



XBOX 360



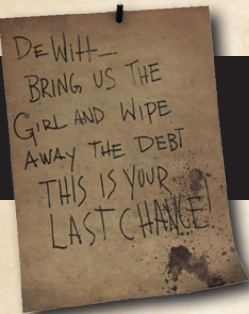
⚠ WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

TABLE OF CONTENTS

Welcome to Columbia!	2
Game Controls	2
Getting Started	3
Difficulty Levels	3
Heads-Up Display	4
Sky-Lines and The Sky-Hook	5
Elizabeth	6
Weapons	8
Vigors	9
Enemies	11
Gear	14
Vending, Voxophones, and Kinetoscopes	15
Limited Warranty	16
Support	17
Credits	34



WELCOME TO COLUMBIA!

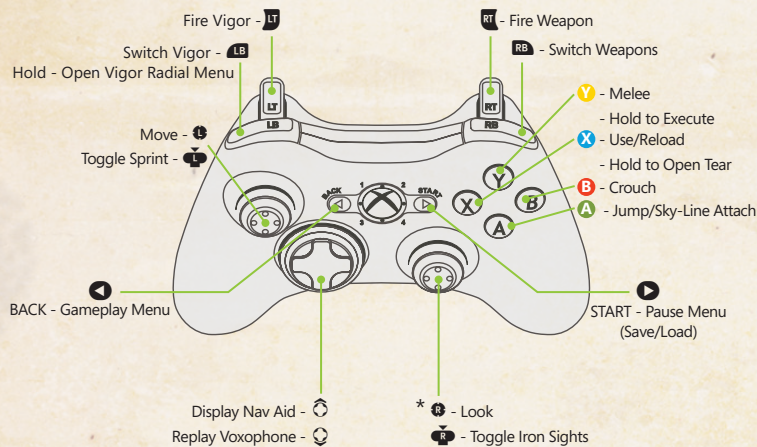
"What is Columbia if not another Ark, for another time?"

– 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.

GAME CONTROLS

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



DEFAULT SCHEME: ON THE SKY-LINE:

- Throttle
- Lock-On Target
- Reverse
- Strike
- Dismount

* Both Left/Right sticks allow the player to navigate the radial Vigor menu.

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've been playing FPS games for a long time and have the experience to appreciate a challenging game, then Hard mode is where it's 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 reticule 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 button press away (⬆ up).

If you're ever feeling lost in Columbia, you can use the Navigational Aid. 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 (🔫) will be greatly improved.

SKY-HOOK



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

THROTTLE – Use the (⬆) to increase/decrease speed.

REVERSE – Press (B) 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 (A) prompt to appear and press (A).

GROUND DISMOUNT – To detach from the Sky-Line, aim your crosshair at the ground while close enough for the (A) prompt to appear.

CONTROLS

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

SKY-HOOK MELEE – Press (Y) while on the ground.

SKY-HOOK EXECUTION – Hold (Y) when an enemy's health is low enough (indicated by a skull (☠) over their head), while on the ground.

SKY-LINE STRIKE – Press (A) while on the Sky-Line to dive from the Sky-Line directly onto the targeted enemy.

SKY-LINE SMASH – Press (A) 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 (X) 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 (X) prompt to appear and press (X).

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 not only has the ability to open Tears, she can bring in items in order 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 bring in a Tear, simply aim your crosshair at it while standing close enough for the (X) prompt to appear and press and hold (X).

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's 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 (L3) to bring up your weapon's markers 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 (RB).

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

Weapons can be upgraded 4 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.



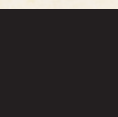
VOX HUNTSMAN (Burstgun) – Has a larger clip and is more damaging, but is less accurate than the Founders' version.



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 crank gun 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'll find that both are useful.
- Tap (L3) for a quick fire.

- Hold and release (👉) for a powerful alternate fire.
- Try combining Vigors together on targets and with environmental hazards, such as 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 (👉).
- To select any Vigor that you've acquired, hold (👉) to bring up the Vigor Radial menu, then use the (👉) to 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 automaton 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.

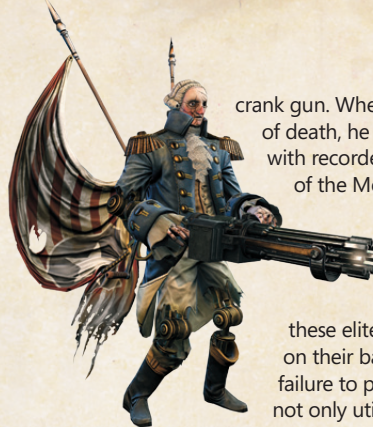
THE BEAST – This heavily-armored foe is armed with the menacing volley gun known as the Pig, which lobs explosive shells from a distance. The Vox variation of the Beast differs in appearance and is armed with a Vox Pig (aka Hail Fire).

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 birds 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 is 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: **hat**, **shirt**, **pants** and **boots**. Only one piece of Gear can be placed in each respective slot.

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

To view and equip different Gear pieces, use the (G) 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'll need Silver Eagles, the Columbian currency. You'll find on bodies, in containers, and out in the open throughout the city.

Press (X) 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 the (Q) or from the game's (M) menu.



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.

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.2k.com/games.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 SUCH AGREEMENTS, 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. ("LICENSEE").

1. LICENSE.
LICENSE. Subject to this Agreement and its terms and conditions, Licensee 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 Licensee'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 Licensee and, as applicable, its licensors. **OWNERSHIP.** Licensee retains all right 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 Licensee. 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 Licensee'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 Licensee. **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 Licensee; (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, 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 Licensee 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. 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 any 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 users who avoid license control measures and access online services, and download updates and patches, may not interfere with license control measures 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, 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 Licensee 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 disseminate to the public by any means, including any means now known or unknown, and to contribute to 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 Licensee'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 Licensee, 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 access service as set forth in the Software documentation. (Including but not limited to Xbox® LIVE, Licensee or a Licensee 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 Licensee 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, Licensee 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 Licensee is intended to be anonymous information that does not disclose your identity or constitute personally identifiable information; however, you acknowledge that such information (such as your real name in your user ID, then such personal information will be transmittable by Licensee and used as described herein. The information collected by Licensee may be posted by Licensee on publicly-accessible web sites, shared with hardware manufacturers, shared with platform hosts, shared with Licensee's marketing partners or used by Licensee for any other lawful purpose. By using this Software you consent to the Licensee'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 gameplay data. If you do not want your information shared in this manner, then you should not use the Software.

III. WARRANTY.

LIMITED WARRANTY. Licensee 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 in material and workmanship under normal use and service for 90 days from the date of purchase. Licensee warrants to you that this Software is compatible with a personal computer meeting the minimum system requirements listed in the Software documentation and 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, Licensee does not warrant the performance of this Software on your specific computer or gaming unit. Licensee 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 Licensee 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 Software during the warranty period, Licensee agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being sold by Licensee. If the Software is no longer available, Licensee 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 Licensee 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 warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on Licensee. When returning the Software pursuant to the limited warranty above, please send the original Software only to the Licensee 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 LICENSEE 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, LOST PROFITS OR PURELY ECONOMIC DAMAGES FROM ANY CAUSE OR OF ACTION ARISE OUT OF OR RELATED TO THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY OR OTHERWISE, WHETHER OR NOT LICENSEE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL LICENSEE'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 EXCLUSIONS MAY NOT APPLY TO YOU. THIS WARRANTY SHALL NOT BE APPLICABLE SOLELY TO THE EXTENT THAT SUCH APPLICABLE LAW DOES NOT PROHIBIT SUCH LIMITATIONS. THIS 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 end 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 defined 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 Licensee at the location listed below.**

EQUITABLE REMEDIES. You hereby agree that if the terms of this Agreement are not specifically enforced, Licensee will be irreparably damaged, and therefore you agree that Licensee shall be entitled, without any proof of damages, to appropriate equitable remedies with respect to this Agreement, in addition to other available remedies. **INDEMNITY.** You agree to indemnify, defend and hold Licensee, 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 construed without regard to conflicts of choice of law principles and shall be governed by the laws 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 Licensee 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 the particular 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

state or federal court having jurisdiction over the parties and the subject matter hereof. The parties agree that the UN Convention on 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.

SUPPORT

TECHNICAL SUPPORT/SERVICE

For additional support, including troubleshooting assistance, please contact:

US Support

- **web site** <http://support.2k.com/>
- **telephone** 1-866.219.9839
- **email** usasupport@2k.com
- **telephone** 1-800.638.0127
- **email** canadasupport@2k.com

Canadian Support

If you live outside of the United States:

In Taiwan, contact:

Company

Kanezo Co., Ltd.

Address

9F, No. 111 Sec 2, , Chien Kwo N.Road, Taipei, Taiwan, R.O.C.

Tel

(02) 2505-5090

Email

service@kanezo.com.tw

Service Time

AM 9:00 to PM 6:00 (Monday-Friday, Excluding Public Holidays)



警告

在您開始玩遊戲之前，請詳讀 Xbox 360® 主機說明、Xbox 360 Kinect® 感應器手冊、以及其他任何周邊裝置手冊上的重要安全與健康須知。請妥善保留所有手冊，以供日後參考之用。如需替換硬體手冊，請前往 www.xbox.com/support。

進行視訊遊戲的重要健康警告

光刺激誘發癲癇症

有極少數的人在觀看一些視覺影像時可能會突然癲癇發作。這些影像包括電玩遊戲中出現的閃光或圖形。甚且連沒有突然發病或癲癇史者也可能在進行電玩遊戲時，出現類似癲癇症狀。這類未經診斷的症狀稱為「光刺激誘發癲癇症」。

癲癇症狀包括頭昏眼花、視幻覺、眼部或臉部抽搐、手腳痙攣、暫失方向感、精神混淆或者暫時失去意識。癲癇發作時可能因為失去意識或抽筋之故，跌落地面而受傷或碰撞到周遭物品。

若出現以上所述任何症狀，請立即停止該遊戲並送醫診斷。家長應該在場看顧或者詢問其是否有以上症狀。相較於成人，兒童及青少年更有可能發生此類癲癇症。若要降低誘發光刺激誘發癲癇症的風險，可以進行下列預防措施：

- 待在距離螢幕較遠的地方
- 使用較小的螢幕
- 在照明充足的室內進行遊戲
- 不要在感覺疲累或倦怠時進行遊戲

如果您自己或您的親友有癲癇史，請在進行遊戲之前先與醫師諮詢。

TABLE OF CONTENTS (目錄)

歡迎來到 Columbia!	20
遊戲控制	20
開始遊戲	21
難度等級	21
抬頭顯示器	22
架空索與天鉤	23
Elizabeth	24
武器	26
精氣	27
敵人	29
裝備	32
販賣機、語音通訊機和電影放映機	33
製作群	34
有限保固	41
支援	42

DeWitt -
找到這女孩
債務就
一筆勾銷
這是你
最後的機會

WELCOME TO COLUMBIA! (歡迎來到 COLUMBIA!)

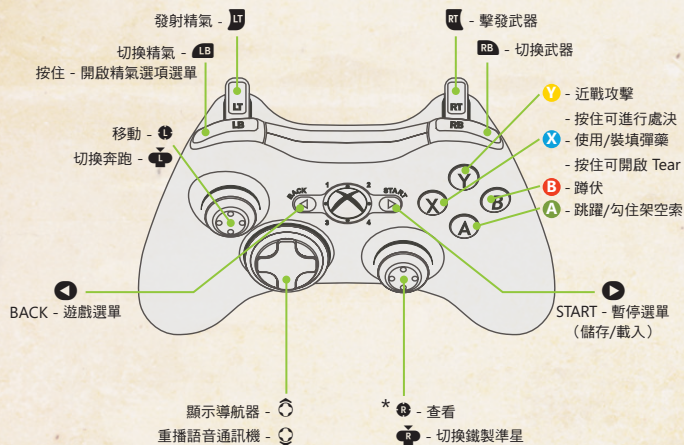
「如果換了一個時空沒有方舟的話，Columbia 會變成什麼樣子？」

— Z.H. COMSTOCK, The Great Prophet (大先知)

時間是 1912 年，玩家將扮演身陷債務危機的前私家偵探 Booker DeWitt，並且不得不接下最後一個工作... 你必須前往神秘的城市 Columbia，從中找到一名年輕女性並讓她安全回到紐約市。

GAME CONTROLS (遊戲控制)

NOTE (注意)：你可透過 Options (選項) 選單改用其他控制配置。



DEFAULT SCHEME: ON THE SKY-LINE (預設配置：在架空索上)：

- - 調速
- - 鎖定目標
- B - 反轉
- A - 攻擊
- A - 落下

* 兩個左/右搖桿都能讓玩家瀏覽 Vigor (精氣) 選項選單。

NOTE (注意)：你可透過 Options (選項) 選單改用其他控制配置。

GETTING STARTED (開始遊戲)

進行遊戲 [PLAY GAME] – 此選項可讓你開始新遊戲、從上次儲存點繼續遊戲，或是載入章節。

選項 [OPTIONS] – 你可在此自訂符合你遊戲風格的體驗。請務必來此看看，當中有非常多選擇可供你創造最佳的遊戲體驗。

下載內容 [DOWNLOADABLE CONTENT] – 你可來此看看是否有新的下載內容供你購買、下載和遊戲。

製作群 [CREDITS] – 你可在此檢視製作「BioShock Infinite」的團隊。

DIFFICULTY LEVELS (難度等級)

「BioShock Infinite」提供四種難度等級。你隨時可以透過選項 [Options] 選單來變更難度等級，不過請注意，如果在遊戲中變更更難度等級，可能會影響到你所獲得的成就。

簡單 [EASY] – 如果你是 FPS 遊戲的生手，便很適合用這種難度開始遊戲。

一般 [NORMAL] – 如果你有玩過一些 FPS 遊戲也有基本概念，便相當適合這種模式。

困難 [HARD] – 如果你對於 FPS 遊戲很有經驗，並且也玩過深具挑戰性的遊戲，那一定要試試困難模式。

1999 模式 [1999 MODE] – 1999 模式是超級困難的模式，因此也能讓你的技巧發揮到極限 (你必須先完成遊戲或是輸入密碼，才能解開此模式)。

HEADS-UP DISPLAY (抬頭顯示器)



1. HEALTH/SHIELD INDICATOR (生命值/護盾指示器) – 紅條代表你目前的生命值。黃條代表你目前的護盾強度。(注意：在未遭受攻擊幾秒鐘後，你的護盾就會開始再生；你可以透過拾取醫藥箱、點心和酒之類的道具來補充生命值。)

2. SELECTED VIGOR (選取的精氣) – 前景中的圖示顯示你目前選取的 Vigor (精氣)，背景中的圖示則顯示可快速切換的 Vigor (精氣)。(如要選取可用的 Vigor (精氣)，請參閱 Vigor (精氣) 選項一節。)

3. SALTS INDICATOR (鹽指示器) – 藍條代表你擁有多少 Salts (鹽) 可供使用 Vigor (精氣)。藍條的每一節都代表著可使用 Vigor (精氣) 一次。

4. SELECTED WEAPON (選取的武器) – 前景中的圖示顯示你目前選取的武器，背景中的圖示則顯示可供你快速切換的武器。

5. AMMO COUNT (彈藥量) – 左邊的數字代表還可發射多少彈藥，之後才需要重新裝填彈藥；右邊的數字你身上總共還有多少彈藥。

6. CROSSHAIR (準星) – 準星顯示武器瞄準的位置。

7. DAMAGE INDICATOR (傷害指示器) – 此橫條顯示敵人目前的生命值。

CURRENT OBJECTIVE (目前目標)

忘記接下來要做什么嗎？你只要按下一個按鍵 (C) 即可顯示提示。

如果你在 Columbia 迷路了，也可以善用 Navigational Aid (導航器)。這個裝置會顯示通往當前目標 (C) 的路徑。

SKY-LINES (架空索)

Sky-Lines (架空索) 原本是用來在 Columbia 中運載貨物的裝置，但是城市中的年輕人很快就發現可利用這些架空索來進行玩命的動作。隨著 Columbia 中不同陣營間的鬥爭加劇，這些原本用於運輸的裝置也變成了戰鬥的工具。

Sky-Lines (架空索) 的建置相當廣泛且發達，你可以善用這些裝置來欺瞞敵人。乘在 Sky-Lines (架空索) 上除了讓你比較不會遭到攻擊以外，還可讓你到達各個地點。

當你在 Sky-Lines (架空索) 上時，敵人將不容易瞄準你，但是你的 Iron Sights (鐵製準星) (I) 卻能大幅提升準度。

SKY-HOOK (天鉤)



ATTACH (勾住) – 如要從地面跳往 Sky-Line (架空索)，你只要靠近架空索並瞄準它，等到 (A) 提示出現時再按下 (A) 即可。

THROTTLE (調速) – 使用 (L) 可增加/降低速度。

REVERSE (反轉) – 按下 (B) 可切換你的行進方向。

JUMP LINES (跳索) – 如要切換到不同的 Sky-Line (架空索) 上，你只要靠近目標架空索並瞄準它，等到 (A) 提示出現時再按下 (A) 即可。

GROUND DISMOUNT (落地) – 如要從 Sky-Line (架空索) 上落下，你只要靠近地面並瞄準它，等到 (A) 提示出現時即可。

CONTROLS (控制方式)

除了運用 Sky-Hook (天鉤) 搭乘 Sky-Line (架空索) 之外, Booker 還能使用該裝置進行下列的特殊攻擊:

SKY-HOOK MELEE (天鉤攻擊) – 在地面時按下 (Y)。

SKY-HOOK EXECUTION (天鉤處決) – 當你在地面上且敵人生命值相當低時, 敵人頭上會出現骷髏頭 (☠), 這時按住 (Y) 即可。

SKY-LINE STRIKE (架空索攻擊) – 在 Sky-Line (架空索) 上時按下 (A), 即可從 Sky-Line (架空索) 直接向下衝撞目標敵人。

SKY-LINE SMASH (架空索猛擊) – 在架空索上時按下 (A), 即可將目標敵人從 Sky-Line (架空索) 上擊落。

ELIZABETH

Elizabeth 從小就被囚禁在 Columbia 的 Monument Island 上。Columbia 的居民都稱 Elizabeth 為「奇蹟之子」和「神之羔羊」, 她本身就是這座城市的一個謎。

FINDING SUPPLIES (尋找補給品)

遊戲時, Elizabeth 會主動搜尋任務中可能會用到的物品。她能為你找到的物品共有四種: **金錢**、**Salts (鹽)**、**彈藥**和**醫藥箱**。當他找到你需要的物品時, 她會將物品丟給你。你只要在出現提示時按下 (X), 即可接住物品。

LOCK PICKING (開鎖)



在 Columbia 這座城市當中有不少上鎖的門, 而在這些門後則有許多有趣的事物等你探索。如果你有足夠的開鎖器, 就能請 Elizabeth 使用她的技能來為你開鎖。你只要靠近鎖並瞄準它, 等到 (X) 提示出現時再按下 (X) 即可開鎖。

- 開鎖器散落在 Columbia 四處, 某些販賣機也有提供。
- 不同的鎖需要用到開鎖器數量也不一樣。

OPENING TEARS (開啟 TEARS)



Tears 是一種時空裂痕。Elizabeth 不僅能開啟 Tears, 還能從中帶來物品以協助你進行任務。

遊戲中的 TEARS 共分為三大類:

RESOURCE (資源) – 「資源 Tears」可在你需要時提供額外的補給物品, 這些物品從一整桶狙擊槍、一個醫藥箱到自動販賣機都有。

STRUCTURAL (建築) – 「建築 Tears」提供會變換建築物位置的物件。這些物件可能是可讓你逃往高處的起重鉤, 也可能是在戰鬥中提供掩護的一面牆。

OFFENSIVE (攻擊) – 「攻擊 Tears」提供用於協助你攻擊的物件。這些物件包括一座自動砲台, 甚至還有巨大的 Tesla 線圈來電殛敵人。

每種 Tear 都各有用途, 但是一次只能開啟一個 Tear。如要 Elizabeth 開啟 Tear, 只要靠近並瞄準它, 等到 (X) 提示出現時再按住 (X) 即可。

WEAPONS (武器)

在 Columbia 中戰鬥通常並不容易，你需要學習並採用各種策略才能生存。以下提供幾個基本的武器使用提示供你參考：

你必須知道何時該用快速的打帶跑戰術，以及何時該慢下來小心使用武器的 Iron Sights (鐵製準星) 來瞄準並解決目標。

如要使用 Iron Sights (鐵製準星)，你只要按下 (F)，接著就會出現準星讓你擁有更佳的準度。

你一次只能攜帶兩種武器，請謹慎選擇，盡可能讓自己選用最佳的戰鬥武器。

如要在兩種武器之間切換，只要按一下 (RB) 即可。

遊戲四處都有彈藥，包括各種容器和屍體，你也可以從 Dollar Bill 販賣機購買彈藥。

每種武器都可以升級 4 次。武器升級道具可向 Minuteman's Armory 販賣機購買。

你可以在
COLUMBIA 找到下列武器：



BROADSIDER (手槍) – 準度高，同時可快速擊發。



TRIPLE R (機關槍) – 射擊速度相當快，但是遠距離的準度欠佳。



VOX TRIPLE R (VOX 機關槍) – 破壞力比創立者版的更為強大，但同時準度也更差，且彈匣更小、彈藥量更少。



BIRD'S EYE (狙擊槍) – 每一發子彈都極具威力，且準度奇高。



CHINA BROOM (霰彈槍) – 每一發都極具破壞力，但是只有在短程的準度才夠。



VOX CHINA BROOM (VOX 霰彈槍) – 擊發時會產生燃燒的效果，但是彈匣比創立者版的小，彈藥量也比較少。

BARNSTORMER (火箭筒) – 可擊發飛彈，並且在擊中目標時爆炸。

HUNTSMAN (卡賓槍) – 本身具有 Iron Sights (鐵製準星)，能提供絕佳的準度。



VOX HUNTSMAN (VOX 卡賓槍) – 彈匣比創立者版的大，也更具破壞力，但相對而言準度比較低。



PADDYWHACKER (手砲) – 犧牲了速度和彈藥量，換來極為強大的攻擊力。



PIG (排放槍) – 以極快的速度轟出許多小型炮彈，但是破壞力比 Barnstormer 火箭筒低。

VOX PIG (VOX 排放槍) – 比創立者版更具破壞力，但是彈藥量比較少。

PEPPERMILL (曲柄機槍) – 曲柄機槍可提供毀滅性的密集火力，不過攻擊前的準備費時，並且無法使用 Iron Sights (鐵製準星)。



VIGORS (精氣)

「擁有 Vigor (精氣)，人生海闊天空！」

– Fink MFG 廣告



Vigors (精氣) 提供各式各樣的攻擊能力，讓你藉此獲得戰鬥優勢。

- Vigors (精氣) 的能量由 Salts (鹽) 提供，而 Salts (鹽) 則可從遊戲中的各種容器和屍體上找到，另外還可向 Dollar Bill 販賣機購買。
- 每種 Vigor (精氣) 都有兩種攻擊方式，兩種攻擊方式都很有用。
- 按一下 (LT) 可快速攻擊。

- 按住再放開 (R2) 可施放強大的攻擊。
- 試著搭配周遭環境的危險物對目標施放 Vigors (精氣)，例如一灘水或一層浮油。
- Undertow (暗湧) 很適合用來將敵人拉到陷阱以及周遭其他的危險物當中。
- 試著先花一點時間做好準備再殺入戰場。例如，你可以在被敵人發現前，先設好 Vigor (精氣) 陷阱。
- 當你掛在 Sky-Line (架空索) 或 Freight Hook (起重鉤) 上時，就無法使用 Vigors (精氣)。
- 每種 Vigor (精氣) 都可以升級 2 次。
- 這些升級道具除了提升屬性之外，還會改變 Vigors (精氣) 的作用方式。
- 你可以向 Veni! Vidi! Vigor! 販賣機購買這種升級道具。
- 如要在兩種可用的 Vigors (精氣) 之間切換，只要按一下 (L2) 即可。
- 如要選取已獲得的 Vigor (精氣)，只要按住 (L2) 以顯示 Vigor Radial (精氣選項) 選單，然後使用 (D) 標示你要的 Vigor (精氣) 即可。

你可以在 **COLUMBIA** 找到
下列的各種精氣：

POSSESSION (佔據)

按一下：能夠扭曲機器的感知力 (升級後，甚至能扭曲 Columbia 市民的情感)，使對方無情地攻擊任何對你有威脅的人。

按住：能夠在附近製造陷阱。



- NOTE (注意)**
- Possession (佔據) 能力消失後，被佔據的人會自殺；被佔據的機器人則會回復成敵對狀態。
 - 如果對販賣機使用 Possession (佔據) 能力，販賣機將會產生金錢。
 - 你一次只能對一個人類或一個機器人使用 Possession (佔據)。



DEVIL'S KISS (惡魔之吻)

按一下：能夠拋出一團會爆炸的火焰彈。

按住：能夠在附近製造陷阱。

MURDER OF CROWS (烏鴉群)

按一下：能夠召喚一群猛禽來攻擊敵人，並使之昏迷。

按住：能夠在附近製造陷阱。



BUCKING BRONCO (野馬)

按一下：能夠產生一道衝擊波，並將敵人猛力拋向空中。

按住：能夠在附近製造陷阱。

SHOCK JOCKEY (電殛)

按一下：能夠放出一道閃電，並擊暈敵人。

按住：能夠在附近製造閃電陷阱。



UNDERTOW (暗湧)

按一下：能夠產生一道強大的水柱，並狠狠地將敵人推開。

按住：能夠藉由水柱將戰場上任一處的敵人猛力拉向你。

CHARGE (衝刺)

按一下：能將你自己猛力拋向敵人，並進行強大的近戰攻擊。

按住：能夠造成近戰攻擊的傷害 (按住的時間越久，所造成的衝擊力越大)。



RETURN TO SENDER (原件寄回)

按一下：能夠產生特殊的防護盾。

按住：能夠產生一個吸收傷害的護盾，之後會發射一個黏性地雷 (在擲出前所吸收的傷害越多，對敵人造成的傷害就越大)。

ENEMIES (敵人)

你在 Columbia 遇到的敵人會使用各式各樣的武器、Vigors (精氣) 和特殊攻擊來對付 Booker。

敵人可能會免疫某些攻擊，但同時對其他的攻擊也會比較沒有抵抗力。你可以試著使用每一種武器和 Vigor (精氣) 來對付敵人，並從中了解每一種敵人最怕哪一種攻擊。

某些敵人的身體會有要害，這些要害特別脆弱。例如，你可以試著攻擊 Motorized Patriot (機動愛國者) 背上的齒輪、Handyman (雜工) 由玻璃包住的心臟，以及 Fireman (火焰兵) 背上的油箱等。

你將會遇到以下的敵人：

一般敵人

在 Columbia，即使是一般敵人也很容易應付。



THE FOUNDER (創立者) – Father Comstock 的武裝追隨者，當中包括一般市民、警衛、警察以及精英級的機動小組。這些追隨者會攜帶各式各樣的武器，從普通警棍到狙擊槍都有。

THE VOX POPULI (人民之聲) – Columbia 的叛軍陣營特徵很明顯，就是他們全身幾乎都會漆成紅色。他們除了會配備一般武器之外，也會攜帶破壞力強大的改裝武器，例如 Triple R 機關槍、China Broom 霰彈槍和 Huntsman 卡賓槍等武器。

重裝攻擊單位

這些敵人相當強大，一旦對上他們，戰鬥肯定會變得非常困難。

THE BEAST (野獸) – 這種重裝型敵人配備稱為「the Pig」的排放槍，這種武器可從遠距離射出許多砲彈。Vox 版的野獸在外觀上有所變化，同時配備的武器也改為「Vox Pig」（亦稱為「Vox 排放槍」）。

THE HANDYMAN (雜工) – 雜工原本是普通的人類，但是身體因癌症而殘破不堪。在 Columbia 中，雜工破爛的身體獲得了修整和淨化，身體許多部位也經過機械改良。現在雜工變得更為強壯、健康、敏捷... 他是 Columbian 的最佳傑作。

雜工擁有多種能力：

- 能在瞬間將速度提升到驚人的程度
- 能飛簷走壁
- 能將倒楣的市民抓起並拋出去（無論是死是活）。
- 能拋出閃電球將玩家從起重鉤上。
- 能讓架空索通電，讓玩家無法抓住架空索。
- 能夠輕易將人擊碎。
- 遊戲當中還有其他種類的雜工，不過差別只在於外觀。

THE MOTORIZED PATRIOT (機動愛國者) – 機動愛國者是一種火力相當強大，但移動速度緩慢的機器人，它配備著極具威力的 Peppermill 曲柄機槍。平常如果沒有處於攻擊狀態時，你



會發現它還會播放 Columbia 的詩來娛樂人。遊戲當中還有許多種類的機動愛國者，不過差別只在於外觀。

THE ZEALOT OF THE LADY (狂熱者) –

神聖的 Lady Comstock 舊時的死忠支持者，這些精英警衛身上會揹著棺材，目的是在懲罰自己護主不力。他們除了會使用烏鴉群 Vigor (精氣) 來發動攻擊之外，還能夠讓自己化身為烏群移動以避開攻擊。Columbia 當中還有其他種類的狂熱者，不過差別只在於外觀。



THE FIREMAN (火焰兵) – 火焰兵由於做錯事而將自己全身包裹在鋼鐵衣裡日夜灼燒以示懺悔，他會使用猛烈的 Devil's Kiss (惡魔之吻) 來攻擊玩家。火焰兵在瀕臨死亡時，會跑向玩家並引爆自己。遊戲中同時有創立者和人民之聲版的火焰兵，不過兩者的差別只在於外觀。



THE BOY OF SILENCE (沉默之子) –

自年幼時就被人套上鐵面具並弄瞎雙眼，沉默之子對於聲音相當敏感，一旦受到驚擾，就會放聲尖叫。

標準款保安機器人

這些保安機器人雖然威力不及機動愛國者，但在你苦戰時仍舊極具威脅性。

GUN AUTOMATON (槍砲機器人) – 這種位置固定的警衛砲塔會配備 Triple R 機關槍。

ROCKET AUTOMATON (火箭機器人) – 這種位置固定的警衛砲塔會配備 Barnstormer 火箭筒。





飛蚊 (MOSQUITO) – 這種警衛砲塔利用氣球和推進器來飛行，並且配備 Triple R 機關槍。

GEAR (裝備)

對於「BioShock Infinite」遊戲中角色自訂與成長相當重要的一部分，Gear (裝備) 就是特殊的衣著物品，這些物品能進一步強化你的技能，或是讓你擁有新的能力。

Gear (裝備) 會以禮物箱包裝的方式出現在 Columbia 各處，有可能是關鍵場所，也可能是某些強大的敵人在死亡後掉落。

Gear (裝備) 共有 4 種：帽子、襯衫、褲子和鞋子。每一個欄位只能放一件裝備。

當你找到一件 Gear (裝備) 時，你可以選擇將它放入背包、將它與已穿在對應欄位上的裝備比較，或是直接拿來取代對應欄位的裝備。

如要檢視並穿上各種 Gear (裝備)，只要使用 (◀) 並瀏覽到 Gear Menu (裝備選單) 即可。



VENDING MACHINES (販賣機)

遊戲中共有三種自動販賣機，你可以在此購買各種必要的升級道具和資源，藉此順利完成任務。

DOLLAR BILL – 提供基本的補給品，例如彈藥、醫藥包和 Phials of Salts (鹽藥瓶)。

VENI! VIDI! VIGOR! – 提供各種能強化 Vigors (精氣) 的升級道具。

MINUTEMAN'S ARMORY – 提供各種能改變武器功能的升級道具。

如要購買物品，你就需要 Columbia 的專用貨幣 Silver Eagles (銀鷹)。你可以從屍體、各種容器，以及城市各處找到這種貨幣。

按下 (X) 即可搜索容器和屍體，或是拾起硬幣或錢包。



VOXOPHONES (語音通訊機)

Voxophones (語音通訊機) 是個人錄音裝置，同樣散落在 Columbia 市各處。這些有聲日誌可讓你深入了解各種事件，並且對 Columbia 的歷史有具體概念，進而發掘當中各種神祕事件背後的真相。

你可以在拾起 Voxophones (語音通訊機) 時播放內容，也可以之後使用 (◀) 播放，或是從遊戲的 (▶) 選單播放。



KINETOSCOPES (電影放映機)

這些像點唱機的裝置當中含有各種主題的短片，內容包括 Columbia 的日常生活、最新頭條，以及該市歷史上的重大時刻等等。了解當中的內容。

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 Knight 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 Syrnnyk 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 Archini Principal Graphics Programmer
Jamie Culpon 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 Scripter
Chris Duffey VO Scripter
Jonathan Grover Associate Technical Sound Designer
Dan Johnson VO Scripter
Katie Lafaw VO Scripter
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 Skobel
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 Belmore 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 Kimmert
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 Armstong
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 Oslander
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
Jamie 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
Evyn 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 Chowaniec 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 Vilorio Assistant Manager, Partner Relations
Ilana 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 Skorcz
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 Kriehoff
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

本文件可能會不定時更新，最新版本將公佈於 www.take2games.com/eula 網站。當修正版本公佈後，若您繼續使用本軟體，30 天後即表示您已接受相關條款。您同意受到此軟體有限責任擔保及授權合約（「合約」）以及以下各條款之約束：「軟體」，包括本合約中所含括的所有軟體，隨附手冊說明書、包裝以及其他文字、檔案、電子或線上資料或文件，以及所有本軟體及其相關資料。開啟軟體、安裝及/或使用軟體以及所有本軟體及其相關資料，即代表您接受 TAKE-TWO INTERACTIVE SOFTWARE, INC.（「授權者」）合約之條款。

41

SUPPORT (支援)

技術支援/服務

若需要額外支援，包括疑難排解協助，聯絡方式為：

- | | |
|-----|--|
| 美國 | <ul style="list-style-type: none">• 網站 http://support.2k.com/• 電話 1-866.219.9839• 電子郵件 usasupport@2k.com |
| 加拿大 | <ul style="list-style-type: none">• 電話 1-800.638.0127• 電子郵件 canadasupport@2k.com |

如果您不是美國的居民：

台灣消費者請聯絡：

- | | |
|------|---|
| 公司名稱 | 金飛象有限公司 |
| 地址 | 台北市建國北路二段 111 號 9 樓 |
| 電話 | (02) 2505-5090 |
| 電子郵件 | service@kanezo.com.tw |
| 服務時間 | 早上 9:30 至下午 6:00 (週一至週五，不包含例假日) |



Delve deeper into the world of BioShock Infinite and the fabled floating metropolis of Columbia!

進入「BioShock Infinite」的世界，以及傳說中的飛行城市 Columbia!

This deluxe hardcover features production designs and concept illustrations focusing on main characters Elizabeth, Booker, and Songbird—as well as chapters detailing the evolution of the Heavy Hitters, the populace of Columbia, the Sky-Hook, the Vox Populi, Vigors, airships, and much more! This volume also features an introduction from Creative Director Ken Levine.

這本精裝書籍內容有產品設計與主角 Elizabeth、Booker 與 Songbird 等人的概念圖——以及 Heavy Hitters 演化、Columbia 居民、天鉤、Vox Populi、精氣、飛行船等的詳細介紹！書中同時有創意總監 Ken Levine 的介紹。



AVAILABLE AT SELECTED COMIC SHOPS AND BOOKSTORES.

For more information or to order direct, visit DarkHorse.com.

請向指定的漫畫店與書店洽購。

詳細資訊或訂購方式，請上 DarkHorse.com 網站。