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## Bioshock infinite collectibles guide

BioShock Endless Collectibles places a guide to all 141 in-game collectibles, ok, with video locations. 80 voxphones. 30 kinetoscopes and 7 telescopes. 24 Infusion updates. Notes: 1. Season subscription adds 5 additional infusion updates. They are also taken into account for the 24 required. 2. You can go back to find collectibles you missed from the chapter of the main menu to choose (but call automatic saving before exit). 3. Some kinetoscopes are repeated in the game. If you use one that you've already looked at, it won't count. 4. The 25th infusion update is the shield you get during the story. Funeral at Sea Episode 1 (en) Funeral at Sea Episode 2 Title: Love Sinner After Getting to Colombia, Get Out of the Vehicle and Go Left. Looking at the large statue with candles, go left and right to find the picture. Here's your first Voxophone! Cheers! 79 to go. After baptism, go though gardens and enter the city. Enter the store on the right, called Hudsons. The first kinetoscope to the left of the counter. After baptism, go though gardens and enter the city. Enter the store on the right, called Hudsons, and you'll find the Voxophone behind the counter. Waiting for the display to pass and you are crossed over the bridge - climb the stairs and straight. The second Kinetoscope is to the left of the grocery store. After crossing the bridge (after the parade) go up the stairs and look out for the grocery store. Take the left stairs and go to the garden. Voxophone is on a garden table with an umbrella. As you get into the lottery and fair, look right from the entrance. It's outside the fair. After entering the fair, after a while you will use your new skill of Possession at the ticket office to allow you to pass. Go cop plays with their skyhooks. You will see a strange statue to your right. Voxophone is located at the base of the statue. Once you get the weapon, you go to the gondola. Before you do, you will see a vending machine next to some cells. Between the cells is Voxophone. As soon as you enter the Blue Ribbon, turn left to see the three Kinetoscopes together. See all three. (Note: You'll also find these 3 Kinetoscopes in entertainment later in the game. Right after you get the shield, head to the kitchen. At the top of the buffet on the left, you can find the Voxophone. Once you fight on the rooftops, and get a machine gun, you reach the roof with a hatch. Go through the windows and use the first two sets of stairs. Find a smaller bedroom on this floor and you'll find the Voxophone inside on the shelf. Also remember the location of the breast for later. Make your way out of the building with the printing presses (the Montgomery family), go right and behind the tent you pass this Kinetoscope. Leaving the building with printing presses (Montgomery Residence), head to the right and past the vending machine and tent. Get down the stairs and take the stage to find The Voxophone. When you pass the statue of Comstock killing the snake, enter the building and enter the room on the left to find the Voxophone on the counter. In the same building, walk up the stairs to reach the big hall. Kill the cultists and find the Voxophone on the bench. Make sure to pick up the key and update the info on the change. As soon as you fight the cultists, come to their change. Take the key to Alter (Infusion #1) and run back to Lonsdown Residence with a key to unlock your chest in a small bedroom. Infusion of updates inside. Welcome back! Still itchy for those voxophones and spheres, right? Well, you're in the right place! We're going to get right where we left off. If you follow right after the previous part, once you saved Elizabeth you will find yourself on a charming little beach... Right when you start on the beach, ahead you have to be a small red and white striped hut. On the left under it you will find your next voxphone. Sightseer 12/37 Still on the beach, once you progress forward you will walk up a small set of stairs indoors from the beach you first found yourself. You should see a great image advertising the first lady's airfield. Turn around the corner on the left and right, to the wall you will find a kinetoscope. Voxophone 18/80 Some time after you find yourself in a darker corridor after passing the person washing the floor. In this corridor will be a dollar Bill vending machine on the right with a passage to the left and some double doors ahead of you. Go through the double doors to find the voxphone in a small bath, as well as a piece of equipment on the next table. Voxophone 19/80 Shortly after the last voxophone you will find a set of double doors marked Mind your manners among your improvements, and through there you will be in a large room filled with Duke and Dimwit puppet machines. Head past the cars and down the hallway on the other side of them. On the left will be a toilet for white males. There you will find a table with a voxophone on it. Voxophone 20/80 A little later you ask about some tickets to get on the airship. You will quickly find yourself under attack by several armed enemies. Take care of them all and make your way up the stairs where Elizabeth ran away. But after climbing the stairs turn right to find an office-type area where the voxphone can be found on top of the table. Voxophone 21/80 Follow the corridor where Elizabeth ran away, and soon to your right you will see a large stun jockey generator. Don't go there, go on corridor forward and go through the double doors. You will find yourself in a mostly wooden built room with some down leading stairs. Downstairs you will find a voxphone in a small room at the back of the table. Sightseer 14/37 Soon, you'll catch up with Elizabeth and ride the gondola to the soldier's field. Head up the stairs just after the gondola ride and right in front of you should be telescopes standing outward back to the way you came on the gondola. Voxophone 22/80 As soon as you enter the soldier's field and see a large children's display in the center of the room, go left to one of the side rooms that needs a lockpick to open, there must be one right at the door. There, if you follow through it, you will find a voxophone in an open safe in the office on the back. Tourists 15/37 Back to the top of the soldier field. On the right side of the room, opposite, where you found the previous voxphone, you will find a small display of Colombia itself. Just past that it's a kinetoscope. Sightseer 16/37 Once you find yourself outside in the soldier's field you will see the first lady airship fly overhead with a big neon sign welcoming you to the soldier's field. Turn left onto this sign and immediately left again to find the kinetoscope, just to the left of the ice cream shop. Voxophone 23/80 To the left of the entrance to the open area of soldier's field you will see an ice cream shop. Right there on the table on the left of the voxphone. Voxophone 24/80 However, in the open shopping areas of Soldier Field you will find a store called The Founder's Books. In the store at the back, up the short stairs, you will find a voxphone. Voxophone 25/80 After getting out of the elevator after meeting Elizabeth with the bee, stick to the left wall. Follow it along until you come across some double doors marked only for employees and requires unlocking. There are several toilets on the opposite side of the hall and one is a lockpick in the toilet booth. Once you have a lockpick, head back to the locked door and enter the room, there is a voxophone on the table. Oh, and watch out for the towers! Voxophone 26/80 A little later you will find yourself in an open open area with the Hall of Heroes skyline in front of you and the building on the right with a large illuminated sign say Tickets. Head left to fellow traveller and go straight to the back of the building to find a voxphone hanging on the closet. Excursion 17/37 Standing in front of the large Hall of Heroes light sign on the horizon, turn right. You will see a small path that leads towards one of the buildings. Right there you'll find a kinetoscope. Voxophone 27/80 Venture on in the building where the previous kinetoscope. You will find a large set of stairs, climb up and turn right to the left. Along the ledge above the stairs you will Voxophone. Voxophone 28/80 Again in the building, as before, head down the previously mentioned stairs and towards the large statue of the gun. Inside the gun you will find a code book. Head back to the Traveller employee and inside the right some toilets. One has a code on the wall Elizabeth can now decipher. Once done, head to the next toilet and interact with the hat. It will open a passage to the room where you can find voxophone and various other goodies. Voxophone 29/80 As soon as you head up the horizon to the Hall of Heroes, find yourself somewhere to land on top. There's a parked gondola with a voxophone at the back. The 18/37 attractions will be shot at by snipers a little later. Once you've got rid of them, head to the entrance to the Hall of Heroes. At the door to get in, turn right to see the kinetoscope. Voxophone 30/80 Right when you enter the Hall of Heroes yourself, just inside the entrance, you will pass mechanized and see a door decorated with crossed swords. Before you go to these doors, turn left and you will find a small side room with a voxophone on the table. Voxophone 31/80 After defeating Slate's men at both combat shows, proceed to the First Lady's Memorial. You will find yourself in a room where the statue of Lady Comstock seems to be praying. As soon as you enter this room, turn right and you will find a voxphone under the portrait of a lady. Sightseer 19, 20 and 21/37 Immediately after defeating the People of Slate, with the help of measuring tears Elizabeth, advance and you will find the Hall of Heroes Memorial Gift Shop. Right here you'll find two kinetoscopes on either side of the doorway. Right behind the door in the center of the room is the third. Voxophone 32/80 Realizing all the shock jockey is gone, you have to retreat to the big yard. Once you have killed all the enemies, there is a door left at ground level where inside you will find a voxophone on the work bench. Voxophone 33/80 After getting the shock jockey out of the slate, retreat until you return to the shopping area. Don't rush to start the generator that calls in the first lady. This causes a huge number of enemies and so you will be better off getting a voxophone here before they appear and complicate things. Then drive the horizon around and soon into the back of the hotel balcony building with a door that requires the Shock Jockey generator next to it to be powered. As soon as you're in, there's a voxophone on the bed. Once you have abruptly disembarked from the airship, you will find yourself in Fintcon. The moment you can, move your head to a small building to your left. Inside between the two tables on the floor is a voxphone. Voxophone 35/80 Later, while chasing Elizabeth, she eventually open a tear where she is captured by a pair of twins. Once you This, stop dead in your tracks and turn left. There is a small side area with some tables and a voxphone sitting on top of one of them. Tourists 22/37 After Elizabeth returns, turn 180 degrees and pay attention to the telescope behind you gondola. Sightseer 23/37 As soon as you leave Fintcon Docks and enter Fintcon Proper, you will come through a statue of a working man with your future Fink engraved on it. Voxophone 36/80 Turn right onto the previously mentioned statue and in the large room you find yourself in, look to the left and enter the small gated office area. Once again the vauxhall is on the table ripe for adoption. Voxophone 37/80 Soon you will come to a room filled with guards and a mechanized patriot. Send them all and explore the room. You will find the elevator you need to drive in progress, but before you look to the right of the elevator door to find a locker with a pretty interesting voxophone in it. Voxophone 38/80 After riding the elevator down, you will soon be outdoors with what seems to be some kind of auction taking place right in front of you. Move forward to the right, killing the enemies you encounter. Go forward, sticking to the right. Soon you will reach the far right side of the area and find the voxophone on the work bench. Voxophone 39/80 Follow your target marker and this will take you to Chen Lin's gun shop. Inside, right, when you walk in, on the counter in front of you, it's another voxophone. Sightseer 24/37 Once you are in the Good Time Club, head up the first stairs you see. At the top of the stairs to the left of the vending machine is a kinetoscope. Sightseer 25/37 When you enter the big club venue hall, you'll have a lot of enemies to run through. Once you are cleared of them, go back to the door you came through. Position yourself as if you had just entered the room like you did when you first entered, head forward and jump over the edge to ground level right in front of you and once landed turn and look after you. Next to it will be a vending machine and a kinetoscope. Voxophone 40/80 Back to the function room, head through the curtain scene and through the double doors to the right. You have to find yourself in the locker room for stage performers. On one of the tables on the left is a voxphone. It's a lot of collectibles so far, but there's still a lot more to go. Be sure to keep watching the Prima site so you don't miss out when the next part comes out! Follow Prima on Twitter and Facebook so you don't miss out on the next part and thanks for reading. Reading.

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