



BIO SHOCK

INFINITE

BlindSquirrel
GAMES





See important health and safety warnings in the system Settings menu.

GETTING STARTED

PlayStation®4 system

Starting a game: Before use, carefully read the instructions supplied with the PS4™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Touch the (power) button of the PS4™ system to turn the system on. The power indicator blinks in blue, and then lights up in white. Insert the *BioShock: The Collection BIOSHOCK INFINITE* disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PS4™ system's home screen, and then press the Ⓐ button. Refer to this manual for information on using the software.

Quitting a game: Press and hold the Ⓐ button, and then select [Close Application] on the screen that is displayed.

Returning to the home screen from a game: To return to the home screen without quitting a game, press the Ⓐ button. To resume playing the game, select it from the content area.

Removing a disc: Touch the [eject] button after quitting the game.



Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.

TABLE OF CONTENTS

Welcome to Columbia!	2
Game Controls	2
Getting Started	3
Difficulty Levels	3
Heads-Up Display	4
Sky-Lines	5
Sky-Hook	6
Elizabeth	7
Weapons	9
Vigors	11
Enemies	13
Gear	16
Vending Machines	17
Voxophones	17
Kinetoscopes	18
Credits	19
Limited Warranty	34
Product Support	37



WELCOME TO COLUMBIA!

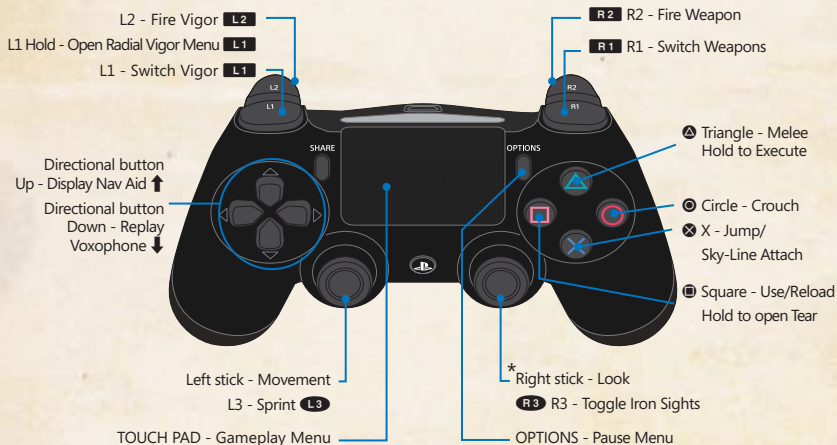
"What is Columbia if not another Ark, for another time?"

– Z.H. COMSTOCK, The Great Prophet

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

GAME CONTROLS

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



DEFAULT SCHEME: ON THE SKY-LINE:

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

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

GETTING STARTED

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

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

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

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

DIFFICULTY LEVELS

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

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

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

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

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

HEADS-UP DISPLAY



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

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

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

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

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

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

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

CURRENT OBJECTIVE

Forget what you need to do next? A reminder is just a button press away **TOUCH PAD**. If you're ever feeling lost in Columbia, you can use the Navigational Aid **↑**. This draws a path to your current Objective.

SKY-LINES



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



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

While on a Sky-Line, enemies will have a more difficult time targeting you, but your Iron Sights aiming ability (hold **R3**) will be greatly improved.


SKY-HOOK






CONTROLS

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


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



Reverse – Press  to switch the direction you're traveling.


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


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

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

Sky-Hook Melee – Press  while on the ground.

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


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

Sky-Line Smash – Press  while on the Sky-Line to knock the targeted enemy off the Sky-Line.



ELIZABETH

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

FINDING SUPPLIES

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

LOCK PICKING

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





NOTE

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

OPENING TEARS

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



THERE ARE THREE MAIN CATEGORIES OF GAMEPLAY TEARS:

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

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

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




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


WEAPONS

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

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

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

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

To swap between your two available weapons, simply tap .

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

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

THE FOLLOWING ARSENAL OF WEAPONS CAN BE FOUND IN COLUMBIA:



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



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



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



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



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



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



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



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



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



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



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



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



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



VIGORS

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

– Fink MFG advertisement



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

- Vigors are powered by Salts, which can be found in the environment, in containers and bodies, and bought at the Dollar Bill vending machines.
- Each Vigor has two different methods of fire and you will find that both are useful.
- Tap **L2** for a quick fire.
- Hold and release **L2** for a powerful alternate fire.
- Try combining Vigors together on targets and with environmental hazards, such as a puddle of water or an oil slick.
- Undertow is great for pulling enemies into traps and environmental hazards.
- Try to take a moment to survey the battlefield before rushing in. You may be able to set Vigor traps before your enemies notice you.

- You cannot use Vigors while on a Sky-Line or attached to a Freight Hook.
- Vigors can be upgraded twice per Vigor.
- Upgrades do more than just change stats, they also change how Vigors work.
- Upgrades can be bought at the Veni! Vidi! Vigor! vending machine.
- To swap between your two available Vigors, tap **L1**.
- To select any Vigor that you've acquired, hold **L1** to bring up the Vigor Radial menu, then use the Left stick to highlight the Vigor you want.

THE FOLLOWING ASSORTMENT OF VIGORS CAN BE FOUND IN COLUMBIA:



POSSESSION

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

HOLD: To create a proximity-based trap.

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.

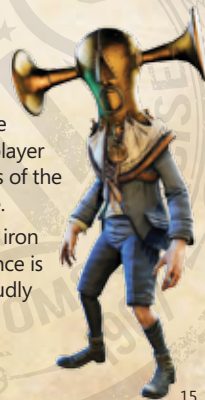


THE ZEALOT OF THE LADY - Shattered, former devotees of the sainted Lady Comstock, this elite guard carries a coffin on its back as penance for their failure to prevent her death. The Zealot can transform themselves into a flock of birds to avoid injury while moving. Other variants of the Zealot of the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



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

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



BASIC SECURITY AUTOMATA

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



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

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

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

GEAR

An important part of character customization and growth in *BioShock Infinite*, Gear refers to special clothing items that further enhance your skills or provide you with new abilities. Gear is found within gift box packages found throughout Columbia, either in key locations or dropped off by powerful enemies after death.

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



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

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

VENDING MACHINES


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

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

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


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

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

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

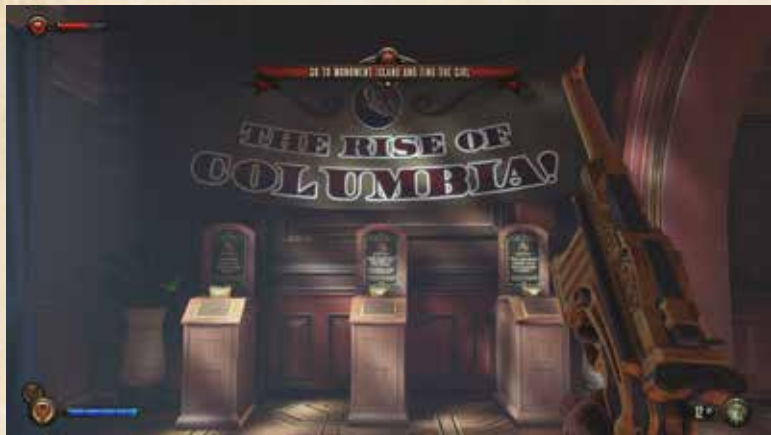
VOXOPHONES

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

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



KINETOSCOPES



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

IRRATIONAL GAMES

Ken Levine Lead Writer and Creative Director
Rod Fergusson Executive Vice President
of Development
Leonie Manshanden Vice President
of Studio Relations
Adrian Murphy Project Senior Producer

ART TEAM

Scott Sinclair Art Director
Shawn Robertson Animation Director

ANIMATION

Grant Chang Lead Animator
Matt Boehm Animator
Jim Christopher Animator
Jon Mangagil Animator
Pete Paquette Animator
Shamil Rasizade Animator

TECH ANIMATION

Jeremy Carson Lead Technical Animator
Ian Davis Rigger/Technical Animator
Gwen Frey Senior Technical Animator

ASSET MODELING

Calen Brait Lead Modeler
Chad King Senior Artist
Paul Presley Artist
Laura Zimmermann Artist

CONCEPT ART

Jorge Lacera Lead Concept Artist
Mauricio Tejerina Concept Artist
Robb Waters Concept Artist

CHARACTER ART

Gavin Goulden Lead Character Artist
Adam Bolton Character Artist

EFFECTS AND NARRATIVE SCRIPTING

Stephen Alexander Lead Effects Artist
Jeremy Griffith Effects Artist
Kyle Williams Narrative Scene Artist

ENVIRONMENT ART

Jamie McNulty Lead Environment Artist
Steve Allen Principal Level Builder
Charles Bradbury Level Builder
Frank DaPonte Level Builder
Scott Duquette Senior Environment Artist
John Fuhrer Associate Level Builder
Dan Keating Level Builder

Murray Kraft Level Builder
Chad LaClair Level Builder
Brian McNett Level Builder
Mike Knight Senior Level Builder

TECH ART

Spencer Luebbert Technical Artist

DESIGN TEAM

LEVEL DESIGN

Forrest Dowling Lead Level Designer
Andres Elias Gonzalez Tahhan Lead Combat Designer
Elisabeth Beinke Level Designer
Shawn Elliott Level Designer
Paul Green Senior Level Designer
Patrick Haslow Level Designer
Amanda Jeffrey Level Designer
Steve Lee Level Designer
Albert Meranda Senior Level Designer
Jason Mojica Level Designer
Seth Rosen Associate Level Designer
Francois Roughol Senior Level Designer
James Selen Level Designer

SYSTEMS DESIGN

Adrian Balanon Lead Systems Designer
Adnan Chatriwala Associate Systems Designer
Alexx Kay Associate Systems Designer
Sean Madigan Senior Systems Designer
Steve McNally Senior Systems Designer
Justin Sonnekalb Systems Designer

WRITING

Jordan Thomas Senior Writer
Kristina Drzaic Narrative and Voiceover Coordinator
Drew Holmes Writer
Joe Fielder Writer
Andrew Mitchell Assistant Script Coordinator

PRODUCTION TEAM

Elena Siegman Senior Producer-Marketing
Mike Syrnnyk Producer
James Edwards Associate Producer
Ashley Hoey Assistant Producer
Sophie Mackey Assistant Producer
Don Roy Senior Associate Producer
Sarah Rosa Associate Producer
Nicole Sandoval Associate Producer
Mike Soden Assistant Producer

PROGRAMMING TEAM

Christopher Kline Technical Director

GAMEPLAY PROGRAMMING

John Abercrombie Lead Gameplay Programmer
Tim Austin Gameplay Programmer
Matt Helbig Gameplay Programmer
Erik Irland Senior Gameplay Programmer
Dan Kaplan Gameplay Programmer
Shane Mathews Gameplay Programmer
Iskander Umarov AI Programmer
Nick Raines AI Programmer
Arun Rao AI Programmer
Dan Scholten Gameplay Programmer
Dustin Vertrees Animation Programmer

TECHNICAL PROGRAMMING

Steve Ellmore Lead Technical Engineer
Dan Amato Technical Programmer
Steve Anichini Principal Graphics Programmer
Jamie Culpon Technical Programmer
Michael Kraack Technical Programmer
Jeremy Lerner Technical Programmer
Doug Marien Principal Backend Programmer
Kristofel Munson Senior Technical Programmer
Ian Pilipski Senior Technical Programmer

SOUND TEAM

Scott Haraldsen Audio Lead
Pat Balthrop Audio Director
Jim Bonney Music Director
Dan Costello VO Scripter
Chris Duffey VO Scripter
Jonathan Grover Associate Technical Sound Designer
Dan Johnson VO Scripter
Katie Lafaw VO Scripter
Jonathan Rubinger VO and Localization Assistant
Jeff Seamster Senior Sound Designer

USER INTERFACE TEAM

Kate Baxter UI Programmer
Joshua M. Davis User Experience Designer
David Fox UI Programmer
Michael Swiderek UI Artist

QUALITY ASSURANCE

Robert Tzong QA Manager
Amanda Cosmos QA Lead
Todd Raffray QA Lead
Tara Voelker QA Lead
Christopher Alberto Senior QA Tester
Jim Beals Senior QA Tester
Bill Fryer Senior QA Tester

QA TESTERS

Tim Ahern
Kyle Allison

Jeremy Almeida
Dan Beaulieu
Elizabeth Bergeron
Josh Bjornson
Tyler Caraway
Adam Cohen
Raymond Corsetti
Edmund Dubois
Charles Dworetz
Jonny Fawcett
Chris Fidalgo
Gage Hackford
Andrew Howard
Amy Keating
Patrick Knight
Cassandra Lease
Joshua Luther
Austin Maestre
Mike McCullough
Yu Heng Mo
Chris Moore
Shelly Njoo
Glenn A. Palmer
Lorry Rocha
Alex Scokel
Alex Teebagy
Jason Tocci
Nicholas Troy
Greg Vargas
Matt Wetzel
Husam Al-Ziab

MARKETING

Eric Barker Interactive Marketing Manager
Zoë Brookes Graphic Designer
Bill Gardner User Experience Specialist
Ratana Huot Online Game Evangelist
Jesse Kearns Associate Brand Manager
Dylan Schmidt Marketing Intern
Keith Shetler Multimedia Specialist
Michelle Sinclair User Experience Consultant

STUDIO OPERATIONS

Tracy Ryan Human Resources Manager
Alexis Yilmaz HR Coordinator
Shane Smith IT Director
Trevor Chapin Associate Systems Administrator
Ray Holbrook Systems Administrator
Rob King Systems Engineer
Matthew Krawczyk Web Developer
Jonathan LoPorto Operations Manager
Kayla Belmore Administrative Assistant to Rod Fergusson
Aisha Coston Administrative Assistant

Ashlee Flagg Executive Assistant to Ken Levine
Tim Sivret Facilities Coordinator

CAST OF CHARACTERS

Troy Baker Booker DeWitt
Courtnee Draper Elizabeth (Voice)
Heather Gordon Elizabeth (MoCap)
Kiff VandenHuevel Zachary Hale Comstock
Laura Bailey Lady Comstock
Kimberly D. Brooks Daisy Fitzroy (Voice)
Lyndsy Kail Daisy Fitzroy (MoCap)
Oliver Vaquer Robert Lutece (Voice)
Ray Carbonel Robert Lutece (MoCap)
Jennifer Hale Rosalind Lutece (Voice)
Lyndsy Kail Rosalind Lutece (MoCap)
Bill Lobley Jeremiah Fink
Keith Szarabajka Cornelius Slate

VOICE ACTING ENSEMBLE

Steve Blum
Anthony Brophy
T.C. Carson
Vic Chao
Erin Cole
Dioni Michelle Collins
Jesse Corti
Roger Cross
Joey D'Auria
Stephanie D'Abruzzo
Greg Ellis
Robin Atkin Downes
Daheli Hall
Brad Grusnick
Scott Holst
Richard Herd
Brian Kimmel
Neil Kaplan
Matthew Yang King
Arif S. Kinchen
Yuri Lowenthal
Misty Lee
Jim Meskimen
Tess Masters
Philip Moon
Mimi Michaels
Elle Newlands
Masasa Moyo
Dina Pearlman
Liam O'Brien
Amanda Philipson
Patrick Pinney
Brent Popolizio
Sam Riegel
Cindy Robinson

Lori Rom
Jeff Seamster
T. Ryder Smith
Spike Spencer
April Stewart
Mark Allan Stewart
Kaiji Tang
Faruq Tauheed
Oliver Vaquer
Gwendoline Yeo
Kevin Yamada
Patti Yasutake
Catherine Zambri

ADDITIONAL MOCAP ACTING AND STUNTS

Courtney Adair
Joey Armstrong
Nick Bishop
Cameron Crook
Erica Denning
Gil Espanto
Jose Gutierrez
Sasha de Guzman
Jennifer Heinser
Sharon Her
Michael Howard
Winnie Hsieh
Nicole Hunter
Matt Jackson
Marcy Lee
Shawna-Mara Kaia Lee
Kamasu Livingston
Edwin Li
Jon Mangagil
Christina Lowery
Amanda McKamey
Anton Maslennikov
Jose Montesinos
Kirill Mikhaylov
Steve Park
Kurt Osiander
Sari Sabella
Dennis Ruel
Andy Strong
Aaron Teixeira
Anthony Tominia
Paulette Trinh
Mike Wang
Bryce Wang
Cais Wang
Neely Wang
Brad Whelan
Maria Zamaniego

2K AUSTRALIA

ART TEAM

Lorne Brooks Lead Animator
Christian Martinez Lead Level Architect
Jamie O'Toole Lead Artist
Chris Chaproniere Concept Artist
Mark Comedoy Senior Animator
Stefan Doetschel Senior Level Architect
Brendan George Senior Character Artist
Darren Hutton Environment Artist
James Sharpe Senior FX Artist
Cory Spooner Technical Artist

DESIGN TEAM

Jonathan Pelling Creative Director
Geoff Field Lead Level Designer
Chris Garnier Senior Level Designer
Andrew 'Ant' Orman Senior Designer
Evy Shuley Senior Designer

PROGRAMMING TEAM

Adam Boyle Technical Director
Adam Bryant Senior Engine Programmer
Weicheng Fang Senior Engine Programmer
Chris Fowler Senior Gameplay Programmer
Paul Geerts Senior Graphics Programmer
Sam Lee Backend Programmer
Michelle McPartland AI Programmer
Neil Richardson Engine Programmer

PRODUCTION TEAM

Joel Eschler Associate Producer

SOUND TEAM

Justin Mullins Lead Audio Designer
Des Shore Audio Designer

USER INTERFACE TEAM

John-Paul Jones Senior UI Artist

STUDIO OPERATIONS

Anthony Lawrence Studio General Manager
Gareth Walters ITC Systems Manager
Callan O'Donohoe Systems Administrator
Clarrissa Jamali Business Manager

QUALITY ASSURANCE

Steve Wenham QA Coordinator
Andrew Downing QA Tester

ADDITIONAL DEVELOPMENT

ADDITIONAL ANIMATION

Steve Bodnar
Lydia Hall
Kevin Worth
Nick Taylor
Sean Danyi
Colin Knueppel
David Peng
Jack Ebensteiner
John Beauchemin
ADIA Digital Art Co., LTD.
John Malaska
Liquid Development
2K China
Virtuos
Plastic Wax

ADDITIONAL ART

Nate Wells
Streamline Studios
Tyler West
Shaddy Safadi
Exis, LLC
Claire Hummel
Dan Milligan
Simeon Wilkins

ADDITIONAL TECHNICAL ANIMATION

Lauren Dominique
Emily Fietz
Brian Pai

ADDITIONAL DESIGN

Robert Hallwood
Chris Rhinehart
Ted Halsted
Robert Howard

ADDITIONAL FX

Noa Kapuni-Barlow
Joe Olson
Lindsay Ruiz
John Scrapper

ADDITIONAL LEVEL BUILDING

Tuan Tran

ADDITIONAL MODELING

Jeremy Brown
Tristan Kernagis
Bridget McCarthy
Hung Nguyen

Randy Redtzke
Trystan Snodgrass
Joshua Stubbles
Ash Welch

ADDITIONAL NARRATIVE SCRIPTING

Jeremy Baldwin
ADDITIONAL EXECUTIVE PRODUCTION
Timothy Gerritsen

ADDITIONAL PRODUCTION

Jennie Morse
Kyle Allard
Rich Pelletier

ADDITIONAL PROGRAMMING

Ian Bond
David Beswick
Matt Campbell
Mike Bowman
Matthew Fawcett
Ben Driehuis
Kevin Guran
Dave Forrest
Kyle Hayward
Qin Hu
Richard Jobling
Jesse Johnson
Damian Isla
Jeffrey Joyce
Chris Keyser
Darren Lafreniere
Paul MacArthur
Daniel Lamb
Iain McManus
Andrew Massari
Luke Mordarski
Nate Mefford
Jason Neal
Mathi Nagarajan
John Plou
Giovanni Pasteris
Dan Roberts
Jason Richardson
Brian Rouleau
Daniel Selnick
Joseph Simons
Ryan Smith
Mark Wesley
Mike Winfield
Darryl Wisner
Rowan Wyborn

ADDITIONAL SOUND

Simon Amarasingham
Kemal Amarasingham
Brett Aptiz
Nathan Berla-Shulock
Michael Carter
Nick Vecellio
Khai Meng Au Yeong

ADDITIONAL UI

Mary Yovina
Ben Driehuis

ADDITIONAL WRITING

Kristina Drzaic
Rhianna Pratchett

2K GAMES

Christoph Hartmann President
David Ismaier C.O.O.
Greg Gobbi SVP, Product Development
John Chowanec VP, Product Development
Josh Atkins VP, Creative Development
Kate Kellogg VP, Studio Operations
Naty Hoffman VP, Technology
Melissa Miller Executive Producer
Nico Bihary Senior Producer
Michael Kelly Associate Producer
Shawn Watson Associate Producer
Ben Holschuh Production Assistant
Anton Maslennikov Production Assistant

ADDITIONAL PRODUCTION SUPPORT

Lulu LaMer Senior Producer
Jack Scalici Director of Creative Production
Chad Rocco Director of Creative Production
Josh Orellana Manager of Creative Production
Kaitlin Bleier Creative Production Coordinator
William Gale Creative Production Assistant
David Washburn Motion Capture Supervisor
Steve Park Motion Capture Coordinator
Anthony Tominia Motion Capture Lead Integrator
Jose Gutierrez Senior Motion Capture Specialist
Gil Espanto Motion Capture Specialists
Jen Antonio Motion Capture Specialists
Nick Bishop Motion Capture Systems Technician
Jacob Hawley Director of Technology
David Sullivan Senior Architect
Louis Ewens Online Systems Architect
Dale Russell Network Engineer
Adam Lupinacci Online Engineer
Ben Kvalo PD Operations Coordinator

MARKETING

Sarah Anderson SVP, Marketing
Matt Gorman VP, Marketing
Matthias Wehner VP, International Marketing
Nik Karlsson North America Brand Manager
Phil McDaniel Associate Product Manager
Ryan Jones Director of Public Relations, North America
Brian Roundy PR Manager
Jennifer Heinser PR Coordinator
Jackie Truong Director, Marketing Production
Ham Nguyen Marketing Production Assistant
Lesley Zinn Abarcas Art Director, Marketing
Christopher Maas Sr. Graphic Designer
Gabe Abarcas Web Director
Keith Echevarria Web Designer
Tom Bass Director of Social Media and Consumer Relations
David Eggers Community Manager
Jeff Spoonhower Video Editor
Kenny Crosbie Video Editor
Doug Tyler Associate Video Editor
Michael Howard Associate Video Editor
Renee Ward Marketing Project Manager
Peter Welch VP, Legal
Dorian Rehfield Director of Operations
Mike Salmon Director of Research and Planning
Xenia Mul Licensing/Operations Specialist
Richelle Ragsdell Director of Partnerships, Promotions & Licensing
Dawn Burnell Marketing Manager, Partner Relations
Josh Vilorio Assistant Manager, Partner Relations
Ilana Budanitsky Sr. Channel Marketing Manager
Marc McCurdy Channel Marketing Assistant
Jordan Limor User Testing Coordinator
Samantha Reinert User Testing Assistant

2K QUALITY ASSURANCE

Alex Plachowski VP of Quality Assurance
Grant Bryson Quality Assurance Test Manager (Projects)
Alexis McMullen Quality Assurance Test Manager (Support Team)
Doug Rothman Quality Assurance Test Manager (Support Team)
Casey Coleman Lead Tester

LEAD TESTERS (SUPPORT TEAM)

Nathan Bell
Scott Sanford
Will Stanley

SENIOR TESTERS

Adam Klingensmith
Josh Lagerson
Justin Waller
Marc Perret
Matt Newhouse
Ruben Gonzalez

QUALITY ASSURANCE TEAM

Bill Lanker
Chad Cheshire
Chris Adams
Dale Bertheola
David Benedict
Jason Kolesa
Jeffrey Schrader
Jeremy Pryer
Jeremy Thompson
John Dickerson
Luis Nieves
Nick Chavez
Noah Ryan-Stout
Shane Coffin
Adrian Montoya
Alexander Carracino
Alex Jacobson
Alex Weldon
Aman Wali
Amanda Hoehn
Amanda Kiefer
Andrew Haymes
Angela Berry
Ashley Fountaine
Athena Abdo
Antonio Monteverde-Talarico
Benjamin Portner
Bruno Dueker
Brent Kiddoo
Christopher Duplessis
Christopher Hartstein
Dan Kurtz
Daniel Saffron
Danielle Burcky
Devin Reiche
Dibiansi Omerigbo
Dustin Redmon
Eric Ferbrache
Erin Sears
Evan Lacey
Evan Lobenstein
Francisco Ludena
Helmo Cardenas
Irma Ward

James Elrick
Jared Shipp
Jessica Maciejewski
Jessica Wolff
Joel Brink
Joel Youkhanna
Joseph Howard
Joycelyn Minor
Kara Boyd
Keith Leopold
Kevin Skorz
Laura Jolly
Laura Portner
Leela Townsley
Marco Zamora
Mark Sagun
Megan Lagerson
Meghan House
Michael Rodeheaver
Michael Weiss
Michael Yarsulik
Nicholas Avina
Nickolas Ross
Patrick McDonnell
Patrick Thomsen
Pele Henderson
Rey Carmier
Riley Gravatt
Robert Hornbeck
Robert Klemperer
Robert Meeks
Robert Warren
Ryan Walter
Samuel O. Smith
Sean Alston
Steve Yun
Thomas St. Clair
Travis Van Essen
William Cranmer
William Schoonover

SPECIAL THANKS

Merja Reed
Rick Shawalker
Edie Visco
Lori Durrant
Travis Rowland
Chris Jones
Davis Krieghoff
Todd Ingram
Kendell Rogers
Casey Ferrell

2K INTERNATIONAL

Neilalley General Manager
Sian Evans International Marketing Manager
Warner Guinée Senior International Product Manager
Markus Wilding Senior Director PR, International
Sam Woodward Assistant International PR Manager
Megan Rex Assistant International PR Executive
Martin Moore International Digital Marketing Manager

2K INTERNATIONAL PRODUCT DEVELOPMENT

Sajjad Majid International Producer
Scott Morrow International Production
Nathalie Mathews Localization Manager
Arzenio Formoso Assistant Localization Manager

EXTERNAL LOCALIZATION TEAMS

Around the World
Synthesis Iberia
Synthesis International srl
Coda Entertainment GmbH

Localization tools and support provided by XLOC Inc.
Localized audio production provided by Liquid Violet.

2K INTERNATIONAL QUALITY ASSURANCE

José Miñana Localization QA Supervisor
Wayne Boyce Mastering Engineer
Alan Vincent Mastering Technician
Oscar Pereira Localization QA Project Lead

LOCALIZATION QA LEADS

Karim Cherif
Luigi Di Domenico

SENIOR LOCALIZATION QA TECHNICIANS

Florian Genthon
Fabrizio Mariani
Jose Olivares
Elmar Schubert

LOCALIZATION QA TECHNICIANS

Andrea De Luna Romero
Carine Freund
Christopher Funke
Cristina La Mura
Emilie Pelade
Enrico Sette
Harald Raschen
Iris Loison
Javier Vidal
Pablo Menéndez

Sergio Accettura
Stefan Rossi

DESIGN TEAM

James Crocker
Tom Baker

2K INTERNATIONAL TEAM

Agnès Rosique
Alan Moore
Ben Lawrence
Ben Seccombe
Bernardo Hermoso
Chau Doan
Chris Jennings
Dan Cooke
Diana Freitag
Diana Tan
Dominique Connolly
Erica Denning
Jan Sturm
Jean-Paul Hardy
Jesús Sotillo
Karen C.M. Teo
Lieke Mandemakers
Matt Roche
Natalie Gausden
Olivier Troit
Richie Churchill
Sandra Melero
Simon Turner
Solenne Antien
Stefan Eder
Yannick Lapalu

TAKE-TWO INTERNATIONAL OPERATIONS

Anthony Dodd
Martin Alway
Rickin Martin
Nisha Verma
Phil Anderton
Robert Willis
Denisa Polcerova

2K ASIA

Karen Teo Asia Marketing Director
Diana Tan Asia Marketing Manager
Yosuke Yano Localization Manager
Yasutaka Arita Localization Assistant
Chris Jennings Asia Product Manager

TAKE-TWO ASIA OPERATIONS

Eileen Chong
Veronica Khuan
Chermine Tan
Fumiko Okura

TAKE-TWO ASIA BUSINESS DEVELOPMENT

Julian Corbett
Andrew Donovan
Ellen Hsu
Henry Park
Satoshi Kashiwazaki

2K CHINA QUALITY ASSURANCE

Zhang Xi Kun QA Manager
Steve Manners QA Supervisor

LOCALIZATION QA PROJECT LEADS

Chu Jin Dan
Zhu Jian
Shen Wei
Li Sheng Qiang

QUALITY ASSURANCE TEAM

Liu Yang
Zhang Qi Nan
Zhao Xiao Xu
Guo Wen Jie
Yi Wei
Zhu Ling Si
Cao Yi
Zuo Jun

MASTERING AND IT SUPPORT

Zhao Hong Wei
Zhang Qing He

BIOSHOCK: THE COLLECTION

BLIND SQUIRREL GAMES

ART

Scott N. Army
Yvonne Chung
Galen Davis
Frank Diaz
Craig Drageset
Cordell Felix
Jolene Goya
Alan Lee
Christopher Lloyd

Danny Mak
Tuan Ngo
Shelby Peterson
Mike Popovich
Ichi Isabelle Power
Ana Rodriguez
Adam Schuman
Travis Slagle
d.Koy vanOteghem
Susan Won
Robb Zindt
Jeff Zugale
Engineering
Christopher Ballinger
Dominic Camargo
Matt Campbell
Nolan Carnahan
Frank "Jia" Chen
Matthew Fawcett
David Forrest
Mark W. Gabby II
Patrick Ghiocel
Justin Hilton
Jeffrey Joyce
Tyler Kirk
Andrew Luby
Katlan Merrill
Jason Neal
Masana Pawlan
John Plou
Jonathan Rebar
Rex Rockwell
Jonathan Rucker
Myles Salholm
Leo Simkin
Sharan Volin
Christopher Wade
Mike Winfield
Robby Wong
Operations
Ron Bitzer
Jacob Hawley
Beth Hendricks
Brad Hendricks
Kitty Lee
Amy Long
Shelley Lovejoy
Frank Occhiato
Alberto Terrones

OUTSOURCING
GAMEVISION STUDIOS
Zhan Ye

Joey Young

HARDSUIT LABS

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

Streamline Studios

Xpec Art Center
Zoe Cheng
Wang Guanping
Gordon Lin

PRODUCTION

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

QA

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

SOUND

Alex Hope

ADDITIONAL MENTIONS

USTS

Donovan McCartney

PRODUCTION BABIES

Elliot "Bruce" Lee
Eric Sena
Ethan Sena

2K

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

2K PUBLISHING

Christoph Hartmann President
David Ismaier C.O.O.

2K PRODUCT DEVELOPMENT

John Chwanec VP, Product Development
Melissa Miller Director of Product Development
Producers
Mark Montuya
Tiffany Nagano
Ross Marabella Production Assistant
Tom Drake Digital Release Manager
Myles Murphy Digital Release Assistant

2K CREATIVE DEVELOPMENT

Josh Atkins VP, Creative Development

Jonathan Pelling Design Director
Robert Clarke Art Director
Homer Rabara Gameplay Capture Lead
Jack Scalici Sr. Director, Creative Production
Chad Rocco Director, Creative Production
Josh Orellana Sr. Manager, Creative Production
Creative Production Assistants
William Gale
Cathy Neeley
Megan Rohr
Mike Salmon Director of Research and Planning
David Rees Sr. Market Researcher
Francesca Reyes User Testing Manager
Jonathan Bonillas User Researcher
David Washburn Motion Capture Supervisor
Anthony Tominia Motion Capture Stage Manager
Motion Capture Stage Technicians
Jen Antonio
Emma Castles
Jeremy Schichtel
Alexandra Grant
Christopher Barton
Charles Ghislandi Motion Capture Production Manager
Motion Capture Specialists
Jose Gutierrez
Gil Espanto
Ryan Girard
Michelle Hill
Jeremy Wages
Charles "Auggie" Harris III Motion Capture
Pipeline Engineer
J. Mateo Baker Motion Capture Media Supervisor
Andrew Hanson Motion Capture Audio Assistant
2K CORE TECH
Mark James VP, Technology
David Sullivan Director of Engineering
Peter Driscoll Project Manager, Core Tech
Jonathan Tilden Lead Technical Artist
Software Engineers
Jack Liu
Jason Howard
2K MARKETING
Sarah Anderson SVP, Marketing
Matt Gorman VP, Marketing

Matthias Wehner VP, International Marketing
Kelly Miller Director of Marketing, North America
Cody Neal Associate Product Manager
Ryan Jones VP of Communications, The Americas
Scott Pytlik Sr. Communications Manager
Jennifer Heinser Communications Manager
Erica Hebert Communications Coordinator
Darren Gladstone Sr. Manager, Community Content
Catherine Lukianov Community Manager
Ben Kvalo International Project Manager
Gabe Abarcar Creative Director, Marketing
Jackie Truong Sr. Director, Marketing Production
Ham Nguyen Manager, Marketing Production
Nelson Chao Marketing Production Assistant
Christopher Maas Sr. Graphic Designer
Heidi Oas Project Manager
Kenny Crosbie Director, Video Production
Video Editor & Motion Graphics Designers
Michael Regelean
Eric Neff
Peter Koeppen Video Editor
Associate Video Editors
Doug Tyler
Nick Pylvanainen
Nate Schaumburg Web Director
Keith Echevarria Sr. Web Designer
Alex Beuscher Sr. Web Developer
Gryphon Myers Web Developer
Tiffany Nelson Web Producer
Channel Marketing Managers
Anna Nguyen
Marc McCurdy
Kelsie Lahti Partner Marketing Specialist
Lesley Zinn Abarcar Sr. Director of Events
David Iskra Events Manager
Ima Somers Director, Customer Service
David Eggers Customer Service Manager
Mike Thompson Knowledge Base Coordinator
James Neves Customer Service Coordinator
Crystal Pittman Customer Service Lead
Senior Customer Service Associates
Alicia Nielsen
Ryosuke Kurosawa
Jessica Hopp Director, Partnerships & Licensing
Ryan Ayalde Partnerships & Licensing Manager

Ashley Landry Associate Manager, Partnerships & Licensing
Kenya Sancristobal Marketing Project Specialist

2K OPERATIONS

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

2K IT

Rob Roudebush Sr. Director, 2K IT
Bob Jones Sr. IT Manager
Russell Mains Sr. Network Manager
Jon Heysek Sr. Systems Engineer
Lee Ryan Security Systems Engineer
Don Claybrook Network Engineer
Systems Administrators
Fernando Ramirez
Tareq Abbassi
Scott Alexander
Davis Krieghoff
Michael Caccia IT Analyst

2K QUALITY ASSURANCE

Alex Plachowski SVP of Quality Assurance and Submissions
Test Managers
Eric Zala
Ian Moore
Scott Sanford Submission Manager
Josh Lagerson Senior Lead QA Tester
Phylicia Fletcher Lead QA Tester (Projects)
Lead QA Testers(Support Team)
Chris Adams
Nathan Bell
Associate QA Lead Testers (Projects)
Jeffrey Schrader
Jorge Corpeño

Steve Yun

Associate QA Lead Testers (Support Team)

Jordan Wineinger

Joshua Collins

Ruben Gonzalez

Senior QA Testers (Projects)

David Benedict

Jonathan 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

Murray Pannell VP, Publishing, Operations

David Halse Head of International Product Marketing

Wouter van Vugt International PR Manager

Chris White Junior International PR & Events Manager

Pia Raggio Junior International Product Manager

Melaine Brou International Community & Social Manager

Warner Guinee International Territory Manager

2K INTERNATIONAL PRODUCT DEVELOPMENT

Sajjad Majid International Producer

Nathalie Mathews Localization &

Creative Services Manager

Emma Lepeut Localization Project Manager

Design Team

Tom Baker

James Quinlan

Localization tools and support provided by XLOC Inc.

2K INTERNATIONAL QUALITY ASSURANCE

José Miñana Localisation QA Manager

Wayne Boyce Mastering Engineer

Alan Vincent Mastering Technician

Oscar Pereira Localisation QA Senior Lead

Florian Genthon Localisation QA Project Lead

Localisation QA Leads

Alba Loureiro

Elmar Schubert

Jose Olivares
Cristina La Mura Associate Localisation QA Lead

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 Schwamberger

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 Villasanté

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

Jason Wong General Manager, Asia

Diana Tan Asia Marketing Director

Daniel Tan Asia Marketing Manager

Maho Sawashima Japan Marketing Manager

Rohan Ishwarlal Sr. Product Executive

Sharon Lim Product Executive

Yosuke Yano Sr. Localization Manager

Pierre Guijjarro Localization Coordinator

Yusaku Minamisawa Localization Assistant

Take-Two Asia Operations

Eileen Chong

Veronica Khuan

Chermine Tan

Takako Davis

Ryoko Hayashi

T

ake-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

Zhang Xi Kun QA Director

Du Jing Localization QA Manager

Lead QA Testers

Chu Jin Dan

Zhu Jian

Shigekazu Tsuuchi

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 Bublitx
Nicole Hillenbrand
Danielle Williams
Maria Zamaniego
Ariel Owens-Barham
Kyra Simon
Ashish Popli
Hayley Geftman-Gold
Access Communications
PETROL Advertising
Layer Media



For full music credits, please visit: <http://www.bioshockinfinite.com/music>

LIMITED SOFTWARE WARRANTY; LICENSE AGREEMENT AND PRIVACY DISCLOSURE

This limited software warranty and license agreement (this "Agreement") may be periodically updated and the current version will be posted at www.take2games.com/ewa (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. ("LICENSED"), 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, or 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 unlockable, 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, card 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-sublicensable, 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/or 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 country 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 of 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 LOST 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 ABOVE 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 to 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 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.

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

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.

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.

©2002–2016 Take-Two Interactive Software and its subsidiaries. BioShock Infinite is developed by Irrational Games. Published and distributed by 2K. 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. Unreal® is a registered trademark of Epic Games, Inc. Unreal® Engine, Copyright 1998–2013, Epic Games, Inc. All rights reserved. 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.