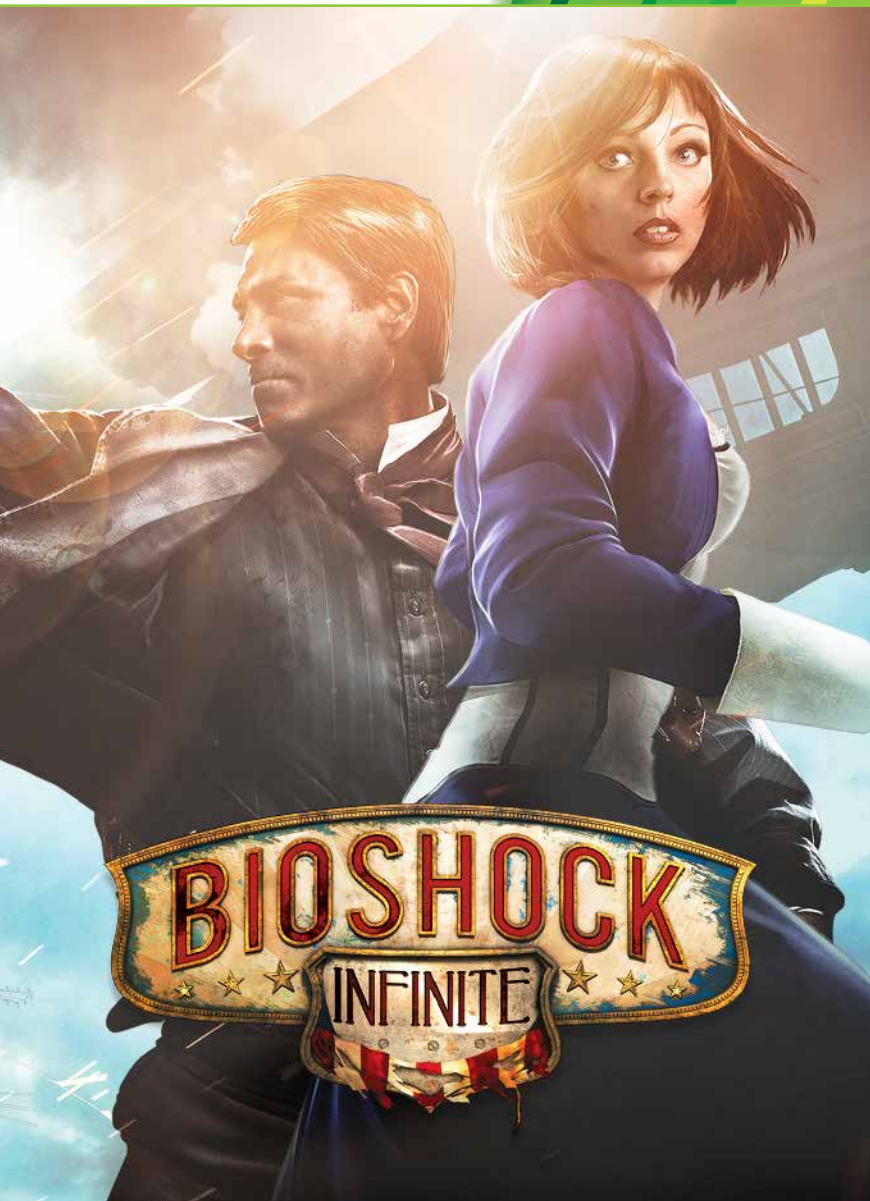


 XBOX 360®



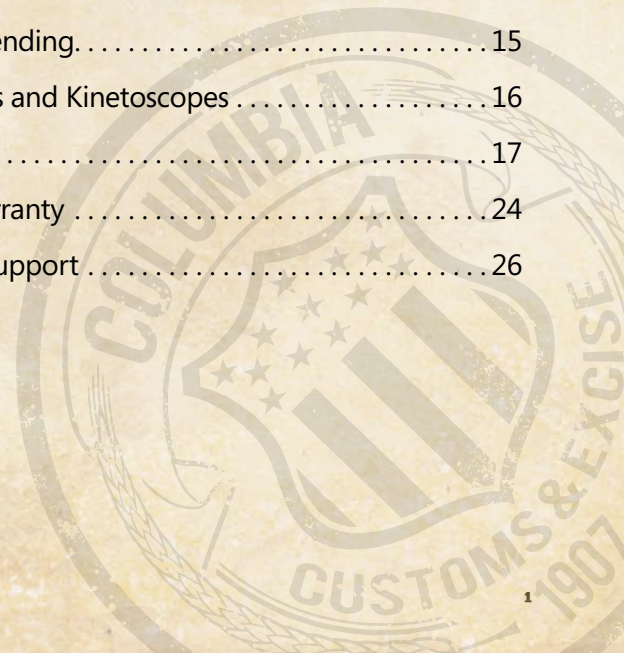
**⚠ WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

**Important Health Warning: Photosensitive Seizures**

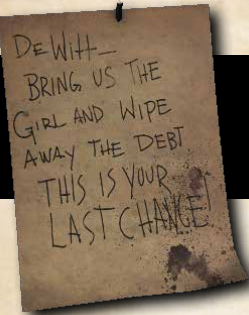
A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures”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

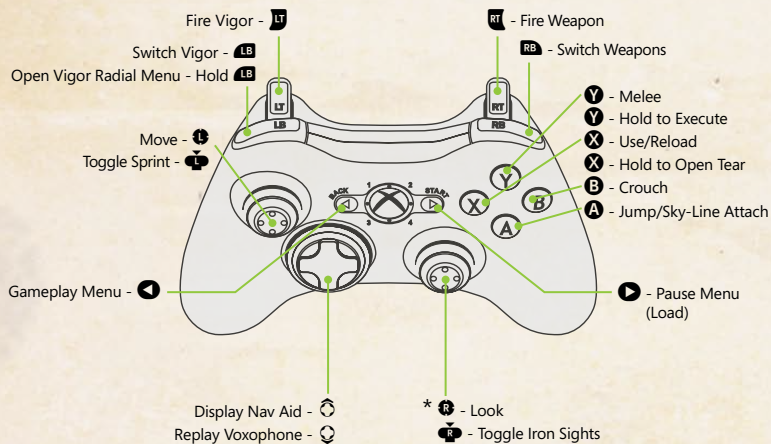
*"What is Columbia if not another Ark, for another time?"*

— 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 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've been playing FPS games for a long time and have the experience to appreciate a challenging game, then Hard mode is where it's 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 can 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 reticule shows where you are aiming your weapon or vigor.
- 7. DAMAGE INDICATOR** – This bar displays the current health of your enemy.

### CURRENT OBJECTIVE


Forgot what you need to do next? A reminder is just a button press away using .

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. Sky-Lines make you harder to hit and give you greater access to different locations.

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

CONTROLS



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** – While on the ground, hold **Y** when an enemy's health is low enough (indicated by a skull  over their head).

**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 of 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 Dollar Bill 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 not only has the ability to open Tears, she can bring in items 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. It 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 lets you escape to higher ground or a wall to provide necessary cover in 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 bring in 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 learning and adopting a wide range of strategies to survive. Here are a few weapon tips to get you started:

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

To use Iron Sights, simply press  to slow down and bring up your weapon's sights for improved accuracy.

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

To swap between your two available weapons, simply tap .

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

You can upgrade a Weapon 4 times each. 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 crank gun that provides devastating, concentrated fire, but takes time to spin up and lacks the ability to use Iron Sights.



## VIGORS

*"A life with Vigors 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, on bodies, and bought at the Dollar Bill vending machine.
- Each Vigor has two different methods of fire and you'll find that both are useful.
  - Tap **R** for a quick fire.
  - Hold and release **R** for a powerful alternate fire.
- Try combining Vigors on targets and with environmental hazards, such as a puddle of water or an oil slick.
  - For example, 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.
- While you can fire weapons while hanging from a Sky-Line or Freight Hook, you can't use Vigors at the same time.
- 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! Vidī! Vigor! vending machine.
- To swap between your two available Vigors, tap **LB**.
- To select any Vigor that you have acquired, hold the **LB** to bring up the Vigor Radial menu, then use the **L** or **R** 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 automaton 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.



**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, Huntsman carbine rifle.



#### HEAVY HITTERS

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

**THE BEAST** – This heavily-armored foe is armed with the menacing volley gun known as the Pig, which lobbs explosive shells from a distance. The Vox variation of The Beast differs in appearance and is armed with a Vox Pig (aka Hail Fire).

**THE HANDYMAN** – The Handyman was once simply a man, his body ravaged by cancer. In Columbia his diseased flesh was pruned and purged, his parts replaced with mechanical improvements. The Handyman is stronger, better, faster... he is Columbian ingenuity at its best.

#### THE HANDYMAN HAS MANY ABILITIES AND CAN:

- Accelerate to incredible velocities in the blink of an eye.
- Leap up the sides of buildings.
- Pick up and throw hapless citizens (living or dead).
- Toss balls of lightning that can knock the player off of a Freight speeling 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.



**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.



**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.



**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.

**BOYS OF SILENCE** – Locked away in iron masks and blinded since youth, the Boys of Silence are 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 can, once found and equipped, 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 by powerful enemies after death.

There are 4 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'll have the choice to put it in your inventory, compare it to the piece you're already wearing in that slot, or replace the piece you already have in that slot.

To view and equip different Gear pieces, use the  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'll need Silver Eagles, the Columbian currency. You'll find on bodies, in containers, and out in the open throughout the city.



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





## VOXOPHONES

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

Voxophones can be played upon pick-up or later using the  or from from the game'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.

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**Daheli Hall**  
**Brad Grusnick**  
**Scott Holst**  
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**Neil Kaplan**  
**Matthew Yang King**  
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**Elle Newlands**  
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**Amanda Philipson**  
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**Brent Popolizio**  
**Sam Riegel**  
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**Lori Rom**  
**Jeff Seamster**  
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**April Stewart**  
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**Faruq Tauheed**  
**Oliver Vaquer**  
**Gwendoline Yeo**  
**Kevin Yamada**  
**Patti Yasutake**  
**Catherine Zambri**

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**Joey Armstrong**  
**Nick Bishop**  
**Cameron Crook**  
**Erica Denning**  
**Gil Espanto**  
**Jose Gutierrez**  
**Sasha de Guzman**  
**Jennifer Heinser**  
**Sharon Her**  
**Michael Howard**  
**Winnie Hsieh**  
**Nicole Hunter**  
**Matt Jackson**  
**Marcy Lee**  
**Shawna-Mara Kaia Lee**  
**Kamasu Livingston**  
**Edwin Li**  
**Jon Mangagil**  
**Christina Lowery**  
**Amanda McKamey**  
**Anton Maslennikov**  
**Jose Montesinos**  
**Kirill Mikhaylov**

**Steve Park**  
**Kurt Osiander**  
**Sari Sabella**  
**Dennis Ruel**  
**Andy Strong**  
**Aaron Teixeira**  
**Anthony Tominia**  
**Paulette Trinh**  
**Mike Wang**  
**Bryce Wang**  
**Cais Wang**  
**Neely Wang**  
**Brad Whelan**  
**Maria Zamaniego**

## 2K AUSTRALIA

### ART TEAM

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

### DESIGN TEAM

**Jonathan Pelling** Creative Director  
**Geoff Field** Lead Level Designer  
**Chris Garnier** Senior Level Designer  
**Andrew 'Ant' Orman** Senior Designer  
**Evyv 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** Backen 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



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Andrew Downing QA Tester

## ADDITIONAL DEVELOPMENT

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Lydia Hall  
Kevin Worth  
Nick Taylor  
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Colin Knueppel  
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John Malaska  
Liquid Development  
2K China  
Virtuos  
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### ADDITIONAL TECHNICAL ANIMATION

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Naty Hoffman VP, Technology  
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Jen Antonio Motion Capture Specialists  
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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  
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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

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



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**INDEMNITY:** You agree to indemnify, defend and hold Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

**MISCELLANEOUS:** This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.

**GOVERNING LAW.** This Agreement shall be construed (without regard to conflicts or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York County, New York, U.S.A.). Both parties consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by New York state or federal law. The parties agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement. IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING TAKE-TWO INTERACTIVE SOFTWARE, INC. 622 BROADWAY, NEW YORK, NY 10012.



## NOTICE FOR AUSTRALIAN CONSUMERS

IMPORTANT: THE WARRANTY FOR THIS PRODUCT HAS BEEN UPDATED FOR AUSTRALIA. THIS NOTICE SHOULD BE READ IN CONJUNCTION WITH THE WARRANTY TERMS SET OUT ABOVE.

Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

Goods presented for repair may be replaced by refurbished goods of the same type rather than being repaired. Refurbished parts may be used to repair the goods.

Any benefits to you given by the Licensor's warranty are in addition to other rights and remedies of the consumer in relation to the goods and services to which the warranty relates.

All claims under the warranty for this product should be made to:

Take-Two Interactive Software Pty Ltd. Suites 12 & 16, Upper Deck, Jones Bay Wharf, 26-32 Pirrama Road, Pyrmont Point, NSW 2009

Tel: 1-800-803948 (Toll Free Number)

Email: <http://support.2k.com/home>

The procedure for claims under the warranty for this product is outlined within the warranty terms set out above.

Licensor will cover all costs associated with a successful claim under this warranty. Proof of any reasonable costs you incur in making a claim under this warranty should be sent to the Licensor address specified above for reimbursement.

For the avoidance of doubt, none of the limitations contained in this warranty in any way exclude or limit your rights under the Australian Consumer Law.

To the extent that this notice is inconsistent with any of the provisions of the warranty terms set out above, this notice supersedes those provisions.

## NOTES

## PRODUCT SUPPORT

### TECHNICAL SUPPORT

If you are experiencing problems with the running of one of our titles, you may contact our Technical Support staff in one of several ways:

#### For Support in Australia

**Self-Help Knowledge-Base:** <http://support.2k.com/home>

**Phone:** 1-800-803948 (Toll Free Number) Tuesday to Sunday – 7am to 5pm AEST

**URL:** <http://support.2k.com/home>

**Submit a Request:** [http://support.2k.com/anonymous\\_requests/new](http://support.2k.com/anonymous_requests/new)

#### For Support in New Zealand

**Self-Help Knowledge-Base:** <http://support.2k.com/home>

**Phone:** 0600-440280 (Toll Free Number) Tuesday to Sunday – 7am to 7pm NZST

**URL:** <http://support.2k.com/home>

**Submit a Request:** [http://support.2k.com/anonymous\\_requests/new](http://support.2k.com/anonymous_requests/new)

