

XBOX ONE™



BlindSquirrel
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.

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STORY

You awake in the ruins of the once mighty undersea city of Rapture. Now you're forced to wage a lone fight against the remaining citizens of Rapture, to discover the horrific secret kept hidden until now.

RAPTURE'S NIGHTMARE

Rapture was founded to allow the best and brightest of humanity to do their brilliant work unfettered by government, religion, or the mediocre. But the "every man for himself" philosophy led to war, fueled by a new substance called ADAM that allowed people to rewrite their DNA.



AWAKENED AFTER TEN YEARS. WHO...WHAT AM I?

Once, you were the Protector of a Little Sister. In a traumatic event you were separated from her, and you remember nothing afterward. Now, 10 years later, it seems that Rapture has moved on, and the Splicers' arms race has escalated. You are free of the single-minded conditioning of the other Big Daddies, but you still need to be near your bonded Little Sister. You must find her.

main menu

New Game

Start from the beginning. The first time you play *BioShock 2*, you will set:

Screen Brightness Use  /  to adjust screen brightness. To readjust screen brightness later during play, select **Adjust Brightness** from the Pause screen.

Game Difficulty Select **Easy**, **Medium** or **Hard**.

Continue

NOTE

If you want all of the Achievements for *BioShock 2*, set game difficulty to **Hard**.

Load the last game you saved.

Load Game

Load and resume play on a saved *BioShock 2* game.

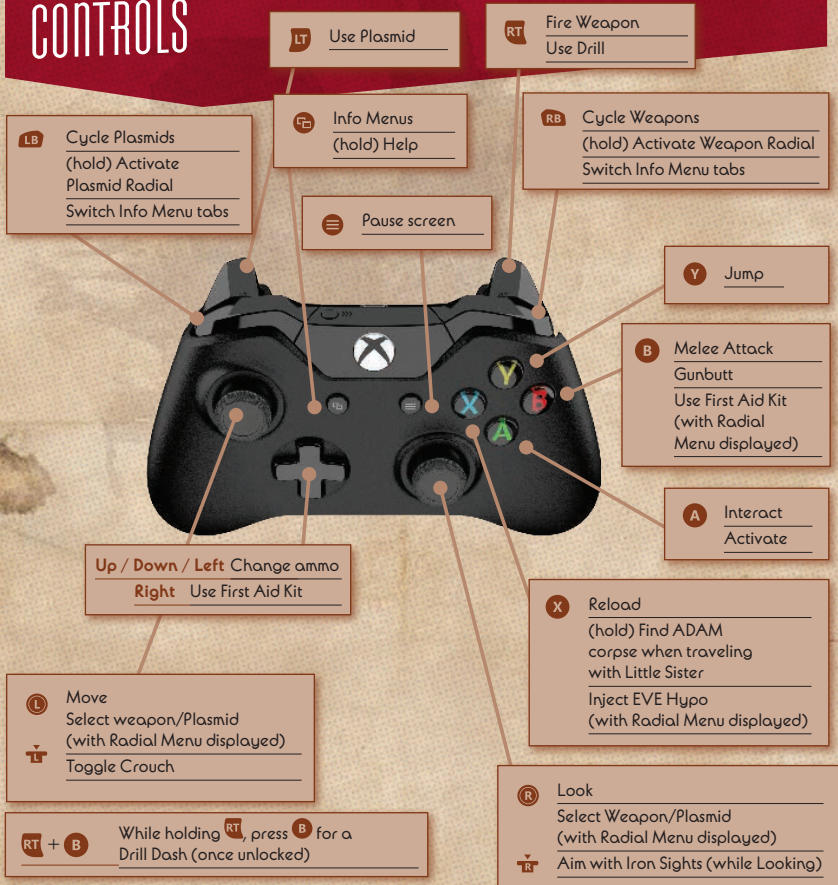
Credits

View the creative talent behind *BioShock 2*.

Extras

Play the additional content Protector Trials or Minerva's Den.

CONTROLS



LITTLE SISTERS

THE SOURCE OF ADAM

Rapture's demise began with the discovery of ADAM, a substance found only in a particular type of sea slug. ADAM enables people to instantly modify their own genes, using a process called Splicing. Splicing installs powerful genetic alterations in the human body and mind in the form of Plasmids and Gene Tonics. Both of these have the potential to make the user terribly intelligent, incredibly powerful and, if overused, homicidally insane. Chronic Plasmid and Gene Tonic users are called Splicers. They will kill for ADAM. They will kill for no reason at all. And now they account for almost all of Rapture's population.

ADAM is collected from dead Splicers by the Little Sisters, small blood-drinking girls armed with huge syringes. Symbiotic sea slugs inside them separate the ADAM from the blood they consume, so the ADAM can be reused. Since they must then carry the valuable ADAM inside themselves, without protection Little Sisters are vulnerable to attacks by Splicers as they travel throughout Rapture. So they seek out guardians—Big Daddies like you—to protect them while they gather ADAM.

When traveling with a Little Sister, press and hold **X** to reveal a scent trail leading to a corpse containing ADAM. Beware! While the Little Sister is drawing blood, Splicers will converge on the Little Sister and corpse.



NOTE

To see how many Little Sisters are present in the current level, press **≡** to display the Pause screen.

ADOPT, HARVEST OR RESCUE?

If you decide to **Adopt** a Little Sister, you become her protector, and she will depend on you to shield her from attacks while she gathers ADAM from corpses. Your job is to destroy whomever threatens the Little Sister—and in return, she will give you the ADAM she collects. Besides Adoption, at a Vent you have the option to either **Rescue** a Little Sister or **Harvest** her for ADAM.

Rescue destroys the ADAM slug, removing it from the Little Sister's system humanely, and returns the Little Sister to being a normal girl. She will then escape to safety through one of Rapture's numerous Vents. Rescuing lets you recover a smaller amount of ADAM remaining in the body of the slug she hosted.

Harvesting her for ADAM removes the live slug straight from the Little Sister's body, and gives you a huge dose of the vital substance—but she will not survive the process.

HUD



1 First Aid Kits

First Aid Kits fully replenish health. Press **+** **Right** to use one.

2 Health Level

When it's gone, you die. Increase maximum health by spending ADAM at a Gatherer's Garden.

3 EVE Hypo Count

Hypoos replenish EVE. You will automatically inject one when your EVE runs out. Press **x** when a Radial Menu is displayed to manually inject an EVE Hypo.

4 EVE

Powers your Plasmids. Increase maximum EVE by spending ADAM at a Gatherer's Garden.

5 Active Plasmid

The Plasmid currently in use. Press **LB** to cycle to a different active Plasmid, or use the Plasmid Radial.

6 Ammo Menu or Drill Fuel Gauge

Identifies ammo type, number of rounds remaining and max number allowed. The currently selected ammo type is lit. Each gun is capable of firing different ammo types. When armed with more than one ammo type, press **+ Up/Down/Left** to change ammo. When the Drill is equipped, the Drill Fuel gauge appears here.



7 Reticle

Use this to aim your weapon. Click **RT** to aim with the Iron Sights. Set Auto-Aim ON in the Options screen to enhance aim.

8 Items Available for Pickup

When you walk up to something that contains items available for pickup, you will see a Search prompt. Press **A** to view the items, then press **A** again to pick up all the items displayed.



9 Quest Arrow

Directs you to the current Goal. Can be turned OFF from the Options screen.

Little Sister Icon (not shown)

Appears when you have Adopted and are traveling with a Little Sister. When she is gathering ADAM from a corpse, a progress bar appears until she finishes. If a Splicer starts attacking her, the progress stops and an ! alert appears while she is gathering. Once your Adopted Little Sister has gathered ADAM from two bodies, the icon will change to a Vent. This indicates you must now return her to a Vent.

WEAPONS AND PLASMIDS

You can use weapons and Plasmids simultaneously in a fight. One tactic is to disable or stun enemies with a Plasmid and finish them off with a weapon, though either might be fatal by itself.

WEAPONS

The Drill

You begin the journey through Rapture armed only with the Drill, a melee weapon. There are three ways to attack with the Drill:

Drill an Enemy Press and hold **RT**. This requires Drill Fuel. Check the Drill Fuel gauge on the HUD.

Club an Enemy Press **B** or quickly press **RT**.

Drill Dash an Enemy Press and hold **RT**, and then press **B**. This ability must be unlocked.



Guns

As you explore Rapture, you will find other weapons. There are two ways to attack with guns:

Fire Press **RT**. This will fire the type of ammo you have equipped.

Gunbutt an Enemy Press **B** to knock an enemy back.

Ammo

Weapons fire different ammo types. You will find special ammo that is more effective against certain targets. Once you have multiple ammo varieties, press **+ Up/Down/Left** to change ammo on your currently held weapon.

Switching Between Multiple Equipped Weapons

Once you have two or more weapons, you can quickly switch between them.

Cycle Next Weapon Press **RB** to cycle to the next weapon.

Use Weapon Radial Press and hold **RB**, move **L** or **R** to select a weapon, and then release **RB**.



PLASMIDS

Plasmids are instantaneous genetic modifications you can splice into your DNA. Once installed, Plasmids empower you to inflict changes on the beings and objects around you. One Plasmid allows you to set people on fire. Another lets you freeze objects. There are many more.

Power your Plasmids with EVE injections. No EVE, no Plasmid power. Find it or buy it.

Use Plasmid Press **LT**. In some cases you may need to press and hold **LT** to charge a Plasmid before firing.

Cycle Next Plasmid Press **LB**.

Use Plasmid Radial Press and hold **RB**, move **L** or **R** to select a Plasmid, and then release **LB**.



Plasmid Slots

Plasmid slots are where you hold equipped Plasmids. The more Plasmid slots you have, the more Plasmids you can equip at one time. You can spend ADAM at a Gatherer's Garden to obtain additional Plasmid slots.

GENE TONICS

These genetic enhancements become part of your nature once spliced into you, and work automatically. You can unequip and replace them with other Gene Tonics by visiting Gene Banks.

GENE TONIC SLOTS

As with Plasmids, you can only equip a Gene Tonic if you have a slot for it. If you have enough ADAM, you can buy additional Gene Tonic slots at a Gatherer's Garden.

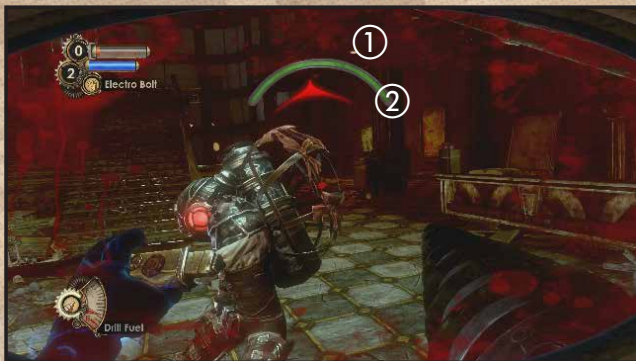


FINDING ITEMS

Search everywhere, including dead bodies, cabinets and trash cans, for important items to help you survive, such as money, ammo, and First Aid Kits. You will see a Search prompt when you approach a searchable container.



THREATS



1 Enemy Health Bar

When you're fighting enemies, they display a Health bar so you can see the amount of damage you must inflict to kill them. When the meter is green, the enemy is strong. When it glows red and shortens, the enemy is weakening.

2 Attack Alert

This red signal points toward an enemy who is attacking you.

SPLICERS

Splicers are the citizens of Rapture, driven mad by Plasmid and Gene Tonic use. Housewives looking for a makeover have been transformed into homicidal maniacs. Former businessmen now think beating someone to death is a management skill. Despite their deranged nature, Splicers can be terrifyingly skilled and powerful opponents.



SECURITY CAMERAS & BOTS

Linger in front of a security camera and an alarm is set off, followed by Security Bot deployment. Bots are hovering machine-gun drones. The alarm system is on a timer (you will see a countdown on-screen). Turn bots into allies by Hacking them. You can also Hack the cameras to deploy bots against your enemies.

TURRETS

When Turrets sense your presence, they will open fire. Hack them to make them attack your enemies.





BIG SISTERS

Big Sisters are extremely swift, ruthless and tough to defeat. They look after Little Sisters, making sure they are able to gather in peace. Removing Little Sisters from their appointed rounds (by Rescuing or Harvesting) will attract the attention of the Big Sisters.



BIG DADDIES

Like you, other Big Daddies are strong, heavily-armored enemies who will protect their Little Sisters with their lives. They will not attack until provoked, however.

DEVICES & MACHINES

VITA-CHAMBERS

Death is not the end in Rapture. If you die, the nearest Vita-Chamber will revive you.

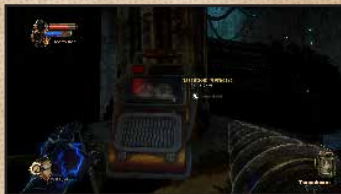
NOTE

You can disable the Vita-Chambers on the **OPTIONS screen** so that when you die, the game is over.



DIARIES

Diaries are recorded messages left behind by the people of Rapture. Be sure to pick them up. They may contain a history lesson or vital information. If you want to listen to them again later, press **Ⓢ** and select **Messages** to listen to all the diaries you have collected.



VENDING MACHINES

Vending Machines feature items important for survival. Select the item on the left to view a description. The quantity of the item you have and your maximum capacity appear in the center of the screen. Your current amount of money appears on the right. Hack the machine for a discount, to reveal hidden items, and, if you stop the needle in a blue zone, a free item.





CIRCUS OF VALUES

Purchase general merchandise including basic ammo, EVE Hypos, and First Aid Kits.



AMMO BANDITO

Sells ammo only. Look for specialized ammo types for each of your weapons. Different machines can have different things for sale—check them all!



GATHERER'S GARDEN

The amount of ADAM you have appears on the right. Spend your ADAM just like money to:

- Acquire additional Plasmids and Gene Tonics.
- Unlock additional Plasmid and Gene Tonic slots, allowing you to equip more at one time.
- Increase max health and EVE.



GENE BANKS

You may have collected more Plasmids or Gene Tonics than you are able to equip at one time. You can view and swap them at a Gene Bank. The Gene Bank has one Plasmid track and one Gene Tonic track. Select a track to see what is equipped and what is stored (listed on the right).

POWER TO THE PEOPLE MACHINES

Upgrades your weapon for free! Each machine closes down permanently after one upgrade of one weapon. Each weapon can be upgraded three times, but the third upgrade is only unlocked if you have already applied the first two.



HEALTH STATIONS

Pay to be completely healed. Your enemies also use Health Stations while fighting you. Hacking a Health Station turns the machine against your enemies, reduces the cost of healing, and gives you a free First Aid Kit if you stop in a blue zone. Destroying a Health Station also knocks out a free First Aid Kit.



BOT SHUTDOWN PANEL

If you find one of these after tripping a security alert, use it to deactivate attacking bots and end the alarm countdown.



VENTS

Vents are devices Little Sisters use to travel through Rapture on their own. Take an Adopted Little Sister to a Vent, where you can choose to Rescue or Harvest her. If you Rescue her, she will flee into the safety of the Vent.



HACKING

If a device is Hack-friendly, a Hack prompt appears. To Hack:

- Press **X** to open the Hack screen.
- Try to stop the needle over the green or blue zone of the meter by pressing **A**.
- Press **B** to cancel.

Hacking Zones

Green Successful progress.

Blue Successful progress, plus a bonus based on the machine type.

White Receive a nasty shock.

Red Set off a security alarm.

Hacking Uses

- Get items from Vending Machines more cheaply.
- Reprogram machines to turn them against enemies.
- Gain access to protected items and unlock doors.

Alternate Hacking Methods

- Press **X** on the Hack screen to "buy out" the Hack for a fee (see the price on the Hack screen).
- Find a Hack Tool and shoot Hack Darts from a distance.
- Find a Gene Tonic that makes your Hacks more effective.
- Find Auto-Hack Darts that let you Hack instantly.



NOTE

If you set off an alarm while Hacking, successfully retrying the Hack will end the alarm.

ACQUIRING INFORMATION

Press **ESC** to get vital information from the Map, Goals, Messages and Help screens. Click on an icon to open the screen you want.

MAP

- The red arrow shows your position and direction of travel.
- Important locations are marked by icons listed at the bottom of the Map.
- Use **L** to scroll the Map. Press **A** to zoom in and out. Press **LT** / **RT** to look at the floors below and above.
- Press **X** for information about the Goal. Press **Y** for a Hint.



GOALS

Select the Goals icon to review a current list of Goals. You will encounter Goal requirements during your journey through Rapture. Some requirements may consist of multiple tasks to complete the Goal.

When faced with multiple Goals, you can choose which to complete first, and the Quest Arrow will guide you to the one you select.



MESSAGES

Select the Messages icon to review any diaries or radios previously found or received.

HELP

Learn about Rapture, weapons, fighting, security systems and more. To go to a specific Help entry,, move close to something associated with the entry, hold the reticule over it, and press **LB**.



RESEARCH CAMERA

Take Research footage of Splicers to learn about them and earn valuable bonuses. Once you find a Research Camera, it is stored with your weapons. Select it as you would a weapon.

Set your camera rolling on a Splicer with **RT**, and attack him or her with a variety of Plasmids and weapons. The more kinds of damage you do, the more quickly your Research will progress.

After acquiring the Research Camera, you can review your progress on the Research tab in the Info Menu.



NOTE

Certain combinations or tactics will net faster progress, so try using your tools in imaginative ways to find them!

PAUSE SCREEN

On the Pause screen you can quickly see your current money and ADAM reserves and view how many Little Sisters are in the current level. You can also save game progress, set options or load a different saved *BioShock 2* game.

Resume Game Return to current game.

Save Save the game at any time. *BioShock 2* autosaves when you enter a new area of the game.

Load Load a saved *BioShock 2* game file.

Options Adjust game controls and options

Quit Return to the Main Menu.

OPTIONS SCREEN

Graphics Options Change the game's brightness.

Customize Controls Change the controller sensitivity and turn invert look on or off.

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 HUD graphic, adaptive training, subtitles, the quest arrow, vita-chambers, item shimmer and object highlighting on and off.

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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.

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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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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.

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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.

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