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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 hints, 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 **B** 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

XBOX 360 CONTROLLER

MENU CONTROLS

Navigate options: **L** or **+**

Select option: **A**

Exit menu/Cancel: **B**



COMBAT CONTROLS

Move/Strafe: **L**

Look: **R**

Sprint/Enter cover/Vaulting cover: **A**

Battle Focus: **B**

Interact/Reload: **X**

Next weapon: **Y**







Aim: **LT**

Fire weapon: **RT**










Grenade: Hold **LB**, then **RT** to throw

Dodge Roll: **RB**

Zoom scope: **L**

1 **Melee Attack:**  R
2 **Order agents to move/attack:**  ↑
3 **Recall agents:**  ↓
4 **Display Objectives/View POI:**  ↔
5 **Objectives Log:**  BACK
6 **Pause Menu:**  START

7 **BATTLE FOCUS CONTROLS**

8 **Move/Select:**  L
9 **Look:**  R
10 **Select ability/Confirm target:**  A
11 **Exit Battle Focus:**  B
12 **Cancel Orders:**  X
13 **More info:**  Y (hold)
14 **Scan mode:**  LT (hold)
15 **Cycle targets:**  LB
16 **Cycle targets:**  RB

17 HUD



21 **1. RETICLE**

22 A targeting reticle appears in the center of
23 the screen while you are aiming or in cover.

1
2
3
2. OBJECTIVE

Shows the next objective of your current tracked mission.

4
5
6
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.

7
8
4. RANK

Displays an agent's current rank.

9
10
5. PROGRESS BAR

Displays the agent's progress towards the next rank.

11
12
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.

13
14
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.

15
16
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 destroy their armor.

17
18
9. QUICK ORDERS

Use the directional pad to issue quick orders. Press **↑** to order your squad to move to a


1 specific location or attack a highlighted
2 target, or press ↓ to have agents regroup at
3 Carter's location. Press → to display your
4 current objective.

5 IN-GAME MENUS



12

13 PAUSE MENU

14 Press  during gameplay to access the Pause
15 Menu.

16 RESUME

17 Exit the Pause Menu and return to gameplay.

18 RELOAD LAST CHECKPOINT

19 Restart the current mission from the last
20 checkpoint.

21 LOAD GAME

22 Load a previously saved game.

23 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  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 not been unlocked, it will disintegrate.

MID-MISSION RESUPPLY CRATES

XCOM agents have scattered resupply crates throughout the area that allow Carter to

1 restock ammo and weapons, rank up agents,
2 update the agent roster, and save the game. Use
3 these crates to upgrade and reprioritize your
4 squad to best suit the mission at hand.

5 OTHER ITEMS

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

16 THE XCOM SQUAD

17 While encountering the Outsiders, it's
18 important that Agent Carter and his team take
19 cover to protect themselves from enemy attack.
20 Working together to overtake the enemy's
21 position can be the difference between life and
22 death on the battlefield. Press **A** to attach to
23 cover and press the **↓** to move around a corner
while in cover. Hold **LT** to peek out of cover
and aim, and press **RT** to fire your weapon.

24 SQUAD HEALTH

25 When agents run out of health in battle they
26 are incapacitated. To revive a downed agent,
27 move Carter over to the agent and press **X**, or
28 order another agent to revive the target. When
29 you run out of health, you start bleeding out.
30 Get to the downed person before they bleed out,
31 or they will die and cannot be recovered for
32 future missions. (**NOTE:** On Commander difficulty
33 revived agents will not return to a combat
34 ready state until the fight is over.)

BATTLE FOCUS

While on the battlefield, press **B** 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 **A** 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 **B** 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 **LT** 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 yellow arrow, but when in the radar's range, it is displayed as an orange circle.

SIDE QUESTS ICON: Characters who have a side quest request.

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 **A** 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 unlock 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.