



MIND IN REVOLT

BY JOE FIELDER
WITH
KEN LEVINE

BioShock Infinite: Mind in Revolt

Joe Fielder, Ken Levine

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BioShock Infinite: Mind in Revolt is a roughly 30-page e-book that provides insight into the mysterious sky-city of Columbia prior to the events of BioShock Infinite and is written by Irrational Games writer Joe Fielder with creative director Ken Levine.

BioShock Infinite: Mind in Revolt Details

Date : Published February 12th 2013 by Amazon Digital Services, Inc. (first published January 22nd 2013)

ISBN :

Author : Joe Fielder , Ken Levine

Format : ebook 30 pages

Genre : Science Fiction, Fiction, Short Stories, Games, Video Games

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From Reader Review BioShock Infinite: Mind in Revolt for online ebook

Samuel Miravet Verde says

Una herramienta para abrir apetito acerca del juego Infinite. Nada más.

Presenta a un par de personajes, sus intenciones y sus características y hace uso de un pequeño giro de guión para darte ganas de echarte una partidita a la play. Eso lo consigue.

No hay que entender esto como un libro, sino como un relato comercial y dedicado a vender el juego y eso se nota.

Aún así, es una lástima que no hayan explotado más el concepto y hubiesen sacado un libro completo, que estaría genial (ampliando lo visto aquí)...¿quizás en un futuro?

Conclusión: si buscas libros de Bioshock, ves a por Rapture...aunque tampoco pierdes mucho tiempo leyendo las 20 páginas de éste.

Enrique Calderon says

I believe in my own description, that Booker Dewitt went all ends just to get Annabel back from the city of Columbia. He disgraced the sky and fought his way to his goal, but in the long run he comes to figure out that everytime he comes close the cities leader, Comstock or anything that involves his past his nose bleeds through out the book. In chapter 18 when Booker comes to meet the Vox leader, she says something that startles Booker greatly, nearly stopped his heart it said, "You were once here BOOKER! Why did you come back, It seems like the past will always go back in time and repeat its self in many different forms. My favorite part of the book is when Annabel takes Booker through a tear and takes him through all these altering realities, and takes him to Rapture. But after a sequence of tears he then returns back to Columbia where then and there Booker is taken to a Batism, where altering Annabels came and drowned Booker to death, because to stop Comstock and the events with Booker. To stop it all she killed her father, Booker.

Jorge Figueroa says

Interesante si estás, has o vas a jugar (en especial si están apenas comenzando tu viaje como Booker DeWitt) Bioshock Infinite. (de otro modo, no tiene el menos de los casos)

Como bonus con una pre-orden se luce y es un 6 de 5 estrellas, como su propia entidad, pues está algo caro, tres dólares por algo que no puede tomarte ni una hora leer.

Es una serie de transcripciones de las entrevistas/interrogatorios a Daisy Fitzroy, quien supuestamente asesino a Lady Comstock.

Poco a poco su profesional de la salud va siendo su fan, hasta el inevitable final, pues Fistroy anda libre en el

juego...hasta que Elizabeth no puede más.

R J K Lee says

Actually a lot better than I thought it'd be, almost deserved a 4. The format was an excellent choice: they used journal entries and tied the format directly into the ending, showing the affect the journal itself had on others. Character development was pretty good, but the reason this doesn't get a 4 is that there were certain points in the interviews which I felt could've been explored further. The pacing was well-done, so perhaps the writer was worried about that, but they should've punched it a bit more, gone for a few more twists or just gone more crazy with it.

orangerful says

Well, it was free with the preorder so it couldn't have any game spoilers...still...I wanted more of the world...didn't add much of anything to the game.

Dharia Scarab says

Since I don't normally write reviews unless I have something specific to say, here's the break down of how I rate my books...

1 star... This book was bad, so bad I may have given up and skipped to the end. I will avoid this author like the plague in the future.

2 stars... This book was not very good, and I won't be reading any more from the author.

3 stars... This book was ok, but I won't go out of my way to read more. But if I find another book by the author for under a dollar I'd pick it up.

4 stars... I really enjoyed this book and will definitely be on the look out to pick up more from the series/author.

5 stars... I loved this book! It had earned a permanent home in my collection and I'll be picking up the rest of the series and other books from the author ASAP.

Oliver Balaam says

The story, set in 1909, finds itself in the unenviable position of having to introduce the floating city and seceded state of Columbia, along with its tensions and politics, while not revealing any information that would detract from the game's ability to tell a compelling tale. It is much to Fielder's credit then, that it works well as a standalone piece of fiction, telling a complete, intimate and satisfying story that hints at a wider conflict without ever revealing it. He effortlessly mimics the linguistic style of the time while also

reflecting the distortions and fabricated morality that plague Columbia.

A short story told in epistolary format, it is not dissimilar to Kurt Vonnegut's sci-fi (now retro sci-fi) works, thought it certainly lacks his whimsical tenor and humanism. Indeed, told from the cold, academic perspective of Dr. Pichot, a scientist blinded by his faith and his bone-deep prejudices, it's certainly sharper than most speculative fiction.

Interview transcripts between Dr. Pinchot and the captive leader of the Vox Populi resistance movement, Daisy Fitzroy, make up the majority of the text. Their conversations address slavery, supremacy, faith, eugenics and phrenology and are as morbid as they are fascinating. As the pair attempt to manipulate one another, tensions rise both in and outside of the interview room and come to a head in an explosive manner that closes this story but leaves the wider fate of Columbia very much in the balance.

Compared to other efforts in extra-textual storytelling, from superfluous, cannon-defying Mass Effect and Assassin's Creed novels to Halo 4's decision to lock universe altering secrets in hidden terminals, Mind in Revolt strikes a perfect balance. It won't and shouldn't be vital to your enjoyment of Bioshock Infinite but it does flesh out some peripheral characters in a meaningful way for those willing to delve deeper into this fascinating fiction.

At £1.91 for the Kindle release, it's perfectly priced for a piece of short fiction. Hopefully this digital distribution method will help revive the struggling short-story format.

Highly recommended for fans and newcomers alike, Bioshock: Mind in Revolt is a spectacular work of science-fiction and hopefully just a taste of what's to come.

Lorena says

I was expecting more. Bioshock: Infinite left me thinking about so many things, impossible events, paradoxes, motives and intentions. This book gave me nothing about that. This does not mean I did not enjoy the reading but I do believe it lacked some events; it felt like if point A tried to reach point B by taking a shortcut. I must add that there are some good phrases that left me thinking about human condition.

David King says

I really enjoyed playing Bioshock Infinity on my PC and upon completing it I realised that I wanted to know more about the world in which it was set. Therefore, when I noticed that the short story, "Mind in Revolt" was going to be made available I jumped at the chance to pick it up and further immerse myself in the world of Columbia.

The basic premise of the story is that it helps expand upon the conflict witnessed within the game between two factions known as the Founders and the Vox Populi. The story takes place prior to the events of the game and is told in the form of an audio transcript between a doctor and his patient/prisoner, the leader of the Vox Populi, Daisy Fitzroy.

Whilst I found this to be an interesting look at Daisy Fitzroy herself, it didn't really do that much to enhance the readers knowledge of who she actually was. Even with the rather clever format and reasonable writing the short length and rather weak characters limited what could be accomplished. This meant that the entire thing felt like a bit of let-down and I can't see it working as a hook to get someone interested in playing the game which is a shame.

Overall, whilst I did appreciate the journey back into the world of Columbia, it just didn't capture my interest of imagination as much as I hoped it would. Personally, it felt to me that the entire story was just a collection of voxophone recordings that they had decided to omit from the game. To be honest, I find it hard to recommend the book on its own merits and it is probably something that only hardened Bioshock fans would want to read.

jonne brewster says

Good read

Not what I expected, but it was good. It is short so it reads quick. Interesting tidbit from the bioshock infinite world.

Sheldon says

A short story with decent potential that ultimately falls flat on its face in the rush to get out the door.

"Mind in Revolt" is a short story set a few years before the events of the video game *Bioshock: Infinite*. Supposedly, it fleshes out some parts of the conflict between the Founders and the Vox Populi, opposing faction in the game. Told as an audio transcript between a doctor and his psychiatric patient/prisoner (which I'll admit is actually a clever way of telling this story), it reads very much like a screenplay.

Unfortunately, the whole thing falls flat. The characters themselves are dull and lifeless, feeling more like caricatures than anything else. There's no believable development arc for them. They're clearly meant for the screen and aren't compelling sitting on the page. The story itself is also un compelling when it's even there, and is completely predictable right up to and including the ending. For a story that's based on a game world and franchise that is so rich, detailed, and emotionally drawn, this story really doesn't add much if anything which makes it that much more disappointing.

Ultimately, "Mind in Revolt" feels like it was little more than a way to cash in on the high anticipation for the game. It feels rushed, like it was slapped together meet a deadline and grow the coffers, and it doesn't help this feeling that the price for this short story is rather expensive. In the end, you aren't going to get much insight into the game's world out of this story, and can easily skip it.

Valorie says

When you play Bioshock Infinite, you encounter an anarchist group called the Vox Populi (Voice of the People), led by former house slave to the Columbian royal family, the Comstock's, Daisy Fitzroy. According

to the game, Daisy killed lady Comstock and went on a mad rampage since, inciting revolt and rebellion. Of course, you know from the tone of the game that Daisy is innocent, was set up, but a lot of the backstory relies on reading between the lines and intuning.

Mind in Revolt is "based" on a scientific piece called The Psychology of Dissent Interviews with The Anarchist Daisy Fitzroy by Dr. Francis Pinchot. Dr. Pinchot is a member of the Columbian Founding clan. When anarchist and murderer Daisy Fitzroy is captured, he is allowed to take her for psychological evaluation. The game storyline has already established that Daisy is very charismatic, intelligent, and savvy. She's a hard woman to trick, and doesn't fall easily for people's attempts at dishonesty or misdirection. Naturally, a psychological evaluation would be difficult. Mind in Revolt gives us a greater sense of who and what Daisy Fitzroy is. She is even able to persuade a founder, a Doctor, to aid her in her rebellion. That is the nature of charisma and intellect-- she just inspires people through her rhetoric and knowledge. For anyone into the Bioshock series, this short read is well worth it. You learn a little more about Daisy, but also about Columbia and Comstock.

david y biblio flick says

shorter and I think better than the Bioshock Rapture

Neko Neha (BiblioNyan) says

This short little story revolves around Daisy Fitzroy and Dr. Pinchot. I felt that it should've been a bit longer, but at the same time I find the length to be perfect for what it illustrated to the reader. The novella gives you some insight into the mind of Daisy Fitzroy, which to me was painted like brilliant madness. It's interesting to see her turn into the very thing she hates, but then again that is quite a common occurrence.

This is only worth a read if you've played Bioshock Infinite and want a little more flavor to spice up your perspective on one of the characters from the game. Other than that, it can easily be skipped. You wouldn't really be missing out on anything vital.

Jonathan says

I received this book as part of a pre-order bonus for the video game Bioshock Infinite and picked it up as a light read between some heavier, longer works. Sold as a means to introduce characters and set the stage for events in the game, the story follows the events that occur when a psychologist is assigned to deconstruct the personality of notorious anarchist Daisy Fitzroy, leader of a group known as the Vox Populi. The story plays out in what is essentially screenplay format, as a series of transcribed audio logs of interviews with Fitzroy.

The idea has some promise; the format itself could lead to some clever mechanical tricks by the author. Unfortunately, it really fails to follow up or use the format to any great effect. It feels more like a way to shorthand the story and get something out under a deadline. There are some interesting character moments here and there, but too many times it feels that we get from Point A to Point C in a character's development without seeing the Point B. This is an unfortunate drawback to the format, as it wouldn't make sense for the psychologist to record the "Point B".

Ultimately, it's difficult to recommend the story on its own merits. It's worth a look for the hardened Bioshock fan and is thankfully a quick read, but I didn't come away from it feeling particularly enlightened or entertained.
