

WELCOME TO RAPTURE

Our story begins somewhere over the Atlantic Ocean, in a time when enjoying a cigarette on an airplane wasn't a federal offense and the only thing short about the stewardesses was the length of their skirts. Yes indeed, the skies were still friendly back in the 1960's and having a ticket for a transatlantic flight was a surefire sign that you were special, just like your mom and dad always knew you would be.

Of course, the problem with believing that you are destined for greatness is that sometimes you have to prove it. For the nondescript every-man occupying seat 11C, that time is now. Jack has no idea what is in store for him in the coming moments, but his plane is about to crash and he's going to be the only survivor. The choices he makes in the hours following the crash will cause far-reaching effects in a world he knows nothing about. That world is Rapture.

OBJECTIVES

1

Get to higher ground.



2

Go to Neptune's Bounty.



3

Head to Medical!



Rapture Times EXTRA! EXTRA!
MONDAY, MARCH 13

GENETIC

PRICE 5 CENTS



MODEL INDUSTRIES
RAPTURE MARINE

NEW DISCOVERIES



Plasmids and Tonics



Electro Bolt

Fires a bolt of electricity that stuns enemies and short-circuits machinery.

Weaponry



Wrench

Does a small amount of bludgeoning damage.

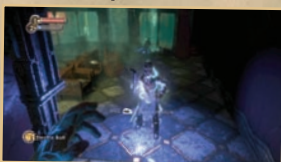


Pistol

Fires .38 caliber rounds and does moderate piercing damage.

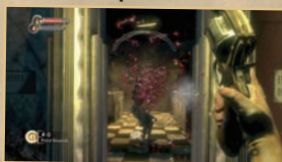
Enemies

Thuggish Splicer



Low-level Splicer armed with a pipe that utilizes melee attacks. Can be easily defeated with Electro Bolt and Wrench combo attack.

Leadhead Splicer



More durable Splicer that attacks with a Pistol or other firearm. Can withstand several melee attacks.



WHEREABOUTS UNKNOWN














Jack's frantic effort to tell up from down and reach the surface of the ocean meets with success. He inhales deeply and fills his lungs with the rancid smell of burning jet fuel and seawater. Nonetheless, it's oxygen and he's alive. He is now in your hands. Take control of Jack's motion and swim straight ahead towards the tail of the plane rising out from the water. A fuel slick ignites as you draw near, forcing you to angle to the right. That is when you first notice the lighthouse. Granted, the middle of the ocean is a strange place for a lighthouse, but you're in no position to question its validity. There is a staircase leading up out of the water; swim to the lights and enter the lighthouse through the door atop the stairs.

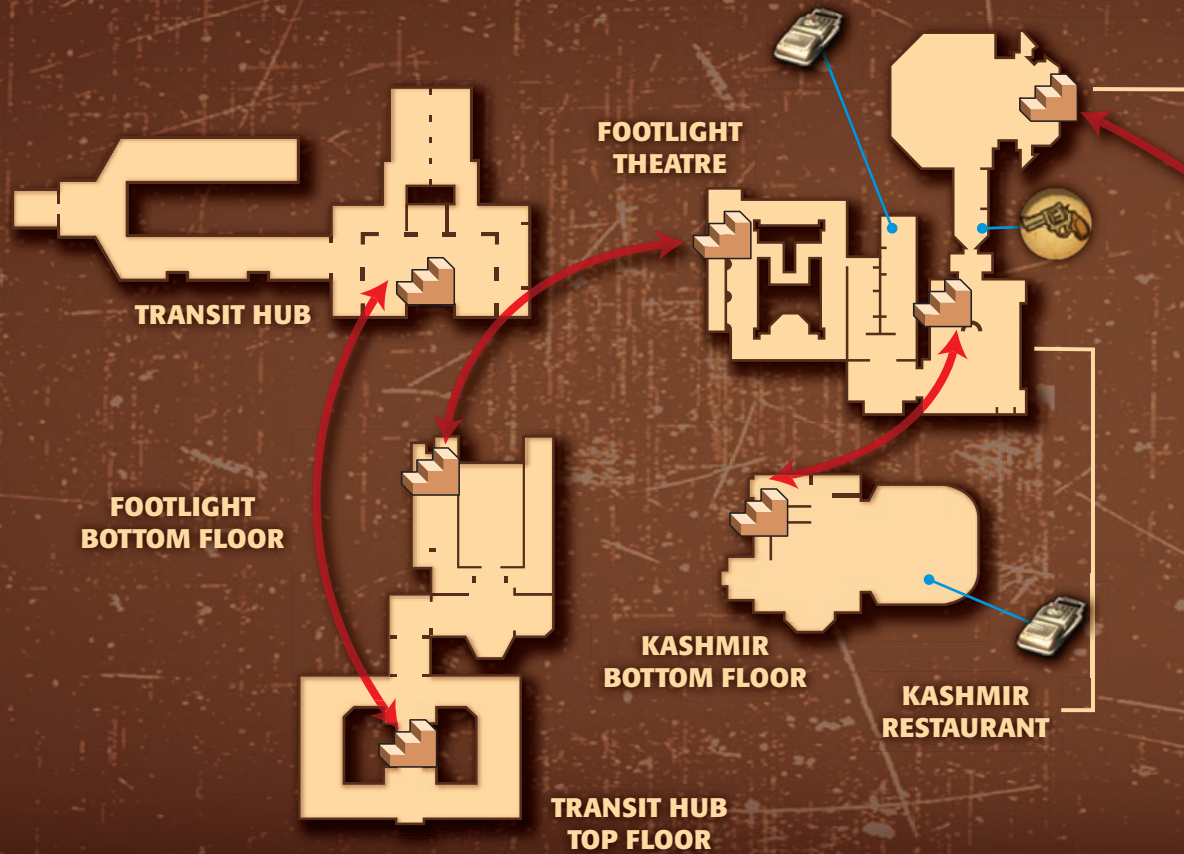


"In what country is there a place for people like me?" – Andrew Ryan

RAPTURE DIRECTORY: YOU ARE HERE

LEGEND

-  HEALTH STATION
-  GATHERER'S GARDEN
-  U-INVENT
-  BOT SHUTDOWN
-  VENDING MACHINE
-  GENE BANK
-  AUDIO DIARY
-  COMBAT TONIC
-  PLASMID
-  ENGINEERING TONIC
-  PHYSICAL TONIC
-  SAFE
-  LITTLE SISTER



Welcome to Rapture

Medical Pavilion

Neptune's Bounty

Smuggler's Hideout

Wizards

Farmer's Market

Rustling Arcadia

Fort Frolic

Madhaeside

Rapture Central Control

Olympus Heights

Amphitheatre

Point Prometheus

Proving Grounds

Porto Polite

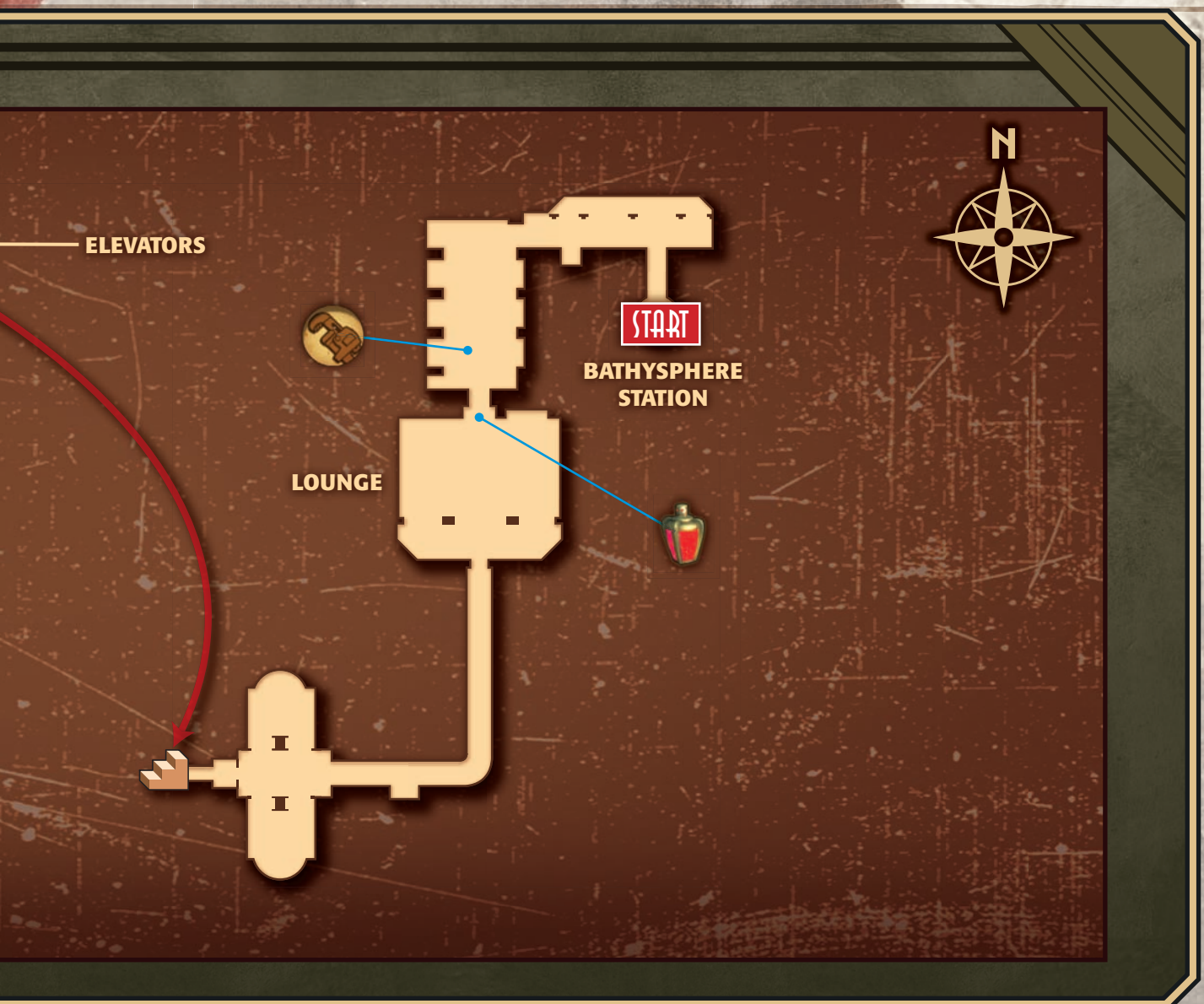
The door slams shut and you suddenly find yourself enveloped by the soft sounds of 1940's era elevator music. One by one the lights flick on and reveal the lavish marble and bronze interior—it is unlike any lighthouse Jack has ever seen. Descend the stairs towards the source of the music and beyond the embossed plaques celebrating Art, Industry, and Science. At the base of the stairs is a fanciful sphere that resembles an old diving bell.



The door to the bathysphere is open; step inside and pull the lever.

BATHYSPHERE STATION

The voyage into the depths of the ocean isn't a long one, as the bathysphere descends quickly. A welcome video plays during the descent and, although dated, it introduces the shockingly beautiful, but secretive, world Jack has stumbled onto. The views out of the window and the image Mr. Andrew Ryan paints of his city in the video are immediately belied by the horrifying act of violence Jack witnesses upon docking. The creature with the hooks soon leaves the terminal and a voice instructs Jack to take the radio hanging on the wall of the bathysphere. Exit and cross the bridge ahead.



OBJECTIVE: GET TO HIGHER GROUND

1 A survivor of the city named Atlas has contacted you over the radio. He has advised you to get to higher ground. It might be wise to listen.



Vita-Chambers

The electrified tube to the right is known as a Vita-Chamber. Jack will be revived in the nearest Vita-Chamber if killed by the inhabitants of Rapture. 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, since they work automatically to bring you back to life as close to the point of your demise as possible. That said, do not think of Vita-Chambers as save points because they are not. Your progress in *Bioshock* is only saved when you manually select the Save Game option from the Pause Menu or when you reach a new chapter.

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Head up the stairs to the left and watch as the Splicer that appears is chased off by a Security Bot. Jump over the metal beam and pick up the Wrench in the spotlight. Use it to smash the debris beneath the door and crouch down to crawl through the opening.



FLAMING FREE FALLING FURNITURE!

A Thuggish Splicer atop the stairs is about to send a fiery piece of furniture tumbling down in your direction. Get ready to run and leap over it as it approaches.

LOUNGE

Run up the stairs, Wrench in hand, and beat the Thuggish Splicer to death. He leaps at you while swinging a metal pipe, so be ready to go on the offensive and don't stop swinging until he's lying limp on the ground. Take the EVE Hypo and First Aid Kit from the corpse, loop around to the left, and climb the stairs near the flickering neon sign.

SEARCH THE BODY



It's vitally important that you get in the habit of searching all of the corpses that you encounter in Rapture. Picking the pockets of those you defeat in battle is the easiest way to find valuable items, ammunition, money, and even components for new inventions! Of course, corpses aren't the only source of items. Always search crates, desks, file cabinets, and anywhere else you suspect items may be hidden.

The Gatherer's Garden vending machine on the upper floor is out of commission, but there is a valuable plasmid lying on it. Take the **Electro Bolt** plasmid and sit back and watch as Jack's genetic makeup is rewritten. This particular plasmid makes it possible to fire a bolt of electricity from your left hand. The internal change Jack undergoes is a powerful one and he is knocked nearly unconscious. He eventually comes in one piece. When he does, take aim at the short-circuiting door switch and fire the Electro Bolt at it to open the door. This is one specific use of the Electro Bolt plasmid, but it's even more helpful for stunning enemies.



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Rapture

Medical
Pavilion

Neptune's
Bounty

Smuggler's
Hideout

Wizard

Farmer's
Market

Rustling
Arcadia

Fort Frodo

Madhaestus

Rapture
Central Control

Olympus
Helms

Amphib Square

Point
Prometheus

Proving
Grounds

Portkayne

Exit the lounge through the glass-encased tunnel and try to remain calm as the airplane slams into the tube. Move through the severed fuselage of the plane and continue on, around the bend, and out of the water to the door straight ahead.



A pair of Thuggish Splicers attack in this next area. Hit them with the Electro Bolt, then switch to the Wrench and knock them dead while they're stunned. It only takes one swing of the Wrench to knock them out while the electricity is pulsing through their body, so take advantage of this opportunity. Search the corpses and collect the two EVE Hypos from the floor in this area before ascending the stairs to the elevators up ahead. Kill the flaming Thuggish Splicer and ride the elevator up to higher ground.



ZAP 'EM AND WHACK 'EM



Atlas's recommendation of using the Electro Bolt and Wrench as a one-two combo is lethally effective against all sorts of enemies, especially Splicers. Keep your plasmid-enabled left hand on the ready for approaching Splicers and hit them with the Electro Bolt before they get close enough to attack. Better yet, keep an eye out for multiple enemies standing in water and fire a bolt of current into the water to fry the lot of them at once!

ELEVATORS

OBJECTIVE: GO TO NEPTUNE'S BOUNTY

2 Atlas needs your help to reach his wife and child. His family is in a section of Rapture called "Neptune's Bounty". Find your way there!



Pick up the First Aid Kit, near the vase of flowers, before approaching the woman singing to the bassinet off to the right. It is a lovely sight and her voice is certainly comforting in this strange place, but you must kill her nonetheless for it isn't a baby in the carriage, but a Pistol. Take the weapon and proceed to the restaurant.



Amma Switching

Each of the firearms in *Bioshock* can be equipped with three different types of ammunition. Each weapon has a standard bullet type and two more powerful varieties of ammo that offer specific advantages against different types of enemies. The Pistol you just acquired comes with six rounds of standard .38 caliber bullets, but Armor Piercing and Anti-Personnel Bullets can also be used.

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KASHMIR RESTAURANT

Times have certainly changed since the Kashmir Restaurant was last used for its main purpose. In fact, it seems as if whatever happened to disturb the serenity of life in Rapture did so right in the middle of the 1959 New Year's Eve party. The party favors are still on the tables, the costume masks are scattered here and there, and it seems as if one of the revelers is still nearby. Head down the stairs on the right, towards the dancing area, and take out the Thuggish Splicer calling for his wife near the kitchen door. His wife, a Leadhead Splicer, emerges from behind the door and begins shooting in your direction at the sound of her husband's final breath—be ready!



Take a moment to search the kitchen for money and a First Aid Kit before exiting back to the dancehall area. A pair of Splicers has moved out onto the watery dance floor. Stand back, away from the water, and use Electro Bolt on the water to fry them both. Don't rush forward with the Wrench to finish them off though; the water amplifies the current and does the job for you. Wait for the electricity to dissipate and search the dance floor area for valuable items. Make sure to pick up the Audio Diary on the cocktail table to get an earful of the horrible events that took place during that last New Year's Eve celebration.



A Drink and a Smoke

There are dozens of types of consumable items such as Pep Bars, Cigarettes, and bottles of Arcadia Merlot 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, most consumable items also 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 cause Jack's vision to become blurry and make it difficult to walk straight. Consult the "Life Underwater" chapter for a complete list of all consumable items and their effects.

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 instead utilized the latest in technological advances, the voice recorder! There are dozens of Audio Diaries scattered throughout the city for you to collect. You don't need to find them all (unless you want to earn the "Historian" Achievement), 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. We have marked each and every Audio Diary on the accompanying maps in this guidebook and also have a complete listing of all of their locations on the "Achievement Guide" side of the foldout.

Return up the stairs to the main hall of the Kashmir Restaurant and give the area a thorough looking over for items and money. Another Audio Diary can be found in the "Dames" restroom. Kill the Thuggish Splicers that appear and head through the hole in the wall of the men's bathroom to the theatre balcony.

FOOTLIGHT THEATRE

Slowly step out onto the scaffolding that is high above the floor of the theatre and listen to Atlas as he explains just what that little girl below you really is. Tiptoe across to the other side of the scaffolding and descend the stairs. Watch as a Thuggish Splicer attacks the Little Sister and is promptly annihilated by her protector, the Big Daddy. Little Sisters and Big Daddies have a symbiotic relationship of sorts. She gathers the Adam they need and he keeps her safe. You can't get to the Little Sister without going through the Big Daddy—and few individuals get through a Big Daddy!



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Mad scientist

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Amphitheatre

Joint Promotional

Proving Grounds

Port of Morrow

“You think that’s a child down there? Don’t be fooled. She’s a Little Sister now.” - Atlas

Use the Wrench to break the lock from the gate and continue around the corner past the Vita-Chamber. The Leadhead Splicer that attacks is quite durable and won’t be felled with a simple swing of the Wrench. Consider using the Pistol against her; either that, or hit her with a blast of Electro Bolt to close the distance and move in for the death blow.

TRANSIT HUB

Use Electro Bolt to fry the two Thuggish Splicers near the small waterfall at the base of the stairs. Gather up the items from the three storage crates on the floor of the Transit Hub and approach the tunnel leading to Neptune’s Bounty.

BIG DADDIES MEAN BIG PRIZES!



Keep your eyes peeled for the corpses of Big Daddies, since they routinely possess lots of money and other valuable items. Stumbling onto the corpse of a Big Daddy is like stumbling onto a rich man’s wallet. It won’t happen often, but it’s nice when it does.

Just as you near your destination, the gate suddenly slams in your face and an alarm rings out. Move to the pool of water and use Electro Bolt to fry the pairs of Splicers that leap down from above. An additional Thuggish Splicer moves in from the right, zap him with your plasmid power and knock him out with the Wrench. Eliminate all five Splicers that appear (while being careful to avoid the flame-throwing Security Turret behind the gate), then search the corpses and Lockboxes in the pool of water for items.



OBJECTIVE: HEAD TO MEDICAL!

3 Your way to Port Neptune has been blocked by Andrew Ryan. Atlas has told you there is another way to reach Port Neptune through the Medical Pavilion. Get there now!



Atlas is able to open the way leading to the Medical Pavilion, so all is not lost. Head down the corridor opposite the locked gate and jump over the debris. You’ll soon reach a small room filled with television monitors and a large airlock. It’s another trap, only this time the mysterious Andrew Ryan you’ve been hearing about appears on-screen to chat with you—and he’s clearly not happy you’ve come. Atlas gets the airlock open in time for you to make your way to the Medical Pavilion before the army of Thuggish Splicers break through the glass walls and attack.



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