay.

RELOAD LAST CHECKPOINT

Restart the current mission from the last checkpoint.



LOAD GAME

Load a previously saved game.

RESTART MISSION

Restart the current mission from beginning.

OPTIONS

Adjust your controller, audio, and graphics settings.

QUIT GAME

Exit the game and return to the Main Menu.

OBJECTIVE MENU



Press O during gameplay to access a list of ongoing and completed objectives. Use this menu to view optional objectives or missions in the area or to view the Agent Roster screen.

IN-GAME ITEMS

AMMO AND WEAPONS

Ammo and Weapon pickups are spread throughout the field. Carter can pick up the weapons or tools from any enemies that have fallen. However, Dr. Dresner predicts that some weapons have been biologically imprinted to the enemy and will disintegrate once they drop them.

MID-MISSION RESUPPLY CRATES

XCOM agents have scattered resupply crates throughout the area that allow Carter to restock ammo and weapons, rank up agents, and update the agent roster. Upon exiting the crate's interface, the game will autosave your progress. Use these crates to upgrade and reprioritize your squad to best suit the mission at hand.

OTHER ITEMS

While out in the field, there are more items that can aid Carter and his squad in their missions. Backpack schematics contain advanced packs that, when equipped, can increase Carter's or his agents' stats. You can equip new backpacks at the Mission Launch screen or the Mid-Mission Resupply screen. Carter can also find various documents, photos, etc. that provide helpful intel on the mission, or insight about the Outsiders' activity in the area.

THE XCOM SQUAD

While encountering the Outsiders, it's important that Agent Carter and his team take cover to protect themselves from enemy attack. Working together to overtake the enemy's position can be the difference between life and death on the battlefield. Press Left Shift to attach to cover and press V to move around a corner while in cover. Hold RMB to peek out of cover and aim, and press the LMB to fire your weapon.

SQUAD HEALTH

When agents run out of health in battle they are incapacitated. To revive a downed agent, move Carter over to the agent and press E, or order another agent to revive the target. While incapacitated, the agent bleeds out for a limited period of time. If an ally doesn't revive the agent in time, the agent will die and cannot be recovered for future missions. (Note: On Commander difficulty revived agents will not return to a combat ready state until the fight is over.)

BATTLE FOCUS

While on the battlefield, press Space to access Battle Focus. Battle Focus slows down time and allows Carter to control and direct his agents on the battlefield. In Battle Focus, Carter can

move his squad, order them to use their special abilities, and access the scan function. Use Battle Focus during combat encounters to gain a tactical advantage over enemies, execute battle plans, and control the battlefield. Battle Focus is vital to achieving victory.

COMMAND BAR

With Battle Focus enabled, use the Mouse to highlight an ability on the command bar. Certain areas on the bar represent each member of Carter's squad. Press LMB over an order to issue it to the agent. Some abilities or commands require the agent to select a target. Non-targetable enemies will display an appropriate message indicating they are not targetable.

As Carter issues orders to his agents, the commands are queued in the order they are selected. Press Space again to disengage Battle Focus. The battle resumes and the agents in the squad will perform their orders in real time. Once used, special abilities (other than move, attack, or revive) have to recharge before they can be used again. These recharge times are displayed under the agent's health bar in the main combat HUD.

SCANNING

While in Battle Focus, press and hold F to scan the battlefield and gain useful intel on the selected target.

MINIMAP

While in Battle Focus, a map is displayed in the upper left hand corner. Use the map to get an overview of the combat area.

RED SQUARE: Indicates an enemy

BLUE CIRCLE: Displays an agent's location

BLUE ARROW: Displays Carter's location and heading.

OBJECTIVE ICON: When off the radar, it appears as a orange arrow, but when in the radar's range, it is displayed as an orange circle.

CONVERSATIONS

While in XCOM HQ or out in the field, speaking to the officers or civilians can reveal extra missions or objectives throughout the game. The choices that you make in conversations will have an impact on the outcome of the story. During a conversation, use the mouse to highlight a response and press LMB to select it.

XCOM HEADQUARTERS

During the invasion, the underground XCOM Base is the only thing standing between humanity and



extinction. In between missions, you can recruit agents, equip weapons and abilities in the XCOM Base, as well as explore Minor Operations and Dispatch Missions.

AGENT RECRUITMENT CONSOLE

Use the agent recruitment console to recruit new agents, retire agents, and manage your agents' abilities and perks. Agents gain experience as they take actions or defeat enemies on the battlefield. As they earn experience, their overall rank increases, enabling more unique abilities and perks. Use the agent recruitment console at the base or the resupply crates during a mission to upgrade your agents' abilities and perks. Use the agent recruitment console to cycle through the list of available agents, or recruit new members to suit your needs in a given mission. When an agent dies in battle (and Carter fails to revive them), the agent's name appears on the Memorial Wall.



ARMORY

Carter can visit the armory in the XCOM Headquarters to test weapons obtained on the field at the nearby shooting range.

AGENT TYPES



In field operations, Carter is in command of two agents. The Outsiders have superior technology and numbers, but XCOM agents can work together to overcome these odds. Using combinations of all four agent classes throughout the campaign is key to success.

COMMANDO

Commandos are aggressive and well-trained soldiers, the first ones onto the field and the last ones out of a fight. Carrying heavy firepower, Commando abilities are suited to draw enemy fire and attention away from the more vulnerable agents.

SUPPORT

Support agents keep the squad at peak efficiency while thwarting enemy defenses. A Support agent's equipment and abilities are used to augment the other agents on the field and can turn the tide in most combat situations.

RECON

Recon Agents are experts in gathering intelligence, subversion, and scouting. Recon agents are best used at range, where they can snipe unsuspecting foes. Use their covert abilities to slip past enemy defenses and flank the enemy.

ENGINEER

Fighting tech with tech, Engineers specialize in deploying advanced weaponry, gadgets, and other ingenious devices to help the squad. The lynchpins of any good tactical plan, an Engineer's tech and abilities should be used to force the enemy out of well-defended areas or even turn the enemy's own technology against them.

AGENT TRAINING MENU

Select a specific agent to open the Agent Training Menu where you can customize your agent's equipment, abilities, perks, and other attributes.

AGENT OVERVIEW

Displays the agent's rank, overall health, and the experience gained on the field.

EQUIPMENT

Allows a player to equip agents with a variety of firepower and backpacks. Recover more weapons and technology to increase your options.

ABILITIES

Display the various abilities the agent has learned through experience. As their rank increases, the number of available abilities grows. In the higher ranks, agents have to choose between different abilities. Choose wisely, an agent's abilities affect their role in a squad.

PERKS

As agents increase in rank, certain perks become available that can augment the agents'

capabilities. As an agent rises in rank, players will have to choose between different perk options. These options can drastically change how an agent is used in the battlefield, so choose carefully.

OPERATIONS

From here, Carter can access the Mission Selection console, which shows a map of the United States displaying important missions and intelligence from the front. Use the console to select Major Operations, Minor Operations, or send agents on Dispatch Missions.

NEWS FROM THE FRONT/INTELLIGENCE FROM THE FRONT

Select these points on the map to view various news and intelligence reports from around the country.

MAJOR OPERATIONS

These operations are the priority missions that the Director of XCOM has targeted as having the largest impact on the war. These operations progress the campaign and the story.

MINOR OPERATIONS

The Outsiders have made contact in a number of places throughout the United States. The Director has ordered teams to several locations to investigate reports of Outsider activity. Minor Operations provide experience and rewards on top of what is earned in Major Operations.

DISPATCH MISSIONS

When unused agents are on the roster, Carter can send these unused agents on dispatch missions. These missions ensure that all agents stay sharp and rank up throughout the campaign. To ensure the success of a dispatch mission, you can assign multiple agents to a single mission - but be careful, as agents sent on dispatch missions won't be available to help in the field.

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and turn off the screen. If you experience these symptoms, parents, waiters or ask a doctor about these symptoms. —Dr. Dan and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

This document may be updated from time to time and the current version will be posted at eula.wwa.com or www.take2games.com/eula. Your continued use of this Software 30 days after a revised version has been posted constitutes acceptance by you of its terms.

THIS SOFTWARE IS LICENSED, NOT SOLD, BY INSTALLING, COPYING OR OTHERWISE USING THIS SOFTWARE (DEFINED BELOW). YOU AGREE TO BE BOUND BY THE TERMS OF THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUALS, PACKAGING AND OTHER WRITTEN, FILES, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS OR FILES, YOU HEREBY ACCEPT THE TERMS OF THIS AGREEMENT WITH TAKE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSOR"). IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, YOU ARE NOT PERMITTED TO INSTALL, COPY OR USE THE SOFTWARE.

LICENSE. Subject to this Agreement and its terms and conditions, Licensor hereby grants you the nonexclusive, non-transferable, limited right and license to use one copy of the Software for your personal non-commercial use for gameplay on a single computer or gaming unit, unless otherwise specified in the Software. This license is granted to you on the condition that you agree to this with this Agreement. The term of your license under this Agreement shall commence on the date that you install or otherwise use the Software and ends on the earlier date of either your disposal of the Software or Licensor's termination of this Agreement. Licensor's license terminates immediately if you attempt to make any unauthorized copies or modifications to the Software. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not expressly transferred under this Agreement are reserved by Licensor and, as applicable, its licensors.

OWNERSHIP: Licor retains all right, title and interest to the Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds, effects, and other intellectual property. The Software is not to be copied, modified, or otherwise used in any manner without the express written consent of Licor. All copyright and trademark law applicable laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from Licensor. Any persons copying, reproducing or distributing all or any portion of the Software in any manner without the express written consent of Licor may be liable in damages, subject to civil and criminal penalties in the US or their local country. Be advised that US Copyright violations are subject to statutory penalties of up to \$150,000 per violation. The Software contains certain licensed materials and Licensor's permission is granted to you to use the Software in accordance with the License Agreement. All rights not expressly granted to you herein are reserved by the Licensor.

LICENSE CONDITIONS. You agree not to: Commercially copy the Software; Distribute, lease, license, sell, rent or otherwise transfer or assign the Software; or any copies of the Software, without the express prior written consent of the Licensor. You agree not to: (a) Reproduce or copy the Software in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage and retrieval system, or in any other manner (other than as set forth herein); (b) Making a copy of this Software available on a network for use or download by multiple users; or Except as expressly provided herein, you agree not to: (c) Reproduce or copy the Software for (or permit others to do same) on a network, for on-line use, or on more than one computer or gaming unit at the same time; (i) Copy the Software onto a hard drive or other storage device in order to bypass the requirement to use the Software on a removable storage device; or (ii) Reproduce or copy the Software in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage and retrieval system, or in any other manner (other than as set forth herein); (d) Reproduce or copy the Software at a computer gaming center or at any other location-based site; provided, that Licensor may, at its sole discretion, authorize the use of the Software for limited use for commercial use; h. Reverse engineer, decompile, disassemble, prepare derivative works based on or otherwise modify the Software, in whole or in part; i. Reproduce or copy the Software in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage and retrieval system, or in any other manner (other than as set forth herein); and j. transport, export or re-export (directly or indirectly) into any country forbidden to receive Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be applicable to the Software.

ACCESS TO SPECIAL FEATURES AND/OR SERVICES, INCLUDING DIGITAL COPIES. Software download, redemption of a unique serial code, registration of the Software, membership in the Party and/or membership in a Licensor service (including acceptance of related terms and policies), may be required to access digital copies of the Software or certain un-lockable, downloadable, online or other special content, services, and/or functions (collectively, the "Special Features"). Access to Special Features is limited to a single user account per serial code and access to Special Features cannot be transferred, sold, or re-registered by another user unless otherwise specified. The provisions of this paragraph supersede any other term in this Agreement.

TRANSFER OF PRE-RECORDED COPIES. You may transfer the entire physical copy of pre-recorded Software and accompanying documentation on a permanent basis to another person as long as you retain no copies (including archival or backup copies) of the Software, accompanying documentation, or any other materials that may be necessary for the proper functioning of the Software. If the recipient agrees to the terms of this Agreement, Special Features, including but not limited to the ability to download additional content, may be available to the recipient otherwise unavailable without a single-use serial code, are not transferable to another person under any circumstances and Special Features may cease functioning if the original installation copy of the software is deleted or the pre-recorded copy is unavailable to the user. The Software is intended for private use only. NO RENTING, LEASING, LENDING, OR OTHER COMMERCIAL USE. YOU MAY NOT TRANSFER ANY RIGHTS IN THE SOFTWARE TO ANY OTHER PARTY. NO TRANSFER OF THE SOFTWARE TO ANY OTHER PARTY.

TECHNICAL PROTECTIONS. The Software may include measures to control access to the Software, control access to certain features or content, prevent unauthorized copies, or otherwise attempt to prevent anyone from exceeding the limited rights and licenses granted under this Agreement. If the Software permits access to Special Features, only one copy of the Software may access those Special Features. The Software may also prevent anyone from using the online services and to download Software updates and patches. Only Software subject to a valid license can be used to access online services, including downloading updates and patches. You may not interfere with such access control measures or attempt to disable or circumvent such security features. If you do interfere with or attempt to disable or circumvent such security features, the Software will not function properly.

USER CREATED CONTENT: The Software may allow you to create content, including but not limited to a gameplay map, a scenario, screenshot of a car design or a video of your game play. In exchange for use of the Software, and to the extent that your contributions through use of the Software give rise to intellectual property rights, you agree to assign to us, and to our successors, all such rights, including, but not limited to, all copyright, trademark, patent, trade secret, and other intellectual property rights, in and to the content, in a fully irrevocable, fully transferable and sub-licensable worldwide right and license to use your contributions in any way and for any purpose in connection with the Software and related goods and services, including the rights to reproduce, distribute, display, perform, transmit, sell, lease, license, sublicense, and otherwise communicate to the public by any means whether now known or unknown and distribute your contributions without any further notice or compensation to you of any kind for the whole duration of protection granted or intellectual property rights that may be granted in the future, in and to the content, in and to the moral rights of paternity, publication, reputation, or attribution with respect to Licensor's and other players' use and enjoyment of such assets in connection with the Software and related goods and services under applicable law. This license shall survive the termination or revocation of any applicable moral rights, surviving any termination of this License.

INTERNET CONNECTION. The Software may require an internet connection to access internet-based features, authenticate the Software, or perform other functions. In order for certain features of the Software to operate properly, you may be required to have and maintain (a) an adequate internet connection and/or (b) a valid and active account with an online service as set forth in the Software documentation, including but not limited to third-party gaming platform, Licensor or a Licensor affiliate. If you do not maintain such accounts, then certain features of the Software may not operate or may cease to function properly, either in whole or in part.

By installing and using this software, you consent to these information collection and usage terms, including (where applicable) transfer of data to Licensor and affiliated companies into a country outside of the European Union and the European Economic Area. Licensor may collect information from you, including information gathered through a gaming platform network, or any other method. Licensor may receive information from hardware manufacturers or gaming platform hosts and may automatically collect certain information from your computer or gaming unit. This information may include, but is not limited to, user IDs (such as game tags and usernames), IP addresses, device identifiers, device type, operating system, location, visited, buddies, hardware MAC address, internet protocol address, and your usage of various game features. All information collected by Licensor is intended to be anonymous information that does not disclose your identity or constitute personal information, however, if you include personal information (such as your name or email address) in your game, that information will automatically be transmitted to Licensor and used as described herein.

The information collected by Licensor may be posted by Licensor on publicly-accessible web sites, shared with hardware manufacturers, shared with platform hosts, shared with Licensor's marketing partners or used by Licensor for any other lawful purpose. By using this Software you consent to the Licensor's use of related data, including public display of your data such as identification of your user created content or displaying your scores, ranking, achievements and other gameplay data. If you do not want your information shared in this manner, then you should not use the Software.

LIMITED WARRANTY: Licensor warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. Licensor warrants to you that this Software

compatible with a personal computer meeting the minimum system requirements listed in the Software documentation or that it has been certified by the gaming unit producer as compatible with the gaming unit for which it has been purchased. Licensee understands and agrees that the Software is not to be used on any other computer or other gaming unit, and that the Software is not to be used for any other purpose and use. Licensor does not warrant the performance of Software on your specific computer or gaming unit. Licensor does not warrant against interference with the enjoyment of the Software, that the Software will be free from bugs, errors, or other defects, that the Software will be uninterrupted or error-free, or that the Software will be compatible with third party software or hardware, or that any errors in the Software will be corrected. No oral or written warranty. Because some jurisdictions do not allow the exclusion of limitations on implied warranties or the limitations on the applicable statutory rights of a consumer, some or all of the above exclusions and limitations may not apply to you. If for any reason you find a defect in the storage medium or Software during the warranty period, you must return the Storage Medium or Software to Licensor. If you discover to be defective within the warranty period as long as the Software is currently being manufactured by Licensor. If the Software is no longer available, Licensor retains the right to supply you with a piece of Software equal or greater in value to the original Software, limited to the storage medium. Licensor's original product being returned is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through misuse or abuse of the Software or if the defect is caused by prescribed by statute or otherwise. This warranty is limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on Licensor.

When returning the Software subject to the limited warranty above, please send the original Software only to the Licensor address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING BUT NOT LIMITED TO, DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE OR DEATH. LICENSOR SHALL NOT BE LIABLE FOR ANY AND ALL CLAIMS ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL LICENSOR'S LIABILITY FOR DAMAGES BE LIMITED TO THE AMOUNT OF THE PURCHASE PRICE LESS THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE. (B) THE LAW

BECAUSE SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY SHALL NOT BE APPLICABLE SOLELY TO THE EXTENT THAT ANY SPECIFIC PROVISION OF THIS WARRANTY IS PROHIBITED BY ANY FEDERAL, STATE, OR MUNICIPAL LAW, WHICH CANNOT BE PRE-EMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

IMPORTANT: THE WARRANTY FOR THIS PRODUCT HAS BEEN UPDATED FOR AUSTRALIA. THIS NOTICE SHOULD BE READ IN CONJUNCTION WITH THE WARRANTY TERMS SET OUT ABOVE.

Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

Goods presented for repair may be replaced by refurbished goods of the same type rather than being repaired. Refurbished parts may be used to repair the goods.

Any benefits to you given by the Licensor's warranty are in addition to other rights and remedies of the consumer in relation to the goods and services to which the warranty relates.

All claims under the warranty for this product should be made to:

Take-Two Interactive Software Pty Ltd. Suites 12 & 16, Upper Deck, Jones Bay Wharf, 26-32 Pirrama Road, Pyrmont Point, NSW 2009

Tel: 1-800-803948 (Toll Free Number)

Email: <http://support.2k.com/home>

The procedure for claims under the warranty for this product is outlined within the warranty terms set out above

Licensor will cover all costs associated with a successful claim under this warranty. Proof of any reasonable costs you incur in making a claim under this warranty should be sent to the Licensor address specified above for reimbursement.

For the avoidance of doubt, none of the limitations contained in this warranty in any way exclude or limit your rights under the Australian Consumer Law. To the extent that this notice is inconsistent with any of the provisions of the warranty terms set out above, this notice supersedes those provisions.

If you are experiencing problems with the running of one of our titles, you may contact our Technical Support staff in one of several ways:

Self-Help Knowledge-Base: <http://support.2k.com/home>

Phone: 1-800-803948 (Toll Free Number) Tuesday to Sunday – 7am to 5pm AEST

Phone: 1 800 665-546 (Toll Free)

URL: <http://support.2k.com/home>

Submit a Request: <http://support>

For Support in New Zealand

Self-Help Knowledge-Base: <http://support.2k.com/home>

Phone: 0800-440280 (Toll Free Number)

Toll free: 8000-440200 (Toll Free Number) / Tuesday to Sunday – 7am to 7pm NST

URL: <http://support.2k.com/home>

Submit a Request http://support.2k.com/anonymous_requests/new

-XCOM DECLASSIFIED- 10