

# BIOSHOCK

**NEW EDITION**

COVERS BOTH  
MICROSOFT XBOX® 360  
AND PLAYSTATION® 3

COVERS MICROSOFT XBOX® 360  
AND SONY PLAYSTATION® 3  
COMPUTER ENTERTAINMENT SYSTEMS

BASED ON A GAME  
RATED BY THE  
**ESRB**



Written by Doug Walsh





# RESIDENTS OF RAPTURE

## 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. These are the major players of Rapture, pulling the strings and controlling the masses brought to this city under the sea.

### ANDREW RYAN

Andrew Ryan is the man behind Rapture. It was his vision to build a city where government, religion, and morality would not interfere with the advancement of science and art. Rapture was his dream, he chose the location carefully, and by tremendous will and hard work, he made it reality.



### ATLAS

Atlas is the owner of the friendly voice that greets you in the bathysphere as you ride down to the city from the lighthouse. He has a heavy accent, yet is polite. Although his disgust with Andrew Ryan is evident, it seems as if his hatred for the man is deserved. Atlas is your guide over the radio for much of your time in Rapture, so get used to him.

### TENENBAUM

Dr. Tenenbaum was the scientist who recognized that a particular sea slug was the source of all Adam, and developed it into something useable. She collaborated with Dr. Suchong to create the Little Sister project, which gave female children the ability to harvest Adam from "Angels". Suchong's role in this collaboration was to develop many of the different Plasmids that exist in Rapture. Tenenbaum has since realized the problems that the genetic splicing has caused and has had a change of heart. She is now trying to protect the Little Sisters she helped create.

She currently lives a life of secrecy, rarely leaving the safehouse she hides out in. She promises to reward you with gifts if you show compassion and spare the lives of the Little Sisters that you encounter.





# SPLICERS

Splicers are the most common class of enemy in Rapture, but these genetic freaks were not always so threatening. There was a time not long ago when Splicers were normal men and women going about their nondescript lives just like everyone else. That is, until they met Adam. At first they looked at Adam as purely a means to an end—a way to work harder, to improve their strength, or perhaps even to look a little younger. But things didn't pan out the way they expected. They got hooked. Adam was a drug like any other and they were mainlining it like no tomorrow. Before they knew it, they were shooting up so much Adam, they spliced themselves right out of the human race. And they're pretty angry about it.

## *Ever-Increasing Strength*

While the Splicers you encounter early in the game are relatively very weak, they are not always so. Each type of enemy gradually becomes more and more durable over time in the game. They carry the same name, but they are able to withstand more and more firepower as the game progresses.

## THUGGISH SPICER

THUGGISH SPLICERS ARE VULNERABLE TO ANTIPERSONNEL ROUNDS.

Thuggish Splicers are the most common type of Splicer and also the weakest. Thuggish Splicers attack with various tools and items that can be swung like a club. Most opt for a lead pipe, but others may choose a shovel or other instrument in their proximity. Late in the game, you will encounter Thuggish Splicers who have electrified their bodies. These electrified thugs are immune to Electro-Bolt, and deal electrical damage to you. Thuggish Splicers are not all that bright and do little more than rush towards you head-on. They'll commonly leap right before reaching you in an effort to bring their weapon down across your head in a heavy overhand strike. They are susceptible to all types of attacks and it is recommended that you not squander your antipersonnel ammunition on them—base ammo is more than enough, especially when paired with a blast of Electro Bolt or Incinerate.

### Thuggish Splicer Research Bonuses

Level	Research Bonus
1	Increased Damage +
2	SportBoost Physical Tonic
3	Increased Damage ++
4	SportBoost 2 Physical Tonic
5	Increased Damage +++



Prologue

Residents  
of Rapture

Life  
Underwater

Arm  
Yourself

Evolve  
Today

O-Tent, We  
Show You How

City  
Directory



# U-INVENT

## WE SHOW YOU HOW

The scientific geniuses at Rapture have designed a type of vending machine that takes the useless junk one finds littering this beautiful place, and turns it into useful items, ammunition, and even tonics! These U-Invent machines serve as a crafting kiosk of sorts. Using them regularly is a great way to keep a constant supply of rare ammunition and other items not commonly found during regular exploration.



## COMPONENTS

In order to use the U-Invent machines you encounter, you need to maintain a supply of components. Components are the everyday items one finds when searching corpses, crates, ashtrays, and every other type of searchable container in Rapture. Make no mistake about it, thoroughly searching the environment for the following list of items should keep you topped off with Automatic Hack Tools, Exploding Buck, and Heat-Seeking RPGs. These three inventions are indeed the tools to victory!



The following items can all be taken to U-Invent machines throughout Rapture (starting with the "Arcadia" chapter) and turned into valuable inventions. Those components marked with an "\*" are considered rare and should be picked up whenever you have the opportunity.

**Rubber Hose**

**Kerosene**

**Alcohol\***

**Enzyme Sample**

**Battery\***

**Shell Casing**

**Empty Hypo**

**Chlorophyll Solution**

**Brass Tube**

**Steel Screw\***

**Glue**

**Distilled Water**



## Reducing Requirements

There are two ways to lower the requirements needed for using the U-Invent machine. Both hacking the machine and equipping the Clever Inventor tonic will each lower the component requirements by one unit. However, you can compound these effects by installing the Clever Inventor tonic and hack the machine anyway. Doing so lowers the required components by a total of up to 2 units per item, although you will always need a minimum of 1 unit of each required component.

The tables in this section list the original quantity required, the hacked quantity, and the quantity needed if you hack the machine and use the Clever Inventor tonic. It is important to note that the hacked quantity alone is also what would be required if you were to just use the tonic. The tonic cannot be obtained until much later in the game so, for simplicity's sake, the second column based on hacking only.

## INVENTIONS

THE FOLLOWING INVENTIONS ARE LISTED IN ORDER OF APPEARANCE AS YOU MAKE YOUR WAY THROUGH RAPTURE.



### AUTOMATIC HACK TOOL

Automatic Hack Tools allow anyone, no matter how unskilled, to hack electronic devices. Unfortunately they short out after a single use.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Rubber Hose	4	3	2
Battery	4	3	2
Brass Tube	1	1	1



### ARMOR-PIERCING AUTO ROUNDS X20

Armor-Piercing Auto Rounds are the inventible ammunition for the Machine Gun. These .45 caliber bullets are particularly effective against metal or armored targets, like Turrets, Security Bots, and Big Daddies.

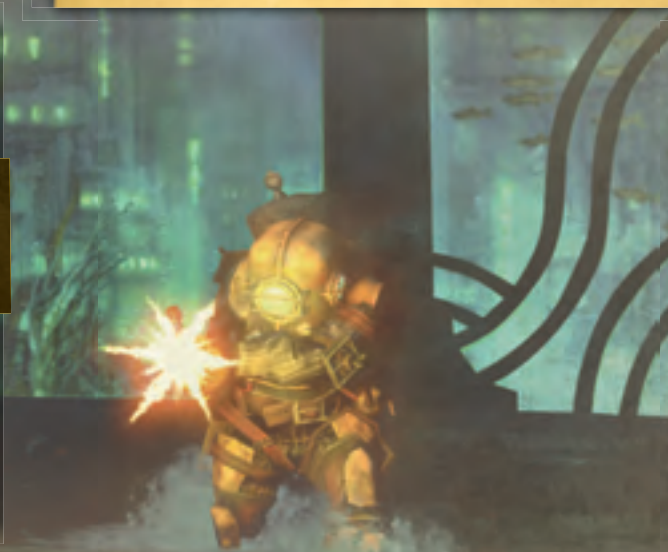
Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Kerosene	2	1	1
Shell Casing	3	2	1
Brass Tube	1	1	1



### EXPLODING BUCK X3

Exploding Buck is the inventible ammunition for the Shotgun. This powerful buckshot explodes on contact with a target, dealing extra damage to all targets.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Kerosene	3	2	1
Shell Casing	2	1	1
Steel Screw	1	1	1



Prologue

Residents of Rapture

Life Underwater

Arm Yourself

Evolve Today

U-Invent, We Show You How

City Directory



# WELCOME TO RAPTURE

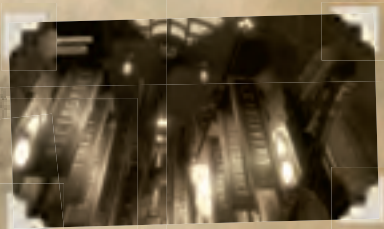
Our story begins somewhere over the Atlantic Ocean, in a time when enjoying a cigarette on an airplane wasn't a federal offense and the only thing short about the stewardesses was the length of their skirts. Yes indeed, the skies were still friendly back in the 1960's and having a ticket for a transatlantic 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 15

GENETICS

PRICE 5 CENTS





## 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.

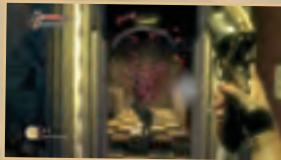
### Enemies

#### 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.
















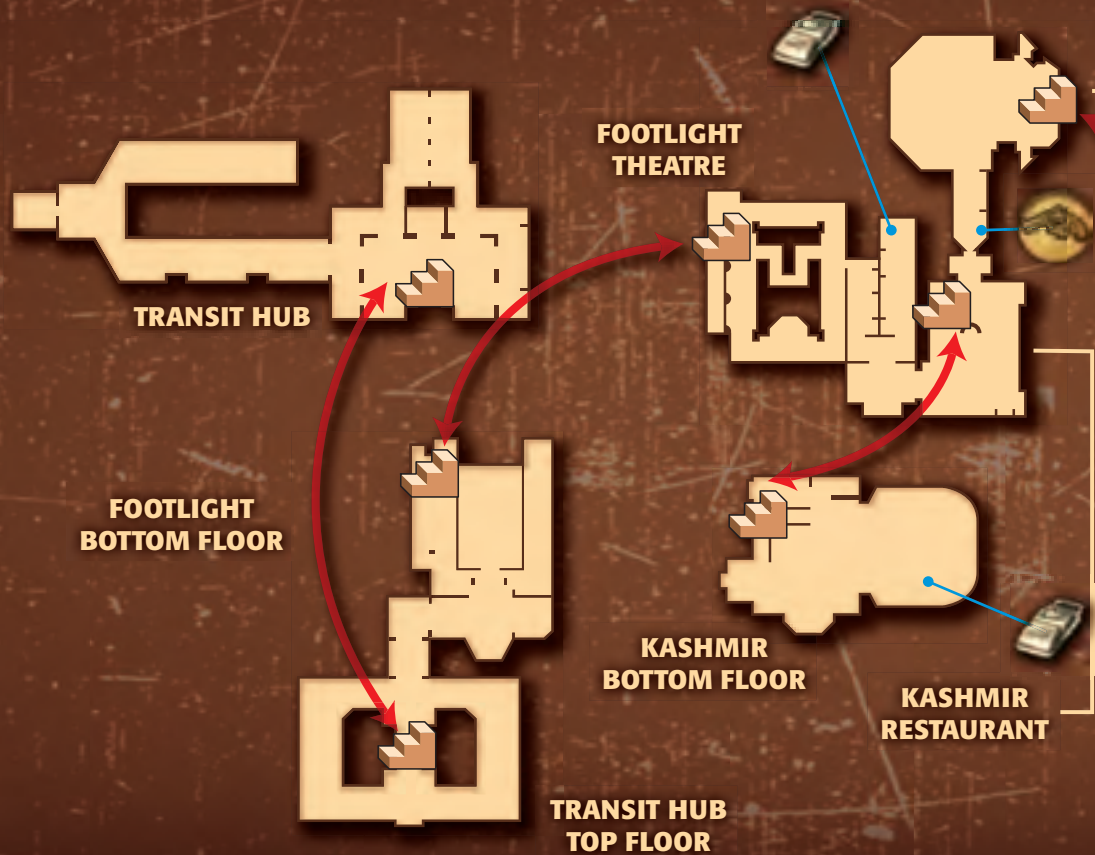
*"In what country is there a place for people like me?" – Andrew Ryan*



# 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

Arcadia

Farmer's Market

Restoring Arcadia

Fort Frodo

Nephaestus

Rapture Central Control

Olympus Heights

Apollo Square

Point Prometheus

Proving Grounds

Fontaine

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.

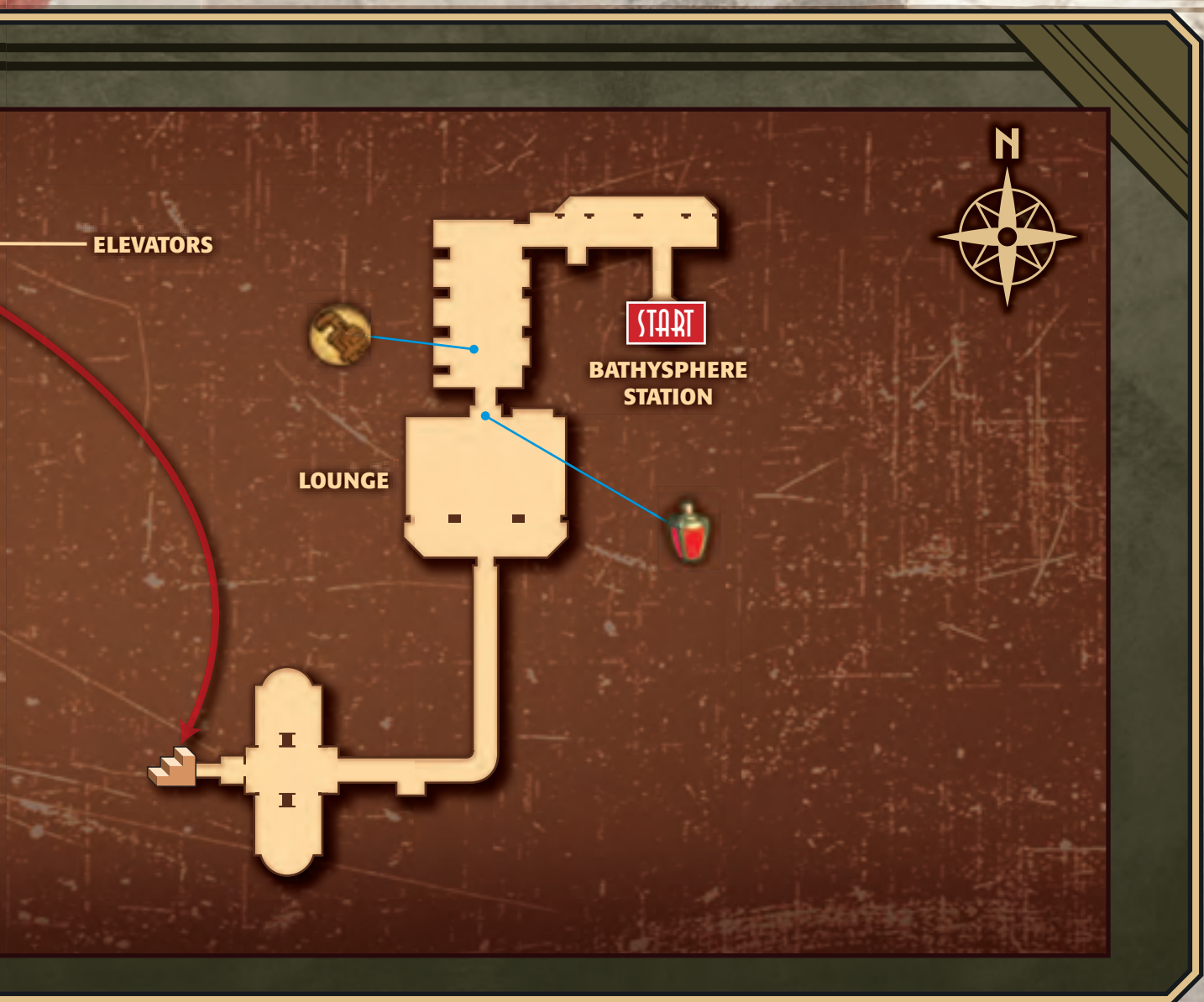


The door to the bathysphere is open; step inside and pull the lever.

## BATHYSHERE 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.

Prologue

Remnants  
of Rapture

Life  
Underwater

Arm  
Yourself

Evolve  
Today

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City  
Directory



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 to 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.



Welcome to Rapture

Medical Pavilion

Neptune's Bounty

Smuggler's Hideout

Academy

Farmer's Market

Restoring Arcadia

Fort Frodo

Hephaestus

Rapture Central Control

Olympus Heights

Apollo Square

Point Prometheus

Proving Grounds

Fountain



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.



## Ammo 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.

Prologue

Remnants of Rapture

Life Underwater

Arm Yourself

Evolve Today

U-Invent, We Show You How

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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/Trophy), 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/Trophy 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!



Welcome to  
Rapture

Medical  
Parlor

Neptune's  
Bounty

Smuggler's  
Hideout

Arcadia

Farmer's  
Market

Restoring  
Arcadia

Fort Frodo

Hephaestus

Rapture  
Central Control

Olympus  
Heights

Apollo Square

Point  
Prophetess

Proving  
Grounds

Fontaine



***“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

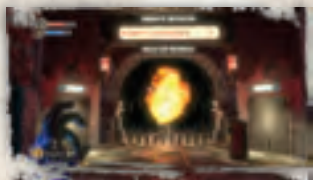
Use Electro Bolt to fry the two Thuggish Splicers near the small waterfall at the base of the stairs. Gather up the items from the three storage crates on the floor of the Transit Hub and approach the tunnel leading to Neptune’s Bounty.

### 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.



Prelude

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## OFFICIAL STRATEGY GUIDE

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Before I dispense with the well-deserved expressions of gratitude for help with this project, I want to say that it was an honor to author this strategy guide. *BioShock* is far and away one of the most entertaining and consistently engaging games I've ever had the privilege of playing. Ken Levine and everyone at Irrational Games created a masterpiece and as a gamer and a fan, I thank you all for the experience.

As proud as I am of how this guidebook has turned out, I certainly didn't do it alone. My editor, Christopher Hausermann of

BradyGames, was a tremendous source of support and I especially want to thank him for his receptiveness to my suggestions. I also want to offer a big thumbs-up to Keith Lowe who did a fantastic job designing the interior of the book. Of course, I could have never had this opportunity without Leigh Davis, Mike Degler, and David Waybright of BradyGames. Thank you all for making this possible. Lastly, I want to thank my wife Kristin for keeping the shoulder rubs and coffee coming well into the night.

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Doug lives outside Seattle in the small town of Snoqualmie, Washington with his wife of ten years, Kristin, and two dogs. In addition to being a full-time strategy guide author with sixty titles to his credit, he is also an active endurance mountain bike racer. Doug recently finished seventh overall in the Washington State 24-Hour

Solo Championships and, as this book goes to print, will be in the midst of the seven-day TransRockies mountain bike classic in British Columbia. You can follow his musings about videogames and mountain biking on his blog, Randomly Generated.

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