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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

MISSION SELECTION



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

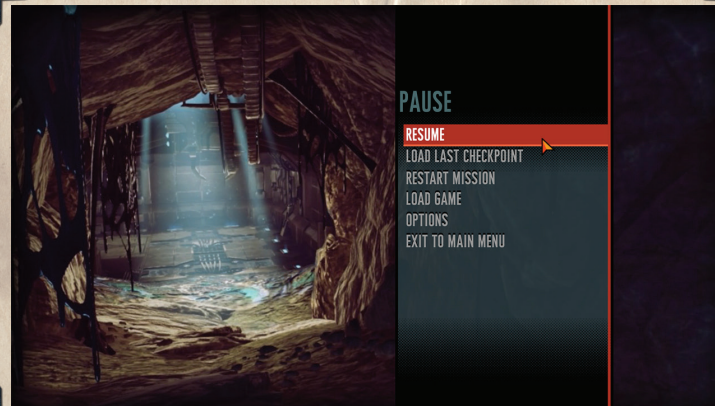
Press ESC during gameplay to access the Pause Menu.

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.

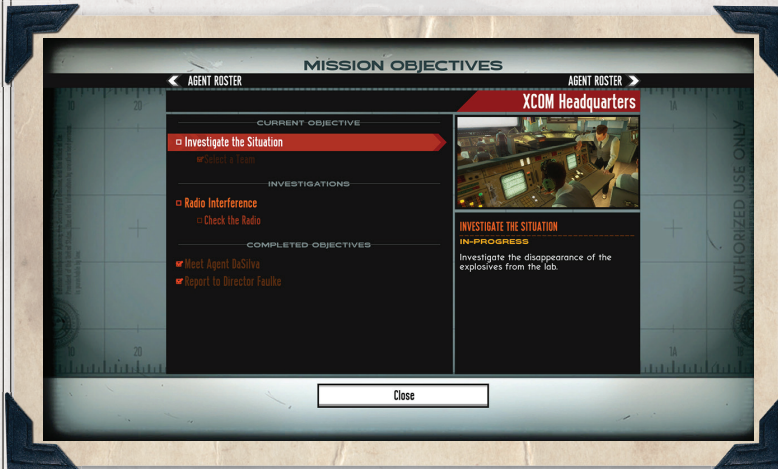
OPTIONS

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.

IMPORTANT HEALTH WARNING: PHOTSENSITIVE SEIZURES

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. If you experience any of these symptoms, consult a doctor if you experience any of these symptoms. Parents, watch for or ask children about these symptoms—children 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.

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GOVERNING LAW. This Agreement shall be construed (without regard to conflicts or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York County, New York, U.S.A.). Both parties consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by New York state or federal law. The parties agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING TAKE-TWO INTERACTIVE SOFTWARE, INC. 622 BROADWAY, NEW YORK, NY 10012.

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TECHNICAL SUPPORT

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:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, please describe the circumstances, including any error messages, of your problem as clearly as possible.

TECHNICAL SUPPORT CONTACT DETAILS

United Kingdom

Telephone (0870) 1242222 / calls charged at the national rate

Monday to Saturday 13:00 to 07:00 (GMT) excluding bank holidays

E-mail tak2@europeusupport.com

Website <http://support.2k.com>

Nederland / België

Nederland 0900-2040044 (EUR 0,80ct/p/m)

België 0902-88078 (EUR 0,80 ct/p/m)