



BRADYGAMES®

BRADYGAMES

E-GUIDE

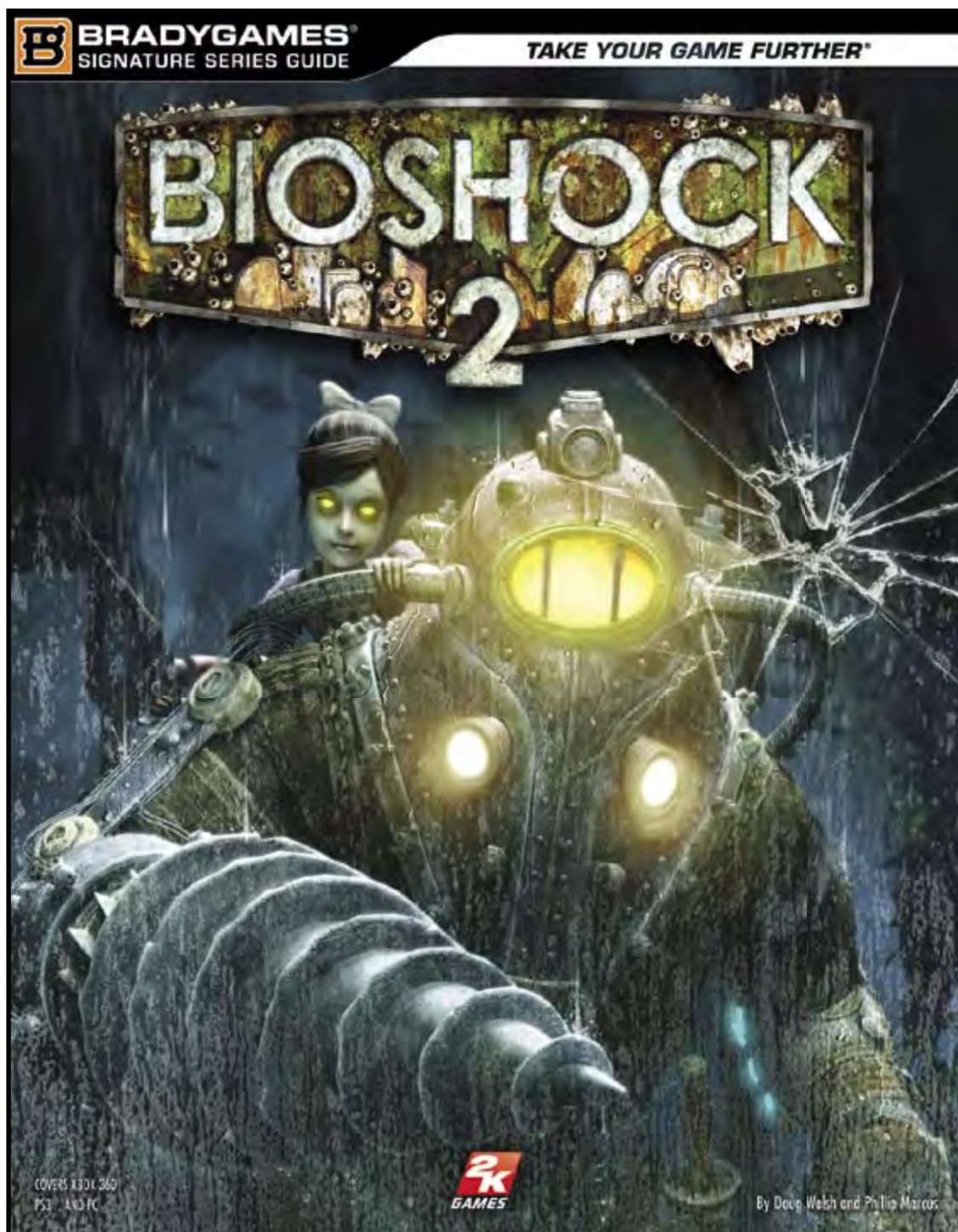




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PROLOGUE

Ten years have passed since the death of Andrew Ryan and Rapture's subsequent fall into a state of corruption and despair. This would-be Utopian haven for the brightest minds and hardest workers is now held hostage by a citywide addiction, a dependence not only on ADAM but also on the teachings of one Sofia Lamb. Arrested out of fear by Ryan in the days before the unexpected return of his prodigal son, Sofia Lamb was at liberty to resume her socialistic preaching following Ryan's death. Her release galvanized the support amongst her "Family" of followers, and together with the assistance of Dr. Gil Alexander, revolutionized the Protector Program.

You are Subject Delta, one of the first Big Daddies to be successfully bonded with a Little Sister. But not just any Little Sister—you were charged with protecting the life of Eleanor Lamb, Sofia's daughter. Eleanor should have never become a Little Sister, and to reclaim her child, Lamb had hunted you down...and you were coldly eliminated.

Much has changed in the years since you raised the gun to your head. Rapture leaks more than ever, and the population continues to shrink. Young girls are now being kidnapped from the shores of the Atlantic in order to fuel the Little Sister program. Sofia's thoughts have lost their grounding in reality. What were once the ideological leanings of a proud leftist are now the terrifying experiments of an extremist.

Most importantly, Eleanor hasn't forgotten you. She is the reason you are still alive. You, Subject Delta, are the only one who ever returned her love, and now as a teenager, she needs you to protect her again. Like only a Big Daddy can.



RESIDENTS OF RAPTURE

SUBJECT DELTA

You are Subject Delta, a prototype 'Big Daddy' created in Ryan Industries' Protector/Gatherer program. The original Big Daddy prototypes (called the Alpha Series) were leaner and more agile than the mass-produced models that came later, and each was bonded to a single Little Sister.

You were apprehended after discovering Rapture during a diving expedition. Knowing they couldn't release you back to the surface to reveal the secrets of Rapture, you were "volunteered" as a subject for the experimental program. You were the first Big Daddy successfully pair-bonded to a 'Little Sister,' designed to protect her—and only her—with your life.

Now, unlike your fellows, your freedom of will has been mysteriously restored.

In Rapture, you are something entirely unique.



THE RAPTURE ELITE

The world of Rapture is filled with power players, scientists, and those who simply know how to take advantage of an opportunity when it presents itself. And no opportunity was bigger than the one following the Fall of Rapture. Ryan's demise created a void atop the Rapture food chain as big as the city itself. Here are a few of the folks rushing in to fill it.

ANDREW RYAN

The wealthy industrialist who founded the City of Rapture. Ryan envisioned the underwater city as a place where the finest minds of the surface world would gather to pursue their callings without government interference. As every citizen worked in his or her own self-interest, unhindered on moral, social, or legal grounds, Rapture society as a whole would become the greatest society on Earth.

But as the realities of a society without moral boundaries bore down on Rapture and the city spiraled into chaos, Ryan flailed desperately to bring it back under his control. Dissidents like Sofia Lamb simply 'disappeared'. Eventually, Ryan became the very thing that he built Rapture to escape—a dictator, ruling Rapture with an iron fist.

When Frank Fontaine began threatening Ryan's position of power, Ryan seized his businesses, instituted strict city-wide curfews, and even began executing dissidents in Apollo Square. In 1960, a daring assassination plot ended in the death of Andrew Ryan. It had seemed that that utopian dream of Rapture died with him... until now.

“WHAT IS THE MOST VICIOUS OBSCENITY EVER PERPETRATED ON MANKIND? SLAVERY... THE HOLOCAUST... DICTATORSHIP... NO. IT'S THE TOOL WITH WHICH ALL THAT WICKEDNESS IS BUILT. ALTRUISM.”

BRIGID TENENBAUM

The brilliant scientist who discovered the miraculous substance known as “ADAM” inside a sea-slug, and developed the process of implanting it into young girls to produce the Little Sisters.

Brigid Tenenbaum is a survivor: once icy and emotionless, she escaped the Holocaust by assisting her captors in their inhuman experiments on her own fellow prison camp inmates. She prospered in Rapture by corrupting a generation of innocent girls, sentencing them to be Little Sisters—and by extension, creating the ADAM addiction that destroyed the city.

But as Rapture fell, Tenenbaum had a change of heart, and experienced remorse for the first time. Since then, she has sought redemption. Long ago she developed a Plasmid to cure the Little Sisters, and worked to return them to humanity in order to rescue them all from Rapture.

Now she is trying to stop whoever is responsible for the creation of the new ones wandering the city.

“WHAT MAKES A THING LIKE ME? I LOOK AT GENES ALL DAY LONG, AND NEVER DO I SEE THE BLUEPRINT OF SIN.”



“UTOPIA IS NOT A PLACE... BUT A PEOPLE. IT WILL EXIST THE MOMENT WE ARE FIT TO OCCUPY IT.”

SOFIA LAMB

Sofia Lamb is both an Oxford-educated psychiatrist and philosophical idealist. She was brought to Rapture to counsel the populace. Her worldviews were shaped by her experiences aiding the survivors of the nuclear blast at Hiroshima. She was very near the blast, but miraculously survived—only to find that everyone she had met for the past several years was dead.

The US justification for the bombing—the ‘greater good’—was a perversion of her own beliefs. She believes that genetic biases toward the self have doomed the surface world, and so she sought refuge in the underwater city of Rapture.

Her intent in joining Ryan’s great experiment was to transform the closed society into an enlightened one through psychiatry—ultimately to abolish human suffering amongst the Utopians. Her daughter, Eleanor, was raised in isolation from other children, intended as a genius-level intellect trained to promote Lamb’s philosophy. An underground religion began to form around her, born out of the city’s disenfranchised, and Lamb took full advantage of it.

But Lamb’s collectivist ideals conflicted directly with those of Andrew Ryan, and she mysteriously vanished during the Fall of Rapture. Later, she crossed paths with Subject Delta, murdering Eleanor’s beloved bodyguard in order to retrieve her from his care.

Now that Ryan and Fontaine are gone, Lamb has returned—and it seems she has a new plan for Rapture...



ELEANOR LAMB

Born in Rapture to Sofia Lamb, Eleanor's early childhood lacked a father or any other adult influence. Her genius was carefully cultivated in order to build the perfect vessel for Lamb's own altruistic philosophy. Eleanor was isolated from other children for years, but was headstrong and rebellious, teaching herself to disable Lamb's sophisticated security measures and explore the city on her own. Her true aim was to see the surface world her mother abandoned—a place about which she has only read.

When the elder Lamb was incarcerated by Andrew Ryan, a series of events led to Eleanor becoming a Little Sister—a ghoulish, ADAM-carrying hybrid. Ultimately she was bonded to Subject Delta as his personal ward, and was psychologically conditioned to love him as her father.

After her mother murdered Subject Delta to reclaim Eleanor, she spent many years in Lamb's 'care'. But taking control of Rapture had changed Lamb. She managed to rehabilitate Eleanor psychologically—but regards the girl's physical condition as a blessing in disguise, subjecting Eleanor to many experiments involving ADAM.

Eleanor has been trying to escape ever since, and considers Subject Delta both father and ally in this plan.



“LOVE IS JUST A CHEMICAL. WE GIVE IT MEANING BY CHOICE.”

AUGUSTUS SINCLAIR

An entrepreneur who puts profit above all else—ethics, honesty, and even the lives of others. Sinclair likes to keep a low profile and will happily exploit anyone and everyone in order to make a buck. In Rapture's heyday, Sinclair founded a number of money-making institutions through a firm called Sinclair Solutions, including the low-rent housing in Pauper's Drop and home testing of experimental Plasmids on desperate addicts.

As Rapture started to fall down around him, he saw a business opportunity: to gather up all the amazing scientific advancements discovered by the great minds of the city, bring them back to the surface, and sell them off to the highest bidder.

He needs you to secure his escape from Rapture, so that he can return to the surface and complete his plan. Unlike Andrew Ryan, he doesn't believe that altruism is evil, but simply unprofitable. He's helping you to help himself.

“YOU DO BUSINESS AS LONG AS I HAVE, AND YOU LEARN TO PICK A BRAND NAME FROM THE WRITIN' ON THE WALL.”



“BLOOD DIVIDES US. IT’S BLOOD THAT MAKES US STRANGERS. BUT THANKS TO DOCTOR LAMB, WE’RE ALL FAMILY NOW.”

GRACE HOLLOWAY

An alluring torchlight singer at the Limbo Room jazz club in her more youthful days, Grace joined Sofia Lamb’s cult-like organization during the Fall of Rapture. All her life she longed to be a mother, and was overjoyed when she was able to adopt Eleanor Lamb when Lamb was detained by Ryan’s agents.

But one night, Grace took Eleanor to a clandestine gathering of Lamb’s followers in her absence and Eleanor disappeared. Grace still pines after the missing girl, who was subsequently turned into a Little Sister after being abducted.

She harbors a deep resentment for anyone involved... including Subject Delta.

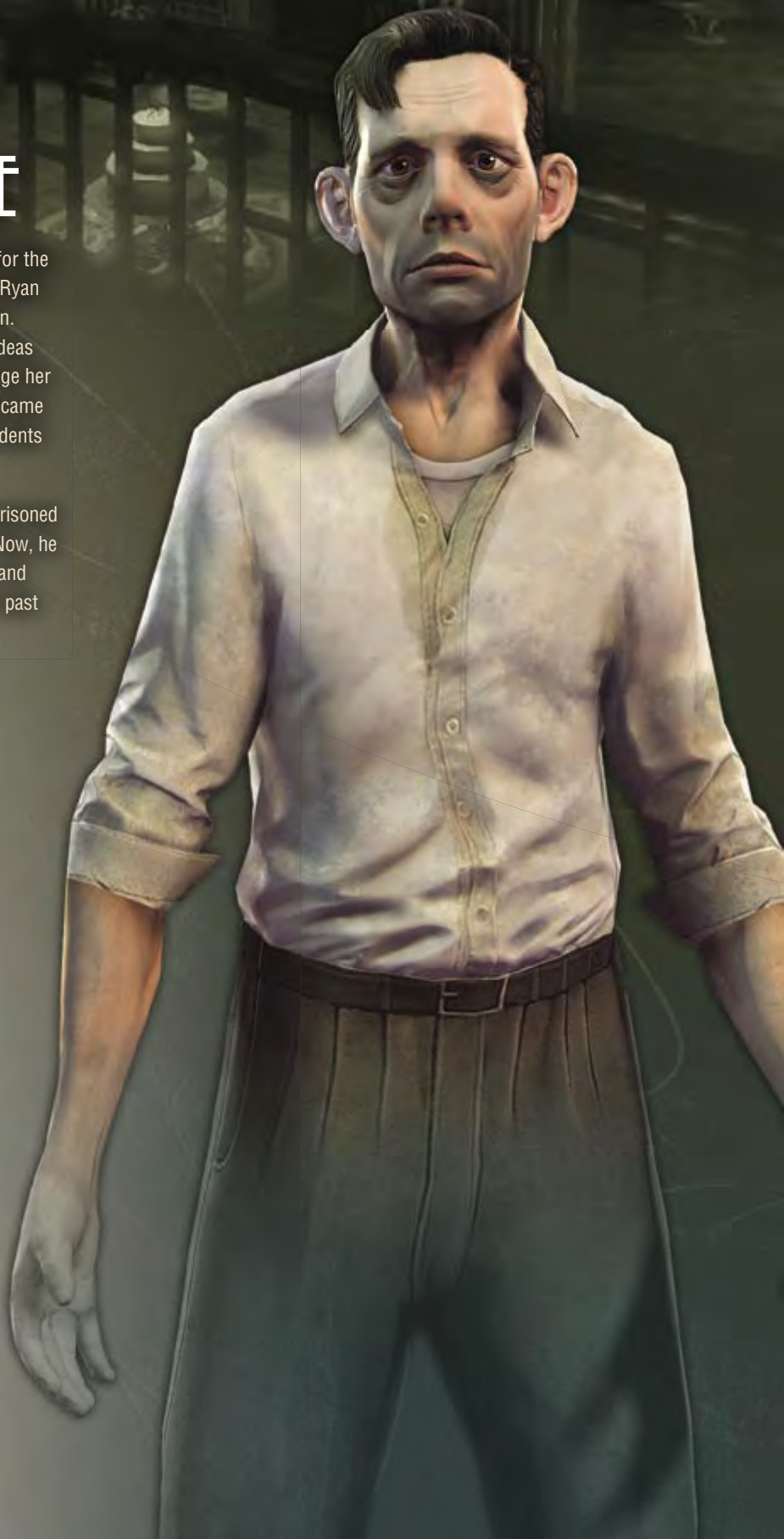


STANLEY POOLE

A self-described “ace newsman” who once worked for the Rapture Tribune, Stanley was employed by Andrew Ryan to infiltrate the Rapture Family—Lamb’s organization. His charge was to find proof of Lamb’s collectivist ideas beneath the veneer of private religion, and to sabotage her in any way he could along the way. Over time, he became involved in far more aggressive tactics against dissidents in Rapture.

But when Ryan was killed, Stanley found himself imprisoned within that lie, and has worked for Lamb ever since. Now, he seeks to hide the evidence of his crimes against her, and has enlisted Subject Delta to help him ensure that his past stays buried.

“SO I MET WITH SINCLAIR TODAY, OF ‘SINCLAIR SOLUTIONS.’ AND HE’S GOT WORK FOR ME, RIGHT? HE FLASHES ME THESE THOUSAND-DOLLAR STEINMAN TEETH, SAYIN’ THIS JOB WILL ‘CHANGE HISTORY’...”



GIL ALEXANDER

Gil was an ambitious young researcher in the early days of Fontaine Futuristics, specializing in mechanical and robotic engineering. At the height of his career, he designed much of Rapture's automated security system, including the ubiquitous security bots. He constructed the mechanism which implanted ADAM slugs into Little Sisters, and ultimately, even assisted with the creation of the bond which links Subject Delta to Eleanor Lamb.

After the deaths of Fontaine, Ryan, and several of the city's key players, Alexander relished the opportunity to grab the title of the corporation's head scientist, taking over from Dr. Yi Suchong. But since the fall of Rapture, he came to see his own role in a new light and wished to make amends. Before long, he fell in love with Sofia Lamb, who used his guilt to manipulate him into volunteering for an experiment of her own.

“THE END MAY BE NIGH...
BUT FOR ME, IT'S JUST
MORE PAPERWORK.”

SPLICERS

The term “Splicer” refers to the hordes of deranged and disfigured lunatics seen roving around Rapture. These former citizens of Rapture became hooked on the substance known as ADAM and lost their grip with reality—along with their claim to humanity. Splicers are always on the search for additional ADAM and are extremely hostile. There are several types of Splicer, each having gained a particular attribute or ability as a side effect from their addiction. Splicers behave erratically and will stop at nothing in their hunt for ADAM—Subject Delta's armor isn't even a deterrent, so consider yourself warned.

IT'S NOT THE CLOTHES THAT MAKE THE SPICER

The depictions of the Splicers contained in the following pages represent just a small sample of their appearances. The individual Splicer categories (and names) are based on their attack and movement styles, not their looks. For example, you may encounter both Thuggish Splicers and Leadhead Splicers in cocktail dresses. Similarly, some of the Splicers in surgeon's garb are Leadhead Splicers, while others fall into the category of Houdini Splicer. Clothing options were limited in the middle of the twentieth century, especially under the sea, and many folks dressed in similar styles. The Splicer's behavior is a far truer indication of its identity, not its clothing.

THUGGISH SPLICER

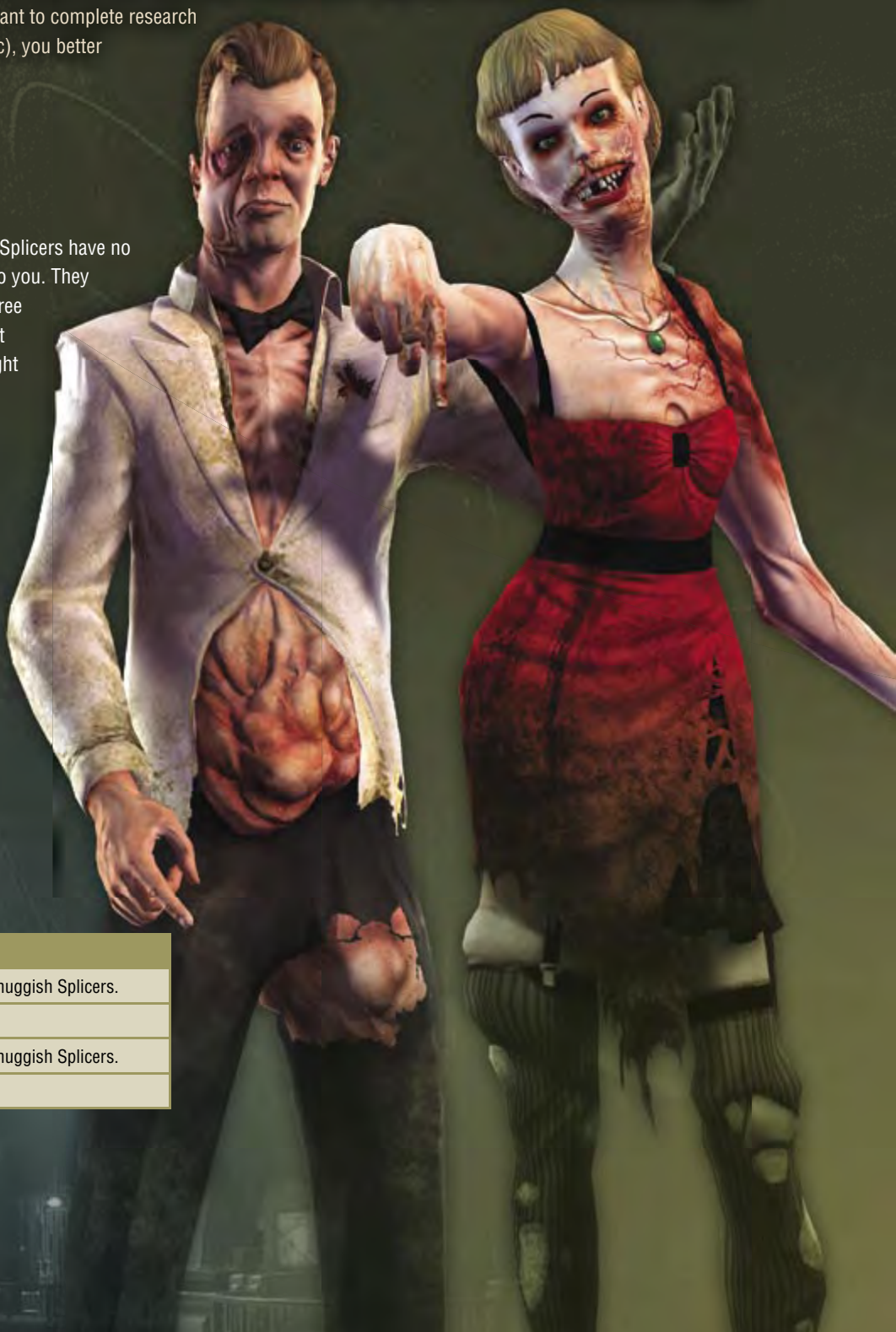
Thuggish Splicers rely on brute force, bashing their enemies with any implement that comes to hand (a wrench or lead pipe being popular choices). These citizens are perhaps the most far-gone, having lost the ability to manipulate a gun's trigger. Thuggish Splicers throw themselves at their target without regard for their own safety, making them a deadly foe. You will stop encountering Thuggish Splicers after Pauper's Drop. If you want to complete research on them (and get the Scrounger Tonic), you better do it there.

ZAP AND SMACK!

Limited to melee weapons, Thuggish Splicers have no choice but to bring the fight directly to you. They typically attack in groups of two or three and are especially common in the first several areas you visit. There is no right or wrong way to deal with a Thuggish Splicer, since they present the least amount of danger to the player and can be eliminated with any number of techniques. With that said, they possess the least HP and can be defeated without expending a single bullet. Use Electro Bolt to shock them, then move forward and strike them with a melee attack. The Drill Swing can crush their skulls and put them down with a single blow, whereas you may need two swings with the other weapons.

THUGGISH SPLICER RESEARCH BONUSES

Level	Research Bonus
1	Increased damage against Thuggish Splicers.
2	Increased wallet cap.
3	Increased damage against Thuggish Splicers.
4	Scrounger tonic.



LEADHEAD SPLICER

Despite the ravages of ADAM withdrawal, Leadhead Splicers have retained enough fine motor control to aim and fire pistols, shotguns, and machine guns. A Leadhead Splicer puts survival first, and will run for cover during a firefight. Their deadly accuracy makes even a single Leadhead Splicer a formidable threat. These Splicers are stronger (can take more damage) depending on the weapon that they have equipped: in the following order—Pistol Leadhead, Machine Gun Leadhead, Shotgun Leadhead.

BURN, BABY, BURN!

Leadhead Splicers are another low-level type of Splicer, but unlike the Thuggish Splicers they are often found carousing with, they prefer the power of firearms. Leadhead Splicers most often rely on pistols, but some can be seen carrying shotguns and machine guns—scavenge for ammo from the latter two to replenish your supply of 00 Buck and .50 Caliber Rounds. Leadhead Splicers generally keep their distance and strafe in and out of cover. Although they don't pack a ton of HP, they can pose a threat. There are a number of effective techniques to employ against the Leadhead Splicers—particularly the Drill Dash—but few surpass the Incinerate! Plasmid for general effectiveness. Set them on fire with Incinerate! and watch them run in search of water, probably igniting one or two of their comrades in the process. Zap them with Electro Bolt when they hit the water, or open fire with the Rivet Gun or Machine Gun.

LEADHEAD SPLICER RESEARCH BONUSES

Level	Research Bonus
1	Increased damage against Leadhead Splicers.
2	Slowed security response.
3	Increased damage against Leadhead Splicers.
4	Thrifty Hacker tonic.



HOUDINI SPLICER

Now you see it, now you don't! The Houdini Splicer can disappear in the blink of an eye, teleport to a better vantage point, then hurl a volley of fireballs at his disoriented target. When confronted by a Houdini Splicer, your best bet is to immobilize the bugger with a quick shock from Electro Bolt, or a freezing Winter Blast.

The act of teleportation is accomplished when the Houdini Splicer disintegrates into a mist of molecules invisible to the naked eye. This atomized matter is whisked to a new location, then reconstituted bodily in the Houdini's original form. Watch for the telltale cloud of coalescing viscera to signal where the Houdini will reappear.

STUDY THY ENEMY

Houdini Splicers are the most advanced form of Splicer, as they have mastered the ability to hurl fireballs as well as the art of turning invisible. Houdini Splicers seemingly burst into a red mist of molecules, only to reappear moments later elsewhere in the area. One can spend an inordinate amount of time tracking a Houdini Splicer if it isn't disposed of quickly. But before you go on the offensive, reach for the Research Camera. The Level 2 Research Bonus earned from Houdini Splicers really makes your subsequent battles with them that much easier. Start filming, then hit them with Winter Blast or Electro Bolt and have your Speargun or Machine Gun (preferably loaded with Antipersonnel Rounds) on hand. Freeze or shock the Houdini Splicer to lock it in place, then open fire. It doesn't hurt to deploy a Mini-Turret when squaring off against more than one Houdini Splicer—the Mini-Turrets can track the Houdini Splicers with surprising skill.

HOUDINI SPLICER RESEARCH BONUSES

Level	Research Bonus
1	Increased damage against Houdini Splicers.
2	Easier to spot Houdinis when teleporting.
3	Increased damage against Houdini Splicers.
4	Natural Camouflage tonic.



SPIDER SPLICER

Spider Splicers have injected a Gene Tonic cocktail that distends their limbs and loosens their joints, allowing them to wriggle through the vents and crawlspaces of Rapture. After sneaking up on their prey, they descend from above and drop in for the kill. When a Spider Splicer attacks, keep an eye on the walls and ceilings, and watch out for the flying hooks they fling at their targets from afar.

UNLEASH THE BEES!

Of all the Splicer varieties, the Spider Splicers are without a doubt the most disturbing. These acrobatic masters not only show off their agility by evading your gunfire with cartwheels and back handsprings, but they can even crawl around on the ceiling! Listen for the clanging around of their meat-hooks on the ceiling and quickly focus your Plasmid and guns skyward. Spider Splicers often roost upside-down on the ceiling and fling a series of razor sharp sickles at you, relying on the darkness of the shadows to conceal their whereabouts. On ground, Spider Splicers like to attack at close range and try to slash through your protective dive suit. Do not take Spider Splicers lightly; they are among the most lethal inhabitants of Rapture! Use Antipersonnel Rounds, and either hit them with the Incinerate! Plasmid to better see them while they burn or unleash the Insect Swarm Plasmid to chase the Spider Splicers into the shadows where they may be harder for you to see. Quickly swap to the Shotgun or Drill if they get close!

SPIDER SPLICER RESEARCH BONUSES

Level	Research Bonus
1	Faster movement speed.
2	Spider Splicer organs act as First Aid Kits.
3	Even faster movement speed.
4	Fountain of Youth tonic.



BRUTE SPLICERS

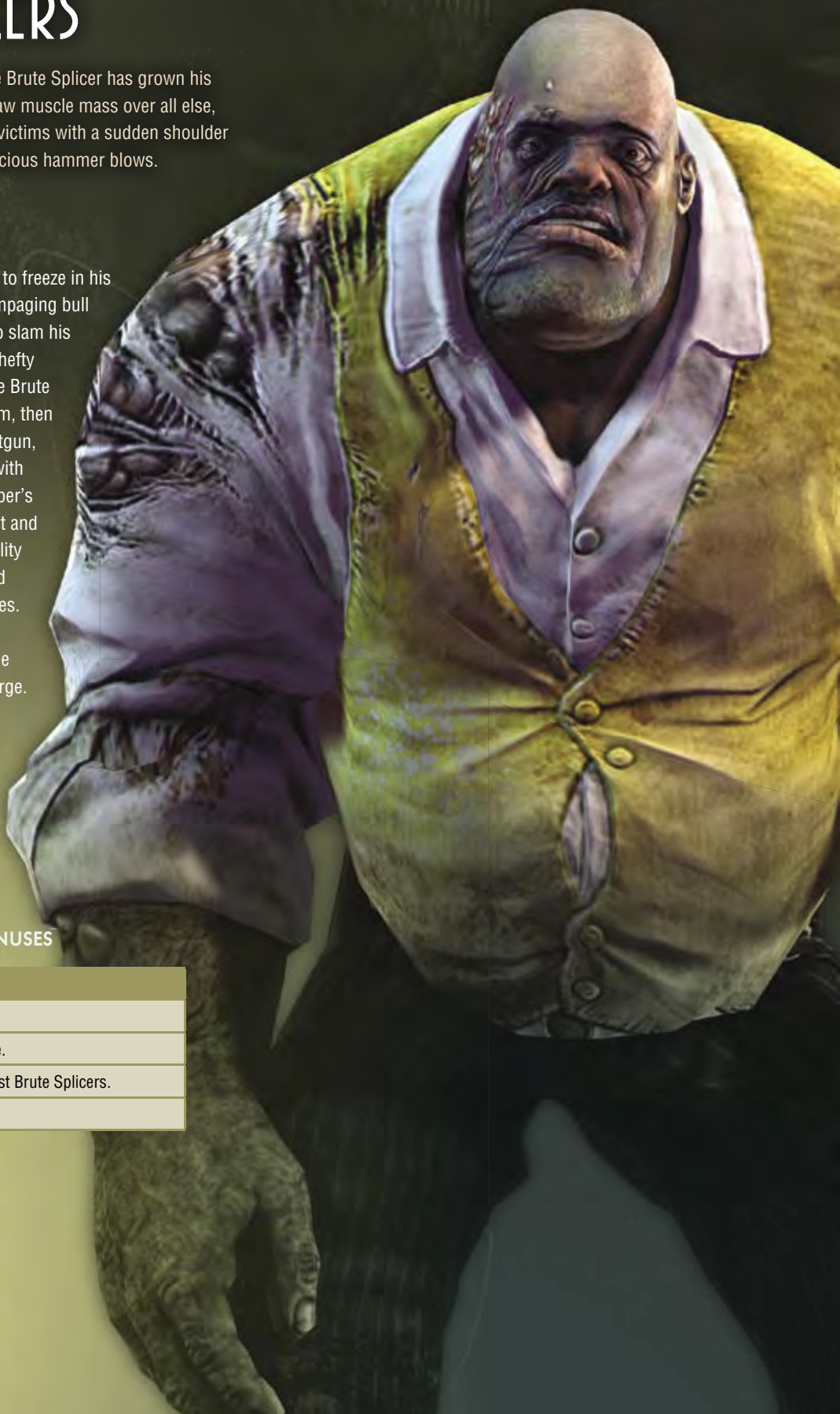
The top of the Splicer food chain, the Brute Splicer has grown his body to an enormous size. Valuing raw muscle mass over all else, the Brute Splicer bears down on his victims with a sudden shoulder charge, then finishes with a hail of vicious hammer blows.

FREEZE THE BEAST

If there ever was a beast you needed to freeze in his tracks, it's the Brute Splicer. This rampaging bull sprints across the room in attempt to slam his shoulder into you and unload with a hefty combo of overhead fist slams. Hit the Brute Splicer with Winter Blast to freeze him, then open fire with the Machine Gun, Shotgun, or Speargun. Brute Splicers appear with increased frequency beyond the Pauper's Drop area. Upgrade your Winter Blast and Telekinesis Plasmids to enjoy the ability of freezing the Brute Splicer solid and throwing his icy body at other enemies. Additionally, it's worth noting that a well-timed melee attack can knock the Brute Splicer out of his shoulder charge. It's always safer to freeze this foe first—or use a Rocket Spear—but a quick strike of your weapon at the right moment can knock the Brute Splicer backwards and buy you a moment to retaliate before the melee barrage begins.

BRUTE SPLICER RESEARCH BONUSES

Level	Research Bonus
1	New Drill Dash ability.
2	Increased melee damage.
3	Increased damage against Brute Splicers.
4	Armored Shell 2 tonic.





THE PROTECTOR/ GATHERER PROGRAM

The importance of ADAM in Rapture gave birth to a program in which dissidents and other pests were taken from their homes and transformed through genetic engineering into Big Daddies. Many of these so-called Big Daddies became pair-bonded with Little Sisters to serve as their eternal protector. Early experiments yielded what are now known as the Alpha Series, a sleeker, faster version of the Big Daddy that suffered from an overdose of ADAM and an unproven Plasmid cocktail. Of course, Rapture being what it is, somebody has to watch over the protectors, and that's where the Big Sisters come in...

GET WELL ENOUGH ALONE

Big Daddies (Bouncer, Rosie, and Rumbler) have been programmed to only become aggressive if they, or the Little Sister in their charge, are physically assaulted. Big Daddies do not attack you without provocation, so keep this in mind when you run into the lone Big Daddy walking around—there are some fights that aren't worth picking!

LITTLE SISTER

ADAM became the most valuable commodity in Rapture both because of its immense power, and because of its scarcity: once ADAM is injected into someone, it remains in their body indefinitely. If the Splicer dies, their ADAM dies with them.

The Little Sisters are the solution to this problem. Little Sisters are young girls who have had the ADAM-producing sea slug implanted into their bodies. With the slug implanted, the Little Sisters are able to draw ADAM out of a dead body's bloodstream, ingest it, and process it back into usable ADAM.

Along with this ability, the ADAM slug constantly produces a stem cell-like substance which instantly regenerated any damage done to the Little Sisters, such as from bullets, flames, or other attacks. But like a run-of-the-mill Splicer, exposure to ADAM also drives the Little Sisters completely mad.

Little Sisters have only one purpose: to search out corpses containing ADAM, extract their blood, and process it back into a usable ADAM payload. Feeling remorse for her role in their creation, Doctor Tenenbaum developed a Plasmid which allows the user to purify Little Sisters, reversing the effects of ADAM exposure on their bodies and minds, but destroying the valuable ADAM slug in the process.

RESCUE OR HARVEST

Little Sisters don't suffer damage from Splicers, nor are you capable of harming them directly. Your interaction with Little Sisters beyond the one in Ryan Amusements is optional, and the duration and culmination of your relationship is entirely up to you. If you choose to deal with a Little Sister, you must first defeat the Big Daddy paired to her. With him out of the way, you can decide to Adopt or Harvest the Little Sister. Harvesting the Little Sister on the spot nets you 160 ADAM, while adopting her grants you the opportunity to help her gather ADAM from specially identified corpses (40 ADAM per corpse), or you can take her to the nearest Little Sister vent and opt to Rescue her and gain 80 ADAM. (Please note that once you get the Proud Parent Tonic gathers are worth 60 ADAM instead of 40. You get this tonic after rescuing four Little Sisters. Installing this tonic can get you up to 280 ADAM from a single Little Sister.) It's possible to gain as little as 80 ADAM from a Little Sister or as much as 240. The choice is yours.





BIG DADDIES

From the time of its founding, the maintenance of Rapture required trained divers in reinforced suits to walk the sea floor, shoring up leaks and reinforcing the city's superstructure. When ADAM became the driving force in Rapture and Little Sisters were developed to reclaim the priceless resource from dead bodies, the inhabitants of those metal diving suits were genetically altered to become the Little Sisters' mindless, lumbering protectors. In their new role, these imposing figures were nicknamed "Big Daddies."

Once genetically conditioned in the research labs of Point Prometheus, a Big Daddy's only purpose is to wander Rapture, searching for a Little Sister to protect. Once paired with a Little Sister, the Big Daddy follows her like a faithful dog and fiercely fights off anyone who approaches her. A standard Big Daddy has extremely limited mental abilities and no free will. They exist as docile "sleepwalkers," who will fight to the death if their Little Sister is threatened.

BOUNCER

Bouncers are the lower form of Big Daddies assigned to safeguard the Little Sisters and attack strictly with melee attacks. The hulking armor-clad Bouncer wields a massive Drill on its right arm—just like you—and attacks by slamming its enormous heft into its target at a high speed. That's right, for a fellow this big, he can really move thanks to its Drill Dash attack. Of course, Bouncers use their Drill to bore into their prey at close range, inflicting massive amounts of damage. They can also drill into the floor to shake the room they're in, disorienting all those around them. Still, it's the Drill Dash attack you really need to watch out for. The best way to handle a Bouncer is to keep your distance, use Electro Bolt to stun it, and open fire with Heavy Rivets. A well-timed melee attack can jar the Bouncer out of its Drill Dash attack, but this is a risky maneuver—you're best off shocking it and trying to avoid standing directly in front of the Bouncer.



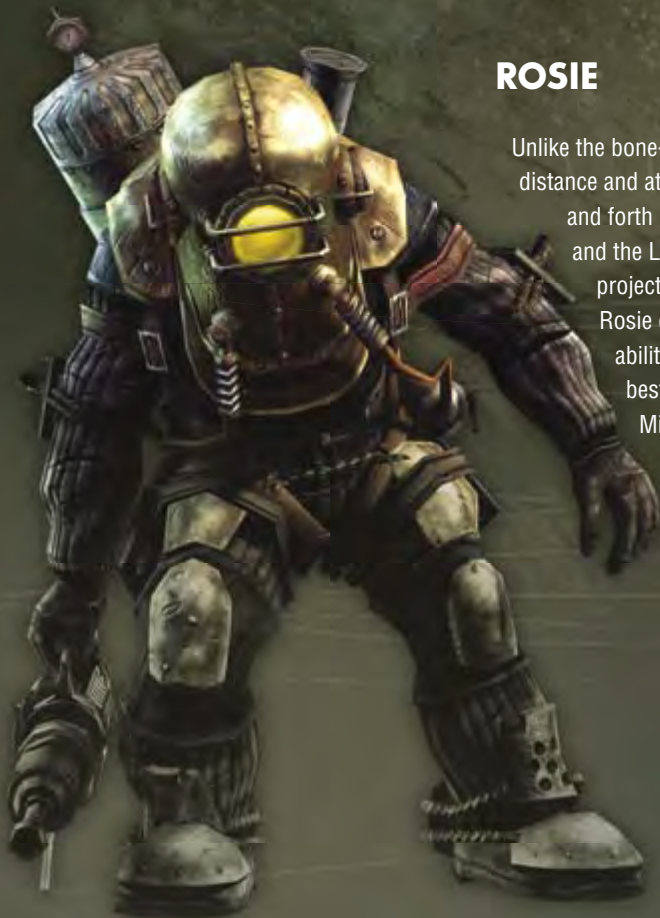
RUMBLER

The Rumbler is a new style of Big Daddy, created in the ten years since the Fall of Rapture. The Rumbler wields a shoulder-mounted Launcher that can fire Heat-Seeking Rockets. It also deploys Mini-Turrets that automatically target any enemy in a large radius and open fire with surprising force. There are a number of ways to deal with the Rumbler, including using Telekinesis to catch incoming rockets and hurl them back at the Rumbler, but the easiest technique is turning the Rumbler's Mini-Turrets against itself. This can be done by targeting the Rumbler with Security Command as soon as the Mini-Turret is deployed—the Mini-Turret then behaves just like a hacked security component and attacks the Rumbler. Another option is to use the Hack Tool to distance-hack the Mini-Turret. Either way, you can use the Mini-Turret to soften up the Rumbler. Best of all, the Rumbler consequently becomes distracted and rushes to the Mini-Turret in an attempt to destroy it. This is your chance to hit it with Incinerate! and any Rocket Spears or Heavy Rivets that you may have.



ROSIE

Unlike the bone-crushing Bouncer, the Rosie is a Big Daddy that prefers to keep its distance and attack with a powerful Rivet Gun and Proximity Mines. Rosies strafe back and forth in and out of cover, always making sure to stay between their opponent and the Little Sister in their care. The Rivet Gun they wield fires deadly metal projectiles with extreme accuracy and tremendous velocity. Lucky for you, the Rosie doesn't have the Heavy Rivets that you possess. Also in your favor is your ability to use Telekinesis to catch and lob the Proximity Mines back at it! The best way to handle a Rosie is to set up the area with Trap Rivets and Proximity Mines before initiating the battle. Employ the help of Splicers with Hypnotize and rely heavily on Heavy Rivets and Armor-Piercing Rounds. Rocket Spears and Frag Grenades are also quite effective, as is using Electro Bolt to stun the beast.



BIG DADDY RESEARCH BONUSES

Level	Research Bonus
1	Increased damage against Big Daddies.
2	Increased Drill damage.
3	Increased damage against Big Daddies.
4	Arms Race tonic.

ALPHA SERIES

It took some time to get the Big Daddy formula right. The Alpha Series is evidence of years of false starts. Former test subjects for experimental Plasmids, these poor “volunteers” were then brainwashed and sealed into metal armor. Those who came after Delta lost their bonded Little Sisters to Splicers or rescue, leaving them as feral, barely human wrecks.

Fiercely territorial, the Alpha Series now wander the halls of Fontaine Futuristics and Persephone Penal Colony, attacking anything that might intrude from the outside—namely, you. They are prone to uncontrolled outbursts, and tend to favor heavy munitions in fending off their foes.

PLASMID OVERLOAD

The Alpha Series is living proof of the dangers of science run amok. These crazed experiments roam the deepest corners of Rapture, emitting spontaneous bursts of Electro Bolt, Winter Blast, or Incinerate! that radiate out from their suits. They move much faster than the Big Daddies that eventually replaced them, and change to attack intruders with Launchers, Frag Grenades, or sometimes just a Machine Gun. Unlike Big Daddies, the Alpha Series do not wait to be fired upon—they attack on first sight! This eliminates your chance to set traps for them. Instead, your best bet is to deploy a Mini-Turret or two and use Hypnotize to enlist the help of others in the area—even if only as a distraction. To that extent, consider using Decoy to lure the Alpha Series in the wrong direction so you can remain safely out of range from its sudden Plasmid bursts. Stun the Alpha Series with Electro Bolt and hit it with a Rocket Spear or Heat-Seeking Rocket. Alpha Series are one of the toughest enemies you’ll encounter in Rapture. Hold nothing back!

ALPHA SERIES RESEARCH BONUSES

Level	Research Bonus
1	Increased damage against the Alpha Series.
2	Increased ammo carrying capacity.
3	Increased damage against the Alpha Series.
4	Elemental Storm tonic.



BIG SISTERS

A Big Sister combines the strength of a Big Daddy with the ADAM-draining abilities of a Little Sister. They are armored, deadly, and can survive out in the ocean, but are also able to drain ADAM from corpses to power Plasmid abilities. When a Little Sister is abducted by a Splicer, the Big Sisters are the last line of defense, emerging from the shadows to hunt down the attacker. The Little Sister is then returned to the system to start her work anew, or the ADAM itself is recovered from the offending Splicer.

Along with dashing and slashing attacks, Big Sisters may wield abilities like Incinerate and Telekinesis. Big Sisters are incredibly agile and can jump up to perch on walls like a Spider Splicer, catching their target unawares.

TEENAGE ANGST

If you didn't think dealing with a Big Daddy was enough reason to leave the Little Sisters alone, wait until you meet Big Sister! Big Sister doesn't want you anywhere near her Little Sisters and will hunt you down to make sure you pay for meddling in the Gathering Program. Big Sister attacks with Incinerate! and Telekinesis (she'll use the latter to hurl any nearby debris and objects at you) and also dashes forward to strike you with her giant needle. Big Sisters cartwheel and leap and sprint, and can be very difficult to track. Their Plasmid attacks are rather easy to dodge compared to their melee attacks. Use the environment to your advantage and try to lead a Big Sister into larger, open areas where you can utilize cover and avoid narrow hallways and small spaces at all costs. A well-timed melee attack can knock her out of her dash attack, but this is risky. Use Incinerate! and Heat-Seeking Rockets as well as Mini-Turrets to inflict most of your damage. Look for fuel drums or explosive gas cylinders and hurl them at her with Telekinesis to dole out even more damage.

BIG SISTER RESEARCH BONUSES

Level	Research Bonus
1	Increased maximum EVE capacity.
2	Free Health restoration after gathering ADAM.
3	Increased maximum EVE capacity.
4	Drill Vampire tonic.



RAPTURE SECURITY

As Ryan's plans for a capitalistic Utopia began to vanish, he saw to it to have an elaborate security system installed throughout Rapture. It is a multi-layered fabric of Security Cameras, Turrets, and Security Bots, all of which have been programmed to detect intruders like you and kill on sight. Luckily, all of these dastardly creations can be turned against the Splicers and Big Daddies they normally ignore, making them unlikely but vital allies.

SECURITY SYSTEM

When a Security Camera emits a bright cone of white light, it has caught a glimpse of you and is trying to focus on you. If you stay in its field of view for a few seconds it will see you clearly and sound an alarm. If you duck out of sight before the light turns red, the camera will soon return to its unalerted state.

While the alarm is on, Security Bots will seek you out and try to kill you. Alarms typically last for a while, but can be manually turned off at a Bot Shutdown Panel. If you shut off the system at a Bot Shutdown Panel, the Security Bots go dormant and can then be hacked. When the alarm ends, any active Security Bots fly away.

You can also end an Alarm by successfully hacking the device that triggered it. In this case, however, the active bots will fly home, instead of going dormant.

Cameras can be destroyed with your weapons. Armor-piercing or electrical attacks are most effective. The Security Command Plasmid can also be used to distract or retarget enemy security.

You can also Hack Security Bots, Cameras and Turrets, so think twice about destroying them.

SECURITY CAMERA

Security Cameras are most commonly mounted near doorways and in the vicinity of safes and other high-value targets. The Security Cameras pan back and forth over the area, emitting a faint glowing light that betrays their presence. They can also be heard as they move as well as when they zoom on a potential intruder. It takes several seconds for a Security Camera to detect an unauthorized intruder, during which time you can take cover out of sight, hack the Security Camera, or destroy it. Failing to avoid detection results in a security alarm being sounded and a never-ending stream of Security Bots being summoned to the location until the alarm countdown ends. Although it can be tempting to destroy most Security Cameras you encounter, they are much more useful hacked. A hacked Security Camera sounds the alarm and unleashes a pair of Security Bots on the Splicer that triggered the alarm. Consult the maps throughout the walkthrough portion of this book for the locations of each Security Camera. It's best to use the Hack Tool to distance-hack every Security Camera you see, as soon as you spot it.



SECURITY BOT

Security Bots are only active once an alarm has been sounded, the result of either detection by a Security Camera or a failed hack attempt. When active, the Security Bot hovers around the room seeking the target that triggered the alarm in attempt to shoot it with the Security Bot's twin machine guns. If you find yourself being pursued by Security Bots, head at once to a nearby Bot Shutdown Panel and disable the Security Bots. If no such panel is nearby, know that Security Bots can be taken out of flight with a blast of electricity, at which time they are vulnerable to hacking. You should always hack Security Bots when given the chance, as they then hover around you and automatically attack anything deemed hostile to you, namely everything you encounter. You can have up to two Security Bots protecting you at once. Upgrade the Security Command Plasmid to gain the ability to summon Security Bots at any time. Another valuable tactic is to locate a Bot Shutdown Panel near a vending machine or other hackable device and intentionally stop the needle in the red zone during the hack attempt. This triggers an alarm and sends two Security Bots your way. Pull the lever on the Bot Shutdown Panel to drop the Security Bots to the floor, hack them, and make them yours!

TURRETS

Turrets are the lone gunmen of the security system. They have their own intruder-detection capability and open fire as soon as one is detected. Most Turrets are equipped with a high-caliber machine gun, but there are also those with the ability to fire rocket-propelled grenades. Although Turrets can be very dangerous, they have several drawbacks that make them somewhat easy to avoid. For starters, they are stationary. They can rotate in place but they cannot move—this makes it easy to take cover out of sight. Secondly, it's possible to hear them starting up their motor after they detect a hostile intruder. Listen for the sound of a small engine warming up and quickly back away! Lastly, their detection system has a red light that can sometimes be seen from a moderate distance. Whenever you encounter a Turret, either fire a Hack Dart at it or quickly hit it with Electro Bolt, then rush forward and hack it. This technique makes it automatically open fire on your enemies and provides you with helpful backup. This is especially important when there is a Gather nearby, as in Ryan Amusements.

SECURITY RESEARCH BONUSES

Level	Research Bonus
1	Increased damage against Security.
2	Double ammo on destroyed Security.
3	Increased damage against Security.
4	Deadly Machines tonic.

INTO THE DIVE SUIT

This chapter contains all of the information you need in order to navigate the underwater city of Rapture as a Big Daddy. Many of the controls and gameplay mechanics have not changed since the original *BioShock*, but several features such as the hacking system and ADAM gathering were either given facelifts or are completely new to *BioShock 2*. This chapter is designed to complement the user's manual that came with your copy of the game, and discusses everything from controls, to hacking, to the conditions required for each of the different story endings. So slip into the armor and pull on that dive helmet: you're about to enter the Protector Program.

GAMEPLAY FUNDAMENTALS

CONTROLS

BioShock 2 utilizes the same control scheme as the original game. The only true difference is that you can duel-wield Plasmids and weapons simultaneously—a Big Daddy is strong enough hold firearms with just one hand. Plasmids are selected and fired using the controller's left buttons, whereas weapons are selected and fired with the buttons on the right side of the controller. The following table shows the default control setup for the XBOX 360, the PS3, and PC.

Action	XBOX 360	PS3	PC
Movement	Left Thumbstick	Left Stick	W, A, S, D
Look/Aim	Right Thumbstick	Right Stick	Mouse
Reload	X Button	Square Button	R Key
Jump	Y Button	Triangle Button	Space Bar
Use First Aid	D-Pad Right	Directional Pad Right	Ctrl Key
Interact	A Button	X Button	F Key
Fire Weapon	R Trigger	R2 Button	Left Mouse Button
Switch Weapon	R Bumper (hold for Weapon Radial)	R1 Button (hold for Weapon Radial)	Mouse Wheel
Toggle Zoom	Right Thumbstick Button	R3 Button	T Key
Fire Plasmid	L Trigger	L2 Button	Right Mouse Button
Switch Plasmid	L Bumper (hold for Plasmid Radial)	L1 Button (hold for Plasmid Radial)	Function Keys
Toggle Crouch	Left Thumbstick Button	L3 Button	C Key
Switch Ammo Type	D-Pad (Up, Down, Left)	Directional Pad (Up, Down, Left)	[] Keys
Status Menu & Map	Back Button	Select Button	M Key
Pause Menu	Start Button	Start Button	P Key

DIFFICULTY OPTIONS

There are three difficulty settings to choose from when beginning a new game: Easy, Normal, and Hard. This strategy guide is based on the Normal difficulty setting, which serves as the game's default difficulty. You should initially play this mode, and if you struggle to stay alive, consider lowering it to Easy. Unlocking all of the Achievements/Trophies requires completing the game twice, so save your attempt at Hard mode until after you've played through the game once on Normal. The following list details the major differences between the difficulty modes.

DIFFICULTY NOTES

- *Player takes less damage on Easy and more damage on Hard.*
- *Plasmids consume less EVE on Easy and more on Hard.*
- *Body Shots deal less damage to enemies on Hard mode.*
- *Players get an EVE bonus when they re-spawn at a Vita-Chamber on Easy.*
- *Hacking is easier on Easy and more difficult on Hard.*
- *Money drops are more frequent on Easy and less so on Hard.*
- *Consumables give more health and/or EVE on Easy and less on Hard.*
- *Big Daddies are not healed by a Little Sister when the player goes to a Vita-Chamber on Easy.*
- *Big Daddies are healed by Little Sisters faster and for more health on Hard.*
- *Security elements are slower to detect you on Easy and faster on Hard.*
- *Hacked vending machines are cheaper on Easy and more expensive on Hard.*

GAME PROGRESSION

The story of *BioShock 2* is revealed as the player progresses through nine distinct areas within Rapture. Goals are provided in sequence to keep the player moving through an area, exploring his surroundings, and continuing the fight to reunite with Eleanor. These goals are revealed as radio messages, often by a man named Augustus Sinclair, but can be also accessed through the Map Screen. A large star icon will appear on the in-game map, along with an arrow indicator on the screen, to help guide you in the proper direction.



Unlike in the original *BioShock*, past areas cannot be revisited, so it is imperative that you not exit an area without first completing your goals. This means searching for all of the Audio Diaries, tonics, and other items that you expect to find in the area.

A key piece of the gameplay revolves around obtaining ADAM from Little Sisters. Though entirely optional, ADAM is the currency needed to buy the vitally important Plasmids, tonics, and health and EVE upgrades. Each area has two or three Little Sisters that must be isolated from their Big Daddies. Each Little Sister can then be taken to two specifically marked corpses to perform an ADAM Gather before you decide their fate. Little Sisters can carry over from one area to the next, so if you only deal with two or three in one area, you'll have a chance to encounter four in the next area. Keep in mind that there are no Little Sisters beyond the seventh area, Fontaine Futuristics, so this is your last chance in the game to save or harvest them.



Lastly, though there are a handful of story-related enemies who can be considered “boss enemies,” the true boss creatures of the game are the Big Sisters that appear periodically—never more than one per area—based on how many Little Sisters you’ve dealt with and how often.

Generally speaking, *BioShock 2* is more difficult than the original game, so you should save your progress often rather than relying solely on the Auto-Save that occurs each time you enter a new area. Consider creating two new save files at the start of each area and overwrite the second one as you progress in good standing, while always leaving the other one as a clean start for that chapter of the game.

EXPLORING RAPTURE

Even though much of the gameplay centers around combat, your survival—and understanding of the deeper story elements—relies heavily on your ability to navigate the city and find that which is hidden. The various districts in Rapture are large, multi-level complexes with lots of nooks and crannies to get into. It’s important to understand that as time went on in Rapture, and people became addicted to ADAM, they became incredibly protective of their belongings and went to great lengths to hide them. Finding hidden stashes of ammunition and money, hacking into safes, and locating tonics and Audio Diaries that have been secreted away is a major part of the gameplay.



Nearly every container that you think an item can be hidden in has in fact been used as a container in Rapture. Approach every desk, storage crate, locker, suitcase, briefcase, and refrigerator you encounter and press the Inspect button to see what contents it contains. Some are empty, but the vast majority contains money, ammo, and possibly a snack, an EVE Hypo, or a First Aid Kit.



TIPS FOR EXPLORING

Listen for Security: Security Cameras and Turrets both make a distinct noise that betrays their presence. Listen for danger (and keep your eyes open) for the back and forth whirring of the Security Camera as it pans across a room. Turrets make the sound of a small internal combustion engine starting up right before they spring to life and begin attacking. Pause before entering any new area and listen for these sounds and look for a telltale red light sweeping back and forth, then draw your Hack Tool and hack the devices to bring them to your side before they spot you. Lastly, if you consult the maps in this guide you will always know where the nearest Security Bot Shutdown Panel is located—just in case you fail a hack or trip an alarm.

Stay Healthy: First Aid Kits are your best friend. You can carry up to five of them at once (initially), and it only takes one to fill your health meter. It's important to always carry as many First Aid Kits as possible, especially when going up against Big Daddies and Big Sisters. Search containers and loot corpses to find additional First Aid Kits. Another good source for First Aid Kits are the Circus of Values machines—hack these to get lower prices. Lastly, hack a Health Station and get a blue zone bonus to get a free First Aid Kit, then destroy the station to get another one. Never let your character's Health Meter empty completely, or you'll be sent to a Vita-Chamber where you'll begin anew with just one EVE Hypo and one First Aid Kit.

Can't Take it with Them: It might seem like an obvious thing to say, but it's easy to get caught up in the action and forget to search the corpses you leave in your wake. The sheer volume of ammunition, items, and money (and sometimes ADAM) that can be gained from thoroughly searching the corpses of your victims cannot be overstated. Additionally, be sure to employ the Scrounger tonic as soon as you can, since the ability to “re-roll” a search of a container or corpse frequently results in more valuable items than the preliminary search would (it also sometimes reduces the items you'll find, so beware). There are also a couple of Audio Diaries that can only be found by killing and searching the bodies of very specific enemies.

The Audio Trail: The story of *BioShock 2* is a lot deeper than many players may realize. Though each and every Audio Diary in the game has been transcribed within the walkthrough portion of this book, it's still recommended that you find and listen to them firsthand. Not only is the voice-acting superb, but you'll really get a feel for the emotional turmoil so many of the Rapture citizens were under when they recorded their stories. There are over 120 Audio Diaries in Rapture, some of which reveal information critical to your progress. But even the diaries that aren't essential still add a significant depth to the story (and the many side-stories of characters you may never meet) and really help you understand what life in Rapture was really like before and after Ryan's demise.

Got the Munchies?: First Aid Kits and EVE Hypos aren't the only way to replenish your life force. There are tons of snacks and beverages scattered throughout the city, ranging from potato chips to thermoses of coffee. The majority of these snacks restore a small amount of health and/or EVE. Keep in mind, however, that alcoholic drinks replenish some health, but only at the expense of EVE (unless you equip the Booze Hound tonic). Also, if you drink two or more alcoholic beverages in quick succession, you become drunk and your vision blurs. Continue drinking alcohol, and the effects become even more pronounced and last longer. This isn't recommended, especially if there are enemies are nearby.

Status Check: The Status and Map Screens give you insight into everything you come in contact with in Rapture. Press the Map button to call up this screen and inspect the map, to re-listen to radio messages, and to read notes about various gameplay systems and weaponry. You can also check on your research progress (using the Research Camera) and evaluate your current goals.

Keycode Memory: Be assured that any doors requiring keycodes to open them really do hide some valuable items. One new feature in *BioShock 2* is that you no longer have to actually memorize or write down a given keycode. Simply listen to the correct Audio Diary or point the camera at the keycode where it may be written to have the game automatically memorize the code for you. So long as you discover the code in the game, you see a piece of paper appear on-screen with the keycode when you approach the door. Be on the lookout for four-digit codes, and make sure to look closely at any you encounter.

Relaxed Swimming: Though you will surely spot the occasional Big Sister through the glass swimming around the exterior of the city, you can find comfort in knowing that you won't encounter any threat while you are in the open ocean. You cannot use your weapons or Plasmids while on the seafloor, and enemies do not attack in these areas. These sea-going interludes are brief, and even though you occasionally find a corpse to search or an ADAM Slug to collect, your trips between airlocks offer respite from the danger that lurks around every corner within the city.

PROTECTOR IN COMBAT

Big Daddies were created for one reason and one reason only: to ensure the safety of their Little Sisters by any means necessary. Big Daddies come in a variety of styles—Bouncers, Rumlbers, Rosies, and Alpha Series—and each have their unique attack capabilities, but you are different. You aren't just any old Big Daddy. You are Subject Delta, and as such, you are capable of dual-wielding a variety of Plasmids and weapons and in this you have no equal. You must master the art of this unique style of combat if you are to ever reunite with Eleanor.

WEAPON MASTERY

Despite the emphasis on a well-told story, *BioShock 2* is ultimately a first-person shooter. As with any other game in this genre, you can expect access to a number of different weapons, along with the need to squeeze off thousands of rounds of ammunition by the time you reach the end of the game. Unlike other games, however, each of the weapons (and especially their ammunition) used by Subject Delta are so different that you can experiment with different techniques and play styles quite easily. Consult the “Big Daddy Weaponry” chapter for a complete description of each weapon, its ammunition types, and its available upgrades.



TIPS FOR WEAPONS USE

Reload Often: This goes without saying for experienced gamers, but if you're new to this particular genre, then this advice is for you. Don't ever advance down a hallway or enter a new room without first reloading your weapon.

Ammo Collector: There's no such thing as carrying too much ammunition, and it only takes a second or two to search containers and corpses for ammo. Your Big Daddy weapons may be a lot larger than the ones that Splicers use, but you can still replenish your Machine Gun and Shotgun from weapons dropped by Splicers. Raid the corpses of fallen Big Daddies and Alpha Series to find ammo for your heavy firearms.

Right Gun for the Job: Weapons like the Speargun and Launcher are specialty weapons that are best left for specific situations. Switch to the Shotgun, Rivet Gun, or Machine Gun when you are navigating a new area and making your way down an unexplored corridor. These weapons are better suited for a variety of situations and should be your go-to weapons for most situations. They also have the most abundant ammunition.

Prioritize Upgrades: There are 14 Power to the People weapon upgrade stations in Rapture, and finding these machines is paramount to your survival. You won't be able to fully upgrade each and every weapon as you were in the original game—each of the six weapons now has three upgrades—but this only means you must be more selective in your upgrades. Be sure to look at the accompanying maps in this book for their locations and read each of the upgrade strategies outlined in the “Big Daddy Weaponry” chapter.

Paper, Rock, Bullet: The base ammunition works fine early in the game, but you'll eventually need to rely on each weapon's two alternative ammo types if you're going to survive. All three ammo types can inflict damage against any enemy, but each enemy is markedly more vulnerable to a specific type of ammo. Remember that fleshy enemies are vulnerable to Anti-Personnel Rounds and Solid Slugs, whereas armored enemies and machines are more susceptible to Armor-Piercing Rounds and Heavy Rivets. You can only carry half as much of these specialty ammunition types as you can the standard ammo, so always switch back to basic ammo once a major skirmish is over.

Think Defensively: A key difference in your role as a Big Daddy is that you play the role of defender far more often. Remember that ADAM Gathers and Big Daddy confrontations are started on your mark, so wait to initiate them until you have laid down plenty of traps. Trap Rivets, Trap Spears, and Mini-Turrets (along with Cyclone Traps) are invaluable for helping you fend off an incoming ambush.

Use Cover: Just because you have a Big Daddy suit on doesn't mean you won't take damage from enemy attacks. Move in and out of cover to avoid incoming gunfire, and avoid using the first-person “zoom” mode if you can help it, since this prohibits you from using Plasmids and forces you to move slower.



BENEFITS OF ADAM

What truly sets *BioShock 2* apart from other first-person shooters are the Plasmids. These gene-altering powers enable Subject Delta to unleash myriad special attacks. These range from the ability to hurl fireballs, to summoning Security Bots, to unleashing swarms of stinging insects! Through ADAM, Subject Delta can absorb a collection of genetic modifications in the form of Plasmids (active) and tonics (passive) that yield a bevy of surprising powers. The “Evolve Today!” chapter contains a full description of each and every Plasmid and tonic, along with strategies for finding and using each of them.

TIPS FOR PLASMID WIELDERS

Strike First: Years of playing other games has probably conditioned you to react to an enemy’s appearance with a squeeze of the trigger. It’s time to break this habit. Unless you are preparing for a special encounter, you should always have an immobilizing Plasmid like Electro Bolt or Winter Blast equipped. Use the Plasmid as soon as you see an enemy to instantly render that foe into a harmless sitting target for you to shoot.

Inject Regularly: Plasmids consume a serum known as EVE, which must be refilled through the use of EVE Hypos. Subject Delta automatically injects a new EVE Hypo when the EVE runs out, but this can create an opening for enemy attacks. Watch the amount of EVE available and force replenishment whenever it nears the empty mark. Hold open the Plasmid Radial and press the Reload button to use an EVE Hypo.

Needle Collection: You can only carry up to five EVE Hypos at once (initially), and although more can be purchased at most Circus of Values machines, it’s far more cost-effective to collect them from the environment. Look for the telltale blue glow of an EVE Hypo and use Telekinesis to get it—many are on ledges and hidden behind objects, so look around. You can also find them stuck into chairs, under beds, and in all sorts of containers. Corpses sometimes carry an EVE Hypo as well, but these fallen foes are not a reliable source.

Trust the Basics: It’s always fun to test drive a new fanciful Plasmid, but don’t discount the versatility and reliability of the ol’ standbys. Plasmids like Electro Bolt and Incinerate! never really go out of style and never lose their effectiveness! Be sure to switch back to either of these Plasmids (or Winter Blast) when moving on into a new area.

Upgrade Wisely: There’s no denying the raw firepower of Level 3 Incinerate! and Electro Bolt. But these Plasmids cost a truckload of ADAM to purchase from the Gatherer’s Garden machines, and that ADAM could be better spent. Consider only upgrading Incinerate! and Electro Bolt to Level 2, and instead, spend that extra ADAM upgrading Security Command and Hypnotize to Level 3. This still allows you to attack with plenty of elemental damage, but also grants you the ability to befriend Big Daddies and summon Elite Security Bots.

Influence Enemy Behavior: Look for opportunities to influence enemy behavior and take advantage of it with your Plasmids. For example, place Cyclone Traps near doorways where you expect enemies to originate; set them on fire with Incinerate! and electrocute them when they head for nearby water; set up a decoy near Proximity Mines to bait enemies to their doom; and consider freezing an enemy with Winter Blast and, instead of shooting, use Telekinesis to throw this foe at the others.

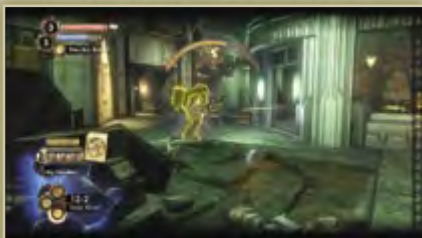
The Silent Killer: Tonics may not carry the obvious powers of Plasmids, but their behind-the-scenes effects often have the most profound impact on your success. You’ll find many tonics in the environment, but you’ll need to purchase others—and extra Tonic Slots—from Gatherer’s Garden machines. Make sure to splice tonics that either boost the effects of your Research Bonuses, increase your elemental abilities, or damage enemies who strike with melee attacks. Also, remember that the effects of tonics can be “stacked” to effectively double their effects. For example, having both Armored Shell and Armored Shell 2 spliced simultaneously makes you much harder to defeat.



BEYOND THE BASICS

ALL ABOUT THE ADAM

As a Big Daddy, you are the sworn enemy to the Splicers, but this doesn't mean you are at odds with ADAM. Quite the contrary: you need ADAM to fuel your ever-increasing need for Plasmids and tonics as much as the Splicers need it to get their fix. Little Sisters are the primary gatekeepers of the ADAM supply in Rapture. They carry it within them, they gather it from the corpses of Splicers, and they can even be coerced into giving it to you as a gift. However, they are not the only source of ADAM. ADAM can be also found on the corpses of Big Sisters (no more than one per area for +40 ADAM) and on ADAM Slugs found in the sea (+10 ADAM per Slug). There are three ADAM Slugs in Siren Alley and two in Fontaine Futuristics.



Unless you are trying to play through the game as quickly as possible, it is important that you try to maximize your collection of ADAM within the confines of your chosen moral bearing. This means not only dealing with each of the 12 Little Sisters, but also performing the maximum two ADAM Gathers that each Little Sister can obtain before she needs to be "dealt with." To do so, you must first "adopt" a Little Sister by defeating the Big Daddy that protects her. Kill the Big Daddy, raid his corpse for a wealth of ammo and money, then press the Reload button next to the Little Sister to adopt her.

Once adopted, the Little Sister rides on your shoulders; hold the Reload button down to have her lead you to one of the special corpses that she can Gather ADAM from. Set up your defenses, then place her down near the corpse to perform the Gather. Though she cannot be injured per se, enemies do attack in attempt to stop her. It's up to you to keep her safe. Gathers typically last a minute or so. Watch for the Gather progress meter to disappear, signaling that the Little Sister is done, then pick her up. This nets you +40 ADAM. Perform the second Gather to gain an additional +40 ADAM.

Pick up the Little Sister after the second Gather and carry her to a Sister Vent. This is where you make your final decision about her fate—often referred to as "dealing with" the Little Sister. "Harvesting" the ADAM Slug from within her effectively sacrifices the body of the Little Sister in exchange for +160 ADAM, whereas "rescuing" her only nets you +80 ADAM but cures the Little Sister and allows her to return to life as a normal child. This decision not only affects your ADAM supply, but also the ending of the game (see below). For every four Little Sisters you rescue, one will leave a generous gift for you at a nearby Gatherer's Garden machine.



RUNNING ADAM TALLIES

Little Sister	Location	Gathers	Rescue	Harvest	Big Sister	Rescue Gift	Running ADAM Total (Rescuer)	Running ADAM Total (Harvester)
1	Ryan Amusements	80	80	160	40	-	200	280
2	Pauper's Drop	80	80	160	-	-	360	520
3	Pauper's Drop	80	80	160	40	-	560	800
4	Siren Alley	80	80	160	-	80	800	1040
5	Siren Alley	80	80	160	-	-	960	1200
6	Siren Alley	80	80	160	40	-	1160	1480
7	Dionysus Park	80	80	160	-	-	1320	1720
8	Dionysus Park	80	80	160	-	120	1600	1960
9	Dionysus Park	80	80	160	40	-	1800	2240
10	Fontaine Futuristics	80	80	160	-	-	1960	2480
11	Fontaine Futuristics	80	80	160	-	-	2120	2720
12	Fontaine Futuristics	80	80	160	40	250	2570	3000

As the table shows, playing consistently as a Harvester nets you 430 more ADAM than you would get by playing consistently as a Rescuer. Both of these totals can be increased by +50 if you find all of the ADAM Slugs. Additionally, there are other Gathers to perform outside of the constraints of the Protector Program, but let's not spoil anything for you just yet. For the purposes of this discussion, tallies listed are limited up to and including the Fontaine Futuristics area.

LITTLE SISTER THANK YOU GIFTS

Little Sisters Rescued	Gift
4	Proud Parent tonic, 50 dollars, 80 ADAM
8	Demanding Father tonic, 100 dollars, 120 ADAM
12	100 dollars, 250 ADAM, Crème-Filled Cake

Harvesting every Little Sister you encounter during the game, can provide you with a surplus of ADAM that will make it much easier for you. However, choosing the Rescue path makes the journey more difficult, but the ending joined to this path may be considered “better.” You should definitely avoid going back and forth between harvesting and rescuing, since you need to be 100% committed to one or the other in order to get all of the gifts and/or experience all of the endings.

HACKING

Hacking plays a big role in *BioShock* because it allows you to subvert the machinery in Rapture and turn the security system against Splicers, open locked doors, and lower the prices at vending machines, among other things. You can hack safes, Security Cameras, Security Bots, Turrets, vending machines, Health Stations, and even some door control panels.

One of the biggest changes made to *BioShock 2* is a total revamping of the hacking system. Not only do you now have a Hack Tool that fires Remote Hack Darts, letting you hack from a distance, but hacking is now done in real-time, leaving you vulnerable to enemy—or security—attacks while you perform the hack. Auto-Hack Darts allow you to instantly hack a device with the Hack Tool, but they are rare and should be saved for frantic situations and difficult hacks. Hack a machine by either firing a Remote Hack Dart at it, or approaching the machine and pressing the Reload button when the on-screen prompt appears. The hacking overlay then appears, and the hack begins immediately.

Complete the hack by stopping the needle in the green or blue zones as it bounces back and forth across the dial. The number in the center of the hack overlay indicates how many sweeps the needle can make before short-circuiting. A given hack can have between one and five stages, and the needle not only moves faster for more difficult hacks, but the blue and green zones get much smaller. Stopping the needle in a green or blue zone completes the stage. The white space ends the hack and shocks you, causing damage, while stopping the needle in a red space ends the hack and triggers a security alarm. Always know where the nearest Security Bot Shutdown Panel is located before attempting the hack. Also, there are a variety of hacking tonics available in the game to make hacking easier if it is too challenging.

HACKING BUYOUT FEES (EXCEPTIONS DO EXIST)

Area	Vending Machine	Security Bot	Security Camera	Health Station	Turret	Door Control Panel	Safe
Adonis Luxury Resort	-	-	-	-	-	-	-
Atlantic Express	20	10	10	20	-	20	-
Ryan Amusements	20	10	10	20	10	20	40
Pauper's Drop	30	15	20	20	20	30	50
Siren Alley	40	20	30	40	30	40	60
Dionysus Park	50	30	40	40	40	50	70
Fontaine Futuristics	70	50	60	70	60	70	90
Persephone	70	30	-	50	-	-	-
Inner Persephone	80	50	70	60	70	80	100

THE JOYS OF PROUD PARENTING

The “Running ADAM Tallies” table is designed to illustrate the differences between harvesting all of the Little Sisters or rescuing them all. It must be noted that those who rescue the first four Little Sisters will receive the Proud Parent tonic which, if spliced, will generate 50% more ADAM during each subsequent Gather. This yields an additional 320 ADAM over the course of the game and brings the Rescuer total to 2900 at the end of Fontaine Futuristics, which is much closer to the 3000 ADAM gained through harvesting all Little Sisters.



BLUE ZONE BONUSES

Hacking gets really difficult at times, but it's always worth the effort it takes to land the needle in a blue zone. Not only does this count as a success (and can end the hack instantly with the right tonic spliced), but it gets you a pretty nice bonus as well. Depending on what you're hacking, you might even encounter blue zones in more than one stage of the hack, thus giving you the chance to gain multiple bonuses.

HACKING BONUSES PER BLUE ZONE

Hacked Machine	Bonus
Health Station	Free First Aid Kit
Circus of Values	Free random item
El Ammo Bandito	Free random item
Safe	Extra money
Security Camera	Extended alarm when triggered by enemies
Security Bot	20% increase to attack damage
Turret	20% increase to attack damage

RESEARCH

One of the biggest ways to ensure the game's dynamic difficulty curve doesn't get a little too steep for you is to make frequent use of the Research Camera. You'll acquire this handy tool in Pauper's Drop and can gain valuable insight into your enemies by filming them during combat. Research leads to damage bonuses, new abilities and techniques, and even specialty tonics! You can learn all about using the Research Camera in the "Big Daddy Weaponry" chapter. Additionally, a full list of Research Bonuses for each and every enemy is included in the "Residents of Rapture" chapter.



Unlike the Research Camera in the original game, this is a video camera that automatically films the action on the screen once you start recording. Select the Research Camera from the Weapon Radial and point it at the enemy you wish to film (it then glows yellow), and press the Fire Weapon button to begin filming. Filming ends after a set period of time, or after the enemy is deceased or leaves the area. There are a host of tonics that you can splice into your system to improve your research score, extend the duration of filming, and also increase the damage bonuses you earn through research.

RESEARCH SCORING

Each individual enemy can only be filmed once, and bonus points are not awarded if multiple enemies of the same type are on-screen at once. Additionally, you can snap a photo with the Research Camera of the corpse of an un-researched enemy for the minimum five Research Points. The key to unlocking all four Research Bonuses per enemy type is to not only use a variety of attacks, but to chain multiple attacks together in creative ways.



The research scoring system is a very sophisticated system that rewards player creativity. Even though you can earn points and low-level Research Bonuses by performing basic attacks, the key to gaining those special tonics awarded for Level 4 Research Bonuses lies in your ability to compound multiple styles of attacks together. The scoring system doesn't just look for individual actions, but has been programmed to detect specific combinations that showcase your mastery of weapons and Plasmids. Here are just a few examples of the nearly infinite number of combinations you can perform that can really boost your Research Score.

CREATIVE RESEARCH TIPS

- Set an enemy on fire so it runs towards the water. Electrocute it once it enters the water to kill it.
- Freeze an enemy into a block of ice, stick Trap Rivets on it, then use Telekinesis to throw the frozen body at other enemies.
- Shoot a Trap Rivet or two at a fuel drum to create an explosive trap, then position a decoy near the fuel drum to lure an enemy into harm's way.
- Fire some Trap Rivets and Trap Spears at the ceiling, then place a Cyclone Trap on the floor beneath it and use a decoy to lure an enemy into the trap. Watch as he is sent skyward into the other traps.
- Use Security Command to turn a Rumbler's Mini-Turret against it, then use Hypnotize 3 to befriend it and film it attacking another Big Daddy or Alpha Series.

MACHINES OF RAPTURE

VENDING MACHINES

Nearly every corner of Rapture contains either an El Ammo Bandito or Circus of Values vending machine. This is where you spend your money on items ranging from snacks and drinks to First Aid Kits and ammunition. Circus of Values machines typically carry your basic necessities: First Aid Kits, EVE Hypos, basic ammunition, and maybe a few snacks and a Hack Dart or two. El Ammo Bandito vending machines don't carry First Aid Kits or EVE Hypos, but they do carry a wealth of ammunition, including the hard-to-find alternative ammo (provided you have encountered it at least once in the environment).



There are numerous tonics available that provide a discount at these vending machines. Hacking a vending machine also lowers the price and gives you the chance to earn a free item for each blue zone you stop the needle in. These vending machines both also occasionally contain an item or two that are only available in hacked machines.

GATHERER'S GARDEN

Your money is no good here! The Gatherer's Garden machines only accept ADAM in exchange for the Plasmids, tonics, slots, and health and EVE Upgrades they contain. These machines aren't as common as the others, but you'll find one in close proximity to most Little Sister encounters, so you won't need to go far to spend the ADAM you acquire. There are new Plasmids and tonics available in each area you visit, so always check the entire list of available upgrades before purchasing your item.



Though it's tempting to spend your ADAM on health and EVE Upgrades, it's not a great idea to do so. Consider purchasing just one Health Upgrade early in the game and see how long you can go without needing another one. You should be able to live off the readily available First Aid Kits at least until things start to get a bit more difficult in Dionysus Park. Similarly, consider purchasing too many Plasmid Slots until you find yourself branching out and using more than just three or four. Tonic slots are a better investment early on.

POWER TO THE PEOPLE

Power to the People machines are the rarest of all in Rapture, since there are only 14 in existence. These weapon upgrade stations are typically far off the beaten path, but are certainly worth seeking out. Power to the People machines offer a one-time, free-of-charge upgrade to the weapon of your choice. Each weapon, excluding the Hack Tool and Research Camera, can be upgraded three times. Each weapon's third upgrade is an especially potent upgrade that can only be selected after both of the other upgrades have been applied. These upgrades typically enhance the damage the weapon can inflict, reduce its limitations, or enhance its carrying capacity.

It only takes some basic math to realize that there are four fewer Power to the People machines than total available upgrades. Knowing that you are not going to be able to fully upgrade every weapon, it's important that you consider each upgrade carefully. For example, don't upgrade the Drill unless you are going to make an effort to use it. The same goes with the Rivet Gun—its effectiveness quickly begins to pale once you get used to using the Shotgun and Machine Gun.

The upgrades you choose are entirely up to you, and any combination can be successful if you are committed to using the weapons you focus the upgrades on. That said, if there are two weapons that you may want to fully upgrade, they would be the Shotgun and the Launcher. It is hard to overstate how valuable these weapons are late in the game.



GENE BANKS

There's a Gene Bank on every corner in Rapture, and for good reason. The only time you can make changes to the selection of Plasmids and tonics you have spliced is when acquiring a new one by visiting a Gene Bank. These machines allow you to swap out any Plasmid or tonic with another. You probably won't make too many changes to your set of equipped Plasmids given their cost, but you will surely see your needs for certain tonics change over time. Early in the game, your focus should be on self-preservation and improvement. This likely shifts to a focus on getting the most out of your Research Camera and making hacking easier in the middle portion of the game. Then, ultimately, you'll need to splice those tonics that make you as big and bad as possible!



VITA-CHAMBERS

Should your Health Meter be completely drained, you'll be brought back to life in these tall cylinders of pulsing light. Vita-Chambers are scattered throughout Rapture, and if you die, you'll appear in the nearest one that you have discovered thus far. Although the presence of Vita-Chambers reduces the importance of saving your progress frequently, you must know that you revive in a Vita-Chamber with just a single First Aid Kit and EVE Hypo, no matter how many you were carrying when killed. For this reason, you should save regularly and reload your last save file whenever you are killed.



All is not lost when you have to use a Vita-Chamber. For one thing, the battle that you were engaged in is still ongoing. And though Big Daddies are partially healed by their Little Sisters while you are away at the Vita-Chamber, they do not get all of their health back. The same goes for Big Sisters, who drain the ADAM from nearby corpses to refill their health. Lastly, you still maintain possession of an adopted Little Sister that was in your care when you ran out of health—she'll be standing outside the Vita-Chamber when you exit it. Don't forget to pick her up!

SECURITY BOT SHUTDOWN PANELS

These panels can only be accessed after an alarm has been sounded and Security Bots have been called to attack you. Instead of fighting back or finding a hiding place, simply run up to one of these panels and pull the lever to disable the alarm and shutdown the Security Bots. The Security Bots fall to the ground, at which time you can hack them to make them work for you! Alarms can sound any time you fail a hack (stopping the needle in the red zone) or are spotted by a Security Camera.



HEALTH STATIONS

Health Stations can be found throughout most of Rapture and are a great source for a quick pick-me-up. Surprisingly, there are actually several things you can do with a Health Station. Though the Health Station is designed to provide an inexpensive health refill, this is the one thing you shouldn't ever do. Only suckers pay full price! Instead, hack the machine and try to stop the needle in a blue zone for a free First Aid Kit. Even if you miss the blue zone, you'll at least be able to get your health refilled for a much lower cost. Also, hacked machines release a deadly poison whenever a Splicer tries to use it, thereby adding yet another trap to your arsenal! The other thing you can do, either before or after you hack the machine, is destroy it. Take out your Drill or Shotgun and wreck it to gain a free First Aid Kit. Vandalize Health Stations in areas that you won't be returning to after getting a blue zone bonus, and you'll take two free First Aid Kits with you when you go!



BIG DADDY WEAPONRY

Big Daddies have special abilities, and therefore it's only natural that they wield special weapons. Even though several of their weapons are equivalent in function to their human counterparts, you can be sure every one of the eight weapons and tools detailed in this chapter feels right at home in the hands of a Big Daddy. Many of the weapons and their corresponding upgrades and ammo are being introduced for the first time in *BioShock 2*, so continue reading for all of the details.

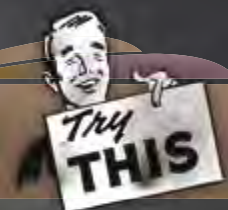
BULLET SUPPLY

Taking on the world of *BioShock 2* as a Big Daddy necessitates some significant changes, and none are more prevalent than the weaponry you wield. Big Daddies are quite a bit larger and far stronger than humans are, and consequently they have access to a number of custom weapons that fit their abilities. There are a total of eight weapons available, including five ranged weapons, one melee weapon, the Research Camera, and the Hack Tool. Each and every one of them can be swung at an enemy in an attempt to crush bones, but none is as effective as the Drill when it comes to melee damage. Alas, even the Drill has—ammo requirement in the form of Drill Fuel.

Though the Big Daddies may have created their own unique weapons, they were smart enough to make sure some of them utilized standard human ammunition. The Machine Gun, Shotgun, and Launcher all utilize the very same ammo that the Splicers and other once-humans like to use in their corresponding weapons. This means that searching corpses and collecting ammo from dropped weapons is still a useful tactic. Ammo can also be found in the many storage crates, lockers, and other searchable containers littering Rapture. You can also take the money you undoubtedly pilfer from your victims and use it at the El Ammo Bandito and Circus of Values vending machines to purchase ammunition. The latter is more of a general goods machine, while the former sells nothing but ammunition (and often carries the hard-to-find specialty ammunition). The price for ammo is the same in both types of vending machines.



HACK FIRST, BUY SECOND



Always take a moment to hack a vending machine before doing any shopping. Vending machines are notoriously easy to hack. Stopping the needle inside a blue zone during the hack earns you a free item, and hacking lowers the prices by 20% *and* unlocks hidden items for sale inside the machine. Furthermore, even if you have trouble hacking and don't have an Auto Hack Dart available, you can always do a Hack Buyout—it does cost some money, but depending on how much you plan to spend, you might still save in the end! Check the “Into the Dive Suit” chapter for a full list of buyout prices for every machine per area.



WEAPONS GUIDE

EL AMMO BANDITO VENDING MACHINE PRICES

Item	Weapon	Price	Hacked Price
Drill Fuel x50	Drill	32	26
Rivet x12	Rivet Gun	30	24
Trap Rivet x6	Rivet Gun	39	32
Heavy Rivet x6	Rivet Gun	32	26
00 Buck x4	Shotgun	40	32
Solid Slug x4	Shotgun	60	48
Phosphorous Buck x4	Shotgun	65	52
.50 Caliber Rounds x40	Machine Gun	46	37
Armor-Piercing Rounds x20	Machine Gun	58	47
Anti-Personnel Ammo	Machine Gun	55	44
Spear Ammo x5	Speargun	38	31
Trap Spear Ammo x4	Speargun	48	39
Rocket Spear Ammo x2	Speargun	68	55
Frag Grenade x2	Launcher	58	47
Proximity Mine	Launcher	32	26
Heat-Seeking Rocket	Launcher	34	28
Mini-Turret (Hack Only)	Hack Tool	32	32

Though there are a total of eight weapons to select from in the Weapon Radial—and all can be swung melee-style—only six of these devices truly qualify as weaponry. The other two, the Research Camera and Hack Tool, are tools. That said, the Drill is the only weapon that doesn't feature a variety of ammunition (it consumes only one type of Drill Fuel). Similarly, the Research Camera and Hack Tool are the only devices that do not have any available upgrades. Weapons can be upgraded by stopping at a Power to the People machine and selecting one of the available upgrades. Power to the People machines are very rare and can only be used once, so choose wisely. It's impossible to fully upgrade every weapon during a single playthrough of *BioShock 2*, so consider your tendencies and the upgrade strategies that follow before committing to any one upgrade.

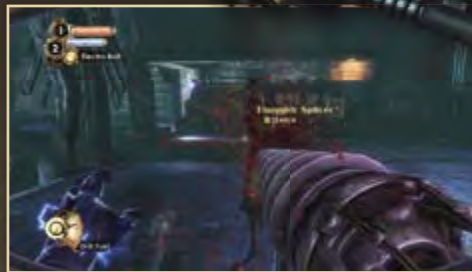
SELECT TWO, UNLOCK A THIRD

Without exception, a weapon's third upgrade only becomes available after the first two have both been installed. You can select either of the two initial upgrades to install in either order, but you must install both if you are to access the third. And remember, only one upgrade per station!



DRILL

The Bouncer's Drill was as much a symbol of the original *BioShock* as Little Sisters and bathyspheres, and now you get to have one to call your own! The Drill is a devastating melee weapon that can be used in a number of ways. Like the other weapons, it can be used to bash an enemy over the head (more like a pointy-ended uppercut) with a tap of the Melee button. This not only conserves Drill Fuel, but is a great follow-up to an Electro Bolt attack. It also inflicts far more damage than clubbing an enemy with any other weapon. You can also deliver continuous heavy damage to an enemy by holding the Fire Weapon button to spin the Drill and bore into an enemy. This consumes Drill Fuel, but inflicts significant damage to all enemy types, even Big Sisters. Lastly, you eventually learn how to perform the Drill Dash attack. You can perform this high-speed attack by pressing the Melee button while holding the Fire Weapon button. This action sends the Big Daddy dashing across the floor to deliver incredible damage to a distant enemy. The Drill Dash attack becomes available after achieving the Level 1 Research Bonus from a Brute Splicer.



FUEL CAPACITY

Ammo Type	Tank Capacity	Carry Capacity
Drill Fuel	300	300



AMMUNITION

Drill Fuel: Drill Fuel is the only ammunition type for the Drill, and it enables the Drill to spin for its more powerful attacks. You can purchase Drill Fuel at vending machines, find it in the environment or on corpses, and even get it for free from the rare Fueling Station.

WEAPON UPGRADES

Drill Fuel Efficiency: Cooling nozzles lubricate the Drill, reducing the speed of fuel consumption.

Drill Damage Increase: Augers on the sides of the Drill increase the damage. Damage increase applies to both Drill spin and melee attacks with the Drill.

Drill Reflector Upgrade: A large electromagnetic dynamo is powered by the Drill's rotation. Incoming projectiles are reflected back at attackers while the Drill is spinning.

DRILL UPGRADE STRATEGY

Regardless of how often you plan to use the Drill, you should select the Drill Damage Increase at either the first or second Power to the People machine that you encounter. This all but guarantees your ability to kill low-level Splicers with a jolt of Electro Bolt and a melee attack with the Drill. Furthermore, Drill Damage Increase ensures that you can pierce the armor of Big Daddies and Big Sisters when they corner you—and they will corner you! Similarly, you should also consider equipping the Drill Power and/or Drill Power 2 tonics to further increase the Drill's effectiveness as a melee weapon. Equip both to stack the effects and get even more bonus damage per Drill attack!

Those looking to make heavy use of the Drill should certainly select the Drill Fuel Efficiency Upgrade and consider equipping the Freezing Drill tonic. There aren't a lot of opportunities to employ stealth tactics, so don't expect the Drill Lurker tonic to be of much use.

Lastly, if you've always wanted to role-play as a Bouncer, you now have your chance! Install the Drill Specialist and Drill Power tonics, and opt for the Drill Reflector Upgrade at the next Power to the People station you encounter. Even though Telekinesis can do many of the same things that the Drill Reflector Upgrade can do, Telekinesis can't reflect bullets! Keep the Drill spinning and watch as your enemies effectively turn their guns on themselves! Drill Specialist significantly reduces the amount of EVE consumed with each use of a Plasmid, so you can zap-and-drill your way to victory! Just be sure to keep plenty of Drill Fuel on hand. And, perhaps most importantly of all, research Big Sisters—the Level 4 Research Bonus awards you the Drill Vampire tonic, which leaches health from your enemies as the Drill inflicts damage.





RIVET GUN



AMMUNITION

Base Ammo: Rivets originally intended to bolt together steel plates for the construction and repair of Rapture. Now they are best used for shooting Thuggish, Leadhead, and Spider Splicers. Can also be useful in the destruction of security equipment or shooting explosive drums or windows.

Alternate Ammo: Heavy Rivets are extra-dense industrial-grade rivets and offer moderate armor-piercing capability. They fire slower than the standard rivets, but have far more stopping power. They are the ammo-of-choice for battling Brute Splicers, Big Daddies, Alpha Series, and Big Sisters.

Alternate Ammo: Trap Rivets are loaded with a shaped charge and stick into solid objects. They emit a laser trip-wire that, when broken, makes the Trap Rivet fire a second rivet at the enemy passing by. Trap Rivets are perfect for defending an area. Trap Rivets do not fire when the player Big Daddy walks by, and unused Trap Rivets can be collected following a battle.

No Big Daddy would be complete without the deadly Rivet Gun that made the notorious Rosie so menacing in the original game. The Rivet Gun essentially fills the space in the player's arsenal previously occupied by the Pistol. It fires single projectiles—rivets—at a moderate rate, making this gun a satisfactory all-purpose weapon. Standard rivets offer a moderate amount of piercing damage, and the Rivet Gun can be used as a melee weapon in a pinch. Click the Look Controls to stare down the barrel for a more accurate shot, though this requires two hands and prohibits Plasmid use until the Look Controls are clicked again.



RIVET GUN AMMO CAPACITY

Ammo Type	Magazine Capacity (Base)	Carry Capacity (Base)
Rivets	12	60
Heavy Rivets	12	24
Trap Rivets	12	24

WEAPON UPGRADES

Rivet Gun Damage Increase: A higher-pressure firing mechanism provides greater penetration and damage.

Rivet Gun Clip Size: A larger magazine increases the clip size, resulting in 50% more shots before reloading. This boosts the magazine capacity from 12 to 18 rivets.

Rivet Gun Heat Upgrade: An internal heating mechanism heats rivets to a white-hot temperature before they are fired. CAUTION: May ignite living creatures on repeated shots.



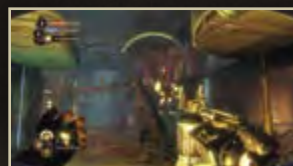
RIVET GUN UPGRADE STRATEGY

The Rivet Gun is an important weapon in the early goings of the game, but may fall out of favor as you obtain more powerful specialty weapons. Nevertheless, the Rivet Gun Damage Increase is a worthwhile upgrade no matter how you expect to play and should be one of the first two or three upgrades you opt for.

You can play the entire game through without needing the Rivet Gun Clip Size or Rivet Gun Heat Upgrade, though the latter is very useful, since it has the chance to set enemies ablaze without requiring the use of Incinerate!! The Rivet Gun Clip Size upgrade does come in handy when fighting Big Daddies and Big Sisters—being able to fire off 18 Heavy Rivets without reloading is very helpful—but you can usually shock an enemy with Electro Bolt to buy some time while you reload.

Without the upgrades, you may only use the Rivet Gun in the latter stages of the game to lay down a series of Trap Rivets while protecting the Little Sister during a Gather.

If you find yourself always coming back to the Rivet Gun, go ahead and fully upgrade the weapon. Furthermore, equip the Headhunter tonic to increase the damage your headshots inflict. You'll have to zoom in more often to line up these shots, but the extra damage is worth it. Try zapping an enemy first with Electro Bolt to lock them in place while you go for the headshot.





MACHINE GUN

The Machine Gun uses the same ammunition as the Tommy Guns you'll see many of the Leadhead Splicers carrying, but that's where the similarities end. The Machine Gun has been scaled for a Big Daddy and resembles a Gatling gun more so than the pint-sized weapons the Splicers use. This weapon has an unmatched rate of fire and can spray enough bullets to mow down an army of Splicers in a few seconds flat. The downside to the Machine Gun is that it suffers from ferocious recoil and can be quite inaccurate in unsteady hands. It is best used in short bursts, though that does tend to sideline its greatest asset: its fully automatic firing capability. The Machine Gun is best saved for use against groups of low-level Splicers (perhaps during a Gather) or against larger targets such as Brute Splicers and Big Daddies. It also does well against close-range targets. Perhaps more so than any other weapon, your choice of ammunition is critical.



MACHINE GUN AMMO CAPACITY

Ammo Type	Magazine Capacity (Base)	Carry Capacity
.50 Caliber Rounds	40	280
Anti-Personnel Rounds	40	160
Armor-Piercing Rounds	40	160

AMMUNITION

Base Ammo: The Machine Gun uses the same .50 Caliber Rounds as the machine guns employed by Leadhead Splicers, so it isn't difficult to find ammo. The standard round offers a small amount of piercing damage and is best for Thuggish and Leadhead Splicers.

Alternate Ammo: Switch to the coveted Anti-Personnel Rounds for use against groups of Splicers in critical situations. This is the perfect ammo for defending the Little Sister during a Gather. It's also an excellent choice when fighting Brute Splicers and Houdini Splicers.

Alternate Ammo: Armor-Piercing Rounds offer increased armor penetration and are an excellent choice when taking on an Alpha Series or Big Sister. It's best to use Armor-Piercing Rounds and the Machine Gun for these faster armored enemies and save the Rivet Gun for the slower moving Big Daddies.



WEAPON UPGRADES

Machine Gun Damage Increase: Reinforced barrels allow for increased muzzle pressure and a higher damage output.

Machine Gun Recoil Reduction: A stabilization cylinder reduces the kickback of the Machine Gun, resulting in more accurate fire.

Machine Gun Ricochet Upgrade: A high density electrical field prevents shots from breaking up on first impact, causing them to ricochet.

MACHINE GUN UPGRADE STRATEGY

The Machine Gun may not be the gun you reach for first, but the ammo is far too plentiful for this gun to not be used frequently, especially when the EVE really hits the fan. Unfortunately, the Machine Gun can be a bit unwieldy without the Machine Gun Recoil Reduction upgrade. This need not be one of your first upgrades, but everyone should slot this in during his or her fourth or fifth visit to a Power to the People machine. The Machine Gun Damage Increase is a nice upgrade as well, but upping the stopping power of the weapon won't matter if it continues to jump out of your hands with each squeeze of the trigger! Another nice thing about opting for the Machine Gun Recoil Reduction is that with less recoil comes more accuracy—and a chance to make use of the Headhunter tonic.

Players who find themselves constantly reaching for the Machine Gun certainly want to install both the Recoil Reduction and Damage Increase upgrades in order to gain access to the Machine Gun Ricochet Upgrade. This wonderful upgrade actually takes advantage of the gun's rate of fire by making the bullets ricochet off whatever object they hit first. This means that if you empty a magazine at a group of enemies in a cluttered room, there's a good chance that those bullets that sail wide of the mark may ricochet off the wall or furniture and hit the target from a different angle.





SHOTGUN

The Shotgun is the ultimate short-range gun. It fires a wide burst of pellets and can be fired effectively from the hip or shouldered for increased accuracy. The Shotgun can defeat most low-level enemies with a single blast, and is also effective against armored enemies that get too close. Of the primary weapons, the Shotgun does have the slowest firing rate (and smallest capacity), but these shortcomings are offset by the increased firepower. The Shotgun is

the perfect weapon for tight hallways and areas where enemies can suddenly appear at close range. It's not conducive for open spaces or situations when enemies can move quickly between distant locations.



AMMUNITION

Base Ammo: 00 Buck that does a moderate amount of piercing damage. This ammunition can deliver significant damage to all types of enemies, and is best used at close-range to increase the number of pellets that hit their mark (the pellet spread increases with distance).

Alternate Ammo: The Solid Slug does away with the Shotgun's patented pellet spray in favor of a single slug, not unlike a traditional muzzle-loader rifle. This transforms the weapon into a single-shot rifle that offers pinpoint accuracy, moderate anti-personnel damage, and the ability to travel through multiple targets.

Alternate Ammo: Phosphorous Buck is pellet-based ammunition that is sticky by nature and explodes in small bursts after a short time. Enemies struck with the Phosphorous Buck start panicking and acting erratically, right up until the phosphorous-coated pellets explode and kill them. This is exceptionally useful against groups of enemies and also against larger, armored foes like the Alpha Series.

SHOTGUN AMMO CAPACITY

Ammo Type	Magazine Capacity (Base)	Carry Capacity
00 Buck	2	24
Solid Slug	2	12
Phosphorous Buck	2	12

WEAPON UPGRADES

Shotgun Clip Size: A double revolver mechanism allows six shots before reloading.

Shotgun Damage Increase: A sawed-off barrel increases damage of all ammo types.

Shotgun Tesla Upgrade: Kinetic energy from firing is used to charge several dynamos, randomly generating an electric shock.



SHOTGUN UPGRADE STRATEGY

If you only end up fully upgrading one weapon, let it be the Shotgun. The improved Shotgun Clip Size is one of the most useful upgrades of all, and triples the number of shots you can fire between reloads. Opting for the Damage Increase all but guarantees one-shot kills on Thuggish and Leadhead Splicers, and also inflicts severe damage against Spider Splicers. The Tesla Upgrade is a fantastic upgrade for the latter stages of the game when you're dealing with faster, more heavily armored enemies. Though the Tesla Upgrade's effects occur randomly, they happen with enough frequency to reduce your reliance on Electro Bolt. The Tesla Upgrade not only delivers heavy damage, but randomly electrocutes and stuns enemies as well. With this equipped, you can use your left hand to wield other Plasmids and still get the same effect.

The Shotgun is best used in tight corridors and small rooms, where you have no choice but to get close and personal with enemies. It's also ideal for defending the Little Sister as she performs a Gather. Equip the Electric Flesh tonic once you get the Tesla Upgrade, since it increases the damage dealt by the electric shock. Lastly, don't underestimate the value of the Solid Slug ammunition type. This ammo transforms the Shotgun into a high-powered rifle with tremendous accuracy. Together with the Headhunter tonic and the Damage Increase Upgrade, the Solid Slug can penetrate multiple enemies and drop every one of them!





SPEARGUN

The Speargun is the Big Daddy equivalent to the Crossbow made famous in the original *BioShock*, and provides an entertaining take on the act of sniping. The Speargun fires large heavy-duty spears with deadly accuracy and affords the player the opportunity to kill most Splicers with a single shot from considerable distance. The benefits of the Speargun don't end there! The individual spears hit the target with such force as to drive the enemy backwards through the air—they can even stake the enemy to the wall! Best of all, the spears are quite durable and can be reclaimed from corpses and the environment—a feature that really helps offset the cost of the ammunition! Plus, it's morbidly entertaining to watch the corpses fall to the floor after yanking out the spear that was holding them to wall. The Speargun is an excellent weapon for players looking to use cover and snipe at distant enemies, but it is less effective against tougher foes in a skirmish situation.



SPEARGUN AMMO CAPACITY

Ammo Type	Magazine Capacity (Base)	Carry Capacity
Spear Ammo	5	20
Trap Spear	5	10
Rocket Spear	5	10



WEAPON UPGRADES

Speargun Zoom Increase: Additional scope provides increased zoom, allowing you to aim with pinpoint accuracy.

Speargun Damage Increase: A rotary mechanism adds spin to the spears, resulting in greater penetration and damage.

Speargun Acceleration Upgrade: A reinforced firing spring and retooled barrel allow for much faster spear travel and decreased refill time. Spears reach their targets much faster and pin enemies at longer distances.

SPEARGUN UPGRADE STRATEGY

The Speargun is the weapon of choice for those who like to snipe their enemies from far away. However, it should be noted that the opportunities to truly play as a sniper in Rapture's watery corridors aren't all that plentiful. With that said, the Speargun's Zoom Increase and Damage Increase upgrades give players the opportunity to deliver long-range one-shot kills with surprising accuracy. The Zoom Increase significantly magnifies the target, and the Damage Increase all but ensures an instant-kill to normal human-sized Splicers—even a Spider Splicer and Houdini Splicer can be killed with a single headshot, provided you have these upgrades and the Headhunter tonic spliced.



AMMUNITION

Base Ammo: The standard Speargun ammo is a steel-tipped spear that flies straight and far, can be reclaimed from corpses, and can pin enemies to the wall. It is best used when sniping at low to medium strength Splicers. You can use the Spear Ammo against Brute Splicers too, but be prepared to fire numerous spears into them.

Alternate Ammo: The Trap Spear behaves just like the Trap Bolt from the first game. Trap Spears shoot out an electrified tripwire when shot into the wall. The tripwire extends out the back of the spear in the direction that you shot it from. Fire the Trap Spear at a surface, then move away so the tripwire can attach to the surface near where you were standing. Use this to string up deadly traps across doorways and atop stairwells. It's also very useful when defending a Little Sister during a Gather.

Alternate Ammo: The Rocket Spear is arguably the most devastating ammo type in Rapture! The Rocket Spear has a high-power propulsion system that continues to provide thrust after impact, making it possible to launch enemies as large as Brute Splicers through the air. The Rocket Spear explodes shortly after making contact, and enemies and objects hit by the Rocket Spear may catch fire. This ammo is far too valuable to use against low level Splicers—save it for Brute Splicers, Big Sisters, and Alpha Series!

The unique feature of the Speargun is undoubtedly its ability to launch enemies through the air and pin them against walls and other objects. The Speargun Acceleration Upgrade gives you the ability to pin enemies at much further distances and improve your firing rate dramatically, but this is an upgrade best left to the devoted Speargun fans. There are too many upgrades available that benefit the player in a wider variety of situations than the Acceleration Upgrade, and for that reason alone, it's not recommended to select it for general purposes. The Speargun is a powerful weapon, and although its Trap Spears certainly help you protect the Little Sister during Gathers and the Rocket Spears can be effective against tougher foes, but a majority of players may view it primarily as a niche weapon.



LAUNCHER

The Launcher is essentially an up-scaled version of the Grenade Launcher used by Jack in the original *BioShock*. What this weapon lacks in carrying capacity, firing rate, and reload time, it more than makes up for in ammunition variety and sheer firepower! The Launcher can be used to clear a room of Splicers, lay traps for Big Daddies, or even fire heat-seeking rockets at Big Sisters and Alpha Series enemies. Although

ammunition is relatively scarce, this is not a huge issue. It's best to view the Launcher as a specialty weapon, and only bring it out for battles against the most threatening enemies and while protecting the Little Sister during a Gather.

AMMUNITION

Base Ammo: The Frag Grenade is lobbed a moderate distance and explodes on contact, sending a large amount of shrapnel in a radius. The fragments released during the explosion dole out a large amount of piercing damage and can critically damage entire groups of enemies with a single blast.

Alternate Ammo: Place these Proximity Mines where you expect enemies to approach. Once triggered, the Proximity Mine inflicts a large amount of piercing damage in a radius. The player Big Daddy cannot trigger its own Proximity Mine, but can collect undetonated Proximity Mines after the battle. Proximity Mines are perfectly suited for Gathers, for battling Big Daddies, and for any instance when you expect to be ambushed.

Alternate Ammo: The Heat-Seeking Rocket delivers a large amount of heat damage in a radius. This is an extremely potent ammunition type for battles against Big Sisters and Alpha Series. Heat-Seeking Rockets are very expensive and in short supply—don't waste this ammo type on lesser enemies. Furthermore, though they are capable of homing in on a target, it is still possible to miss your mark. Only let one off the leash if you know it's going to score a direct hit!



LAUNCHER AMMO CAPACITY

Ammo Type	Magazine Capacity (Base)	Carry Capacity
Frag Grenade	3	15
Proximity Mine	3	9
Heat-Seeking Rocket	3	9

WEAPON UPGRADES

Launcher Clip Size: A larger ammo box means more bang for the buck. Also increases the amount of each ammo type you can carry.

Launcher Damage Immunity: A shaped deflector prevents splash damage from your own explosives.

Launcher Cluster Bomb Upgrade: Additional munitions are screwed into each shot, triggering secondary explosions in a wide radius. Perfect for clearing a room!



LAUNCHER UPGRADE STRATEGY

The Launcher is like the Speargun in that it is best suited for special situations (primarily during Big Daddy and Big Sister battles), but its three upgrades are all very valuable and provide enough of an improvement to the base weapon that they are hard to ignore during the latter portions of the game. Improving the Launcher Clip Size is very important due to the lengthy reload times—and the threat posed by the enemies who require this weapon. Launcher Damage Immunity is another very important upgrade due to the tremendous splash damage each of the Launcher's type of ammo yield. Damage Immunity gives you the opportunity to continue bombarding an Elite Bouncer or Big Sister with Frag Grenades even when they are dashing straight for you. Both of these are valuable upgrades.

The Cluster Bomb Upgrade may seem unnecessary at first glance, but this weapon upgrade is an absolute must if you're playing on the Hard difficulty setting and on your way towards Inner Persephone. Opt for the Damage Immunity upgrade immediately after obtaining the Launcher in Dionysus Park, then select the Clip Size Upgrade in Fontaine Futuristics and the Cluster Bomb Upgrade in the early goings of your visit to Persephone.





HACK TOOL

The Hack Tool is a device that allows you to hack the many mechanical devices in Rapture without having to get too close. Aim the reticule of the Hack Tool at any hackable machine and fire a Hack Dart to initiate the hack. The reticule indicates valid targets by turning red (short-circuiting doors and apparatus typically need to be hit with Electro Bolt). The Hack Tool can be used as a melee weapon in a pinch, but you probably should avoid firing Hack Darts at enemies. Not only do they not inflict any substantial damage, but Hack Darts are too valuable to waste them in this manner. Unlike in the original game, hacking takes place in real-time and does not interrupt the action. This means Security Bots and Turrets (as well as nearby enemies) continue to attack you while you perform a hack if they detect your presence. See the “Into the Dive Suit” chapter for full details on hacking.



AMMUNITION

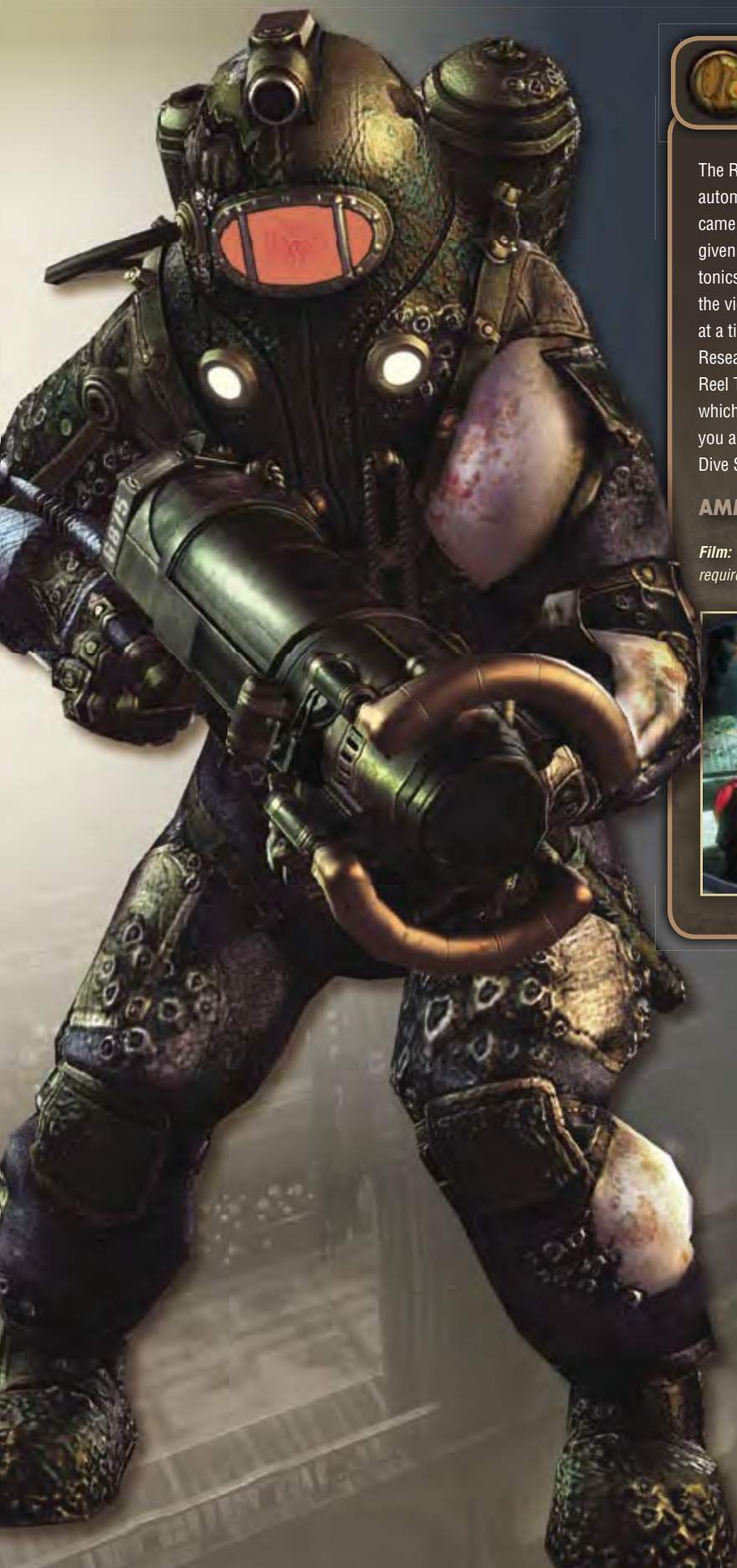
Base Ammo: The standard Hack Dart allows you to hack a machine at a distance. The Hack Game begins as soon as the dart makes contact with a valid machine. It's possible to use the Hack Tool to hack Security Cameras, Security Bots, Turrets, vending machines, door control panels, and safes.

Alternate Ammo: The Auto-Hack Dart does exactly what its name implies. It bypasses a machine's defenses to automatically hack it with no additional work required! Fire it just as you would a normal Hack Dart and enjoy the instant gratification it yields. Auto-Hack Darts are very rare and should only be used against distant Security Cameras and Turrets or hostile Security Bots—don't waste them on vending machines and door control panels.

Alternate Ammo: Mini-Turrets are lobbed projectiles that fold out into a small but powerful Turret that defends you to the death. They automatically fire at enemies for roughly one minute before self-destructing. They are quite powerful for their size, and are able to attract enemies away from you or the Little Sister you're trying to protect. Rumlbers also use Mini-Turrets—you can hit the Rumbler with Security Command to turn its Mini-Turret against it, or you can hack the Mini-Turret to enlist its help against all nearby enemies.

LAUNCHER AMMO CAPACITY

Ammo Type	Magazine Capacity (Base)	Carry Capacity
Remote Hack Dart	1	9
Auto-Hack Dart	1	4
Mini-Turret	1	4



RESEARCH CAMERA

The Research Camera in *BioShock 2* records moving pictures and automatically grades and scores your combat techniques while the camera is recording. Earn as many Research Points as you can for a given type of enemy to unlock Research Bonuses, including special tonics and damage bonuses! Equip the Research Camera and aim the viewfinder at a particular subject (can only research one enemy at a time) and press the Fire Weapon button to initiate filming. The Research Camera then records for roughly 30 seconds (the Extended Reel Tonic increases this to 45 seconds) or until you defeat the enemy, whichever comes first. You don't need to keep the enemy in view, and you automatically swap to your last-used weapon. See the "Into the Dive Suit" chapter for full details on scoring Research Points.

AMMUNITION

Film: The Research Camera contains an unlimited amount of film and doesn't require you to scavenge or purchase additional film.



EVOLVE TODAY!

This chapter contains all you need to know about the gene-altering effects of Plasmids and tonics. The power of ADAM has been used to create dozens of upgrades to the human body, and while you are technically a Big Daddy, you're still a man beneath all of that armor. Plasmids (active) and tonics (passive) grant the body the ability to do everything from run faster to spew fire! They also grant you, the player, the ability to customize your very own experience to suit your style of play.



GATHERER'S GARDEN

Gatherer's Garden vending machines are your primary source for Plasmids and tonics. However, these special vending machines don't deal in money. It takes ADAM to purchase something here! These machines carry all sorts of Plasmids, tonics, health and EVE upgrades, and even extra Plasmid and Tonic Slots. These machines are scattered throughout all of Rapture and can easily be identified by the plastic statues of the Little Sisters (aka Gatherers) next to them. You'll also no doubt hear the Little Sisters singing their trademark jingle whenever you're in the vicinity of a Gatherer's Garden.



The following table contains all of the items you can purchase at a Gatherer's Garden machine in the order they become available during your trip through Rapture. Note that many of these Plasmids and tonics can also be found in the environment—for free—through thorough searching, but there are also others that can only be obtained as Research Bonuses or as a gift from the Little Sisters in exchange for rescuing them. You'll receive a gift containing a rare Gene Tonic for every four Little Sisters you rescue. No such gifts are granted for harvesting Little Sisters, but you do gain more ADAM to spend.



PRICES ARE FIRM!

Sorry would-be hackers, but Gatherer's Garden machines cannot be hacked. The prices you see in this table are the prices you'll pay in Rapture.

GATHERER'S GARDEN MASTER LIST

Item	ADAM	First Available	Type	Description
Incinerate!	90	Ryan Amusements	Plasmid	Set objects and creatures on fire. Ages 12 and up.
Health Upgrade	40	Ryan Amusements	Upgrade	Increase your maximum health.
EVE Link	30	Ryan Amusements	Tonic	First Aid Kits also give you EVE.
EVE Upgrade	40	Ryan Amusements	Upgrade	Increase your maximum EVE.
Gene Tonic Slot	25	Ryan Amusements	Slot	Unlock an additional Gene Tonic Slot.
Armored Shell	45	Ryan Amusements	Tonic	Reduces all physical damage.
Careful Hacker	25	Ryan Amusements	Tonic	The hacking needle moves slightly slower.
Extra Nutrition	20	Ryan Amusements	Tonic	You gain a little extra health from snacks and bandages.
Plasmid Slot	40	Pauper's Drop	Slot	Unlock an additional Plasmid Slot.
Electro Bolt 2	120	Pauper's Drop	Plasmid	Stun multiple opponents with the power of Chain Lightning!
Decoy	60	Pauper's Drop	Plasmid	Creates a Decoy that draws attacks away from you.
Winter Blast	60	Pauper's Drop	Plasmid	Freeze your foes in place. Shatter them into a thousand pieces.
Cyclone Trap	60	Pauper's Drop	Plasmid	Create traps that launch Splicers into the air—and hurt them badly on the way down.
Telekinesis 2	100	Pauper's Drop	Plasmid	Stronger Telekinesis allows you to throw harder for more damage!
EVE Saver	50	Pauper's Drop	Tonic	Plasmids use less EVE.
Drill Lurker	30	Pauper's Drop	Tonic	Quiets your footsteps, and increases damage from melee attacks on unaware opponents, especially with the Drill Swing.
Machine Buster	45	Pauper's Drop	Tonic	Increases damage you deal to Security Cameras, Security Bots, and Turrets.
Short Circuit	35	Pauper's Drop	Tonic	Your electrical attacks disable security devices much longer.
Headhunter	50	Pauper's Drop	Tonic	Your headshots do more damage.
Scout	40	Siren Alley	Plasmid	Move through the world as an invisible, Plasmid-wielding Scout!
Incinerate! 2	120	Siren Alley	Plasmid	Light up the room with the new Fire Bomb ability!
Winter Blast 2	100	Siren Alley	Plasmid	Freeze your foes in a solid ice block!
Hypnotize 2	120	Siren Alley	Plasmid	Charge up to Befriend Splicers to join your cause!
Cyclone Trap 2	100	Siren Alley	Plasmid	Charge up your traps with Plasmids for a variety of effects!
Insect Swarm	60	Siren Alley	Plasmid	Release a swarm of stinging insects that seeks out enemies.
Electric Flesh	35	Siren Alley	Tonic	You take no damage from electricity. You deal more damage when you use electrical attacks.
EZ-Hack	55	Siren Alley	Tonic	Hacking success zones become a little larger.
Medical Expert	25	Siren Alley	Tonic	You can carry one more First Aid Kit.
Security Evasion	45	Siren Alley	Tonic	Security Cameras and Turrets take longer to see you.
Walking Inferno	40	Siren Alley	Tonic	You take less damage from fire and inflict more damage when you use fire.
Cyclone Trap 3	140	Dionysus Park	Plasmid	Place traps on walls and ceilings!
Insect Swarm 2	100	Dionysus Park	Plasmid	Keep the room jumping with a more effective Insect Swarm!
Security Command 2	75	Dionysus Park	Plasmid	Call in a friend with the added ability to summon Security Bots!
Ice Storm	35	Dionysus Park	Tonic	You emit a burst of ice when struck by melee attacks, with a chance to freeze foes.
Keen Observer 2	50	Dionysus Park	Tonic	Increases Research Bonuses even more, allowing you to progress faster at research.
Quik-Hack	45	Dionysus Park	Tonic	Hacking has fewer stages.
Shorten Alarms 2	50	Dionysus Park	Tonic	Further reduces duration of camera alarms.
Electro Bolt 3	225	Fontaine Futuristics	Plasmid	Become a master of electricity with the power of Electrical Storm.
Scout 2	60	Fontaine Futuristics	Plasmid	Your invisible Scout can hack Security!
Incinerate! 3	200	Fontaine Futuristics	Plasmid	Set the world on fire with the new Eruption ability!
Winter Blast 3	200	Fontaine Futuristics	Plasmid	Freeze and shatter multiple foes with continuous Icicle Assault ability!
Hypnotize 3	160	Fontaine Futuristics	Plasmid	Now you can Befriend the big boys!
Insect Swarm 3	130	Fontaine Futuristics	Plasmid	Keep your insects working for you with the new Swarm Bomb ability.
Decoy 2	100	Fontaine Futuristics	Plasmid	Creates a Decoy that draws attacks away from you and reflects damage back at foes.
Decoy 3	120	Fontaine Futuristics	Plasmid	Creates a Decoy that draws attacks away from you, reflects damage back, and gives it to you as health.
Security Command 3	100	Fontaine Futuristics	Plasmid	Summon upgraded Bots with Security Command 3!
EVE Expert	50	Fontaine Futuristics	Tonic	You can carry one more EVE Hypo.
EVE Saver 2	75	Fontaine Futuristics	Tonic	Plasmids use even less EVE.
Hurried Hacker	45	Fontaine Futuristics	Tonic	Landing in a blue bonus zone ends a hack instantly.
Short Circuit 2	65	Fontaine Futuristics	Tonic	Your electrical attacks disable security devices permanently.
Telekinesis 3	250	Inner Persephone	Plasmid	Pick up live enemies and throw them around!

PLASMIDS

Skilled collection and use of the many Plasmids that exist in Rapture is paramount to your survival. While there is no denying the awesome firepower that is available to the watchful Big Daddy, drills and guns alone won't bring success in Rapture. No, victory in Rapture requires a coordinated approach using the weapon in your right hand paired with the Plasmid-firing capabilities in your left. Plasmids give you the ability to launch incredibly powerful attacks from your fingertips by converting the EVE you inject into your system into a mighty fireball, or perhaps a hypnotic spell or even a swarm of insects!

Plasmids are genetic alterations that not only consume EVE with each use, but also require active participation on your part, unlike the Gene Tonics described later in this chapter, which provide passive benefits. Although you can eventually splice up to eight different Plasmids simultaneously and assign them to the Plasmid Radial, only one Plasmid can be selected for use at a time. (You begin the game with three Plasmid Slots and each additional Plasmid Slot costs the following: 4=40, 5=50, 6=60, and 7=70. You get a free Plasmid Slot at the end of the game). Remember, Plasmid use does consume EVE, so make sure to keep a supply of EVE Hypos on hand. The Big Daddy automatically injects a fresh EVE Hypo into his arm when he runs out, but you can force-use an EVE Hypo on command by holding either the Switch Plasmid or Switch Weapon button and pressing the Reload button.

DUAL-WIELD WITH SUBJECT DELTA

No longer do you have to juggle your weapons and Plasmids in the middle of a heated battle! As a Big Daddy, you're more than strong enough to wield even the heaviest of weapons with a single arm, thereby freeing your left hand for Plasmid use at any time! It's even possible to dual-wield a Plasmid and weapon and fire both simultaneously!

HEADSHOTS MADE SHOCKINGLY EASY!

Try using Electro Bolt together with the Speargun for devastating headshot combos! Electro Bolt forces enemies into a full upright stance, which makes their heads that much easier to target. Zap them from afar, then switch to the Speargun (or Shotgun with Solid Slug ammo) and go for the easy headshot.

LET THE DECOY WORK FOR YOU!

The enemy intelligence is set to prioritize its aggression towards a Decoy above anything else *unless* you start attacking it. If that happens, it ignores the Decoy and comes after you. Set the Decoys up near Trap Rivets or in front of hacked Turrets so that the enemy can be assaulted without turning its attention towards you. Use Decoys to lure enemies into pools of water or in the vicinity of oil slicks, then use your elemental Plasmids to take them out.



CYCLONE TRAP

This Plasmid allows you to set a trap for enemies as they run towards you—perfect for doorways and other narrow openings where they have to funnel in. Cyclone Trap is a mighty vortex of wind that sends Splicers high into the air, often slamming them against the ceiling. Enemies not only become briefly disoriented, but they also suffer damage upon hitting the ground on the way down. This is a good Plasmid to use when dealing with large numbers of enemies. Throw down a Cyclone Trap, watch them get catapulted into the air, and unload on the staggering beasts with the Shotgun once they hit the floor! Cyclone Trap is an excellent Plasmid to use when defending a Gather, particularly because the traps won't disappear unless you set too many active traps at once.



CYCLONE TRAP

Location: At Gatherer's Garden machines starting in Pauper's Drop.

Effect: Create traps that launch Splicers into the air—and hurt them badly on the way down!

Need help defending what's yours? Teach intruders a lesson they'll never forget with Cyclone Trap from Ryan Industries.

CYCLONE TRAP 2

Location: At Gatherer's Garden machines starting in Siren Alley.

Effect: Charge up your traps with Plasmids for a variety of effects!

Get creative with your defenses! Charge up your Cyclone Traps with a variety of Plasmid powers!

CYCLONE TRAP 3

Location: At Gatherer's Garden machines starting in Dionysus Park.

Effect: Place traps on walls and ceilings!

Turn any room into a deadly snare with Cyclone Trap 3! Charge your Traps with Plasmids for even more variety. Intruders will never know what hit them!





DECOY

When all else fails, turn to Decoy and lure the enemies' attacks away from you. This semi-transparent decoy stands right where you place him, attracting gunfire and other attacks away from you. The Decoy is great for times when you need to make a quick escape from a painful situation, but also perfect for luring a Big Daddy or Brute into a trap. Lay your defenses down, ready your weapons, then cast a Decoy off to the side to lure the enemy away from you. The Decoy is the perfect bait to spring a trap. Read ahead in this book to learn about surprise ambushes, and follow the tips outlined to know when to group up some flammable fuel drums, Proximity Mines, and a Cyclone Trap or two, then set your Decoy down in the middle of it all to guarantee success!



DECOY

Location: Available at Gatherer's Garden vending machines starting at Pauper's Drop.

Effect: Creates a Decoy that draws attacks away from you.



Enemies on your back? Distract their attention with a helpful Decoy. They take the heat... so you don't have to!

DECOY 2

Location: Available at Gatherer's Garden machines starting in Fontaine Futuristics.

Effect: Creates a Decoy that draws attacks away from you and reflects damage back at foes.



Feeling overwhelmed? Even the odds with a more helpful Decoy! Now your Decoy can reflect damage back at his attackers, whittling away their health while they attack the wrong guy!

DECOY 3

Location: Available at Gatherer's Garden machines starting in Fontaine Futuristics.

Effect: Creates a Decoy that draws attacks away from you, reflects damage back, and gives it to you as health.



Need a health boost? Now your Decoy not only reflects damage back at attackers, he'll also give you some back as health!



ELECTRO BOLT

Electro Bolt gives you the ability to launch a blast of electricity from your hand that can be used to incapacitate enemies, both flesh-based and mechanical. One potent strategy for use against Splicers and enemies with little health left is to stun the foe with Electro Bolt, then rush forward and deliver a fatal melee attack. This tactic is an excellent way to conserve ammunition. Similarly, you can use Electro Bolt to temporarily stun a Turret, Security Bot, or Camera and make it harmlessly susceptible (temporarily) to hacking. Or, shoot Electro Bolt into a pool of water to electrocute wading enemies. Lastly, Electro Bolt can be used to surge short-circuiting control panels and open doors or other apparatus that may be on the friz. Be sure to upgrade Electro Bolt when given the chance and charge up a powerful attack—the electricity can then jump from enemy to enemy, shocking multiple foes with a single blast!



ELECTRO BOLT

Location: Near the disabled Gatherer's Garden machine in the Plasmid Therapies area of Adonis Luxury Resort.

Effect: A bolt of electricity that stuns both man and machine. Devastating against enemies in water.



Don't be a dolt—use Electro Bolt!

ELECTRO BOLT 2

Location: At a Gatherer's Garden machine beginning in Pauper's Drop.

Effect: Stun multiple enemies with the power of Chain Lightning!



Shock multiple foes at once! Press and hold the Fire Plasmid button to charge up Chain Lightning!

ELECTRO BOLT 3

Location: Available at Gatherer's Garden machines starting in Fontaine Futuristics.

Effect: Become a master of electricity with the power of Electrical Storm.



Now every attack causes Chain Lightning! Press and hold the Fire Plasmid button to charge to release a continuous Electrical Storm.



HYPNOTIZE

The Hypnotize Plasmid got a bit of a makeover this time around. The base version of Hypnotize works the same as the Enrage Plasmid from the original game—throw it at an enemy to turn him against another nearby foe. This works when there are multiple enemies present, otherwise the hypnotized enemy still attacks you. Upgraded versions allow you to charge a powerful Hypnotize attack that actually makes the target enemy become your friend and ally. The affected foe glows green in color and follows you wherever you go for a rather generous length of time. Your new friend attacks anything that tries to do you harm including Turrets and Security Bots. Purchasing Hypnotize 3 should be one of your top priorities—there's nothing better than having a Big Daddy as your personal bodyguard!



HYPNOTIZE

Location: Just inside the Limbo Room, in the southeast corner of Pauper's Drop.

Effect: Causes enemies to become hypnotized and attack anyone nearby!

Confuse your foes into attacking each other!



HYPNOTIZE 2

Location: Available at Gatherer's Garden machines starting in Siren Alley.

Effect: Charge up to Befriend Splicers to join your cause!

Press and hold the Fire Plasmid button to charge up a Befriend attack and gain a new ally! (Big Daddies and Brutes cannot be Befriended.)



HYPNOTIZE 3

Location: Available at Gatherer's Garden machines starting at Fontaine Futuristics.

Effect: Now you can Befriend the big boys!

Press and hold the Fire Plasmid button to charge up a Befriend attack that works on Big Daddies and Brutes! Add another Big Daddy to your side!



INCINERATE!

Incinerate! is the third Plasmid you acquire upon arriving in Rapture, and it is one that you will likely use throughout much of your journey. Throw a fireball from your left hand to engulf the enemy in flames. This fire continues to inflict damage for several seconds, thus giving you time to switch to a weapon and stack the damage while the enemy writhes about in agony. Also, keep your eyes peeled for oil slicks that can be used as booby-traps; wait for an enemy to step into the oil slick, then use Incinerate! to ignite the floor around them! Similarly, send a fireball into an explosive barrel or fuel cylinder for a massive explosion! You should upgrade to Incinerate! 2 as soon as possible to gain the ability to throw explosive fireballs, but Incinerate! 3 should take a backseat to other Level 3 Plasmids. Though extremely helpful, Incinerate! 3 consumes massive quantities of EVE and should be avoided unless you are having a lot of trouble staying alive.



INCINERATE!

Location: Purchase from the Gatherer's Garden in the Hall of the Future at Ryan Amusements. This is a goal-oriented purchase, and is required to advance the story.

Effect: Set objects and creatures on fire. Ages 12 and up.

When it absolutely, positively has to erupt in flames, don't wait—Incinerate!



INCINERATE! 2

Location: Available at Gatherer's Garden machines starting in Siren Alley.

Effect: Light up the room with the new Fire Bomb ability!

Set multiple foes on fire at once! Press and hold the Fire Plasmid button to charge up an explosive Fire Bomb!



INCINERATE 3

Location: Available at Gatherer's Garden machines starting in Fontaine Futuristics.

Effect: Set the world on fire with the new Eruption ability!

Now every use of Incinerate! sets off a Fire Bomb. Press and hold the Fire Plasmid button to charge up a continuous eruption of flame!





INSECT SWARM

Insect Swarm is a fun Plasmid to use, since it can definitely be entertaining to watch those maniacal Splicers flee in horror as swarms of bees descend upon them. Insect Swarm is a great Plasmid to use against multiple enemies because it does a very good job of disrupting your enemies and altering their priorities in a significant manner. It can also be used to flush enemies out of hiding and seek out those pesky enemies hiding on balconies or other obscure places. One dose of Insect Swarm is all it takes to have your foes thinking far more about their own survival than your demise. Insect Swarm and its upgraded versions are particularly useful during Gathers in areas through Dionysus Park, as the Plasmid is less useful against Alpha Series enemies. This is a Plasmid that arguably becomes less useful as the game progresses, as you transition from dealing with many low level enemies to fewer tougher foes.



INSECT SWARM

Location: Available at Gatherer's Garden machines starting in Siren Alley.

Effect: Release a swarm of stinging insects that seeks out enemies.

Nothing clears a room like swarms of stinging bees. Perfect for flushing out unwanted guests! (Warning: not recommended for users with allergies.)

INSECT SWARM 2

Location: Available at Gatherer's Garden machines starting in Dionysus Park.

Effect: Keep the room jumping with a more effective Insect Swarm!

Now your swarms split in two, jumping from target to target!

INSECT SWARM 3

Location: Available at Gatherer's Garden machines starting in Fontaine Futuristics.

Effect: Keep your insects working for you with the new Swarm Bomb ability.

Turn fallen foes into deadly traps! Now your swarms can make nests in the bodies of your enemies, resulting in proximity-triggered Swarm Bombs when enemies approach.



SCOUT

Curious about what's coming around the corner? If so, park your Big Daddy character in a safe corner and use Scout to go on up ahead and check for danger. The semi-transparent Scout (similar to Decoy in appearance) can wield Plasmids and attack enemies. It can also help set traps with Cyclone Trap, or set up a Decoy. Though you may not use Scout much on Easy or Normal mode, this Plasmid is especially useful on Hard mode when it pays to move on up ahead and thin the herd of enemies before walking into an ambush. A word of warning, though: it can take awhile for your Scout to return if attacked, and the Big Daddy may suffer a lot of damage by the time you regain control of your normal body.



SCOUT

Location: Available at Gatherer's Garden machines starting in Siren Alley.

Effect: Move through the world as an invisible, Plasmid-wielding Scout!

Danger lurking around every corner? Scout ahead and get the drop on your attackers with your Plasmids! When in doubt—Scout it out!

SCOUT 2

Location: Available at Gatherer's Garden machines starting at Fontaine Futuristics.

Effect: Your invisible Scout can hack Security!

Get the drop on machines before they even see you! This upgrade to Scout can use Plasmids and hack machines for a small EVE cost.





SECURITY COMMAND

See an enemy up ahead near some un-hacked Security Cameras or Turrets? If so, hit 'em with Security Command to make the Rapture Security System turn on the ones it's supposed to protect. Security Command gives you the benefits of effectively hacking Turrets or Security Cameras without physically having to put yourself in harm's way to do it! Security Command is particularly useful against Rumlbers. Keep the Plasmid ready and throw it at the Rumbler as soon as he deploys a Mini-Turret. This technique forces the Mini-Turret to target the Rumbler instead of you! As important as this Plasmid sounds, Security Command 2 and Security Command 3 are far more useful. These upgraded versions give you the ability to summon up to two Security Bots whenever you want, giving you your own personal flying escort. Security Command 3 consumes a lot of EVE, but it is so worth it! Quite possibly the single most important Plasmid in Rapture!



SECURITY COMMAND

Location: A gift from Eleanor inside the Maintenance Area of Siren Alley.

Effect: Retarget Security Cameras, Security Bots, and Turrets at your whim!

Take control of Rapture Security with Security Command! Enemy Security and your own friendly Security Bots and Turrets start following the blue ball, attacking with deadly force!

SECURITY COMMAND 2

Location: At Gatherer's Garden machines starting in Dionysus Park.

Effect: Call in a friend with the added ability to summon Security Bots.

Never be caught without some backup! Press and hold the Fire Plasmid button to summon a Security Bot whenever you wish—no need to set off an alarm!

SECURITY COMMAND 3

Location: Available at Gatherer's Garden machines starting at Fontaine Futuristics.

Effect: Summon upgraded Security Bots with Security Command 3!

Now your summoned Bot buddies are the most powerful Security Bots in Rapture! Press and hold the Fire Plasmid button to summon an Elite Bot!



SUMMON ELEANOR

You won't have a lot of time to experience this heart-warming, enemy-destroying Plasmid, but Summon Eleanor is as special as it sounds. With a flick of your wrist, you can instantly gain a Big Sister partner to fight alongside you for several minutes. She'll follow you, she doesn't take damage, and she'll positively annihilate anything that intends to harm you!



SUMMON ELEANOR

Location: Eleanor presents this to you before leaving Persephone.

Effect: Summon Eleanor for a little help.

It's Bring Your Daughter to Work Day! Summon Eleanor in her Big Sister form to help even the odds in overwhelming battles.



FLYING SNOW ANGELS!

Here's a nifty combo attack to try. Use Winter Blast to freeze a nearby Splicer then switch to Telekinesis 2 and hurl the frozen enemy at a group of other Splicers. Not only will the frozen foe shatter and die, but the impact will injure the Splicers you throw him at. Best of all, the individual ice chunks that break off the frozen Splicer will cause additional damage as they hit the Splicers that may have escaped the initial impact of the thrown Splicer-cycle.



TELEKINESIS

Telekinesis is the ultimate mind over matter Plasmid. This Plasmid not only gives you the ability to bring distant objects within reach through mental power, but you can pick up objects, carry them in front of you (as a shield, perhaps), and then hurl them elsewhere. The most common use for Telekinesis definitely lies in collecting out-of-reach EVE Hypos and First Aid Kits, but there are other uses as well. For starters, catch the rockets and grenades Big Daddies and Splicers lob at you and throw them back at them! Additionally, you can pick up fuel cylinders or barrels and launch them at enemies to blow them to pieces. Upgrade to Telekinesis 3 to gain the ability to pick up live Splicers (not Brute Splicers) and hold them gently right in front of the barrel of your selected gun. Then, fling their corpse at other enemies!



TELEKINESIS

Location: Inside the Jet Postal Office near the Drafting Room in Atlantic Express Depot.

Effect: Pulls an object to you, then hurls it (even enemy grenades!). Also useful for holding objects as a shield, or grabbing objects out of reach.



Pick up big stuff with your mind. Throw them at your enemies. What else do you need to know?

TELEKINESIS 2

Location: At Gatherer's Garden machines starting in Pauper's Drop.

Effect: Stronger Telekinesis allows you to throw harder for more damage!



Throw objects with more force! Turn the world into your weapon!

TELEKINESIS 3

Location: Available at Gatherer's Garden machines starting in Inner Persephone.

Effect: Pick up live enemies and throw them around!



Now you can pick up smaller foes while they are still alive! Release the Fire Plasmid button halfway to move them in front of your reticule.



WINTER BLAST

Winter Blast is a powerful Plasmid that not only can be used to stop an enemy in its tracks, but also gives you the opportunity to score what amounts to an instant-kill. Hit the enemy with Winter Blast to freeze it solid for a brief period of time. Although this attack doesn't actually inflict any damage on the enemy, you can rush up to the frozen foe and shatter it into a thousand pieces with a melee strike or with a blast from your Shotgun. A frozen health meter of sorts appears over the frozen enemy. This is the meter that governs whether or not the enemy is going to shatter. Grab the Shotgun and open fire to completely obliterate the frozen enemy. Winter Blast 2 is a valuable Plasmid in that it really freezes enemies solid, but Winter Blast 3 consumes EVE so rapidly that you should really only use it when you are under heavy assault. Winter Blast 2 or 3 leaves a "lock box" for you to search, even after an enemy shatters.



WINTER BLAST

Location: At Gatherer's Garden machines starting in Pauper's Drop.

Effect: Freeze your foes in place. Shatter them into a thousand pieces.



Don't get caught without this powerful self-defense tool at the ready. Give your foes the cold shoulder with Winter Blast!

WINTER BLAST 2

Location: At Gatherer's Garden machines starting in Siren Alley.

Effect: Freeze your foes in a solid ice block!



Keep your foes on ice even longer! Press and hold the Fire Plasmid button to charge up a freezing ice block.

WINTER BLAST 3

Location: Available at Gatherer's Garden machines starting in Fontaine Futuristics.

Effect: Freeze and shatter multiple foes with continuous Icicle Assault ability!



Now every Winter Blast puts foes in an ice block. Press and hold the Fire Plasmid button to charge up a continuous Icicle Assault!

GENE TONICS

In addition to the previously-described set of Plasmids, the world of Rapture also contains dozens of different Gene Tonics. Unlike Plasmids, tonics work passively. Once slotted, their effects are always at

work and impact whatever you do without selecting an individual one and pressing a button to use it. Although you only begin with four available Tonic Slots, you can purchase additional Tonic Slots (up to 18 total). The costs are as follows: slots 5-9 cost 25, slots 10-13 cost 35, and slots 14-18 cost 45 ADAM each at a Gatherer's Garden vending machine.

Another key difference between Plasmids and tonics is that many of the advanced versions of tonics do not replace their inferior model.



This then allows you to splice two or more similar tonics to stack the effects. For example, the Vending Expert and Vending Expert 2 tonics reduce the prices at vending machines by 10% and 15%, respectively. Instead of simply choosing the latter tonic, you can assign them both a slot and enjoy a total savings of 25%, the combined effects of the two tonics! This can be done with other paired tonics as well.

NO EVE NEEDED!

Arguably the best feature of Gene Tonics is that they don't require EVE to use. Plasmids require EVE in order to activate, but tonics course through your veins and yield the positive effects you crave with no extra fuel or input.

HEALTH & SAFETY

The following assortment of tonics relate to the Big Daddy's personal wellbeing. These physical tonics most commonly affect your ability to replenish health and EVE. Additionally, some of them increase your ability to move through the environment without detection and aid in your ability to see items that would otherwise go undetected.

BOOZE HOUND

Location: In the northeast Maintenance Room at the Journey to the Surface ride station.

Effect: Drinking alcohol restores a small amount of EVE, rather than draining it.



Take full advantage of Rapture's distilleries and vintners. Drink to your health with Booze Hound!

EVE EXPERT

Location: Available at Gatherer's Garden machines starting at Fontaine Futuristics.

Effect: You can carry one more EVE Hypo.



Sometimes you need a little extra in your pocket to get you through these troubled times. Stock up on EVE Hypos for extended Plasmid use with EVE Expert!

CURE ALL

Location: In the water-filled basement room of the Secret Lab beneath Joe's Green Grocery in Siren Alley.

Effect: Health Stations also refill your EVE.



Use Rapture's plentiful medical services to full advantage. With Cure All, you'll be in tiptop shape whenever you visit a Health Station.

EVE LINK

Location: Available at the Gatherer's Garden machines starting in Ryan Amusements.

Effect: First Aid Kits also give you EVE.



Get more out of your First Aid Kits with EVE Link. This revolutionary new Gene Tonic causes your body to produce EVE whenever you use First Aid Kits.

DEMANDING FATHER

Location: Given as a Little Sister Reward for rescuing eight Little Sisters.

Effect: Little Sisters gather ADAM more quickly.



If your little helpers keep getting interrupted while gathering, tell 'em to get a move on with our Demanding Father tonic!

EVE SAVER

Location: Available at Gatherer's Garden vending machines starting at Pauper's Drop.

Effect: Plasmids use less EVE.



In today's genetic wonderland, you probably feel like there's never enough EVE at hand. With EVE Saver, your EVE can go farther than ever before!

EVE SAVER 2

Location: Available at Gatherer's Garden machines starting in Fontaine Futuristics.

Effect: Plasmids use even less EVE.



In today's genetic wonderland, you probably feel like there's never enough EVE at hand. With EVE Saver 2, your EVE can go farther than ever before!

SCROUNGER

Location: Awarded for Level 4 Research Bonus of Thuggish Splicer.

Effect: When searching containers or corpses, you can search again to get different loot.



Splicing Scrounger is like having a sixth sense. You'll spot things you'd otherwise miss and discover things you'd otherwise leave behind. With Scrounger, you'll swear you have X-ray vision!

EXTRA NUTRITION

Location: Available at the Gatherer's Garden machines starting in Ryan Amusements.

Effect: You gain a little extra health from snacks and bandages.



Extra Nutrition boosts your body's natural ability to turn food into renewed vitality.

SPORTS BOOST

Location: On a table just inside the entrance to the Rapture Museum at Ryan Amusements.

Effect: You move slightly faster.



In today's dangerous times, it never hurts to be a little faster, a little quicker on the draw. Remember, you don't have to outrun the crazed Splicer—just your neighbor!

FOUNTAIN OF YOUTH

Location: Awarded for Level 4 Research Bonus of Spider Splicer.

Effect: Standing in water slowly restores health and EVE.



In today's Rapture, water is everywhere. Take advantage of maintenance issues with the Fountain of Youth tonic, and let that water wash your cares away.

BATTLE READY

This next selection of tonics improves your ability in combat. These tonics enhance your ability to withstand attacks, conduct research, and attack enemies that get too close. You'll want to use many of the research-oriented tonics in the middle of the game to ensure you complete all of the available research and earn the tonic awarded from each enemy type's Research Reward.

MEDICAL EXPERT

Location: Available at Gatherer's Garden machines starting at Siren Alley.

Effect: You can carry one more First Aid Kit.



Life's bumps and bruises may sometimes seem overwhelming. Get back in the swing with a little more healing power in your pocket!

ARMORED SHELL

Location: Available at the Gatherer's Garden machines starting in Ryan Amusements.

Effect: Reduces all physical damage.



Useful in any hazardous situation, Armored Shell offers automatic protection against life's bumps and bruises. Don't be a softie—use Armored Shell now.

PROUD PARENT

Location: Given as a Little Sister Reward for rescuing four Little Sisters.

Effect: Your adopted Little Sisters gather slightly more ADAM.



Get even more out of your time spent with your Little Sister with the Proud Parent tonic. Any Little Sisters working for you start gathering slightly more ADAM from every corpse.

ARMORED SHELL 2

Location: Award for reaching Level 4 Research Reward with Brute Splicer.

Effect: Further reduces all physical damage.



Useful in any hazardous situation, Armored Shell 2 offers additional automatic protection against life's bumps and bruises. Don't be a softie—use Armored Shell 2 now!

ARMS RACE

Location: Awarded for reaching Level 4 Research Bonus with Big Daddies.

Effect: You are able to salvage more ammunition from bodies and containers.



Tired of constantly scrounging for ammo? Arms Race helps you find those extra rounds you'd otherwise miss.

DRILL SPECIALIST

Location: In the very back room of the J. Fischer Gallery in Dionysus Park.

Effect: Significantly decreases cost of Plasmids, but limits weapon selection to the Drill, Hack Tool, and Research Camera.



Who needs guns when you've got a Drill and nearly unlimited Plasmid power?

DAMAGE RESEARCH

Location: In the hallway as you exit the train station at Fontaine Futuristics.

Effect: Increases the value of the Damage Bonuses from research.



Are you a master of research? Get the most out of your unlocked Damage Bonuses with Damage Research!

DRILL VAMPIRE

Location: Awarded for reaching Level 4 Research Bonus with Big Sister.

Effect: You gain small amounts of health and EVE when inflicting damage with the Drill.



Drill Vampire heals your body and your mind as you drill! Drain health right out of your foes—with Drill Vampire!

DRILL LURKER

Location: At Gatherer's Garden machines starting in Pauper's Drop.

Effect: Quiets your footsteps, and increases damage from melee attacks on unaware opponents, especially with the Drill Swing.



Why take enemies straight on? Lurker allows you to make the most of your opportunities when your antagonist is caught off-guard.

ELECTRIC FLESH

Location: At Gatherer's Garden machines starting in Siren Alley.

Effect: You take no damage from electricity. You deal more damage when you use electrical attacks.



Supercharge your body with Electric Flesh, the ultimate in electricity enhancements. Insulate yourself from harm with new Electric Flesh!

DRILL POWER

Location: In the hallway between the Rapture Museum and El Dorado Lounge at Ryan Amusements.

Effect: Your Drill does more damage when you spin or swing it.



Prefer your combat up close and personal? With Drill Power, your Drill attacks inflict more damage!

ELECTRICAL STORM

Location: On the floor in the ladies' restroom inside Triton Cinema at Dionysus Park.

Effect: You emit a burst of electricity when struck by melee attacks, shocking all around you.



Ryan Industries introduces the latest in wartime deterrent genetics. Electrical Storm makes you a walking Tesla coil, zapping anything and everything foolish enough to strike you.

DRILL POWER 2

Location: In the Plasmid Laboratories Facade on the ground floor of Fontaine Futuristics.

Effect: Your Drill does even more damage when you spin or swing it.



Prefer punch-ups to shootouts? With Drill Power 2, you'll be a master of melee!

ELEMENTAL SPONGE

Location: In the cell with the keycode scrawled on the wall in Block B of Inner Persephone.

Effect: When you are damaged by elemental attacks, you gain a small amount of EVE.



Don't let being set on fire ruin your day! With the Elemental Sponge tonic, you'll get a bonus when your foes use the elements.

ELEMENTAL STORM

Location: Awarded for reaching Level 4 Research Bonus with Alpha Series.

Effect: You emit a random burst of fire, ice, or electricity when struck by melee attacks, damaging all around you.



Why stick with a boring routine when discouraging pesky foes? Use this tonic for a scorching, shocking, or chilling surprise!

HEADHUNTER

Location: At Gatherer's Garden machines starting in Pauper's Drop.

Effect: Your headshots do more damage.



Do you have great aim? Get the most out of your marksmanship with the Headhunter tonic—any shots that hit the enemy in the head become even more deadly!

ELEMENTAL VAMPIRE

Location: In the lowermost area of Solitary Confinement inside Inner Persephone.

Effect: Your Level 3 elemental streams siphon off health from your enemies.



Sometimes you want more than to just watch your enemies burn alive. Sometimes you want to steal their precious life force, too. Elemental Vampire makes that possible. Give... and you shall receive.

ICE STORM

Location: At Gatherer's Garden machines starting in Dionysus Park.

Effect: You emit a burst of ice when struck by melee attacks, with a chance to freeze foes.



Give your enemies the cold shoulder. This tonic helps freeze your foes in their tracks—literally!

EXTENDED REEL

Location: Inside the projection booth upstairs in Triton Cinema.

Effect: Research sessions last a bit longer.



Get to know your enemies a little better! With Extended Reel, you'll get more quality time with each research target.

KEEN OBSERVER

Location: In Eleanor's bedroom inside Grace's apartment at Pauper's Drop.

Effect: Increases Research Bonuses, allowing you to progress faster at research.



Get more bang for your research buck with Keen Observer. Carry your analysis further than you ever thought possible!

FIRE STORM

Location: In the upstairs apartments overlooking the Market in Pauper's Drop.

Effect: You emit a burst of fire when struck by melee attacks, damaging all around you.



Ryan Industries presents a warm welcome for your enemies with Fire Storm! Set your foes on fire when they strike.

KEEN OBSERVER 2

Location: At Gatherer's Garden machines starting in Dionysus Park.

Effect: Increases Research Bonuses even more, allowing you to progress faster at research.



Get even more bang for your research buck with Keen Observer 2. Carry your analysis further than you ever thought possible!

FREEZING DRILL

Location: Next to a corpse on the east end of the second floor of Sinclair Deluxe tenements in Pauper's Drop.

Effect: You freeze enemies for longer, and all Drill attacks have a chance to freeze the target.



Leave your foes out in the cold with Freezing Drill!

NATURAL CAMOUFLAGE

Location: Awarded for reaching Level 4 Research Bonus with Houdini Splicer.

Effect: When standing still, you become invisible.



Need some peace and quiet? Splice in Natural Camouflage, stop moving, and just fade away. Remember, not seeing is believing!

WALKING INFERNO

Location: At Gatherer's Garden machines starting in Siren Alley.

Effect: You take less damage from fire and inflict more damage when you use fire.



Walking Inferno—the hottest Plasmid in Rapture!

MAN OVER MACHINE

You won't always have enough money to buy everything you want, nor do you always have the steady hand (or an Auto-Hack Dart) to hack the toughest systems. These tonics make it much easier to deal with the machinery of Rapture. Some of them even make your summoned Security Bots that much tougher, too!

CAREFUL HACKER

Location: Available at the Gatherer's Garden machines starting in Ryan Amusements.

Effect: The hacking needle moves slightly slower.



Take your time! With Careful Hacker, all machines move a little slower—giving you plenty of time to subvert their inner workings.

CAREFUL HACKER 2

Location: In the locked space behind the walls of Plasmid Theater in Fontaine Futuristics.

Effect: The hacking needle moves slower.



Take your time! With Careful Hacker 2, all machines move more slowly—giving you plenty of time to subvert their inner workings.

DEADLY MACHINES

Location: Awarded for reaching Level 4 Research Bonus with Security.

Effect: Your hacked Bots and Turrets do more damage.



Ryan Industries adds even more value to your personal defenses with the Deadly Machines tonic! Any Security Bots or Turrets you control can deal even more damage to any parasites after what's yours.

EZ-HACK

Location: At Gatherer's Garden machines starting in Siren Alley.

Effect: Hacking success zones become a little larger.



Machines these days. It seems like every time you turn around, everything's smaller and more fiddly. Put an end to this new-fangled nonsense with EZ-Hack! It makes all the success bars grow!

HACKER'S DELIGHT

Location: On the roof of the flower shop near the Fishbowl Diner in Pauper's Drop.

Effect: Every time you hack something, you gain a little health and EVE.



With Hacker's Delight, your body converts the altered current from a hacked machine into a powerful healing agent. Hack and heal!

HACKER'S DELIGHT 2

Location: On the second floor of the Pink Pearl in Siren Alley.

Effect: Every time you hack something, you gain a little more health and EVE.



With Hacker's Delight 2, your body converts the altered current from a hacked machine into a powerful healing agent. Hack and heal!

HANDYMAN

Location: On the counter inside the Poisoned Apple in Siren Alley.

Effect: Repair (and name) friendly Security Bots and Turrets by interacting with them.



When your Security friends take a bullet for you, put them back into tiptop shape with a bit of EVE!

HARDY MACHINES

Location: Near the safe in the back room of Imago Fine Arts at Dionysus Park.

Effect: Hacking a Turret or Security Bot raises its max health.



A hacked Turret or Security Bot can be your greatest friend. Make that friendship last longer with the new Hardy Machines tonic from Ryan Industries!

HURRIED HACKER

Location: Available at Gatherer's Garden machines starting in Fontaine Futuristics.

Effect: Landing in a blue bonus zone ends a hack instantly.



Are you a master hacker? Show off your skill and hack instantly!

MACHINE BUSTER

Location: At Gatherer's Garden machines starting in Pauper's Drop.

Effect: Increases damage you deal to Security Cameras, Security Bots, and Turrets.



In today's automated environment, you may find yourself up against hostiles not made of flesh and blood. Machine Buster gives you the edge you've been looking for against metal-plated antagonists.

SHORTEN ALARMS

Location: In the third floor office in the northeast corner of the Town Square area of Pauper's Drop.

Effect: Reduces duration of Security Camera alarms.



What sound is more ominous than a yammering security alarm? With Shorten Alarms spliced, you'll be in the clear in no time flat.

QUIK-HACK

Location: At Gatherer's Garden machines starting in Dionysus Park.

Effect: Hacking has fewer stages.



Rewiring complex machines can sometimes take more time than you have. With Quik-Hack, your hacking time becomes a little shorter.

SHORTEN ALARMS 2

Location: At Gatherer's Garden machines starting in Dionysus Park.

Effect: Further reduces duration of camera alarms.



What sound is more ominous than a yammering security alarm? With Shorten Alarms 2 spliced, alarms quiet down even more quickly.

SECURITY EVASION

Location: Available at Gatherer's Garden machines starting at Siren Alley.

Effect: Security Cameras and Turrets take longer to see you.

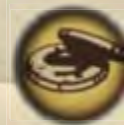


Tired of getting bushwhacked by Bots and Turrets? Equip Security Evasion for a little extra time to get out of their sights.

THRIFTY HACKER

Location: Award for reaching Level 4 Research Reward with Leadhead Splicer.

Effect: Hacked vending prices are even cheaper.



Sometimes the advertised price is just a suggestion. Make your hacked vending machines even more valuable with Thrifty Hacker!

SHORT CIRCUIT

Location: At Gatherer's Garden machines starting in Pauper's Drop.

Effect: Your electrical attacks disable security devices much longer.



Tired of shocking Turrets and Security Bots again and again? Equip Short Circuit, and your electric shocks subsequently keep machines down much longer!

VENDING EXPERT

Location: In a narrow maintenance corridor below Plaza Hedone, near the grocery store.

Effect: Reduces prizes in vending machines.



Enjoy a special discount at all of Rapture's vending machines.

SHORT CIRCUIT 2

Location: Available at Gatherer's Garden machines starting in Fontaine Futuristics.

Effect: Your electrical attacks disable security devices permanently.



Keep machines down for the count when you shock them. Equip Short Circuit 2, and your electric shocks now put machines offline permanently!

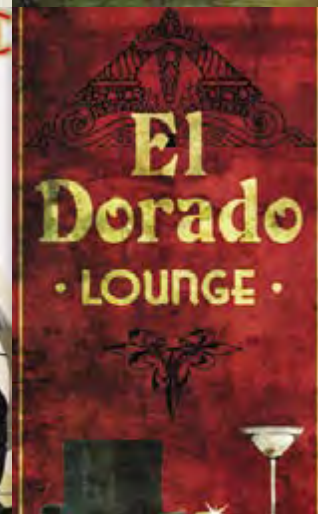
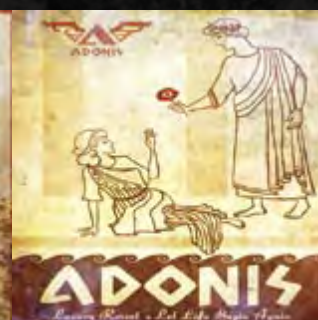
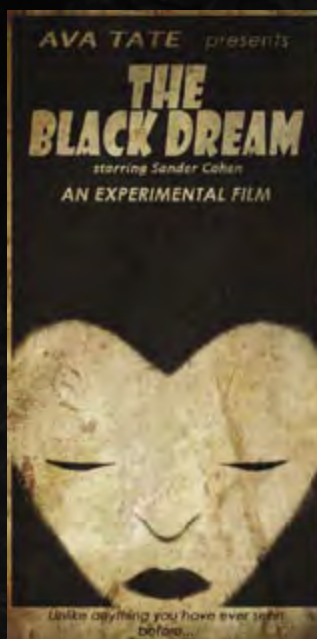
VENDING EXPERT 2

Location: Successfully chase the Unstable Teleport Plasmid through Fontaine Futuristics.

Effect: Further reduces prizes in vending machines.



Watch your dollars go even further with Vending Expert 2. Enjoy rock bottom prices from all of Rapture's vending machines.





WALKTHROUGH

ADONIS LUXURY RESORT

Plasmids offered each citizen of Rapture a chance at physical perfection. But when one of Rapture's elite wanted to feel pampered, he or she would book a suite at the Adonis Luxury Resort. The ageless marble of classical Greek baths meets the art deco resplendence of Rapture's modern tastes. Spa treatments enhanced by the controlled use of Plasmid abilities kept patrons of the Adonis feeling their very best.

Radiating out from the grand swimming pool, guests would find intensive Plasmid therapy rooms, a sauna, and the cutting-edge restorative technology of the Vita-Chamber. A private bathysphere docking ring provides easy access to the Adonis's main lobby, and to the sumptuous fare of Demeter's Banquet Hall beyond.

STORY GOALS

1

Find a way out of here.




2

Find Tenenbaum.



NEW DISCOVERIES

PLASMIDS AND TONICS

Icon	Name	Notes
	Electro Bolt	Electro Bolt allows you to shoot a high-voltage arc of electricity from your fingertips. Use it to stun enemies for a short while or shock a pool of water to electrocute enemies standing in it.

FIRST ENCOUNTERS



LEADHEAD SPLICER

Leadhead Splicers have retained enough fine motor control to aim and fire pistols, shotguns, and machine guns.



THUGGISH SPLICER

Thuggish Splicers rely on brute force, bashing their enemies with any implement that comes to hand (a wrench or lead pipe being popular choices).

WEAPONRY

DRILL

The Drill is your strongest melee attack. Spinning the Drill does heavy damage, but this consumes fuel. Swing the Drill to conserve ammo.

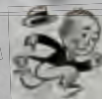
Available Now!



RIVET GUN

The Rivet Gun fires rivets that offer moderate amount of piercing damage. You can also find Heavy Rivets for armor-piercing damage and Trap Rivets that utilize laser tripwires to fire a secondary rivet when an enemy is near.

Available Now!



Maybe you grew a little too attached to the Little One they call Eleanor? Perhaps her mother felt threatened by the bond that had developed between you and the girl? There's no telling why she hypnotized you and then had you squeeze that trigger. You should have died, though. If not instantly, then some time over the course of the ensuing decade. Nobody knows how you survived, nor why it is you finally woke from your coma, but your task is clear. You must find Eleanor. Big Daddies are created for one purpose only—to protect their Little Sister at all costs...

FIND A WAY OUT OF HERE

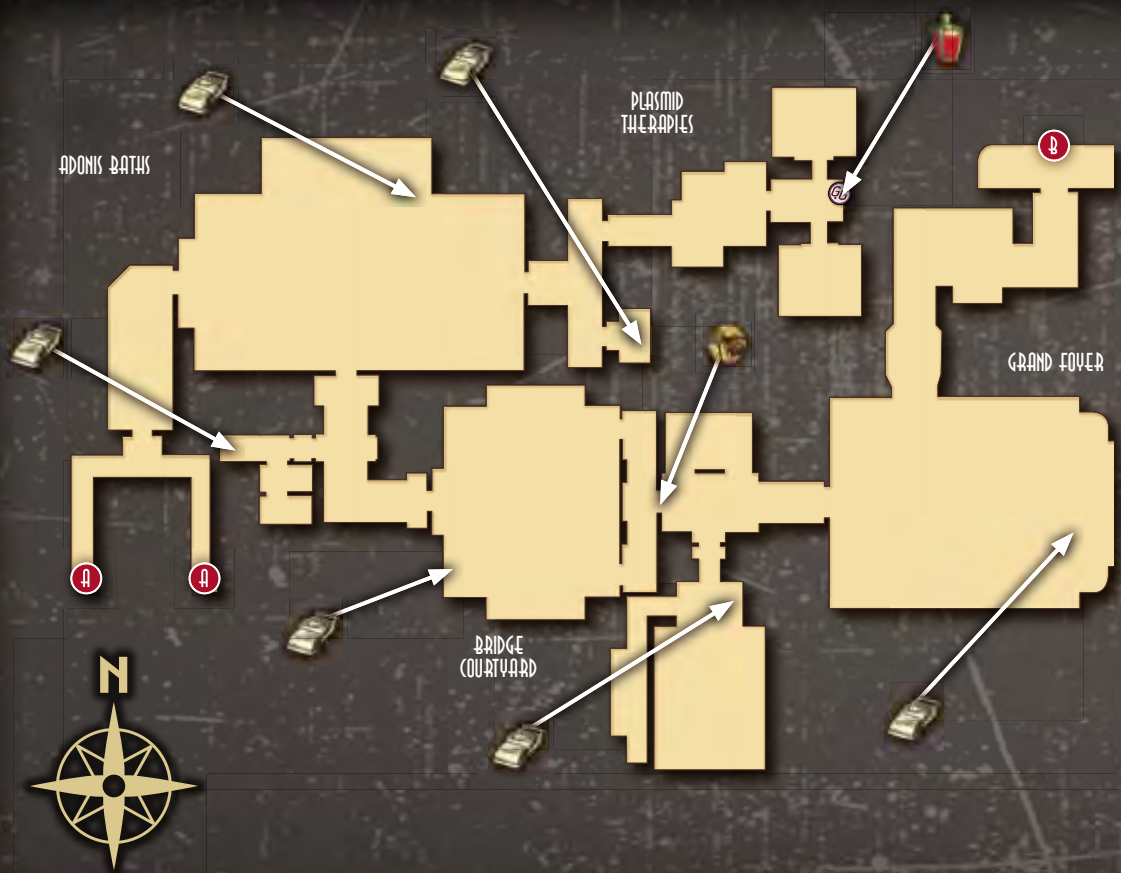


The last thing you remember is your own death, but you are now alive again, somehow. You've woken up in an unfamiliar part of Rapture, and it seems much time has passed. Explore the area and see if you can find a way out.

LOBBY

You revive in a strange part of the city, one you don't recognize. The neon sign beyond the glass dome indicates you've awoken in a place called Adonis Luxury Resort. Where is that? The soft sounds of whispering children indicate you're not alone. Wherever this place is, it has seen better days. Splash through the pools of water and head up the stairs, past the vent with the peering eyes, and through the cascading water. Use the Drill to break apart the coral blocking the doorway atop the stairs. Crawl beneath the debris and round the corner to Adonis Baths.





RAPTURE DIRECTORY: YOU ARE HERE

DRILLS NEED FUEL

The Fuel Gauge appears in the lower left-hand corner of the screen whenever the Drill is selected as the active weapon. The Drill consumes fuel every time it is activated, so don't rev the Drill unnecessarily. Monitor the Drill's fuel level during

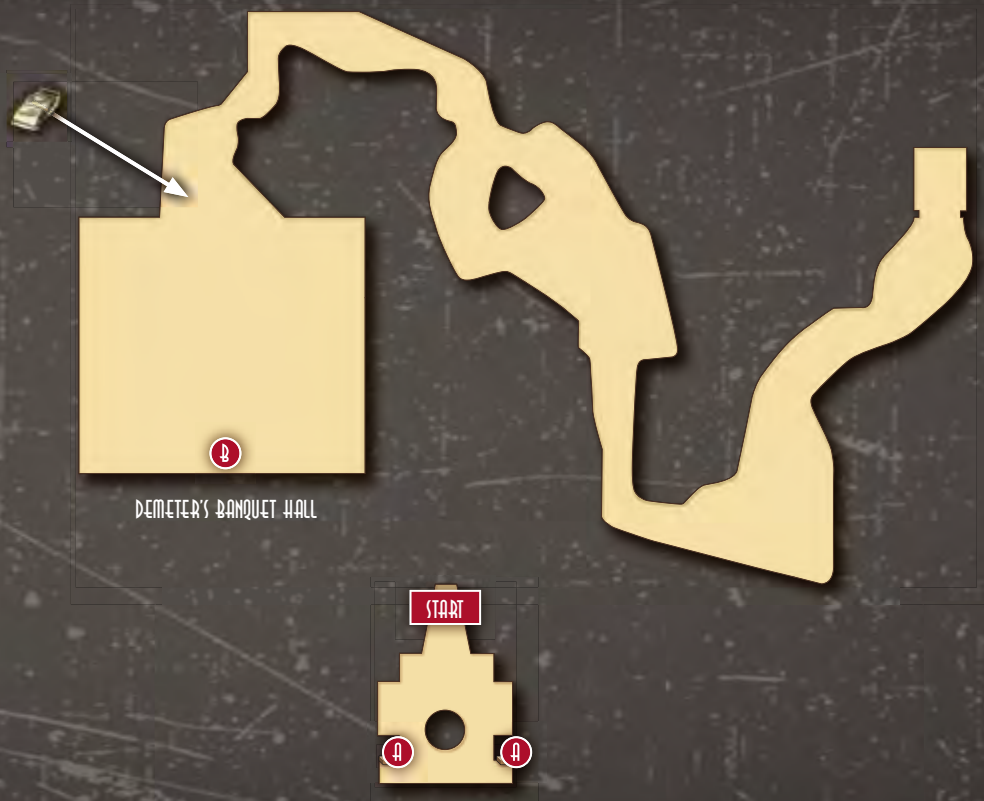


play and switch to other weapons whenever starting to run low on fuel. While the Drill can be revved in short bursts, it's more effective to keep it spinning until the enemy is dead, provided you have the fuel.

ADONIS BATHS

The creature you spot upon entering the Adonis Baths will likely haunt your memory for some time to come—it's best to try not thinking about it right now. The door to the south is locked and the generator is on the fritz. Listen to the Audio Diary near the generator for a clue, then continue through the door opposite the side you enter to Plasmid Therapies.





LEGEND

-  HEALTH STATION
-  GATHERER'S GARDEN
-  BOT SHUTDOWN
-  CIRCUS OF VALUES
-  LITTLE SISTER
-  SISTER VENT
-  ADAM GATHER
-  EL AMMO BANDITO
-  GENE BANK
-  AUDIO DIARY
-  PLASMID
-  TONIC
-  SAFE
-  CONNECTION
-  WEAPON

AUDIO DIARIES

Many of the residents of Rapture believed in keeping diaries, but instead of relying on the traditional pen and paper version—how passé—they utilized the latest in technological advances, the voice recorder! There are well over 100 Audio Diaries scattered throughout the city for you to collect. You don't need to find them all, but these Audio Diaries do reveal a good amount of background information on Rapture's main players and help you understand more of the story. Rather than risk spoiling the story for you within the strategy, the scripts of these recordings are included in sidebars throughout the walkthrough—read along to discover facets of the story you may not have pieced together otherwise.



Each and every Audio Diary has been marked on the maps throughout this portion of the book. You can also refer to a complete listing of all Audio Diary titles, authors, and locations in the "Achievement & Trophy Guide" chapter.



AUDIO DIARIES



"Big Kate" O'Malley — Attention: Workers!

Lesson one, mop jockeys: You are under the ocean now. If you feel the soft patter of rain on your hat, you're already fired.

Lesson two: you can jumpstart a dead generator with a direct spark, but clear the guests outta the pool first! Scares these rich pricks to watch a workin' stiff hurlin' thunderbolts, ya follow me?



Rachelle Jacques — Fitness

My husband is such a perfect idiot. Throws away all his spending money on Gene Tonics to affect a look of physical fitness... so that he'll have an excuse to sit on his rear all day listening to radio serials!

"Stephen," I tell him, "if you want to be fit, come swim laps with me, the old-fashioned way. It's your mind that's atrophying." Maybe I'll start sneaking some Brain Boost into his daily regimen...

Descend the steps and turn towards the sauna on the right. The door near the rubble requires a key code, but someone trapped inside the sauna scrawled the code in the fogged-up window of the door. The code is "1540." Enter the code to unlock the sauna, collect the money and other items inside, then return down the hall to the left. The very first Splicer rounds the corner as you draw near—hold the Fire Weapon button to drill a hole right through him!



FRISK THE CORPSE!



It's vitally important that you get in the habit of searching the corpses of all those you encounter in Rapture. Picking the pockets of those you defeat in battle is the easiest way to find valuable items, ammunition, money, and much more! Of course, corpses aren't the only source of items. Always search crates, desks, file cabinets, luggage, and anything else you suspect to contain hidden items. And don't worry if the corpses start to disappear after time—any items left on their person get transferred to a small lockbox that will be left in instead (though these eventually disappear).



Approach the Gatherer's Garden vending machine up ahead and collect the **Electro Bolt** Plasmid that sits outside the machine. The writing on the wall suggests this was left here purposely for you—perhaps by someone needing your help.



DISTANT MEMORIES

Ten years is a long time to be asleep—a lot can happen during that time, even under the sea. The Big Daddy you control periodically experiences a flashback of sorts that, in reality, is a telepathic message. Most of these visions involve the Little Sister you were paired with prior to that fateful night when you were instructed to raise the pistol to your head. Eleanor is her name...

Return the way you came, heading back to the door with the short-circuiting switch. Take an EVE Hypo from the EVE Dispenser on the right, then fire the Electro Bolt at the switch. Use Electro Bolt to shock the Thuggish Splicers near the diving board, then run up and hit them with the Drill to kill them.

Blast the generator on the right with Electro Bolt to jumpstart the power and unlock the door to the south. A woman named Tenenbaum soon radios you—perhaps her name rings a bell?—and requests that you meet her in the Atlantic Express Depot.



“ I KNOW WHO YOU ARE... AND I AM IN MUCH NEED OF YOUR HELP. ”

— BRIGID TENENBAUM

FIND TENENBAUM

You've been contacted by a mysterious figure named Brigid Tenenbaum. She needs you to find her in the Atlantic Express Depot. Make your way there.



BRIDGE COURTYARD

Search the hallway near the ladies' restroom for items and continue to the room with the bridge over the pool. Fire a blast of Electro Bolt into the water to electrocute the two Splicers wading near the bridge. Loop around the pool to the hallway on the other side of the room and retrieve the **Rivet Gun** from under the door.



RIVET GUN

The Rivet Gun is the Big Daddy's answer to a semi-automatic rifle. It's not the fastest firing weapon—nor the most powerful—but it is extremely accurate and can take out a Thuggish or Leadhead Splicer with a single shot to the head! Shock an enemy with Electro Bolt to stop him in his tracks, then zoom in and line up the perfect headshot with the Rivet Gun!

Zap the Leadhead Splicer in the next hall, then use the newly acquired Rivet Gun to shoot him in the head. A Thuggish Splicer then attacks from the right. Zap-and-pop her too, then search the bodies for loot and locate the First Aid Kit in the room to the left.





AUDIO DIARIES



Sophia Lamb — To My Daughter

To my daughter, Eleanor. Soon, you will be born—and Rapture will be your home. You shall be raised as I was—to advance the common good through social psychiatry.

This city's potential is immeasurable, Eleanor... yet our beliefs are unwelcome here. Life will be difficult. But the price of revolution is always clear. If we are patient with her... Rapture will come to us.



Brigid Tenenbaum — Return

I am back in Rapture, after so many years. The Little Ones I rescued are grown up, and think of me no more. After what I once did to them, it was a joy to be forgotten.

But now, all around the world—children vanish by the sea. Kidnapped. And so, I return... in fear of what I already know: Someone is making new Little Ones... continuing my work, my sins. Even if I am to die for it—I must stop them.



Mark Meltzer — They Called It Rapture

Barely made it down alive, but here it is—and it's real. Rapture. This is where that thing took my... my poor baby girl. From what I saw in the sub, most of the city's in ruins. But there were lights here and there.

And shapes, moving... I'm rambling. Scared, I guess. But maybe—if I find this "Doctor Lamb" I keep hearing over the PA... I'll find Cindy too.

A DRINK AND A SMOKE

There are dozens of types of consumable items such as Pep Bars, cigarettes, and bottles of all kinds of alcohol scattered throughout Rapture. These items are instantly consumed upon being picked up, and are good for the body—at least in moderation—and serve to give you a small boost in health and/or EVE. However, cigarettes and alcohol have an adverse impact as well, effectively lowering your health and/or EVE levels. Worse yet, drinking two or more alcoholic beverages in quick succession causes your character's vision to become blurry and results in difficulty walking straight.

GRAND FOYER

The Little Sister you see in the Grand Foyer is under the watchful eye of her Big Sister—and Big Sister doesn't want you anywhere near her! It doesn't matter what you do though; it's too late. You should have never come!



VITA-CHAMBERS

There is a large tube at the rear of the Grand Foyer called a Vita-Chamber. This is where you will be revived if killed in the fight with the Big Sister. Every area of the city typically has several Vita-Chambers, each of which serves as a checkpoint of sorts. These devices require no activation from you, as they work automatically to bring you back to life as close to the location of your demise as possible. That said, do not think of Vita-Chambers as save points, because they are not. Your progress in *BioShock 2* is only saved when you manually select the Save Game option from the Pause Menu or when you reach a new chapter.

This fight is not yours to win. The Big Sister is far too powerful to fall victim to a Big Daddy as poorly equipped as you. Not to mention that you're still groggy from a decade of sleep! Fortunately, the Big Sister only wants to give you a good scare. Practice tracking her speedy leaps and cartwheels, and zap her with Electro Bolt when she's in view. Rush forward to hit her with the Drill if you're close, otherwise fire at her with the Rivet Gun. Keep the statue between you and her at all times. She'll occasionally pounce onto you for a melee attack. Try to time a swing of your weapon to knock her away as she gets close, but be ready to use a First Aid Kit!

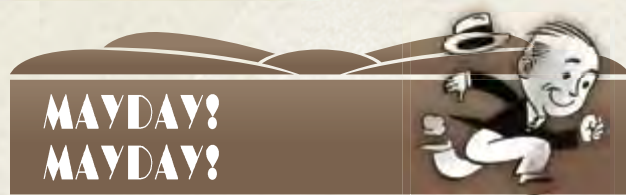
Her most common attack is launching fiery projectiles, but she'll also swing her weapon for a melee attack, and even pounce on you! Once you've managed to reduce her health meter by a third, the Big Sister flees through the boarded up exit.

Take a deep breath once she's gone and have a look around the room. There is ample opportunity to restock your supplies.



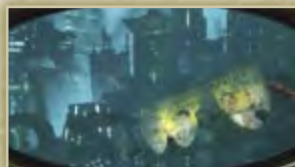
DEMETER'S BANQUET HALL

It might seem like a suicidal decision, but follow the Big Sister through the hallway leading to the banquet hall. Leap down off the balcony into the main dining area and watch in horror as the Big Sister shatters the windows and floods the entire facility! Lucky for you, Big Daddies come equipped with a seaworthy diving suit.



There's an extremely well hidden Audio Diary just outside the broken window of the banquet hall, inside the bathysphere with the flickering yellow lights. Search the corpse to find it.

Head out onto the sea floor and negotiate the winding path to the sea cliff in the distance. Leap over the fallen sign, then drop off the cliff to the clearing below. Tenenbaum then guides you to the train station. Continue north along the sea floor to the air lock and throw the switch to drain the chamber.



LOST AT SEA

Take a moment during your trip across the sea floor to gaze at the plane wreckage. This airplane crash-landed here in the days leading up to the Fall of Rapture. Rumor has it that a man named Jack was on board...



AUDIO DIARIES



Andrew Ryan — Generation

Diane insisted that we spend a weekend at the Adonis, and already I find myself seeking a respite from my vacation. When she deems it necessary to chide me for working, the words dissolve into an endless, animal bleat.

I founded Rapture to be free of law and god... to live among those for whom work is our wage!

Yet when Diane speaks of bearing my child... I am given pause. Until now, I had never considered my legacy. Perhaps... perhaps after the New Year.



Sammy Fletcher — Escape from Rapture

Sammy: All right, Diary—last entry! Lizzy and I... we found a 'sphere and we're going home! Ain't that right, baby? Next stop, topside!

Lizzy: Oh, I love you. It was you who saved us, Sammy. It was you, button. I—what was that? What's that sound?

Sammy: She's seen us! It's Lamb! Torpedo!!! I'll try to... (Screaming, gurgling)



ACHIEVEMENT/TROPHY

DADDY'S HOME

Make your way through the Adonis Luxury Resort and across the sea floor to the Atlantic Express Depot to unlock this bonus.

To do so, acquire the Electro Bolt Plasmid and the Rivet Gun and fend off the brief attack by the Big Sister. Follow the Big Sister to the banquet room where she'll smash the glass and flood the area. Continue north to the airlock beyond the cliff.

ATLANTIC EXPRESS DEPOT

The outmoded railway system you encounter here runs through the oldest districts of Rapture. Built by Prentice Mill in the city's early days, the Atlantic Express was once the Rapture populace's primary mode of transport. After the introduction of the Rapture Metro system of personal bathyspheres, the Atlantic Express fell out of favor and went bankrupt. The tracks remain largely intact, if disused.

The Atlantic Express Maintenance Depot was home to the drafting offices of the train company's brilliant mechanical engineers, as well as an enormous switching roundhouse and a central station for passengers headed to all points on the Express's train lines.

STORY GOALS

1

Get to Brigid Tenenbaum.



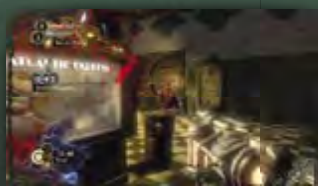
3

Board the train.




2

Hold off Sofia Lamb's Splicers.



NEW DISCOVERIES

PLASMIDS AND TONICS

Icon	Name	Notes
	Telekinesis	Pulls an object to you, then hurls it (even enemy grenades). Also useful for holding objects as a shield or grabbing objects out of reach.



WEAPONRY

HACK TOOL

The Hack Tool allows you to subvert the many machines of Rapture for help, protection, and other benefits. The reticule only turns red over valid targets. The Hack Tool fires basic Hack Darts, Auto-Hack Darts, and Mini-Turrets.



Available Now!

GET TO BRIGID TENENBAUM



Brigid Tenenbaum is calling for help from the fortified ticket booth in the Atlantic Express train station. You must make your way through the Atlantic Express maintenance facility to reach her.

AIRLOCK

Your trip across that brief stretch of ocean floor has brought you to the airlock section of the Atlantic Express Depot. This is where maintenance workers once suited up and headed outside to work on the tubes. Now it's a leaking relic strewn with abandoned dive suits. Check the lockers for food and items and head up the stairs.

As you draw near, the Splicer up ahead flees through the door and locks it from the other side—you have no hope of killing him before the door closes. Enter the storage room on the right and pick up the **Hack Tool** and the Remote Hack Dart. Obtain a second Remote Hack Dart from the Tool Dispenser on the right, then fire the Hack Tool through the broken window at the door control. Stop the needle on the green spaces as it moves back and forth to hack the controls and unlock the door.



With no knowledge of where you are—or really even *who*—you follow the friendly voice in your ear. It's the voice of a woman named Brigid Tenenbaum. Something about her provides comfort; perhaps it's her accent? So after a brief struggle with a lithe female creature known as a Big Sister, you make your way across the ocean floor to an airlock and head inside. Tenenbaum is waiting for you in a ticket booth several floors above. Go to her.

HACKING 101

The hacking system in *BioShock 2* is quite different from what you may recall in the original game. Now, hacking is executed by firing a dart from the Hack Tool at the desired piece of machinery to initiate a hacking sequence. The action does not pause while hacking—enemies continue to attack if they spot you. In order to hack a device, use the Interact button to stop the needle in the green or blue zones as it oscillates back and forth. Stopping the needle in a blank area results in a brief shock. Stopping the needle in a red area triggers an alarm. The “Into the Dive Suit” and “Big Daddy Weaponry” chapters provide complete details on the Hack Tool and its various ammo types.



ACHIEVEMENT/TROPHY

DISTANCE HACKER

Pick up the Hack Tool in the Tool Storage Room and fire it through the crack in the window at the door control. Stop the needle in one of the green zones twice to complete the hack and unlock the door. This bonus unlocks with your very first distance-hack.

Proceed through the newly opened door and approach the deactivated Security Bot on the right. Perform a proximity-hack by pressing the Reload button while standing next to it. Try stopping the needle in the blue zone to increase the damage that this Security Bot can inflict on enemies by 20%. The Security Bot now follows behind you and serves as a metallic flying bodyguard.

TRAIN WORKSHOP 6A

Try not to be distracted by the falling train car, as it's only a diversion—two Thuggish Splicers come running from around the far side of the car after it crashes to the floor. Put

them down with the Electro Bolt and Rivet Gun and hack the Health Station on the left. Try to stop the needle in the blue zone for a free First Aid Kit. You can also smash the Health Station after hacking it to obtain an additional First Aid Kit.



Scour the left-hand office for items and an Audio Diary, then enter the red-glowing Gate Control Room and flip the switch. You'll be greeted by a voice and an image on the monitor shortly before several Leadhead Splicers attack. Don't bother trying to fight them. Although your instincts tell you to use a First Aid Kit, this too is unnecessary. You automatically stay alive long enough for the wooden floor to give out before your protective Big Daddy suit does.



SECURITY OFFICE

SWITCHING HUB

WORKSHOP 6A

DRAFTING ROOM

AIRLOCK

START

WORKSHOP 6B

CAFETERIA

TRAIN STATION

LEGEND

- | | | | |
|--|-------------------|--|-------------|
| | HEALTH STATION | | GENE BANK |
| | GATHERER'S GARDEN | | AUDIO DIARY |
| | BOT SHUTDOWN | | PLASMID |
| | CIRCUS OF VALUES | | TONIC |
| | LITTLE SISTER | | SAFE |
| | SISTER VENT | | CONNECTION |
| | ADAM GATHER | | WEAPON |
| | EL AMMO BANDITO | | |

RAPTURE DIRECTORY: YOU ARE HERE



AUDIO DIARIES



Andrew Ryan — The Great Chain Rattles

I am told that the people grow tense and isolated in the absence of the sun. Now... they clamor for a psychiatrist. Do they miss the state censor, I wonder? Wartime seizure of private assets? Or the Cheka police, vanishing them in the night?

Regardless, this Lamb woman is said to be the foremost practitioner in her "field." Fine. If she can quiet the rattling of the great chain's weakest links... I will leave her to it.



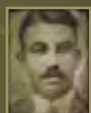
Eleanor Lamb — Mr. Tape Recorder

Hello Mr. Diary. Want to play?

"Actually, I'm quite busy right now, Miss Eleanor. Maybe later."

Well, all right. But do you mind if I take you apart while I wait? I promise I'll put you back together!

"What? You can't do thaaaat... noooo... waaaaaiiit, wait Eleaaaanooooorrrr..."



Prentice Mill — Just a Fad

There would be no Rapture without me. No city without the Atlantic Express. Ryan took his first grand tour of Rapture on my flagship coach! But these days, personal bathyspheres are all the rage. My rails only connect the oldest parts of Rapture now, and the city's just... just left me behind.

Plenty of cash in the bank, though. This private vehicle craze will blow over soon.



"I KNOW YOU. THAT SYMBOL ON YOUR HAND MARKS YOU A DEAD MAN.."

— SOFIA LAMB

You'll splash-land in the flooded Maintenance Runoff Pumping Station. Head north past the waterlogged debris and up the stairs. Crouch under the low opening to enter the Administrative Storage Room and continue to the Drafting Room beyond the Vita-Chamber.



AUDIO DIARIES



Sofia Lamb — Ryan vs Lamb: Reality

Ryan: White is not black, Doctor Lamb—down is not up, and straw is not gold. Look around you. Rapture is no miracle—it is a product of reason, impossible unless one and one are two, and A equates to A.

(crowd murmur, tense, some agreement)

Lamb: And yet... alone, each man is a prisoner to bias. Dream, delusion... or the pain of a phantom limb—to one man, they are as real as rain. Reality is consensus... and the people are losing faith. Take a walk, Andrew. It is raining in Rapture... and you have simply chosen not to notice.

(angry half-cheering in agreement)

A VERY SPECIAL AUDIO DIARY

There is an easy-to-miss Audio Diary located behind the fan by the stairs leading up out of the water. This is the only Audio Diary in the entire game that can—and must—be picked up using Telekinesis. You'll obtain this valuable Plasmid very shortly; remember to return to this spot and retrieve the Audio Diary to hear Eleanor's voice for the first time.

DRAFTING ROOM

Switch to the Hack Tool and fire a dart at the Security Camera on the wall in the next room. Hacking the Security Camera makes it work for you—stand back and watch as the Security Camera detects the Splicers and sends a pair of Security Bots after them. Take a few steps to the right and fire your Rivet Gun at the distracted Splicers.



RED LIGHT, GREEN LIGHT

Always be on the lookout for the red glow of an unfriendly Security Camera. Stay out of its range of vision to avoid detection. Wait for the Security Camera to pan away, then step out and fire the Hack Tool at it. Quickly duck out of sight to perform the hack. Friendly Security Cameras glow green and can be a big help when it comes to dealing with enemies. The Security Bots they summon might just save your hide!

On the other hand, reference the maps (both in this chapter and in-game) for Bot Shutdown Panels in case you trigger a hostile alarm. Rush to the Bot Shutdown Panel and pull the lever to disable any Security Bots sent to attack.



Cross the Drafting Room to the west and enter the Jet Postal Room on the right. Eleanor has left you another Plasmid—**Telekinesis**—along with another plea for help. Telekinesis enables you to pull distant objects towards you, then either use them, drop them, or hurl them through the air at an enemy! Take the Plasmid and head up the stairs around the corner. You're going to have to find a way around that locked door to Workshop 6B.



AUDIO DIARIES



Mark Meltzer — What Happened to the People?

These... people are hooked on some kind of genetic wonder-drug called ADAM. I've read the word "Splicers" scribbled on walls like a warning. One of them... cornered me, and Christ, his face—I had a gun, but I choked—and then out of nowhere we both heard this... singing and he took like hell on wheels.

It sounded like a kid—a little girl! Cindy's alive... I know it in my gut.



Sofia Lamb — Know the Beast

In ethical psychiatry, we must account for the role of evolution. Depression, fits of panic, sexual pathos—all responses to ancient selection pressure.

The irony is that this theory is why Ryan's people invited me here. They mistake my study of natural law for the worship of competition. Remember, Eleanor—one must know the beast before it can be slain.



Gil Alexander — Improving on Suchong's Work

Doctor Suchong's death was a nasty blow to the Protector program, but I'm gradually settling into his role, picking up the slack that his carelessness left behind. We are gaining steam again, but I'm not satisfied. Yes, the "Big Daddy" defends the girl... but he is programmed only for the fight, like a sheepdog who wanders off unless a wolf is tearing at his flock.

When no aggressor is present, he regards his Little Sister as he might a common houseplant. We need something more, something stronger: an unbreakable physiological bond.

FOOD DROP!



Press the button on the Mail Pneumo Control Panel to the left of the little red wagon. The pneumo tubes are on the fritz, and a steady barrage of food and drinks soon flies out of the pneumo tube near the ceiling.



Continue up to the balcony and use Telekinesis to grab hold of one of the large gas cylinders. Approach the edge and release the Fire Plasmid button to send the flammable gas hurling down towards the Splicers near the fire. Quickly use Telekinesis to grab a second cylinder and launch it at the Splicers emerging from the room across the way. Another option is to shoot the cylinder once to spring a leak, then pick it up and drop it over the edge with a tap of the Reload button. The cylinder still explodes, and may even set off a chain reaction.



TRAIN WORKSHOP 6B

Descend the steps from the balcony to the workshop floor and search the bodies and lockboxes for items and money. Move south to the Cafeteria in search of additional items and another Audio Diary (in the kitchen). Keep your eyes open for other fuel cylinders and use Telekinesis to hurl them at the Splicers that appear.

A Splicer with a lead pipe has jammed the Deployment Bay Door located at the west end of the workshop. Head into the leaking restroom on the south side of the workshop and use Telekinesis through the broken wall to pull the pipe out of the gears. Continue through the other half of Workshop 6B to the door leading to the Switching Hub.



CIRCUS OF VALUES

The Circus of Values is a general goods vending machine that typically carries First Aid Kits, EVE Hypos, and an assortment of basic ammunition. Hack the vending machine to lower the prices on all of the items. Get a blue bonus during the hack to receive a randomly chosen item for free. Lastly, many vending machines have special items for sale that are only available after hacking.



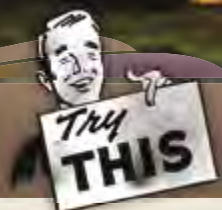
SWITCHING HUB

You'll arrive in the Switching Hub in time to see a Big Sister flee through the shaft in the ceiling. Ready the Hack Tool and Telekinesis and slowly advance along the right side of the room. Fire the Hack Tool at the Security Camera on the far northern wall—just above the Health Station—and hack it quickly.

Several Thuggish and Leadhead Splicers may attack at any moment. Hurl the gas cylinders and fuel drums lying around the area to take them out while conserving ammo.



FLOATING SHIELDS



Don't overlook the bullet-repelling abilities of wood! There are numerous pallets lying around the Switching Hub, and you can use Telekinesis to hold any one of them up in front of you for use as a makeshift shield. Give it a try!



Tenenbaum implores you to get to the elevators in the north end of the room. She can wait. Search the bodies for items and investigate the filing cabinets on the right for additional money and items. Finally, ride the elevator out of the area. Tenenbaum soon radios you during the slow ascent to the upper floor of the depot. Listen closely, her words are of great importance.

TRAIN STATION

Collect the Trap Rivets from the filing cabinets and on the stairs, then round the corner to the office on the left to find another Audio Diary. Visit the Circus of Values in the next room and follow the signs to the train platform.

TRAP RIVETS

Each ranged weapon has multiple types of ammo it can fire. Trap Rivets are just one of the two special types of ammo for the Rivet Gun. Shoot the Trap Rivet at a stationary surface to set a trap for an enemy. The Trap Rivet emits a tripwire laser at a 90-degree angle to the surface it adheres to. A secondary rivet is then fired from the Trap Rivet when an enemy crosses the red laser. The Trap Rivet never fires on you, which not only makes it safe to run around, but it also means that you can retrieve deployed Trap Rivets without fear of detonation.

Descend the stairs to the main station area and sneak around to the left-hand gate without alerting the Splicer on the right. Use the Hack Tool to hack the Security Camera beyond the gate, then double back and take out the Splicer. Set up an array of Trap Rivets throughout the area and flip the switch on the intercom to talk to Brigid Tenenbaum.



DON'T OVERSPEND!



Pay attention to your item and ammo capacities and current quantities when shopping. The vending machines won't stop you from purchasing more than you can carry—the excess simply ends up piled on the floor.

HOLD OFF SOFIA LAMB'S SPLICERS



Sofia Lamb has issued a call to arms against you, and it's no longer safe for Tenenbaum and the Little Ones to stay in the train station. Defend yourself!

You only have a few moments before the first wave of Splicers appear, so quickly fire a row of Trap Rivets along the floor in front of each of the two gates, then backpedal through the lobby and fire extra Trap Rivets around either side of the map sign in the middle. Approach the gate and lure the Splicers into the lobby and towards the Trap Rivets.



Take cover behind the chair near the left-hand gate and repeatedly zap the pool of water beyond the gate with Electro Bolt to fry the Splicers as they line up to get in. If they come the other way, slip out the left side and hack the Health Station. This won't only give you a lower cost of health replenishment, but a hacked Health Station shocks any Splicer that tries to use it. Lure the final batch of Splicers within range of the Security Camera on the left and use Telekinesis to hurl the gas cylinder at them.



ACHIEVEMENT/TROPHY

PROTECTOR

This bonus is unlocked by successfully fending off Lamb's Splicers long enough for Tenenbaum and her children to get to safety. Hack the Security Camera and Health Station outside the gates and set a number of Trap Rivets throughout the lobby in preparation for this battle. Lure the first wave of Splicers into the lobby towards the Trap Rivets. Then, move into the train station proper and lure the second wave towards the Security Camera to enlist the help of a Security Bot.

BOARD THE TRAIN

Tenenbaum has left to provide aid to other survivors of Rapture, but you are safe for now. A man named Sinclair has contacted you and seems to want to help. Board the train to exit the train station and head to where Sinclair is waiting.



You managed to stave off the Splicer attack long enough for Tenenbaum to get away, and she has arranged for you to meet with a smooth-talking man named Sinclair at Ryan Amusements. Have a look around the train station for items and another Audio Diary, then board the train. Throw the switch in the control car to travel to Ryan Amusements.



AUDIO DIARIES



Brigid Tenenbaum — The Situation

Sofia Lamb has taken Rapture, and is responsible for stealing children from the surface. Her Splicers destroyed my submersible and forced me to run.

But the ticket booth is secure... and though I cannot trust him, Sinclair is a valuable ally. I have already rescued a few of the new Little Ones from Lamb. They all want to know how we will get home. I wish I had the right words for them.



RYAN AMUSEMENTS

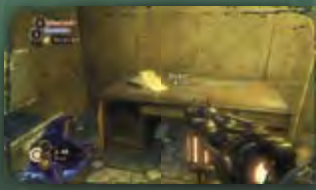
A theme park dedicated to educating the children of Rapture about the dangers of the surface world. Andrew Ryan was convinced that children born in Rapture would want to leave the city as they grew older, which he couldn't permit for reasons of secrecy. He commissioned Carlson Fiddle, a prominent mechanical engineer, to create an amusement park filled with enthralling—but terrifying—animated scenes depicting the horrors of the world that Rapture left behind.

Ryan Amusements revolves around the elaborate "Journey to the Surface" theme ride. The Hall of the Future once enticed Rapture citizens with the newest technological and genetic advances. The park gift shop and the El Dorado Lounge restaurant serve to round out the park's attractions.

STORY GOALS

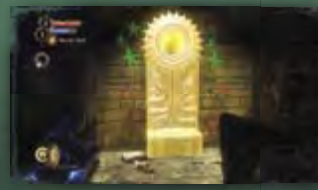
1

Get a ticket.



5

Get to the Sister Vent.



2

Get into the park.



6

Buy the Incinerate! Plasmid at the Hall of the Future.



3

Find a Little Sister in the El Dorado.



7

Thaw the frozen door.



4

Gather ADAM from two bodies.



FIRST ENCOUNTERS



BOUNCER

Bouncers are a style of Big Daddy that attack with a Drill. Their primary attack is a charge attack that covers lots of ground at surprising speed. Never face them head-on!






BIG SISTER

Big Sisters combine the strength of a Big Daddy with the ability to wield Plasmids such as Incinerate! and Telekinesis. Incredibly agile with potent melee attacks and ability to walk on walls! The most lethal enemy you'll face.

NEW DISCOVERIES

PLASMIDS AND TONICS

Icon	Name	Notes
	Sports Boost	You move slightly faster.
	Drill Power	Your drill does more damage when you spin or swing it.
	Booze Hound	Drinking Alcohol restores a small amount of EVE, rather than draining it.



WEAPONRY

MACHINE GUN

Fires a rapid spray of bullets. Very effective against groups or at close range and inflicts small amount of piercing damage. Can also fire Anti-Personnel Rounds and Armor-Piercing Rounds. **Available Now!**



Your stop in Ryan Amusements isn't going to be as short as you expected. The tracks have frozen over, and you're going to need to throw some heat on that ice in order to get the train moving again. Fortunately, that slick-talking Sinclair has it all figured out. He'll keep himself safe from harm, locked up in a room at the train station, but he says there is a Plasmid called Incinerate! that can melt just about anything. All you have to do is get the ADAM it costs to buy it. Lucky for you, this so-called amusement park you're stuck in is really just an Epcotian ode to Ryan's vision of what a Plasmid-reliant future would resemble here in Rapture. Sinclair soon joins you once you're ready to roll out.

GET A TICKET

The train bulkhead door that allows passage through this park is frozen shut, preventing further progress toward your Little Sister. A man named Sinclair has offered to help, but you will need to get a ticket into the park first. The ticket can be found in the Manager's Office in the Security Wing.



TRAIN STATION

The train comes to a halt in a desolate station at Ryan Amusements. Take the EVE Hypo from the security booth then head up the stairs towards the Park Entrance. Of course, you won't be able to get inside without a ticket so have a look around then head through the ticket office to the Security Wing.

POWER TO THE PEOPLE

The vending machine beyond the lockers in the Security Wing is a very special machine. The Power to the People machine gives out free weapons upgrades to those who access it. However, there is a catch! The machine shuts down permanently as soon as you make a selection. Since you can only use each Power to the People machine once, make sure you to choose wisely! See the "Big Daddy Weaponry" chapter for details on each weapon's possible upgrades. Depending on your playing style, it's best to either select the Rivet Gun Damage Increase upgrade or the Drill Damage Increase. Another option is to wait until you obtain the Machine Gun first, then select one of the upgrades for that weapon instead.



ACHIEVEMENT/TROPHY

UPGRADED A WEAPON

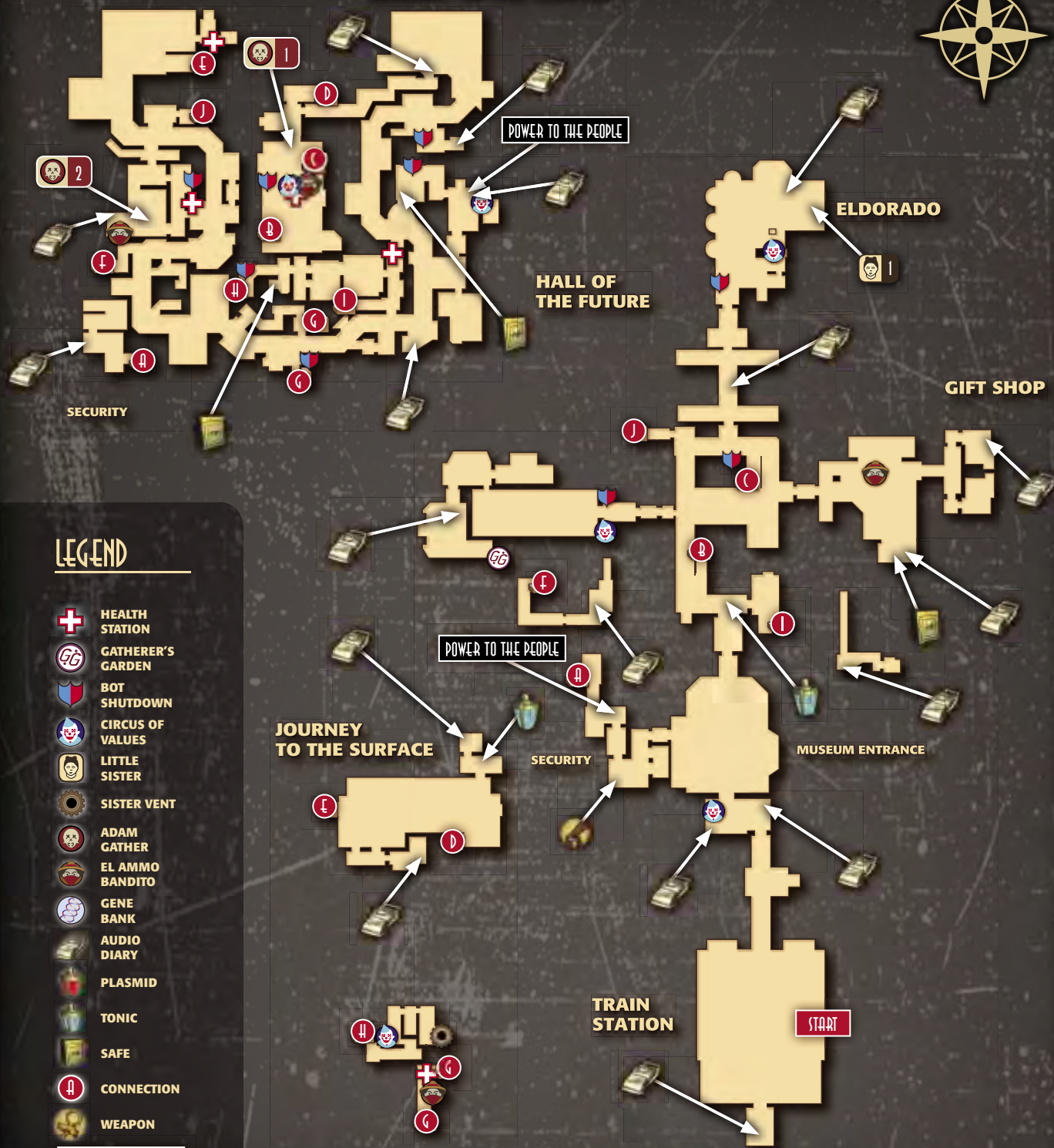
You'll unlock this bonus as soon as you make your first selection at a Power to the People machine. And, considering that you can't possibly overlook the machine in the Security Wing of Ryan Amusements as you walk down the hall past the lockers, it's likely you'll have no trouble earning this bonus.

Continue down the hall and into the Manager's Office. The inner office—the one with the **Ticket**—is locked up tight. Shoot the Hack Tool through the broken window at the door control panel and hack the door open. Take a moment to watch the Little Sister on the other side of the reinforced window, then grab the Ticket and return the way you came.





JOURNEY TO THE SURFACE



LEGEND

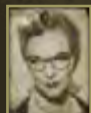
- HEALTH STATION
- GATHERER'S GARDEN
- BOT SHUTDOWN
- CIRCUS OF VALUES
- LITTLE SISTER
- SISTER VENT
- ADAM GATHER
- EL AMMO BANDITO
- GENE BANK
- AUDIO DIARY
- PLASMID
- TONIC
- SAFE
- CONNECTION
- WEAPON

POWER TO THE PEOPLE

RAPTURE DIRECTORY: YOU ARE HERE



AUDIO DIARIES



Sofia Lamb — Eleanor's Progress

Eleanor is progressing brilliantly. My physical participation in her birth was... minimized, of course—it is vital that I am unhindered by nature's crude bias.

I will be, above all, her intellectual progenitor... loyal not to her, but to the people she will ultimately save. But, I admit, it is with some measure of pride that I review her marks in standard intelligence tests.

As an agent of our beliefs... she may surpass even me.



Carlson Fiddle — The Old Sheepdog

I was hired to engineer a park the likes of which no man has seen, and now all I do is watch over it like a grizzled sheepdog. My first line of mechanical puppets made the children here coo with wonder. But Ryan thought my vision was immature... "antiquated," he said. This place could have been something magical, but instead he's turned it into school... no, a cathedral. Dedicated to himself.

GET INTO THE PARK

Your train is stuck in this park while the bulkhead door is frozen shut. Sinclair has informed you that you need to get a Plasmid that can melt the ice. Plasmids are available for sale in the park, so go inside and find one. You must insert your ticket to enter.



MUSEUM ENTRANCE

As you return up the steps from the Manager's Office, you hear the deranged voice of a female Splicer. There's no doubt that this Leadhead Splicer will try to kill you, but she does do you a big favor: she managed to break the display case containing the **Machine Gun**! Take her out, then grab the weapon. The Machine Gun isn't as accurate as the Rivet Gun, but it packs a very high rate of fire and can mow down enemies faster than any other weapon.



Open the door to the Museum Entrance with Electro Bolt and the Machine Gun in hand. Quickly zap the Thuggish Splicer to the left and open fire on the one straight ahead. There are three more Splicers in the area. Circle around in a clockwise direction, using the Electro Bolt and either the Rivet Gun or Drill to finish them off. Insert the ticket in the verification unit near the door and head inside.



FIND A LITTLE SISTER IN THE EL DORADO



The train bulkhead door is frozen shut, preventing further progress toward your Little Sister. Sinclair has informed you that you need a Little Sister to get ADAM. This ADAM can give you the ability to thaw the ice blocking your way. Sinclair mentioned that he saw a Little Sister inside the El Dorado Lounge. Go there to see what you can find.

MEMORIA MUSEUM

RAPTURE MUSEUM

FREE SAMPLES OF SPORTS BOOST!

The Gene Tonic you see on the table straight ahead is yours for the taking. Sports Boost increases your movement speed. Once slotted, Gene Tonics imbue passive benefits to the player and do not need to be activated. Unlike in the original *BioShock*, Gene Tonics of all kinds can be slotted at any position. Four slots are available at first—purchase additional slots with ADAM at Gatherer's Garden vending machines. You can reconfigure your current assortment of installed Gene Tonics at a Gene Bank vending machine.

Rapture Museum is nothing more than a tribute to Andrew Ryan's vision and what it took to build the city that you now struggle to escape. Collect the **Sports Boost** tonic and stroll the upper walkway in a clockwise direction. Soak in the information provided by the audio tour and static displays. Gather up the money and First Aid Kit from the downstairs area in the center (making sure to hack the Health Station), then pay a visit to the vending machines to load up on ammo.



DON'T DETONATE THE DRUM

Notice the fuel drum near the bench in the upper area of the museum? That fuel drum eventually comes in handy during your return trip back to the train, so don't shoot it!



AUDIO DIARIES



Nina Carnegie — Volunteer

I love the kids in Ms. Englert's third grade class, but boy, I had NO idea what I was getting into, volunteering to chaperone this New Year's sleepover party at Ryan Amusements...

Donny... Donny! Get down off of that exhibit, and I told you, spit out that gum! You'll choke! (Sigh) The kids' parents deserve a night off to enjoy New Years, but I'm at my wit's end—Donny! I TOLD you...



Silas Bantam — Cutting Corners

Useta be there was no margin in runnin' the gift shop—I couldn't hardly sell off this tourist crap for a penny more'n it cost to manufacture! Then I met this straight-shooter name a Sinclair, and he laid a sweet deal on me. Said he's got some hard-luck folks down in Pauper's Drop can whip up this junk at half the cost I useta pay. Yeah, I've had to pick a needle or two out of the shipments, but all in all, nobody's the wiser... an' I'm all the richer.

Ignore the signs leading you north to El Dorado for the moment, and instead, head east into the Gift Shop. Drop the four Splicers from the entrance, then have a look around. Head down the stairs to the restrooms and use Electro Bolt to break into the women's room. Search the bathrooms for items before proceeding back up.

HEAVY RIVETS IN THE STALL



Even if you've never played a *BioShock* game before, you should sense by now that your pursuit of a Little Sister is going to force you to confront a rival Big Daddy. One of the absolute best ways to damage a Big Daddy is with Heavy Rivets (particularly at this point in the game). Lucky for you, there's a dozen of them in the bathroom stall inside the women's room. Cut across the Gift Shop and go down the stairs to get them. Best of all, once you've obtained Heavy Rivets, the El Ammo Bandito vending machine starts carrying them too!





AUDIO DIARIES



Sofia Lamb — Rapture is Deliverance

I know the surface, Eleanor. I spent half a lifetime there, in service of the common good. But then, I heard my own words twisted by fat old men, squatting over the embers of Hiroshima.

Were the modern world a patient in my care, I would diagnose it suicidal. On perhaps that point alone, Andrew Ryan is correct. Rapture... is deliverance.



Eleanor Lamb — Eat Dog

Sofia Lamb: In ethical psychiatry... [sound of tape interrupt].

Eleanor Lamb: (giggle) Eleanor Lamb speaking. Mum says I'm not to play with the other children, because they're "being raised on a diet of dog-eat-dog."

I wanted to see these dog eaters... so I waited until Mum was gone... and went to find one... and guess what? The dog eaters wear human skins... it makes them look just like us!

Grab the Audio Diary in the rear of the Gift Shop and approach the safe. Safes have the best ammo and largest sums of money in them of all the containers you'll slip your pilfering little fingers into, but this doesn't come easy. Safes are the most difficult items to hack in all of Rapture. The needle moves faster, and has smaller blue and green zones with larger red zones. Press the Reload button at any time while hacking to perform a "buyout" (usually \$40 for a safe) and open the safe without hacking.

SAFE



Contents:

Safe: 8 Trap Rivets, 30 Anti-Personnel Rounds, 50 Dollars (Hack Bonus).

The safe is in the south end of the Gift Shop. Clear the room of Splicers, then settle in to hack it up close without using the Hack Tool. Multiple Splicers attack after the hack is complete, so put those Anti-Personnel Rounds to use right away! The additional Splicers don't appear if you ignore the safe.



Exit the Gift Shop, top off your supply of First Aid Kits and EVE Hypos, and head north. Eleanor has left you another gift—the **Drill Power** tonic—which definitely helps in the battle to come. Continue ahead to the El Dorado.



EL DORADO

The El Dorado lounge is a big room at the north end of the main floor of Ryan Amusements. Most importantly, it has the first Little Sister and Big Daddy tandem that you'll encounter in your return to Rapture. Get ready!

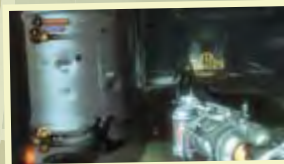
FREE SECURITY BOTS



Why settle for just one Security Bot when you can have two? The Security Bot lying on the ground near the Bot Shutdown Panel is a good start, but you can gain another by purposely stopping the needle in the red zone at the Circus of Values machine, then running back to the Bot Shutdown Panel to disable the Security Bots that show up. Hack one of them to gain a second ally.

BIG DADDY: BOUNCER

Sinclair's advice was accurate. There's a Little Sister playing in the El Dorado, but she's under the careful supervision of her Big Daddy. Hack the Security Bot on the ground near the Bot Shutdown Panel and set up an array of Trap Rivets throughout the area surrounding the bar—while they won't inflict a lot of damage on the Bouncer, every little bit helps when going up against one of these behemoths. Additionally, there's a supply case on the wall near the Vita-Chamber, and a Health Station near the stage.



Switch to Heavy Rivets and get the fight underway by using Telekinesis to hurl the fuel drum located near the stage at the Big Daddy. Switch to Electro Bolts and use the combination of Electro Bolt and the Rivet Gun to put down the big fellow. The Security Bot helps for awhile, but the Big Daddy destroys it before long. Stay on the move, strafe away from the Bouncer, and try to lure him into the water in front of the stage—hit him with Electro Bolt as soon as he enters the pool! Be ready to use a First Aid Kit whenever you get hit, and don't forget to keep shocking the Big Daddy with Electro Bolt while firing Heavy Rivets. Switch to the Machine Gun if you run out and finish him off with .50 Caliber Rounds. Defeat the Big Daddy and adopt the Little Sister by pressing the Reload button.



**BIG DADDY =
BIGGER LOOT!**



Be sure to always search the corpse of a Big Daddy—even the ones whose demise you aren't responsible for. Big Daddies always have plenty of ammo and money on them and some even have a First Aid Kit too!





ACHIEVEMENT/TROPHY

ADOPTED A LITTLE SISTER

Defeat the Big Daddy and approach the distressed Little Sister. The only thing you can do with this particular Little Sister is adopt her, so press the Reload button to place her on your shoulders. She's not Eleanor, but she'll have to do.

For now...

GATHER ADAM FROM 2 BODIES



The Little Sister can get you the ADAM you need to purchase the Incinerate! Plasmid and free your train. Sinclair explained that you will need to take the Little Sister to two ADAM-filled corpses and protect her while she gathers ADAM from them. The Little Sister is the only one who can gather the ADAM you need, so you will need to keep her safe.

BACK TO THE MUSEUM

Press and hold the Reload Button to have the Little Sister guide you back to Rapture Museum and down the stairs to the lower lobby. Follow the glowing trail of light to the specially-marked glowing corpse. Your adopted Little Sister knows this one has plenty of ADAM just waiting to be extracted!

ABOUT GATHERING ADAM

Every Little Sister you encounter (and decide to adopt) is capable of gathering ADAM from two distinct corpses. As her protector, you are tasked with keeping her free from harm while she performs the gather. Numerous enemies will attack—and the battle will be tough—but you will earn 40 ADAM for each successful gather. Completing all of the “gathers” isn’t a requirement for completion of the game, but you’ll need to do so if you want to maximize your ADAM supply and have a chance at purchasing every available Plasmid and Tonic in the game. Additional information regarding ADAM and Little Sisters can be found in the “Into the Dive Suit” chapter.

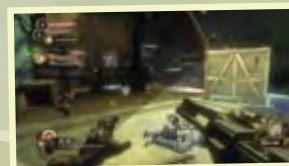


LITTLE SISTER ENCOUNTER

GATHER #1: RAPTURE MUSEUM DOWNSTAIRS LOBBY



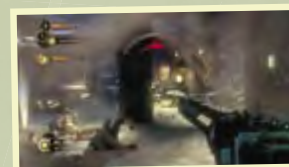
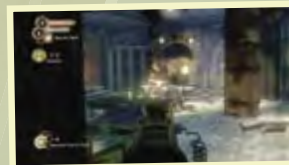
The majority of the Splicers that attack come down the stairs flanking the corpse. Set up Trap Rivets on the stairs and along the wall at the base of the steps. Place several more on the floor in front of the locked door adjacent to the corpse and fire another one at the fuel drum near the oil slick by the corpse. Make sure to hack the Health Station on the wall behind the vending machines if you haven't already—injured Splicers that go to it get a nasty surprise. Stand near the corner and be ready to fire on the first Splicer to approach the Little Sister—the explosions and bullets won't hurt her, so don't worry! The final two Splicers to attack use a blowtorch to cut through the door next to the Little Sister. Stand back and smile as they step onto the Trap Rivets you've placed and are instantly killed.



GATHER #2: RIDE CART GARAGE



Head through the door the final Splicers cut open in the Rapture Museum and follow the ride tracks up the ramp from the Journey to the Surface entrance. Proceed into the maintenance area behind the sign for the Censorship Bureau exhibit. Use the Hack Tool to hack the Turret in the distance. The corpse with the ADAM is right next to it. Set up Trap Rivets near the three openings leading into this area and also around the workbenches in the center. Make sure to hack the Health Station near where you enter the room and shoot out the windows overlooking the workshop (one less Rivet you'll have to fire later on). Set the Little Sister down and use the Machine Gun to finish off any Splicers that make it past the Trap Rivets. Stay behind the Little Sister to keep the action in front of you (and the Turret to your right) and watch for Splicers to emerge from the entrance to your right. Fire a few rounds into the fuel drum near that hallway—it doesn't just explode, it also ignites the fuel spill on the floor, too!



LEGEND

T	MINI TURRET		TRAP RIVET
X	PROXIMITY MINE		TRAP SPEAR



ACHIEVEMENT/TROPHY
9-IRONY

Exit the museum through the door the Splicers cut through with the blowtorch and step into the exhibit on the left containing Andrew Ryan sitting at his desk. Use Telekinesis to pick up the golf club in the rear corner of the exhibit and throw it at his head. Knock his head off with the club to unlock this sarcastic tribute to the founder of Rapture.





AUDIO DIARIES



Mark Meltzer — “Child” and Guardian

I found one of those children at last. Filthy dress, all alone. I approached her... praying that it was my little girl.

But she was... gorging herself on blood from a corpse. It wasn't her. I stared, just, just reeling, and then that skinny... armored freak that took Cindy jumped me, shrieking like an animal!

I escaped but... could Cindy have become one of those... things? I've got to find her, now more than ever.



Nina Carnegie — You, Me, and 1959

I think all of the children have finally fallen asleep. And now that the park is all quiet... I can't sleep myself! I guess it's just you and me, Mr. voice recorder. You, me, and 1959.

I wonder what the new year will—what... what was that? Something's happened, the lights are going out. Kids, stay in your sleeping bags, it's going to be fine...



Carlson Fiddle — Escape Plan

I been rationing my supplies ever since the park got cut off from the rest of Rapture. Gotta stay strong. I'm holed up in this workshop, surrounded by these wailing brats, tryin' to beat their way in. They want my food, my guns... they want it all! But I've got a plan—gonna fix up the transport sub that's been rusting in the maintenance bay. Then I'm gonna get the hell out of this hole. These animals want Rapture? They can have it.



ACHIEVEMENT/TROPHY

PROLIFIC HACKER

If you've been hacking everything you could up to this point, then hacking the Turret in the Ride Cart Garage should unlock this bonus.

If you haven't, you'll earn the title of Prolific Hacker as soon as you successfully hack a Security Camera, Security Bot, vending machine, Health Station, safe, and Turret.

GET TO THE SISTER VENT



Your Little Sister has collected as much ADAM as she can hold, but you still do not have enough to purchase Incinerate! Sinclair said that you should take her to the workshop in the ride, where you can return the Little Sister safely. It seems like this is the only way to get the rest of the ADAM you need, so you should listen to him for now. Keep following the ride and look for the Puppet Workshop. It can be found on your left.

“BUT I CANNOT SACRIFICE A THOUSAND OF MY CHILDREN FOR ONE REBELLIOUS SON.”

— SOFIA LAMB

JOURNEY TO THE SURFACE

Exit the Ride Cart Garage and methodically work your way along the ride's winding path, stopping to search each of the exhibits for items, money, and Audio Diaries. You'll encounter the occasional Leadhead Splicer, but they are few and your bullets should be many. Descend the steps on either side of the "Oppression" exhibit to find a Health Station and an El Ammo Bandito vending machine in a small corridor below.

CHAOS CORNER BALCONIES



Continue along the ride tracks to the sharp left-hand turn near the sign marking "Chaos Corner." Turn into the maintenance hallway on the right and go up the stairs.

Use Telekinesis to pluck the numerous items and bundles of money off the balconies across the tracks, and locate the Audio Diary on the workbench.



Turn into the room on the left, just as Sinclair instructed. Don't let the flickering lights frighten you, since the only thing in here beside you are the heads of some puppets. Listen to Sinclair as he fills your head about ADAM and what your options are—you can rescue her and receive less ADAM (with the potential for more later on) or you harvest her for maximum ADAM. Approach the vent in the corner of the room and opt to either rescue or harvest the Little Sister.



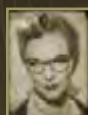
AUDIO DIARIES



Andrew Ryan — Lamb the Problem, Sinclair the Solution

Lamb is becoming a problem. The woman is a damned collectivist—here, in Rapture—how could the council fail to see it? Worse, to hide her intent, she gulls these "patients" of hers into religious frenzy. A new Kremlin will rise and swallow the council house before they realize they've been had!

I will not have my city swindled by the parasite, what its guise. It is time, I think, to call Sinclair.



Sofia Lamb — Truth is in the Body

Rapture is a paradise of the ego, Eleanor. Under Ryan, the voices of an entire city sing the virtues of greed and pride.

But truth, rather, is in the body. Already they grow weary of struggling against one another in fruitless competition. Observe the bent backs, the drawn faces. "Ryan promised us more," they seem to say. "In what shall we now believe?"

And Eleanor... it is our task to answer.

SAFE



Contents: 22 Dollars, 20 Anti-Personnel Rounds, 5 Heavy Rivets

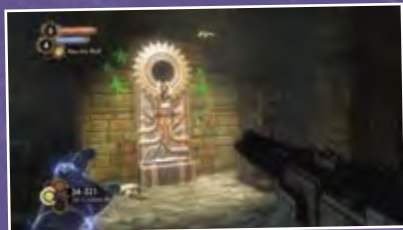
Leave the ride corridor behind and enter the Puppet Workshop on the left. Cross the room filled with tables of puppet heads to the stairwell in the rear and stop to hack open the safe lying on its side. No Splicers bother you here, so take your time and concentrate on the task at hand. The nearest Bot Shutdown is down the stairs beside the safe, so get running if you trigger an alarm!



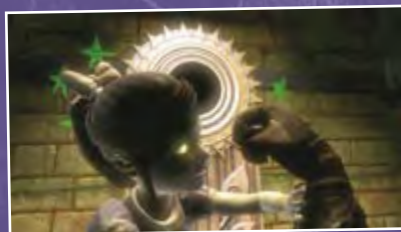
LITTLE SISTERS: THE CHOICE IS YOURS

As you may have sensed by now, this is the big moral dilemma in *BioShock 2*, just as it was in the original. What to do with the Little Sisters? These seemingly benign little girls carry ADAM within them and ADAM is the currency used to purchase additional Plasmids and Plasmid and Tonic Slots. Harvesting the Little Sister nets you large quantities of ADAM—160 units to be exact—but what kind of Big Daddy would you be if you were to sacrifice those who trust you completely? Assuming you escort the Little Sister to both gathers, you stand to gain a total of 240 ADAM from each Little Sister by harvesting them. (Of course, after you rescue four Little Sisters you will receive the Proud Parent Tonic, which gives you 280 ADAM for choosing to rescue your ward).

On the other hand, what would Tenenbaum, or better still, Eleanor, think of this behavior? Choosing to rescue a Little Sister only earns you 80 units of ADAM, but has the potential to earn you other rewards from the Little Sisters as a sign of gratitude in the future. Clearly how you approach the Little Sisters in Rapture has a severe impact on not only how many Plasmids you'll likely acquire, but also on your relations with them.



It's best to harvest all of the Little Sisters (after completing all of their gathers) during your first playthrough of the game so that you not only get to experience one of the story endings, but can acquire all of the Plasmids and tonics and unlock as many Achievements/Trophies as possible. This also helps you decide which Plasmids you enjoy using the most. Then, on a second or third play-through, try to complete the game without harvesting any of the Little Sisters. This makes powering up your character much more difficult early on, but earns you a different story outcome and access to some rather unique tonics later on.



BUY THE INCINERATE! PLASMID AT THE HALL OF THE FUTURE



Now that you have enough ADAM, you can purchase the Incinerate! Plasmid. This item allows you to melt the ice blocking the train station bulkhead and get back to finding your Little Sister, Eleanor Lamb. The Gatherer's Garden that sells Incinerate! can be found in the Hall of the Future.

JOURNEY TO THE SURFACE

Fight past the Leadhead Splicers in the Puppet Workshop and continue along the tracks to the left, towards the "Coercion" display on the right. Proceed through the door marked for employees only to enter the Lighting Storage area. Here, you'll find a Power to the People vending machine and an Audio Diary, not to mention another safe.



SAFE



Contents: 6 Trap Rivets, 44 Dollars, 2 Auto-Hack Darts.

This particular safe is on the west wall of the Lighting Storage maintenance room. Enter via the "Coercion" exhibit and continue west past the Power to the People machine to the next room. You'll encounter a Splicer enjoying a smoke off to the left, but there are no other security threats in this area, and the Bot Shutdown is right beside the safe.





A SECRET UPPER WALKWAY



Continue along the tracks to the “Coercion” display and enter the exhibit on the right. Run up the giant mechanical hand and leap onto the ledge. Follow it out over the main corridor to find an Audio Diary and a storage crate. Use Telekinesis to grab the Anti-Personnel Rounds off the distant beam.



AUDIO DIARIES



Nina Carnegie — Deterioration

Two weeks at my last count... two weeks since we were trapped in this rotten park. I haven't been eating... the children need all the supplies we've got left. Need them more than I do. I... I don't know what's going to happen. I can feel myself getting weaker. The children have noticed the condition I'm in, of course... What will happen once I'm gone? They'll be... all alone...



Mike Novak — Doctor Lamb

Third session today, with this amazing limey shrink, Doctor Sofia Lamb. She said that all Ryan's horse#@!* about always looking out for number one is turning us little guys against each other. And what we need is unity. Solidarity! Then she held up a mirror. Turns out I wear my hair and moustache just like Ryan.

So today, I'm spreading the word about Lamb. And tonight I'm shaving my whole stupid head!



Devin LeMaster — Dating Tip

I've got a little dating tip for ya, Jimbo, it'll get you out of that lonely hearts club for good. This scheme works 100 percent of the time, guaranteed. First, find some Betty and take her to Ryan Amusements. Then ya go to the gift shop, buy her a teddy bear—this is key, I ain't kidding' around. Then... ya buy her a ticket on “Journey to the Surface.” Soon as you hit that first scare? Bingo. Tunnel. Of. Love.

Exit this area through the door near the safe and climb over the pile of crates blocking the tracks. Switch to the Hack Tool and inch your way around the corner slowly and hack the Security Camera on the wall. Assist the Security Bots that show up to attack the Splicer, then quickly shock the Security Bots and hack them to enlist their help!

GIVE YOURSELF UNTO HER!



Lamb's “family” has taken up the hobby of creating little shrines to her in random places throughout Rapture. One of these is behind the boards in the alcove under the Security Camera. Use the Drill to smash the wood and gather up the goods lying on the mattress and desk.

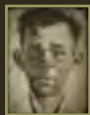


Continue around the corner to where you first came up the tracks from the ride station below. Since the fallen carts block the tracks, head through the maintenance hall on the left. Throw the switch to unlock all of the maintenance doors, then pick up the fuel drum with Telekinesis and carry it with you down the stairs. Turn to the left and throw the fuel drum at the Leadhead Splicers near the vending machines. Head up the stairs and through the door to the Hall of the Future.





AUDIO DIARIES



Stanley Poole — Working for Sinclair

I uh... met with Sinclair today, of "Sinclair Solutions." It's this pseudo-legal firm he set up to take problems Ryan doesn't want to admit he has, and make them go away.

I could fill forty front pages at the Tribune with stories about this fella, if he wasn't paying me not to.

And he's got work for me, right? I ask what, and he flashes me these thousand dollar Steinman teeth, sayin' this job'll quote change history end quote.



Andrew Ryan — Efficacy

I know this facility is vital to the preservation of secrecy in Rapture. But seeing myself transformed into that... lurching, waxen nightmare... do children truly respond to this?

Still, I spoke to a young man exiting the park after the grand opening, asking him what, if anything, he had learned here. He said his chores didn't seem so bad anymore—as long as mother wouldn't send him to the surface.



Gil Alexander — A Father's Love

We lost another of the Alpha Series Protectors today in testing. Somewhere outside the city limits, he simply vanished. For these men, Rapture has no walls. We must find a method of conditioning them against abandonment of the Little Sisters.

Something physical... possibly even lethal. The lab aides are starting to call them "Big Daddies"... perhaps there's some genius to that. Bonded pairs... connected by a love that kills.

BOOZE IT UP!



You'll naturally turn to the left to return to the main Rapture Museum area after descending the stairs. Don't go there just yet! First, move down the stairs to the right to enter the previously locked storage room in the northeast corner. Grab the **Booze Hound** tonic, then load up on alcohol in the back room to replenish your EVE!

HALL OF THE FUTURE

Grab the Remote Hack Dart on the stairs and equip the Hack Tool. Stay out of sight and fire a dart at the malfunctioning Security Bot in the room up ahead. Once hacked, the Security Bot springs to life and takes out the two Splicers trying to fix it. Go through the hallway to the right to find your target—the Gatherer's Garden vending machine!



Even though you came for the **Incinerate!** Plasmid, you now have the 160 ADAM necessary to buy all three items regardless of whether you chose to rescue or harvest the Little Sister that you dealt with earlier. Keep in mind that this is the only time during the game where your actions regarding the Little Sister won't affect your ability to shop at the Gatherer's Garden. Purchase the Health upgrade and EVE Link items, too.





AUDIO DIARIES



Grace Holloway — Disappeared

He's gone. James was the only man I ever loved... and now it's like he never even came to Rapture. He heard me sing at the Limbo Room, came up all bashful.

He liked hearin' songs about what it's really like to live in this town... I think he's been trying to organize folks against Ryan, and he's gone, and I'm here, singing "Rise, Rapture, Rise"... scared to death they're gonna come for me!



Augustus Sinclair — Wooden Nickels

Andrew Ryan. He reckoned the free market was some kinda holy spirit gonna lead us all over the rainbow—and I reckon it's a big fat hooker too dim to spot a wooden nickel.

So old Andy went an' became his own ghost, and I whittled nickels 'til I made a mint.

THAW THE FROZEN DOOR



Sinclair told you that you need to melt the ice that blocks your train from leaving the park. The frozen door is located in the train station, in front of the train you arrived on. Head over there and use the Incinerate! Plasmid on the frozen door.



You hear that scream? That's the telltale sign that a Big Sister is on the way. This fight is to the death, and you only have a few moments to prepare. Switch to Heavy Rivets and purchase any First Aid Kits and EVE Hypos you can from the Circus of Values machine before approaching the door to Rapture Museum.

MELTING THE ICE

Put your new Incinerate! ability to use by melting the iced-over exhibit to the left of the door leading back to the main area. Melt the ice behind the counter to stock up on Trap Rivets and Heavy Rivets—these can come in handy shortly—then approach the Gatherer's Garden machine. Those who decided to harvest the Little Sister have an additional 80 ADAM to spend. It's best to spend it on Armored Shell and an additional Gene Tonic Slot.

“WHEN RAPTURE SPEAKS OF YOU—IT SAYS ONLY THIS:
SLEEP NOW. YOUR DAY IS DONE.”

— SOFIA LAMB

KILL THE BIG SISTER

Big Sister doesn't care whether you rescued or harvested the Little Sister—**you** were not her Big Daddy and **you** should have never have laid hands on that poor little one. The Big Sister uses her Telekinetic Plasmid to pull you through the door leading back into Rapture Museum, so you had better be ready for a fight! Have the Rivet Gun or Machine Gun on hand and immediately target the fuel drum near the bench where she is standing (this is the one mentioned earlier). You only have a moment to detonate the fuel drum before she leaps away, so make your shot count!



The Big Sister isn't particularly vulnerable to Electro Bolt so hit her instead with Incinerate! Open fire on her head with Heavy Rivets and try to keep as far from her as possible to avoid her powerful melee slashes. Big Sister sprints and cartwheels around the area—and can even crawl along the walls if she wants to—so do your best to track her movements and stay out of the way. Avoid the back hallway where she can pin you into the corner, and consider leaping down to the lower level to play the angles against her. Switch to the Drill if she dashes in close and hold the Fire button to drill into her.

Her speed and melee attacks are your primary threat, but she'll also attack with her own Plasmids. Dodge her fireballs and hold your fire when she's using Telekinesis. She'll pull a number of rocks and other objects to her and hold them up as a shield before hurling them at you. Dodge the objects, then retaliate with more fireballs of your own and Heavy Rivets. Don't be stingy with your First Aid Kits—use one whenever your health drops below the halfway mark.



BIG SISTERS YIELD ADAM

If you thought killing a Big Daddy gave you some sweet loot, then wait until you take down a Big Sister! Every Big Sister you defeat in battle has 40 ADAM on her. Search her corpse to soak it up, then return to the Gatherer's Garden and, if you have enough ADAM, purchase the EVE upgrade.



ACHIEVEMENT/TROPHY

SINCLAIR'S SOLUTION

Fight your way through Ryan Amusements to adopt a Little Sister and help her gather the ADAM needed to purchase the Incinerate! Plasmid. Put this fire-throwing Plasmid to use back at the train station and melt the ice blocking the train's progress. Ryan meets up with you after you throw the train override switch. Fight your way onto the train and take a ride with your new partner.

With the Big Sister defeated, all you have to do is head back to the train station and melt the ice with the Incinerate! Plasmid. Take a moment and inspect the in-game maps to make sure that there aren't any areas you've overlooked. Cycle through the map levels and look for areas colored brown on any individual level—those are areas you haven't been to yet. There's no place in Ryan Amusements that you can't access.

Make your way back to the train station and melt the ice as instructed. Sinclair then tells you to head into the security booth and throw the switch to put the train back online. He'll exit the locked room to the south and board the train, leaving you to fight your way through a half-dozen angry Splicers. Ready the Machine Gun, switch to Anti-Personnel Rounds, and have at it! Locate the Audio Diary in the room where Sinclair was, then board the train and get out of there!



PAUPER'S DROP

The Drop was originally built as a temporary worker's camp during the construction of the Atlantic Express. However, once the rail line was completed, the workers found that they couldn't afford to live anywhere else in Rapture, and the settlement under the tracks became permanent.

Most residents of the Drop lived in the sprawling Sinclair Deluxe tenement building. The Fishbowl Diner was a popular lunch counter for working stiffs. A pawn shop, King Pawn, and free clinics can be found in the Drop's downtown. Skid Row is home to a once-bustling marketplace for scavenged and otherwise illicit goods. The marketplace is anchored by the Reliable Pharmacy at one end, and the Limbo Room jazz club at the other.

“THE WORST NEIGHBORHOOD IN RAPTURE.”
— AUGUSTUS SINCLAIR

STORY GOALS

1

Go to the Sinclair Deluxe Hotel.



5

Go to Grace's apartment.



2

Search the pawn shop downtown for the Research Camera.



6

Get the Override Key from Grace.



3

Research Brute Splicers.



7

Use the Override Key to end the lockdown.



4

Clear the rubble at the Sinclair Deluxe.



NEW DISCOVERIES

PLASMIDS AND TONICS

Icon	Name	Notes
	Hacker's Delight	Every time you hack something, you gain a little health and EVE.
	Shorten Alarms	Reduces duration of Security Camera alarms.
	Fire Storm	You emit a burst of fire when struck by melee attacks, damaging all around you.
	Hypnotize	Causes enemies to become hypnotized, attacking anyone nearby!
	Freezing Drill	You freeze enemies for longer, and all Drill attacks have a chance to freeze the target.
	Keen Observer	Increases research bonuses, allowing you to progress faster at research.

WEAPONRY

SHOTGUN

Fires a wide burst of pellets, most effective at shorter ranges. Base ammo does moderate piercing damage. Solid Slug can penetrate multiple targets and inflicts anti-personnel damage. Phosphorous Buck sticks to enemies and explodes after a short time.

Available Now!



RESEARCH CAMERA

Research enemies by initiating filming to record you combating them. Record yourself using a variety of attacks to earn Research Points and earn various Research Awards, including damage perks and tonics!

Available Now!



The train rolled out of Ryan Amusements just as Sinclair said it would, but even he couldn't predict Lamb's next move. She issued a city-wide shutdown of the Atlantic Express, and has stranded you in Pauper's Drop—the ghetto of Rapture. There's nothing you can do to change Lamb's mind, so you're going to have to find a lady by the name of Grace Holloway and pry the Override Key out of her grasp—that train isn't going to budge without that key! Grace used to sing over at the Limbo Room jazz club, but these days she just whiles away her time holed up in her apartment atop the Sinclair Deluxe tenements. As one of Lamb's most devoted disciples, you can bet she's got an army of Splicers and cultists stirred into a frenzy and just itching to split your helmet in two.

FIRST ENCOUNTERS

ROSIE

Rosie is a version of Big Daddy that prefers to maintain a safe distance and attack with a Rivet Gun and lobbed Proximity Mines. Use Telekinesis to throw the mines back at them.



BRUTE SPLICER

Brute Splicers have enormous bodies and forego conventional weapons in favor of vicious shoulder charges and overhead hammer blows. Brute Splicers also throw objects!



LEGEND

-  HEALTH STATION
-  GATHERER'S GARDEN
-  BOT SHUTDOWN
-  CIRCUS OF VALUES
-  LITTLE SISTER
-  SISTER VENT
-  ADAM GATHER
-  EL AMMO BANDITO
-  GENE BANK
-  AUDIO DIARY
-  PLASMID
-  TONIC
-  SAFE
-  CONNECTION
-  WEAPON
-  POWER TO THE PEOPLE



THE SINCLAIR
DELUXE TENEMENTS

TOWN SQUARE

THE SINCLAIR
DELUXE TENEMENTS

POWER TO THE PEOPLE

POWER TO THE PEOPLE

TOWN SQUARE

MARKET

RAPTURE DIRECTORY: YOU ARE HERE



AUDIO DIARIES



Sofia Lamb — Ryan vs Lamb: Religious Rights

Ryan: Religious rights, Doctor? You are free to kneel before whatever tribal fetish you favor in the comfort of your own home. But in Rapture, liberty is our only law—A man's only duty is to himself. To imply otherwise, therefore, is criminal.

Lamb: Ask yourself, Andrew—what is your “Great Chain of Progress” but a faith? The chain is a symbol for an irrational force, guiding us towards ascension—no less mystic than the crucifixes you seize and burn. (angry applause, shouting)



Grace Holloway — Better Times with Lamb

My folks lived in the St. Louis Hooverville in '32... and the Drop is worse by a mile. Nobody's supposed to live down here, city pissing on us. Never dry. Ryan doesn't care. And Fontaine's a damn crook.

But Doctor Lamb cares. We're still people to her. She's offering free mental counseling on Sundays. When I go, I get the feeling she's got a plan for Rapture... and for me.



Augustus Sinclair — Wrong Side of the Tracks

Ol' Pauper's Drop's the worst neighborhood in Rapture—but it's a hell of an opportunity to raise up some, ah, affordable housin'. When Atlantic Express was constructin' their luxury passenger line, this place was hollowed out beneath as flophouses for the railway crew.

Nobody was s'posed to reside down here long-term—but when you're broke in this town, you're not exactly swimmin' in alternatives. I don't favor spendin' more than an hour or so down here at a time. There ain't a side of the tracks more wrong than under 'em.

GO TO THE SINCLAIR DELUXE HOTEL



Sofia Lamb has suspended all rail travel in Rapture to prevent you from reaching Eleanor. However, her local lieutenants can override the lockdown. Sinclair has told you that a woman named Grace Holloway runs Pauper's Drop and has the Override Key that you need. Go to the Sinclair Deluxe Hotel to find her.

TRAIN STATION

Exit the train and extract two First Aid Kits out of the Health Station in the room to the right—one from hacking, then a second through vandalism. Loop around the rear of the train to find some ammo in the corner of the area before heading south for the Drop.

Hack the door and continue past the Gene Bank to the door to the west. Enter this next room quietly so as to not disturb the cultists performing their ritual up ahead. Line up a clean shot on the one nearest to your position and hurl a few fireballs at them, then open fire with the Rivet Gun to put them down. Scavenge the corpses and use Telekinesis to collect the money and Heavy Rivets behind the bars to the left.



FISHBOWL DINER

You won't take one step towards the diner before seeing a hulking Splicer lob a fuel drum at some others and run away. That beast is known as a Brute Splicer, and you'll see more of him later. For now, sneak around the right-hand side of the diner and use the Hack Tool to hack the Security



Camera on the far side of the diner. Take out the lone Leadhead Splicer running about, then prepare for your next Big Daddy encounter.

— GRACE HOLLOWAY



Equip Telekinesis and the Rivet Gun and take aim on the Big Daddy with Heavy Rivets. If planned well, the Security Camera soon calls in two Security Bots to distract the Big Daddy. Continue firing on the Big Daddy and watch for it to lob a green Proximity Mine your way—catch it and throw it back, then switch to Electro Bolt. Backpedal towards the vending machine and try to lure the Big Daddy across your array of Trap Rivets and into the water. Continue zapping it with Electro Bolt to curtail its offensive abilities, and open fire! Switch to the Machine Gun as soon as you run out of Heavy Rivets.



LEGEND

MINI TURRET

PROXIMITY MINE

TRAP RIVET

TRAP
GREED

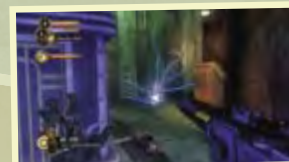
GATHER #2: TOWN SQUARE



LEGEND

T	MINI TURRET	●	TRAP RIVET
X	PROXIMITY MINE	→	TRAP SPEAR

The second Gather is in the center of the Town Square area. Deal with the Brute Splicer that attacks upon entering the area, then hack the Health Station. Use Telekinesis to pick up the fuel drum in the hallway and place it near the hole in the wall near the Vita-Chamber, sticking one or two Trap Rivets to it. Most of the Thuggish and Leadhead Splicers attack from the vicinity of the Vita-Chamber and pawn shop. Stand between the Little Sister and the brick structure in the center to be safe from gunfire originating near the Vita-Chamber. Use Electro Bolt to electrocute the water on your right whenever a Splicer comes from that side, and rely on a grid of Trap Rivets to protect the approach from your left. The Splicers eventually begin coming from the hallway leading past the Gene Bank (from the diner). They attack at close range, so be ready for them. Switch to the Drill, zap them once with Electro Bolt, then hit them with a Drill Swing to knock them out.



Loop around to the far side of the diner and hack the Security Bot, then head up the rickety walkway to the roof of the diner. Hack the Turret in the corner and cross the walkway to the roof of the flower shop in the southwest corner to find an Audio Diary along with the **Hacker's Delight** tonic.



AMBUSH AT THE DINER



Don't head inside the Fishbowl Diner without first hacking the Turret on the roof! Many of the Splicers that attack you inside the diner come from the roof—hacking the Turret on the roof and laying down a number of Trap Rivets significantly reduces the number you'll have to face.

Head inside the diner via the kitchen door in the southeast corner—it's the only entrance not boarded up—and scour the area for items and ammo. Locate the corpse in the corner of the diner (near the counter) and collect the **Shotgun**. As soon as you pick up this Shotgun, a number of Splicers burst through the windows and through holes in the ceiling. Place some Trap Rivets around the area between the counter and the tables. Between them, the Turret and Trap Rivets on the roof, and the Security Bot you should have from outside the diner, you shouldn't have any trouble holding off the ambush. If you do, just leap through the one of the windows and lead your attackers towards the Security Camera out back. That should take care of them!



THE CLINIC KEYCODE

The corpse with the Shotgun had a newspaper tucked under his arm with the numbers "0047" scrawled in lipstick across the front page, with the word "Clinic" next to it. You can be sure those weren't the winning numbers for the Pick Four! Don't worry about what keycode those numbers belong to just yet—just point your reticule at them to commit them to memory. You'll see a scrap of paper appear on-screen with this passcode as soon as you reach the door requiring the code.

Head east away from the diner towards the Sinclair Deluxe tenement. Loop through the glass corridor to Sinclair's hotel and inspect the two rooms on either side for items, an Audio Diary, and a safe. You'll see another one of those Brute Splicers go rumbling by in the distance, just before he knocks a pile of debris in front of the main entrance—you need to learn how that boy got so strong if you want to unblock the obstacle!

SEARCH THE PAWN SHOP DOWNTOWN FOR THE RESEARCH CAMERA



Grace's Brute Splicers have blocked the way into the Sinclair Deluxe Hotel, preventing you from getting to her. You now must pick up some new tricks from the Brute Splicers by using a genetic Research Camera. Search the pawn shop downtown to find one.

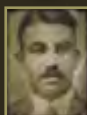
TOWN SQUARE

Return to the diner area and move south towards Town Square. Inch your way through the narrow passage and past the Gene Bank, keeping Telekinesis and the Shotgun on the ready. A Brute Splicer soon appears and hurls the giant crown from atop the King Pawn store at you—catch it and throw it back. Continue to use Telekinesis to throw things at him—anything—to break him out of his shoulder charge. The Brute Splicer next breaks through the wall on the right to reveal a hidden Vita-Chamber; take this time to hack the Health Station so he can't revitalize himself. Switch to Electro Bolt and finish him off with the always reliable stun-and-blast technique!

Sinclair says the Research Camera is inside the pawn shop, but the shop is chained shut. Use the keycode you found in the diner—0047—to unlock the door to the clinic and head upstairs to the rooftops. You can drop through a hole in the floor to enter the pawn shop from the second floor.



AUDIO DIARIES



Prentice Mill — The End of the Line

This is it. It's over. I built this railroad from nothing... played by Mr. Ryan's rules. But then he asks me to sink my own cash reserves into the banks to give Rapture some breathing room, and now Austen Goddamned Bathysphere wants to buy me out. Decommission the whole line!

I have no family... and no friends. I am the Atlantic Express... and this... is the end of the line...



Tobias Riefers — Clinic Code at the Fishbowl

What did they expect? You keep enough drugs stashed in this clinic to splice up a rhinoceros, of course every poor soul in the Drop's gonna start beatin' down your door. It's my job to think up a new key code to keep 'em out. Seems like every other day now... Nuts... I'll mull it over for a while at the Fishbowl Diner.



Sofia Lamb — Therapy with Grace 1

Grace: Doctor Lamb. Sofia. I came down here to sing, and to start a family... But I just don't fit in with these people. Look at you. You fit with them.

Lamb: Grace... in Ryan's Rapture, I am the pariah. You and I share unpopular ideas—but I wonder... how devoted are you to the Rapture people? If you wish to know more, wear this butterfly brooch at our next session. If not... no harm done—we shall never speak of it again.



AUDIO DIARIES



Sofia Lamb — Arrangements

Lamb: Now Eleanor, Mummy has to go away for a while. You shall be staying with Aunt Gracie.

Eleanor: Mummy, don't go... (edge of crying)

Lamb: Eleanor, you are better than that. Do you remember what I told you?

Eleanor (miserable): I am very special.

Lamb: That's right. And what else?

Eleanor (still sad): I was born to change the world.

Lamb: Yes. And when Mummy returns home... the world will be very different indeed. She will make it ready for you.



Rock Flanagan, P.I. — Camera in Hock

Another day, no clients. Atlas and Ryan start goin' at it hot and heavy, and all my business dries up. Used to be easy: put the eye on some spliced-up dame's wandering husband and rake in the dough. Now it's got so bad I hadda put my camera in hock at King Pawn. Makes a guy consider splicin' up himself... if I had two dimes to rub together, that is.

DOUBLE WARNING!



There's a Splicer atop the stairs inside the clinic about to toss a flaming barrel down the stairs at you. Stick to the right to avoid the barrel and open fire on him as soon as the barrel moves past. Switch to the Hack Tool and ascend the stairs slowly and hack the Security Camera on the wall to the left.



Head up the stairs inside the clinic and hack the Security Camera on the wall. Instead of going directly left towards the pawn shop, cross the walkway to the north to find a Power to the People machine. Ascend the stairs there to the upper level, and search the offices upstairs for an Audio Diary and the **Shorten Alarms** tonic. Continue south on this uppermost floor to another cultist ceremony. Hurl a couple fireballs at



them from afar, then pick up the other Audio Diary and proceed west, past the Security Camera and down the stairs to the roof of the pawn shop.



HACK DART SNIPING



Approach the bridge leading to the third floor above the pawn shop (after the cultist ceremony) and look down and to the right, beyond the billboard. Use the Hack Tool to hack the Turret on the roof of the pawn shop from here to avoid dealing with it at close-range.



Circle around to the right, past the hole in the roof and the Turret, and gather up the loot in the examination room across the bridge, then double-back and cross the bridge to the north to explore the apartment with the safe. Finally, once you're done searching these upper areas, drop through the hole into the pawn shop.

SAFE



Contents:

25 Armor-Piercing Rounds, 45 Anti-Personnel Rounds, 6 Heavy Rivets.

The safe is on the wall behind the upturned mattress and bed frame in the apartment directly across from the pawn shop's second floor. There



are five stages to this hack, and the zones get smaller with each successive stage. Because a Thuggish Splicer attacks as soon as you are done with the hack, consider setting up some Trap Rivets to protect your flank, just in case!

Drop through the hole in the floor to enter the pawn shop and take the **Research Camera** off the counter. Approach the locked front door with the Research Camera in hand and press the Fire button while looking through the door at the Thuggish Splicer outside. The Thuggish Splicer then opens the door to attack—zap him with Electro Bolt before hitting



him with a Drill Swing to finish him off. You'll most likely earn enough Research Points to obtain the first Research Bonus for Thuggish Splicers.



ACHIEVEMENT/TROPHY

FIRST RESEARCH

Equip the Research Camera and begin filming the Thuggish Splicer outside the door. Hit the Fire Weapon button while aiming the viewfinder at the Splicer, then battle the Splicer as you normally would. The Research Camera records the action and assigns a grade. It doesn't matter what your grade is for this bonus—you just need to get the camera rolling with a Splicer on-screen for this Achievement/Trophy.

SAFE



Contents:

40 Armor-Piercing Rounds, 2 EVE Hypos, 10 Trap Rivets.

This safe is in a secret room inside the pawn shop. Drop through the hole in the second level floor to enter the pawn shop, then crouch behind the counter



and locate the small red button beneath the cash register. Press it to reveal a secret room with the safe. The safe has five stages, but no enemies attack you here unless you have opened the front door to the pawn shop.

CAMERA SHY THUGGISH SPLICERS

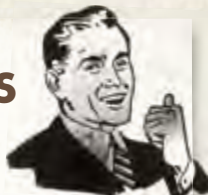
You're going to have to take every opportunity you have now to film those Thuggish Splicers in order to max out their research track. Thuggish Splicers don't exist after Pauper's Drop, so you may miss out on your chance to fully research them if you're not careful. Keep the Research Camera on hand and film every one you encounter.



RESEARCH BRUTE SPLICERS

You must learn some new moves from Grace's Brute Splicers to bust your way into the Sinclair Deluxe Hotel.

Photograph Brute Splicers with the Research Camera, then use any of your Plasmids and weapons against them to gain Research Points and earn a Research Reward.



MARKET

Exit the pawn shop and head due east out of Town Square, then follow the signs towards "Skid Row" to reach the Market. Eliminate any Splicers you encounter in the glass tunnels and move slowly into the Market area while studying the Big Daddy in the distance.



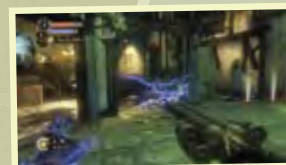
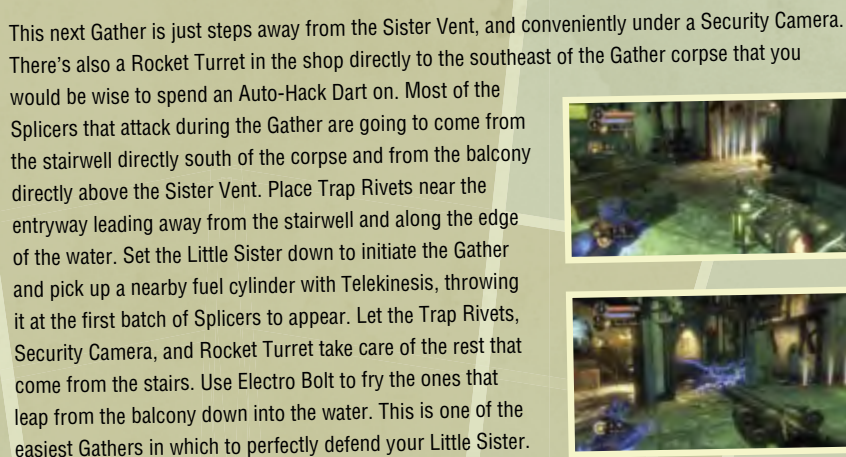
BIG DADDY: ROSIE

The Big Daddy you see when you first enter the Market may or may not be under attack by other Splicers. If you see that it already has a Little Sister with it, then by all means start filming and join the action. Otherwise, you're going to need to sit on the sidelines and wait for the Big Daddy to draw the Little Sister out of the Sister Vent off to the left. Use the Hack Tool to hack the Security Camera in the distance, and set up some Trap Rivets on the steps leading down to the pool of water where the Sister Vent is located.

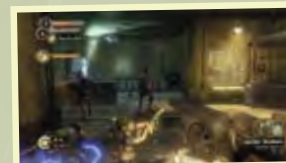
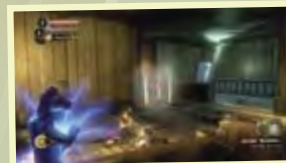
Use Telekinesis to pick up the gas cylinder off to the right and throw it at the Rosie as soon as he begins to walk away with the Little Sister. Switch to Electro Bolt and continuously zap the water while the Rosie is standing in it. Use the Machine Gun and Armor-Piercing Rounds to rip right through the Big Daddy's armor. The Security Camera likely summons a pair of Security Bots, which should buy you just enough time to finish off the Rosie before it attacks with its Proximity Mines and Rivet Gun.



GATHER #1: IN THE MARKET AREA



Move up the stairs south of this Little Sister's first Gather corpse to the apartments on the next level to find the second Gather. There are only two ways into this room—through the hallway you enter from and the one opposite. Cover as much of these two approaches as you can with Trap Rivets and set the Little Sister down at the corpse. Stand in the corner behind her and watch for Splicers to come running in. A combination of the Shotgun and Incinerate! should be all you need to put down the eight or so Thuggish and Leadhead Splicers that attack. If you only have enough Trap Rivets to cover one of the two entrances, put them all on the floor in the hallway opposite the one you entered from since you won't have a clear sight of enemies coming from that direction. Position yourself to the rear of the room, behind the Little Sister.



T MINI TURRET **X** PROXIMITY MINE **●** TRAP RIVET **→** TRAP SPEAR

SAFE

Contents: 2 Auto-Hack Darts, 30 Armor-Piercing Rounds, 8 Trap Rivets.

This safe is behind the counter of the store in the Market. To reach it, go through the door on the west side of the shops and crawl through the hole in the back room laboratory to enter the locked store with the safe. There aren't any security devices or Splicers to attack you while you work on the safe, so take your time and be careful. The contents are pretty valuable. Use the nearby Gene Bank to equip Careful Hacker if available.





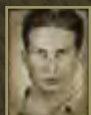
AUDIO DIARIES



Mark Meltzer — Blood and Lamb

This Lamb woman's powers of manipulation are almost scary... her people are using the girls from the surface to gather ADAM from Lamb's followers... it's in the blood—and eventually they give themselves over, like dying is an honor.

I'd almost feel sorry for them... if they didn't have my daughter. I'm going to find Lamb... and take Cindy back, one way or another.



Jackie Rodkins — Sunday Services

Been hearin' rumors. Sounds like somebody name o' Wales is startin' up worship services down in Siren Alley, believe it or not. All faiths and creeds welcome, they says. They got big promises... salvation, immortality. A way outta here. I don't care how crazy it sounds—a way outta Rapture's music to my ears. Next Sunday morning... I'll be there.



Andrew Ryan — Pauper's Drop

Do you remember what you told me, Bill? A marketplace of ideas... that was you. If I submit to the debates with Lamb, we defang her. I have done so. And have you been to Pauper's Drop, Bill? Listen: (the sound of Grace singing in a nightclub)

Between each song, these Oblomovs hand out her manifesto. Her face adorns every wall. Saint Lamb. You made her, McDonagh... and now you will convince the council to sponsor her silence.



Stanley Poole — Mole

I wish I could publish this stuff. It's newsman paydirt.

Sinclair says Ryan's making a move against Sofia Lamb, and they want to cut me in on the action. They're building a case that Lamb's a closet pinko. Sort of an undercover thing—so, I cozy up to this guy Wales who works for Lamb, makin' like I want to join up.

Then I find out whether he grew his beard for Jesus... or Karl Marx.

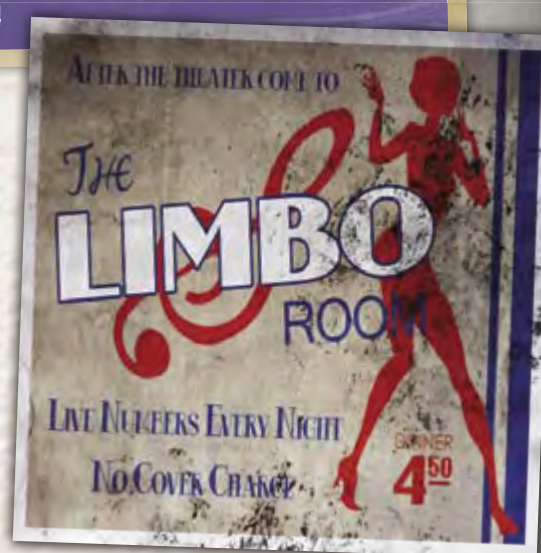
Move up the stairs on the south side of the Market to explore the upper area of this section of Pauper's Drop (and perform the next Gather). Use Telekinesis to grab the Auto-Hack Dart on the ledge to the right, and locate the Audio Diary on the chair. Round the corner and continue down the hall to the south to find the **Fire Storm** tonic. Continue south across the bridge to the apartment above the pharmacy and locate the Audio Diary there before dropping through the hole to return to the lower level, right near a Sister Vent. Head to the Sister Vent and make your decision.

RULES OF ENGAGEMENT: BIG SISTERS

Though it might seem as if the Big Sisters appear at pre-scripted points in the story, they don't. The appearance of Big Sisters is governed by a set of rules that consider the amount of time you've spent playing since you last dealt with a Little Sister as well as the number of Little Sisters you've dealt with since your last Big Sister encounter.

Generally speaking, a Big Sister typically attacks after every three Little Sisters are dealt with (it doesn't matter if you harvest or rescue them). If the player hasn't come across a Little Sister in over 2.5 hours, a Big Sister appears after two Little Sisters have been dealt with. If the player hasn't encountered a Little Sister in over 3.5 hours, a Big Sister attacks after the very next Little Sister is dealt with. There is only one Big Sister encounter per area.

Big Sister encounters are listed throughout this walkthrough based on the time and place where players generally encounter them. If you follow along with the strategy outlined in these pages and deal with every Little Sister you discover, your experience should parallel the one described in this guide.



BIG SISTER IS COMING

Dealing with the Little Sisters in Pauper's Drop probably lures a Big Sister out of hiding moments after you leave a Sister Vent. This is why it's best to return to the ground level of the Market area. And, if you're not there when you hear the tell-tale screech of an approaching Big Sister, you would be wise to get there as fast as you can. You've already hacked a Security Camera and Rocket Turret in this area; now it's time to put them to use!



Set up an array of Trap Rivets throughout the area near the stores and by the steps leading into the water, and position yourself between the Security Camera and Rocket Turret. Equip Incinerate! and the Machine Gun with Armor-Piercing Rounds and make sure your health and EVE levels are topped off. The Big Sister either stands back and uses Telekinesis or Incinerate! to attack from afar, or she dashes forward in attempt to impale you with her giant needle. Swing your weapon to knock her back and do what you can to lure her into view of the Rocket Turret in the corner store, which thoroughly distracts her and renders her an easy mark. The Security Camera soon summons a pair of Security Bots to further distract her, and the Rocket Turret continues bombarding her with explosives, at least until she destroys it. Open fire on her with the Machine Gun and Incinerate!, but switch to Electro Bolt if she happens to stray into the water near the Sister Vent.





AUDIO DIARIES



Grace Holloway — Closing the Limbo Room

That's it—we have to close down the Limbo. Bomb goes off in that fancy place uptown, and everybody panics... pulls their money out of the banks... a whole city tuggin' at the same dollar bill.

So the banks fold, and maybe one in ten got their savings out... who's going to come hear me nightingalin' about how broke they are? How am I going to provide for little Eleanor?

FREE FIRST AID KITS



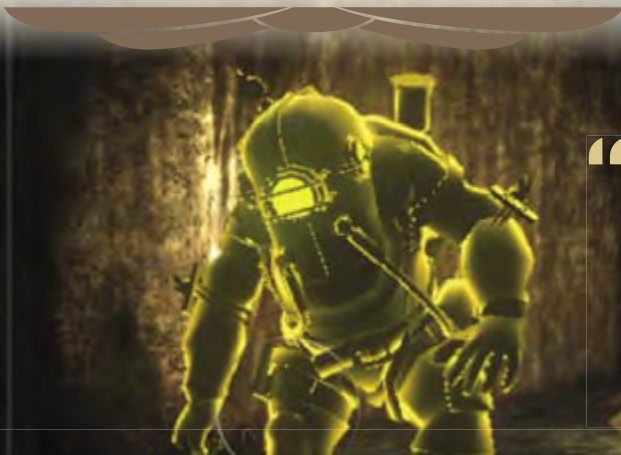
Be sure to resupply your stock of First Aid Kits between the battle with the Big Sister and your photo-hunt of the Brute Splicer. There's a Health Station in the pharmacy and in the apartment upstairs—hack them with a blue zone bonus for a free First Aid Kit, then smash them both to gain two more.



Continue through the maintenance tunnel opposite the entrance to the pharmacy. Then, move north past the Rosie corpse near the crates and around the corner. You will find a Brute Splicer near the entrance to the Limbo Room. Round the corner slowly and hack the Security Camera on the wall to the right. Switch to the Research Camera and Incinerate! and start filming the Brute Splicer in the distance. He'll turn and attack as soon as he hears the camera's motor—hit him with Incinerate! and back away to lure him towards the oil slick by the Security Camera.



Continue to pelt him with fireballs and ignite the oil slick to engulf him in flame. The Security Bots that appear should be all it takes to finish him off.



“LOOK AT YOU, SPORT—A REGULAR JUNIOR SHUTTERBUG!”

— AUGUSTUS SINCLAIR

DRILL DASH LEARNED!

Researching the Brute Splicer not only brings you one step closer to earning another tonic, but it also allows you to learn the Drill Dash attack. Equip the Drill, hold the Fire Weapon button to spin the Drill, then press the Melee Attack button to dash across the area and blast through whatever is in your way with the Drill. This is an extremely effective attack—and one that is capable of blowing up huge piles of rubble!



CLEAR THE RUBBLE AT THE SINCLAIR DELUXE



Now that you have learned the Drill Dash by researching Brute Splicers, you can bust your way into the Sinclair Deluxe Hotel. Head back to the Hotel and use the Drill Dash to destroy the rubble blocking your way. Remember, you must have some Drill Fuel to execute a Drill Dash.

LIMBO ROOM

Descend the steps leading into the Limbo Room jazz club and collect the **Hypnotize** Plasmid left for you by Eleanor. Equip the new Plasmid (you should swap out Telekinesis if you don't have enough slots) and enter the lounge. Start the Research Camera and fling a ball of Hypnotize at the couple dancing on the stage to force them to fight. Finish off the survivor with the Shotgun and head around back to locate the Power to the People machine. Exit the lounge the way you came.



Go back through the Market to the glass tunnels leading off to the Sinclair Deluxe tenements and make a side-trip back to the Gatherer's Garden machine near Fishbowl Diner to spend some of that newly acquired ADAM you're carrying. You'll have to deal with a Brute Splicer or two back in Town Square and near the diner, so have your Research Camera on hand and be ready. The Brute Splicer near Town Square has a Security Bot accompanying it on its rounds—don't overlook it!



Use the fuel dispenser in the hallway near the hotel manager's office to fill up your Drill. Stand back, rev the Drill, and tap the Melee Attack button to perform the Drill Dash and smash through

the pile of rubble. Take out the Splicers that attack inside the lobby and hit up the El Ammo Bandito on the left—you're about to make the climb up to Grace's apartment on the upper floor, and you're going to need all the ammo you can get.

GO TO GRACE'S APARTMENT



Sofia Lamb has suspended all train travel in Rapture, trapping you in Pauper's Drop. Grace Holloway, one of her followers, has the Override Key that should get you back on track to rescue your Little Sister, Eleanor Lamb. Grace lives on the third floor of the Sinclair Deluxe Hotel. Go there to get the Override



AUDIO DIARIES



Grace Holloway — A Gift from Lamb

I know it's wrong to feel so fine right now, but I can't seem to quit this grin. Doctor Lamb came to tell me that Ryan's finally going to lock her up. It's going to gut the believers. And I should feel the same.

But, Sofia remembered that I... that I was barren. And she asked me to take care of her baby while she's gone—baby Eleanor Lamb! Gorgeous, clever little girl. I have a child now, and it's going to put the whole world aright.



Augustus Sinclair — Profit Coming, Profit Going

Now, I'm a modest man. But my piecemeal needle scam's an outright masterpiece: some slob shackled up here buys a box of syringe parts from me for twice what it's worth. He assembles 'em in his rathole, and I buy back the finished product... for a dime against the dollar that I'll get from Ryan.

Profit comin', profit goin'. Ol' Andy rambles on about the Great Chain... I got people shellin' out to pull it for me!

SAFE



Contents: 30 Anti-Personnel Rounds, First Aid Kit, 35 Dollars.

The safe is in the back room of the hotel office, on the left-hand side as you approach the tenement. The needle moves fast, but it can bounce up to four times before resulting in a failed hack. Don't rush it. Allow the needle to make a full sweep through the zones before stopping it. You can hack this safe in peace and quiet—no Splicers or Security Cameras are nearby to bother you.





AUDIO DIARIES



Gideon Wyborn — The Butterfly

The blue morpho bounces off the glass as I watch. I fold these paper effigies as secret badges, for the faithful. The morpho caterpillar doesn't spin a cocoon... it just grows armor on the inside... before the change. It is us.

To wear a butterfly is to support Doctor Lamb and the Family. Before long, Rapture will split wide... and take wing. Imago is coming.



Elliot Nelson — What a Snap

...And that's a hundred! What a snap! Give Sinclair a few bucks for a load of vials and needles, then it's evenings putting these syringes together while I listen to the radio... sell 'em back to Sinclair at twice the price! Whatta racket! A few pin-pricks here and there's nothin' to complain about. Gonna be back on top soon. Thank you, Mr. Sinclair... sucker...

SINCLAIR DELUXE TENEMENTS

Move up the stairs to the second floor and search the balcony and Apartment 106 on the south side before continuing east. The lights are out in the tenements, but you have a flashlight to help illuminate the way. Proceed down the hall to Apartment 118 and make your way through the winding maze of rooms. Continue past the hole in the wall where you can see the Power to the People machine, and move around the corner to the Splicer hanging from a rope. Go through the hole in the wall on the right (near the window looking out into the ocean) and turn south. Hack the Turret around the corner and enter the room on the right to access the Power to the People machine.



SPLICERS PLAYING DEAD



Beware that starting in the Sinclair Deluxe tenements, you'll begin seeing Splicers pretending to be dead, only to jump up and attack when you get close. The very first enemy to do this is the female Splicer leaning against the bench in the hallway on the second floor. Have your guns on hand and approach any "already dead" Splicer with suspicion, as it might just be lying in wait for an ambush!



SAFE



Contents: 40 Anti-Personnel, First Aid Kit, 40 Dollars.

Continue down the hall on the second floor to Apartment 115—you'll hear voices coming from the left. Draw your Shotgun and head

inside and blast the two Splicers near the safe. No other Splicers attack while you hack this safe, and there aren't any Security Cameras or Turrets to worry about, either. It's a five-stage hack.



Collect the **Freezing Drill** tonic from the corpse near the Security Camera and Sister Vent, and put down the Leadhead Splicers that attack. Don't

head up the ramp opposite the Security Camera just yet. First, ascend the stairs near the Gene Bank to what's left of the floor above the makeshift altar below, and locate the Audio Diary and Auto-Hack Dart. Carefully jump on an angle from one ledge to the next to gather the items.



Ascend the collapsed floor to the third floor hallway and make your way down the hall past the Circus of Value machine. Apartment 215 on the right has several loose containers of food and scattered ammo to pick up, but its most interesting item is a birdcage with a dead cat inside it. At least kitty went out with a full stomach...

SAFE



Contents: Trap Rivet, 2 EVE Hypos, 8 00 Buck.

The room across from the Circus of Values machine has a safe in it, but it also has a Turret positioned out of sight on the right-hand side of the room.



Draw the Hack Tool, crouch behind the furniture near the door, and strafe quickly to the left, fire the Hack Tool, then strafe back. The safe has five stages and, like the previous safe, the blue zone is in the final stage. Let the needle go all the way across once before aiming to stop it in the blue.



AUDIO DIARIES



Eleanor Lamb — Barbarism

I got in a fight with a dog eater today. His name is Amir, and he was picking on a smaller boy... we called a truce when his nose went red. But Mum says I'm becoming a barbarian. So I said, "Eleanor eat dog now too... Barbarian happy!"

And Mum said they only think they're happy, because they're selfish and ignorant.

Hmmph! "Eleanor think ignorant sound like fun!"



Grace Holloway — Failing Lamb

Empty house. Only an echo to my name. Eleanor, baby... where are you? I turned my back, and someone took you—it happened so quick. I'm not even a half-momma to you, girl. I couldn't protect you...

This poster of Doctor Lamb in my room is staring me down like it knows I'm ashamed... I've always been loyal to your real mother, Eleanor... always trusted her with my secrets.

But I lost you—what will the Doctor think of me now?



Gloria Parson — Where has Harry Gone?

Another day waiting for Harry to come home. I told him not to speak up against Mr. Ryan's policies, and now he's missing! Just never came home!

I went by the bookstore and all his books are gone too. I don't know what to do. Now I have to deal with that awful Sinclair just to have a roof over my head!

Use Telekinesis to pick up one of the flammable containers and approach Apartment 212, where a Brute Splicer is likely to be lying in wait. Search the apartment in this corner of the building and climb the spiraling wreckage to the uppermost floor of the building.



Hack the Security Camera near the balcony in the center of the atrium and travel down the hallway to the east to Grace's apartment, number 307. You're getting close now; don't let Grace's threats steer you away from your objective.

Take the **Keen Observer** tonic from inside what was once Eleanor's bedroom, and locate the Audio Diaries under her bed along with the one on Grace's in the next room. The latter mentions the poster of Doctor Lamb—inspect the poster on the wall to locate a hidden switch.



GET THE OVERRIDE KEY FROM GRACE



Grace Holloway, a follower of Sofia Lamb, has the Override Key for the Pauper's Drop train station. She is holed up in a hidden room at the back of her apartment in the Sinclair Deluxe Hotel. Go there and get the Override Key that unlocks the train.

GRACE'S APARTMENT

Press the button behind the poster in Grace's bedroom to reveal a secret room behind her apartment. Duck under the pipes and approach the window. Grace lays it all out for you, tells you how things went down, then invites you in to "finish the job." Pick up the Override Key from the desk, but don't raise your fist to Grace. At least not without first reading the "Choice Characters" box on this page... Then, do what you must.



"YOUR CALL, FRIEND.
GRACE'S UNARMED,
FOR WHAT IT'S WORTH.."

— AUGUSTUS SINCLAIR

CHOICE CHARACTERS

Grace is one of three "Choice Characters" that you'll encounter during your attempt to reunite your Big Daddy with Eleanor Lamb. The choices you make regarding the fate of these characters—whether you kill or spare them—ultimately affects the ending of the game. Without spoiling the outcome of the story, it's a good strategy to consider your actions against unarmed humans through the eyes of a child. How would you feel if you knew your father slaughtered the defenseless? Would it affect your behavior? Would you think less of him? A complete breakdown of the various story endings can be found in the "Inner Persephone" chapter. Read at your own risk.



ACHIEVEMENT/TROPHY

CONFRONTED GRACE

Make your way to the top floor of Sinclair Deluxe tenements and enter Apartment 307. Tear down the poster of Sofia Lamb and press the hidden button inside the wall to reveal the secret room where Grace is hiding. Approach the window to have Grace open the door, then go inside and get the Override Key.

USE THE OVERRIDE KEY TO END THE LOCKDOWN



You have Grace's Override Key, so you may now lift Sofia Lamb's security curfew and get the trains running again. Sinclair is waiting back at the station. Return to the train station and use the Override Key at the console in the Security Booth.

GRACE'S WHISPERS



Those who opt to allow Grace to live soon benefit from their decision. In addition to offering up what amounts to an apology, she'll send two Elite Security Bots to help you get out of Pauper's Drop alive. These Elite Security Bots deal greater damage than standard Security Bots, and they're also a lot harder to destroy.



Now that you have the Override Key, you've got to get back to the train station and get the hell out of Pauper's Drop before the whole of the Family comes calling. Exit Grace's apartment and head down the hall to the apartment on the right. Go inside and drop through the collapsed floor to the third floor. Drop again through the hole up ahead to return to the second floor, near the balcony in the atrium.

THE FAMILY'S PREPARATIONS

If you thought things got a little too quiet while you were making your way up to Grace's apartment, you were right. The Family has been busy setting up an intricate array of defenses to make sure you don't leave Pauper's Drop. It begins with a Turret near the office in the hotel lobby, but you'll find that the Town Square and area surrounding the diner have been reinforced with barricades and a number of additional Splicers.

Descend the stairs to the ground floor and quickly hack the Turret in the distance, near the office. Kill the Splicers near the elevator and load up on ammo at the El Ammo Bandito before venturing out in the glass tunnels. The Splicers have rolled large shields into place, as well as stacks of sandbags and other assorted barricades from which to hide behind and attack.



AUDIO DIARIES



Leo Hartwig — Field Trial #1

"Survival of the fittest." That's the rule in the Drop, the only rule. These numbskulls can't see the potential in leftover drops of Sports Boost, Armored Shell, the tonics for increasing muscle mass and density... but I see the king of the jungle.

First field trial of my new formula. Subject: Hartwig, Leo. Here goes...

Ughh... urghh... rrrrrrrrrrrRRRRRAAGHHH!!

LEO'S LAST WORDS



The Brute Splicer seen roaming about near the diner on the way out of Pauper's Drop is actually one of the scientists who worked on the Plasmid program for Sinclair Solutions. His name is Leo Hartwig and, well, you can see he didn't mind experimenting with his creations. Kill the Brute Splicer and search the corpse for his final Audio Diary.

Put down the enemies in the tunnels and equip the Hack Tool once again. Open the door to the diner area and immediately fire the Hack Tool at the RPG Turret that has been rolled out in front of the door. Step aside to hack it, then take aim on the Splicers off to the left before heading around the diner to the right to confront the Brute Splicer there.



Turn your back on the Fishbowl Diner and return through the hallways to the north where the train—and Sinclair—await. Use the Override Key in the Security Booth on the right to raise the lockdown, then board the train and ride the tracks to Siren Alley.



SIREN ALLEY

A hotbed of vice built on the ruins of Rapture's original masonry district. The great draftsmen, designers, and builders of Rapture once called this place home, expressing their creativity and skill in the construction of the buildings here. As Rapture society declined and the city stopped expanding, demand for new architecture dried up. The once-beautiful buildings, now abandoned, became occupied by brothels, speakeasies, and bootleg Plasmid distilleries.

The Pink Pearl brothel towers over Siren Alley. Pumping Station 5, responsible for regulating the water pressure throughout Rapture, can be found at the heart of the district. Following the death of Andrew Ryan, the Reverend Simon Wales constructed a makeshift cathedral there.

STORY GOALS

1

Find Pumping Station #5.



5

Defeat Simon Wales.



2

Find Daniel Wales at the Pink Pearl.



6

Divert the emergency pumps.



3

Defeat Simon's followers.



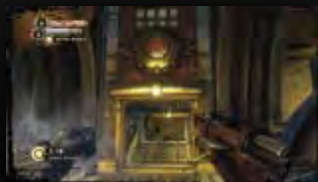
7

Get to Dionysus Park!



4

Enter Pumping Station #5.



FIRST ENCOUNTERS



RUMBLER

The Rumbler is a hyper-violent Big Daddy armed with Heat-Seeking Rockets and deployable Mini-Turrets. The Mini-Turrets fire high-caliber rifle rounds at any nearby threat. Hack the Mini-Turrets or hit the Rumbler with Security Command to turn his mechanical allies against him!



SPIDER SPLICER

Spider Splicers can climb on walls and ceilings and attack with flying hooks that they can throw from across the room. They are masters of surprise and like to drop out of the shadows onto their prey when it's least expected!

NEW DISCOVERIES

PLASMIDS AND TONICS

Icon	Name	Notes
	Handyman	Repair (and name) friendly Security Bots and Turrets by interacting with them.
	Security Command	Retarget Security Cameras, Security Bots, and Turrets at your whim!
	Hacker's Delight 2	Every time you hack something, you gain a little more health and EVE.
	Vending Expert	Reduces prices in vending machines.
	Cure All	Health Stations also refill your EVE.

FONTAINE'S LITTLE SISTER'S ORPHANAGE

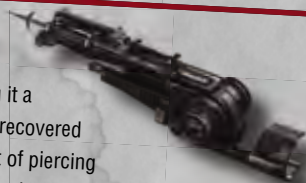


WEAPONRY

SPEARGUN







Fires highly accurate spears, making it a great sniper weapon. Spears can be recovered from fallen foes. Offers large amount of piercing damage. Rocket Spears contain a timed explosive device that detonates after a short time. Trap Spears create an electric wire that inflicts electric damage when tripped.

Available Now!

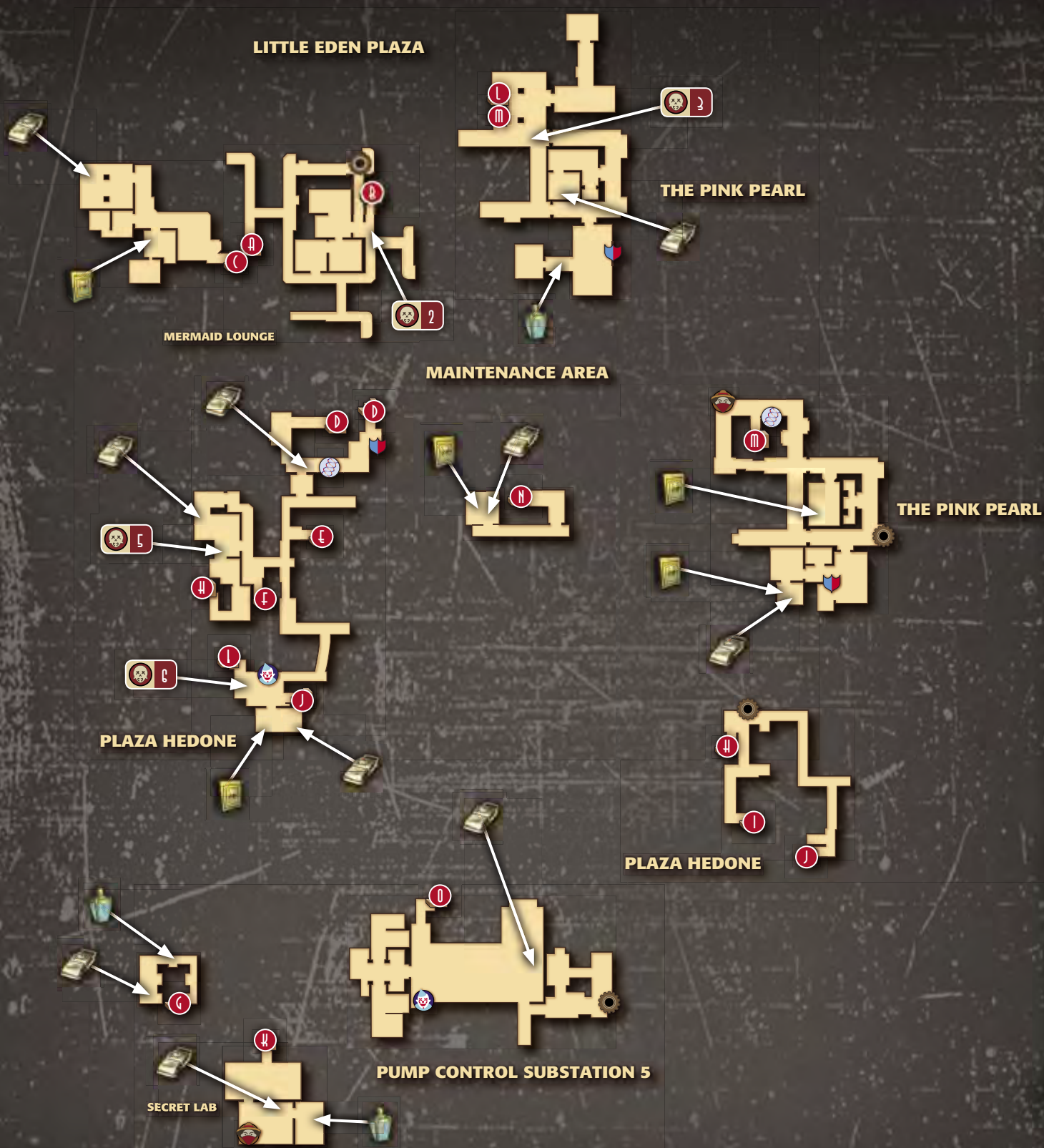


With the Atlantic Express rolling again, Delta and Sinclair move further along the tracks to Fontaine Futuristics, where Eleanor is believed to be held. That is, until one of Lamb's disciples, a man with a thick Irish brogue and the self-given title of "Father Wales," fires a torpedo at the train. The torpedo hits the conductor's car square, knocking Delta to the ocean floor. Sinclair is stranded within the train car at the perilously flooded Dionysus Park and losing air by the minute. Delta must get to the Pumping Station in nearby Siren Alley and reverse the pumps to drain Dionysus Park before Sinclair suffocates.

LEGEND

-  HEALTH STATION
-  GATHERER'S GARDEN
-  BOT SHUTDOWN
-  CIRCUS OF VALUES
-  LITTLE SISTER
-  SISTER VENT
-  ADAM GATHER
-  EL AMMO BANDITO
-  GENE BANK
-  AUDIO DIARY
-  PLASMID
-  TONIC
-  SAFE
-  CONNECTION
-  WEAPON
-  POWER TO THE PEOPLE





RAPTURE DIRECTORY: YOU ARE HERE

FIND PUMPING STATION #5

You have been separated from Sinclair and stranded without your train by a follower of Lamb named Simon Wales. Sinclair is trapped in the next district over, which is completely flooded. You need to find Pumping Station #5 and use it to divert the flow of water to drain Dionysus Park. Simon Wales seems to control Siren Alley. Be on guard for him or his followers.

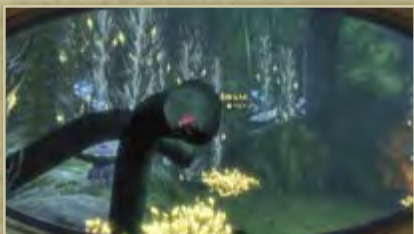


“TODAY, DELTA, YOU MEET A MAN WHO HAS NO FEAR OF DEATH. AND FOR ELEANOR... HE WOULD BURN WITH A SMILE..”

— SOFIA LAMB

LITTLE EDEN PLAZA

You revive in the water between the districts of Dionysus Park and Siren Alley with no choice but to continue south towards the latter. Scan the seafloor for loose munitions and ADAM Slugs. ADAM Slugs are worth 10 ADAM each, and shimmer as you approach them. There are three in this area: one on the ground, one on the wall as you round the corner to the left, and a third in the pipe near the entrance to Siren Alley. Move on to



the airlock and enter Siren Alley, where you'll immediately overhear a couple of Leadhead Splicers dueling with a new form of Big Daddy called a Rumbler.

SLUGS FOR SIX KITS



The three ADAM Slugs you pick up on your way into Siren Alley can really come in handy right away, even if you have no other ADAM. Head to the Gatherer's Garden machine in Little Eden Plaza and purchase the Medical Expert tonic to gain the ability to carry a sixth First Aid Kit. This is especially important for those of you playing on Hard mode.



AUDIO DIARIES



Father Wales — A Silent God

Lord... what more do ye wish of me? Your wretch of a servant waits for word... I have followed the letter of the Holy Mother Lamb, though she will not tell me of the day of your return.

I watched as ye smote down the false Father, Andrew Ryan—who tempted us away from your radiant gaze. But ye would not speak to me, Lord!

I have built for ye this great temple and gathered your flock, yet still you are silent. Will ye not strike me poor brother blind so he may at last behold your glory, as was done to Paul on the road to Damascus? I am alone, Lord. Alone... and waiting for a sign.



Eleanor Lamb — Misbehaving

Eleanor Lamb: Well, Mr. Diary—Mum's got a new security system to stop me from seeing Amir and the other kids. But security's just made of bits and bobs, like you are—and now we're the best of friends, isn't that right? Anyway, Amir's got a whole book about the surface—it has India and Ireland, and... and everywhere!

Yes, all right, Mr. Diary—if you must know, I do think Amir's kind of pretty for a dog eater.

(gasp) Oh no! Retreat!

Sofia Lamb: Eleanor! Come back here at once!

BIG DADDY: RUMBLER

Enter Little Eden Plaza and quickly start the Research Camera rolling on the Leadhead Splicers to your right as they target the Big Daddy on the upper walkway. That Big Daddy is known as a Rumbler, and it fires Heat-Seeking Rockets and deploys Mini-Turrets. Use the time it takes the Rumbler to descend the steps to set up a number of Trap Rivets near the base of the stairs and in front of the Mermaid Lounge. There are more Leadhead Splicers beyond the Circus of Values machine to the east—enlist their assistance by splashing them with Hypnotize.

The Rumbler is a far deadlier opponent than the Rosie and Bouncer you've encountered previously, and it's a bad idea to take it on without a full complement of First Aid Kits. Use Electro Bolt to keep it stunned for as much of the battle as possible, and strafe in and out of cover to avoid its rockets as best as you can. The key to putting the Rumbler down quickly is to turn its Mini-Turrets against it. The best way to do this is to quickly run up and hack the Mini-Turret as soon as it is deployed—it's a very fast one-stage hack. Another way is to use the Hack Tool, though you may have trouble making an accurate shot while trying to dodge Heat-Seeking Rockets! Continue zapping the Rumbler and open fire on it with either your Machine Gun, loaded with Armor-Piercing Rounds, or a Rivet Gun with Heavy Rivets.





AUDIO DIARIES



Gil Alexander — The Rumbler

The rate of Sister loss has become unacceptable as Big Daddies are brought down like elephants under a pack of hyenas. In response, we've begun production of a newly designed Big Daddy model, nicknamed the "Rumbler."

He launches high explosive munitions to disperse groups of Splicers, followed by miniature automated turrets to mop up the stragglers. Our tests find that the Rumbler's performance is highly effective, if messy. In Rapture's arms race, Splicers aren't the only ones that are evolving.



Jamie Byass — Plasmid Shipment

Listen, my supplier's got a new shipment of Plasmids comin' in, and I need you to pick 'em up from the lab in Hedone Plaza. There's a hidden switch to open the back door—it's tucked away under the cash register in the shopfront. And don't let nobody see you do it! Otherwise we'll have Splicers crawlin' all over the damn place tryin' to get a taste.



Augustus Sinclair — Farther to Fall

I do love Siren Alley. The kinda place you go to scratch an itch you're ashamed of—even in a town with no laws.

But that's not what I favor it. The place started out as the mason's quarter, all builders an' architects, proper as you please. An' it just tickles me when someone in a fancy hat falls in the mud.

Like a lot of the ladies down here, Siren Alley was born with a more respectable name... but only God remembers what it was.

LITTLE SISTER ENCOUNTER

GATHER #1: BEHIND THE POISONED APPLE



LEGEND



MINI
TURRET



PROXIMITY
MINE



TRAP
RIVET

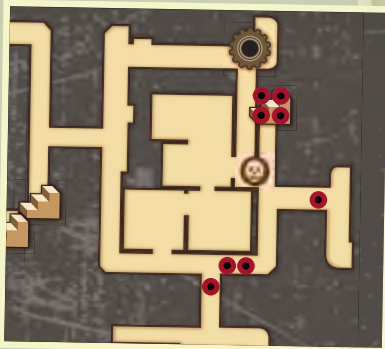


TRAP
SPEAR

The first Gather is just south of the Poisoned Apple and around the corner from the Mermaid Lounge. Set up a number of Trap Rivets next to the door leading to the Maintenance Area and several more in the street beneath the balcony and near the street corner. Set the Little Sister down and take position beneath the balcony to avoid being shot by those above you. The Leadhead Splicers enter from all directions, but the Trap Rivets you place can at least minimize their numbers. Deploy a Mini-Turret (obtained from the Rumbler corpse) in the street next to the Gather, and use your Plasmids and Machine Gun with Anti-Personnel Rounds to eliminate the Splicers. Every attacking Splicer is of the Leadhead variety—take photos of the corpses after the battle to squeeze out a few extra Research Points, but don't try to perform a lot of research during the battle, since you may find yourself outmatched.



GATHER #2: ON THE BALCONY OF POISONED APPLE



a distinct advantage—this is one of the easier Gathers to defend and strong candidate for unlocking the Master Protector bonus. After you perform these two Gathers, you will receive the first Little Sister gift.

Travel up the stairs alongside the Poisoned Apple to find the second Gather. Search the balcony for items and lay a string of Trap Rivets down on the stairs leading up to the balcony, around the corner to the south, and across the bridge to the east. Take cover near the door leading into the apartment above the Poisoned Apple, and watch as the Splicers come running straight into your array of Trap Rivets. Charge up a Level 2 Plasmid like Incinerate! 2 or Electro Bolt 2 and hurl it down the stairs at any Leadhead Splicers trying to avoid the Trap Rivets.

The unique position of the Gather corpse gives you



Head up the stairs on the outside of the Poisoned Apple and search the balconies and second floor apartment for items. Drop through the hole in the floor to enter the otherwise locked Poisoned Apple speakeasy. Use Incinerate! to melt the ice in the kitchen to find some extra goodies, then take the **Handyman** tonic and Audio Diary off the counter in the front. Hack the control panel near the door to exit.



Ignore the urge to move south towards the Maintenance Area and finish your search of the bars and casinos in Little Eden Plaza. Scour the Mermaid Lounge's lower level for items, then head up the stairs to the casino area. Use the Hack Tool to fire a Remote Hack Dart through the metal accordion gate at the Door Control Panel inside the kitchen, on the right-hand wall. Drop through the hole in the floor to find a Power to the People machine in the room below.



THE EYE IN THE SKY



Move through the doors atop the stairs to the offices and slip past the file cabinets to the back room. Cut the Splicers' winning streak short by pressing the button to the right of the one-way glass—the posters



on the wall inside the casino soon slide out of the way and a pair of Turrets guns down the lucky Splicers. Lady Luck must find someplace else to party tonight!

SAFE



Contents:

4 Phosphorous Buck, 30 Anti-Personnel Rounds, 2 First Aid Kits.

The safe is inside the second floor kitchen of the Mermaid Lounge. Fire a Remote Hack Dart through the accordion gate to hack the Door Control Panel. The safe is just inside on the right. It's a five-stage hack, but there aren't any Security Cameras nearby or Splicers to worry about.



SLOTS OF LUCK TO YOU!

The slot machines in the Mermaid Lounge cost 10 dollars per pull of the arm, but you have a chance to win 25 dollars if you line up three apples on the wheels. Less likely, but more tempting, is the chance to win 250 dollars if you line up three dollar signs.

Use the Power to the People machine in the Mermaid Lounge and approach the exit to trigger a Splicer attack. Next, the gate shuts and fire spreads across the floor. Back into the corner as far from the fuel drums as



you can get and eliminate the Leadhead Splicer that attacks when the gate opens. Go back out into the street, note the locked door to the Pink Pearl in the northeast corner, and continue south out of this area.

SISTER CAN WAIT

You're likely to encounter another Big Daddy and Little Sister pair while you complete your search of the Little Eden Plaza. Don't engage this Little Sister just yet if you have any intention of performing any Gathers with her. Her first Gather is in the Pink Pearl, which you can't access yet. It may serve you better to move on to the next area to the south first.

MAINTENANCE AREA

Collect the **Security Command** Plasmid from the wagon left by Eleanor and enter the Maintenance Area. Inch forward towards the water and try out your new Plasmid on the Splicer to the left. Film the Security Bots that appear, then hack the Security Camera on the wall to the left. Take out the other Splicers on this lower level, then climb the steps slowly with the Hack Tool in hand to hack the Turret at the top of the stairs. Listen to the Audio Diary near the door to Plaza Hedone to get your next clue.



FIND DANIEL WALES AT THE PINK PEARL



You need to get to Pumping Station #5, which can be accessed from Plaza Hedone, to drain Dionysus Park. However, the door to Plaza Hedone is locked with a keycode. Look around the Maintenance Area for clues on the keycode's possible location.

THE PINK PEARL

Exit the Maintenance Area and approach the Pink Pearl in the northeast corner of Little Eden Plaza. A Brute Splicer can be seen yanking the metal accordion gate open—now you have a way in. Start filming the Brute Splicer, then open fire on him. Use the Drill Dash and Anti-Personnel Rounds to drop him before going inside.

A CARE PACKAGE FROM GRACE

Grace Holloway sends you an assortment of valuable items to aid you in your search for Daniel Wales. Search the Mail Tube outside the Pink Pearl for a couple Auto-Hack Darts, some Anti-Personnel Rounds, and Phosphorous Buck. Naturally, this generosity only comes your way if you refrained from killing her in Pauper's Drop.



BIG DADDY: RUMBLER



Spend any amount of time in Little Eden Plaza, and you're bound to encounter a second Big Daddy; if not before you head to the Maintenance Area, then definitely on your way back through to the Pink Pearl. There aren't any Security Cameras or Turrets to lead the Big Daddy towards, but you can still gain an advantage. Lay Trap Rivets throughout the area in front of the Big Daddy and use Hypnotize (or Hypnotize 2) on any nearby Splicers, then switch to your newly acquired Security Command.

Deploy a Mini-Turret or two of your own and open fire with Armor-Piercing Rounds while continuing to throw Security Command at the Rumbler. The Mini-Turrets—both yours and his—inflict significant damage and thoroughly distract him, making it possible for you to stand back and take pot shots at him without much threat. Hope is not lost if you don't have any Mini-Turrets or run out of EVE and can't use Security Command. Quickly move to the balcony and lay as many Trap Rivets as you can behind you. The Big Daddy eventually gives chase and runs into your Trap Rivets. Use the walkways and corners to dodge the Heat-Seeking Rockets, and manipulate the angles in this area to your advantage.



LITTLE SISTER ENCOUNTER

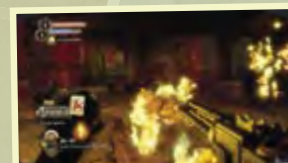
GATHER #1: SECOND FLOOR OF THE PINK PEARL



LEGEND

T MINI TURRET **X** PROXIMITY MINE **●** TRAP RIVET **→** TRAP SPEAR

Go up the stairs inside the Pink Pearl and perform a thorough sweep of the place before setting the Little Sister down. Most importantly, be sure to hack the Turret down the hall from the Gather corpse. Set up some Trap Rivets at the top of the stairs leading up from the first floor and at the base of the stairs going up to the third. Set the Little Sister down and stick close to her in the hallway near the Turret to lead any Splicers directly into harm's way. The Gather begins like the others, but then a Brute Splicer attacks just as the Little Sister is finishing up. The Turret attracts it away from the Little Sister—move in behind it and mow it down with Anti-Personnel Rounds. A Spider Splicer attacks after the Brute Splicer is killed, so keep an eye on the ceiling and be ready with the Shotgun!





AUDIO DIARIES



Father Wales — Lamb's Salvation

Daniel... you and I drafted Rapture's blueprint together... "Wales and Wales, Architects." Do you remember? But Andrew Ryan led us astray, my brother... turned us from the Almighty.

Doctor Lamb offers you salvation, Daniel. I ask only for proof that the barest flicker of faith remains in you. I left a gift for you at the Pink Pearl, in your... offices. Find the code on it, brother, and we shall pray together for your sorry soul.



Daniel Wales — "Father Simon Wales"

Blasted Simon. So Rapture leaks... cryin' about it's only gonna add to the surplus o' moisture, isn't it?

Nothin's to say it's our design, but Simon goes to see Doctor Lamb anyway—beset by guilt 'cause we can't find another contract... And he comes out the other side sayin' he's always wanted to take the orders—he's "Father Simon Wales" now!

If I ever see that Sofia Lamb in the street I'm gonna give her the back o' me f@#\$in' hand and a knock on the head besides!



Dusky Donovan — Double Standard

Sure, I've had some Johns in my time and they've all got their kinks, but I think Rupert beats all. Keeps wanting me to splice up "in the act"... says it'll heighten it for both of us. I said honey, I ain't doing it for the heights, I'm doing it for the scratch. Besides, Daniel would have a fit if I started needling. He does it himself, of course. But what's good for the gander gets the goose thrown off the Drop!

GATHER #2: UNDER THE BALCONIES IN PLAZA HEDONE

The Gather corpse is directly across from the El Ammo Bandito machine in Plaza Hedone. Deploy a number of Trap Rivets around the corpse to protect the Little Sister from any Splicers that slip past, then set some more on the stairs leading down from the overhead walkway. Deploy a Mini-Turret in the middle of the street between the Gather corpse and the Sister Vent. Use your



Hypnotize 2 Plasmid to befriend the first Leadhead Splicer you encounter away from the Mini-Turret and monitor its status. Befriend another Splicer as soon as that one perishes. Your Trap Rivets and Mini-Turret should eliminate many of the Splicers that attack, but there are sure to be a couple of Spider Splicers and Leadhead Splicers who stay on the balcony and attack you from afar. Charge up Electro Bolt 2, and let the lightning spread!



LEGEND

T	MINI TURRET	●	TRAP RIVET
X	PROXIMITY MINE	→	TRAP SPEAR

Enter the Pink Pearl and pick up the **Speargun** from where it rests against the wall. Enter the downstairs lobby of the Pink Pearl and use the Speargun to snipe the Splicers on the second floor balcony. Hack the Health Station around the corner and head up the stairs to the second floor.

There are several Splicers on the second floor, but one of the attackers you'll encounter is actually Father Wales' estranged brother, Daniel. Daniel runs the Pink Pearl brothel, and flees to the third floor at the first sight of you. Let him go. Take your time scouring the second floor before

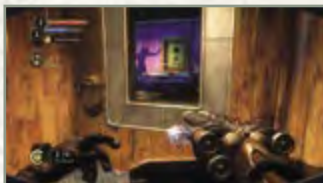
Have the Research Camera ready and use it against the three Spider Splicers you encounter on the third floor. You will probably startle one of them while he's on the floor, but the other two typically leap from vents in the ceiling. Use the El Ammo Bandito in the northwest corner to load up on ammo, then head around the back hallway and hit the Splicer with Security Command. Hack the Security Bots that appear, then hack the Security Camera too, just for safe measure.



SAFE

Contents: 12 Heavy Rivets, 4 Phosphorous Buck, 75 Dollars.

Ascend to the third floor of the Pink Pearl and move around to the east side where the Peep Show booths are. Place 10 dollars into one of the coin slots to open the metal shutter over the window. Use Electro Bolt to zap the short-circuiting door control inside the bedroom, then travel around to the hallway and enter the room to access the safe on the wall.



Enter the apartment on the south side of the third floor, defeat the Spider Splicer near the bed, and gather up the First Aid Kits and EVE Hypos. This is Daniel Wales' private quarters, and he has an office next to his bedroom. Use Telekinesis to move the Trap Spears out of the way, then collect the Audio Diary and raid the safe. Drop through the hole in the floor near the bed to continue your pursuit of him back on the second floor.



AUDIO DIARIES



Daniel Wales — Wales an' Wales

(Sigh...) F@#\$ it. I'm proper drunk and feelin' introspective. Now, in the motherland, Simon and I designed cathedrals together. But I was the black ol' sheep back there, never believin' a word o' the Jesus bollocks meself.

Then Andrew Ryan says he wants Wales an' Wales for Rapture—a cathedral with no God, befittin' the ascent of man.

Now I'm runnin' girls... and Simon thinks he's saving souls. Father Wales—ha! Can ya believe I shared a womb with such a sap?!



Daniel Wales — The Date is the Code

Tonight, I had a pain in me head, and this time it wasn't the whining of the whores. So naturally I came up to me office to murder it with a drink. And there on me liquor rack... was a bottle of sacramental wine from me dear brother Simon. And of course, the vintage date on the label is the code to enter his territory.

Nineteen-nineteen. I should pass his bleedin' wine through me system and send it back warm.

SAFE

Contents: 100 Dollars, 2 EVE Hypos, 12 Trap Rivets.

This safe is an easy one to locate in Daniel Wales' personal office off his bedroom. Just avoid the hole in the floor in his bedroom and enter the office to find it. There isn't any security and Splicers do not arrive and attack when you're done hacking into it.



But beware, the needle can only oscillate three times before resulting in a failed hack.



Have the Hack Tool ready and round the corner in the darkened room (towards the hallway leading east), and quickly hack the two Turrets at the far end—just in time for them to take out the Spider Splicer nearby. Pick up the [Hacker's Delight 2](#) tonic in the hall and grab the fuel drum in the corner with your Telekinesis. It's time to take down Daniel Wales.

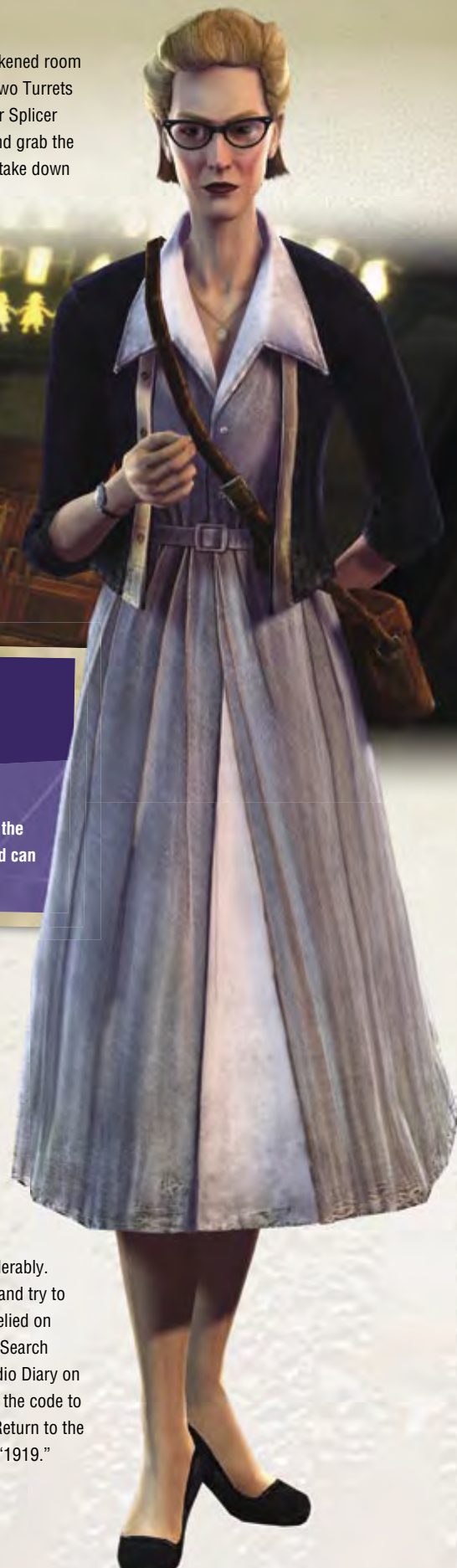
“THE FAITHFUL DO NOT DIE IN FEAR, AS YOU DID... WE ACHIEVE MARTYRDOM..”
— SOFIA LAMB

DANIEL WALES: NOT YOUR NORMAL LEADHEAD!

Daniel Wales is roughly 800% stronger than a typical Leadhead Splicer. Though his weapon is the Tommy Gun, much like the other Splicers he approximates, he possesses far greater health and can throw Molotovs. It takes a lot more to bring him down.



Exit the room with the Turrets and round the corner to the left to find Daniel Wales near the place where the Gather corpse was. Flung the fuel drum up at him and ready your Hypnotize Plasmid, as a few other Splicers soon appear. Enlist their help and unload on Daniel with your Machine Gun or Speargun. You should have at least one Security Bot left from the third floor, which should help you considerably. Watch your health, continue firing, and try to lure him in front of the Turret you relied on earlier to distract the Brute Splicer. Search Daniel's corpse and retrieve the Audio Diary on his person. This recording contains the code to the door in the Maintenance Area. Return to the locked door and enter the keycode “1919.”



DEFEAT SIMON'S FOLLOWERS



You have interrupted Father Simon Wales in the middle of a passionate sermon. He has rallied his followers to rise up and oppose you. You need to defeat them to gain access to Pumping Station #5 and drain Dionysus Park.

BACK TO THE MAINTENANCE AREA

Return to the Maintenance Area and head upstairs to the door requiring the keycode. Gather up the Mini-Turret and ammo on the ground, then enter the code "1919" to unlock the door. Wales then short-circuits the system, and the lights go out. A number of Spider Splicers are on their way through the ductwork to attack—make preparations at once!

SINCLAIR SENDS HELP



Search the mail tube near the door for some additional Mini-Turrets and First Aid Kits from Sinclair. This extra bit of assistance should tilt the battle in your favor.

Place a Mini-Turret at the top of each staircase and a third near the door with the keycode. Set Trap Rivets behind the Mini-Turrets to defend your little armored helpers, then set some more Trap Rivets near the fuel drum and oil slick to the right. Have the Research Camera ready and set

the camera rolling whenever a Spider Splicer appears in order to gain the second (and arguably most valuable) Research Reward as quickly as possible—the ability to harvest Spider Splicer organs to use as First Aid Kits!

Winter Blast really comes in handy during this battle against Wales' followers. Stand between your Mini-Turrets and freeze any Spider Splicer that drops near you,

then step aside and let the Mini-Turrets do their work. Use Hypnotize against the final Spider Splicer and head down the stairs to deal with the Brute Splicer rampaging about.



Lure the Brute towards the Security Camera you hacked on your initial visit to gain some extra help, and shock the pool of water near the Health Station to finish him off.



ENTER PUMPING STATION #5



You are closing in on Simon Wales—and Pumping Station #5. Enter Pumping Station #5 through Plaza Hedone and use it to drain Dionysus Park, allowing you to continue toward Eleanor.

PLAZA HEDONE

The Pump Control Substation is off to the east of Plaza Hedone, but there are a number of places to explore and items to acquire before going there. For starters, search the apartments on the west side of the second floor, near the crossing walkways. Locate the Audio Diary there, then climb the stairs in the very back of the southwest room to reach the third floor. Travel south across the walkways to the Smuggler's Hideout room to find another Audio Diary and safe.



AUDIO DIARIES



Andrew Ryan — Bury Her Memory

Sinclair, I don't care how you accomplish Lamb's removal from the public eye. Indeed, I'd rather cease contact with you altogether. But allow me to make this plain. I don't want to see Lamb on the streets again, peddling her Bolshevik fever dreams to my people. Bury her memory, Sinclair. Bury it, and salt the earth.



Mark Meltzer — Lamb's Operation

Lamb's followers are blinded by her promises, but it's clear that this "religion" she's cooked up is an elaborate front for some insane science experiment.

She's twisting these girls into worker bees... bringing this substance back to Lamb's science facility, "Fontaine Futuristics."

I've got to find it... I've heard the Splicers mumbling that Alexander is the ferryman...



Gil Alexander — The Pair Bond Mechanism

The Pair Bond is a success! If somehow an Alpha Series wanders too far from his Little Sister, our physical failsafe kicks in: a chemical trigger that induces coma.

It is a symbiotic relationship, enforced by the girl's pheromone signature. The first successful candidate was... Delta, I believe.

It is unfortunate that poor Dr. Suchong will not be here to raise a glass.

ROCKET SPEAR CACHE



Climb the stairs in the back of the second floor apartment on the east side of Plaza Hedone to reach the third floor balconies. Cross the walkway to the center of the plaza and locate the stash of numerous Rocket Spears. These are extremely valuable ammunition that definitely come in handy during later encounters—don't waste them on the enemies in Siren Alley.

SAFE



Contents: 120 Dollars, 3 Auto-Hack Darts, 4 Phosphorous Buck.

Use the stairs in the southwest apartment on the second floor to reach the third floor balconies, then continue south across the bridges to the



Smuggler's Hideout in the room beyond the Turret. There aren't any Security Cameras watching over this safe, but beware that there aren't any Bot Shutdown Panels nearby if you fail the hack. The safe has some very valuable contents—play it careful and don't go for the blue zone bonus unless you have a real knack for hacking.



MULTIPLE GATHERS TO CHOOSE FROM

The third Little Sister you deal with—the one in Plaza Hedone—has a number of Gather corpses to choose from. It's recommended to gather ADAM from the corpse in the second floor apartment and on the third floor rooftops area, near the Turret.



AUDIO DIARIES



Sofia Lamb — The Requirements of Utopia

Rapture... the keenest minds in the world, united under the ocean... yet somehow expected to subscribed to the same model of self-interest? Ryan could be staggeringly naive.

As individuals, no matter how brilliant—each was a prisoner to his or her own ego; a sea of dreams in constant flux.

But in ADAM, their genes remain, ready to be tested against a moral vessel. Utopia cannot precede the Utopian. It will exist the moment we are fit to occupy it.



Frank Fontaine — An Empty Niche

This Lamb twist went after Ryan all cockeyed. Solidarity angle was smart at first. Poorhouses and breadlines? High-grade bunko. And that religious rights debate—hahahaha! Gotta wonder if she staged it just to watch Ryan squirm up there in his monkey suit.

Lamb's only problem is she really buys into the whole song an' dance! Savin' the world—hah! Rapture just ain't her town.

Ryan's got her on ice somewhere now... and I figure that opens up the charity angle for the professionals.



Father Wales — Guidance of Lamb

Andrew Ryan left us wandering confused and alone amongst yesterday's wreckage. But Sofia Lamb shows us that we are not alone, we are together, as family. So when you see a man brought to his knees, recognize that he is your brother, and pull him up. Sofia Lamb teaches us: What is in common is good. What is irreducible is right.

She guides us all to the indivisible, along a river of ADAM. Rapture's daughter, Eleanor, shall be our vessel. In her, we shall be reborn!



BIG DADDY: RUMBLER

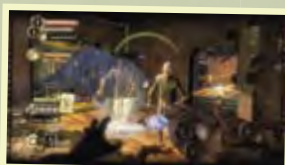
The Big Daddy roaming around Plaza Hedone eventually makes his way to a Sister Vent and retrieves a Little Sister if he hasn't already. Ignore the brute for now and head to the third floor balcony, then carefully pick up the fuel drums and drop them onto the street below (press the Reload button to drop them gently). Descend to the street and adhere a Trap Rivet or two to the fuel drums, positioning them so they are blocking the walkway between the stairs and the vending machines. Make sure you have already hacked the Security Camera in the corner near the orphanage as well.

Wait for the Rumbler to approach the area where you set your traps, then deploy a Mini-Turret, splash him with Security Command, and open fire with the Speargun set to Rocket Spears. Backpedal away from the Rumbler to draw him into your explosive traps and continue painting him blue with Security Command so that the Mini-Turrets he deploys target him instead of you. Lead him around the corner towards the Security Camera and watch as the Security Bots come whirly-birding out of hiding to help you finish him off.



LITTLE SISTER ENCOUNTER

GATHER #1: SECOND FLOOR ROOM IN PLAZA HEDONE



Enter the room on the east side of the second floor to find a Gather corpse lying in front of the door.

There are a couple of

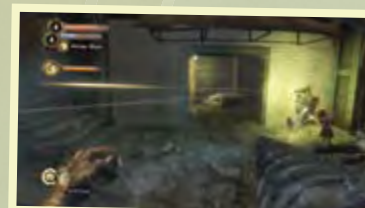
ways in and out of this room, so cover the entrance from the north room with Trap Rivets and place a Mini-Turret outside the door directly in front of the corpse. Place some more Trap Rivets near the stairs in the back of the adjacent room to eliminate any Splicers heading down the stairs from the third floor. Most of the Splicers that attack are Spider Splicers that arrive through the door nearest the corpse. Use Winter Blast to freeze them as they enter, and use the Research Camera to load up on Research Points of this maniacal variety of Splicer before you blast them with the Shotgun.



GATHER #2: OUTSIDE THE SMUGGLER'S HIDEOUT



It's best to perform the second Gather from the corpse near the Turret outside the door to the Smuggler's Hideout (on the third floor of the Plaza Hedone area). Set up Trap Rivets near the stairs to the left and right, and set the Little Sister down on the corpse near the Turret. Keep to the corner of the area to make sure the Turret has a clean line-of-sight on the approaching Splicers. Charge up Hypnotize 2 and befriend the Leadhead Splicers on the stairs before the Turret rips them to pieces. The Leadhead Splicers you befriend won't last long against the others, so be ready with Winter Blast to freeze any that get too close. There's a good chance you won't have to contend with Spider Splicers during this Gather, but enough Leadhead Splicers will arrive to give you a challenge.



LEGEND



MINI
TURRET



PROXIMITY
MINE



TRAP
RIVET



TRAP
SPEAR

SECRET WATERY CORRIDOR

There is a narrow corridor near the base of the stairs in Plaza Hedone that spirals downward into a watery passage that contains the [Vending Expert](#) tonic, an Audio Diary, and plenty of money.



BIG SISTER IS COMING

Choosing to deal with all three Little Sisters in Siren Alley certainly brings a Big Sister out of hiding. Fortunately, there are many Sister Vents in the area and you can effectively control where she attacks. Wait to harvest or rescue the third Little Sister until you are at the ground floor of Plaza Hedone and the Security Camera on the east side of the area has been hacked. Return the Little Sister to the nearby vent to make your decision, then hurry back to the area near the Security Camera. Set up a few Trap Rivets on the floor outside the door to the orphanage and deploy a Mini-Turret on the ground in front of the Security Camera. Grab a nearby gas cylinder with Telekinesis and wait for her to appear, then throw it at her (just make sure the explosion doesn't destroy the Security Camera).

Have the Research Camera ready for the Big Sister when she appears and start filming at once. The Security Camera summons a pair of Security Bots, and the Mini-Turret opens fire on her. Stand back and begin hurling fireballs with Incinerate! and, for added Research Points, use Hypnotize 2 to befriend any Splicers who happen by. Mix up your attacks for added points and hit her with Phosphorous Buck and your Drill Dash attack,

especially if she's distracted. If you'd prefer to keep away from her, consider climbing up to the balcony above and using the Speargun and Rocket Spears to snipe her.



GOE'S SECRET PLASMID LAB

Enter the grocery store near Plaza Hedone and locate the button beneath the cash register to access the secret lab. Search both levels of the surprisingly large secret lab to find a couple of Audio Diaries, a safe, and the [Cure All](#) tonic.





AUDIO DIARIES



Sofia Lamb — Shacked to the Great Chain

Until ADAM, the human animal was a slave to the gene... the inner tyrant. Lust... greed... rage—self-obsession was etched into our DNA. We were not pulling the “Great Chain of progress,” as Ryan believed, but shackled to it.

But now, in theory, we can redraft the human blueprint. Serving the common interest can become as natural as breathing. The tyrant will simply go extinct.



Sofia Lamb — Therapy with Grace 2

Grace: All right, Doctor... I'm here. But don't think wearing this butterfly means I'm happy.

Sofia Lamb: Grace. I know you all too well. Want of child defines you. But biological loyalty turns us against the rest of the world, whom we ought to love in equal measure. Your poverty is testament to that... but your voice inspires the people. I am asking you to join a much larger family. Though your body failed you... you shall live on in us.



Eleanor Lamb — My Name is Eleanor

I'm all alone here, Mr. Diary. You're my whispering friend. A doctor keeps coming to see me. He says Rapture needs me, and tomorrow I'll be leaving with him. I ask why... and he just smiles. I'm not an orphan. Mum's alive somewhere. And Aunt Gracie is still probably looking for me.

But I can't wait for them. I'm going to escape and find Amir, and we'll steal a submarine. Before it's tomorrow, I'll know what sunshine feels like...

SAFE



Contents: 6 Heavy Rivets, 2 Spear Ammo, First Aid Kit.

Ascend the stairs in Pump Station Access to the second floor walkway and use the Hack Tool to fire an Auto-Hack Dart



through the accordion gate at the Door Control on the right. This opens the gate from the inside and avails you to the safe and Audio Diary in this locked room. This is a tricky safe to hack, and the contents aren't entirely worth your bother. Just remember that there is a Bot Shutdown Panel downstairs—run past any Security Bots that approach and disable the alarm if it's triggered.

Continue east towards the Pump Control Substation 5 and take a moment to use the Power to the People machine in Lamb's Office on the left. You should have a Security Bot or two accompanying you—if not, return to a nearby vending machine and purposely fail a hack attempt to get some.

SAFE



Contents: 95 Dollars, 3 EVE Hypos, 4 Phosphorous Buck.

This is arguably the most well-hidden safe in all of Rapture. Enter Joe's Green Groceries and find the



“conspicuous switch”

behind the counter beneath the register, and press it. Move through the secret lab behind the storefront, then continue around the right-hand side to remain upstairs. Enter the office to the south and press a second switch on the side of the desk. This makes the poster slide away from the wall, revealing the safe. Nobody comes to bother you during the hack, provided you already hacked the Security Camera and Turret in the previous room.



AMBUSH AT THE ORPHANAGE!

Despite its size, the Little Sisters Orphanage is a completely optional area (and there's really only an Audio Diary inside it). If you're not interested in seeking out every Audio Diary in the game, then by all means skip ahead to the section for Pump Station Access, and go through the door to the left of the entrance to the orphanage. Those who do explore the Little Sisters Orphanage are ambushed by a pair of Spider Splicers and a Brute Splicer during the return trip out of the dormitory. Use Hypnotize 2 to turn the Spider Splicer against the Brute Splicer, making sure to film the action.

PUMP STATION ACCESS

Make your way out of Plaza Hedone, past the generators, and into the Pump Station Access area. Gather up the loose Rocket Spears impaled on the wall near the door, then move inside where the two Splicers can be seen talking. There is a locked office on the second floor, above the Vita-Chamber. Use the Hack Tool to hack the Door Control through the accordion gate.

DEFEAT SIMON WALES

Father Simon Wales has emerged from hiding to oppose you. You must defeat him and his followers to gain access to Pumping Station #5 and un-flood Dionysus Park.



PUMP STATION NO. 5

Simon "Father" Wales has transformed the Pump Station No. 5 area into a chapel of sorts, and several members of his flock are ready to pounce

upon your arrival. Stay upstairs and use the Speargun and Hypnotize 2 to dispatch the Spider Splicers and Leadhead Splicers that attack first.



Equip the Hack Tool, select a Mini-Turret, and choose Electro Bolt for your Plasmid—Simon Wales can attack at any moment, and he has a Security Bot of his own in tow! Quickly deploy the Mini-Turret to distract him, then zap the Security Bot and hack it to bring it to your side. If you already have two Security Bots, either destroy the one belonging to Simon Wales or splash him with Security Command to turn it against him. Simon Wales has roughly 600% of the health of a normal Spider Splicer, but moves and attacks in the same way. Roll film during the fight and take him out with Winter Blast and Anti-Personnel Rounds. Search his corpse for the Pump Control Key, and descend the stairs to the altar.





AUDIO DIARIES



Father Wales — The Creed of the Faithful

We believe in the Daughter of the Lamb, hallowed savior and anointed vessel, whose blood with our blood, sin with our sin, mind with our minds, life with our life, lifts us up from the depths, transcends base temptation, and delivers us all from ego.

We commend ourselves to the new and unknown, borne by our common strength, and guided by the Lamb.



ACHIEVEMENT/TROPHY

DEFEATED THE PREACHER

Make your way to Pump Station No. 5 on the eastern side of Plaza Hedone in Siren Alley and take out "Father" Simon Wales. He's taken the form of a Spider Splicer, but has roughly 600% the health of one.

He also has a Security Bot under his command that you'll need to turn against him either by hacking it or by hitting Wales with Security Command. Use Rocket Spears and Anti-Personnel Rounds to bring down Simon Wales. A Mini-Turret can help as well.



DIVERT THE EMERGENCY PUMPS



With Simon Wales out of the way, you only need his key to access the Pump Control Room at the back of Pumping Station #5. Once inside, you can divert the flow of water from Dionysus Park to Siren Alley. Be careful! You should take care of everything you want to do here, first.

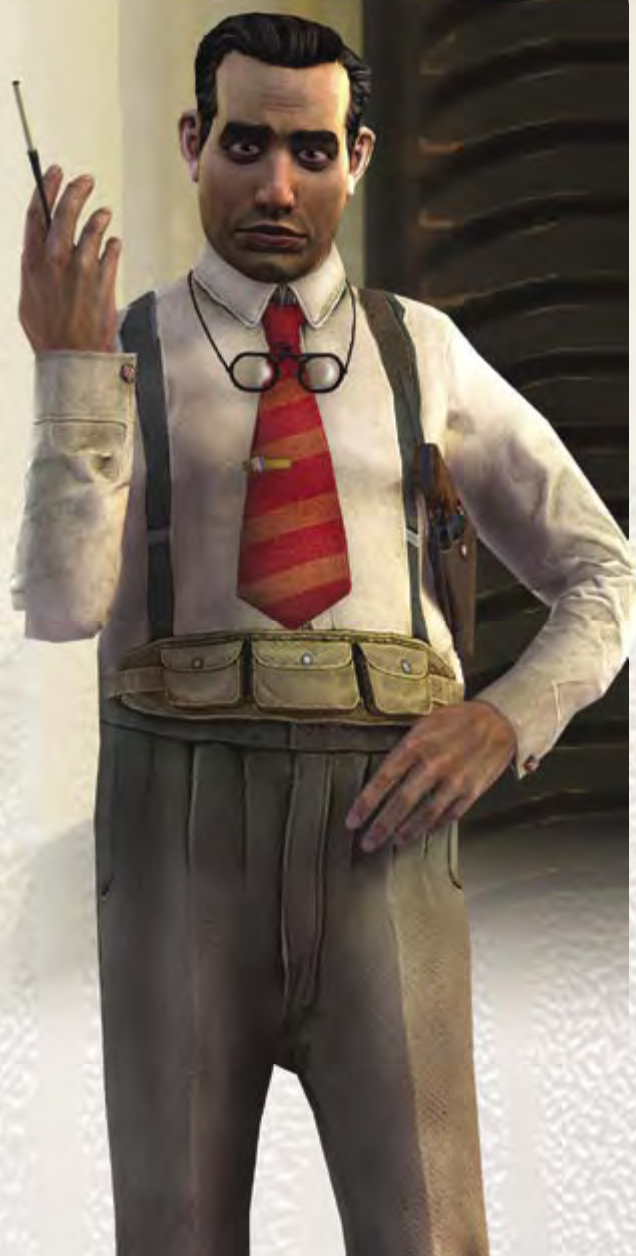
PUMP CONTROL SUBSTATION 5

OR FOREVER HOLD YOUR PEACE

Your time in Siren Alley all but comes to an end as soon as you throw this switch and start diverting the pumps. If there's any place you haven't yet explored or any items you wish to go search for, you had better do it now. You'll have no choice but to follow a direct route out of Siren Alley after the water is diverted, so consider this your final warning.

“ I DON'T HAVE MUCH AIR LEFT,
BUT I'LL HANG IN THERE.... ”

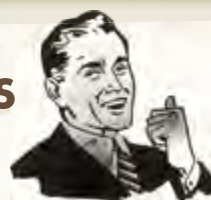
— AUGUSTUS SINCLAIR



Go through the door in the corner behind the altar to access the pump controls. Use the key taken from Simon's corpse to throw the lever and override the pumps. This action diverts the water from the flooded Dionysus Park into Siren Alley.



GET TO DIONYSUS PARK!



With the pumps rerouted, Dionysus Park is rapidly draining and you should be able to enter it. However, Siren Alley is taking on water at a dangerous rate. Hurry back through the flooding district and get to the now open airlock to Dionysus Park.

PUMP STATION ACCESS

The water is rushing in far faster than you could have expected thanks to Lamb, and the whole of Siren Alley is going to be rattled loose—you have to get out of there! Retrace your steps back through the Pump Station Access area to the room with the massive pumps. The previously short-circuited door on the right is now open. Go through this door to Hedone Plaza and climb the stairs to the Maintenance Area. Have the Shotgun or Speargun on hand in case any Splicers try to kiss you goodbye.



Make the journey back through the newly flooded Little Eden Plaza and exit back out onto the seafloor, just as you entered several hours earlier. Proceed north up the sloping ocean floor to the airlock leading into Dionysus Park.

DIONYSUS PARK

Sofia Lamb's arts and leisure district frequented by young lovebirds and avant garde artists. Acting as the boardwalk in contrast to Arcadia's woodlands, and exploited by Lamb for cultural cachet, Dionysus Park featured special, thematically guided events celebrating arts and entertainment.

A number of years ago the entire district flooded, drowning the resident followers of Lamb. Now that Dionysus Park has been drained, Splicers are trickling back in to reclaim the place, looking for any soggy valuables that might remain.

Courting couples were once drawn to Dionysus Park's opulent carousel, to the Triton Movie Theater, and to the district's romantic fountain and garden promenades. A number of high-class art galleries surround the main thoroughfare.

STORY GOALS

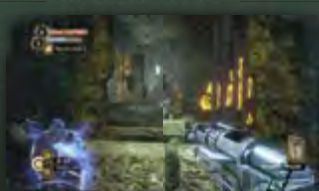
1

Locate the train station.



2

Meet Stanley in the train station.



3

Rescue or harvest three Little Sisters.



4

Board the train to Fontaine Futuristics.



NEW DISCOVERIES

PLASMIDS AND TONICS

Icon	Name	Notes
	Electrical Storm	You emit a burst of electricity when struck by melee attacks, shocking everything around you.
	Extended Reel	Research sessions last a bit longer.
	Hardy Machines	Hacking a Turret or Security Bot raises its max health.
	Drill Specialist	Significantly decreases cost of Plasmids, but limits weapon selection to the Drill, Hack Tool, and Research Camera.

FIRST ENCOUNTERS



HOUDINI SPLICER

The Houdini Splicer can disappear and teleport around the area. It seeks to materialize behind its target and quickly throw fireballs before vanishing again. Immobilize it with Electro Bolt or Winter Blast, then hit it with everything you've got!

WEAPONRY

LAUNCHER

The Launcher fires a variety of grenades such as Frag Grenades that offer a large amount of explosive damage in a radius, Proximity Mines that behave like Frag Grenades once triggered, and Heat-Seeking Rockets that inflict heat damage in a radius. The Launcher is best saved for swarms of enemies and dealing with Alpha Series and Big Sisters.



Available Now!



Augustus Sinclair needed Subject Delta to drain Dionysus Park before his train car ran out of air, but in doing so, they have invited a most unsavory kind of life back into the former gallery. Delta and Sinclair are not alone here in Lamb's private playground. And their companion—the one holding the keys to their escape—has quite a few skeletons in his closet. He needs the duo's help in making sure those secrets never come out.

LOCATE THE TRAIN STATION



Sinclair is alive and waiting for you in the train station. Now that Dionysus Park is no longer flooded, you should be able to make your way there by traveling up through the basement to the station above.

BASEMENT STORAGE

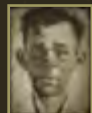
WALKING INFERNO



If you hadn't already purchased and equipped the Walking Inferno tonic, then this is a good time to do so. Walking Inferno costs just 40 ADAM and helps reduce the amount of damage you take from fire attacks—this is a priceless advantage when going up against the Houdini Splicers that inhabit this area.



AUDIO DIARIES



Stanley Poole — Patronage

Well, I'm in—yours truly is the newest member of the Rapture Family. I fed Wales a line about how the Tribune was stopping me from telling the people what's what—and without a word, he hands me an invite to this "artist's retreat" here at the park.

Lamb bought my frustrated novelist act... she's even sponsorin' me to ink it while I'm here. Except my story's all about her... and I don't think she's gonna like the way it ends.



Billy Parson — A Gift from Billy

Dear yellow-eyed girl: My name is Billy and I saw you the other day at the merry-go-round. I think you are very pretty and I like your blue dress and the songs you sing about angels. My mom says your dad is scary but I think he is strong and nice like a comic book hero. I got you a gift and put it in the basement where nobody would find it. The secret code for the door is one-oh-eight-oh. I hope you like it. I will wave the next time I see you so you know it's me.



Andrew Ryan — Lamb's Time is Over

I am told that Lamb has been seen in the streets... one of the Alpha Series was killed in the incident, and his bonded Sister stolen. But the council has no time for a manhunt; Atlas swells the ranks of his marauders by the day.

Regardless, Lamb's name has already faded among the people. She is no more than a ghost who has forgotten to die.



Andrew Ryan — Lamb's Idea of Art

Dionysus Park. Lamb mocks me in the naming of this place. She knows precisely how I feel about this celebration of "unconscious art." The Artist reflects the world as it ought to be, not as it is damned to be by some spasm of the lower mind. But I shall not censor. The park is Lamb's property.

However... if the case we are building against her proves true—I will return with a sledgehammer.

Exit the airlock in the storage area of Dionysus Park and make your way down the hall near the locked gate. You'll soon notice a faint red glow that seems to vaporize and disappear before your very eyes—this is the Houdini Splicer. Follow the Houdini Slicer's trail and proceed along a counter-clockwise loop, past the locked room with the Power to the People machine, to the larger storage area. The Houdini Splicer soon appears atop a large crated statue—begin filming it at once, then zap it with Electro Bolt (or Winter Blast) and open fire with your Shotgun.



Take the stairs to the second floor, then quickly descend the steps on the other side of the landing to retrieve the Audio Diary containing the code for the locked door below. Use the code "1080" to access the Power to the People machine—listening to the recording also explains the single rose in the gift box. Ahhh, young love...



Return up the stairs and use the Hack Tool on the Security Camera in the room to the left. Continue up the spiraling stairs to the main level of Dionysus Park and eliminate the Leadhead Splicers in the room to the left. Load up on ammo and health at the machines in this area before continuing to the Promenade.



LEGEND

	HEALTH STATION		GENE BANK
	GATHERER'S GARDEN		AUDIO DIARY
	BOT SHUTDOWN		PLASMID
	CIRCUS OF VALUES		TONIC
	LITTLE SISTER		SAFE
	SISTER VENT		CONNECTION
	ADAM GATHERER		WEAPON
	EL AMMO BANDITO		POWER TO THE PEOPLE



RAPTURE DIRECTORY: YOU ARE HERE



AUDIO DIARIES



Mark Meltzer — Lost and Found

I found her... found Cindy, by this... this rusted carousel. But she was just standing there, staring, waiting for the music. She doesn't even recognize me... what have they done to her? Listen to her...

...Listen, if anyone hears this, I have to know how to cure her, I—No! Get back! She's my little girl!



"Big Kate" O'Malley — Dionysus Park's Weakness

McDonagh, listen: there's a helluva structural flaw here in Dionysus Park—a leak in the primary drainage pipeline could flood this whole joint. Faulty pressure locks would seal in every sorry soul.

One clumsy Big Daddy opens the wrong pipe and hey presto! Lamb's little art show turns into fish city.

God forbid the wrong element finds out...

"HIS DEATH IS OUR REBIRTH—
THE LIFE OF THE PEOPLE'S
DAUGHTER IS IN YOUR HANDS!"

— SOFIA LAMB

MEET STANLEY IN THE TRAIN STATION



A mysterious character named Stanley Poole has contacted you. He seems to have connections with Sofia Lamb and wants to "cut a deal." Meet with Stanley outside the Security Booth in the Dionysus Park train station.

THE PROMENADE

Once you reach the Promenade, Sinclair radios you, but he's not the only one using this frequency! A reporter by the name of Stanley Poole—you've likely heard his voice on the Audio Diaries—says he's holed up in the train station and wants you to meet him there.

You were headed that way anyway, so you might as well hear his pitch. Search the area around the carousel before continuing east through Maintenance Access towards the train station.



LAUNCHER AMMO



You don't have the weapon needed to fire it just yet, but you can make a quick side trip to Lamb's Garden, just north of the carousel, to find a few Proximity Mines and Frag Grenades atop the balcony in that area. You'll have to return here later, but you may find yourself a bit pre-occupied at that point. It's better to grab this ammo now.

Have Electro Bolt and the Speargun ready for the three Leadhead Splicers in the Maintenance Access area, then gather up the items they leave behind and travel through the glass tunnel. There's another Power to

the People machine between the first and second sections of the glass tunnel, but you may want to pass it by for now. Eleanor has left you the **Launcher** in the room up ahead; get the Launcher first, then return to the Power to the People machine to weigh all of your upgrade options.



A RAILGUN OF SORTS



Grab the Solid Slug ammo for the Shotgun as you make your way through the glass tunnel to the room with the Power to the People machine. Select this ammo type with the Shotgun and line up the reticule with the two Splicers in the distance. One shot is all it takes to take them both out—the Solid Slug can penetrate multiple enemies and turns the Shotgun into a high-powered rifle!

SAFE



Contents: 4 Solid Slugs, 63 Dollars, 44 Armor-Piercing Rounds.

This safe has been left right out in the open and unprotected by any pieces of Rapture's elaborate security system. And for good reason—it's one of the hardest safes to crack in all of Rapture! The zones are tiny, the needle moves quickly, and there isn't a Bot Shutdown Panel anywhere close to its position. Consider using the Gene Bank around the corner to Splice yourself with any unequipped tonics that make hacking easier before attempting this one. Either that, or go ahead and buy it out.



The train station is just up ahead. Put your new Launcher to work by firing a single Frag Grenade at the two Splicers trying to fix the broken RPG Turret—don't worry about hacking this Turret, since you'll encounter minor resistance in this area. The Security Booth is straight ahead. There's an El Ammo Bandito off to the right. Approach the security booth to talk to Stanley Poole.



HACKING JUST GOT A WHOLE LOT HARDER!

If you've been manually hacking everything that comes your way, then you have probably sensed that the safe, the Turret, and the El Ammo Bandito machine in this area were much harder to hack than previous devices. It wasn't your imagination. It's time to either start using the buyout option, the Auto-Hack Darts, equipping tonics that make hacking easier, or paying full price. However, there is one other option. You can blast the device you intend to hack with Winter Blast to slow the needle down. This works especially well with Turrets and Security Cameras.

RESCUE OR HARVEST THREE LITTLE SISTERS



Stanley Poole, an ex-reporter with connections to Sofia Lamb, wants to prevent Lamb from getting her hands on the ADAM contained in the corpses of Dionysus Park. It seems that the ADAM contains memories of events that Stanley does not want Lamb to know. He wants you to deal with the Little Sisters in Dionysus Park to make sure his secrets stay buried. How you do this is up to you.

Find all three Little Sisters, deal with their Big Daddies, and rescue or harvest the Little Sisters. When you complete this task, Stanley unlocks the track to Fontaine Futuristics, bringing you one step closer to Eleanor.

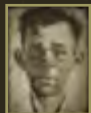
TRITON CINEMA

THREE LITTLE SISTERS

The three Little Sisters are located in the Triton Theater, J. Fischer Gallery, and in Lamb's Garden. You should deal with them in this order, since this path brings you past the Gatherer's Garden machine in the Promenade (with a wealth of ADAM to spend on improved Plasmids) before moving on to deal with the third Little Sister and the Big Sister that surely attacks immediately thereafter.



AUDIO DIARIES



Stanley Poole — Lamb Flouts the System

Doctor Lamb's trying to take the city by sponsoring the artsy types here... big thinkers, to speak out against Ryan in their work.

And all of it is right here in the Park galleries, open to the public. Lamb ain't even chargin' for it... and in Rapture that's just... brazen, like some kinda naturist camp where everybody wears pope hats and nothing else! Won't be long before Ryan's cronies can move in... and I can finally stop holding my breath.



Sofia Lamb — Learning Poker

You must learn to play poker, Eleanor. Like anyone, I am flawed, and have a fierce genetic bias towards competition. But each Saturday, I read the other players... and I pick a man who will benefit the most from victory. By the final hand, I ensure that he takes home my entire stake, and that of the others.

I win nothing but the feeling of conquest over myself, and the wealth of my competitors is slowly reshuffled according to their needs.



Gil Alexander — A Secular Saint

The genius of Sofia Lamb is a thing of empathy, a profound moral sense; I can only describe her... as a kind of... of secular saint. But dividing her loyalty evenly across the world at large spreads it so thin as to be invisible to some. Love... I have found, is... beneath her.

Naturally, Ryan arrested her... gave her to Sinclair to incarcerate somewhere. But upon her escape, she took the city... and changed my life forever.



Sofia Lamb — A Spy

At last, we have our Judas...

One of my own people has been feeding Ryan evidence of my activities, and now I am to be detained. As a religion, they merely monitored us. But as a commune, they would see us crucified.

And yet... though he will be the last to see it, Andrew Ryan has already lost the people. Wherever I am sent, Rapture will follow

Travel west away from the train station and turn left near the Health Station to approach Triton Cinema. Carefully hack the RPG Turret in the distance. Use Electro Bolt on the short-circuiting door to the ticket booth to find a wealth of Proximity Mines and money inside. Gather up the



items on the floor and near the bar, then head down the stairs towards the lounge.

Descend the stairs on the right leading to the lounge down

below, and watch the two Houdini Splicers dancing in the spotlight. You can take them both out with a single well-placed Solid Slug, but there is always a chance of a glancing blow. If they both happen to survive your attack, simply watch the spotlight to discover the location of the one that is currently posing a threat. The spotlight automatically follows the Houdini Splicer that is about to attack—use this to your advantage.



SAFE



Contents: 4 Trap Spears, 4 Rocket Spears, 3 Proximity Mines.

Descend the stairs near the bar in the Triton Cinema lobby to the lounge and hack the Door Control Panel to access the storage room. The safe is located on the wall to the left. Wait a moment or two before hacking the safe, taking out the approaching Splicers first.





Return to the main lobby of the theater and inspect the restrooms to the north of the concession stand to find the **Electrical Storm** tonic. The first Little Sister you need to deal with is in the main theater area, near the stage. Top off your health and EVE and proceed through the right-hand door to the seating area.

BIG DADDY: ELITE BOUNCER

The Elite Bouncer is essentially a fiercer version of the Bouncer and boasts an increase in armor and health. Its primary means of attack continues to be its Drill. You initially encounter the Elite Bouncer near the stage, trying to protect its Little Sister from a nearby Spider Splicer. Lay a pair of Proximity Mines in the aisle leading up from the Big Daddy to your position, then target the Spider Splicer with Hypnotize 2 to befriend it—befriending the Spider Splicer makes it wait to attack the Big Daddy until you fire the first shot.

Add some Trap Rivets and or Trap Spears to the area, then get the Research Camera rolling and swap to the Speargun. Stand atop the aisle, in the back of the theater, and fire a Rocket Spear at the Elite Bouncer to get its attention. The Spider Splicer leaps into action, buying you some time to fire off a few more spears. You may be able to finish the Big Daddy off with Armor-Piercing Rounds and Incinerate! 2, but more than likely, your enemy eventually rampages up the aisle towards you. Step out of the way of its Drill Dash, and switch to the Launcher. Hit the Elite Bouncer with Electro Bolt to immobilize it, then finish it off with a couple of Frag Grenades.





AUDIO DIARIES



Gil Alexander — Growing Up

The Little Sisters are getting older... which is troubling. As they reach adolescence, they become aggressive, feral. Worse, the ADAM they ingest contains traces of lethal Plasmids left over from the war. The Splicers are becoming far more effective predators as well.

Our Big Daddies are falling left and right. Perhaps... perhaps the elder Sisters could be trained to sniff out the lost ADAM, and reclaim it for us. Yes... from what I've seen, they certainly wouldn't have to wait for the culprit to die...



Sofia Lamb — The Voice of the Self

Awareness of self is no miracle, Eleanor... it is a trick of the gene, an endless inner refrain, asking: "What's in it for me?"

To serve the world, we must grow deaf to the self. Are you ready? Now, stop listening to my voice. Stop listening. Stop. Difficult, isn't it? Human verbal cues are defensive coloration—camouflage. Play this recording until you no longer hear the words. Then you may observe the people for who they are.



Frank Fontaine — Falling into Place

New face. I have a new goddamn face—who'da thought? Rapture... paradise of the confidence man.

I gotta keep revisiting the Atlas voice. I figure the accent gives me an excuse to lock myself in a room with a bottle and count the cash. War's on in full now, boy... and I've got a hell of a surprise for Andrew Ryan. Long time comin'. And right about now, I expect the prodigal son is bookin' his flight...



LITTLE SISTER ENCOUNTER

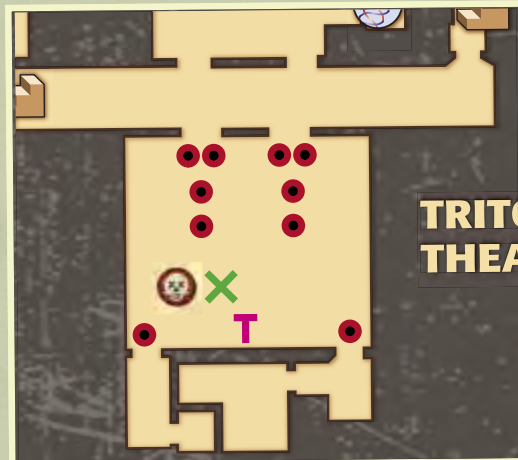
GATHER #1: INSIDE THE TRITON CINEMA



The first Gather is in the theater, right where you first saw the Little Sister. There are a lot of entrances into the theater—too many for you to efficiently cover with Trap Rivets, Trap



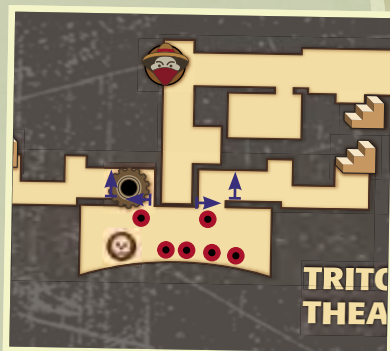
Spears, and Mini-Turrets to defend them all. Focus your Trap Rivets near the door at the back of the theater, leading in from the lobby, and near the two doors that flank the stage. Place a Mini-Turret near the stage and add a few extra Trap Rivets or a Proximity Mine to the area beside the corpse. Set the Little Sister down and move towards the stage; the Splicers attack once the screen goes up! Let your defenses take out the Leadhead Splicers that attack, and have a charged-up ball of Hypnotize 2 ready to fling at the first Spider Splicer you see. Get one of these guys on your side early to make the whole Gather go much easier!



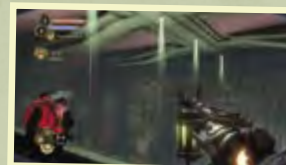
LEGEND

T	MINI TURRET		TRAP RIVET
	PROXIMITY MINE		TRAP SPEAR

GATHER #2: ON THE BALCONY IN TRITON THEATER



Climb the stairs to the balcony in the theater and quickly befriend the Spider Splicer standing near the edge. Move quickly to take advantage of your new friend's strength and set the Little Sister down on the corpse right away. Lay some Trap Rivets near the aisle and string up a few Trap Spears on an angle over the seats near both entrances. Some of the Splicers attack from the hallway upstairs, while others clamber up from the seats below. Place some Trap Rivets on the center of the ceiling for the latter. Make use of the Fountain of Youth tonic (if applicable) and stand in the water pooled at the end of the balcony while defending the Little Sister. Befriend another Spider Splicer once the first one perishes, and use Electro Bolt to zap the water along the front to electrocute the Splicers as they make their way towards the Little Sister.



Move up the stairs inside the Triton Cinema to explore the rooms near the projection booth. Not only do you find a massive munitions cache in the office beyond the Security Camera, but you can also obtain the **Extended Reel** tonic in the projection booth at the end of the hall.

Exit the theater and make your way west to the south end of the Promenade. The Promenade contains a number of items and ammo stashes to collect, as well as an Audio Diary sitting atop the piano in the corner. Be sure to collect the Proximity Mines behind the counter on the south side of the main room.



AUDIO DIARIES



Stanley Poole — Gotta Keep it Together

Ryan's goons are sweating me to prove this place is a closet commune, but I need time. And Lamb's kid keeps staring me down like she knows that I'm a phony.

I keep thinking of Johnny Topside, though. Took real guts to find Rapture like he did... makes it easier not to crack if I sort of... imagine that I'm him.

It's a good thing I can't tell Lamb about that. She'd probably say I got a secret need to fall into his arms and make wild whoopee!

"SUBJECT DELTA'S JUST A SERIAL NUMBER, AMIGO...
THEY USED TO CALL YOU JOHNNY TOPSIDE.."

— STANLEY POOLE

IMAGO FINE ARTS



Equip the Speargun and inch your way towards the galleries in the southwest corner of Dionysus Park. Snipe the three Leadhead Splicers in the distance, just beyond the Gene Bank, and use Incinerate! to melt the ice blocking the door to Imago Fine Arts.



The Imago Gallery has the most complex security array in the whole of Rapture.

This makes it a great place to perform research of security—especially after snagging the Extended Reel tonic—but also a very hazardous place to explore carelessly. Use the Remote Hack Darts found outside

the gallery and carefully inch your way forward while hacking the Security Cameras flanking the entrance along with the Turret straight ahead. Strafe left and right inside the doorway to get an angle on all four Security Cameras, then carefully make your way around the room in a counter-clockwise direction to spot the other two Turrets.

CAMERAS ONLY HAVE EYES FOR ONE

It's recommended that you hack all four Security Cameras upon arriving in this area, but you should do this knowing that only one security alarm can sound at a time. If a Splicer is detected by one of your friendly Security Cameras, you can safely walk on past a Security Camera that you didn't hack, so long as the alarm is still counting down for the enemy Splicer. That said, failing a hack during this time triggers an entirely separate alarm, making Security Bots arrive to attack.

Use Incinerate! to melt the patches of ice throughout the Imago Fine Arts room and gather up the Frag Grenades and EVE Hypos hidden underneath. Make your way through the frosty back rooms to find a very valuable safe and the **Hardy Machines** tonic. You'll be in for quite a battle on the way



back through the gallery, so have your Research Camera on hand and watch the Research Points roll in as your hacked security detail works its magic!

SAFE



Contents: 6 Auto-Hack Darts, 2 Mini-Turrets, 3 Proximity Mines.

If you were wondering what could possibly be worth so much security, this is it! This safe is located in the very back corner of Imago Fine Arts. This is an incredibly difficult safe to hack, but well worth the trouble. Hack the Security Cameras and Turrets on the way in to make sure no Splicers can interrupt your hack attempt. This is one you really ought to consider buying out.



SECURITY ON PARADE



If you're having trouble earning Research Points for the Security category, give this a try. Hack a couple of Security Bots in the main room and guide them back to the safe. Purposely fail the hack to trigger the alarm and start the Research Camera as the enemy Security Bots make their way to the back of the room. Electrocute them to give your ally Security Bots more of a chance to defend you, then film the next batch that arrive. Continue to film the Security Bots that arrive to attack and enjoy a wealth of Research Points. Be sure to join the fray and mix in some Shotgun blasts with your Electro Bolt bursts to increase your Research Points. Keep it up until you earn the **Deadly Machines** tonic.



J. FISCHER GALLERY

The second Little Sister you seek is in the J. Fischer Gallery, but that's not all that's here. Enter the storage area on the south side of the room to find an Audio Diary, plenty of munitions, and the **Drill Specialist** tonic. Of course, you should probably wait to collect these goodies until after you deal with the Elite Bouncer in the middle of the room.

BIG DADDY: ELITE BOUNCER

Enter the J. Fischer Gallery and immediately fire an Auto-Hack Dart at the Security Camera in the southeast corner of the room. Resist the temptation to befriend the Houdini Splicer in the room and, instead, kill it with the Speargun—the Hypnotize 2 effects likely wear off before you can sufficiently prepare for the fight with the Elite Bouncer. Just be sure to not hit the Big Daddy with an errant attack while you take out the Houdini Splicer.

Stay on the north side of the room and place Proximity Mines near the stairs leading down to the Elite Bouncer. String up some Trap Spears across the room and sprinkle a few Trap Rivets in the area as well. Once you're ready to start the fight, begin filming, then fire a Rocket Spear or Frag Grenade at the target. He only has melee attacks at his disposal and must get close, so you can lure him around the room right into the traps you carefully placed. Smash the Health Station in the middle of the room if you need a First Aid Kit. Lastly, remember that you can use your very own Drill Dash attack to quickly put some distance between you and the Big Daddy!



LITTLE SISTER ENCOUNTER

GATHER #1: INSIDE THE J. FISCHER GALLERY



Search the back rooms of the J. Fischer Gallery for EVE Hypos and ammo, then on your way back to the Gather corpse, string up a series of Trap Spears leading down the steps to the main gallery. Place a number of Trap Rivets at the base of the stairs at the front (north) end of the room and deploy a Mini-Turret beside the Gather corpse. Look for an unexploded gas cylinder to fling at the Splicers as they come out of the doorway nearest the Gather corpse. Set the Little Sister down and stand near the Security Camera in the corner to try to attract the Leadhead Splicers towards the camera. You won't have to deal with any Houdini Splicers during the Gather, but one or two Spider Splicers usually make their way into the room. Befriend the first one you can, then continue to befriend other Splicers as your "friends" get injured. Though tempting, don't use Proximity Mines

to protect the Little Sister, since it's not really necessary and a waste of valuable ammunition.



LEGEND



MINI
TURRET



PROXIMITY
MINE



TRAP
RIVET



TRAP
SPEAR

GATHER #2: INSIDE THE IMAGO FINE ARTS GALLERY

There are multiple corpses from which this Gather can be performed, but it's easiest to return to Imago Fine Arts and perform the Gather there. The numerous hacked Security Cameras and Turrets make this location more secure than you can ever hope.

Reinforce the existing defenses with a couple of Trap Spears near the doorway leading to the Gather Corpse and place a few Trap

Rivets on the floor in front of the door beside the corpse. Set the Little Sister down and deploy a Mini-Turret nearby, then stand in the back corner and watch for enemies to approach. The hacked Security Cameras



and Turrets dispatch nearly all of the Splicers in the main area, but you'll have to deal with those who emerge from the door to the right. You may even see a Houdini Splicer or two materialize in this area, so be on guard!

LEGEND T MINI TURRET X PROXIMITY MINE ● TRAP RIVET ➔ TRAP SPEAR

LAMB'S GARDEN

ADAM SPENDING



Stop by the Gatherer's Garden in the Promenade to spend the wealth of ADAM you no doubt possess. Consider purchasing a Health Upgrade or two and the Security Command 2 Plasmid if you hadn't already. Insect Swarm 2 is another valuable purchase, especially for the upcoming battles. This is a good time to increase your total number of Tonic Slots as well, since you now have access to numerous tonics that can increase the durability of your hacked Turrets and Security Bots, not to mention those valuable tonics that increase your effectiveness at researching.

Cross back through the Promenade, passing the carousel, to the Lamb's Garden area to the north. Use the Circus of Values and Health Stations in the Cohen's Collection area west of the carousel to load up on First Aid Kits and ammo before going on to fight the last of the three Big Daddies that Stanley has asked you to deal with.



ACHIEVEMENT/TROPHY

MASTER GATHERER

There are a total of 12 Little Sisters in the game, and each of them can be used to gather ADAM from two corpses. Gathers yield 40 ADAM each. Suffice to say, you must perform at least 15 Gathers to unlock this bonus. Consider performing every available Gather possible as they become available (note that you can still harvest a Little Sister after performing the Gather) to get this bonus sooner rather than later. This gives you chance to bail on Gathers during the later stages of the game when it becomes dramatically more difficult to protect the Little Sister. If you perform every Gather presented to you, you can unlock this bonus after your third Gather in Dionysus Park. However, the Master Gatherer Achievement can be unlocked earlier by using the Proud Parent tonic, which gives you an additional 20 ADAM per Gather.





BIG DADDY: ELITE BOUNCER

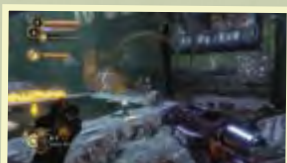
Use your new Security Command 2 Plasmid to summon a pair of Security Bots and head to the Lamb's Garden area. Chances are good that you'll walk in on a fight already underway between the Elite Bouncer you need to kill and a couple of Leadhead Splicers. Start the camera rolling on the Big Daddy while the Leadhead Splicers and your Security Bots attack, then take a moment to place a couple of Proximity Mines and Trap Rivets down.

The presence of your Security Bots is sure to distract the Elite Bouncer, and if not, you can always summon more or deploy a Mini-Turret. Watch for the Elite Bouncer to enter the pool of water in the center and shock it with Electro Bolt to trap him in place. Use Frag Grenades and Armor-Piercing Rounds to rip him to shreds. Use the lay of the area to keep a barrier between you and the Elite Bouncer at all times—this prevents him from striking you with Drill Dash and all but ensures your victory.



LITTLE SISTER ENCOUNTER

GATHER #1: INSIDE THE LAMB'S GARDEN AREA



The Gather corpse is in the rear of the room, and the Leadhead and Spider Splicers that attack enter from the

main entrance and the stairs leading up to the balconies. Hack the Health Station if you haven't already and place Trap Rivets and Trap Spear wires across both entrances, then set the Little Sister down on the corpse. Stand on the south side of the room to lure those who survive your defenses into the water where you can fry them with Electro Bolt. The foolish Splicers typically wade through the water to take the direct route, but you can ensure this by first setting them on fire with Incinerate! 2's fire bombs! Electrocute the water once they're wet. This is also a good place to put Insect Swarm 2 to use, since many Splicers arrive to stop the Little Sister. Select Anti-Personnel Rounds with the Machine Gun and gun down the Splicers as they pour through the entrance near the steps. Watch for Splicers that attack from the balcony above the Health Station.



GATHER #2: NEAR THE CAROUSEL IN THE PROMENADE



The majority of the Splicers that come to put a halt to this final Gather in Dionysus Park approach from the Lamb's Garden and Cohen's Collection areas. However, the area itself is so large that you're better off trying to defend the area immediately around the Gather corpse. Lay your defenses down near the carousel and by the door leading in from the glass tunnel, and from the Lamb's Garden area. Set a Mini-Turret down near the corpse and rig up some Trap Spears on the stairs. Use Insect Swarm 2 and Hypnotize 2 to distract the Splicers from their purpose, then pick them off with whichever weapon suits your fancy. Put Security Command 2 to use and summon a pair of helpful Security Bots.





ACHIEVEMENT/TROPHY

NOSE FOR NEWS

Stanley Poole has cut you a deal—he'll override the controls and release the train so you can continue on from Dionysus Park in exchange for dealing with the three Little Sisters that have returned to the area. He doesn't care how you do it, just defeat the Elite Bouncers that protect them, then either rescue or harvest each of three. These Little Sisters carry with them memories of what led to the park's eventual flooding.

BIG SISTER IS COMING

Big Sister is going to come as soon as you make a decision regarding the fate of the third Little Sister, so make sure you're ready. Though you can bring the Little Sister to the security-rich area of Imago Fine Arts and wait for the Big Sister there, it's not necessary. Instead, summon two Security Bots with Security Command 2 and determine the Little Sister's fate at the Sister Vent nearest the carousel in the Promenade. Spread a few Proximity Mines around the area near the carousel and, if possible, use the Decoy Plasmid to position a decoy right in the middle of those Proximity Mines!

The Big Sister is, of course, unpredictable in her movements but you can be sure your Security Bots can attract her attention. Try to lure her towards the Proximity Mines and use Armor-Piercing Rounds or Frag Grenades to inflict greater damage. Electro Bolt helps stun her (especially if you get in the water near the carousel), but you're better off using Incinerate!

to deal higher levels of damage. Spider Splicers and Leadhead Splicers also attack here—befriend whichever ones you can, but try to keep Big Sister from absorbing ADAM from their corpses.



BOARD THE TRAIN TO FONTAINE FUTURISTICS



Stanley has kept his part of the deal—the passage to Fontaine Futuristics is now open. However, some of the memories you have helped him bury indicate that he was not only responsible for flooding Dionysus Park, but also for turning Eleanor Lamb into a Little Sister. Regardless of how you deal with Stanley, you need to board the train in the train station and head to Fontaine Futuristics.



AUDIO DIARIES



Stanley Poole — A Plan

So. Lamb broke out, and she's coming back. Wow. OK. Didn't see that coming, but OK.

That is going to be... what am I gonna do!? And I... I've heard some of these, a lot of these people down here, talking. Some of them I know saw the thing with Eleanor, and who knows who knows what. You can't just stop, you know, a whole... cult... from, from talking. Can you? Maybe you can. Yeah. Maybe you can.

TRAIN STATION

TRAVELING COMPANIONS



The journey back to the train station isn't particularly long, but you'll have to deal with quite a few Splicers en route. Befriend the first Spider Splicer you encounter, then watch him clear the way for you. Another option is to put Insect Swarm 2 to use and fill the tunnels leading from Promenade to the Ocean Entrance area with swarms of stinging bees!



Return to the train station at Ocean Entrance and approach the security booth to hear Stanley's side of the story. But then, Sofia Lamb fills in a very important missing detail and unlocks the security booth for you. Head inside and collect the incriminating Audio Diary, then ... well ... what you do with Stanley Poole is up to you. He's the second choice character in the story, and just as with Grace Holloway, your verdict on Stanley has far-reaching repercussions.

“BUT IN COMPROMISING ELEANOR NOW...
HE SEALS HIS FATE.”

— SOFIA LAMB

FONTAINE FUTURISTICS

Here it is, the corporate headquarters and research labs that produced Plasmids, Big Daddies, and other high technology for Rapture. As tensions rose prior to the fall of 1959, Andrew Ryan took control of Fontaine Futuristics in an attempt to put an end to the two men's power struggle. After being seized by the Rapture central council, work continued here under the auspices of Ryan Industries until the death of Ryan himself. Gil Alexander, an ambitious scientist and inventor, took this opportunity to grab control of the entire facility, twisting the security systems to his own ends, and has resided here ever since.

A grand atrium anchors the corporate offices and Plasmid demonstration halls. An adjacent site contains the labs where many of Rapture's advances in genetic and robotic technology were discovered.

STORY GOALS

1

Break into Fontaine Futuristics.



6

Find and activate the circuit breakers.



2

Find Gil Alexander's next recording.



7

Collect four ADAM-infused plants.



3

Access the Security Office.



8

Lure Gil out of hiding.



4

Destroy the signal relays.



9

Unlock the hidden elevator.



5





Head to the Plasmid Laboratory.



NEW DISCOVERIES

The Adonis Express has taken Subject Delta and Augustus Sinclair as far as it can go, all the way to Fontaine Futuristics. Sinclair believes that Sofia Lamb is keeping Eleanor somewhere nearby, perhaps in a hidden facility below Fontaine Futuristics. The facility has fallen under the sole supervision of Gil Alexander ever since Ryan and Fontaine's war got out of hand. Whether or not Gil is in any mood to assist with the reuniting of a former Big Daddy and Little Sister remains to be seen.

PLASMIDS AND TONICS

Icon	Name	Notes
	Damage Research	Increases the value of the damage bonuses from research.
	Drill Power 2	Your Drill does even more damage when you spin or swing it.
	Careful Hacker 2	The hacking needle moves slower.
	Vending Expert 2	Further reduces cost of prizes in vending machines.

BREAK INTO FONTAINE FUTURISTICS



Eleanor is being held in a secret location beneath Fontaine Futuristics. In order to reach her and keep yourself alive, you must find a way to break into the facility.

TRAIN STATION

Exit the train station south towards the sound of distant voices. Snipe the two Splicers down the stairs with the Speargun, then gather up the loose ammo and continue through the door. Collect the [Damage Research](#) tonic from the wagon and splice it immediately into your system to increase the value of the damage bonuses you received from research.

Descend the stairs to listen to the automated video message left by Gil Alexander. In anticipation of his going insane, he has left behind a series of recordings to help you get inside.



FIRST ENCOUNTERS



ALPHA SERIES

The Alpha Series is an early prototype Big Daddy that uses a variety of heavy weapons, moves far faster than normal Big Daddies, and is subject to spontaneous Plasmid outbursts of elemental energy. Keep a safe distance, hit it with Plasmids and heavy munitions, and use Proximity Mines and Elite Security Bots to take it out.



AUDIO DIARIES

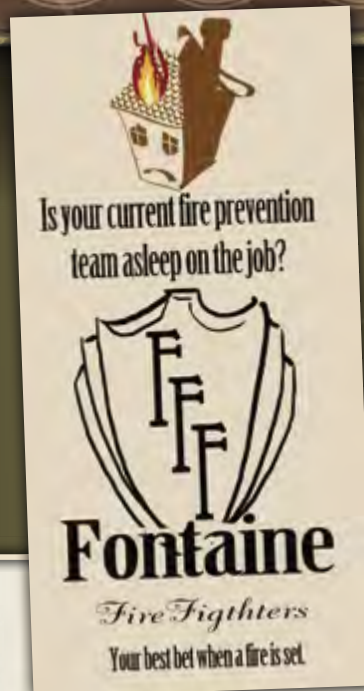


Andrew Ryan — Alone at Last

This facility belongs to the city now—to Ryan industries... at least until the rioting subsides.

While it is unfortunate that such measures had to be taken... I must admit, it is gratifying to see this building condemned. Fontaine is gone. Lamb is gone... or close enough.

I am alone at last... alone with my city.



FIND GIL ALEXANDER'S NEXT RECORDING

Gil Alexander has left behind a series of recordings that should lead you to him—and, hopefully, to Eleanor. Enter Fontaine Futuristics and look for his next recording. Gil mentioned that it is located beyond a Security Bio-Scan.



LOBBY

Use the Airlock Control to leave the train station and cross the open seafloor to the Fontaine Futuristics lobby. There is a lone ADAM Slug on the right, near the corpse as you leave the train station. Summon a pair of



Security Bots with Security Command 2 as you leave the second airlock, and use Telekinesis to pick up one of the gas cylinders near the stairs.

NOT A SECURITY BOT!

The purple flying bot you see hovering about in this area is not a Security Bot. It's not going to attack you, nor can it be hacked. It's actually a two-way video device that Gil uses to monitor the facility.

Hurl the cylinder at the Splicers trying to break into the vending machine. A second batch of Leadhead and Houdini Splicers attack as you move further into the lobby, so be ready for them. Splice up the Handyman tonic and use it to repair your Security Bots. Collect the Mini-Turret hiding behind the planter under the balcony on the left, and head up to the second floor where the Security Bio-Scan is located.

“APPARENTLY ONE OF YOUR OLD COLLEAGUES WANTS TO WELCOME YOU BACK TO THE OFFICE.”

— GIL ALEXANDER



LEGEND

- HEALTH STATION
- GATHERER'S GARDEN
- BOT SHUTDOWN
- CIRCUS OF VALUES
- LITTLE SISTER
- SISTER VENT
- ADAM GATHER
- EL AMMO BANDITO
- GENE BANK
- AUDIO DIARY
- PLASMID
- TONIC
- SAFE
- CONNECTION
- WEAPON
- POWER TO THE PEOPLE



RAPTURE DIRECTORY: YOU ARE HERE



The Bio-Scan properly identifies you as Subject Delta, a Protector in the clinical trials program—deceased. This last piece of data confuses the system and triggers an attack by an Alpha Series. The Alpha Series is an early prototype Big Daddy that was subject to too many experimental Plasmid concoctions and is therefore prone to uncontrollable Plasmid outbursts of electricity, fire, and ice. Start the Research Camera rolling as soon as the Alpha Series appears on the globe in the center of the lobby, then begin your attack. Hit it with Frag Grenades, and either Electro Bolt or Incinerate! Lay down a Proximity Mine or two, then switch to Armor-Piercing Rounds or your Rocket Spears. The Security Bots help distract the Alpha Series from you and should keep it on the ground floor of the lobby, giving you the perfect opportunity to attack from above while remaining safely out of range of its Plasmid outbursts.

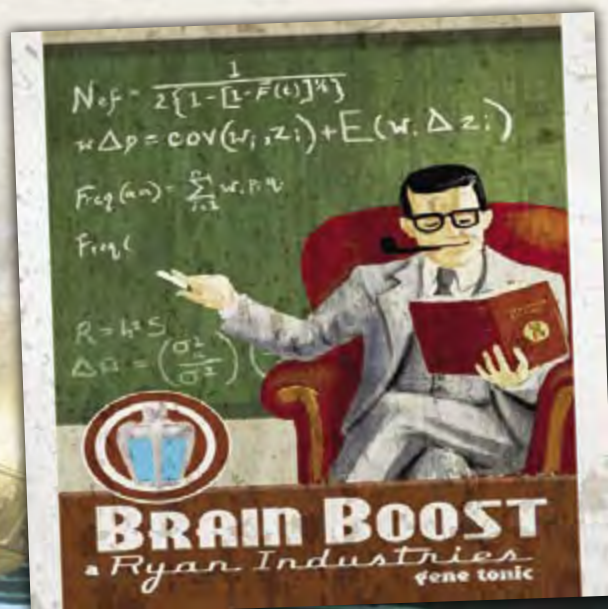


READY FOR BATTLE



Make near-instantaneous work of the Alpha Series by setting a trap for it. Normally, the Alpha Series would be a surprise to players, but you have the tools to be ready for him! Lay a pair of Proximity Mines at the base of the stairs, between the steps and the globe. Wait for the Alpha Series to land on the globe, start the Research Camera, then hit him once with Incinerate! He'll jump down right onto your mines, and it shouldn't take more than a single extra Frag Grenade—if that—to finish him off!

Clearance to enter Fontaine Futuristics is granted as soon as the Alpha Series is defeated. Approach the desk in the lobby and listen to Gil's next recording, then take the Audio Diary and supplies in the cabinet to the right of the monitor. This Audio Diary merely has the sound of Gil Alexander reciting the password, "Agnus Dei," on it.





AUDIO DIARIES



Sofia Lamb — Means of Control

Prison, it seems, was a blessing—Ryan is now dead by his own son's hand.

But far more interesting is the program of compulsion bred into his child coded "W-Y-K." It was some manner of verbal "trigger phrase," which the boy would obey as an order unerringly.

In a way, this sad thing, this... half-man had escaped the self. Highly intelligent, but devoid of so-called "free will," with all its convenient blind spots.

What if it had been instructed to uphold the common good? What if he were a volunteer?



Sofia Lamb — A New Cognitive Model

This... this calls everything into question. Even as I record this, I can scarcely believe... Psychiatry has been my continual study... to chart consciousness in all its strata.

But intelligence does not require introspection... the son of Ryan was more effective than all his self-aware rivals. He lived without questions. I could end the self... and save the world.



Eleanor Lamb — Life After Sisterhood

This is Eleanor Lamb speaking. It's been many years since my last diary. Mother found a way to rehabilitate me psychologically, but she can't remove this... this thing inside my body. I look in the mirror, and I see a freak.

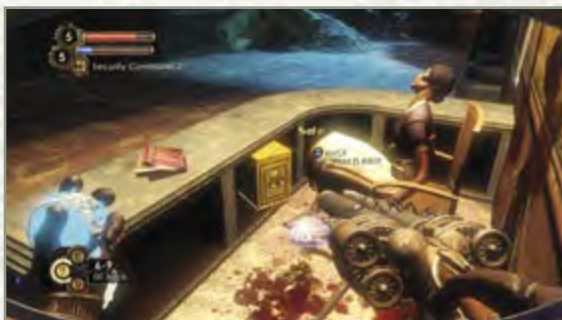
I remember very little—just an artificial sense of peace and a compulsive hunger for ADAM.

Doctor Alexander is trying to help me adjust. He's responsible for part of my condition, but he wants to make amends.

SAFE



Contents: 14 Dollars, 16 Armor-Piercing Rounds, First Aid Kit.



This safe is located behind the receptionist's counter where the recording of Gil Alexander saying "Agnus Dei" is found. The safe's contents aren't terribly valuable, but you'll be under no threat while performing the hack.

ACCESS THE SECURITY OFFICE



Gil's recording tells you that he has become so unrecognizably spliced and insane that he must be killed. This explains the erratic and violent behavior of present-day Gil, now called "Alex the Great." He has left further recorded instructions on how to put him out of his misery, safely locked away in the Security Office near the foyer. Use his voice password recording to gain access to the Security Office.

SECURITY

Use the recorded password on the Voice Activation Control near the door beyond the lobby. The Security Office is steps away, in the center of the room, but Gil has overridden the door controls—the voice recording won't open it until you break Gil's control over the security system. Despite its attempt to keep you out of the Security Office, the flying video bot that Gil watches you through does open the gates behind the office for you.



BIG DADDY: RUMBLER



You will probably encounter the first Little Sister and Big Daddy in the area of the stairs just beyond the gates that the video bot opened. Lay some Proximity Mines down far enough away from the Big Daddy that he doesn't walk through them before you are ready to fight. Make sure your Security Bots are in tip-top shape, and lay some Trap Rivets or Trap Spears down. Equip the Research Camera and Security Command once you're ready to begin the fight.

Start the camera rolling and switch to the Launcher, hitting the Rumbler with a Frag Grenade to get his attention. Lead him towards the Proximity Mines and watch for him to deploy a Mini-

Turret or two. Quickly splash him with Security Command (don't charge it!) to turn his Mini-Turrets against him, then continue to hit him with Frag Grenades before switching to the Machine Gun to finish the job. The Rumbler attacks with Frag Grenades, of course, but your Security Bots and his traitorous Mini-Turrets should occupy his attention long enough for you to deliver a swift defeat without too much risk.

LITTLE SISTER ENCOUNTER

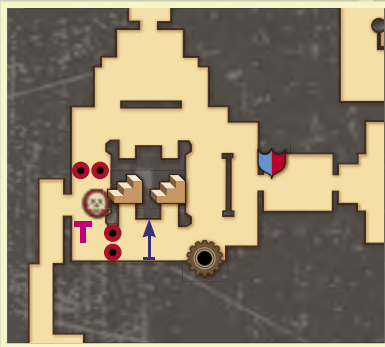
GATHER #1: IN THE FOYER NEAR SECURITY



This Gather is in the southwest corner of the main foyer near the section where you encountered the Little Sister and Big Daddy. String up a number of Trap Spears crossing the approach from the south and east, and lay your Trap Rivets down near the stairs in the center of the foyer. Most of the Leadhead Splicers that attack come from the stairs in the center, but a few enter from the south and east as well. Consider deploying a Mini-Turret between the Circus of Values machine and the steps, and have your Machine Gun and Incinerate! Plasmid on hand. You'll not only have to contend with Leadhead Splicers during this Gather, but possibly an Alpha Series as well. Most tend to keep their distance and focus on you rather than the Little Sister. Don't underestimate the damage they can do with their guns; watch your health closely and use Hypnotize to enlist the help of Splicers against the Alpha Series, if one appears.



GATHER #2: ON THE SECOND FLOOR OF THE FOYER



There are a number of Gather corpses to perform this second Gather on, but it's best to move up the stairs in the foyer and Gather from the corpse near the hole in the wall. Set up your Trap Rivets on either side and deploy a Mini-Turret near the corpse. You'll not only have to contend with Leadhead and Houdini Splicers during this Gather, but also an Alpha Series. Use the hole in the wall for cover, and use your Security Bots and traps keep the lesser enemies at bay while you wait for the Alpha Series to arrive. Hit it with a Heat-Seeking Rocket (found near the Bot Shutdown Panel downstairs) and Frag Grenades, then finish it off with a Drill Dash attack. The Houdini Splicers will probably show up last and keep their distance. Catch their molotov cocktails and throw them back with Telekinesis. Don't let your guard down until the telltale sound of their vaporizing and materialization ceases to echo through the halls.



Proceed south through the foyer to the Security Bot Shutdown Panel on the rear wall of the first floor and destroy the device that Gil has affixed to it. This triggers an alarm, sending out two Security Bots to investigate. Simply pull the Security Bot Shutdown Panel's lever once they get close to disable the alarm.

ALL JUST A FACADE

Head upstairs to the hole in the wall on the west side of the foyer and use Telekinesis to obtain the Auto-Hack Dart beyond the bars to the right. Drop off the ledge into the Plasmid Laboratories Facade to find an Audio Diary and the **Drill Power 2** tonic. Splicers soon break the glass window in the room, giving you a way back out.



DESTROY THE SIGNAL RELAYS



Destroy all of the signal relays that are attached to the front of Bot Shutdown Machines throughout Fontaine Futuristics. Gil is using them to control security all over the building, and is specifically instructing his Security Bot to prevent you from entering the Security Office. Once all of the signal relays are destroyed, you should be able to enter the Security Office and hear his next pre-recorded instructions.

ELITE BOTS ARE AVAILABLE!



There are few better ways to spend your ADAM than by purchasing the Security Command 3 Plasmid. It costs 100 ADAM, but you get to summon up to two Elite Security Bots whenever you want. These Elite Security Bots have a higher attack rating and are far more resistant to damage than normal Security Bots. Don't leave home without them!

FRANK FONTAINE'S PLASMID SPECTACULAR THEATER

Now that you know you have to search for Security Bot Shutdown Panels that have these so-called signal relays on them, all you have to do is look at the map and head towards the areas with the panels. The nearest of these is in the theater area to the west of the foyer. Round the corner near the stairs and hack the Turret in the distance just as a rising curtain reveals the entrance to the theater.



AUDIO DIARIES



Gil Alexander — Prototype

Our hope was to bond a Little Sister to a single Protector, so she had to be expendable in case of error. As we were fabricating a Father-bond, we couldn't really afford to have the girl's parents asking around. So Fontaine's orphanages provided, and the procedure was an unprecedented success.

If I had only known who the child was... Eleanor... I'm so sorry.



Frank Fontaine — Goodbye to Fontaine

Every time Ryan turns up the heat, I know I'm a little bit closer to beatin' him at his own game.

But now the game's changin'—Ryan's boys are comin' in heavy—lookin' to knock down my door and take what's mine. Like this is the first time I had to dodge a bullet.

They're comin' to my house expectin' a show, but they're gonna get a disappearin' act.

Say goodbye to Fontaine... and hello to Atlas.



Gil Alexander — Source of Volunteers

Anyone in the Plasmid business ultimately requires the use of human test subjects. It's our dirty little secret, and to be frank, Rapture doesn't really want to know, provided the end product is sound.

Volunteers were... scarce, even as the economy buckled. A man named Sinclair approached us with a seemingly limitless supply. He... rented them to us, bound and sedated... no questions asked.



HELP ME!

Look through the hole in the wall near the Turret, beyond the tonic you can see, to note a password scrawled on the wall—5254. Enter this code into the keycode door inside the Plasmid Theater to find a very revealing Audio Diary and the [Careful Hacker 2](#) tonic.



Follow the walkway to the left and use the Rivet Gun to shoot the targets on the Plasmid demonstration machines. The first showcases the power of Incinerate!; the second electrocutes the water where the Splicer is standing; and the third demonstrates the wonders of Telekinesis and throws the distant Splicer high into the air (kind of how Cyclone Trap works). Gather up the First Aid Kits and ammo and continue through this

demonstration area to the doors leading into the theater.



You're now on the stage in the demonstration theater, and Gil Alexander's special video bot is going to emcee the affair with you serving as the product demonstrator. Prepare for the audience participation



segment by lining the two pedestals near the front of the stage with Trap Rivets and by placing a Mini-Turret in the center of the stage, near the microphone stand. If you have Cyclone Trap equipped, place a Cyclone Trap on each of the pedestals as well (charge them with Incinerate! or Electro Bolt if possible). You have a Telekinesis and Electro Bolt demonstrator to your right and an Incinerate! demonstration stand on the left—shoot the targets with the Rivet Gun to make them throw, shock, and burn the Splicers as they appear.

The first two participants attack individually, but then you'll have to deal with multiple Houdini Splicers at once. A pair of Elite Security Bots can certainly help you get through this phase of the battle. Continue to use your Research Camera and blast the Houdini Splicers with Incinerate! and your Machine Gun.

Next, an Alpha Series hops onto the stage and attacks next, but not before a brief intermission. Take this chance to lay down a couple Proximity Mines in preparation of the Alpha Series arrival and repair your Elite Security Bots with Handyman. Turn on the Research Camera and draw him in towards your mines before unloading on him with a Heat-Seeking Rocket and Incinerate! It won't take long before you have the stage to yourself once again.



The second signal relay that must be destroyed is just behind the seats in the theater. Search the corpses in the chairs for a wealth of money and ammo, then destroy the signal relay and exit the area.



FRANK FONTAINE'S OFFICE

Travel up the stairs in the lobby to the second floor and ready the Hack Tool. Continue north towards Frank Fontaine's office and fire a Hack Dart at the Turret guarding the door. Make sure your two Elite Security Bots are nearby before you enter the offices because another Alpha Series is guarding the room.

Open the doors and toss a Mini-Turret inside, then quickly hurl a fireball at the Alpha Series. Back away to avoid any return fire and watch your security apparatus cut the Alpha Series down to size. Strafe out of cover from beside the door and hit him with a final Frag Grenade to claim free reign of Frank Fontaine's old haunt.



The third signal relay is off to the right as you enter the room, but that's not all that's in here. Head to the left and inspect the "Conspicuous Boar Mount" to reveal Frank Fontaine's private stash. This secret hiding space contains a couple of crates, three safes, and an Audio Diary of Frank practicing Atlas's voice.



Contents:

Safe: 4 Rocket Spears, 2 First Aid Kits, 6 Heavy Rivets.

Safe: 50 Dollars, 6 Phosphorous Buck, 2 EVE Hypos.

Safe: 3 Proximity Mines, 5 Solid Slugs, 30 Armor-Piercing Rounds.

A false wall in Frank Fontaine's office hides these three safes from view. Inspect the mounted boar's head on the wall to



the left as you enter the office in order to reveal Frank's private stash. The safes are very hard to hack—and cost 90 dollars each to buyout—so you might want to consider using an Auto-Hack Dart on each of them. Of course, you can always go ahead and attempt the hack knowing there's a Security Bot Shutdown Panel across the room.

"BUT EVERY ASPIRING CAESAR MUST LEARN TO FEAR THE KNIVES OF HIS FELLOWS."

— SOFIA LAMB



Exit Frank's old office and round the corner to the left to enter the nearby marketing offices. The three Splicers playing dead at the large table are just that—playing dead. Charge up a Fire Bomb with Incinerate! 2 and inch forward until they spring to life, then set them aflame. Enter the office to the right to find the so-called “Unstable Teleport Plasmid,” then try to grab it. Attempting to pick

up this flashing multi-colored Plasmid causes it to vanish and reappear elsewhere. You'll have to chase after it repeatedly before you can finally collect your rightful reward. See the note box for details on the Unstable Teleport Plasmid's locations.

SAFE



Contents: 3 Mini-Turrets, 4 Solid Slugs, 17 Anti-Personnel Rounds.

This safe is in the office with the Unstable Teleport Plasmid. Collect the stacks of money from the desk and put these newfound riches to use to buyout the hack of this safe, unless you have a number of hack-assists spliced into your system or an Auto-Hack Dart to spare. Regardless, it's a small price to pay for three Mini-Turrets and additional ammo.



CHASING THE UNSTABLE PLASMID

The Unstable Teleport Plasmid behaves much like a Houdini Splicer in that it disappears and reappears in a haze of red molecules. Try picking it up to watch it vanish and reappear once on the desk, then a second time on the table in the conference room.

Try to pick it up a third time on your way out of the conference room. It vanishes again and reappears on the rubble near the stairs that once led to the third floor in the foyer. Descend the stairs to the ground floor to find the Unstable Teleport Plasmid on the wall near the Circus of Values machine. Continue towards the Security Office to find the Plasmid on the couch.



Trying to pick up the Plasmid on the couch takes you through a rapid sequence of teleportations culminating in your arrival with the [Vending Expert 2](#) tonic. Collect the EVE Hypos and grab the tonic to conclude the chase and be teleported back to the lobby where you first encountered an Alpha Series.

Open the door on the other side of the conference room, crouch down, and fire a Hack Dart through the hole in the wall to the electric panel shocking the flooded room. This makes the water safe to wade through. Gather up the items in this office and destroy the fourth signal relay around the corner on the far side of the room.

Exit the office and fight your way back down the stairs to the ground floor of the foyer. Use the voice recording to enter the Security Office and listen to Gil's next set of instructions. Use the Power to the People machine, then flip the Plasmid Laboratory access switch to unlock the doors to the laboratory area of Fontaine Futuristics: Gil is waiting for you there.



HEAD TO THE PLASMID LABORATORY



An airlock is now open at the back of Fontaine Futuristics. Gil says it leads to the hidden Plasmid Research Laboratory. Proceed to the Plasmid Laboratory to receive further instructions on how to deal with the present-day Gil.

LAB AIRLOCK

Defeat the Alpha Series near the restrooms with a well-placed Heat-Seeking Rocket or two, and continue south through the sterilized corridor of the Lab Airlock area. Throw the lever inside the airlock and head out onto the seafloor.

Continue south along the seafloor to the hole in the ground and drop through the hole to the Alpha Series corpse below. Climb the lengthy stairwell beside the corpse to find an ADAM Slug, then return the way you came and continue east, past the OxyFill Station Sinclair mentions, and into the airlock.



FIND AND ACTIVATE THE CIRCUIT BREAKERS



Power is currently cut in the main section of the Plasmid Laboratory. Find and activate the circuit breakers that are hidden with the darkness. Once this is done, Gil can give you further instructions on how to deal with him.



AUDIO DIARIES



Gil Alexander — Abort the Experiment

I was to be Sofia Lamb's greatest achievement—a living composite of all Rapture's genius in the body of a single man... unfettered by self-interest. Now, I am nothing more to her than a failed experiment. My scores on tests of intelligence and moral reasoning are still noteworthy... but declining sharply. She has abandoned me... and I do not have long before psychosis takes me.

FONTAINE'S PLASMID RESEARCH & DEVELOPMENT

HYPNOTIC POLYPS

The large red globules you see are actually the fruits of a special plant that produces a hypnotic polyp. Use Telekinesis to pick up and throw these polyps at enemies to hypnotize them into attacking the enemy. Of course, you may as well just use your Hypnotize 2 (or Hypnotize 3) Plasmid to work that magic on your own, but if you have limited Plasmid Slots and you don't have Hypnotize spliced currently, this is a great way to gain the effects even without it being active.

Proceed through the darkness to the bank of analytical equipment. Gil instructs you to flip the two circuit breakers—located somewhere in the darkness—then he'll give you further instructions.



Move to the right, past the Circus of Values machine, and down the stairs. The first circuit breaker is straight ahead, just a few steps in front of you. Circle around to the left, past the large metallic

structure in the middle of the lab, and through the steamy darkness to the sound of the short-circuiting circuit breaker on the north side of the room. Flip this second switch and pick up the Audio Diary below it before returning to the central platform where Gil spoke to you moments earlier.

Press the Power Mains Switch on the master control panel. The lights come on, though faintly, and you'll see a brief glimpse of Gil Alexander in the enormous tank in the center of the room.



AUDIO DIARIES



Gil Alexander — Solving for X

Sofia believes the perfect human altruist is “just a formula, waiting on us to solve for X.” Intelligence and consciousness are not the same, she argued. Awareness of self naturally becomes obsession with it.

So if we could suppress my sense of self, but imbue me with the cognitive capacity to serve the common welfare... we could thereby generate the first Utopian.

And then, Sofia said... at long last... Utopia would follow.

COLLECT FOUR ADAM-INFUSED PLANTS



The mutated, spliced-up Gil, known as Alex the Great, is hiding within a massive Sea Life Tank in the middle of the Plasmid Research Laboratory. You need to bring him out in the open to deal with him, but this can only be done by placing ADAM-infused plantlife into his holding tank. Collect enough of the plants to lure Gil out of hiding.

ADAM RESEARCH LABORATORY

BEFORE YOU GRAB THAT PLANT



Two Alpha Series are going to leap into the room on either side of Gil's tank and attack you the moment you grab the plant sample he's provided. Don't pick up the plant until after you've dropped a few Proximity Mines on the floor at the base of the stairs and near the tank. Throw another one or two on the ground near the master control panel just in case—you can always pick them back up later.

Gil is addicted to the ADAM-infused plants that are being cultivated throughout the ADAM Research Laboratory. It's going to take four of them to lure him out of hiding and to get the Genetic Key you need, but he's nice enough to give you the first one. So now you only need to find three more.

First things first, however: a pair of Alpha Series are set to attack before you can leave the area. Get your Proximity Mines out quickly and set the Research Camera rolling. Summon your Elite Security Bots if you hadn't already, then switch to Telekinesis to catch any inbound Frag Grenades and hurl them back at the Alpha Series who fired it. One of them probably has a Launcher while the other uses a Machine Gun or Shotgun. Focus on one at a time and use the Heat-Seeking Rockets you picked up on the way in from the airlock to take him out. The Proximity Mines and Elite Security Bots should soften the other one up nicely by the time you get to him.



ALPHA VS ALPHA



Don't forget that if you have the Hypnotize 3 Plasmid spliced, you can simply charge it up and throw it at one of the Alpha Series (preferably the one with the Launcher) to befriend him and watch him fight alongside your Elite Security Bots to destroy the other Alpha Series. Just be on your guard when the effects wear off—your ally quickly turns on you!

The nearest ADAM-infused plant is in the Pacification Showers, to the north of the area where Gil is located. This is where failed Big Daddies,



particularly those of the Alpha Series variety, were sent to die. Hack the Security Camera in the preparation room and rummage through the storage crate and the control

room for items, then descend the stairs to the Pacification Chamber where you can find the desired plant in the corner.

An Alpha Series and a Splicer or two attack right after “Alex the Great” decides to lock you inside the Pacification Chamber. Charge up Hypnotize 3 and befriend the Alpha Series, then lay waste to the Splicers. Refresh the befriend effect with another dose of Hypnotize 3, then go up the stairs towards Gil's



AUDIO DIARIES



Sofia Lamb — Gil's Place in the Plan

Dr. Alexander has agreed to accept both measures of the New Utopian project. He will become a kind of genetic chimera, host to all the minds of Rapture, accessing their talents and memories via the ADAM we have gathered.

And, deriving in part from project W-Y-K, I have developed a new set of behavioral constraints: Dr. Alexander will live to promote the common good... his love and loyalty shall be spread evenly across the entire human race.

For me, that is discipline at great personal cost. For him, at least... it will be instinct.



Sofia Lamb — Meltzer's Choice

Lamb: Ask yourself, Mr. Meltzer... is it better to be summarily executed as an outsider caught within these grounds, or to be united not just with your daughter Cindy, but with the Rapture Family as well?

The choice is yours... I urge you to accept the Protector program. You will live by her side, and remember nothing but your love for her.

Meltzer: ...I wasn't the first to find Rapture, you crazy b#@!* . And I won't be the last. You do... whatever you want to me... as long as I'm with Cindy... I'm... I'm a happy man.



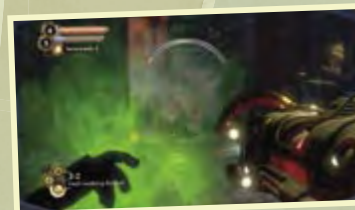
Gil Alexander — Outlived Usefulness

Well, that's the end of the Alpha Series. The Pair Bond simply worked too well. That madwoman Tenenbaum bit the company hand, turning some of the bonded Sisters human again. Others were... lost to Splicers. Either way, the trauma proved too much for the bonded Protectors, resulting in unreasoning rage, or coma. We can harness their suicidal aggression as foot soldiers... but no more, I'm afraid. Today I saw one kneeling near a Gatherer's Garden and... and crying.

BIG DADDY: RUMBLER

A Little Sister and her Big Daddy have wandered into the ADAM Research Laboratory while you were out collecting plants for Gil. The battle with this Rumbler becomes exceptionally easier for you if you manage to befriend the Alpha Series that attacks downstairs (if this is not possible, try to at least befriend a Houdini Splicer). Lead him up to the main lab and fire a few Heavy Rivets at the Big Daddy to send your befriended Alpha Series after him. Summon a new Elite Security Bot to replace any that fall in battle and watch for the Rumbler to toss out a Mini-Turret. Splash the Rumbler with Security Command as soon as the Mini-Turret lands to make it target the Rumbler.

If all goes well, the Elite Security Bots, the re-focused Mini-Turrets, and your befriended Alpha Series should succeed in dismantling the Rumbler just as the Alpha Series is about to be slain. Timing it so both the Big Daddy and Alpha Series perish in the same moment is ideal. After all, you don't want to have to kill a Big Daddy only to be faced with an Alpha Series who no longer wants to be your friend! If you don't have Hypnotize 3 and can't befriend an Alpha Series, then rely on Heat-Seeking Rockets and Proximity Mines, just as you have done in the past. Also, put your Telekinesis to use to catch and return the Heat-Seeking Rockets that the Rumbler fires at you!





AUDIO DIARIES



Eleanor Lamb — Goodbye, Dr. Alexander

Mother has destroyed Doctor Alexander... she tried to Splice him into some kind of living saint who would calculate the common good and adhere to it tirelessly. But now he's become... something unspeakable. Mother's philosophy is just as corrupt as Ryan's. By her standards, it would be better to have the entire world equally miserable then to allow us to strive in our own behalf.

I have to get out of here.



Andrew Ryan — Betrayal

I... visited Eve's Garden today... it ended poorly. My seed... sold to the enemy. The motive of the whore, as yet, eludes me. But Atlas approaches... and come what may, I will not be made a slave. I wonder... in recording, do I confess? Just now, Sinclair saw me in the corridor, perhaps reading my face. The bastard looked me right in the eye... and suggested I make an appointment with Doctor Lamb.



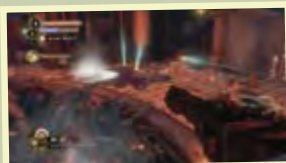
Gil Alexander — Big Sister

We put our eldest Sister through a new regimen of physical and mental conditioning, and suited her up with modified Protector equipment of my design. The younger ones have dubbed her a "Big Sister."

Sadly, this is a stopgap. Between rogue Splicers and the aging of the girls, we'll run out of viable Little Sisters soon. After that... the surface may be our only source...

LITTLE SISTER ENCOUNTER

GATHER #1: NEAR GIL'S TANK IN THE ADAM LAB

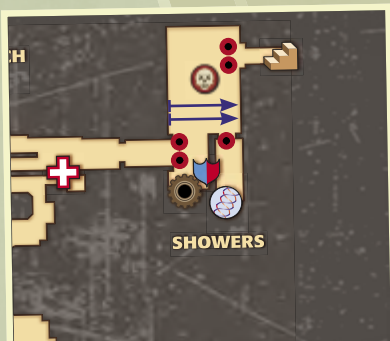


This Gatherer corpse is on the floor in front of Gil's Sea Life Tank, near the Gatherer's Garden machine. String up

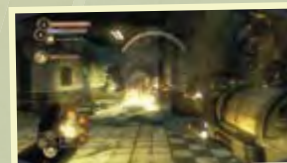
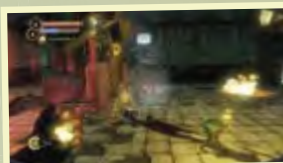


several Trap Spears at the base of the two sets of stairs flanking the corpse and also near the area coming in from the showers. Place numerous Trap Rivets or Cyclone Traps on the floor around the corpse and a Mini-Turret nearby too, then set the Little Sister down. Charge up Hypnotize just in case a Houdini Splicer manages to penetrate your defenses, otherwise just stand back with the Machine Gun or Shotgun in hand and play defense. Many of Leadhead Splicers and Houdini Splicers that attack emerge from the direction of the showers and the airlock up the stairs. Your Elite Security Bots should flush them out and distract them. Chances are good that your Little Sister survives this without a single hair on her head being harmed.

GATHER #2: IN THE SHOWERS AREA



Make a quick return trip to the showers area and lay your defenses around the entrance to the area and the Patient Observation Room where the controls are. It's very unlikely that any Splicers come up the stairs leading from the showers themselves, especially if you have two fresh Elite Security Bots patrolling the area. Set the Little Sister down and stand to the north of her, watching closely for any Splicers that make it down the steps or out of the control room. Your Trap Spears and Trap Rivets should hold them off, and if not, it shouldn't take more than a single blast of Phosphorous Buck to finish them off!



LIVE TEST FACILITY

Continue south from Gil's tank to the Live Test Facility and hurl a fireball at the fuel spill near the Splicers in the room below. Descend the stairs carefully, as there is a RPG Turret under the landing on the right as you come down the steps. Scour the area for ammo and money, then move east to the room where the holding cells are located.

BIG DADDY: RUMBLER

You'll encounter this final Pair Bond in the holding cells area of the Live Test Facility. Befriend one of the Splicers in the room and lay down a couple of Proximity Mines before firing the first shot. With any luck, the Rumbler will be at the far end of the hall and you'll have room to maneuver—the confines here are pretty tight. Fire a Heat-Seeking Rocket at it to get the fight started.

The Splicer and Elite Security Bots on your side inflict most of the damage, as do any Frag Grenades or Heat-Seeking Rockets you fire at it. Remember to use Security Command to turn the Rumbler's Mini-Turrets against it. Searching the corpse of this Big Daddy reveals the "Meltzer's Choice" Audio Diary and brings closure to the Mark Meltzer storyline—as it turns out, you just defeated the man who came all this way from topside to be with his daughter Cindy. He finally succeeded, only to be struck down by you not long after being inducted into the Protector program.

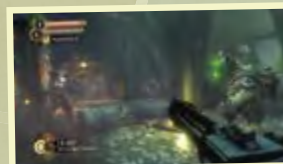
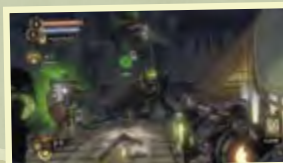


LITTLE SISTER ENCOUNTER

GATHER #1: WHERE THE PAIR BONDS ARE JOINED



The Gather corpse is located right near the third ADAM-infused plant, beside the seats where the Gatherer and Protector Candidates are joined. Place Trap Rivets on the floor atop the steps on either side of the corpse and summon your two Elite Security Bots. You're very likely to encounter another Big Daddy roaming the area. If so, use Hypnotize 3 to befriend him, then stand back and watch as your new pal does everything he can to protect you and therefore the Little Sister you're watching over. Deploy a Mini-Turret near the Gather corpse to be on the safe side, and be ready with a Heat-Seeking Rocket in case your Big Daddy friend turns against you.



LEGEND



MINI
TURRET



PROXIMITY
MINE



TRAP
RIVET



TRAP
SPEAR

GATHER #2: OUTSIDE THE SECURITY BOOTH IN LIVE TEST FACILITY



This is the final Gather to perform in the game and also the most difficult. Your assailants here are primarily Alpha Series and Houdini Splicers. The best way to defend the Little Sister—and yourself—is to befriend either a Rumbler or Alpha Series. Fortunately, there are plenty of them walking around this area of Fontaine Futuristics, so you shouldn't have a problem using them to fend off one another. With any luck, they'll even take their fight behind the closed door of the Live Test Facility. Lay a couple of Proximity Mines down near the Gather corpse just in case, and have your Elite Security Bots ready. It doesn't hurt to scatter a couple of Cyclone Traps around the area as well. Stand back in the corner near the Health Station

with the Machine Gun set to Anti-Personnel Rounds, and rip the Houdini Splicers to pieces with your gun. Keep a fresh batch of Hypnotize 3 charged up and ready to fling at the next Big Daddy or Alpha Series that takes a swing at you.

LEGEND



MINI
TURRET



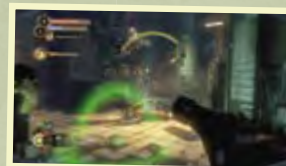
PROXIMITY
MINE



TRAP
RIVET



TRAP
SPEAR



Collect the third ADAM-infused plant and make your way around the corner towards the Sister Vent. Hack (or destroy) the Security Camera near the broken window, then use Telekinesis to collect the Auto-Hack



Dart in the Security Office. Use it to hack the door control panel through the hole in the window. This action unlocks the door in the previous area—the one with the flashing red light.



Drop through the hole in the floor to enter the holding cells area below and quickly kill the Houdini Splicer that unlocks the cell for you. The fourth and final ADAM-infused plant is in the cell

in the southwest corner, but don't go there just yet. First, explore the cells on the north side of the room. Hack the Turret behind the cell in the northeast corner and use Incinerate! to melt the ice in the northwestern cell. Continue flaming the ice until the door opens, then head around and go inside to find the Audio Diary and some munitions.

SAFE

Contents: 8 Dollars, Frag Grenade, Bandages.

This safe is located in the space behind the northeastern cell, beside the Turret. It's extremely difficult to hack, it costs 90 dollars to buyout, and honestly, doesn't even contain anything valuable. Go ahead and skip it!



SAFE

Contents: 6 Heat-Seeking Rockets, 65 Dollars, 12 Solid Slugs.

This safe is located inside the iced-over cell in the northwest corner of the holding cells area. Unfreeze the door by using Incinerate! from within the crawlspace behind the cells (accessed via the northeastern cell) and melt the ice where the Audio Diary and safe are located. The safe is very difficult to hack, but there is a Security Bot Shutdown Panel right outside the cell, so if you fail the hack, just take a couple steps and pull the lever to disable the alarm.



Make your way back up the stairs and around to the Security Office that was locked earlier. Use the Power to the People machine, then gather up the other items nearby and head back to Gil.





ACHIEVEMENT/TROPHY

DEALT WITH EVERY LITTLE SISTER

There are a total of 12 Little Sisters in *BioShock 2*, including the one that you must deal with as you progress through Rapture. It doesn't matter whether you harvest or rescue the Little Sisters, only that you defeat their Big Daddies and then deal with them one way or the other. Since there is no way to revisit previous locations as you progress from area to area, the number of Little Sisters you forget to deal with in one area become added to the total of Little Sisters available in the next area. For example, there are normally three Little Sisters at Siren Alley and three at Dionysus Park, but if you skip one of the Little Sisters at Siren Alley, there will be four at Dionysus Park for you to deal with. That said, there are no Little Sisters beyond Fontaine Futuristics, so you must deal with every Little Sister available before leaving this area in order to unlock this bonus.

BIG SISTER IS COMING

Dealing with all of the Little Sisters in Fontaine Futuristics brings the Big Sister out of hiding, probably while you're in the Live Test Facility. This location is both a blessing and a curse, as there are plenty of Alpha Series and Rumlbers walking around for you to befriend with Hypnotize 3 and use against the Big Sister. The danger in this is that you may suddenly find yourself dealing with a Big Sister and an angry Big Daddy or Alpha Series at the same time. Limit the chance of this happening by befriendding a Big Daddy and waiting, perhaps in the security booth, for all other Big Daddies to vacate the area. Bring the Little Sister to the Sister Vent up the steps and decide her fate there.



You'll have time before the Big Sister arrives to get your Elite Security Bots ready and to place a few Proximity Mines around the area, but not so many as to harm your befriended ally. Utilize the numerous Heat-Seeking Rockets located in this area to bombard the Big Sister repeatedly with this heaviest of firepower. Deploy a couple Mini-Turrets once the battle is half over, as the Big Sister will probably eliminate your befriended Big Daddy and you will need some extra help in case another Alpha Series shows up. Put her on ice with Winter Blast if you feel the fight starting to slip away. Collect the ADAM from her corpse and hurry to a Circus of Values or Health Station to top off your supply of First Aid Kits—this isn't an easy fight to win!

LURE GIL OUT OF HIDING



You now have the ADAM-infused plant bait needed to lure Gil out of hiding. Head to his holding tank, and inject the ADAM-infused plants into it.

ADAM RESEARCH LAB

MAKE PREPARATIONS NOW!



If you thought "Alex the Great" was going to just sit by and let you lure him out without a fight, you're mistaken. Load up on First Aid Kits and EVE Hypos, spread around some Proximity Mines and Trap Rivets, and have your Elite Security Bots ready to battle. Things are about to get ugly!

Return to the control panel in front of Gil's tank and insert the ADAM-infused plants into the delivery mechanism.

Though you did exactly what good-guy Gil wanted from you, the part of him that isn't so nice triggers an ambush. Numerous Splicers and no less than three Alpha Series leap into the room to attack. Immediately befriend the nearest Alpha Series and assist him in defeating one of the other Alpha Series and the Leadhead Splicers. The third Alpha Series probably won't attack until the first two have been defeated. This gives you time to repair your Elite Security Bots and to focus. Chances are, this third Alpha Series uses a Launcher—conserve ammo by using Telekinesis to catch its Frag Grenades and throw them back.





Use the controls to perform the genetic extraction and retrieve the Genetic Key that is generated through this process. This key opens the secret entrance to the place where Sofia Lamb is keeping Eleanor.

As for Gil, the choice is yours. His pre-recorded messages instruct you to hit the disposal button and flush him out to sea, but the present-day Gil begs for your forgiveness and wants to live. The choice is yours.



UNLOCK THE HIDDEN ELEVATOR

Use Gil Alexander's Genetic Key to reveal the hidden airlock that can take you to Eleanor. The Genetic Key must be inserted into a slot on an oxygen tank, or "OxyFill Station," that sits on the ocean floor just outside of the Plasmid Laboratory. Head back out through the airlock and open the passage.



HIDDEN ELEVATOR

Exit the laboratory through the Airlock and insert the Genetic Key in the slot on the side of the OxyFill Station.

This reveals a hidden Airlock behind the rocks nearby. Go inside, find the Audio Diary on the right, and board the elevator to Lamb's hideout.



ACHIEVEMENT/TROPHY

FOUND LAMB'S HIDEOUT

Collect the four ADAM-infused plants scattered around the ADAM Research Laboratory at Fontaine Futuristics and insert them into the Sea Life Tank containing Gil Alexander. Fend off the enemies that attack and use the controls to extract a genetic sample from Gil, then retrieve the key. Return to the seafloor and insert the key into the hidden slot on the OxyFill Station pump. Use the elevator beyond the Airlock to enter Persephone, Lamb's hideout.



AUDIO DIARIES



Sofia Lamb — The People's Daughter

Eleanor's condition may be a blessing in disguise. Early splicing tests indicate zero genetic damage due to her condition as a Little Sister. It appears that she... is our new vessel. This will be no mere personality schism, though... Rapture's genius will be held within her new DNA, able to shift into desired patterns at will.

A Utopian cannot be confined to a single throw of the genetic dice. When needed, she is a composer. A dancer. An engineer. She truly will be the People's Daughter.



PERSEPHONE

STORY GOALS

1

Find Eleanor Lamb.



2

Defeat the Big Sisters.



3

Escape the holding room.



4

Find the three Big Sister suit parts.




5

Exit the area.



NEW DISCOVERIES

PLASMIDS AND TONICS

Icon	Name	Notes
	Summon Eleanor	Summon Eleanor for a little help.

Thanks to Gil Alexander's foresight, Subject Delta was able to use the recordings left by him to bypass security and infiltrate Fontaine Futuristics. Gil was in no condition to accept visitors, but his faltering grip on sanity proved strong enough to provide Subject Delta with the instructions needed to extract a genetic sample from the man in the tank. Armed with this sample—and Augustus Sinclair's advice—Subject Delta was able to uncover the secret entrance to Lamb's hideout.

FIND ELEANOR LAMB



This is it. Eleanor, your Little Sister, is held somewhere inside Lamb's lair, Persephone Penal. You need to reunite with Eleanor to live and, hopefully, escape Rapture. Locate Eleanor Lamb and reestablish your bond.

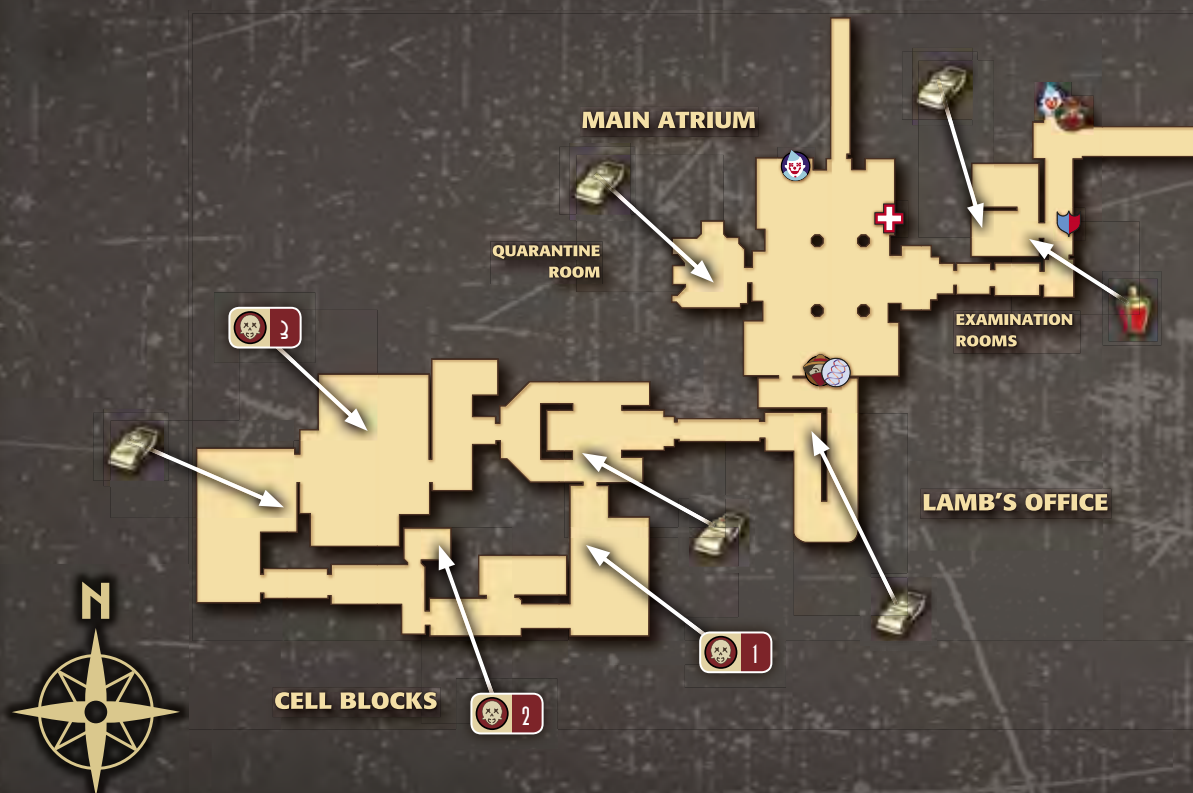
THERAPY ENTRANCE

Exit the elevator and begin the long walk through the Therapy Entrance corridors. Pick up the Proximity Mine in the corner on the right and continue through the glass-walled walkway to the Power to the People Machine in the distance, near the flames on the left. Use the vending machines on the left to stock up on First Aid Kits, Frag Grenades, and Armor-Piercing Rounds. Make sure you have plenty of EVE Hypos as well: you're going to need them.



“ AS I WATCH YOU NOW, I ENVY YOUR IGNORANCE.
YOU STILL BELIEVE... ”

— SOFIA LAMB

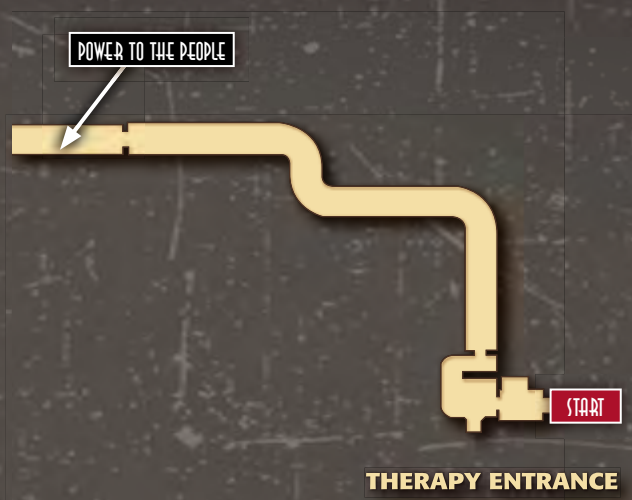


RAPTURE DIRECTORY: YOU ARE HERE

Hack the disabled Security Bot in the hall, then use Security Command 3 to summon another. Continue around the corner past the Examination Rooms to the Main Atrium where Eleanor is being held. Ignore Sinclair's plea for haste and take a lap around the room, noting the assortment of Bandages and First Aid Kits as well as the fuel drums and gas cylinders. You need to activate the Quarantine Chamber to begin the process of breaking Eleanor free, but first use Telekinesis to move those explosives into the center of the room and place a couple of Trap Rivets or a Proximity Mine near them—that's right, there's going to be an ambush!

Press the button on the side of Eleanor's chamber to activate the Quarantine Chamber, then quickly back away. Get ready for a fight—two Big Sisters are on their way!





LEGEND

-  HEALTH STATION
 -  GATHERER'S GARDEN
 -  BOT SHUTDOWN
 -  CIRCUS OF VALUES
 -  LITTLE SISTER
 -  SISTER VENT
 -  ADAM GATHER
 -  EL AMMO BANDITO
 -  GENE BANK
 -  AUDIO DIARY
 -  PLASMID
 -  TONIC
 -  SAFE
 -  CONNECTION
 -  WEAPON
- POWER TO THE PEOPLE**

DEFEAT THE BIG SISTERS



Eleanor is locked away in a sealed Quarantine Chamber, which is currently undergoing a decontamination process. Lamb is taking advantage of this situation to execute one last attempt to stop you. Defend yourself against the Big Sisters until the Quarantine Chamber is open.



AUDIO DIARIES



Augustus Sinclair — Selling Ryan Short

Persephone... secret home o' Sinclair Solutions. I bet against Andy Ryan's vision o' harmony in Rapture—offered him a quiet place to send anybody who wasn't workin' out. And now, I'm sittin' on my own private think tank. Technically, Utopia shouldn't have much use for a detention facility... but if you do business as long as I have... well, you learn to pick a brand name from the writin' on the wall.

MAIN ATRIUM

KILL TWO BIG SISTERS

In theory, this should be the most difficult battle of the game up to this point—after all, you’re facing two Big Sisters at once—but it needn’t be. Position the fuel drums and gas cylinders in the center of the room in front of the Quarantine Chamber, and place several Trap Rivets and Proximity Mines around them. Set up a decoy in the middle of this monster-sized trap and use the Gene Bank to splice up Natural Camouflage to make sure the Big Sisters don’t see you first.

Have your Launcher ready and loaded up with Heat-Seeking Rockets and have Incinerate! 3 charged and set to throw in your left hand. A couple of Security Bots can help further distract the Big Sisters once the initial blast is finished. Keep your distance and strafe back and forth while hurling fireballs and rockets at the Big Sisters. They’ll make quick work of your Security Bots, but don’t bother summoning any extras unless you run out of Launcher ammo or need to buy time while you scour the area for healing supplies. Remember that you cannot befriend a Big Sister, so don’t even try. Just keep hitting them with Incinerate! 3, Heat-Seeking Rockets, and Armor-Piercing Rounds if you run out of the former. Also, it is important to note that this is your last chance to research Big Sisters.



ADAM FOR A RAINY DAY

You might not have a Little Sister to go “gathering” with anymore, but you can still gain an additional +80 ADAM from the two Big Sisters you just dropped. There aren’t any Gatherer’s Garden machines in Persephone, but that doesn’t mean you won’t be able to spend it eventually.





By the time you're done with the Big Sisters, the Quarantine Chamber is ready for you to enter. Approach the door to begin the decontamination process and...

ESCAPE THE HOLDING ROOM



When Lamb suffocated Eleanor, your mutual bond broke. Your body is now shutting down, and you may not have long to live. Lamb has taken advantage of this to secure you in one of Persephone Penal's holding rooms. Eleanor, weak as she is, is the only one who can help you now. She has used her power over the Little Sisters to transfer control of one to you. Use the Little Sister's ability to crawl through Rapture's vents to escape the holding room.

LAMB'S OFFICE

MEMORIES OF EDEN

Little Sisters don't see the world around them in the same way that people like Sinclair and Subject Delta do. They see it through the lens of an ADAM-induced haze, tinted heavily by the memories of what Rapture once was. As you control a Little Sister, you are able to go mostly unnoticed by those you see, avoiding any harm that may come to you.



Move about the linen-draped Examination Room to explore this place. Climb through the Sister Vent to exit the room and return to the Atrium. Cross the Atrium to the Sister Vent in the southwest corner and crawl through it to sneak into Lamb's office. Head down the hall, past Lamb where she sits at the desk, and activate the controls to unlock the room that Subject Delta is in.



AUDIO DIARIES



Sofia Lamb — Withholding Visitation

Eleanor is changing as Delta draws closer. In her sleep, she mutters about having witnessed... moments from his journey here. She is beginning to resist the moral conditioning. Eleanor's bond with Delta is turning her from the Daughter of the People back into a rebellious child, whose voice I do not recognize.

Worse, I suspect Eleanor of... direct involvement in his return. I fear that to separate them... I may have to... to take measures for which I will be... unable to forgive myself.



Eleanor Lamb — Blessing in Disguise

Mother says that my condition is a blessing in disguise; she constantly reminds me that I was born for the express purpose of promoting her ideals.

And now she's trying to convince me to begin splicing with the same cocktail that drove Dr. Alexander mad! She thinks that my condition makes me immune to the damage...

The surface is my only chance at freedom. But Mother took the one person I knew from above and murdered him in front of my eyes... Father. If I could only find a way to bring him back...



Eleanor Lamb — Behind Mother's Back

I've been quarantined, but Mother's unaware of the extent of my connection to the new Little Sisters. I don't just empathize with them; I can control them directly. They are my hands and my eyes now.

Better yet, we have found Father's body, and took a gene sample. The girls are hiding the samples inside those dolls we used to make. It's only a matter of time before I work out a way to rig one of those Vita-chambers to seek his genetic signature... and then... I can't wait to see Mother's face...



Eleanor Lamb — Freeing Father

Eleanor: We've done it. Father is back... right under Mother's nose. I've contacted a woman named Tenenbaum through my Sisters. We worked out a way to free his mind inside that suit... to awaken the man inside the monster. Mother's entire belief structure is corrupt—and if I know one thing about Father, it's that he will believe in escape.

Lamb: Eleanor. It is time for you to accept your duty to the people. When you awake, you'll understand...

Eleanor: No! Get away from me!

FIND THE THREE BIG SISTER SUIT PARTS



Eleanor has enough power to help break you out and get you on your feet, but she's still weak from Lamb's attack. In order to help further, she needs to become stronger. She must now become a Big Sister. Parts for a Big Sister suit are scattered around Persephone Penal. Find the three pieces to complete a suit for Eleanor and take it back to her.

CELL BLOCKS

Head up the stairs to the Common Hall and search the perimeter of the room for a First Aid Kit and some money—they won't do the Little Sister any good, but they'll transfer to Subject Delta's inventory. Collect the Audio Diary from the sub-shaped wagon near the statue of Subject Delta with Gil, then follow the trail of rose petals through the doors to the south.



Approach the "Angel" with the butterflies fluttering about and press the Interact button to perform a very fast Gather.

As with the money and items, this +40 ADAM transfers to Subject Delta upon his freeing. Make your way past the cells and up the stairs to the room on the right. The **Big Sister Armor** is on the wall opposite the fireplace.



DADDY MEETS AUNT GRACE

The Little Sister that you're controlling sees the world as Eleanor sees it—influenced by your actions. The statues that you'll encounter pay homage to the decisions you made regarding Grace, Stanley, and Gil. Does the statue you see show a Big Daddy carrying Grace in his arms as if to help her, or does it show something much more sinister? Your actions didn't only shape the form of these statues, but also how Eleanor ultimately behaves when the Big Sister suit is presented to her.



The door near the two art-lovers is short-circuiting and won't stay open long enough for you to enter the room on the other side. Use the nearby Sister Vent to enter this room and collect the +40 ADAM from the Angel inside. Flip the circuit breaker to exit the room.

The **Big Sister Helmet** is on the table near the second statue, the one showing

Subject Delta and Stanley Poole. Approach the statue to briefly shatter the dream-state that the Little Sister is in and to see Persephone Penal for what it really looks like. It is in this break to reality that the Big Sister Helmet can be found.

Climb the stairs to where the other art-lovers are located and turn to the right to spot a third Angel, worth another +40 ADAM. Exit the room to the hallway to the east and head past the door on the right to the end of the hall, where the **Big Sister Weapon** can be obtained. Return through the Common Hall and Lamb's office to the Atrium. Enter the Quarantine Chamber to give Eleanor the Big Sister suit.

Eleanor soon makes her way to the Examination Room and breaks Subject Delta free. Take the **Summon Eleanor** Plasmid (and the eighth and final Plasmid Slot) from Eleanor as you exit the room.



ACHIEVEMENT/TROPHY

REUNION

Control the Little Sister in Persephone and gather up the three Big Sister suit parts. Bring them to Eleanor in the Quarantine Chamber so she can break Subject Delta free from the Examination Room. Take the Summon Eleanor Plasmid from her to complete the reunion. Now you can be with her whenever you want.

EXIT THE AREA

You have reunited with Eleanor, but your body is still falling apart. You need to get out of Rapture if you have any chance of survival. Eleanor says you must meet with Sinclair in order to escape. Exit the area through the bulkhead door in the main Atrium.



A TEDDY BEAR FOR DELTA



The items you collected as a Little Sister are inside the Teddy Bear sitting near the door leading out of the Examination Room. Be sure to pick it up before making your way back towards the Atrium.

Now that you are back in your own body and have your faculties once again, go ahead and summon a pair of Elite Security Bots and grab



the Research Camera. Head to the Atrium to encounter a pair of Brute Splicers that are about to attack. Summon Eleanor, then begin filming them. Switch to Phosphorous Buck or Frag Grenades and help Eleanor finish them off. Perform a quick sweep of the room to gather any items you didn't need earlier, and head for the door leading north to Inner Persephone—it's time to meet up with Augustus Sinclair.

INNER PERSEPHONE

A secret penal colony hidden away underneath Rapture, constructed to hold any political dissidents who opposed Ryan. Rapture's original plan did not include a prison, but the need for one became apparent almost immediately, despite Ryan's own distaste for the idea. Augustus Sinclair anticipated this need and built Persephone soon after Rapture's founding. In short order, Ryan populated the place with a bustling prisoner population. Dissidents effectively "disappeared" from Rapture society, giving Sinclair free rein to use them as experimental test subjects or simple slave labor.

One such prisoner was Sofia Lamb, sent to Persephone for speaking out against Ryan's principles of self-interest. Lamb began offering her psychological therapy services to other inmates and eventually built up a strong enough following to stage a revolt, throwing Sinclair and his supporters out of Persephone entirely. The last Sinclair saw of Persephone, Lamb had taken control of the place and all its inhabitants, to unknown ends...

An imposing security tower overlooks the Holding Wing. The Infirmary and Therapy Wings provide treatment for Persephone's inmates. Sinclair's clandestine escape vessel is stored at the facility's Docking Platform in the center.

STORY GOALS

1

Head to the Docking Platform.



5

Find the Pediatric Ward in the Therapy Wing.



2

Get to the Holding Wing.



6

Find the Pediatric Ward in the Infirmary Wing.



3

Get the key from Sinclair.



7

Return to the Docking Platform.





4

Use Sinclair's key in the tower.



NEW DISCOVERIES

PLASMIDS AND TONICS

Icon	Name	Notes
	Elemental Vampire	Your Level 3 elemental streams siphon off health from your enemies.
	Elemental Sponge	When you are damaged by elemental attacks, you gain a small amount of EVE.

This is it, the inner core of the Persephone Penal Facility. Sinclair is believed to have headed to an escape vessel, and if Delta and Eleanor are lucky, they'll make it there in time to escape Rapture before it's too late. Sofia Lamb has instructed her Family to set explosives around the facility in an attempt to drop the entire structure into the oceanic trench it's perched over. There's little time to waste—Delta and Eleanor must move fast!

HEAD TO THE DOCKING PLATFORM



You have been reunited with Eleanor Lamb, but your body—and Rapture—are falling apart around you. Sinclair is missing. Follow Eleanor upstairs to try to find out what has happened to him.

SUMMON ELEANOR

Be sure to use the Summon Eleanor Plasmid in this part of the game because it is very difficult without it.

DOCKING PLATFORM

Proceed down the hall from the Atrium to the much larger Inner Persephone area. Gather up the loose items scattered about the floor and move down the hallway on the right to the stairs leading up to the Docking Platform.

Eleanor is waiting by the window. Join her there to learn what she sees—and what Sofia knows. Summon a pair of Elite Security Bots while the

gates are locked, and visit the Circus of Values to stock up on any extra supplies you may need.



LEGEND

-  HEALTH STATION
-  GATHERER'S GARDEN
-  BOT SHUTDOWN
-  CIRCUS OF VALUES
-  LITTLE SISTER
-  SISTER VENT
-  ADAM GATHER
-  EL AMMO BANDITO
-  GENE BANK
-  AUDIO DIARY
-  PLASMID
-  TONIC
-  SAFE
-  CONNECTION
-  WEAPON

POWER TO THE PEOPLE





RAPTURE DIRECTORY: YOU ARE HERE



AUDIO DIARIES



Warden Nigel Weir — Out with the Old...

Looks like Sinclair's been ousted. He wasn't slick enough to avoid the boot this time, but at least it wasn't a firing squad. Lamb proved she's got the ear of the general population down here, so it would probably be prudent to play along for awhile, see where this goes. She says she'll let me keep my little fiefdom here in Holding, as long as I agree to help supply her "therapy sessions." No qualms there. These sorry buggers could use some rehabilitation.

GET TO THE HOLDING WING



Eleanor has discovered Sinclair's escape vessel moored off of the Docking Platform in the Persephone Penal Facility. However, Sofia Lamb has locked down the entire facility and is determined to make you all die together. The controls to override the security curfew are located in the Holding Wing. Find a way inside the Holding Wing so you can open access to Sinclair's lifeboat.

SECURITY OFFICE

Move up the stairs on the north side and hack the Turret in the middle of the Docking Platform area near the control panel, then befriend the Brute Splicer. Together with your Elite Security Bots, the Brute Splicer can make quick work of the other Splicers. Cross the room to the south, past the Infirmary and Therapy Wings towards the Holding Area. Pay a visit to the Gatherer's Garden to spend the ADAM you collected in the previous chapter— Perhaps you'll want to upgrade to Telekinesis 3?

Continue south towards the Holding Wing and use the Hack Tool through the broken window to hack the Door Control Panel flashing inside the Security Office. Continue through the hallway to Block A and turn left at the booking desk to enter the Security Office.



SAFE



Contents: 4 Frag Grenades, 76 Dollars, 63 Armor-Piercing Rounds.

The safe is inside the Security Office and can be a tricky hack if you don't have the suite of hacking-based tonics spliced. Consider using the Auto-Hack Dart

on the floor of the office to get into the safe. The nearest Security Bot Shutdown Panel is located near the Gatherer's Garden in the Docking Platform.



Press the Prisoner Acceptance button in the corner of the booking office. This action unlocks the door to the Holding Wing and prompts another communiqué from Sofia Lamb.

GET THE KEY FROM SINCLAIR



Lamb has converted Sinclair into an Alpha Series under her control, and given him the key to override the security curfew. Without the key, you can't board Sinclair's lifeboat and leave Rapture with Eleanor. He is trying to escape from you through the Holding Wing, and you need to chase him down to get the key. He probably won't go quietly, so expect resistance along the way.



AUDIO DIARIES



Thomas — The Definition of Despair

This place is the absolute definition of despair. Here we are, locked away from the outside world, suspended over a pit with no hope of release. And what's our charge?! Ryan has no room for differences of opinion in his precious Rapture? I hope the whole place comes crashing down around his ears.

“AS PERSEPHONE’S FORMER OWNER, HE IS THE IDEAL MAN TO PUT YOU BACK IN YOUR CAGE.”

— SOFIA LAMB

HOLDING WING

Descend the steps towards the Cafeteria and summon Eleanor to your side. Take out the Splicers inside the room opposite the Vita-Chamber and hack the Security Camera on the right before going any further. Cross the Cafeteria and continue through the kitchen and down the stairs to the maintenance tunnel. Melt the ice near the freezers to collect a number of Proximity Mines, then turn your fireballs on the Brute Splicer across the room.





AUDIO DIARIES



Dodge — A Trade

Hey Murphy, it's Dodge. A little birdie told me you found out the Warden's code. Send a message to my cell in Block A telling me where you hid the code, and I'll consider your debts paid.



Mattson — First Two Digits

The Warden's ignored my warnings for far too long. I'm taking this into my own hands—I've secured a Hack Tool to nullify his Turrets and subvert the bots. I also figured out the code. It's two, six...



Parson — No More Hope Left

It's time to leave this place. I held out hope for months that I'd see my family again, but it seems like this rope is my only ticket to freedom. I'm sure Ryan has seized the bookstore, no telling where Gloria and Billy will have to... live... Can't seem to form a complete thought anymore. Can't sleep with that glow coming in the windows. Things out there watching us. Maybe I'll get to sleep now...



Test out your new Telekinesis 3 Plasmid with the Leadhead Splicer up ahead—grab her close, release the Fire Plasmid button halfway to move her in front of the reticule, then open fire! It doesn't get any easier than that! Continue through the dripping Laundry Room to the stairs and chase the Alpha Series—Sinclair, presumably—up the steps.

Use Telekinesis to get the Auto-Hack Dart from above the pipes in the showers, then continue east into South Quad of the Cell Block. Sinclair is in the Security Tower on the left.

CELL BLOCKS

MULTIPLE SOLUTIONS TO THE SINCLAIR PROBLEM

There are a half-dozen ways to get the key from Sinclair inside the Watch Tower. For starters, you could locate the pair of Audio Diaries that each reveals two of the digits to the keycode needed to unlock the door. Another option is to find the keycode in the third toilet tank on the left inside the bathrooms. A more direct option is to go upstairs, use the Hack Tool to unlock the door, then throw a Mini-Turret at him. If you're out of Hack Darts, you can even use Telekinesis and the Smuggler's Crates to create a series of steps for you to climb right up and hack the door physically. And yet there is another option—perhaps the best of all. Keep reading...

The area Sinclair has locked you inside is comprised of two halves. The southern half, near Solitary Confinement, has stairs that lead directly up to the locked Watch Tower where Sinclair is located.

The north side has unlocked access to the Watch Tower atop a crumbled pile of rubble. Though you can rush right into any one of the solutions mentioned in the box on this page, you may want to consider a more methodical approach.



Begin by searching the lower portion of Solitary Confinement for the **Elemental Vampire** tonic. Once you have it, continue up the stairs to Block D and search the cells for Audio Diaries about the code. One mentions the first half of the code, whereas the other instructs a prisoner to leave a clue for the code's whereabouts in Block A.

A NEW COCKTAIL



If you've been making full use of your tonics and Research Camera, it's possible that you have completed all of the Research Tracks by this point. If so, head to the Gene Bank and replace the research-oriented tonics with ones more conducive for combat and self-preservation.

Search the rest of Block A and slip through the hole in the wall to Block B. You can find the full keycode to the Watch Tower on the wall in the cell straight ahead (2673), right next to the **Elemental Sponge** tonic. Though



you now have the code, there are still some places left to search before using it. Head to the South Quad via the upstairs walkway and

enter Block A. Kill the Elite Brute Splicer and gather up the Heat-Seeking Rockets and other munitions in the cell on the left. The Audio Diary here indicates another keycode location (not that you need it at this point).

Drop off the walkway in the South Quad and enter the padded cell with the prisoner sitting on the floor. Enter the crawlspace through the hole in the wall to find another Audio Diary and Remote Hack Dart.

Go back to the area where you first got locked in, near the Gene Bank, and go upstairs. Place a Proximity Mine or two near the locked door to the Watch Tower, then pay the \$5 to enter the bathrooms and search the third tank on the left for the hidden code and a number of items. Now, rather than going up to the



door and entering the keycode manually, use your Incinerate! Plasmid to melt the ice in the bathrooms and enter the tunnel behind the walls. This section leads you right to the Watch Tower.

“YOU’RE IN THE TUNNEL... OUGHTA GIVE YOU
SOME KINDA JUMP ON ME... I HOPE...”
— AUGUSTUS SINCLAIR

FIGHTING SINCLAIR

Augustus Sinclair is roughly 250% stronger than a typical Alpha Series, and if you’re going to take him on face-to-face, then you had better set some traps before you flush him out of hiding. Follow the strategy outlined here, and you won’t even need to fire a single shot at Sinclair in order to kill him. Use Proximity Mines, a couple of Security Bots, and a Mini-Turret, then let the hacked Turret in Block D finish him off!

Travel to the end of the tunnel, to the window looking into the Watch Tower, and use the Hack Tool to hack the Security Bot on the floor in front of the Power to the People machine. Toss a couple of Mini-Turrets into the room and light the fuel spill on fire. This forces Sinclair (remember, he’s an Alpha Series now) to unlock the door and flee towards Block D. The Security Bot will probably chase him down and finish him off, but if not, the Turret you hacked earlier will.

Exit the tunnel and enter the Watch Tower to pick up another Audio Diary and (more importantly) use the Power to the People machine. Go after Sinclair and take the key from him.





AUDIO DIARIES



Murphy — A Generous Offer

Gee Mr. Dodge, that's quite a generous offer. I hid the code in the community bathroom, in the tank of the last toilet on the left. I also stashed some other loot there for a rainy day. It's all yours. Good luck usin' the code.



Connor — Last Two Digits

I caught a glimpse of the Warden entering the code to the tower today. Last two digits were seven and three. Didn't catch the rest... maybe I can figure it out, trial and error. Wonder how long that'd take.



Warden Nigel Weir — Magic Sauce

Lamb's attention seems to have drifted from my prisoners to her daughter. Guess she figures they're irredeemable. Now I got guys clamoring for their next fix of ADAM, and I've gotta put teeth to squeeze any out of the good Doctor. Guess I'm lucky her treatments kept them too weak to storm the tower, or they'd have my guts for garters.



USE SINCLAIR'S KEY IN THE TOWER



Now that you have the key from Sinclair—you can use it to end the security curfew, so you can access the vessel and escape to the surface. The only catch is that overriding the security curfew has the unpleasant side effect of releasing all the prisoners in the Holding Wing. Use Sinclair's key at the control panel in the Security Tower, but be on guard.

HOLDING WING

Use the key to override the security curfew. The Watch Tower then automatically shutters for a couple of moments, and all of the prisoners—most of which are Alpha Series—are released. Summon Eleanor and a pair of Elite Security Bots while you are waiting for the doors to reopen, and have your Incinerate! and Armor-Piercing Rounds on hand.



Fight your way past the Alpha Series down the stairs from the Watch Tower, then back through the Laundry Room and Cafeteria en route to the Docking Platform. Repair the Elite Security Bots along the way to keep them healthy. With these Bots, and Eleanor's help, you should have no problem making it back to the Docking Platform.

FIND THE PEDIATRIC WARD IN THE THERAPY WING



Submersibles like Sinclair's escape vessel require their water ballast to be pumped out before they can surface. Lamb has sabotaged the ballast pumps, so the ship isn't going anywhere. Eleanor is powerful enough to heat the water to boiling, but she needs a large ADAM supply to power her abilities. There's a Pediatric Ward in the Therapy Wing that's still home to Little Sisters that Lamb was experimenting on. Find the Pediatric Ward in the Therapy Wing so they can help Eleanor.



THERAPY WING

Travel north from the Docking Platform through the glass corridor to the Therapy Wing. Have a pair of Elite Security Bots on hand to deal with the Splicers that attack.

RECREATIONAL THERAPY KEYCODE

Search the corpse sitting near the window to discover the Audio Diary that mentions a hint for the keycode in this room. The code is based on the numbers of body parts in the paintings on the wall. Count the number of brown legs, red mouths, blue arms, and green eyes. Or simply enter the code "4146."



AUDIO DIARIES



Dr. Edward Grimes — A Simple Question

Doctor: Name...?

Patient: Wha? Where am I? What the f@#\$ did you do with my wife?!

Doctor: Name...?

Patient: Let me out of this ch—

Doctor: Name...?



Harold Darby — Legs, Mouths, Arms, and Eyes

With this damn faulty memory of mine, I need to record a clue so I don't forget the keycode. Brown legs, red mouths, blue arms, and green eyes. Now to secure this log somewhere. Argh!

SAFE



Contents: 125 Dollars, 5 Heat-Seeking Rockets, 3 Proximity Mines.

This safe is locked away inside a closet in the Recreational Therapy Room. Listen to the Audio Diary on the corpse in the chair to get a clue about the combination for this locked door. The keycode is based on the paintings on the wall near the easels. Enter the code to access this safe, as well as several other valuable items.





AUDIO DIARIES



Eleanor Lamb — Destructive Learning

Hello, mother. As you've always said, I shouldn't be allowed to wander the city in my condition, but without going outside, it's harder to hear much about the world—so I'm learning at home!

This, I think, is a... porcelain tea service in the style of Louis the 15th, isn't that right? (shatter)

Now that's a fascinating sound!

And this is called a "stained glass window," hand-crafted by your adoring flock... they've gone to a lot of trouble to capture your likeness, haven't they? (shatter)



Augustus Sinclair — Sacrifices

Things aren't so rosy for Lamb's little collective farm down here, no matter how much influence she's got with the inmates. She keeps feedin' Ryan more an' more o' her people for the Big Daddy program in order to keep the rest of her flock alive...

I think she's gettin' desperate. I oughta have Weir double the orderlies on all the major junctions.



Andrew Ryan — A Stratagem for Sinclair

Need I remind you, Sinclair, that Lamb is your problem now? She is no longer a citizen of Rapture.

That was the proviso—you wanted her expertise, and now you have it. Ryan Industries is your client... and we require test candidates from among your charges. The Protectors are... short lived.

Lamb would be a messiah, correct? Well. Sell her a sacrifice to save the flock.

Make your way north through the Therapy Wing while checking out the Intensive Treatment Room and the many cells on either side of the hallway. There aren't any additional enemies in this area—aside from the two that attack upon your arrival, so don't worry too much. Proceed through the door near the El Ammo Bandito to enter the Pediatric Ward.

REPORT TO THE OFFICE

Make a side trip down the hall to the Administration Offices before visiting the Pediatric Ward. There is a pair of Audio Diaries here as well as the mother lode of supply and munitions stashes in the basement. Summon Eleanor for protection and scour the area for loot. Pay special attention to the Pneumo Mail Tubes and the upstairs office. You should definitely use an Auto-Hack Dart to enter the latter, since the Door Control Panel is extremely difficult to hack.



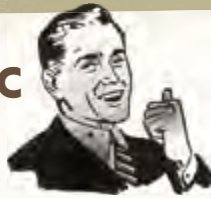
After you enter the Pediatric Ward, immediately summon Eleanor and a pair of Elite Security Bots. An Alpha Series attacks from across the room, followed by a number of Houdini Splicers, a Brute Splicer, and probably another Alpha Series. Use Telekinesis to pick up the gas cylinders beyond the broken glass window on the left and hurl them at the Alpha Series

while Eleanor and the Security Bots take care of the others.



Once the room has been cleared out of enemies, press the Call Button on the right to signal that it's okay for Eleanor to deal with the Little Sisters. The room where the Little Sisters sleep is inaccessible, but you can watch Eleanor deal with them through the window. You'll even gain some ADAM as she does it!

FIND THE PEDIATRIC WARD IN THE THERAPY WING



Submersibles like Sinclair's escape vessel require their water ballast to be pumped out before they can surface. Lamb has sabotaged the ballast pumps, so the ship isn't going anywhere. Eleanor is powerful enough to heat the water to boiling, but she needs a large ADAM supply to power her abilities. There's a Pediatric Ward in the Infirmary Wing that houses Little Sisters that Lamb was experimenting on. Find the Pediatric Ward in the Infirmary Wing so they can help Eleanor.

INFIRMARY WING

Return the way you came to the Docking Platform and prepare for a fight. Head up the steps towards the Turret you hacked earlier and summon Eleanor to your side before the Alpha Series and Splicers attack. The entrance to the Infirmary is to the west, through the doors near the Turret.

HEALTH UPGRADE, DADDY?



Visit the Gatherer's Garden with the ADAM you received from your visit to the Pediatric Ward and consider spending it on the final Health Upgrade if you haven't already done so.

Enter the Infirmary Wing and quickly hack the Security Camera on the right. Ignore the locked gates on the right for the Pediatric Ward and



Quarantine Area for now and continue left, towards Ward A. Check the office on the left for ammo, then continue down the hall, past the patients' rooms to Ward A.

HARMLESS AND SAD

Not all of the inhabitants of Persephone Penal are dangerous. The patients you encounter in Ward A and Ward B will leave you alone. You can kill them if you like, but you won't get any items off them. You may want to save the EVE and bullets.



AUDIO DIARIES



Wilson — Such Freedom

Delta was in top form today! The guards tried to make him take another dose of whatever the hell it is they're pumping into him, and he managed to take all four of 'em at once. Snappin' legs and arms, blood EVERYwhere. They say one of the guys might not even wake up. I wish I could be that free...



Warden Nigel Weir — My Prison

Guess I had the wrong of it, when it came to Doctor Lamb... she explained how my cravings for control were rotting me out from the inside. We found all these incidents in my log where I made it easy for a convict to get the jump on me, just so I could bloody punish him. Christ.

But I believe I can do some good down here, now... with the Family... well, we have a shot at surviving that f@#\$%^& bedlam going on up there. Maybe even take the city back.



Dr. Edward Grimes — They Feel Pain

One of the children managed to dart past the nurse today and throw herself over the railing in the lobby. Not certain if she was trying to end her own life or merely escape. Either way, her legs had healed by the time I managed to get down to the first floor where she lay. Without proper setting, the rapid healing process had fused her bones back together at odd angles. We had to re-break and set them almost a dozen times each due to the small window of viability. Those children may be immortal, but I can verify that they feel pain. Advising Lamb on higher doses of sedatives to keep this from happening again.



Dr. Edward Grimes — Alleviating Pain

My first inclination when Lamb gave me my mandate to alleviate pain was to block its neural pathways. The preliminary results were promising, too, until some of the children started chewing their own tongues off out of ignorance. Need to sequester them away from the others so as not to cause undue stress on the remaining subjects.

Make your way through Wards A and B to the room beyond the locked gates you saw earlier. Press the button on the right to unlock the gate there, then continue left past the stairs leading up to the Pediatric Ward, and inspect the Quarantine Area. Summon Eleanor and press the button on the back of the column to open the cells. This frees a few Alpha Series



shouldn't pose a problem. Hit them with Incinerate! 2 (or charge it for a steady fire stream) and finish them off with Armor-Piercing Rounds or Frag Grenades.

Enter the last room in this area to locate the final Power to the People machine in Rapture, along with another Audio Diary. Search the cells and under the stairs for Heat-Seeking Rockets and other munitions, then climb the stairs to the second floor of the Infirmary.



Have the Hack Tool ready before you go through the door to the Surgery Room atop the steps—there's a Security Camera across the room, pointed directly at the entrance.



Contents: 55 Dollars, 4 Solid Slug, 37 Armor-Piercing Rounds.

Continue through the Surgery area upstairs and round the northeast corner to the right to enter another reception area. This safe is behind the counter, out of sight. There is a Security Bot Shutdown Panel just through the doors on the right, but it's best to use an Auto-Hack Dart anyway. This can be a tough one to crack.



PEDIATRIC WARD

Proceed through the doors near the desk to loop around to the Pediatric Ward near the Autopsy Room. Enter the lengthy hallway heading west, and summon Eleanor for the fight ahead. Summon a pair of Elite Security Bots again as well, then ready Incinerate! and the Launcher. Go through the door at the end of the hall to enter the Pediatric Ward.



The procedure here is just as it was in the Therapy Wing—defeat the Houdini Splicers and Alpha Series that appear, then press the Call Button to signal it's time for Eleanor to free the Little Sisters.



This Pediatric Ward has two long walkways flanking an inaccessible central dormitory where the Little Sisters are located. Eleanor and the Security Bots take out the first few enemies to appear. Stay on the move and give help where you can. Several First Aid Kits and EVE Hypos can be found in the rear of the room near the Call Button.

Exit the Pediatric Ward and leap back down to the Quarantine Area below. Return to the Docking Platform to reunite with Eleanor there.

RETURN TO THE DOCKING PLATFORM



Eleanor now has what she needs to boil off the ballast from Sinclair's escape vessel. Once she does this, the vessel should be able to get you all to the surface. Return to the Docking Platform so that Eleanor can start venting the ballast.

DOCKING PLATFORM

LAMB'S FINAL ASSAULT

The biggest battle in the game is about to happen, and you're going to be on your own for a few moments while Eleanor is busy. Make sure you are fully stocked with EVE Hypos and First Aid Kits, and that you have a pair of Elite Security Bots on hand and as much ammo as you can possibly carry.

Return to the Docking Platform and visit the Gatherer's Garden to spend the +50 ADAM received from Eleanor while rescuing the Little Sisters. Head downstairs and approach the window to meet Eleanor. She'll bring the Little Sisters into the chamber with her and begin boiling off the water. Lamb is going to send an army of Houdini Splicers, Alpha Series, and Elite Brute Splicers your way. Get ready for them!



Lay a few Mini-Turrets and Proximity Mines on the floor in the center of the room and have the Hypnotize 3 Plasmid charged and ready to throw at the first Elite Brute Splicer or Alpha Series that you encounter. Use Incinerate! 3 and the Machine Gun loaded with Anti-Personnel Rounds to cut through the enemies as they approach. Hold both the Fire



Plasmid and Fire Weapon buttons down while targeting an enemy to dispatch it quickly. This also keeps you good and healthy, provided you equipped the Elemental Vampire tonic.

Eleanor lets you know when she's done boiling off the water and can join the fight. Use the Summon Eleanor Plasmid to get her help. Switch to the Launcher and continue to make your way upstairs towards the control panel near the Turret. Fire the Heat-Seeking Rockets (hopefully with the Cluster Bomb Upgrade) at the Elite Brute Splicers that continue to join the fight. Listen for the cue, then pull the lever on the control panel to release the clamp.



The Docking Platform is now starting to flood, and the door to the vessel can't open because of the water. You must break the two large overhead pipes in order to flood the Docking Platform to equilibrate the pressure.



Use the Launcher's Heat-Seeking Rockets to break the two sections of glowing pipe to flood the place.



Now you can make your escape. From the control panel, circle around the upper walkway to the left, past the stairs, and over to the door near the sign marked Docking Tunnel. Head down this hallway to end the game.



ACHIEVEMENT/TROPHY

HEADING TO THE SURFACE

You've succeeded in helping Eleanor free the Little Sisters from the Pediatric Wards and boil off the water in the vessel's ballast. You made your way down the hallway to the Docking Tunnel after flooding the Docking Platform and completed the game.



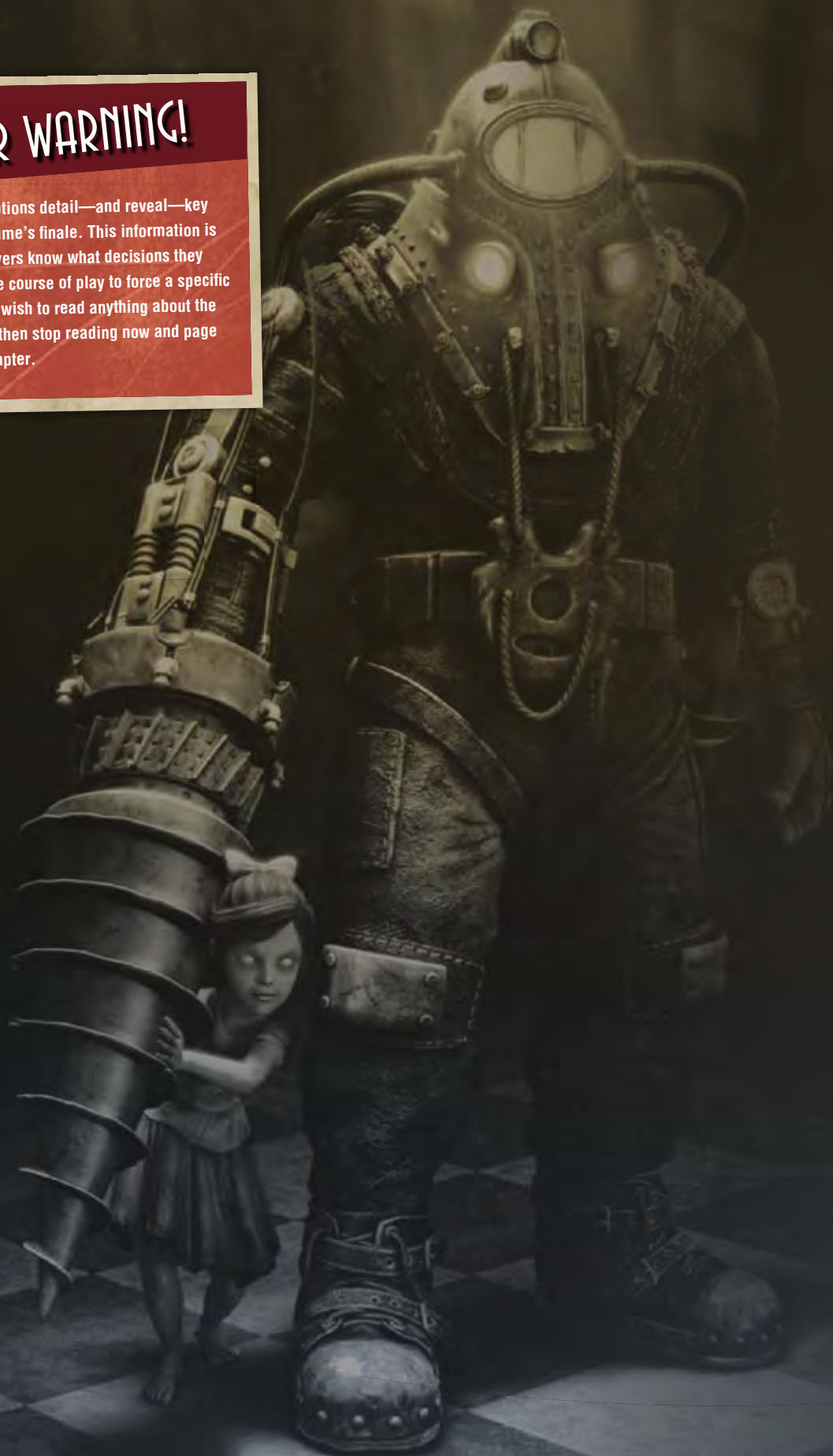
ACHIEVEMENT/TROPHY

ESCAPE

This bonus unlocks during the final cinematic, providing you with one more award for completing the game. It luckily unlocks regardless of difficulty setting or how many times you died.

SPOILER WARNING!

The following descriptions detail—and reveal—key components of the game's finale. This information is included here so players know what decisions they must make during the course of play to force a specific ending. If you do not wish to read anything about the ending of the game, then stop reading now and page ahead to the next chapter.



STORY CONCLUSIONS

SISTERS AFFECT ENDINGS

The decisions you make during the game concerning how you deal with the Little Sisters and the choice characters (Grace, Stanley, and Gil) affect various components of the final chapter, but the final ending cinematic is based entirely on your choice regarding the Little Sisters.

- **Good Ending:** If you rescue all the Little Sisters you deal with, you get the good ending.
- **Bad Ending:** If you harvest all the Little Sisters you deal with, you get the bad ending.
- **Choice Ending:** If you harvest at least one Little Sister and rescue at least one Little Sister, you get the choice ending where you can determine your fate. Choose to die to get the ambiguous ending. Choose to live to get the bad ending.

ELEANOR'S BEHAVIOR

You may not have realized it, but Eleanor was watching how you treated those Little Sisters and the choice characters. She was learning from you, Daddy. She wants to be just like you, and she will. Eleanor's behavior—the way she treats Little Sisters and the comments she makes—change during the Inner Persephone portion of the game based on whether or not she is the good Eleanor (Savior) or bad Eleanor (Harvester).

- **Good Eleanor:** If you rescue all the Little Sisters you deal with, you get the good Eleanor.
- **Bad Eleanor:** If you harvest even one Little Sister, you get the bad Eleanor.

SOFIA'S FATE...

The fate of the game's primary antagonist is left in the hands of Eleanor. Whether or not Eleanor decides to spare her mother's life is determined by the choices you made concerning Grace, Stanley, and Gil.

AT THE HANDS OF GOOD ELEANOR

- If you spare all choice characters, Sofia lives.
- If you spare at least one choice character, Sofia lives.
- If you kill all three choice characters, Sofia dies.

AT THE HANDS OF BAD ELEANOR

- If you spare all choice characters, Sofia lives.
- If you kill at least one choice character, Sofia dies.
- If you kill all three choice characters, Sofia dies.

AND THEN FATHER, THE RAPTURE DREAM WAS OVER...

Eleanor's speech to Subject Delta at the end of the game also changes depending on whether or not Sofia lives or dies at the hands of good or bad Eleanor.

BATTLE FOR RAPTURE

Multiplayer in *BioShock* is a new addition to the series and gives you the chance to battle in the halls of Rapture, utilizing the powerful Plasmids, tonics, and weapons from the single player game against your friends—and foes.

Multiplayer takes place during the civil war that tore Rapture apart, just prior to the events in the original *BioShock*. You take part in team battles (with the forces of Atlas pitted against the Ryan loyalists), or occasionally solo efforts, battling against other Splicers for control of precious ADAM as well as dominance over your opponents.

GETTING STARTED

Setting up for multiplayer is straightforward—you select a character to play as, customize one or more of your loadouts, and you're ready to go.

Character selection is purely cosmetic, letting you pick a unique character, a mask for that character, and a melee weapon. New masks and melee weapons unlock as you gain multiplayer Ranks, but the masks have no gameplay effect, and the melee weapons are simply a visual difference.

Your loadout, however, has a dramatic effect on gameplay, as you are allowed to choose two weapons, two Plasmids, and three tonics, each of which provides a unique passive bonus to your character.

You can eventually unlock three unique loadouts, each of which can be configured to your preferences. Having a range of loadouts is useful, as some game types might require a more defensive set, while another is more directly offensive. Similarly, some maps are more suited for close quarters weapons, while others are better with medium- or long-range weaponry and Plasmids.

LOADOUTS

You can change loadouts any time you die and it is also useful to do so when you need to change roles during a match, or if your chosen loadout simply isn't working.



CHARACTERS



JACOB NORRIS

Jacob Norris is a stand-up guy. A gifted welder, his skills were used to build Rapture's physical foundations. Responding to dangerous and deteriorating conditions in Rapture worksites, Jacob has become a vehement supporter of labor reform and is regarded as a hero by his peers.

WARDROBE OPTIONS

MASK

Goggles



Rabbit



Goat



Pink Feather



MELEE WEAPONS

Torch



Wrench



Candle Stick



Pipe



"I DARE YOU TO PUT YOUR
BOOT ON MY BACK!"



BARBARA JOHNSON

Barbara Johnson is a dutiful housewife and mother. She arrived in Rapture hoping that the unique setting of life underneath the sea would dispel the dissatisfaction that plagued her while topside. And at first, it did. But as the novelty wore off, she was once again beset by the nagging sense that there must be something more.



WARDROBE OPTIONS

MASK

Rabbit



Goat



Pink Feather



MELEE WEAPONS

Frying Pan



Wrench



Candle Stick



Pipe



"BLOOD NEVER
WASHES OUT!"





BUCK RALEIGH

Buck Raleigh made his money in bourbon. He is a self-made businessman with boundless ambition, and is considered a ruthless negotiator. Buck came to Rapture fed up with the governmental interference that plagued his industry topside and has been an eager competitor in Rapture's unregulated markets.



WARDROBE OPTIONS

MASK

Rabbit

Goat

Pink Feather



MELEE WEAPONS

Golf Club

Wrench

Candle Stick

Pipe

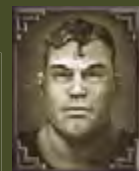


"THINGS ARE EITHER MINE,
OR NOT MINE YET."



DANNY WILKINS

Danny Wilkins is a naturally gifted athlete who doesn't recall losing. Though he has sometimes been on a losing team, the loss has never been Danny's fault. Any losses were always due to his teammates and, in every case, Danny was otherwise occupied breaking various records of his own.



WARDROBE OPTIONS

MASK

Rabbit

Goat

Pink Feather



MELEE WEAPONS

Football Trophy

Wrench

Candle Stick

Pipe



"THIS GUY'S GENES MUST HAVE...
LIKE, A QUADRUPLE HELIX!"



SURESH SHETI

Suresh Sheti is a mentalist whose performances have mystified audiences around the world. He arrived in Rapture, joined the performance troupe at Fort Frolic, and proceeded to amaze the city's denizens with a Plasmid-enhanced show featuring acts of mind control and clairvoyance.

WARDROBE OPTIONS

MASK

Turban



Rabbit



Goat



Pink Feather



MELEE WEAPONS

Cane



Wrench



Candle Stick



Pipe



"A PUPPET CANNOT SEE
HIS STRING."



NALEDI ATKINS

Naledi Atkins is a fearless pilot with a love for the mechanical and kinetic. Her appetite for adventure is the deciding factor for which contracts she accepts as a submersibles pilot. She lives her life always at least one step ahead of boredom and does not deal in regret.

WARDROBE OPTIONS

MASK

Pilot Helmet



Rabbit



Goat



Pink Feather



MELEE WEAPONS

Pipe Wrench



Candle Stick



Pipe



"GO BACK TO YOUR
SUBURBS, TOURIST!"



IN THE ACTION

Once in-game, it's time to hunt the other Splicers. You have a limited amount of health and EVE. EVE is used to power your Plasmids. Health regenerates naturally, whereas EVE does not (although there are tonics that can provide EVE regeneration, or boost the speed of health regeneration). You can find vials of EVE scattered about the levels, as well as vending machines that restore ammo and EVE.

Note that EVE, ADAM, and ammo pickups around a level outside of vending machines do NOT respawn once picked up; they're a one-shot deal! Vending machines get new EVE and ammo every ten seconds, so you must control the machines if you want to resupply constantly!

BOOBY TRAPS

Vending machines are scattered throughout the levels and can fully restore both your EVE and your ammunition. However, these machines can be hacked by enemy Splicers; while hacked, they display a small flashing red light.

Look for this light before you approach a machine; if you get too close, a booby-trapped machine dispenses a bomb!

These bombs can very nearly kill your character in one blast, and if the person who booby-trapped the machine has a Damage Bonus against you, they *will* kill your character! However, a vending machine with a trap can be frozen with Winter Blast to temporarily disable the trap.

There are also Turrets in the levels, both Machine Gun and Rocket-Launching types. These Turrets can be hacked by either team to activate them, making them fire at any enemy player who comes within their line of sight.

TURRETS

Both types of Turret (Rocket and Machine Gun) can be activated or hacked by any player to convert them to his or her team. A destroyed Turret does not reactivate unless someone with the Repairman tonic fixes it.

You can temporarily deactivate a Turret by using Winter Blast or Electro Bolt on it and Turrets can be hacked quicker when they're frozen.

All Plasmids can disable Turrets, Insect Swarm and Incinerate! will do this for a few seconds when cast against enemy Turrets.

On one level (Neptune's Bounty), you can use levers to move obstructing debris in front of certain Turrets, blocking their line of sight. Use this as an alternate means to bypass a hostile Turret.

There are several tonics that can influence your ability to hack or be targeted by Turrets. This can be very important in certain modes on specific maps (e.g., a map where a Little Sister begins the match in front of a hostile Turret!).

In addition to the EVE vials, you will also occasionally find small red vials of ADAM, giving you a small boost towards Ranking up faster.

Beyond the weapons and Plasmids that you carry with you, all characters can use melee attacks, that can become quite lethal with certain tonic upgrades.

MELEE REMAP

Because you can fully customize your control scheme in *BioShock 2*, you should reconfigure your control setup to move the melee attack button from its default position if you plan to use a melee-heavy loadout.

One final important feature in multiplayer matches is the ability to perform research on the bodies of defeated opponents. Doing so provides a Damage Bonus against that specific player, until he or she manages to kill you. Note that the Damage Bonus does persist if a different player kills you.

RESEARCH DAMAGE BONUS

Researching a player provides a 15% damage boost against that specific player, until you pick up a Big Daddy suit or that same player kills you.

You only lose the bonus if the specific player that you researched manages to kill you. You can potentially have Research Data against every Splicer on the other team, creating a significant advantage in any engagement!



DADDY & LITTLE SIS

The Big Daddy suit appears on the map in some of the multiplayer game modes. Whoever gains access to it acquires all the power of a Big Daddy (at least for a short time).

Controlling the Big Daddy is vital during team-based modes, as it gives your team a significant edge in group engagements and is very useful for locking down an area on defense or making a strong offensive push.

The Big Daddy plays a significant role in multiplayer matches. In Capture the Sister, one player begins the round as a Big Daddy on defense and, in other modes, a Big Daddy suit occasionally spawns on the level. Whoever picks it up transforms into the Big Daddy until destroyed, giving his or her team a significant advantage.

THE BIG DADDY

The Big Daddy is armed with a powerful Rivet Gun that has unlimited ammunition (although it can overheat), six Proximity Mines, and a powerful area of effect Stomp.

The Big Daddy is also extremely tough, capable of taking far more damage than any individual player. However, the Big Daddy does *not* regenerate damage incurred, so a coordinated team effort can dispatch the Daddy.

The Big Daddy does move and turn a bit slower than a normal player, so someone with the right loadout can potentially get behind the Big Daddy and plug away at him with melee attacks or weapons.

Any weapons can work against a Big Daddy, although high-damage shots or long-range attacks that allow you to take cover between shots tend to work better than those that force you to expose yourself (e.g., Grenade Launcher, Crossbow, Elephant Gun).

The Little Sister is present in several multiplayer game modes, although she is a passive participant in the action. You can carry the Little Sister in several game modes, but while doing so, you cannot use your primary weapon (although you can still activate your Plasmids). Attempting to fire your weapon makes your character drop the Little Sister, so don't unintentionally leave her behind!

YOUR APARTMENT

Before you dive into multiplayer, take a trip through the prologue, which serves as an introduction to the multiplayer game mode, directly in the world of Rapture.

You awaken staggered next to a vial of EVE on the floor of your apartment. A message from Andrew Ryan plays on the television, praising your strength of will building Rapture, and offering a toast to New Year's 1959.

Head over to the recording machine to hear an enrollment from Sinclair Solutions. You can find additional messages by earning rewards as you Rank up in multiplayer on this machine.

A speaker announcement then plays, warning of an incident at the Kashmir Restaurant (*BioShock* veterans should remember the devastated restaurant from near the beginning of the game). Next, head over to the Gene Bank to customize your loadouts. Initially, you only have one unlocked, along with a few other choices. Tinker with your loadout as you see fit.

As you Rank up, you soon unlock two more loadout slots. Additionally, each time you Rank up and unlock a new Plasmid, it shows a video introducing the Plasmid, which can be seen again in the Gene Bank.

The next stop is your Wardrobe, where you can choose your mask and melee weapon for your chosen character. Remember, these are purely cosmetic choices and do not affect your character or your melee attack power.

Next, head to the Bathysphere to begin your first match. If you wish, stop along the way to visit the Newspaper Box, where you can view the global Leaderboards. You can also access these various functions directly from the multiplayer menu.

CONTROLS

Remember that the multiplayer controls in *BioShock 2* are fully customizable. If you find the defaults awkward in any way, change them!

DEFAULT MULTIPLAYER CONTROLS

Control/Action	XBOX 360	PS3	PC
Fire Weapon	RT	R2	Left Mouse
Cycle Weapon	RB	R1	Mouse Wheel
Fire Plasmid	LT	L2	Right Mouse
Cycle Plasmid	LB	L1	Q
Melee	B	Circle	Shift
Reload	X	Square	R
Zoom	Right Stick (click)	R3 Button	Z
Jump	Y	Triangle	Space Bar
Crouch	Left Stick (click)	L3 Button	C
Context Action	A	X	F

RANKS & LOADOUTS

There are 40 Ranks that can be earned as you participate in multiplayer matches of *BioShock 2*. Earning new Ranks unlocks new weapons, weapon upgrades, Plasmids, tonics, and Trials.

Each new tier of Trials rewards progressively more ADAM as you Rank up, providing a greater reward to meet the higher experience demands. You can also occasionally find a red vial of ADAM on a multiplayer level to gain a small, instant boost of ADAM.

RANK	ADAM REQUIRED	WEAPON	PLASMID	UPGRADE	TONIC	MASK	MELEE	TRIALS	TRIAL REWARD
1	0	Pistol, Shotgun	Electro Bolt, Winter Blast, Incinerate			Default, Rabbit, Goat, Pink Feather	Default, Wrench, Candle Stick, Pipe	N/A	75 ADAM
2	50	Machine Gun						N/A	
3	1000				Expert Researcher, Security Evasion			Heavy Hitter, Gunslinger, Buckshot, Old Man Winter, Master Electrician, Pyromaniac, Heavy Gunner	
4	2000		Air Dash					Champion Sprinter, I Beat You — To Death, Back Off	
5	3000			Pistol Automatic Firing				Aim for the Head!, Dead Eye, No Pictures Please	
6	4000	Grenade Launcher						Grenadier, Surface-to-air Murder, Bomber	
7	5000				Speedy Recovery, EVE Saver			Fry Daddy Fry, Pot Boiler, The Iceman Stoppeth	
8	6000		Geyser Trap					Old Faithful, Death from Above, A Trap? Shocking!	
9	7000			Shotgun Rate of Fire				Skeet Shooter, Shotgun Takedown	
10	9000	Crossbow				Eagle, Tragic Comedy	Machete, Rolling Pin	Marksman, Sniper, Not Quite William Tell	150 ADAM
11	10500				Back Stabber			Up Close and Personal, Daddy Knows Best, Salvation is at Hand	
12	12000		Telekinesis					Mentalist, A Taste of His Own Medicine, Look Ma No Hands!, What Goes Around...	
13	13500			Machine Gun Magazine Size				Two Birds One Clip, Riddled Riveter, EVE Junkie, Ammo Hog	
14	15000	Nail Gun						Working Man, Killing with Efficiency, Waste Not Want Not	
15	16500				Metabolic EVE			1-2 Punch: Classic, Put It Out, Shattered, Shutterbug	
16	18000		Houdini					CIA Spook, Ooze in Like an Assassin, Sneak out Like a Thief, Second Sights	
17	19500			Grenade Launcher Homing Grenades				Shock to the System, Heat Stroke, Heart Stopper	
18	21000	Elephant Gun						Huntsman, Impeccable Aim, The Most Dangerous Game	
19	22500				Sabotage			Run Dive and Survive, Misery Loves Company	
20	25500		Insect Swarm			Moon, Indigo Feather	Mallet, Barbed Wire	Bee Keeper, Fly My Pretties!, Get Them Off!	250 ADAM
21	28000			Crossbow Damage Increase				War Hero, Take the Shot!	
22	30500				Repairman			Handyman, Dead Beat Daddy, In Proximity to Death, Precision Aiming	
23	33000			Nail Gun Magazine Size				Come down from There, Catch!	
24	35500				Speedy Hacker			Splicer Go Squish, Positively Stunning	

RANK	ADAM REQUIRED	WEAPON	PLASMID	UPGRADE	TONIC	MASK	MELEE	TRIALS	TRIAL REWARD
25	38000			Elephant Gun Sniper Scope				Engineer, Freeze Time, Corporate Sabotage	
26	40500				Slugger			The Ultimate Delegator, Vending Tycoon	
27	43000			Pistol Damage Increase				Daddy Domination, Unstoppable, Sister Shut Out, Mass Capture	
28	45500				Leg Up			Hunting Ground, Run the Bases, What's Yours is Mine, What's Mine is Mine, Survivalist, Go the Distance, With One Hand Tied	
29	48000			Shotgun Automatic Reload				Turret Terror, Trust Buster, Hostile Market	
30	53000				Fast Feet	Peacock Feather, Sun God	Crowbar, Flashlight	Wildfire, Power Surge	500 ADAM
31	57000			Machine Gun Kickback Reduction				Sidestepping Security, Daddy Dodger	
32	61000				Deadly Machines			Still Toasty	
33	65000			Grenade Launcher Velocity Boost				Cooking with Gas	
34	69000				Headhunter			Most Valuable Parasite	
35	73000			Crossbow Rate of Fire				This Time It's Personal	
36	77000				Big Game Hunter			Not Without a Fight	
37	81000			Nail Gun Damage Increase				Massacre	
38	85000				Death Trap			Immortalizing Mortality	
39	89000			Elephant Gun Damage Increase				Levigator, The Harder They Fall	
40	97000				Resurrection	Octopus, Demon	Hatchet	N/A	1000 ADAM

TRIALS

Trials are special challenges that unlock as you Rank up in multiplayer. Trials earn you more ADAM, allowing you to rank up more quickly if they are completed.

RANK 3 TRIALS

Trial: Heavy Hitter

Description: Get 30 kills over time with melee!

ADAM Reward: 75

Trial: Buckshot

Description: Get 30 kills over time with the Shotgun!

ADAM Reward: 75

Trial: Pyromaniac

Description: Land 30 Incinerates! over time on enemy Splicers!

ADAM Reward: 75

Trial: Gunslinger

Description: Get 30 kills over time with the Pistol!

ADAM Reward: 75

Number of Times to Complete = 30

Trial: Master Electrician

Description: Land 30 Electro Bolts over time on enemy Splicers!

ADAM Reward: 75

Trial: Old Man Winter

Description: Land 30 Winter Blasts over time on enemy Splicers!

ADAM Reward: 75

Trial: Heavy Gunner

Description: Get 30 kills over time with the Machine Gun!

ADAM Reward: 75

RANK 4 TRIALS

Trial: Champion Sprinter

Description: Land 30 Aero Dashes over time on enemy Splicers!

ADAM Reward: 75

Trial: I Beat You—To Death

Description: Melee-kill an enemy Splicer right as you emerge from an Aero Dash!

ADAM Reward: 75

Trial: Back Off

Description: Knock back an enemy Splicer two times in a row using Aero Dash!

ADAM Reward: 75

RANK 5 TRIALS

Trial: Aim for the Head!

Description: Use the Pistol to perform two headshots in a row without missing!

ADAM Reward: 75

Trial: Dead Eye

Description: Land five Pistol shots in a row on a Big Daddy!

ADAM Reward: 75

Trial: No Pictures, Please

Description: Kill an enemy Splicer who had you researched!

ADAM Reward: 75

RANK 6 TRIALS

Trial: Grenadier

Description: Get 30 kills over time with the Grenade Launcher!

ADAM Reward: 75

Trial: Surface-to-Air Murder

Description: Use a Grenade Launcher shot to kill an airborne Splicer!

ADAM Reward: 75

Trial: Bomber

Description: Land a grenade from your Launcher on a Big Daddy while you're airborne!

ADAM Reward: 75

RANK 7 TRIALS

Trial: Fry Daddy Fry

Description: Land 30 charged Electro Bolts on a Big Daddy over time!

ADAM Reward: 75

Trial: Pot Boiler

Description: Land 30 charged Incinerates! on a Big Daddy over time!

ADAM Reward: 75

Trial: The Iceman Stoppeth

Description: Land 30 charged Winter Blasts on a Big Daddy over time!

ADAM Reward: 75

RANK 8 TRIALS

Trial: Old Faithful

Description: Land 30 Geyser Traps over time on enemy Splicers!

ADAM Reward: 75

Trial: Death from Above

Description: Kill a Splicer while you're off the ground from a Geyser Trap!

ADAM Reward: 75

Trial: A Trap? Shocking!

Description: Kill a Splicer by hurling him into the ceiling with an Electrified Geyser Trap!

ADAM Reward: 75

RANK 9 TRIALS

Trial: Skeet Shooter

Description: Shotgun-kill a Splicer that's off the ground!

ADAM Reward: 75

Trial: Shotgun Takedown

Description: Land the final killing blow on a Big Daddy using a Shotgun!

ADAM Reward: 75

RANK 10 TRIALS

Trial: Marksman

Description: Get 30 kills over time with the Crossbow!

ADAM Reward: 150

Trial: Sniper

Description: Land a Crossbow headshot from over 100m away!

ADAM Reward: 150

Trial: Not Quite William Tell

Description: Kill an enemy at point blank range with the Crossbow!

ADAM Reward: 150

RANK 11 TRIALS

Trial: Up Close and Personal

Description: Take revenge by melee-killing the last enemy Splicer who killed you!

ADAM Reward: 150

Trial: Daddy Knows Best

Description: Over multiple matches of any type, become a Big Daddy 30 times!

ADAM Reward: 150

Trial: Salvation Is at Hand

Description: Over multiple matches of Capture the Sister, save a total of 30 Little Sisters!

ADAM Reward: 150

RANK 12 TRIALS

Trial: Mentalist

Description: Land 30 Telekinesis-thrown objects over time on enemy Splicers!

ADAM Reward: 150

Trial: A Taste of His Own Medicine

Description: Land the killing blow on a Big Daddy by using Telekinesis to grab a Proximity Mine and throw it back at him!

ADAM Reward: 150

Trial: Look Ma, No Hands!

Description: Kill four enemies in one match with objects thrown using Telekinesis!

ADAM Reward: 150

Trial: What Goes Around...

Description: Use Telekinesis to destroy a Rocket Turret using one of its rockets!

ADAM Reward: 150

RANK 13 TRIALS

Trial: Two Birds, One Clip

Description: Kill two enemies with a single Machine Gun clip!

ADAM Reward: 150

Trial: Riddled Riveter

Description: Land 20 Machine Gun bullets into a Big Daddy without reloading!

ADAM Reward: 150

Trial: EVE Junkie

Description: Pick up five EVE Hypos in a single life!

ADAM Reward: 150

Trial: Ammo Hog

Description: Pick up 5 ammo boxes in a single life!

ADAM Reward: 150

RANK 14 TRIALS

Trial: Working Man

Description: Get 30 kills over time with the Nail Gun!

ADAM Reward: 150

Trial: Killing with Efficiency

Description: Hit three Splicers with a single Nail Gun clip!

ADAM Reward: 150

Trial: Waste Not, Want Not

Description: Land 30 Nail Gun shots into a Big Daddy without reloading!

ADAM Reward: 150

RANK 15 TRIALS

Trial: 1-2 Punch: Classic

Description: Melee-kill a Splicer that's affected by Electro Bolt!

ADAM Reward: 150

Trial: Put It Out!

Description: Melee-kill a Splicer that's affected by Incinerate!

ADAM Reward: 150

Trial: Shattered

Description: Melee-kill a Splicer that's affected by Winter Blast!

ADAM Reward: 150

Trial: Shutterbug

Description: Over multiple matches of any type, accumulate 30 research photos!

ADAM Reward: 150

RANK 16 TRIALS

Trial: CIA Spook

Description: Use the Houdini Plasmid and stay invisible for at least four seconds. Do this 30 times!

ADAM Reward: 150

Trial: Ooze in Like an Assassin

Description: Melee-kill an enemy Splicer right as you stop using Houdini!

ADAM Reward: 150

Trial: Second Sight

Description: Kill an invisible enemy!

ADAM Reward: 150

Trial: Sneak Out Like a Thief

Description: Grab a Little Sister just as you stop using Houdini!

ADAM Reward: 150

RANK 17 TRIALS

Trial: Shock to the System

Description: Use your Electro Bolt Plasmid on a near-death Splicer to instantly kill him!

ADAM Reward: 150

Trial: Heat Stroke

Description: Use your Incinerate! Plasmid on a near-death Splicer to instantly kill him!

ADAM Reward: 150

Trial: Heart Stopper

Description: Use your Winter Blast Plasmid on a near-death Splicer to instantly kill him!

ADAM Reward: 150

RANK 18 TRIALS

Trial: Huntsman

Description: Get 30 kills over time with the Elephant Gun!

ADAM Reward: 150

Trial: Impeccable Aim

Description: Land four shots in a row using your Elephant Gun without missing once!

ADAM Reward: 150

Trial: The Most Dangerous Game

Description: Land two Elephant Gun shots in a row on a Big Daddy from over 50m away!

ADAM Reward: 150

RANK 19 TRIALS

Trial: Run, Dive, and Survive

Description: Safely retreat to water after getting hit by Incinerate!

ADAM Reward: 150

Trial: Misery Loves Company

Description: Set someone else on fire while you are on fire by physical transfer!

ADAM Reward: 150

RANK 20 TRIALS

Trial: Bee Keeper

Description: Land 30 Insect Swarms over time on enemy Splicers!

ADAM Reward: 250

Trial: Fly, My Pretties!

Description: Land an Insect Swarm Plasmid shot from over 50m away!

ADAM Reward: 250

Trial: Get Them Off!

Description: Land three Insect Swarm Plasmid shots in a row on a Big Daddy without missing once!

ADAM Reward: 250

RANK 21 TRIALS

Trial: War Hero

Description: Win a match of Civil War with the highest score on your team!

ADAM Reward: 250

Trial: Take the Shot!

Description: Headshot an enemy Splicer with your Crossbow while he's swarmed!

ADAM Reward: 250

RANK 22 TRIALS

Trial: Handyman

Description: Over multiple matches of any type, repair 30 Turrets!

ADAM Reward: 250

Trial: Dead Beat Daddy

Description: As a Big Daddy, melee-kill two enemy Splicers in a row!

ADAM Reward: 250

Trial: In Proximity to Death

Description: As a Big Daddy, kill two enemy Splicers in a row using only Proximity Mines!

ADAM Reward: 250

Trial: Precision Aiming

Description: As a Big Daddy, land two headshots in a row using the Rivet Gun!

ADAM Reward: 250

RANK 23 TRIALS

Trial: Come Down from There

Description: As a Big Daddy, shoot and kill an airborne Splicer using the Rivet Gun!

ADAM Reward: 250

Trial: Catch!

Description: As a Big Daddy, kill an enemy Splicer by throwing a Proximity Mine right on it!

ADAM Reward: 250

RANK 24 TRIALS

Trial: Splicer Go Squish

Description: As a Big Daddy, kill a Splicer by landing on it!

ADAM Reward: 250

Trial: Positively Stunning

Description: As a Big Daddy, perform a Stomp that stuns at least two Splicers!

ADAM Reward: 250

RANK 25 TRIALS

Trial: Engineer

Description: Over multiple matches of any type, hack 30 Turrets!

ADAM Reward: 250

Trial: Freeze Time

Description: Use Winter Blast on a Turret to hack it faster!

ADAM Reward: 250

Trial: Corporate Sabotage

Description: Hack 30 vending machines across multiple matches!

ADAM Reward: 250

RANK 26 TRIALS

Trial: The Ultimate Delegator

Description: During a Survival of the Fittest match, have all Turrets in the level active and hacked friendly to you!

ADAM Reward: 250

Trial: Vending Tycoon

Description: Have all vending machines hacked for yourself in a single match of Survival of the Fittest!

ADAM Reward: 250

RANK 27 TRIALS

Trial: Daddy Domination

Description: Perform two Big Daddy takedowns in a single match!

ADAM Reward: 250

Trial: Unstoppable

Description: Die no more than four times during an entire Survival of the Fittest match! (Minimum 10 minutes of game play!)

ADAM Reward: 250

Trial: Sister Shut Out

Description: Win a match of Capture the Sister without allowing the enemy to capture any Little Sisters!

ADAM Reward: 250

Trial: Mass Capture

Description: Win a match of Capture the Sister with your team capturing five or more Little Sisters!

ADAM Reward: 250

RANK 28 TRIALS

Trial: Hunting Ground

Description: Capture five control points in a single match of Turf War!

ADAM Reward: 250

Trial: Run the Bases

Description: Capture each control point at least once in a single match of Turf War!

ADAM Reward: 250

Trial: What's Yours Is Mine

Description: Capture 30 control points across multiple matches of Turf War!

ADAM Reward: 250

Trial: What's Mine Is Mine

Description: Defend your control points 30 times across multiple matches of Turf War!

ADAM Reward: 250

Trial: Survivalist

Description: Survive for a total of six minutes while carrying a Little Sister, across multiple matches of ADAM Grab!

ADAM Reward: 250

Trial: Go the Distance

Description: Survive for 30 seconds in one continuous Little Sister carry in a match of ADAM Grab!

ADAM Reward: 250

Trial: With One Hand Tied

Description: Kill an enemy Splicer while carrying the Little Sister in a match of ADAM Grab!

ADAM Reward: 250

RANK 29 TRIALS

Trial: Turret Terror

Description: Get 10 kills with your hacked Turrets in one match!

ADAM Reward: 250

Trial: Trust Buster

Description: Neutralize 30 enemy hacked vending machines across multiple matches!

ADAM Reward: 250

Trial: Hostile Market

Description: Kill 30 enemies with your hacked vending machines across multiple matches!

ADAM Reward: 250

RANK 30 TRIALS

Trial: Wildfire

Description: Incinerate! three enemies at once!

ADAM Reward: 500

Trial: Power Surge

Description: Electrify three enemies at once!

ADAM Reward: 500

RANK 31 TRIALS

Trial: Sidestepping Security

Description: Survive an entire match without dying from a hostile Turret!

ADAM Reward: 500

Trial: Daddy Dodger

Description: Survive an entire match without dying at the hands of a Big Daddy!

ADAM Reward: 500

RANK 32 TRIALS

Trial: Still Toasty

Description: Use Electro Bolt on an enemy standing in water to kill him!

ADAM Reward: 500

RANK 33 TRIALS

Trial: Cooking with Gas

Description: Use Incinerate! on an enemy standing in oil to kill him!

ADAM Reward: 500

RANK 34 TRIALS

Trial: Most Valuable Parasite

Description: Win a Civil War match with more Assists than Kills!

ADAM Reward: 500

RANK 35 TRIALS

Trial: This Time, It's Personal

Description: Take down the same enemy Splicer three times in a row without dying!

ADAM Reward: 500

RANK 36 TRIALS

Trial: Not Without a Fight

Description: Kill two enemy Splicers in a row while your health is less than 50%!

ADAM Reward: 500

RANK 37 TRIALS

Trial: Massacre

Description: Kill at least 25 Splicers in a single match!

ADAM Reward: 500

RANK 38 TRIALS

Trial: Immortalizing Mortality

Description: Research three different enemies in a single life!

ADAM Reward: 500

RANK 39 TRIALS

Trial: Levitator

Description: Stay in the air without touching any surfaces for over five seconds!

ADAM Reward: 500

Trial: The Harder They Fall

Description: Kill a Big Daddy all by yourself!

ADAM Reward: 500

ADAM

There are numerous ways to earn ADAM while playing multiplayer. Here are a few specific numbers:

- Kill = 10
- Kill (Last Splicer Standing Mode) = 20
- Kill Streak (three kills in a row) = 50
- Assist = 5
- Killing a Big Daddy = 100
- Capturing a Little Sister (Capture the Sister Mode) = 50
- Capturing a Point (Turf War Mode) = 30
- Holding the Little Sister (ADAM Grab Games) = 3 per second
- ADAM Vial Collected = 10
- Hack a Turret = 10
- Become the Big Daddy = 50
- Research = 10
- Win the Match = 200
- Lose the Match = 150

WEAPONS

During any multiplayer match, you can carry two of the available weapons that you have unlocked. Each weapon can be modified with a single upgrade of your choice or, if you prefer, left unmodified. Because some upgrades have tradeoffs in performance, you may find that you prefer an unmodified weapon in some situations.

Each weapon covers several different roles and with modifications their utility expands even further. As a general rule, any given weapon is usually most powerful within a given range or in a certain situation, but most weapons are flexible enough to remain effective outside of their specific area of specialty.

In most builds, it is advisable to take one weapon that is effective at close range and another that is good at medium or long range. This gives you the flexibility to fight at any distance effectively, using weapons that you are comfortable fighting with.

In some cases, you might want to pair a specific weapon (or weapons) with certain Plasmids or tonics for greater effectiveness. For example, the Elephant Gun or Crossbow can do a number on a paralyzed target hit with Electro Bolt, or you can pummel a frozen target at close range with a Shotgun.

You could also use Leg Up to jump to higher platforms and drop Grenades down on your enemies, or use Fast Feet and Aero Dash to close the distance for any close-range weapon.

WHAT TO HAVE READY?

A good rule of thumb is to keep your close-range weapon at the ready, particularly when moving in narrow hallways or areas where your line of sight is obstructed.

Doing so allows you to get the jump on an opponent who suddenly walks into your view at close range. Should you spot someone at a greater distance, you can always duck behind cover for a moment and switch to a more suitable long-range weapon.

If you plan to hang out in an open area with clear lines of sight, keep your medium- or long-range weapons and Plasmids equipped. If you are traveling between areas, a close- to medium-range weapon is generally a safer bet.

WEAPON DAMAGE NOTES

There are a few additional notes you should know about weaponry in *BioShock 2*. All players start off with 100 health. Headshots deal additional damage, with the amount dependant on the specific weapon.

Some Plasmids and tonics can affect the damage dealt by weapons. See the “Plasmid and Tonic” sections for more details.

Damage is always multiplicative, so a 1.5 headshot multiplier and a 1.15 research modifier on a 60 damage grenade ultimately results in 103 damage dealt, a one-shot kill.



PISTOL

A CLASSIC SIX-SHOOTER. DELIVERS GOOD ACCURACY WITH MODERATE DAMAGE.
GOOD FOR MID-RANGE COMBAT.



RANK REQUIREMENT	1 (available at start)
DAMAGE	25
HEADSHOTS	1.25x = 31
CLIP SIZE	6
MAX AMMO	36
RELOAD RATE	1.48 seconds
FIRE RATE	0.27 seconds
ACCURACY	1 degree
RECOIL	Minor
RANGED DAMAGE LOSS	None

A classic six-shooter. Delivers good accuracy with moderate damage. Good for mid-range combat. The pistol is an excellent weapon at medium range and can work in a pinch at close or long range, although it is less ideal up close against weapons like the Shotgun or Nail Gun, or at a distance against the Crossbow or Elephant Gun.

With upgrades, the Pistol can pack a pretty serious punch. If you can slow or distract your opponent with a Plasmid attack such as Insect Swarm or Winter Blast, you can often finish them off with several well-placed Pistol shots.



UPGRADE 1

PISTOL AUTOMATIC FIRE

- This upgrade gives the Pistol the ability to fire on full-auto, although doing so reduces the maximum fire rate of the Pistol slightly. This modification makes the Pistol slightly stronger at shorter ranges at the expense of accuracy at a distance.
- While you can still fire single shots at long range, doing so removes any benefit that the upgrade provides, plus you fire slower than you would without it attached.

- Rank Requirement: 5



UPGRADE 2

PISTOL DAMAGE INCREASE

- As you might expect, this upgrade increases the damage output of each Pistol shot, while again reducing its rate of fire slightly. This has the opposite effect of the automatic upgrade, in that it becomes more useful to use the Pistol at medium to long range, firing single, more powerful shots than the unmodified base Pistol.

- Rank Requirement: 27

SHOTGUN



SCATTER YOUR ENEMIES WITH SCATTERSHOT!
DELIVERS HIGH DAMAGE. RELIABLE CLOSE-RANGE WEAPON.



UPGRADE 1

RATE OF FIRE

- This upgrade boosts the Shotgun's firing speed at the expense of range, turning the Shotgun into a close-combat mauler, but with no significant medium distance ability.
- On maps that favor close combat, or if your Plasmid and tonic setup supports it, this can make the Shotgun especially devastating, or still effective even on maps or in situations that aren't perfect for close-range battle.

- Rank Requirement: 9

RANK REQUIREMENT	1 (available at start)
DAMAGE	8 pellets, 8 damage per pellet 64 maximum damage
HEADSHOTS	1.15x = 73
CLIP SIZE	4
MAX AMMO	16
RELOAD RATE	3.14 seconds
FIRE RATE	1.06 seconds
ACCURACY	1.9 degrees
RECOIL	Medium
RANGED DAMAGE LOSS	High

The Shotgun is a powerful close-range weapon and although it lacks the ability to effectively combat enemies at longer ranges, it is very powerful when enemies are in your face.

It's especially nasty when used with a debilitating Plasmid such as Insect Swarm or Winter Blast, as you can easily finish off a disabled enemy.

UPGRADE 2

AUTOMATIC RELOAD

- The auto-loader modification gives the Shotgun a magazine that can be quickly reloaded once it is expended. This allows you to maintain a more constant rate of fire, particularly when fighting at close to medium range, outside of knife fighting range.
- Beware, however, as the slower firing rate can render you vulnerable to a close-combat specialized opponent. Learn to recognize the ideal distance to engage with when you have this modification attached.

- Rank Requirement: 29



MACHINE GUN

UNLOCKED ALMOST IMMEDIATELY, THE MACHINE GUN IS A SOLID PERFORMER, COMPETENT AT ALMOST ANY DISTANCE OUTSIDE VERY LONG RANGE.



RANK REQUIREMENT	2
DAMAGE	10
HEADSHOTS	1.3x = 13
CLIP SIZE	30
MAX AMMO	120
RELOAD RATE	2.78 seconds
FIRE RATE	0.13 seconds
ACCURACY	1.5 degrees
RECOIL	Heavy
RANGED DAMAGE LOSS	Medium

Unlocked almost immediately, the Machine Gun is a solid performer, competent at almost any distance outside very long range. Particularly good at medium range, the Machine Gun has a good rate of fire, no start-up delay like the Nail Gun, and reasonable accuracy, although its damage is fairly low per shot.

UPGRADE 1

MAGAZINE SIZE

- The expanded magazine upgrade gives the Machine Gun a longer potential sustained fire time, providing the boost needed to handle more than a single opponent without reloading in mid-fight.
- Try to resist the urge to reload immediately after downing a single target. If another one is lurking nearby, you can often save your life and take down a second mark that you would be unable to tackle normally. Reload once you're sure the area is clear of hostiles!

- Rank Requirement: 13

UPGRADE 2

KICKBACK REDUCTION

- This recoil dampening mechanism gives the Machine Gun greater stability, making it significantly more accurate at medium range on full auto. However, it does slow the rate of fire, reducing the damage output in the process.
- Take advantage of this benefit and blunt the disadvantage by keeping your opponents at arm's length, either with debilitating Plasmids such as Winter Blast and Insect Swarm, or by making use of the natural terrain on a given map to engage where your target cannot easily close the gap with you.

- Rank Requirement: 31

GRENADE LAUNCHER

THE GRENADE LAUNCHER IS IDEAL FOR TACKLING MULTIPLE TARGETS AT ONCE AROUND AN OBJECTIVE, OR FOR FIGHTING TARGETS AT A DISTANCE WITHOUT EXPOSING YOURSELF.



UPGRADE 1

HOMING GRENADES

- Grenades fired with this modification zero in on the closest enemy target to your crosshairs, although they detonate with slightly less force than a normal grenade. They are also vulnerable to cluttered terrain or a quick opponent.

- Rank Requirement: 17

RANK REQUIREMENT	6
DAMAGE	60
HEADSHOTS	1.5x = 90
CLIP SIZE	3
MAX AMMO	12
RELOAD RATE	1.99 seconds
FIRE RATE	1.43 seconds
ACCURACY	0.2 degrees
RECOIL	Medium
RANGED DAMAGE LOSS	None

The Grenade Launcher is ideal for tackling multiple targets at once around an objective (say, in Capture the Sister), or for fighting targets at a distance without exposing yourself (pop out, fire, duck back behind cover). You can also use it to damage enemies who are hiding behind cover or around corners.

UPGRADE 2

VELOCITY BOOST

- Grenades with this modification are given boosted flight speed, essentially turning the Grenade Launcher into a portable rocket launcher. Aim for clusters of enemies, walls, floors, and ceilings near your target to maximize blast damage and minimize the chance of a miss if you aim directly at them.

- Rank Requirement: 33



In a straight up fight, most other weapons can outperform the Grenade Launcher for damage dealt over time, but in the right situations, the Grenade Launcher is vastly superior to any other option.



CROSSBOW

THE CROSSBOW IS A PINPOINT MARKSMAN'S WEAPON, PERFECT FOR PICKING OFF ENEMIES AT LONG RANGE.



RANK REQUIREMENT	10
DAMAGE	45
HEADSHOTS	1.75x = 78
CLIP SIZE	4
MAX AMMO	16
RELOAD RATE	3.41 seconds
FIRE RATE	1.04 seconds
ACCURACY	0 degrees
RECOIL	None
RANGED DAMAGE LOSS	None

The Crossbow is a pinpoint marksman's weapon, perfect for picking off enemies at long range. It isn't as effective at close range, unless you are lucky or skilled enough to consistently nail headshots at close range. Even with the rapid reload upgrade, you are still quite vulnerable to superior close-range weapons.

UPGRADE 1

DAMAGE INCREASE

- This modification turns the Crossbow into a lethal sniper weapon, but slows its fire rate considerably, making it a very poor choice at close or even medium range.



- Rank Requirement 21

UPGRADE 2

RATE OF FIRE

- The faster firing bolts that come with this mod allow you to fight at medium range more effectively, although each individual bolt deals considerably less damage than a default or damage modified Crossbow shot.



- Rank Requirement: 35

NAILGUN



THE NAIL GUN IS A CLOSE- TO CLOSE-MEDIUM RANGE RAPID-FIRE WEAPON.



UPGRADE 1

MAGAZINE SIZE

- A straightforward upgrade with no downsides, the magazine upgrade increases the length of time you can fire the Nail Gun on sustained full auto. This is especially useful when confronting multiple opponents in close proximity to one another, or when dealing with a friend who arrives once his teammate has been dispatched.

- Rank Requirement: 23

RANK REQUIREMENT	14
DAMAGE	10
HEADSHOTS	1.2x = 12
CLIP SIZE	50
MAX AMMO	150
RELOAD RATE	2.34
FIRE RATE	0.09 seconds
ACCURACY	1 degree
RECOIL	Heavy
RANGED DAMAGE LOSS	Minor

The Nail Gun is a close- to close-medium range rapid-fire weapon. Unlike the Machine Gun, the Nail Gun has a spin up time that elapses before it begins firing, which can earn you a mouthful of buckshot in some situations.

UPGRADE 2

DAMAGE INCREASE

- The damage increase modification increases the damage of each individual nail, but lessens the accuracy of the weapon, resulting in a larger spread that makes the weapon less effective at medium range. It's ideal for close-quarters combat, as long as you spin up the gun first!



- Rank Requirement: 37

Once it spins up, however, the Nail Gun spews death at a high rate and is even effective at clearing out multiple targets in close proximity if you get the jump on them.



ELEPHANT GUN

THE ELEPHANT GUN IS A VERY POWERFUL WEAPON, ACCURATE ENOUGH FOR LONG-RANGE SHOTS AND STRONG ENOUGH FOR MEDIUM-RANGE ENGAGEMENTS.



RANK REQUIREMENT	18
DAMAGE	42
HEADSHOTS	2.5x = 105
CLIP SIZE	2
MAX AMMO	16
RELOAD RATE	1.84 seconds
FIRE RATE	0.75 seconds
ACCURACY	0 degrees
RECOIL	Medium
RANGED DAMAGE LOSS	None

The Elephant Gun is a very powerful weapon, accurate enough for long-range shots and strong enough for medium-range engagements. It requires precision shooting, but when combined with disabling Plasmids like Electro Bolt or Winter Blast, you can deal lethal damage to a single target very quickly.

Up close, you can take down a target quickly with two properly aimed shots and a powerful Plasmid, but doing so is somewhat risky unless you get the jump on your target. If your mark has a better short-range weapon or a teammate nearby, you're likely to end up taking the brunt of the damage. If you're accurate, the Elephant Gun is lethal, as a single headshot is fatal even without other modifiers in place.

UPGRADE 1

SNIPER SCOPE

- The attachable scope allows for high-precision, long-range sniping, but is not especially useful on maps that favor close-quarters combat. Find a lofty perch or the end of a long hall to take maximum advantage of this upgrade.

- Rank Requirement: 25

UPGRADE 2

DAMAGE INCREASE

- The power boost makes the Elephant Gun's shots very dangerous indeed, but the lower rate of fire makes it less effective at medium or close range. Aim carefully and use debilitating Plasmids to make your shots count.

- Rank Requirement: 39

MELEE



ALL PLAYERS ALWAYS HAVE ACCESS TO THEIR BASIC MELEE ATTACK, REGARDLESS OF WHAT OTHER CHOICES YOU MAKE FOR YOUR COMBAT LOADOUT.



- Rank Requirement: 1 (available at start)

All players always have access to their basic melee attack, regardless of what other choices you make for your combat loadout. There are tonics that can affect melee damage, as well as Plasmids that work well with melee attacks.

By default, it takes three swings to kill someone. With the Back Stabber tonic, two shots from behind is enough to finish someone. With Slugger, a single charged blow and a normal blow can eliminate a target. With Back Stabber and Slugger together, one blow from behind results in instant death.

Winter Blast, Insect Swarm, Electro Bolt, Aero Dash, and Houdini can all be used to debilitate your opponent or to get closer. Telekinesis can also help to some extent, as it momentarily stuns your opponent, although this is less effective than the other options.

Melee attacks can also be quite useful against the Big Daddy. If you can sneak up behind it, you can often deal heavy damage before it can turn and attack (or, quite often, the Big Daddy's teammate catches you).



PLASMIDS

The powerful gene upgrades of *BioShock* return, and now you can use their devastating power online in multiplayer. Your selection of Plasmids is limited, so choosing which Plasmids to use and how to configure them is a vital part of your multiplayer strategy. Part of your selection should be determined by the game mode and part comes down to your own personal preference.

A general rule of thumb for most Plasmids is that (without tonic modification), you can use a given Plasmid three times before you run out of EVE. Keep this in mind when in battle. This is usually just enough to come out of a one-on-one situation, but may not be enough to last in a larger battle. Be prepared to duck out of a fight and retreat to find an EVE vial on the level before you re-engage in battle.

EVE does not regenerate normally, although there is a tonic (Metabolic EVE) that grants very slow EVE regeneration. There's even another (EVE Saver) that reduces the cost of Plasmid activation slightly.

You can restore EVE by either finding EVE vials scattered about a level or by purchasing the EVE vials in the vending machines—just watch out for booby-traps.

Several Plasmids have the ability to be charged up. Doing so increases their power, but after a short period of time while charged, they begin draining your EVE. Don't hold a charge if you don't plan to use it right away!

Almost all offensive Plasmids have a high degree of auto tracking in their aiming, so you can generally release a Plasmid in the direction of a hostile target and the Plasmid will hit the target. This is in contrast to the weapons, which require more precise aiming.



ELECTRO BOLT

A DAMAGING BOLT OF ELECTRICITY THAT STUNS ENEMIES. DEVASTATING AGAINST ENEMIES IN WATER OR WET TARGETS. CAN BE CHARGED.

- Rank Requirement: 1 (available at start)
- Effect - Stops enemies and interrupts firing momentarily
- Damage - 5
- Damage (charged) - 9
- Duration - 1.1 seconds
- Duration (charged) - 2 seconds
- EVE cost - 33
- EVE drain - 5 per second when charged, 2 second delay before drain begins
- Charge time - 2 seconds until charged

Electro Bolt also has the unique ability to electrically charge areas of water. This can include sheets of water, pools, rivers, puddles, or any ready supply of water scattered about the levels.

For a short time, any player who comes in contact with the electrified water—including your character—takes roughly two-thirds of his or her health in damage and becomes momentarily stunned. If you see a player wading around in water, zap the pool and finish him or her off with a weapon for an easy kill!

A charged Electro Bolt used on a pool or sheet of water does not increase the damage or shock done to another player. In other words, don't waste a charged shot on a puddle; instead, use it on a player!

ELECTRO BOLT TIPS

- Use Electro Bolt to quickly open closed doors.
- Shooting a stunned player removes the stun immediately.
- A Geyser Trap can be electrified, just like any other source of water, also dealing 60 damage from the shock.
- Instantly kills a player at 17 health or lower.



INCINERATE!

SETS YOUR ENEMIES ON FIRE, DOING DAMAGE OVER TIME. CAN BE CHARGED.

- Rank Requirement: 1 (available at start)
- Effect - Instant damage plus damage over time
- Damage - 10 instant, 5 damage per second, lasts 3.5 seconds (27 total damage)
- Damage (charged) - 20 instant, 5 damage per second, lasts 8 seconds (60 total damage)
- EVE cost - 33
- EVE drain - 5 per second when charged, 2 second delay before drain begins
- Charge time - 2 seconds until charged

Incinerate! is purely a damage-based Plasmid designed for scorching your foes and anyone else nearby! The flames from Incinerate! spread from target to target within close range and can also be used to ignite oil slicks on the ground, creating a temporary fiery barrier.

Incinerate! can also create a temporary “hot spot” on the ground if targeted on a non-wet surface. Although this usually isn’t as useful as simply targeting a player, it can be used in a pinch to make a doorway or other narrow passage inhospitable to the enemy.

If you get lit on fire by Incinerate! and you’re near an enemy, give him a hug to spread the love! Any water, including Geyser, can be used to instantly extinguish the flames.

INCINERATE! TIPS

- The flames can be put out by using Aero Dash.
- While holding an object with Telekinesis, it can be ignited to deal more fire damage on impact.
- Instantly kills an enemy at 17 health or lower.
- Incinerating a frozen player causes the ice to melt and leaves the player wet—for further electrocution!



WINTER BLAST

AN ICE BLAST THAT SLOWS DOWN ENEMIES AND LOWERS THEIR DEFENSES. CAN BE CHARGED.

- Rank Requirement: 1 (available at start)
- Effect - Slows enemy plus Damage Bonus when hit
- Damage Bonus - 1.05x (ranged weapons) 1.5x (melee weapons)
- Slow amount - 40%
- Duration - 2.25 seconds
- Duration (charged) - 5 seconds
- EVE cost - 33
- EVE drain - 5 per second when charged, 2 second delay before drain begins
- Charge time - 2 seconds until charged

Winter Blast is a powerful, debilitating Plasmid that causes a significant movement speed decrease. It also slightly increases all ranged damage taken and greatly increases melee damage taken.

Winter Blast is a strong combination with weapons that require time to deal their damage. Electro Bolt is generally a better choice for weapons like the Crossbow or Elephant Gun, but a frozen player can be targeted for an extended period of time with a Nail Gun, Machine Gun, or even Shotgun.

Winter Blast is also very useful in objective modes, where you can use its slowing power to delay a player on offense or defense, chase down a fleeing target, or escape pursuit.

WINTER BLAST TIPS

- Freezing a burning player causes the fire to go out, making the target wet.
- Freezing a door causes it to open slower.
- Turrets and vending machines can be hacked quicker while they are frozen.
- Instantly kills an enemy at 17 health or lower.
- Frozen enemies are killed instantly by an Aero Dash!



AERO DASH

AERO DASH IS A MOVEMENT PLASMID, GIVING YOU AN INSTANTANEOUS LUNGE OF MOVEMENT IN WHATEVER DIRECTION YOU ARE FACING.

- Effect - Propel forward a distance; colliding with enemies causes them to be knocked back
- Damage - 10
- Duration - 0.75 seconds
- EVE cost - 33

Aero Dash can be used to move quickly through levels and cross open air. For example, locate two ledges relatively near each other and you can jump out into the air and dash to the opposite ledge.

Aero Dash also has the unique and very useful ability to escape several other Plasmid's effects—the effects of Insect Swarm and Incinerate! can all be cancelled by immediately using Aero Dash.

Aero Dash can be used offensively in a few ways: it staggers and knocks back a player hit with it normally, but if that same target is frozen from Winter Blast, it instantly kills him or her!

Aero Dash is most useful during game modes where you need to get in and out of areas quickly, particularly ADAM Grab and Capture the Sister. It is also

helpful in the more combat-oriented modes as a means of escaping other Plasmid effects while moving around a level rapidly.

Combine Aero Dash with the tonic Leg Up to gain superior movement abilities. You can even use it with Geyser Trap to boost yourself into the air and dash to an elevated ledge. While not the strongest offensive choice, Aero Dash is powerful when used properly.



GEYSER TRAP

GEYSER TRAP IS A PECULIAR PLASMID WITH A VERY SPECIALIZED EFFECT.

- Effect - Propels target outwards, knocking them back if they collide with a surface
- Damage - 40
- Duration - 0.75 seconds
- EVE cost - 33

Once placed on the ground or a wall, or targeted at an enemy, a Geyser Trap acts as a jet of water that is triggered when anyone (including your character) steps on it. When targeted at an enemy, it launches the foe immediately and gets him or her wet.

The trap propels the player with great force. If there's a solid object in his or her path, it deals damage. It can also be used to jump to higher ledges.

Geyser Traps can be electrified with Electro Bolt. This combination is instantly lethal if placed in a narrow hallway with a low ceiling.

Consequently, the Electro Bolt/Geyser combination is reasonably effective at defending a specific area of certain maps. This can come in handy during objective modes like Turf War, Capture the Sister, or ADAM Grab, where you can block off easy access through a doorway or narrow hall.

GEYSER TRAP TIPS

- Getting hit by a Geyser causes the player to get wet, so watch out for Electro Bolts.
- Getting hit by a Geyser removes Winter Blast, Incinerate!, or Insect Swarm effects.



TELEKINESIS

A UNIQUE PLASMID, TELEKINESIS GRANTS YOU THE POWER TO MANIPULATE THE ENVIRONMENT OF RAPTURE.

- Effect - Pick up objects in the world and throw them at enemies for a knockback effect
- Damage (small object) - 20
- Damage (large object) - 25
- Damage (explosive object) - 110
- Duration - 0.75 seconds
- EVE cost - 33
- EVE drain - 5 per second when charged, 2 second delay before drain begins
- Charge time - 0

Telekinesis is a peculiar mix of offensive and defensive Plasmids. When activated, TK pulls an object from the world nearby, which can then be flung at your foes. TK objects generally inflict relatively low damage, but they can also temporarily stun a target hit with the projectile. Additionally, you can pick up explosive barrels and use them to land a direct hit.

Objects that you pick up can also be buffed with fire or ice by using Incinerate! or Winter Blast while holding an object before throwing it to deal additional damage on impact.

Defensively, you can also use TK to grab Big Daddy Proximity Mines, grenades from the Grenade Launcher, or even rockets from Rocket Turrets out of the air and launch them back at the offending opponent.



HOUDINI

HOW BETTER TO AVOID YOUR OPPONENTS THAN TO GO UNSEEN? HOUDINI GRANTS YOU THE WONDROUS POWER OF INVISIBILITY.

- Effect – Become invisible
- EVE drain – 20 per second

Houdini is a very simple, straightforward and effective Plasmid. While active, Houdini renders you completely invisible to other players. The only easy way for an enemy to detect you is when you enter a door, or if they bump into you in a narrow hallway. Otherwise, you can stealthily zip around a level, as long as your EVE supply holds out.

Houdini can be very effective at entering a defended area in objective modes to get the jump on the defenders, or slip away from a bad situation and recover. Just finished a fight and another enemy shows up? Go invisible and back away until you're fully recovered. Need to get into a defended Little Sister room? Go invisible and sneak in behind the Big Daddy. Houdini is an excellent power to use on at least one of your builds for the situations that demand its use.





INSECT SWARM

CALL FORTH A HORRIFIC SWARM OF BITING, STINGING INSECTS TO BLIND AND CONFUSE YOUR OPPONENTS.

- Effect - Blurs vision and damage over time
- Duration - 8 seconds
- Damage - 2 damage per second = 16 total damage
- EVE cost - 33

Insect Swarm is a powerful debilitating Plasmid and, while it deals low damage, it retains an extremely strong impact on its target.

When activated, Insect Swarm sends a cloud of unfriendly insects at your target. These insects have a greater degree of homing capability than other Plasmid powers and can track to a limited extent. Once they hit a target, they significantly blur the vision of their target, as well as inflict very minor damage.

While there are several ways to reduce or remove the effect of the insects, your target is effectively blind as a bat for a few seconds. This is extremely useful in any mode.

You can use Insect Swarm to debilitate a target and then kill him, or simply disable a target and sprint past him, running for an objective while he is blinded. The only real downside to Insect Swarm is that it won't help you in situations that require raw damage.

INSECT SWARM TIPS

- The duration of the insects can be reduced by swinging your melee weapon repeatedly. This almost cuts the duration in half.
- Aero Dash, immersion in water, or a Geyser Trap instantly removes the insects.
- Insect Swarm instantly kills a target at 17 health or below.

TONICS

Tonics are passive bonuses and you can equip up to three on any given loadout that you have set. Tonics can be used to enhance or modify your base abilities in many ways, granting your character greater proficiency with Plasmids, hacking, mobility, stealth, melee, and other aspects of battle.

Because tonics are so specialized, combining three for a given loadout to suit a given mode is a very personal process, as you must mix the tonics that are suitable for a given game mode with the style of play that you prefer.

If you rarely find yourself using melee, the melee tonics are less desirable. If you often go for Turrets and vending machines, then the hacking tonics can be very helpful.

Before you settle on a handful of loadouts, spend time using each tonic in all of the various game modes.

EXPERT RESEARCHER

More than 50% reduction in research time.

Expert Researcher greatly reduces the time it takes to perform research on a hostile Splicer body. This can be surprisingly useful, particularly in the pure combat modes where you don't want to be stand still for long. It is less important in, say, Capture the Sister on defense, where you often have time to research a body with friendlies nearby providing cover.

In any case, having Research Bonuses against all (or even most) of an enemy team is a significant benefit, and this tonic makes getting to that point faster and safer. Research grants a 15% Damage Bonus against the researched player.

SECURITY EVASION

Decreases accuracy of hostile Turrets.

Security Evasion makes hostile Turrets less of a threat. How useful this is depends entirely on the map and the game mode. Some maps have fewer Turrets in less useful positions, while others have very critical Turrets that you must nearly always confront.

Pick up this tonic when you're playing objective modes that force you into combat near a dangerous Turret. Turrets need a little over two seconds to acquire and track your character while you have this tonic active.

SPEEDY RECOVERY

Regenerate your health more quickly.

Speedy Recovery is an excellent "general purpose" tonic, useful in almost all game modes and situations. It allows your health to regenerate to full in a more timely manner than it normally would, which can easily save your life if you get into combat again soon after a close fight. Regeneration occurs after five seconds, instead of six.

EVE SAVER

Reduces EVE cost of Plasmids.

EVE Saver is one of two different tonics that focus on Plasmid usage and it has the more dramatic impact of the two. EVE Saver increases the number of times you can use your Plasmids before running dry. For certain Plasmids and combinations, this can be particularly useful, especially in objective modes.

Quick Fire Plasmid usage costs 25 EVE instead of 33, giving you four shots instead of three for most Plasmids.

BACK STABBER

Melee attacks kill with one hit from behind.

Back Stabber is a very helpful upgrade if you frequently use melee attacks, especially if you have changed your controls to make melee attacks faster. With Back Stabber active, you can kill a target with one hit from behind, rather than the normal three.

SABOTAGE

Increases damage dealt against Turrets.

Sabotage is most useful in one very specific situation: if the enemy team has an active Repairman and you're playing an objective mode, Turrets can cause your team a lot of grief. The ability to destroy them from a distance can be very helpful.

Otherwise, Sabotage can still be helpful on maps and modes where Turrets are a significant threat, but going after Turrets explicitly is rarely more useful than targeting other players.

METABOLIC EVE

Metabolic EVE is the only means by which you can regenerate EVE. This sounds like a very strong tonic, but the rate at which you regenerate is quite slow. Consequently, this tonic is most useful when you are playing

defense in an objective mode when you can't safely leave the area to find an EVE vial.

Generates two EVE per second, begins regeneration five seconds after a Plasmid has been used.

REPAIRMAN

Allows you to repair broken Turrets (Turrets normally do not regenerate once destroyed).

Repairman is a very helpful tonic to have in many modes. While some maps have less useful Turrets than others, the ability to repair destroyed Turrets allows you to keep a helpful Turret active for the entire length of a match. Unless the enemy team is packing a saboteur or a dedicated Turret hacker, they won't have any easy means to remove the constant thorn in their sides.

SPEEDY HACKER

Hack Turrets and vending machines more quickly. Allows hacking of Turrets in 1.5 seconds instead of three.

Speedy Hacker has a dramatic effect on the speed at which you hack both Turrets and vending machines, similar to the impact of Expert Researcher. Even on maps without highly effective Turrets, all players still heavily utilize dispensers, and you can make good use of booby-trapped machines, especially if you manage to get Research Bonuses, guaranteeing one-hit kills against incautious players.

SLUGGER

Gives you the ability to charge your melee attacks.

Slugger allows you to charge up your melee attacks to deal greater damage. One charged hit is enough to down a player and, unlike Back Stabber, you can perform the charged hit from any angle.

If you enjoy hitting players, load up on debilitating Plasmids and give the melee tonics a try—and don't forget Winter Blast greatly increases melee damage dealt!

LEG UP

Allows you to charge your jump to reach higher areas.

Leg Up is a utility tonic that is extremely effective on any map with multiple vertical levels. In almost any such area, Leg Up allows you to leap from one floor to another, potentially saving you a great deal of travel time.

Leg Up is also very capable in Capture the Sister or ADAM Grab, as it allows you to escape pursuit nearly instantly in certain situations.

You can also use Leg Up to easily reach elevated camping perches, ideal for covering an area defensively or simply picking off a few targets in Civil War before moving to another area.

FAST FEET

Slightly increases your ground speed and makes your footsteps quiet. Grants a 12% movement speed bonus in addition to quiet footsteps.

Fast Feet has a dual benefit consisting of increasing your movement speed slightly and making your footsteps quieter. This is very helpful in Civil War or Survival of the Fittest, where your footsteps can give away your location to an alert player.

The movement speed boost is slight, but it can be helpful in concert with Leg Up during Capture the Sister or ADAM Grab modes, where every bit of movement enhancement is useful.

DEADLY MACHINES

Increases the rate of fire for any Turret you hack. Increases Turret rate of fire by 25%.

Deadly Machines makes Turrets significantly more dangerous and in objective modes with well-placed Turrets this can cause significant grief for the other team.

This works best when combined with Repairman to ensure that your investment in this tonic is protected.

HEAD HUNTER

Headshots deal more damage. Headshots deal 25% more damage.

Head Hunter increases the multiplier that headshots inflict, which can be particularly useful for rapid-fire weapons that normally have a weak modifier.

The stronger, slower weapons generally deal high (or fatal) damage with one headshot. However, the faster, weaker weapons usually do not and this perk can increase your overall average damage.

BIG GAME HUNTER

Increases the damage you deal against Big Daddies. Increases damage against Big Daddies by 30%.

On offense in Capture the Sister, this is a very useful tonic to take at the start of a match. Combined with a Plasmid like Houdini that lets you get close to the Big Daddy safely, you can inflict heavy damage rapidly until the Big Daddy is taken out.

Clearing the Big Daddy quickly is a huge help for your team, so consider bringing this tonic along when you start a match on offense.

In other game modes, this tonic is quite as useful, as it comes into play only when someone picks up the Big Daddy suit. Still, it can be useful on a backup loadout to avoid one team running away with a victory should they get the suit and protect it well.

DEATH TRAP

Your body explodes upon death, damaging or killing any nearby enemies. Explosions deal 150 damage with the damage falling off in a four-meter radius around your body.

Death Trap is a nasty tonic that provides the ability to inflict revenge kills on players, potentially removing their Research Bonus against you.

A short time after you fall in battle, Death Trap triggers and causes a devastating explosion centered around your body. The damage drops off rapidly at a distance, but anyone who moves in to research your fallen body is in for a nasty surprise!

RESURRECTION

One time after dying, you automatically resurrect at low health.

Resurrection does exactly what it says—revives you after death, one time. Be warned that you can be killed instantly by an alert opponent, but if you are left alone, you can quickly regenerate to full. Note that this only triggers one time per life; you cannot Resurrect multiple times per respawn.

When you know there are players running Resurrection in a match, watch a body after it falls to wait for the ghostly revival to occur. A reviving player has very low health, so any attack is likely fatal.

This tonic is particularly strong if your team works well together, as you can protect fallen bodies and let your teammates revive safely in a lot of situations, punishing enemy players for waiting around for another kill shot.

Resurrection triggers three seconds after death. Remember: there is no death message when you kill a player who has this tonic active!

GAME TYPES

SURVIVAL OF THE FITTEST

FIGHT INDIVIDUALLY IN THIS FREE-FOR-ALL MODE.

- Type: Solo
- Players: 2-10
- Round length: 15 min
- Number of rounds: 1
- First player to **200** points or the most points at end of the round wins.

Free-for-all is all about who kills the most in the shortest time. Your own personal deaths do not matter as long as you hit the score limit before anyone else.

As a consequence, you want to use high impact weapons and Plasmids, especially anything capable of one- or two-shot killing your target, or dealing area of effect damage to multiple targets.

Try to pick off enemies who are caught up in a firefight. It's better to prey on distracted foes than get into a duel with an alert enemy.

Be careful about your movement through the level in this mode, and avoid high traffic areas. Look for vantage points that can see over those same areas, where you can often find enemies moving through, giving you a ready supply of targets to attack!

CIVIL WAR

JOIN FORCES AND TAKE ON THE ENEMY GROUP IN THIS TEAM-BASED MODE.

- Type: Team
- Players: 2-10
- Round length: 15 min
- Number of rounds: 1
- First team to **500** points or the most points at end of the round wins.

Civil War is a team-based death match mode. In this mode, your kill to death ratio is the most important, as a high number of deaths can lead the enemy team to victory.

Consequently, you need to be slightly more conservative than in a free-for-all match and you should always try to travel with at least one friend. Whenever possible, gang up on your opponents and avoid large packs of enemies unless you have a significant edge in equipment or positioning.

On some levels, certain areas are more defensible than others. If you can get your team to coordinate, setting up a defense in such an area is often more effective than simply roaming the level in groups. Once you have gained the lead, you force your opponents to come to you, giving you the terrain advantage.

CAPTURE THE SISTER

JOIN FORCES AND TAKE TURNS CAPTURING THE LITTLE SISTER IN THIS TEAM-BASED MODE.

- Type: Team
- Players: 2-10
- Defense team gets one Big Daddy
- Round length: 4 min
- Number of rounds 3-4 (If after two rounds of attempting to Capture the Little Sister the capturing team cannot match/beat the other team's total, the game ends)
- The team with the most captures at the end of the rounds wins.

A spin on the classic capture the flag mode, Capture the Sister pits two teams against each other, attempting to find and capture the Little Sister.

Teamwork is critical in this mode, as you need to acquire the Little Sister and bring her home safely while also fending off the attacks of the enemy team.

The defending team spawns in the area near the Little Sister with one player on their team randomly chosen to be the Big Daddy, while the offensive team must find the Little Sister and escape with her to a vent. Picking up the Sister is nearly instant, but depositing her in her escape vent takes time—just enough time for the defending team to kill a player trying to free her.

Because the offensive team must deal with a Big Daddy every round on offense, as well as potentially facing nastily placed Turrets, utilizing tonics and Plasmids such as Big Game Hunter, Leg Up, Fast Feet, Houdini, Insect Swarm, Aero Dash, and Geyser Trap for infiltration, debilitation, and escape are all important.

On defense, tonics and Plasmids such as Repairman, Deadly Machines, Winter Blast, Insect Swarm, Geyser Trap with Electro Bolt, Metabolic EVE, and EVE Saver are all quite useful.

When dropped, the Little Sister does not return to her starting position, so the defensive team must constantly shift their position in response to the Sister's movement by the offensive team.

For the offense's part, they need to destroy the Big Daddy quickly and then get the Sister away from any hostile Turrets that can make moving her difficult. Have an escape route planned out, as you don't want to accidentally move the Little Sister farther away from the exit vent!

TURF WAR

JOIN FORCES AND CAPTURE RAPTURE'S TERRITORIES FROM THE ENEMY GROUP IN THIS TEAM-BASED MODE.

- Type: Team
- Players: 2-10
- Three points to control
- Round length: 15 min
- Number of rounds: 1
- First team to **300 points** or the most points at end of round wins.

A variant on capture and hold or domination-style gameplay, this mode puts your team in a turf war with the opposition. You need to secure and hold areas of the map while denying your opponents the chance to do the same. Hold more territories longer than your opponents long enough and your team emerges victorious.

Note that, on most maps, holding certain points is considerably easier than others, so try to locate those points and prioritize them as defensive targets before you tackle the others.

It is also very important to have at least a few people on defense around a point, or you may wind up in a constant turf swapping war, which is considerably more difficult to win than simply locking down the points that are easier to defend.

You may want to have a few builds configured for this mode. While it is not as crucial as the offense and defensive split in Capture the Sister, it is still useful to have an offensive and defensive loadout for either attacking a defended point or for guarding an already captured one.

Grabbing two points and then playing an effective defense is generally the strongest strategy on most maps, although which two points you tackle depends on the specific map. Try to go for two points that can be easily reached from one another and those that have favorable defensive terrain around them.

TEAM ADAM GRAB

JOIN FORCES AND HOLD THE LITTLE SISTER FOR AS LONG AS POSSIBLE IN THIS TEAM-BASED MODE.

- Type: Team
- Players: 2-10
- Little Sister appears randomly on the map
- Round length: 10 min
- Number of rounds: 1
- First team to hold on to the Little Sister for three minutes, or the longest time at the end of the round, wins.

Both teams compete to hold on to a Little Sister for three minutes. This mode often plays out like a frantic team death match, with one critical target on the other team that must be defeated.

Covering your Sister carrier is vital, as is quickly tracking down and eliminating the opponent's carrier when they have picked up the Sister.

For carrying the Sister, a build similar to a Capture the Sister offensive loadout is useful. Leg Up and Aero Dash provide the means to escape pursuers and break free from debilitating Plasmids.

For chasing down the sister, disabling Plasmids and Houdini can help place your character in striking distance of the Little Sister carrier.

Area of effect attacks can also be useful in this mode, as players often have a tendency to crowd around the Sister carrier. Hit them with Grenades or Incinerate! to share the love. Remember that the player who is carrying the Little Sister cannot use his or her weapon, so defending that player as a team is very important.

ADAM GRAB

HOLD THE LITTLE SISTER FOR AS LONG AS POSSIBLE IN THIS FREE-FOR-ALL MODE.

- Type: Solo
- Players: 2-6
- Little Sister appears randomly on the map
- Round length: 10 min
- Number of rounds: 1
- First player to hold on to the Little Sister for three minutes, or the longest time at the end of the round, wins.

The free-for-all version of Adam Grab, this mode pits you against everyone in a battle for the Little Sister. Holding on to her for a long period of time is difficult, as a 5-on-1 fight is nearly impossible even in the best situation!

When you get your hands on the Sister, quickly flee to a defensible area or simply keep moving. Using Plasmids that delay or slow movement can help matters, giving you a few precious seconds more with the Sister to increase your score.

Aero Dash, Leg Up, Fast Feet, and Quick Recovery are all very helpful for fleeing from pursuit while carrying the Sister. You can also try to set up in an area that has a useful Turret, making use of Repairman and Deadly Machines to help defend yourself against attackers.

You may also want to utilize Electro Bolt or Incinerate! in combination with water or oil on the level, as you have fewer offensive options with your weapon hand tied up with the Sister. Choose your fights wisely and flee when the numbers become overwhelming!

LAST SPLICER STANDING

ENDURANCE. JOIN FORCES AND TAKE ON THE ENEMY GROUP IN THIS TEAM-BASED MODE.

- Type: Team
- Players: 2-10
- Round length: 4 min
- Number of rounds: 4
- The team with the most kills at the end of the four rounds wins.

Last Splicer Standing is a variant of Civil War in which players do not respawn during a round. Consequently, staying alive and supporting your teammates is even more vital than in Civil War.

Always fight together in groups, and flee if you are outnumbered. Try to strike from ambushes and use disabling Plasmids or long-range attacks to weaken your enemies. Once you have downed one or two players on the other team, it becomes easier to play more aggressively. Research Bonuses are also extremely important in this mode, as they can give a winning team a dangerous edge in the next round. Just don't get greedy for research when there are still hostile players in the area.

Resurrection and Death Trap are both very useful in this mode, as they play on the limited lives and need for research quite well. Make good use of any Turrets the level offers—you may want to have a dedicated "Engineer" player specifically to hack Turrets with Deadly Machines active.

ACHIEVEMENTS/TROPHIES

BIOSHOCK 2 ACHIEVEMENTS AND TROPHIES

Title	Description	Gamerscore	Trophy
Welcome to Rapture	Complete your first non-private match.	10	Bronze
	Simply play a multiplayer ranked match online.		
Unnatural Selection	Score your first kill in a non-private match.	10	Bronze
	Much like Welcome to Rapture, this is almost freely given. Play a ranked match and take down a target!		
Disgusting Frankenstein	Become a Big Daddy for the first time in a non-private match.	10	Bronze
	Wait until you see the announcement that a Big Daddy has appeared, then track down the suit and pick it up! You can also become the Big Daddy easily by playing several rounds of Capture the Sister until you spawn as the Big Daddy.		
"Mr. Bubbles—No!"	Take down your first Big Daddy in a non-private match.	20	Bronze
	Destroy a Big Daddy. Most easily done in Capture the Sister, where you know you'll be facing a Big Daddy on offense each round.		
Man about Town	Play at least one non-private match on each multiplayer map.	10	Bronze
	This won't take you long—play multi for a few hours, and you should see every map!		
Two-Bit Heroics	Complete your first trial in a public match.	10	Bronze
	Trials earn you extra ADAM to aid in speedily earning new Ranks. Accomplish one such Trial to complete this challenge.		
Mother Goose	Save your first Little Sister in a non-private match.	20	Bronze
	Rescue a Little Sister in Capture the Sister mode while on offense to earn this.		
Parasite	Achieve Rank 10.	10	Bronze
Little Moth	Achieve Rank 20.	20	Bronze
Skin Job	Achieve Rank 30.	20	Bronze
Choose the Impossible	Achieve Rank 40.	50	Gold
	All four of these challenges are earned simply by earning ever-higher Ranks.		
Proving Grounds	Win your first public match.	20	Silver
	Simply achieve victory in a ranked match to complete this challenge.		



TOP TIPS FROM 2K!

1 Combine Winter Blast and Aero Dash

Freeze hostile Splicers and then shatter them with a quick dash!

2 Geyser Trap and Electro Bolt

Create lethal electrified traps in narrow hallways and doors, ideal for defending the Little Sister.

3 Houdini and Back Stabber

Run swiftly and invisibly behind Splicers, sneak up on them, and quickly move in for a stealth kill.

4 Winter Blast, Big Game Hunter, and Back Stabber

Slow a Big Daddy, then move up to the rear and hammer it with repeated melee attacks!

5 Electro Bolt and Elephant Gun

Freeze a Splicer in its tracks and aim for a fatal headshot!

MAPS

ARCADIA



2K COMBO TIPS

- Electro Bolt — Very effective on this map due to the abundance of water and waterfalls
- Incinerate! — Not effective due to abundance of water
- Leg Up and Geyser Trap — Effective due to abundance of ledges and hiding spots

2K GENERAL TIPS

- Big Daddy can effectively use Proximity Mines in the water on this map, as opposing players find it hard to spot them in water.
- Lots of hidden ledges, so always be looking up for surprise attacks.
- Stay out of water to avoid Electro Bolt attacks.
- Hiding in trees with Leg Up equipped is very effective.
- Hacking Turrets is very effective due to placements being located out-of-sight, as well as high traffic areas.



Arcadia is a large, interconnected pleasure retreat, a mixture of idyllic hills, trees, and streams, artificially crafted by Rapture's designers as a wilderness getaway.

In multiplayer matches, Arcadia often winds up as a series of discrete battles, fought in each of the major sections of the map: the Tea Garden in the south, Rolling Hills in the northeast, and the Glens in the northwest.

There is quite a bit of water on this level, flowing throughout the map in streams, which can easily be used for Electro Bolt traps or to extinguish Incinerate! flames.

From the center of the map, you can quickly reach any portion of the level, allowing you to swiftly attack any enemies who reveal their location with a firefight.

Consider using Leg Up to travel quickly from the Tea Garden up to the Glens, or to reach the various ledges and trees scattered about the map.

Vending machines are distributed relatively evenly throughout the level, so you're never far from a resupply of ammo or EVE—use your weapons and Plasmids accordingly.

There is one Turret in each of the three major regions of the map, so using or disabling the Turrets remains fairly important in any mode, though they can be avoided unless a team or player is camping near them.



LEGEND



VENDING



LITTLE
SISTER



SISTER VENT



ROCKET
TURRET



MACHINE GUN
TURRET



BIG DADDY
SUIT



BLUE TEAM



RED TEAM



FARMER'S MARKET



2K COMBO TIPS

- Houdini — Effective due to lack of doors (players are normally alerted to Houdini by opening and closing of doors)
- Leg Up/Geyser — Effective due to abundance of ledges and hiding

2K GENERAL TIPS

- Lots of hidden ledges, so always be looking up for surprise attacks.
- The vent that leads into the Pump & Supply Room is a great spot to camp out in ADAM Grab mode, since there is only one door and vent to watch.

As you might expect, the Farmer's Market is a large, interconnected ring of shops and storage rooms. The Market is a large ring that circles around a centrally located Bistro. You can navigate around the outer ring in either direction or shortcut through the center, though you need Leg Up to most easily (and swiftly) travel around the level.



Vending machines are spread around the level, with one located in the center of the Bistro. Because of the circular nature of the map, moving to another machine safely is not always possible. Consider either defending one “corner” of the level with a machine nearby, or find a location where you have unimpeded access to the center to resupply.

On the Winery side of the level opposite the Metro Entrance, you can find a single Turret that has decent coverage of the area. This is a good place to hang out if you're specialized in Turrets or hacking, and even more so if you have a Big Daddy on your team who can help lock down the area.





LEGEND



VENDING



LITTLE
SISTER



SISTER VENT



ROCKET
TURRET



MACHINE GUN
TURRET



BIG DADDY
SUIT



BLUE TEAM



RED TEAM

FORT FROLIC



2K COMBO TIPS

- Winter Blast — Effective due to abundance of doors (but can be countered by using Electro Bolt on the doors)
- Houdini — Effective due to close proximity of vending machines

2K GENERAL TIPS

- Double level — Leg Up and Aero Dash effective for maneuvering both levels.
- Recessed Circus of Value areas are effective for hiding out/camping.
- Team ADAM Grab — Cigar Shop, destroy the wall where the stairwell is located. Effective for holding out with the Little Sister.



A two-floor affair, Fort Frolic is the red light district of Rapture. Now it serves as a battleground for the forces of Ryan and Atlas.

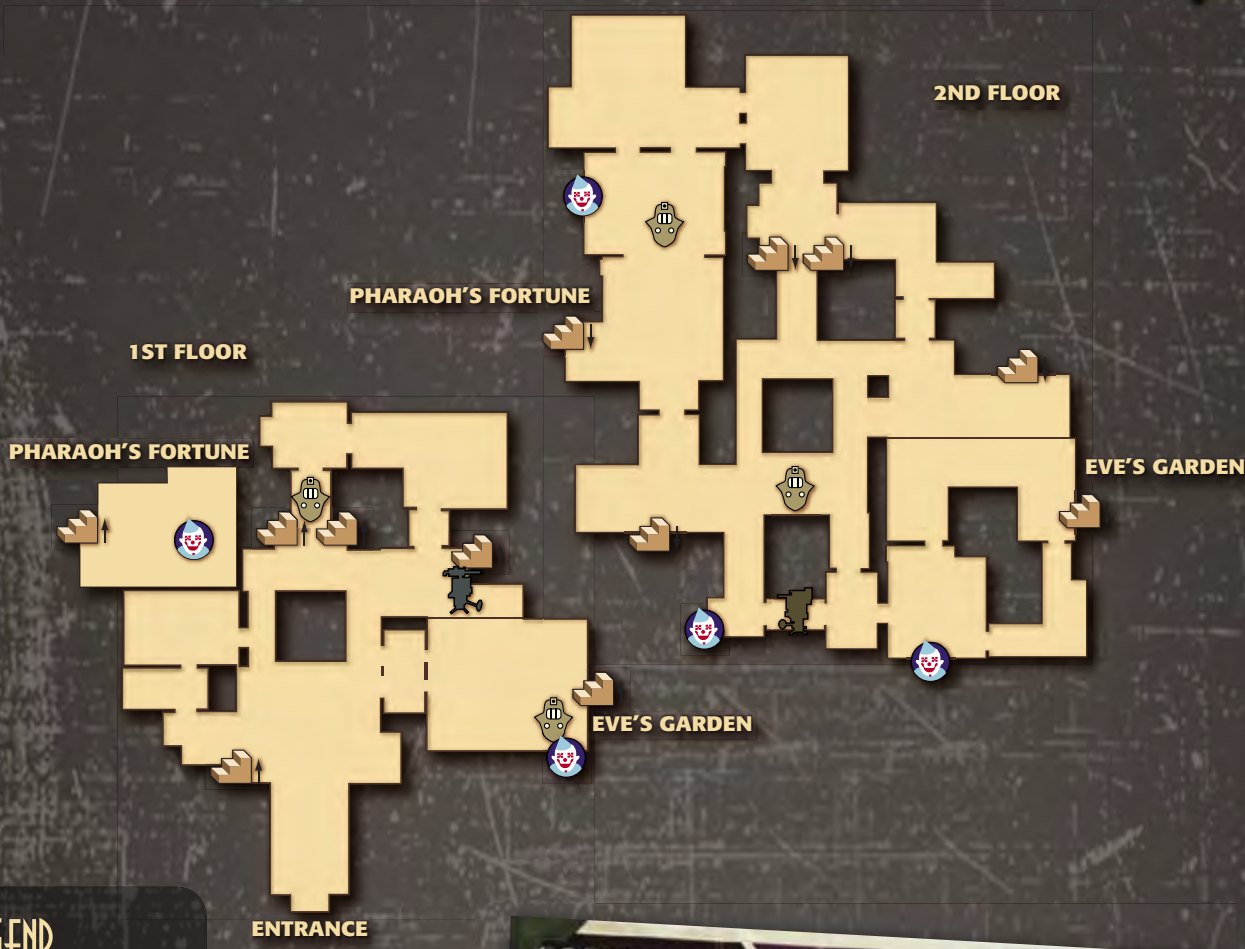
On the ground level, you can find Robertson's Tobaccoria to the west and Eve's Garden to the east. The second level has the second floor of Eve's Garden and the casino, Pharaoh's Fortune in the north and west.

Vending machines are plentiful, but there are only two Turrets with limited map coverage here.

Depending on the game mode, you may want to try choking off the opposing team on the lower floor by covering the stairs to the upper level. Just watch out for players with Leg Up sneaking past the obvious stairwells.

Inside the various shops here, much of the fighting is close quarters, so pack some close range loadouts for the room to room fighting. It is possible to engage at a medium distance, but you need to be very aware of enemy movements to avoid being hit from behind if your teammates aren't covering your back.





LEGEND

-  VENDING
-  LITTLE SISTER
-  SISTER VENT
-  ROCKET TURRET
-  MACHINE GUN TURRET
-  BIG DADDY SUIT
-  BLUE TEAM
-  RED TEAM



HEPHAESTUS



2K COMBO TIPS

- Incinerate! — Abundance of oil slicks
- Grenade Launchers — Good for taking advantage of tight hallways, exploding props, and oil slicks.

2K GENERAL TIPS

- Attacking players should be careful of Big Daddy Stomp when near railing/edge in core room — the stomp can cause you to fall in!
- Heat Loss Control Room — There's a useful ledge here to hold on to the Little Sister or hide out. Use Leg Up or Geyser Trap to reach it.



A heavy-duty industrial battle zone, this map places you in the heart of Rapture's power generator. Watch your footing near the core, as a Big Daddy Stomp or a misplaced jump can put you in the molten metal!

Hephaestus is essentially a large ring with limited traversal possible through the center, either via careful footwork, Geyser Trap, or the Leg Up tonic.

Because most of the movement through the level is into one room and out into another, you can choke off a portion of the map by watching the entrances to an area with teammates, or by setting up Electrified Geyser Traps to block one entrance.

Two Turrets covering rooms on the north and south sides of the level also make for nasty suppressing fire, particularly in objective modes. Houdini is strongly recommended for breaking the initial stalemate in Capture the Sister matches.

Be careful about fighting around the entrance or (especially) the core areas of the level without teammates around, as those two areas are the only places on the level where you can get hit from more than two directions easily.





LEGEND

-  VENDING
-  LITTLE SISTER
-  SISTER VENT
-  ROCKET TURRET
-  MACHINE GUN TURRET
-  BIG DADDY SUIT
-  BLUE TEAM
-  RED TEAM

HOME FOR THE POOR



2K COMBO TIPS

- Insect Swarm — Effective due to three-story layout; hit opposing player, then hide!
- Incinerate! — Effective due to lack of water to extinguish
- Aero Dash — Effective for traversing distances between balconies
- Electrified Geyser Traps — Effective due to combat areas being tight

2K GENERAL TIPS

- Offensive position — Hang out on the ledge with the Rocket Turret above the courtyard.
- Players can make effective use of the vent that drops down behind the Machine Gun Turret on the main floor; sneak down from the second floor to hack it!
- Attackers have the advantage in CTS mode due to map layout (defenders have to be prepared from the outset of matches).
- DO NOT camp when playing CTS or AG modes. Always be on the move; there are too many options for defensive maneuverability.



A vertical, three-level map, the Home for the Poor provides ideal opportunities to utilize grenades, Leg Up, and Aero Dash.

The bottom level consists of the metro stop with a Turret in front, the free clinic (containing a room that can be broken into with a vending machine), and several pools of oil.



The second level has two breakable walls connecting to another vending machine, a second vending machine near the metro stairs, and another staircase near a fire in front of the free clinic.

Two staircases lead up to the third level, which has a Turret that overlooks the free clinic, another vending machine, and a good view of the ground level, as well as some exposed parts of the balcony on the second level.

Because this map is so heavily vertical, controlling the upper levels is very important, as you can rain down destruction on enemies below, who usually have few (if any) effective means of retaliation.



Experiment with Leg Up, Geyser Trap, and Aero Dash to get a feel for where you can shortcut movement routes. The obvious staircases and ramps can easily be covered by an alert opponent from above, so be careful when changing floors.



SECOND FLOOR



FIRST FLOOR



LEGEND

-  VENDING
-  LITTLE SISTER
-  SISTER VENT
-  ROCKET TURRET
-  MACHINE GUN TURRET
-  BIG DADDY SUIT
-  BLUE TEAM
-  RED TEAM



KASHMIR RESTAURANT



2K COMBO TIPS

- Incinerate! — Effective due to lack of water and kitchen being covered with oil
- Geyser and Leg Up — Effective due to double level

2K GENERAL TIPS

- Long range weapons effective due to abundance of camping areas and size of Cake Room.
- Vending machine kills effective due to advantageous placement.
- Advantageous offensive position located behind “1959” sign in the Cake Room.
- “Employee Room” off the kitchen is a good spot for defenders in CTS; freeze the door and attackers can only come from the kitchen, leaving just one entrance to cover.
- AG defenders spot — second floor vent in the ladies’ washroom that leads to small, unnamed room.
- IMPORTANT TIP! Immediately control the stage and the Turret to lock down the center room!



The Kashmir Restaurant is a large, two-level map, with numerous areas for conflict. The large central dining room tends to be a focus for fighting, so unless you’re looking for a skirmish with multiple enemies, stick to the east or west sides of the map.

There are several rooms on both sides of the map that are much smaller and more confined, so you can make use of either close range or medium to long range weaponry, depending on which parts of the level you patrol regularly.



There are only three vending machines on this map, but the two Turrets located in the center can be rather effective, as the center is the most active area of the level. Consider attempting to lock down either the east or west half of the level, but be ready for a battle if you try to hold down both the Turrets and center area.



Be careful about getting drawn into combat in the central dining hall area, as traffic from spawns nearby, and the left and right halves of the level make it a dangerous area to hang around in. However, if you’re looking for kills in score-based modes, it’s the perfect place to visit to pick off targets.



LEGEND

-  VENDING
-  LITTLE SISTER
-  SISTER VENT
-  ROCKET TURRET
-  MACHINE GUN TURRET
-  BIG DADDY SUIT
-  BLUE TEAM
-  RED TEAM



MEDICAL PAVILION



2K COMBO TIPS

- Winter Blast — Effective due to abundance of doors
- Incinerate! — Effective due to abundance of oil slicks
- Charged Melee — Effective due to abundance of doors (surprising attackers when coming through door)
- Speedy Hacker and Winter Blast — Hacking Turrets is essential due to strategic/difficult placement of Turrets

2K GENERAL TIPS

- Two sets of stairs that lead up from Crematorium allow players to get behind each Turret for hacking.
- Rafters above Surgery Room provide an ideal spot for defenders in CTS.
- Attacker tip: Take out the floor in the Funeral Home because defenders will fall through the hole in the floor, forcing them to scramble back up from the lower level.



A very large medical facility, this map does have a small lower level portion consisting of a basement freezer/morgue area that connects the east and west sides of the level in the north, beneath the Surgery Wing.

There are two main hallways running north and south on the left and right sides of the Surgery offices, with multiple offices off to their sides.

Consequently, you can either choose to engage in close quarters combat in any of the many offices and small rooms on this map, or you can stick to the halls and use medium to long range weaponry.

Turrets cover both the east and west halls, and there are only three vending machines on the map, with none on the west side. You may want to try locking down the eastern hallway and booby-trapping the center and eastern vending machines regularly.

There are several breakable walls between the offices here as well: either open them immediately, or use them to determine enemy presence in the area.



LEGEND



VENDING



LITTLE
SISTER



SISTER VENT



ROCKET
TURRET



MACHINE GUN
TURRET



BIG DADDY
SUIT



BLUE TEAM



RED TEAM



BASEMENT

FREEZER



MORGUE

1ST FLOOR

SURGERY



OPERATION

DR.'S OFFICE RECEPTION

DENTIST OFFICE

RECEPTION

B

RADIOLOGY

A

LEFT HALLWAY

RIGHT HALLWAY

FUNERAL HOME



FUNERAL HOME ENTRANCE

LEFT WAITING AREA

RIGHT WAITING AREA

METRO ENTRANCE



MERCURY SUITES



2K COMBO TIPS

- Telekinesis — Effective due to abundance of barrels that you can hurl at opposing players
- Incinerate! — Effective due to abundance of explosive/burnable props
- Houdini — Works well to eliminate defenders' advantage of ideal LS spawn points
- Leg Up — Effective due to multiple levels and ledges/tower/elevator shaft

2K GENERAL TIPS

- Best map for defenders: all the Turrets are placed for defense, making them difficult to assault.



Mercury Suites is a three-level affair, with suites on each of the first and second levels and the penthouse suite acting as a third level.

As another largely vertical map, Leg Up and Geyser Trap are again very useful mobility tools to have. Controlling the third-floor suite and the ledges outside that overlook the lower levels is a very effective technique in any game mode.

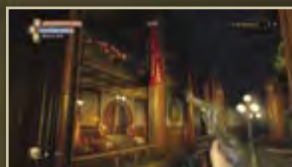


There are several Turrets here, overlooking the ground level, center, and suites, all of which are useful areas. Because of this, be wary of hack-happy players (or make use of them yourself).

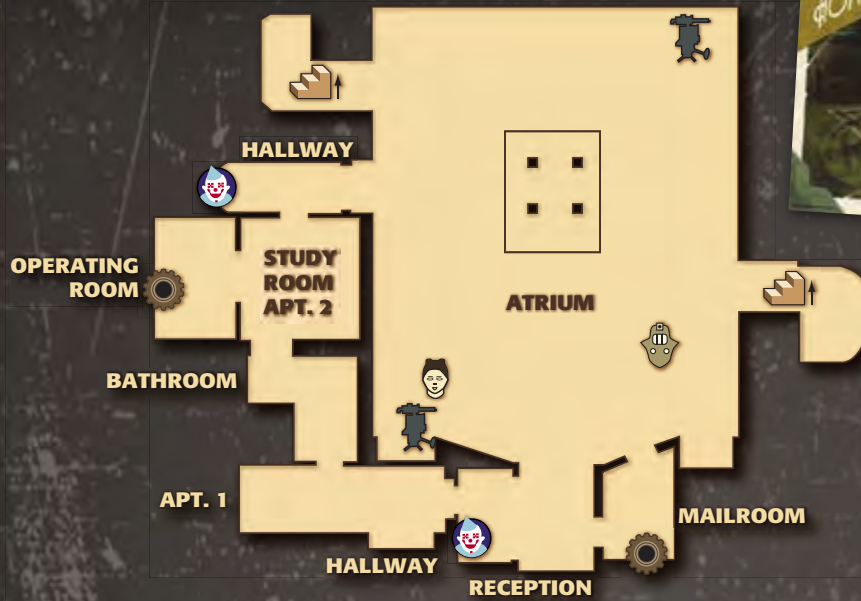
Vending machines can be tricky to access, as they are located on the bottom and top levels of the map. If you aren't forced into the open on the bottom level, you can hang back inside the few rooms off to the west or south, booby-trapping the machines or the entrances, with Electrified Geysers.



Be careful about wandering around on the middle level, since you're potentially exposed to hostile players both below and above. Make good use of grenades here, as well as accurate long range weaponry, both of which can be used to pick off or damage players on higher or lower levels.



1ST FLOOR



3RD FLOOR



2ND FLOOR



LEGEND

- VENDING
- LITTLE SISTER
- SISTER VENT
- ROCKET TURRET
- MACHINE GUN TURRET
- BIG DADDY SUIT
- BLUE TEAM
- RED TEAM



NEPTUNE'S BOUNTY



2K COMBO TIPS

- Electro Bolt — Effective because of abundance of water
- Telekinesis — Effective due to abundance of barrels
- Grenade Launcher and long range weapons ideal because of large open areas

2K GENERAL TIPS

- Only map with levers (when utilized, they block Turret sight lines).
- “Shops” area of map contains a closed-in room with a door on either side for AG.



A tightly interconnected set of rooms, Neptune's Bounty is a largely flat map with multiple connections between the various wharves and shops.

This level also features levers that can be used to move debris in front of the various Turrets, blocking off their lines of fire. Be sure to make use of these if the other team is hacking the Turrets constantly.

Expect a lot of open room, midrange and long range fighting on this level, as locking down any one area is tricky because of the multiple routes in and out of most rooms. You can also haunt the hallways between the rooms, but expect a lot of action inside the rooms, as people are drawn into firefights inside of them.

Vending machines are plentiful here, though the one in the lower wharf is a bit exposed to enemy fire. You may wish to travel the upper wharf and shops area to keep your EVE supply topped off while hunting enemy Splicers.





LEGEND



VENDING



LITTLE
SISTER



SISTER VENT



ROCKET
TURRET



MACHINE GUN
TURRET



BIG DADDY
SUIT



BLUE TEAM



RED TEAM



POINT PROMETHEUS



2K COMBO TIPS

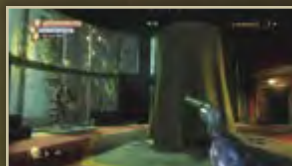
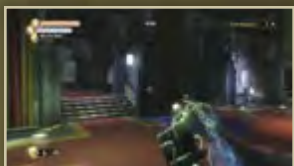
- Geyser or Leg Up — Ideal for getting on high props for offensive positioning
- Deadly Machines and Repairman — Effective due to abundance of Turrets
- Grenade Launcher — Effective due to tight areas of proximity where opposing players congregate
- Long range weapons — Effective because of abundance of long/spacious areas

2K GENERAL TIPS

- Octopus Room is ideal when playing AG, hard for opposition to catch players.
- Ideal camping spot is above memorial museum sign (located in “Museum Entrance”).



A multi-wing museum, Point Prometheus has two long wings running north/south on the east and west sides of the map, and a large centrally located “whale room” in the center, connecting all of the various parts of the level together.



An abundance of Turrets here makes Deadly Machines and Repairman useful tonics to bring along. Alternately, take Speedy Hacker and Winter Blast to disable them. There are Turrets covering the east and west halls, as well as one in the center, and one just above the center “hole” in the whale room, so be mindful of them as you move around the map.



There are two breakable walls in the southeast and southwest, connecting the entry foyer with the Plasmid and Underwater Wings to the east and west. Watch for long range attacks when moving up and down the halls once these are opened up.

The left and right wings, as well as the center whale room, have upper and lower levels. The upper level is connected to the entrance and the two northern areas, while the lower levels go to the lower level of the giant whale skeleton in the center of the map.

Be careful around the center room, as you can expect a lot of traffic in it in just about any mode due to its connections to all portions of the level—it’s a good place to put Electrified Geyser Traps. If you’re running Geyser Trap or Leg Up, you can also use the vertical boost to travel between the upper and lower levels of the museum, which is handy for avoiding pursuit or escaping with the Little Sister.



LEGEND



VENDING



LITTLE SISTER



SISTER VENT



ROCKET TURRET



MACHINE GUN TURRET



BIG DADDY SUIT



BLUE TEAM



RED TEAM



ACHIEVEMENT & TROPHY GUIDE

BioShock 2 contains 50 Achievements and Trophies that you can unlock by playing the single player and multiplayer components of the game. Unlocking the 38 Achievements/Trophies linked to the single player portion of the game will take you at least two plays, with one on the hardest difficulty. The remaining 12 bonuses must be unlocked by playing the multiplayer mode.

STORY PROGRESSION

The following Achievements/Trophies are unlocked through completion of the single player story. The following section does contain spoilers, so consider yourself warned! You can unlock each of these bonuses regardless of difficulty setting and your use of Vita-Chambers, and regardless of how you decide to deal with the Little Sisters and the choice characters you encounter.



SPOILER WARNING!

This is your final warning. The Achievements/Trophies outlined in this first section reveal various milestones in the single player story, and therefore contain some spoilers. If you wish to avoid having any aspect of the story revealed before you play it, you should skip ahead to the other sections of this chapter until you have completed the game.

DADDY'S HOME

10 GP

BRONZE TROPHY



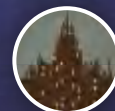
Found your way back into the ruins of Rapture.

Make your way through the Adonis Luxury Resort and across the sea floor to the Atlantic Express Depot. Acquire the Electro Bolt plasmid and the Rivet Gun and fend off the brief attack by the Big Sister. Follow the Big Sister to the banquet room where she'll smash the glass and flood the area. Continue north to the airlock beyond the cliff.

PROTECTOR

20 GP

BRONZE TROPHY



Defended Tennenbaum's train from Lamb's Splicer attack.

Hack the Security Camera and Health Station outside the gates and set a number of Trap Rivets throughout the lobby in preparation for this battle. Lure the first wave of Splicers into the lobby towards the Trap Rivets. Head into the train station proper and lure the second wave towards the Security Camera to enlist the help of a Security Bot.

SINCLAIR'S SOLUTION

20 GP

BRONZE TROPHY



Joined forces with Sinclair in Ryan Amusements.

Fight your way through Ryan Amusements to adopt a Little Sister and help her gather the ADAM needed to purchase the Incinerate! Plasmid. Put this fire-throwing Plasmid to use back at the train station, and melt the ice blocking the train's progress. Ryan meets up with you after you throw the train override switch. Fight your way onto the train and take a ride with your new partner.

CONFRONTED GRACE

10 GP

BRONZE TROPHY



Confronted Lamb's lieutenant in Pauper's Drop.

Make your way to the top floor of Sinclair Deluxe Tenements and enter Apartment 307. Tear down the poster of Sofia Lamb and press the hidden button inside the wall to reveal the secret room where Grace is hiding. Approach the window to have Grace open the door, then go inside and get the Override Key.

DEFEATED THE PREACHER

20 GP

BRONZE TROPHY



Defeated the Preacher.

Make your way to Pump Station No. 5 on the eastern side of Plaza Hedone in Siren Alley and take out "Father" Simon Wales. Although he's taken the form of a Spider Splicer, he possesses roughly 600% the health of one. He also has a Security Bot under his command that you'll need to turn against him either by hacking it or by hitting Wales with Security Command. Use Rocket Spears and Anti-Personnel Rounds to bring down Simon Wales. A Mini-Turret definitely helps as well.

NOSE FOR NEWS

20 GP

BRONZE TROPHY



Discovered the truth about Dionysus Park.

Stanley Poole has cut you a deal—he'll override the controls and allow you to continue on from Dionysus Park in exchange for dealing with the three Little Sisters that have returned to the area. He doesn't care how you do it; just defeat the Elite Bouncers that protect them, then either rescue or harvest each of three. These Little Sisters carry with them memories of what led to the park's eventual flooding.

FOUND LAMB'S HIDEOUT

20 GP

BRONZE TROPHY



Gained access to Lamb's stronghold.

Collect the four ADAM-infused plants scattered around the ADAM Research Laboratory at Fontaine Futuristics and insert them into the Sea Life Tank containing Gil Alexander. Fend off the enemies that attack and use the controls to extract a genetic sample from Gil, then retrieve the key. Return to the seafloor and insert the key into the hidden slot on the OxyFill Station pump. Use the elevator beyond the Airlock to enter Persephone, Lamb's hideout.

REUNION

50 GP

SILVER TROPHY



Reunited with your original Little Sister.

Control the Little Sister in Persephone and gather up the three Big Sister suit parts. Bring them to Eleanor in the Quarantine Chamber so she can break Subject Delta free from the Examination Room. Take the Summon Eleanor Plasmid from her to complete the reunion. Now you can be with her whenever you want.

HEADING TO THE SURFACE

25 GP

SILVER TROPHY



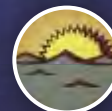
Headed to the surface on the side of Sinclair's escape pod.

You've succeeded in helping Eleanor free the Little Sisters from the Pediatric Wards and boil off the water in the vessel's ballast. You made your way down the hallway to the Docking Tunnel after flooding the Docking Platform and completed the game.

ESCAPE

100 GP

GOLD TROPHY



Escaped Rapture.

This bonus unlocks during the final cinematic, providing you with one more award for completing the game. It luckily unlocks regardless of difficulty setting or how many times you died.

VARIABLE ENDINGS



The following three bonuses require a specific full-game effort on your part to unlock them. Decide which of these you wish to unlock at the start of the game, and stick to the plan. It's best to go after the "Savior" bonus on your first playthrough, with difficulty set to normal. Then, on your second trip through the game, set the difficulty to hard and aim for the "Against All Odds" and "Big Brass Balls" bonus.

SAVIOR

25 GP

SILVER TROPHY



Saved every Little Sister and spared Grace, Stanley, and Gil.

Let your conscience guide you to setting the ultimate example for Eleanor and choose to rescue all 12 Little Sisters and spare the lives of Grace, Stanley, and Gil. This may get a little confusing with Gil since the recording he leaves behind begs for you to kill him, but you mustn't. At least, not if you want to earn this bonus.

AGAINST ALL ODDS

30 GP

SILVER TROPHY



Finished the game on the hardest difficulty level.

It doesn't matter how you do it, only that you complete the game on Hard mode. You can treat the Little Sisters any way you wish, and you are more than welcome to use the Vita-Chambers. It's all okay. Just reach the Docking Tunnel scene in Inner Persephone starting without lowering the difficulty from Hard at any point, and you'll unlock this challenging bonus.

BIG BRASS BALLS

25 GP

SILVER TROPHY



Finish the game without using Vita-Chambers.

Contrary to what you might expect, this bonus can be earned on any difficulty mode, and you don't need to enter the Options menu and turn Vita-Chambers off. That is, so long as you remember to reload a previous game save whenever (if) you die. You should save often and turn Vita-Chambers off in case you forget to reload a prior save during the heat of the battle. This forces you to play more carefully and goes well with playing the game on Hard.

HOOKED ON ADAM

If you take full advantage of the Little Sisters, gathering as much ADAM as you can with them, and spending that ADAM on Plasmids, you can unlock the following seven Achievements/Trophies. Dealing with Little Sisters and maxing out your Plasmids is completely optional, but you won't be able to unlock these bonuses without doing just that.



ADOPTED A LITTLE SISTER

5 GP

BRONZE TROPHY



Adopted a new Little Sister for the first time.

You don't really have a choice in the matter when it comes to adopting your first Little Sister. This bonus unlocks during your trip through Ryan Amusements—you need the ADAM to purchase the Incinerate! Plasmid—and the only way to get it and therefore advance the story is to defeat a Big Daddy and adopt the Little Sister he was protecting.

MASTER GATHERER

30 GP

SILVER TROPHY



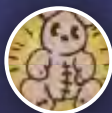
Gathered 600 ADAM with Little Sisters.

There are a total of 12 Little Sisters in the game, and each of them can be used to gather ADAM from two corpses. Gathers yield 40 ADAM each. Suffice to say, you must perform at least 15 Gathers to unlock this bonus. Consider performing every available Gather possible as they become available (note that you can still harvest a Little Sister after performing the Gather) to get this bonus sooner rather than later. This gives you chance to bail on Gathers during the later stages of the game, when it becomes dramatically more difficult to protect the Little Sister. If you perform every Gather presented to you, you can unlock this bonus after your third Gather in Dionysus Park. Or, you can open this Achievement/Trophy even earlier by equipping the Proud Parent Tonic.

DEALT WITH EVERY LITTLE SISTER

50 GP

GOLD TROPHY



Dealt with every Little Sister.

There are a total of 12 Little Sisters in *BioShock 2*, including the one that you must deal with as you progress through Ryan Amusements. It doesn't matter whether you harvest or rescue the Little Sisters, only that you defeat their Big Daddy then deal with them one way or the other. Since there is no way to revisit previous locations as you progress from area to area, the number of Little Sisters you forget to deal with in one area become added to the total of Little Sisters available in the next area. For example, there are normally three Little Sisters at Siren Alley and three at Dionysus Park, but if you skip one of the Little Sisters at Siren Alley, there will be four at Dionysus Park for you to deal with. That said, there are no Little Sisters beyond Fontaine Futuristics, so you must deal with every Little Sister available before leaving this area if you wish to unlock this bonus. The following list details the default number of Little Sisters at each area.

Location	Little Sisters
Adonis Luxury Resort	0
Atlantic Express Depot	0
Ryan Amusements	1
Pauper's Drop	2
Siren Alley	3
Dionysus Park	3
Fontaine Futuristics	3
Persephone	0
Inner Persephone	0

BOUGHT A SLOT

5 GP

BRONZE TROPHY



Bought one Plasmid or Tonic Slot at a Gatherer's Garden.

Plasmid and Tonic Slots cost 40 and 25 ADAM, respectively, and though you begin with more than you can initially use, you're going to need to purchase additional slots. You probably should buy your first additional slot while in Pauper's Drop if playing as a Harvester, otherwise you may not have extra ADAM to spare until visiting Siren Alley. Note that the price of Tonic Slots does increase periodically to 35 ADAM after purchasing five, then to 45 ADAM after purchasing a total of nine.

MAX PLASMID SLOTS

10 GP

BRONZE TROPHY



Fully upgraded to the maximum number of Plasmid Slots.

There are a total of eight possible Plasmid Slots available to the player (one for each of the primary and diagonal directions on the Plasmid Radial). Players begin with just three Plasmid Slots and must buy four from the Gatherer's Garden vending machines for 40, 50, 60, and 70 ADAM each. It's easier to part with this extra 220 ADAM when playing as a Harvester, but even those who spend their time rescuing Little Sisters can still acquire all of the Plasmid Slots (and have ADAM to spend upgrading the most useful Plas-mids) provided they perform the majority of Gathers. Regardless of your approach, aim to acquire seven of the Plasmid Slots before leaving Fontaine Futuristics, as extra ADAM is in short supply beyond that point. The final Plasmid Slot is gifted to you during your time in Persephone.

FULLY UPGRADED A PLASMID

10 GP

BRONZE TROPHY



Fully upgraded one Plasmid to the Level 3 version.

The majority of the eleven Plasmid types come in three versions. The basic form is either found as part of the story progression (perhaps as a gift from Eleanor) or purchased for roughly 60 ADAM at a Gatherer's Garden. Level 1 Plas-mids can't be charged, and are of limited effectiveness. Players can begin to purchase Level 2 Plas-mids starting in Siren Alley for around 100 ADAM depending on the Plasmid. These Level 2 Plas-mids can be charged for greater effect. Level 3 Plas-mids typically cost roughly 120 ADAM, but are extremely powerful and feature special capabilities that the lower level Plas-mids do not have. If you only upgrade one Plasmid to level 3, make sure to choose "Hypnotize"—being able to hypnotize Big Daddies, Brutes, and Alpha Series Big Daddies makes the end-game experience significantly easier.

ALL PLASMIDS

20 GP

SILVER TROPHY



Found or purchased all 11 basic Plasmid types.

Each of these Plasmids is either acquired as a gift from Eleanor, left inside a red wagon in the path of your travels, or found and purchased at a Gatherer's Garden. Acquire at least one version of each of the 11 types (no need to purchase Level 2 or Level 3) to unlock this bonus. The following table details the first appearance of each Plasmid. Note that none of these Plasmids are obtained as a thank you gift from the Little Sisters, so you needn't rescue any to get all 11.

Plasmid	Source	Earliest Availability
Electro Bolt	Eleanor Gift	Adonis Luxury Resort
Telekinesis	Eleanor Gift	Atlantic Express Depot
Incinerate!	Gatherer's Garden	Ryan Amusements
Cyclone Trap	Gatherer's Garden	Pauper's Drop
Decoy	Gatherer's Garden	Pauper's Drop
Hypnotize	Eleanor Gift	Pauper's Drop
Insect Swarm	Gatherer's Garden	Siren Alley
Scout	Gatherer's Garden	Siren Alley
Security Command	Eleanor Gift	Siren Alley
Winter Blast	Gatherer's Garden	Pauper's Drop
Summon Eleanor	Eleanor Gift	Persephone

POWER TO THE PEOPLE!

Another big difference in *BioShock 2* is the ability to apply up to three upgrades to each weapon (Hack Tool and Research Camera excluded). Unfortunately, there aren't enough Power to the People machines to fully upgrade every weapon in the same playthrough, so therefore you must pick and choose. As far as unlocking these bonuses is concerned, you just need to find every Power to the People machine (see the maps in the walkthrough for specifics) and make sure to apply all three upgrades to at least one weapon.



UPGRADED A WEAPON

10 GP

BRONZE TROPHY



Upgraded a weapon at a Power to the People Station.

You'll unlock this bonus as soon as you make your first selection at a Power to the People machine. And considering that you can't possibly overlook the machine in the Security Wing of Ryan Amusements as you walk down the hall past the lockers, it seems you'll have no trouble earning this bonus.

FULLY UPGRADED A WEAPON

10 GP

BRONZE TROPHY



Installed the third upgrade to a weapon.

One of the new features in *BioShock 2* is that each weapon now has three upgrades instead of just two. There is typically only one or two Power to the People machines per area, so it's best to focus your upgrades on the Rivet Gun early on and stick with it. Unlike in the original *BioShock*, the number of available upgrades far outweighs the number of vending machines, so fully upgrading your entire arsenal is impossible. Weapons must be equipped with the first two upgrades before the third becomes available. It's possible (though not necessary) to unlock this bonus as early as Pauper's Drop if you apply your two upgrades in Ryan Amusements to the same weapon.

ALL WEAPON UPGRADES

20 GP

SILVER TROPHY



Found every Power to the People weapon upgrade in the game.

There are a total of 14 Power to the People machines in the game, and though you can't possibly apply all three available upgrades to every one of your weapons, you can amass an incredible arsenal by using these vending machines. Regardless of this Achievement/Trophy, finding every Power to the People machine should be one of your top priorities—fully upgrading even just one or two weapons can make a huge difference in the latter portion of the game. Consult the maps and text in the walkthrough portion of this book for details on each Power to the People location. They are scattered across the many areas of Rapture as follows:

Location	Power to the People Machines
Adonis Luxury Resort	0
Atlantic Express Depot	0
Ryan Amusements	2
Pauper's Drop	3
Siren Alley	2
Dionysus Park	2
Fontaine Futuristics	2
Persephone	1
Inner Persephone	2



HACKERS WANTED

The hacking system has undergone a substantial makeover in *BioShock 2*. For starters, the hacking mini-game no longer takes you out of the action—hacking is done in real-time, and enemies aren't going to stop attacking just so you can get a good deal on extra ammunition! Secondly, it's now possible to hack from a distance using the Hack Tool. Fire a dart at the device you plan to hack, then focus on stopping the needle in the blue or green zones that appear. Unlocking these three Achievements/Trophies requires you to make frequent use of the Hack Tool and generally avoid hacking things up close and personally. Stock up on Remote Hack Darts and keep the Hack Tool on the ready. Note that many of the hacks later in the game get much tougher—particularly on safes. But keep in mind that it's possible to perform a hack “buyout” with a tap of the Reload button, and it still counts towards your total number of hacks for these bonuses.



DISTANCE HACKER

5 GP

BRONZE TROPHY



Used the Hack Tool to hack an object a distance.

Pick up the Hack Tool in the Tool Storage Room at Atlantic Express Depot and fire it through the crack in the window at the door control. Stop the needle in one of the green zones twice to complete the hack and unlock the door. There are countless opportunities throughout the game to perform a hack from distance, but this one is unavoidable and required to progress the story.

PROLIFIC HACKER

20 GP

BRONZE TROPHY



Hacked one of each kind of machine.

There are a number of different devices that must be hacked (not necessarily with the Hack Tool) in order to unlock this bonus. If you've been hacking everything you could as you progress through the game, then hacking the Turret in the Ride Cart Garage at Ryan Amusements should unlock this bonus. If you haven't, you'll earn the title of Prolific Hacker as soon as you successfully hack a door control panel, Security Camera, Security Bot, vending machine, Health Station, safe, and Turret. Security Bots can be a bit tricky to hack since they tend to fly in an erratic pattern. If you're having trouble, locate a Bot Shutdown Panel, allow yourself to be seen by a Security Camera, then run to the panel and pull the lever once the Security Bots get close. The Security Bots then fall helplessly to the floor, becoming entirely susceptible to hacking.

MASTER HACKER

20 GP

BRONZE TROPHY



Hacked 30 machines at a distance with the Hack Tool.

Unlocking this bonus takes a bit of dedication on your part, along with a whole lot of Remote Hack Darts and Auto-Hack Darts for the Hack Tool. Resist the urge to run up to vending machines and Health Stations and hack them manually—instead, stand back and use the Hack Tool from afar. It's possible to unlock this bonus strictly by hacking vending machines so long as you remember to use the Hack Tool. And always remember to buy another Remote Hack Dart to replace the one you use.

SMILE FOR THE CAMERA!

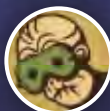
The passage of time in Rapture has led to many technological advances, including the creation of the motion picture camera. The Research Camera in *BioShock 2* films battle sequences and scores your recording not on the composition of the initial shot, but rather on how well you layer your attacks and defeat the subject with style. The Research Camera never runs out of film, but it does automatically stop filming after a pre-determined time (which varies depending on tonics used) or once the subject has been defeated or leaves the area, whichever comes first. You'll obtain the Research Camera as part of the story progression in Pauper's Drop. Use it often to ensure you unlock these three bonuses.



FIRST RESEARCH

5 GP

BRONZE TROPHY



Researched a Splicer with the Research Camera.

Equip the Research Camera (found in the pawn shop in Pauper's Drop) and begin filming one of the Splicers—it doesn't matter which kind. Hit the Fire Weapon button while aiming the viewfinder at the Splicer, then battle the Splicer as you normally would.

The Research Camera starts recording the action and assigns a grade. It doesn't matter what your grade is for this bonus—you just need to get the camera rolling with a Splicer on-screen for this Achievement/Trophy.

RESEARCH MASTER

20 GP

SILVER TROPHY



Maxed out one Research Track.

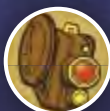
This Achievement/Trophy is the natural extension of the previous one—earn the fourth Research Bonus for all nine research categories! The research subjects fall into the following categories: Thuggish Splicers, Leadhead Splicers, Houdini Splicers, Spider Splicers, Big Daddies, Big Sisters, Security, Brute Splicers, and Alpha Series. Note that the Security category is a catch-all category for research done on Security Bots, Turrets, and Security Cameras (you don't need to research each one individually).

Begin your research on Thuggish Splicers right away, since they don't appear in later areas. Upgrading your Hypnotize Plasmid to Level 3 makes researching Brute Splicers, Big Daddies, and Alpha Series enemies go much easier—just remember to start the camera rolling *before* you hit the subject with Hypnotize! Big Sisters can be very difficult to research because of their rarity and the suddenness of their appearances. You're going to have to be very diligent in your use of the Research Camera to earn this bonus. Be sure to equip the Keen Observer and Extended Reel tonics and have the Research Camera handy at all times. Get a subject in frame and press the Fire Weapon button—you'll automatically swap to your last-used weapon once the camera starts filming.

ONE RESEARCH TRACK

20 GP

BRONZE TROPHY



Maxed out one Research Track.

Each research subject has four stages of research that can be achieved. Continue to use the Research Camera on the same type of enemy (bearing in mind you can only film an individual once) to further study the subject, score more Research Points, and unlock all four Research Bonuses. This Achievement/Trophy unlocks as soon as you earn a fourth Research Bonus for a given subject. Leadhead Splicers are the most plentiful enemy type and rather easy to maximize the research for due to their numbers. That said, it's best to focus on Thuggish Splicers immediately after obtaining the Research Camera since they do not appear after Pauper's Drop. Use a combination of attacks and layered battle tactics during a filming session to increase your Research Grade and max out the research that much faster. See the section on the Research Camera in the "Into the Dive Suit" chapter for additional scoring tips.

MY DADDY CAN BEAT UP YOUR DADDY!

It's only natural that a game featuring an armor-clad diving suit and an array of massive weaponry would have its share of combat-related Achievements/Trophies. These bonuses test your ability to both handle the biggest and baddest enemies in Rapture and employ strategy on your part. Put the skills you learn playing the game and in reading this book to use, and watch the bodies pile up. You'll need to use special ammo, hack Security Bots to do your bidding, and even make use of the Telekinesis Plasmid to earn these bonuses. *BioShock 2* awards the player who mixes brain and brawn in equal parts—it's possible to win a number of fights without ever firing a bullet if you prepare properly!



UNBREAKABLE

20 GP

SILVER TROPHY



Defended yourself against the Big Sister without dying.

There's no denying that the Big Sister is a severe threat and should never be taken lightly. Though there's no guarantee she'll ever appear at a given point and time (aside from inside Ryan Amusements), you always have several seconds to prepare for her arrival. Look for nearby fuel drums and cylinders and fire a number of Trap Rivets at them. Locate a Bot Shutdown terminal, get detected by a Security Camera, and then shutdown and hack the Security Bots once they arrive on the scene. Depending on what stage of the game you're at—and which Plasmids you have available—consider dual-wielding Incinerate! and the Rivet Gun loaded with Heavy Rivets. Deploy a Mini-Turret or two, and if possible, use Hypnotize to enlist the help of nearby Splicers or Big Daddies. Try to keep at least a good twenty feet or so from the Big Sister. Switch to the Drill if she gets close and hold the Fire Weapon button to bore a hole straight through her! Lastly, bring plenty of First Aid Kits. You're going to need them.

TRAP MASTER

15 GP

BRONZE TROPHY



Killed 30 enemies using only traps.

The player has two types of traps available to them as a Big Daddy: Trap Rivets and Trap Spears. Trap Rivets stick to the surface of whatever they are fired at and emit a short laser tripwire that fires a second rivet at the subject when crossed. Shooting Trap Rivets at fuel drums and cylinders is a great way to get a lot more bang for your buck—the firing of the secondary rivet causes the explosive container to burst into flames, likely killing numerous enemies at once. Trap Rivets are especially handy during Gathers. The other type of trap-based ammunition is the Trap Spear, which should remind players of the Trap Bolt from the first game. The Trap Spear sticks into walls or objects then launches an electrified wire back in the direction it was shot from to attach to the next wall or object it hits. Stand perpendicular to doorways or staircases and fire the Trap Spear at the wall opposite, then quickly side-step out of the way of the wire. String Trap Spears around the areas Splicers are known to originate from during Gathers to maximize their effectiveness, and unlock this bonus that much sooner. Cyclone Traps can be used as well, but it's quite possible to unlock this bonus before gaining access to that particular Plasmid.

LOOK AT YOU, HACKER

15 GP

BRONZE TROPHY



Killed 50 enemies using only hacked Security.

This is a relatively easy Achievement/Trophy to unlock provided you remain patient and allow your hacked Security Bots and Turrets to do their job. It's important to note that you must actually hack the Security Bot and/or Turret inflicting the damage—you won't get credit for kills made as a result of hacking a Security Camera or using the Security Command Plasmid. Use the Hack Tool to distance-hack any Turrets you encounter, and try to lure Splicers towards them. Another way to rack up the kills is to allow a Security Camera to spot you, then locate a Bot Shutdown terminal and disable them. Hack them once they fall to the ground and lead them around towards enemies. Equip Hardy Machines and Deadly Machines tonics to make them even deadlier! Lastly, consider using the Security Command 3 Plasmid to summon Elite Security Bots with a flick of the wrist—stand back and watch them rip enemies to shreds with their high-powered Machine Guns!

MASTER PROTECTOR

15 GP

BRONZE TROPHY



Got through a Gather with no damage and no one getting to the Little Sister.

Despite the strength and collection of firepower available to the Big Daddy, it can still be difficult to keep every Splicer from getting to the Little Sister during her Gather (and make sure you don't take a single bullet). This is especially true later in the game. Fortunately, there is one specific Gather that is particularly conducive for mounting a surefire defense: it's the one on the second balcony in the first area of Siren Alley. Place a number of Trap Rivets at the base of the stairs and around the corner on the balcony. Make sure you have a hacked Security Bot accompanying you, and set the Little Sister down. Keep out of sight and let the Trap Rivets work their magic.

COUNTERATTACK

5 GP

BRONZE TROPHY



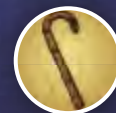
Killed an enemy with its own projectile.

You'll need to have the Telekinesis Plasmid active to unlock this bonus. Head to Siren Alley or Dionysus Park (plenty of Houdini Splicers located there) and listen for the whistling sound of an inbound grenade toss. Houdini Splicers like to teleport to balconies or distant ledges and hurl grenades at you from above. Catch one with Telekinesis and toss it back at him before it detonates! You might need to soften him up a bit with a couple shots from the Rivet Gun or Machine Gun to ensure a one-hit kill with the grenade. Hold the Fire Plasmid button down to catch the inbound grenade, and continue holding the button until you line up the grenade with the Splicer who threw it. Release the button to throw it back at him! This can also be done rather easily with a Rumbler. Whittle their health down good and low, then stop attacking. Watch for them to fire a Heat-Seeking Rocket at you, then catch it and throw it back.

GRAND DADDY

25 GP

SILVER TROPHY



Defeated three Big Daddies without dying during the fight.

Lucky for you, you need not take on three Big Daddies at once! This bonus unlocks after you defeat three successive Big Daddies without dying. A good place to do this is in Siren Alley, where there are plenty of Big Daddies roaming around and you'll have access to the Hypnotize Plasmid to enlist the help of Splicers. The key to defeating Big Daddies without dying lies in proper preparation—and recovery. Be sure to have a full complement of EVE Hypos and First Aid Kits on hand before the fight, and do your best to enlist the services of a Security Bot or two. Study the area where the Big Daddy is and place Trap Rivets near flammable objects. Load up on Heavy Rivets and make use of Electro Bolt to keep the Big Daddy stunned. If you are going against a Rumbler, quickly switch to the Hack Tool and distance-hack the Mini-Turret it deploys, or target the Rumbler with Security Command to make the Mini-Turret target the Big Daddy. Stay on the move and use a First Aid Kit whenever your health starts to drop. Remember to take plenty of time between the fights and save your progress after each Big Daddy battle. Reload your game save if you die to get a second chance.

SOMETHING SPECIAL

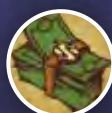
These three bonuses reward those players who make the most of their return to Rapture—and know a good joke when they see one! Explore the game to its fullest, revel in morbid humor, and spend, spend, spend!



BIG SPENDER

15 GP

BRONZE TROPHY



Spend 2000 dollars at Vending Machines.

It definitely takes some time—and you'll have to be committed to searching all corpses, lockboxes, and storage crates—but you shouldn't have any trouble unlocking this bonus by the time you leave Fontaine Futuristics. The biggest threat to your success at becoming the "Big Spender" lies in you not spending your money quickly enough. You can only carry 500 dollars at any given time, and won't pick up more money than that. So while it's obviously important that you search everything you can, you must also remember to visit the Circus of Values and El Ammo Bandito machines regularly and spend that money. Otherwise, you risk not collecting enough to spend.

9-IRONY

5 GP

BRONZE TROPHY



Paid your respects to the founder of Rapture.

Andrew Ryan's fingerprints are all over Rapture, but nowhere more than at Ryan Amusements, where visitors to the theme park can experience a museum and cart ride constructed entirely in his honor. Seek out one of the many Andrew Ryan mannequins along the "Journey to the Surface" ride and use Telekinesis to knock its head off with a golf club. The exhibit on the first floor near the entrance to the ride platform has a golf club in it for your use, as does the final exhibit at the end of the track. Or you can pay your respects elsewhere, provided you steal a golf club from one of the Thuggish Splicers that frequently wield them.

RAPTURE HISTORIAN

40 GP

GOLD TROPHY



Found 100 Audio Diaries.

Though there are well over 100 Audio Diaries in the game, you need not find them all in order to unlock this bonus. This should allay your concerns regarding the inability to return to previously visited areas.

Follow along with the walkthrough, the maps, and the following table to find as many of the Audio Diaries as you see fit. If you find them all, you unlock this bonus while at Fontaine Futuristics, likely when you pick up the “Gil’s Place in the Plan” recording. Even though you only need to locate 100 for this Achievement/Trophy, the full listing of them is revealed here. Much of Rapture’s story can only be known by locating these Audio Diaries. Though you’ll find the text for all 128 of them in the walkthrough, it’s always a good idea to seek them out in the game.

AUDIO DIARY LOCATIONS

NO.	TITLE	AUTHOR	LOCATION
1	Attention: Workers!	“Big Kate” O’Malley	Adonis Luxury Resort: On the column near the generator.
2	Fitness	Rachelle Jacques	Adonis Luxury Resort: Near the locked sauna.
3	To My Daughter	Sofia Lamb	Adonis Luxury Resort: Outside the ladies’ restroom, near the lockers.
4	Return	Brigid Tenenbaum	Adonis Luxury Resort: In the metro lobby near the courtyard.
5	They Called it Rapture	Mark Meltzer	Adonis Luxury Resort: On the floor in the bathysphere docking area.
6	Generation	Andrew Ryan	Adonis Luxury Resort: On the bar at the rear of the Grand Foyer.
7	Escape from Rapture	Sammy Fletcher	Adonis Luxury Resort: Search the corpse inside the sunken bathysphere on the sea floor.
8	Mr. Tape Recorder	Eleanor Lamb	Atlantic Express Depot: Behind the fan in the Runoff Maintenance Tunnel — must use Telekinesis to obtain.
9	The Great Chain Rattles	Andrew Ryan	Atlantic Express Depot: In the room on the left of Train Workshop 6A.
10	Just a Fad	Prentice Mill	Atlantic Express Depot: On the balcony of the Drafting Room.
11	Ryan vs. Lamb: Reality	Sofia Lamb	Atlantic Express Depot: In the kitchen of the cafeteria near Workshop 6B.
12	What Happened to the People?	Mark Meltzer	Atlantic Express Depot: Near the mattress and colored lights in the corner of Workshop 6B.
13	Know the Beast	Sofia Lamb	Atlantic Express Depot: Near the jammed gears in Workshop 6B.
14	Improving on Suchong’s Work	Gil Alexander	Atlantic Express Depot: In the office after exiting the elevator.
15	The Situation	Brigid Tenenbaum	Atlantic Express Depot: On a park bench near the train.
16	Eleanor’s Progress	Sofia Lamb	Ryan Amusements: Near the display of candles up the stairs from the train station.
17	The Old Sheepdog	Carlson Fiddle	Ryan Amusements: On a table in the Manager’s Office.
18	Volunteer	Nina Carnegie	Ryan Amusements: Under the bench near the audio tour in Rapture Museum.
19	Cutting Corners	Silas Bantam	Ryan Amusements: In a crate in the rear of the Gift Shop.
20	Rapture is Deliverance	Sofia Lamb	Ryan Amusements: In the women’s restroom down the stairs in the Gift Shop.
21	Eat Dog	Eleanor Lamb	Ryan Amusements: In the hallway leading to El Dorado Lounge.
22	“Child” and Guardian	Mark Meltzer	Ryan Amusements: On the counter near the stage in El Dorado lounge.
23	You, Me, and 1959	Nina Carnegie	Ryan Amusements: In the control booth at the entrance to the Journey to the Surface ride.
24	Escape Plan	Carlson Fiddle	Ryan Amusements: On the floor near the second Gather in the Ride Cart Garage.
25	Lamb the Problem, Sinclair the Solution	Andrew Ryan	Ryan Amusements: On crates next to the Journey to the Surface tracks, under the “Conformity & Co.” sign.
26	Truth is in the Body	Sofia Lamb	Ryan Amusements: On a workbench in a maintenance hallway above Journey to the Surface.
27	Deterioration	Nina Carnegie	Ryan Amusements: On the hidden walkway above the “Coercion” display in the Journey to the Surface ride.
28	Working for Sinclair	Stanley Poole	Ryan Amusements: In the “employees only” area beyond the “Coercion” exhibit.

AUDIO DIARY LOCATIONS

NO.	TITLE	AUTHOR	LOCATION
29	Doctor Lamb	Mike Novak	Ryan Amusements: In the boarded-up alcove under the Security Camera in Journey to the Surface.
30	Efficacy	Andrew Ryan	Ryan Amusements: In the stairwell leading from Journey to the Surface back downstairs.
31	Dating Tip	Devin LeMaster	Ryan Amusements: In the maintenance room by the Journey to the Surface ride station.
32	A Father's Love	Gil Alexander	Ryan Amusements: Next to the Vita-Chamber in the Hall of the Future.
33	Disappeared	Grace Holloway	Ryan Amusements: Melt the pile of ice in the hall leading back to the train station.
34	Wooden Nickels	Augustus Sinclair	Ryan Amusements: At the train station, in the room Sinclair was hiding in.
35	Ryan vs. Lamb: Religious Rights	Sofia Lamb	Pauper's Drop: Inside the flower shop near the Fishbowl Diner.
36	Better Times with Lamb	Grace Holloway	Pauper's Drop: On the roof of the flower shop near Fishbowl Diner.
37	Wrong Side of the Tracks	Augustus Sinclair	Pauper's Drop: In the office at Sinclair Deluxe tenements.
38	The End of the Line	Prentice Mill	Pauper's Drop: In the northeast corner of the Town Square.
39	Clinic Code at the Fishbowl	Tobias Riefers	Pauper's Drop: Under the keycode pad at the door to the clinic.
40	Therapy with Grace 1	Sofia Lamb	Pauper's Drop: In the upstairs room across from the pawn shop.
41	Camera in Hock	Rock Flanagan, P.I.	Pauper's Drop: In the upper northeast office in Town Square.
42	Arrangements	Sofia Lamb	Pauper's Drop: Near the upstairs cultist site in Town Square.
43	Blood and Lamb	Mark Meltzer	Pauper's Drop: In the corner store inside the Market area.
44	Sunday Services	Jackie Rodkins	Pauper's Drop: In the apartment overlooking the Market.
45	Pauper's Drop	Andrew Ryan	Pauper's Drop: In the apartment above pharmacy in the Market.
46	Mole	Stanley Poole	Pauper's Drop: In the maintenance corridor near the Market.
47	Closing the Limbo Room	Grace Holloway	Pauper's Drop: In the dressing room backstage of the Limbo Room.
48	A Gift from Lamb	Grace Holloway	Pauper's Drop: In the bathroom of Apartment 106 in Sinclair Deluxe tenements.
49	Profit Coming, Profit Going	Augustus Sinclair	Pauper's Drop: On the collapsed floor above the Security Camera in Sinclair Deluxe tenements.
50	Where has Harry Gone?	Gloria Parson	Pauper's Drop: On the shelf next to the Turret guarding the safe in Sinclair Deluxe tenements.
51	The Butterfly	Gideon Wyborn	Pauper's Drop: In the butterfly room of Sinclair Deluxe tenements.
52	What a Snap	Elliot Nelson	Pauper's Drop: On the fourth floor balcony of Sinclair Deluxe tenements.
53	Barbarism	Eleanor Lamb	Pauper's Drop: Under Eleanor's bed inside Grace's apartment.
54	Failing Lamb	Grace Holloway	Pauper's Drop: On Grace's bed inside her apartment.
55	Field Trial #1	Leo Hartwig	Pauper's Drop: Kill the Brute Splicer near the diner on the way out of Pauper's Drop and search the corpse.
56	A Silent God	Father Wales	Siren Alley: On the wall just inside the entrance to Little Eden Plaza.
57	Misbehaving	Eleanor Lamb	Siren Alley: On the counter inside the Poisoned Apple.
58	The Rumbler	Gil Alexander	Siren Alley: In the restroom of the Mermaid Lounge.
59	Plasmid Shipment	Jamie Byass	Siren Alley: On the table near the slot machines in Mermaid Lounge.
60	Farther to Fall	Augustus Sinclair	Siren Alley: Next to the Power to the People machine in Mermaid Lounge.
61	Lamb's Salvation	Father Wales	Siren Alley: Beside the door with the keycode lock in the Maintenance Area.
62	"Father Simon Wales"	Daniel Wales	Siren Alley: In the downstairs office of the Pink Pearl.
63	Double Standard	Dusky Donovan	Siren Alley: In the back bedroom on the second floor of the Pink Pearl.
64	Wales an' Wales	Daniel Wales	Siren Alley: In Daniel Wales' private office in the Pink Pearl.
65	The Date is the Code	Daniel Wales	Siren Alley: Search the corpse of Daniel Wales in the Pink Pearl (after you kill him, that is).

AUDIO DIARY LOCATIONS			
NO.	TITLE	AUTHOR	LOCATION
66	Bury Her Memory	Andrew Ryan	Siren Alley: In the second floor room on the west side of Plaza Hedone.
67	Lamb's Operation	Mark Meltzer	Siren Alley: In the Smuggler's Hideout on the third floor of Plaza Hedone.
68	The Pair Bond Mechanism	Gil Alexander	Siren Alley: On the crates near the Gatherer's Garden machine in Plaza Hedone.
69	The Requirements of Utopia	Sofia Lamb	Siren Alley: In the narrow, watery corridor under Plaza Hedone.
70	An Empty Niche	Frank Fontaine	Siren Alley: In the basement of the Secret Lab beneath Joe's Green Grocer.
71	My Name is Eleanor	Eleanor Lamb	Siren Alley: In the rear of the Little Sisters Orphanage.
72	The Guidance of Lamb	Father Wales	Siren Alley: In Pump Station Access, near door to east.
73	Shackled to the Great Chain	Sofia Lamb	Siren Alley: In the office on the second floor of Pump Station Access.
74	Therapy with Grace 2	Sofia Lamb	Siren Alley: In Lamb's office inside the Pump Station Access area.
75	The Creed of the Faithful	Father Wales	Siren Alley: On the altar Father Wales presides over.
76	Patronage	Stanley Poole	Dionysus Park: On the bench in Basement Storage, near the stairs.
77	A Gift from Billy	Billy Parson	Dionysus Park: In the Basement Storage, on the steps above the rubble.
78	Lamb's Time is Over	Andrew Ryan	Dionysus Park: In the room with the Power to the People machine in Basement Storage.
79	Lamb's Idea of Art	Andrew Ryan	Dionysus Park: On the left, as you come up from the Basement Storage area.
80	Lost and Found	Mark Meltzer	Dionysus Park: In the center of the carousel at the Promenade.
81	Dionysus Park's Weakness	"Big Kate" O'Malley	Dionysus Park: On the north side of Lamb's Garden.
82	Lamb Flouts the System	Stanley Poole	Dionysus Park: Near the large statue of the two women in the center of the Gallery Entrance area.
83	Learning Poker	Sofia Lamb	Dionysus Park: In the locked storage room inside Triton Cinema.
84	A Secular Saint	Gil Alexander	Dionysus Park: In the room backstage at Triton Cinema.
85	A Spy	Sofia Lamb	Dionysus Park: On the balcony in Triton Cinema.
86	Growing Up	Gil Alexander	Dionysus Park: In the cinema hallway leading to the projection booth.
87	The Voice of the Self	Sofia Lamb	Dionysus Park: On the piano in the Promenade.
88	Falling into Place	Frank Fontaine	Dionysus Park: Under the ice in the corner of Imago Fine Arts.
89	Gotta Keep it Together	Stanley Poole	Dionysus Park: In the back room of J. Fischer Gallery.
90	A Plan	Stanley Poole	Dionysus Park: In the security booth at the train station.
91	Alone at Last	Andrew Ryan	Fontaine Futuristics: In the hallway leaving the train station.
92	Agnus Dei	Gil Alexander	Fontaine Futuristics: In the lobby next to the monitor.
93	Life After Sisterhood	Eleanor Lamb	Fontaine Futuristics: Near the Sister Vent on the second floor of the foyer.
94	A New Cognitive Model	Sofia Lamb	Fontaine Futuristics: In the Plasmid Laboratories Facade.
95	Prototype	Gil Alexander	Fontaine Futuristics: In the locked space behind the wall of Plasmid Theater.
96	Goodbye to Fontaine	Frank Fontaine	Fontaine Futuristics: Turn the boar head in Frank Fontaine's office to reveal the secret stash.
97	Source of Volunteers	Gil Alexander	Fontaine Futuristics: In the office left of the conference room on the second floor.
98	Abort the Experiment	Gil Alexander	Fontaine Futuristics: Near the Gene Bank in the Lab Airlock corridor.
99	Solving for X	Gil Alexander	Fontaine Futuristics: Under the circuit breaker on the north side of Plasmid Research & Development.
100	Gil's Place in the Plan	Sofia Lamb	Fontaine Futuristics: Next to the Gatherer's Garden in the ADAM Research Lab.
101	Outlived Usefulness	Gil Alexander	Fontaine Futuristics: On the control terminal overlooking the showers.
102	Meltzer's Choice	Sofia Lamb	Fontaine Futuristics: Search the Rumbler named Mark Meltzer in the Live Test Facility.

AUDIO DIARY LOCATIONS

NO.	TITLE	AUTHOR	LOCATION
103	Goodbye, Dr. Alexander	Eleanor Lamb	Fontaine Futuristics: Near the Sister Vent in the Live Test Facility.
104	Betrayal	Andrew Ryan	Fontaine Futuristics: Under the ice in the northwestern cell of the Holding Cells.
105	Big Sister	Gil Alexander	Fontaine Futuristics: Next to the Power to the People machine in Live Test Facility.
106	The People's Daughter	Sofia Lamb	Fontaine Futuristics: Near the secret elevator leading to Lamb's hideout.
107	Selling Ryan Short	Augustus Sinclair	Persephone: In the Examination Room near the Sister Vent.
108	Withholding Visitation	Sofia Lamb	Persephone: On the chair in Lamb's office.
109	Blessing in Disguise	Eleanor Lamb	Persephone: In the Common Hall, near the left stairs.
110	Behind Mother's Back	Eleanor Lamb	Persephone: On the table near the second statue.
111	Freeing Father	Eleanor Lamb	Persephone: Under Eleanor's bed in the Quarantine Chamber.
112	Out with the Old...	Warden Nigel Weir	Inner Persephone: On the desk in the Security Office.
113	The Definition of Despair	Thomas	Inner Persephone: On a table in the Cafeteria.
114	A Trade	Dodge	Inner Persephone: In a cell in Block D.
115	First Two Digits	Mattson	Inner Persephone: In a cell in Block D.
116	No More Hope Left	Parson	Inner Persephone: Search the corpse of the suicide prisoner in Block B.
117	A Generous Offer	Murphy	Inner Persephone: In the cell with the hole in the wall in Block A.
118	Last Two Digits	Connor	Inner Persephone: In the crawlspace behind the padded cell in Block A.
119	Magic Sauce	Warden Nigel Weir	Inner Persephone: Inside the Watch Tower in Holding Wing.
120	A Simple Question	Dr. Edward Grimes	Inner Persephone: In the Intensive Treatment Room of Therapy Wing.
121	Legs, Mouths, Arms, and Eyes	Harold Darby	Inner Persephone: Search the corpse in the Recreational Therapy arts room.
122	Destructive Learning	Eleanor Lamb	Inner Persephone: In the cell to the right of Pediatric Ward in Therapy Wing.
123	Sacrifices	Augustus Sinclair	Inner Persephone: In the Administration Offices within the Therapy Wing.
124	A Stratagem for Sinclair	Andrew Ryan	Inner Persephone: On the desk downstairs in Administration Offices.
125	Such Freedom	Wilson	Inner Persephone: In the last room on the left in Ward A of the Infirmary.
126	My Prison	Warden Nigel Weir	Inner Persephone: In the Quarantine Area, near the Power to the People machine.
127	They Feel Pain	Dr. Edward Grimes	Inner Persephone: On a table in the Surgery Wing upstairs.
128	Alleviating Pain	Dr. Edward Grimes	Inner Persephone: On the sink inside the Autopsy Room.

PLAYS WELL WITH OTHERS

Just when you think you've seen the last of Rapture, the promise of the underwater utopia pulls you back in—this time thanks to an engaging multiplayer mode! That's right, *BioShock 2* has multiplayer! The final twelve Achievements/Trophies reward you for experiencing this expansive mode, for making a return to the areas made famous in the original game, and for constantly increasing your rank and completing trials. What are trials, you ask? Keep reading and find out. Or better still, head to the "Battle for Rapture" chapter and learn all about it.

WELCOME TO RAPTURE

10 GP

BRONZE TROPHY



Complete your first non-private match.

Simply play a multiplayer ranked match online to completion.

UNNATURAL SELECTION

10 GP

BRONZE TROPHY



Score your first kill in a non-private match.

Much like Welcome to Rapture, this is almost freely given. Play a ranked match and take down a target!

DISGUSTING FRANKENSTEIN

10 GP BRONZE TROPHY



Become a Big Daddy for the first time in a non-private match.

Wait until you see the announcement that a Big Daddy has appeared, then track down the suit and pick it up! You can also become the Big Daddy easily by playing several rounds of Capture the Sister until you spawn as the Big Daddy.

“MR. BUBBLES—NO!”

20 GP BRONZE TROPHY



Take down your first Big Daddy in a non-private match.

Destroy a Big Daddy. Most easily done in Capture the Sister, where you know you'll be facing a Big Daddy on offense each round.

MAN ABOUT TOWN

10 GP BRONZE TROPHY



Play at least one non-private match on each multiplayer map.

This won't take you long—play multi for a few hours and you should see every map!

PROVING GROUNDS

20 GP SILVER TROPHY



Win your first public match.

Simply achieve victory in a ranked match to complete this challenge.

TWO-BIT HEROICS

10 GP BRONZE TROPHY



Complete your first trial in a public match.

Trials earn you extra ADAM to aid in speedily earning new Ranks. Accomplish one such Trial to complete this challenge.

MOTHER GOOSE

20 GP BRONZE TROPHY



Save your first Little Sister in a non-private match.

Rescue a Little Sister in Capture the Sister mode while on offense to earn this.

PARASITE

10 GP BRONZE TROPHY



Achieve Rank 10.

LITTLE MOTH

20 GP BRONZE TROPHY



Achieve Rank 20.

SKIN JOB

20 GP BRONZE TROPHY



Achieve Rank 30.

CHOOSE THE IMPOSSIBLE

50 GP GOLD TROPHY



Achieve Rank 40.

All four of these challenges are completed simply by ranking up in multiplayer matches. Reach Rank 40 to unlock all four!





OFFICIAL STRATEGY GUIDE

By Doug Walsh and Phillip Marcus

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DOUG WALSH

Few are the places, real or virtual, that I looked forward to returning to more than Rapture and it was with great excitement that I undertook writing the single player portion of this strategy guide. But it wasn't without some degree of nervousness. I remain very proud of the book I wrote for the first game in the series and was worried that it would be hard to top. Fortunately, the same team was reassembled and thanks to the hard work of Christopher Hausermann, Keith Lowe, and Tracy Wehmeyer of BradyGames, I believe we did indeed find a way to make this book even better. Great job everyone! I was also treated to some invaluable assistance from the designers at 2K Marin, whose efforts I greatly appreciate. I'd also like to thank Seth Olshfski of 2K Games for his help in orchestrating my visit and for helping pull together many of the assets you see in this book. Lastly, I'd like to thank Leigh Davis and David Waybright for allowing me the return to Rapture I wanted so badly.

PHILLIP MARCUS

As always, a guide of this size is the work of many people. My editor, Christopher Hausermann, wrangled all the raw text into a readable book, while Keith Lowe and the design team worked to make it look fancy, and Doug Walsh was responsible for all of the single player walkthrough.

I'd like to thank Seth Olshfski, Melissa Miller, M.E. Chung, and Jennifer Emsley for graciously hosting me during a very busy time (and in fact, right around Christmas!). Their prompt responses to my queries on the nuts and bolts of multiplayer are the reason this guide has such excellent data.

And remember, a man chooses, a slave obeys... Choose the impossible!