

BioShock™

50 Achievements worth 1,000 Gamerscore.

It's possible to unlock every Achievement in Bioshock in a single play-through, provided you manage to complete the game on the Hard difficulty setting on your first try. We don't recommend attempting that. Instead, select the Normal difficulty setting and follow these simple tips. For starters, do not harvest any of the Little Sisters. Seek every one of them out, kill their Big Daddy chaperones and select the Rescue option. This will not only help you earn an Achievement for rescuing every Little Sister, but it also helps you get the Achievement for collecting every tonic—some tonics can only be obtained as a gift from Tenenbaum. Aside from that primary course of action, you also need to be incredibly thorough. Use the Camera to photograph every enemy and piece of the security system you see multiple times; hack every vending machine and security device you encounter; and search every container and corpse to compile a massive collection of U-Invent items so you can make over 100 inventions.

The two other Achievements that can prove difficult are "Historian" and "Found Cohen's Room". The former requires you to leave no stone (or corpse) unturned and search all of Rapture for 122 Audio Diaries. We've included a list of location descriptions to help you accomplish this. The other Achievement, "Found Cohen's Room", requires you to forego killing Sander Cohen in Fort Frolic and, instead, wait to dispose of him until you reach his apartment at Olympus Heights. Once there, locate the two Splicers dancing near the piano and attack them. Sander becomes enraged when you disrupt them and attacks, thereby leaving the door to his bedroom open. Waiting to kill Sander Cohen in his apartment also makes it possible to obtain all of the weapon upgrades.

1

COMPLETED WELCOME

10 Points

Successfully complete the Welcome to Rapture Level.

Make your way from the initial Bathysphere Station, through the Kashmir Restaurant and over to the Transit Hub where Atlas guides you to the Medical Pavilion. This level in the game is essentially an introductory tutorial and should not be very challenging.

PLASMID MASTERY SERIES

2

MAXED ONE TRACK

20 Points

Purchased every slot in one of the Plasmid or Tonic tracks.

It's up to you to decide when to earn this Achievement based on how you handle the Little Sister encounters and how diversified you want to make your plasmid and tonic collection. Taking a balanced approach to slot purchases should net you this Achievement during the "Fort Frolic" chapter. We recommend purchasing every available plasmid or physical tonic slot first.

3

MAXED ALL TRACKS 50 Points**Purchased every slot in all four Plasmid and Tonic tracks.**

There are six slots in each of the four tracks, but you'll only begin with three slots per track. Use the Gatherer's Garden machines to purchase the extra slots one-by-one throughout your time in Rapture. There are opportunities to buy additional slots and unlock this Achievement right up until the "Proving Grounds" chapter, but it is possible to earn it much sooner.

4

BOUGHT ONE SLOT 5 Points**Purchase one slot in any Plasmid or Tonic track.**

Plasmid Slots cost 100 Adam, but are worth every last drop. The first opportunity you'll have to purchase a Plasmid Slot is at the Gatherer's Garden in the Lower Wharf of the "Neptune's Bounty" chapter. Don't pass on the opportunity.

WEAPON UPGRADE SERIES

5

UPGRADED A WEAPON

5 Points

Acquire at least one weapon upgrade.

Weapon upgrades are free, provided you find a Power to the People machine. The first machine is located in the Freezer Bottom Floor during the "Neptune's Bounty" chapter. You may want to select the Pistol Clip Size upgrade.

6

ONE FULLY UPGRADED WEAPON 5 Points**Fully upgrade one weapon.**

Each weapon has two possible upgrades that can be obtained for them through the Power to the People machines. There are two such machines in "Arcadia" and we recommend grabbing the two Pistol upgrades right away. This will not only serve you well in the game, but help you earn this Achievement that much faster.

7

TWO FULLY UPGRADED WEAPONS 5 Points**Fully upgrade two weapons.**

It's possible to earn this Achievement during the "Fort Frolic" chapter if you continue to upgrade one weapon at a time. The Power to the People machine you'll encounter in the tobacco shop in Fort Frolic is the fourth machine you'll encounter in Rapture. We recommend fully upgrading the Pistol and Shotgun first.

8

THREE FULLY UPGRADED WEAPONS

10 Points

Fully upgrade three weapons.

You'll find your sixth Power to the People machine en-route to the Heat Monitoring area in Hephaestus. If you don't spread out your upgrades across too many weapons, you can unlock this Achievement at this point.

9

FOUR FULLY UPGRADED WEAPONS

10 Points

Fully upgrade four weapons.

The eighth Power to the People machine is located in Mercury Suites. You'll find this machine during the "Olympus Heights" chapter. It's on the rear of the elevator tower in the lobby.

10

FIVE FULLY UPGRADED WEAPONS

10 Points

Fully upgrade five weapons.

If you upgrade one weapon at a time, you'll be able to earn this Achievement early on during the "Point Prometheus" chapter. That's where the tenth Power to the People machine is located.

11

WEAPON SPECIALIST

20 Points

Acquire all upgrades for all weapons.

There are a total of 12 Power to the People machines in Rapture and each of them can only be used once. In order to unlock this Achievement when you reach the final Power to the People machine during the "Point Prometheus" chapter, you need to have found all of the previous 11 machines. This means that you have to avoid killing Sander Cohen in Fort Frolic and, instead, do the deed in Olympus Heights to access his bedroom.

RESEARCH SERIES

12

FULLY RESEARCHED THUG SPLICER

10 Points

Fully research the Thuggish Splicer.

Thuggish Splicers are very common throughout Rapture, but you go for a while without seeing too many once you acquire the Research Camera. If you take plenty of photos of the ones that you do encounter, especially while trying to complete Cohen's Masterpiece, you should unlock this Achievement during the "Fort Frolic" chapter.

13

**FULLY RESEARCHED
GUN SPLICER**

10 Points

Fully research the Leadhead Splicer.

Continue to shoot Research Photos of Leadhead Splicers until you reach Research Level 5. It's possible to earn this Achievement by the end of the "Arcadia" chapter if you are diligent and photograph most every Leadhead Splicer you encounter.

14

**FULLY RESEARCHED
SPIDER SPLICER**

10 Points

Fully research the Spider Splicer.

Spider Splicers make great photographs, especially if you manage to capture them during their ceiling-crawls or while performing a cartwheel. Although you won't encounter many Spider Splicers in Arcadia, you can earn this Achievement during the "Fort Frolic" chapter if you're diligent in your research.

15

**FULLY RESEARCHED
HOUDINI SPLICER**

10 Points

Fully research the Houdini Splicer.

The Houdini Splicer is a dangerous foe, not to mention a wily one given its ability to vanish into a cloud of red smoke. Take as many photos of the Houdini Splicer while dodging its fire balls and you just might finish researching it during the "Hephaestus" chapter.

16

**FULLY RESEARCHED
NITRO SPLICER**

10 Points

Fully research the Nitro Splicer.

Nitro Splicers make their debut in Smuggler's Bounty, but you won't see many of them again until you reach the later areas of the game, especially the "Olympus Heights" chapter. By then you should have the Photographer's Eye Two tonic and enough film to squeeze enough quality research photos out of them to earn this Achievement before long.

17

**FULLY RESEARCHED
ROSIE**

10 Points

Fully research the Rosie.

You won't encounter a Rosie (or Elite Rosie) in every section of Rapture, so be sure to take great photos of them when you do encounter them. Use the Photographer's Eye tonic to increase the research score and continue photographing them until the photos score so low that they no longer can be taken. Oftentimes, you can photograph additional Rosies if you return to areas where a Little Sister was taken. Keep at it and you should unlock this Achievement during the "Point Prometheus" chapter.

18

**FULLY RESEARCHED
BOUNCER**

10 Points

Fully research the Bouncer.

Like the Rosie, you won't encounter a Bouncer (or Elite Bouncer) in every area in Rapture, but you will see enough of them later in the game to make up for lost opportunities early on. Continue taking as many photographs of the Bouncer as you can until they no longer score well enough for the photo to register. Try to include the accompanying Little Sister in the photo for a Multiple Targets bonus. Also, return to the areas where Little Sisters were taken and keep your eyes peeled for additional Bouncers that come to look for her. It won't be easy, but you will have one last chance at unlocking this Achievement during the "Proving Grounds" chapter. Note that Bouncers aren't as common as Rosies are later in the game, so take as many photos as you can early on.

19

**FULLY RESEARCHED
LITTLE SISTER**

10 Points

Fully research the Little Sister.

You only get a couple of opportunities to photograph a Little Sister in each area you visit, so make them count! Take your photographs before attacking the Big Daddy so you can get the Multiple Subjects bonus and higher Research Scores. Continue taking photos of each Little Sister until the photos score too low to be counted. If you remember to photograph each and every Little Sister you encounter dutifully, you should earn this Achievement by the time you reach the "Point Prometheus" chapter.

20

**PROLIFIC
PHOTOGRAPHER**

5 Points

Take at least one photo in every research group.

Earning this Achievement requires that you take a Research Photograph of each of the following: Turret, Security Bot, Security Camera, Thuggish Splicer, Leadhead Splicer, Spider Splicer, Houdini Splicer, Nitro Splicer, Little Sister, Rosie, and Bouncer. So long as you collect photos of each type of enemy along the way, you can earn this Achievement during the "Fort Frolic" chapter by photographing the Elite Bouncer you encounter.

21

RESEARCH PHD

20 Points

Max out all possible research.

It's easy to get caught up in the action and forget to take enough research photos to max out the research bonuses for every subject, especially when it comes to Turrets, Security Cameras, and Security Bots, since you can't photograph them after hacking them. Keep the Research Camera handy at all times, stock up on Film, and use the Photographer's Eye tonics to boost your Research Scores. Keep at it throughout the entire game and you just might earn this Achievement as early as the "Point Prometheus" chapter.

22

QUALITY RESEARCH PHOTO

20 Points

Take a Research Photo of the highest grade.

You can earn this Achievement by simply taking a photo that is given an "A" grade. To do so, try to take a close-up of an enemy while it is attacking you or look for an opportunity to capture multiple enemies in the same photo. If you take enough pictures, you are bound to get one that is worth a perfect grade. For those still having trouble, use the Enrage plasmid on a Big Daddy and take a photo of him attacking a nearby Splicer—try to get the Little Sister in the same shot with the attacking Big Daddy. This will guarantee an "A" grade.

23

RESEARCHED A SPLICER

5 Points

Take at least one Research Photo of a Splicer.

This Achievement is awarded the first time you take a photograph of any type of Splicer, regardless of the quality of the photo. There's no time better to earn it than immediately after acquiring the Research Camera during the "Neptune's Bounty" chapter. Pick up the Research Camera and photograph the Spider Slicer on the other side of the window.

HACKING SERIES

24

ONE SUCCESSFUL HACK

5 Points

Perform at least one successful hack.

You'll have to hack the Security Bot stuck between the doors to Emergency Access at the start of the "Medical Pavilion" chapter. This is an easy hack to perform and provides a nice introduction to the hacking game mechanic.

25

HACKED A SECURITY BOT

10 Points

Successfully hack a security bot.

You'll get this Achievement at the start of the "Medical Pavilion" chapter while trying to reach Emergency Access. Follow the on-screen instructions and hack the Security Bot that is stuck between the sliding doors.

26

HACKED A SECURITY CAMERA

10 Points

Successfully hack a security camera.

Of course, there are dozens of Security Cameras that can be hacked, but if you want to earn this Achievement quickly, just hack the Security Camera in the Dandy Dental area of the "Medical Pavilion" chapter. Sneak behind the furnace to hide from the camera, then hit it with Electro Bolt to stun it. Run underneath the camera and look straight up at it to get the hacking prompt. This particular Security Camera isn't terribly difficult to hack, so enjoy the extra Gamer Points.

27**HACKED A TURRET****10 Points****Successfully hack a turret.**

The first Turret you'll encounter is in the Medical Pavilion Foyer, just around the bend from the entrance during the "Medical Pavilion" chapter. Hit it with Electro Bolt, then run up and hack it before it resumes firing. Hacking a Turret is a little more difficult than vending machines, as there are override panels in the grid that serve to block the flow. Direct the current around them or suffer the damage.

28**HACKED A VENDING MACHINE****10 Points****Successfully hack a vending machine.**

Hack the Security Bot stuck between the doors to Emergency Access in the "Medical Pavilion" chapter, then immediately turn to the left and hack the vending machine there. This is the first Circus of Values machine you'll encounter and, although the grid is larger than that of the Security Bot, it's not a difficult machine to hack. You can also hack any of the Ammo Bandito or U-Invent machines too.

29**HACKED A SAFE****10 Points****Successfully hack a safe.**

Safes are by far the hardest objects to hack in the world of Rapture. Nevertheless, they also contain the best items and are worth the effort. The first safe you'll encounter is in the Twilight Fields funeral parlor in the "Medical Pavilion" chapter. Use the Automatic Hacking Tool from the locked office on the other side of the room to hack it quickly and safely, as you don't need to manually hack it in order to earn the Achievement.

30**SKILLED HACKER****40 Points****Successfully complete 50 hacks.**

Thorough players will likely earn this Achievement sometime during their first visit to Arcadia or shortly thereafter. Every time you hack a vending machine, Turret, Security Bot, safe, or Security Camera it counts towards this Achievement. Best of all, you don't have to physically perform the hacking yourself. You can use the buyout option or use the Automatic Hack Tool and it will still count towards this Achievement.

CRAFTING SERIES**31****BASIC INVENTOR****5 Points****Successfully invent at least one item.**

You'll encounter your first U-Invent machine in the "Arcadia" chapter. Use the various invention components you collected in crates and off of corpses to craft an item available at the machine. You only need to make one item to earn this Achievement and don't forget that U-Invent machines can be hacked as well, thus lowering the component requirements for each invention.

32

AVID INVENTOR

10 Points

Successfully invent at least 100 items.

The only way to earn this Achievement is to search high and low for the various invention components while playing the game. Search every corpse, open every storage crate, and don't let a stone go unturned. Of course, even by collecting all of these items, you are unlikely to earn this Achievement if you don't spend them wisely. Be sure to always hack the U-Invent machines to lower the requirements. Furthermore, be sure to use the Clever Inventor tonic once you acquire it in "Olympus Heights" to further reduce the component requirements. If you really make an effort to do so, you should be able to unlock this Achievement during the "Point Prometheus" chapter.

33

AMMO INVENTOR

25 Points

Successfully invented all possible ammo types.

Use the U-Invent machines you encounter to create at least one batch of each weapon's third ammunition type. This includes the Heat-Seeking RPG, Trap Bolt, Electric Gel, Armor-Piercing Auto Rounds, Exploding Buck, and Antipersonnel Pistol Rounds. Collect all of the invention components you can find, to have enough items in your possession, to earn this Achievement during the "Fort Frolic" chapter. The U-Invent machine near the entrance to this area has all of the ammo types listed here.

SPECIAL SERIES

34

LITTLE SISTER SAVIOR

100 Points

Complete the game without harvesting any Little Sisters.

We recommend saving this Achievement for a second play-through, since you will be limiting the amount of Adam you are privy to and may not be able to acquire as many upgrades from the Gatherer's Garden machines. That said, Tenenbaum makes sure to have the Little Sisters give you a reward consisting of 200 Adam and a new plasmid or tonic for every three Little Sisters you rescue. Rescue all 21 Little Sisters in Rapture without harvesting any of them to earn this Achievement.

35

TONIC COLLECTOR

50 Points

Collect or Invent 53 Tonics in the Physical, Engineering and Combat tracks.

Collecting all 53 Physical, Engineering, and Combat Tonics is going to take some planning. For starters, you're going to have to rescue all of the Little Sisters, as several of the tonics can only be obtained by earning rewards from Tenenbaum. Additionally, you're going to have to be a master photographer and thoroughly research each species of Splicer so as to earn the tonics gained through research bonuses. And speaking of being thorough, you're going to have to search far and wide throughout Rapture to find the tonics located off the beaten track. Lastly, spend your Adam wisely. Limit the amount of Health and EVE Upgrades you purchase and don't try to collect every plasmid—there is no Achievement for collecting every plasmid. Instead, focus your Adam spending on the plasmids that you use the most—Incinerate and Electro Bolt for example—and instead purchase every tonic that becomes available. Remember that plasmids are color-coded red and that tonics are blue, yellow, and green. Follow these tips and you should unlock this Achievement by the end of the game.

Find every audio diary.

There are 122 Audio Diaries scattered throughout Rapture and you must pick up each and every one of them to unlock this Achievement. The following table lists all Audio Diaries with a brief description of their locations.

AUDIO DIARY LOCATIONS

NO.	TITLE	AUTHOR	LOCATION
1	New Year's Eve Alone	Diane McClintock	Kashmir Bottom Floor, on table.
2	Hole in the Bathroom Wall	Steve Barker	Kashmir Restaurant, in "Dames" restroom.
3	Released Today	Diane McClintock	Medical Pavilion Foyer, on the reception desk.
4	Adam's Changes	Steinman	Emergency Access, on the desk.
5	Higher Standards	Steinman	Medical Pavilion Foyer, on the wall near the entrance.
6	Parasite Expectations	Andrew Ryan	Medical Pavilion Foyer, on the reception desk near surgery.
7	Limits of Imagination	Steinman	Medical Pavilion Foyer, on wall near hall towards Eternal Flame.
8	Love for Science	Tenenbaum	Medical Pavilion Foyer, in lobby near Health Station.
9	Vandalism	Andrew Ryan	Medical Pavilion Foyer, near vending machines.
10	Freezing Pipes	McDonagh	Medical Pavilion Foyer, near base of stairs.
11	Surgery's Picasso	Steinman	Eternal Flame, in the entrance room near the memorial.
12	Enrage Trial	Suchong	Kure All, on the floor in the corner of the main room.
13	Plasmids are the Paint	Suchong	Painless Dental, on the desk in the corner near the stuffed bear.
14	Useless Experiments	Tenenbaum	Dandy Dental, on the floor near the entrance to the offices.
15	Testing Telekinesis	Suchong	Dandy Dental, on the floor near the Gatherer's Garden vending machine.
16	Symmetry	Steinman	Surgery Foyer, on the wall beyond the pile of debris.
17	Aphrodite Waking	Steinman	Surgery, on a desk in the operating room to the north.
18	Not What She Wanted	Steinman	Surgery, search the corpse that Dr. Steinman was operating on.
19	Gatherer's Vulnerability	Steinman	Lounge, on ground near Gatherer's Garden vending machine.
20	Bathysphere Keys	Sullivan	Lower Wharf, under the boardwalk on the south end of the wharf.
21	Timmy H. Interrogation	Sullivan	Lower Wharf, in the interrogation room in the water.
22	Fontaine Must Go	Andrew Ryan	Lower Wharf, crawl under the metal grating near the pipes.
23	Finding the Sea Slug	Tenenbaum	Upper Wharf, on the table across from stairwell entrance.
24	Masha Come Home	Mariska Lutz	Upper Wharf, on floor in corner where Little Sister was.
25	Picked Up Timmy H.	Sullivan	Upper Wharf, search the corpse in the corner near Little Sister.
26	Watch Fontaine	Andrew Ryan	Upper Wharf, next to Circus of Values machine.
27	Have My Badge	Sullivan	Wharf Master's Office, on the desk in the office.
28	Adam Discovery	Tenenbaum	Upper Wharf, in a crate below the ledge in the Wharfmaster's office.
29	Eden Leaking	McDonagh	Upper Wharf, in hallway on way to Jet Postal.
30	Fontaine's Smugglers	Tenenbaum	Jet Postal, on the bench in the glass tube.
31	Death Penalty in Rapture	Andrew Ryan	Jet Postal, on the desk near the vending machine.
32	Smuggling Ring	Sullivan	Fighting McDonagh, on the bar table near the center of the room.
33	Working Late Again	Andrew Ryan	Fighting McDonagh, on a bar table near the windows.
34	Rapture Changing	McDonagh	Fighting McDonagh, on the desk in the large office in the basement.
35	Meeting Ryan	McDonagh	Fighting McDonagh, crawl through the water-filled ventilation back towards the Gene Bank and entrance.
36	Arresting Fontaine	McDonagh	Fighting McDonagh, in room #6 upstairs.
37	Saw Masha Today	Mariska Lutz	Fighting McDonagh, in room #7 upstairs.
38	Putting the Screws On	Peach Wilkins	Freezer Bottom Floor, in the freezer next to the safe.
39	Meeting With Fontaine	Peach Wilkins	Storage Cave, on the ground near the numerous crates.
40	Kraut Scientist	Frank Fontaine	Control Room, in the locked storage cave on the lower floor.
41	Offered a Deal	Peach Wilkins	Submarine Bay, on the dock leading towards Arcadia.
42	Seeing Ghosts	McDonagh	Tea Garden, on the ground off to the left.
43	Mass Producing Adam	Tenenbaum	Tea Garden, on the ground near chairs.

NO.	TITLE	AUTHOR	LOCATION
44	Big Night Out	Dieter Sonnekalb	Tea Garden, on the ground near the park bench and ghosts.
45	Arcadia Closed	Langford	Tea Garden, up the stairs on the desk near the Gene Bank.
46	The Market is Patient	Andrew Ryan	Waterfall Grottos, on the park bench near the U-Invent machine of the upper level.
47	Early Tests Promising	Langford	Waterfall Grottos, near the water wheel in the lower level.
48	Offer a Better Product	Andrew Ryan	Waterfall Grottos, on the lower level near the waterwheel.
49	Heroes and Criminals	Diane McClintock	Waterfall Grottos, in the locked machinery room atop the stairs.
50	Shouldn't Have Come	Mariska Lutz	Lower Rolling Hills, on the bench near the stairs.
51	The Saturnine	Langford	Lower Rolling Hills, in the cave behind the waterfall.
52	Arcadia and Oxygen	Langford	Tree Farm, near the crate on the landing near entrance.
53	What Won't They Steal	Langford	Research Laboratories, just inside the entrance.
54	Teaching an Old Hound	Langford	Research Laboratories, on the table inside the second room.
55	Lazarus Vector	Langford	Langford's Office, search Julie Langford's body.
56	Lazarus Vector Formula	Langford	Langford's Office, inside the wall safe in Julie's lab.
57	Maternal Instinct	Tenenbaum	Tree Farm, on the steps heading to Farmer's Market.
58	Bee Enzyme	Tasha Denu	Farmer's Market Entrance, on the ground near the pneumo tube.
59	First Encounter	Andrew Ryan	Farmer's Market, near the Bouncer corpse in the lower storage room.
60	Hatred	Tenenbaum	Farmer's Market, on a desk in the lower storage room.
61	Desperate Times	Andrew Ryan	Farmer's Market, in the crawlspace that links to the freezer.
62	Pulling Together	Andrew Ryan	Farmer's Market, on the counter of the meat market.
63	Water in Wine	Pierre Gobbi	Farmer's Market, upstairs near large winery sign.
64	Adam Explained	Tenenbaum	Silverwing Apiary, on the counter near the entrance.
65	Functional Children	Tenenbaum	Winery, on a table in the rear of the room.
66	The Great Chain	Andrew Ryan	Arcadia Metro Station, on the bench to the right of the entrance.
67	Musical Insult	Sander Cohen	Fleet Hall Theatre, upstairs storage room near the guitar.
68	The Doubters	Sander Cohen	Cohen's Collection, on the table downstairs.
69	Come to the Record Store	Cobb	Southern Mall, outside the restroom, on the table near the alcohol.
70	The Wild Bunny	Sander Cohen	Sophia Salon, in the closet around back of the counter.
71	Artist's Feud	Sullivan	Cocktail Lounge, on the bar above the safe.
72	Fancy Cigarettes	Albert Milonakis	Le Marquis D'Epogue, in the downstairs humidor near the corpse.
73	The Iceman Cometh	Martin Finnegan	Frozen Tunnel, in the entrance corridor on the left-hand side.
74	Stood Up Again	Diane McClintock	Upper Atrium, at the top of the stairs near the entrance to Fleet Hall.
75	Guns Blazing	McDonagh	Robertson's Tobaccoria, on the table just inside the main door.
76	Pregnancy	Jasmine Jolene	Eve's Garden, under the bed in the room behind the stage.
77	It's All Grift	Hector Rodriquez	Eve's Garden, on the bar.
78	Fontaine's Army	McDonagh	Sir-Prize, in a crate on the floor to the left of the stairs.
79	Bump Culpepper?	Sullivan	Pharaoh's Fortune, on a pool table upstairs.
80	Ryan's Stableboy	Anna Culpepper	Rapture Records, behind the counter inside the entrance.
81	Requiem for Andrew Ryan	Sander Cohen	Projection Booth, on the table in the office.
82	Ryan Takes F Futuristics	McDonagh	Hephaestus Bathysphere Station, in a crate near the Circus of Values machine.
83	Scoping the Gate	Kyburz	Outside Ryan's office, near the Circus of Values machine.
84	Stoppng Ryan	McDonagh	Ryan's Office, search the first corpse on the right-hand side.
85	Going to Heat Loss	Anya Andersdotter	Outside Ryan's Office, search the fourth corpse on the right-hand side.
86	A Man or a Parasite	Andrew Ryan	Hephaestus Core, on the desk outside the room with the bunks.
87	Fontaine's Legacy	McDonagh	Hephaestus Core, on the edge of the walkway, near the Vita-Chamber
88	Assassin	Anya Andersdotter	Hephaestus Core, near the Gatherer's Garden.
89	Kyburz Door Code	Pablo Navarro	Heat Loss Monitoring, on the floor in the corner.

NO.	TITLE	AUTHOR	LOCATION
90	Genetic Arms Race	McDonagh	Lower Heat Loss Monitoring, on the desk in the flooded area.
91	Getting a Break	Pablo Navarro	Lower Heat Loss Monitoring, on the desk near the tonic.
92	Impossible Anywhere Else	Andrew Ryan	Hephaestus Core, at the very bottom walkway, on the desk.
93	Running Short on R-34s	Pablo Navarro	Hephaestus Core, on the desk outside the entrance to the Workshops.
94	Device Almost Finished	Kyburz	Lower Workshops, on the desk in the office at bottom of stairs.
95	Great Chain Moves Slowly	Andrew Ryan	Kyburz's Office, on the desk in the back of the room.
96	The Dream	Kyburz	Lower Workshops, search the corpse lying in the center of the floor.
97	Assembling the Bomb	Kyburz	Lower Workshops, on the desk in the secret crawlspace office.
98	Market Maintenance Code	Pablo Navarro	Lower Workshops, in the crawlspace that leads under the stairs.
99	The Vita Chamber	Suchong	Control Room, on the desk to the left of the entrance.
100	Mind Control Test	Suchong	Control Room, on the table beneath the clippings and photos.
101	Baby Status	Suchong	Control Room, on the table beneath the clippings and photos.
102	Mozart of Genetics	Suchong	Olympus Heights, in the Bistro Square snack bar.
103	Artist Woman	Sullivan	Culpepper's Apartment, on the corner table just inside the main room.
104	Fontaine's Human Jukebox	Suchong	Suchong's Apartment, on the floor in the southernmost room.
105	Mind Control Antidote	Suchong	Suchong's Apartment, on his desk next to the tonic.
106	Fontaine's Breakup	Paparazzi	Mercury Suites, on the upper walkway near the U-Invent machine.
107	Sad Saps	Frank Fontaine	Fontaine's Apartment, on the coffee table near his collection of cigars.
108	What's Happening Here?	Diane McClintock	Apollo Square, on the ground near the Circus of Values machine.
109	Atlas Lives	Diane McClintock	Apollo Square, near the Gatherer's Garden machine.
110	Protection Bond	Suchong	Artemis Suites, on the floor of Suchong's office in the clinic.
111	Meeting Atlas	Diane McClintock	Hestia Chambers, just inside the entrance on the right.
112	The Longest Con	Frank Fontaine	Atlas' Headquarters, right on the desk next to the tonic.
113	Today's Raid	Diane McClintock	Atlas' Headquarters, search the corpse near the safe in the corner.
114	Changing Employers	Suchong	Main Hall, melt the ice to enter the closet upstairs and search the trash can.
115	Why Just Girls?	Tenenbaum	Atrium Balcony, on the desk in the second floor of the orphanage.
116	Extra Munitions	Suchong	Plasmid Prototyping, on the ground next to the RPG Turret.
117	Marketing Gold	Andrew Ryan	Test Subject Storage, on a machine on the right-hand side of the room near the cascading water.
118	Missing Boots	Suchong	Candidate Conversion area, on a desk in the rear of the room.
119	Protector Smell	Suchong	Suit Assembly, on the machinery in the second floor southwest room.
120	Protecting Little Ones	Suchong	Suit Assembly, on a desk in the southeast room upstairs.
121	Mistakes	Andrew Ryan	Suit Assembly, near the Gene Bank machine.
122	Cheap Son of a Bitch	Suchong	Storage, on a desk in the small storage area of Suit Assembly.



SERIOUSLY GOOD AT THIS

40 Points

Complete the game on the hardest difficulty setting.

This Achievement is exactly what the description says. Complete the game on the hardest difficulty setting to prove to the masses that you are indeed a skilled member of the Cult of Rapture.

38**DEALT WITH EVERY LITTLE SISTER**

40 Points

Either Harvest or Rescue every Little Sister in the game.

Most every chapter in the game has two or three Little Sisters located somewhere in the area. Use the Pause Menu to keep track of how many are in the area with you and to see how many you have dealt with thus far. There are 21 Little Sisters in total. Whether you harvest or rescue them doesn't matter for this Achievement, you just have to do one or the other.

39**LUCKY WINNER**

10 Points

Hit the jackpot at a slot machine.

There are two slot machines near the entrance to Fort Frolic. Collect 100 or more dollars and save your progress in front of the so-called one-armed bandits. Each pull of the slot machine costs \$10, but there are three ways to win your money back. Three Apples are worth \$25, two Dollar Signs and a Clown are worth \$50, and three Dollar Signs are worth \$250. In order to unlock this Achievement you must get three Dollar Signs and win the full \$250 jackpot. Continue trying the slot machine over and over until you either win the jackpot or run out of money. Should you run out of money, simply load your game save and try again. Your fortune relies on the whimsical nature of Lady Luck, so cross your fingers and think happy thoughts and you just might earn this Achievement in five to ten minutes.

40**TOASTER IN THE TUB**

10 Points

Shock an enemy in the water.

There's myriad opportunities in the game to earn this Achievement, but the first and most obvious place to do so is while you are in the lower level of the Kashmir Restaurant during the "Welcome to Rapture" level. Fire Electro Bolt at the water the two Splicers are standing in after exiting the kitchen.

SECRET ACHIEVEMENTS**41****DEFEATED DR. STEINMAN**

15 Points (Secret)

The player has defeated the crazed Dr. Steinman.

Obtain the Telekinesis plasmid and make your way to Aesthetic Ideals in the "Medical Pavilion" chapter, then engage the lunatic cosmetic surgeon in battle. Having a Security Bot on your side will make this battle much easier. Use the Shotgun and Electro Bolt to defeat Dr. Steinman while the Security Bot distracts him from you.

42

DEFEATED PEACH WILKINS

15 Points (Secret)

The Player had defeated Peach Wilkins.

You'll encounter this untrusting old man masquerading as a Nitro Splicer in the Fontaine Fisheries during the "Neptune's Bounty" chapter, shortly after dumping your weapons into the pneumatic tube. Use Enrage to turn the Leadhead Splicers on him and look to pick up a Pistol from one of the corpses, so you don't have to fight without a gun. Continue to burn him with Incinerate and either open fire with the gun or use the added power of the Wrench Jockey tonic to bash his skull in. Try hacking the Security Camera on the right-hand side of the room as soon as you enter to tilt the odds in your favor before the fight even begins.

43

RESTORED THE FOREST

15 Points (Secret)

The player has restored the forests of Arcadia.

You'll unlock this Achievement after allowing the Lazarus Vector to circulate throughout the Arcadia irrigation system. Hold off the Splicers that attack then use the Misting Control to deploy the vector and restore the forest. Use Hypnotize Big Daddy and plenty of Enrage to survive the onslaught of Splicers while the vector disperses throughout the irrigation system.

44

COMPLETED COHEN'S MASTERPIECE

30 Points (Secret)

The player has completed Sander Cohen's great masterpiece.

Players will earn this Achievement for completing the "Fort Frolic" portion of the game. To complete the masterpiece, players must kill and photograph four specific enemies of Sander Cohen and then place those photos on his Quadtych statue. Sander Cohen will instruct you in how to accomplish this. You'll find the first target in the Fleet Hall Theatre, the second in the Frozen Tunnel, another in the Rapture Records store, and the final target in the Eve's Garden cabaret.

45

DEFEATED ANDREW RYAN

30 Points (Secret)

The player has defeated Andrew Ryan.

Would you kindly make your way through Hephaestus to Ryan's Office and kill Mr. Andrew Ryan? Survive this encounter during the "Rapture Central Control" chapter to earn this Achievement.

46

BROKE FONTAINE'S MIND CONTROL

30 Points (Secret)

The player has broken Fontaine's mind control.

Tenenbaum was able to help limit Fontaine's control over you, but his mind-control plasmids were very strong. You'll need to seek out two doses of the Lot 192 Remedy in order to break free of his control. You'll earn this Achievement when you find the second dose of Lot 192 in Suchong's clinic in the "Apollo Square" chapter.

47

**DEFEATED
ATLAS**

100 Points (Secret)

The player has defeated Atlas.

You'll square off against Atlas during the final chapter of the game. Complete the "Fontaine" chapter and beat the game to earn this Achievement.

48

**BECAME A
BIG DADDY**

30 Points (Secret)

The player has become a Big Daddy.

There are many steps to becoming a Big Daddy but if you make it the "Point Prometheus" chapter and follow the instructions given, you'll make the transformation and unlock this Achievement. The transformation requires modifying your voice, assembling a Big Daddy outfit, and obtaining the proper scent of a Big Daddy.

49

**FOUND COHEN'S
ROOM**

10 Points (Secret)

The player has entered Sander Cohen's personal quarters.

In order to enter Sander Cohen's Bedroom in Olympus Heights, you first must refrain from killing him in Fort Frolic. Instead, enter his apartment in Olympus Heights and take a moment to watch the dancers near the piano. Sander Cohen will tell you to not interrupt them, but you must do exactly that. Take your research photos, then unload on the two of them with a pair of Frag Grenades. This will anger Cohen and he'll leave his locked bedroom to attack. Use Winter Blast 3 and Frag Grenades to kill him. Now you can take the Muse Key (which unlocks the other display case in Fort Frolic's Atrium) and enter his bedroom, since the door is now unlocked. Head up the stairs in his bedroom to find numerous bottles of Absinthe, some items and ammo, and a Power to the People machine.

50

IRONY

10 Points (Secret)

The player has taken a photo of Sander Cohen's corpse.

Killing Sander Cohen is completely optional, as the player is free to leave Fort Frolic once Cohen's Masterpiece has been completed. However, to earn this Achievement, simply chase after Sander Cohen with the Electro Bolt 2 plasmid and either Antipersonnel Auto Rounds or Electric Buck. You can even use Enrage to have a Big Daddy help you take him out. Take a photo of his corpse once he's dead and then put the Muse Key to use in the Atrium to get the rest of his precious items. You can also earn this Achievement after killing Sander Cohen in his apartment during the "Olympus Heights" chapter.