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Important Health Warning: Photosensitive Seizures

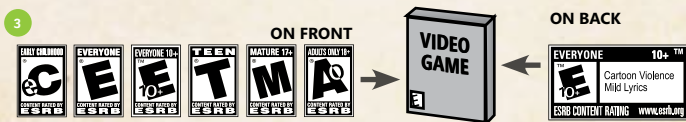
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ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

Product Support

US Support

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Phone: 1-866-219-9839

Email: usasupport@2k.com

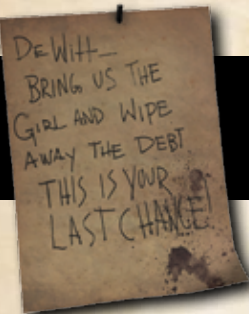
Canadian Support

Phone: 1-800-638-0127

Email: canadasupport@2k.com

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WELCOME TO COLUMBIA!

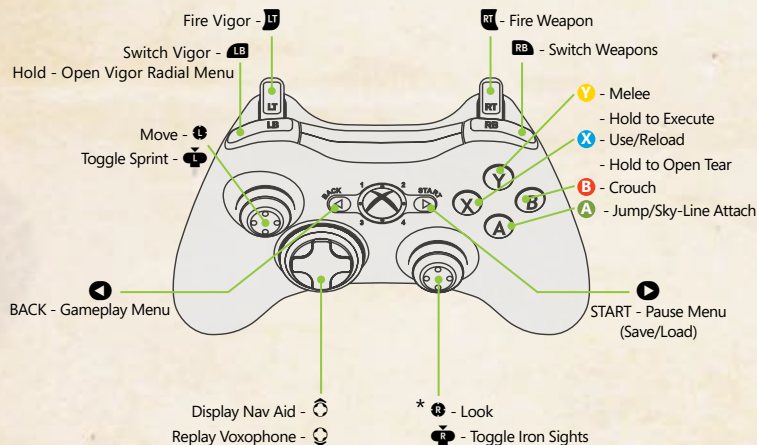
"What is Columbia if not another Ark, for another time?"

– Z.H. COMSTOCK, The Great Prophet

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

GAME CONTROLS

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



DEFAULT SCHEME: ON THE SKY-LINE:

- ⬇ - Throttle
- 🔒 - Lock-On Target
- ⬆ - Reverse
- ⬆ - Strike
- ⬆ - Dismount

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

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

GETTING STARTED

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

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

DOWNLOADABLE CONTENT – Browse for new Downloadable Content to purchase, download and 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 kit, snack, and alcohol pick-up items.)
- 2. SELECTED VIGOR** – The icon in the foreground displays your currently selected Vigor, while the icon in the background shows the Vigor that can be quickly swapped. (To select any of your available Vigors, please see the Vigor radial section.)
- 3. SALTS INDICATOR** – The blue bar indicates the amount of Salts you have to power Vigor use. Each notch in the bar indicates one Vigor use.
- 4. SELECTED WEAPON** – The icon in the foreground displays your currently selected weapon, while the icon in the background shows the weapon that can be quickly swapped.
- 5. AMMO COUNT** – The number on the left indicates how many shots you may take until you need to reload your weapon. The number on the right shows how many shots you have in reserve.
- 6. CROSSHAIR** – Your targeting reticle shows where you are aiming your weapon.
- 7. DAMAGE INDICATOR** – This bar displays the current health of your enemy.

CURRENT OBJECTIVE

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

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

SKY-LINES

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

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

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

SKY-HOOK



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

THROTTLE – Use the (L) to increase/decrease speed.

REVERSE – Press (B) to switch the direction you're traveling.

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

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

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

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

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

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

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

ELIZABETH

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

FINDING SUPPLIES

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

LOCK PICKING



There are many interesting things waiting to be discovered behind locked doors in the city of Columbia. If you possess a sufficient number of lock picks, you can ask Elizabeth to use her skills to open them for you. To do this, simply

aim your crosshair at the lock while standing close enough for the (X) prompt to appear and press (X).

NOTE

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

OPENING TEARS



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

THERE ARE THREE MAIN CATEGORIES OF GAMEPLAY TEARS:

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

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

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

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

WEAPONS

Combat in Columbia is constantly challenging and requires you 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 (F) to bring up your weapon sights for improved accuracy.

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

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

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

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

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 machine.
- Each Vigor has two different methods of fire and you will find that both are useful.
- Tap (B) for a quick fire.

- Hold and release (**L1**) 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 (**RB**).
- To select any Vigor that you've acquired, hold (**RB**) to bring up the Vigor Radial menu, then use the (**LB**) 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 lobs 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, these elite guards carry a

coffin on their backs as penance for their failure to prevent her death. They not only utilize the Murder of Crows Vigor as an attack, they 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.

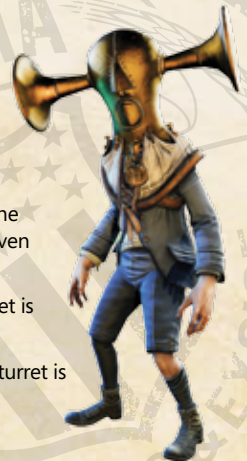
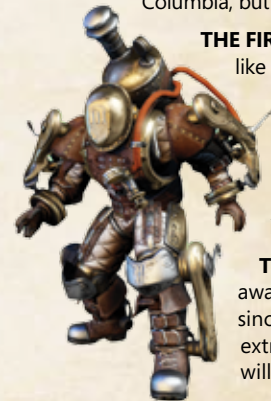
THE BOY OF SILENCE – Locked away in iron masks and blinded since youth, the Boy of Silence is extremely sensitive to sound and will shriek loudly for aid if disturbed.

BASIC SECURITY AUTOMATA

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

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

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





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

GEAR

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

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

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

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

To view and equip different Gear pieces, use the (G) 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 (X) 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 later using the (Q) or from from the game's (M) menu.



KINETOSCOPES

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

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 Chatrivala 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 Drzac 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 Achini 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 Skobel
Alex Teebagy
Jason Tocci
Nicholas Troy
Greg Vargas
Matt Wetzel
Husam Al-Ziab

MARKETING

Eric Barker Interactive Marketing Manager
Zoe Brooks 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
Trevar 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 Kimmert
 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 Armstong
 Nick Bishop
 Cameron Crook
 Erica Denning
 Gil Espanto
 Jose Gutierrez
 Sasha de Guzman
 Jennifer Heinsner
 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 Oslander
 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 Hatton 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
 Evyn 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 Kneueppel
 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 Dominice
 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 Chowaniec 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 Abarcar Art Director, Marketing
Christopher Maas Sr. Graphic Designer
Gabe Abarcar 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 Skorcz
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 Klempner
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 Kriehoff
Todd Ingram
Kendell Rogers
Casey Ferrell

2K INTERNATIONAL

Neil Ralley 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
Arsenio Formoso Assistant Localization Manager

EXTERNAL LOCALIZATION TEAMS

Around the Word
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

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