



The Bureau: XCOM Declassified Available August 20

April 26, 2013

Call the shots, pull the trigger, and erase the truth in the origin story of XCOM

NEW YORK--(BUSINESS WIRE)--Apr. 26, 2013-- 2K and 2K Marin, makers of **BioShock® 2**, announced today that **The Bureau: XCOM Declassified** will be released on August 20, 2013 in North America and August 23, 2013 internationally for \$59.99 SRP on the Xbox 360® video game and entertainment system from Microsoft, PlayStation®3 computer entertainment system and Windows PC. **XCOM: Enemy Unknown**, developed by Firaxis Games, dazzled turn-based strategy fans and rebooted the classic franchise. Now **The Bureau** will deliver a new experience within the XCOM universe.



The Bureau's Special Agent William Carter and his squad of agents are America's last and only line of defense against a threat unlike anything the world has ever seen. (Photo: Business Wire)

tactically.”

“**The Bureau** tells the story of XCOM's mysterious beginnings,” added Morgan Gray, creative director at 2K Marin. “We’re expanding the universe with a declassified tale of government conspiracy and heroic cover-ups told through third-person tactical gameplay.”

In the spirit of the XCOM franchise, **The Bureau's** calculated combat design requires players to think and act tactically. The game's third-person perspective gives the player a sense of spatial awareness and grants them the freedom to transition in and out Carter's unique Battle Focus ability seamlessly – heightening the tactical shooter action. **The Bureau** also fully embraces the concept of permanent consequence. As our last line of defense, every command can mean the difference between life and death for Carter, his squad and mankind.

“The team has been working hard to leverage core XCOM elements like tactical decision-making and permanent death of squad mates in a purposeful way that makes this a unique tactical shooter,” concluded Gray. “To that end, **The Bureau** will challenge players unlike any other third-person tactical shooter.”

The Bureau: XCOM Declassified can be pre-ordered today at all participating retailers. Those who pre-order will receive the Codebreakers side-mission as a bonus. In this special campaign side-mission, a communications facility responsible for intercepting and interpreting the enemy's transmissions has gone dark. Special Agent Carter and his squad must make contact with any remaining personnel and investigate the incident.

The Bureau: XCOM Declassified is not yet rated by the ESRB. For more information, please visit [Facebook](https://www.facebook.com/2KMarin), or the official web site: <http://erasethetruth.com>.

2K Marin is a 2K studio. 2K is a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO).

About The Bureau: XCOM Declassified

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, players call the shots, pull the trigger and lead their squad in a gripping

Set in 1962 at the height of the Cold War, **The Bureau** tells the origin story of the clandestine XCOM organization's first encounter with a mysterious and devastating enemy. Originally established as America's covert defense against the Soviet Union, The Bureau must adapt and overcome a threat unlike anything the world has faced before. As special agent William Carter, players will call the shots and pull the trigger, leading their squad of agents in the high-stakes secret war for humanity's survival. Paramount to repelling the outside threat is The Bureau's ability to cover-up the enemy's existence in order to prevent worldwide panic.

“We’re thrilled about 2K Marin's refined vision for **The Bureau: XCOM Declassified**,” said Christoph Hartmann, president of 2K. “The game has evolved through a creative and iterative development process, and the result is a narrative-driven experience that is smart, engaging, and challenges players to think

third-person tactical shooter set within a high-stakes, covert war to protect humanity. The Bureau has been erasing the truth for decades. The time will come for the truth to be revealed.

About 2K Marin

Founded in 2007, 2K Marin designs and develops games under the 2K publishing label. Currently working on *The Bureau: XCOM Declassified*, the as yet untold tale of XCOM's cold war era origin, 2K Marin is also well-known for developing *BioShock 2* and bringing the original *BioShock* to new platforms. Passion, talent and experience define 2K Marin – its DNA comprised of industry veterans that have honed their craft for decades at various leading video game studios. It is this passionate, talented and experienced pool of developers that drives 2K Marin to create immersive, dynamic and engaging narrative-based AAA experiences.

About Take-Two Interactive Software

Headquartered in New York City, Take-Two Interactive Software, Inc. is a leading developer, marketer and publisher of interactive entertainment for consumers around the globe. The Company develops and publishes products through its two wholly-owned labels Rockstar Games and 2K, which publishes its titles under the 2K Games, 2K Sports and 2K Play brands. Our products are designed for console systems, handheld gaming systems and personal computers, including smartphones and tablets, and are delivered through physical retail, digital download, online platforms and cloud streaming services. The Company's common stock is publicly traded on NASDAQ under the symbol TTWO. For more corporate and product information please visit our website at <http://www.take2games.com>.

About 2K

Founded in 2005, 2K develops and publishes interactive entertainment globally for console systems, handheld gaming systems and personal computers, including smartphones and tablets, which are delivered through physical retail, digital download, online platforms and cloud streaming services. 2K publishes titles in today's most popular gaming genres, including shooters, action, role-playing, strategy, sports, casual, and family entertainment. The 2K label has some of the most talented development studios in the world today, including Firaxis Games, Visual Concepts, Irrational Games, 2K Marin, 2K Australia, 2K Czech, Cat Daddy Games and 2K China. 2K's stable of high quality titles includes the critically acclaimed *BioShock®*, *Borderlands™* and *XCOM®* franchises, the beloved *Sid Meier's Civilization* series, the popular *WWE 2K* franchise and *NBA 2K*, the #1 rated and #1 selling basketball franchise. 2K is headquartered in Novato, California and is a wholly owned label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO). For more information, please visit www.2k.com.

**According to 2008 - 2013 [Metacritic.com](http://www.metacritic.com) and The NPD Group estimates of U.S. retail video game sales through March 2013.*

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