

XBOX ONE



BIO SHOCK INFINITE

Blind Squirrel
GAMES

IRRATIONAL
GAMES

2K



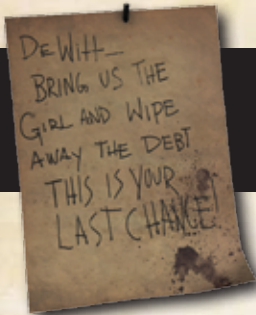
WARNING Before playing this game, read the Xbox One™ system, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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WELCOME TO COLUMBIA!

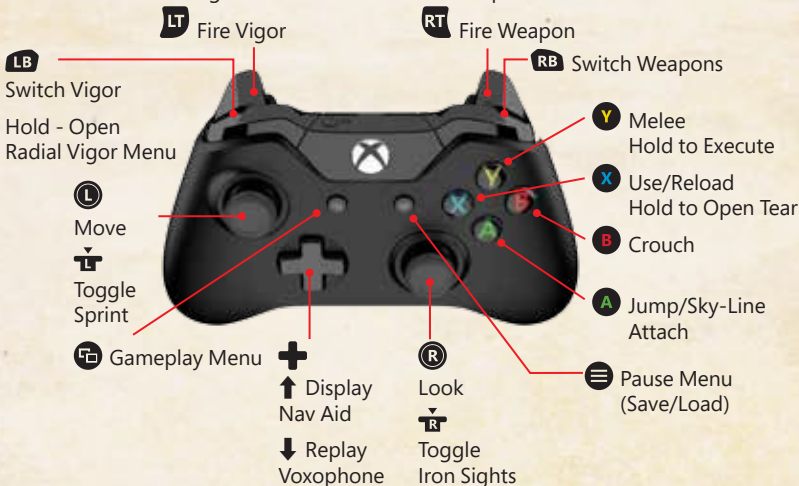
"What is Columbia if not another Ark, for another time?"

— Z.H. COMSTOCK, The Great Prophet






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

GAME CONTROLS

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



DEFAULT SCHEME: ON THE SKY-LINE:

-  - Throttle
-  - Lock-On Target
-  - Reverse
-  - Strike
-  - Dismount

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

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

GETTING STARTED

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

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

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

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

DIFFICULTY LEVELS

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

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

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

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

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

HEADS-UP DISPLAY



- 1. HEALTH/SHIELD INDICATOR** – The red bar indicates your current health. The yellow bar indicates your current shield strength. (Note: Your shield begins to regenerate if you haven't taken damage after a few seconds. Your health may be replenished with medical kits, snacks, and alcohol pick-up items.)
- 2. SELECTED VIGOR** –The icon in the foreground displays your currently selected Vigor, while the icon in the background shows the Vigor that can be quickly swapped. (To select any of your available Vigors, please see the Vigor radial section.)
- 3. SALTS INDICATOR** – The blue bar indicates the amount of Salts you have to power Vigor use. Each notch in the bar indicates one Vigor use.
- 4. SELECTED WEAPON** – The icon in the foreground displays your currently selected weapon, while the icon in the background shows the weapon that can be quickly swapped.
- 5. AMMO COUNT** – The number on the left indicates how many shots you may take until you need to reload your weapon. The number on the right shows how many shots you have in reserve.

6. CROSSHAIR – Your targeting reticule 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 (F).

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 **R** will be greatly improved.

SKY-HOOK



CONTROLS

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

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

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

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

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

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

SPECIAL ATTACKS

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

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

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

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

ELIZABETH

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



FINDING SUPPLIES

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



LOCK PICKING



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

WEAPONS

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

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

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

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

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

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

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

THE FOLLOWING ARSENAL OF WEAPONS CAN BE FOUND IN COLUMBIA:



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



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

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

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



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





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

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

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



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

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

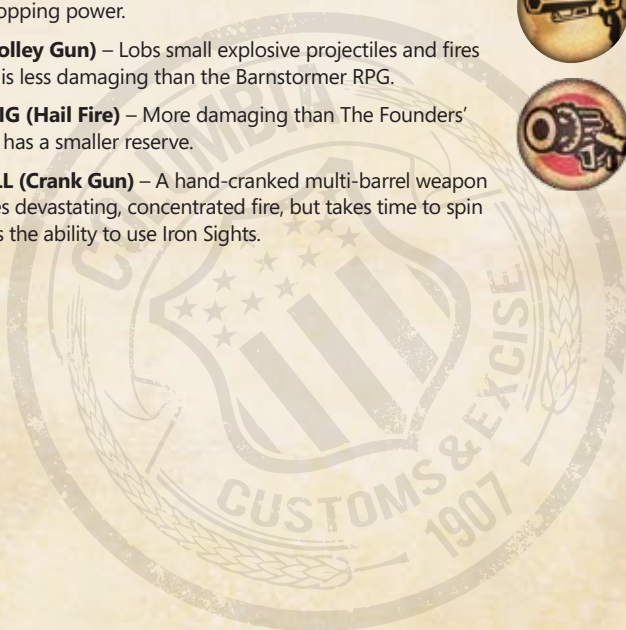


THE PIG (Volley Gun) – Lobs small explosive projectiles and fires quickly, but is less damaging than the Barnstormer RPG.

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



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



VIGORS

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

– Fink MFG advertisement



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

- Vigors are powered by Salts, which can be found in the environment, in containers and bodies, and bought at Dollar Bill vending machines.
- Each Vigor has two different methods of fire and you will find that both are useful.
- Tap **L1** 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 **LB**.
- To select any Vigor that you've acquired, hold **LB** to bring up the Vigor Radial menu, then use the **○** to highlight the Vigor you want.

THE FOLLOWING ASSORTMENT OF VIGORS CAN BE FOUND IN COLUMBIA:

POSSESSION

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

HOLD: To create a proximity-based trap.



NOTE

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



DEVIL'S KISS

TAP: To toss a fiery, explosive projectile.

HOLD: To create a proximity-based trap.

MURDER OF CROWS

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

HOLD: To create a proximity-based trap.





BUCKING BRONCO

TAP: To create a shockwave that sends enemies hurling up into the air.
HOLD: To create a proximity-based trap.

SHOCK JOCKEY

TAP: To release a bolt of electricity to shock and stun your target.
HOLD: To create a proximity-based electrical trap.



UNDERTOW

TAP: To create a jet blast of water that violently pushes enemies away from you.
HOLD: To yank enemies to you from across the battlefield using tendrils of water.

CHARGE

TAP: To hurl yourself at enemies with a damaging melee strike.
HOLD: To build the melee strike's damage.
(The longer you hold, the greater the force of the impact.)



RETURN TO SENDER

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

ENEMIES

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

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

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

HERE'S WHAT YOU CAN EXPECT TO ENCOUNTER:

STANDARD ENEMIES

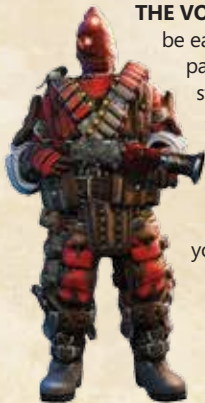
Even your average foe in Columbia can be tough to handle.

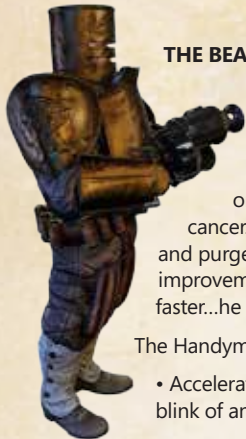
THE FOUNDERS – Armed followers of Father Comstock range from civilians and guards to police and the elite Flying Squad troops. They sport a wide variety of weapons, from truncheons to sniper rifles.

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

HEAVY HITTERS

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





THE BEAST – This heavily-armored foe is armed with the menacing volley gun known as the Pig, which 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, this elite guard carries a coffin on their back as penance for their failure to prevent her death. The Zealot can transform themselves into a flock of birds to avoid injury while moving. Other variants of the Zealot of the Lady exist in Columbia, but only differ in appearance.

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

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



BASIC SECURITY AUTOMATA



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

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

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

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


GEAR

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

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

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

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

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

VENDING MACHINES

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

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

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

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



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

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

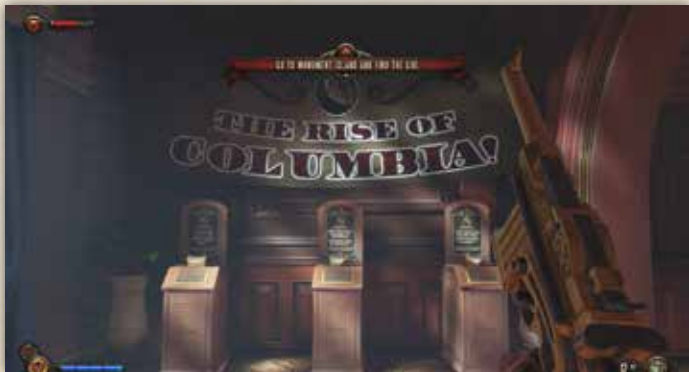
VOXOPHONES

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 by pressing the **↓** or from the Voxophone's **☰** menu.



KINETOSCOPES



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

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 Elmore 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 Scriptor
Chris Duffey VO Scriptor
Jonathan Grover Associate Technical Sound Designer
Dan Johnson VO Scriptor
Katie Lafaw VO Scriptor

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
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
Trever 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 Kimmet
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 Philippon
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 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
Evynd 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 Richarson
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 Driehius

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 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 Vioria 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
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Shane Coffin
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Alex Weldon
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Athena Abdo
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Irma Ward
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Jessica Maciejewski
Jessica Wolff
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Kara Boyd
Keith Leopold
Kevin Skorcz
Laura Jolly
Laura Portner

Leela Townsley
Marco Zamora
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Meghan House
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Michael Weiss
Michael Yarsulik
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Robert Warren
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William Schoonover

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

2K INTERNATIONAL

Neil Railey 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

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

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2K PUBLISHING

Christoph Hartmann President
David Ismaier C.O.O.

2K PRODUCT DEVELOPMENT

John Chowanec 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 Pytlík 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 Schaumberg 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

Jamie 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 Sacristobal 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 Klemperer

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
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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 Villasante
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 Guijarro Localization Coordinator
Yusaku Minamisawa Localization Assistant
Take-Two Asia Operations
Eileen Chong
Veronica Khuan
Chermine Tan
Takako Davis
Ryoko Hayashi
Take-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 Tsuchi
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
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SPECIAL THANKS
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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 Bublitz
Nicole Hillenbrand
Danielle Williams
Maria Zamanigo
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