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; 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.

ESRB Game Ratings

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

ESRB ratings have two equal parts:

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

For more information, visit **www.ESRB.org**.

CONTENTS

Xbox LIVE

Xbox LIVE® brings more of the entertainment you love right to your living room. Raise the curtain on your own instant movie night with thousands of HD movies, TV shows, and videos downloaded in a snap from Xbox LIVE and Netflix. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, Weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

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/countries.**

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. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings.**

MAIN MENU

Single Player

You awake in the ruins of the once mighty undersea city of Rapture. Now you're forced to wage a lone fight against the remaining citizens of Rapture, to discover the horrific secret kept hidden until now.

Multiplayer

It's 1959 and civil war has broken out across Rapture. Fight for your own survival or battle for Atlas or Ryan as the Fall of Rapture begins.

RAPTURE'S NIGHTMARE

Rapture was founded to allow the best and brightest of humanity to do their brilliant work unfettered by government, religion, or the mediocre. But the "every man for himself" philosophy led to war, fueled by a new substance called ADAM that allowed people to rewrite their DNA.

AWAKENED AFTER TEN YEARS. WHO...WHAT AM I?

Once, you were the Protector of a Little Sister. In a traumatic event you were separated from her, and you remember nothing afterward. Now, 10 years later, it seems that Rapture has moved on, and the Splicers' arms race has escalated. You are free of the single-minded conditioning of the other Big Daddies, but you still need to be near your bonded Little Sister. You must find her.

STORY

New Game

Start from the beginning. The first time you play **BioShock 2**, you will see:

Screen Brightness Use ◖ / ◗ to adjust screen brightness. To readjust screen brightness during play, select **Adjust Brightness** from the Pause screen.

Game Difficulty Select **Easy**, **Medium** or **Hard**.

> **NOTE** If you want all of the Xbox 360 LIVE Achievements for **BioShock 2**, set game difficulty to **Hard**.

Load Game

Load and resume play on a saved **BioShock 2** game.

Credits

View the creative talent behind **BioShock 2**.

Options

Set General and Single Player game options.

Downloadable Content

See the latest available **BioShock 2** downloadable content.

Exit to Multiplayer

Shut down the Single Player experience and launch Multiplayer.

CONTROLS

LT Use Plasmid

RT Fire weapon
Use Drill

LB Cycle Plasmids
(hold) Activate
Plasmid Radial
Switch Info Menu
tabs

BACK Info Menus
(hold) Help

RB Cycle weapons
(hold) Activate Weapon
Radial
Switch Info Menu tabs

START Pause screen

Y Jump

B Melee attack
Gunbutt
Use First Aid Kit
(with Radial
Menu displayed)

A Interact
Activate

Xbox Guide

X Reload
(hold) Find ADAM
corpse when traveling
with Little Sister
Inject EVE Hypo (with
Radial Menu displayed)

⬆ / ⬇ / ◯ Change ammo

◯ Use First Aid Kit

L Move
Select weapon/Plasmid
(with Radial Menu
displayed)

L Toggle Crouch

R Look
Select weapon/Plasmid
(with Radial Menu displayed)

R Aim with Iron Sights
(while Looking)

RT + **B** While holding **RT**, press **B**
for a Drill Dash (once unlocked)

LITTLE SISTERS

THE SOURCE OF ADAM

Rapture's demise began with the discovery of ADAM, a substance found only in a particular type of sea slug. ADAM enables people to instantly modify their own genes, using a process called Splicing. Splicing installs powerful genetic alterations in the human body and mind in the form of Plasmids and Gene Tonics. Both of these have the potential to make the user terribly intelligent, incredibly powerful and, if overused, homicidally insane. Chronic Plasmid and Gene Tonic users are called Splicers. They will kill for ADAM. They will kill for no reason at all. And now they account for almost all of Rapture's population.

ADAM is collected from dead Splicers by the Little Sisters, small blood-drinking girls armed with huge syringes. Symbiotic sea slugs inside them separate the ADAM from the blood they consume, so the ADAM can be reused. Since they must then carry the valuable ADAM inside themselves, without protection Little Sisters are vulnerable to attacks by Splicers as they travel throughout Rapture. So they seek out guardians—Big Daddies like you—to protect them while they gather ADAM.

When traveling with a Little Sister, press and hold **X** to reveal a scent trail leading to a corpse containing ADAM. Beware! While the Little Sister is drawing blood, Splicers will converge on the Little Sister and corpse.

NOTE To see how many Little Sisters are present in the current level, press **START** to display the Pause screen.

ADOPT, HARVEST OR RESCUE?

If you decide to **Adopt** a Little Sister, you become her protector, and she will depend on you to shield her from attacks while she gathers ADAM from corpses. Your job is to destroy whomever threatens the Little Sister—and in return, she will give you the ADAM she collects. Besides Adoption, at a Vent you have the option to either **Rescue** a Little Sister or **Harvest** her for ADAM.

Rescue destroys the ADAM slug, removing it from the Little Sister's system humanely, and returns the Little Sister to being a normal girl. She will then escape to safety through one of Rapture's numerous Vents. Rescuing lets you recover a smaller amount of ADAM remaining in the body of the slug she hosted.

Harvesting her for ADAM removes the live slug straight from the Little Sister's body, and gives you a huge dose of the vital substance—but she will not survive the process.

HUD

7 Reticle
Use this to aim your weapon. Click **R** to aim with the Iron Sights. Set Auto-Aim ON in the Options screen to enhance aim.

8 Items Available for Pickup
When you walk up to something that contains items available for pickup, you will see a Search prompt. Press **A** to view the items, then press **A** again to pick up all the items displayed.

Little Sister Icon (not shown)
Appears when you have Adopted and are traveling with a Little Sister. When she is gathering ADAM from a corpse, a progress bar appears until she finishes. If a Splicer starts attacking her, the progress stops and an **!** alert appears while she is gathering. Once your Adopted Little Sister has gathered ADAM from two bodies, the icon will change to a Vent. This indicates you must now return her to a Vent.

Quest Arrow (not shown)
Directs you to the current Goal. Can be turned OFF from the Options screen.

1 First Aid Kits
First Aid Kits fully replenish health. Press **◖◗** to use one.

2 Health Level
When it's gone, you die. Increase maximum health by spending ADAM at a Gatherer's Garden.

3 EVE Hypo Count
Hypos replenish EVE. You will automatically inject one when your EVE runs out. Press **X** when a Radial Menu is displayed to manually inject an EVE Hypo.

4 EVE
Powers your Plasmids. Increase maximum EVE by spending ADAM at a Gatherer's Garden.

5 Active Plasmid
The Plasmid currently in use. Press **LB** to cycle to a different active Plasmid, or use the Plasmid Radial.

6 Ammo Menu or Drill Fuel Gauge
Identifies ammo type, number of rounds remaining and max number allowed. The currently selected ammo type is lit. Each gun is capable of firing different ammo types. When armed with more than one ammo type, press **◔** / **◕** /**◒** to change ammo. When the Drill is equipped, the Drill Fuel gauge appears here.

WEAPONS & PLASMIDS

You can use weapons and Plasmids simultaneously in a fight. One tactic is to disable or stun enemies with a Plasmid and finish them off with a weapon, though either might be fatal by itself.

Weapons

The Drill
You begin the journey through Rapture armed only with the Drill, a melee weapon. There are three ways to attack with the Drill:

Drill an Enemy Press and hold **RT**. This requires Drill Fuel. Check the Drill Fuel gauge on the HUD.

Club an Enemy Press **B** or quickly press **RT**.

Drill Dash an Enemy Press and hold **RT**, and then press **B**. This ability must be unlocked.

Guns

As you explore Rapture, you will find other weapons. There are two ways to attack with guns:

Fire Press **RT**. This will fire the type of ammo you have equipped.

**Gunbutt an Enemy** Press **B** to knock an enemy back.

Ammo

Weapons fire different ammo types. You will find special ammo that is more effective against certain targets. Once you have multiple ammo varieties, press ⟰ / ⟱ / ⟲ to change ammo on your currently held weapon.

Switching Between Multiple Equipped Weapons

Once you have two or more weapons, you can quickly switch between them.

Cycle Next Weapon Press **RB** to cycle to the next weapon.

Use Weapon Radial Press and hold **RB**, move **L** or **R** to select a weapon, and then release **RB**.
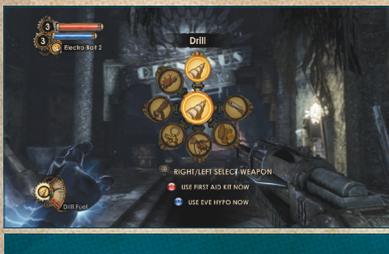
Plasmids

Plasmids are instantaneous genetic modifications you can splice into your DNA. Once installed, Plasmids empower you to inflict changes on the beings and objects around you. One Plasmid allows you to set people on fire. Another lets you freeze objects. There are many more.

Power your Plasmids with EVE injections. No EVE, no Plasmid power. Find it or buy it.

Use Plasmid Press **LT**. In some cases you may need to press and hold **LT** to charge a Plasmid before firing.

Cycle Next Plasmid Press **LB**.

Use Plasmid Radial Press and hold **LB**, move **L** or **R** to select a Plasmid, and then release **LB**.
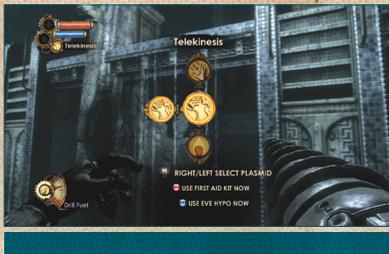
Plasmid Slots

Plasmid slots are where you hold equipped Plasmids. The more Plasmid slots you have, the more Plasmids you can equip at one time. You can spend ADAM at a Gatherer's Garden to obtain additional Plasmid slots.

GENE TONICS

These genetic enhancements become part of your nature once spliced into you, and work automatically. You can unequip and replace them with other Gene Tonics by visiting Gene Banks.

GENE TONIC SLOTS

As with Plasmids, you can only equip a Gene Tonic if you have a slot for it. If you have enough ADAM, you can buy additional Gene Tonic slots at a Gatherer's Garden.
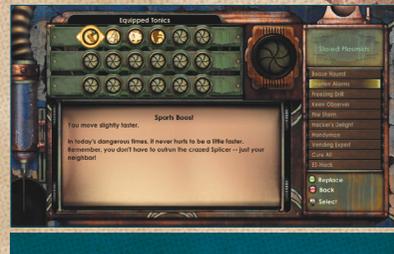
FINDING ITEMS

Search everywhere, including dead bodies, cabinets and trash cans, for important items to help you survive, such as money, ammo, and First Aid Kits. You will see a Search prompt when you approach a searchable container.

THREATS

1 Enemy Health Bar
When you're fighting enemies, they display a Health bar so you can see the amount of damage you must inflict to kill them. When the meter is green, the enemy is strong. When it glows red and shortens, the enemy is weakening.

2 Attack Alert
This red signal points toward an enemy who is attacking you.

SPLICERS

Splicers are the citizens of Rapture, driven mad by Plasmid and Gene Tonic use. Housewives looking for a makeover have been transformed into homicidal maniacs. Former businessmen now think beating someone to death is a management skill. Despite their deranged nature, Splicers can be terrifyingly skilled and powerful opponents.

SECURITY CAMERAS & BOTS

Linger in front of a security camera and an alarm is set off, followed by Security Bot deployment. Bots are hovering machine-gun drones. The alarm system is on a timer (you will see a countdown on-screen). Turn bots into allies by Hacking them. You can also Hack the cameras to deploy bots against your enemies.
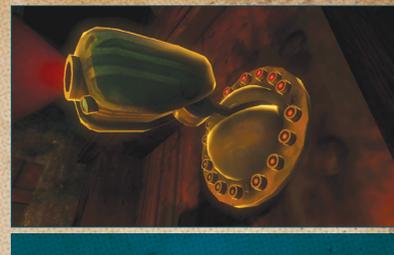
TURRETS

When Turrets sense your presence, they will open fire. Hack them to make them attack your enemies.

BIG SISTERS

Big Sisters are extremely swift, ruthless and tough to defeat. They look after Little Sisters, making sure they are able to gather in peace. Removing Little Sisters from their appointed rounds (by Adoption or Harvesting) will attract the attention of the Big Sisters.
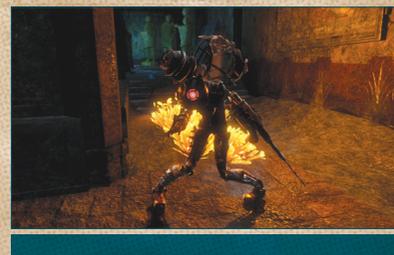
BIG DADDIES

Like you, other Big Daddies are strong, heavily-armored enemies who will protect their Little Sisters with their lives. They will not attack until provoked, however.

DEVICES & MACHINES

VITA-CHAMBERS
Death is not the end in Rapture. If you die, the nearest Vita-Chamber will revive you.

NOTE You can disable the Vita-Chambers on the Options screen so that when you die, the game is over.

DIARIES
Diaries are recorded messages left behind by the people of Rapture. Be sure to pick them up. They may contain a history lesson or vital information. If you want to listen to them again later, press **BACK** and select **Messages** to listen to all the diaries you have collected.

VENDING MACHINES
Vending Machines feature items important for survival. Select the item on the left to view a description. The quantity of the item you have and your maximum capacity appear in the center of the screen. Your current amount of money appears on the right. Hack the machine for a discount, to reveal hidden items, and, if you stop the needle in a blue zone, a free item.

CIRCUS OF VALUES
Purchase general merchandise including basic ammo, EVE Hypos, and First Aid Kits.

AMMO BANDITO
Sells ammo only. Look for specialized ammo types for each of your weapons Different machines can have different things for sale—check them all!

GATHERER'S GARDEN
The amount of ADAM you have appears on the right. Spend your ADAM just like money to:
- Acquire additional Plasmids and Gene Tonics.
- Unlock additional Plasmid and Gene Tonic slots, allowing you to equip more at one time.
- Increase max health and EVE.

GENE BANKS
You may have collected more Plasmids or Gene Tonics than you are able to equip at one time. You can view and swap them at a Gene Bank. The Gene Bank has one Plasmid track and one Gene Tonic track. Select a track to see what is equipped and what is stored (listed on the right).

POWER TO THE PEOPLE MACHINES
Upgrades your weapon for free! Each machine closes down permanently after one upgrade of one weapon. Each weapon can be upgraded three times, but the third upgrade is only unlocked if you have already applied the first two.
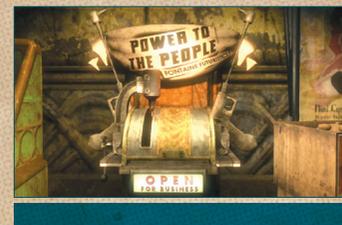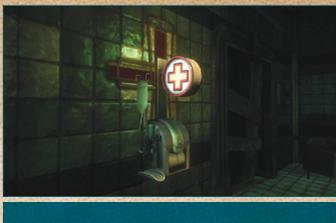
HEALTH STATIONS

Pay to be completely healed. Your enemies also use Health Stations while fighting you. Hacking a Health Station turns the machine against your enemies, reduces the cost of healing, and gives you a free First Aid Kit if you stop in a blue zone. Destroying a Health Station also knocks out a free First Aid Kit.

BOT SHUTDOWN PANEL

If you find one of these after tripping a security alert, use it to deactivate attacking bots and end the alarm countdown.

VENTS

Vents are devices Little Sisters use to travel through Rapture on their own. Take an Adopted Little Sister to a Vent, where you can choose to Rescue or Harvest her. If you Rescue her, she will flee into the safety of the Vent.

HACKING

If a device is Hack-friendly, a Hack prompt appears. To Hack:

- Press **X** to open the Hack screen.
- Try to stop the needle over the green or blue zone of the meter by pressing **A**.
- Press **B** to cancel.

Hacking Zones

Green Successful progress.

Blue Successful progress, plus a bonus based on the machine type.

White Receive a nasty shock.

Red Set off a security alarm.

Hacking Uses

- Get items from Vending Machines more cheaply.
- Reprogram machines to turn them against enemies.
- Gain access to protected items and unlock doors.

Alternate Hacking Methods

- Press **X** on the Hack screen to "buy out" the Hack for a fee (see the price on the Hack screen).
- Find a Hack Tool and shoot Hack Darts from a distance.
- Find a Gene Tonic that makes your Hacks more effective.
- Find Auto-Hack Darts that let you Hack instantly.

NOTE If you set off an alarm while Hacking, successfully retrying the Hack will end the alarm.

ACQUIRING INFORMATION

Press **BACK** to get vital information from the Map, Goals, Messages and Help screens. Click an icon to open the screen you want.

MAP

- The red arrow shows your position and direction of travel.
- Important locations are marked by icons listed at the bottom of the Map.
- Use **L** to scroll the Map. Press **A** to zoom in and out. Press **LT** / **RT** to look at the floors below and above.
- Press **X** for information about the Goal. Press **Y** for a Hint.

GOALS

Select the Goals icon to review a current list of Goals. You will encounter Goal requirements during your journey through Rapture. Some requirements may consist of multiple tasks to complete the Goal.

When faced with multiple Goals, you can choose which to complete first, and the Quest Arrow will guide you to the one you select.

MESSAGES

Select the Messages icon to review any diaries or radios previously found or received.

HELP

Learn about Rapture, weapons, fighting, security systems and more. To go to a specific Help entry, move close to something associated with the entry, hold the reticule over it, and press ◀ BACK.

RESEARCH CAMERA

Take Research footage of Splicers to learn about them and earn valuable bonuses. Once you find a Research Camera, it is stored with your weapons. Select it as you would a weapon.

Set your camera rolling on a Splicer with RT, and attack him or her with a variety of Plasmids and weapons. The more kinds of damage you do, the more quickly your Research will progress.

After acquiring the Research Camera, you can review your progress on the Research tab in the Info Menu.

NOTE Certain combinations or tactics will net faster progress, so try using your tools in imaginative ways to find them!

PAUSE SCREEN

On the Pause screen you can quickly see your current money and ADAM reserves and view how many Little Sisters are in the current level. You can also save game progress, set options or load a different saved **BioShock 2** game.

Resume Game Return to current game.

Save Save the game at any time. **BioShock 2** autosaves when you enter a new area of the game.

Load Load a saved **BioShock 2** game file.

Controls View the game controls and change the control scheme.

Adjust Brightness Change game display brightness.

Quit Return to the Main Menu.

THE FALL OF RAPTURE

In 1959, the civil war begins to consume Rapture and its citizens. To fight for your very survival, you have enrolled in the Sinclair Solutions Consumer Rewards Program to serve as a test subject for the latest Plasmids and Gene Tonics. You must compete against and alongside other citizens in the field to both gain ADAM experience, and get promoted to earn tools that will aid in your survival.

GETTING INTO THE GAME

Main Menu

Prologue
Now that you've enrolled in the Sinclair Solutions Program, you have been set up with your own apartment. It is here that your story begins.

Continue to Apartment
Return to your apartment between battles if you choose. As you move up in the Sinclair Solutions Program, you will receive messages in your apartment tracking your progress as well as new items to use, including weapons, Plasmids, Gene Tonics and Masks. Here you can customize your appearance and your Loadout for your next match.

Player Lobby
Go straight to the player lobby to begin a Multiplayer game.

Single Player Game
Leave Multiplayer mode and play the Single Player game.

Options
Set **General** and **Multiplayer** game options, including customizing your controls, adjusting **Controller Sensitivity** and turning **Enable Vibration**, **Southpaw Controls** and **Adaptive Training** ON/OFF.

Downloadable Content
See the latest available **BioShock 2** downloadable content.

Game Setup
An Xbox LIVE Gold Membership is required to search for and Host games on Xbox LIVE.

Selecting **Multiplayer** from the Main Menu sends you into the party lobby. Start a party by inviting up to four others for a maximum five players in the party. Take your party into battle by choosing a match type.

Match Types
Find a Match Fight against and alongside other players on Xbox LIVE. These Xbox LIVE matches give ADAM (experience) and feature match-making to find players of your similar skill level.

Private Match Take your party with you to play against friends on Xbox LIVE. You can play with just one other player all the way up to a 10-player match. Increasing rank is not possible in private matches.

PLAYER LOBBY
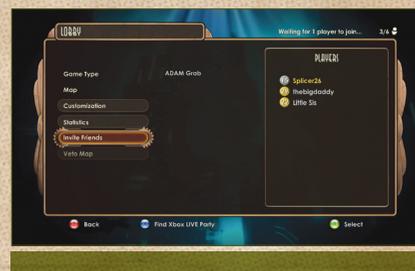
Find a Match
Choose this to start playing a non-private match. You will select the mode you want to play before entering the match-making system.

Private Match
Play exclusively with your friends. The party leader will select the match type and Map for the party.

Game Type

Select one of seven game types to play. In the party lobby, the Host will select the game type.

Map

In non-private matches, the Map is chosen at random, and players have one opportunity to veto it. In private matches, the Host selects the Rapture environment where the game will be played. There are 10 Maps to choose from.

Customization

You can customize your character in the player lobby with the same choices available in the apartment.

- Choose **Loadouts** to make weapon, Plasmid and Gene Tonic selections before starting a match.
- Choose **Character Aesthetics** to change character looks by adding a Mask, or change the melee weapon your character wields.
- Choose **Character Selection** to decide which citizen of Rapture you'll play as.
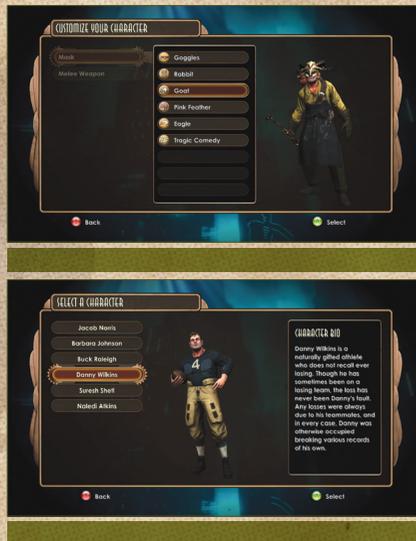
Statistics

Check **Leaderboard**, **Personal Statistics** and **Trials** requirements.

Players

See all players who have joined.

Invite Friends

Invite your friends to play along with you.

Veto Map (Lobby Only)

You can veto the current Map selected for a non-private match. The majority of players must agree to veto the Map. You can only veto a Map once.

Rank

Your rank in the Consumer Rewards Program.

CONTROLS

LT Use Plasmid
Throw Proximity Mine
(Big Daddy Suit only)

LB Stomp (Big Daddy Suit only)
Cycle Plasmid

BACK Scoreboard

RT Fire weapon

RB Cycle weapon

Y Jump

B Melee attack

A Interact
Activate

X Reload
Change Loadout before respawn

Xbox Guide

Not used

START Pause Menu

L Move
Scroll lists

L Toggle Crouch

R Look

R Aim with Iron Sights (while Looking)

NOTE You can customize these controls in the Options screen.

HUD

1 Health Meter
Shows your current health levels.

2 EVE Meter
Shows your current EVE levels. EVE powers your Plasmids, so if you run out of EVE, you can't use them any more.

3 Currently Equipped Plasmid
Press **LT** to use your currently equipped Plasmid.

4 Currently Equipped Weapon and Ammo Count
Shows your currently equipped weapon, amount of ammo remaining until reload, and max ammo.

5 Timer
Shows time remaining in the current match or round.

6 ADAM Bonus
ADAM bonus appears on-screen momentarily when scored.

7 Reticle
Use this to aim your weapon. Click **R** to aim with the Iron Sights. Set Auto-Aim ON in the Options screen to enhance aim.

8 Adaptive Training Messages
These messages give you helpful tips to get you started.

9 Match Score
Shows your individual standing or your team's standing in the match.

10 Kill Messages
These messages appear when someone scores a kill during the match.

11 Trial Messages
These messages report on the latest Trial.

Player Communication (not shown)
Appears in the upper left to identify another player currently talking on his or her headset.

Area Names (not shown)
Rapture is a big place and these will help you identify your location to coordinate with your team.

Gameplay Messages (not shown)
These messages note important match events, such as when a Big Daddy Suit has appeared in the area.

Interact Prompts (not shown)
Appear when you are next to objects you can interact with, such as Hacking a Vending Machine.

GAME TYPES

BASIC GAME INFORMATION

Battle takes place in one of 10 different Rapture locations, with seven different game types.

- Friendly teammate screen names appear in blue. Enemy player screen names appear in red.
- Game time remaining is displayed at the top center of the HUD.
- Team score is displayed on the top right of the HUD.
- A Skull icon appears on the scoreboard where a teammate has died.
- Find a Big Daddy Suit for added power and protection.
- Find ADAM Vials throughout the Maps to contribute to your ADAM count.
- ADAM is awarded at the end of a match; the more ADAM you get, the faster your rank will increase in the Sinclair Solutions Consumer Rewards Program.

NOTE You can't Hack equipment while wearing a Big Daddy Suit.

SURVIVAL OF THE FITTEST

Fight individually in this *free-for-all* mode with 6-10 players. Gain ADAM by killing everyone. First to 200 or highest score when the timer runs out wins.

CIVIL WAR

Join forces and take on the enemy group in this team-based mode for 6-10 players. First to 200 or highest score when the timer runs out wins.

CAPTURE THE SISTER

Join forces and take turns capturing the Little Sister in each round in this team-based mode for 6-10 players. In each round, one team defends the Little Sister while the other attempts to capture her and rush her to a Vent. The word **Capture** or **Defend** appears at the top of the screen as a reminder of your current mission. On the defending team, a player at random will be suited up as a Big Daddy.

- The Little Sister icon points you to the Little Sister.

- The Vent icon points you to the closest Vent.

TURF WAR

Join forces and capture Rapture's territories from the enemy group in this team-based mode for 6-10 players. Win points by capturing and controlling territories.

Each territory is marked by a control point. There are three control points in each Map. Follow the on-screen guides directing you to a control point (showing you its number), then claim it for your team by filling the Capture meter. The meter will fill faster if you have teammates with you. (The meter will not fill if enemies are in the immediate area.) Once you have a territory, defend it against capture. The team that holds the most territory for the longest period of time wins.

ADAM GRAB

Hold the Little Sister for as long as possible in this free-for-all mode for 4-6 players. Search out a Little Sister, grab her and keep the others from taking possession of her. Pursuing players attack the Little Sister bearer until she is dropped. The first player to hold her for three minutes wins.

TEAM ADAM GRAB

Join forces and hold the Little Sister for as long as possible in this team-based mode for 6-10 players. Search out a Little Sister, grab her and keep the others from taking possession of her. Pursuing players attack the Little Sister bearer until she is dropped. The first team to hold her for five minutes wins.

LAST SPLICER STANDING

Join forces and take on the enemy group in this team-based mode for 6-10 players. No respawns. Each round's winner is determined when all players on the opposing side are dead, or by having the most surviving players when the timer runs out. Highest number of rounds won after four rounds wins the game.

BIG DADDY

BECOMING THE BIG DADDY

You can become the Big Daddy by picking up the Big Daddy Suit. A message appears on the HUD when the Suit has appeared in the world.

RIVET GUN

The Rivet Gun is the Big Daddy's primary weapon. Press **RT** to fire the weapon. As the Big Daddy, you don't have to worry about ammo, but beware of overheating your Rivet Gun.

MELEE

Your melee attack functions similarly to the splicing citizens of Rapture around you, but packs more punch in every hit. Use this in close quarters with enemies!

PROXIMITY MINES

The Big Daddy comes equipped with Proximity Mines that do devastating, explosive damage when enemies approach. Press **LT** to throw Proximity Mines out to plant them in the world. You can't refill your Proximity Mines, so use them wisely.

STOMP

If enemies get close to you, send them backward by using a powerful Big Daddy Stomp with **LB**.

RESEARCH CAMERA

Unlike in the Single Player game, Research is done **after** you have killed an opponent. Approach the body and press and hold **A** when prompted to begin taking a Research photo.

- Anyone you have Researched will display a Camera icon overhead, indicating that you have earned a damage bonus on that character.

- If **you** get Researched by an opponent, that player will display an arrow overhead, and will receive a damage bonus against you.

VENDING MACHINES

Use Vending Machines to grab ammo and EVE. You don't have to pay for Vending Machine items in Multiplayer mode.

HACKING

Make a miserable life even worse for the enemy by Hacking machinery. With the press of a button you can turn Vending Machines into booby traps, and Turrets into murderous allies.

LOADOUTS

A Loadout consists of two Weapon slots with one upgrade each, two Plasmid slots, and three Gene Tonic slots to fill. In a match, each player starts with access to one Loadout, and can earn two more for a total of three different Loadouts.

Rise through the ranks of the Sinclair Solutions Consumer Rewards Program to unlock additional weapons, weapon upgrades, Gene Tonics and Plasmids to further customize your play style.

- To access and change your Loadouts, select **Customization** and then **Loadouts** on the Lobby screen.
- To change Loadouts during gameplay, select **Change Loadout** after getting killed to respawn with a different Loadout configuration, or change any time in the Scoreboard screen for your next life.

SINCLAIR SOLUTIONS CONSUMER REWARDS PROGRAM

Rapture runs on ADAM—the more ADAM you earn, the higher you will rise in the Sinclair Solutions Consumer Rewards Program. To move up in the Rewards Program ranks, you must collect ADAM by:

- Collecting ADAM Vials, and photographing dead opponents with your Research Camera.
- Hacking various machines, and completing trials.
- Completing match objectives, and winning matches.

Rising through the program ranks, you can be awarded:

- New weapons and weapon upgrades, and additional Loadout options.
- New Plasmids, Gene Tonics, and Gene Tonic slots.

TRIALS

Trials are skill tasks that can earn you extra ADAM. Check the Trials screen (by selecting **Statistics** from the Lobby screen) to view the list of requirements to gain trials awards. The three types of trials are Weapon trials, Plasmid/Combo trials and General trials.

PERSONAL STATISTICS

Get an update on all your stats here.

Rank Your rank with the Rewards Program is based on how much ADAM you have collected. View your progress by percentage points, total ADAM collected and amount required for your next rank upgrade.

Public Match Stats This lists specifics about your match performance. Private match stats are not listed because ADAM is only awarded in non-private matches.

Favorites These are based on selections you make during Multiplayer games.

PROGRESS SCREEN

The Progress screen appears at the end of a non-private match. It shows your current Rewards Program rank, progress toward the next rank, and total ADAM collected. Current match results are also listed, with total ADAM earned for each category.

Kill ADAM earned for the number of opponents killed.

Assist ADAM earned for the number of cooperative kills during the match.

Killing Streaks ADAM earned for the number of streaks in a match.

Hack Bonus ADAM earned for each machine you have Hacked and turned against the enemy.

Research Photo Bonus ADAM earned from Research photos you've taken.

Adam Vial Amount of ADAM earned by collecting Vials.

Big Daddy Suit Bonus ADAM earned by donning Big Daddy Suits.

Big Daddy Takedown Bonus ADAM earned by landing the killing blow on a Big Daddy.

ADAM Grabbed Amount of ADAM earned by capturing Little Sisters.

Match Standing Bonus Bonus ADAM earned for your match standing.

Trial Completion Bonus Bonus earned for completing a trial task.

Total Total ADAM earned for this match.

PAUSE SCREEN

Resume Continue the current game.

Settings View and change General and Multiplayer game settings.

Invite Friends Invite your friends to play along with you.

End Game Return to the lobby. In a private match, the Host can return the group to the lobby.

Quit Return to the Main Menu.

OPTIONS SCREEN

GENERAL OPTIONS

Master Volume Adjust all sound levels.

Sound Effects Volume Adjust only sound effects.

Music Volume Adjust only music volume.

Speech Volume Adjust only the volume spoken by in-game characters.

Invert Y- Axis Toggle **ON/OFF**. Reverses up/down look. When **ON**, pressing Ⓡ makes you look down and pressing Ⓡ makes you look up.

Adjust Brightness (Multiplayer only) Change game display brightness.

SINGLE PLAYER OPTIONS

Difficulty Select **Easy**, **Medium**, **Hard**. For all the Xbox 360 LIVE Achievements for **BioShock 2**, set game difficulty to **Hard**.

Adaptive Training Toggle **ON/OFF**. When **ON**, alerts you to gameplay details with prompts.

Art Subtitles Toggle **ON/OFF**. When **ON**, descriptions of certain objects appear when you get close to them.

Dialog Subtitles Toggle **ON/OFF**. When **ON**, subtitles follow spoken dialogue.

Auto-Aim Toggle **ON/OFF** for assistance in aiming at target.

Controller Sensitivity Adjust your controller sensitivity.

Quest Arrow Toggle **ON/OFF**. When **ON**, the Quest Arrow is displayed to guide you to your next Goal.

Unlock Framerate Toggle **ON/OFF**. **ON** maximizes frame rate but may degrade visual quality.

Disable Vita-Chamber Toggle **ON/OFF**. If turned **ON**, when you die, the game is over.

Helmet Toggle **ON/OFF**. When **ON**, shows edge of Helmet window (more pronounced when traveling underwater).

MULTIPLAYER OPTIONS

Controller Sensitivity Adjust your controller sensitivity.

Enable Vibration Toggle controller vibration **ON/OFF**.

Southpaw Controls Toggle **ON/OFF**. When **ON**, some game controls are reversed for the convenience of left-handed players.

Customize Controls Configure your button controls.

Adaptive Training Toggle **ON/OFF**. When **ON**, alerts you to gameplay details with prompts.