

PRECAUTIONS

• This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3. • Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

3D HEALTH WARNING

Some people may experience discomfort (such as eye strain, eye fatigue or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

Generally we recommend that you avoid prolonged use of your PlayStation®3 system and take 15 minute breaks during each hour of play. However, when playing stereoscopic 3D games or watching 3D video, the length and frequency of necessary breaks may vary from person to person—please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. We recommend that you consult with your child's doctor or optometrist before allowing young children to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. Piracy harms consumers as well as legitimate developers, publishers and retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this manual.

SYSTEM SOFTWARE UPDATES

For details about how to perform System Software updates for the PlayStation®3 system, visit eu.playstation.com or refer to the PS3™ system's instruction manual.



See back page of this manual for Customer Service Numbers.

PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system instruction manual.

This product is classified according to the PEGI age rating system except where by law another age rating system applies. The rating and content descriptors are displayed on the product packaging. The relationship between that age rating and the Parental Control Level is as follows:

PARENT CONTROL LEVEL	9	8	7	3	1
AUSTRALIA CLASSIFICATION					
NEW ZEALAND CLASSIFICATION					

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PS3™ system to enable play.

BLES-01322

FOR HOME USE ONLY: This software is licensed for play on authorised PlayStation®3 systems only. A PlayStation®3 system software update may be required. All unauthorised access, use or transfer of the product or its underlying copyright and trademark works is prohibited. See eu.playstation.com/terms for full usage rights. Library programs ©1997-2013 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe (SCEE). RESALE AND RENTAL ARE PROHIBITED UNLESS EXPRESSLY AUTHORISED BY SCEE. PlayStation®Network, PlayStation®Store and PlayStation®Home subject to terms of use and not available in all countries and languages (eu.playstation.com/terms). Broadband Internet service required. Users are responsible for broadband access fees. Charges apply for some content. Users must be 7 years or older and users under 18 require parental consent. Network features may be withdrawn at reasonable notice – see eu.playstation.com/gameservers for details. Licensed for sale only in Australia and New Zealand.

“PS”, “PlayStation”, “PS3”, “△×○□”, “SIXAXIS”, “DUALSHOCK” and “PS” are trademarks or registered trademarks of Sony Computer Entertainment Inc. “Blu-ray Disc™” and “Blu-ray™” are trademarks of the Blu-ray Disc Association. The Bureau: XCOM Declassified ©2013 Take-Two Interactive Software, Inc. Published by Take-Two Interactive Software, Inc. Developed by 2K Marin. Manufactured in Australia. All rights reserved.

TABLE OF CONTENTS

MAIN MENU...	2
CAMPAIGNS...	4
GAME CONTROLS...	5
HUD...	7
IN-GAME MENUS...	9
IN-GAME ITEMS...	11
THE XCOM SQUAD...	12
BATTLE FOCUS...	12
MINIMAP...	14
XCOM HEADQUARTERS...	14
AGENT TYPES...	16
AGENT TRAINING MENU...	18
OPERATIONS...	19
DISPATCH MISSIONS...	20



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 wireless 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

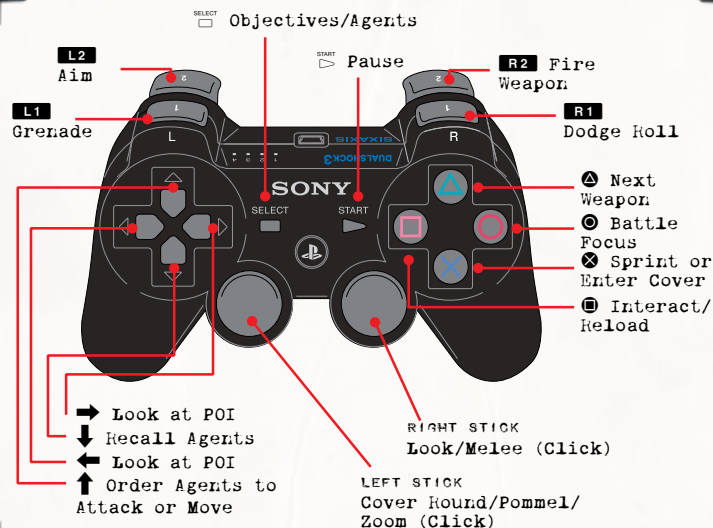
Keep the default settings or change the configuration to Southpaw (left-handed), Swapped or Southpaw-Swapped.

CAMPAIGNS



Press **○** while 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



WIRELESS CONTROLLER

MENU CONTROLS

Navigate options: Left stick

Select option: **×**

Exit menu/Cancel: **○**

COMBAT CONTROLS

Move/Strafe: Left stick

Look: Right stick
 Sprint/Enter cover/Vaulting cover: **ⓧ**
 Battle Focus: **⓪**
 Interact/Reload: **Ⓚ**
 Next weapon: **Ⓛ**
 Aim: **L2**
 Fire weapon: **R2**
 Grenade: Hold **L1**, then **R2** to throw
 Dodge Roll: **R1**
 Cover Hound/Zoom scope: **L3**
 Melee Attack: **R3**
 Order agents to move/attack: **↑**
 Recall agents: **↓**
 Display Objectives/View POI: **←→**
 Objectives Log: **SELECT** **Ⓚ**
 Pause Menu: **START** **▷**

BATTLE FOCUS CONTROLS

Move/Select: Left stick
 Look: Right stick
 Select ability/Confirm target: **ⓧ**
 Exit Battle Focus: **⓪**
 Cancel Orders: **Ⓚ**
 More info: **Ⓛ** (hold)
 Scan mode: **L2** (hold)
 Cycle targets: **L1**
 Cycle targets: **R1**

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 the directional buttons to issue quick orders. Press **↑** to order your squad to move to a specific location or mark a highlighted

target, or press **↓** to have agents regroup at Carter's location. Press **→** to display your current objective.

IN-GAME MENUS



PAUSE MENU

Press **START** 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 wireless controller, audio, and graphics settings.

QUIT GAME

Exit the game and return to the Main Menu.

OBJECTIVE MENU



Press **SELECT** 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, if an enemy drops a weapon that has been biologically imprinted to it, as Dr. Dresner predicts, the weapon will disintegrate.

MID-MISSION RESUPPLY CRATES

XCOM agents have scattered resupply crates throughout the area that allow Carter to restock ammo and weapons, rank up agents, update the agent roster, and receive an autosave upon exit. 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 **X** to attach to cover and press **L3** to move around a corner while in cover. Hold **L2** to peek out of cover and aim, and press **R2** 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 **□**, 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 **○** 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 RADIAL

With Battle Focus enabled, move the left stick to highlight an ability on the command radial. Certain areas on the radial represent each member of Carter's squad. Press **X** 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 **○** 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 **L2** 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, move the left stick to highlight a response and press **X** 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 move up in the ranks, 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.

LIMITED SOFTWARE WARRANTY, LICENSE AGREEMENT & INFORMATION USE DISCLOSURES

This document may be updated from time to time and the current version will be posted at eula.com/www.taketogames.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, YOU HEREBY ACCEPT THE TERMS OF THIS AGREEMENT WITH TAKE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSEOR"). IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, YOU ARE NOT PERMITTED TO INSTALL, COPY OR USE THE SOFTWARE.

I. LICENSE

LICENSE. Subject to this Agreement and its terms and conditions, Licenseor 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 console unit, unless otherwise specified in the Software documentation. Your acquired rights are subject to your compliance 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 Licenseor's termination of this Agreement. Your license terminates immediately if you attempt to circumvent any technical protection measures used in connection with 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 specifically granted under this Agreement are reserved by Licenseor and, as applicable, its licensors.

OWNERSHIP. Licenseor retains all right, title and interest to the Software, including, but not limited to, its copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United States copyright and trademark law and 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 Licenseor. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be 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 Licenseor's licensors may also protect their rights in the event of any violation of this Agreement. All rights not expressly granted to you herein are reserved by the Licenseor.

LICENSE CONDITIONS. You agree not to: a. Commercially exploit the Software; b. 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 Licenseor; c. as set forth in this Agreement; c. Make a copy of the Software or any part thereof (other than as set forth herein); d. Making a copy of this Software available on a network for use or download by multiple users; e. Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network or any other means, or on more than one computer or gaming unit at the same time; f. Copy the Software onto a hard drive or other storage device in order

to bypass the requirement to run the Software from the included CD-ROM or DVD-ROM (this prohibition does not apply to copies in whole or in part that may be made by the Software itself during installation in order to run more efficiently); g. use or copy the Software on a computer gaming center or any other location-based site; provided, that Licenseor may offer you a separate site license agreement to make the Software available for commercial use; h. Reverse engineer, decompile, disassemble, prepare derivative works based on or otherwise modify the Software, in whole or in part; i. Remove or modify any proprietary notices, marks or labels contained on or within the Software; and j. transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

ACCESS TO SPECIAL FEATURES AND/OR SERVICES, INCLUDING DIGITAL COPIES. Software download, redemption of a unique serial code, registration of the Software, membership in a third-party services and/or membership in a Licenseor service (including acceptance of related terms and policies), may be required to access digital copies of the Software or certain on-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 portion or component of the Software or accompanying documentation, and the recipient agrees to the terms of this Agreement. Special Features, including content 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. NOTWITHSTANDING THE FOREGOING, YOU MAY NOT TRANSFER ANY PRE-RELEASE COPIES OF THE SOFTWARE.

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 features at one time. Additional terms and registration may be required to access 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 disable or otherwise tamper with the technical protection measures, 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 any copyright interest, you hereby grant Licenseor an exclusive, perpetual, 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, copy, adapt, modify, perform, display, publish, broadcast, transmit, or 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 to intellectual property rights by applicable laws and international conventions. You hereby waive any 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 is granted to Licensor, and the above waiver of any applicable moral rights, survives 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.

II. INFORMATION COLLECTION & USAGE.

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. If you connect to the Internet when using the Software, either 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 gamer tags and screen names), game scores, game achievements, game performance, locations 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 real name) in your user ID, then such personal 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 game play data. If you do not want your information shared in this manner, then you should not use the Software.

III. WARRANTY

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 and workmanship under normal use and service for 90 days from the date of purchase. Licensor warrants to you that this Software is 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 published, however, due to variations in hardware, software, internet connections and individual usage, Licensor does not warrant the performance of this Software on your specific computer or gaming unit. Licensor does not warrant against interference with your enjoyment of the Software; that the Software will meet your requirements; that operation of 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 advice provided by Licensor or any authorized representative shall create a warranty. Because some jurisdictions do not allow the exclusion of or 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 Soft-

ware during the warranty period, Licensor agrees to replace, free of charge, any Software discovered 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 substitute a similar piece of Software of equal or greater value. This warranty is limited to the storage medium and the Software as originally provided by Licensor and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly 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 with the following 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 DAMAGES, LOST PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION 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 ALL DAMAGES (EXCEPT AS REQUIRED BY APPLICABLE LAW) EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE.

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 PREVENTED BY THE WARRANTY. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: This Agreement is effective until terminated by you, by the Licensor, or automatically upon your failure to comply with its terms and conditions. Upon any termination, you must destroy or return the physical copy of Software to the Licensor, as well as permanently destroy all copies of the Software, accompanying documentation, associated materials, and all of its component parts in your possession or control including from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is the Licensor at the location listed below.

EQUITABLE REMEDIES: You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY: You agree to indemnify, defend and hold Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supercedes all prior agreements and representations between them. It may be amended only by a written executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.

GOVERNING LAW. This Agreement shall be construed (without regard to conflicts of 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 to the extent that the law of another jurisdiction may be applied 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.

©1994-2013 Take-Two Interactive Software, Inc. Developed by 2K Marin. XCOM, The Bureau: XCOM Declassified, 2K Marin, 2K Games, Take-Two Interactive Software and their respective logos are all trademarks of Take-Two Interactive Software, Inc. All rights reserved. All other trademarks are property of their respective owners.

NOTICE FOR AUSTRALIAN CONSUMERS

IMPORTANT: THE WARRANTY FOR THIS PRODUCT HAS BEEN UPDATED FOR AUSTRALIA. THIS NOTICE SHOULD BE READ IN CONNECTION 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 supercedes those provisions.

PRODUCT SUPPORT

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:

For Support in Australia

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

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

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

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

For Support in New Zealand

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

Phone: 0800-440280 (Toll Free Number) Tuesday to Sunday – 7am to 7pm NZST

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

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

NOTES



For Help & Support please visit: **eu.playstation.com** or refer to the telephone list below.

Australia **1300 365 911**
Calls charged at local rate

Belgique/België/Belgien **011 516 406**
Tarif appel local/Lokale kosten

Česká republika **0225341407**

Danmark **90 13 70 13**
Pris: 6,-/minut, support@dk.playstation.com
Måndag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30

Deutschland **01805 766 977**
0,14 Euro/Minute

España **902 102 102**
Tarifa nacional

Ελλάδα **801 11 92000**

France **0820 31 32 33**
prix d'un appel local – ouvert du lundi au samedi

ישראל – ישפאר מוצרי צריכה
טלפון תמיכה 09-9711710 פקס 09-9560957
או בקרו באתר www.isfar.co.il

Ireland **0818 365065**
All calls charged at national rate

Italia **199 116 266**
Lun/Ven 8:00 – 18:30 e Sab 8:00 – 13:00: 11,88 centesimi di euro
+ IVA al minuto Festivi: 4,75 centesimi di euro
+ IVA al minuto Telefonii cellulari secondo il piano tariffario prescelto

Malta **234 36 000**
Local rate

Nederlands **0495 574 817**
Interlokale kosten

New Zealand **09 415 2447**
National Rate
0900 97669
Call cost \$1.50 (+ GST) per minute

Norge **820 68 322**
Pris: 6,50,-/min, support@no.playstation.com
Måndag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30

Österreich **0820 44 45 40**
0,116 Euro/Minute

Portugal **707 23 23 10**
Serviço de Atendimento ao Consumidor/Serviço Técnico

Россия **+ 7 (495) 981-2372**

Suisse/Schweiz/Svizzera **0848 84 00 85**
Tarif appel national/Nationaler Tarif/Tariffa Nazionale

Suomi **0600 411 911**
0.79 Euro/min + pvm fi-hotline@nordiskfilm.com
maanantai – perjantai 12–18

Sverige **0900-20 33 075**
Pris 7,50,- min, support@se.playstation.com
Måndag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30

UK **0844 736 0595**
National rate

If your local telephone number is not shown, please visit **eu.playstation.com** for contact details.