

BioShock 2

BioShock 2 is a First-Person Shooter video game developed by 2K Marin and Irrational Games for the Xbox 360, PlayStation 3, and the Windows operating system. Released on February 9, 2010, BioShock 2 is set in the fictional city of Rapture in 1968. Eight years have passed since the events that occurred in the original game of BioShock. Living conditions have not improved.

When you play BioShock 2 you are no longer a person, you are a Big Daddy. This is a being created with organs and skin grafted into a diving suit. Your Big Daddy resurrects in BioShock 2 without any recollection of past events. However, in contrast to all of the other Big Daddies in the game, you do have free will. You must comb the city of Rapture and locate your missing Little Sister.

Little Sisters are disturbing little girls who use syringes to suck a drug called ADAM from corpses. The new city leader, Sofia Lamb, is intent on preventing you from finding your Sister. Lamb has a cadre of Big Sisters to aid her against you. They are former Little Sisters outfitted with protective Big Daddy diving suits. You will have few allies, and you must battle everyone else you meet.

Adonis Luxury Resort

Go up the stairs until you reach the doorway encrusted with coral. Use your drill to clear the coral away. Crouch to get past the fallen pillar blocking the hallway. Continue down the hallway and into the Adonis Baths. Go around the pool on the left side. Pick up the game's first diary, "Attention: Workers," which is leaning against a pillar just short of the broken generator. Cross in front of the doors to the corner on the right for some treasure. Go through the door marked Plasmid Therapy.

Destroy the Splicer just inside the passageway on the left. Go back to the right, to the door marked Sauna. Enter the code found on the sauna door (1540) into the combination lock. Retrieve the diary "Fitness," and the other items inside. Go back to the door on the left and head down the hallway on the other side. Stop at the desk opposite the large neon Plasmids sign. Search the cash register for some money, and use the EVE dispenser behind the desk to stock up. The dispenser has unlimited EVE, but you can only carry five hypos.

Keep going to the end of the hallway, and search the rooms on either side for treasure. Take your first plasmid, Electro Bolt, from the Gatherer's Garden. Chase the Big Sister back the way you came. Use your plasmid on the broken Door Control Switch to open the door. Kill the Splicers in Adonis Baths.

Hit the broken generator with an Electro Bolt to open the previously locked door to the left of the pool. Go through the unlocked door, and hang a right at the top of the short set of stairs. Go down the tiled bathroom hallway and search the small area there for treasure, and a diary "To My Daughter". Then go back down the bathroom hall. Turn right, then left, and go through the large door just past the window. Hit the Splicers in the water with your Electro Bolt. Be sure to let the electricity dissipate before you search them.

Go around the pool to the right. Check the bench just past the door for the diary "Return." Go into the next room and pick up the Rivet Gun blocking the door. Try out your new weapon on the Splicers on the other side of the door. Check the rooms to either side for a First Aid Kit, ammo and the diary "They Called it Rapture". Go through the next door, and battle the Big Sister. The game does not expect you to kill the Big Sister. You are not yet strong enough. Just do as much damage as you can, and stay alive.

Once the Big Sister has run off, search around the room before following her. You should find some ammo, some First Aid, and the diary "Generation". Go through the doorway that the Big Sister smashed open and then down the hallway on the other side. In the Banquet Hall, hop down onto the main level. Follow the arrow across the sea floor, toward the airlock. Crouch down and search the corpse in the wrecked bathysphere to find the diary "Escape from Rapture". Continue until you enter the airlock. Pull the lever to reenter Rapture and complete the first level of the game.

Atlantic Express

Leave the airlock and go down the hallway, searching the lockers on either side for treasure. Go into the workshop to the right of the locked door, and pick up the Hack tool. Use the tool dispenser on the wall to max out your Remote Hack Tool inventory. Dispense one extra tool into the tray at the bottom of the machine. Aim through the broken window to your left and shoot the Door Control Box. Hack it to open the door. Replace the Hack Tool with the extra one in the tray. Then go through the unlocked door and continue.

Hack the Security Bot lying on the ground. You do not need a Hack Tool when close to a machine. Just press the "B" key to open the mini-game. The bot will help you as you continue into the train workshop. Take out the Splicers there. Go into the side room on the left. Search for treasure and the diary "The Great Chain Rattles". Go back into the main room, and through the door marked Gate Control. Pull the switch. Survive the Splicers' attack long enough for the floor to collapse, dumping you into the water below. You only need to take defensive action here. Back into the corner, as far away from the doors as you can, and wait.

Follow the flooded tunnel and return to dry ground. Use a Remote Hack Tool on the Security Camera, and fight the Splicers with its help. Continue through the Drafting Room, and pick up the Telekinesis Plasmid from the little red wagon. Turn around and backtrack a bit, to the stairs where you emerged from the water. To your left is a large fan. Use your new Telekinesis Plasmid on the fan to get the diary "Mr. Tape Recorder". Then turn around again, and head in the other direction, past the little red wagon, and through the door to the left of the Jet-Postal sign.

Go up the stairs and onto the walkway, where you can try out Telekinesis on the oxygen tanks there, and the Splicers below. Get the diary "Just a Fad" on the drafting table on the left. Go downstairs and across the large room below, searching the dead Splicers and killing any still alive. Go into the cafeteria and collect whatever food and ammo you need. You will find the diary "Ryan vs. Lamb: Reality" at the back of the cafe.

Return to the workshop, and move down to the end of the room. After the Splicer appears and throws a wrench into the works (literally), turn around and find the diary "What Happened to the People". It is just across the room in a suitcase underneath the decorative bottles. Follow the arrow into the bathroom. Through the broken section of wall, use Telekinesis to remove the pipe from the gears, opening the door.

Go through the door, up the ramp to your left, then down the stairs, and find the diary "Know the Beast" on the overturned filing cabinet. Cross to the right-hand staircase, and visit the Circus of Values vending machine at the top. Hack it, for practice, and then continue up the staircase into the switching hub. Deal with the onslaught of Splicers. Watch out for the Security Camera on the right, not far past the entrance. Hack the camera. If you do not, you will have to fight Security Bots as well as Splicers. There is a good fighting corner at the bottom of the stairs, next to the Bot Shutdown Panel.

Get in the elevator, and press the button. When the elevator arrives, pick up the Trap Rivets near the stairs. Use the Rivet Gun to attach these to solid objects near a defensive position you choose. Treat them as re-useable mines. Pick them up and use them again if an enemy has not already triggered them.

At the top of the stairs, turn left, and then left again, into a small side room. Search for treasure, and for the diary "Improving on Suchong's Work". Follow the arrow into the next room, to the large metal door marked Atlantic Express. Go through the door, and find the intercom button on the right side of the next room.

Press the button. Take out the horde of Splicers. If you have time, Hack the Security Camera to the left of the door. After you have cleared the Splicers, search the train station for treasure, and stock up at the Circus of Values. Find the diary "The Situation" on the left side of the benches in the center of the room. Climb on the train and hit the switch, completing the level.

Ryan Amusements

Go through the doorway and up the stairs. Find the diary "Eleanor's Progress" amid the candles on the altar. Go through the Security Monitoring Room behind the ticket counter. Take note of the Power to the People upgrade station as you pass it. Find the diary "The Old Sheepdog" at the bottom of the next set of stairs. Aim a Remote Hack Tool through the broken window to Hack the door. Pick up your ticket from the desk on the left side of the room. Retrace your steps through the security room.

Kill the Splicer who has just smashed the glass of the weapons lockup, and then grab the Machine Gun. Visit the Power to the People station to upgrade one of your weapons. Continue and deal with the Splicers, then put your ticket into the machine to open the door into Ryan Amusements. Pick up the "SportsBoost" Tonic. Then turn left and follow the hall out into the main room. There are vending machines downstairs and you will have a battle here later, so Hack the Health Station. You do not want your enemies to use it. Go back upstairs and through the door into the El Dorado Lounge (behind the Journey to the Surface sign). Take the "Drill Power" Tonic and the diary "Eat Dog," from the wagon. Go along the hall and up the stairs.

Kill the Big Daddy. He will not consider you a threat until you attack, so take some time laying Trap Bolts. There is a Health Station and a Circus of Values to the right of the bar. There is a diary "Child and Guardian", in a booth on the far side of the room. Try to lure the Big Daddy into the fountain, or one of the puddles, and hit him with an Electro Bolt, damaging him and giving you time to use other weapons on him. Once you have defeated the Big Daddy, *adopt* (temporarily) the Little Sister.

The Little Sister will guide you to an ADAM-filled corpse. Press *and hold* the "R" key. A wispy smoke-like trail will guide you downstairs to the corpse. If you lose track of it, hit the "R" key again and your smoky pointer will reappear. Once you have found the right corpse (they have a kind of hazy white glow, different from other corpses), set up Trap Rivets. Try to predict where enemies will come from and shoot the rivets there. Your rivets will not hurt you, only your enemies. In this case, put them at the base of both stairways and in front of the locked door. When the Little Sister begins harvesting the ADAM, you must defend her until she is finished. Use the nearby Ammo Bandito and Circus of Values machines to stock up on first aid, EVE and ammo. Move near the corpse and press the "B" key. Your Little Sister will come down off your shoulders and begin sucking ADAM from the corpse. Protect her from the many Splicers that show up.

After the Little Sister is finished harvesting the ADAM, return her to your shoulders. Pick up any unused Trap Rivets. After the last Splicer has died, go through the newly opened doorway. Downstairs, just before you enter the Journey to the Surface ride, turn left, and go through the small opening in the wall. Turn left and then go through the door into the Maintenance Room. Find the diary "You, Me, and 1959".

Switch to Telekinesis as you enter the ride, and use it to repel the large sphere that comes hurtling down the ramp at you. Take out the Splicers at the top of the ramp. Continue deeper into the ride, battling Splicers as they appear. This is a self-guided propaganda tour. Push the buttons at each exhibit to make the animatronics work. Hop the barricade just past the Farm Exhibit, and turn right, into an open doorway. Hack the turret inside, and watch it take out the Splicer.

Stock up at the Ammo Bandito machine, and Hack the Health Station on the other side of the room. Set the room up to your satisfaction, and then go to the corpse on the floor near the turret. Pick up the diary "Escape Plan" from beside the corpse, then set the Little Sister to harvesting; and defend her from the Splicers. When the Sister has finished, leave the room by the doorway next to the Health Station.

Turn left and go a few feet until you see, on your right, the diary "Lamb the Problem, Sinclair the Solution". Turn around and head down the tunnel. Just past graffiti reading "We Will Be Reborn", on the right side of the tunnel, go through an open doorway. Now go up the stairway inside, and over a balcony to a small room where, on a desk, you will find the diary "Truth is in the Body". Then, return the way you came to the main tunnel. Just past the Artist Exhibit, duck into the alcove on your left, and follow it down the stairs to a Health Station and Ammo Bandito machine. Then go back upstairs to the main tunnel.

Go through the Maintenance Room, and find the Vent all the way at the bottom. Rescue or harvest the Little Sister. Head back upstairs and into the main tunnel, battling Splicers as you find them. Go into the Family Exhibit, and turn right, through the doorway in the wall. Climb up the giant arm, and follow the scaffolding to the diary "Deterioration," and, a bit further on, to some ammo. Then return to the exhibit.

Go through the maintenance door, and upgrade a weapon at the Power to the People machine. In an alcove to the right, find a Circus of Values, and the diary "Working for Sinclair". Continue through the back rooms, searching for treasure. Hack the safe if you wish. Safes always have good treasure, but they are much harder than other Hacks. Save your game before a safe Hack to give yourself another chance.

Now go through the door, which will put you back into the main tunnel beyond the obstruction. Watch out for the Security Camera and a barricaded Splicer just around the bend. Crouch at the corner and duck walk just far enough around it to see the camera. Hack the camera and it will take out the Splicer for you. Under the camera, is a broken section of wall. Go through it, and use your drill to shatter the wooden planks on the doorway. Get the diary "Doctor Lamb" inside. Go through the maintenance door on the left, and pick up the diary "Efficacy." Then head down the hallway.

Pull the lever to open the door. Before following the arrow, go back down the stairs leading to the entrance to the ride. Straight across from the bottom of the stairs is a doorway, previously closed, but now open. Inside, find the "Booze Hound" Tonic, plenty of booze to try it out with, and the diary "Dating Tip". Go back upstairs and into the Hall of the Future. Hack the turret to take out the Splicers, and continue. Stop by the Vita-chamber and pick up the diary "A Father's Love".

Go to the Gatherer's Garden and buy the Incinerate Plasmid. Head back the way you came. For fun, use your new plasmid to light a fire in the fireplace of the Living Room exhibit. The fire will jump out and incinerate the happy couple. One member of the next exhibit (House Party) is a Splicer standing motionless. He will attack you when you get close. Moving on, use Incinerate again to melt the ice blocking the doorway on your left just in front of the door; past the giant bust of Andrew Ryan. Inside, find another Gatherer's Garden offering different upgrades, and another block of ice, which you should melt to release some ammo.

Keep going until you reach the main hall, where a Big Sister is waiting to fight. This one you have to kill. When you go through the *last* door to the main hall, it locks behind you. Have your Trap Rivets ready to fire and put a nice spread of them out in front of you. Then quickly switch to your Machine Gun with anti-personnel ammo. Keep the Big Sister shocked with Electro Bolt from your left hand while blasting her with 50-caliber ammo from your right hand. If you run out of one type of ammo, press the mouse wheel down to select the next type of ammo. This works with all weapons.

After the Big Sister has died, look for the diary "Volunteer" under the bench in the middle of the room. Visit the Gift Shop before you leave. Upstairs, in the room to the far right, you will find the diary "Cutting Corners". In the basement, hit the Door Control Box on the Dames room to get in, and pick up the diary "Rapture is Deliverance". Follow the arrow out through the park entrance. Melt the block of ice next to the Circus of Values to get a nice hoard of treasure, and the diary "Disappeared".

Get back to the Train Station, and hit the ice blocking the tunnel with Incinerate, clearing the way. Go into the security booth and pull the lever to restart the train. Take out the Splicers that show up when you pull the lever. After they are out of the way, look for an open door under the arrivals and departures board on the south wall of the station. Search the room inside for treasure, and the diary "Wooden Nickels". Get on the train, and pull the switch to finish the level.

Pauper's Drop

Leave the train and follow the arrow to a Door Control Box. Hack this to gain entry into Pauper's Drop. Follow the arrow down the hallways, and take out the group of Splicers worshipping at the shrine. Use Telekinesis to grab the items locked away in one of the cells in this room, and then move on. You will find the Fishbowl Diner to your front. The entrance to the diner is on the other side of the building. Turn left; go around the building and through the doorway into the diner. There is a Shotgun in the corner, next to its former owner. As soon as you pick it up, a group of Splicers will burst through the door and the *roof*. Ready your new weapon and blast them all to kingdom come.

Shoot the trap wire in the doorway, and then go out the back door. Turn right, and Hack the Security Camera on the back wall of the diner. Go into Marlene's Flower Emporium, and pick up the diary "Ryan vs. Lamb: Religious Rights". Climb up the wooden walkway to the roof of the diner. Cross the roof, being careful of the turret hidden just around the corner on your left. Cross the walkway leading to the top of Marlene's, and pick up the "Hacker's Delight" Tonic, and the diary "Better Times with Lamb".

Notice a Big Daddy stomping around below. Set some Trap Rivets on the approach ramp to the roof. Now shoot at him from the roof. He will come up to you and set off the rivets. Finish him off and adopt the new Little Sister. *At your convenience*, press and hold the "R" key again and set up a new ADAM harvest.

Drop down from the roof, and go through the door marked Sinclair Deluxe. Go through the tube to the next door. Go through the set of white doors, and check the rooms to either side. Notice the Free Drill Fuel station in the hall. This is the only one in the game, so now is the time to fully test the Drill. It soaks up fuel like a sponge. Find the diary "Wrong Side of the Tracks" in the room on the left. In the room behind this, find a safe to Hack. Go back to the diner area, to the Gatherer's Garden machine. Upgrade yourself, and then head downstairs. Fight the Brute Splicer, and the lesser Splicers who come bursting through the wall.

Search the room for treasure. In the corner, find the diary "The End of the Line". Look for the diary "Clinic Code at the Fishbowl" next to the door to the clinic. Enter the code 0047 into the cylinder, and then go through the door. Go up the stairs, being careful of the Splicer and Security Camera at the top. At the top of the stairs, turn left.

Now go straight ahead, through the break in the wall, across the wooden walkway, and inside the next building. Use the Power to the People station here, and then go upstairs and through the door on the right, into the office, where you will find the "Shorten Alarms" Tonic and the diary "Camera in Hock".

Exit the office and go straight ahead, out through the broken wall and across the walkway. Kill the Splicers at the shrine, and pick up the diary "Arrangements". Turn right and follow the arrow. Hack the Security Camera behind the small section of wall straight in front of you.

When you reach the rooftop, cross it, and go through the broken wall. Continue through the doorway beyond it, into an apartment where you will find treasure, a safe, and the diary "Therapy with Grace 1". Then leave the apartment and return to the rooftop.

Drop down through the hole in the roof of the pawnshop, and pick up the Genetic Research Camera. This is a movie camera with a timer. Any enemy with a **golden aura** around it is a target, even dead bodies. Only enemies eligible for Research have the aura. Only the Camera can see it. At first, it does not matter that you cannot see the aura while you are holding a weapon. All enemies are eligible, early in the game. However, as you complete your Research for each Splicer type, it becomes a wasted effort to get out the Camera for every Splicer you see. Try to keep track of which Splicers you need to Research.

Go out the door and down the hall, to the shop's front door. Start a movie of the Splicer outside. When the door opens, take the Splicer down. The lower-left of your screen, near the countdown ticker, will tell you your score for the movie. Hit the "M" key to get an updated readout of how your Research is going for all types of enemies. Take advantage of the weaker enemies in this level of the game to max out your research on Leadhead Splicers, Thuggish Splicers and Big Daddies. They constantly regenerate. The best place to find them is in Skid Row. Follow the arrow to Skid Row. The Big Daddy inside is a good target, as he is already weakened from battling the Splicers. Start the camera and switch to your favorite weapon.

Afterwards, Go into the Reliable Pharmacy. In the back room, climb the steps and Crouch down to get through the hole in the wall. Find treasure, a safe, and the diary "Blood and Lamb" in the room on the other side. Hack the door control to get out. Hack the Security Camera just outside.

Follow the arrow until you find a Brute Splicer. Start the camera, and then take him down. Go into the room where you found the Brute. Drop down in front of the Limbo Room and go inside to find the "Hypnotize" Plasmid. Try it out on the Splicer couple dancing in the next room, and search for treasure. Go onto the stage and up the stairs on the right, to find two rooms, one with a Power to the People machine, the other with the diary "Closing the Limbo Room".

Leave the area of Limbo Room and turn left, and left again. Go up the long, steep stairs and through the sliding door with the gold filigree on it. Take the second left past the bathroom and find the diary "Sunday Services" on the floor next to the corpse. Find the "Fire Storm" Tonic in the room beyond. Continue across the makeshift bridge and onto the roof of the pharmacy to find the diary "Pauper's Drop". Retrace your steps across the bridge and through the apartment. At the bottom of the long stairs, go left and then follow the hallway. In the alcove on the right, find the diary "Mole".

Remember that you must also kill Big Daddies, adopt Little Sisters and have them harvest ADAM from corpses - in every level - from now on. Hold down the "R" key to see the wisp of smoke, which points you to the next corpse. Each of your Little Sisters must harvest two corpses. Only then will you have enough currency to buy plasmid upgrades. Hit the "Esc" key and look at the bottom of your display to see how many Sisters there are in the current level. The icons show either a single Sister or a Big Daddy/Little Sister combo. The single Sister icon means you have already adopted that Sister and have collected the ADAM. The combo icon means that there is/are still Little Sisters left to adopt. Check this for each level of the game. Be aware that after you have taken your Little Sister to the Vent to get the ADAM, there is a chance that a Big Sister will attack you. You will hear ominous music and have about fifteen seconds to establish a defensive position. Have your Research Camera ready and know which keyboard number selects your most powerful weapon. It does not hurt to put down Trap Rivets in a pre-defined defensive location either.

You are about to leave Skid Row. Check to see if you have done all the Research you can do here before you leave. You will only have to do it later if you do not do it now. The enemies only get tougher. If you leave Skid Row for a moment and then come back, a Brute Splicer will have regenerated to give you another chance to Research it. But, once you have maxed out Thuggish, Leadhead and Big Daddies, it is time to go.

To leave Skid Row, follow the arrow through the hatch. Watch out for the Splicer's Explosive Trap in the glass corridor between Skid Row and the Sinclair Deluxe. When you reach the blocked doorway, fill up on Drill Fuel at the red station on the wall. Now stand close to the blockage and use your new drill technique to smash the obstruction. Start by turning on the drill *first*, and then hit the "Shift" key. As soon as you open access to the next room of course, Splicers will attack. Defend yourself, and then go back and fill up with Free Drill Fuel again. Now head upstairs.

At the second floor landing, turn right, and go into apartment 106. Search for treasure, and follow the apartment all the way back to the bathroom, where you will find the diary "A Gift from Lamb".

Follow the arrow down the long second floor hallway. Duck into the open door on the left to find a safe, then through the door on the right to continue. When you come out of the apartment into the hall, turn right. Watch out for the turret around the corner, at the end of the dead-end hallway. This is a good chance to do some Research in the Security category. Next to the turret is a room with a Power to the People machine. Upgrade one of your weapons, and then follow the arrow back.

Hack the Security Camera ahead, in an alcove to your right. On the altar beneath the camera, find the "Freezing Drill" Tonic. At this junction, deviate from what the arrow is telling you. Instead, go down the other hallway toward the ammo vending machine. Go through the doorway across from the machine and up the stairs. Then go down the next hall until you come to the missing section. Jump diagonally across to the section on the left to get the diary "Profit Coming, Profit Going".

Drop down through the broken floor onto the wooden walkway. Now continue following the arrow down the corridor. Go through the open rooms on the right to search for treasure and see a safe. Near the safe is a hidden turret. Hack or destroy it, and find the diary "Where has Harry Gone?" on the shelf next to the safe. At the end of the hall, go into room 212, on the left. Inside, in the room to the left, find the diary "Butterfly".

Find the bathroom for room 212. The floor above has collapsed. Go up the ramps to the bathroom upstairs. In the hall outside is a Security Camera. Here is an excellent opportunity to max out Security Research. With your back to the sink, enemies can only come at you from two directions. The Circus of Values machine in the hallway downstairs will help you resupply. Ease out the hole in the hall and look left to see the camera. Run back to the sink and wait for a few Splicers to attack. Then stand in the hallway long enough for the camera to send Security Bots after you. Get your Research Camera ready. Click your camera to start it rolling and then kill that bot. Do the same for the next one. Resupply and repeat until you max out that Research.

Now step into the hall and Hack the camera remotely. Continue down the hallway and turn right where it forks. Go along the balcony all the way to the dead-end to get the diary "What a Snap". Then return along the balcony, past where you first entered, until you find room 307. Search the apartment to find the "Keen Observer" Tonic on the desk in the room on the left. The diary "Barbarism" is under the bed. In the other room, pick up the diary "Failing Lamb". Activate the poster of Dr. Lamb on the wall. Press the secret button now revealed. A hidden door will open and, behind it, a secret tunnel.

Go down the secret tunnel and Activate the window to look through. Have a talk with the old Black Lady Singer and either kill her or spare her. If you spare her life, she will send two Security Bots to aid you in the next section of the level. She will also have second thoughts about the way she has been bad-mouthing you all this time. Then take the key from the desk and go back the way you came. Go into room 306, and then drop down through the hole in the floor, and the next. Follow the arrow, and be ready for a fight.

Back in the area of the Fishbowl Diner, use this opportunity to Research the Brute Splicer and then kill him. Search his corpse for the diary "Field Trial #1" to find out how he became the way he was. Then keep following the arrow. Make your way back to the train station, and hit the Lockdown Controls Switch. Get on the train and hit the switch to finish the level.

Siren Alley

Make your way across the sea floor to the Siren Alley airlock. Be sure to pick up the ammo and three ADAM Slugs along the way. Once inside the airlock, throw the switch. Find the diary "A Silent God" on the wall to the left, above the line of candles. Battle the Splicers, or stand just out of sight behind the corner and let the Big Daddy do it for you. Search the area for treasure and vending machines.

Climb the stairs to the second floor balconies, and search for treasure. Drop down through the hole in the floor, into the bar. Pick up the "Handyman" Tonic, and the diary "Misbehaving". Melt the ice inside for more treasure, and then Hack the Door Control Switch to leave.

Go into the Mermaid Lounge and search for treasure. Melt the ice in the kitchen to get the diary "The Rumbler". On the second floor, enter the office. It is the only one with closed wooden doors. Go behind the bookcase into a hidden room at the back. You will see Splicers on the other side of the window arguing.

Hit the Turret Control Switch on the wall to the right of the window. The turrets will uncover and kill some of the Splicers, if not all of them. Now go into that room. The turrets will *not* attack you. Pick up the diary "Plasmid Shipment". Now walk back to the kitchen area. Position yourself so that you can shoot your Hack Tool at the Door Control Switch. Hack the door control. The security gate will open. Find a safe inside and other goodies. Then drop down through the hole in the floor of the next room. Find a Power to the People station and the diary "Farther to Fall".

As you approach the security grate to exit, a Splicer will lock that grate and set alight the pool of oil on the floor. Back away from the oil, into the corner. His own oil will burn the Splicer. An explosion will unlock the grate and you can leave. Outside, pick up the Security Command Plasmid from the wagon on the right. Do not Activate the bot on the ground until you leave, or it will just die needlessly inside the next room. Then continue into that next room. Hack the Security Camera on the wall just to the left of the door. Now run to your left, into the alcove just past the camera. Use this cover to take out the two Splicers at the top of the stairs in the main room (not the stairs in the alcove).

Now go up the stairs in the main room, with your Hack Tool selected, and Hack the Machine Gun Turret just at the top of those stairs. Note: The game goes on while you are Hacking. Do not stay exposed to the turret while you Hack it or it might just kill you before you finish. Shoot a Remote Hack Dart, and then run back down the stairs, out of the line of fire, to complete your Hack safely. Remember this technique as you progress through the game.

Now go all the way upstairs and around to the door. Pick up the diary "Lamb's Salvation" on the left side of the door. Follow the arrow back outside, Activating the sleeping Security Bot on your way out. Have your camera selected. You may see a Brute Splicer to Research. They always carry a lot of money and you probably need to buy some supplies for the next part of the level.

The arrow will point you toward the Pink Pearl. This is a three-story building with no vending machines inside, on any of the floors. Stock up on ammo and health potions before you go inside. Mini-Turrets should be available at the Ammo Bandito now. Shoot them at the floor with your Hack Tool whenever you need some extra defense. They do not last forever, but are quite effective. Do not be concerned about spending all your money. You will come out of the Pink Pearl with a ton of cash.

Just inside the door, pick up the Spear Gun. Look far up on the balcony ahead to see a couple of Splicers. The Spear Gun is a long-range weapon with good stopping power, excellent accuracy and re-useable ammo. Hit the "T" key to Zoom the sights in, and back out again. Try it on the Splicers and retrieve your spears when you get up there. Now, go into the office on the first floor, and find the diary "Father Simon Wales".

Head upstairs and search the apartments on the second floor for treasure. You will start running into Spider Splicers. You need to Research them anyway, so have your camera selected. When you see the gold outline, click the shutter and then select a weapon with which to exterminate the Splicer. In one of the apartments on the second floor, find the diary "Double Standard".

Now go up to the third floor. Defuse the trap wires with Telekinesis. You will see a fellow by the name of Daniel Wales, in a colorful outfit, running away from you. Fight and Research the Spider Splicers. Hack the Security Camera at the end of the hall. Go through the door on the right. Activate the farthest-to-the-right peepshow window, and hit the Door Control Switch in the room beyond with Electro Bolt to open the door. Watch out behind you for a Splicer. Go down the hall to the newly opened door, and go inside the room to find a safe and some other treasure.

Go down the hall and through the door on the left. Look on the desk, in the room to the left of the hole in the floor, for the diary "Wales an' Wales". There is also a safe in this room and a Spider Splicer. Drop down through that hole, and follow the arrow. Watch out for the two turrets at the end of the hall. Hack one turret and it will kill the other turret when it starts to attack you. Pick up the "Hacker's Delight" Tonic on the right side of the hall.

Go out into the hall and battle Daniel and his Spider Splicers. Collect the diary "The Date is the Code" from Daniel's corpse. Follow the arrow back through Little Eden Plaza, fighting Splicers along the way as necessary. Make your way to the combination-locked door. Set up a defensive position here with your back to the Gene Bank. Put Trap Bolts to the left and right of that position. If you have Mini-Turrets, put one each to the left and right of that position also. The Pneumo Tube should have at least one Mini-Turret and other ammo inside (provided by Sinclair) to help you. At the locked door, enter the code 1919 into the cylinder. During the few seconds before the Splicers arrive, select your Research camera and remind yourself which keyboard number has your best weapon and ammo. The lights will go out. Now alternately click the Research Camera shutter and then kill that Splicer until there are no more enemies.

Now that the door is accessible, go through it into Plaza Hedone. Continue, in a linear fashion, down the second-floor walkways and balconies as they jog left and right. All the way at the end of the walkway, you will reach a room with a Machine Gun Turret. Hack this turret and go through the door behind it to find a safe, and the diary "Lamb's Operation". Now take a moment to backtrack to the bridge overlooking the plaza. See and hear a Security Camera below and to your right. This is an easy Hack.

Go back to the Machine Gun Turret. Notice the corpse next to it with a white haze around it. This is another one of the ADAM-infused corpses. *Unusually*, this one has the turret to help you. Set up Trap Rivets left and right to make an outstanding defensive position. You definitely want to have a Little Sister harvest this one. Even if you do not have a Sister on your shoulders now, remember this spot for later. Now you can go up the staircase next to the turret and search the upper level of walkways for treasure. Find an apartment with the diary "Bury Her Memory".

Go down to the ground floor and find Joe's Green Groceries, but do not go inside yet. Look for the narrow opening to the right of Joe's (if you are facing the store). Squeeze in, and follow the passageway down to a flooded pipe access containing the "Vending Expert" Tonic, and the diary "The Requirements of Utopia".

Go inside Joe's when you get back upstairs. Look near the cash register for the Conspicuous Switch, and hit it. Go through the newly unlocked door in the back room. This area has three kinds of security. A Security Bot will fly up the stairs at you as soon as it sees you. There is a Machine Gun Turret at the bottom of the stairs which can be Hacked. There is a camera to the left of the stairs which can be Hacked after the turret. In addition, of course, there is a Splicer down there somewhere.

After all that, go through the opening on the right, at the landing halfway down the stairs, and follow the catwalk around to the office. Hit the Conspicuous Switch on the side of the desk to reveal the safe on the wall. There is also a Bot Shutdown Panel in here if you need it. Then continue down the stairs to the lower level, and go into the Bootleg Plasmid Lab for the diary "An Empty Niche" and the "Cure All" Tonic. As soon as you pick up the tonic, the Spider Splicer playing dead will jump up and attack you.

Go back up the stairs and out into the plaza. Look for the diary "The Pair Bond Mechanism" on a pile of rubble just ahead. Notice the dead body, with a white haze around it, in front of the Little Sister Orphanage. This is another of the ADAM-infused bodies. Be wary of setting a Little Sister down on this corpse. An attack can come from too many places. You will have to take an extra precaution. The problem is the nearby Little Sister Vent. The Big Daddy roaming around will want to access this Vent. Your Little Sister takes so long to suck out the ADAM that the Big Daddy will, eventually, wander over and be worse than a nuisance. He will get in the way of your defense of the Sister. You will find it impossible to avoid hitting him with ordinance. Then he will get angry and add to your already-difficult fight against a horde of Splicers. If you want the ADAM from this corpse, you must remove the Big Daddy *first*. Then, before he can regenerate, set your Sister down next to the corpse and defend against the Splicers. Expect at least one Brute Splicer.

Now go inside the Little Sister Orphanage and search it for treasure. In the second floor dormitory room, find the diary "My Name is Eleanor". As you return, the lights will go out. When you get back to the room just at the top of the stairs, a Splicer will appear to be blocking the door. He will not attack you and, if you fire on him, you will only be wasting ammo. When you try to go past him, the imitation Splicer will lock you in the room and run away. Now a Spider Splicer and a Brute Splicer will attack you. Get your Research Camera ready. Fight off the Splicer ambush, and then leave the orphanage.

Go through the door into the Temple of the Lamb. Kill any Splicers in the pump room. Then go through the door on the right, down the hallway, and into another room. Now go through the door on your left, up the stairs and along the balcony. Remote Hack the door control which is on the wall beyond the security grate. That room has the diary "Shackled to the Great Chain". Go back down the stairs and look for the diary "Guidance of Lamb" on the altar. Go through the next door, down the hallway, and through the door on the left to find a safe, a Power to the People machine, and the diary "Therapy with Grace 2".

Before you leave this room, take a moment to prepare yourself for a tough battle with Simon Wales. Just beyond the hatch at the end of the corridor is a large room with a group of Splicers and Simon Wales. The hatch will lock behind you after you have crossed the threshold. Go close enough to the hatch to cause it to open, but do not go through yet. Kill all the Splicers you can from the protection of the corridor. Research the Brute Splicer before you kill him. When you cannot lure any more Splicers into the corridor, go into the room and find Simon Wales. He has a ton of hit points, but a full load of fire-enhanced rivets will take him down. Use your left hand to stun him with Electro Bolt while you are reloading your clip.

Search Simon's corpse. Pick up the diary "The Creed of the Faithful" from the altar. Go through the door and activate the Pump Control. Then head back the way you came through the now-flooding corridors and rooms and buildings. Just follow the arrow on your screen and you will not get lost. You cannot drown. You are wearing a diving suit. If you reach a closed door that will not open, wait for it. The door will eventually open. Walk, again, across the sea floor, to the Dionysus Park airlock. Activate the switch to finish the level.

Dionysus Park

Exit the airlock and follow the arrow through the hallways and rooms. You will meet your first Houdini Splicer in the big room next to the Circus of Values. Houdini Splicers leave a puff of red mist behind when they disappear. Research this new variety of Splicer while you kill it. Click your camera's shutter, Zap the Splicer with Electro Bolt to freeze it in place for a few moments, and then hit it with a more powerful weapon. Keep zapping and firing until he is dead. Find the diary "Patronage" on a shelf in the same room.

Go up a set of stairs, running off a side room, to the second floor. Keep going straight, past the door to the left overlooking the first floor, then down another short set of stairs and find the diary "A Gift from Billy". The diary is on a landing near a pile of rubble blocking those stairs. Look to your right. Down on the first floor is a growth of bright yellow seaweed. Jump over the rubble to land next to that seaweed. Now swivel around to face the falling water. The locked room you are looking for should now be in your field of vision, in the near distance. Enter the code 1080 into the combination lock to access the room. Find a Power to the People station, and the diary "Lamb's Time is Over". Then, return to the big room with the yellow seaweed.

Familiarize yourself with this entire area. You will be coming back here. Hack the Health Station in this room. If you can click on the blue part of the Hack Screen, the station will drop a free First Aid Kit on the ground that you can use later. Do this with every Health Station you see from now on. Now go back up the stairs to the top landing. Go through the door on the left. Hack the Security Camera in the hall just beyond the door. Now this becomes a safe place to take a breather and think about your next move. Follow the arrow up the next flights of stairs. Fight the Leadhead Splicers, and then find the diary "Lamb's Idea of Art" in the room at the top. Then, keep following the arrow to a large room with a broken carousel at its center.

Go through the door to the left of the Gatherer's Garden machine. Note the broken door with its two panels not quite closed. Water is pouring through. Between the two panels is the diary "Dionysus Park's Weakness" and the "Eve Expert" Tonic. Search the next room for treasure and vending machines. Return to get the diary "Lost and Found" from the center of the carousel. Now go through the hatch marked "Employees Only".

Follow the arrow along the glass corridor. Past the next hatch is a small room with a Power to the People station. There is also a safe. In the next room, pick up the Launcher from the little red wagon. There are a couple Splicers in the next room for you to try it out on (grenades can be purchased at vending machines). Search the train station for treasure and then approach the Security Booth and talk to Stanley. He will not let you past the locked door until you get rid of three Little Sisters.

Now go into Dionysus Park to find those Little Sisters. In the large room between the train station and the Triton Theater, get "Lamb Flouts the System" near the statue in the middle of the room. Hack the Healing Station in this room. Splicers will constantly regenerate here. Now look for a wide corridor next to this room that connects with the Triton Theater. The corridor has two large canine statues and there is a Rocket Propelled Grenade Turret (RPG) at the end of it. Hack the turret so that it can help you later.

Before you deal with the first Big Daddy, carefully explore the entire theater to familiarize yourself with it. Hit the Door Control Panel of the ticket booth to unlock the door and get a rich jackpot of treasure. Beyond the booth, on the left wall, is a Health Station to Hack. Splicers will probably destroy the station later, as well as the RPG turret. However, some of them will die in the process and you must *not* let them use the station to heal themselves. Opposite the Health Station is the entrance to the Lounge. Follow the sign down the hall into the Lounge and Hack the Door Control Panel to gain access to the back room. You will find a safe and the diary "Learning Poker". Splicers will attack you every time you leave the lounge.

In fact, Splicers will attack you almost every time you leave one area of the theater and enter another. This may also be a good time to mention that, although you may have a lot of dollars and ammo right now, it will go quickly. Remember that you have to kill three Big Daddies. You will run out of dollars. The ammo vending machines will run dry. Conserve your ammo as much as possible.

Try to use your Spear Gun in one-on-one battles - and retrieve the spears. Note the kind of ammo that the game is dropping. Use that ammo in small battles, instead of your good stuff. Use snacks to rebuild your health instead of First Aid Kits. Use Health Stations and pay only nine dollars instead of buying expensive First Aid Kits. All of this advice is even more valid if you plan to adopt the Little Sisters.

There is a large flooded lobby beyond the booth area, with a snack bar. Remember where these snacks are, to use later when your health gets low. To the left of the snack bar are the restrooms. In the Dames room, find the "Electrical Storm" Tonic. Two doors on either side of the snack bar lead to the seating sections. In the hall beyond, you will see signs pointing to the Projection Booth upstairs. It is protected by a Security Camera, which you should definitely Hack. In the hallway leading to the projection booth, find the diary "Growing Up" in the pile of rubble on the right. There is a lot of ammo in the office nearby. In the Projection Room, find the "Extended Reel" Tonic. The vending machine at the end of the hall is an excellent fighting position. The camera will send Security Bots to aid you. Do not hit the camera accidentally.

Back downstairs, on the balcony overlooking the stage, find the diary "A Spy". When you pick up the diary, Splicers playing dead will jump up and attack you. Go through the door to the left of the stage and into the room behind the screen to get treasure and the diary "A Secular Saint".

You will have noticed a Little Sister and a Big Daddy walking around in the Triton Theater. After you have explored the theater fully, and stocked up as best you can from treasure and vending machines, lay your ambush and take down the Big Daddy. Note that the Little Sister sometimes crawls into a Vent to sleep. When you hear a Sister say, "I'm ready for dream time Mister Bubbles", she is going to bed soon. Make sure that you do not waste ammo killing a Big Daddy who is wandering around alone. After you have defeated him, deal with the Little Sister as you see fit, either harvesting her or adopting her. Be aware that, no matter what your decision, a Big Sister may attack you afterwards. Listen for the ominous music.

The next step in your main quest is the Fischer Gallery. However, even though you may have most of your Research maxed; there may still be some work to do on Houdini Splicers. The Triton Theater is crawling with Houdinis. One of the most powerful tools you can earn in the game is the final Houdini reward. You gain the advantage of invisibility whenever you are standing still, and you are not engaged in combat. This gives you the benefit of surprise, and the ability to change weapons and ammo without discovery. Use the theater and Research Houdinis as needed. Invisibility will make the rest of the game even more fun.

Now go to the Fischer Gallery. The entrance is in the room with the carousel. In the piano bar, find the diary "The Voice of the Self" on the piano in the corner near the window. Next to the piano room is another wide hallway leading to a door at the end marked with a big sign "Fischer Gallery". Go through this door into a large room. To your left is an elevated area, which is accessible by a stairway. Go up the stairs to find the "Drill Specialist" Tonic, the diary "Gotta Keep it Together", and a Health Station.

Now go back out the Fischer Gallery door. Use Incinerate to melt the ice blocking the door into the Imago Fine Arts gallery. Go through the door and into the anteroom, but no further. Beyond the icy opening ahead are four Security Cameras in each of the four corners of the room. There is a Machine Gun Turret just to your right, past the opening. There are two more Machine Gun Turrets on either side of a wall, which crosses the center of the room. You can Hack all of these if you have seven Remote or Auto Hack Darts. Take your time and be systematic. This room will make an awesome defensive position for you later.

If you are not very good at Hacking, then use Game Saves liberally. First, use an Auto Hack Dart on the Machine Gun Turret on the floor to your right. Remember to back out of the line of fire while you Hack. Second, use a Remote Hack Dart on the Security Camera visible in the far left corner. Third and fourth, use Remote Hack Darts on the two Security Cameras in the left and right corners closest to you. Fifth, use a Remote Hack Dart on the remaining Security Camera in the far right corner of the room. Now walk into the room and bear right past the first wall to the second wall. Just beyond this second wall, to your left, is a Machine Gun Turret. Pop out and hit it with an Auto Hack Dart. Now walk toward that turret and continue to the end of the wall. Just at the end of the wall, around the corner to your left, is the final Machine Gun Turret. Use an Auto Hack Dart on it to complete the setup of your best defensive position in the game.

Now melt the piles of ice for treasure and the diary "Falling into Place". In the back room, find ammo, a safe, and the "Hardy Machines" Tonic. Hack the Health Station on the front wall to the room. Note the Vent on the back wall of the room. There is also one of the special ADAM-infused corpses on the floor.

Take out the second Big Daddy. It is possible to lure him into the Imago Gallery, and allow your Hacked security devices to do some of the damage. Then either adopt or harvest the Little Sister. Be prepared for Splicers to rush into the room afterwards. Be prepared also for a Big Sister to come into the room. Equip your Handyman Tonic so that you can repair the turrets, keeping them in tiptop shape as long as possible.

When you are ready to leave, you will find the third Big Daddy in the area of the carousel, back toward the beginning of the level. Take out the Big Daddy, and deal with the Little Sister. Go back to the train station to find the security booth unlocked. If you have to go through the Piano Bar, be advised that Splicers constantly regenerate there. It is just a waste of ammo to try to fight them all. Just run past them, following the arrow to the train station. Pick up the diary "A Plan," and deal with Stanley. He has few hit points. A blow to the head will knock him dead. Then, get on the train and throw the switch to finish the level.

Fontaine Futuristics

Get off the train and follow the arrow. Pick up the diary "Alone at Last" from the pile of crates on the left in the first room after leaving the platform, and then continue to follow the arrow. Pick up the "Damage Research" Tonic from the little red wagon, and continue. Throw the switch to flood the airlock, and head out across the sea floor. Collect one ADAM Slug along the way. In the next airlock, hit the switch and continue.

Fight the Splicers in the lobby of Fontaine Futuristics, and then search the area for ammo and other items. Then head upstairs, and hit the bio-scan button. Shortly after you do, an Alpha Series Big Daddy will come charging after you. These are tough, but carry plenty of cash. Research it and kill it and then head through the door. After Gil's message, get the diary "Agnes Dei" from the wall beside the video screen, and then look under the desk right next to it to find a safe. Then hit the voice-activated switch at the next door to open it.

Hit the voice-activated switch on the door at the far side of the security booth to attempt to open the door. Battle the Splicers Gil sends after you and then go through the door they came from. Find the diary "Means of Control" on the couch just inside. Search the huge room for treasure and vending machines, including a Gatherer's Garden. If you are low on ammo and dollars, this room is an excellent place to get both.

Note one long corridor off the main room, with a Machine Gun Turret at the end. Hack this turret to make an excellent fighting position. Lure Splicers here and dispatch them. The Handyman Tonic will give you the skill to repair the turret after it takes damage, and keep it in fighting trim. You can also use this corridor to kill off the Big Daddy roaming around with his Little Sister. With the addition of a Mini-Turret and a couple of mines, you can even fend off a Big Sister. She will probably arrive after you harvest the Little Sister. Do not miss the opportunity to Research the Big Sister if you get this chance.

Note that this huge room is a great place to use your Spear Gun. Stand still, go invisible and wait in ambush for a Splicer to come toward you. Hit the "T" key to zoom in on the Splicer's head and fire. A head shot is an instant kill and pegs the Splicer to the nearest wall. You may have noticed a wall with bodies stitched to it with spears. This wall is a ready supply of free spares for your gun. Do this until you max out ammo and \$.

Then follow the arrow to the Bot Shutdown Panel on the lower level and hit the Signal Relay there. Fend off the Security Bots Gil sends your way, and then head upstairs in search of the other three Signal Relays. At the top of the stairs, find the diary "Life after Sisterhood". Turn right, and then right again at the corner. Crouch to go through the hole in the wall on your left. Follow the passageway to the hole in the floor. Drop down into the lab to find the "Drill Power 2" Tonic, and the diary "A New Cognitive Model". Fight the Splicers who show up. Once they are dead, leave through the broken window and walk back upstairs.

Go to Fontaine's office, on the opposite side of the staircase from the Vent. Hack the turret on the other side of the small dividing wall. The turret points directly at the door to Fontaine's office. As soon as you open that door, an Alpha Series Daddy will attack. Get your Research Camera ready. The Hacked turret will help you defeat the Alpha if the door is open. Inside the office, hit the Signal Relay on the right side of the room. Activate the Conspicuous Boar Mount on the other side of the office. It will turn to reveal a hidden access in the adjoining wall, containing three safes and the diary "Goodbye to Fontaine".

Outside the office, turn left. Go through the door marked Marketing Administration. Kill the Splicers inside, and then hit the Door Control Box to open the door on the left wall. Inside the next room, find a safe, and the Unstable Teleport Plasmid.

The Unstable Teleport Plasmid is an Easter Egg that has you following a teleporting plasmid jar around the Fontaine Futuristics level. You will first find it sitting on a desk. The container is constantly shifting colors, a visual sign of its instability. When you touch it, the container will teleport close by. When next you touch it, the container will leave the room, and you will find it resting on a broken pillar on the upper level, just outside the office. Touch it again and it teleports to the right of the Circus of Values machine downstairs.

Touch it again, and it will appear on a sofa near the "Spear Wall" downstairs. When you try to pick it up from the sofa, you will become immobilized. The plasmid container will begin to float and then teleport you along with it. You will see confused Splicers back in Fontaine's office, a Splicer being chased by the floating plasmid container, the sea floor, and finally a large dark room with a spotlight over statues basking in the glory of the Vending Expert 2 Tonic. Pick up that tonic and you will return to the entrance to the level. Unfortunately, you will never actually obtain the Teleport Plasmid itself. The game's creators found that the effect caused major scripting errors.

Now go back into the main room of Fontaine's office and through the door on the other side of that office. Stay out of the water flooding the room; electricity periodically runs through it. Jump left, onto the desk and pick up the diary "Source of Volunteers". Jump onto the bed headboard. Finally, jump to the dry section of hallway. Go down the hallway a bit and Hack the red box on the wall to deactivate the electricity. Hack the Security Camera opposite the red box, and hit the Signal Relay below it. Deal with the Splicers that show up, and the ambush now waiting for you on the other side of the door to the room.

Walk back downstairs and follow the arrow to your old defensive hallway. Go through the newly opened door into the theater area. Enter the code 5254 into the cylinder lock to open the door. Crouch down and follow the passageway. Get the diary "Prototype," and the "Careful Hacker 2" Tonic.

Return the way you came and follow the arrow down the hallway - into the theater. Take advantage of the vending machine to top off your ammo. To the left of that machine is a Mini-Turret, partially hidden behind a broken door. Fire a Mini-Turret close to the circle of light with the microphone. Step up to the microphone. A wall will drop down behind you, blocking your exit. Battle the Houdini Splicers that Gil sends after you. They will jump up on top of pedestals that surround the circle of light and attack you from there. When the Houdini Splicers are dead, Another Alpha Series will attack you. When he is dead, hit the last Signal Relay.

Head back to the Security Booth, and hit the Voice Activation Switch to open the door. Make sure to upgrade a weapon at the Power to the People station inside, and then hit the switch on the desk. You now have access to the plasmid labs. Follow the arrow into the lab airlock, and get the diary "Abort the Experiment" from the bench on the left - just before you enter the airlock. Then throw the switch to flood the airlock, and follow the arrow across the sea floor.

Drop down through the hole. Notice the stairways with metal handrails nearby. Find the beginning of those stairs and climb up all the way up to the top to find a sea slug. Now jump over the edge, float down to the original hole and drop down through that hole again. Follow the arrow to the airlock. Throw the switch and go down the dark hallway. Go down the stairs to the right of the desk and left at the bottom to find a Gatherer's Garden machine and the diary "Gil's Place in the Plan".

You must get the lights back on by flipping three circuit breakers. If your back is to the Gatherers Garden, you are facing a large tank full of liquid. To the left and right of that tank are two ceramic-tiled pillars. On the far left and far right sides of those two pillars, respectively, are two of the breakers you must turn back on. At the base of one of the pillars is the diary "Solving for X", lying on the ground.

After you have flipped both of those breakers, go back up the stairs to the desk. Highlighted in gold is the third breaker. Hit that Power Mains Switch and the lights will come on.

Pick up the first of four ADAM-infused plants you need from the desk, and back up to the top of the steps behind you. Get ready to fight two Alpha Series. If you are invisible, they will run around crazy-like looking for you. They may fight each other at first, but if one goes down, the other will immediately turn on you. When you tire of their antics, hit one of them with the Hypnotize Plasmid. Now start your Research Camera and take out the survivor. One of them shoots Rocket Grenades and the other one Standard Grenades. Your Research Camera will only run a short time. Kill the Alphas quickly to get the best score.

When they are both out of the way, follow the arrow downstairs to the Pacification Chamber at the bottom of and to the left of the stairs. Hack the Security Camera on the left, just above the entrance to that Pacification Chamber. Before you go into the chamber, look in the observation booth for some treasure, and the diary "Outlived Usefulness".

Now go through the door underneath the camera, along the corridor and into a room with an uneven floor and large pillars. Find the next ADAM-infused plant, glowing gold in a corner of this area. Survive the Splicers and Alpha Series Gil sends after you, and then follow the arrow back the way you came.

On the other side of the facility is another set of stairs going down. This side of the facility is larger and more complex than the side you just came from. The sign at the door will say "Holding Tanks". Hack the Rocket Turret in a cubbyhole to the right of the bottom of the stairs. It is possible to Hack the turret from the top of the stairs, through a small opening there.

Facing the turret, go through the hatch to your left. In this area, watch out for the Big Daddy battling the Splicers. He will attack you without provocation. Take him down, and search his corpse for the diary "Meltzer's Choice". If you have been listening to Meltzer's diaries throughout the game, now you know what happened to him.

Continue through the room to find the next ADAM-infused plant. Farther on, you will find a Security Camera to Hack and the diary "Goodbye, Dr. Alexander". Directly beneath the camera is a broken section of glass. Look through it, into the room beyond, and Hack the Door Control Panel on the left.

Move to the other side of the wall on your right. Drop down through the hole in the floor. Kill the Splicer, and head down the narrow hallway, checking the cells. In one, you will find a turret and a safe. At the back of that cell, you can Crouch down and find a passageway leading to the back of another cell. Shoot a bolt of fire through the bars to melt the ice in the other cell. That will release the door. Then circle back around and go inside through the newly unblocked door to find treasure, another safe, and the diary "Betrayal". In the cell across the hall, find the last ADAM-infused plant.

Then hit the switch on the door at the end of the hall, and follow the arrow up the stairs, battling Splicers and Alpha Series as they come. Follow the arrow back the way you came. Along the way, go inside the room you Hacked open through the broken window. The room is just opposite the Ammo Bandito machine. Inside, find a Power to the People station, and the diary "Big Sister". Stand inside the room and fight off the Splicers that come at you and then continue following the arrow.

This level is almost complete and you must ask yourself if you want to harvest any ADAM before you leave. You may leave without doing so, but you will limit the upgrades available to you at the Gatherers Garden.

When you are ready to finish the level, at the desk in the main room, hit the Sample Injection Controls. Fend off the waves of Splicers and Alpha Series that Gil sends after you.

Hit the Genetic Sample Extraction switch on the desk. Take the Genetic Key from the slot. If you like, hit the switch on the desk to electrocute Gil. Either way, follow the arrow back to the airlock and hit the switch. Follow the arrow to the Oxy-Fill station and use the key on the Airlock Access Panel.

Go inside the newly uncovered airlock and throw the switch. Find the diary "The People's Daughter" on the right side of the hallway leading to the elevator. In the secret elevator, press the button to finish the level.

Persephone

Get off the elevator and follow the arrow into Persephone. In the first hallway after the tube, look for a Power to the People station on the left. A little farther on, just past the sign pointing to the Quarantine Area, go through the doorway on the right. Inside the room, find some treasure, and the diary "Selling Ryan Short". Go back to the hallway and continue following the arrow. Look in the pile of rubble at the next corner to find a deactivated Security Bot, which you can Hack if you feel you need it.

You will find Eleanor lying on a bed inside a small glass room in the Atrium. To open the glass door, you must Activate the Quarantine Chamber controls. However, after you flip the switch, *two* Big Sisters will come after you. Find a place where you can put your back to a wall and choose one of your best weapons. The attack will begin immediately after Sophia Lamb's message ends.

Enter the Quarantine Chamber. A cut scene occurs where you become a Little Sister yourself - for a time. There will be no enemies to worry about while you are a Little Sister. Enter the Vent in the wall. In the Atrium, follow the arrow to the next Vent, which will lead you into Lamb's office. Follow the arrow to the Cellblock Door controls, and pull the switch. Go through into Lamb's office. At the end, find the diary "Withholding Visitation" on the chair next to the bookcase. Then continue on, following the arrow.

In the next room, to the left of the three people admiring the sculpture of the Big Daddy fighting some kind of sea monster, find the diary "Blessing in Disguise". Then get back to following the arrow. In the next room, gather some ADAM from the "angel". Follow the arrow to the room on the right, and pick up the Big Sister Armor from the wall.

Go through the next Vent, just around the corner of the hallway, next to the jammed door. Gather ADAM from the "angel" in the room. Hit the circuit breaker to open the door, or leave the same way you entered. Farther down the hall, in the Repair Shop, find the Big Sister Helmet. Pick up the diary "Behind Mother's Back" from the bench right next to it. Head upstairs, and find another "angel" in a cell on the left of the room. Pick up the Big Sister Weapon from the locker at the far end of the area. Turn around, and go through the door on the left. Follow the arrow back to the quarantine chamber.

Find the diary "Freeing Father" underneath Eleanor's bed. Then, give Eleanor the Big Sister Suit and become your old self again. Follow the arrow back to the Atrium. Use your new plasmid to summon Eleanor, who will help you out with the Splicers waiting there for you. When you have cleared out the area, follow the arrow to the bulkhead leading to Inner Persephone, and exit the area.

Inner Persephone

Check the room for treasure, and then follow Eleanor upstairs to the docking platform. Head up the next flight of stairs, and fight the Splicers in the room at the top. A turret here can be Hacked to help you. Call Eleanor if you want a little extra muscle. After you have cleared out the room, visit the Gatherer's Garden in the entryway to the Holding Section.

You are now entering the final phase of the game. You are probably as strong as you are going to get. You probably have as much ammo as you could possibly use. If not, there is more than enough to pick up along the way. Dollars are not a problem either. You will find as many as you need. Vending machines are all over the place. A few Alphas, Brutes and assorted other Splicers will need dispatching. However, you have seen your last Big Sister. While not a walk in the park, the rest of the game is just a matter of following the arrow.

Go into the Holding Wing. Hack the Door Control Panel inside the Inmate-Processing Booth, aiming through the broken section on the right. Do not bother trying to get in yet. Follow the arrow into the cellblocks. In the room just after the first section of tube, take a left (Security Checkpoint A), and follow the next section of tube along until you reach the booth you just Hacked. Inside, find treasure, a safe, and the diary "Out with the Old...".

Then head back the way you came. Stop off at the Gene Bank if you need to adjust your plasmids or tonics, then resume following the arrow. Hit the Prisoner Admittance Button. Now go through the door, following the fleeing Sinclair. At the bottom of the stairs, go through the door marked Cafeteria. Watch out for a Security Camera and a group of Splicers waiting for you in the next room.

After you have cleared the room, search for treasure. The corpse on the table in one corner is a bit of a trap; he only has booze on him. Indiscriminately searching him and taking his possessions will make you dizzy for a few seconds. On the table next to the dead drunk, find the diary "The Definition of Despair".

Follow the arrow through the kitchen and down the stairs. Fight the Elite Brute Splicer. Melt the ice in the corner for treasure. Follow Sinclair as he runs through a hole in the far wall. This leads to a tunnel lined with pipes. Use Telekinesis to disable the two Trap Spears and then continue down the tunnel into the laundry room. Be careful of three Splicers, one of them a Machine Gun Splicer bobbing his head up and down behind a barrier at the top of the stairs. Time his bobs and nail him with a spear. Go up the stairs.

Beyond, is the door to the cellblock; which Sinclair locks behind you. You can see Sinclair. He is the Alpha behind the porthole window upstairs. For now, he is locked inside that Security Tower. Search for treasure, fighting off whatever Splicers come your way. In the Solitary Confinement area on the first floor, go to the basement level to find the "Elemental Vampire" Tonic. The tonic is under the lid of one of the cells. When you pick it up, the lights will go out for a moment and then come on to reveal three Houdini Splicers. Do not waste your ammo on them here. The lights will go out again and the Splicers disappear. They are actually waiting to ambush you in the room upstairs. Deal with them on your way back to the main floor.

Go through the door on the main floor named Cell Block South Quad. Hack the Security Camera on the right-hand wall, hidden by a pillar. Go into the second cell on the right and look for a hole in the wall. Crouch through the short tunnel. At the end, find the diary "Last Two Digits".

Upstairs, go along the catwalk to the door of Block D. Inside is a Machine Gun Turret to Hack. Afterwards, in the cell on the right, find the diary "A Trade". In the cell on the other side is the diary "First Two Digits".

Now go along the catwalk to Block C and step inside. In one of the cells are two bodies. One of them is a female Splicer playing dead. Look for a hole in the wall and go through it into Block B. In the cell on the left, search the hanged prisoner for the diary "No More Hope Left". Farther on, in another cell, find the "Elemental Sponge" Tonic. Go back to the catwalk and through the door just past Block C. Check Block A for a Brute Splicer lost in thought and the diary "A Generous Offer".

Return to the area at the top of the stairs. Find the locked bathroom door. Five dollars may seem a steep price to pay, but put some bills in the slot anyway. One of the toilet tanks has another copy of the code to the Security Tower and treasure. Melt the pile of ice with Incinerate, and Crouch through the now-exposed tunnel collecting treasure. When you reach the end, stand up and Hack the Security Bot lying on the floor in the next room. Sinclair is now loose in the facility. He will run around, searching in every room, trying to find you. Crouch back along the tunnel. If you have the Natural Camouflage Tonic active, stand still at the bathroom door. With a good view of the cellblock, you can watch Sinclair run around crazy-like, unable to see you. If you Hacked all the security, it will whittle him down to nothing. Alternatively, you could kill him yourself. Sinclair will thank you for killing him.

Find Sinclair's dead body, highlighted in gold, and search it for the key to the Security Override. Go to the Security Tower. Use the Power to the People station inside, and find the diary "Magic Sauce". Activate the Security Override control on the desk in the Security Tower. Soon after you put the key into the slot, two Alphas will come running. This is an excellent opportunity to further your Research on this type of Splicer. Stay in the office and let them come to you. There are only the two of them to worry about - for the moment.

Follow the arrow back toward the Docking Platform, fighting your way through Splicers. There will be another Alpha in the Laundry Room. There will be two more Alphas in the Kitchen. From the Docking Platform, go to either Therapy or Infirmary. You will have to visit both, but the order is up to you. This walkthrough will detail the Therapy area first.

Follow the arrow through the tube and into the Therapy Wing. Walk for a while along the lengthy corridor. Go through the first door on your left. There is a sign above that door advertising "Recreational Therapy". Take out the two Splicers inside, and search the room. The dead body on the couch has the diary "Legs, Mouths, Arms and Eyes". Listen to the diary. It references the unlock code for the combination lock on a door inside this room. Notice the pictures on the wall. Count how many brown legs there are in one of the pictures. Count how many red mouths there are on another picture (the red smudge does not count). Count how many blue arms there are on a third picture. Count how many green eyes there are on a fourth picture. Now you have the code to the locked room. Inside is a safe with a lot of cash, rockets and mines.

Go into the room across the hall, advertised as "Intensive Therapy. Watch out for the Splicer, and the Security Camera just inside an adjoining room. Look for the diary "A Simple Question" on the machine next to the examining table on the right. Continue down the hallway. The next room past Intensive Therapy is an electric torture chamber with a button you can push to see how it works.

Now go all the way to the intersection at the end of the hallway. At this nurses' station, look for a door to the right of a tilted sign "Therapy Patients". Through the door is the diary "Destructive Learning". Now go all the way to the end of the next long section of hallway. Pass by the Pediatric Ward, for now, and go through the hatch named "Administration Offices". Go through the glass tunnel and then through the next hatch. On the shelf, in the first room on the right, find the diary "Sacrifices". Go downstairs, and fight the Splicer and Alpha series (another easy occasion to Research) down there. Search the room for treasure, and the diary "A Stratagem for Sinclair". Head back upstairs, and hack the Door Control Panel in the corner of the room. This is a good one for an Auto-hack Dart. You will be able to replenish the dart inside, and get good ammo.

Follow the arrow back to the Therapy Wing door you passed earlier. You might want to buy some ammo at the Ammo Bandito next to the door. Do not accidentally open the door to the Pediatric Ward before you are ready for a hard-hitting battle. As soon as you enter the ward, Houdini Splicers, Brute Splicers and Alpha Series will attack you. After you have defeated them all, search the room for treasure. There is a turret in the hallway at the back of the room. Then hit the call button on the wall.

Now follow the arrow back to the Docking Platform and fight another Alpha. Then go through the door marked "Infirmary". Along the way, kill three Splicers and then Hack a Security Camera across from the "Registration Desk". Follow the signs down a long corridor until you reach a door marked "Ward A", with a Gene Bank to the right of it. Directly across the corridor from that door is another one. Through that doorway, find the diary "Such Freedom".

Now go all the way through "Ward A" to the other side, through a hatch into a glass tunnel and through the next hatch into "Ward B". Kill the mad Houdini doctor teleporting around inside and then go through the hatch on the other side of the ward. You will come out into a well-lit corridor. Move in the direction of the signs pointing to the "Pediatric Ward".

You will see a sign on the wall directly ahead of you "Quarantine Area". The corridor bends right at this sign. Around the bend, all the way at the end, is a Rocket Turret. Hack or destroy it, and then jump over it into a room where you will find a Power to the People station, and the diary "My Prison". Nearby, find a nurse's station with a large pillar next to it. A button on this pillar will open the two locked cells across the corridor. Inside are two armed Alphas. Neither of them will be thankful if you release them.

Now return back down the hallway and around the corner to the base of the stairway. Look behind the bottom of the stairs to find ammo and health. Go up the stairs and take out the Alpha Series at the top, if he has not already come down to get you. Go through the door marked "Surgery" and Hack the Security Camera inside. There is yet another camera in the next room. On the counter underneath it, find the diary "They Feel Pain". Now Splicers will attack you from the next room. The Security Camera will aid you.

Go past the door to the Pediatric Wing, into the Autopsy Room. Pick up the last diary in the game, "Alleviating Pain", on one of the autopsy tables.

Stock up at the vending machines in the main room if you need to. Then jog down the hallway into the Pediatric Ward. Defeat the onslaught of Alpha Series, Brute and Houdini Splicers inside. After you have beaten them all, the menacing music will abate. Follow the arrow to the call button and Activate it.

Go back to the main room and jump over the edge of the drop-off to land near a Security Camera below. You should have already hacked the camera. It is the one near the "Registration Desk". Follow the arrow and the signs on the walls to get back to the Docking Platform.

At the Docking Platform, go downstairs and approach the big window. You will see your daughter helping the Little Sisters escape. You will need your daughter's help to fight the final battle. Make sure you *know* which keyboard button controls the plasmid that summons her. You will not have time to fumble about when the battle starts.

At first, you must combat Lamb's onslaught of Splicers and Alpha Series alone. Eleanor will let you know when she has gotten the Little Sisters to safety. At that point, you can summon her with your plasmid.

After Eleanor tells you to, follow the arrow, and *run* upstairs to Activate the Docking Clamp Release Lever.

After Eleanor tells you to, destroy the two Large Glass Tubes (highlighted in yellow) above the Docking Clamp Release Lever, to flood the entire room. This will eliminate the last of the Splicer resistance.

Get to the elevator, and watch the long, and very well done, ending cut scene.

Chris Barton - Revised 04.10.2013

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