



# BIOSHOCK

## INFINITE

BlindSquirrel  
GAMES





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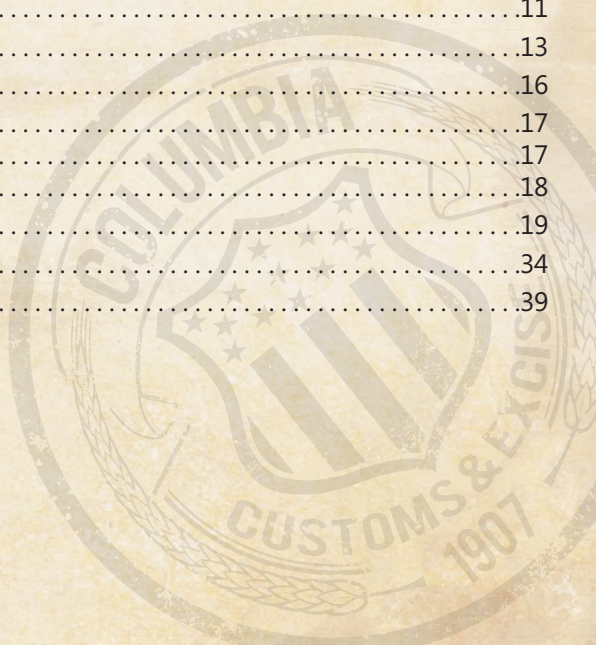
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DEWITT—  
BRING US THE  
GIRL AND WIPE  
AWAY THE DEBT  
THIS IS YOUR  
LAST CHANCE!

# WELCOME TO COLUMBIA!

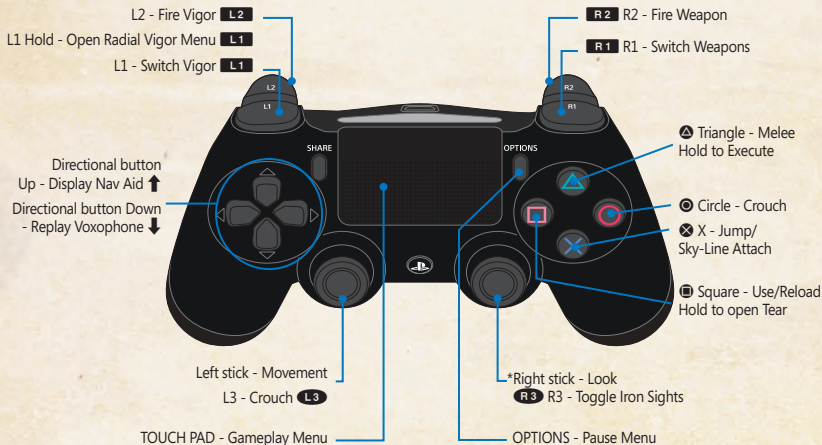
*"What is Columbia if not another Ark, for another time?"*

— 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 to New York City.

## GAME CONTROLS

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



### DEFAULT SCHEME: ON THE SKY-LINE:

- Left stick - Throttle
- R3** - Lock-On Target
- Circle** - Reverse
- X** - Strike
- X** - Dismount

\* Both the Right stick and Left stick allow the player to navigate the radial Vigor 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.

**PLAY GAME ADD-ONS** – Browse for additional content to 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 kits, snacks, 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 button press away **TOUCH PAD**.

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 (hold **R3**) 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  prompt to appear and press .

**Throttle** – Use the Left stick to increase/decrease speed.


**Reverse** – Press  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  prompt to appear and press .


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




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  while on the ground.

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

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


**Sky-Line Smash** – Press  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 hold  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  prompt to appear and press .





#### 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 a tear 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  prompt to appear and press and hold .


## 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  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 .

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

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



**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 machines.
- Each Vigor has two different methods of fire and you will find that both are useful.
- Tap **L2** for a quick fire.
- Hold and release **L2** 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 **L1**.
- To select any Vigor that you've acquired, hold **L1** to bring up the Vigor Radial menu, then use the Left stick 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.

- 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.

NOTE





## 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, this elite guard carries a coffin on its back as penance for their failure to prevent her death. The Zealot 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: **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'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 **TOUCH PAD** 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.

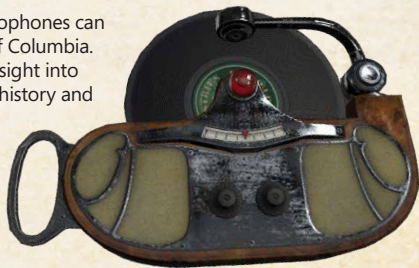
Press  to search containers and bodies or pick up coins or coin purses.



## VOXOPHONES

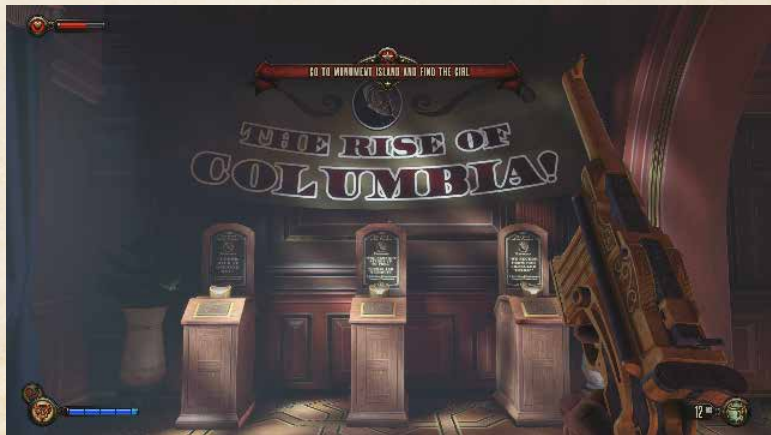
Personal recording devices known as Voxophones can be found scattered throughout the city of Columbia. These audio diaries can give additional insight into the events that helped shape Columbia's history and help you solve her many mysteries.

Voxophones can be played upon pick-up or pressing  or from the Voxophones menu **TOUCH PAD**.





## 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.

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**Husam Al-Ziab**

## MARKETING

**Eric Barker** Interactive Marketing Manager

**Zoë 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

**Trevor 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 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  
**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  
**Clarissa 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 Scrappier**

### ADDITIONAL LEVEL BUILDING

**Tuan Tran**

### ADDITIONAL MODELING

**Jeremy Brown**  
**Tristan Kernagis**  
**Bridget McCarthy**

Hung Nguyen  
Randy Redtzke  
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 Smailier 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  
**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 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  
Lieve 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 Khuan  
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

# BIOSHOCK: THE COLLECTION

## BLIND SQUIRREL GAMES

### ART

Scott N. Army  
Yvonne Chung  
Galen Davis  
Frank Diaz  
Craig Drageset  
Cordell Felix  
Jolene Goya  
Alan Lee  
Christopher Lloyd  
Danny Mak  
Tuan Ngo  
Shelby Peterson  
Mike Popovich  
Ichi Isabelle Power  
Ana Rodriguez  
Adam Schuman  
Travis Slagle  
d.Koy vanOteghem  
Susan Won  
Robb Zindt  
Jeff Zugale  
Engineering  
Christopher Ballinger  
Dominic Camargo  
Matt Campbell  
Nolan Carnahan  
Frank "Jia" Chen  
Matthew Fawcett  
David Forrest  
Mark W. Gabby II  
Patrick Ghiocel  
Justin Hilton  
Jeffrey Joyce  
Tyler Kirk  
Andrew Luby  
Katlan Merrill  
Jason Neal  
Masana Pawlan  
John Plou  
Jonathan Rebar  
Rex Rockwell  
Jonathan Rucker  
Myles Salholm  
Leo Simkin  
Sharan Volin  
Christopher Wade  
Mike Winfield

Robby Wong  
Operations  
Ron Bitzer  
Jacob Hawley  
Beth Hendricks  
Brad Hendricks  
Kitty Lee  
Amy Long  
Shelley Lovejoy  
Frank Occhiato  
Alberto Terrones

### OUTSOURCING

GameVision Studios  
Zhan Ye  
Joey Young

### HARDSUIT LABS

Jason Adcock  
Adam Alexander  
Brian Anderle  
Michael Athey  
Alisa Bishop  
Bryan Brooks  
Arturo Caballero  
Ka'ai Cluney  
Chris Cooper  
Luke Dodge  
Nate Green  
Kevin Hamilton  
Kael Hammond  
Emily Harrenstein  
Troy Johnsen  
Brandon Johnson  
Andy Kipling  
Dee Kong  
William Lafleur  
Jake Leonard  
Chance Lyon  
Noah Maas  
Alex Miller  
Russell Nelson  
John Opila  
Kayla Oswald  
Colin Pyle  
Hardik Shah  
Brian Sprague  
Liz Starr  
Craig Sutton  
Vika Tiapkova  
Section Studios  
Justin Yun  
Irma Ward

## STREAMLINE STUDIOS

Xpec Art Center  
Zoe Cheng  
Wang Guanping  
Gordon Lin

## PRODUCTION

David Baker  
Drew Bradford  
Sean Creveling  
Amanda Khoury  
Alexis Russell  
Max Sena

## QA

Mike Burghart  
Dimitri Del Castillo  
Logan Earnest  
Joshara Edwards  
Ricky Fong  
Carlos Garcia  
Nick Long  
John Lynch  
Derek McInvale  
Brett Mitchell  
Dibiansi Omerigbo  
Pablo Padilla  
Michael Prutz  
Jeremy Rice  
Chris Stanko  
Chris Toft

## SOUND

Alex Hope

## ADDITIONAL MENTIONS

USTS  
Donovan McCartney

## PRODUCTION BABIES

Elliot "Bruce" Lee  
Eric Sena  
Ethan Sena

## 2K

Published by 2K  
2K is a publishing label of Take-Two  
Interactive Software, Inc.

## 2K PUBLISHING

Christoph Hartmann President  
David Ismailer C.O.O.

## 2K PRODUCT DEVELOPMENT

John Chowanec VP, Product Development  
Melissa Miller Director of Product Development

## PRODUCERS

Mark Montuya  
Tiffany Nagano  
Ross Marabella Production Assistant  
Tom Drake Digital Release Manager  
Myles Murphy Digital Release Assistant

## 2K CREATIVE DEVELOPMENT

Josh Atkins VP, Creative Development  
Jonathan Pelling Design Director  
Robert Clarke Art Director  
Homer Rabara Gameplay Capture Lead  
Jack Scalici Sr. Director, Creative Production  
Chad Rocco Director, Creative Production  
Josh Orellana Sr. Manager, Creative Production

## CREATIVE PRODUCTION ASSISTANTS

William Gale  
Cathy Neeley  
Megan Rohr  
Mike Salmon Director of Research and Planning  
David Rees Sr. Market Researcher  
Francesca Reyes User Testing Manager  
Jonathan Bonillas User Researcher  
David Washburn Motion Capture Supervisor  
Anthony Tominia Motion Capture Stage Manager

## MOTION CAPTURE STAGE TECHNICIANS

Jen Antonio  
Emma Castles  
Jeremy Schichtel  
Alexandra Grant  
Christopher Barton  
Charles Ghislandi Motion Capture Production Manager

## MOTION CAPTURE SPECIALISTS

Jose Gutierrez  
Gil Espanto  
Ryan Girard



**Michelle Hill**  
**Jeremy Wages**  
**Charles "Auggie" Harris III** Motion Capture Pipeline Engineer  
**J. Mateo Baker** Motion Capture Media Supervisor  
**Andrew Hanson** Motion Capture Audio Assistant

## 2K CORE TECH

**Mark James** VP, Technology  
**David Sullivan** Director of Engineering  
**Peter Driscoll** Project Manager, Core Tech  
**Jonathan Tilden** Lead Technical Artist

## SOFTWARE ENGINEERS

**Jack Liu**  
**Jason Howard**

## 2K MARKETING

**Sarah Anderson** SVP, Marketing  
**Matt Gorman** VP, Marketing  
**Matthias Wehner** VP, International Marketing  
**Kelly Miller** Director of Marketing, North America  
**Cody Neal** Associate Product Manager  
**Ryan Jones** VP of Communications, The Americas  
**Scott Pytlik** Sr. Communications Manager  
**Jennifer Heinser** Communications Manager  
**Erica Hebert** Communications Coordinator  
**Darren Gladstone** Sr. Manager, Community Content  
**Catherine Lukianov** Community Manager  
**Ben Kvalo** International Project Manager  
**Gabe Abarcar** Creative Director, Marketing  
**Jackie Truong** Sr. Director, Marketing Production  
**Ham Nguyen** Manager, Marketing Production  
**Nelson Chao** Marketing Production Assistant  
**Christopher Maas** Sr. Graphic Designer  
**Heidi Oas** Project Manager  
**Kenny Crosbie** Director, Video Production

## VIDEO EDITOR & MOTION GRAPHICS DESIGNERS

**Michael Regelean**  
**Eric Neff**  
**Peter Koeppen** Video Editor

## ASSOCIATE VIDEO EDITORS

**Doug Tyler**  
**Nick Pylvanainen**  
**Nate Schaumberg** Web Director  
**Keith Echevarria** Sr. Web Designer  
**Alex Beuscher** Sr. Web Developer  
**Gryphon Myers** Web Developer  
**Tiffany Nelson** Web Producer

## CHANNEL MARKETING MANAGERS

**Anna Nguyen**  
**Marc McCurdy**  
**Kelsie Lahti** Partner Marketing Specialist  
**Lesley Zinn Abarcar** Sr. Director of Events  
**David Iskra** Events Manager  
**Ima Somers** Director, Customer Service  
**David Eggers** Customer Service Manager  
**Mike Thompson** Knowledge Base Coordinator  
**Jamie Neves** Customer Service Coordinator  
**Crystal Pittman** Customer Service Lead

## SENIOR CUSTOMER SERVICE ASSOCIATES

**Alicia Nielsen**  
**Ryosuke Kurosawa**  
**Jessica Hopp** Director, Partnerships & Licensing  
**Ryan Ayalde** Partnerships & Licensing Manager  
**Ashley Landry** Associate Manager, Partnerships & Licensing  
**Kenya Sancristobal** Marketing Project Specialist

## 2K OPERATIONS

**Peter Welch** SVP, Senior Counsel

## COUNSELS

**Justyn Sanderford**  
**Aaron Epstein**  
**Steve Lux** VP, Publishing Operations  
**Rachel DiPaola** Director of Label Operations  
**Dorian Rehfield** Director of Operations  
**Mehmet Turan** Director of Analytics  
**Adam Dobrin** Sr. Data Analyst  
**Tuomo Nikulainen** Sr. Analyst  
**Dawn Earp** Partner Marketing Manager  
**Xenia Mul** Licensing & Operations Specialist  
**Aaron Hiscox** Operations Coordinator

## 2K IT

**Rob Roudebush** Sr. Director, 2K IT  
**Bob Jones** Sr. IT Manager  
**Russell Mains** Sr. Network Manager  
**Jon Heysek** Sr. Systems Engineer  
**Lee Ryan** Security Systems Engineer  
**Don Claybrook** Network Engineer

## SYSTEMS ADMINISTRATORS

**Fernando Ramirez**  
**Tareq Abbassi**  
**Scott Alexander**  
**Davis Krieghoff**  
**Michael Caccia** IT Analyst



## 2K QUALITY ASSURANCE

**Alex Plachowski** SVP of Quality Assurance and Submissions

## TEST MANAGERS

**Eric Zala**

**Ian Moore**

**Scott Sanford** Submission Manager

**Josh Lagerson** Senior Lead QA Tester

**Phylcia Fletcher** Lead QA Tester (Projects)

## LEAD QA TESTERS(SUPPORT TEAM)

**Chris Adams**

**Nathan Bell**

## ASSOCIATE QA LEAD TESTERS (PROJECTS)

**Jeffrey Schrader**

**Jorge Corpeño**

**Steve Yun**

## ASSOCIATE QA LEAD TESTERS (SUPPORT TEAM)

**Jordan Wineinger**

**Joshua Collins**

**Ruben Gonzalez**

## SENIOR QA TESTERS (PROJECTS)

**David Benedict**

**Jonathan Villarias**

**Joshua Brown-Sage**

## SENIOR QA TESTERS (SUPPORT TEAM)

**Ana Garza**

**Andrew Garrett**

**Ashley Carey**

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**David Drake**

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