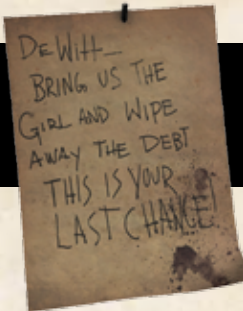


# TABLE OF CONTENTS

Welcome to Columbia!.....	1
Steam .....	1
Game Controls .....	1
Getting Started .....	2
Difficulty Levels .....	2
Heads-Up Display .....	2
Sky-Lines and The Sky-Hook .....	3
Elizabeth.....	5
Weapons.....	6
Vigors .....	8
Enemies.....	10
Gear.....	13
Vending, Voxophones, and Kinetoscopes .....	14
Credits.....	15
Limited Warranty .....	23



## WELCOME TO COLUMBIA!

*"What is Columbia if not another Ark, for another time?"*  
— Z.H. COMSTOCK, The Great Prophet.

The year is 1912. You are Booker DeWitt, a former Pinkerton detective faced with mounting debts and forced to take one last job... You must travel to the mysterious city of Columbia to find a young woman and return her safely back to New York City.

## STEAM

*BioShock Infinite* is powered through Steam, an online game platform and distributor. Steam allows for automated updates and easy access to DLC. Steam is required to play *BioShock Infinite* and an internet connection will be required only when you first run the game. Visit <http://store.steampowered.com/> for more information about the service.

## GAME CONTROLS

### PC KEYBOARD CONTROLS:

ACTION	CONTROL
Look	Mouse
Move Forward	W
Move Back	S
Move Left	A
Move Right	D
Fire Weapon	LMB
Switch Weapon	E
Reload Weapon	R
Toggle Iron Sights	MMB
Fire Vigor	RMB
Switch Vigor/Hold for Vigor Radial Menu	Q
Use	F
Jump/Sky-Line Attach	Space
Crouch/Sky-Line Reverse	Left Ctrl, C
Toggle Sprint	Left Shift
Melee/Hold to Execute	V
Nav Aid	N
Pause Menu	Escape
Gameplay Menu	O
Replay Voxophone	J

### SKY-LINE CONTROLS:

ACTION	CONTROL
Throttle	W, S
Lock-On Target	MMB
Reverse	Left Ctrl
Strike	Space
Dismount	Space

### VIGOR SHORTCUTS:

ACTION	CONTROL
Select Possession	1
Select Devil's Kiss	2
Select Murder of Crows	3
Select Shock Jockey	4
Select Bucking Bronco	5
Select Charge	6
Select Undertow	7
Select Return to Sender	8

**NOTE:** Other control configurations are available via the Options menu.



## GETTING STARTED

**PLAY GAME** – Using this selection, you may start a New Game, Continue from a previously saved checkpoint, or Load Chapter.

**OPTIONS** – Here you can customize your experience to suit your play style. Be sure to take a look, as there are a considerable number of ways to create the ideal experience.

**DOWNLOADABLE CONTENT** – Browse for new Downloadable Content to purchase, download and play.

**CREDITS** – View the team that created *BioShock Infinite*.

## DIFFICULTY LEVELS

*BioShock Infinite* features four different difficulty levels. While you can change your difficulty level at any time in the Options menu, be warned that changing them mid-game may affect Achievements.

**EASY** – If you are not a very experienced FPS gamer, then this is a good place for you to start.

**NORMAL** – If you have some experience with FPS games and know the basics, then this is the best mode for you.

**HARD** – If you have been playing FPS games for a long time and have the experience to appreciate a challenging game, then Hard mode is where it is at.

**1999 MODE** – Strictly for the hardest of the hardcore, 1999 Mode will push your skills to their absolute limit. (This mode is unlocked by completing the game or unlocking with a secret code.)

## HEADS-UP DISPLAY

**1. HEALTH/SHIELD INDICATOR** – The red bar indicates your current health. The yellow bar indicates your current shield strength. (Note: Your shield begins to regenerate if you haven't taken damage after a few seconds. Your health may be replenished with medical kit, snack, and alcohol pick-up items.)

**2. SELECTED VIGOR** – The icon in the foreground displays your currently selected Vigor, while the icon in the background shows the Vigor that can be quickly swapped. (To select any of your available Vigors, please see the Vigor radial section.)

**3. SALTS INDICATOR** – The blue bar indicates the amount of Salts you have to power Vigor use. Each notch in the bar indicates one Vigor use.

**4. SELECTED WEAPON** – The icon in the foreground displays your currently selected weapon, while the icon in the background shows the weapon that can be quickly swapped.



**5. AMMO COUNT** – The number on the left indicates how many shots you may take until you need to reload your weapon. The number on the right shows how many shots you have in reserve.

**6. CROSSHAIR** – Your targeting reticle shows where you are aiming your weapon.

**7. DAMAGE INDICATOR** – This bar displays the current health of your enemy.

## CURRENT OBJECTIVE

Forget what you need to do next? A reminder is just a keystroke away (O).

If you're ever feeling lost in Columbia, you can use the Navigational Aid (N). This draws a path to your current Objective.

## SKY-LINES

The Sky-Lines were initially built as a means for shipping and moving cargo in Columbia, but the city's youth quickly found a way to use them as a death-defying means of movement. As the struggle between factions in Columbia intensified, they became not only a method of transportation but also a facilitator of combat.

You can travel along the vast system of interweaving Sky-Lines to outwit and outmaneuver your foes. Riding the Sky-Lines make you harder to hit and give you greater access to different locations.

While on a Sky-Line, enemies will have a more difficult time targeting you, but your Iron Sights aiming ability (tap (Middle Mouse Button)) will be greatly improved.



## SKY-HOOK



### CONTROLS

**Attach** – To jump to a Sky-Line from the ground, aim your crosshair at it while standing close enough for the (Space) prompt to appear and press (Space).

**Throttle** – Use the (W, S) to increase/decrease speed.

**Reverse** – Press (Left Ctrl) to switch the direction you're traveling.

**Jump Lines** – To switch from one Sky-Line to another, aim your crosshair at it while close enough for the (Space) prompt to appear and press (Space).

**Ground Dismount** – To detach from the Sky-Line, aim your crosshair at the ground while close enough for the (Space) prompt to appear.

Besides utilizing the Sky-Hook to ride the Sky-Line, Booker can use the device to perform the following special attacks:

### SPECIAL ATTACKS

**Sky-Hook Melee** – Press (V) while on the ground.

**Sky-Hook Execution** – Hold (V) when an enemy's health is low enough (indicated by a skull (☠) over their head), while on the ground.

**Sky-Line Strike** – Press (Space) while on the Sky-Line to dive from the Sky-Line directly onto the targeted enemy.

**Sky-Line Smash** – Press (Space) while on the Sky-Line to knock the targeted enemy off the Sky-Line.

## ELIZABETH

Elizabeth has been imprisoned in Columbia's Monument Island since childhood. Known by the people of Columbia as both "The Miracle Child" and "The Lamb," Elizabeth is one of the city's great enigmas.

### FINDING SUPPLIES

While you travel together Elizabeth will scavenge for items that you may need on your mission. There are four different types of things she can find for you: **money**, **Salts**, **ammo** and **medical kits**. When she has found something that you need, she'll offer to toss it to you. Simply press (F) to catch the item when prompted.

### LOCK PICKING



There are many interesting things waiting to be discovered behind locked doors in the city of Columbia. If you possess a sufficient number of lock picks, you can ask Elizabeth to use her skills to open them for you. To do this, simply aim your crosshair at the lock while standing close enough for the (F) prompt to appear and press (F).

### NOTE

- Lock picks can be found scattered around Columbia and inside some vending machines.
- Different locks require a different number of lock picks to open.



## OPENING TEARS



Tears are inter-dimensional rifts in time and space. Elizabeth has the ability to bring items from other realities by opening them to help you with your mission.

### THERE ARE THREE MAIN CATEGORIES OF GAMEPLAY TEARS:

**RESOURCE** – Resource Tears bring in objects that provide additional supplies when needed. They could be anything from a barrel full of sniper rifles to a case of medical kits or an automated vending machine.

**STRUCTURAL** – Structural Tears bring in objects that change the architecture of a location. They could be a Freight Hook that allows you to escape to higher ground or a wall to provide necessary cover in a combat.

**OFFENSIVE** – Offensive Tears bring in objects whose purpose is to fight on your behalf. They could be anything from an automated turret to a giant Tesla coil that electrocutes your enemies.

Each Tear has its own type of advantage, but only one Tear can be open at a time. To ask Elizabeth to open a Tear, simply aim your crosshair at it while standing close enough for the (F) prompt to appear and press and hold (F).

## WEAPONS

Combat in Columbia is constantly challenging and requires you learn and adopt a wide range of strategies to survive. Here are a few weapon tips to get you started:

It is important to know when to use a quick-moving, run-and-gun approach and when to take time to carefully pick your targets using a weapon's Iron Sights aiming ability.

To use Iron Sights, simply press (Z) to bring up your weapon sights for improved accuracy.

**You may only carry two weapons at a time, so choose wisely. Try to make sure you have the best weapons for the fight.**

To swap between your two available weapons, simply tap (E).

Ammunition can be found in the environment, in containers and bodies, and bought at the Dollar Bill vending machine.

Weapons can be upgraded four times per weapon. These upgrades can be bought at the Minuteman's Armory vending machine.

### THE FOLLOWING ARSENAL OF WEAPONS CAN BE FOUND IN COLUMBIA:



**BROADSIDER (Pistol)** – Rewards accuracy and a quick trigger finger.



**TRIPLE R (Machine Gun)** – Fires incredibly quickly, but loses accuracy with distance.



**VOX TRIPLE R (Repeater)** – More damaging than the Founders' version, but less accurate and has a smaller clip and reserve.



**BIRD'S EYE (Sniper Rifle)** – Fires a single bullet with force and accuracy.



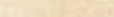
**CHINA BROOM (Shotgun)** – Provides high damage per blast, but is only accurate at short range.



**VOX CHINA BROOM (Heater)** – Produces an incendiary effect, but has a smaller clip and reserve than the Founders' version.



**BARNSTORMER (RPG)** – Fires missiles that explode on impact.



**HUNTSMAN (Carbine)** – Offers exceptional accuracy through its Iron Sights.



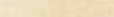
**VOX HUNTSMAN (Burstgun)** – Has a larger clip and is more damaging, but is less accurate than the Founders' version.



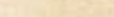
**PADDYWHACKER (Hand Cannon)** – Trades speed and ammo for immense stopping power.



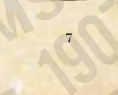
**THE PIG (Volley Gun)** – Lobs small explosive projectiles and fires quickly, but is less damaging than the Barnstormer RPG.



**THE VOX PIG (Hail Fire)** – More damaging than the Founders' version, but has a smaller reserve.



**PEPPERMILL (Crank Gun)** – A hand cranked multi-barrel weapon that provides devastating, concentrated fire, but takes time to spin up and lacks the ability to use Iron Sights.





## VIGORS

*"A Life with Vigor is a life that's Bigger!"*

– Fink MFG advertisement



Vigors give you an edge in combat by providing you with a wide range of offensive abilities.

- Vigors are powered by Salts, which can be found in the environment, in containers and bodies, and bought at the Dollar Bill vending machine.
- Each Vigor has two different methods of fire and you will find that both are useful.
- Tap (Right Mouse Button) for a quick fire.
- Hold and release (Right Mouse Button) for a powerful alternate fire.
- Try combining Vigors together on targets and with environmental hazards, such as a puddle of water or an oil slick.
- Undertow is great for pulling enemies into traps and environmental hazards.
- Try to take a moment to survey the battlefield before rushing in. You may be able to set Vigor traps before your enemies notice you.
- You cannot use Vigors while on a Sky-Line or attached to a Freight Hook.
- Vigors can be upgraded twice per Vigor.
- Upgrades do more than just change stats, they also change how Vigors work.
- Upgrades can be bought at the Veni! Vidi! Vigor! vending machine.
- To swap between your two available Vigors, tap (Q).

- Each Vigor is also assigned shortcut number key for instant access.
- To select any Vigor that you've acquired, hold (Q) to bring up the Vigor Radial menu, then highlight the Vigor you want.

### THE FOLLOWING ASSORTMENT OF VIGORS CAN BE FOUND IN COLUMBIA:

#### POSSESSION

**TAP:** To warp the perception of machines (and, once upgraded, the emotions of the citizens of Columbia), causing them to ruthlessly attack anyone that threatens you.

**HOLD:** To create a proximity-based trap.



#### NOTE

- When the Possession wears off, humans will kill themselves and Possessed Automata will return to a hostile state.
- Firing Possession at vending machines will cause them to produce money.
- You can only use Possession on one human or one Automata target at a time.



#### DEVIL'S KISS

**TAP:** To toss a fiery, explosive projectile.

**HOLD:** To create a proximity-based trap.

#### MURDER OF CROWS

**TAP:** To stun and damage enemies with a swarm of angry birds.

**HOLD:** To create a proximity-based trap.



#### BUCKING BRONCO

**TAP:** To create a shockwave that sends enemies hurling up into the air.

**HOLD:** To create a proximity-based trap.

#### SHOCK JOCKEY

**TAP:** To release a bolt of electricity to shock and stun your target.

**HOLD:** To create a proximity-based electrical trap.



#### UNDERTOW

**TAP:** To create a jet blast of water that violently pushes enemies away from you.



**HOLD:** To yank enemies to you from across the battlefield using tendrils of water.



### CHARGE

**TAP:** To hurl yourself at enemies with a damaging melee strike.

**HOLD:** To build the melee strike's damage. (The longer you hold, the greater the force of the impact.)

### RETURN TO SENDER

**TAP:** To generate a special defensive shield.

**HOLD:** To create a shield that absorbs damage, then fires a sticky mine. (The more damage it takes before being tossed, the more damage it inflicts on enemies.)



## ENEMIES

Your foes in Columbia use a wide assortment of weapons, Vigors, and special attacks to get the drop on Booker.

Enemies may be invulnerable to certain offensive attacks and especially vulnerable to others. Try experimenting with each weapon and Vigor to discover which is most effective against each type of foe.

Some enemies are especially vulnerable in key locations on their bodies. For instance, try shooting the gears on the Motorized Patriot's back, the Handyman in his glass-encased heart, and the tank on the Fireman's back.

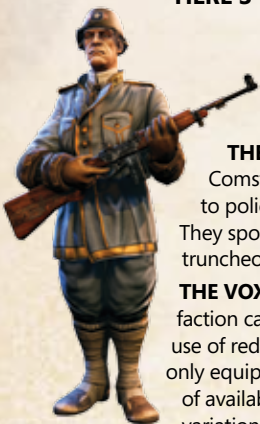
### HERE'S WHAT YOU CAN EXPECT TO ENCOUNTER:

#### STANDARD ENEMIES

Even your average foe in Columbia can be tough to handle.

**THE FOUNDERS** – Armed followers of Father Comstock range from civilians and guards to police and the elite Flying Squad troops. They sport a wide variety of weapons, from truncheons to sniper rifles.

**THE VOX POPULI** – Columbia's insurgent faction can be easily spotted by their distinctive use of red face-paint and clothing. They are not only equipped with the standard assortment of available weapons, they also carry savage variations to the Triple R machine gun, China Broom shotgun, and Huntsman carbine rifle.



## HEAVY HITTERS

When one of these formidable enemies enters the fray, you can expect the battle to become significantly harder.

**THE BEAST** – This heavily-armored foe is armed with the menacing volley gun known as the Pig, which lobbs explosive shells from a distance. The Vox variation of the Beast differs in appearance and is armed with a Vox Pig (aka Hail Fire).

**THE HANDYMAN** – The Handyman was once simply a man, his body ravaged by cancer. In Columbia his diseased flesh was pruned and purged, his parts replaced with mechanical improvements. The Handyman is stronger, better, faster... he is Columbian ingenuity at its best.

The Handyman has many abilities and can:

- Accelerate to incredible velocities in the blink of an eye.
- Leap up the sides of buildings.
- Pick up and throw hapless citizens (living or dead).
- Toss balls of lightning that can knock the player off of a Freight Hook.
- Electrify the Sky-Line to force the player off of it.
- Pound the unwary into meaty bits.
- Other variations of the Handyman exist, but only differ in appearance.

#### THE MOTORIZED PATRIOT

The Motorized Patriot is a powerful, but slow-moving, automaton who carries the fearsome Peppermill crank gun. When not acting as a ruthless instrument of death, he can be found entertaining fair-goers with recorded Columbian verse. Multiple variations of the Motorized Patriot exist, but only differ in appearance.







**THE ZEALOT OF THE LADY** - Shattered, former devotees of the sainted Lady Comstock, these elite guards carry a coffin on their backs as penance for their failure to prevent her death. They not only utilize the Murder of Crows Vigor as an attack, they can transform themselves into a flock of bird to avoid injury while moving. Other variants of the Zealot of the Lady exist in Columbia, but only differ in appearance.

**THE FIREMAN** - Trapped in an iron maiden-like suit that burns him as penance for wrongdoing, the Fireman uses a fiery Devil's Kiss attack on the player. When the Fireman is near death, he will run at the player and explode. Founders and Vox variations of the Fireman exist, but only differ in appearance.



**THE BOY OF SILENCE** - Locked away in an iron mask and blinded since youth, the Boy of Silence are extremely sensitive to sound and will shriek loudly for aid if disturbed.



## BASIC SECURITY AUTOMATA

While these Security Automata aren't as fearsome as the Motorized Patriot, they can still make a tough battle even more challenging.



**GUN AUTOMATON** - This fixed-position security turret is armed with the Triple R machine gun.

**ROCKET AUTOMATON** This fixed-position security turret is armed with the Barnstormer RPG.

**MOSQUITO** - This flying security turret is held aloft by balloon and propeller and is armed with the Triple R machine gun.

## GEAR

An important part of character customization and growth in *BioShock Infinite*, Gear refers to special clothing items that further enhance your skills or provide you with new abilities.

Gear is found within gift box packages found throughout Columbia, either in key locations or dropped off by powerful enemies after death.

There are 4 different types of Gear: **hats**, **shirts**, **pants** and **boots**. Only one piece of Gear can be placed in each respective slot.

When you find a piece of Gear, you will have the choice to put it in your inventory, compare it to the piece you are already wearing in that slot, or replace the piece you already have in that slot.





To view and equip different Gear pieces, use the (Back Button) and navigate to the Gear Menu.

## VENDING MACHINES

There are three different types of automated vending machines where you can buy the necessary upgrades and resources to complete your mission.

**DOLLAR BILL** – Offers basic supplies like ammo, health packs and Phials of Salts.

**VENI! VIDI! VIGOR!** – Offers upgrades to make Vigors even more powerful.

**MINUTEMAN'S ARMORY** – Offers upgrades to change the capabilities of your weapons.

To buy items, you will need Silver Eagles, the Columbian currency. You will find on bodies, in containers, and out in the open throughout the city.

Press (F) to search containers and bodies or pick up coins or coin purses.



## VOXOPHONES

Personal recording devices known as Voxophones can be found scattered throughout the city of Columbia. These audio diaries can give additional insight into the events that helped shape Columbia's history and help you solve her many mysteries.

Voxophones can be played upon pick-up or later using (J) or from the Gameplay menu (O).



## KINETOSCOPES

These nickelodeon-like devices feature short films on topics from daily aspects of Columbian life, the latest headlines, great moments in the city's history, and more. Watch and learn.

## IRRATIONAL GAMES

**Ken Levine** Lead Writer and Creative Director  
**Rod Fergusson** Executive Vice President of Development

**Leonie Manshanden** Vice President of Studio Relations  
**Adrian Murphy** Project Senior Producer

### ART TEAM

**Scott Sinclair** Art Director  
**Shawn Robertson** Animation Director

### ANIMATION

**Grant Chang** Lead Animator  
**Matt Boehm** Animator  
**Jim Christopher** Animator  
**Jon Mangagil** Animator  
**Pete Paquette** Animator  
**Shamil Rasizade** Animator

### TECH ANIMATION

**Jeremy Carson** Lead Technical Animator  
**Ian Davis** Rigger/Technical Animator  
**Gwen Frey** Senior Technical Animator

### ASSET MODELING

**Calen Brait** Lead Modeler  
**Chad King** Senior Artist  
**Paul Presley** Artist  
**Laura Zimmermann** Artist

### CONCEPT ART

**Jorge Lacera** Lead Concept Artist  
**Mauricio Tejerina** Concept Artist  
**Robb Waters** Concept Artist

### CHARACTER ART

**Gavin Goulden** Lead Character Artist  
**Adam Bolton** Character Artist

### EFFECTS AND NARRATIVE SCRIPTING

**Stephen Alexander** Lead Effects Artist  
**Jeremy Griffith** Effects Artist  
**Kyle Williams** Narrative Scene Artist

### ENVIRONMENT ART

**Jamie McNulty** Lead Environment Artist  
**Steve Allen** Principal Level Builder  
**Charles Bradbury** Level Builder  
**Frank DaPonte** Level Builder  
**Scott Duquette** Senior Environment Artist  
**John Fuhrer** Associate Level Builder  
**Dan Keating** Level Builder  
**Murray Kraft** Level Builder  
**Chad LaClair** Level Builder  
**Brian McNett** Level Builder  
**Mike Snight** Senior Level Builder

## TECH ART

**Spencer Luebbert** Technical Artist

## DESIGN TEAM

### LEVEL DESIGN

**Forrest Dowling** Lead Level Designer  
**Andres Elias Gonzalez Tahhan** Lead Combat Designer  
**Elisabeth Beinke** Level Designer  
**Shawn Elliott** Level Designer  
**Paul Green** Senior Level Designer  
**Patrick Haslow** Level Designer  
**Amanda Jeffrey** Level Designer  
**Steve Lee** Level Designer  
**Albert Meranda** Senior Level Designer  
**Jason Mojica** Level Designer  
**Seth Rosen** Associate Level Designer  
**Francois Roughol** Senior Level Designer  
**James Selen** Level Designer

### Systems Design

**Adrian Balanon** Lead Systems Designer  
**Adnan Chatrivala** Associate Systems Designer  
**Alexx Kay** Associate Systems Designer  
**Sean Madigan** Senior Systems Designer  
**Steve McNally** Senior Systems Designer  
**Justin Sonnekalb** Systems Designer

### WRITING

**Jordan Thomas** Senior Writer  
**Kristina Drzaic** Narrative and Voiceover Coordinator  
**Drew Holmes** Writer  
**Joe Fielder** Writer  
**Andrew Mitchell** Assistant Script Coordinator

### PRODUCTION TEAM

**Elena Siegman** Senior Producer-Marketing  
**Mike Symyk** Producer  
**James Edwards** Associate Producer  
**Ashley Hoey** Assistant Producer  
**Sophie Mackey** Assistant Producer  
**Don Roy** Senior Associate Producer  
**Sarah Rosa** Associate Producer  
**Nicole Sandoval** Associate Producer  
**Mike Soden** Assistant Producer

### PROGRAMMING TEAM

**Christopher Kline** Technical Director

### GAMEPLAY PROGRAMMING

**John Abercrombie** Lead Gameplay Programmer  
**Tim Austin** Gameplay Programmer  
**Matt Helbig** Gameplay Programmer  
**Erik Irland** Senior Gameplay Programmer  
**Dan Kaplan** Gameplay Programmer  
**Shane Mathews** Gameplay Programmer  
**Iskander Umarov** AI Programmer



**Nick Raines** AI Programmer  
**Arun Rao** AI Programmer  
**Dan Scholten** Gameplay Programmer  
**Dustin Vertrees** Animation Programmer

## TECHNICAL PROGRAMMING

**Steve Ellmore** Lead Technical Engineer  
**Dan Amato** Technical Programmer  
**Steve Anichini** Principal Graphics Programmer  
**Jamie Culpson** Technical Programmer  
**Michael Kraack** Technical Programmer  
**Jeremy Lerner** Technical Programmer  
**Doug Marien** Principal Backend Programmer  
**Kristofel Munson** Senior Technical Programmer  
**Ian Pilipski** Senior Technical Programmer

## SOUND TEAM

**Scott Haraldsen** Audio Lead  
**Pat Balthrop** Audio Director  
**Jim Bonney** Music Director  
**Dan Costello** VO Scriptor  
**Chris Duffey** VO Scriptor  
**Jonathan Grover** Associate Technical Sound Designer  
**Dan Johnson** VO Scriptor  
**Katie Lafaw** VO Scriptor  
**Jonathan Rubinger** VO and Localization Assistant  
**Jeff Seamster** Senior Sound Designer

## USER INTERFACE TEAM

**Kate Baxter** UI Programmer  
**Joshua M. Davis** User Experience Designer  
**David Fox** UI Programmer  
**Michael Swiderek** UI Artist

## QUALITY ASSURANCE

**Robert Tzong** QA Manager  
**Amanda Cosmos** QA Lead  
**Todd Raffray** QA Lead  
**Tara Voelker** QA Lead  
**Christopher Alberto** Senior QA Tester  
**Jim Beals** Senior QA Tester  
**Bill Fryer** Senior QA Tester

## QA TESTERS

**Tim Ahern**  
**Kyle Allison**  
**Jeremy Almeida**  
**Dan Beaulieu**  
**Elizabeth Bergeron**  
**Josh Bjornson**  
**Tyler Caraway**  
**Adam Cohen**  
**Raymond Corsetti**  
**Edmund Dubois**  
**Charles Dworetz**  
**Jonny Fawcett**

**Chris Fidalgo**  
**Gage Hackford**  
**Andrew Howard**  
**Amy Keating**  
**Patrick Knight**  
**Cassandra Lease**  
**Joshua Luther**  
**Austin Maestre**  
**Mike McCullough**  
**Yu Heng Mo**  
**Chris Moore**  
**Shelly Njoo**  
**Glenn A. Palmer**  
**Lorry Rocha**  
**Alex Skokel**  
**Alex Teebagy**  
**Jason Tocci**  
**Nicholas Troy**  
**Greg Vargas**  
**Matt Wetzel**  
**Husam Al-Ziab**

## MARKETING

**Eric Barker** Interactive Marketing Manager  
**Zoe Brookes** Graphic Designer  
**Bill Gardner** User Experience Specialist  
**Ratana Huot** Online Game Evangelist  
**Jesse Kearns** Associate Brand Manager  
**Dylan Schmidt** Marketing Intern  
**Keith Shetler** Multimedia Specialist  
**Michelle Sinclair** User Experience Consultant

## STUDIO OPERATIONS

**Tracy Ryan** Human Resources Manager  
**Alexis Yilmaz** HR Coordinator  
**Shane Smith** IT Director  
**Trevar Chapin** Associate Systems Administrator  
**Ray Holbrook** Systems Administrator  
**Rob King** Systems Engineer  
**Matthew Krawczyk** Web Developer  
**Jonathan LoPorto** Operations Manager  
**Kayla Belmont** Administrative Assistant to Rod Fergusson  
**Aisha Coston** Administrative Assistant  
**Ashlee Flagg** Executive Assistant to Ken Levine  
**Tim Sivret** Facilities Coordinator

## CAST OF CHARACTERS

**Troy Baker** Booker DeWitt  
**Courtnee Draper** Elizabeth (Voice)  
**Heather Gordon** Elizabeth (MoCap)  
**Kiff VandenHuevel** Zachary Hale Comstock  
**Laura Bailey** Lady Comstock  
**Kimberly D. Brooks** Daisy Fitzroy (Voice)  
**Lyndsy Kail** Daisy Fitzroy (MoCap)  
**Oliver Vaquer** Robert Lutece (Voice)  
**Ray Carbonel** Robert Lutece (MoCap)  
**Jennifer Hale** Rosalind Lutece (Voice)

**Lyndsy Kail** Rosalind Lutece (MoCap)  
**Bill Lobley** Jeremiah Fink  
**Keith Szarabajka** Cornelius Slate

## VOICE ACTING ENSEMBLE

**Steve Blum**  
**Anthony Brophy**  
**T.C. Carson**  
**Vic Chao**  
**Erin Cole**  
**Dioni Michelle Collins**  
**Jesse Corti**  
**Roger Cross**  
**Joey D'Auria**  
**Stephanie D'Abruzzo**  
**Greg Ellis**  
**Robin Atkin Downes**  
**Daheli Hall**  
**Brad Grusnick**  
**Scott Holst**  
**Richard Herd**  
**Brian Kimmet**  
**Neil Kaplan**  
**Matthew Yang King**  
**Arif S. Kinchen**  
**Yuri Lowenthal**  
**Misty Lee**  
**Jim Meskimen**  
**Tess Masters**  
**Philip Moon**  
**Mimi Michaels**  
**Elle Newlands**  
**Masasa Moyo**  
**Dina Pearlman**  
**Liam O'Brien**  
**Amanda Philipson**  
**Patrick Pinney**  
**Brent Popolizio**  
**Sam Riegel**  
**Cindy Robinson**  
**Lori Rom**  
**Jeff Seamster**  
**T. Ryder Smith**  
**Spike Spencer**  
**April Stewart**  
**Mark Allan Stewart**  
**Kaiji Tang**  
**Faruq Tauheed**  
**Oliver Vaquer**  
**Gwendoline Yeo**  
**Kevin Yamada**  
**Patti Yasutake**  
**Catherine Zambri**

## ADDITIONAL MOCAP ACTING AND STUNTS

**Courtney Adair**  
**Joey Armstrong**  
**Nick Bishop**

**Cameron Crook**  
**Erica Denning**  
**Gil Espanto**  
**Jose Gutierrez**  
**Sasha de Guzman**  
**Jennifer Heinser**  
**Sharon Her**  
**Michael Howard**  
**Winnie Hsieh**  
**Nicole Hunter**  
**Matt Jackson**  
**Marcy Lee**  
**Shawna-Mara Kaia Lee**  
**Kamasu Livingston**  
**Edwin Li**  
**Jon Mangagil**  
**Christina Lowery**  
**Amanda McKamey**  
**Anton Maslennikov**  
**Jose Montesinos**  
**Kirill Mikhaylov**  
**Steve Park**  
**Kurt Osiander**  
**Sari Sabella**  
**Dennis Ruel**  
**Andy Strong**  
**Aaron Teixeira**  
**Anthony Tominia**  
**Paulette Trinh**  
**Mike Wang**  
**Bryce Wang**  
**Cais Wang**  
**Neely Wang**  
**Brad Whelan**  
**Maria Zamaniego**

## 2K AUSTRALIA

### ART TEAM

**Lorne Brooks** Lead Animator  
**Christian Martinez** Lead Level Architect  
**James O'Toole** Lead Artist  
**Chris Chaproniere** Concept Artist  
**Mark Comedoy** Senior Animator  
**Stefan Doetschel** Senior Level Architect  
**Brendan George** Senior Character Artist  
**Darren Hatton** Environment Artist  
**James Sharpe** Senior FX Artist  
**Cory Spooner** Technical Artist

### DESIGN TEAM

**Jonathan Pelling** Creative Director  
**Geoff Field** Lead Level Designer  
**Chris Garnier** Senior Level Designer  
**Andrew 'Ant' Orman** Senior Designer  
**Evyon Shuley** Senior Designer



## PROGRAMMING TEAM

**Adam Boyle** Technical Director  
**Adam Bryant** Senior Engine Programmer  
**Weicheng Fang** Senior Engine Programmer  
**Chris Fowler** Senior Gameplay Programmer  
**Paul Geerts** Senior Graphics Programmer  
**Sam Lee** Backend Programmer  
**Michelle McPartland** AI Programmer  
**Neil Richardson** Engine Programmer

## PRODUCTION TEAM

**Joel Eschler** Associate Producer

## SOUND TEAM

**Justin Mullins** Lead Audio Designer  
**Des Shore** Audio Designer

## USER INTERFACE TEAM

**John-Paul Jones** Senior UI Artist

## STUDIO OPERATIONS

**Anthony Lawrence** Studio General Manager  
**Gareth Walters** ITC Systems Manager  
**Callan O'Donohoe** Systems Administrator  
**Clarrissa Jamali** Business Manager

## QUALITY ASSURANCE

**Steve Wenham** QA Coordinator  
**Andrew Downing** QA Tester

## ADDITIONAL DEVELOPMENT

### ADDITIONAL ANIMATION

**Steve Bodnar**  
**Lydia Hall**  
**Kevin Worth**  
**Nick Taylor**  
**Sean Danyi**  
**Colin Knueppel**  
**David Peng**  
**Jack Ebensteiner**  
**John Beauchemin**  
**ADIA Digital Art Co., LTD.**  
**John Malaska**  
**Liquid Development**  
**2K China**  
**Virtuos**  
**Plastic Wax**

### ADDITIONAL ART

**Nate Wells**  
**Streamline Studios**  
**Tyler West**  
**Shaddy Safadi**  
**Exis, LLC**  
**Claire Hummel**  
**Dan Milligan**  
**Simeon Wilkins**

## ADDITIONAL TECHNICAL ANIMATION

**Lauren Dominique**  
**Emily Fietz**  
**Brian Pai**

## ADDITIONAL DESIGN

**Robert Hallwood**  
**Chris Rhinehart**  
**Ted Halsted**  
**Robert Howard**

## ADDITIONAL FX

**Noa Kapuni-Barlow**  
**Joe Olson**  
**Lindsay Ruiz**  
**John Scrapper**

## ADDITIONAL LEVEL BUILDING

**Tuan Tran**

## ADDITIONAL MODELING

**Jeremy Brown**  
**Tristan Kernagis**  
**Bridget McCarthy**  
**Hung Nguyen**  
**Randy Redtze**  
**Trystan Snodgrass**  
**Joshua Stubbles**  
**Ash Welch**

## ADDITIONAL NARRATIVE SCRIPTING

**Jeremy Baldwin**

## ADDITIONAL EXECUTIVE PRODUCTION

**Timothy Gerritsen**

## ADDITIONAL PRODUCTION

**Jennie Morse**  
**Kyle Allard**  
**Rich Pelletier**

## ADDITIONAL PROGRAMMING

**Ian Bond**  
**David Beswick**  
**Matt Campbell**  
**Mike Bowman**  
**Matthew Fawcett**  
**Ben Driehuis**  
**Kevin Guran**  
**Dave Forrest**  
**Kyle Hayward**  
**Qin Hu**  
**Richard Jobling**  
**Jesse Johnson**  
**Damian Isla**  
**Jeffrey Joyce**  
**Chris Keyser**  
**Darren Lafreniere**

**Paul MacArthur**  
**Daniel Lamb**  
**Iain McManus**  
**Andrew Massari**  
**Luke Mordarski**  
**Nate Mefford**  
**Jason Neal**  
**Mathi Nagarajan**  
**John Plou**  
**Giovanni Pasteris**  
**Dan Roberts**  
**Jason Richardson**  
**Brian Rouleau**  
**Daniel Selnick**  
**Joseph Simons**  
**Ryan Smith**  
**Mark Wesley**  
**Mike Winfield**  
**Darryl Wisner**  
**Rowan Wyborn**

## ADDITIONAL SOUND

**Simon Amarasingham**  
**Kemal Amarasingham**  
**Brett Aptiz**  
**Nathan Berla-Shulock**  
**Michael Carter**  
**Nick Vecellio**  
**Khai Meng Au Yeong**

## ADDITIONAL UI

**Mary Yovina**  
**Ben Driehuis**

## ADDITIONAL WRITING

**Kristina Drzaic**  
**Rhianna Pratchett**

## 2K GAMES

**Christoph Hartmann** President  
**David Ismaier** C.O.O.  
**Greg Gobbi** SVP, Product Development  
**John Chowanec** VP, Product Development  
**Josh Atkins** VP, Creative Development  
**Kate Kellogg** VP, Studio Operations  
**Naty Hoffman** VP, Technology  
**Melissa Miller** Executive Producer  
**Nico Bihary** Senior Producer  
**Michael Kelly** Associate Producer  
**Shawn Watson** Associate Producer  
**Ben Holschuh** Production Assistant  
**Anton Maslennikov** Production Assistant

## ADDITIONAL PRODUCTION SUPPORT

**Lulu LaMer** Senior Producer  
**Jack Scalici** Director of Creative Production  
**Chad Rocco** Director of Creative Production

**Josh Orellana** Manager of Creative Production  
**Kaitlin Bleier** Creative Production Coordinator  
**William Gale** Creative Production Assistant  
**David Washburn** Motion Capture Supervisor  
**Steve Park** Motion Capture Coordinator  
**Anthony Tominia** Motion Capture Lead Integrator  
**Jose Gutierrez** Senior Motion Capture Specialist  
**Gil Espanto** Motion Capture Specialists  
**Jen Antonio** Motion Capture Specialists  
**Nick Bishop** Motion Capture Systems Technician  
**Jacob Hawley** Director of Technology  
**David Sullivan** Senior Architect  
**Louis Ewens** Online Systems Architect  
**Dale Russell** Network Engineer  
**Adam Lupinacci** Online Engineer  
**Ben Kvalo** PD Operations Coordinator

## MARKETING

**Sarah Anderson** SVP, Marketing  
**Matt Gorman** VP, Marketing  
**Matthias Wehner** VP, International Marketing  
**Nik Karlsson** North America Brand Manager  
**Phil McDaniel** Associate Product Manager  
**Ryan Jones** Director of Public Relations, North America  
**Brian Roundy** PR Manager  
**Jennifer Heinser** PR Coordinator  
**Jackie Truong** Director, Marketing Production  
**Ham Nguyen** Marketing Production Assistant  
**Lesley Zinn Abarcar** Art Director, Marketing  
**Christopher Maas** Sr. Graphic Designer  
**Gabe Abarcar** Web Director  
**Keith Echevarria** Web Designer  
**Tom Bass** Director of Social Media and Consumer Relations  
**David Eggers** Community Manager  
**Jeff Spoonhower** Video Editor  
**Kenny Crosbie** Video Editor  
**Doug Tyler** Associate Video Editor  
**Michael Howard** Associate Video Editor  
**Renee Ward** Marketing Project Manager  
**Peter Welch** VP, Legal  
**Dorian Rehfield** Director of Operations  
**Mike Salmon** Director of Research and Planning  
**Xenia Mul** Licensing/Operations Specialist  
**Richelle Ragsdell** Director of Partnerships, Promotions & Licensing  
**Dawn Burnell** Marketing Manager, Partner Relations  
**Josh Viloria** Assistant Manager, Partner Relations  
**Iana Budanitsky** Sr. Channel Marketing Manager  
**Marc McCurdy** Channel Marketing Assistant  
**Jordan Limor** User Testing Coordinator  
**Samantha Reinert** User Testing Assistant



## 2K QUALITY ASSURANCE

**Alex Plachowski** VP of Quality Assurance  
**Grant Bryson** Quality Assurance Test Manager (Projects)  
**Alexis McMullen** Quality Assurance Test Manager (Support Team)  
**Doug Rothman** Quality Assurance Test Manager (Support Team)  
**Casey Coleman** Lead Tester

## LEAD TESTERS (SUPPORT TEAM)

**Nathan Bell**  
**Scott Sanford**  
**Will Stanley**

## SENIOR TESTERS

**Adam Klingensmith**  
**Josh Lagerson**  
**Justin Waller**  
**Marc Perret**  
**Matt Newhouse**  
**Ruben Gonzalez**

## QUALITY ASSURANCE TEAM

**Bill Lanker**  
**Chad Cheshire**  
**Chris Adams**  
**Dale Bertheola**  
**David Benedict**  
**Jason Kolesa**  
**Jeffrey Schrader**  
**Jeremy Pryer**  
**Jeremy Thompson**  
**John Dickerson**  
**Luis Nieves**  
**Nick Chavez**  
**Noah Ryan-Stout**  
**Shane Coffin**  
**Adrian Montoya**  
**Alexander Carracino**  
**Alex Jacobson**  
**Alex Weldon**  
**Aman Wali**  
**Amanda Hoehn**  
**Amanda Kiefer**  
**Andrew Haymes**  
**Angela Berry**  
**Ashley Fountaine**  
**Athena Abdo**  
**Antonio Monteverde-Talarico**  
**Benjamin Portner**  
**Bruno Dueker**  
**Brent Kiddoo**  
**Christopher Duplessis**  
**Christopher Hartstein**  
**Dan Kurtz**  
**Daniel Saffron**  
**Danielle Burcky**

**Devin Reiche**  
**Dibiansi Omerigbo**  
**Dustin Redmon**  
**Eric Ferbrache**  
**Erin Sears**  
**Evan Lacey**  
**Evan Lobenstein**  
**Francisco Ludena**  
**Helmo Cardenas**  
**Irma Ward**  
**James Elrick**  
**Jared Shipp**  
**Jessica Maciejewski**  
**Jessica Wolff**  
**Joel Brink**  
**Joel Youkhanna**  
**Joseph Howard**  
**Joycelyn Minor**  
**Kara Boyd**  
**Keith Leopold**  
**Kevin Skorz**  
**Laura Jolly**  
**Laura Portner**  
**Leela Townsley**  
**Marco Zamora**  
**Mark Sagun**  
**Megan Lagerson**  
**Meghan House**  
**Michael Rodeheaver**  
**Michael Weiss**  
**Michael Yarsulik**  
**Nicholas Avina**  
**Nickolas Ross**  
**Patrick McDonnell**  
**Patrick Thomsen**  
**Pele Henderson**  
**Rey Carmier**  
**Riley Gravatt**  
**Robert Hornbeck**  
**Robert Klempner**  
**Robert Meeks**  
**Robert Warren**  
**Ryan Walter**  
**Samuel O. Smith**  
**Sean Alston**  
**Steve Yun**  
**Thomas St. Clair**  
**Travis Van Essen**  
**William Cranmer**  
**William Schoonover**

## SPECIAL THANKS

**Merja Reed**  
**Rick Shawalker**  
**Edie Visco**  
**Lori Durrant**  
**Travis Rowland**  
**Chris Jones**

**Davis Krieghoff**  
**Todd Ingram**  
**Kendell Rogers**  
**Casey Ferrell**

## 2K INTERNATIONAL

**Neil Ralley** General Manager  
**Sian Evans** International Marketing Manager  
**Warner Guinée** Senior International Product Manager  
**Markus Wilding** Senior Director PR, International  
**Sam Woodward** Assistant International PR Manager  
**Megan Rex** Assistant International PR Executive  
**Martin Moore** International Digital Marketing Manager

## 2K INTERNATIONAL PRODUCT DEVELOPMENT

**Sajjad Majid** International Producer  
**Scott Morrow** International Production  
**Nathalie Mathews** Localization Manager  
**Arsenio Formoso** Assistant Localization Manager

## EXTERNAL LOCALIZATION TEAMS

**Around the Word**  
**Synthesis Iberia**  
**Synthesis International srl**  
**Coda Entertainment GmbH**

Localization tools and support provided by XLOC Inc.  
Localized audio production provided by Liquid Violet.

## 2K INTERNATIONAL QUALITY ASSURANCE

**José Miñana** Localization QA Supervisor  
**Wayne Boyce** Mastering Engineer  
**Alan Vincent** Mastering Technician  
**Oscar Pereira** Localization QA Project Lead

## LOCALIZATION QA LEADS

**Karim Cherif**  
**Luigi Di Domenico**

## SENIOR LOCALIZATION QA TECHNICIANS

**Florian Genthon**  
**Fabrizio Mariani**  
**Jose Olivares**  
**Elmar Schubert**

## LOCALIZATION QA TECHNICIANS

**Andrea De Luna Romero**  
**Carine Freund**  
**Christopher Funke**

**Cristina La Mura**  
**Emilie Pelade**  
**Enrico Sette**  
**Harald Raschen**  
**Iris Loison**  
**Javier Vidal**  
**Pablo Menéndez**  
**Sergio Accettura**  
**Stefan Rossi**

## DESIGN TEAM

**James Crocker**  
**Tom Baker**

## 2K INTERNATIONAL TEAM

**Agnès Rosique**  
**Alan Moore**  
**Ben Lawrence**  
**Ben Seccombe**  
**Bernardo Hermoso**  
**Chau Doan**  
**Chris Jennings**  
**Dan Cooke**  
**Diana Freitag**  
**Diana Tan**  
**Dominique Connolly**  
**Erica Denning**  
**Jan Sturm**  
**Jean-Paul Hardy**  
**Jesús Sotillo**  
**Karen C.M. Teo**  
**Lieke Mandemakers**  
**Matt Roche**  
**Natalie Gausden**  
**Olivier Troit**  
**Richie Churchill**  
**Sandra Melero**  
**Simon Turner**  
**Solenne Antien**  
**Stefan Eder**  
**Yannick Lapalu**

## TAKE-TWO INTERNATIONAL OPERATIONS

**Anthony Dodd**  
**Martin Alway**  
**Rickin Martin**  
**Nisha Verma**  
**Phil Anderton**  
**Robert Willis**  
**Denisa Polcerova**

## 2K ASIA

**Karen Teo** Asia Marketing Director  
**Diana Tan** Asia Marketing Manager  
**Yosuke Yano** Localization Manager  
**Yasutaka Arita** Localization Assistant  
**Chris Jennings** Asia Product Manager



## TAKE-TWO ASIA OPERATIONS

Eileen Chong  
Veronica Khuon  
Chermine Tan  
Fumiko Okura

## TAKE-TWO ASIA BUSINESS DEVELOPMENT

Julian Corbett  
Andrew Donovan  
Ellen Hsu  
Henry Park  
Satoshi Kashiwazaki

## 2K CHINA QUALITY ASSURANCE

Zhang Xi Kun QA Manager  
Steve Manners QA Supervisor  
Localization QA Project Leads  
Chu Jin Dan  
Zhu Jian  
Shen Wei  
Li Sheng Qiang

## QUALITY ASSURANCE TEAM

Liu Yang  
Zhang Qi Nan  
Zhao Xiao Xu  
Guo Wen Jie  
Yi Wei  
Zhu Ling Si  
Cao Yi  
Zuo Jun

## MASTERING AND IT SUPPORT

Zhao Hong Wei  
Zhang Qing He

## 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 [www.take2games.com/usa](http://www.take2games.com/usa). Your continued use of this Software 30 days after a revised version has been posted constitutes acceptance by you of its terms. YOUR USE OF THE SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL THE MATERIALS THAT ACCOMPANY THIS SOFTWARE, INCLUDING 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 AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS AGREEMENT WITH TAKE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSOR").

**LICENSE.** Subject to this Agreement and its terms and conditions, Licensor 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 gaming 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 Licensor'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 your ownership in the Software is being transferred to you as set forth herein. The Software is being licensed to you and not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by Licensor and, as applicable, its licensors. **OWNERSHIP.** Licensor retains all right, title and interest to the Software, including, but not limited to, all 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 Licensor. Any person 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 Licensor'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 Licensor. **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 Licensor or 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 so) on a network, for on-line use, 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 at a computer gaming center or any other location-based site; provided, that Licensor may offer you a separate site license agreement to make the Software available for commercial use; (h) Reverse engineer, decompile, disassemble, 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 any U.S. export laws or regulations, that may be amended from time to time. However, you may transfer the entire 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 accompanying documentation, and the recipient agrees to the terms of this Agreement. The Software is intended for private use only. **TECHNICAL PROTECTIONS.** The Software may include measures to control access to the Software, 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 additional online features, only one copy of the Software may access those features at one time (unless otherwise provided in the Software documentation). 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 or use services, download updates and patches, and use or download additional content. Licensor warrants that the Software will not contain any viruses or other 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, screenshots 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 Licensor 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 make the Software or the content you create known to the public by any means now known or later developed, 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 grant 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) an active account with an online service as set forth in the Software documentation, including but not limited to Xbox LIVE, 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.

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 Xbox LIVE, or any other method, Licensor may receive information from hardware manufacturers or platform hosts (such as Microsoft) 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, buddylists, hardware MAC address, internet protocol address, and your use 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 name) in your game play, that information will 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, 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 of Software during the warranty period, Licensor agrees to replace, free of charge, any Software discovered to be defective within the warranty period. If 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, misstatement, 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, you must return the Software only to the Licensor 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 DAMAGE, LOSS PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RESULTING FROM 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 DAMAGES MAY NOT APPLY TO YOU. YOU MAY NOT BE ABLE TO EXERCISE ANY OF THE RIGHTS OR REMEDIES PROVIDED IN THIS WARRANTY IF YOUR WARRANTY IS PROHIBITED BY ANY FEDERAL, STATE, OR MUNICIPAL LAW, WHICH CANNOT BE PRE-EMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION. **TERMINATION.** This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also and this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software 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" as such terms are used in FAR 25.202-19, as applicable. 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)(i) 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, or a requirement of a hearing, to appropriate equitable relief to enforce any of the terms of this Agreement, in addition to any other remedies available. **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 supersedes all prior agreements and representations between them. It may be amended only by a writing 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 governed by the laws of the State of New York. If the Software is used in any other jurisdiction, the law 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 notice or otherwise as allowed by New York state or federal law and 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. 822 BROADWAY, NEW YORK, NY 10012.

## Product Support

### US Support

Phone: 1-866-219-9839  
Email: [usasupport@2k.com](mailto:usasupport@2k.com)

### Canadian Support

Phone: 1-800-638-0127  
Email: [canadasupport@2k.com](mailto:canadasupport@2k.com)