



BIOSHOCK

infinite

BlindSquirrel
GAMES





AUSTRALIA & NEW ZEALAND - BEFORE USING THIS PRODUCT, PLEASE VISIT THE SETTINGS MENU ON YOUR PLAYSTATION®4 SYSTEM FOR IMPORTANT HEALTH AND SAFETY INFORMATION

PRECAUTIONS - This game disc contains software for the PlayStation®4 system (PS4™) and conforms to PS4™ specifications for the PAL market only. Carefully read the Safety Guide for the PS4™ to ensure correct usage and storage of this game disc.

HEALTH WARNING - Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

3D HEALTH WARNING - Some people may experience discomfort (such as eye strain, eye fatigue or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides. Generally we recommend that you avoid prolonged use of your PS4™ system and take 15 minute breaks during each hour of play. However, when playing stereoscopic 3D games or watching 3D video, the length and frequency of necessary breaks may vary from person to person – please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor. The vision of young children (especially those under six years old) is still under development. We recommend that you consult with your child's doctor or optometrist before allowing young children to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

PIRACY - The use of PS4™ and PS4™ game discs are governed by software licence. The PS4™ and the PS4™ game discs contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the PS4™ game discs. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law. If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number.

SET PARENTAL CONTROLS - The rating on the front of box indicates the age for which this game disc is appropriate. Set the parental control on your device to prevent play by children who are below that age. For information on age ratings and how to set the parental controls, see the Quick Start Guide included with your PS4™ or visit playstation.com/parents

HELP & SUPPORT - Please visit eu.playstation.com or refer to the telephone number below:

Australia ☎ **1300 365 911** Calls charged at local rate.

New Zealand ☎ **09 801 1235** Call charges vary depending on your landline / mobile provider. Please check with your provider before calling.

TABLE OF CONTENTS

Welcome to Rapture	2
Controls	3
Weapons	4
ADAM	5
Plasmids	5
Switching Between Weapons and Plasmids	7
Gene Tonics	7
Heads Up Display	8
Main Menu	9
Getting Help	10
Rapture	11
Character Growth	15
Machines	16
Pause Menu	21
Options	21
Status Menu	23
Hacking	24
Credits	26
Warranties	37
Product Support	43

WELCOME TO RAPTURE

OPPORTUNITY AWAITS

I'm Andrew Ryan and I'm here to ask you a question:
Is a man not entitled to the sweat of his own brow?

No, says the man in Washington. It belongs to the poor.

No, says the man in the Vatican. It belongs to God.

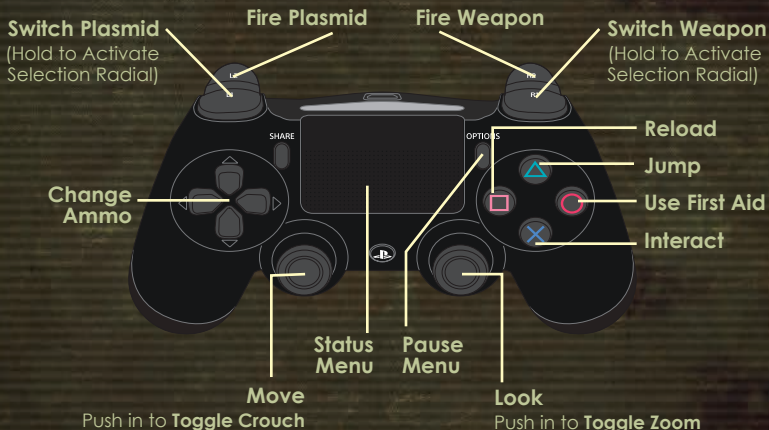
No, says the man in Moscow. It belongs to everyone.

I rejected those answers. Instead, I chose something
different. I chose the impossible. I chose...

RAPTURE.

A city where the artist would not fear the censor. Where the scientist
would not be bound by petty morality. Where the great would not
be constrained by the small. And with the sweat of your brow,
Rapture can become your city as well.

CONTROLS



Reference Table:

BUTTON	FUNCTION
Left stick	Move
Right stick	Look
□	Reload
△	Jump
○	Use First Aid
×	Interact
Directional buttons	Change Ammo
L1	Switch Plasmid (Hold to Activate Selection Radial)

BUTTON	FUNCTION
L2	Fire Plasmid
R1	Switch Weapon (Hold to Activate Selection Radial)
R2	Fire Weapon
L3	Toggle Crouch
R3	Toggle Zoom
TOUCH PAD	Status Menu
OPTIONS	Pause Menu

WEAPONS

As you progress through the city of Rapture, exploration and events will yield weapons that will help you survive. To fire your current weapon, press **R2**.

Weapon Switching

As you acquire more weapons, you can easily switch back and forth quickly by using **R1**. Pressing **R1** once will cycle to the next weapon in your arsenal. Holding **R1** will pause the game and bring up a selection radial of all weapons that you currently hold. You can use the **Right stick** to choose your desired firearm which will be equipped upon release of **R1**.



Ammo

With the exception of the Wrench, each weapon has 3 different ammo types – 1 standard ammo type and then 2 more powerful ammo types that have specific benefits. For example, the Pistol has standard bullets, Armor Piercing Bullets and Anti-Personal Bullets. Try out different ammo as each one has its own special uses within Rapture. Use the **directional buttons** to change ammo on your current weapon.

Weapon Upgrading

Each weapon can be upgraded twice using Power to the People machines found in the world. Think carefully on your upgrade choice as only one upgrade can be made at each Power to the People machine. Once the upgrade is made, the machine closes permanently. On the plus side, the upgrades are free.



ADAM

With the world's best and brightest scientists together at the bottom of the sea with no constraints, it was only a matter of time until the population made a number of breakthroughs. The defining breakthrough was ADAM. Generated by a deep sea parasite when it attached to a host, the parasite produced new stem cells healing the host. The new stem cells allowed the host to take on external genetic modifications that take over their normal cell structure (like cancer). These genetic modifications ranged from medical cures to pure vanity changes. The genetic modifications eventually became more militant in nature. The instant genetic modifications of Rapture come in two flavors: Plasmids and Gene Tonics.

PLASMIDS

Now that you are trapped in Rapture, you must adapt and use Plasmids in order to escape the decaying city. Plasmids actively change or affect the world around you. To fire your current Plasmid, press **L2**.

Plasmid Switching

You can have multiple Plasmids equipped at the same time. Cycle through the plasmids you have equipped using **L1**. Holding **L1** will pause the game and bring up a selection radial of all equipped Plasmids. You can use the Right stick to choose your desired Plasmid. The game will unpause after you release **L1**.



EVE

Plasmids are powered by EVE, a serum that gives you the power to use them. If you have no EVE, you cannot use your Plasmids. EVE can be restored through the use of EVE hypos which can be found scattered through Rapture as well as being purchased at Vending Machines (see Vending Machines, page 17). Some food and drink items can also give you small amounts of EVE when consumed.

Plasmid Slots

You begin the game with two open Plasmid slots. Each slot allows you to equip a single Plasmid, so use them carefully. Additional slots can be obtained by collecting more ADAM (see Gatherer Gardens, page 17).

SWITCHING BETWEEN WEAPONS AND PLASMIDS

Once you have both a weapon and a Plasmid equipped, you will find that combat will dictate a quick switch between the two more often than not. Switching is easily achieved by simply pressing the opposite button from what is currently equipped. For example, if you are currently using your Pistol, pressing **L1** or **L2** will switch to the Plasmid you have equipped. Pressing **R1** or **R2** will switch back to the Pistol.

GENE TONICS

Gene Tonics give you enhanced passive abilities, and come in three different flavors. Many, many Gene Tonics have been developed and it's your choice how they will best serve you in your time in Rapture.

Physical Gene Tonics

Boost your body's natural abilities in incredible ways. For example, certain Gene Tonics might make you resistant to specific types of damage or let you naturally process toxins.

Engineering Gene Tonics

Enhance your intellect and dexterity to allow you to carry out delicate tasks like hacking into and bypassing Rapture's security system.

Combat Gene Tonics

Improve your reflexes and strength to boost your combat skills. For example, some combat Gene Tonics may increase the damage you can deal with a melee weapon or improve your effectiveness with electrical based attacks.

HEADS UP DISPLAY (HUD)



MAIN MENU

Continue

Continue playing a previous game. This option loads the most recent save game.

New Game

Select to start a brand new *BioShock* game and choose from one of four variations of difficulty.

- **Easy** - You're new to shooters
- **Medium** - You've played other shooters
- **Hard** - You've played a LOT of shooters
- **Survivor** - Every bullet counts

Load Game

Allows you to load a previous saved game and resume your adventure in *BioShock*.

Credits

View the credits for the team that brought you *BioShock*.

Director's Commentary

View the video series *Director's Commentary: Imagining BioShock*.

Museum

A tour of ideas discarded or reworked during the making of the original *BioShock*.

Additional Content

Play *BioShock* Challenge Rooms.

Options

Allows you to adjust brightness and customize controls, audio options, and gameplay options.

GETTING HELP

BioShock is a deep game with a lot of things for you to discover. Throughout the game there will be multiple ways to get help in order to fully experience Rapture.

Adaptive Training

The adaptive training system will remind you about features of the game that you may have missed. If you find the system is telling you about things you already know, you can turn it off in the Options Menu (see Options, page 21).

What Is This?

Looking closely at an item will trigger the **What Is This?** prompt. You can bring up the **What Is This?** help message by pressing **TOUCH PAD**. This will give you information on that specific item. You can review these help messages at any time by accessing the Status Menu (see Status Menu, page 23).

Hints

By pressing **△** on the Status Menu (see Status Menu, page 23), you can get hints on your current goal. These hints will change depending on how much progress you have made in reaching your current objective. Goal hints can also be accessed by holding **right** on the **directional** button when playing the game.

RAPTURE

Population of Rapture

The citizens of this forlorn underwater city are unique and often grotesque. Below are the primary classes of the Rapture's remaining population. You will encounter variants of these citizens as you progress further in your explorations.

SPLICERS

The citizenry of Rapture has taken a horrific turn for the worse. Crazed from overuse of Plasmids and Gene Tonics, they have scattered memories of their lives before, but worse for you, they are extremely aggressive towards anyone unfamiliar.

LITTLE SISTERS AND BIG DADDIES

In addition to the former citizens, an even stranger pair can be found roaming the halls of Rapture: small girls with large syringes can be seen walking the decks. Though they seem vulnerable in this twisted world, they are followed by large protectors in metal diving suits called Big Daddies. You cannot get to the Little Sisters until you deal with the Big Daddies which is no easy task. But deal with them you must, if you want to obtain ADAM from the Little Sisters in order to survive Rapture.

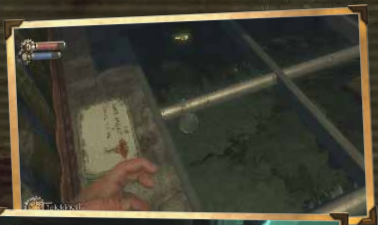
Exploration

Exploring the world of Rapture is beneficial in many ways. There are many hidden secrets to find and looting the corpses of the city is essential for the resources you need to survive.

ITEMS

There are many items that can offer health or EVE boosts upon pickup. Money can also be found in many places allowing you to purchase necessary items from Vending Machines.

- **First Aid Kits** –
Replenish your
Health



- **EVE Hypos** –
Restore EVE



- **Autohack Tool** – Allows you to instantly succeed in any hack (see Hacking, page 24).

DIARIES

Diaries can be found throughout Rapture. Diaries are audio messages left by the citizens of Rapture. So ve you information critical to your progress (the game helpfully identifies these with a golden glow). Other diaries simply help you to understand what happened to this once great city or give you clues to hidden secrets.

Security

Rapture is full of machines programmed to provide airtight security.

CAMERAS

There are cameras placed everywhere, constantly looking for intruders. If a camera spots you, it will sound a warning tone. If you stay in its sight long enough for it to identify you, it will sound the alarm, summoning one or more Security Bots. Alarms will time out (a counter will show you how much time remains) but the security system will keep sending bots as long as the alarm is active.



TURRETS

The recent military activity has left many automated Turrets throughout the decks that are still active when confronted by an intruder. These machines are often deadly but surprisingly can be used to your advantage if you can get close enough to hack them (see Hacking, page 24). Be careful though, the turret should be disabled before attempting the hack. A number of Gene Tonics and Plasmids were developed to help people circumvent the Security system in a variety of ways.



CHARACTER GROWTH

ADAM and the Little Sisters

ADAM is the lifeblood of Rapture (see ADAM, page 5). With it, more and more Plasmids and Gene Tonics can be spliced (integrated into your genetic makeup). If you are going to survive in Rapture, you will need to splice as many Plasmids as you can. Unfortunately, the ADAM can now only be found within the Little Sisters who roam the halls of Rapture, recycling ADAM from corpses under the watchful eye of the Big Daddies. Using long syringes, they drain blood from the bodies and then drink it to recycle the ADAM.

The only way to get a Little Sister is through the Big Daddy. If you can defeat him, you will have to choose how to deal with the Little Sister. You can Harvest the ADAM from her, a dangerous process that risks her life, or you can Rescue the Little Sister by killing the parasite inside her that enables her to process ADAM. You will be able to extract some ADAM from this parasite, but not as much as if you had harvested the ADAM directly. Nothing is free in Rapture and even this choice has a cost.

If you do not collect and spend ADAM, the game can get extremely difficult. If you have failed to collect ADAM from Little Sisters on earlier levels you can return to those levels at any time to tackle the Big Daddies.

Once you have acquired some ADAM, you can use it in any of the Gatherer's Garden machines found throughout Rapture (see Gatherer Gardens, page 17).

Researching Rapture's Inhabitants

Another significant source of character growth is through researching the inhabitants of Rapture using the camera. During your adventure in Rapture, you may come across a special research camera that the law enforcement of the city used to learn the abilities of people who had spliced a lot of Plasmids. You can use this camera to take photos of the people and security elements. The camera will rate your photograph and collect data on the enemy. When the camera has learned something, you will be granted bonuses like increased damage versus those enemies or even hidden Gene Tonics! The more photos you take, the quicker you will get the rewards.

The research camera is a significant source of character growth that could be the difference between death and survival.

MACHINES

There are a number of machines in Rapture that offer invaluable services or resources.

Gene Banks

Gene Banks are stations that allow you to reconfigure your equipped Plasmids and Gene Tonics.

It will show all the Plasmids and Gene Tonics you have collected until that point and allow you to choose which are equipped or not. Unequipped Plasmids and Tonics are kept in storage for later retrieval at any other Gene Bank.



Gatherer Gardens

These machines take ADAM and can be used to purchase more Plasmid or Gene Tonic slots, to increase your maximum Health or maximum EVE, or even to acquire new Plasmids and Gene Tonics.



Vending Machines

These machines are full of resources for you to purchase such as ammunition, First Aid kits and EVE hypos. Vending Machines can also be hacked, which will give you discounted prices on the available items and even open up special items for sale.



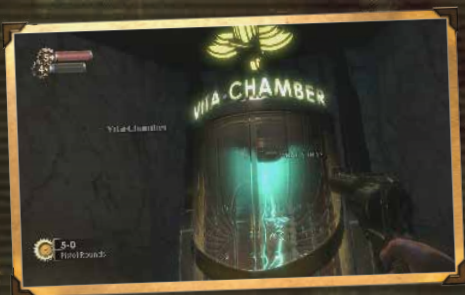
Ammo Banditos

These are ammo-only Vending Machines.



Vita-Chambers

These chambers will revive you if you are ever killed within Rapture. There are usually a couple of them in each area.



Bot Shutdown Panels

These can be used to deactivate security bots that have been triggered by an alarm. Once shutdown, bots can be hacked to become friendly to the player.



Health Stations

Health Stations are where you can replenish your health completely - for a price. If you hack a health station, you can get your health filled for a lower price and it will damage any aggressor who uses that machine.



Power to the People Machines

These allow you to upgrade your weapons. These upgrades are free but each machine will only give one upgrade. Once you have chosen your upgrade, the machine closes permanently.



U-Invent Machine

These stations allow you to craft new items from the odds and ends you find throughout Rapture. Glue, rubber hoses and screws are just some of the materials you can collect that can be used to create ammo, hacking tools and even Gene Tonics. Most of these items can only be acquired through the U-Invent Machines.



Pause Menu

At any time you can bring up the Pause menu by pressing **OPTIONS**. Here you can view how much money and ADAM you currently have, as well as see how many Little Sisters are left in the current level. Other options while in the Pause menu include:

Resume

Resumes the current game.

Save

Saves your game progress at the current point. Note that you can save anywhere at anytime. The game will also autosave after loading an area.

Load

Load a previously saved game.

Options

Change game setup and options here; see below for more information.

Quit to Main Menu

Leave the current game and access the Main Menu.

OPTIONS

Adjust the current game setup.

Adjust Brightness

Change the game's brightness

Customize Controls

Change the controller sensitivity, invert look, turn vibration or auto aim on or off, and view controls.

Audio Options

Change the volume of sound effects, music and voiceover.

Gameplay Options

Adjust settings for in-game options. This includes changing difficulty and turning adaptive training, subtitles, the quest arrow, vita-chambers, item shimmer and object highlighting on and off.

STATUS MENU

You can access the Status Menu by pressing **TOUCH PAD**. The Status Menu has a number of tabs which can be selected with **R1** and **L1**.

The tabs in the Status Menu are:

Map

This tab shows a map of the current level. The map shows your position and the location of your current goal, if known. You can zoom out from your current position in the map by pressing the **X** button. You can also get a hint on your current goal by pressing the **△** button.



Goals

The Goals tab shows a complete list of your current goals. When you have multiple goals that you could be working on, you can switch which goal is active here by selecting one with the **Left stick** and then pressing **X**. Goals that currently can't be worked on cannot be made active.


Messages

The Messages tab allows you replay any radio messages you've heard or diaries that you've picked up.

Help

The Help tab organizes all relevant help messages and is a valuable resource for information about many of the game systems and items.

HACKING

With all the machinery and brilliant minds in Rapture, it's not surprising that someone eventually figured out how to reprogram the machines with Hacking. By successfully redirecting the circuit flow, you can change the current state of the machine. The ability to Hack is present on almost all the machines found in Rapture. Hacking can open locked safes, and can even be used to reprogram the security system to view you as a friend, and your enemies as the intruders to be attacked. If a machine can be Hacked,  will appear when you are next to the machine. Pressing it will bring you to the Hacking menu that will allow you to evaluate the difficulty of the Hack as well as whether you want to Buyout or use an Autohack Tool to complete (see page 25).

Hacking can be completed in 3 different ways.

How To Hack?

During the Hack, the object is to redirect the circuit flow by uncovering tiles and swapping the pipes you need to move the circuit flow to the exit tile on the board. Watch out for hazard pieces that can increase the speed of the circuit fluid, cause an electrical overload, or even sound a security alarm. The benefit of succeeding is that you gain the benefits for free, but the risk of physical damage is high.


If you are finding Hacking is getting very difficult, it is time to spend your ADAM to upgrade your Engineering track with more slots or to purchase more engineering Tonics.



Hacking Buyout

Hacking can also be achieved by paying a premium price. You can spend your money to override the machine. The more difficult the Hack, the more money it costs. Splicing Engineering Gene Tonics can reduce the Buyout costs.

Autohack Tool

Finally, if you are lucky, you can find an Autohack Tool that immediately Hacks the machine with no issues. When at the hacking evaluation screen, press  to immediately succeed at the Hack with no risk. Autohack Tools are used up in the process.

CREDITS

2K BOSTON / 2K AUSTRALIA / 2K MARIN

Story, Writing, and
Creative Direction
Ken Levine

Director of Product
Development
Jonathan Chey

Project Lead/
PLAYSTATION®3 system
Executive Producer
Alyssa Finley

PLAYSTATION®3 system
Technical Lead
Carlos Cuello

Art Team

Art Director
Scott Sinclair

Lead Animator
Shawn Robertson

Acting Environment
Leads

Hogarth De La Plante
Jay Kyburz

Performance Lead
Andrew James

Animation
Grant Chang
Ben Hutchings
Jonathan Mangagil

Concept Art
Scott Sinclair
Mauricio Tejerina
Robb Waters
Nate Wells

Effects Artist
Stephen Alexander

Level Builders
Alex Boylan
Hogarth De La Plante
Jay Kyburz
Christian Martinez
Jamie McNulty
Nate Wells

Modelers
Lorne Brooks
Chris Chaproniere
Brendan George
Dan Keating
Chad King
James Sharpe
John Travers
Michael Swiderek
Mauricio Tejerina
Joseph Yang
Laura Zimmermann

UI Art
Ben Shore
PLAYSTATION®3 system
UI Art
Jake Etgeton
Ben Shore

PLAYSTATION®3 system
Art Support
Richard Albon
Hogarth De LaPlante

PLAYSTATION®3 system
Downloadable
Content Lead Artist
Chad King

PLAYSTATION®3 system
Downloadable
Content Art
Michael Swiderek
Mauricio Tejerina
Joseph Yang
Laura Zimmerman

PLAYSTATION®3 system
Downloadable Content
Grant Chang

PLAYSTATION®3
system Downloadable
Content Concept Art
Robb Waters

Additional
Concept Art
Lorne Brooks
Hogarth De La Plante
Daniel Keating
Chad King
Christian Martinez
Shawn Robertson
James Sharpe
Joseph Yang
Laura Zimmermann

Additional Effects
Chad King

Additional
Animation
Steve Chao
Ed Lynch

Additional UI
Support
Alex Boylan
Jake Etgeton
Christian Martinez
Robb Waters
Michael Swiderek
Mauricio Tejerina
Laura Zimmermann

Additional Art
Ray Leung
Eric Lawson
Shaun Stephenson
Steve Kimura
John Torres
Jed Wahl

Design Team

Lead Designer
Paul Hellquist

Lead Level
Designer
Bill Gardner

Designers
Dorian Hart
Alexx Kay
JP LeBreton
Jonathan Pelling
Dean Tate
Jordan Thomas

PLAYSTATION®3
system Design Support
Jordan Thomas
Jean-Paul Lebreton
Tynan Wales

PLAYSTATION®3
system Downloadable
Content Lead Designer
Dorian Hart

PLAYSTATION®3
system Downloadable
Content Design
Kirk Bezio
Alexx Kay
Tynan Sylvester

Additional Design
Stephen Alexander
Andrew "Ant" Orman
Ed Orman
Ian Vogel

Additional Story/Writing
Paul Hellquist
Alexx Kay
Joe McDonagh
Susan O'Connor
Emily Ridgway
Justin Sonnekalb

Additional Ingame
Writing

Tom Bartlett
Dorian Hart

Programming Team

Lead Programmer
Christopher Kline

Technical Director
Rowan Wyborn

Al Lead
John Abercrombie

2K Marin
PLAYSTATION®3 system
Lead Programmer
Raymond Graham

2K Australia
PLAYSTATION®3 system
Lead Programmer
Mathi Nagarajan

PLAYSTATION®3 system
Downloadable Content
Lead Programmer
Jesse Johnson

AI/Animation
Programming
Marc Atkin
Darren LaFreniere

Audio/Streaming
Programming
Carlos Cuello

Gameplay
Programming
Ian Bond
Dan Kaplan
Lida Tang

Graphics
Programming
Jesse Johnson

UI Programming
Jake Etgeton

Physics
Programming
Joshua Downer

Engine Development
Team

Robert Black
Simon Eschbach
Weicheng Fang
Daniel Lamb
Ryan Lancaster
Mathi Nagarajan
Martin Slater

PLAYSTATION®3 system
Programming Team
Ian Bond

Timothy Cooper
Ben Driehuis
Jake Etgeton
Weicheng Fang
Daniel Lamb
Johannemann
Nordhagen
David Pittman

PLAYSTATION®3 system
Downloadable Content
Programming
Ian Bond
Dan Kaplan
Shane Mathews

Additional
PLAYSTATION®3 system
Technical Direction
Chris Kline
Rowan Wyborn
Karl Burdack

Additional
PLAYSTATION®3 system
Programming
John Abercrombie
Karl Burdack
Joshua Downer
Jesse Johnson
Darren LaFreniere
Lida Tang

PLAYSTATION®3 system
Downloadable Content
Additional
Programming
Lida Tang

Additional
Programming
Karl Burdack
Terrance Cohen
Michael James

Production Team

Associate Producer
Joe Faulstick

PLAYSTATION®3 system
Associate Producer
Harvey Whitney

PLAYSTATION®3 system
Downloadable
Content Producer
Joe Faulstick

Assistant Producers
Kate Kellogg
Keith Shetler
Justin Sonnekalb

PLAYSTATION®3 system
Downloadable Content
Assistant Producers
Kirk Bezio
Keith Shetler

Production Assistant/
Localization
Timothy Crosby

Additional
Production Support
Tony Oakden
James Sutherland
Jay Kyburz

Sound Team

Sound Designer
Emily Ridgway

Sound Assistants
Pat Balthrop
Justin Mullins

Audio Consultant
Eric Brosius

PLAYSTATION®3 system
Audio Support
Michael Kamper

PLAYSTATION®3 system
Downloadable Content
Audio Lead
Scott Haraldsen

PLAYSTATION®3 system
Downloadable
Content Junior
Audio Designer
Keith Shetler

PLAYSTATION®3 system
Downloadable Content
Additional Audio
Pat Balthrop

PLAYSTATION®3 system
IS Support
Rob Roudebush
Reed Waller
Brendan McCarthy
Jon Heysek
Geoff Graves
Ray Holbrook
Gareth Walters

**DIGITAL
EXTREMES**

Lead PLAYSTATION®3
system Programmer
Steve Sinclair

PLAYSTATION®3 system
Programmers
Andrew Rudson
Glen Miner
Mark Mikulec
Mike Weir
Ron Janzen

Additional
PLAYSTATION®3 system
Programming
Ernesto Novillo
Jesse Attard

PLAYSTATION®3 system
Producer
Shawn Segal

PLAYSTATION®3
system QA
Michael Maggard
Pat Kudirka

**President &
Development Director**
James Schmalz

CFO
Michael Schmalz
**Operations &
PR Director**
Meridith Braun

**HR Assistant &
Bookkeeping**
Tanya Deaville

Administration
Denise Raymond

Head Chef
Elaine Deaville

Culinary Assistant
Jason Deaville

IT Support
Jason Murphy

Quality Assurance
(2K Boston /
2K Australia /
2K Marin)

QA Manager
Joe Faulstick
Russell Jacobson

Assistant Leads
Nick Garner
Ryan Oddey
Sara Verrilli
Russell Jacobson

Testers
Tom Bartlett
Kirk Bezio
Ryan Buckley
Matt Cabral
Joe Canadas
Frank DaPonte
Jakub (Jake)

Drobowiecki
Chris Enright
Dan Lewis
Casey Malone
Justin Pappas
Mike Pfundt
Jason Silva
Penny Bird
Mischa Andrews
Dane Lipscombe
Richard Franklin
Owen Townsend

Additional Testing
Jason O'Brien
Eric Kirchberg
Brendan Kirk
Justin Sonnekalb

PLAYSTATION®3 system
Testers
Roy Russell
Doug Tyler
Casey DeWitt
Michael Howard
Simon Richardson

PLAYSTATION®3 system
Downloadable
Content Testers
Frank DaPonte
Jonathan Singh

Operations Team

Director of Operations
Emily Brinkert

Director of Operations,
Australia
Will Marshall

IT Manager
Australia
Gareth Walters

IT Manager Boston
Geoff Graves

IT Assistants
Raymond Holbrook
Justin Richards

Team Support
Phil Frechette
HR Manager, Australia
Ali Hinton

Operational Support
Kate Kellogg
Joe McDonagh

Office Manager,
Australia
Chelsea Kyburz
Tamara Lopez

Additional
Operational Support
Devin Bean
Colin Davis
Keri Norris
David O'Toole

Marketing/PR
Support Team
Joe Faulstick
Joe McDonagh
Nate Wells

Focus Test Wrangler
Tom Bartlett

Additional Support
Richard Albon
Shamus Baker
David Beswick
Ben Driehuis
Joakim Hagdahl
Andrew Ley
David March
Jamie O'Toole
Linus Tan
Jarrad Woods

2K PUBLISHING

President
Christoph Hartmann
C.O.O.
David Ismailier

VP Product
Development
Greg Gobbi

Development Director
John Chowanec

Director of PD
Operations
Kate Kellogg

Senior Producer
Melissa Miller

Game Analysis
Neal Chung-Yee
Michael
"Patches" Kelly

SVP Marketing
Sarah Anderson

VP Marketing
Matt Gorman

Director of Marketing
Tom Bass

Senior Product
Manager
Philip Ser

Marketing Coordinator
Dawn Burnell

Production Director
Jack Scalici

Senior Video Editor
J. Mateo Baker

Video Editor
Eric Monacelli

PR Director
April M. Jones

PR Manager
Charlie Sinhaseni

Senior Manager Partner
Marketing
Scott DeFreitas

Media Specialist
Larry Stephens

Art Director,
Creative Services
Lesley Zinn

Web Director
Gabe Abarcar

Web Designer
Ashley Young

Community Manager
Elizabeth Tobey

Production Manager
Lydia Jenner

Sr. Project Manager
Jackie Truong

Director of Operations
Dorian Rehfield

VP Sales & Licensing
Steve Glickstein

Strategic Sales and
Licensing Manager
Paul Crockett

2K Quality Assurance

VP of Quality
Assurance
Alex Plachowski

Quality Assurance Test
Manager (Projects)
David Arnsperger

Compliance Manager
Alexis Ladd

Lead Tester
Stephen
Yoshi Florida

Lead Tester
(Support Team)
Lori Durrant

Senior Compliance
Tester
Nathan Bell

Quality Assurance
Team

Darren MJ
Miller-Pfeuffer
Matthew Saint John
Micah Grossman
Matt Akopian
Adrin Khachikian
Anthony Rousseau
Brent Sharon

Ariel Ceballos
Michael-Lance
Freeman
Jorge Hernandez
John St. John
Kate Ruck
Paul Benson
Keith Ferguson
Compliance Testers
Marvin Calhoun
Evan Jackson
Jeffery Pook
Leandro Ribeiro

Night Shift Sr. Tester
Victor Flores

Night Shift Testers
Jorge Arevalo
Kevin Skorcz
Eric Kuhr
Jay Armant
Whitney Fike
Matt Priddy
Daniel Miller
RJ Sandberg

2K International

General Manager
Neil Ralley

VP International
Marketing
Matthias Wehner

International
Marketing Manager
Lia Tsele

International Product
Manager
Warner Guinée

Junior International
Product Manager
Sam Woodward

Int'l PR Director
Markus Wilding

International PR
Manager
Emily Britt

Global Events Manager
Karl Unterholzner

Licensing Director
Claire Roberts

Web Content
Manager
Martin Moore

Int'l Marketing &
PR Assistant
Tom East

2K International Product Development

International Producer
Sajjad Majid

Localization Manager
Scott Morrow

Assistant Localization
Manager
Terryll Garrison

External
Localization Teams
Around the Word
Coda Entertainment
GmbH

Synthesis
International Srl
Synthesis Iberia

2K International Quality Assurance

QA Manager
Chris Rowley

QA Supervisor
Domenic Giannone

Mastering Engineer
Wayne Boyce

Lead QA Technician
Rob Jenkins

QA Technicians
Steve Manners
Ian Moore
Andrew Webster
Arsenio Formoso
Natalie Holkham

Sebastian Belton
Rosie Hamilton
Daniel Mills

Localization QA
Technicians
Sebastian Frank
Stefan Rossi
Mark Unger
Hugo Sieiro
Jose Miñana
Alba Loureiro
Alessandro Gatti
Adele Dalena
Elisa Lazier
Pauline Martyn
Didier Pruvot
Cyril Ben Abdallah
Oscar Pereira

Design Team
James Crocker
James Quinlan
Tom Baker

2K International Team
Agnès Rosique
Alex Bickham
Andreas Traxler
Barbara Ruocco
Ben Seccombe
David Halse
Fabio Gusmaroli
Jan Sturm
Jean-Paul Hardy
Jose Antonio Muñoz-
Calero Fernandez
Olivier Troit
Sandra Melero
Simon Turner
Snezana
Stojanovska

Take 2
Publishing Team
Anthony Dodd
Corine Checko
Diego Tobon
Magda Bona

Martin Alway
Nguyen Doan
Nicole Mucumbitsi
Paris Vidalis
Paul Hooper

Special Thanks
Bearcage
Bob Blau
Blur
Siobhan Boes
David Boutry
dSonic
Dan Einzig
Christopher Fiumano
Demiurge Studios, Inc.
Epic
EyeCandy Studios
FMOD EX
Sound System
Firelight
Technologies
Havok
KD&E
Jennifer Kolbe
Lamplighter Studios
Xenia Mul
Nicole Nicoletti
Rapan
RDA
Red Eye Studios
Rokkan
Drew Smith
Take-Two Sales
Douglas Rothman
Travis Tholen

PLASTIC WAX

Director
Ron Roberts

Art Director
Nathan Maddams

Lead Animation
Ray Willis

Animators
Pete Woodley-Page

Mark Comedoy
Kate Kerrigan

Modelling Team
Dean Wood
Nick Cuyten
Carl English
Barry White
Craig Byass

Lead Textures
Tyrone Maddams

Textures
Richard Pritchard

R&D
Sina Azad

FX
Allan Mackay
Adam MacGowan
Sidney Cheng

Lead Lighting\Render
David Brown

Lighting\Render
Jay C Miller

Lead Compositing
Ron Roberts

Compositing
Matthew French
Daniel Brown

Editor
Stuart Spoard

Scheduling
Kirsty Simmons

IT Manager
Dane Maddams

IT Support
Terry Mickaiei

CEO
Roger Maddams

SPECIAL THANKS
Carolyn Wright
John LaFlamboy
Justin Digiacoimo

MUSIC

Garry Schyman

Orchestra
Solo Violin
Martin Chalifour

Violins
Belinda Broughton
Darius Campo
Peter Kent
Pip Clark
Kirsten Fife
Barbara Porter
Marcy Vaj
Pat Johnson
Miran Kojian
Sara Parkins
Pam Gates
Carolyn Osborne
Anna Kostyuchek
Becky Bunnell
Eve Butler
Tiffany Yi Hu
Jennifer Munday
Hiam Shtrum

Cello
Armen Ksajikian
Suzie Katayama
David Low
Rudy Stein
Miguel Martinez
Cecilia Tsan
Paula Hochhalter
John Walz
Trevor Handy
Tina Soule
Sebastian Toettcher

Piano
Bryan Pezzone

Horn
Joe Meyer

Recording Engineer
Dan Blessinger

Music Contractor and Copyist
Ross DeRoche

Tuba
Ross DeRoche

Singer on Anthem
Rebecca Sjowall

Orchestrations
Garry Schyman &
Desha Dunnahoe

Conductor
Garry Schyman

Assistant to Garry Schyman
Tim Helisek

MPEG Layer-3 audio coding technology licensed from Fraunhofer IIS and Thomson

VO PRODUCTION

Telsey and Co
Carrie Rosson
Tiffany Canfield
David Vaccari

Star-Trax
Vince DePola
Ali Aron

POP Sound
Producer
Dawn Redmann

Original Dialog Mixer
Michael Miller

Original Dialog Recordist
Courtney Bishop

Original Dialog Mixer
Stephen Dickson

Original Dialog Recordist
Nick Bozzone

Original Dialog Mixer

Zac Fisher

Original Dialog

Recordist

Kaynaz Shroff

Original Dialog Mixer

Mitch Dorf

Original Dialog

Recordist

Gavin McNiece

Original Dialog Mixer

Tim West

Original Dialog

Recordist

Brett Rothfeld

Actors

John Ahlin

Greg Baldwin

Jane Beller

Susanne Blakeslee

Anne Bobby

Blesst Bowden

Tony Chioldes

Shavonne Conroy

Ritchie Coster

Betsy Foldes

Joshua Gomez

Cassandra Grae

Ray Guth

JG Hertzler

Peter Francis James

Juliet Landau

Anne Meisels

Raynor Scheine

Miriam Shor

Adam Sietz

Armin Shimerman

Peter Siragusa

T. Ryder Smith

Stephen Stanton

Fred Tatasciore

Marcelo Tubert

Michael Villani

Gordon Joseph Weiss

James Yaegashi

Catherine Zambri

The Music Publishers

Boosey and

Hawkes Inc.

Bug Music

Carlin America

De Wolfe Music

France Music

Corporation

Golden Bell Songs

Golden West

Melodies Inc.

Naxos Music

Next Decade Music

Shapiro Bernstein &

Company Inc.

Warner Chappell

Music

Williamson Music

The Record Labels

De Wolfe Music

Jasmine Music/Has-

nack Promotions Ltd.

Naxos

Sony/BMG Music

Entertainment

The EMI Group

Universal Music Group

Warner Music Group

Fox Studios

Rick Fox

Michael Weber

Tim Schmidt

Cal Halter

Keith Fox

Dustin Smith

Joe Schmidt

Special Thanks

Jon Manahan

Mark Vitello

Gerald Martin

Mary Tierney

Rob Dyer

Evan Hart and

Leslie Pirratano

Carlo Vogelsang

Jeff Royle

Mark Thomas and

Sandra Congdon

Kelly Tofte and

Mark Griffin

Andrew Wilson

Thatcher Ulrich

Russ Almond, Matt

Dawson and Fraser

Graham

Barry Caudill and

Seth Spaulding

Damian Isla

Big Solutions

Jack Beatty

Jim Doolittle

Karl Hanover

Meredith Levine

Pro Travel

Dan Teasdale

Dave Traver

Jason Turbin

Bruce Woodard

Ed Hoopman

PLAYSTATION®3 SYSTEM SPECIAL THANKS

Brandon Pham

Colin Fix

Elden Tam

Hogarth De La Plante

Jeff Weir

Jeffrey Fisher

Leon Hartwig

Matthew Brown

PJ Leffelman

Richard Albon

Richard Jobling

Rinaldo Tjan

Steve Gaynor

Zak McClendon

Jacob Palmer

Eric Sterner

Brooke Grabrian

Nicole Payte

Indie Built

Jacob Hawley

Graeme Bayless

Sharon Hunter

Amber Falkowski

Kate Ryan

Emily Brinkert

Ryan Oddey

Phil Frechette

Will Marshall

Kevin Franklin

Ben Cosh

Mick Hedley

Steven Sharp

Bruce Brodie

Peter Johnson

Mike Walsh

Jason Turbin

Bret Patterson

Mark Danks

Chris Norden

Cort Stratton

Danny Tang

Rob Vawter

Sheldon Carter

Focus Testers

(2K Boston)

Conor Walsh

Bill Brinkert

Michael Kripchak

Bryan Jeremy

Christopher Reavey

Dan Boldyev

Ellis Bahl

Fritz Louis

Jeff Machado

Jennifer Clay

Justin Nee

Kenneth Leibe

Michael Morin

Ryan Simonetta

Vori Sverdlin

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 van Oteghem
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
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 McInvalle
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 PUBLISHING

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

2K PUBLISHING

President
Christoph Hartmann
C.O.O.
David Ismaier

2K PRODUCT DEVELOPMENT

VP, Product Development

John Chowanec

Director of Product
Development
Melissa Miller

Producers

Mark Montuya
Tiffany Nagano

Production Assistant
Ross Marabella

Digital Release
Manager

Tom Drake

Digital Release Assistant
Myles Murphy

2K CREATIVE DEVELOPMENT

VP, Creative Development

Josh Atkins

Design Director
Jonathan Pelling

Art Director
Robert Clarke

Gameplay
Capture Lead
Homer Rabara

Sr. Director, Creative
Production
Jack Scalici

Director, Creative
Production
Chad Rocco

Sr. Manager,
Creative Production
Josh Orellana

Creative Production
Assistants
William Gale
Cathy Neeley
Megan Rohr

Director of Research
and Planning
Mike Salmon

Sr. Market Researcher
David Rees

User Testing Manager
Francesca Reyes

User Researcher
Jonathan Bonillas

Motion Capture
Supervisor
David Washburn

Motion Capture
Stage Manager
Anthony Tominia

Motion Capture Stage
Technicians
Jen Antonio

Emma Castles
Jeremy Schichtel
Alexandra Grant
Christopher Barton

Motion Capture Pro-
duction Manager
Charles Ghislandi

Motion Capture Spe-
cialists

Jose Gutierrez
Gil Espanto
Ryan Girard
Michelle Hill
Jeremy Wages

Motion Capture Pipe-
line Engineer
Charles "Auggie"
Harris III

Motion Capture Media
Supervisor
J. Mateo Baker

Motion Capture Audio
Assistant
Andrew Hanson

2K CORE TECH

VP, Technology
Mark James

Director of Engineering
David Sullivan

Project Manager,
Core Tech
Peter Driscoll

Lead Technical Artist
Jonathan Tilden

Software Engineers
Jack Liu
Jason Howard

2K MARKETING

SVP, Marketing
Sarah Anderson

VP, Marketing
Matt Gorman

VP, International
Marketing
Matthias Wehner

Director of Marketing,
North America
Kelly Miller

Associate Product
Manager
Cody Neal

VP of Communications,
The Americas
Ryan Jones

Sr. Communications
Manager
Scott Pytlík

Communications
Manager
Jennifer Heinser

Communications
Coordinator
Erica Hebert

Sr. Manager, Commu-
nity Content
Darren Gladstone

Community Manager
Catherine Lukianov

International
Project Manager
Ben Kvalo

Creative Director,
Marketing
Gabe Abarcar

Sr. Director,
Marketing Production
Jackie Truong

Manager, Marketing
Production
Ham Nguyen

Marketing Production
Assistant
Nelson Chao

Sr. Graphic Designer
Christopher Maas

Project Manager
Heidi Oas

Director,
Video Production
Kenny Crosbie

Video Editor & Motion
Graphics Designers
Michael Regelean
Eric Neff

Video Editor
Peter Koepfen

Associate Video Editors
Doug Tyler
Nick Pylvanainen

Web Director
Nate Schaumburg

Sr. Web Designer
Keith Echevarria

Sr. Web Developer
Alex Beuscher

Web Developer
Gryphon Myers

Web Producer
Tiffany Nelson

Channel Marketing
Managers
Anna Nguyen
Marc McCurdy

Partner Marketing
Specialist
Kelsie Lahti

Sr. Director of Events
Lesley Zinn Abarcar

Events Manager
David Iskra

Director,
Customer Service
Ima Somers

Customer Service
Manager
David Eggers

Knowledge Base
Coordinator
Mike Thompson

Customer Service
Coordinator
Jamie Neves

Customer Service Lead
Crystal Pittman

Senior Customer Ser-
vice Associates
Alicia Nielsen
Ryosuke Kurosawa

Director,
Partnerships & Licensing
Jessica Hopp

Partnerships & Licensing
Manager
Ryan Ayalde

Associate Manager,
Partnerships & Licensing
Ashley Landry

Marketing Project
Specialist
Kenya Sancristobal

2K OPERATIONS

SVP, Senior Counsel
Peter Welch

Counsels
Justyn Sanderford
Aaron Epstein

VP, Publishing Opera-
tions
Steve Lux

Director of Label
Operations
Rachel DiPaola

Director of Operations
Dorian Rehfield

Director of Analytics
Mehmet Turan

Sr. Data Analyst
Adam Dobrin

Sr. Analyst
Tuomo Nikulainen

Partner Marketing
Manager
Dawn Earp

Licensing & Operations
Specialist
Xenia Mul

Operations Coordinator
Aaron Hiscox

2K IT

Sr. Director, 2K IT
Rob Roudebush

Sr. IT Manager
Bob Jones

Sr. Network Manager
Russell Mains

Sr. Systems Engineer
Jon Heysek

Security Systems
Engineer
Lee Ryan

Network Engineer
Don Claybrook

Systems Administrators
Fernando Ramirez
Tareq Abbassi
Scott Alexander
Davis Krieghoff

IT Analyst
Michael Caccia

2K QUALITY ASSURANCE

SVP of Quality Assurance and Submissions
Alex Plachowski

Test Managers
Eric Zala
Ian Moore

Submission Manager
Scott Sanford

Senior Lead QA Tester
Josh Lagerson

Lead QA Tester
(Projects)
Phyllicia Fletcher

Lead QA Testers (Support Team)
Chris Adams
Nathan Bell

Associate QA Lead
Tester (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 Villariasa
Joshua Brown-Sage

Senior QA Testers (Support Team)
Ana Garza
Andrew Garrett
Ashley Carey
Brian Reiss
David Drake
Michelle Paredes
Nicole Millette
Robert Klempner

Quality Assurance Team
Adrian Burnham
Bobby Cofield
Brandon Peterson
Bryan Fritz

Chayse June
Corey Bradley
Cory Waterman
Daniel Caperonis
Daniel Eanes
Darwin Layco
David Song Dalie
Devin Daisley
Dolores Reynolds
Douglas Reilly
Eddie Hawk Arguelles
Hugo Dominguez
James Varga
John Simpson
Joshua Hull
Julian Molina
Madison Crockett
Nathan Craig
Ryan Saffell
Sacha Moctezuma
Scott Luedtke
Shaylea Gallagher
Wenceslao Concina
Zachary Little

Special Thanks
Alexandria Belk
Cameron Steed
Candice Javellonar
Chris Jones
David Barksdale
Jeremy Richards
Joe Bettis
Juan Corral
Kris Jolly
Leslie Cullum
Louis Napolitano
Rachel Hajewski
Travis Allen
Todd Ingram

2K INTERNATIONAL

VP, Publishing,
Operations
Murray Pannell

Head of International
Product Marketing
David Halse

International PR
Manager
Wouter van Vugt

Junior International PR
& Events Manager
Chris White

Junior International
Product Manager
Pia Raggio

International Community
& Social Manager
Meloaine Brou

International Territory
Manager
Warner Guineez

2K INTERNATIONAL PRODUCT DEVELOPMENT

International Producer
Sajjad Majid

Localization & Creative
Services Manager
Nathalie Mathews

Localization Project
Manager
Emma Lepeut

Design Team
Tom Baker
James Quinlan
Localization tools and
support provided by
XLOC Inc.

2K INTERNATIONAL QUALITY ASSURANCE

Localisation QA
Manager
José Miñana

Mastering Engineer
Wayne Boyce

Mastering Technician
Alan Vincent

Localisation QA

Senior Lead

Oscar Pereira

Localisation QA

Project Lead

Florian Genthon

Localisation QA Leads

Alba Loureiro

Elmar Schubert

Jose Olivares

Associate Localisation

QA Lead

Cristina La Mura

Senior Localisation QA

Technicians

Christopher Funke

Enrico Sette

Harald Raschen

Johanna Cohen

Sergio Accettura

Localisation QA Technicians

Carlos Muñoz Díaz

Clement Mosca

David Sung

Dimitri Gerard

Ernesto Rodriguez-Cruz

Etienne Dumont

Gabriel Uriarte

Gian Marco Romano

Gulnara Bixby

Iris Loison

Javier Vidal

Julio Calle Arpon

Luca Magni

Manuel Aguayo

Matteo Lanteri

Martin Schücker

Namer Merli

Nicolas Bonin

Noriko Staton

Pablo Menéndez

Roland Habersack

Samuel França

Seon Hee C.

Anderson

Shawn Williams-

Brown

Sherif Mahdy Farrag

Stefan Rossi

Stefanie Schwam-

berger

Timothy Cooper

Yury Fesechka

TAKE-TWO INTERNATIONAL OPERATIONS

Anthony Dodd

Martin Always

Nisha Verma

Phil Anderton

Denisa Polcerova

Robert Willis

2K INTERNATIONAL MARKETING AND COMMUNICATIONS TEAM

Agnès Rosique

Alan Moore

Aaron Cooper

Belinda Crowe

Ben Seccombe

Carlo Volz

Carlos Villasante

Caroline Rajcom

Charley Grafton-

Chuck

Dan Cooke

Dennis de Bruin

Devon Stanton

Diana Freitag

François Bouvard

Gemma Woolnough

Jan Sturm

Jean Paul Hardy

John Ballantyne

Julien Brossat

Lieke Mandemakers

Maria Martinez

Sandra Melero

Sean Phillips

Simon Turner

Stefan Eder

Zaida Gómez

2K ASIA TEAM

General

Manager, Asia

Jason Wong

Asia Marketing Director

Diana Tan

Asia Marketing

Manager

Daniel Tan

Japan Marketing

Manager

Maho Sawashima

Sr. Product Executive

Rohan Ishwarlal

Product Executive

Sharon Lim

Sr. Localization

Manager

Yosuke Yano

Localization Coordi-

nator

Pierre Guizarro

Localization Assistant

Yusaku Minamisawa

Take-Two Asia Operations

Eileen Chong

Veronica Khuan

Chermine Tan

Takako Davis

Ryoko Hayashi

Take-Two Asia Business Development

Erik Ford

Syn Chua

Ellen Hsu

Kelvin Ahn

Paul Adachi

Fumiko Okura

Hidekatsu Tani

Fred Johnson

Ken Tilakaratna

Anna Choi

2K CHINA

LOCALIZATION

QUALITY ASSURANCE

QA Director

Zhang Xi Kun

Localization QA

Manager

Du Jing

Lead QA Testers

Chu Jin Dan

Zhu Jian

Shigekazu Tsuchi

Senior QA Testers

Qin Qi

Kan Liang

Cho Hyunmin

QA Testers

Yan Yan

Zhou Qian Yu

Song Shi Xue

Zhao Yu

Wang Ce

Tan Liu Yang

Bai Xue

Tang Shu

Jin Xiong Jie

Hu Meng Meng

Zou Zhuo Ke

Junior QA Testers

Mao Ling Jie

Li Ling Li

Liu Kun Peng

Tang Dan Ru

Cheng Xue Mei

Xiao Yi

IT Engineers

Zhao Hong Wei

Hu Xiang

Li Ting Zhu

SPECIAL THANKS

Strauss Zelnick
Karl Slatoff
Lainie Goldstein
Dan Emerson
Jordan Katz
David Cox
Steve Glickstein
Ken Levine
Shawn Robertson
Don Roy
Jesse Kearns
Geoff Keighley
Wallace Eltus
Elizabeth Satterwhite
Yassie Ramos Vazquez

Take-Two Sales Team
Take-Two Digital Sales
Team
Take-Two Channel
Marketing Team
Siobhan Boes
Hank Diamond
Alan Lewis
Daniel Einzig
Christopher Fiumano
Pedram Rahbari
Jenn Kolbe
Greg Gibson
Take-Two Legal Team
David Boutry
Juan Chavez

Rajesh Joseph
Gaurav Singh
Alexander Raney
Barry Charleton
Jon Titus
Gail Hamrick
Tony MacNeill
Chris Bigelow
Brooke Grabrian
Katie Nelson
Chris Burton
Christina Vu
Betsy Ross
Pete Anderson
Oliver Hall
Nicholas Bublitz

Nicole Hillenbrand
Danielle Williams
Maria Zamaniego
Ariel Owens-Barham
Kyra Simon
Ashish Popli
Hayley Gelfman-Gold
Access Communica-
tions
PETROL Advertising
Layer Media

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

This limited software warranty and license agreement (this "Agreement") may be periodically updated and the current version will be posted at www.take2games.com/eula (the "Website"). Your continued use of the Software after a revised Agreement has been posted constitutes your acceptance of its terms.

THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL(S), PACKAGING, AND OTHER WRITTEN FILES, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. THE SOFTWARE IS LICENSED, NOT SOLD, BY OPENING, DOWNLOADING, INSTALLING, COPYING, OR OTHERWISE USING THE SOFTWARE, AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE. YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT WITH THE UNITED STATES COMPANY TAKE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSOR"), AS WELL AS THE PRIVACY POLICY LOCATED AT www.take2games.com/privacy AND TERMS OF SERVICE LOCATED AT www.take2games.com/legal.

PLEASE READ THIS AGREEMENT CAREFULLY. IF YOU DO NOT AGREE TO ALL THE TERMS OF THIS AGREEMENT, YOU ARE NOT PERMITTED TO OPEN, DOWNLOAD, INSTALL, COPY, OR USE THE SOFTWARE.

LICENSE

Subject to this Agreement and its terms and conditions, Licensor hereby grants you a nonexclusive, non-transferable, limited, and revocable right and license to use one copy of the Software for your personal, non-commercial use for gameplay on a single Game Platform (e.g. computer, mobile device, or gaming console) unless otherwise expressly specified in the Software documentation. Your license 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 the termination of this Agreement (see below).

The Software is licensed, not sold, 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. Licensor retains all right, title, and interest to the Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by U.S. copyright and trademark law and applicable laws and treaties throughout the world. The Software may not be copied, reproduced, or distributed in any manner or medium, in whole or in part, without prior written consent from Licensor. Any persons 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 U.S. or their local country. Be advised that U.S. copyright violations are subject to statutory penalties of up to \$150,000 per violation. The Software contains certain licensed materials and Licensor's licensors may also protect their rights in the event of any violation of this Agreement. All rights not expressly granted under this Agreement are reserved by Licensor and, as applicable, its licensors.

LICENSE CONDITIONS

You agree not to:

commercially exploit the Software;

distribute, lease, license, sell, rent, convert into convertible currency, or otherwise transfer or assign the Software, or any copies of the Software, including but not limited to Virtual Goods or Virtual Currency (defined below) without the express prior written consent of Licensor or as expressly set forth in this Agreement;

make a copy of the Software or any part thereof (other than as set forth herein);

make a copy of the Software available on a network for use or download by multiple users;

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;

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); use or copy the Software at a computer gaming center or any other location-based site; provided, that Licensor may offer you a separate license agreement to make the Software available for commercial use;

reverse engineer, decompile, disassemble, display, perform, prepare derivative works based on, or otherwise modify the Software, in whole or in part;

remove or modify any proprietary notices, marks, or labels contained on or within the Software;

restrict or inhibit any other user from using and enjoying any online features of the Software;

cheat or utilize any unauthorized robot, spider, or other program in connection with any online features of the Software;

violate any terms, policies, licenses, or code of conduct for any online features of the Software; or

transport, export, or re-export (directly or indirectly) into any country forbidden to receive the Software by any U.S. export laws or regulations or U.S. economic sanctions or otherwise violate any laws or regulations, or the laws of the country in which the Software was obtained, which may be amended from time to time.

ACCESS TO SPECIAL FEATURES AND/OR SERVICES, INCLUDING DIGITAL COPIES: Software download, redemption of a unique serial code, registration of the Software, membership in a third-party service and/or membership in a Licensor service (including acceptance of related terms and policies) may be required to activate the Software, access digital copies of the Software, or access certain on-lockable, downloadable, online, or other special content, services, and/or functions (collectively, "Special Features"). Access to Special Features is limited to a single User Account (as defined below) per serial code and access to Special Features cannot be transferred, sold, leased, licensed, rented, converted into convertible virtual currency, or re-registered by another user unless otherwise expressly specified. The provisions of this paragraph supersede any other term in this Agreement.

TRANSFER OF PRE-RECORDED COPY LICENSE: You may transfer the entire physical copy of pre-recorded 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 or accompanying documentation, and the recipient agrees to the terms of this Agreement. Transfer of the pre-recorded copy license may require you to take specific steps, as set forth in the Software documentation. You may not transfer, sell, lease, license, rent, or convert into convertible virtual currency any Virtual Currency or Virtual Goods except as expressly set forth in this Agreement or with Licensor's prior written consent. Special Features, including content otherwise unavailable without a single-use serial code, are not transferable to another person under any circumstances, and Special Features may cease functioning if the original installation copy of the Software is deleted or the pre-recorded copy is unavailable to the user. The Software is intended for private use only. **NOTWITHSTANDING THE FOREGOING, YOU MAY NOT TRANSFER ANY PRE-RELEASE COPIES OF THE SOFTWARE.**

TECHNICAL PROTECTIONS: The Software may include measures to control access to the Software, control access to certain features or content, prevent unauthorized copies, or otherwise attempt to prevent anyone from exceeding the limited rights and licenses granted under this Agreement. Such measures may include incorporating license management, product activation, and other security technology in the Software and monitoring usage, including, but not limited to, time, date, access, or other controls, counters, serial numbers, and/or other security devices designed to prevent the unauthorized access, use, and copying of the Software, or any portions or components thereof, including any violations of this Agreement. Licensor reserves the right to monitor use of the Software at any time. You may not interfere with such access control measures or attempt to disable or circumvent such security features, and if you do, the Software may not function properly. If the Software permits access to Special Features, only one copy of the Software may access those Special Features at one time. Additional terms and registration may be required to access online services and to download Software updates and patches. Only Software subject to a valid license can be used to access online services, including downloading updates and patches. Except as otherwise prohibited by applicable law, Licensor may limit, suspend, or terminate the license granted hereunder and access to the Software, including, but not limited to, any related services and products, at any time without notice for any reason whatsoever.

USER CREATED CONTENT: The Software may allow you to create content, including, but not limited to, a gameplay map, scenario, screenshot, car design, item, or video of your game play. In exchange for use of the Software, and to the extent that your contributions through use of the Software give rise to any copyright interest, you hereby grant Licensor an exclusive, perpetual, irrevocable, fully transferable, and sub-licensable worldwide right and license to use your contributions in any way and for any purpose in connection with the Software and related goods and services, including, but not limited to, the rights to reproduce, copy, adapt, modify, perform, display, publish, broadcast, transmit, or otherwise communicate to the public by any means whether now known or unknown and distribute your contributions without any further notice or compensation to you of any kind for the whole duration of protection granted to intellectual property rights by applicable laws and international conventions.

You hereby waive and agree never to assert any moral rights of paternity, publication, reputation, or attribution with respect to Licensor's and other players' use and enjoyment of such assets in connection with the Software and related goods and services under applicable law. This license grant to Licensor, and terms above regarding any applicable moral rights, will survive any termination of this Agreement.

INTERNET CONNECTION: The Software may require an internet connection to access internet-based features, authenticate the Software, or perform other functions.

USER ACCOUNTS: In order to use the Software or a software feature, or for certain features of the Software to operate properly, you may be required to have and maintain a valid and active user account with an online service, such as a third-party gaming platform or social network account ("Third-Party Account"), or an account with Licensor or a Licensor affiliate, as set forth in the Software documentation. 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. The Software may also require you to create a Software-specific user account with Licensor or a Licensor affiliate ("User Account") in order to access the Software and its functionality and features. Your User Account log-in may be associated with a Third-Party Account. You are responsible for all use and the security of your User Accounts and any Third-Party Accounts that you use to access and use the Software.

VIRTUAL CURRENCY AND VIRTUAL GOODS

If the Software allows you to purchase and/or earn though play a license to use Virtual Currency and Virtual Goods, the following additional terms and conditions apply.

VIRTUAL CURRENCY & VIRTUAL GOODS: The Software may enable users to (i) use fictional virtual currency as a medium of exchange exclusively within the Software ("Virtual Currency" or "VC") and (ii) gain access to (and certain limited rights to use) virtual goods within the Software ("Virtual Goods" or "VG"). Regardless of the terminology used, VC and VG represent a limited license right governed by this Agreement. Subject to the terms of and compliance with this Agreement, Licensor hereby grants you the nonexclusive, non-transferable, non-licensable, limited right and license to use VC and VG obtained by you for your personal non-commercial gameplay exclusively within the Software. Except as otherwise prohibited by applicable law, VC and VG obtained by you are licensed to you, and you hereby acknowledge that no title or ownership in or to VC and VG is being transferred or assigned hereunder. This Agreement should not be construed as a sale of any rights in VC and VG.

VC and VG do not have an equivalent value in real currency and do not act as a substitute for real currency. You acknowledge and agree that Licensor may revise or take action that impacts the perceived value of or purchase price for any VC and/or VG at any time except as prohibited by applicable law. VC and VG do not incur fees for non-use; provided, however, that the license granted hereunder to VC and VG will terminate in accordance with the terms and conditions of this Agreement and the Software documentation, when Licensor ceases providing the Software, or this Agreement is otherwise terminated. Licensor, in its sole discretion, reserves the right to charge fees for the right to access or use VC or VG and/or may distribute VC or VG with or without charge.

EARNING & PURCHASING virtual currency and virtual goods: You may have the ability to purchase VC or to earn VC from Licensor for the completion of certain activities or accomplishments in the Software. For example, Licensor may provide VC or VG upon the completion of an in-game activity, such as attaining a new level, completing a task, or creating user content. Once obtained, VC and VG will be credited to your User Account. You may purchase VC and VG only within the Software, or through a platform, participating third-party online store, application store, or other store authorized by Licensor (all referred to herein as "Software Store"). Purchase and use of in-game items or currency through a Software Store are subject to the Software Store's governing documents, including but not limited to, the Terms of Service and User Agreement. This online service has been sublicensed to you by the Software Store. GF Licensor may offer discounts or promotions on the purchase of VC, and such discounts and promotions may be modified or discontinued by Licensor at any time without notice to you. Upon completing an authorized purchase of VC from an Application Store, the amount of purchased VC will be credited to your User Account.

The Licensor shall establish a maximum amount you may spend to purchase VC per transaction and/or per day, which may vary depending on the associated Software. Licensor, in its sole discretion, may impose additional limits on the amount of VC you may purchase or use, how you may use VC, and the maximum balance of VC that may be credited to your User Account. You are solely responsible for all VC purchases made through your User Account regardless of whether or not authorized by you.

BALANCE CALCULATION: You can access and view your available VC and VG in your User Account when logged into your User Account. Licensor reserves the right, in its sole discretion, to make all calculations regarding the available VC and VG in your User Account. Licensor further reserves the right, in its sole discretion, to determine the amount of and manner in which VC is credited and debited from your User Account in connection with your purchase of VG or for other purposes. While Licensor strives to make all such calculations on a consistent and reasonable basis, you hereby acknowledge and agree that Licensor's determination of the available VC and VG in your User Account is final, unless you can provide documentation to Licensor that such calculation was or is intentionally incorrect.

USING VIRTUAL CURRENCY AND VIRTUAL GOODS: All purchased in-game Virtual Currency and/or Virtual Goods may be consumed or lost by players in the course of gameplay according to the game's rules applicable to currency and goods, which may vary depending on the associated Software. VC and VG may only be used within the Software, and Licensor, in its sole discretion, may limit use of VC and/or VG to a single game. The authorized uses and purposes of VC and VG may change at any time. Your available VC and/or VG as shown in your User Account will be reduced each time you use VC and/or VG within the Software. The use of any VC and/or VG constitutes a demand against and withdrawal from your available VC and/or VG in your User Account. You must have sufficient available VC and/or VG in your User Account in order to complete a transaction within the Software. VC and/or VG in your User Account may be reduced without notice upon the occurrence of certain events related to your use of the Software: For example, you may lose VC or VG upon the loss of a game or the death of your character. You are responsible for all uses of VC and/or VG made through your User Account, regardless of whether or not authorized by you. You must notify Licensor immediately upon discovering the unauthorized use of any VC and/or VG made through your User Account by submitting a support request at www.take2games.com/support.

NON-REDEEMABLE: VC and VG may only be redeemed for in-game goods and services. You may not sell, lease, license, or rent VC or VG, convert them into convertible VC. VC and VG may only be redeemed for in-game goods or services and are not redeemable for any sum of money or monetary value or other goods from Licensor or any other person or entity at any time, except as expressly provided herein or otherwise required by applicable law. VC and VG have no cash value, and neither Licensor nor any other person or entity has any obligation to exchange your VC or VG for anything of value, including, but not limited to, real currency.

NO REFUND: All purchases of VC and VG are final and under no circumstances will such purchases be refundable, transferable, or exchangeable. Except as prohibited by applicable law, Licensor has the absolute right to manage, regulate, control, modify, suspend, and/or eliminate such VC and/or VG as it sees fit in its sole discretion, and Licensor shall have no liability to you or anyone else for the exercise of such rights.

NO TRANSFERS: Any transferring, trading, selling, or exchanging of any VC or VG to anyone, other than in game play using the Software as expressly authorized by Licensor ("Unauthorized Transactions"), including, but not limited to, among other users of the Software, is not sanctioned by Licensor and is strictly forbidden. Licensor reserves the right, in its sole discretion, to terminate, suspend, or modify your User Account and your VC and VG and terminate this Agreement if you engage in, assist in, or request any Unauthorized Transactions. All users who participate in such activities do so at their own risk and hereby agree to indemnify and hold harmless Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees, and agents from all damages, losses and expenses arising directly or indirectly from such actions. You acknowledge that Licensor may request that the applicable Application Store stop, suspend, terminate, discontinue, or reverse any Unauthorized Transaction, regardless of when such Unauthorized Transaction occurred (or has yet to occur) when it suspects or has evidence of fraud, violations of this Agreement, violations of any applicable law or regulation, or any intentional act designed to interfere or that otherwise has the effect of or may have the effect of intervening in any way with the operation of the Software. If we believe or have any reason to suspect that you have engaged in an Unauthorized Transaction, you further agree that Licensor may, in its sole discretion, restrict your access to your available VC and VG in your User Account or terminate or suspend your User Account and your rights to any VC, VG, and other items associated with your User Account.

LOCATION: VC is only available to customers in certain locations. You may not purchase or use VC if you are not in an approved location.

SOFTWARE STORE TERMS

This Agreement and the provision of the Software through any Software Store (including the purchase of VC or VG) is subject to the additional terms and conditions set forth on or in or required by the applicable Software Store and all such applicable terms and conditions are incorporated herein by this reference. Licensor is not responsible or liable to you for any credit card or bank-related charges or other charges or fees related to your purchase transactions within the Software or through a Software Store. All such transactions are administered by the Software Store, not Licensor. Licensor expressly disclaims any liability for any such transactions, and you agree that your sole remedy regarding all transactions is from or through such Software Store.

This Agreement is solely between you and Licensor, and not with any Software Store. You acknowledge that the Software Store has no obligation to furnish any maintenance or support services to you in connection with the Software. Except for the foregoing, to the maximum extent permitted by applicable law, the Software Store will have no other warranty obligation whatsoever with respect to the Software. Any claim in connection with the Software related to product liability, a failure to conform to applicable legal or regulatory requirements, claims under consumer protection or similar legislation or intellectual property infringement are governed by this Agreement, and the Software Store is not responsible for such claims. You must comply with the Software Store Terms of Service and any other Software Store applicable rules or policies. The license to the Software is a non-transferable license to use the Software only on an applicable device that you own or control.

You represent that you are not located in any U.S.-embargoed countries or other geographical areas or on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Department of Commerce Denied Person's list or Entity List. The Software Store is a third-party beneficiary to this Agreement and may enforce this Agreement against you.

INFORMATION COLLECTION & USAGE

By installing and using the Software, you consent to the information collection and usage terms set forth in this section and Licensor's Privacy Policy, including (where applicable) (i) the transfer of any personal information and other information to Licensor, its affiliates, vendors, and business partners, and to certain other third parties, such as governmental authorities, in the U.S. and other countries located outside Europe or your home country, including countries that may have lower standards of privacy protection; (ii) the public display of your data, such as identification of your user-created content or displaying your scores, ranking, achievements, and other gameplay data on websites and other platforms; (iii) the sharing of your gameplay data with hardware manufacturers, platform hosts, and Licensor's marketing partners; and (iv) other uses and disclosures of your personal information or other information as specified in the above-referenced Privacy Policy, as amended from time to time. If you do not want your information used or shared in this manner, then you should not use the Software.

For the purposes all data privacy issues, including the collection, use, disclosure, and transfer of your personal information and other information, the Privacy Policy located at www.take2games.com/privacy, as amended from time to time, takes precedence over any other statement in this Agreement.

WARRANTY

LIMITED WARRANTY: Licensor warrants to you (if you are the initial and original purchaser of the Software but not if you obtain the pre-recorded Software and accompanying documentation as a transfer from the original purchaser) 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. Licensor warrants to you that the Software is compatible with a personal computer meeting the minimum system requirements listed in the Software documentation or 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, Licensor does not warrant the performance of the Software on your specific computer or gaming unit. Licensor 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 Licensor 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, Licensor agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by Licensor. If the Software is no longer available, Licensor retains the right to substitute a similar piece of Software of equal or greater value. This warranty is limited to the storage medium and the Software as originally provided by Licensor and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, 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 other warranty of merchantability, fitness for a particular purpose, or non-infringement, and no other representations or warranties of any kind shall be binding on Licensor.

When returning the Software subject to the limited warranty above, please send the original Software only to Licensor address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

INDEMNITY

You agree to indemnify, defend, and hold Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees, and agents harmless from all damages, losses, and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE SOFTWARE, INCLUDING, BUT NOT LIMITED TO, DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION, AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE, OR LOSS OF PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY, OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL LICENSOR'S LIABILITY FOR ALL DAMAGES (EXCEPT AS REQUIRED BY APPLICABLE LAW) EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE.

IN NO EVENT SHALL LICENSOR'S AGGREGATE LIABILITY FOR ANY AND ALL CLAIMS HEREUNDER BY YOU, REGARDLESS OF THE FORM OF ACTION, EVER EXCEED THE GREATER OF THE FEES PAID BY YOU TO LICENSOR FOR THE PRECEDING TWELVE (12) MONTH PERIOD FOR ANYTHING RELATING TO THE SOFTWARE OR US\$200, WHICHEVER IS GREATER.

BECAUSE SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, DEATH, OR PERSONAL INJURY RESULTING FROM NEGLIGENCE, FRAUD, OR WILLFUL MISCONDUCT, THESE LIMITATIONS AND/OR EXCLUSIONS AND ANY EXCLUSION OR LIMITATION OTHERWISE RESULTING FROM THE ABOVE INDEMNITY MAY NOT APPLY TO YOU. THIS WARRANTY SHALL NOT BE APPLICABLE SOLELY TO THE EXTENT THAT ANY SPECIFIC PROVISION OF 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.

WE DO NOT AND CANNOT CONTROL THE FLOW OF DATA TO OR FROM OUR NETWORK AND OTHER PORTIONS OF THE INTERNET, WIRELESS NETWORKS, OR OTHER THIRD-PARTY NETWORKS. SUCH FLOW DEPENDS IN LARGE PART ON THE PERFORMANCE OF THE INTERNET AND WIRELESS SERVICES PROVIDED OR CONTROLLED BY THIRD PARTIES. AT TIMES, ACTIONS OR INACTIONS OF SUCH THIRD PARTIES MAY IMPAIR OR DISRUPT YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF. WE CANNOT GUARANTEE THAT SUCH EVENTS WILL NOT OCCUR. ACCORDINGLY, WE DISCLAIM ANY AND ALL LIABILITY RESULTING FROM OR RELATED TO THIRD-PARTY ACTIONS OR INACTIONS THAT IMPAIR OR DISRUPT YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF OR THE USE OF THE SOFTWARE AND RELATED SERVICES AND PRODUCTS.

TERMINATION

This Agreement is effective until terminated by you or by the Licensor. This Agreement automatically terminates when Licensor ceases to operate the Software servers (for games exclusively operated online), if Licensor determines or believes your use of the Software involves or may involve fraud or money laundering or any other illicit activity, or upon your failure to comply with terms and conditions of this Agreement, including, but not limited to, the License Conditions above. You may terminate this Agreement at any time by (i) requesting Licensor to terminate and delete your User Account that is used to access or use the Software using the method set forth in the Terms of Service or (ii) destroying and/or deleting any and all copies of all Software in your possession, custody, or control. Deleting the Software from your Game Platform will not delete the information associated with your User Account, including any VC and VG associated with your User Account. If you reinstall the Software using the same User Account, then you may still have access to your prior User Account information, including any VC and VG associated with your User Account. However except as otherwise prohibited by applicable law, if your User Account is deleted upon termination of this Agreement for any reason, all VC and/or VG associated with your User Account will also be deleted, and you will no longer be available for use the Software or any VC or VG associated with your User Account. If this Agreement terminates due to your violation of this Agreement, Licensor may prohibit you from re-registering or re-accessing the Software. Upon any termination of this Agreement, you must destroy or return the physical copy of Software to Licensor, as well as permanently destroy all copies of the Software, accompanying documentation, associated materials, and all of its component parts in your possession or control, including from any client server, computer, gaming unit, or mobile device on which it has been installed. Upon termination of this Agreement, your rights to use the Software, including any VC or VG associated with your User Account, will terminate immediately, and you must cease all use of the Software. The termination of this Agreement will not affect our rights or your obligations arising under this Agreement.

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." Use, duplication, or disclosure 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 Licensor at the location listed below.

EQUITABLE REMEDIES

You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect any of this Agreement, including temporary and permanent injunctive relief, in addition to any other available remedies.

TAXES AND EXPENSES

You shall be responsible for and shall pay and shall indemnify and hold harmless Licensor and any and all of its affiliates, officers, directors, and employees against all taxes, duties, and levies of any kind imposed by any governmental entity with respect to the transactions contemplated under the this Agreement, including interest and penalties thereon (exclusive of taxes on Licensor's net income), irrespective of whether included in any invoice sent to you at any time by Licensor. You shall provide copies of any and all exemption certificates to Licensor if you are entitled to any exemption. All expenses and costs incurred by you in connection with your activities hereunder, if any, are your sole responsibility. You are not entitled to reimbursement from Licensor for any expenses, and will hold Licensor harmless therefrom.

TERMS OF SERVICE

All access to and use of the Software is subject to this Agreement, the applicable Software documentation, Licensor's Terms of Service, and Licensor's Privacy Policy, and all terms and conditions of the Terms of Service are hereby incorporated into this Agreement by this reference. These agreements represent the complete agreement between you and Licensor relating to use of the Software and related services and products and supersede and replace any prior agreements between you and Licensor, whether written or oral. To the extent there is a conflict between this Agreement and the Terms of Service, this Agreement shall control.

MISCELLANEOUS

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 or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York County, New York, U.S.A.). You and Licensor consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by New York state or federal law. You and Licensor agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS AGREEMENT, YOU MAY CONTACT US IN WRITING AT: TAKE-TWO INTERACTIVE SOFTWARE, INC., 622 BROADWAY, NEW YORK, NY 10012.

All other terms and conditions of the EULA apply to your use of the Software.

NOTICE FOR AUSTRALIAN CONSUMERS

IMPORTANT: THE WARRANTY FOR THIS PRODUCT HAS BEEN UPDATED FOR AUSTRALIA.

THIS NOTICE SHOULD BE READ IN CONJUNCTION WITH THE WARRANTY TERMS SET OUT ABOVE.

Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

Goods presented for repair may be replaced by refurbished goods of the same type rather than being repaired. Refurbished parts may be used to repair the goods.

Any benefits to you given by the Licensor's warranty are in addition to other rights and remedies of the consumer in relation to the goods and services to which the warranty relates.

All claims under the warranty for this product should be made to:

Take-Two Interactive Software Pty Ltd, Suites 12 & 16, Upper Deck, Jones Bay Wharf, 26-32 Pirrama Road, Pyrmont Point, NSW 2009

Email: <http://support.2k.com/home>

The procedure for claims under the warranty for this product is outlined within the warranty terms set out above.

Licensor will cover all costs associated with a successful claim under this warranty. Proof of any reasonable costs you incur in making a claim under this warranty should be sent to the Licensor address specified above for reimbursement.

For the avoidance of doubt, none of the limitations contained in this warranty in any way exclude or limit your rights under the Australian Consumer Law.

To the extent that this notice is inconsistent with any of the provisions of the warranty terms set out above, this notice supersedes those provisions.

©2002–2016 Take–Two Interactive Software and its subsidiaries. BioShock is developed by 2K Boston, 2K Australia, 2K Marin and Digital Extremes. BioShock 2 is developed by 2K Marin, 2K Australia, 2K China and Digital Extremes. BioShock Infinite is developed by Irrational Games. Published and distributed by 2K. BioShock, BioShock Infinite, 2K, 2K Games, Irrational Games, Take–Two Interactive Software and their respective logos are all trademarks and/or registered trademarks of Take–Two Interactive Software, Inc. Digital Extremes and its logo are trademarks of Digital Extremes. Unreal® is a registered trademark of Epic Games, Inc. Unreal® Engine, Copyright 1998–2013, Epic Games, Inc. All rights reserved. BioShock and BioShock 2 use Havok®, Copyright 1999–2010 Havok.com, Inc. (and its Licensors). All Rights Reserved. See www.havok.com for details. Uses Bink Video. Copyright ©1997–2013 by RAD Game Tools, Inc. All rights reserved. BioShock Infinite uses NaturalMotion animation technology. BioShock Infinite includes Autodesk®Beast™ software, ©2013 Autodesk, Inc., Autodesk®HumanIK® software, ©2013 Autodesk, Inc., Autodesk®Kynapse® software, ©2013 Autodesk, Inc., and Autodesk®Scaleform® software, ©2013 Autodesk, Inc. Autodesk, Beast, HumanIK, Kynapse, and Scaleform are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries. BioShock Infinite is powered by Wwise ©2006–2013 Audiokinetic Inc. ©2013 Advanced Micro Devices, Inc. AMD, the AMD Arrow logo, Radeon and combinations thereof are trademarks of Advanced Micro Devices, Inc. Portions hereof ©2002–2013 by Nvidia® Corporation. All rights reserved. NVIDIA® and PhysX™ are trademarks of NVIDIA Corporation and are used under license. Uses FMOD Ex Sound System and Firelight Technologies. Facial animations generated with FaceFX. ©2002–2010, OC3 Entertainment, Inc. and its licensors. All other marks and trademarks are the property of their respective owners. All rights reserved. The content of this videogame is purely fictional, is not intended to represent or depict any actual event, person, or entity, and any such similarities are purely coincidental. The makers and publishers of this videogame do not in any way endorse, condone, or encourage engaging in any conduct depicted in this videogame.

PRODUCT SUPPORT

Visit <http://support.2k.com> for the latest on help and support for *BioShock: The Collection*, including resolutions to common error messages, for information regarding my2K accounts, or to change your my2K profile.