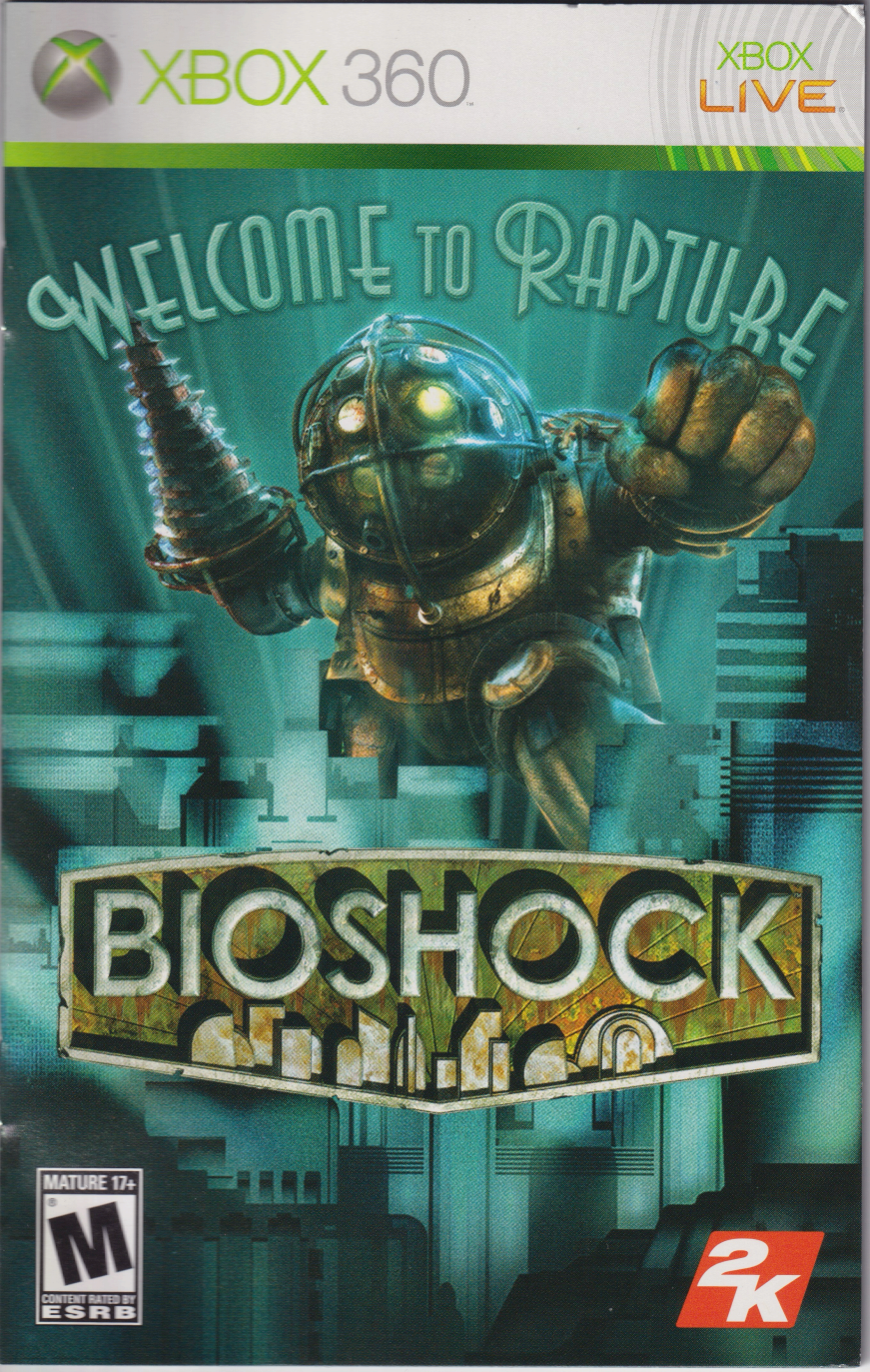
XBOX 360
XBOX LIVE
WELCOME TO RAPTURE
BIOSHOCK
MATURE 17+
M
CONTENT RATED BY ESRB
2K

WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see **www.xbox.com/support** or call Xbox Customer Support

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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Welcome To Rapture

Opportunity Awaits

I'm Andrew Ryan and I'm here to ask you a question:
Is a man not entitled to the sweat of his own brow?

No, says the man in Washington. It belongs to the poor.
No, says the man in the Vatican. It belongs to God.
No, says the man in Moscow. It belongs to everyone.

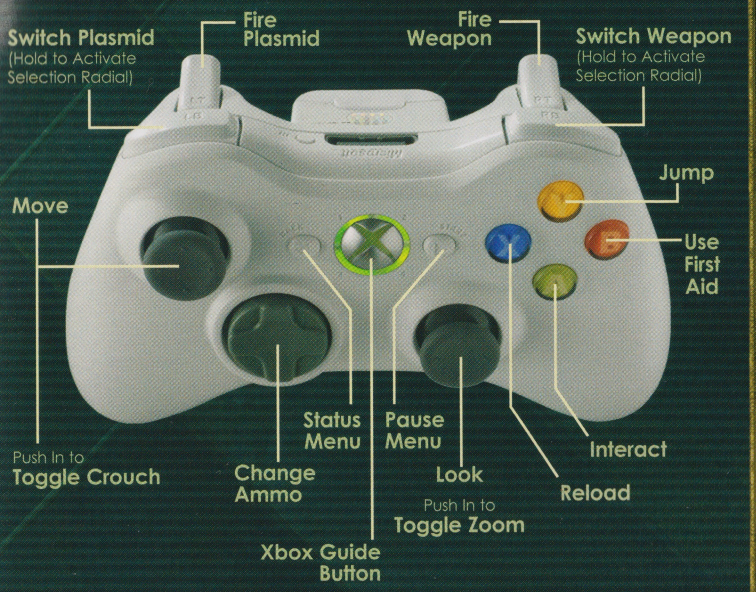
I rejected those answers. Instead, I chose something different. I chose the impossible. I chose...

RAPTURE.



A city where the artist would not fear the censor. Where the scientist would not be bound by petty morality. Where the great would not be constrained by the small. And with the sweat of your brow, Rapture can become your city as well.

CONTROLS



Reference Table:

BUTTON	FUNCTION
L	Move
R	Look
X	Reload
Y	Jump
B	Use First Aid
A	Interact
◯	Change Ammo
LB	Switch Plasmid (Hold to Activate Selection Radial)

BUTTON	FUNCTION
LT	Fire Plasmid
RB	Switch Weapon (Hold to Activate Selection Radial)
RT	Fire Weapon
L	Toggle Crouch
R	Toggle Zoom
BACK	Status Menu
START	Pause Menu

WEAPONS

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

Weapon Switching

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



Ammo

With the exception of the Wrench, each weapon has 3 different ammo types – 1 standard ammo type and then 2 more powerful ammo types that have specific benefits. For example, the Pistol has standard bullets, Armor Piercing Bullets and Anti-Personal Bullets. Try out different ammo as each one has its own special uses within Rapture. Use ◌ to change ammo on your current weapon.



Weapon Upgrading

Each weapon can be upgraded twice using Power to the People machines found in the world. Think carefully on your upgrade choice as only one upgrade can be made at each Power to the People machine. Once the upgrade is made, the machine closes permanently. On the plus side, the upgrades are free.

ADAM

With the world's best and brightest scientists together at the bottom of the sea with no constraints, it was only a matter of time until the population made a number of breakthroughs. The defining breakthrough was ADAM. Generated by a deep sea parasite when it attached to a host, the parasite produced new stem cells healing the host. The new stem cells allowed the host to take on external genetic modifications that take over their normal cell structure (like cancer). These genetic modifications ranged from medical cures to pure vanity changes. The genetic modifications eventually became more militant in nature. The instant genetic modifications of Rapture come in two flavors: Plasmids and Gene Tonics.

PLASMIDS

Now that you are trapped in Rapture, you must adapt and use Plasmids in order to escape the decaying city. Plasmids actively change or affect the world around you. To fire your current Plasmid press LT.

Plasmid Switching

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



EVE

Plasmids are powered by EVE – a serum that gives you the power to use them. If you have no EVE, you cannot use your Plasmids. EVE can be restored through the use of EVE hypos which can be found scattered through Rapture as well as being

purchased at Vending Machines (see Vending Machines, page 13). Some food and drink items can also give you small amounts of EVE when consumed.

Plasmid Slots

You begin the game with two open Plasmid slots. Each slot allows you to equip a single Plasmid, so use them carefully. Additional slots can be obtained by collecting more ADAM (see Gatherer Gardens, page 12).

SWITCHING BETWEEN WEAPONS AND PLASMIDS

Once you have both a weapon and a Plasmid equipped, you will find that combat will dictate a quick switch between the two more often than not. Switching is easily achieved by simply pressing the opposite bumper or trigger from what is currently equipped. For example, if you are currently using your Pistol, pressing LB or LT will switch to the Plasmid you have equipped. Pressing RB or RT will switch back to the Pistol.

GENE TONICS

Gene Tonics give you enhanced passive abilities, and come in three different flavors. Many, many Gene Tonics have been developed and it's your choice how they will best serve you in your time in Rapture.

Physical Gene Tonics

Boost your body's natural abilities in incredible ways. For example, certain Gene Tonics might make you resistant to specific types of damage or let you naturally process toxins.

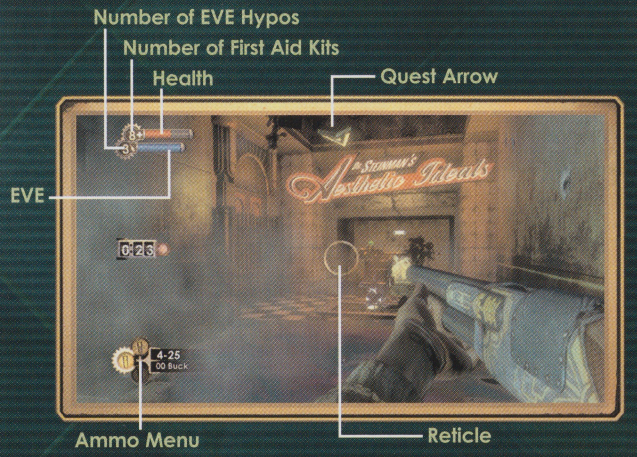
Engineering Gene Tonics

Enhance your intellect and dexterity to allow you to carry out delicate tasks like hacking into and bypassing Rapture's security system.

Combat Gene Tonics

Improve your reflexes and strength to boost your combat skills. For example, some combat gene tonics may increase the damage you can deal with a melee weapon or improve your effectiveness with electrical based attacks.

HEADS UP DISPLAY (HUD)



MAIN MENU

Continue

Continue playing a previous game. This option loads the most recent save game.

New Game

Select to start a brand new BioShock game and choose from one of three variations of difficulty.

- **Easy** – Novice gamer or new to shooters
- **Medium** – Experienced shooter player
- **Hard** – Veteran player looking for a challenge

Load Game

Allows you to load a previous saved game and resume your adventure in BioShock.

Credits

View the credits for the team that brought you BioShock.

GETTING HELP

BioShock is a deep game with a lot of things for you to discover. Throughout the

game there will be multiple ways to get help in order to fully experience Rapture.

Adaptive Training

The adaptive training system will remind you about features of the game that you may have missed. If you find the system is telling you about things you already know about, you can turn it off in the Options Menu (see Options, page 16).

What Is This?

Looking closely at an item will trigger the "What Is This?" prompt. You can bring up the "What Is This?" help message by pressing BACK. This will give you information on that specific item. You can review these help messages at any time by accessing the Status Menu (see Status Menu, page 17).

Hints

By pressing Y on the Status Menu (see Status Menu, page 17) you can get hints on your current goal. These hints will change depending on how much progress you have made in reaching your current objective. Goal hints can also be accessed by holding down right on ◌ when playing the game.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360™ console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

RAPTURE

Population of Rapture

The citizens of this forlorn underwater city are unique and often grotesque. Below are the primary classes of the Rapture's remaining population. You will encounter variants of the these citizens as you progress further in your explorations.

Splicers

The citizenry of Rapture has taken a horrific turn for the worse. Crazed from over-use of Plasmids and Gene Tonics, they have scattered memories of their lives before, but worse for you, they are extremely aggressive towards anyone unfamiliar.

Little Sisters and Big Daddies

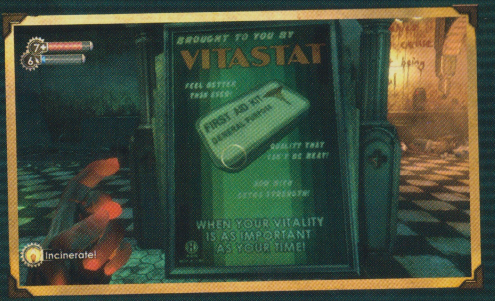
In addition to the former citizens, an even stranger pair can be found roaming the halls of Rapture: small girls with large syringes can be seen walking the decks. Though they seem vulnerable in this twisted world, they are followed by large protectors in metal diving suits called Big Daddies. You cannot get to the Little Sisters until you deal with the Big Daddy which is no easy task. But deal with them you must, if you want to obtain ADAM from the Little Sisters in order to survive Rapture.

Exploration

Exploring the world of Rapture is beneficial in many ways. There are many hidden secrets to find and looting the corpses of the city is essential for the resources you need to survive.

Items

There are many items that can offer health or EVE boosts upon pick up. Money can also be found in many places allowing you to purchase necessary items from Vending Machines.



- **First Aid Kits –** Replenishes your Health



- **EVE Hypos –** Restores EVE

- **Autohack Tool** – Allows you to instantly succeed in any hack (see Hacking, page 18).

Diaries

Diaries can be found throughout Rapture. Diaries are audio messages left by the citizens of Rapture. Some diaries give you information critical to your progress (the game helpfully identifies these with a golden glow). Other diaries simply help you to understand what happened to this once great city or give you clues to hidden secrets.

Security

Rapture is full of machines programmed to provide airtight security.

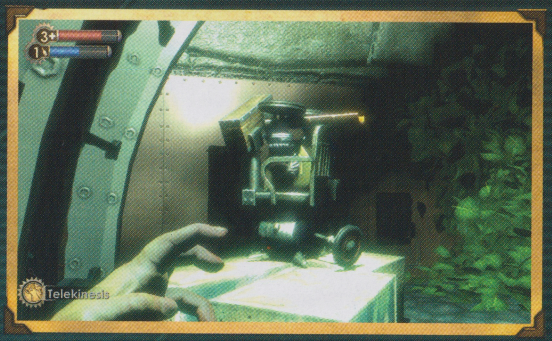
Cameras

There are cameras placed everywhere, constantly looking for intruders. If a camera spots you, it will sound a warning tone. If you stay in its sight long enough for it to identify you, it will sound the alarm, summoning one or more Security Bots. Alarms will time out (a counter will show you how much time remains) but the security system will keep sending bots as long as the alarm is active.



Turrets

The recent military activity has left many automated Turrets throughout the decks that are still active when confronted by an intruder. These machines are often deadly but surprisingly can be used to your advantage if you can get close enough to hack them (see Hacking, page 18). Be careful though, the turret should be disabled before attempted the hack. A number of Gene Tonics and Plasmids were developed to help people circumvent the Security system in a variety of ways.



CHARACTER GROWTH

ADAM and the Little Sisters

ADAM is the lifeblood of Rapture (see ADAM, page 5). With it, more and more Plasmids and Gene Tonics can be "spliced" (integrated into your genetic make-up). If you are going to survive in Rapture, you will need to splice as many Plasmids as you can. Unfortunately, the ADAM can now only be found within the Little Sisters who roam the halls of Rapture, recycling ADAM from corpses under the watchful eye of the Big Daddies. Using long syringes, they drain blood from the bodies and then drink it to recycle the ADAM.

The only way to get a Little Sister is through the Big Daddy. If you can defeat him, you will have to choose how to deal with the Little Sister. You can Harvest the ADAM from her, a dangerous process that risks her life, or you can Rescue the Little Sister by killing the parasite inside her that enables her to process ADAM. You will be able to extract some ADAM from this parasite, but not as much as if you had harvested the ADAM directly. Nothing is free in Rapture and even this choice has a cost.

If you do not collect and spend ADAM, the game can get extremely difficult. If you have failed to collect ADAM from Little Sisters on earlier levels you can return to those levels at any time to tackle the Big Daddies.

Once you have acquired some ADAM, you can use it in any of the Gatherer's Garden machines found throughout Rapture (see Gatherer Gardens, page 12).

Researching Rapture's Inhabitants

Another significant source of character growth is through researching the inhabitants of Rapture using the camera. During your adventure in Rapture, you may come across a special research camera that the law enforcement of the city used to learn the abilities of people who had spliced a lot of plasmids.

You can use this camera to take photos of the people and security elements. The camera will rate your photograph and collect data on the enemy. When the camera has learned something, you will be granted bonuses like increased damage versus those enemies or even hidden Gene Tonics! The more photos you take, the quicker you will get the rewards.

The research camera is a significant source of character growth that could be the difference between death and survival.

MACHINES

There are a number of machines in Rapture that offer invaluable services or resources.

Gene Banks

Gene Banks are stations that allow you to reconfigure your equipped Plasmids and Gene Tonics. It will show all the Plasmids and Gene Tonics you have collected until that point and allow you to choose which are equipped or not. Unequipped Plasmids and Tonics are kept in storage for later retrieval at any other Gene Bank.



Gatherer Gardens

These machines take ADAM and can be used to purchase more Plasmid or Gene Tonic slots, to increase your maximum Health or maximum EVE, or even to acquire new Plasmids and Gene Tonics.



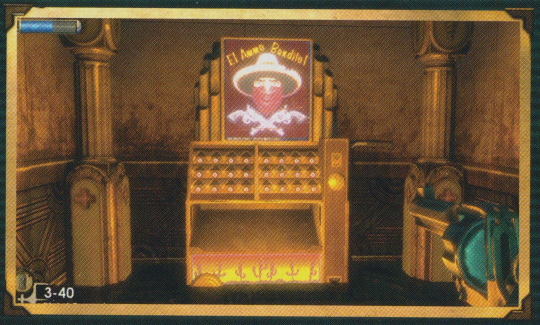
Vending Machines

These machines are full of resources for you to purchase such as ammunition, First Aid kits and EVE hypos. Vending Machines can also be hacked, which will give you discounted prices on the available items and even open up special items for sale.



Ammo Banditos

These are ammo-only Vending Machines.



Vita-Chambers

These chambers will revive you if you are ever killed within Rapture. There are usually a couple of them in each area.





Bot Shutdown Panels

These can be used to deactivate security bots that have been triggered by an alarm. Once shutdown, bots can be hacked to become friendly to the player.

Health Stations

Health Stations are where you can replenish your health completely - for a price. If you hack a health station, you can get your health filled for a lower price and it will damage any aggressor who uses that machine.



Power to the People Machines

These allow you to upgrade your weapons. These upgrades are free but each machine will only give one upgrade. Once you have chosen your upgrade, the machine closes permanently.



U-Invent Machine

These stations allow you to craft new items from the odds and ends you find throughout Rapture. Glue, rubber hoses and screws are just some of the materials you can collect that can be used to create ammo, hacking tools and even Gene Tonics. Most of these items can only be acquired through the U-Invent Machines.



PAUSE MENU

At any time you can bring up the pause menu by pressing START. Here you can view how much money and ADAM you currently have, as well as see how many Little Sisters are left in the current level. Other options while in the pause menu include:

Resume
Resumes the current game.

Save
Saves your game progress at the current point. Note that you can save anywhere at anytime. The game will also autosave after loading an area.

Load
Load a previously saved game.

View Controls
See the controller layout.

Adjust Brightness
Change the game's brightness.

Options
Change game setup and options here, see the opposite for more information.

Quit to Main Menu
Leave the current game and access the Main Menu.

OPTIONS

Adjust the current game setup.

Master Volume
Adjust the overall volume for the game.

Sound Effects Volume
Adjust the volume for sound effects.

Music Volume
Adjust the volume for the music.

Speech Volume
Adjust the volume for the game dialog.

Difficulty
Change the current difficulty setting.

Warning: You can change difficulty at any time, but it may make some Xbox 360 achievements unattainable on that playthrough.

Adaptive Training
Toggle Adaptive Training messages on\off.

Art Subtitles
Toggle subtitles for signs and other in-game graphics.

Dialog Subtitles
Turn on\off subtitles for in-game dialog.

Auto-Aim
Toggle auto-aim on\off.

Invert Y-Axis
Toggle invert on\off.

Controller Sensitivity
Adjust the controller sensitivity.

Quest Arrow
Toggle the quest arrow on\off.

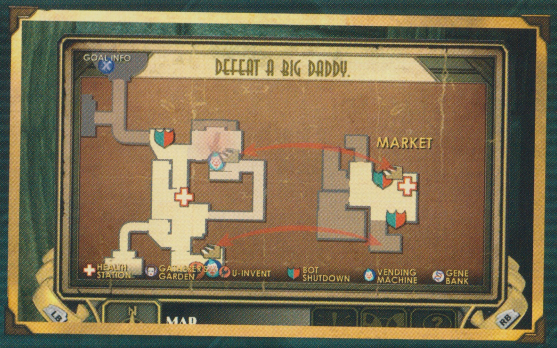
Unlock Framerate
Toggle the framerate cap on\off. Note that this can maximize framerate but may degrade visual quality.

STATUS MENU

You can access the Status Menu by pressing BACK. The Status Menu has a number of tabs which can be selected with ◯ or by using LB and RB. The tabs in the Status Menu are:

Map

This tab shows a map of the current level. The map shows your position and the location of your current goal, if known. You can zoom out from your current position in the map by pressing A. You can also get a hint on your current goal by pressing Y.



Goals

The Goals tab shows a complete list of your current goals. When you have multiple goals that you could be working on, you can switch which goal is active here by selecting one with ⊕ or ⊖ and then pressing A. Goals that currently can't be worked on cannot be made active.

Messages

The Messages tab allows you replay any radio messages you've heard or diaries that you've picked up.

Help

The Help tab organizes all relevant help messages and is a valuable resource for information about many of the game systems and items.

HACKING

With all the machinery and brilliant minds in Rapture, it's not surprising that someone eventually figured out how to reprogram the machines with Hacking. By successfully redirecting the circuit flow, you can change the current state of the machine. The ability to Hack is present on almost all the machines found in Rapture. Hacking can open locked safes, and can even be used to reprogram the security system to view you as a friend, and your enemies as the intruders to be attacked. If a machine can be Hacked, X will appear when you are

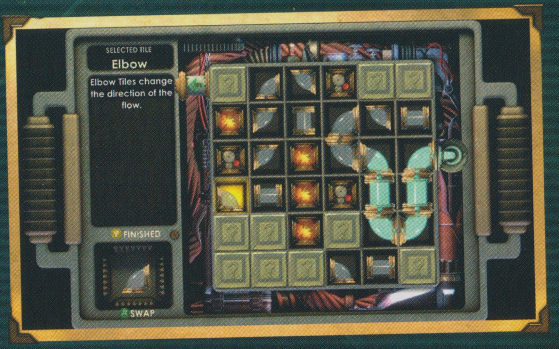
next to the machine. Pressing it will bring you to the Hacking menu that will allow you to evaluate the difficulty of the Hack as well as whether you want to Buyout or use an Autohack Tool to complete (see below).

Hacking can be completed in 3 different ways.

How To Hack?

During the Hack, the object is to redirect the circuit flow by uncovering tiles and swapping the pipes you need to move the circuit flow to the exit tile on the board. Watch out for hazard pieces that can increase the speed of the circuit fluid, cause an electrical overload, or even sound a security alarm. The benefit of succeeding is that you gain the benefits for free, but the risk of physical damage is high.

If you are finding Hacking is getting very difficult, it is time to spend your ADAM to upgrade your Engineering track with more slots or to purchase more engineering tonics.



Hacking Buyout

Hacking can also be achieved by paying a premium price. You can spend your money to override the machine. The more difficult the hack, the more money it costs. Splicing Engineering Gene Tonics can reduce the buyout costs.

Autohack Tool

Finally, if you are lucky, you can find an Autohack Tool that immediately hacks the machine with no issues. When at the hacking evaluation screen press X to immediately succeed at the hack with no risk. Autohack Tools are used up in the process.

CREDITS

Developed by 2K Boston and 2K Australia

Story, Writing, and Creative Direction
Ken Levine

Director of Product Development
Jonathan Chey

Project Lead
Alyssa Finley

Art Team

Art Director
Scott Sinclair

Lead Animator
Shawn Robertson

Acting Environment Leads
Hogarth De La Plante
Jay Kyburz

Performance Lead
Andrew James

Animation
Grant Chang
Ben Hutchings
Jonathan Mangagil

Concept Art
Scott Sinclair
Mauricio Tejerina
Robb Waters
Nate Wells

Effects Artist
Stephen Alexander

Level Builders
Alex Boylan
Hogarth De La Plante
Jay Kyburz
Christian Martinez
Jamie McNulty
Nate Wells

Modelers
Lorne Brooks
Chris Chaproniere
Brendan George
Dan Keating
Chad King
James Sharpe
John Travers
Michael Swiderek
Mauricio Tejerina
Joseph Yang
Laura Zimmermann

UI Art
Ben Shore

Additional Concept Art
Lorne Brooks
Hogarth De La Plante
Daniel Keating
Chad King
Christian Martinez
Shawn Robertson
James Sharpe
Joseph Yang
Laura Zimmermann

Additional Effects
Chad King

Additional Animation
Steve Chao
Ed Lynch

Additional UI Support
Alex Boylan
Jake Etgeton
Christian Martinez
Robb Waters
Michael Swiderek
Mauricio Tejerina
Laura Zimmermann

Additional Art

Ray Leung
Eric Lawson
Shaun Stephenson
Steve Kimura
John Torres
Jed Wahl

Design Team

Lead Designer
Paul Hellquist

Lead Level Designer
Bill Gardner

Designers
Dorian Hart
Alexx Kay
JP LeBreton
Jonathan Pelling
Dean Tate
Jordan Thomas

Additional Design
Stephen Alexander
Andrew "Ant" Orman
Ed Orman
Ian Vogel

Additional Story/Writing
Paul Hellquist
Alexx Kay
Joe McDonagh
Susan O'Connor
Emily Ridgway
Justin Sonnekalb

Additional Ingame Writing
Tom Bartlett
Dorian Hart

Programming Team

Lead Programmer
Christopher Kline

Technical Director
Rowan Wyborn

AI Lead
John Abercrombie

AI/Animation Programming
Marc Atkin
Darren Lafreniere

Audio/Streaming Programming
Carlos Cuello

Gameplay Programming
Ian Bond
Dan Kaplan
Lida Tang

Graphics Programming
Jesse Johnson

UI Programming
Jake Etgeton

Physics Programming
Joshua Downer

Engine Development Team
Robert Black
Simon Eschbach
Weicheng Fang
Daniel James Lamb
Ryan Lancaster
Mathi Nagarajan
Martin Slater

Additional Programming
Karl Burdack
Terrance Cohen
Michael James

Production Team

Associate Producer
Joe Faulstick

Assistant Producers
Kate Kellogg
Keith Shetler
Justin Sonnekalb

Production Assistant/Localization
Timothy Crosby

Additional Production Support
Tony Oakden
James Sutherland

Sound Team

Sound Designer
Emily Ridgway

Sound Assistants
Pat Balthrop
Justin Mullins

Audio Consultant
Eric Brosius

Quality Assurance

QA Manager
Joe Faulstick

Assistant Leads
Nick Garner
Ryan Oddey
Sara Verrilli

Testers
Tom Bartlett
Kirk Bezio
Ryan Buckley
Matt Cabral
Joe Canadas
Frank DaPonte
Jakub (Jake) Drobowiecki
Chris Enright
Russell Jacobson
Dan Lewis
Casey Malone
Justin Pappas
Mike Pfundt
Jason Silva

Additional Testing
Jason O'Brien
Eric Kirchberg
Brendan Kirk
Justin Sonnekalb

Operations Team

Director of Operations
Emily Brinkert

Director of Operations, Australia
Will Marshall

IT Manager Australia
Gareth Walters

IT Manager Boston
Geoff Graves

IT Assistants
Raymond Holbrook
Justin Richards

Team Support
Phil Frechette

HR Manager, Australia
Ali Hinton

Operational Support
Kate Kellogg
Joe McDonagh

Office Manager, Australia
Chelsea Kyburz

Additional Operational Support
Devin Bean
Colin Davis
Keri Norris
David O'Toole

Marketing/PR Support Team
Joe Faulstick
Joe McDonagh
Nate Wells

Focus Test Wrangler
Tom Bartlett

Additional Support
Richard Albon
Shamus Baker
David Beswick
Ben Driehuis
Joakim Hagdahl
Andrew Ley
David March
Jamie O'Toole
Linus Tan
Jarrad Woods

2K Publishing

President
Christoph Hartmann

C.O.O.
David Ismailer

VP Product Development
Greg Gobbi

Development Manager
Jon Payne

Technical Director
Tim Perry

Producers
Anthony DeLuca
Melissa Miller
James Daly

Associate Producer
Jason Bergman

Lead Game Analyst
Walt Williams

Game Analysts
Alex Hartpence
Jim Yang

VP Marketing
Sarah Anderson

Director of Marketing
Tom Bass

Senior Product Manager/Promotions
Matt Kassan

Associate Product Manager/Promotions
Alison Moy

Marketing Coordinator
Eric Monacelli

Director of Public Relations
Marcelyn Ditter

Media Specialist
Larry Stephens

Art Director, Creative Services
Lesley Zinn

Web Manager
Gabe Abarcar

Web Designer
John Kauderer

Community Manager
Elizabeth Tobey

Senior Production Manager
Jack Scalici

Production Manager
Lydia Jenner

Director of Operations
Dorian Rehfield

VP Sales & Licensing
Steve Glickstein

Strategic Sales and Licensing Manager
Paul Crockett

Quality Assurance Director
Lawrence Durham

Lead Tester
Angel Gonzalez
Steven D. Allstead, Jr.

Senior Tester
V. Garrett Bittner Jr.

Quality Assurance Team
Aaron Adler
Chris Antoine
Dimitri Becerra
Mike Bertuman
Antoine Bohannon
Larry Bolden
Shant Boyatzian
Alex Bujold
Jon Cabrera
Ken Carr
Evan Case
David Clayton-Ready
Stephen Detoma
David Dux
Kevin Elefante
Edward Erdelac
Brian Erzen
Raymond Evans
Josh Ewing
Chris Flick
Victor Flores
Patrick Garcia
Adam Graziano
Tim Grimaud
Micah Grossman
Paul Herrera
Josh Humphrey

Neale Johnson
Jason Jury
Adrin Khachikian
James Kovacs
Lincoln Le
Victor Logan
Andrew Mangialino
Lucas Marsh
Dan McGrew
James McKay
Tony McNeil
Shareef Mendoza
Scott Melzer
Rahim Miller
Darren Miller-Pfeufer
Christian Murillo
Mark Nelson
Marc Perret
Ella Preger
Jamie Quinones
James Ritchie
Cash Russell
Sergio Sanchez
David Sanders
Steve Santarpia
Jeremy Schulze
Reema Shadid
Danny Smith
Nick Sporich
Kevin Strohmaier
William Suman
Morgan Thompson
James Titlow
Fred Yun
Liam O'Connell

Standards Lead
Michael Greening

Standards Senior
Paul Diaz

Standards Team
Cory Bernhardt
Andrew Garrett
Eric Lane
Mike Melody
Matt Newhouse
George Soluk

Night Lead
Dan Eguia

Night Senior Tester
Lori Durrant
Derrick C. Flot Jr.
Jason Wilson

2K International

General Manager
Neil Ralley

International Marketing Director
Matthias Wehner

International PR Director
Markus Wilding

International Product Manager
Ben Wyer-Roberts

International PR Manager
Karl Unterholzner

Licensing Director
Claire Roberts

International Marketing Assistant
Sam Woodward

2K International Product Development

Development Manager
Fernando Melo

Senior International Producer
Daniel Bailie

International Producer
Sajjad Majid

Localisation Manager
Scott Morrow

External Localisation Teams
Around The Word
Coda Entertainment
Synthesis International Srl
Synthesis Iberia

2K International Quality Assurance

QA Manager
Chris Rowley

Functionality Supervisor
Domenic Giannone

Localisation Supervisor
Iain Willows

Mastering Engineer
Wayne Boyce

Lead QA Technician
Steve Manners

QA Technicians - Functionality
Alex Cox
Michael Bunning
Denver Cockell
Arsenio Formoso
Natalie Holkham
Rob Jenkins
Russell Keawpanna
Ian Moore
Sebastian Belton

Localisation Project Lead
Terryll Garrison

QA Technicians - Localisation
Nicolas Adam
Marco Angiuoni
Alessandro Cilano
Adele Dalena
Sebastian Frank
Alessandro Gatti
Beatriz Gonzalez
Pauline Martyn

Didier Pruvot
Hugo Sieiro
Santiago Garcia
Joségui Miñana

Design Team
James Crocker
James Quinlan
Tom Baker

Take Two Publishing Team
Adrian Lawton
Andreas Traxler
Anja Wagner
Barbara Ruocco
Ben Seccombe
Cristiana Colombo
Fabio Gusmaroli
Federico Clonfero
Isabelle Jacober
James Ellingford
Jo Upton
Jochen Färber
Jochen Till
Jose Antonio Muñoz-Calero Fernandez
Leigh Harris
Magda Bona
Maikel van Dijk
Monica Puricelli
Nasko Fejza
Nguyen Doan
Nico Grupp
Nicole Mucubitsi
Olivier Troit
Raquel Garcia Gonzalez
Rob Bartholomew
Rob Donald
Sandra Melero
Sarah Seaby
Serhad Koro
Valentine Heliot
Warner Guinée

Music

Orchestra

Solo Violin
Martin chalifour

Violins
Belinda Broughton
Darius Campo
Peter Kent
Pip Clark
Kirsten Fife
Barbara Porter
Marcy Vaj
Pat Johnson
Miran Kojian
Sara Parkins
Pam Gates
Carolyn Osborne
Anna Kostyuchek
Becky Bunnell
Eve Butler
Tiffany Yi Hu
Jennifer Munday
Hiam Shtrum

Cello
Armen Ksajikian
Suzie Katayama
David Low
Rudy Stein
Miguel Martinez
Cecilia Tsan
Paula Hochhalter
John Walz
Trevor Handy
Tina Soule
Sebastian Toettcher

Piano
Bryan Pezzone

Horn
Joe Meyer

Recording Engineer
Dan Blessinger

Music Contractor and Copyist
Ross DeRoche

Tuba
Ross DeRoche

Singer on Anthem
Rebecca Sjöwall

Orchestrations
Garry Schyman & Desha Dunnahoe

Conductor
Garry Schyman

Assistant to Garry Schyman
Tim Helisek

VO Production

Telsey and Co.
Carrie Rosson
Tiffany Canfield
David Vaccari

Star-Trax
Vince DePaola
Ali Aron

POP Sound

Producer
Dawn Redmann

Original Dialog Mixer
Michael Miller

Original Dialog Recordist
Courtney Bishop

Original Dialog Mixer
Stephen Dickson

Original Dialog Recordist
Nick Bozzone

Original Dialog Mixer
Zac Fisher

Original Dialog Recordist
Kaynaz Shroff

Original Dialog Mixer
Mitch Dorf

Original Dialog Recordist
Gavin McNiece

Original Dialog Mixer
Tim West

Original Dialog Recordist
Brett Rothfeld

Actors
John Ahlin
Greg Baldwin
Jane Beller
Susanne Blakeslee
Anne Bobby
Blesst Bowden
Tony Chiroldes
Shavonne Conroy
Ritchie Coster
Betsy Foldes
Joshua Gomez
Cassandra Grae
Ray Guth
JG Hertzler
Peter Francis James
Juliet Landau
Anne Meisels
Raynor Scheine
Miriam Shor
Adam Sietz
Armin Shimerman
Peter Siragusa
T. Ryder Smith
Stephen Stanton
Fred Tatasciore
Marcelo Tubert
Michael Villani
Gordon Joseph Weiss
James Yaegashi
Catherine Zambri

The Music Publishers
Boosey and Hawkes Inc.
Bug Music
Carlin America
De Wolfe Music
France Music Corporation
Golden Bell Songs
Golden West Melodies Inc.
Naxos Music
Next Decade Music
Shapiro Bernstein & Company Inc.
Warner Chappell Music
Williamson Music

The Record Labels
De Wolfe Music
Jasmine Music / Hasmick Promotions Ltd.
Naxos
Sony / BMG Music Entertainment
The E M I Group
Universal Music Group
Warner Music Group

Fox Studios
Rick Fox
Michael Weber
Tim Schmidt
Cal Halter
Keith Fox
Dustin Smith
Joe Schmidt

Special Thanks
Access Communications
Bearcage
Marc Berman
Big Solutions
Bob Blau
Blur
Siobhan Boes
David Boutry
Alice Chuang
Scott DeFreitas
dSonic
David Edwards
Dan Einzig
Demiurge Studios, Inc.
Epic
Eyeball NYC
EyeCandy Studios
FMOD EX Sound System, Firelight Technologies
Julie Fogerson
Rick Fox
David Gershik
Havok
KD&E
Jenn Kolbe
Lamplighter Studios
Lewis PR
Magid
Microsoft
Adam Meyer
Xenia Mul
Nicole Nicoletti
James Pacquing
Plastic Wax
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