



BlindSquirrel
GAMES





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.

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

WELCOME TO COLUMBIA!

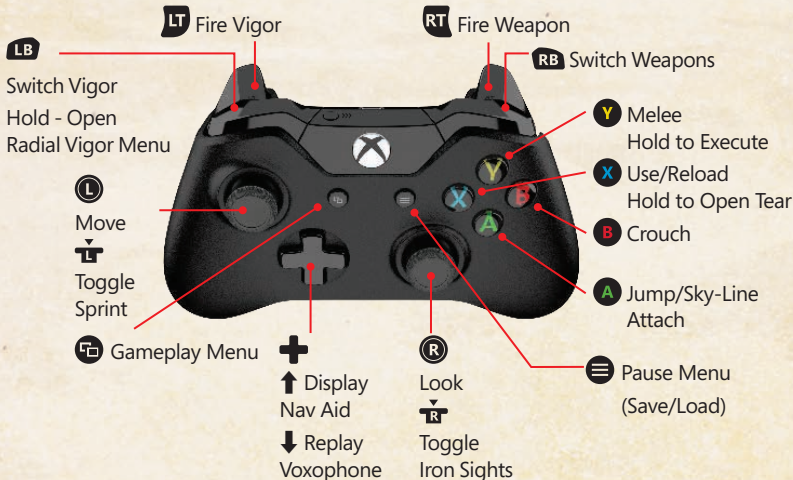
"What is Columbia if not another Ark, for another time?"

— Z.H. Comstock, The Great Prophet


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


GAME CONTROLS


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





DEFAULT SCHEME: ON THE SKY-LINE:

 - Throttle

 - Lock-On Target

 - Reverse

 - Strike

 - Dismount

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

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

GETTING STARTED

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

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

PLAY GAME ADD-ONS – Browse for additional content to play.

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

DIFFICULTY LEVELS

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

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

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

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

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

HEADS-UP DISPLAY



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

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

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


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


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

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

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

CURRENT OBJECTIVE

Forget what you need to do next? A reminder is just a button press away .

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

SKY-LINES



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

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

While on a Sky-Line, enemies will have a more difficult time targeting you, but your Iron Sights aiming ability **RS** will be greatly improved.

SKY-HOOK



CONTROLS

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

THROTTLE – Use the **L** to increase/decrease speed.

REVERSE – Press **R** to switch the direction you're traveling.

JUMP LINES – To switch from one Sky-Line to another, aim your crosshair at it while close enough for the **A** prompt to appear and press **A**.

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

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

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

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

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

SKY-LINE SMASH – Press **A** while on the Sky-Line to knock the targeted enemy off the Sky-Line.

ELIZABETH

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

FINDING SUPPLIES

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

LOCK PICKING

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





NOTE

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

OPENING TEARS

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

THERE ARE THREE MAIN CATEGORIES OF GAMEPLAY TEARS:

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

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

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



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

WEAPONS

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

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

To use Iron Sights, simply press **LT** to bring up your weapon sights for improved accuracy.

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

To swap between your two available weapons, simply tap **RB**.

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

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

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



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



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



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



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



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



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



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



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



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



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



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



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



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



VIGORS

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

– Fink MFG advertisement



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

- Vigors are powered by Salts, which can be found in the environment, in containers and bodies, and bought at Dollar Bill vending machines.
- Each Vigor has two different methods of fire and you will find that both are useful.
- Tap  for a quick fire.
- Hold and release  for a powerful alternate fire.
- Try combining Vigors together on targets and with environmental hazards, such as a puddle of water or an oil slick.
- Undertow is great for pulling enemies into traps and environmental hazards.
- Try to take a moment to survey the battlefield before rushing in. You may be able to set Vigor traps before your enemies notice you.
- You cannot use Vigors while on a Sky-Line or attached to a Freight Hook.

- Vigors can be upgraded twice per Vigor.
- Upgrades do more than just change stats, they also change how Vigors work.
- Upgrades can be bought at the Veni! Vidi! Vigor! vending machine.
- To swap between your two available Vigors, tap **LB**.
- To select any Vigor that you've acquired, hold **LB** to bring up the Vigor Radial menu, then use the **○** to highlight the Vigor you want.

THE FOLLOWING ASSORTMENT OF VIGORS CAN BE FOUND IN COLUMBIA:



POSSESSION

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

HOLD: To create a proximity-based trap.

NOTE

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



DEVIL'S KISS

TAP: To toss a fiery, explosive projectile.

HOLD: To create a proximity-based trap.



MURDER OF CROWS

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

HOLD: To create a proximity-based trap.



BUCKING BRONCO

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

HOLD: To create a proximity-based trap.



SHOCK JOCKEY

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

HOLD: To create a proximity-based electrical trap.



UNDERTOW

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

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



CHARGE

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

HOLD: To build the melee strike's damage.

(The longer you hold, the greater the force of the impact.)



RETURN TO SENDER

TAP: To generate a special defensive shield.

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

ENEMIES

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

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

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

HERE'S WHAT YOU CAN EXPECT TO ENCOUNTER:

STANDARD ENEMIES

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

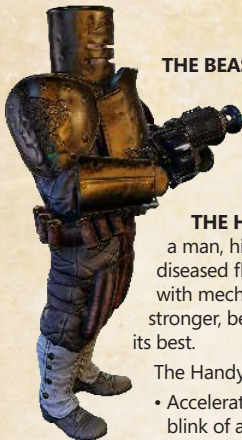
THE FOUNDERS – Armed followers of Father Comstock range from civilians and guards to police and the elite Flying Squad troops. They sport a wide variety of weapons, from truncheons to sniper rifles.

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

HEAVY HITTERS

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





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

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

The Handyman has many abilities and can:

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



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

THE ZEALOT OF THE LADY – Shattered, former devotees of the sainted Lady Comstock, this elite guard carries a coffin on their back as penance for their failure to prevent her death. The Zealot can transform themselves into a flock of birds to avoid injury while moving. Other variants of the Zealot of the Lady exist in Columbia, but only differ in appearance.



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

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



BASIC SECURITY AUTOMATA



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

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

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

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


GEAR

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

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

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

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

To view and equip different Gear pieces, use the  and navigate to the Gear Menu.



VENDING MACHINES

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


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

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

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





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

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

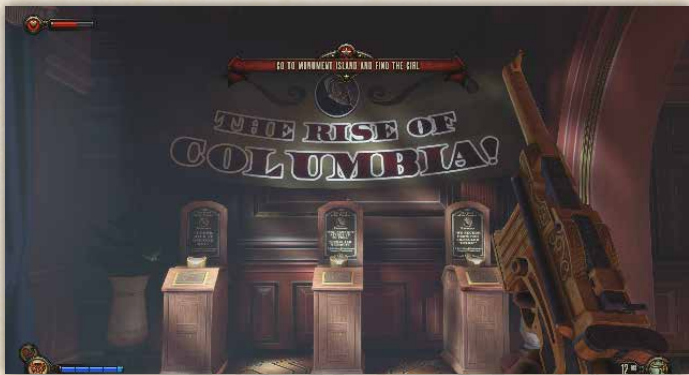
VOXOPHONES

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

Voxophones can be played upon pick-up or by pressing the  or from the Voxophone's  menu.



KINETOSCOPES



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

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