**Game Description**

The year is 1962. JFK is President and the Cold War has the nation gripped by fear – but a far more powerful and insidious enemy than communism is threatening America. Known only to a select few, a top-secret government unit called The Bureau begins investigating and concealing a series of mysterious attacks by an otherworldly enemy. As special agent William Carter, call the shots, pull the trigger and lead your squad in a gripping third-person tactical shooter set within a high-stakes, covert war to defend humanity. The Bureau’s mission is clear – survive, adapt and overcome the enemy threat to protect the citizens from the truth.

**Overview**

*The Bureau: XCOM Declassified* is a Third-Person Shooter (TPS) from the developers of *BioShock 2.* The year is 1962. The Cold War has the nation gripped by fear – but a far more powerful enemy than communism is threatening America. The Bureau, a top-secret government unit, begins investigating and concealing a series of mysterious attacks. As special agent William Carter, call the shots, pull the trigger and lead your squad in a gripping third-person tactical shooter set within a high-stakes, covert war to protect humanity. Features include: an immersive 1960s America, tactical squad based combat, brutal consequences and a government cover up that proves we are not alone in the universe.

**Features**

**Uncover the Mystery**- Fight through the streets of 1960’s America as you uncover the declassified truth behind mankind’s first enemy invasion.

**Be the Field Leader** - As William Carter, a highly intelligent special agent, call the shots and pull the trigger. Formulate the plan of action, execute well-timed ambushes and flank your attackers to obliterate the threat.

**Tactical Combat** - Use your strategy to your advantage: enter Battle Focus to slow down time and execute your next move, commanding your squad with a variety of tactical actions to turn the tide in your favor.

**No Second Chances -** Pay the price for mistakes - permadeath will make you value your squad mates more than ever, and make losing one of them all the more painful.

**Strategic Reflexes** - Turn an enemy misstep into your strategic advantage. Give tactical commands on the fly to outsmart the enemy and make split-second decisions to save the lives of your squad.

**Customization that Counts** - Train each of your squad mates into unique specializations, allowing for a dynamic combination of skills to compliment your play style.