

BioShock 3 Infinite - Walkthrough

Irrational Games created this third installment of the BioShock series. 2K Games published the game for Microsoft Windows, PlayStation 3 and Xbox 360 on March 26, 2013. You take on the persona of a former Pinkerton Detective Agent, named Booker DeWitt. Your assignment is to travel to a city named Columbia, which floats in the air high above planet Earth. You must find a captive (and captivating) young woman named Elizabeth. To make your task more difficult, you must deal with a civil uprising, pitting the downtrodden worker class against the city's elite.

You begin the game as a passenger on a small rowboat. The woman, in the boat with you, hands you a cigar box full of objects you will need on this job. The man rowing, parks the boat next to a dock, attached to a lighthouse. Climb the ladder up to that dock (F key). The man and woman who brought you here row back the way they came, leaving you alone in the darkness. Look inside the boathouse to find two "Silver Eagle" coins. Walk along the dock and up the stairs to the door of the lighthouse. Open a Provisions Barrel. Then knock on the door and it shall be opened unto you.

There are no people inside the lighthouse. Activate the basin of water and see your reflection staring back at you. A radio upstairs plays "That Old Time Religion". Pick up two more coins and find some food on a buffet. Open a Provisions Barrel to find more food. Eating food will restore your health, but you *cannot* collect these items for use later. Fortunately for you, food and other provisions are plentiful in the game world. Walk up the spiral staircase to the second level. After the song ends, the radio abruptly goes silent. Open a cabinet to find a coin and some food. Even if you pick up the phone, you cannot talk to anyone. Take a wallet from underneath the bed.

Go further up the staircase, to the third level. The clock ticks 1:22 A.M. Pick up three coins. Find another Provisions Barrel. Continue up the staircase, past a porthole and a view of the Maine coast, to the fourth level. Find another Provisions Barrel and then activate the bells. The cigar box card appears in your hand. Now ring the bells in the order shown on the card: Scroll once, Key twice and Dagger twice (122). A fog horn sounds. Wait about 45 seconds for the door to open.

As that door opens, the lighthouse lens rises up into the ceiling and an interesting chair flips up from the floor. When you sit in the chair, shackles attach your wrists to the arms of the chair. A soothing voice tells you that this is a "safeguard". The nosecone of a rocket slides into place around you. Look down to see the engines of the rocket ignite. It takes you up 15,000 feet, just above the air city of Columbia. Then, still a captive passenger, you float down through a shaft, to a room with many lit candles. The door of your capsule opens. Your shackles unlock.

The Welcome Center

The gospel song "Will the Circle be Unbroken" plays softly in the background. Water flows across the floor of the Welcome Center. For the first time in the game, you have a Health Bar in the upper-left part of your screen. Exit the capsule and then take two coins from the nearby pews.

Search the other rooms of the building to find about 35 more coins. Some could be inside a Gift Box, in a wallet, in a bag, in a basket and some could be in a Hat Box. Press the "J" key to listen to a Voxophone recording (#1 of 80). You can also listen to recordings in your game menu ("O" key).

Pass by a man in white robes, who tells you that this place is "Heaven friend; or as close as we'll see 'til Judgment Day". Follow the water down the stairs. You pass three stained-glass windows inscribed with the Latin words "Gladium" "Clavem" and "Volumen", meaning "Sword", "Key" and "Scroll" in English. At the bottom of the stairs, enter a large partially-flooded room where Preacher Witting gives a sermon about Father Comstock, who is "The Prophet" to a large assembled group of men and women also wearing white robes.

Join the pilgrims and "Enter Circle", to speak with the preacher. Accept his offer to cleanse you, so that you may enter the city. Take his hand. After you accept the preacher's "Baptism", you wake up back inside your grungy office. Someone is banging on your door - insistently. When you open the door, you see a nighttime vision of New York City as it may appear in the future. Then you skip time and space again, to the Garden of New Eden, part of the air city of Columbia.

The Garden of New Eden

Go up the steps, past a few chanting acolytes. You took damage when the preacher almost drowned you. Eat a peach, a pear or an apple to help fill your Health Bar. If you see one, the bottle of soda gives you only Salts and you cannot use them yet, because you have not yet found Vigors. Pick up two coins from the bench. Find four more coins in the round pool and a banana on the bench nearby. Then open the white doors, to find yourself standing on a bright cheerful walkway.

New Eden Square

For now, explore Columbia in complete safety. Take a wallet from the cart behind the news boy. The Latin phrase engraved in gold on the patio in front of Hudson's store, "Alis Volat Propriis", means "She (or he or it) Flies with Her Own Wings". Find three coins outside the store. Then enter the store and listen to a Voxophone recording (2). Activate the Kinetoscope to watch a short film.

Continue up the street to the crossing gates. After the parade of floats passes by, the crossing gates rise up. In the grocery store, you may pay for cake - or not. Search all containers (Provisions Barrels, Trash Cans, Crates, and etc.) for randomly distributed coins and food. Just to the side of the "Chas. A White Home and Garden Supply", find a garden with a Voxophone (3), wallet, Picnic Basket and a Tool Box. Farther up the street, a boy will run up to you and give you a telegram, which gives you a cryptic warning. If you look into the telescope, you see a man juggling three baseballs while a woman watches him. He is the man who sent you the telegram. You will see this pair many more times, but when you take your eyes from the telescope they have disappeared.

The Fairgrounds

Play all of the games in the carnival side shows. This will give you some practice with the shooting mechanics of the game and earn you a few coins. Find a girl who gives you a “Vigor” named Possession. Use it to make a machine friendly toward you, although only temporarily. A Salts Bar appears in the lower-left part of your screen. Whenever you use a Vigor, you also use some of your Salts. You must eat salty foods or drink potions to replace those Salts.

Try out the Vigor on the mechanical ticket taker at the locked gate. Face the machine and then right-click your mouse. The machine apologizes for not recognizing you and then opens the gate. Before you go through the gate, drink one of the blue bottles of Salts on the table near the girl. Beyond the gate, the same two people whom you saw through the telescope, ask you to flip a coin. They keep track of how many times you flipped the coin and it came up heads. You can tell by counting the marks on the chalkboard that you have flipped this coin 122 times before.

These two people are Rosalind and Robert Lutece, whom she calls brother. She is a quantum physicist who discovered how to float the city of Columbia. Robert is a version of herself whom she found in an alternate universe. As a pair, they are responsible for Booker’s existence here now. Your Booker is trying to succeed where the other 122 Bookers failed. Father Comstock will try very hard to prevent you from succeeding, because his existence is dependent upon your failure.

The gate locks behind you. Pick up a few coins and listen to two policemen discuss the new hand weapon, called a Sky Hook, which one of them carries. From here look to see the tall statue of Robert shimmer, changing to Rosalind. Find a Voxophone (4) at the base of that R. Lutece statue.

Raffle Park

At Raffle Park note the position of the police. Find Salts and food, but do *not* yet eat them. Take three coins from the fountain. Approach the stage, where a crowd of people are waiting for the raffle. The girl with a basket full of baseballs calls out to you to choose a ball. When you do so, you see that it has the number 77 printed on it, the same one that the telegram warned you of. When the announcer, Jeremiah Fink, chooses you as the winner, a timer gives you 12 seconds to throw the ball at either Fink or the frightened mixed-race couple cowering on the stage.

No matter what you do, even if you do nothing, the local police will attack you. A cut scene shows you taking the Sky Hook hand weapon away from one of the policemen. When you regain control of Booker, use the weapon to defend yourself. Hit the melee button “V”, to swing the weapon at your opponents. Note that the crowd of townsfolk has disappeared. Almost everyone left in the city will now try to kill you or cower in fear of you. Find some food to heal yourself. Drink some blue Salts vials to recharge your Salts Bar whenever you need to.

For now, the police come at you with truncheons. However, soon they will begin attacking you with ranged weapons. When you kill enemies, you have the option to pick up the weapons they drop to the ground. You may only possess two weapons at any one time. To pick up a weapon, hold down the "F" key long enough for the weapon to pop into your hand(s). Use the mouse wheel to switch between the two weapons you have chosen. Replace them with new weapons any time you find one lying about. Collect dropped ammunition. Find it on shelves or in containers. Buy it from vending machines. Always keep your weapons fully loaded, by hitting the "R" key.

Find a vending machine dispensing Vigor. Purchase the upgrade for the Possession Vigor you already have. Now you can use that Vigor on humans as well as machines. Humans will fight for you for a short while and then suicide. You can also create a Possession Trap, which lies in wait for an enemy to pass by. To do this, aim at the ground and then hold down the right mouse button until the trap appears on the ground. Near the vending machine, find a Voxophone (5) resting between two cages. Refresh your Health Bar with food and a Health Kit. Take a Silver Eagle Bag. Past the vending machine, destroy or Possess a gun turret mounted upon a Police Patrol Boat.

Light some fireworks. Fireworks barrels explode if you shoot them, but stand well back. Pick up a box of Pistol Ammo, search the remains of the turret for ammo, and then jump down from the Police Patrol Boat to the plaza. Kill Everyone in Raffle Park who is shooting at you. Watch out for a mounted automaton gun turret hidden in a flower bed. Try using a Possession Vigor on the gun.

Shady Lane

The gates to Shady Lane, locked earlier, are now open. Take some ammo from the blue Police Box. When you hear one of the policemen say "Call out the Fireman", be aware that he refers to an armored opponent who throws "Fiery Grenades" to *start* fires. He will try to burn you. You will not see the Fireman until you open the next gate. The storeroom inside the grocery store has some loose coins, booze and bullets. Take coins from the cash register and the coin purse. Then open the gate and deal with the Fireman. After you kill him, drink his Devil's Kiss Vigor. Now you have two Vigors. Hit the number keys 1 and 2, to quickly switch between those two Vigors - as needed. As you acquire more types of Vigors, use the other number keys to select them.

The Blue Ribbon Restaurant

At the Monument Island schedule board, note the puddle of oil and fireworks barrels. Watch for another gun turret, and more police. Then enter the Blue Ribbon restaurant. Inside, *if* you purchased the "Season Pass", find four Gear packages on a table. As these are your first, equip them all. In the future, you will have opportunities to switch to other Gear, if they seem better than what you have. In addition, *if* you bought the Season Pass, find three Infusion Flasks on the bar and two more on a table. These allow you to increase your Health, Salts or Shield.

Rosalind Lutece stands in a doorway with a flask of Shield Upgrade for you. After you take the flask, and any Season Pass upgrades you are entitled to, she moves out of the doorway, allowing you to enter the kitchen. The Shield bar appears near your Health Bar and, when you take damage, it soaks up that damage first. Then, after a few seconds, the Shield recharges automatically. Find a wallet and some loose coins behind the bar, tended by Robert Lutece.

Inside the kitchen, listen to another Voxophone (6). Pass through the storeroom and then onto the balcony outside. Look up to see large Freight Hooks attached to other floating buildings. Jump to the closest hook, by hitting your Spacebar. The hooks are magnetic and attach to your Sky Hook melee weapon. While hanging from the first hook, jump to the next three and then dismount to the rooftop below. It has a large sign advertising the "Rolston Reciprocating Repeater".

Find one of these machine guns on top of a pile of crates, along with some ammo for it. Equip the gun (hold down the "F" key until the gun pops into your hands) and then get ready to defend yourself against many soldiers, some of them armored. Loot the rooftop, but watch for a turret on the Patrol Boat. Find another Patrol Boat docked around the corner. A third Patrol Boat will fly over and drop off more soldiers behind you, trying to blindside you.

The Lansdowne Residence

Now jump onto the roof with the glass skylights. Drop down through one of the glass panels to the bedroom below the skylights. This is the Lansdowne Residence. Search the room and then go downstairs to find a locked chest. You will find the key to it later, so remember how you got here. Pick up some machine gun ammo, take a wallet from the nightstand and listen to a Voxophone (7). On the ground floor, find a solid bar of silver, which converts to coins when you pick it up. Retrace your steps up to the top floor of the house and then go out onto the balcony. Jump to the Freight Hook above the Fink building. Dismount to the large patio, check the mailbox on the wall and then enter the Montgomery Residence.

The Montgomery Residence

Inside the house, past the next door, find three printing presses and a purse. One resident will warn you "Go, they are looking for you". Hear the police shout from the other side of the door. Run down the hall to the reading room. Open a bag on the big table and then stand behind it. Get ready for a big battle in that room. Enemies will come through an outside door and along the hallway you just passed through. If you have time, set a couple of Vigor Traps to help. One of your opponents will be another Fireman, and they can be deadly up close. The Fireman will come through the outside door, but he enters the battle late. The table will give you some protection from melee attacks and your position behind it will allow you to see both doors. Take a wallet from a dresser and another wallet from a small table.

The Wild West Show

After the battle, go outside and use the vending machine. Watch for a mounted turret at the top of the steps opposite the vending machine and underneath the "False Shepherd" sign. Search the park at the Wild West Show. Look on the stage for a Voxophone (8). Then enter the building with the Latin motto "Audemus Patria(m) Nostra Defendere" - we dare to defend our homeland.

The Fraternal Order of the Raven

Pass through a park and then through a door to the Fraternal Order of the Raven. Inside the large building, fight several drunken patrons of the bar. Listen to a Voxophone (9), loot the bar and then go up the stairs to a door which opens to a long hallway. From the balcony at the end of that hallway, attack the group of hooded members of the Order listening to a rousing speech below. Several fireballs from your Devil's Kiss Vigor work well against this crowd.

When the room is safe, go downstairs to the pews. Find a Voxophone (10) and an Infusion Flask. Next to it, pick up the key. It opens the locked chest you found inside the Lansdowne Residence. That chest has another Infusion Flask, so is well worth your time spent backtracking. To do this, *fight* your way back through the Wild West Show, through the printing press room, outside to the balcony with the hooks, through the roof with the skylights and downstairs to the chest.

Back at the Fraternal Order of the Raven building, exit down the hallway at the side of the stage. Go through the door at the end of the hall, to a lounge with a radio playing. Listen to a news broadcast about your rampage through the city. Then enter the elevator and push the button, to ride upstairs. Pass a Dollar Bill vending machine, through a pair of doors to a round room with a projector running. From the large table, take some loose coins and open a Silver Eagle Purse. Activate the blue bookshelf, to make it slide left. In the secret room beyond, find a prison cell. Search that room for a Gear package and a purse. Click on any Gear in your menu to see arrows on each side of that Gear icon. Click the arrows to change gear to any others you have stored there.

Find a Voxophone (11) in a side room with some mysterious electrical equipment. Then go upstairs and open a chained door partway, to see a bound Chinese prisoner being attacked by a "Zealot of the Lady", whom I will call Crow Men. By the time you break the chain on the door, the victim has died and his tormentor has vanished. As you search the large room, the Crow Man will attack you with his sword. He is weak to Devil's Kiss Traps. Plant several of them. After he dies, drink his Murder of Crows Vigor. Now you can use the Murder of Crows against your enemies.

After you drink the potion, more armored enemies will attack you inside this large arched aviary. Try out your new crow power on them. Find another Gear package near a broken mechanical tailor. Exit to the patio outside, where you can see the "Monument Island" terminal building.

Monument Island Gateway

Jump between two hooks with green “Fink” flags and then dismount down to the small balcony of a house, just below a big Rolston Repeater sign. The door is open. Downstairs, you can hear a policeman interviewing a witness who claims to have seen you. Everything she tells him is wrong. Find some minor treasure inside the house and then return upstairs to the balcony.

Jump to two more Freight Hooks and then dismount to a big patio decorated with a large winged statue in front of the terminal. Drop right on top of one guard for a “Sky-Line Strike”. Watch for another guard waiting at the top of the steps. Before you enter the building, note that the game will create an auto save beyond the door. Look for the words “Saving Profile” on the upper-right part of your screen. These saves are the best place to quit the game without losing any progress. Past the door to the building, fight about a dozen more guards and be wary of one turret. Vigor traps work well here, at the left and right exits from the foyer.

After the fight, search two Ticket Offices for loose coins, a purse, ammo and Salts. Take some coins from the counter of the Cashier’s Cage. Then exit along a hallway to the outside (auto save).

Two Maintenance Stations

Jump onto the freight Sky-Line and ride it to the first of two Maintenance Stations. Dismount, kill one defender and then look around the corner for an Infusion Flask. Then jump back onto the Sky-Line and continue until the second Maintenance Station, where you can go no farther, because the line is blocked by a Freight Car. Kill one defender. If the first station went by too fast for you to dismount to it, retrace your route, back along the Sky-line.

Before you pull the lever to release the Freight Car, listen to a Voxophone (12) recording and find a wallet. Jump onto the Sky-Line again and ride it to the next blockage, a line of freight cars just above a parked Patrol Boat. One soldier on the boat jumps to the plaza below. Use a Sky-Line Strike against the remaining guard on the boat and then take cover on it.

Harper’s Drugstore Plaza

Soldiers will now attack you from the hotel balcony and the plaza near Harper’s Family Drugstore. After you clear the area, drop down there and search for treasure. Then, to get past the freight cars, jump to the hook above the pharmacy. Briefly dismount to pick up some coins and ammo and then jump to the hook above the hotel balcony. Dismount to that balcony and deal with two guards inside the hotel. Search the hotel for a purse, loose coins and a Gear package behind one dresser. Find a wallet on top of another dresser. Exit to the *back* balcony of the hotel.

The Tolling

Jump to the Sky-Line again and ride it to the next blockage, where seven guards are kneeling in obeisance to Prophet Comstock (auto save). Comstock's voice tells them to "stand down", so they will not attack you. Open the door to find 13 more guards praying silently to an image of Comstock projected from the side of his zeppelin. The guards will not attack you. Walk past them, to the lever on the lift. Listen to Comstock harangue you from the safety of his video screen. Then pull the lever and ride up to the next level. The three men there will not attack you either.

Follow the signs to the "Sky-Line Rooftop Access". A wall in front of you explodes, giving you access to Comstock's zeppelin, parked nearby. The guards on the ship *will* attack you. Board the zeppelin by jumping to its Freight Hook and then dismount to the deck. Fight your way through the ship until you get to the control station. A woman tending candles there will not attack you and you cannot hurt her. Stand in front of the controls and then "Rig Steering". A Patrol Boat with Comstock aboard will rise up to the window in front of you. After he has spoken to you again, the woman behind you will immolate herself, setting the interior of the zeppelin afire. The ship will slowly fall from the sky. Escape the ship by jumping through the hole in the floor, to the Sky-Line far below. When you come to a stop at Monument Island, drop to its balcony.

Monument Island

Take a lost wallet from a bench. Past two vending machines, open the door to Monument Island (auto save). Pass by a dry fountain with three coins, jump to a Freight Hook above the locked gates and then dismount on the other side. The next doors open automatically for you. Listen to a Voxophone (13). Pick up a wallet. Then approach the next door, which also opens automatically.

In the next room, you may pull the three levers to change the state of three objects inside what look like large Leyden jars. You may pull the levers again to cause the objects to revert to their original state. The jars appear to transpose the objects backward and forward through space time.

The next door opens automatically, to a suite of rooms. Run the movie projector inside one room. Search the desk in the darkroom. Open the door that must be "Locked at all Times". Inside, listen to a Voxophone (14). Exit the suite to a room full of huge speakers and a big sparking machine called a Siphon. Its purpose is to attenuate the powers of the "Specimen". Listen to another Voxophone (15) and find a hidden Infusion Flask under the "Facility Unsafe" blackboard. Enter the elevator and push the button, to rise up to a winding "Specimen Observation" corridor (auto Save). Periodically pull levers to open viewing panels to see Elizabeth's living quarters.

Through one portal, see Elizabeth open a Tear in space time. You see a street in Paris, France. Briefly there, she is almost run over by a fire truck. The Regent Theater marquee inside the Tear advertises a film called "The Revenge of the Jedi". Farther along the corridor, listen to a Voxophone recording (16) by Rosalind Lutece, who talks about the significance of the girl's missing fingertip - why she is able to open Tears in space time. Open a door near the top of the tower, to a windy catwalk outside. Walk up the slope and through another pair of doors. Past them, you fall through the floor into Elizabeth's quarters. A cut scene introduces you to her and then you give her the key from the cigar box. Escape with her from the tower (auto save).

A giant Songbird Guardian will tear the building apart trying to stop the escape. Fink Industries built this mechanical bird. It has color-changing eyes which indicate its current mood. Green shows the bird is happy; yellow is curious, sad or loving. Red means that the Songbird is angry.

After the falling elevator hits Songbird on the head, jump through the hole and follow Elizabeth up a very dark zigzag stairway to a door. Open it to a spiral catwalk outside (auto save). Follow Elizabeth all the way to the top of the tower. There, a cut scene shows the Songbird knocking both of you over the edge. As you fall, you grab her hand and then grab a Sky-Line. You ride the Sky-Line partway down and then fall off its broken end into the water.

You wake up back in your office. A black and white version of Elizabeth stands against the wall. Again, someone is banging on your office door. When you open it, you hear Booker say "Anna, Anna!" Then you skip time and space again to the beach at Battleship Bay. You wake up to the hovering face of Elizabeth, trying to revive you. Then she hears music and runs off to find it.

Battleship Bay

As you search for her again, eat enough food to refill your Health Bar. Pick up some treasure. Take a Voxophone (17) from underneath a red and white striped wagon. Search a Maintenance Room manned by a grumbling Irish worker. Find Elizabeth on a pier, dancing a jig while a group of beachgoers encourage her. Speak with her and then follow her up some steps to the turnstiles. Past the turnstiles, look in the Maintenance Room for a wallet and some loose coins. Search the Gift Shop and then go up some stairs to the "Upper Boardwalk". Meet the Luteces again. This time they want you to choose between two pieces of jewelry. Select either the Bird or the Cage. Neither choice makes a difference to Booker's future, symbolizing the futility of his choices.

After that scene, you see all of the people on the boardwalk pointing up to the broken tower, from which you earlier fell. A prompt on your screen tells you to look up at the tower. Take a wallet from the Candy Cane counter and then go up the steps to where police are frisking a line of citizens for weapons, looking for you. Their flyer describes you as a mulatto dwarf.

Elizabeth tells you to follow her past the group, to a locked door. The drunk lying on the floor correctly identifies you, but nobody pays any attention to him. When you activate the door, you find out that Elizabeth can pick locks. Past that door, the office beyond it and a black man scrubbing a floor, you come to another door. Past it, find a hallway with a vending machine. Here, you learn another of Elizabeth's talents. She tosses you some coins and you can catch them by hitting the "F" key. Later in the game, she will toss you ammo, Salts and Health Kits.

Enter the Maintenance Room at the end of the hall, to find a Gear package, a purse, a bag and a Voxophone recording (18). Then backtrack to the hallway with the "Colored & Irish Washrooms". If, at the raffle early in the game, you chose to throw the baseball at Fink, then the biracial couple will be waiting for you here with a Gear package. At the end of that hallway, go through a door to the Dimwit and Duke arcade. *If*, at the raffle early in the game, you chose to throw the baseball at the biracial couple instead of Fink, then his personal assistant, Mr. Flambeau, is waiting for you with a Gear package. The Men's Wash Room has a Voxophone (19) and a bag. The Women's Wash Room has two purses. Enjoy the arcade for a few minutes and then find the turnstiles. There, a woman named Esther Mailer thinks she recognizes Elizabeth, calling her Annabelle instead.

Gondola Station

Past the turnstiles, go up the stairs to Gondola Station. You must ring the bell on the counter to get the ticket seller's attention. He is speaking on the phone with his superiors, who want him to seize Elizabeth and kill you. A 12 second countdown circle will give you two options. One is to "Draw Weapon" and the other is to "Demand Tickets". If you do nothing, the ticket seller puts down the phone and then stabs your hand with a dagger. He does the *same* thing if you demand tickets. If you choose "Draw Weapon", you do not get stabbed. Otherwise, a cut scene shows you pulling out the dagger. Then you regain control of Booker. Kill all of your attackers in the Gondola Station, including Esther Mailer. Then more soldiers unlock the gates and come into the station to attack you. Before they do that, you may want to set some Murder of Crows traps.

Elizabeth was skinny enough to slip through the bars of the gate while you were fighting. Briefly visit the office just past the gate. Pick up a Cash Bag under the desk, listen to a Voxophone recorded by Esther Mailer (20) and open a bag on a chair. Watch for a man to come through the door and try to blindside you. Then search the rest of the suite of offices to find an Infusion Flask. Past a door, downstairs, find a Voxophone (21), two wallets, three purses, a cash bag, a Fiddle Case and a toolbox. Then go upstairs to the Gondola for Soldier's Field. Find a bag on a bench.

Pull the lever inside the gondola and then listen to how appalled Elizabeth is at your violent behavior in Gondola Station. At the top of the Gondola ride, open a purse and then exit Battleship Bay through the turnstiles (auto save) to Soldier's Field.

Soldier's Field

Past the turnstiles to Soldier's Field, have Elizabeth pick the lock on the office door. There, find your first carbine, ammo, an Infusion Flask, a Voxophone (22), a lock pick and a locked safe needing five lock picks to open (you will open it later). Outside the office, next to the vending machine, find two lock picks on top of a crate. Find a purse on a bench and a bag next to another bench. When you get to the model of Columbia in the back room, Elizabeth says "Train up the child in the way he should go...", but does not remember that the quote is from Proverbs 22:6 in the King James Bible. When you approach the "Columbia Authority" doorway, the Fink generator malfunctions. This shuts down the active automaton display and drops a roll-up door down to the floor. Force the door up manually. At the end of the hallway past that door, you see the First Lady's Airship flying above you. Until you pull the handle to summon the gondola, you are safe.

Find a Voxophone (23) inside the Ice Cream Store and another Voxophone (24) inside the Founders Book Store. The Toy Soldier toy store has a well-guarded display of a weapon called a "Heater Replica". If you steal it, all of the police will attack you. You can get it safely later. Find a lock pick near the carousel.

When you pull the lever to summon the gondola, the power cell fails (auto save). You must find a Shock Jockey Vigor, which will allow you to repair many of these types of power generators. Now the public address system begins broadcasting a warning about you "The False Shepherd". All of the police will become hostile toward you. Defeat them all and, now that the Heater Replica is no longer under guard, you may take it from its display case in the toy store.

The Hall of Heroes

Find the entrance to the Hall of Heroes, near the book shop. Near the elevator at the end of the entry hall, take a lock pick from next to the Tool Box and then push the button. Partway up the shaft, the elevator malfunctions. Investigate the fuse box to find that you can repair the fault. While you do this, Elizabeth is frightened by a bee flying around her. To get rid of it, she opens up a Tear in the fabric of space-time and the bee flies away into the Tear. She picks a red rose. Also in the Tear, however, you see that universe's version of a Songbird, flying toward the elevator. Elizabeth closes the Tear before the Songbird can attack.

Exit the elevator (auto save) and then find a lock pick near the broken vending machine. Two guards are using the men's bathroom. Find a wallet inside one of the stalls. Inside the women's bathroom, find two purses and a lock pick. Find the locked door marked "Employees Only". Have Elizabeth pick the lock and then enter the room. Before you can search the room for treasure, you must destroy the turret at the other end of the room. Then find a Silver Eagle Purse, a Gear package, a bag, a Voxophone (25) and another locked safe that needs five lock picks to open.

Having finished with the entryway, exit to a larger room with a Bucking Bronco Vigor. Around the corner from there, you will soon fight many guards and a turret. See the group of guards listening to an inspirational speech from their leader. Toss one or two Fiery Grenades into the middle of the crowd. One of those enemies is a Crow Man, who is very difficult to defeat. They are, you remember, weak to Devil's Kiss Vigor traps. Take a wallet from a table in the plaza.

The Tickets door opens to a large cannon on display. Take a Code Book from its barrel. Decrypting codes is yet another of Elizabeth's talents. Find a purse, coins, a bag, Salts, ammo, a lock pick on the ticket counter and an Armory vendor. Upstairs, find a Voxophone (26) and a lock pick underneath an arcade game. Back downstairs, you may now have enough lock picks to open the ticket office. Inside it, loot two cash registers, find a Gear package and loot a Silver Eagle Bag.

Inside a card room named "The Fellow Traveler", you briefly hear Daisy Fitzroy's voice coming over the radio. Find a Voxophone (27) and another lock pick on one of the booth tables. The first bathroom you come to has a secret code written on the wall. Because you already have the Code Book (taken from the cannon), Elizabeth is able to decrypt the code as "Tip the hat to the Vox". Go to the adjoining bathroom to find the hat hanging from a clothes rack. Tip the rack to open a door to a secret chamber. Inside it, find ammo, guns, coins, a lock pick, Salts, a Health Kit, a Voxophone (28) and an Infusion Flask. When you leave the room, soldiers attack you.

At the Sky-Line Control, pull the lever to move the cargo crates (auto save). Then jump to the Sky-Line and ride it up to a second line. Jump across to that line and then continue *up* to the Hall of Heroes platform. Find a Voxophone (29) inside a gondola cab. When you begin to climb the steps, Elizabeth will shout and throw you a Sniper Rifle. Use it, or any other weapon, to defeat several guards on the balconies above you and on the platform with you. In a cubby to one side of the white doors, find a wallet. Then open the white doors and enter the Hall of Heroes (auto save).

Near the Armory vending machine, enter the office and listen to a Voxophone (30). Take a wallet and a lock pick. Watch out for two men who attack you when you return to the entryway. You could shoot them through the window of the office. When you go through the door farther into the building, Slate speaks to you over the public address system. After he does this, a nearby door bursts open and several armored men rush through it to attack you. After you have defeated them, enter the room they came from, to find an Infusion Flask, two lock picks and a silver bar.

Through the next door, deeper into the building, you come to the Rotunda. From here, one way goes to the Wounded Knee exhibit. The other route goes to the Boxer Rebellion (Peking) exhibit. Go to the end of both hallways and defeat Slate's soldiers there. You may pick either one to start.

Along the Wounded Knee route, you come to an intersection. The left fork goes to a storeroom with one soldier, a Gear package, a Deposit Box and ammo. The other fork goes through a door to a small room with a display and a lever. Exit that room to the dead-end where you must fight many soldiers, who drop from the catwalk above. The door locks behind you until you have killed all of them. Watch out for a Crow Man. When all enemies have died, Slate's voice invites you to the other exhibit. Retrace your steps to the Rotunda and then take the other route.

In the Boxer Rebellion exhibit, the Employees Only room has a Gear package and a silver bar. Watch for one soldier to blindside you as you are busy in this room. At the dead-end of the exhibit, the door locks behind you. Fight several soldiers and a Fireman. These are weak to the new Murder of Crows Vigor you recently acquired. After you have defeated all of them, the exit door opens. On your way back, find a lock pick behind the big brass gong. Slate tells you to go back to the Rotunda. Deal with several soldiers along the way.

Back at the Rotunda, Slate speaks to you again. He wants you to meet him at the First Lady's Memorial. That nearby door is now un-gated and several soldiers will come rushing through it to attack you. Defeat them and then open the door.

Slate will speak to you again. Pass by the Lady and the Child chariot statue, go through a door, pass under a bridge and then go through a locked door to a room with a Voxophone (31) and a purse. Pass by a fountain and through a door to "The Vengeance of the Prophet" display. The next door locks behind you. Elizabeth slips through the bars of the gate, but you are too "broad". Elizabeth talks about her ability to open Tears and then opens four of them. Hold down the "F" key to materialize the Freight Hook on the ceiling and then jump to it, past the gate. Activate the turret in the courtyard, which causes you to dismount to the balcony below you. Then a squad of Slate's men stream into the Courtyard. Be aware that the soldiers have their own turret and an RPG. Both stairways are broken, so your enemies cannot get up to you. There is good cover.

After the fight, go through the door at the other end of the room. Find yourself in the Memorial Gift Shop, where the lights are malfunctioning. While Slate speaks to you, the mechanical George Washington Patriot at the far end of the room breaks out of its display and attacks you. They are most vulnerable if you attack them from the rear, although they move quickly to prevent you from doing that. They are somewhat vulnerable to the Devil's Kiss Vigor, immune to Murder of Crows.

A locked Maintenance Room has a safe that needs five lock picks to open (auto save). When you return to the Gift Shop, see three crystals arranged in a triangle on the floor. Arcs of electricity jump between them. You suffer damage if you touch the arcs. Booker says "It's Slate. He's here". Bypass the shock trap and retrace your steps to the Courtyard, where you just had the big battle. Two Comstock Patrol Boats fly over. Slate stands on the balcony on the other side of the room.

You cannot target Slate, so do not waste your ammo. He lectures you with more of his complaints, while throwing several shock traps on the floor. After he stops speaking, a large group of his men jump down from the balcony and attack you. Watch for a Fireman *and* a mechanical Patriot.

After the battle, notice the open door to a storeroom. Inside it, find a Voxophone (32), a lock pick, a silver bar and an Infusion Flask hidden inside a toolbox. The other exit goes up a stairway to a long hallway. You can see Slate at the end of the hall, throwing shock traps on the floor to slow you down, while more of his men rush at you. If the shock crystals are in your way, shoot them. Past the statue of Comstock, go through a door to find that Slate has been mortally-wounded by Comstock's forces. Slate gives you a pistol and asks that you "finish the job". Decide whether to kill him or let him suffer. Then pick up the Shock Jockey Vigor you came for (auto save).

Exit the Hall of Heroes through a door, past the fountain, through another door, under the bridge (watching for two soldiers), through another door, past the chariot statue and through the door to the Rotunda, where you come under attack by a half dozen soldiers, one of them a Crow Man. Your new Shock Jockey Vigor works well to immobilize them.

Restock at the vending machine and then exit to the hallway with the ticket booth. Use the Shock Jockey Vigor to activate the generator next to the roll-up door, so it will open. Then, with a full load of ammo and full health, leave the Hall of Heroes (auto save).

Outside, activate a "Mosquito" hovering machine gun platform, so that it can aid you against a small army of soldiers waiting for you near the gondolas. After you have neutralized the threat, find the Hall of Heroes Maintenance door. Shoot a bolt of Shock Jockey at the generator next to the door, to open it. Up a long flight of stairs, find the high balcony. On it, find a Gear package and two lock picks. Restock and refill your Health Bar and then return to the gondolas.

Jump to the Sky-Line near the gondolas and ride it down until you stop near a Patrol Boat. Quickly dismount and then take cover against the wall, to avoid deadly rocket fire from the boat. Activate the mechanical Patriot from another dimension, so that it can support you. After the fight, take a wallet from a table and a lock pick from the top of a pile of lumber under a stairway. Note that if you ride back up the Sky-Line to the Hall of Heroes, refill your ammo and then ride back down to the Patrol Boat, the enemies and the lock pick will have regenerated.

Then jump onto the Patrol Boat and ride the nearby Sky-Line steeply down to the Soldiers Field shopping plaza. Dismount near the control station and use the cover there to destroy another army of enemies, including a Fireman. He is vulnerable to the Shock Jockey Vigor.

When you re-enter the Soldiers Field lobby, a mechanical Patriot attacks you. Slow it down with the Shock Jockey. Enter the elevator and push the button to ride up to the larger shopping area with the First Lady gondola (auto save). Search the book store, toy store and ice cream store again for re-spawned treasure. The toy store has a generator that you can hit with the Shock Jockey and open a locked office that contains a Gear package. As you approach the First Lady Aerodrome sign, look left to see Hotel Soldier's Field. Jump to its Freight Hook and then dismount to the balcony, to find a dead generator. Activate the generator to open the door. Inside, find a Gear package, a Voxophone (33) and two lock picks.

Repair the gondola power supply and then pull the lever to summon the gondola. At that point, Comstock will speak to Elizabeth over the public address system. When he stops talking, two Patrol Boats loaded with soldiers float down to a position above you. A Patriot supports them. Both boats have a rocket launcher and waste no time attacking you. Run up the steps to the shopping area and find some cover from the boats. Many of the soldiers will dismount the boats, but some of them remain on them, particularly the men firing rockets. Deal with all of the other soldiers before you try to take on the rocket team. You may have to use the Sky-Line to get a good angle on them, but as long as you are moving, the rockets cannot target you effectively.

Now that you have five lock picks, return to the room with the locked safe, at the end of the long causeway that starts near the Ice Cream store. Then return to the gondola.

The First Lady's Aerodrome

Have Elizabeth pick the lock on the gondola. Take a lock pick from inside in the cab. Then pull the lever to ride up to the First Lady's Airship (auto save). When you get to the vending machines at the top of the steps, another battle begins; this one not nearly as difficult.

Restock at the vending machines, search the room and then push the button in the elevator. At the top, enter the airship. Take some loose coins, two silver bars and an Infusion Flask. Activate the console to begin a cut scene. Elizabeth wants to go to Paris, but you set the controls to New York. When she realizes that you have tricked her, she begins crying. When you speak with her again, she blindsides you with the red pipe wrench, knocking you to the floor unconscious.

When you wake up, in a haze, you see her moving the control levers of the airship. When you wake up again, you see Elizabeth hiding from Vox airships and then exiting the airship. When you wake up again, you see that the Vox Populi have taken control of the airship. When you wake up again, one of the rebels hits you with his fist to knock you out again. When you wake up again, the Vox leader, Daisy Fitzroy, tells you that she will give you the ship if you get some guns from the gunsmith. Then she pushes you out the door, to fall onto the dock of Beggar's Wharf.

Beggar's Wharf

Now you regain control of Booker. Look in the Delivery Center office for a Voxophone (34). Find a lock pick under the metal stairs. Find another lock pick in the small room where four men are cleaning vending machines. The police you see will eventually attack you, so pick a good defensive spot and attack them first. They have three floating Mosquito gun platforms to help them and one mechanical Patriot. The third barge has a wallet on its deck. The Employees Only room has one policeman, a Gear package and a silver bar. Find another lock pick under the big green pipe near the "Eyes Forward" sign. Exit the wharf through a freight car bridge tunnel.

Pry open the door to the Delivery Center to see a man tossing Elizabeth from a barge, for being a stowaway. Follow her along a zigzag path, hemmed in with crates and machinery. Elizabeth attempts to slow you down, creating obstacles by opening Tears. When you go through the Columbia Authority doors, you see Elizabeth try to escape from you through a Tear in space time. However, she is immediately arrested by two men. Then the Tear closes.

Fort Franklin Pier

Listen to a Voxophone (35), pick up a purse and then open the brown doors to Fort Franklin Pier. As you climb the next stairway, you hear Elizabeth resisting her captors. Through the next doorway and around the corner, you can see her and her captors behind the glass of a room below the ledge you stand on. Fight your way to that room. Be aware of the rocket launcher on the Patrol Boat that moves in on your right. The boat also has a turret. You may want to use the Sky-Line to get to the upper deck of the building across from you. This gives you a better angle on the boat. You will also find a Dollar Bill vending machine up there to refill your ammo load-out.

Two doors on the lower deck open to a cellblock with an Infusion Flask. The upper deck also has a cellblock, with vending machines, a purse, loose coins and a lockbox. Open the brown doors on that upper deck to find Elizabeth again. When she sees you, she jumps onto the Sky-line. Follow her *down* until you bump against the Departures Dock wall, near where Elizabeth stands.

As you approach her, a cut scene shows a giant mechanical Autobody Handyman take hold of you. This is the same type of creature you saw advertised in the Columbia sideshow at the beginning of the game. They are disabled humans grafted into suits of enormous power. Their only real weakness is the glass window on their chest that holds their heart. You can take no action against the Handyman. Watch the cut scene as he throws you onto the roof of a freight car. You struggle to get a grip, but the Handyman cuts the ropes holding the freight car. You slide off the end of the car, falling fair distance down to the top of an airship that Elizabeth brought in from another dimension. You grab a rope attached to the airship and plead with her to help you. She finally gives you a hand up to the deck of the New Worker Induction Center.

The New Worker Induction Center

Have Elizabeth pick the lock on the door of the gondola (5 picks), to find a Gear package and a silver bar. Two policemen have their guns out, but seem not to care about you when you walk past them, up the steps and through a pair of doors between two vending machines, one of which has some new upgrades for you (auto save). Just past the doors, find a lock pick under the stairs.

You are looking for Chen-Lin, the gunsmith. His advertising poster is attached to the nearby wall. Find a Voxophone (36), a purse and a lock pick in the office behind the counter. Two policemen guard the Main Elevators to Finkton Proper. The police will not yet attack you. The elevators are locked. Find a lock pick on the ground near one of the scales. Have Elizabeth pick the lock on the door "Employees Only". Inside, find ammo, a Volley Gun, a purse and an Infusion Flask.

Now go down either stairway. Have Elizabeth pick the lock on the door. Past the door, find a large room that contains the Service Elevator. You stand on a balcony above the room. As soon as the police on the main floor below you become aware of you, they will attack, along with a Patriot. Watch for two (or more) officers who were guarding the elevator upstairs, to run down the stairs and join in the attack against you. They will try to blindside you.

After you have cleared the room, look for a lock pick in one corner of the main floor. Find another pick on a desk, and a purse near the desk. In the same room, find a Voxophone (37) inside a locker. On it, Slate reveals that he knew all along what happened to Elizabeth. Find a third pick inside a waste paper basket near a bag of Silver Eagles. A locked safe requires one lock pick to open it. Under the desk near the safe, find a Health Kit. Find another Cash Bag near a bell on a counter.

When you press the button for the Service Elevator to Finkton, Elizabeth will walk to Slate's locker near the elevator. In it, she will find a diary written by her mother. Elizabeth learns that, despite the propaganda displayed all over the city, the First Lady considered Elizabeth to be a bastard. It was the First Lady who confined Elizabeth to the tower.

Then enter the elevator and push the button. As you drop, the voice of Jeremiah Fink will speak. Then the phone inside the elevator rings. When you answer it, a woman asks you to wait for Fink. He offers you the services of his personal assistant, Mr. Flambeau. Then the elevator descends many more floors, to a small room where Flambeau waits for you. He speaks to you. Elizabeth speaks to him. Then Flambeau opens the large double doors to Finkton. Before you go through them, take what you want from the table (auto save).

Finkton

Past the doors, you see a man below you auctioning off jobs. Competition is so fierce that one of the job seekers kills another. Take enough time here to familiarize yourself with the entire area. Eventually, the police will attack you. So, as you explore, look for a good defensive position.

The room past the freight car at the bottom of the steps has an Armory vending machine and some ammo. The Factory Entrance is locked and even Elizabeth's skills cannot pick the lock. A space time Tear inside the Sewing Shop briefly plays a Creedence Clearwater Revival song called "Fortunate Son". Then the Tear closes. In the room, find two bags of Silver Eagles, and some Salts. Watch for a turret near the Good Time Club. Watch for a Mosquito floating gun platform. The hook above Chen-Lin's shop gets you up to the roof, where you will find a Gear package, ammo and a lock pick. Watch for another turret near the entrance to Shantytown. In a dead end alley near there, find a Dollar Bill vending machine. Remember where it is. You will need it later. Find a Voxophone (38) near a table saw, near the vendor.

Find two lock picks on top of some crates near a locked door with a sign on it that says "Closed by Order of Jeremiah Fink". Have Elizabeth pick the lock on the door. Past it, find a room with a second cypher scrawled on the wall. This is the Clock Repair Shop. Take a lock pick and a wallet.

Enter Chen-Lin's Gun Shop and then listen to a Voxophone (39). Find a lock pick and then open the doors to the furnace room (auto save). Up the stairs, find a Buddhist Shrine on a landing. At the top of the stairs, find Lin's machine shop. Take a lock pick. Lin is not there, but you hear someone sobbing. Go back down the stairs to see May Lin standing at the shrine. When you speak with her, she tells you that the police took her husband away to the Good Time Club.

When you exit the shop, (auto save) a Handyman attacks you. Slow down this speedy enemy a bit with blasts of your Shock Jockey. In addition, the Murder of Crows will seriously distract him. Note that Handymen drop Gear packages when they die. Refill your ammo at the Dollar Bill vendor and then enter the Good Time Club (auto save).

Inside the club (auto save), as Fink speaks to you over the public address system, open a purse. Then go through the doors to the balcony above a large theater. Fink wants you to become his new Head of Security, to help him in his fight against Daisy Fitzroy and the Vox Populi. To be certain you can handle the job; Fink has set up three trials to test your fighting skills.

The balcony is a good place to set up your defense, but you may go downstairs to the main floor for a more difficult challenge if you wish. Your first opponents are a group of men with pistols and a Fireman. After you kill them, Fink speaks to you again.

The second test is a group of men with machine guns and a Crow Man. Stop his phasing with your Shock Jockey. After you have destroyed those enemies, Fink speaks to you again. The third test is an attack by a Patriot, two turrets on the stage and three floating Mosquito gun turrets. After you have destroyed them all, Fink congratulates you and tells you that you have the job. Fireworks shoot up from the stage. Confetti falls. His parting words to you are "I will get what I want".

The curtain at the back of the stage is now open. Before you go there, search the theater. Near the RPG Tear on the balcony, find two lock picks under a bar. A door on the balcony near there opens to a lounge with a Gear package, Salts and a safe requiring three lock picks. Find a Dollar Bill vending machine on the main floor. A door next to the Dollar Bill vendor opens to a room with a lock pick, Salts, loose coins, 2 purses and an Infusion Flask. Also on the main floor, near a Vigor vending machine, find two bathrooms. In them, find a lock pick and a purse.

Take a purse from the stage. Then enter the dressing room at the back, to find a Voxophone (40). Exit that room through a door to "Employees Only". As you walk down the steps, you hear a man and a woman arguing. She says "It'll be 2012 before I'm interested in one like you". At the bottom of the steps the two guards attack you. A side room opens to an Armory with a lock pick. The next room has a blackboard with Lin's name written alongside the number 9.

Have Elizabeth pick the lock on the next door. Two guards in the Disposal room past the door will attack you. Find a Code Book on a stack of crates. It opens a secret door inside the Clock Repair Shop and you will return there soon. The next room has a projector that, after Elizabeth turns it on, plays a film of Lin's interrogation by the police.

Past that, you find a long cellblock. There, two men will attack you. If you spared Slate's life, then in one unlocked cell, you find him sitting motionless in a wheelchair. You have a second chance to put him out of his misery. Listen to a Voxophone (41) and find a lock pick. Cell #8 takes five lock picks to open. Inside it, find a dead prisoner and a Gear package. Cell #9 is Lin's, but after you have Elizabeth pick the lock, you find many tiers of darkened stairs going down.

Find a wallet lying on a dark table at the top of the stairs (auto save). Then walk down the stairs. Find a lock pick lying on a table at the bottom of the stairs. Through the dark passage you can see a button, illuminated by a patch of light. Push the button to turn on the overhead spotlight. Now you can see Lin's dead body slumped in the interrogation chair.

When you investigate Lin's corpse, the two time travelers, Rosalind and Robert Lutece appear. They offer a monologue about whether Lin is dead or alive. At that point, they create a Tear in space time which gives you a chance to go to a parallel universe where Lin is still alive. When you activate the Tear and step through it, Lin's dead body is no longer there (auto save).

You hear many people yelling and screaming somewhere above you. Go up the familiar stairway to find a similar cellblock. The prisoners will all stop yelling if you shoot one of them. Continue up the stairs to the top, where you find more prisoners yelling. Retrace your steps to the movie room. See that the police interrogators in this film decide to release Lin, on orders from higher up in the chain of command. You come to the pair of guards you killed in your universe. They are rolling about the floor in apparent agony. Elizabeth tells you that they “remember” being dead.

When you get back to the theater, defend yourself against the guards. Then refresh your ammo supply at the Dollar Bill vendor. Go upstairs to the balcony, through the doors to the lobby and then through the exit to the outside (auto save). Defend yourself against a major attack by guards, one of whom has a Flack Cannon. Remember that there is a Dollar Bill machine close by.

After this second Finkton battle, return to the Clock Repair Shop where you found the cipher. Elizabeth will use the Code Book you found to translate the scribbles on the wall into a message that says “The broken clock tolls at midnight”. Activate the large clock on the wall, to set its hands to midnight. The clock will slide to the right, revealing a small cubby. Take the Infusion Flask, Voxophone (42) and three lock picks.

Now, as you return to Lin’s gunsmith shop, watch for a new turret. Note that all of the job board slots are filled with the same job “Kill the False Shepherd”. At the top of the shop’s many stairs, speak with Chen-Lin himself. He seems stuck between two universes, working with his invisible machine tools. After a few words with you, he stops speaking. Go back downstairs to the landing with the shrine, where Sarah Lin is praying to Father Comstock. When you speak with her, she tells you that the police took her husband’s tools. Elizabeth remarks that Lin’s nose is bleeding. This is because his mind is having trouble processing information from his two universes. Exit the gunsmith shop (auto save) and have another fight with soldiers.

Shantytown

Find and open the Shantytown doors, fill up on ammo and then pull the lever to move the freight cars out of your way. Elizabeth mentions her missing fingertip. She does not know it yet, but she lost it in an alternate universe. That event is what gave her the power to open Tears.

When you open the next door, be ready to fight another major battle. Watch for a rocket launcher on the catwalk next to the sign reading “Eyes Forward”. After the fight, enter the Finkton Housing Authority Building. The Latin phrase on the floor of the lobby office says “Sic Semper Tyrannis”, meaning “Death to Tyrants” - a bit more irony in the game. Take a lock pick from an office. You cannot yet open the weapons locker gate.

Enter the elevator and then push the button to drop down to the roach-infested pitiable worker slave housing of Columbia (auto save). Search the entire area. Find an Infusion Flask and a purse on a table guarded by two men with pistols. However, the majority of the residents are too sick, hungry or injured to be a threat to you. In a little nook with three mattresses, find a lock pick.

On your way down the steps to the "Graveyard Shift" bar, look just below the large sewer pipe, for a lock pick. Near the bar, two men will attack you with pistols. Inside the bar (auto save), look for another lock pick on the floor next to the Armory vendor. Some items behind the bar are marked with red text. When you approach these items, the barman will equip his shotgun. If you *take* anything identified with red text, the barman and most of the patrons will attack you.

Go down the steps to the cellar, where you will find a frightened young boy. Activate the guitar to play "Will the Circle be Unbroken". Elizabeth sings the vocals to the song, soothes the boy and gives him an orange. Find a lock pick inside a crate. Take the keys from the top of a barrel. Listen to a Voxophone recording (43). Find three more lock picks and a cash bag in a hidden cellar room.

Elsewhere in Shantytown, you will come across a group of four people trying to force open one of Fink's Armory vending machines. If you activate the food Tear nearby, the people will run over to the pile of food that pops in from another dimension. A cash bag sits on top of that vendor. Near the two flaming barrels on either side of the large clock, find lock picks. From the ground below a pair of men imprisoned in punishment stocks, take two more lock picks (auto save).

The opening behind the stocks gives access to the "Bull Yard". Find one Gear package and then look carefully to see a major battle forming up. Along with many soldiers and a turret mounted to the dock of the Columbia Authority building, you must destroy two seven-barreled rocket launchers attached to the outside of that building. Use the good cover behind the freight car. Peek over the roof of the car to get a brief glance of the launchers. They are armored and take many shots to destroy. While you try to do that, soldiers will try to blindside you. You could use a hook to jump onto the balcony above the freight car. There, find a sniper rifle. However, there is no cover up there. Two bottles of Salts lie on the adjacent smaller balcony.

After you have destroyed those enemies, a Patriot will appear on the balcony of the Columbia Authority building. While the machine attacks you, soldiers will use the Sky-Lines to swarm all over you. The highest of the Sky Lines takes you up to a Voxophone (44). Activate the Mosquito gun turret or the Rocket turret from another universe to help you. Have Elizabeth pick the lock on the doors to the building and then exit Shantytown, to the Bull House (auto save).

Bull House

The impound office has a lock pick on a desk. After you pass through the next doors, they lock behind you and another major battle begins. Watch out for a Patriot.

An open safe in an office on the ground floor has some loose coins and a silver bar. Find a Voxophone (45) under a table in the room next to the interrogation room. Find two lock picks on top of the interrogation table and a Health Kit in the same room.

Upstairs, find a locked door that takes five lock picks to open. Inside, find a Gear package and a flask of Infusion. Off the balcony, find a suite of offices. One of them has a big chest. The key you found in the basement of the Graveyard Shift bar will unlock that chest. Inside the chest, find *another* flask of Infusion. In the same office, find a lock pick and a Voxophone (46). The upstairs locker room at the end of the balcony has a pick on the floor of the very dark room near the sinks. Note that the game will let you to hold a *maximum* of 30 lock picks. If you already have that many, you cannot pick up any more until you use some of those you have.

Then go down either stairway to a glassed-in balcony. You can see Lin's machine tools chained together below you. Have Elizabeth pick the lock on the gate to "The Impound". Downstairs, one cell has a lock pick. Before you open the Tear, open the nearby door to a small room and then take a Silver Eagle bag. In the other universe, Lin's tools are no longer chained up.

You hear people chanting and hear explosions above you. Go up the stairs, take a Voxophone (47) from the desk and then continue up the steps to the lobby. Two of the soldiers you killed earlier, in the other universe, are dancing around like rag dolls, memories scrambled. The four sea mines in the entryway will not explode, even if you shoot them.

When you exit the building, do not shoot the men near you on the balcony. They are attacking your enemies. You can help them, but the enemies regenerate endlessly. Watch for a new turret, just before you make your way back through Shantytown (auto save). One man recognizes Booker as a hero in this universe. Booker cannot quite wrap his head around this information.

You see the First Lady Airship hovering above a crowd of the Shantytown impoverished. From a video screen aboard the ship, Daisy Fitzroy gives them an inspirational speech about Booker Dewitt, the martyr of the Vox revolution. Then the ship floats out of sight, heading for Fink's factory. Find a dead Handyman holding a Voxophone (48). Find a Voxophone (49) inside the Graveyard Shift bar. Refill your ammo at the vendor. Then find the entrance elevator and push the button to ride it back up to the Finkton Housing Authority building. Along the way, Booker says "The only difference between Comstock and Fitzroy is how you spell the name".

When the elevator gets to the top, you see that Vox rebels have broken open the gate to the weapons locker, where you can now take the green bottle of “Charge” Vigor. Then join the battle outside. Watch for a rocket launcher or a sniper on the catwalk and a turret just below it on the pavement. In addition, a man on the Patrol Boat will attack you with a rocket launcher. You could activate the turret from another universe to help you against these enemies. You may only have one Tear actively helping you, but may switch to another Tear any time you wish.

Then open the doors at the other end of the dock. Back in the hallway with two vending machines; pull the lever to move the freight cars out of your way. Now go outside and join a battle already in progress, watching for a new automaton gun turret and a Mosquito. Enter Chen-Lin’s gunsmith shop to get a Voxophone (50) and then activate the corpses of Lin and his wife. Now you hear Daisy Fitzroy’s voice over the public address system outside.

The Finkton Factory

Exit the shop and then cross the street to the locked door of Fink’s Factory. The rebels are in the process of burning the lock off the door. Enter the factory with them. Past the next door, another major battle begins. Watch for a mechanical Patriot. Activate the rocket automaton to help you. After you and your army defeat those enemies, a zeppelin moves in over you and begins lobbing rockets at you from a seven-tube launcher. You *cannot* destroy the launcher from this side of the zeppelin, so do not waste time and ammunition trying.

Instead, refill your ammo at the lobby vending machine and then run to the other end of the dock, dodging fireballs, until you can jump onto the Sky-Line. It will take you up and around to the back side of the airship, where you can jump onto the ship’s superstructure. There, fight off several defenders and a turret. Then enter the ship. Defeat more soldiers and a Patriot. Activate the engine to destroy it with your Sky Hook melee weapon. A nearby side door will open to the outside. Jump down to the Sky-Line far below. As you watch the flaming zeppelin fall, you hear the rebels chanting “Dewitt, Dewitt, Dewitt”. Dismount to the dock, go up the steps and then enter the factory through the big double doors (auto save).

Inside the factory, with the Vox again helping you, fight through the building. Watch for an automaton gun turret. After that battle, look for two lock picks near the right door and then enter the next room. Find a Gear package, pick up a Locksmith Bag and then enter the elevator. Push the button to go up to Fink’s office. Along the way, you pass numerous conveyer belts carrying the many products you see all over the game world. Near the top, the phone rings. Daisy is on the other end of the line. She says that she saw you die, so you must be either an imposter or a ghost. In either case, she says, you “just complicate the narrative” (auto save).

When the elevator door opens to Jeremiah Fink's Office, the three Vox will attack you, because Daisy has told them to. One side door in this room opens to a long hallway with vending machines. The Vigor and Armory vendors have *new* selections for you to choose from.

On a console near the second door, find a Locksmith Bag, some loose coins, two silver bars, two cash bags and a gold bar. In one corner, find a Voxophone (51). On the floor, find a bottle of the "Undertow" Vigor. Then have Elizabeth pick the lock on the door. Past it, you can see Fink himself, behind a pane of glass at the top of the stairs. When you get up there, you see Daisy too. You must watch helplessly while she executes Fink with a pistol. She then gives her troops orders to kill both you and Elizabeth and then burn your bodies. Prepare for a major battle.

Watch for a Fireman and soldiers who drop onto the platform from Sky-Lines. They will try to blindside you. Partway through the battle a Handyman will come after you. Remember that they are very fast and have lots of hit points. If you are not ready for him, this may be the first time you die in the game. Set a few Murder of Crows traps around the area to help you distract the Handyman. If you need ammo or Salts, use the Dollar Bill vendor in the tunnel on the lower level. Use the Sky-Lines to move quickly away from the Handyman, while your Shield regenerates.

After the last enemy has died, Elizabeth will ask you to give her a boost up to the vent. Then distract Daisy by knocking on the glass next to the vent. While you watch, Elizabeth sneaks up behind Daisy and stabs her dead with a pair of scissors. Booker tries to comfort Elizabeth but she runs through the narrow gap in the doors. Before you follow her, turn to your left and open a partially hidden door to a very small compartment with an Infusion Flask. Find a Voxophone (52) in the opposite compartment. Then go down the long hallway to the First Lady Airship.

The First Lady Airship

Inside the ship, knock on the door to try and speak with Elizabeth. Then move to the ship's control station and set a course. Elizabeth emerges from the back room, having changed out of her bloody clothes. Now she is wearing the First Lady's clothing. While you are speaking with her, the Songbird attacks the ship. Activate the control panel to try to make the ship go faster, but you are too late. The airship falls to the ground, knocking you briefly unconscious. You awake to see through the window, that the two Luteces are just outside (auto save). Rosalind is playing a piano while Elizabeth is trying to open the hatch of the airship, telling you to hurry up and help her.

Open the hatch and run over to the piano. Rosalind is playing the tune that summons the Songbird. Elizabeth yells at them "Stop it! You don't know what you're doing". To show you that they do know what they are doing, Robert hands you a card showing that you must not only play the right tune, but also play it on a flute. Then the two Lutece time travelers disappear again.

Push the piano out of your way and then enter Prosperity Plaza. Some of Columbia's citizens are hastily evacuating the city, aboard a barge. When you get to the top of the steps, the barge leaves, you get an auto save and the Vox rebels begin attacking you from the other side of the bridge. Watch for rockets and a Fireman. Activate the Mosquito drone to help you. During the battle, Elizabeth says "You've done this before, haven't you?" This is additional game irony. The vendor in the tunnel has *new* upgrades for you. After the battle, find wallets in a green trunk and on a white bench. Check the loading dock for treasure that the refugees left behind. Find a lock pick underneath a luggage cart and a purse inside the same pile of luggage. Have Elizabeth pick the lock on the doors to Prosperity Station.

Prosperity Station

Inside the station, refill your ammo at Dollar Bill's. Look for a lock pick next to the Vigor vendor. Have Elizabeth pick the lock on the gate (3 picks). The hallway beyond has an Infusion Flask. Back in the station, activate the Freight Hook on the ceiling and then use it to get to the top of the scaffold. There, find a Gear package, a lock pick and a purse. Now go down the other hallway. Take a wallet from a green trunk. When you get to the corner, watch for two Vox dragging corpses.

The end of the hallway opens to a platform outside, where the weather is turning stormy. The wind is blowing. A Patrol Boat pulls up to the dock and a Patriot jumps out. Soldiers and their machine will attack you. You have the option to activate your own Patriot or gun turret.

After the battle, refill your ammo. Take a wallet from the luggage pile on the cart. Then have Elizabeth pick the lock on the gondola door, which generates an auto save. Find a lock pick at the base of the other gondola door. Enter the control compartment and then pull the lever to ride up to Emporia. Elizabeth talks about the Luteces. Look through the gondola window to see Robert Lutece pitching a baseball to Rosalind, from one advertising platform to another. Farther up the slope, see Robert painting at an easel, while Rosalind poses, holding an apple. However, if you turn and look at the actual painting, it is of Booker. The gondola continues up and you see the Luteces for a third time, dancing together.

At the top of the line, exit the gondola up the stairs to a room with a Ticket Booth, where two Vox will attack you. Open the doors, to an office with a locked safe that takes three lock picks. Inside, listen to the radio announcer pleading for help. Find a replacement lock pick on top of a desk and a wallet on the counter. A small closet has a Hailfire gun and ammo for it. Two Vox have come through the hallway outside the office. Shoot them through the window or after you exit.

Down a long hallway, find a wallet to the right of the yellow Steamer Trunk. Take a lock pick from the top of a blue Steamer Trunk and listen to a Voxophone (53). You come to a Ticket Office, which has a locked safe that takes three lock picks to open.

The locked door to the Salty Oyster Bar opposite the Ticket Office opens with three lock picks. Beyond the door several men attack you. Find a Gear package and a lock pick hiding at the base of the blue Steamer Trunk. Up the stairs, in the bathrooms, find a silver bar, ammo and a weapon.

Back in the main room; go up the stairs to a balcony. In the next room you can see a large group of Vox, who all attack you at once. One of them is a Fireman. After that fight, find a wallet inside a green Steamer Trunk and then go up more stairs to the Grand Central Depot. Fight your way through many enemies here, including a Patriot and *two* Firemen. Activate one of the two giant Tesla Coils to create a giant shock trap. Take cover near the coil to draw your enemies to it.

After that battle, look in an office storeroom to find a lock pick and a purse. A second office has a safe that takes three lock picks to open. In addition, find a Voxophone (54) in the closet. A wallet and a lock pick sit on the ledge at the base of the giant Comstock statue. Find a purse on the scaffold. Up the stairs, find a locked gate that Elizabeth can open for you. Past it, defend against two men, one of whom may be firing rockets from a pedestrian bridge. Then loot the bridge.

Listen to Elizabeth's suggestion that you enter the bookshop before you pass through the turnstiles. She uses one pick to unlock the bookshop door. Inside, find a Gear package and a Voxophone (55). When you go downstairs, you hear men looking for you upstairs. Prepare a defensive position to use when they come down after you. Take a lock pick and a cash bag. Listen to a Voxophone (56). It mentions a secret room in the Salty Oyster bar.

Backtrack to the Salty Oyster bar, watching for an ambush outside the book store and another one inside the Grand Central Depot. Inside the bar, push the button under the cash register, to unlock the doors to a nearby kitchen. Inside it, find an Infusion Flask, "Return to Sender" Vigor, a purse, two lock picks and a Voxophone (57). Watch for an ambush when you exit the bar.

Then, with ammo refilled, return to the turnstiles and enter the room beyond (auto save). When you activate the elevator keypad, it wants you to input the correct code. Find the code nearby, on top of the counter. After you pick up the book to find the code, Elizabeth will put her hand on yours and indicate silently that you should keep quiet and duck down behind the counter. A cut scene will show a secret door open, revealing a Comstock statue. Then it plays the tune that summons the Songbird. A cut scene shows the bird smashing the nearby window, looking for you. However, because it cannot see you, it soon flies off.

Speak with Elizabeth. She would rather you kill her than allow the Songbird to take her back. Then she enters the code to summon the elevator. Push the button and then ride it about halfway down, until the Vox destroy it. Jump to the nearby Sky-Line to escape to the Financial District dock below you. Now you must defeat a Vox army, plus a Handyman. You could activate a Mosquito, or a decoy to help you. Riding the Sky-Line gets you away from the Handyman, but he can electrify the rails, injuring you. Watch for rockets coming from the Patrol Boat.

After the battle, check the vending machines for *new* items. Buy the two improvements for the Return to Sender Vigor. You will use it to good effect later. Find the Gear package that the Handyman dropped. Use the Sky-Line to get to an upper balcony. Have Elizabeth pick the lock on the door up there (3 picks) and then find the Voxophone (58) inside the small bank warehouse behind the door. Two locked gates, one on each side of the dock, open to routes that take you to Comstock House. One route goes through the Market District and the other goes through Harmony Lane. You should clear both areas, described below.

The Market District

Past the locked gate to the Market District (auto save), the first building you come to is Hudson's clothing store. On the very dark ground floor, find a cash register and a lock pick at the top of the stairs. Then go down the stairs to find a Locksmith Bag, a locked safe which requires three lock picks, a purse and a Code Book you will use later.

Up the steps from Hudson's, a Fireman attacks you. Farther along the street, up more steps, find the locked door to Wilson Bros. and Company liquors. Have Elizabeth open it (3 picks). A spare lock pick lies on the ground at the base of the steps near the door. Inside that shop, find a full cash register, a Silver Eagle Bag, a silver bar, and an Infusion Flask.

Farther along the mall, find a purse at the base of a signboard near the deli and a wallet on the nearby bench. Up the steps from there, find a small army of Vox and a Patriot mechanical man.

Find two purses near the burning Excelsior Meat store. A woman sweeping up inside the store is caught between two universes. Find a lock pick just right of the Armory vendor. The small green Our Prophet food store has two Lock picks below the cash register. Have Elizabeth unlock the door to the candy store on the opposite side of the street (3 picks). Inside, find some loose coins and a Gear package. Next door, the Lutece Laboratory gate is locked to you now. Find a purse sitting next to a bench. Then go up the street past the food store, watching for two or three Vox who attack you near the sign for Memorial Gardens.

Find one lock pick near the Dollar Bill machine. A nearby destroyed building floats a bit, up and down. When it reaches its lowest point, jump through the hole in the side of the building. This is Albert Fink's Magical Melodies shop. Inside, Jeremiah Fink's brother lies dead on the floor. Cyndi Lauper's "Girls Just Want to Have Fun" briefly plays through a Tear. Find a Voxophone (59) and a Locksmith Bag. Past the store, along a narrow path is Comstock Victory Square.

Harmony Lane

The second locked gate that opens off the Financial District dock *also* takes you to Comstock Victory Square. This walkthrough assumes that you backtrack to that dock and pick the lock on that gate. Past the locked gate, find a row of vending machines. Find a lock pick in a corner near them and then go up the stairs, where you come under attack by three or four snipers, high up on the ledges on both sides of the street. Coming through Harmony Lane this way gives you cover against them and a supply of fresh ammo from the vending machines.

Have Elizabeth pick the lock on The Emporia Towers apartment building. After you enter, two Vox armed with clubs try to blindside you. Find two lock picks. The elevators are destroyed, so you have no access to the apartments above.

Now if, instead of crossing the bridge, you take the steps down under the bridge, find a lock pick on the walkway. Either way, on the other side of the bridge, look for a big sign that says "Father of Lies, you see Nothing". Below the sign, enter the open door to an upscale tavern. Down in its wine cellar, deal with two Vox intimidating the wine steward. Then take a Voxophone (60).

Farther up the lane, find another apartment building with a locked door (3 picks). Inside, a man in a top hat will attack you. Partway up the collapsed stairway, find a Gear package.

Continue up the street to the Cunningham Photo shop, which is locked to you now. Farther up the street, find two vending machines underneath a bridge. Watch out for a group of Vox attacking a mechanical Patriot. After they destroy it, they will come after you. Their group includes a Fireman. Have Elizabeth unlock the door to the Art Gallery just past the bridge (3 picks). Inside the store, the white carpet is splashed with blood. Find a Gear package and a Voxophone (61). Just up the steps from there, you find Comstock Victory Square.

Comstock House and Memorial Gardens

Walk up to the security gate at Comstock House. The talking gate thinks Elizabeth is Lady Comstock but will not open because Elizabeth's hand print does not match the one on file. Elizabeth suggests that you go to where Lady Comstock is buried, Memorial Gardens (auto save). Look at the base of the Lady Comstock statue for a Voxophone (62).

The graveyard entrance is just up the street. Pass by a burned-out art supply store with a locked safe that needs three lock picks to open. If this is your first time here, you may see two Vox who are digging in a grave. Find two lock picks on the balcony near the crank gun Tear. Then activate the lock on the Our Lady crypt, to bring it into this universe. Have Elizabeth pick the lock. Then open the gate and activate the lock on the glass coffin. When you do this, the lights go out and Comstock's voice comes over very loud speakers to tell Elizabeth about how she follows a false prophet - you. She is held in place by streams of energy. Then Comstock says "If you won't listen to me, listen to your mother!" The coffin bursts open to release a wraith from another universe.

This "Siren" flies through the gate, into the graveyard. When you open the gate, you must kill the wraith, who revives the dead from the graveyard. Concentrate on the wraith, because this version of Lady Comstock from another universe will continue to raise the dead to help her, *unless* you kill them all with the Shock Jockey Vigor. In that case they turn to ash. If she can raise no more dead, the Siren will attack you up close. She is mildly vulnerable to the Shock Jockey Vigor, but weak to the Devil's Kiss Vigor, although she moves around a lot. This makes her hard to target.

After the fight, walk over to where Robert and Rosalind Lutece are digging their own graves. Listen to them talk about Lady Comstock. To open the locked gate on the crypt next door to the Our Lady crypt, use the Devil's Kiss Vigor to ignite the two darkened sconces at either side of the entrance to the crypt. Inside, find a Gear package.

As you make your way back to Comstock House, you find the two Luteces blocking your way. Listen to them talking about time and space. They mention that you must find three Tears, each of which answers questions about what has been happening to you.

Follow the blue smoky footprints. Elizabeth tells you that she does not think she brought Lady Comstock through the Tear, but "something else". Watch for an ambush by the Vox when you get close to the Our Prophet food store. Opposite the store, the Lutece Laboratory gate is now open and you can have Elizabeth pick the lock on the door. Inside, take a lock pick from the lobby floor. Past the next door, near the typewriter on the desk, look at the photographs. They are proof that the Luteces were the ones who summoned Booker.

Find a giant sparking machine in the next room. It has generated a Tear. Activate the Tear and then listen to Lady Comstock accuse Rosalind Lutece of having an affair with her husband. After the Tear closes, listen to the Voxophone (63) that replaced the Tear. The laboratory in the next room has another Voxophone (64). Upstairs, find a purse, an Infusion Flask and a third Voxophone (65). Exit the building and then follow the ghostly blue footprints to the second of the three Tears.

Pass through the Market District to the Financial District. Get ready for a big fight. When you start to walk up the steps of the bank, two Crow Men and a Fireman, along with several Vox, attack.

After that battle, refresh your ammo supply and then enter the bank. The planters inside seem to fade in and out of normal space. Find some loose coins. Take a lock pick from a ledge. Enter the elevator and then push the button to ride up to the Bank of the Prophet Main Hall (auto save). Take cover behind a nearby bank sign and then fight off a Vox attack.

Afterwards, search the two side offices for five full cash registers, many loose coins, a locked safe that needs one lock pick to open and a replacement lock pick.

Temporarily ignore the quest arrow. Take the other hallway off the main floor, to several rooms where you find a Gear package, a Silver Eagle Bag and two Locksmith Bags. At the very back of this suite of rooms, find the sign on the wall that says "Hoarder". Elizabeth reads the Code Book that you found in Hudson's store. Activate the typewriter on the desk with the lock pick, causing a wall of file boxes to slide to the left, revealing a small closet. Take the Infusion Flask, a Silver Eagle Bag, a silver bar, a gold bar, a Locksmith Bag and a Voxophone (66).

Back in the Main Hall, the blue footprints take you through the other hallway off this floor, to a room with a Crow Man, some Vox soldiers and a sniper. The Crow Man retreats down the long corridor. Find rooms with a Gear package, a Locksmith Bag and the Tear you are looking for. A safe in a side corridor requires three lock picks to open it. Behind the safe, find another Voxophone (67). Only when you approach the Tear, does the Crow Man attack you.

Open the Tear and listen to a man named Mansfield speaking with Fink about the need to murder the Luteces. Listen to the Voxophone recording (68) left in place of the Tear after it closes. Behind the statue where the Tear appeared, walk toward the huge safe door and it will open automatically. Past the door, find the Lady Comstock Siren wraith waiting for you. Immobilize her little army with Shock Jockey and then concentrate on defeating the wraith again. After you have done so, she emits an awful wailing scream. Any remaining members of her army die.

Refill your ammo at the vendor and then ride the elevator back to the bank foyer (auto save). Outside again, just around the corner from the Minuteman's Armory and Veni! Vidi! Vigor! vending machines, find the entrance to Harmony Lane District. Follow the walkway past three more vendors, up the steps and along the lane to more steps going up to Downtown Emporia. Find the Cunningham Photo store. The gate is open. Have Elizabeth pick the lock on the door.

Inside the store, open the Tear. Robert and Rosalind Lutece talk to Rupert Cunningham about the photos he took of their corpses. Listen to the Voxophone (69). Find a Locksmith Bag in the developing room and a purse in the display room. Then follow the blue footprints.

When you get to the bridge, several Vox will attack you. One of them may use a Flak Cannon. Then go through the entryway and up the steps to Comstock Victory Square. Before you approach the Comstock House steps, find the Dollar Bill vending machine in a dead end alley. Then go up the steps to Comstock House. Note that the sea mines here *do* explode if you shoot them.

Elizabeth will begin talking to the Lady Comstock statue. When she stops talking, the Siren appears and then a small army attacks you. Again, concentrate on the wraith, rather than her army. Return to the ammo vendor when you need to. After you defeat the wraith, all of her army dies. You hear her scream again and then she wails "Take this thorn from my heart!"

Follow Elizabeth up the steps to face the statue. She will apologize to the Siren, who is a merged Lady Comstock from another universe. While she listens, the Siren flies in circles around the statue. At the end of Elizabeth's speech, the Siren shatters the locked gate and then flies past it into Comstock House. Refill your ammo and then follow the Siren through the door, into a building that acts as an anchor for a drawbridge that you cannot yet see.

Inside, walk to the end of the bridge causeway and then pull the lever. When you do this, a cut scene shows the Songbird land next to you. Then it throws you through a window, up near the dome of the building you just passed through. You wake up back in your New York office, along with the Lutece twins and a version of Elizabeth who says only "Bring us the girl and wipe away the debt". Still in the cut scene, go through the side door of the office.

On the other side of the door, you find yourself on the floor of the Columbia House building where Songbird threw you. You see Songbird breaking through the dome of the building. Then it drops down next to you again, preparing to kill you. However, Elizabeth is there too, saying "Stop it! Stop it! Stop it! Don't hurt him! I'm sorry". When the bird hears this apology, it *does* stop. Elizabeth asks Songbird to take her home and it picks her up and flies off, leaving you alone again. Only then, does the cut scene end.

Walk to the hole in the side of the dome and then jump to one of the two Freight Hooks below. Dismount near the drawbridge. Its three sections lower automatically. As you cross the very long bridge, the weather changes from a lightning storm to falling snow - in July. When you approach the Tear on the steps, you hear Elizabeth say "Get your hands off me". Then the Tear closes.

At the top of the steps, go through the door to find another Tear (auto save). As you approach it, hear Elizabeth say "Just take me back to my tower please!" Then the Tear closes.

Past the next door, find a large room with an "Our Lady Elizabeth" statue. You can hear the voice of an alternate Elizabeth speaking over the public address system, "I want you to train a nation of fishermen". In this universe, she has taken on the role for which Comstock groomed her. Bizarre music plays in the background. Find another Tear in front of the next door. Hear your Elizabeth say "What is this place? What are you planning to do with me?" Then the Tear closes (auto save).

Past the next door, find an area called "Her Loving Embrace". See several people with the faces of George Washington and Benjamin Franklin. They appear caught between two worlds. You can hear Elizabeth's voice screaming "Please let me go! I'll be your daughter".

When you get to the next door, you see a very odd looking creature called a The Boy of Silence. It appears robotic but, in this alternate-universe version of the Comstock House, he is an indoctrinated schoolboy wearing a special helmet. The helmet has two large trumpet horns projecting from the place where his ears should be. The Boy of Silence has some ability to open Tears and, when he detects you, he pulls into this universe the group of sleepwalkers you see shambling around you. Then they attack you with clubs. You cannot kill the boy. He will disappear after he has called his minions. Be aware that ammo is very scarce *everywhere* inside Comstock House, along with Salts and Health Kits. You could thrash them with your Sky Hook.

Find one Health Kit and one bottle of Salts in the room. Use the intercom next to the locked gate near where the boy was standing. Then turn around to see the elevator drop and the locked gate on the shaft open for you. When you approach the Tear inside the elevator, you hear Doctor Pettifog's voice saying "Your father gave you a lovely home and you chose to destroy it". You hear Elizabeth say "Please, he's not my father!" Then the Tear closes.

Enter the elevator, listen to the Voxophone (70) and then push the button to ride up to a short bridge (auto save). On the other side of the bridge, see one of the blue-eyed men. He is not alone. Inside the room is The Boy of Silence. If he sees you, the men in Founder's masks attack you.

However, from now on, it is possible for you to sneak past the boy if you crouch behind objects. Wait for the white cone of light coming from his helmet to point away from you and then run for the next piece of cover. The white cone of light has limited range. It also follows the same pattern over and over. If you see a *narrow* beam of *yellow* light coming from the helmet, then you have attracted his attention. Quickly hide. If you see a narrow beam of *red* light coming from the helmet, then he has spotted you. Get ready to fight the blue-eyed men.

You come to a room called "Where we Lie". It contains a small glassed-in operating room which has a chair very like the one you sat in when the rocket first took you to Columbia. A Tear in the room lets you hear Comstock's voice telling Elizabeth that he will cure her. Then the Tear closes. Find a small Health Kit on the table.

Now you pass through other named areas. First, enter the crematorium, named "Where we Weep". Take a wallet near some loose coins. Listen to a Voxophone (71). Then enter the second area, called "Where we Cleanse", which has a small Health Kit and another Tear. As you approach it, you hear "I'm Doctor Pettifog, Elizabeth. I'll be taking care of you". Then the Tear closes.

The "Where we Sleep" area has more of the blue-eyed people, who attack you if the Boy of Silence sees you. Note that, if you have to fight them, they will not follow you into the "Where we Cleanse" area. You could retreat there and allow your Shield to regenerate.

When you get close to the Tear at the other end of the sleeping area, you hear Doctor Pettifog speaking to Doctor Powell "The specimen needs to be destroyed". Then the Tear closes.

Inside the next area, The Atrium, be ready for a battle with soldiers, two mounted turrets at the top of the stairs and a Crow Man. Near the Salts bottle, find a Tear. Doctor Pettifog says "You're not eating love. Is something the matter?" Then the Tear closes. Find two Deposit Boxes. As you climb the stairs, you hear the alternate Elizabeth again.

Walk along the hallway to an area called "Where we Work". Near the Tear in that room, you hear Comstock say "My daughter has two problems. One is a condition your science will cure her of. The other affliction is of a spiritual nature". Doctor Pettifog says "What affliction is that?" Comstock replies "Hope". Down the next hallway, you see one of the blue-eyed men run into the next room (auto save). You pass through a room full of Founders mannequin heads and find another Tear. Listen to Doctor Pettifog say "Your surgery is tomorrow Anna. You still expect him to burst in to rescue you, don't you? It's been six months". Find a Locksmith Bag on a table.

In the next room, you see many blue-eyed people and the Boy of Silence. It is possible to sneak past him, even collecting the Gear package, bottle of Salts and a Voxophone (72). The next room is called "Where we Learn". You see a grainy film already running, narrated by Elizabeth. Find a Silver Eagle Purse wedged in between the mannequin heads.

Follow the signs to the "Warden's Office" and the "Security Center" (auto save). Find a Gear package near the center of the room. Near the projector, find a Health Kit and a Voxophone (73). On it, Elizabeth speaks of a "one last chance of redemption for both of us".

Upstairs, find some Salts on a chair. In the control room with three video screens, find a Voxophone (74) where Elizabeth says "He was my first hope and now he's my last". Pull the lever to open the Security Gate. When you turn around, you see the Boy of Silence right in your face. Behind him is a small army of men with guns.

Fight your way back down the steps to the elevator. You hear the alternate Elizabeth speaking over the PA system about how she will set the world below afire and then continue on to a million other worlds in need of salvation. Inside the elevator, listen to the Voxophone (75). Then push the button to go down to the floor with the Security Gate that was locked. It is now open, just in front of you. Hear Elizabeth pleading to her "doctors". Enter "The Operating Theater" to find Robert and Rosalind Lutece waiting for you. They argue about the nature of death and then they disappear again. In the next hallway, you see Elizabeth's silhouette in the distance.

She speaks to you. You learn that she brought you here. When you take her hand, you see that, in this universe, she is an old woman. She shows you a future where New York is under attack by Columbia's floating city and a large number of zeppelins. The date is December 31, 1983. The elderly Elizabeth reaches out her hand and offers you a card. She says "It's for her". The card is advice for *your* Elizabeth on how not to become like the old woman. Then a time skip puts you in a lounge where a record plays "After you've gone", by Marion Harris (1918).

As you walk down the red carpeted hallway, you hear Elizabeth screaming. Past the door at the end of the hall, you enter the "Surgery". Comstock stands on a balcony above the operating table, where the two doctors, P. Pettifog and Harrison Powel, have Elizabeth restrained in a chair. Booker has a brief conversation with Comstock, who says "What's the expression, a day late and a dollar short?" Then he walks off.

Both the left and right directions go to the same place, with the same enemies. So go left, through the doorway to a bright hallway, where several soldiers and a turret attack you. Around the corner, in the next wide hallway, defeat more soldiers and two turrets. Then turn right, into the first generator room. At the top of the stairs, find a technician who will not attack you. Pull the lever next to him, which shuts off the first generator. When you return to the hallway, you come under attack by more soldiers and a mechanical Patriot.

In the same hallway, on the same side as the first generator, find the second generator room. At the top of the stairs, find another technician and another lever. When you pull the lever, the second generator shuts down. Look through the window to see Elizabeth create a Tear that opens to a Midwest cornfield, where a tornado destroys the Operating Theater and the doctors. Go down to the operating room and activate Elizabeth's chair, to release her. She wants to go after Comstock and Booker agrees to go with her.

Return to the hallway where you found the generators. Have Elizabeth unlock a small room (3 picks), to get an Infusion Flask, a gold bar and a Voxophone (76). Have her unlock a door, opposite that room and the two generator rooms, to find an elevator. Push the button to go up to "The Library" (auto save). Search the room for ammo and Salts. The two glass doors exit to the Comstock House roof balcony. Have Elizabeth unlock the doors and then go outside. Comstock's flagship "The Hand of the Prophet" floats just above the doors.

As you move to the open end of the balcony, and while Comstock annoys you over the public address system, you come under attack by two Patriots, a Flak Cannon and many soldiers. A Patrol Boat will circle around and dock nearby, adding more soldiers to the battle. The pile of crates at the corner of the balcony provides cover from the Flak Cannon. Activate the Mosquito or the Automaton Gun Turret to aid you. Retreat to the library when your shield needs regenerating.

After the battle, have Elizabeth unlock one door that opens to a pair of offices with a locked safe, two lock picks, a Voxophone (77) and a Vigor vending machine. Find a lock pick next to the crashed Patrol Boat. Then board the Hand of the Prophet Gunship and pull the lever to ride up to Comstock's airship. After you have a short conversation with Elizabeth, a Patrol Boat comes close alongside yours and begins an attack. After you defeat the boat's crew, two Mosquito drones move in, one on each side of your gunship. Then two more Patrol Boats attack you, one of them crewed by the Vox. After that, another Patrol Boat and three Mosquitos move in.

Finally, you reach the airship (auto save). Board it and then destroy all resistance, including four turrets on this first deck. Activate a Rocket Automaton or a Mosquito to help you. Then push the button on the control panel to release the pods containing Patriot mechanicals. Comstock will harangue you again, as you jump to the Sky-Line and ride up to the second deck (auto save).

Clear the second deck as you did the first. Before you go up to the third deck, have Elizabeth open two hatches to cabins containing Salts, a Gear package, a Silver Eagle Bag and a Voxophone (78). Also, on the upper section of the second deck, refresh your ammo at the Dollar Bill machine. Then, push the button to release the Patriot pods. When you do this, two Patrol Boats offload a small army of soldiers and two Patriot mechanicals. They resemble Abraham Lincoln. After the battle, refill your ammo load and then jump to the Sky-Line. Ride up to the third deck (auto save). Dismount and then open the hatch to find a control panel with Salts and a Health Kit.

On this Engineering Deck, many soldiers, two turrets and a Handyman will soon attack you. Conserve ammo, because there is no Dollar Bill machine on this deck. You might want to set Vigor traps before the soldiers become aware of you. Murder of Crows is a good one. When you get around the corner, activate one of the Automaton Gun Turrets to aid you.

After the battle, jump to the Sky-Line near the Armory vending machine. Ride up to the fourth deck and then open the hatch (auto save). Elizabeth insists upon confronting Comstock alone. She walks through the next door and begins a conversation with him. Follow her inside.

When Comstock grabs her and tells her to ask Booker about her missing finger, activate a cut scene where Booker grabs Comstock by the neck. He begins to strangle Comstock and then hold his face under the water of the baptism bowl until he dies.

Elizabeth asks you what Comstock was talking about. Your nose begins to bleed, indicating that your memories are again confused. Now Booker wants to destroy the Siphon Tower, which is what is keeping Elizabeth from *creating* Tears. Go through the now-open hatch and up the stairs. Look inside Comstock's bedroom, on the middle level of the catwalk for a Voxophone (79) lying on his bed. Next door, look inside Comstock's office for a Voxophone (80) sitting on his desk.

Up more stairs, have Elizabeth pick the lock on the door to the Bridge. When you enter and activate the ship's wheel, three Vox Patrol Boats move in and hover in front of the Bridge windows. The Comstock statue on the Bridge plays the tune that summons the Songbird. It breaks through the glass of the Bridge window while Elizabeth breaks open the Comstock statue and takes its flute. She now realizes that the card that the alternate-reality Elizabeth gave you is a song for controlling the Songbird (the notes C-A-G-E). Your Elizabeth begins blowing the notes on the card, soothing the Songbird and bending it to her will. Elizabeth asks the Songbird to protect her. The bird flies off. Elizabeth tells you that the bird will now help you against the Vox. Elizabeth jumps through the broken window. Follow her through (auto save).

The Final Battle

Enemies will target the tall blue Core mounted just below the bridge. They will attack you too. You must protect that Core. The Vox fleet will arrive in the order listed below. Elizabeth will constantly resupply you with replacement ammo, Health Kits and Salts. Your primary mission is to instruct Songbird to destroy three zeppelins - as they appear. You must wait for an 80 second cool-down period to expire, after each Songbird zeppelin attack, before you can use him again.

When you have Songbird attack a Patrol Boat, he only needs a 40 second cool-down. You can have the bird attack one of three large circles on the deck of the ship too, killing the troops there and waiting only 20 seconds for the cool-down period to end, but do not do this. The Songbird has a blue health bar at the upper-right of your screen. If it empties, you fail this battle. Use the bird only for major targets - Patrol Boats and zeppelins. The Patrol Boats deploy enemies only once, but the zeppelins deploy a never-ending stream of Patriot mechanicals and troops down to the deck of your ship. They can eventually defeat you.

If you play the game more than once, you may find many other ways to complete this sequence. However, if this is your first time fighting this battle, it can be a bit overwhelming. To ensure your success, the *first* thing you should do is limit damage to the Core by deploying a *fully-upgraded* "Return to Sender" Vigor trap on the deck in front of the blue Core, to stop it from taking damage. Also, take note of the crate of Health Kits and Salts sitting against the bulkhead behind the Core. Health Kits and Salts also sit on both catwalks and are scattered elsewhere about the ship.

I like a catwalk as a fighting spot. Each one gives access to almost the entire length of the ship. Each one also has a bulkhead to use as cover. Railings on the catwalks keep you from falling. When Patrol Boats drop off enemies at the bow of your ship, use the Sky-Line to drop behind them. Keep listening for Elizabeth to say "Songbird's ready!" Only then, will he attack.

1. When the first Patrol Boat parks at the bow your ship, tell the Songbird to destroy it. To do this, aim your targeting reticle at the zeppelin and wait until a red haze appears around it. Then *hold down* the "F" key. From the catwalk, use a weapon to shoot down at the Vox attacking the Core.
2. After Songbird destroys the first Patrol Boat, two more appear. Again, have Songbird destroy one of the boats. Do not wait for Songbird's cool-down period to end. Instead, immediately begin targeting the soldiers aiming at you and/or the Core.
3. Then a Patrol Boat with a Rocket Cannon on its bow will park near the bow of your ship. Race down to the end of the catwalk and then use one of your weapons to destroy the *cannon*. The Patrol Boat will go down in flames. Then run back along the catwalk and target any soldiers who are attacking the Core. Watch for soldiers on both catwalks who may target you.
4. Then two more Patrol Boats appear. Again, have Songbird destroy one of the boats. Do not wait for Songbird's cool-down period to end. Instead, immediately begin shooting the soldiers aiming at you and/or the Core. Watch for Vox firing rockets from the catwalks.
5. After you have eliminated all of those enemies, the first of three zeppelins and another Patrol Boat with a Rocket Cannon will replace them. The zeppelin will drop two Patriots and a squad of soldiers. Destroy the cannon and then tell the Songbird to destroy the zeppelin. Use your weapons and Vigors to destroy the Patriots and soldiers targeting the Core.
6. After all of the first zeppelin's forces die, two more zeppelins float in, one on either side of you. One of them has a Rocket Launcher underneath the zeppelin's belly. Have the Songbird destroy that zeppelin first. While you wait for the 80 second cool down period to end, use your weapons and Vigors to defeat the Patriots and soldiers that both zeppelins offload. As *soon* as you can, have Songbird attack the second zeppelin. Then finish off the remaining soldiers.

Denouement

After you have defeated the last enemy, follow Elizabeth to the bow of the ship. She points out that you can now instruct Songbird to finish destroying the Siphon Tower, visible in the distance. Take the flute pipe she holds and then watch a cut scene where you blow the whistle and the bird destroys the Siphon Tower. Then an electric shock, created by the bird's attack on the tower, causes you to accidentally drop the whistler. You lose control of Songbird, which immediately begins to attack you again.

However, now that Elizabeth can create Tears, she does so, putting you inside an underwater room with a glass window. Songbird flounders helplessly in the water on the other side of the window. His yellow eye ruptures under the pressure and then he sinks slowly to the bottom of the sea, never to be seen again. Before you follow Elizabeth into the bathysphere, walk up the stairs to see an ancient Gatherer's Garden vending machine. You know where you are, back in the underwater city of Rapture, location of the original Bioshock. Step inside the Bathysphere, to descend into the very long and very well done ending to the game. If you wait until the game credits scroll all the way to the end, you can see one last scene inside Booker's scruffy office.

Chris Barton - 06.15.2013

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