

BioShock

Released in 2007, BioShock is a First-Person-Shooter video game developed by 2K Games for the Xbox 360 gaming console and for the PC. Partly constructed by game creators in Canberra, Australia, the game is also notable because all of the toilets flush clockwise. The game uses a highly modified version of the Unreal Game Engine 2.5.

Players assume the role of a lone survivor of a plane crash. He stumbles upon the entrance to the city of Rapture. Andrew Ryan, a business magnate, secretly constructed the city in 1946 on a mid-Atlantic ridge. It uses volcanic magma as a power source. Rapture is a former underwater utopia, originally built to house the world's greatest minds and allow them to pursue their craft without oversight. Moreover, the city flourished - for a short time...

But the introduction of gene-altering "plasmids" to a confined population caused chaos. Structured society ended. Most of the inhabitants remaining are addicts. They wander the streets in search of "Adam", a drug that grants them superhuman power. The more Adam they take, it seems, the more crazy-violent they become.

General Advice

This walkthrough shows one of many ways to complete your quests. Exploration is encouraged. Take your time. Hacking sentries and security cameras is a good tactic. Be ready to hit the "V" key when you get close to one. The Electro Bolt Plasmid is probably your greatest asset. It can immobilize an adversary, including machines. Always be on the lookout for an option to upgrade.

The Wrench is a formidable weapon and saves ammo. Use it on single enemies (except Big Daddies).

Follow the gold arrow at the top of the screen. This arrow points you in the direction of your next objective.

Turn up the Brightness in Options. Some locations in the game are very dark.

If you are not used to First-Person-Shooter games, choose the Easy setting.

If you have trouble understanding what the characters are saying, turn on Dialog Subtitles in Options.

Be aware that this game has *longer load times* than other games of this type. Be patient and it will reward you.

The Plane Crash

At the start of the game, you (Jack) are a passenger on a plane that goes down in the Atlantic Ocean in 1960.

After surfacing, you find yourself the only survivor of the crash. Swim through the opening in the flames.

Continue toward a nearby lighthouse on an island. Go up the stairs to the right of the plane's sinking tail section. Go through the doorway. The door will close and the lights will come on. Cross the room and walk down the stairs until you get to the Gold Bathysphere. Enter the bathysphere and pull the lever to descend into the city of Rapture. Do not worry when the female Spider Splicer attacks. A machine will soon drive her off.

When the bathysphere opens, pick up the radio before you exit. The voice at the other end of the radio link will introduce himself as Atlas. He will guide you through the rest of the game and help you to complete each quest.

Welcome to Rapture

Walk along the catwalk and turn left. Walk up the stairs. The female Splicer that attacked you earlier will be here, but Atlas will send a Sentry Bot to chase her away. Jump over the debris and pick up the Wrench ahead of you. Use it to smash the wreckage blocking the doorway. Crouch (C) through the opening you created. Walk up the stairs, sidestepping the fiery couch rolling down, and use your Wrench to bludgeon the Splicer at the top. Turn left and walk up the next set of stairs. Collect the First Aid and Eve Hypos in the Trash Cans to the right and left of the Gatherers Garden. Note that, for the entire game, you should be checking all containers for treasure as you go. Activate the Gatherer's Garden. Once the cut-scene is over, walk up to the door ahead of you.

Use your new Electro Bolt Plasmid to zap the malfunctioning switch next to the door. Walk through the door into the hallway. Look to your left through the glass and notice part of your plane gliding down through the water. This tail section will eventually crash through. Walk into the broken end of the tail and then out the door on the side of the plane. Follow the water gushing down the tunnel and go through the door marked Securis.

You will emerge into an area with two rooms - off to either side. There are two Splicers in the area that you will have to kill with blows from your Wrench. One may be in the room to the right (not the dead one seated on the floor). Return to the hall and wait for one, or both, Splicers to enter from the other room. Search both rooms for treasure and then walk up the stairs. A Splicer, completely on fire, will run at you from the door ahead. Put him out of his misery and then walk through the door he just came through. Use the elevator on your left.

When you exit the elevator, you see the shadow of a female Splicer. She is in the hallway to your right. Sneak up from behind and whack her (headshots do the most damage). Search the baby carriage she was fawning over to find a revolver. Walk through the door ahead, into the Kashmir Restaurant. Once inside you will hear some Splicers talking. Walk to the top of the stairs on your right. See a Splicer pounding on a door below you. Kill him and the female Splicer who emerges from the room. Search the room for treasure.

When you exit, walk forward a bit. Atlas will tell you to kill the Splicers roaming around in the water ahead by shooting your Electro Bolt into the liquid. Search both floors of the restaurant for treasure. Back upstairs, walk to the bathrooms (to the right of the stairs). Go into the women's bathroom to view a ghost scene and grab an Audio Log. These logs give you a history of what happened to Rapture. Kill the Splicer who comes out of the closed stall as you exit. Proceed to the men's room and go to the last stall. Walk through the hole in the wall.

You will be overlooking another room. Notice a Little Sister below extracting Adam from a corpse. Walk along the metal grid-work overhanging the room until you get to the other side. Walk down the stairs and watch through the glass as a Big Daddy destroys a Splicer. Loot the Splicer corpse and go into the next room - after breaking the lock off the gate.

Follow the arrow to the right of the Vita Chamber. Kill the female Splicer who runs out with a gun. Keep walking forward and turn left. Kill the male Splicer who attacks you. Follow the path around to the left. You will see a few Splicers below surrounding the carcass of a Big Daddy. Zap some electricity into the water to kill them. Walk down to where they were and then jump down to the next level. There will be a Vita Chamber in front of you. Follow the on-screen arrow to the doorway with a "Good Morning Rapture" sign above it.

Before you can walk through, a gate will close and an alarm will sound. A number of Splicers will jump down from where the Big Daddy carcass is laying. The best strategy is to wait for them to land in the water and then electrify it. Wait for a second wave of Splicers and repeat the tactic. Kill any stragglers that evade your trap. There is a flame-throwing turret behind the metal grid blocking one doorway. Zap it or stay clear of it.

Atlas will tell you to go to Medical. Follow the arrow through the gate on the other side of the room, opposite the one that closed on you. Keep following the arrow until you reach the room with the metal hatch and televisions. Try to go through the hatch. The door will slam shut, sealing you inside. Watch the message from Andrew Ryan. Atlas will eventually tell you he has unlocked the hatch for you. Ignore the Splicers who appear on the other side of the glass behind you, and go through the open hatch to Medical.

Medical Pavilion

Atlas will tell you to find the Emergency Access. Enter the main room. You will see two staircases in front of you. Do not walk up them yet. Instead, turn left and walk past the vending machine. You will see a door banging open and closed. A Sentry Bot is stuck between the two panels of the door. Hack the sentry (V key). The door will open, and now you will have a robotic ally. Note that some Hacks are very difficult. If you save your game before each attempt, you will have unlimited chances to practice. Just reload your save and try again.

Walk through the door. You will get to a room with two staircases. Immediately ahead of you will be a desk with an Audio Log on it. To your right will be a few Splicers who, after fighting amongst themselves, will turn on you. After you kill them, walk up either staircase. At the top of the stairs will be a control panel that overlooks Emergency Access. Use the control panel. A door behind you will open.

Walk through the door and turn left. Kill the Splicer inside then continue. Take the Tommy gun you find and then hit the switch ahead of you. This will open the door at the top of the staircases in the first room you entered (you can see the door from where you are standing). A number of Splicers will run through that doorway. You can try to snipe them from where you are standing, but it is easier to wait for them to come closer to you. Turn around and wait for them. The narrow hallway you just came through will force them to line up single-file. After you have killed them, walk back to the first room and loot the reception area between the two staircases. Go up the stairs through the door. You will see a ghost scene as you walk through the room.

Walk through the open door marked Surgery. You are now in the Medical hub. Walk around the wall ahead, into the main room. Zap the Sentry Gun in the center of the room with your Electro Bolt. Then Hack the gun before it can recover. You will also want to tend to the Sentry Gun shooting at you from a crack in the wall to your right. It occupies a small Supply Room and can shoot through the door to that room as well. You can quickly run through the door, then Zap it and Hack it. A few Splicers will be running around, but if you hacked the sentries, they will soon chew the Splicers in the crossfire. Use this technique throughout the game. Splicers will regenerate after you leave a room, and the sentries will cut them down again for you. When you come back into the room later, you will have a fresh supply of bodies to loot. Grab the Audio Log off the reception desk and then proceed to the Eternal Flame Crematorium in the back-left side of the room.

There will be a Splicer banging on the door to the crematorium. Wait until the door explodes and then kill the bomb-throwing Splicer who emerges. Walk into the room he came from. Take the Audio Log from under the painting to your left. Go through the door behind the desk. Note the Security Camera sweeping its sensor back and forth in the next room. Zap it, then run underneath it, then Hack it. Near the camera are an oven and a metal rack in front of it with a body on it. Push the button next to the rack. It will slide in, cremate the corpse, and slide out again with a "Hackers Delight" Physical Tonic for you. These tonics get more powerful as the game goes on, as do your enemies. Always go out of your way to collect tonics when you see them. Now proceed up the stairs.

Kill the Splicers you find upstairs. Take special note of the oil slick on the floor. You cannot enter the small room here due to a malfunctioning door. Instead, crouch through the small hole in the wall. Once inside the room take the "Incinerate" Plasmid. Some Splicers will run into the upstairs area. Ignite the oil with your new plasmid, to kill them all.

Make your way back to the Medical Hub (from where you first entered the crematorium) and go through the door with a sign that says "Dr. Steinman's Aesthetic Ideals". Walk down the hallway and exit through the door at the far end. You will encounter crazy Dr. Steinman, who will run through a passageway and then blow it up behind him, making it impassable for you. Atlas will tell you to find the Telekinesis Plasmid.

Return to the hub and melt the ice in front of the door marked "Twilight Fields".

Side Trip: The area beyond the door to Twilight Fields has three sections. The section on your left has a Splicer, Machine Gun Turret and a safe. The right section has another Splicer. Beyond the door in the center is a "Security Expert" Tonic. The Splicer in the center room will run away, and then ambush you from a cabinet in the front part of the room when you return from the back part of the room. There is lots of other treasure in the area.

Now go down the stairs near the Dr. Steinman Aesthetic Ideals door. Melt the ice that blocks the doorway. Take the Audio Log lying on the ground. This is the Dental area. Turn right at the end of the hall and you will enter a large room. There is a shotgun in the middle of the floor. Look for a nearby defensive corner, into which you can back up. Grab the shells around the shotgun *before picking up the gun itself*. When you pick up the shotgun, the room's light will go out. Back up to your defensive corner. The lights will come back on again and about half a dozen Splicers will attack. Try out your new gun, then proceed left and go through to Dandy Dental.

Loot the reception area for treasure before proceeding through the next door. Inside, turn left and walk into the room full of trophies and tennis rackets. There is a Gatherer's Garden inside with the Telekinesis Plasmid. Use the tennis ball machine in this room to practice with the Telekinesis Plasmid. Start up the machine. Press and *hold* the left mouse button to grab a tennis ball out of the air as it comes toward you. Release the button to throw the ball in whichever direction you are facing. If you press the "V" key *while you are holding a ball*, the ball will drop at your feet. After you have practiced, return to where Steinman escaped. There will be a Splicer throwing bombs at you from a balcony above the room. He sometimes jumps back through the door behind him. Stand where you can see both the Splicer and the blocked door. Use Telekinesis to catch one of the bombs he throws at you and then release it toward the debris blocking the door. You can now enter the passage.

Follow the path around to the left. Steinman will activate a Security Drone and a sentry before running away. Zap and Hack both of them if you can. Take the "Static Discharge" Tonic on the right side of the hallway. Follow Dr. Steinman. There is treasure in the room through the door on the right side of the hallway. Be wary of the Security Camera inside.

Side Trip - You may see a door with a sign "Painless Dental". You will find the door locked. You have to go around the corner and jump through the window to get inside. If you can take care of the turret in this room, there is a "Speedy Hacker" on the desk with the microscope.

Side Trip - You may see a door with a sign "Kure All". If you can take care of the Sentry Camera *and* the Rocket Propelled Grenade Turret (RPG), there is a safe to Hack with a lot of ammo inside it. In this same room, you can knock out a square air conditioning vent. Crawl through the short tunnel behind the vent. It leads to a small room with a "Wrench Jockey" Combat Tonic inside.

Dr. Steinman

Follow the arrow and, in time, you will arrive in a room where you can see Dr. Steinman through a window. Eventually he will notice you. Jump out of the way as he shoots through the window with his Tommy gun. Pump him full of lead until he dies, making sure he does not run anywhere to heal. If he does run away from you, he is going to a Health Station. Once he is dead, loot his corpse and then follow the arrow back to the hub.

On your way back, some debris will fall into the glass tunnel to block the door at the end. You will have to turn left before the blocked door. As you proceed, you will witness an action scene. You see your first Little Sister. You can choose to either harvest or rescue her (L key). In this walkthrough, I assume that you will always rescue her. Go to the Gatherer's Garden in the same room to upgrade your plasmids.

Keep following the arrow until you get to the hub area. Atlas tasks you with destroying the Big Daddy who is prowling around with the Little Sister. Equip any Armor Piercing Rounds and Electric Buck Shot you have. Shock him with the Electro Bolt and then shoot him while he is stunned. After the Big Daddy is down, walk up to and rescue the Little Sister. Follow the arrow all the way to the Security Access. Walk up the stairs and use the panel overlooking the access. Walk through the access and into the bathysphere.

Neptune's Bounty

Atlas will tell you to go to Fontaine's Fisheries. Follow the arrow to the room's exit. Continue until you reach the Lower Wharf. Here you will see a Big Daddy with a Little Sister. Unlike the last one you fought, this incarnation has long-ranged attacks. He can shoot you with the Rivet Gun, throw Proximity Mines, and give you a good hard punch if you get too close. In addition, the more distance Big Daddies have between them and you, the more momentum they can gather before they get to you. Try to take him out from on top of the wharf if you can. Avoid the ground level for now, because there are turrets under the dock. Save the Little Sister and, this time, there will be a toy bear with a "Hypnotize Big Daddy" Plasmid waiting for you at the next Gatherer's Garden.

Note that there is another part of the wharf in the distance, past the uneven ground level below. Beneath both raised sections of the wharf, on the ground, are Machine Gun Turrets (one on each end). If you jump down there and Crouch, you can duck-walk to the turrets and dispose of them. Beware of the Splicers that also inhabit the entire area, but they seem unable to Crouch and this gives you an advantage. There is a "Medical Expert" Tonic in the middle of the uneven ground area. After you have eliminated all resistance, pick up the tonic.

Now go up to the wharf platform where you first entered. Follow the arrow through the door on the right. You will emerge on a deck with a Gatherer's Garden to your left. The deck overlooks the entrance to Fontaine's Fisheries. Several Splicers are below along with an RPG Sentry. The Splicers should run upstairs to you. Take cover from the sentry, kill the Splicers and then run downstairs and Zap and Hack the RPG Sentry. A number of Splicers will run at you from the level below. The sentry will help you; now and later.

Jump over the debris and go through the door behind the turret. Walk up to the door and knock. A man named Peach Wilkins will open the spy hole and tell you to go to the Wharf Master's Office and find the Research Camera. A female Spider Splicer will attack from behind you. Turn around and fight her. Wilkins will send a Sentry Bot to help you. After she runs away, take the Grenade Launcher off the conveyer belt nearby.

Follow the arrow back up to the Gatherer's Garden. Walk around the Garden to find another corridor. There will probably be a few Splicers waiting for you. Do not turn right and go up the stairs. Instead, turn left and go down the hall through the door at the end. You will now be on the other side of the Lower Wharf. You will see a Big Daddy and Little Sister roaming around. Destroy the Big Daddy, collect the Adam from the Sister and then follow the arrow inside. Note: To see how many more Sisters there are in each level, hit the Esc key. At the bottom of the display, are icons of a lone Sister (harvested) or a Big Daddy/Sister combo icon (not yet harvested). You *do not* have to kill Big Daddies where this walkthrough suggests. You may do so any time you like.

Follow the arrow until you reach the Upper Wharf. There will be a Big Daddy here without a Little Sister. Either Hypnotize him and use him to get rid of the Splicers roaming around, or try *not to hit him* while you kill them.

The Hypnotize Big Daddy ability works like this: the brute will attack anyone who hits you or anyone you attack. If you have a lot of regular pistol ammo just shoot a Splicer once to make the Big Daddy finish the job. Aim carefully because if you damage a Big Daddy, he will turn on you. This will also happen if he walks through fire set by you, such as with a flaming oil slick. If his facemask glows red, you are in big trouble. The Hypnotize effect will eventually wear off and the Big Daddy will resume his slow stomping.

Destroy the RPG Sentry in the adjacent room. Now wait for the Big Daddy to bang on the Little Sister Vent (a metallic porthole in the wall). A Sister will emerge. *Now* kill the Big Daddy and rescue the Little Sister.

Go through the gate near the RPG Sentry. There will be a Security Camera hanging at the top of the stairs that you will need to deal with. Destroy it and grab the Audio Log from near the Circus of Values machine. From the top of the stairs, you will see another camera, down the hallway on your left. Ease out and destroy it or run up to it and Zap-Hack it. Continue up the next flight of stairs and you will be in the Wharf Master's office.

Take your first right. Knock the lock off the gate ahead and quickly take cover. There will be a Machine Gun Turret at the far end of the hall taking shots at you. Pop out with a gun and destroy it or run up to it and Zap-Hack it. Once you have destroyed (or hacked) it, look at the hallway in front of you. You can either turn right or go straight. Either way RPG Sentries will confront you. You cannot see them, but they are off to the right in each horizontal hallway. A good tactic is to run past the first sentry; to the spot where you destroyed the Machine Gun Turret (you are already there if you hacked it). Stop and equip your Electro Plasmid. Now pop out and shock both the RPG Sentry and the Security Camera before they can recover. Destroy both. It is possible to Zap-Hack one of these but hard to do both. If the camera sends a bunch of flying Sentry Bots after you, remember that they can be Zap-Hacked as well. Hack one, and it will fight off the others for you. Now knock the lock off the nearby gate and then go past it.

Crawl through the small hole in the wall directly ahead of you. You will emerge into a room with a Vita Chamber and Gene Bank. Search the room for ammo and then proceed right, through the hall and into the interrogation room. The first thing you will notice in the interrogation room is the Splicer on the other side of the glass window. He cannot get to you. Take the Research Camera off the desk (highlighted in gold). Peach Wilkins will tell you to photograph three Spider Splicers. They crawl on the ceiling with hooks in their hands. For an easy shot, just turn around and snap a picture of the Splicer inside the interrogation room. The Research Camera occupies a weapons slot. A good tactic, until you have maxed out all your research bonuses for each enemy, is to keep the camera selected. When you see an enemy, take its picture and then hit the Shift Key to freeze the action and change to a weapon that will kill the enemy. Then re-equip the camera. Now exit the room.

Backtrack to the Vita Chamber. An explosion will have opened a new passageway. Kill the Splicer here and continue. You will see two windows to your right, one of which is shattered. Look down and you will see a Splicer jumping around and shouting in front of a Security Camera. Take the nearby Security Bull's-eye Plasmid and use it on the Splicer below. The Security Camera will detect him and Sentry Bots will fly out to kill him. Jump down to the room below and Hack the camera. Walk through the door ahead.

Keep moving and you will eventually get to another glass hallway. There will be a Security Camera coming up in a small cubbyhole on your right that you should Hack. There will also be a few Splicers here. Kill them, but try to use the Research Camera first to earn some bonuses. After you are done, walk to the end of the hall. You have a choice of doors. Take the door to the right.

You will now be in a post office. There will be several Splicers here, including a female Spider Splicer. Take a picture of each one and then kill it. The post office has lots of ammo lying about. Feel free to loot the place, but watch out for the Security Camera on the left wall in the second room. Go back out to the hallway.

Back in the hallway there may be a few new Splicers. Equip your camera and **save your game**. Walk to the door ahead of you. As you open the door, there will be a Spider Splicer right in front of you. Quickly snap a photo and complete your objective. He will run away. If you miss him, reload the saved game and try again.

NOTE: If for some reason you miss this Splicer, you can proceed further into the room and up the stairs ahead into Fighting McDough's Tavern. Go upstairs and through the door at the far end of the hall. You will hear some rustling. Outside you will see a Spider Splicer edging along the ceiling toward you. Take a picture of him.

When you have all the photographs, follow the arrow back to Fontaine Fisheries. Knock on the door and Peach Wilkins will open it for you. Inside, Wilkins will tell you to drop your weapons in the Pneumo Tube to your right. Oblige him. You will now have only your Wrench and your plasmids. On the other side of the room, there is a Gene Bank. Make sure you have Electro Bolt, Incinerate, and Telekinesis equipped. Melt the ice on your left to reveal the "Focused Hacker" Tonic. Make a habit of melting all large ice. Go through the next door.

Peach Wilkins

You will eventually arrive in an ice-filled room. **Save your game** and proceed inside. Peach Wilkins and a number of other Splicers will attack you. Do *not* go around to the right because there is a Security Camera that will spot you. If for some reason it does, use the Bot Shutdown Panel that is visible next to the Circus of Values machine. Stay on the left hand side of the door, but do not run past the Circus of Values machine. Kill any Splicers that come around. Ignite the oil slick you see on the ground if you wish. Peach Wilkins himself will throw Molotov Cocktails at you. Use your Telekinesis ability to catch and throw the bombs back at him.

After you have killed all of these enemies, you should Zap-Hack the Security Camera on the right side of the room. Walk toward the back of the room. There is a Machine Gun Sentry in the center of the room, up in a little cubby, which will start shooting at you. You can destroy it. It is also possible to jump up the debris, into the cubby, and Zap-Hack it. There are four large round freezer doors off this room with treasure inside. Melt all the ice with fire, to find other things frozen inside. While you are doing this, other Splicers will try to sneak inside the room. The Hacked machines will kill them for you.

Eventually, you will want to go downstairs and into a short hallway. Once in the hallway, collect all of your confiscated weapons from the gold Pneumo Tube. Keep going downstairs. Ahead will be the first Weapons Upgrade Station. Upgrade wisely. There are only 12 *Power to the People* stations in the game. Each one gives you one free upgrade. All the upgrades are good to have, but concentrate on the ones that boost weapons you use most often. You can only use each station one time. Melt the ice around the hatch to the right of the upgrade station. Go inside and watch a ghost scene. Now melt the ice on the far wall to reveal a hole. Walk through it. You are about to enter the Smuggler's Hideout.

Smuggler's Hideout

Keep moving through the water. Turn left at the Vita Chamber and keep going past the Gene Bank. Carefully walk up the ramp. There is a Machine Gun Sentry in the distance. Run toward it and then jog left, behind some crates just in front of the gun, to get out of the line of fire. Then jump in front of it to take a Picture, Zap it and Hack it. Grab the Audio Log to the right of the turret and then go down the next ramp.

Atlas will ask that you hit the switch to lower the submarine. Follow the arrow. Smash the padlock off the gate and go on through. The control panel will be ahead of you (highlighted in gold). Activate the switch. When you do, the doors will close behind you, temporarily sealing you inside. Watch Atlas through the window as he tries to get his family out of the sub. You cannot do anything now. Watch the Spider Splicers ambush him.

Eventually the doors will re-open. The game will prompt you to go to the submarine. Follow the arrow through the door behind you. You will come upon some wooden platforms infested with Splicers. Kill them all and keep following the arrow. Eventually you will see the submarine in the distance. The sub will explode before you can get to it. Search for any loot on the ground and then follow the arrow.

There is a padlocked gate to the right of the entrance to where the submarine was. Smash the lock to find an Audio Log and money. Follow the arrow to the next room and pick up the Audio Log. A little further on, enter the hatch and Activate the door to enter Arcadia.

Arcadia

Atlas will tell you to go to the Metro Station. Crouch past the Vita Chamber and break the gold lock off the door. This part of Arcadia is a beautiful park. Follow the arrow. You will see a small bridge that extends over a brook. There are two doors. To the left of the left hand door is an Audio Log. You will also see a ghost scene there.

Go through either door. Somewhere in the next room, you will encounter a Houdini Splicer. These can teleport, leaving a puff of red mist behind. Take his picture if you can. Note that it is possible to kill this Houdini Splicer if you Zap him first. Go around back to find a water garden. Wade around in the water to find some grenades. Note that grenades are rare. You cannot purchase them in vending machines. Use them only on tough targets, like Big Daddies. Now follow the arrow up the stairs. You may see a Splicer run away from you, through a doorway labeled Rapture Metro.

Follow the arrow. Run all the way across a long bridge, to safety on the other side. As you run, you can see and hear a Splicer sniping at you from a balcony on your right. Ignore him for now. The next room will contain a number of Splicers and a Machine Gun Sentry immediately to your right. Run up to it, take its picture, Zap it and Hack it. Then take care of the Splicers.

Behind the machine gun, is a secret passage that leads you to the place from where the Splicer was sniping. Go through and get him. Then return to the room. There is another secret passage behind the ferns next to the Circus of Values. Explore it, and then follow the arrow to the next room. Turn left at the sign pointing in the direction of the Metro. You will travel through some more parkland until you get to Arcadia Glens. Go inside.

You may see a Houdini Splicer attacking another. Try to take a picture of them. Go forward and turn left at the sign that says Rapture Metro. Turn right again at the Bot Shutdown Panel and you will see a Gatherer's Garden. There will be a Big Daddy with a Little Sister nearby. Take a picture and then take him down and extract the Adam from her. If you rescue her, the Sisters will leave you another toy bear filled with goodies.

Follow the arrow along the bridge and turn right. You will hear a Security Camera. The camera is off to the left. Just ease out, take its picture and destroy it. Walk through the doorway ahead, to Rolling Hills.

Proceed downhill. Watch out for the RPG Sentry Gun behind the big middle tree. Run up to the tree and use it for cover while you kill any stray Splicers. Now run up to the gun, take its picture, Zap it and Hack it. Splicers will re-spawn in this area and you will be coming back here.

There is a passageway off to the right of the sentry. Wait around there for a few moments. A Big Daddy will emerge. Follow him and he will take you to a Little Sister Vent at the entrance to the room. He will bang on it and a Little Sister will crawl out. Take a picture of both. Then kill the Big Daddy and rescue her. Note that, if you are having trouble killing Big Daddies, three or four well-placed grenades do nicely.

Go back to the passage where the Big Daddy came from. Go down the stairs and turn right. You will see two passages up ahead. The Rapture Metro is to your right and Professor Langford's Research Laboratory is to your left. You will find the door to the Metro locked. Gas will start filling the room. Atlas will tell you to find Professor Langford. Follow the arrow into the Research Laboratory. Pic, Zap, and Hack the Security Camera on your right and walk through the doorway ahead.

At the end of the glass corridor, Professor Langford will contact you on the video screen. She will ask you to get her some Rosa Gallica from the Waterfall Grottos. This is back near the last Gatherer's Garden. Follow the arrow back to the grotto. When you reach the grotto, you will see a group of Splicers beating another one. Take their picture and destroy them. Pick up a "Security Evasion" Tonic. Save your game here.

Go downstairs. The defenses here are strong. You should immediately notice electrical trip wires blocking the path. Use Telekinesis to hurl some objects at the wires to neutralize them. There will be a sentry slightly ahead of you and to the right. Try to take its picture. Then destroy it along with the camera to its right. There will be another sentry on the ground level below. Avoid its fire as you descend. When you reach the ground, quickly run forward, take its picture and Zap and Hack it.

Look to the left of the water wheel to find the pink Rosa Gallica bush. After you take it, some Splicers will run downstairs to get at you. If you hacked the ground level turret, they should not be too much of a problem. Follow the arrow back to the Research Laboratory glass corridor where you last talked to Langford.

Place the Rosa Gallica in the Pneumo Tube to your left. Langford will open the door. Walk inside and grab the "Hacking Expert" Tonic off the desk in front of you. Proceed to the adjacent hallway. Langford will tell you that she has hacked the security system. You have three minutes to meet her before the security again turns hostile. Follow the arrow through the lab and upstairs. Eventually you will get to a room where you can see Langford working behind a window. As you approach, the room seals shut and Andrew Ryan floods it with gas. Langford will write a number the number **9457** on the glass just before she dies.

Walk inside when the door opens. Grab the Chemical Thrower off the table in the center of the office. Search Langford's body to retrieve an Audio Log. Now go to the picture of the flower. Remove the picture to reveal a safe. Input the code Langford scrawled on the glass. Search the safe and you will find an Audio Log with cash.

The Audio Log will play automatically. It tells you that you need to invent the Lazarus Vector. To accomplish this you will need to collect seven bottles of distilled water and seven enzyme samples from the Farmer's Market. Retrace your steps through the laboratory. Be careful, because the security system is now hostile toward you. Try to photograph and Hack every sentry you see. They will help you defend against Splicers later.

Follow the arrow. It will lead you out of Rolling Hills through a door labeled Tree Farm. Turn right from the door and follow the path around to the left. There is a Weapons Upgrade Station here, in a little cubby underneath the "Farmer's Market" sign. Use it and move on. There will be a few Splicers between here and your goal, but you can just run past them if you do not feel like wasting the ammo. Alternatively, you can smash them with your Wrench. After a few yards, you will see another sign for the Farmer's Market. Go through the hatch.

Farmers' Market

Your purpose in the market is to find seven enzyme samples and seven bottles of distilled water. Take note of the parenthesis as you read. They will indicate how many of each item you should have so far. Note that there are more than seven of these two items. Collect any extras for the U-Invent machine.

Search the corpse near the Pneumo Tube to find an enzyme sample (1). There is also an Audio Log nearby. Take it and walk into the next room. From here, you can go left or right. You cannot see it from here, but there is an RPG Sentry just to your right. A Houdini Splicer will run across your path towards the sentry. Take its picture if you can. The gun will destroy the Splicer. Now pop out, take a picture of the gun, Zap it, and Hack it. Look down the stairs near the Circus of Values to find "Eve Link 2". Now, if facing the gun, turn around and follow the arrow in the opposite direction.

Walk toward the market stands until you see an oil slick ahead of you. At this point, you will hear a Security Camera. It is off to the right. Jump over the counter on your right and hug the wall. You are now very close to the camera. Jump around the corner, take a picture of the Security Camera, Zap it and Hack it. Now follow the arrow through the doors behind the oil slick. In the next room, you will see a Big Daddy with a Little Sister. He will be fighting a Houdini Splicer. Take some pics. Wait for the Big Daddy to emerge victorious and then ruin his day.

Return to where you first entered the room. From here, you can turn either left or right. Follow the arrow left. Check the floor and you will see a bottle of distilled water (1). Take it and the Audio Log. Walk through the door. You will again be in a glass hallway. Walk forward and you will come to a fork in the path. Ignite the oil slick in the middle of the pathway to incinerate the Splicers roaming the hall. Open the door on the left.

You are now in the Silverwing Apiary. DO NOT touch the beehives on the ground. Take the Audio Log from the desk and use the Gatherer's Garden to upgrade. Walk through the doors behind the desk.

You will now be in the main hive area. In front of you will be two Smoke Controls. Use the controls to fill the larger room with smoke. The bees will calm down for a few seconds. You will hear a countdown ticker ping faster as the smoke dissipates. When the smoke is gone, the bees will attack you. Get back to the control area before this happens to avoid injury from stings. Activate a hive to get its enzyme sample. Each time you disturb a hive; some Splicers will enter the room and attack you. So open the hive, get the sample, and run back to the control area to deal with the Splicers. Then repeat the process for the next hive. When you have all the samples, plunder the room and the dead Splicers for treasure.

Here is one way to collect the samples: From the left-hand access to the room, look inside. Note the tallest hive box in the middle of the room. Activate the short hive next to it to find the enzyme inside (2). Return to where you were standing before. Note the tall hive against the far wall. Search it for another enzyme sample (3). From this hive, turn right and there will be a hive box on a table diagonally across from you with another sample inside (4). Go forward and you will see a doorway directly ahead of you. There is another sample in the hive on the floor to the right of the doorway (5). Now go through the doorway and check the hive next to the Circus of Values (6). Continue through this small side room and out the second doorway. Check the tallest hive on your right, just as you go through this second doorway for the final sample (7). Exit the apiary and walk back out into the glass hallway - after you finish plundering.

Turn left at the oil slick and proceed through the door. You are in the Worley Winery. The wall in front of you forces you to walk either left or right. Walk left. Stop when you see the Health Station. Look right and you will see (and hear) a Security Camera. There is also a Machine Gun Sentry to the right of the camera, further down the wall (you will not see it from here). Jump out and quickly Pic-Zap-Hack them both. When you are done, Hack the safe in between the camera and the sentry. There are two bottles of distilled water inside the safe (2+3).

Turn around. There will be a bottle of distilled water on the floor to the left of the bar. Collect it (4). Go in the direction the arrow is indicating. You will walk down some steps. Stop. Look up and you may see a bottle of water on the rafter above you, unless it has fallen down already. Use Telekinesis to grab it, if necessary (5).

You will wind up in a hallway. Walk down the hall and turn left. Kill the Splicers that attack, and then proceed. You will eventually see a U-Invent machine on your left. There is a bottle of water in front of it (6). Take note of the location of this U-Invent and walk down the stairs behind you. When you reach the bottom of the stairs, walk into the room directly ahead. Use the Weapons Upgrade Station and take the bottle of water immediately in front of it (7). You should now have all the supplies you need.

Side Trip: With your back to the Weapons Upgrade Station, carefully move to the left-hand doorway and look through. See a Security Camera. Run to it and Pic-Zap-Hack it. Now continue along the same line to the back of the basement. On the left is an access to an area that contains a small shed. Cross the bridge to get inside the shed for some nice treasure. Beware, when you pick up the "Photographer's Eye" Power up, electric trip wires will magically appear to block your exit. In addition, several Splicers will attack you through the doorway of the shed. Do not panic. Stand your ground and deal with the Splicers first. They are just as vulnerable to the trip wires as you are. When they are all dead, use your Telekinesis power to remove the trip wires.

In addition, very near the Security Camera is a hidden crawlspace with a Machine Gun Turret inside and treasure. Moreover, the whole basement is worth a further walkabout for some minor treasure.

Walk back up to the top of the stairs and use the U-Invent to create the Lazarus Factor. Now it is time to return to Arcadia. Follow the arrow all the way back to where you entered the Farmer's Market. Exit through the bulkhead.

Return to Arcadia

Once you get back to Arcadia, Andrew Ryan will send three flying Sentry Bots after you. You can run past them or destroy them or Pic-Zap-Hack a couple to help you as you continue. Travel all the way back to the room in the laboratory where you saw Langford die. Insert the Lazarus Vector in the Misting Control near the window.

Andrew Ryan will now send *many* Splicers after you. You will have to hold them off until the Lazarus Vector takes effect. Atlas will tell you to seal the lab. Follow the arrow back to the entrance of the lab and seal the door, using the big switch next to the desk. This will hold off the Splicers for a while, until they use a cutting torch to melt the door down. Search the Pneumo Tube near the newly sealed door for some treasure. Position yourself behind the desk, facing the sealed door. Splicers will come through the doorway on your left. Defend yourself and keep an eye on their progress to your front. The previously sealed door will fall inward. Get ready to defend in that direction too. You may want to Hypnotize any nearby Big Daddies for extra support. Kill every Splicer you see until the Vector is ready. Then go up and hit the switch on the Misting Control panel. Follow the arrow out of the lab and through the Rapture Metro door. Go through the station - into the bathysphere.

Fort Frolic - Sander Cohen

Atlas will tell you to go to Hephaestus. Go through the first room and through the door marked Hephaestus. The bathysphere ahead will close and zoom away once you get near it. Sander Cohen will contact you. You have to find him. Turn around and go back to the first room. A number of electric trip wires lie ahead of you, diverting you left. Fight off the horde of Spider Splicers that attack from the ceiling. Then use Telekinesis to send their dead bodies into the wires, disabling them. Afterwards Cohen will invite you to Fleet Hall. Walk through the doors ahead to Fort Frolic. The large room you walk into is the Atrium. Take note of its location because you will be returning here often. You cannot open the two locked cases in the room until after you defeat Cohen. Hack or destroy every First Aid Station you see. There are many enemies here and you do not want them to heal.

Walk up the Grand Staircase (there is an Audio Log at the top) and go through the door labeled Fleet Hall. Follow the arrow through the hall until you get to the bar area. There is a Security Camera hanging in front of the bar. Pic-Zap-Hack it if you can. You cannot open the glass doors underneath the camera yet. Instead, turn left and use the elevator. If you walk up the staircase to the right of the glass door, it will lead you to a supply room full of treasure and eventually to Sander Cohen's dressing room. Cohen will become flustered and complain that he is not yet ready to see his audience.

Exit the elevator and follow the arrow until you get to the theater. Go up on the stage and stand near the pianist. Watch the gruesome performance play out and then use your camera to snap a picture of the dead pianist. Follow the arrow back to the Atrium. If you exit the theater at stage level, watch out for a pair of sentries that attack from the left side of the hallway. If you Pic-Zap-Hack one of them, it will fire on its twin and destroy that one for you.

Back in the Atrium, walk down to the sculpture at the foot of the Grand Staircase. Place the photo in one of the picture frames that are part of the display. Cohen will give you a Crossbow and tell you to kill three men. Check your Goal screen for their location. You will start with Martin Finnegan. Go back up the stairs and turn right at Fleet Hall. Follow the hallway around. You will pass a Gatherer's Garden you can use to upgrade your plasmids. Keep moving forward and you will see the sign for Poseidon Plaza on your left. Go through the door.

Walk through the frozen hallway and collect the frozen Audio Log you pass. Go through the door at the end of the hall. You will now be in another ice-filled room. Turn left and you will see a Houdini Splicer run away from you. All these enemies are frozen. You can shatter them, but you will receive no goodies for it. Ignore them and proceed into the room. Eventually you too will freeze. Finnegan will appear and place you in a spot in the room.

Martin Finnegan

When you regain control, you will be in the same hallway, but facing opposite. Frozen enemies will again be to your right. Finnegan will be the one at the far end of the hall on the left. Kill him and take a picture of his body. Search his corpse to find the "Frozen Field" Tonic. Follow the arrow back to the Atrium.

Back at the Atrium; insert the picture of Finnegan in one of the frames at the Picture-Sculpture. Soon, you will take out Silas Cobb. First, you should deal with two Big Daddies. Both have Little Sisters accompanying them. One pair is on this lower level and the other is upstairs. Kill them both and rescue the Little Sisters. A second toy bear will appear in front of the Gatherer's Garden upstairs. Once you are finished, go back through the Poseidon Plaza door and into the frozen room where you killed Finnegan. Instead of turning left, use the Incinerate Plasmid to melt the ice away from the door directly ahead. Go through.

Silas Cobb

You are now in Poseidon Plaza, a shopping mall. The area has two levels. Expect Spider Splicers to attack you almost immediately. While fighting the Spider Splicers try not to shatter any of the display case glass. This will trigger an alarm and Sentry Bots will attack. If this does happen, the Bot Shutdown Panel is on the first level of the plaza, behind the stairs. Instead, Pic-Zap-Hack a couple of the drones to help you. They will follow you around like devoted pets. Once you have killed all of the Spider Splicers, climb one of the staircases up to the second floor and find Rapture Records. Go inside.

Drop down to the floor below. You will see what appears to be someone sitting in front of a fire. This is a trap. A bomb explodes when you get near. Once this happens Silas will run out the door on the level above. Kill the Spider Splicers that attack. Now crawl through the panel to the left of the window, and then up the long duct to the floor above. Exit through the door. Silas should be standing right outside. He will lob some bombs at you. Toss them back at him with Telekinesis. Once he is dead, take a picture of his body and return to the Atrium.

Insert Silas's picture into one of the frames. A number of Splicers will attack. Stay where you are, slightly above the floor of the Atrium, facing the Grand Staircase. It will be harder for the Splicers to get to you and you can shoot down with better accuracy. There will be music playing and several waves of Splicers will come from the left, right and from the staircase in front of you. The battle will not be over until the music stops. You will receive a present from Cohen.

Go back to Poseidon Plaza and up to the second level. Turn left at the two-story sculpture and you will see the third Big Daddy down the hallway with his Little Sister. Before attacking him, deal with the Machine Gun Sentries at the far end of the hall. A good strategy would be to hit the Big Daddy with the Security Bull's-eye Plasmid, so he will take out the guns for you. However, if you need to do more research with your camera, take a picture of the guns first. Afterwards, take pictures of the Big Daddy and his Little Sister and then destroy him and rescue the Little Sister. Now, from wherever you found the Big Daddy, go back to Cohen's Picture-Sculpture in the Atrium. This is a good, central location. It will help you to orient yourself if you start at the sculpture.

Hector Rodriguez

Go to Eve's Garden. From Cohen's Picture-Statue, go up the Grand Staircase. Turn right when you get to the corridor, and go all the way to the end. You will be back at the door to Poseidon Plaza. Go through the door, along the icy corridor and out the door at the end. Jog through the debris, then through the next door - again with a sign to Poseidon Plaza. Go through the door at the end of this second frozen corridor and come out in Poseidon Plaza. Now go up the nearby stairs on your right, and turn left at the two-story angular sculpture. All the way at the end of this corridor is the upper entrance to Eve's Garden. Walk through the doorway.

You will emerge onto the second floor of a burlesque club. Take the door to your left downstairs. On the ground level, take note of the bar to your right. Now jump up onto the stage. Watch the ghost scene and proceed into the dim, narrow passage at the back of the stage. As you walk down hall, you will see and hear another ghost scene. When it has finished, walk through the door at the end of the hall. Search through the room. You will find an Audio Log on the left side of the bed. Retrace your steps back to the stage. Hector Rodriguez is at the bar. He is yelling for a drink. Gun him down, but be careful of his Molotov cocktails. Take a picture of his corpse.

Side Trip: Before you return to the Atrium, go out the door across from the bar to the lower level of Poseidon Plaza. Now go down the corridor to the lower level of the angular sculpture you saw before. Look to your left for a door marked Sinclair Spirits and go inside. Hack or kill the Security Camera on your right. Look behind the bar for a switch. This switch opens the nearby door (hidden by falling water) to a wine cellar. Below is a Weapons Upgrade Station. After you upgrade, kill the Spider Splicer that sneaks up behind you.

Side Trip: When you leave Sinclair Spirits, notice a sign saying "More Items Downstairs". Go down the stairs to find a flooded area with an "Extra Nutrition" Power up. As soon as you pick it up, the formerly frozen mannequins in the room will come to life and attack you when you get near to them.

Sander Cohen's End

Now is a good time to **save your game**. Place the final picture in the last frame at the Picture Sculpture. Watch the theatrics as Cohen walks down the Grand Staircase. He will lead you over to the locked glass case in the center of the room and give you the "Medical Expert" Tonic. You must now decide whether to kill Cohen.

1. You can kill him right now and get the key to open up the chains. Then open the second display case. Inside, find "Sander Cohen's Muse". This is a treasure, which consists of \$69, 3 Spider Splicer Hearts and 8 Incendiary Bolts. This is not much booty, considering the build-up to the moment. However, it *is* instant gratification. Wait until he unlocks the first case and then destroy him. He is a Houdini Splicer so watch out, because he teleports. Whenever you have surprise on your side with a Houdini Splicer, Liquid Nitrogen can freeze that action. Then quickly, while he is immobile, hit him with a more powerful weapon. Some other Splicers may also join the fray. Once he is dead, search his corpse to find the key. Unlock the case and collect the goodies inside. Take a picture of Cohen's body, for the Achievement.

2. You can let him live. **3.** You can let him live *for now* and kill him when you get to his apartment. He lives in the Mercury Suites. If you take this option, you will also have to kill two of his friends. The reward is somewhat greater: two grenades, assorted minor goods and access to the 12th (optional) Weapons Upgrade Station. There will be more detail on this as you get closer to Cohen's apartment. Take a moment to decide.

Side Trip: There is *another* Weapons Upgrade Station nearby. From Cohen's Picture-Sculpture, while you are facing the Grand Staircase, go through the door on your left. Now turn right, down the corridor, to the Circus of Values with a Security Camera above it. Face the direction that the camera is facing and go through the double archway. Turn right at the flaming debris and continue. Zigzag down this corridor, almost all the way to the end, until you see a storefront with a blue-green sign "Le Marque D'Epoque - Fine Liquors and Tobaccos". There is also an illustration of a man smoking a pipe. Go inside and find the upgrade station downstairs. There is, of course, a Machine Gun Turret defending the downstairs area.

Now follow the arrow to Bathysphere Station. Enter the sphere. Go to Hephaestus.

Hephaestus

Atlas will tell you to go to Ryan's office and kill him. Follow the arrow through the door at the far end of the room. Turn left at the next opportunity. You will reach an intersection with three distracted Splicers. Deal with them and turn left where the arrow indicates (at the intersection where you first saw the Splicers). On the other side of the next door, you will see a "Ryan Industries" sign.

In the next room, following the "Office of Andrew Ryan" sign, take the staircase to the right. There is a machine gun-wielding Splicer here you need to kill. Take note of the Machine Gun Sentry to the left of the stairs, just around the corner. Search for an Audio Log and two grenades near the Circus of Values in the far corner. Once done, go through the door behind you - again following the "Office of Andrew Ryan" sign.

You will enter a larger room. Turn left and you will see a sign with arrows pointing in the direction of Andrew Ryan's office. Follow the sign (there will be an Audio Log near the Vita Chamber you pass). Grab the Grenade Launcher from the desk in the middle of the room as you pass by. Follow the arrow up the short set of stairs. Watch out for the Security Camera as you turn the corner. Go through the doorway underneath the camera.

Follow the path. You will enter a long hallway. There are corpses pinned to each of the columns that align the hall. Walk all the way to the end, past the large Andrew Ryan bust, and then Activate the circuit breaker. You must now investigate the area for a way to get to Ryan. Turn around and search the gold-highlighted corpse hanging from the column to your left. You will find an Audio Log that instructs you what to do.

Walk back down the hall and toward the door on your left, labeled Hephaestus Core. Before you reach it, the door will open and Splicers will charge toward you and attack. Kill them all and continue through the door.

Follow the arrow through the water-filled room with the Big Daddy corpse. Take note of the corpse's location. You will need to get parts from four *dead* Big Daddies later. The parts are not available to you yet. Go through the hallways until you arrive at the Core (you will know it when you see it). Turn left and go through the door.

When you arrive in this new room, you will see a Big Daddy with a Little Sister. He will be attacking a Splicer. Kill the Big Daddy once he has finished fighting. Grab the Audio Log to the right of the Vita Chamber. From this Vita Chamber, turn around and walk to the railing opposite it. Look down and you will see a Security Camera below you. Blow it up. Now proceed down the steps to the floor below. *Do not* follow the arrow to the left. Instead, turn right. You will reach a Gatherer's Garden and a Weapons Upgrade Station. When you are finished here, follow the arrow down the stairs and into the Heat Loss Monitoring room.

Once inside, you will come to another long hallway. It is full of rotating machinery. As you move forward, the lights will turn off and then back on. You will pass several dead Splicers on the floor. The lights will, again, go off and then back on. As you reach the end of the room a group of three Splicers, lying on the ground, will jump up and attack you. It is ok to start killing them before they do this. Now proceed into the next room.

You will hear the rumble of a Big Daddy soon after entering. Turn right and walk along the wooden platform on your left until you get to the back of the room. Note the Little Sister Vent on the back wall. The Big Daddy will lumber over there. Wait until the Sister pops out of the Vent and then kill him and deal with the Sister. Try to remember where the body is, so you can harvest it for parts later.

With your back to the Little Sister Vent, proceed into the room ahead. The body on the ground ahead of you is another Splicer playing dead. Teach him, and any of his friends, how the game is played. Go down the stairs.

There will be a control panel in the center of the room. Turn to the right and down the stairs. Once downstairs grab the "Security Evasion" Tonic and the golden Audio Log from the desk. Before you leave, go to the other side of the room. Below you, note the water-filled electrified area. Walk along the catwalk to your left to see a ghost scene. Afterwards, Hack the control panel on the wall to turn off the electricity. You can now safely walk into the water below and collect the items strewn about the area. Now go to Kyburz's Workshop.

Follow the arrow back to the Core. Once you see the Core, turn right and follow the arrow up the stairs. Walk through the Workshop door. Note that there are many Big Daddies meandering around the Core. You may want to hypnotize one for some backup.

Kill all the Splicers in this area. Turn right and deal with the Machine Gun Sentry in the adjacent room. You will be coming back here later so take note of the location. You will notice a Big Daddy walking through the room. Follow him back to where you entered the workshop and down the stairs. He will knock on a Little Sister Vent halfway down the stairs. A Sister will emerge. Kill the Big Daddy and extract Adam from the Sister.

Continue down to the bottom of the stairs. Watch out for the two Machine Gun Sentries to your left. Follow the arrow down the adjacent hall, past the safety sign. Turn left at the end and walk into the room. The first corpse you see will have an Audio Log on it. Grab the Chemical Thrower to your right and continue through the room. Note the Big Daddy corpse you pass. Walk behind the shelves ahead to find a small wooden doorway. Open it and Crouch along the crawlspace to the end.

Collect the tonic and gold Audio Log from the desk. Notice the large (gold) bomb casing on the other side of the room. You must find a set of items in order to finish the bomb. You can view the items in the Goals menu. You need to find two quarter-cases of Ionic Gel, one Nitroglycerin charge, and four R-34 wire clusters. You will find these clusters on the Big Daddy corpses that you have been keeping track of. Note that, like all item-fetch quests in this game, there is more of each item than you need. You can find what you want in many places.

Exit the cubbyhole. Use the shelves as cover and kill the Splicers that are waiting for you. Collect an R-34 cluster from the Big Daddy corpse (1). Now walk back to where you killed the last Big Daddy, on the top floor of the workshop, near the Vent. Collect the R-34 cluster from his body (2). If you are not already on the top floor of the workshop then go there. Walk into the room on the left where you destroyed the Machine Gun Sentry. Grab the canister of Ionic Gel from the desk at the back of the room. Exit the workshop area and go back to the Core.

Once you see the Core, turn right, walk past the desks and down the ramp to the lower level. There is a canister of Ionic Gel on the first control panel to your right (2). You should now have all the gel you need.

From here, you have a number of options to obtain the remaining two R-34 clusters. There should be a dead Big Daddy in the Heat Loss Monitoring room (3). Afterwards backtrack all the way, to where you first entered the Core area. There is a Big Daddy corpse lying in the middle of the waterlogged hallway. It is right after the room with the big Andrew Ryan statue (4). Alternatively, you could find and kill two more Big Daddies.

Another way to get two R-34 clusters is to find a Big Daddy and Hypnotize him. Track down another Big Daddy and shoot him once with your pistol. The Big Daddy under your spell will fight the second one. Eventually one will kill the other. Finish off the weakened survivor. Collect the clusters from both bodies.

You now have all the items you need except for the Nitroglycerin. To find this, follow the arrow back to the bottom floor of the Workshop. You may have noted earlier, the locked door between the two Machine Gun Sentries. The code for the combination lock is 01-26 (Australia Day). Enter and neutralize the trip wires. Go to the desk at the back of the room. Use the Weapons Upgrade Station. Now press the "Intriguing Switch" on the side of the desk. This opens the Nitroglycerin charge case to your right. Pick up the charge. At this point, a Machine Gun Sentry will try to prevent you from exiting the room. Destroy it and then leave.

Follow the arrow back to the small room with the bomb casing. Click on the bomb to place all the components inside. Take the completed bomb. Atlas will tell you to take the bomb to Geothermal Control. Exit the room. There will be about three Splicers waiting for you outside the room where you found the bomb. Kill them and then proceed back to the Core. Follow the arrow and enter the Geothermal Control room.

You will be in a large room with two doors, one to your left and right. Either will lead you to the same place. Ready the Electro Plasmid and proceed inside. There will be a Machine Gun Sentry in front of you and another to your left or right (depending upon what door you used). They effectively cover both doors to the area. DO NOT DESTROY THEM. Instead, quickly Zap and Hack them. Set any Proximity Mines you have at the two entrances to the room. You can buy new mines at vending machines.

Atlas will tell you to release the magma, to evaporate the water in the flooded area below. Stand at the golden wheel between the two sentries. **Save your game.** Turn the wheel by holding down the "E" button. Pipes will swing around, the magma will flow, and Splicers will start entering the room. If you hacked both sentries and placed the Proximity Mines, you should be ok. Keep turning the wheel. Once you are done, take the elevator behind you.

Walk through the security doors. Take the "Shorten Alarm 2" Tonic off the ground near the body you come across. When you get to a dead end, use the Core lift control on your right. This will raise the platform you are on to a control panel. Place the bomb here. Watch the fireworks and then exit.

Atlas will tell you to go back to Ryan's door and throw the circuit breaker. Follow the arrow back to the room with the Andrew Ryan bust in it. Kill all the Splicers and drones here. Go to the circuit breaker behind the bust, once again, and Activate it. Walk through the newly opened hatch to Rapture Central Control.

Rapture Central Control

Walk through the hallway. You will emerge into a large room with a mechanical structure in the middle. Andrew Ryan will address you and afterwards activate Rapture's auto-destruction sequence. Atlas will tell you to hurry and kill Ryan before everything blows. However, there is no timer, so take your time exploring the room and collecting items (Audio Log near the Vita Chamber). Proceed to the right side of the room. You cannot use the door, so instead go up the stairs to the left. Crawl inside, and go through, the small air duct you find at the top. Drop into the room below. You will see a bulletin board ahead of you with the words "Would You Kindly" written across it. Take the two Audio Logs off the table. Walk through the door to your right.

This is a major turning point in the game's story. Sit back and watch the revealing cut-scene. You will have Ryan's key card when you regain control. You have to stop the auto-destruct sequence. Run through the door to your right and keep going. You will reach a room that contains a model of Rapture. Use the key on the panel in front of the model to override the destruct sequence. Listen to the message from Fontaine. When he is finished, the door in front of you will open. Run out and follow the Little Sister, ignoring the Sentry Bots. When you get to the room where Ryan died, you will see an open-air duct ahead with another Sister beckoning you. Crawl through the duct and move forward until you fall into blackness.

Olympus Heights

When you regain control, Tenenbaum will give you a number of objectives. To save yourself from Fontaine you will need to find a cure for your conditioning. First, you must search Dr. Suchong's apartment. Follow the arrow. A Little Sister will tell you to follow her. She will lead you up the stairs and open a door for you. Exit through the doorway and you will be able to use your weapons again.

Fontaine will contact you and activate Code Yellow. You will be in a room with a canal running through the middle. Follow the water to the end of the room. Turn right to find a golden handle next to a body. Take the handle and follow the water back until you see it branch off to the left. Insert the handle into the socket you find. Turn the handle by holding the "E" button until the door opens. Walk through.

You will emerge into an abandoned subway. Turn around and kill the two Splicers at the back of the room. Follow the arrow. Take the path around to the right. You will see a Bistro sign. Pic-Zap-Hack the Sentry Gun that begins shooting at you. Walk around to the left to find a Big Daddy and a Little Sister nearby. Do not walk too far for there is another sentry up ahead to the left. Wait for the Big Daddy to come to you. There will be several Splicers in this room. You could Hypnotize the Big Daddy to aid you against them before killing him.

From the Little Sister Vent walk forward and deal with sentry on your left. You will see a Gatherer's Garden. If you have saved enough Sisters, there will be a toy bear waiting for you. Upgrade as needed and continue. Follow the arrow through the passage ahead. The sign above it will say Mercury Suites.

Proceed down the pathway. The slumped over body you see is actually a Splicer playing dead. Kill him and explore the train cars for items. At some point, a Big Daddy with a Little Sister will come up behind you. Deal with him. Keep going and kill the Splicers in front of the entrance to Mercury Suites. One throws bombs. Remember that you can use Telekinesis to toss the bombs back at him. There will be a Security Camera to your immediate left in the passage up ahead. Pic-Zap-Hack it and go to the right, around the wall.

You are now in Mercury Suites. The building you enter is square-shaped with multiple levels above. Watch for the Splicers running around this bottom level. There will also be a Security Camera slightly back and to the left of the elevator in the central structure up ahead. Deal with it and use the Weapons Upgrade Station nearby.

The arrow will lead you through a door on the left side of the courtyard. This is Dr. Suchong's Apartment. Walk forward, through the home and into the water. Follow the arrow to the left. You will emerge in an office. Take the "Clever Inventor" Tonic and Audio Log on the desk here. You must now find the Lot 192 remedy.

Leave Suchong's apartment. Watch out because there is now an RPG Sentry in the courtyard. Hack it and then proceed up the ramp attached to the central structure. Go to the third floor. Watch out for the Security Camera. There will be a gold Audio Log next to a photographic camera on a tripod. Pick it up and note the code - **5744**.

Follow the arrow until you reach a room on your left. Kill the Splicer here and enter Dr. Tenenbaum's apartment. Turn left from the bathroom and walk down the hallway to the end. Turn right. You will hear a Splicer complaining and see him throwing books into the hallway. Run to where he is and kill him. You are now in a library. Tenenbaum will tell you to go elsewhere to find the remedy.

Go back into the hall and follow the arrow downstairs through a passageway on your left (you will see a water-filled room below). Knock the lock off the door you find downstairs and then walk through the doorway. You will be on the second floor of the courtyard in Mercury Suites. Follow the arrow to the first floor.

This is probably a good time to kill Sander Cohen, if you decided to. Three walls of this ground level have big shiny wooden doors on them. One of them is Cohen's. Go inside, straight ahead, to see a pair of male and female Houdini Splicers dancing to piano music. They will not seem to notice you, no matter how close you get. Cohen will tell you that he does not mind you watching the dancers as long as you do not "rattle their rhythm".

It is time to break out the Liquid Nitrogen again. Freeze them and whack them. Or, just stand there with a Tommy gun and shoot at them as they materialize. Depends on what weapons you prefer. In any case, Cohen will tell you that he is upset. He will soon show up to attack you, so get ready. When he is dead, take his picture for the Achievement. You will be able to open the previously locked door. Steps lead steeply up to a large room.

Now go back outside and input **5744** into the elevator attached to the central structure. Go up in the elevator.

You will arrive in a large room with a Japanese Rock Garden in the middle. Take note of the Security Camera in the far distance. Move around to the left and use the columns as cover while you fight off the Splicers in the area. There is a Machine Gun Sentry behind the large rock in the center of the room. Pic-Zap-Hack this if you can.

Then immediately back away before the Security Camera countdown ends, so you do not have to fight off any bots. When all is quiet again, run up to the Security Camera and Pic-Zap-Hack it.

Walk through the doorway underneath the camera.

You will see a staircase up ahead with a bear statue in the middle. The staircase branches off to the left and right. Turn left at the bear. Walk into the bedroom and take the door to the left of the fireplace. The next room is a Study. Jump over, or disable, the electric trip wire to reach the desk. Take the "Electric Flesh 2" Tonic off the desk and then pick up the Lot 192 remedy (the little gold vial) from the table to your right.

Taking the remedy will render your plasmids temporarily unselect-able. Only one will be available at any one time. They will cycle through randomly. Any weapon you select will, a few seconds later, be replaced with the next random plasmid. When it does this, a blue fog will surround you. You will find this unsettling, disorienting and frustrating until you find another dose of the drug to reverse this side effect. Follow the arrow back to the elevator and take it back to the Mercury Suites courtyard. Leave the Mercury Suites area. You will be back in the unused subway tunnel. Go through the passage at the end of the hall.

Turn left, as the arrow indicates. You will see a Security Camera ahead of you.

You could just run underneath it and take the passage to Apollo Square.

Apollo Square

Follow the arrow to the next room. Take the Audio Log near the Circus of Values machine to the left. Continue forward through the gates. Approach the derelict subway car ahead. You will soon see a Big Daddy with Little Sister fighting a group of Splicers. Wait until he has killed them all and then do the same to him.

The next large room will have a gallows in the middle. There will be a Splicer standing on top of one of the lower platforms. Take him out and kill all the other Splicers that attack you.

Now go back to where you first entered the room. Look left to see a Little Sister Vent. Wait patiently and a Big Daddy will walk up to it. He will bang on it and a Little Sister will emerge. Kill the Big Daddy and rescue the Sister. When you are done, walk across the room to the left through the passage marked Artemis Suites.

You will be in another subway tunnel. There will be a Machine Gun Sentry in the middle of the first platform. Destroy it or Pic-Zap-Hack it. Note the column at the far end of the platform. Find a Security Camera behind it. Walk along the platform to get behind the camera, and Pic-Zap-Hack it. Drop down and there will be a pair of Splicers off to your right that attack. Once they are dead follow the arrow through the passage to Artemis Suites. Turn right at the Vita Chamber and proceed forward. Stop once you see the Circus of Values machine. There will be a Security Camera on the wall behind the column at the center of the room. Pic-Zap-Hack it.

Follow the arrow up the stairs to your left. On the second floor, you will see a Room-for-Rent sign in a window. Walk a few feet forward and then through the first door on your left. You are now in Suchong's Clinic. You will see an electric trip wire straight ahead of you. There is a Security Camera down the hall to your left. Pic-Zap-Hack it. On the other side of the wall that separates the room is a Machine Gun Sentry. Pic-Zap-Hack it too.

Once you have dealt with the turret, go through the door nearest the entrance to the clinic (straight-ahead, from where the sentry sits, past the trip wire). Proceed to the middle stall of the bathroom. There will be a Splicer in front of it - playing dead. Kill him and collect the "Medical Expert 2" Tonic. Now go back to the clinic's main area. You should be facing the direction where the Machine Gun Sentry is/was.

Follow the arrow into the next room. You will now be in Suchong's office. Collect the Audio Log on the ground, to hear his fate. Now walk to the kitchen area of the room and take the vial of Lot 192 you find there. You should now have full control of your plasmids again. Tenenbaum tells you to take the bathysphere to Point Prometheus.

Walk out of Suchong's office and into the clinic's main area. There will now be Splicers waiting for you outside the clinic. They will run in after you, but if you hacked everything, they will quickly meet their maker. Beware the Machine Gun Sentry they have placed in the hallway outside. You can see it through the window.

Return to the room with the gallows. There will be a new group of Splicers here. The right hand side of the room has a Gatherer's Garden and vending machines. Upgrade, and follow the arrow through the passage marked Hestia Chambers. Watch out for the Machine Gun Sentry ahead of you. You will emerge into another subway tunnel. Deal with the Security Camera on the left side of the path. Go down the slope. A number of Splicers and a Sentry Bot will pop out of the Rapture Metro entrance.

Side Trip: From here, you can see Fontaine's Center for the Poor. Watch out for the RPG Sentry up on the balcony as you enter the area. If you run up the stairs to Hack it, Splicers will attack you. The gun may be destroyed during the fight. It might be best to take out the RPG from the front doorway. Then deal with the Splicers. The best treasure is on the top floor, in Fontaine's Office. After you deal with the Security Camera in that office, find a cage full of guns you can pull out with Telekinesis. There is also a stairway underneath that Security Camera which leads down to a Weapons Upgrade Station, a "Focused Hacker 2" Tonic, a safe and some Audio Logs that expand the story.

Now go down the slope into Rapture Metro. Get into the elevator at the bottom of the ramp and then Activate it. When the elevator stops, walk toward the bathysphere. Two Splicers will attack. One female is playing dead on a mattress. Kill them both before entering the bathysphere. Note that this your first opportunity to get back to Fort Frolic. If you killed Sander Cohen in his apartment, and got the Muse Key from his corpse, you could now use the key to open the chain and get his Atrium treasure - instead of going to Point Prometheus right away.

Point Prometheus

Fontaine will appear and light a fire in front of the bathysphere. The door will pop open once he leaves. Keep moving through this room and the next. Eventually you will see Fontaine behind some glass, activating Sentry Bots. When the glass opens, Pic-Zap-Hack or destroy them and then continue. Eventually you will reach the Main Hall, but Fontaine will escape through a door to the right.

You cannot follow Fontaine until you get a Little Sister to open the door for you. You must make yourself look, sound and smell like a Big Daddy in order for the Sisters to trust you. Tenenbaum tells you to find a Big Daddy corpse. There is one in this room. Activate the corpse to find a Suit Control System. Before proceeding, use the Weapons Upgrade Station near the body.

From the corpse, turn right and go through either of the doors. This leads to a long hallway. A few Splicers and Sentry Bots will drop from the second level to attack you. Crouch and then waddle through the doorway ahead named Little Wonders. There will be two glass windows on your right. On the other side are two Machine Gun Sentries. Pop up to see them and they will begin firing, breaking the glass. One will be facing you; the other is off to the right near a Bot Shutdown Panel. It is too dangerous to Hack these. You must destroy them. Afterwards, jump up on the overturned table to the left, break the window, and waddle inside the room.

Exit the sentry room. This is where they raised the Little Sisters. It has two levels, each a square. Cells line the hallways on the lower level. There will be a Big Daddy with a Little Sister somewhere nearby. Find them and kill the Big Daddy. Go down the hall until you find the Autopsy room. A Circus of Values machine is directly opposite. Go inside.

There is a Security Camera facing you as soon as you enter. Pic-Zap-Hack it. Go to the back of the room and take the pheromone sample off the desk (1). Also, grab the "Safecracker" Tonic. If you turn left from the desk and walk forward a few feet, you will trigger a ghost scene. Splicers will enter the room after you take the pheromone sample. If you hacked the Security Camera, then Sentry Bots will aid you.

Exit the autopsy room and turn right. Follow the path and take the stairs on your right just past the Little Sister Vent. Turn left at the top of the stairs and you will see another pheromone sample on the desk (2). The path will bend around three corners and, eventually, bring you back to where you started. Take the Audio Log off the third desk. There is a single desk with a pheromone sample on it. Take this one, and then you should have all three.

Still upstairs, follow the arrow back to the Main Hall (take the door to the right of the Circus of Values machine). There will be a Security Camera just over your head when you open this door. Destroy it or Pic-Zap-Hack it. Continue on, to emerge in the Main Hall. You survived an attack from this elevated section earlier. The arrow will indicate that you should go to the right, but first go left and Pic-Zap-Hack the RPG Sentry around the corner. There is also a Gatherer's Garden here if you want to upgrade. Turn around and follow the arrow to a pair of doors and a sign reading Optimized Eugenics. Go through the door on the right, and be decontaminated.

After the decontamination doors open, you will see a Security Camera immediately ahead of you. Pic-Zap-Hack it. You will probably hear a Big Daddy somewhere nearby. Find him and kill him. When you are done, walk through the door immediately to the right of where you entered. It should read Live Subject Testing. Go through the room, up the stairs and through the door to your right. Collect the "Alarm Expert 2" Power-up and Activate the large Voice Modification Machine.

Side Trip: There is a Weapons Upgrade Station here. Still inside Optimized Eugenics, go back out into the hallway and continue along until you see a door marked "Eugenic Analysis". Inside, to your left, are two turrets to deal with before you can access the upgrade station.

Now exit Optimized Eugenics by either door. But, remember that the second door has a Sentry Camera too, if you go that way (the room is U-shaped). Deal with the Splicers waiting to ambush you outside the door. Follow the arrow into Failsafe Armor Escort. Again, there is a choice of two doors. Go through the right door. Then take the first door on your left. There will be several broken Sentry Bots lying about. Hack as many as you can and then, assuming you are facing the Bot Shutdown Panel, exit to your right. Walk down the hall and enter the door that says Candidate Conversion. You and your pet drones will exit into a long, rectangular room.

A wall blocks you from the middle portion of the room. There are two passageways at either end. You cannot see it from here, but there is a Machine Gun Sentry behind the wall ahead to your left. There is a corresponding RPG Sentry to the right of the other passageway. Jump out and destroy them both. Move to the other side of the room. You will see a golden Audio Log. Take it to determine where to find the boots. They are in the library near the door through which Fontaine escaped. You will get them last. At this point, a Big Daddy may walk into the room. He will beat on the Little Sister Vent near where you picked up the Audio Log. When the Little Sister emerges, kill the Big Daddy and rescue her.

Exit the room via the doorway on the right (NOT the one you entered through). Proceed through this new room, over the oil slick straight ahead, until you get to a railing. Jump over the railing onto the stairs below. Go up the stairs and you will see the Big Daddy suits on hangers straight ahead of you. Choose one.

From where you got the suit, with the ammo vending machine to your right, walk through the door labeled Candidate Induction. This new room has a rectangular shape, similar to the one you were in earlier. You will see gold helmets in the distance. There is a water-flooded section of floor between you and the helmets. Walk over there and get a helmet. Now turn around and walk partway back. As you cross the room, a few Spider Splicers will drop from the ceiling on your right. Backpedal quickly out of the water and hit it with your Electro Bolt Plasmid while the Splicers are wet. Kill any stragglers and exit the room.

Immediately turn right and go to the Main Hall. Look for an arrow sign on the floor, pointing the way. Walk down the hallway until you get to the end. You will emerge back into the Main Hall near the Gatherer's Garden and RPG Sentry. If you saved the last Little Sister there will be a toy bear waiting for you in front of the Garden.

From the Failsafe Armor area, make a left. Go through the door, behind the arrow sign on the floor that reads Mendel Memorial Library. Turn left through the next door you see. You are now in the library. You need to take care of the Security Camera on your right. The hallway ahead of, and to the left of, that camera (if you are facing it) is hiding an RPG Sentry. Deal with both and walk down that hallway to the next room. The boots you seek and a "Damage Research 2" Tonic will both be sitting on the large desk in the middle of the room. There are also Spider Splicers and an ice-shooting Houdini Splicer.

From the library, turn left and walk down the stairs. There is a Little Sister Vent at the bottom. Hit the Vent with your Wrench and a Little Sister will emerge. Follow her as she opens the door through which Fontaine fled. Walk through the bulkhead to the Proving Grounds.

Proving Grounds

This is an escort mission. Make certain that you have all of the ammunition you can carry. It gets hairy from here on and you do not want to worry about running out of ammo. You must protect your Little Sister from various dangers as she leads you through the museum. Highlighted in red are Specific dangers of which you must be extra-wary. If your Little Sister dies, Tenenbaum will tell you to go to the last Little Sister Vent you passed. You bang on the Vent with your Wrench to make another Sister emerge. There are three endings possible, depending on how many Sisters died. There is a happy conclusion if one or fewer Sisters died in the game. There are two sad and ominous endings.

Whenever you can, you should run ahead of the Sister to clear dangers out of the way. Sometimes you will have to wait while she opens a door or collects Adam from one of three corpses marked by yellow signs saying "Test Subject #1" (or 2 or 3). You will not need to worry about your own health. All the enemies will attack her. The hallways you will be traveling are, mostly, all *one* hallway. It twists and turns like a snake, but is linear. It may help you if you hit the Esc key to stop the action while you read each section of this walkthrough.

When you first step through the bulkhead door, you will see your Little Sister run up the stairs in front of you and disappear. The yellow, horizontal, bar on your screen is the health of your Sister. You will *hear* her urging you to hurry up, but there is no need to hurry - yet. Take the stairs farthest to the right to stay out of the falling water (It is hard enough to see through the faceplate as it is).

At the top of the stairs, if you need supplies, there is a last-chance Circus of Values to the left - down the stairs. The Sister will wait for you. Be wary if you choose to use the vending machine. A Splicer and a drone will be waiting for you back at the top of those stairs. This can be a benefit to you. Kill the Splicer and Hack the drone.

Otherwise, bear right at the top of the first set of stairs and walk over to the brightly lit Vita-chamber. While facing it, turn left to see another set of stairs. On the other side of the door just past those stairs, is a balcony overlooking an enormous white dinosaur skeleton. Your Sister will be waiting for you on the balcony.

Once on the balcony, turn left. Continue around a corner to another door. On the other side of this door is the long, winding hallway. First, you will turn left, then right and then right again in a kind of U-turn. At the end of this U-turn, look left down a straight section of the hallway. There is a yellow sign at the end - and a U-turn. This is your first Test Subject. Just above this sign (and the corpse) is a **Security Camera** that you must Zap-Hack.

The Little Sister will begin extracting Adam from the corpse in front of the sign. This will draw Splicers to your location. Protect her as enemies run at you from both directions. If you hacked the camera, some Sentry Bots will show up to help you. While you are waiting for the Sister to finish her gruesome work, and while you are fighting off Splicers, notice the shark mouth at the end of the next section of this hallway. When she is done, the Sister will get up and run off in that direction. Run ahead of her, toward the shark mouth. When you reach the end of the hallway, a **Sentry Bot** may fly out. Be ready with your Electro Bolt Plasmid. Zap-Hack it.

At the shark mouth, the hallway turns left. You will hear a **Security Camera**. It is partway down on your left, opposite the yellow sign. Run forward, ahead of your Sister, and Zap-Hack the camera. Farther on down the hallway there will be a **Flamethrower Turret** - in the middle of the hallway. Run down there and Hack that too. Walk back to the yellow sign and wait while the Sister extracts Adam from Test Subject #2. Kill the Splicers that come from the left and right.

When she is done, she will get up, walk toward the Flamethrower Turret and turn to the right *just in front of it*. This is another U-turn in the hallway. Run ahead of the Sister. Turn right, just in front of the turret, and then right again. There will be a **Machine Gun Sentry** at the far end of the next part of the hallway. Run forward and destroy this. Now wait while your Sister opens a door for you. You will emerge into the lower courtyard area you saw earlier from the balcony above. There will be a giant white skeleton in front of you.

Move to your right, along the right side of the giant skeleton. Only four, lumbering, steps after you start moving, there will be a **Machine Gun Sentry** on your right - inside a little cubbyhole. A sliding door, that may take a few moments to open, covers it. When the door slides open, destroy the gun. Quickly continue to the end of the skeleton, and then turn left. In a few more steps, just past a display case, you will see a closed door. Just to the left of the door is an **RPG Turret**. It will not be readily visible until you pass the skeleton and display case. Run over and destroy it before it can attack your Sister. Wait for your Sister to come and open the door.

On the other side of the door, immediately to your left, Hack the **Security Camera**. Turn to the right and you will see that the hallway is flooded with water. Run ahead of your Sister and equip the Electro Bolt Plasmid. Some Splicers, playing dead, will pop up from out of the water. Shock the water before they can do this - an easy kill. Keep walking through the water and look out for a **Sentry Bot** that may fly at you from the other end of the hallway. Your Sister may be able to pass you as you struggle to move through the water. At the end of the hallway is another U-shaped turn to the left.

When you get around the corner, you will see a large fish in the display case in front of you. Run past your Sister again and go up the stairs. Then turn right, just before the fish. There will probably be at least two Splicers in this area. You will see another yellow sign up ahead that says Test Subject 3. Quickly run forward and Hack the **Machine Gun Sentry** on the left, directly opposite the Test Subject 3 sign. If you look past the sentry, you will see a **Security Camera** in the next hall over. Jump over the sentry and Hack the camera as well. If you are not quick enough, and the alarm activates, the Bot Shutdown Panel is on the wall opposite the camera. You might also want to Hack the Health Station between the sentry and the camera to prevent Splicers from healing themselves.

Return to the Test Subject Three sign and the Little Sister will start drawing Adam again. Splicers will come at you from three directions now; left, right and from the direction of the Security Camera - straight ahead. Stand with the Sister at your back and swivel your weapon constantly, left and right. If you do not see the Sister, you may have outrun her. You will have to backtrack to the part of the hallway covered with water and retrieve her.

When she is done, run ahead of her down the hall. Make another U-turn in front of the large stuffed bear. As you continue down the hallway, you will pass the Security Camera you hacked earlier. When you turn right at the end of the hallway, a maddened red-faced **Big Daddy** will burst through the wall ahead. Kill him before the Little Sister can catch up to you. Then wait for your Sister to come and open the next door.

You will once-again be overlooking the courtyard below (the one with the giant skeleton). Follow the Little Sister through the next door on the right. It is marked with an arrow and a sign "Proving Grounds Flow Direction". There are vending machines and power-up stations in the next room. Get some more Health and EVE if you can. The Sister will jump into one of the Vents. She will hang out of the Vent headfirst with a golden syringe in her hand. When Tenenbaum prompts you, take the syringe. Walk into the elevator when you are ready.

Fontaine

You are, finally, out of the Big Daddy suit. Before you move, look at the chamber laid out in front of you. There is a lot of room for you to run around in. Fontaine is strapped into a colorful machine. Stairs lead up to a platform, directly ahead of you. Four bottles of Adam are feeding his massive body. On the right wall of the enclosure is a Gene Bank. There is a Health Station on the left wall. There is a flooded floor running along the back of the room. If you start to run out of anti-personnel rounds, check the Little Sister Vents to the left and right - if you are not too busy. Sometimes the Sisters will throw ammo out for you. It will be highlighted gold.

As soon as you step forward, an indicator will pop up that shows four red bottles on your screen. You must suck out the Adam from each bottle, using the syringe the Little Sister gave you. The way you do that is to run up the stairs and Activate the body of Fontaine. A cut scene will show the needle going in. So, as soon as Tenenbaum tells you to, run up the stairs of the machine. Press the Activate button when you reach Fontaine. This will drain one of his Adam bottles. Fontaine will writhe in pain before unstrapping himself from the machine. He will pick you up and flick you across the room as though you were weightless.

Fontaine will first attack you with fire. He will shoot a fireball and then charge you. If his charge connects, it will send you flying back a few feet. He can also punch you if you get too close. After you empty his Health Meter, Fontaine will teleport back into the machine where you found him.

For the first battle, if you have any mines in your inventory, shoot four of them in a pattern halfway between the elevator and Fontaine's machine. He will throw you back toward the elevator. Stay there and encourage him to run through the minefield. If it works perfectly, you will not have to fire a shot. The Tommy gun with anti-personnel ammo works too. Keep moving around and plugging away at him.

However you defeat him in the first battle, run up to him afterwards and stick him with the needle again. If you wait too long, Fontaine will fully heal himself and come after you. Then you will have to fight the first battle over again - with fewer resources. If you *are* quick enough, he will have only two full bottles of Adam left. In either case, Fontaine will knock you back toward the elevator again and start a second battle.

In this second battle, Fontaine will shoot ice at you, again followed by a charge. A security alarm will also trigger. Sentry Bots fly out and start attacking you. You can Zap-Hack them out of the air and they will fight Fontaine. Alternately, you could hit him with the Security Bull's-eye Plasmid. The Sentry Bots will turn against him.

However, your best bet is to finish him off as fast as you can. Then you do not have to worry about the supporting cast. Grenades work very well, as does Exploding Buck Shot. When he teleports back to the machine, run up and use the needle again. He will now have only one full bottle of Adam left. Fontaine will knock you back toward the elevator again. Then the third, and final, battle begins.

In the third battle, Fontaine will shoot black bolts of electricity at you, again followed by a charge. Several Splicers will appear from nowhere to join in the fun. Do not worry too much about these also-rans. Concentrate your fire on Fontaine and run around a lot. You can ignite the oil slicks on the ground to add to the mayhem. Yet another fun tactic is to use the Enrage Plasmid on the Splicers. Then they will attack Fontaine *and* each other.

After Fontaine's Health Meter is empty, he teleports back to the machine for a final time. Quickly run up and stick him with the needle one last time. Watch the ending cut-scene. Now try it on Normal Difficulty you wimp.
Chris Barton - Revised 04.11.2013