Bioshock: Infinite was published on March 26, 2013 and it was created by Ken Levine. The game takes place in a fictional city in the sky called Columbia and the year the story takes place in is 1912. The overall aesthetic of the game emulates the industrial revolution but instead of the typical grimy aesthetic, the game is sunny and overall pleasant-at least in the beginning. The city of Columbia has the same technology as the American Industrial Revolution, but with its own personal twists. For example, instead of traveling and transporting cargo on ships and trains, Columbia utilizes “sky rails”. Also, the architecture, fashion, and technology resembles early 1900’s America with a retro-futuristic spin. Now that I have covered the overall aesthetic, allow me to move on to the story itself.

Bioshock: Infinite is about a man named Booker Dewitt, a former Pinkerton agent who owed a debt; and in order to repay it he surrendered his daughter to a mysterious man. Years later he is recruited by a stranger to return a woman, named Elizabeth, back to him and in return he will wipe away the debt; afterwards, he is then taken to Columbia to retrieve her. Together they fight their way out of Columbia using potions called Vigors, Booker’s sharpshooter skills, and Elizabeth’s incredible power. However, the task is not as easy as it sounds, because her father has recruited practically everyone in Columbia to prevent them from leaving. Nonetheless, Booker and Elizabeth end up encountering a lot of different people who assist them along the way, but not without something in return.

Booker DeWitt encounters citizens of Colombia with their own viewpoints, problems, and personal demons. An example of such a character would be Cornelius Slate, a former soldier who admired the creator of Colombia until he found out that the creator’s war past was falsified. When Slate exposed the creator for the liar that he was, he was stripped of his rank and banished to work in the factory. Since there are a lot of supporting characters, I will only mention Slate and will focus on the main characters. I’ll start off with the protagonist, Booker DeWitt. Booker DeWitt was an alcoholic who was also addicted to gambling, he also worked for the Pinkerton Agency as a former private detective. Booker DeWitt was hired to retrieve a young woman and return her to a man, throughout the game he is viewed as a villain and to others, a martyr. Nonetheless, he is indifferent to anyone’s opinion of him because his primary concern is to return the woman and wipe away his gambling debt. The woman he rescues is named Elizabeth Comstock, the daughter of Colombia’s founder. She is erudite, intelligent, adventurous, and naïve. Even though she is inexperienced in the world Elizabeth is strong and proves to be a useful ally by picking locks as well as providing supplies, ammo, and money to Booker whenever he needs it. Elizabeth has a strong desire to leave Colombia and escape her father’s control, so it is easy for Booker to convince her to escape with him. The antagonist in the game is Elizabeth’s father, a man named Zachary Comstock. Little is known about Zachary Comstock’s past, but he utilizes traditional Christian ideology in order to control the citizens of Colombia. Zachary is also extremely racist and zealous and his ultimate goal is to raise Elizabeth to take over Colombia and to destroy the cities on the ground.

The game’s overall theme is rife with racism, overzealous Christian views, corrupted government officials, and betrayal. Even though almost all these themes are in all three of the Bioshock games, the gameplay for Infinite is quite different from the other two. Most notable would be the removal of Little Sisters-little girls who harvest ADAM in Bioshock and Bioshock 2. Furthermore, Big Daddies and Big Sisters were replaced with Handymen-geriatric men who are spliced into mechanical bodies. Also, instead of Plasmids, the player uses Vigors and there isn’t any EVE or ADAM in Infinite. Plasmids and Vigors are the same thing, a substance that gives the player a specific superpower, the key difference is that Plasmids are injected and Vigors are swallowed. Plasmids and Vigors have different types of powers as well-for example one Vigor releases crows, while one Plasmid releases bees. The gaming mechanics in Infinite are different as well, instead of walking through Rapture like in the previous two games the player uses a sky hook to ride the rails in Colombia and is mostly airbourne the majority of the game. The one thing that remains the same throughout the series is the use of guns to dispatch enemies, even though Jack(the protagonist in Bioshock) uses a wrench to melee, Subject Delta(the protagonist in Bioshock 2) uses a drill, and Booker uses his Skyhook. Even though Bioshock Infinite completely strays from the original two, there are still some elements that remained true to the series while still making Infinite a unique addition to the franchise.