

XBOX ONE™



BIO SHOCK Infinite

Blind Squirrel
GAMES

2K



WARNING Before playing this game, read the Xbox One™ system, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

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

TABLE OF CONTENTS

Welcome to Rapture	2
Controls	3
Weapons	5
ADAM	6
Plasmids	7
Switching Between Weapons and Plasmids	8
Gene Tonics	8
Heads Up Display	9
Main Menu	10
Getting Help	11
Rapture	11
Character Growth	16
Machines	17
Pause Menu	22
Options	23
Status Menu	24
Hacking	25
Credits	27
Warranties	38
Product Support	42

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.

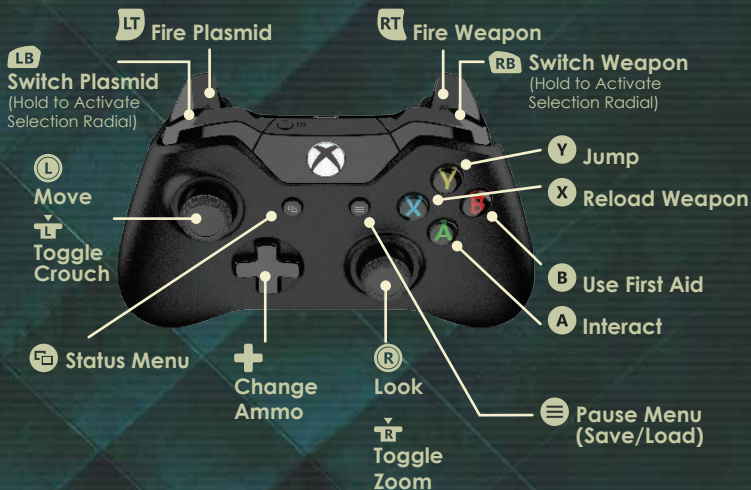
No, says the man in Moscow. It belongs to everyone.

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
	Move
	Look
 button	Reload weapon, use an EVE hypo or start hacking
 button	Jump
 button	Use First Aid
 button	Interact
	Change Ammo
	Switch Plasmid (Hold to Activate Selection Radial)
	Fire Plasmid
	Switch Weapon (Hold to Activate Selection Radial)
	Fire Weapon
	Toggle Crouch
	Toggle Zoom
	Pause Menu
	Status Menu

WEAPONS

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

Weapon Switching

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



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 **+** 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 use your current Plasmid, pull the **LT**.

Plasmid Switching

You can have multiple Plasmids equipped at the same time. Cycle through the Plasmids you have equipped using the **LB**. Holding the **LB** will pause the game and bring up a selection radial of all equipped Plasmids. You can use the **L** or the **R** to choose your desired Plasmid. The game will resume after you release the **LB**.



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 using EVE hypos that can be found scattered through Rapture as well as purchased at Vending Machines (see Vending Machines, page 19). 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 18).

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 bumper or trigger from what is currently equipped. For example, if you are currently using your Pistol, pressing the **LB** or pulling the **LT** will switch to the Plasmid you have equipped. Pressing the **RB** or pulling the **RT** 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)

Number of EVE Hypos

Number of First Aid Kits

Health

Quest Arrow

EVE



Ammo Menu

Reticle

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 three variations of difficulty.

- **Easy** - Novice gamer or new to shooters
- **Medium** - Experienced shooter player
- **Hard** - Veteran player looking for a challenge
- **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 about, you can turn it off in the Options Menu (see Options, page 23).

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 the  button. 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 24).

Hints

By pressing  on the Status Menu (see Status Menu, page 24), 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 down right on the  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 Daddy, 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.

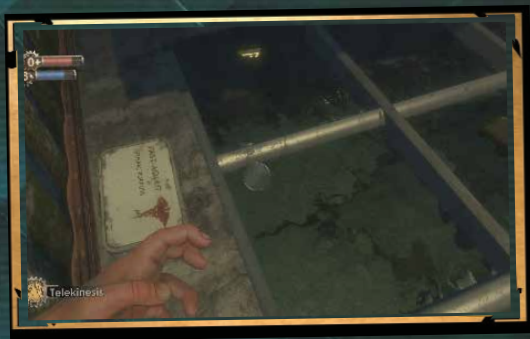
Exploration

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 Hypo** – Restore EVE



- **Autohack Tool** – Allows you to instantly succeed in any Hack (see Hacking, page 26).

DIARIES

Diaries can be found throughout Rapture. Diaries are audio messages left by the citizens of Rapture. Some diaries give 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 25). Be careful though, the turret should be disabled before attempted 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 6). 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 Garden machines found throughout Rapture (see Gatherer Gardens, page 18).

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 shut down, 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 the  button. 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.

You can also delete your saved games from here.

Load

Load a previously saved game.

Options

Change game setup and options here; see the OPTIONS section 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 the **PS** button. The Status Menu has a number of tabs which can be selected with the **+** or by using the **LB** and **RB**. 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 **A**. You can also get a hint on your current goal by pressing **Y**.



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  or  and then pressing . Goals that currently can't be worked on cannot be made active.


Messages

The Messages tab allows you to 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 below).

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 **X** to immediately succeed at the Hack with no risk. Autohack Tools are used up in the process.

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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.

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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.

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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.

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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.

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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.

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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>

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