

BioShock 3 Infinite – Two Burial at Sea DLCs

Burial at Sea – Episode 1

You do *not* need to complete Bioshock infinite in order to play these two DLCs. However, you will find the learning curve for these DLCs less steep and the game more entertaining if you have finished not only Bioshock 3, but also Bioshock 1&2.

The date is December 1st 1958, less than two years before the events that will occur in the original Bioshock game. Booker Dewitt is sitting at his desk in his shabby office. His head lies upon his desk as he sleeps fitfully, reliving a nightmare where he loses Sally, a little girl in his charge, while he is gambling at Sir Prize. Booker's desk is littered with racing forms. He wakes up when he hears a knock on his door. A shapely woman walks in and Booker tries to shoo her away, but the woman remains, turning her back on him and asking him to light her cigarette.

Walk over to her, light her cigarette and listen to her request. The woman tells Booker that her name is Elizabeth. She looks somewhat like the heroine of the main game. Elizabeth wants Booker to help her find a lost girl. Take two coins from the night stand and then follow Elizabeth out the door onto a wide veranda overlooking the visually-stunning underwater city of Rapture.

Follow Elizabeth down the wide stairway. Inside Sinclair Spirits, check for treasure in a handbag. Pass by a group of Little Sisters lined up for instruction outside the Little Wonder Educational Facility. Past the door marked 907, crouch down behind the counter, to find a wallet and listen to an Audio Log by Sander Cohen. Pass by the Andalusian Arms apartments and then enter an elevator. As you ride up, Elizabeth tells you that some details in the police report about Sally may not be true. The little girl may not have drowned after all. Booker has a short migraine event, along with a visual that seems to have him reliving a terrifying event from his past.

At the top of the elevator ride, exit to find a waiter moving between customers using the Houdini Plasmid teleportation technology. Take the tip from the cocktail table. Inside Le Marquis D'Epoque, watch a movie and play the slot machines. Booker is well known here. Elizabeth tells him to quit while he is ahead. Exit the store and then walk behind the Le Temps Perdu (lost time) bar until you come to Cohen's Club. After you knock on the door, a man slides open a slot in the door and then asks to see your invitation mask. Nobody without a mask is allowed into the private party going on behind the door. You do not have a mask and must search the city for one.

Reverse course until you come to the Information Booth. Check the contents of the wallet in the tray on the counter and then find the Golden Rule jewelry store opposite the booth. Elizabeth agrees to distract the shopkeeper while you search the back room behind the counter. Inside the room, find a gold bar, a ring, some loose coins and a box that used to contain one of the masks. Back in the lobby of the store; you find that Elizabeth has knocked the shopkeeper unconscious.

Exit the store and then note more slots and another film in the lobby for the Watched Clock restaurant next door. A code-locked door in the lobby opens to a Maintenance room. To find the code, enter the restaurant and then walk to the kitchen in back. Find an Audio Log by Roscoe Mullins, who complains about petty thievery in the utopia that is Rapture. In the message, he gives you the code to the Maintenance door. After you enter the Maintenance room, find an Audio Log by Yi Suchong, who talks about being recruited by Andrew Ryan after Ryan banished Fontaine's Splicers to Fontaine's sunken Department Store.

Then make your way to Rapture Records, at the end of the concourse just to the right of the Information Booth. Inside the record store, speak with the shop owner. Ask him to give Elizabeth the *star treatment*. When you search the room behind the counter, you again find no mask in the box and also no treasure.

Exit Rapture Records and then go up the nearby stairway. One dressing room in Maison Vosges has another Audio Log by Yi Suchong, who talks about the first time he met Jeremiah Fink. Continue along the mall to The Artist's Struggle gallery. There, speak with the shop owner. Ask him to help Elizabeth and then sneak behind the counter to the room in the back, where you finally discover a mask still in its box. Note that if you drink any of the whiskey in the boxes, your vision will go blurry for a short period of time.

Back downstairs (auto save); again find Cohen's Club. Knock on the door. Now that you are wearing the mask, the greeter will let you in (auto save). Walk down a long milk-white corridor. Another greeter opens a door to a dark hallway, lit only by two large white neon rabbit ears. You exit onto a balcony high above a tiny stage where Sander Cohen critiques a pair of dancers. Because the dancers fail to inspire his muse, the mad Cohen orders his lackey Fitzpatrick to electrocute them. Note that in Bioshock One, Cohen will murder piano player Fitzpatrick for the same reason. Cohen then orders that the corpses be hoisted on ropes high above the stage.

When you get to the bottom of the stairway and speak with Cohen, he mocks you. Elizabeth shows him a photograph of the little girl Sally, for whom she is searching. Cohen tells you that he knows the location of the girl, but wants Booker and Elizabeth to dance for him in exchange for the information. The partygoers chant "Dance, dance, dance..." After you have slow-danced for a few moments, Cohen shouts "No, no, no" and then orders Fitzpatrick to electrocute the pair of you.

Near Fontaine's Station, Booker wakes up to find Elizabeth hovering over him. You are traveling inside a bathysphere, down to the sea bed, where Andrew Ryan sunk Fontaine's Department Store and then turned it into a prison for Fontaine's army of Splicers. At the dock, the game gives you a Hand Cannon with only three bullets, so do not count on it keeping you alive for long (auto save). You also have a yellow Shield bar, a blue Eve bar and two Plasmids: Possession and Devil's Kiss. Search behind two counters and inside some cabinets for some snacks and loose coins.

The weight of the ocean above Fontaine's is stressing the building, causing water to leak inside. Bright red and yellow crabs scuttle about the partially flooded floor of the lobby. Cobwebbed glassed-in display cases show abandoned decomposing fashions. Two upgraded kinetoscopes show bizarre dance films created by Cohen. Find a wallet on a bench. Up the stairs, find a Duffel Bag on a bench. You come to a large gate that you cannot open. The Returns Counter has some loose coins. Near it, find a frozen hanging corpse holding an Air Grabber (sky hook). Elizabeth finds one too. Now you can use the Freight Hook above the gate. Elizabeth is skinny enough to slip through the space between gate and wall.

Jump up to the Freight Hook. Booker hangs there momentarily, unable to drop down to the other side because the Air Grabber is slightly damaged. While he is hanging, three Splicers drop down from large circular grate high on the nearby wall. One of the men freezes the gushing water, creating an ice bridge. He then freezes one of his companions, but the man soon thaws out. The man doing the freezing enters the elevator. As soon as you are able to, drop down right on top of one of the remaining two men (Sky-Line Strike) and then whack the other one with your Air Grabber, preserving your scarce ammo and Plasmid Eve.

Elizabeth points out the windowed wall to the Housewares section of the store – in the distance. That is where Cohen said you would find the little girl (auto save). Take some coins and then push the button outside Fontaine's Elevator, to open its door. Then push the button inside the elevator, to ride up. During the ride, Elizabeth asks Booker when he came to Rapture, but he cannot quite remember. Booker notices that his nose is bleeding. You know from the main game that this is because his mind is having trouble processing information from more than one reality.

At the top of the ride, the door opens to the sound of a Splicer female feeding confetti to three dead rats that she believes to be birds. The female Splicer is standing at the top of some steps in the distance. The game tells you to hit the (C) key to go into crouch mode (auto save). Sneak up to the Splicer and then whack her with your Air Grabber. Be aware that she has two male Splicer friends who quickly come to her aid. You could circle around behind them and then whack them first, before you approach the female.

After the battle, search the nearby area for treasure. To get past the gushing water, you must find a way to freeze it, to use it as an ice bridge as you saw the Splicer do earlier. A nearby vending machine sells upgrades for four Plasmids: Possession, Shock Jockey, Bronco and Winter. Another vendor sells, Health, Eve and bullets for your Hand Cannon. Past the Prêt-à-Porter (ready to wear) doors, find a woman's corpse with some treasure surrounding it. For the moment, another burst pipe prevents any further travel here. Backtrack to the stairs that lead up to the doors marked *Stairs to Floor 2* (auto save). In the hallway past the doors, find a wallet.

Past the next doors, you can see four Splicers standing below a sign for Dressing Rooms. They are babbling incoherently. Elizabeth says that they have not yet seen you. Booker proposes to lay down a few Plasmid traps. You could even explode a red barrel of diesel fuel sitting next to the group of Splicers. A bottle of Eve next to the door allows you to refresh your supply.

After you have defeated the Splicers, notice that you need a lock pick to open the door to the Daily Bread restaurant. So, go upstairs past the Checkout Counter, to find a lock pick near two frozen bodies. Elizabeth points out the Freight Hook above you, but hold off going up there yet. Instead, go down the nearby stairway to find a turret inside a dressing room. Explode the two red barrels before you destroy the turret. Then take a Gear Package. Find another lock pick on a table.

From there, crouch down and then waddle under the partially-open roll-up door to a machinery room. Inside the room, kill or disable a Splicer. Listen to an Audio Log by Moses Lydecker, shot in both kneecaps by a turret. Open a wallet and take a lock pick. Watch out for two more Splicers as you exit the machinery room. Then go downstairs, back to the Daily Bread restaurant.

Inside the Daily Bread, deal with one female Splicer, sometimes on the upper level. Find Hand Cannon ammo, a Tommy Gun, loose coins, an Infusion Flask and an Audio Log by Sander Cohen, who praises Andrew Ryan. Note that the pool of liquid on the floor near the destroyed turret is flammable. Devil's Kiss can ignite the fluid and burn you or Splicers. Downstairs, two Splicers are working on a turret. Find a lock pick inside their tool box. Open a Gear package. Find a corpse holding a Small Gold Bar. Watch out for four more Splicers when you leave the eatery.

Back upstairs at the place with the two frozen bodies and a Freight Hook, jump up there to find a corpse on the floor below you. Hear three Splicers ranting. Find a Gear package on the Workman's Wear counter. Up the steps, find those Splicers and another gun turret. Use the center display as cover from the turret. You could carefully explode the big red barrel of fuel next to the turret.

Search the Haberdashery store for its treasure, but watch out for another gun turret in the back of the store, along with an Audio Log by a ranting Sander Cohen, who *really* hates his critics. Find a Gear package in the other dressing room. When you return to the front of the store, watch out for four Splicers waiting to attack you.

The Home Delivery Airlock takes you to a balcony above Fontaine's main floor (auto save). The broken elevator up there needs a jolt of Shock Jockey to repair it, so leave it for now. Instead, enter the expansive Ladies Wear section of the store. The nearest area is a Jewelry Store. Inside it, deal with a pair of Splicers and then open a locked door that requires three lock picks.

Past that door, listen to another Audio Log by Moses Lydecker, in which he mentions a four-digit combination code. Take a necklace, a lock pick and a pair of rings. Open a wallet and a purse. When you leave this room, three female Splicers, who are guarding an Infusion Flask, attack you. They have locked the door to the store. After you have Elizabeth pick the lock, find four more Splicers in the larger Ladies Wear section.

Up the stairway outside the Jewelry Store, first deal with a gun turret. Find a lock pick on the Checkout Counter. Then enter the Shoe Store, to find a pair of Splicers.

The back of the shoe store has a body lying on the ground. Next to the corpse, find a lock pick. Find another lock pick on a bench. The nearby door has a combination lock. The code for it is the one that Moses Lydecker gave you in his most recent Audio Log. Turn each cylinder to the correct number and then the door will open automatically.

Inside the code-locked room, find a lock pick and a Gear package guarded by a turret. This is where Moses Lydecker died. Listen to his last Audio Log, in which he tells you that all of his Audio Logs were returned for insufficient postage. When you leave the store, four more Splicers attack. Then four more of them come rushing through the door to the Home Delivery Elevator.

Back at the balcony; Look above you to see a Sky Line. Jump to it and then ride it up to a balcony where four Splicers guard the entrance to Jack Frost Village and the Fontaine Plasmids store. Before you enter either of those areas, find two vending machines at one end of the balcony.

Inside the Plasmid store, defeat five Splicers, two of whom are trying to open a safe on the floor below the balcony you stand upon. Near them are two red barrels of diesel fuel. Set a few traps and then explode the barrels. After that battle, go downstairs and have Elizabeth open the safe (3 lock picks), to find an Infusion Flask and an Audio Log by Herschel Weiss about ice. Elsewhere in the store, only one full bottle of Shock Jockey remains. After you leave the Plasmid store, watch for a pair of Splicers to drop down from the Skyline in front of the door to Jack Frost Village.

In Jack Frost Village, use your new Shock Jockey Plasmid to repair the door to a small room with an Audio Log by Ray Lardner, who is worried about the bizarre effects of the Plasmid he drank. The safe in that room needs one lock pick. It has coins. Take a nearby Gear package.

Then open the Airlock to Rapture on Ice. The room behind the Skate Rental counter has a few coins, a lock pick and a frozen corpse holding a Carbine. Note that you can access stored weapons by opening the Weapons Wheel (E) and then selecting the ones you want. Past the big door to the next room, hear Frosty, a boss Splicer, warning the other Splicers not to come near his bottle.

After you open the big door, you see a small army of Splicers milling about below the balcony. You could backtrack from here to the vending machines if you need Eve or ammo. Note also that you could also set traps in the room beyond the big door and then return to the vending machines for more Eve, but money is scarce and this is not the best option. Instead, jump to the Sky Line and ride around taking potshots at the Splicers below you until they have all fallen. You could also use Sky Line Strikes as one-shot kills and then jump back up to the Sky Line.

After the battle, Elizabeth will unlock the cabinet on the central platform. Inside it, however, all of the bottles of the Old Man Winter Plasmid have been emptied. Now Booker learns that Elizabeth can open Tears in space-time. She opens one in the cabinet and then you see a Winter Plasmid from another reality inside the cabinet. After it solidifies, you can take it.

As you backtrack to the area with the broken water pipes, watch out for three Splicers behind the Skate Rental counter. Try out your new Winter Plasmid. Freeze them and then hit them with your Air Grabber to shatter them. Past the next Airlock, notice that Tears have appeared where there were none before. Ask Elizabeth to open one of them, to help you battle four more Splicers.

After that battle, ride the Sky Line down to the next level below you and then use your Shock Jockey Plasmid to repair the elevator, which will take you back down to the broken water pipe (auto save). Crouch underneath the floor of that elevator, to find a Gold Bar and Gear package.

Now in the room with the broken water pipe; take a detour into the Prêt-à-Porter section, to where the second water pipe is gushing. Use the Winter Plasmid to freeze the water and then walk across the ice to the other side. Three Splicers and a turret will attack you. In that area, find two vending machines, a Shotgun and an Audio Log by Herschel Weiss. Drink from an Infusion Flask.

Then backtrack across your ice bridge to the other water pipe, watching for three Splicers along the way. Freeze the gushing water and then walk across to the piano at Pavilion Station. At the piano, take a Gold Bar from the suitcase. Find a lock pick between two benches. Take a Gear package. Enter the bathysphere and take a ride (auto save).

At the end of the journey, enter a big room where a Splicer is trying to coax Sally out of a vent. You hear the little girl scream. Deal with the Splicer. Elizabeth finds a schematic that shows there are six vents total. If you close all but one of them, you should be able to force Sally to exit the vent system. Take a lock pick from the White Oats display.

Have Elizabeth pick the lock to the Electronics door. Past it, kill four Splicers who are trying to coax Sally out of the next vent. One of these Splicers will use a Plasmid against you, which can seriously drain your health. If you try to use cover, he will run around it to target you again. This Splicer has a lock pick. Do *not* stumble into the pool of electrified water!

Listen to an Audio Log by Bert Unger, who gives you another four-digit code. Find a lock pick on the floor next to a television. Use Old Man Winter to freeze the electrified water. Then safely walk across it to find two boxes of Tommy Gun ammo and the Bucking Bronco Plasmid. After you drink the Plasmid, another Splicer using Plasmids attacks you. Close the vent – auto save.

Go up the stairway to find the Bistro. At the entrance, find a vendor that sells ammo. Inside the Bistro, deal with three female Splicers. The back room has Carbine ammo. Downstairs, find a vent guarded by a pair of Splicers. Listen to an Audio Log by Shirley Womack. Close the vent (auto save). The nearby key-coded door opens with the code that Bert Unger gave you in his Audio Log. Inside that small closet, find a Radar Range weapon. After you grab it and then turn around, find a group of Splicers ready to attack. Test your new weapon. Back in Electronics; fight four Splicers.

Past the door to Appliances and Toys, cycle the Airlock. Note two Splicers crouching behind a broken refrigerator on your left. To your right, notice two more Splicers near the turret below the Toys sign. One of those two Splicers uses Plasmids against you and he will move as necessary to get a shot at you. After you have neutralized him, take his lock pick.

A locked door near the Toys sign requires one lock pick. Behind the door, find one Splicer and a Gear package, along with an Audio Log by Edith Crenshaw, who became addicted to Plasmids. Fight more Splicers after you leave this room. One uses Plasmids and he has a lock pick.

Near the open vent behind the counter, find an Audio log by Yi Suchong, who has witnessed an alternate reality behind a Tear to Columbia. The safe here requires three lock picks. Inside it, find a Gold Bar. After you close the vent, you get an auto save.

Inside the bookstore, find four Splicers. Take a lock pick from behind the counter. Upstairs, find a vent guarded by a turret. Close the vent (auto save). A door near the Checkout Counter allows you to bypass the locked gate. Note the vending machine across from the next vent.

Then go through the doors to the Showroom (auto save). In Appliances, kill six Splicers. You could use the Sky Line to find them. At the back side of Appliances, the glass doors are locked from the other side, so give Elizabeth a boost up into the opening next to the door (auto save). She will try to unlock the door from the other side, but has some trouble with the lock. While this is happening, five Splicers will ambush you from behind. Two of them use Plasmids against you.

The flooded hallway past the door was for staff only. The corpse just past the door is holding a lock pick. Use the Winter Plasmid to freeze the gushing water and then use it as a bridge to a pair of offices, only one of them intact. Watch out for a turret on the floor below the ice bridge. Inside the offices, find a lock pick on the floor, a Gear package and another Audio Log by Yi Suchong.

Back on the other side of the ice bridge, go up the sloping hallway. In that hallway, Booker again has a migraine event. The image he keeps seeing is the wash bowl from just inside the lighthouse at the beginning of the main game, wherein he sees his reflection. Past some boxes of Carbine ammo, you come to a balcony above the main floor of the Toy Department. The exhaust vent here has no cover. Elizabeth runs over to the vent to see if Sally is inside, but cannot find the little girl. Elizabeth suggests turning up the thermostat to flush out Sally.

In the dead-end hallway behind the vent, enter the Employees Only area. Have Elizabeth increase the temperature in the vent system by turning up the thermostat. After she does that, you hear the little girl scream. Pick up some Tommy Gun ammo and Eve and then return to the exhaust vent.

Booker tries to pull Sally out of the vent. But Sally refuses to exit the vent because she is now a Little Sister, imprinted on the Big Daddy standing behind Booker. So, turn around and then battle the Big Daddy, which is very resistant to your offense and runs very fast.

The door to the hallway where you turned up the thermostat is now mysteriously locked, so you cannot run there. So jump to the Sky Line and then activate the Patriot Tear, to keep the Big Daddy occupied long enough for you to get your bearings. Then defeat the Big Daddy.

After the battle, Booker tries again to pull Sally out of the vent. He even uses Sarah, a doll's head, as an inducement. During this effort, a Tear opens to another reality where the original Elizabeth and the two Luteces force this Booker to remember that he is not Booker. The Booker in the reality on the other side of the Tear wins the battle to pull Sally from the vent and then the Tear closes.

The Booker you have been playing is a version of Comstock who convinced the Luteces to open a Tear to another reality, so that he might escape his troubles. Once here, he forgot his former life as Comstock. Having stolen Booker's identity, Comstock has been living as Booker ever since. Comstock asks Elizabeth for forgiveness, but she can give him none. She will later come to regret that decision. This episode ends with a Big Daddy drill skewering Comstock from back to front.

Burial at Sea – Episode 2

The second episode begins on a beautiful sunny day at La Poche Du Temps Café (a pocket of time) just across the Seine River from the Eiffel Tower in Paris, France. You may remember from the main game, that Elizabeth had always wanted to live in Paris. Barges slowly ply up and down the river. Colorful birds and butterflies flit about. Artists paint their impressions of the city and have their previous work displayed for sale. A more tranquil and relaxing day could not be had.

You now play the part of Elizabeth, who is sitting at an outside table, enjoying a bottle of Pinot Noir wine called Nuits Enivrantes (intoxicating nights). A song plays on the phonograph. Many of the people around Elizabeth are singing, humming or whistling the same song, La Vie En Rose (life seen through rose-colored glasses by Edith Piaf – 1947). Elizabeth has used her powers over space and time, to create this ideal universe for herself. Everyone seems to know her name as you walk Elizabeth along the meandering pathways.

Eventually, you find some steps that take you down closer to the river. A veritable bluebird of happiness alights upon your hand. It too, whistles the song. There, you see a little girl playing with a helium-filled red balloon on a string. Elizabeth believes that the girl is Sally and attempts to speak with her. This girl represents an unresolved artifact from Episode One and Elizabeth might have been better off not trying to interact with the girl. The balloon gets away from Sally and then she runs after it. Elizabeth follows along, perhaps not quite realizing why.

The sky begins to darken. All the colors and pretty people disappear. The wind blows a cold mist in from the river as Sally continues to chase the balloon and Elizabeth follows along behind.

The sky turns even darker. A murder of crows, viewed by some as an omen of death, replaces the songbirds. The farther you go, the more the city changes. Now debris litters the walkways. Fire is consuming one of the buildings and the wind blows even harder. A playing card blows very close to Elizabeth's face. It is the Ace of Spades, a herald of the future. A drenching rain begins to fall.

Somehow, Elizabeth loses track of Sally, but the red balloon comes to rest at the doorway to the office of Booker Investigations. After you open the door, you see in front of you the thermostat that Elizabeth turned up to drive Sally from the vent system in Episode One. The thermostat gets so hot that it breaks and then the scene transforms to a dark circular room where you see many Little Sisters imprisoned behind circular windows covered with iron bars. The image is hellish.

Then the scene changes again, to the Toy Department in Episode One where you last saw Sally. One of Atlas's men is trying to coax Sally from the vent. Lonnie is playing Russian roulette, by pointing a gun at Elizabeth's head and repeatedly pulling the trigger. She is lying on the floor as Atlas drags the inert body of Comstock from her view.

Another man, a guitar in his hands and his back to you, instructs you in a voice very much like Booker's, to tell Atlas "I can get you back to Rapture". After she does this, Atlas orders Lonnie to delay murdering Elizabeth. Atlas demands to know how Elizabeth will get him back to Rapture. The voice of Booker says "Suchong. Tell him Suchong". A skeptical Atlas agrees to allow Elizabeth to put her plan in motion. He leaves her a small transistor radio, with which to keep in touch. Then the scene concludes with Lonnie knocking Elizabeth unconscious.

You wake up alone; finally back in control of Elizabeth, still lying on the floor in front of the vent. The dead body of Comstock lies not far away. Near your head, see the transistor radio. From it, comes the voice of Booker, who admits that he is not really Booker. This Booker exists only to aid the mind of Elizabeth, helping her to remember events about the future that she used to be able to see through the quantum doors. This Elizabeth has not lost the tip of her pinkie finger in a Tear.

The game tells you to pick up the Doll's Head. It is Sarah, the doll that was lying atop Booker's desk in his office at the start of Episode One. It is also the doll that Booker/Comstock used to coax Sally from the vent at the end of Episode One. It also represents the head of Anna/Elizabeth, sliced off by a Tear when Comstock, in an alternate reality, tried but failed to kidnap her. The game tells you to exit the Toy Department, so walk over to the pile of rubble and then climb the wreckage until you can drop down to the stairway. Meander through the debris of the dark Toy Store. At the top of a stairway, move some more rubble out of your way.

Past the rubble, the game confronts you with the corpse of Elizabeth, killed by the Big Daddy in Episode One, though you were not aware that she died until now. A flashback shows you the moment when the Big Daddy hurls her at the wall to become impaled by an iron rod.

Then the scene changes to a rowboat, much like the one Booker took at the start of the main game. The two Luteces row you to the dock, just as they did for Booker, across the Sea of Doors, even though they tell Elizabeth that she *cannot* go back because she does not belong. By traveling back to Rapture, Elizabeth will create a quantum superposition. She died in Rapture and cannot now be alive in that reality, but she is driven to redeem herself at any cost. Exit the boat and then watch the Luteces row away, just as they did after they dropped off Booker.

At the top of the stone steps, open the door to see Elizabeth's corpse again. She has a long talk with the voice of Booker, who tells her to find Suchong. Enter the elevator and ride it down through the darkness to a machinery room, where you hear a disembodied Splicer voice. Crouch down and then waddle through the round opening. The game warns you that walking on broken glass or through water, makes noise enough that enemies can detect you.

Sneak around the corner, through the ventilation system. Along the way, you can see through openings to rooms occupied by Splicers. At one point, the game mentions that you can use an Air Grabber as a melee weapon, but you will not see the weapon until you swing it in front of you. At the end of the shaft, drop down to the floor of the Ryan Preparatory Academy (auto save). Sneak up on the Splicer and then whack him on the head to knock him unconscious. The voice of Booker tells you that only *you* can hear him. Past the door, hear another Splicer talking to himself.

Find a high vent and then jump up into it, to find some food and two coins. Continue through the vent until it exits to a recreation room. In it, find more food and a coin. Exit the room to find the Splicer, who is trying to pick the lock on a door.

While his back is turned to you, sneak up behind him and then knock him unconscious. Take his lock pick and then activate the lock, to begin a mini-game that teaches you how to pick locks. White tumblers open the door silently. Red tumblers open a door and then set off an alarm. Blue tumblers open a door and then drop a noise maker you can use later.

Past the door, find a Medical Kit. In this DLC, you can collect them and then they show up as a number next to your Health Bar. You may hold a maximum of five kits. Hit the (G) button on your keyboard to use a Medical Kit. If you restart (overwrite) the last waypoint, you get to keep this Medical Kit and then get a second kit when you return here. You can watch a film by Andrew Ryan, giving odd advice to students. Activating a stuffed bear causes you to see a future memory of several Little Sisters sitting happily together in a group.

You find a crossbow attached to a pair of glass doors. The voice of Booker tells you that how you use the weapon is up to you. The game tells you that if Splicers detect you, one option is to run away and then hide quietly. Past the door, two bodies have coins, ammo and food. Use your new weapon to knock out the two Splicers in the room. Note that the flags above the heads of your enemies give you an indication of their alertness. Gray flags mean they have not detected you. Yellow flags mean that enemy has detected you but does not know exactly where you are. Red flags mean the enemy knows where you are. That enemy will attack you.

A vent in this room leads you to a Medical Kit, ammo, food and coins. A Faculty Only area includes the Principal's Office. Find money and ammo. A kitchen has ammo and food.

Past the doors with the big red Exit sign, have a conversation with the voice of Booker about Suchong and the Silver Fin restaurant. This room has a vending machine. You can lift the door to Cupid's Arrow by using your Air Grabber. Inside, find a bag with three lock picks. Listen to an Audio Diary by Antonio Rodriguez. Find another lock pick on a shelf and a wallet in a booth.

Use one lock pick to open the door to Employees Only. If you trigger the alarm, a gun turret rises up from below the floor and then fires at you after the door opens. Find a necklace and the blue dress that Elizabeth wore in the main game. Listen to an Audio Diary by Carol Lynn. Find a lock pick under a bench. Drink the Peeping Tom Plasmid, which allows you to see enemies, vents and Tears through walls. If you hold down the same button you use to activate this Plasmid, you can become invisible, but only as long as your Eve supply lasts. Use the Plasmid now, to see that two Splicers have walked into the room next to you. Lay in wait for them and then disable them. Back in the lobby; find a female Splicer pacing about the room.

Past the door to the Elevator, find a door that needs a lock pick to open (auto save). This lock drops a noisemaker that you can use in the next room. This weapon replaces your currently-selected weapon. The game tells you to shoot the noisemaker toward the windows on the right.

Equip the Crossbow/Noisemaker and then shoot the bolt. After you do that, the splicers run to the sound, distracted. You could use this distraction to run to the elevator without a fight. During the elevator ride, Atlas comes on the radio to ask why you are talking to yourself.

Enter the elevator and ride it up to a room where a man is singing a song while he plays a guitar (auto save). He will not attack you. Find a Possession Plasmid near the man. Past the next door, you enter a complex area called Bathysphere Deluxe. Patrolling it is same Big Daddy that killed Comstock and Elizabeth in Episode One. The game warns you that you cannot kill the Big Daddy and keep in mind that the man/machine runs very fast. Also in the room are many Splicers. Be advised that if you use Possession on any of them, they will attack the Big Daddy for a while and then stop doing so. At that point, the Big Daddy may come after you.

Avoid going through the doors that say Test Drive, because there is a locked door in the next hallway that will not open until you get the passphrase. Instead, take the stairway on your right, up to a balcony above the area where the Big Daddy patrols. On your way, find a Hand Cannon ammo box on the stairway. At the top of the stairway, find the entrance to the Silver Fin, but the entrance is locked. Take a lock pick from the trash can and another from a display.

Down the stairway from the Silver Fin, find a Maintenance Room. Inside it, find some Eve and a bloodied corpse holding a blueprint of the central heating system. Move the cabinet aside to find the opening to the ventilation system. Jump up there.

As you crawl through the vent system, watch for two turrets. The game tells you that machines can be disabled from behind, as long as you have enough lock picks to do so. Alternatively, you could use your Possession Plasmid to temporarily co-opt a turret instead of destroying it.

When you get to the end of the heating ducts, drop down into the Silver Fin (auto save). Find a Shotgun lying on the counter. The Airlock opens to a room with a sparking Lutece Device, used to create Tears. After you activate it, you learn that this one is damaged. The voice of Booker insists that you can repair the machine. Then you could return to Columbia and find a Lutece Particle, which will allow you to raise Fontaine's Department Store prison from the sea bed, which in turn will allow Atlas and his men to escape their watery prison and take revenge upon Andrew Ryan. Note that the room is now much brighter than it was when you first entered.

Find a lock pick on a table. Listen to an Audio Diary by Morris Lauderman, the former owner of the restaurant. He made the mistake of telling people that he had seen Elizabeth come through the Tear in Episode One. Then Andrew Ryan and Yi Suchong appropriated Lauderman's restaurant in order to experiment with this newly discovered technology.

A door requires three lock picks to open. Past the door, if you hit the red tumbler, a turret pops up from the floor and attacks you. A Winter Mod will only activate after you have found the Old Man Winter Plasmid. This Area of Effect Mod injures nearby enemies. Find some Tranquilizer Ammo.

Climb either stairway to find Eve and an Audio Diary by Yi Suchong, the man you are looking for. He was flustered by his inability to imprint Little Sisters onto a Big Daddy. Still upstairs, examine the schematics of the Lutece Device, to learn that you need three items to repair it: a Cathode Ray Tube, a CO₂ Scrubber and a Heat Sink. You ask Atlas where to find an Old Man Winter Plasmid.

Downstairs again, after you activate the key-code panel, a door drops down behind you and you are locked in the hallway. The voice of Yi Suchong speaks to you. Hostile at first, he admits that he cannot repair the Lutece Device and agrees to let you try. He gives you the code that unlocks the door – 1216. Somehow, Elizabeth knows that this is his birthday. Unlock the door (auto save).

Back in the area where the Big Daddy is stomping around, go down the stairway left. At the bottom, find the vending machine and then activate it, to get its Cathode Ray Tube. This will not disable the machine and you can still buy its products.

Continue in the same direction, past the unmarked entrance door, and the Manta Ray lounge, to the Service Bay at the top of the stairway. This building has a lock requiring two lock picks. Find one pick just outside the entrance, on the concrete to the right of the door. Watch out for the Big Daddy, who patrols this area. Inside the Service Bay, find a lock pick on the counter. An office has a bottle of Eve. Past the office, enter the elevator and then ride it down to a maintenance room with two bathyspheres (auto save). Both machines are too ancient to have a CO₂ Scrubber.

A desk has two lock picks. Deeper into the facility, you find a large room with two modern bathyspheres. The one you want, however, is too high to reach. You must find a way to lower it. Kill, disable or distract the seven Splicers in the room and then go down into the well of the bathysphere bay, to find a locker room with ammo, a lock pick, Eve, a Medical Kit and a Peeping Vision Mod. It lets you detect enemies without using *any* Eve, as long as you are standing still. If you touch the golf club, you see a brief future image of Andrew Ryan. An Audio Diary by Florence Baxter, gives you a four digit code to open a code-lock door in this building.

You can avoid using scarce lock picks by finding that code-locked door on the catwalk above the three-pick door. Open it with Florence Baxter's code, to get directly to the control room. Otherwise, you must use three lock picks to open the locked door in the bathysphere well.

In the Control Room past the code-locked door, watch out for a Splicer. A safe requires five lock picks to open. In it, find the Possess Turret Mod, which allows you to possess turrets permanently. Find one lock pick on the counter top. A nearby vending machine sells lock picks for \$18 each.

At the control panel, find some Eve and a Radar Range weapon, both near the lever that lowers the bathysphere. After you pull the lever, three Splicers run into the Control Room to attack you.

The vent system in the room has coins and Eve. Down the metal stairway, deal with a turret. At the bottom of the stairway, deal with two more turrets, side-by-side. Note that if you destroy them instead of using Possession to co-opt them, you take damage if you are standing too close to the turrets when they explode. Find an Audio Diary by Andrew Ryan. Take the Medical Kit next to one of the turrets. An office near the turrets has a lock pick and one of four notes.

Return to the bathysphere you just lowered. Jump to the Freight Hook above it. Your Air Grabber squeaks a bit, because it is damaged. The game tells (or has told) you that you can drop down to the bathysphere silently if you hit the (C) key while you are dropping. From inside the bathysphere, take the CO₂ Scrubber (auto save).

If you enter the two nearby bathyspheres, you can get another Medical Kit, some Hand Cannon Ammo, a lock pick and an Audio Diary by Sal Cantone. If you activate the radio in one of the bathyspheres, you see a panorama future image of the buildings of Rapture. Watch out for more Splicers as you make your way back through the Service Bay. Ride the elevator back up, as Atlas threatens to harvest Sally's Adam. At the top, find your first Crossbow Gas weapon. Watch out for four Splicers sitting together on the steps. The new gas weapon can immobilize them all.

Outside the Service Bay, backtrack right, to The Manta Ray Lounge. Inside; an office has minor treasure in a desk. Up the stairs from the coat check counter, find one Splicer (auto save). Listen to an Audio Diary by John Demarco, who was attacked by Splicers while recording this message.

Find lots of cash on the dead bodies. Watch for four Splicers on the main floor below. You could shoot them from the balcony, but note that they can hear you if you walk on the broken glass.

Two doors to a lounge on the lower level are locked from the other side. Watch for a Splicer to appear on the balcony above you. To get inside that locked area, jump up to the Freight Hook and then into the vent, which takes you to a place where you can drop down behind the locked doors.

Deal with one Splicer. If you watch the movie *Regardèrent et Furent Observés*, (they looked while being observed) it asks why you stand there when someone is right behind you. When you turn around to look, see a man wearing a rabbit mask, sitting cross-legged on the floor. He does not attack you. A vending machine in here sells ammo. Find two lock picks on one of the planters and another pick on a seat bench. You will need two lock picks to get out of this small lounge.

Back in the main lounge; a locked door requiring two lock picks opens to a stairway guarded by a turret and a Splicer. This area can be accessed from the bottom or the top of the stairs. Both ends are locked. In there, listen to an Audio Diary by Samantha Kemp. Find a Peeping Cloak Mod, which allows you to become invisible without using *any* Eve, as long as you are standing still and hold down the button that activates this Plasmid. This ability may be extremely valuable to you.

At the top of the wide curving stairway, two Splicers and a turret wait for you. Find Crossbow ammo resting on the bar. The elevator to the Executive Suite elevator does not yet open for you.

Back outside the Manta Ray; turn right and then down the stairway to the Test Drive area. Inside it, find a Splicer in the Employees Only section. There also, listen to an Audio Diary by Samantha Kemp (auto save). After you knock on the metal door, a small panel opens and a man on the other side of the door peeps at you. Tell him that Atlas sent you and then he will open the door so you can get the Old Man Winter Plasmid. Examine the note in the back room, which is one of four. Find a lock pick on the nearby crate. Find another lock pick on top of a table near some Eve. Find a Medical Kit near the corpse of the bound man, Emmet Wyman. Listen to his Audio Diary.

After you drink the Old Man Winter Plasmid, three Splicers come running through the door you left open. They attack and kill all three of Atlas's men. Kill or disable those Splicers and then listen to an Audio Diary on the table. It was recorded by Felix Molloy. Find yet another Audio Diary on a desk – by Kay Flannigan. A vent takes you to a pile of coins, some Radar Range Ammo and some food. However, when you exit the vent, a group of three Splicers will have spawned. In addition, watch out for an ambush by one more Splicer as you leave the building.

Outside the Test Drive building, below and just to the right of the big red bathysphere, look for a big hand-painted sign that says Medicine. This area is well secured by Splicers. Inside Medicine, find a lock pick. In a back room, find a Possess Ko Mod, which causes enemies to fall unconscious after the Possession Plasmid wears off. Find another lock pick nearby, plus one of the four notes.

To the left, as you exit the Medicine area, find the food court below the sign for Manta Ray. Clear enough Splicers from the area so that you can safely enter the small kitchen. Inside, deal with any remaining Splicers and then find a safe that requires five lock picks to open. Inside the safe, find the Winter Forget Mod, which causes enemies to forget Elizabeth after they thaw out.

This safe resets if you leave the area and then return to the food court, but the same mod will be inside. Also find a lock pick. Examine the note on the table, the last of the four coded messages.

Exit the Food Court and then turn right, up the stairway, back to the Manta Ray lounge. Inside, go up the stairway, down into the main lounge and then up the curving stairway to the area near the elevator that says Executive Suite. Find a small bar with three bottles of chardonnay wine.

Turn each bottle around until its label faces you. This action will lower the bar and slide back the wall behind the bar, revealing a hidden room. Elizabeth now remembers, by seeing the wigs and makeup, that Frank Fontaine did not die, but transformed himself into a new persona – Atlas. Examine the syringe to get a future image of a Little Sister impaling Fontaine/Atlas with a syringe, which happens at the very end of Bioshock One. Listen to an Audio Diary by Fontaine, who is demanding that Yi Suchong give him the Ace in the Hole.

Exit the Manta Ray lounge and then turn right – downstairs. Go past the Test Drive building and then up the stairway to the Silver Fin Restaurant. Return to the Lutece Device and then insert the CO₂ Scrubber into a slot on the machine. Then replace the broken Cathode Ray Tube with the one you got from the vending machine. Then select Old Man Winter and shoot it at the glowing circle at the top of the Lutece Device, to cool it down. Now pull the lever on the front of the machine to create a Tear to Columbia. Jump through the Tear to find yourself standing on the First Lady Airship. Activate the door to view a schematic of the ship. Then push the button on the wall next to the Caution sign. This lowers a lift that will take you up the big Fink device that powers the airship. From the rack next to the machine, take the spare Quantum Particle (auto save).

Now backtrack to the Tear and then activate it. However, Yi Suchong will not allow you to return until you do him one more favor. He wants you to get a sample of hair from Fink's laboratory. Suchong believes that the DNA from the hair will allow him to make progress in his search for a method that will allow him to imprint Big Daddies onto Little Sisters.

Now find the Ironsides Plasmid on a shelf in the front part of the ship. It catches bullets coming your way and then adds them to your inventory. Exit the airship, to the Finkton Docks. When you get to a locked door, jump up to the vent system. Along the way, you hear and see Daisy Fitzroy having a conversation with the two Luteces. They are discussing the need for Daisy to die so that you have no choice but to follow the course you did in the main game "Give the girl no choice and she will be forced to make one". Also in the room are Jeremiah Fink and his son, both of them tied to chairs and blindfolded. Daisy refuses to actually harm the boy, but agrees to play her part in the deception that encourages Elizabeth to seek revenge against Comstock in the main game.

The vent exits above a platform full of Vox Populi. This is the same platform where you killed Daisy Fitzroy in the main game. Get past the Vox and then continue to Fink's Office. From the long counter, find a Voxophone by Daisy Fitzroy. Find a lock pick on the small round table.

Past one of two doorways, find the Private Quarters of Jeremiah Fink. You see a huge mechanical clock built into the floor. Enter the Sleeping Quarters to find a big Clock Key. Also, listen to a Voxophone by Rosalind Lutece who debates with herself whether or not to return to Columbia and become mortal again, giving up her powers to travel between one reality and another.

Back at the giant clock; insert the Clock Key into the center of the clock and then turn it. Watch the hands of the clock turn to Prayer. Inside that area, find some minor treasure. Return to the clock and then turn the hands again, to open the door to Leisure. There, find a Voxophone by Fink, who complains about the cost of Adam, the fuel for Plasmids in Bioshock One. Back again at the clock; turn the hands again, to open the door to Work. Ride the elevator down, passing another elevator where you see Elizabeth and Booker on their way up to Fink's Office in the main game. This is the scene where Daisy tells Booker "You just complicate the narrative", because he is alive.

At the end of your elevator ride, find three Vox in the room. Take a lock pick from behind the counter and be very careful of a turret mounted upon a Patrol Boat beyond the huge windows. Find a Medical Kit in a locker room. Choose to walk the hallway full of broken glass or go through the big doors, to a complex area with a huge statue of Fink (auto save). Watch out for six Vox. An upper-level side room has a Voxophone by Fink, who rightly worries about what Daisy Fitzroy will do. He gives you the key-code to the Chamber of Panic on the back side of the stairway. Use the code on the panic room door and find a very small hideout which has the Ironsides Salts Mod, which allows you to absorb Eve as well as bullets. Search the suite of laboratory rooms. One room has another Audio Diary by Fink, who attempts to justify the harm caused by his work.

Find the entrance to the Handyman Operating Wing. Three Splicers defend the Physical Therapy section of the wing. Some of the Splicers are armored and cannot be knocked unconscious by your Air Grabber. Find three more Splicers in the Patient Ward and three more who roam this large facility. Listen to a Voxophone by Edmund Munford, who gives you the code to the guardroom at the entrance to the wing. One of the doctors is cowering inside that room. He runs out the door after you open it. Take a lock pick and the Ironsides Health Mod, which gives you some health when you take damage. One vent at the entrance to the area takes you to another locked room with a lock pick and a cringing doctor who, after you unlock the door, runs away.

Back near the huge Fink statue; go through the Quarantine Zone doors to find a turret (auto save). A ramp takes you onto a barge. Look up to see the second hand of the big clock traveling backward. From there, jump to the Freight Hook and then drop down onto the balcony. Jump through the broken window, to Observation and Engineering.

You learn that Fink and Suchong were sharing their research through Tears. See a display of an early Songbird and Big Daddy. Activate a movie projector to watch a film of a Tear from 10/4/95.

Past the door to Test Subject Inventory, open the door to some wooden steps that take you down to Imprinting Studies. When you pull the lever next to the glass cage of the gorilla, a wire frame doll rises up. This was an attempt to imprint the doll onto the mind of the gorilla, part of an extensive series of imprinting experiments conducted on many animals in this laboratory.

Farther along, find another glass cage where a motionless dog is attached to a funnel. Pull the lever to turn on the gas. Farther on, find many more glass cages full of failed experiments. Still farther into the facility, a door opens to a room where Fink experimented with imprinting a mechanical mockup of the Songbird. Past it, find a paper to examine and then enter the vent and work your way along to a room with a movie projector. Watch a film of a young Elizabeth imprinting on a Songbird that injured itself after crashing into Elizabeth's tower. This accidental event may have been the first imprinting success achieved by Fink. Nearby, find the Subject's Personal Effects, including the Hair Sample that you came for.

Exit the room through the doors to Quarantine Control and then pull the lever to open roll-up metal doors. Unfortunately, this also allows a group of Vox to enter through those doorways. The stairway is a much less dangerous route to take past them. As you backtrack to the First Lady Airship, a now-open office has a Medical Kit and a Voxophone, on which Fink discusses ending his collaboration with Yi Suchong.

Find a small army of Vox in the room with the large Fink statue. You could distract them and then sneak past them to Fink's Office. You could jump to the barge as a shortcut back. At the office; ride the elevator up to the area near the airship. A side room, off the corridor to the ship and near Daisy's corpse, has a Voxophone by Fink, who finally decides that he does not need Suchong anymore. The airship has left already, so the ramp ends in midair. The Tear is still there though. The voice of Suchong asks if you have the hair sample. Then jump to the Tear, back to Rapture.

After you arrive back in Rapture, Suchong tells you to put the hair into the Pneumotube. After you have done this, your screen turns black and then you see a still image of Andrew Ryan. The voice of Ryan tells you that you can work for him or die for Atlas. If you choose to defy him, Ryan tells you, he will send half a dozen men after you. He gives you sixty seconds to make a decision, but you really have no choice but to disappoint him. Set out a pair of Plasmid traps and then find somewhere with cover, to give you a chance in the upcoming fight (auto save). Be aware that some of Ryan's soldiers are using the Houdini Plasmid. Try becoming invisible.

After you have defeated the soldiers, Atlas speaks to you. He tells you that he will unlock the doors to the private elevator inside the Manta Ray lounge. So, go through the door and down the steps to exit the building. Outside on the concourse, find a major battle going on between Ryan's and Atlas's soldiers. Go left, to Fontaine's office inside the Manta Ray lounge.

Inside the lounge, watch out for more Splicers, including Houdini Splicers who can teleport next to you. You cannot target them until they form into a solid enemy, so do not waste your ammo shooting at the red mist. Remember that there is an ammo vendor inside the smaller lounge on the ground floor just to the right of the curving stairway.

At the top of that stairway, watch out for a few Splicers and then note that you can now enter the Elevator to the Executive Suite. During the ride, the voice of Andrew Ryan questions your sanity. At the top (auto save), at the end of a red carpeted hallway, open the doors to find a small room.

Choose to place the Quantum Particle at the apex of that room. After you do that, the entire Fontaine Department Store begins to rise up from the bottom of the sea. While this is happening, in a flash, three of Atlas's men appear. One of them uses chloroform to knock you unconscious.

You wake up briefly to hear one of the men, Lonnie, talk to Atlas about your upcoming interrogation. They are looking for the Ace in the Hole. After you wake up again, Lonnie injects you with Sodium Thiopental, a truth serum. In that state, Elizabeth sees many images of herself. As she regains consciousness, she hears the voice of a radio announcer who touts the imminent defeat of Atlas by Andrew Ryan's forces. The revolution is not going well for Atlas. After she wakes up, Atlas tells Elizabeth that she was unconscious for two weeks, because Lonnie accidentally gave her an overdose of the truth serum.

Atlas tells Elizabeth that he is still looking for the Ace in the Hole. Because the truth serum did not work on her, he threatens her with a frontal lobotomy. He grabs a long thin probe and then describes the procedure as he begins hammering the probe through her skull, toward her brain. Elizabeth tells him that he is doing her a favor, because she would love to forget all the misery that has lately depressed her. Momentarily deterred, Atlas takes a different tack. One of his men rolls in a gurney, atop which is the little girl Sally. Atlas now threatens to lobotomize Sally if Elizabeth does not tell him where to find the Ace in the Hole.

In a vision, an image of Booker appears, releasing Elizabeth. He takes her by the hand and then leads her to an image of Suchong's clinic. Then he tells her to take a leap of faith. Elizabeth finally realizes that the Ace in the Hole is in Suchong's clinic. Then Booker disappears and you see Sally. Elizabeth takes her hand and then the vision ends. Elizabeth tells Atlas that she can retrieve the Ace in the Hole. Atlas agrees to allow her to try and then has his men put her into a bathysphere that takes her to the Artemis Suites, Rapture's working-class apartments (auto save).

Ignore Roland, one of Atlas's men. He is standing behind the counter whistling "Rise, Rapture Rise". Go behind the counter and then follow the hallway into Suchong's Free Clinic. An Audio Diary by Frank Fontaine, complains about how much Adam the drinking Plasmids use. Pass by a pair of Big Daddy suits hanging from racks. Pass by a prototype Vita-Chamber. You come to a room with an injured Big Daddy and two Little Sisters, Masha and Lita. The Big Daddy is blocking your further progress. You try to move him, but he is too heavy.

Instead, you must find a way to repair the Big Daddy, so that it can move itself out of your way. Backtrack along the hallway to find a note on a counter behind a blackboard. Then backtrack further, to a second note. Then return to where the Big Daddy sits on the floor. Try again to help him, but you still cannot. Then the Little Sisters decide to help you. Lita uses a large syringe to withdraw a sample of Adam from Masha and then injects the Big Daddy with the Adam drug. This immediately revives the Big Daddy and he moves out of your way (auto save).

Pass by them into the next area. A door behind the blackboard that says "Cognitive Conversion" opens to a room with a bed and an Audio Diary by Yi Suchong, who is talking to a little boy. Suchong tells the boy to break a puppy's neck, which he does, but only after Suchong speaks the activation phrase "Would you kindly". Read a letter from Doctor Tenenbaum to Yi Suchong, giving advice he never heeded. Past there, hear Suchong dictating into an Audio Diary. He has found that, even when using Plasmids, he cannot imprint Little Sisters onto a Big Daddy.

Find a glowing red button attached to a wall and then press it, to open a door to a room where you can now see Yi Suchong and the two Little Sisters. Ironically, they have imprinted on Suchong, repeatedly calling him "Papa Suchong". You cannot go far into the room because the glass wall stops you. Suchong is annoyed by their pestering and has so little patience that he strikes Lita. The nearby Big Daddy, now imprinted upon the two Little Sisters, immediately gores Suchong with its drill weapon, killing Suchong. Then the Big Daddy stomps hard enough on the floor to break the glass partition, giving you access to the room. In Bioshock One, as the character Jack, you discover the aftermath of this scene, the corpse of Suchong still lying on the table.

From the table near the corpse of Suchong, take the envelope which contains the Ace in the Hole. Continue through the Suchong Free Clinic. Walk down a long dark hallway lined with disused Gatherers Garden vending machines (auto save). Elizabeth now knows that future events will free all of the Little Sisters, including Sally. Comforted by that knowledge, Elizabeth is resigned to her fate. She finds Atlas waiting at the edge of a precipice overlooking Rapture.

A building in the distance announces "Fin de Siecle" (end of an era) in Rapture – New Year's Day 1960. This is also the end of the exceptional Bioshock series and too, the end of Irrational Games. Atlas demands the envelope. After you give it, he hits you on the head with a red pipe wrench.

In her unconscious state, Elizabeth sees images from Bioshock One, beginning with the scene inside the aircraft that crashes into the ocean near Rapture at the beginning of the series. After she wakes up again, Atlas demands that Elizabeth translate the coded Ace in the Hole message, which she does. It means "Would you kindly", which is a catch phrase in Bioshock One, a post-hypnotic trigger used by Frank Fontaine (as Atlas) to control Jack. Atlas says "We've got the activation phrase" and "Now all we've got to do is get that genetic freak of nature on an airplane and Rapture's ours!" Then, no longer needing her, Atlas whacks Elizabeth on the head one last time.

Elizabeth sees the tail of an aircraft briefly floating in the waves. The sequence continues, showing the images Elizabeth has been seeing, in bits and pieces, all throughout Burial at Sea – a Big Daddy, the image of Andrew Ryan, the Little Sisters sitting in a group and a Little Sister injecting Fontaine with a syringe. These images show how the future of Rapture will soon unfold.

Now Elizabeth sees an image of Jack standing near a lighthouse. Jack Wynand is the full name of the boy who broke the puppy's neck. The name was given to him by Yi Suchong and Doctor Brigid Tenenbaum in Bioshock One. They purchased his embryo from Jasmine Jolene, the mistress of Andrew Ryan, who then killed Jolene for selling his offspring. Then Suchong and Tenenbaum used advanced genetics (lot 111) in Fontaine Futuristics, to create a boy who by age one, already had the musculature of a nineteen-year-old.

At Fontaine's request, Yi Suchong also established mind control over the boy. In addition, they created a fictional history for him, complete with a photo of him with his parents. Then, sometime before 1958, Fontaine sent the boy to live in the world above as a sleeper, ready to activate when needed. That time will come sometime in 1960, when Fontaine will activate Jack, using the phrase "Would you kindly..." causing Jack to hijack the plane that crashes into the ocean, very near the entrance to the underwater city of Rapture and starting Bioshock One.

In Bioshock One, Jack frees the Little Sisters, one of whom is Sally. One conclusion to that game has a bathysphere bob up to the surface of the ocean (assuming the final battle with Fontaine ended with less than two Little Sisters dying), where Jack is waiting to become a father to them.

The last future image Elizabeth sees is a bathysphere that rises to the surface of the sea. Inside it, are Little Sisters Masha, Lita and Sally. Jack reaches out to take Sally's hand and then the scene reverts back to the ledge in Rapture, where Sally and Elizabeth are now alone. Mortally wounded, Elizabeth slowly sinks down onto the ledge. Little Sally sits by her side, singing La Vie En Rose.

Chris Barton – Customwalkthrough.org – 10.03.2015