





BioShock 2 Guide

by [Mark Ryan Sallee](#)

Welcome back to Rapture. Ten years later, things are still sordid and creepy. But fear not, for we are here to guide you through the underwater city, teach you how to kill the big daddies, and point out every audio diary along the way.

Inside this BioShock 2 guide...

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BioShock 2 Plasmids & Combat

Plasmids

Weapons & Upgrades

Ten Combat Tips

★★★ = Must Have

★★ = Useful

★ = Not Worth It

Cyclone Trap

Level 1	★★	Throws lesser enemies into the air and drops 'em like ragdolls, letting you attack them while they're limp. Doesn't work against bigger enemies, maybe useful when preparing for a gather.
Level 2	★	You can set a trap and turn it into, say, a fire pit with a blast of Incinerate! but it seems a bit much work for little effect. Still doesn't pick up bigger enemies.
Level 3	★	Lets you set traps on the walls and ceiling. For what purpose, we don't know. Seems pointless, are we wrong?

Decoy

Level 1	★★★	Gives enemies something else to shoot out. Good for distracting crowds of splicers, or even big daddies and big sisters. Unfortunately only lasts until you shoot the enemy to get their attention on you.
Level 2	★★★	The dummy you create can reflect damage at enemies, making it more useful, especially against big daddies and big sisters.
Level 3	★★	Reflect damage also heals you. Very useful in big, difficult fights, but not terribly applicable to casual shooting and exploring.

Electro Bolt

Level 1	★★★	Found during gameplay, in the stage Adonis Luxury Resort . Vital to opening occasional doors, good for stunning, but uses a lot of EVE for little payoff.
Level 2	★★★	Stun effect chains between enemies, stunning multiple splicers with one charged shot. Not too shabby, but still uses lots of EVE.
Level 3	★★	Gives you a steady stream of shocking power for a continuous stun, but it drains EVE so quickly that it barely stuns longer than a charged shot from Electro Bolt 2. Bleh.

Hypnotize

Level 1	★★	Good for talking a splicer into attacking a big daddy for you. The splicer will die, but at least deal some damage to the daddy before you go at him. Not terribly useful, though.
Level 2	★★	Tag a splicer with a charged shot and he'll follow you around until he dies. Pretty useful, especially at distracting bigger enemies like daddies and big sisters. Don't expect him to live long, though. Wears off eventually, but takes a long time.

Level 3	★★	Just like Hypnotize 2, except it now works on big daddies. Very useful in fights against big sisters, but otherwise probably overkill unless you're really against fighting on your own. Wears off eventually, but takes a long time.
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Incinerate!

Level 1	★★★	Purchased during gameplay, in the stage Ryan Amusements . Possibly the best attack plasmid. Enemies on fire will spread the fire to other splicers, and generally don't attack you while they flail around. Good for stopping big daddies, brute splicers and alpha series.
Level 2	★★	Gives you a more powerful, bigger blast of Incinerate! when charged, but isn't, in our opinion, really worth it.
Level 3	★★	Good for catching lots of enemies on fire at once, but it burns through EVE so quickly that it's only useful if you've got your EVE storage increased.

Insect Swarm

Level 1	★★	Useful against big enemies. Doesn't deal a lot of damage, but does do a lot of distracting and it lasts a pretty long time. Keep a big daddy busy with the swarm and unload.
Level 2	★	Not really sure how this is more effective than the standard swarm. May be better about moving from one enemy to the next, but since it's most useful against big enemies, this usefulness is pretty moot.
Level 3	★	Bodies that you kill with the swarm become proximity mines to swarm others that walk by. Seems kinda pointless to us.

Scout

Level 1	★★	Good for checking out for enemies up ahead, or for setting plasmid-based traps in rooms where you expect a tough fight. Tough to do a lot of damage with it, so consider it more for exploration.
Level 2	★	Gives the added benefit of allowing you to hack security measures. Could be useful for moving into splicer-infested areas with a camera or turret and turning it against them before you (the physical you) shows up.

Security Command

Level 1	★★	Good for directing your security bots or cameras when they're annoyingly doing a bad job of picking up enemies. Costs almost no EVE, so it's decently useful.
Level 2	★★★	Allows you to expend the rest of your current EVE meter to summon a security bot to follow you. Useful, but you can get security bots by triggering alarms and hacking them instead.
Level 3	★★	Allows you to summon a powered-up version of a security bot. Good for creating more long-lasting distractions for big daddies and big sisters.

Summon Eleanor

Level 1	★★★	Uber-powerful, but it costs an entire EVE meter (or whatever EVE you've got left in your current meter). Long-lasting and very effective in big fights where you have too many enemies to keep track of.
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Telekinesis

Level 1	★★★	Found during gameplay, in the stage The Atlantic Express . Great for intercepting and tossing back explosive items from big daddies and alpha series enemies. Also lets you pick up items that are out of reach, and won't even use your EVE meter so long as you don't throw the item (press the reload button to drop an item you can't take and don't want to throw).
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Level 2	★	The best things to throw are explosives and this doesn't appear to increase the damage they deal. Your EVE and ADAM are probably best spent elsewhere, unless you want to get...
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Level 3	★★★	Can now grab enemy bodies...while they're still alive! Doesn't work on big guys, but still very useful. You can grab an enemy, use melee attacks to kill him, then press the reload button to drop the body without spending a bit of EVE or even ammo.
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Winter Blast

Level 1	★★★	Surprisingly effective! Keeps enemies still, making for easy shots and nullifying their offense, plus effectively increases the damage of your weapons. Especially good versus powerful enemies.
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Level 2	★★★	Charged shot holds enemies frozen longer. Very effective against bigger enemies, like big daddies, but overkill versus splicers.
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Level 3	★	Lets you unload a continual blast of ice, good for freezing multiple enemies but ultimately kind of pointless since you then have to destroy the ice blocks of multiple enemies at the same time. Use with frag grenades if you must use it.
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Plasmids

Weapons & Upgrades

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★ = Not Worth It

Drill

Deceptively effective, at least once you get the drill dash during the Pauper's Drop stage. With the drill dash, you can cross great distances in the blink of an eye, good for rushing regular splicers or slipping under security cameras.

Fuel Efficiency	★★	Helpful, but not a huge help since the drill still burns up fuel at a pretty quick clip. Since the drill dash is the best attack anyway, a bit of extra fuel economy isn't a big deal.
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Damage Increase	★★★	With the damage increased, you can kill most splicers with a single drill dash, making it perfect for dropping spider splicers that rush you.
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Reflector Upgrade	★	Uses lots of fuel without doing much more than a wall would if you stood behind it.
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Launcher

You won't ever have enough ammo that the launcher becomes your main weapon, but it's certainly useful in the toughest situations. Proximity mines are great for setting traps when you're expecting a big fight.

Clip Size	★	Increases clip from three to five rounds. Not terribly useful unless you're using the launcher a lot.
Damage Immunity	★★★	Huge help! If you fire the launcher at an enemy that's close by, you'll end up taking splash damage...unless you've got this upgrade.
Cluster Bomb Upgrade	★★	Adds a significant extra punch to every shot you shoot. Especially effective against groups of enemies, but could also help in fighting bigger enemies like big daddies and big sisters.

Machine Gun

Because it's hard to score head shots with the machine gun, you'll go through a lot of ammo trying to kill stuff. It's very effective at dealing with multiple enemies at once, and probably best used with armor-piercing rounds against big daddies and big sisters. But it's probably not a good fall-back, go-to gun for general explorin'.

Damage Increase	★★	Gets you some extra punch from every round of ammo you've got, certainly worth it and good for fighting off the bigger enemies of the game.
Recoil Reduction	★★	Accuracy will increase tenfold with this upgrade. If you find yourself using the machine gun a lot, definitely consider reducing the recoil to avoid wasting ammo.
Ricochet Upgrade	★	Strikes us as pointless, unless you want to spend a lot of ammo shooting around walls in the hopes that a few bullets hit your target.

Rivet Gun

It may be basic and seem weak, but the more you use the weapon the more you'll come to love it. It's excellent for its accuracy, which you absolutely must exploit. Go for head shots and the damage of the gun will be surprisingly good, especially against alpha series enemies and splicers.

Damage Increase	★★★	With the damage increase, head shots will net you one-shot kills against most splicers, making the rivet gun a solid sniping tool.
Clip Size	★★	We never really found the standard clip size to be a problem, but this'll give you a clip of 18 rounds versus the stock 12. Useful in combating large groups to reduce the number of times you need to reload.
Heat Upgrade	★★	Sets things on fire, which is always cool in our book. However, if you're already going for head shots then you'll likely be getting kills way before the enemy gets ignited.

Shotgun

The shotgun is the one weapon we really suggest you upgrade all the way. It's not a good weapon at range, but in tight, close areas you'll find the punch it packs (and relative ease of use) a huge help. It's effective against enemies of all types, though with phosphorus buck it's especially good against big daddies, big sisters and brute splicers.

Clip Size	★★★	An absolute must. The stock shotgun has just two shots per clip, and it's kinda useless until you boost it up to six shots per clip with this upgrade.
Damage Increase	★★	A solid upgrade that'll get you more bang for your buck shot. It's not hugely important, except that you need it in order to unlock...
Tesla Upgrade	★★★	Randomly (and frequently) adds an electrical shock to your shotgun blasts. The electric shock will stun enemies, so it's hugely effective against big daddies, big sisters, and brute splicers.

Speargun

Think of the speargun as the sniper rifle of the game. Well-aimed head shots can take out splicers in a single blow, and often silently, without alerting other splicers in the area. Trap spears are good for setting up electricity-charged wires that'll stun enemies (good for big daddies and big sisters) and rocket spears are fun to fire into large groups of splicers.

Zoom Increase	★★	Gives you a huge boost to the gun's zooming ability, making in a solid sniping tool. Sadly, the spears are so slow to hit that it's only useful against stationary enemies. Unless you're <i>that</i> good.
Damage Increase	★	On its own it's not a huge help because the shots are still so slow that it's hard to use the gun effectively.
Acceleration Upgrade	★★	Finally makes the gun useful, though after three upgrades we wonder if it's worth it. You should finally be able to snipe things reliably.

Plasmids

Weapons & Upgrades

Ten Combat Tips

Don't use items you don't need!

When you're rummaging through drawers and corpses for items, be careful you're only taking what you need. If you're already maxed out on ammo, first aid kits and EVE hypos, there's no harm in trying to grab another—you simply won't be able to grab it if you try. But you *will* still consume any food or other health boosts. If your health is already full, do your best to avoid consuming these goods. There's a lot of backtracking in BioShock, and chances are you'll come by those items again later...when you might actually need them.

Listen for threats

Splicers are a noisy bunch. In most situations, you can hear splicers before you see them—and even before they see you. Keep your ears tuned for their ramblings and you'll avoid running into areas unprepared.

Cycle your weapons

Though you get access to a whole bunch of weapons, it's tempting to get good with one and stick to it. But don't! Try to cycle your weapon and plasmid use so that you're pulling from your ammo and EVE supplies evenly. If you only ever use the shotgun, you'll max out your rivet gun ammo quickly and will have to leave behind a bunch of ammo that you don't have room for while you get low on shotgun shells. If you use your weapons evenly, you can spread your ammo usage so that you don't have to leave behind much ammo. Less ammo left behind means less ammo wasted, and that should make things easier.

Crouch and cover when possible

BioShock isn't quite the tactical shooter of games like Call of Duty or Killzone, but you can still make efforts to avoid getting shot. Crouching, even in the middle of an open area, seems to reduce your chances of getting hit significantly. And when you can, crouch behind cover, or whatever you can find that looks like cover. Try to do a lot of shooting between objects, like pillars, walls and stair railings. The more junk between you and the splicers, the better your chances are of getting through a fight unscathed.

Hack vending machines and first aid stations, even when you don't need to buy anything

Hacking vending machines is good for more than just discounts on items. Even if you're not looking to buy anything, you can often get a free item by hacking a machine, so long as you stop the hack needle within the blue areas. You can get free first aid kits and ammo boxes just by hacking.

Research camera: use it!

Yeah, yeah, we know it's a bit of a pain to always toggle to the research camera before you get into a gun fight, but it really helps. There are all sorts of bonuses you earn by leveling up your research, including bonus gene tonics and the ability to deal more damage to enemies like big daddies. See: [Research Bonuses](#)

Build a security bot army

Uhh, in case you weren't aware, you can hack security bots to follow you around and shoot stuff. They're not particularly good at shooting things dead, but they *are* exceptionally good at causing a distraction, letting you pick off splicers, big daddies and big sisters while they waste time attacking your bot. Whenever you get the chance, hack a security bot! You can create an opportunity by purposely setting off a security alarm (either by getting spotted by a camera or botching a hack by stopping the needle in the red) when you're near a bot shutdown panel. Trigger the bots and run to the bot shutdown panel. When the security bots get near you, simply hit the switch on the shutdown panel to disable the security bots. You'll be left with lifeless bots you can hack to do your bidding, with up to two at a time following you.

Tips for fighting big daddies

1) At a distance, use the machine gun with armor-piercing rounds while stunning the big daddy with the Incinerate! plasmid. The shotgun works great up close, especially once you've got it upgraded to shock enemies on impact. Phosphorus buck is the bee's knees. 2) Be ready to intercept rockets and mini-turrets with Telekinesis. Early big daddies use standard bullet guns that are impervious to Telekinesis, but later daddies rely on powerful weapons that can easily be disarmed with a bit of the plasmid grab 'n' toss. 3) Create distractions with hacked security turrets and bots. If a big daddy is busy fighting a turret, you can unload with impunity.

Tips for ADAM gathering

When you set down a little sister to gather ADAM from a corpse, make sure you first prepare yourself for the oncoming battle. 1) Lay out mini-turrets very near the little sister. 2) Lay trap rivets around the gather point. 3) Make sure you've got plenty of ammo.

Tips for fighting big sisters

1) Big sisters will always come after you've finished dealing with a stage's final little sister. Before you finish with the sister, either by rescuing or harvesting her, set traps in the area. Lay down mini-turrets, trap rivets, proximity mines and whatever else you've got. 2) Keep your distance! Fighting big sisters up close is almost impossible, so fight from a distance. 3) Keep your finger on the first aid kit button. Big sisters can kill you in a heartbeat, so you need to be ready to quickly activate a first aid kit at a moment's notice.

BioShock 2 Walkthrough

☰	Adonis Luxury Resort	The Atlantic Express	Ryan Amusements	Pauper's Drop	»
<hr/>					
Adonis Luxury Resort »					
Find a way out of here					
Find Tenenbaum					
<hr/>					
The Atlantic Express »					
Get to Brigid Tenenbaum					
Hold off Sofia Lamb's splicers					
<hr/>					
Ryan Amusements »					
Get a ticket					
Get into the park					
Kill the big daddy					
Gather ADAM from 2 bodies					
Get to the sister vent					
Buy the Incinerate! plasmid at the Hall of the Future					
Kill the big sister					
Thaw the frozen door					
<hr/>					
Pauper's Drop »					
Go to the Sinclair Deluxe Hotel					

Search the pawn shop downtown for the research camera

Research splicers with the research camera

Clear the rubble at the Sinclair Deluxe

Go to Grace's apartment

Find Grace's hiding place

Use the override key to end the lockdown

Siren Alley

»

Find pumping station #5

Find Daniel Wales at the Pink Pearl

Use the keycode to access the Plaza Hedone

Enter pumping station #5

Defeat Simon Wales

Dionysus Park

»

Locate the train station

Meet Stanley in the train station

Rescue or harvest three little sisters

Board the train to Fontaine Futuristics

Fontaine Futuristics

»

Break into Fontaine Futuristics

Enter Fontaine Futuristics

Destroy the signal relays

Enter the security office

Head to the plasmid laboratory

Collect 4 ADAM-infused plants

Lure Gil out of hiding

Unlock the hidden elevator

Persephone

»

Find Eleanor Lamb

Escape the holding room

Exit the area

Inner Persephone

»

Get to the holding wing

Get the key from Sinclair

Find the keycode

Return to the docking platform

Find the pediatric ward in the therapy wing

Find the pediatric ward in the infirmary wing

Survive Lamb's final assault



Adonis Luxury Resort

The Atlantic Express

Ryan Amusements

Pauper's Drop

»

1

2

3

4

Find a way out of here

Cross the room and go upstairs. Use your drill (either full power or simply melee attack) bash through the pink crust and gain access to the room to the north. Crouch under the fallen obstacle and continue north to the Adonis Baths.



ADONIS BATHS

Don't mind the creepy dude at the far end of the room. Just cross the room on the upper level and look for the **Attention: Workers!** audio diary sitting on a busted pillar along the northern wall. There's some drill fuel in the southeast corner of the room if you need it, but otherwise nothing of consequence. Continue east to the next room.

AD



There are some dollars to be found in the small adjacent rooms, but you should ultimately be chasing whatever it is that you saw in the cut scene after nabbing the plasmid. Make your way back through the previous couple of rooms and use the Electro Bolt power to activate the door switch, re-opening a doorway so you can continue to backtrack to the pool room.



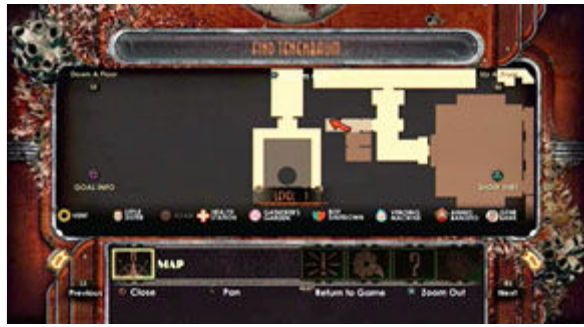
There are two new splicers in the pool room, and you can get the drop on at least one of 'em as he talks to himself while standing over the pool. The second is to your right, so make sure she doesn't clobber you while you're busy with the first. When the room is cleared of enemies, use Electro Bolt on the orange-glowing panel of the generator on the north side of the room. It opens a door to the south that lets you continue toward the goal.



Find Tenenbaum

Just through the door, look to your right for the entrance to the little dames' room. Just opposite the lockers is the **To My Daughter** audio diary to collect. One of the bathroom stalls requires five bucks to unlock, but you'll make it back with the money inside. As you leave the bathroom stalls, however, be ready to drop a thuggish splicer that wanders in with a cattle prod.

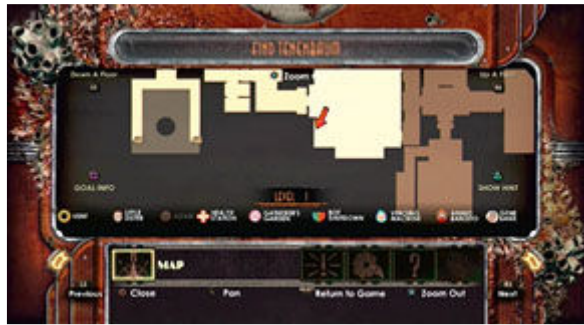
AD



	Adonis Luxury Resort	The Atlantic Express	Ryan Amusements	Pauper's Drop	»		
				1	2	3	4

Follow the main hall further southeast and you'll enter a doorway that leads to a large room. There are two splicers milling about in the pool of water that's built up in the room. For a quick double-kill, you can Electro Bolt the water to zap both enemies dead in one shot. Afterward, grab the **Return** audio diary in the southwest corner of the room.

AD



In the hall in the next room, examine the Rosie corpse for some rivet gun ammo, and then pick up the rivet gun that's jammed in the door along the eastern wall. The door automatically opens up, letting you watch a pacing

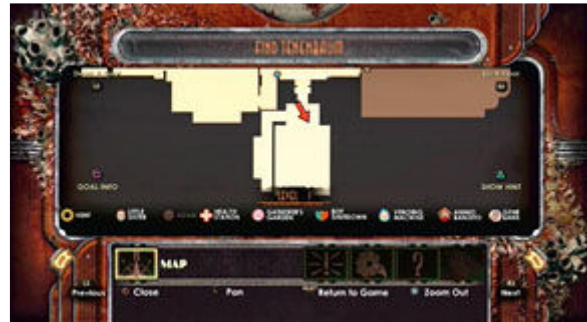
slicer. Take aim and shoot him dead, but be ready for a second splicer to jump at you from the area right of the first splicer. There's a health pack in the room north of the first splicer.



BATHYSPHERE DOCKING

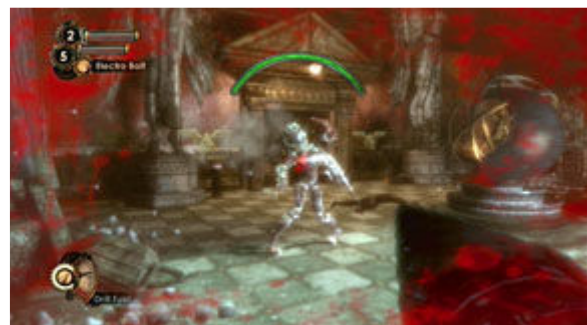
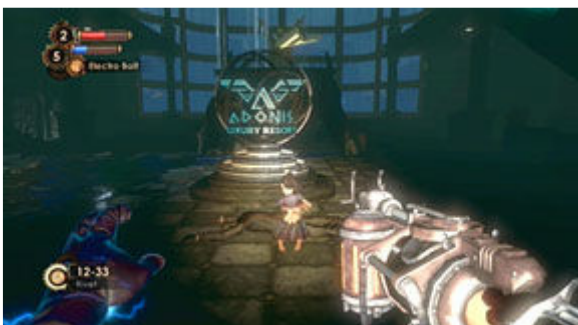
In the small room to the south you'll find the audio diary **They Called It Rapture**. There's some luggage at the back of the room that you can examine for more stuff, but be ready to encounter a lead splicer on your way out of the hall—he appears near the original location of the audio diary. Exit the bathysphere docking area and continue east to the next area.

AD



GRAND FOYER

Approach the little sister for a quick cut scene that leaves you to battle what looks like a big daddy...except thinner and much more agile. Side step around the big sister's fire bolts and zap her with Electro Shock. You won't be able to kill the enemy, but after damaging her a bit with the rivet gun, the mysterious being runs off.



☰ [Adonis Luxury Resort](#) [The Atlantic Express](#) [Ryan Amusements](#) [Pauper's Drop](#) »

1 2 3 4

Before following the arrow to the next room, examine the foyer for all kinds of items, including a couple of health kits, ammo and the **Generation** audio diary. When you're done, move north toward the goal.

AD



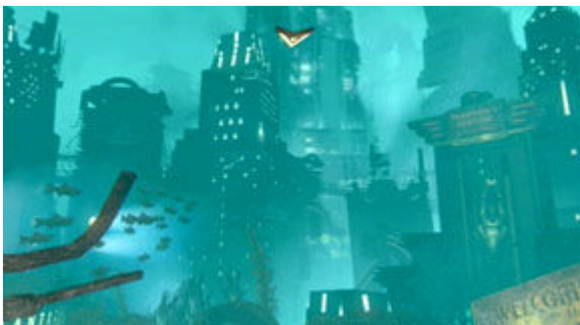
DEMETER'S BANQUET HALL

Look for a first aid kit as you move through the next halls out to, finally, the final room on the map. Drop down into the room for a cut scene that leaves you, safely, under water. Move north and, in the area north of the main room (which is hardly distinguishable anymore), look for a corpse in a crashed bathysphere to collect the **Escape from Rapture** audio diary. Continue moving through the underwater passage.

AD



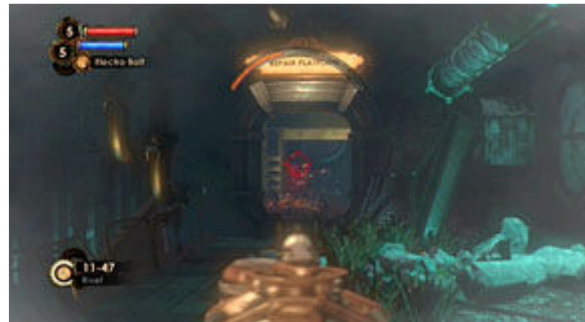
The passage eventually opens wide, offering a view of all of Rapture. Drop down to the lower path and continue scooting along until you reach a maintenance room. Pull the switch inside to load the next level.



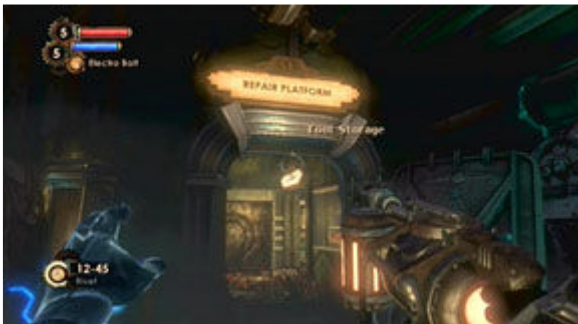
Get to Brigid Tenenbaum

AIRLOCK

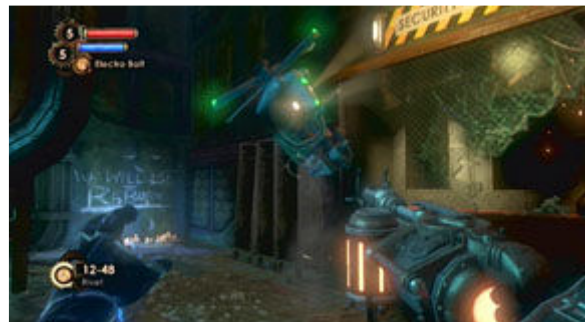
Move north through the hall, into a room with stairs on the right side. You should hear the chatter of a splicer ahead, and you'll spot him as soon as you reach the top of the stairs, looking down the long, east-to-west hall. Nail the splicer with the rivet gun. Unfortunately, the door that he was working on shuts closed.



Head west to the closed door and go into the adjacent room to the north. There's a hack tool on the work table that you need to pick up and stock with hack darts (one on the table, a dispenser full of 'em to the right). Equip the hack tool and aim it through the hole in the window to hit the door control across the hall. Complete the hacking mini-game to unlock the door.



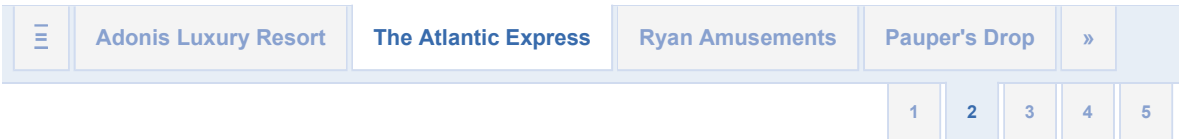
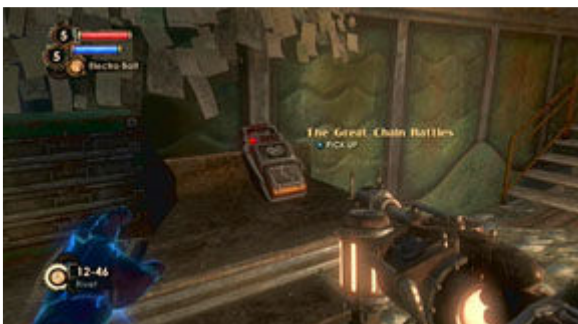
Continue west through the door you unlocked with the hack tool. In the room at the end of the hall you'll find a downed security bot, which you can also hack (though no need for the hack tool gun). Hack the bot to get it to follow and defend you—if you stop the mini-game's slider in the blue area, the hacked bot will do extra damage to enemies.



TRAIN WORKSHOP 6A

Step into the train workshop and the train that's hanging from the ceiling drops down. Just after, two splicers emerge and charge you. The security bot you've hacked should take care of one of them, though you'll have to defend yourself against the second. When both are dead, examine the adjacent room to the south for the audio diary **The Great Chain Rattles**.

AD



Go northwest to a small security office and activate the gate control that's glowing on the dash. A scene plays out with you involved, though don't worry about the enemies that appear. It seems you're destined to fail here, so don't bother wasting bullets on the enemies. Eventually, you'll just fall into some water below.



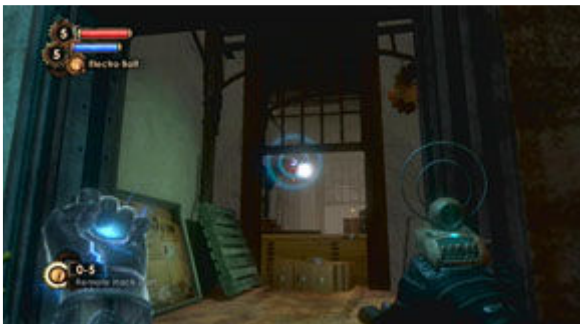
MAINTENANCE RUNOFF PUMPING STATION

Run north through the underwater maintenance way. There's nothing to find here, except a hack dart in a corpse, so just keep running until you reach the next area.



ATLANTIC EXPRESS ADMINISTRATIVE STORAGE

Move into the drafting room and Tenenbaum will warn you about the security camera just ahead. The security camera isn't the only threat, as the room's also home to a couple of splicers. Use the hack tool to shoot a hack dark into the security camera from afar and complete the hack. With the security camera turned to your side, it'll see the splicers as enemies and trigger an alarm, calling in security bots to mow 'em down.



After the security bots have taken care of the enemies, move through the room and collect the first aid kit on the table, along with whatever else you need. At the southwest corner of the room is a door to another area. Step inside to nab the **Telekinesis** plasmid. Also in the room is a switch that, when pressed, will summon a bunch of canned meat. Delicious.

PL



With the new Telekinesis skill, you can collect an audio diary that was previously out of reach. Backtrack through the room with the camera to return to the maintenance runoff hall. At the north end of the hall is a slow-spinning fan that you can see through to spot the diary. Use Telekinesis to pull the **Mr. Tape Recorder** audio diary to you, then return to the room where you found the plasmid.

AD



A hall at the end of the room doubles back and opens to the large area of another workshop. There are a few splicers gathered around a fire, and you can take them all out at once by using Telekinesis to grab a nearby yellow canister and hucking it at the center of their pow-wow.



	Adonis Luxury Resort	The Atlantic Express	Ryan Amusements	Pauper's Drop	»
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The canisters explode, which makes for lots of dead splicers, but expect to face off against more. There's at least one survivor that'll throw grenades at you. Catch the grenades with Telekinesis and send 'em flying back. Before heading downstairs, grab the **Just a Fad** audio diary from the upstairs desk.

AD



TRAIN WORKSHOP 6B

Move into the main workshop area and look for a passage to the south that'll bring you to the cafeteria. There's lots of food and junk as you move deeper and deeper into the cafeteria, but the real objective here is to collect the **Ryan vs. Lamb: Reality** audio diary in the storage room at the back.

AD



On the way out of the cafeteria wing, expect to meet a couple of splicers. You can get the drop on them by using Telekinesis to again grab a nearby exploding canister and toss it at the pair of hapless splicers. Return to the train workshop and approach the western end to trigger a quick scene where a door closes in your face as a splicer punks you.



There's another audio diary, **What Happened to the People?**, beneath some glowing bottles on the north side of the room. To unlock the large metal door to the west, you'll need to go into a side hall to the south. There's a busted wall you can look through in order to use your Telekinesis to dislodge the pipe from the gears holding the door shut.

AD





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CONTROL ROOM

Head west into the control room and turn south. There's a short set of stairs that winds down, and on the midway landing you'll find the **Know the Beast** audio diary. Otherwise, the area is just loaded with junk, so backtrack and head north toward the switching hub.

AD



Don't bother shooting at the big sister you see again, but also don't let your guard down. Tenenbaum urges you to rush toward the elevator, but we suggest taking your time. There's a security camera on the wall further north that you should hack with a hack dart. Once the camera is turned to your side, move north and watch as a small army of splicers swarm you.



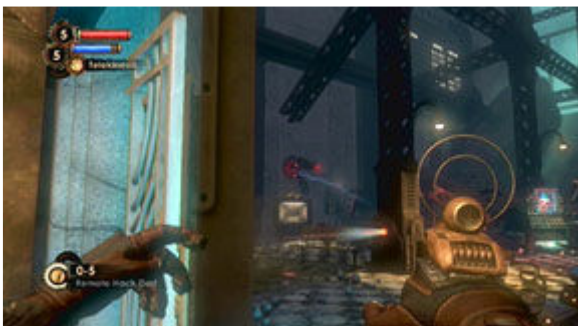
TRAIN STATION

Move into the train station to the west and you can cap a splicer who's got his back to you. Watch for a couple more trap rivets set in the room and grab 'em before approaching the ticket booth to the north to talk to Tenenbaum, face to face. She'll eventually be interrupted, which is your cue to get ready for a fight.



Hold off Sofia Lamb's splicers

The gates to your left open up as splicers start populating the main part of the train station. Before anything else can happen, we suggest equipping the hack tool and hacking the security camera that's overlooking the train station from the southern wall. That'll give you some help in fighting off the onslaught of splicers that begin charging at you. Stay in the ticket booth area and lure out the melee-fighting splicers. Your drill may be of use here.



Board the train

Keep mobile and constantly watch your back for new splicers. Eventually, the lot will be killed off, letting you grab the audio diary titled **The Situation** from the bench that runs parallel to the train. When you're done here, hop into the train to take off to the next level.

AD



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Get a ticket

TRAIN STATION

Head north through the train station, up a hall of stairs, and eventually to a room with the audio diary **Eleanor's Progress** in plain sight in the corner. There's another audio diary on the opposite side of the room, but it's frozen in ice and inaccessible for now.

AD



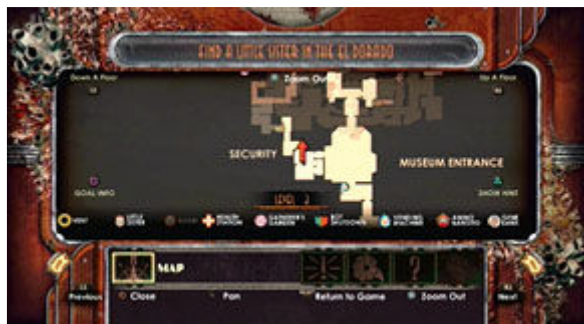
PARK ENTRANCE

As you step into the park entrance area, a leadhead splicer standing on a pile of rubble yells some incomprehensible stuff at you. He jumps down but soon emerges from the rubble to fire at you, so be ready to catch him with a head shot from your rivet gun.



There's not much else in the room, so head west toward the security wing and rummage through the drawers and cash register for loot. A hall to the west will turn right and bring you to a **Power to the People** station, which you can use to upgrade one of your weapons. Make your choice (or wait—you'll get a new weapon soon that you can later spend the upgrade on), and then follow the hall to the manager's office.

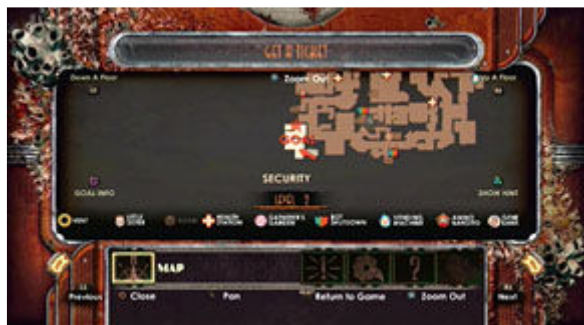
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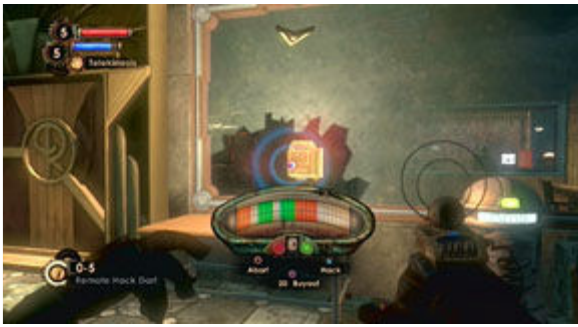


MANAGER'S OFFICE

On a work bench just inside the office is **The Old Sheepdog**, a new audio diary. Just past it, on the right, is a broken window. Equip the hack tool and shoot the control panel that's inside the room, through the glass window. Hack the panel and the door to your left will open.

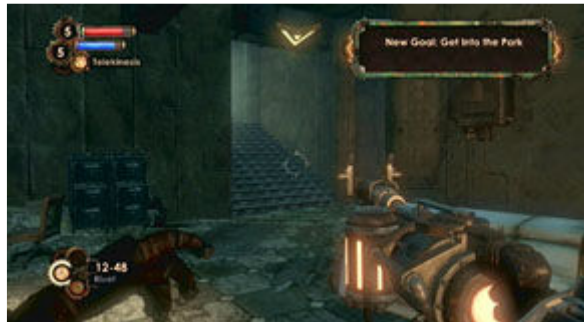
AD





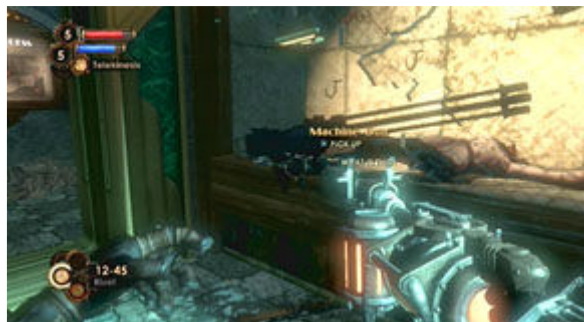
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Continue north into the next room and don't worry about the ongoings into the adjacent room ahead. At the back of the manager's office is a ticket that you need to pick up from off of a desk. Now that you've got the ticket in hand, you can backtrack to a previous part of the stage to gain access to the amusement park.



Get into the park

Start leaving the security wing to head back to the park entrance. Just as you pass the aforementioned Power to the People station, look ahead to spot a splicer that's broken into a display case with a weapon. Gun down the splicer and grab the machine gun and the ammo next to it—if you haven't already used the Power to the People station, we suggest doing so now. Perhaps with the machine gun damage upgrade. No pressure.



As you return to the park entrance area, be ready for a big gun fight. The area is now packed with thuggish and leadhead splicers (think five or six). We suggest staying inside the ticketing booth area and luring the splicers toward the door to snipe 'em dead. Watch out for the ticket booth's windows, as the leadheads will fire right through it. Employ myriad strafing strategies to clear the room.



Find a little sister in the El Dorado

RAPTURE MUSEUM

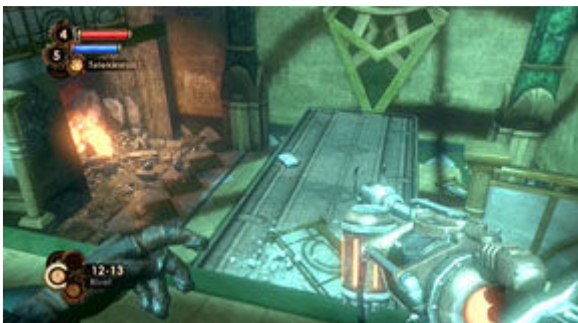
To the north of the park entrance is a machine into which you can put your ticket, opening the door and letting you into the park. Just inside, presented for you to grab, is the **Sports Boost** gene tonic.

GT



The area ahead is a large, multi-tiered room with many exits. On the top floor (where you start), you can get the **Volunteer** audio diary from under a bench to the north. There's a first aid kit on top of a booth on the lower floor, and you can either jump to get it or use Telekinesis to pull it to you. If you lallygag here too long, enemies will start appearing, so don't waste time in finding the northern exit on the second floor, leading toward El Dorado.

AD



In the next hall, you're basically gifted the **Eat Dog** audio diary and the **Drill Power** tonic. Grab 'em and continue north into the next room to collect some ammo before moving into El Dorado.

AD GT



Kill the big daddy

EL DORADO

As you enter the El Dorado area, you're warned that a big daddy and his little sister are present. Don't panic yet, as the big daddy isn't a real threat until you decide to start attacking him. For now, prepare yourself for the fight by first hacking the security bot at the entrance and then collecting the **"Child" and Guardian** audio diary from the north end of the room. There are a couple of first aid kits you can collect, and a vending machine that you should hack now, just in case you need it later.

AD BD



When you're ready to fight the big daddy, use Telekinesis to pick up the explosive barrel on the northeastern end of the bar and note the location of a second explosive barrel. Launch the barrels at the big daddy to deal a massive chunk of damage initially, and then quickly toggle over to the Electro Shock plasmid. Shock the big

daddy and then unload using whatever you've got—a powered-up machine gun, for example, works quite well.

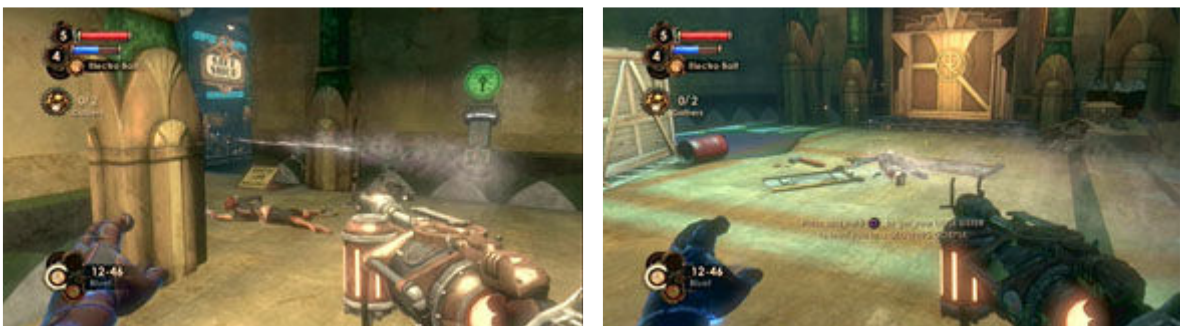


The Electro Shock stuns the big daddy, but only momentarily, so you'll need repeatedly zap him. There are a couple of pools of water that'll give you a bigger target to zap, so long as the big daddy is standing inside them. When you finally kill the daddy, approach the little sister and adopt her to gain a new objective.



Gather ADAM from 2 bodies

If you press and hold the reload button, the little sister now on your shoulders will send out a wisp to guide you toward an ADAM source. Right now, she's leading you south, back toward the Rapture museum. Follow the wisp downstairs and you'll find the target, a particular corpse that's splayed out in front of a couple of vending machines. Know that when you start harvesting the ADAM, myriad splicers will swarm you, so you need to be ready for a fight arguably tougher than the big daddy rumble.



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Stock up on ammo, especially for the machine gun which should be your main weapon. After setting down the little sister to siphon the ADAM from the target corpse, back into the northwestern corner of the lower floor and wait for the splicers to come. Drill 'em as they do, watching all your angles to make sure they don't come up from behind. As well, splicers will often target the little sister and you need to get 'em off her so that she can

finish her task.

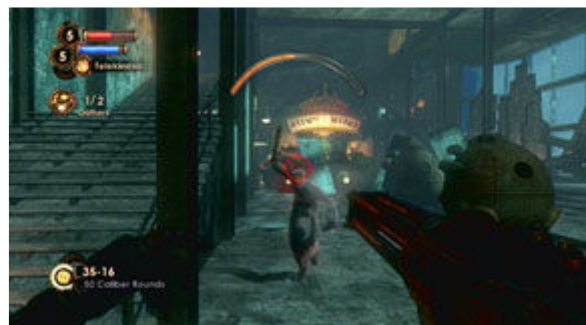


While you're fighting the swarms of splicers in the museum, a door right behind the little sister will start showing signs of the baddies on the other side. They'll slowly cut their way in, so watch the door. As soon as it explodes open, use the Telekinesis plasmid to toss a nearby explosive barrel into the doorway. There are a few splicers that'll otherwise come in, including one that tosses grenades. Take 'em out in one shot, however, and the harvesting process—and this nasty fight—should end.



Pick up the little sister, go through the door the splicers blew open and follow the hall to the north to a large, open track area. There are a couple of splicers you'll spot across the cavernous room. Make your way downstairs and be ready to meet them as they charge at you. Killing them shouldn't be tough, just keep your back to what you know is safe. After crossing the area to the western side, look for an entrance to a small office room. Inside you'll find the **You, Me, and 1959** audio diary and probably trigger the spawning of another leadhead outside.

AD





Go back to the tracks and start following them up a large ramp, westbound. As you hit the ramp, a splicer at the top pushes down a large, rolling ball of something that you need to dodge before blasting the enemy. At the top of the ramp is another leadhead to gun down.



Follow the tracks around the corner and over a ramp, watching for a leadhead splicer that opens fire on an exploding canister just ahead. Behind the leadhead is a maintenance door access switch. Hitting it opens a door that leads back to the museum foyer, which we don't need to visit now. Instead, go south through the doorway the leadhead exploded open—if you need help finding it, your little sister will show the way.



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RIDE CART GARAGE

Inside the cart garage you'll find a lone splicer, the **Escape Plan** audio diary, and the next corpse for harvesting ADAM. Don't go setting down the little sister right away. You need to prepare yourself for this fight, which fortunately isn't as tough as the last.

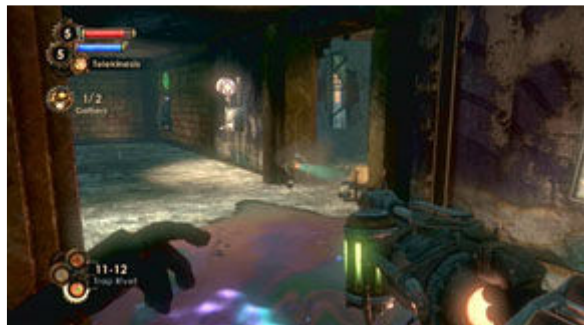
AD



The first order of business is to hack the security turret mounted in the back of the room. It'll intercept incoming enemies and gun them down for you. Next, stock up on trap rivets for your rivet gun. You can use them to set booby traps on the doorways surrounding you.



When you're all set up, let the little sister go to her business and take position to the southwest, in the corner with the ammo vending machine. Splicers will start pouring in, and if you've got your traps set up correctly the first few won't even get to you. Watch the windows to the east as leadheads will take shots through 'em. Hold your ground and the little sister should finish the harvesting soon enough.



Get to the sister vent

Exit the cart garage and look for the audio diary titled **Lamb the Problem, Sinclair the Solution** from a stack of boxes to the east, behind a fall of water. Move south, following the tracks through the amusement, and expect to find a splicer around the first corner.

AD



Adonis Luxury Resort

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Just past the splicer, look for a passage on the right wall that leads upstairs. Follow this hall upward and you'll find the audio diary **Truth is in the Body** on a work table. There's some ammo at the end of the hall but nothing else, so turn back to the ground level and continue following the tracks.

AD





After moving past the scientists and artists displays, watch for a couple of splicers just ahead. Take them out and check the various passages that split off the sides of the main path to find an underground area with a first aid station and a vending machine you can hack. A bit further ahead, the all-knowing guide arrow points you into a doorway marked "Ride Maintenance Employees Only." Go on in (you know you want to).



There're things to collect on your way down into the basement area, but no enemies to watch for. Try to find the safe just past the rows of dismembered heads and hack into it to get a bunch of money and other useful items. At the bottom of the basement is the sister vent where you can choose to rescue or harvest the little sister. We'll let you choose what to do.



Buy the Incinerate! plasmid at the Hall of the Future

With the little sister dropped off and the necessary ADAM collected, it's time to go find the Incinerate! plasmid. Backtrack the way you came, going back upstairs. When you reach the room that's filled with dismembered heads, use caution in going forward. The area is now flooded with leadhead splicers. Do your best to shoot 'em dead through the doorways and don't get shot through windows.



Get back to the surface and follow the tracks eastward. The path is soon blocked off and the all-knowing guide arrow points you to a door inside one of the household displays. Before going through the door, however, look for an opening to the right of the mechanical people. There's a back room and a giant, mechanical hand. Jump onto the crate left of the hand, jump onto the hand and then use the hand as a ramp to reach the rafters. To the right you'll find the **Deterioration** audio diary. There are some other goodies at the end of the loft walkway.

AD



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LIGHTING STORAGE

Drop back down to the tracks and watch for a newly spawned splicer. Follow the guide arrow through the door inside the family display to enter the next area, inside which is a thuggish splicer. To the right is a small room with the audio diary **Working for Sinclair**. Also in the room is a **Power to the People** station that you can use to upgrade a weapon.

AD

PP



There's a thuggish splicer in the next room, as well as a safe that should be hacked for money. The next doorway leads back to the tracks which you go back to following. Watch for a security camera just around the corner—you should hack it from afar with the hack tool so that it'll spot the nearby leadhead splicer and tear him up with security bots.



Look behind the security camera and, in the little alcove area, look for a boarded-up room in the back. You can bash through the boards to gain access to the **Doctor Lamb** audio diary.

AD





Get back to chasing the tracks. There're no enemies to worry about for now, but as you turn left into a passage marked for employees only, look on the ground for the **Efficacy** audio diary. A switch just ahead opens a door behind you and lets you into the next hall to head back to the Rapture Museum.

AD



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Be cautious in exiting the hall behind the maintenance door as there are myriad leadhead splicers at the end of it. Try to get their attention and then run back down the hall to lure them into a shooting gallery for yourself. Stay crouched and near the hallways corner. When they all seem to be dead, actually exit the hall and look into the cavernous area to the right. A final leadhead will come running up the ramp toward you. Gun him down first.



That final splicer also opened up a doorway that was previously closed to you. Go down the ramp, into the cavernous area to the north. In the northeast corner is an open door inside which you'll find the **Booze Hound** tonic. In the back room you can grab the **Dating Tip** audio diary, and load up on all the booze you want. Warning: Even with the Booze Hound tonic, you can still get tipsy.

AD

GT

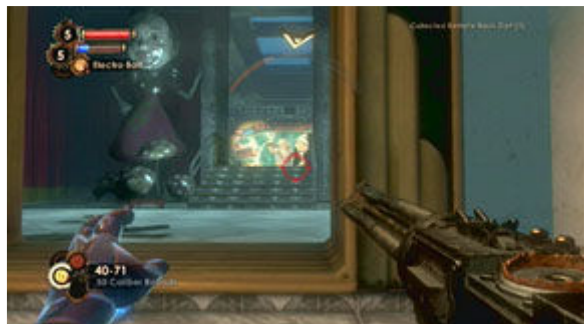
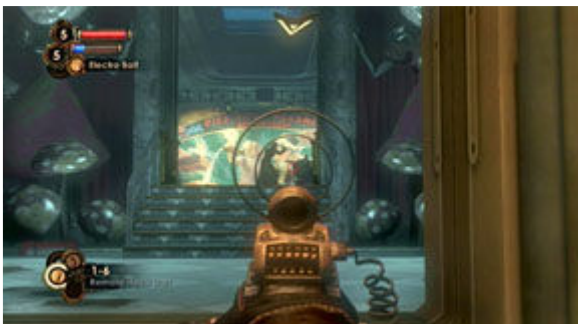


Backtrack to the museum and watch for a couple more splicers that are casually milling about. Get to the upstairs level and the all-knowing guide arrow points you toward the unexplored west wing.



HALL OF THE FUTURE

As you approach a doorway in the hall, you'll hear splicer chatter ahead. Equip the hack tool and open the door, peeking in just enough so that you can hack the security turret across the room. The turret will take care of the two splicers for you.



Move into the hall at the other side of the door and it'll lead you to a room with more animatronic people. On the ground, near the Vita-chamber, is the audio diary **A Father's Love**. Continue through the room to the Gatherer's Garden at the end and be sure to purchase the **Incinerate!** plasmid. You need it to get any further in the stage. The other upgrades are optional.

AD

PL

Note that there's another Gatherer's Garden with even more available upgrades in the next hallway, so you may want to wait to spend your funds.



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As you turn around to leave, a recorded voice urges you to test your powers on the illuminated fire place (you don't have to). More important, however, is that there is a splicer hiding among the animatronics to the right. He doesn't move until you get near, so you can snipe him dead before he gets a chance to attack. Pick him out by aiming your cursor and watching it turn red over the enemy.



Down the hall and around the corner, look for an opening in the wall that's frozen over. You can use your new Incinerate! ability to melt the ice and check out the room. There's another Gatherer's Garden with even more upgrades to spend your ADAM on, along with a small pile of ice that you can melt to collect a bunch of rivet ammo. When you're done here, go back to the room with the hacked security turret and head east.



Kill the big sister

Scared by the failing lights? You should be. As you exit back to the museum area, the big sister appears and you're tasked with killing her. Before you engage, make sure you're equipped with the right weapons. Naturally, your new Incinerate! plasmid will work well here. As well, we suggest equipping the machine gun with anti-personnel rounds. P.S. Keep your finger ready to use first aid kits.



The key to making this fight bearable is to keep the big sister on the central, upstairs platform. Her attacks can only be dodged by strafing, so you'll need the horizontal space this platform affords. Do your best to keep as much distance as possible between you and big sister. She'll alternate between throwing fireballs at you (does she have Incinerate! too!?) and hurling rocks, both of which can usually be dodged with a side strafe.



Occasionally, big sister will charge at you. A strafe can sometimes save your bacon, but not always. Immediately try to get distance away from big sister after the charge to keep her from piling on the damage. Before long, you should whittle her health down to dead.



Thaw the frozen door

With the big sister killed, Sinclair urges you to backtrack in order to thaw a frozen door. But wait! There's an entire eastern wing of the area that we haven't yet explored. Look for the path to the gift shop to the east.



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GIFT SHOP

As soon as you open the door to the gift shop, you'll spot a splicer that mutters something and then runs off. He's not alone, as the area is packed with three or four splicers, two of which are loaded with guns. Gun 'em down and then head into the gift shop to find lots of money and other items.



In the southeast corner, you'll find the **Cutting Corners** audio log. If you hack the nearby safe, beware that a couple more leadhead splicers will appear in the room behind you. The east end of the gift shop leads to some bathrooms. When examining the stalls to the south, watch for a thuggish splicer to spawn behind you.

AD



You can use Electro Shock to operate the busted door switch to get into the northern bathroom stalls. Inside you'll find the audio diary titled **Rapture is Deliverance**. That's the last there is to find in the gift shop, so start backtracking out, but expect to run into a leadhead.

AD



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Follow the guide arrow south, back to the museum entrance. After passing the fallen clock, look in the small pool area to the south for a pile of ice you can melt with a blast of Incinerate! The melted ice gives up the **Disappeared** audio diary, along with some ammo.

AD

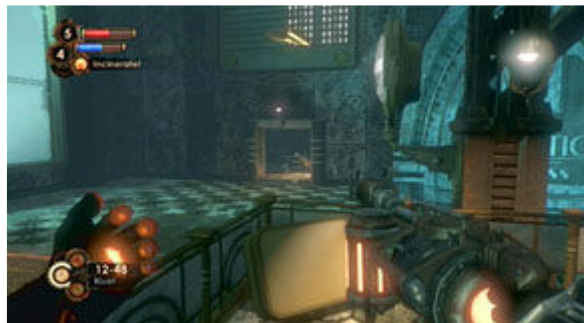


Not far ahead, you'll return to the very beginning of the stage. Go to the front of the train and use Incinerate! to melt the ice that's covering the tracks. Afterward, you'll need to step into the control room on the eastern wall to power the train while Sinclair hops in.



But hitting the switch has another effect, as a trio of thuggish splicers populate the train station. Killing the lot shouldn't be tough. When they're dead, check on the newly-opened door to the far south and collect the **Wooden Nickels** audio diary before hopping into the train with Sinclair and riding out of the stage.

AD





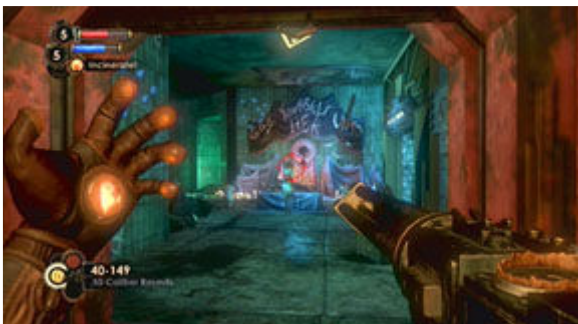
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Go to the Sinclair Deluxe Hotel

There's some loot to grab from the area, but nothing of real import. Head south and you'll need to hack open a door before you can get into the next hall. Continue south, and take note of the dead big daddy in the area. What killed him?



Tread carefully, as a couple rooms further you'll come across a trio of splicers bowing in front of a sister vent. They won't notice you until you fire a shot, so take the chance to plan your attack. The splicer on the right is the only leadhead of the bunch, so we suggest sniping him first to lure the other two toward you. Gun down the thuggish splicers as they charge you.



THE FISHBOWL

As you move south toward the diner, don't worry about the beastly in the room ahead of you. Just move in and continue south past the diner, hugging the western wall. Just around the corner of the diner is a security camera you should hack with the hack tool. There's a leadhead roaming around the south end of the area and the camera should pick him up for you. If you're quick enough, you should be able to hack the security bot the camera calls in to keep it for yourself.



If you venture a bit further behind the diner, you'll find a big daddy and his little sister roaming about. Before you engage them, let's first set up. Look for a splicer in the southeast corner of the open area and snipe him from afar. He's got his own security bot which you can then hack, adding to your arsenal.

BD



With your two security bots, you should be ready to take on the big daddy. If you can, try to engage him right in front of the security camera you hacked earlier. Use Electro Shock to stun him, then attack him with the drill while circling around the enemy. If you get lucky, the security bots you summoned will distract the big daddy, drawing his attention and fire away from you. This'll let you unload continually to bring down the big daddy in short order.



Pick up the little sister take her to the corpse in the northwest corner of the area. The little sister can harvest the corpse, but expect an onslaught of splicers to rush you when you put her down. Take position in the northwest corner and intercept the enemies as they come. Afterward, inspect the small room in the southwest corner of the area. Inside you'll find the audio diary titled **Ryan vs Lamb: Religious Rights**.

AD



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Go to the southeast corner of the area to find a ramp that leads to the rooftop of the diner. On the rooftop, watch the southern end for a security turret that you'll want to hack. Also on the rooftop is a bridge that leads to a loft in the southwest corner of the area. There you'll find the **Hacker's Delight** gene tonic and the **Better Times with Lamb** audio diary.

AD GT



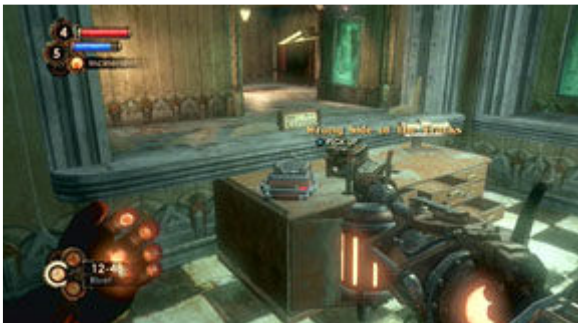
There's lots more to collect in this area, including a shotgun inside the diner—be careful as you grab it, as myriad splicers drop into the diner to fight you for the gun. When you're done here, head east.



SINCLAIR DELUXE

Move through the underwater tunnels to Sinclair Deluxe. As you enter the hotel area, you'll see something happen ahead just before Sinclair radios in to change your objective. Before leaving the area so soon, look around for some stuff to collect, including the **Wrong Side of the Tracks** audio diary in the office to the north.

AD



Search the pawn shop downtown for the research camera

DOWNTOWN

Follow the guide arrow back to the diner and then south. If you wanna be tricky, grab an explosive barrel from the diner and bring it with you as you head south into the downtown area. You'll see the pawn shop in the distance as you enter downtown. As you approach the pawn shop, watch the rooftop for your first encounter with a brute splicer. Unload your explosive barrel on him.



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Backpedal away from the brute splicer as he'll hop down from the pawn shop rooftop and charge you. Unload gunshots at his head and be ready to intercept anything he throws at you with a bit of Telekinesis. Alternatively, if you want to stop the brute dead in his tracks, flick him with a bit of Incinerate! and he'll reel in pain. The brute may run off a couple of times, but he'll always return until you've killed him. Eventually, a pair of thuggish splicers also run down the narrow alley to attack you.



With the area cleared, look around the corner to the left for the audio diary **The End of the Line**. At the south end of the area, on the other side of the rubble, you can find the **Clinic Code of the Fishbowl** audio diary on the ground, next to a door. As well, grab the first aid kit that's on top of the small booth in the middle of the rubble.

AD

AD





If you try to follow the guide arrow into the pawn shop, you'll find that the shop is chained lock. Sinclair radios you to suggest using the door code 0047 to get into the door to the south. Unlock the door and equip the Telekinesis plasmid. As you round the corner to climb the stairs in the back of the clinic office, watch for a splicer at the top of the stairs who kicks down an explosive barrel. Catch the barrel with Telekinesis and throw it back at him.



On the upstairs level of the clinic is a security camera that you can peek in and hack. Ignore the wall opening to the north for now, and instead open the sliding door to the west. There's a security turret in the distance that'll open fire on you immediately. Tag it with a hack dart, back around a corner, and proceed to hack the turret to your will. Expect a splicer to come up the stairs behind you, but with a security camera and turret on your side you shouldn't have a problem. (P.S. Hack any security bots that come to your rescue.)



Research splicers with the research camera

You can now move west to reach the rooftop of the pawn shop. Before dropping through the ceiling, cross to the next building north of you and expect a splicer. You'll also find the audio diary **Therapy with Grace 1**.

AD

The guide arrow urges you eastward, but there's more to do in this area. Go back into the clinic to the south and up the stairs to the room with the camera you hacked. Go north through the opening in the wall and follow the walkway to another building's upper level. Expect a leadhead inside, along with a **Power to the People** station.



Further upstairs, on the top floor, is another splicer or two, including one in the northern room. Look for the audio diary **Camera in Hock** along with the **Shorten Alarms** gene tonic, both in the northern room, then go south, outside the building and across a bridge.

AD

GT



On this southern platform is a security camera that you can hack, along with a few splicers. In the southeast corner, in front of a shrine surrounding the sister vent, is a splicer playing dead on a bench. Kill her, then grab the **Arrangements** audio diary.

AD



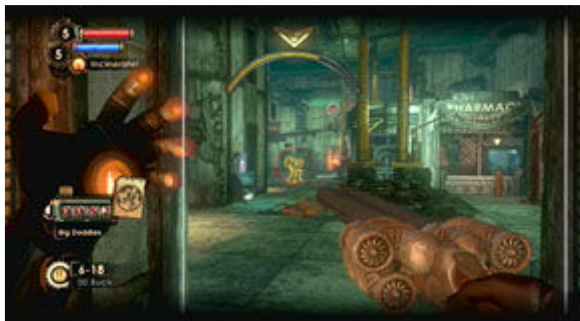
☰	Adonis Luxury Resort	The Atlantic Express	Ryan Amusements	Pauper's Drop	»							
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And last, but certainly not least, there is a harvestable corpse on this upper platform, right in front of the security camera. Set the little sister down in front of the corpse and take position. Myriad splicers rush to the scene, mostly coming from the walkway just north of the camera. Intercept them with gunfire, and use the nearby explosives to your advantage as well. With the security camera helping out, you should be able to defend yourself well and allow the little sister to finish her harvest. When she's done, deposit her into the sister vent on the same platform.



Go back down to street level and head east toward the market. There's a big daddy inside, and if you roll in at the right time you'll find him engaged in a fire fight with some splicers. Let him do his thing before moving into the area, heading further east to look for a security camera that you can hack from afar.

BD



You can enter the building on the south side of the market from the western doorway. From inside you can go to a back pantry and crawl through a hole in the wall to reach another section of the building. Grab the **Blood and Lamb** audio diary from the table and hack your way out of the room via the shorted-out control panel near the door.

AD





As you exit the building, look to the right. In a room directly southeast of the security camera, is a rocket launching turret that you'll definitely want hacked before you fight the area's big daddy. When you've cleared the area of security threats and spicers, prepare to attack the big daddy. Fortunately, he's the easiest to kill so far. Start by grabbing an explosive canister from the western end of the market and chucking it at the big daddy to deal a solid chunk of damage.



There are two more canisters in the room with the turret. Again, use Telekinesis to throw the canisters at the big daddy and hope that he wanders in front of your hacked camera and/or turret. With all of these security measures on your side, you shouldn't have any problem taking down the big daddy.



☰	Adonis Luxury Resort	The Atlantic Express	Ryan Amusements	Pauper's Drop	»							
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The little sister's first corpse to harvest is actually just below the security camera. Set the little sister down and take refuge in the building directly south of her. Spicers will swarm from all directions, but if you're in the building you don't have to worry about enemies coming from behind. This defense is pretty easy. When the sister is done, pick her up.



You can backtrack to the area in front of the pawn shop to let the little sister harvest another body, this one in the center of the ground floor area. Set her down and take position in the corner directly north of her. As the splicers rush to get the sister, gun them down. Grab the sister when you're done and start following the guide arrow east.



Once past the area with the last big daddy you killed, you turn north to the Limbo Room. Sinclair will warn you of the brute splicer in the room ahead, which is your cue to pull out the camera and start it recording on the enemy. Once you've got the brute under your lens, pull out a gun and start shooting him down. As before, the brute splicer will rush you. Peg him with heavy firepower as he runs at you and use Incinerate! to stop him in his tracks. When the brute is dead, your objective changes.



Clear the rubble at the Sinclair Deluxe

Sinclair urges you back to the hotel area at the north end of the stage, but you might as well stick around here to explore the last bits of the southern end. Move into the room where you found the brute splicer and watch for a leftover baddy. There's also a security camera which you can sneak under and hack (to avoid using a hack dart). As well, you can drop off the little sister at the vent in the room.



As you deposit the little sister, however, a big sister shows up. She fights basically the same as she did last time you killed her, but the surroundings make it a far easier battle. Try to keep the machinery in the middle of the room between you and big sister. It'll absorb the projectiles that big sister throws at you, and will keep her frequently touching the puddle of water that rests between the two machines. With big sister in the water, use Electro Shock to stun her and unload your shots until she gives up the ghost (and a ton of ADAM).



THE LIMBO ROOM

Move into the Limbo Room to the south and you can grab the **Hypnotize** plasmid that's laid out for you. A bit further into the Limbo Room, look for two splicers that are dancing together—end them so that you can explore the western end of the Limbo Room.

PL

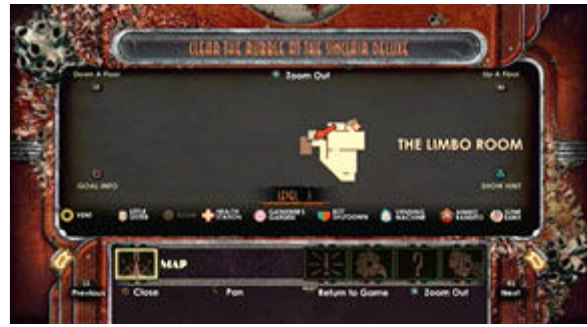


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In one of the rooms behind the dance floor, you'll find a **Power to the People** station. In another room, grab the **Closing the Limbo Room** audio diary from makeup counter. That's the last thing of interest in the Limbo Room, so exit and start heading through the northwestern hall.

AD

PP



The hall leads upstairs, but a hole in the wall splits off to head south, back to an area you've been to before. Go through the hole in the wall and, halfway down the hall, look to the right for a dead big daddy and the **Mole** audio diary. The rest of the hall is empty, so double-back to the north and take the stairway on your right to head to the upper floor.

AD



Expect to find a couple of splicers on the upper level of the market. In one of the rooms you'll find the **Fire Storm** gene tonic, and in the next the **Sunday Services** audio diary.

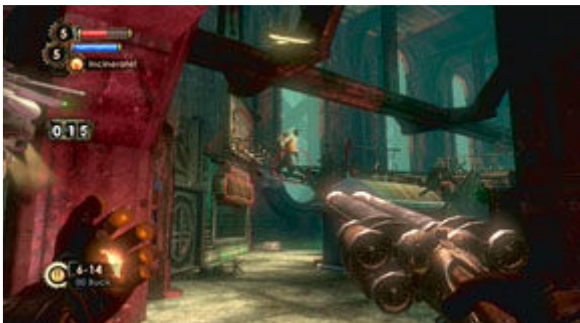
AD

GT

around. You can hack the security bot from afar with a hack dart before turning your guns on the brute.



Expect another brute splicer roaming around the Fishbowl diner location, along with a few lesser splicers. Clear the area and make your way east, heading back to Sinclair Deluxe. As per Sinclair's suggestion, equip the drill, rev it up and bash into the mess of rubble blocking your way to gain access to the hotel. (There's a fuel station in the hallway that'll refill your fuel if you're out.)



Go to Grace's apartment

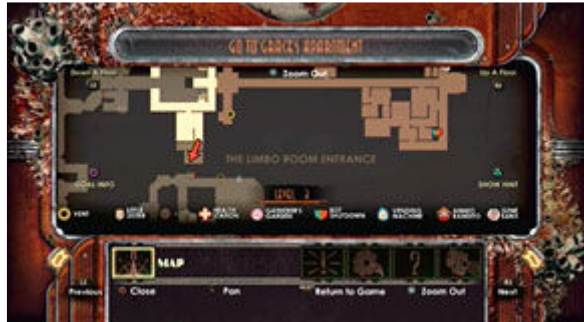
SINCLAIR DELUXE

As soon as you've bashed through the rubble, a host of splicers, thuggish and lead, rush at you. Now's a good time to test out the combat abilities of your drill, using the bash attack to take out the splicers one by one. With them dead, you can start exploring the levels of the hotel.



The elevator doesn't work, so use the stairs to reach the second level of the hotel. First check out the room that branches off the second floor, to the south. At the far end of it you'll find the audio diary **A Gift from Lamb**. After you've collected it, look for the hall that leads east. Just inside the hall is a splicer that's not moving, sitting on the ground with her head down. You can take her out now.

AD



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Further down the hall, after things get dark, look to the left for an opened doorway inside which you'll find a pair of splicers crouched near a safe that you can hack open. Further down the hall, you'll need to turn right into the only open door and start heading south. You'll see a splicer running from you around some corners through this hall. Don't fear him.



Midway through the hall, you can spot a Power to the People station through a hole in the wall on your right. You can't get to it now, but if you move into the adjacent room you can look through another hole in a wall to spot a security turret in another hallway. Use a hack dart to hack the turret—it'll help you later.



If you chase the splicer, he eventually leads you to a room with a corpse hanging from a rope. Around the corner is a kitchen area with a stack of explosive canisters. We suggest grabbing one with Telekinesis and taking it with you as you leave the kitchen. Three splicers appear in the room around the hanging corpse, and while they're playing dead you can launch the canister at them to blow 'em up.



Move into the next hall to the east and turn south. This hall will lead you to the security turret you just hacked, past which is the room with the **Power to the People** station. A couple of splicers will chase you down the hall, but the hacked turret will save you the hassle of having to fight them. After upgrading your weapon, go back through the hall and expect a thuggish splicer to drop in front of you on the way.

PP



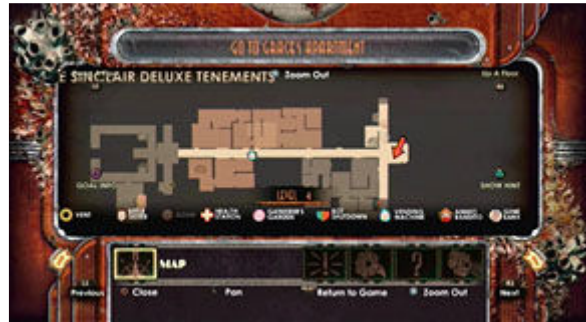
The hall opens to a small area with security camera scanning it. Wait for the camera to turn away and you can quickly run under it to hack the camera. With the camera hacked, you can safely grab the **Freezing Drill** gene tonic. Naturally, it's slightly booby trapped, so expect a trio of splicers, including a leadhead, to appear when you grab the tonic.

GT



There are two ways to get to the next floor of the hotel from here. You can simply march up the sloped floor in the hall to the west, or you can go to the north and find a set of stairs. Take the stairs to the next floor. From here you can reach the **Profit Coming**, **Profit Going** audio diary from the broken floor directly above the room with the security camera.

AD



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Drop back down to the floor below and use the sloped hallway to the west to go back to the next floor. The hall is pretty empty, with opened doors to the right letting you explore some of the suites. There are items to grab, but not much. At the far west end of the hall, watch for a splicer that's busy sitting on her knees behind a stream of water.



Look for a hole in the wall to the right, directly past room 213. Inside this room is a security turret that you should hack, and next to it the **Where Has Harry Gone?** audio diary. If you try to go further down the main hallway, a brute splicer will appear in the room to your left, tossing explosive stuff at you. However, triggering this fight in the hallway is not to your advantage, so we suggest moving further north into suite 213.

AD



Make your way west through the back rooms of suite 213, eventually to the kitchen. There are a couple of explosive canisters. Grab one with Telekinesis, and move into the living room to approach the opening in the wall to the south. The brute splicer will appear across the hall. Hit him with the explosive canister, run back to grab the second, and continue to unload.



Move into suite 212 and, in the purple-hued back room, you can collect the audio diary **The Butterfly**. Make your way through the rest of the suite and you'll find a collapsed ceiling that forms a

AD

ramp to the top level of the hotel.



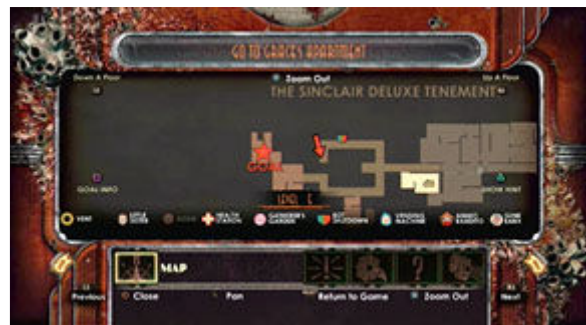
Just inside the first hallway, to the left, is a security camera that you need to hack using a hack tool dart. A thuggish splicer will likely chase you down the hall, so be ready to catch him with a shotgun blast after (or before) hacking the camera.



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Move out to the top floor of the foyer and search the end of the northern walkway for the **What a Snap** audio diary. When you're ready, move west into Grace's office.

AD



Find Grace's hiding place

Just inside Grace's suite, look to the left for a pink room inside which you'll find the **Keen Observer** gene tonic, as well as the **Barbarism** audio diary.

AD

GT



Further into the suite, look on the bed for the audio diary titled **Failing Lamb**. The bedroom appears to be a dead end, but there's a hidden switch behind a poster on the wall that you can press to open up a passage to the northwest.

AD



At the end of the passage, inspect the window for a short scene. Afterward, you can go into the room with Grace and grab the override key—and kill her, or leave her be. It's your choice to kill Grace or let her live, but we'll give you this tip: If you let Grace live, you get a bit of help for the next part of the stage.



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Use the override key to end the lockdown

Start leaving Grace's suite to return to the upper level of the foyer. A door to the south is now open, letting you move to a room with a hole in the floor. Drop down to the lower level, move through the suite and then drop down again to the bottom level of the hotel. As you land, you'll get the help that Grace promised. A pair of security bots float toward you to help you out.



Move out into the foyer and watch for a couple of splicers that take the elevator to the bottom level (you can Electro Shock the water to kill them). Approach the hall that leads back to the west and use a hack dart to hack the security turret at the far end. It'll kill the splicer that's next to it, along with a second splicer that comes through the door behind it.

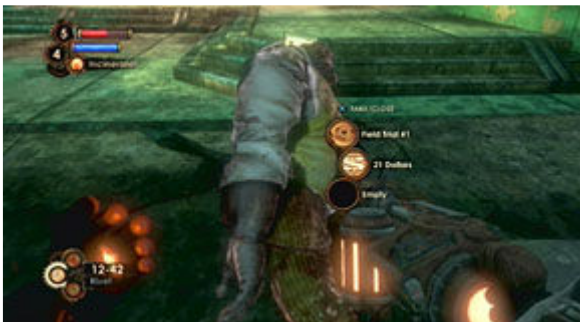


Keep pushing westward, through the underwater tunnels, and let the security bots ahead of you to wipe out the splicers in your way. When you reach the end of the underwater tunnels, ready your hack tool. Just as the door to the Fishbowl opens, fire a hack dart on the security turret directly in front of you. It's a rocket launching turret, and having it on your side will help.

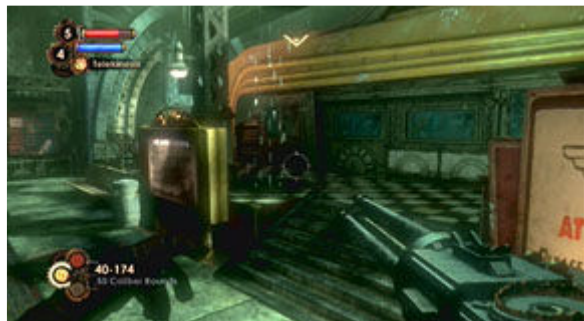


The Fishbowl is crowded with splicers, both on the ground level and on top of the diner. As well, in the northwest corner you'll run into a brute splicer. Kill this brute splicer and examine his corpse to find the **Field Trial #1** audio diary.

AD



The rest of the way back to the train should go uninterrupted. Find the control room next to the train where you can use the override key. Hop in the train, activate the switch, and ride into the sunset. Minus the sunset.



«	Siren Alley	Dionysus Park	Fontaine Futuristics	Persephone	Inner Persephone										
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Find pumping station #5

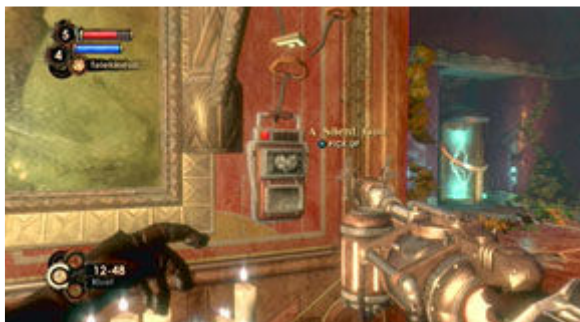
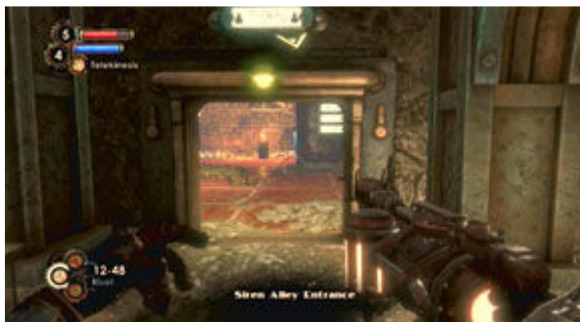
Start moving south through the water and almost immediately you'll find a bit of ADAM laying on the ground, in the form of a worm. Around the next corner, look on the wall to your left for yet another worm of ADAM. In a pipe just a bit further ahead, look for yet more ADAM just barely visible. The entrance to Siren Alley is just ahead.



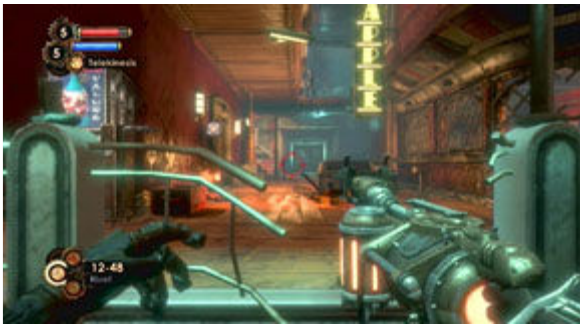
SIREN ALLEY ENTRANCE

You spot a couple of splicers running across the hall in front of you just as you enter Siren Alley. Hold back and they'll eventually engage in a fight with the big daddy that's roaming the area. When the enemies are dead, move into the hall and look on the wall to the left for the **A Silent God** audio diary.

AD



Step into the area to the south and watch for remaining splicers in the area, especially the eastern section. A splicer or two may be upstairs, so beware. When the coast is clear, make your way into the Mermaid Lounge to the west.



MERMAID LOUNGE

There are a few splicers inside the Mermaid Lounge, all packing heat. Take 'em out so that you can inspect the frozen-over bathroom. Use Incinerate! to melt the ice outside the stalls and gain access to the audio diary **The Rumbler**.

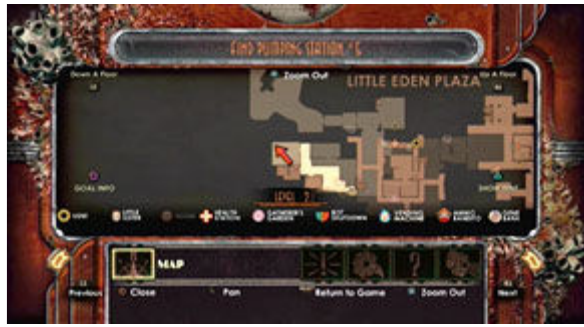
AD



Look for the stairs inside the lounge that lead to a second floor. If you look into the kitchen you'll see the shadows of splicers before they run away. To the northwest is a gambling room with a couple of leadheads that you'll want to pick off from through the doorway. When you can get into the room, grab the **Plasmid Shipment** audio diary from the back table.

AD





«	Siren Alley	Dionysus Park	Fontaine Futuristics	Persephone	Inner Persephone										
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When you leave the slots room, expect a splicer to ramble into the lounge on the lower floor. In the room next-door to the slots room you'll find some item goodies, as well as a switch that activates a couple of turrets in the previous room. Hit the switch and watch two splicers wander into the room, only to get mowed down. The turrets are yours now.



Back out of the room and turn your attention to the aforementioned kitchen area. You can't just walk into it, but you can peer over the counter to launch a hack dart at the control panel on the far wall, right next to the safe. With the panel hacked, the door into the kitchen opens up. Move into the kitchen and drop through the floor in the next room.



There's a **Power to the People** station inside the room, as well as an audio diary, **Farther to Fall**. Before you can leave the room, a splicer slams the door in your face and ignites a stream of gasoline that invades your room and blows up a barrel. Stand back from the barrel, and then peek out of the room to snipe the culprit. Occasionally he'll head upstairs and drop into the room with you through the hole in the ceiling. When he's dead, the door opens up again.

AD PP



But there are yet more splicers in the area outside the Power to the People room, so hold your ground inside and snipe them as they come at you (shotgun works well, too). When you've cleared 'em out, exit the Mermaid Lounge and start exploring the rest of Little Eden Plaza. Expect to run into a newly-spaced splicer or two as you do.



LITTLE EDEN PLAZA

On the second floor of the Little Eden Plaza, enter a room to the east and look for a hole in the floor that'll let you drop into the rooms below. In the cheese shop to the west, you can grab the **Misbehaving** audio diary and the **Handyman** gene tonic.

AD

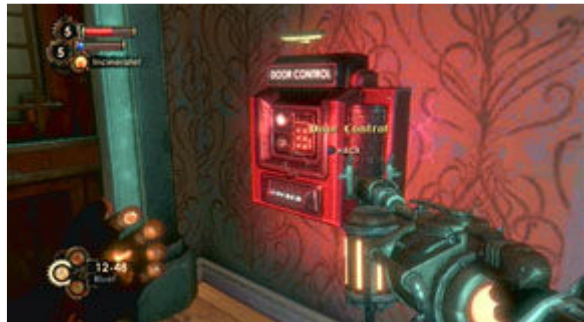
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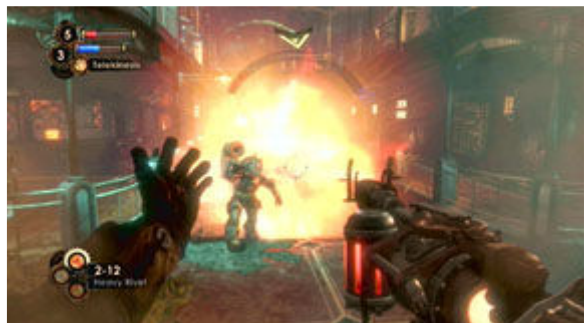
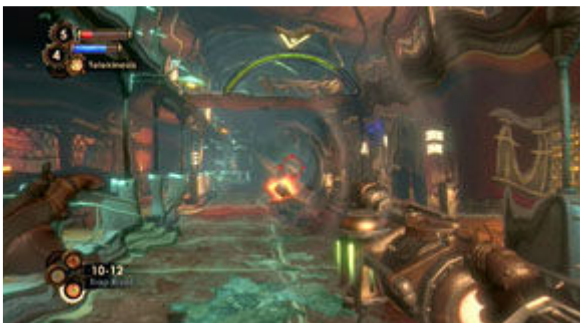


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Move south through the hall and use Incinerate! to melt some ice that's surrounding a bunch of EVE hypos and a first aid kit. You'll need to hack a control panel to get out of the room, and expect a couple of splicers just outside.



When you're ready to face the big daddy patrolling the area, arm yourself with the Telekinesis plasmid and lots of EVE hypos. That's really all you need. Get the big daddy's attention and he'll start by tossing a mini-turret at you. Use Telekinesis to grab it and chuck the ball back at the daddy. Keep your distance and big daddy will toss rockets at you in fairly quick succession. Again, use Telekinesis to grab the projectiles and toss 'em back. If you need to reload your EVE, be ready to sidestep the next projectile from big daddy. Before long, he'll go down. BD



Grab the little sister and you can bring her to two different corpses in the Little Eden Plaza to harvest for ADAM. One of the harvest corpses is on the ground floor, to the south. There is really no great place to position yourself to get ready for the splicer onslaught, so just take a corner (southeast of the corpse works) and wait for splicers to come. A lot of the times they'll shoot you from the upper floors, so you'll want to rely on sniping with the rivet gun.



The second corpse little sister can harvest is on the second floor of the area, at the top of a set of stairs. Fortunately, this one *does* have a good camping spot. Set down the sister and take position in the room directly next to the corpse. As splicers rush little sister, step out and pop 'em with the shotgun before stepping back into the room for cover. When you've harvested both corpses, you can drop off the little sister at the vent to the north.



If you've been saving all of the little sisters up 'til this point, this should be your fourth. If you save her, the little sisters will deliver a reward to the nearest Gatherer's Garden. There's one at the south end of this area where you'll find the gift, including the **Proud Parent** gene tonic and a bunch of extra ADAM.

GT



If you've wasted as much time here as we have, another big daddy will have shown up with a second little sister. Like the last, he's a Rumbler which means he'll toss mini-turrets and rockets at you which you can catch with Telekinesis. When you've felled this second daddy, grab the little sister and head south to the next area.

BD



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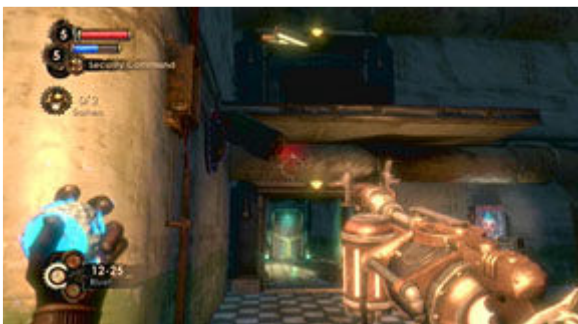
MAINTENANCE AREA

Immediately as you step into the maintenance area, you'll be attacked by a series of leadhead spicers at the end of the hall. Your vision gets blurred while you received a message from Eleanor, which could be a problem in this gunfight. When the enemies are dead, grab the **Security Command** plasmid from the gift basket left for you and hack the security bot to follow you.

PL



But the security bot is just a sign of things to come. If you step out into the main room ahead, turn left to spot a security turret that you can walk under and hack. Upstairs, to the southwest, is another pair of spicers standing next to a security turret. We suggest sniping the spicers from downstairs first before running upstairs to nail the turret with a hack dart.



Find the keycode to access Plaza Hedone

Head upstairs to the security turret and your objective will update. Right below the locked door to the south is the audio diary **Lamb's Salvation**. Listen to the audio diary and your objective changes again.

AD



Find Daniel Wales at the Pink Pearl

Head north to go back into the Little Eden Plaza. The guide arrow will lead you to a door to the northeast which is being banged open by a brute splicer. Sic your turret on the brute and stand back with your own gunfire mixed with blasts of Incinerate! to stop the brute from throwing things at you. When he's dead, you can step into the Pink Pearl.



THE PINK PEARL

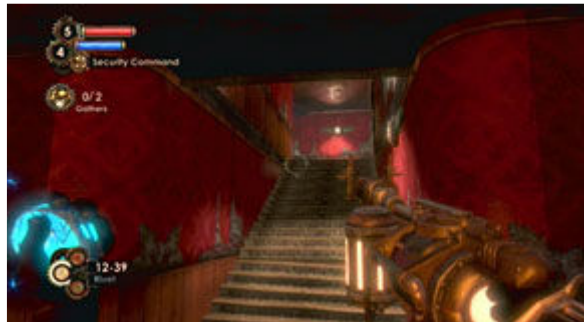
Just inside the Pink Pearl, grab the spear gun next to the dead big daddy. There are some spear shots stuck in the wall that you can grab to add to your ammo supply. Pass through the hall and enter the main foyer to spot a couple of splicers talking on the second floor. Shoot 'em dead, and expect a couple of splicers to rush in as backup.



«	Siren Alley	Dionysus Park	Fontaine Futuristics	Persephone	Inner Persephone									

With the foyer cleared, cross the room to the eastern side and enter the door on the eastern wall. Inside the next room, on the desk, is the audio diary **'Father Simon Wales'**. Back out of the room and go up the stairs to the north.

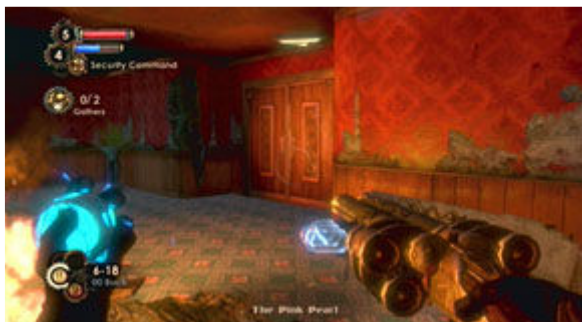
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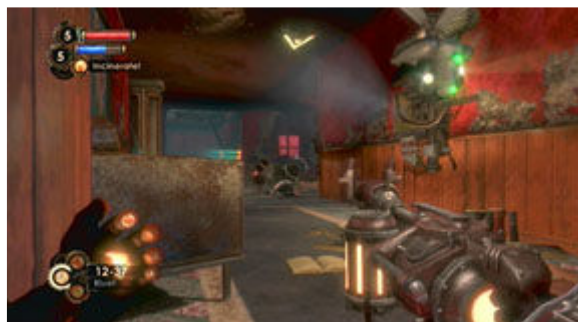
Just around the corner from the top of the stairs is a splicer patrolling about. Peek out and sniper her, and then turn your efforts to hacking a security turret that's mounted at the far eastern end of the long hall behind that splicer. A hack dart will do the trick.



If you examine the room to the northeast, you'll find a first aid kit and some ammo. There's a hall that leads north into a bedroom with a couple of splicers. You can get the jump on them and kill them quick, but there's not much in the room that's of interest to you.



Back outside, at the end of the hall where the security turret resides, is a corpse that your little sister can harvest. With the turret on your side (and presumably the security bot you picked up earlier), this fight should be manageable, but still tough. We suggest taking position in the hallway with the turret, tucked behind the wall protrusion on the southern side, crouched down. If you stand up and move out too far, you'll get hit by the fire of your turret, but if you stay down and left you'll be good.



Watch the little sister as she harvests and be prepared for a lot of enemies. At the end of the melee, a brute splicer rushes in, so be prepared to deal with him (Incinerate! works well, as always).



«	Siren Alley	Dionysus Park	Fontaine Futuristics	Persephone	Inner Persephone													
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There's one last room to check on this floor, just off the hallway to the southeast. There's a lone leadhead inside, along with the **Double Standard** audio diary. Grab it, then follow the all-knowing guide arrow, which you up the next flight of stairs outside.

AD



Don't be too alarmed at the sight of Daniel Wales as he tries to firebomb you on the stairs. But do watch for the electrified wire trap he's set at the top of the stairs. Use Telekinesis to pull the spears out of the wall and continue to the next floor. Watch your right as a spider splicer leaps off the wall and attacks you. You can tag him with a shot before he leaps and he'll scurry off before you can kill him.



If you round the corner, the spider splicer will drop out of the ceiling hole he crawled into and try to go at you again. Ready your drill and execute a drill dash to knock him dead. A second spider splicer will appear as you approach the balcony, and he too will run away to find a ceiling hole to hide in if you don't kill him quick. We again suggest using the drill's dash attack.



In the southeast corner of the upstairs hallway is a pair of splicers backed by a security camera. Get the attention of the splicers and lure them away from the camera so that you can kill 'em alone, then move down the hall to get under the camera (when it's looking away!) and hack it.



Just outside the door is Daniel Wales, a particularly powerful leadhead splicer. When you exit the room you'll see him on your left (and you can tag him with an opening shot). You want to get Daniel to follow you into your room of turrets, though he won't always come right away. You may need to go out into the hall to get his attention and lead him back.



When Daniel does eventually come to your room, watch for his security bot to come in ahead. Quickly hack the security bot and add it to your arsenal of automatic defenses. You should be able to sit back, relax, and watch Daniel get torn up by the turrets and security bot, though you should occasionally throw in a helping hand. Expect other splicers, too, including one that spawns in the dark room behind you.



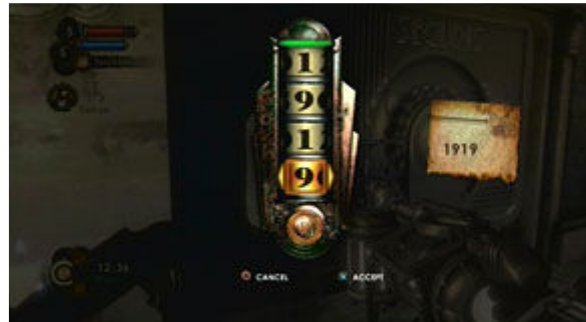
Use the keycode to access the Plaza Hedone

After Daniel's dead, inspect his corpse for the audio diary **The Date is the Code**. You can leave the area now, heading downstairs and eventually back out to Little Eden Plaza. There you'll find a big daddy duking it out with a bunch of splicers. Stand back and wait for the daddy to clear the room. If you're not fortunate enough to have the big daddy fight them, you'll need to kill the brute splicer yourself. Or bait him into hitting the big daddy.

AD



Head south into the maintenance area and up the stairs to the locked doorway. You can use the code **1919** to unlock it, but things go wrong at that point. The power goes out and you're trapped in the maintenance area while splicers spawn around you.



Defeat Simon's followers

Take position on the lower floor, back in the corner with the Vita-chamber. You should have at least one mini-turret on you (there's one in the pneumo tube upstairs if you don't) and it's worth throwing on the ground in front of you. As spider splicers drop into the room, the turret and security camera will pick them up, leaving you to research with your camera and pick up the stragglers with drill dashes. If you can, try to hack one of the turrets to keep it around permanently. Eventually, a brute splicer appears in the room, and at this point you want to get yourself away from a corner. Peg him with Incinerate! and whittle him down with machine gun fire.



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Enter pumping station #5

PLAZA HEDONE

You enter the Plaza Hedone on the second floor. There's a big daddy roaming about, and to the far south is a pair of leadhead splicers arguing. Snipe the leadheads but watch for a brute splicer that appears when they're gone. You'll have to fight him, or again bait him into attacking the big daddy so that daddy takes care of him for you.



Also to the south, on top of a stack of bricks and wood, is the audio diary **The Pair Bond Mechanism**. Just around the corner is a security camera that you'll want to hack—you can get under it and hack it for free.



There are two harvestable corpses in the large area, one to the north and one to the south. You can finish your current little sister's gathers via the northern corpse. Set the sister down and take position in the northeastern corner near the busted door on the lower floor. As splicers appear, snipe them dead with the rivet gun. You'll see both leadheads and spider splicers—the spider splicers are best killed with the drill.



When you're done with that sister, deposit her in the nearby sister vent and you can start thinking about how to kill the big daddy in the area to capture the final sister. In short, it'll go down much like the big daddy battle in the Little Eden Plaza. Shoot the big daddy to get his attention, then intercept his projectiles with Telekinesis and throw them back at him. When you need to reload your EVE supply, be ready to sidestep big daddy's next projectile.

BD



As mentioned earlier, a corpse for the little sister to harvest is in the immediate area. To the south, just in front of the camera you hacked earlier, set down the little sister and take position in the corner southwest of her. We also suggest laying a mini-turret or two to help defend the little sister. One in the corner northeast of her, right below the sister vent, and another just north of your position.



The area is swarmed at first by spider splicers so be ready to deal with enemies up close. Eventually leadhead's get into the mix and, finally, a brute splicer shows up at the end of the assault. Hold them off and hack any security bots that float in on the call of the alarm to keep them around long-term.



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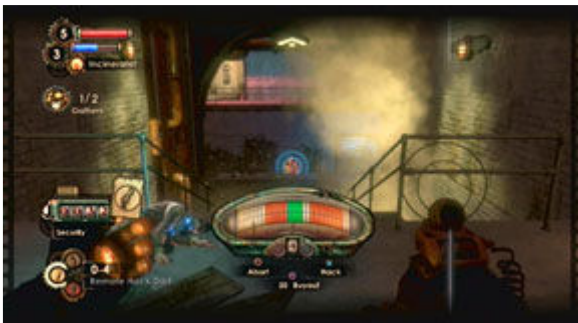
JOE'S GREEN GROCERIES

If you check the southwest corner of the plaza, you'll find a door that leads into Joe's Green Groceries. In the back hall is a lone splicer trying to get into a door that won't seem to open. Kill the splicer and look for a

"conspicuous" switch under the cash register in the main part of the store. That door will open up, revealing a secret passage that leads south.



Go south into the secret plasmid lab and note the security turret at the very base of the stairs. Hack it from afar, then try to find a shot on the lone splicer wandering the upstairs level just behind the turret. This splicer has a security bot that you can hack later—don't want the bot and your turret to get into a fight.



When you've killed the splicer, ignore the stairs and move right into an adjacent room. You can cross the room to reach the platform the splicer was on and now see the security camera to your left. Wait for the camera to face north and you can run out and under the camera to hack it. Check the back room for some goodies.



On the lower level, next to the security turret, is a door that leads into a very dark, wet area. On a table along the northern wall is the audio diary **An Empty Niche**. In the next room, look for a spider splicer that is faking dead underwater. Feed him a shotgun shell to the face, then grab the **Cure All** gene tonic nearby.

AD

GT



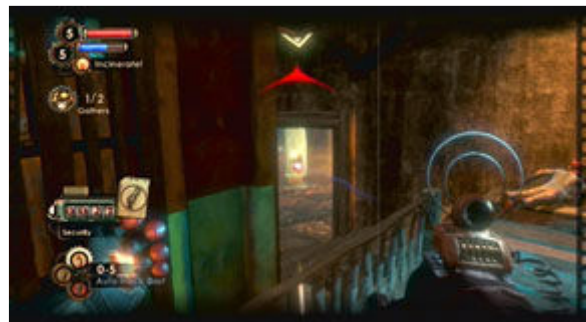
Finally, head to the upstairs level of the northwest section. There's a side room inside which, on a table to the north, is the audio diary **Bury Her Memory**. Go to the south end of the room and look around the corner to the right. There's a set of stairs that leads up to an un-mapped area.

AD



ROOFTOPS

As you go up the stairs, watch directly behind you (to the south) as a splicer appears from over the horizon. Past that splicer, further south and down to the left, is an extended part of the rooftops with a security turret and another splicer. We suggest tagging the turret with an auto-hack dart and it'll take out the splicer. Watch for a spider splicer that spawns behind you (from the north).



Move down to the turret you've hacked and expect a couple more splicers from your left. Through the door behind the turret is the smugglers hideout, an area in which you'll find the **Lamb's**

AD



When the big sister arrives, be ready. Hope that your security camera picks her up. Hope even moreso that she accidentally hits the big daddy, as the daddy will then aid in the fight against the big sister. Use armor piercing rounds and blasts of Incinerate! to chip away at the big sister's health. If your camera calls in security bots, they'll provide a nice distraction, letting you unload without fear of retaliation. When the sister is dead, examine her corpse for a bunch of extra ADAM.



LITTLE SISTERS ORPHANAGE

Okay, one last thing before we get back to the main task at hand. To the southeast is an entrance to the Little Sisters Orphanage. As you move through the orphanage, you'll spot a spider splicer that's running away from you. Keep pushing further in and in the bunk room you'll find the audio diary **My Name is Eleanor**.

AD





Look through the door and, on the right wall, you can spot a security panel you can hack with a hack dart. Successfully hacking the panel opens the door. Head inside to grab the audio diary **Shackled to the Great Chain**. With that in hand, go back downstairs and follow the guide area to the next room.

AD



In the next hall, after hearing a spiel from Father Wales, go down the ramp and into Lamb's hideout area to the north. In a filing cabinet to the left is the **Therapy with Grace 2** audio diary, and to the right is a **Power to the People** station. When you're done here, go east into the next section. Your objective will be updated.

AD

PP





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Defeat Simon Wales

You're finally pitted against Simon Wales, though he won't be the first to fight you here. You'll have to deal with his followers first. Immediately turn left through the door and look for a hallway that branches off the northern wall. You'll run into a spider splicer, so be ready to knock him out with a drill dash or shotgun blast.



This hallway is a good place to set up camp. We suggest tossing a mini-turret at the base of the stairs as leadhead splicers will attack from the lower floor. Spider splicers will come in through the top floor, and you can tag them with drill dashes.



Eventually, a brute splicer will appear, and he'll come through the lower or upper hallway entrance. Constantly watch both directions for the intruder and be ready to tag him with Incinerate! and phosphorus shells.



With the brute splicer killed, it's time to turn your attention to Simon. Equip the hack tool and peek out of the hallway to try and tag Simon's security bot. It's usually floating near Simon himself, but isn't always. When you've got security bot on your side, start attacking Simon. He looks like a pretty ordinary spider splicer (and acts like one, too), but naturally he's got a lot more health. Hit him with Incinerate!, phosphorus buck, drill dashes and rocket spears. Unload all you've got to drop him as quick as possible.



Divert the emergency pumps

Examine Simon's corpse and grab the pump control key. Before attending to the emergency pumps, scour the area for items to replenish your supply. On a table on the lower floor is the audio diary **The Creed of the Faithful**. With the items collected, enter the doorway to the southeast and use the key on the control panel to activate the pump control switch.

AD



Get to Dionysus Park

Don't panic yourself over the situation—there doesn't seem to be any time limit to this final section of the stage. You simply need to navigate your way back through Siren Alley to return to the underwater hatch that'll bring you to Dionysus Park. You may run into a spider splicer on the way, but your path will be mostly unimpeded. Just follow the guide arrow to the stage's end.



Locate the train station

COHEN'S COLLECTION

There's not much going on in the basement storage area. Follow the guide arrow to a hall called "Cohen's Collection" and the arrow will try to get you into a door that won't open. The hall to the south reveals another entrance, however. We'll have to ignore, for now, the room to the southwest inside which you can spot an audio log and a Power to the People station.



Enter the large storage room and turn right to follow the arrow. As you do, a Houdini splicer will spawn behind you and begin hurling projectiles at you. Sidestep the attacks and fire back with your own. It's a new enemy type, but she's more or less equally weak as most regular splicers.



Move east into the next area and look for the **Patronage** audio diary on a shelf in the middle of the room. Follow the guide arrow up some stairs to the south and, before going through the door it points to, look for another audio diary, **A Gift from Billy** on the stair landing.

AD

AD



The audio diary gives you the code (**1080**) you need to open the aforementioned mentioned door on the floor below you, giving you access to a **Power to the People** station and the **Lamb's Time Is Over** audio diary. You can also pick up a rose from the remains of the big daddy to the left. When you've loaded up, head back to the upper floor doorway we ignored just a bit ago.

AD

PP





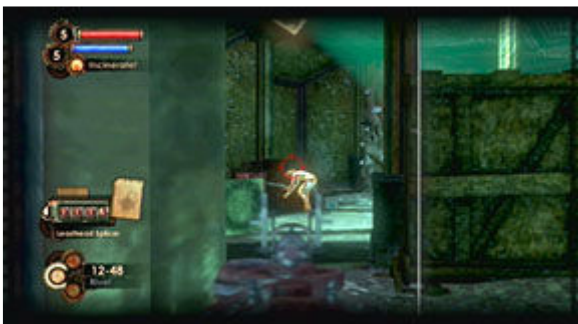
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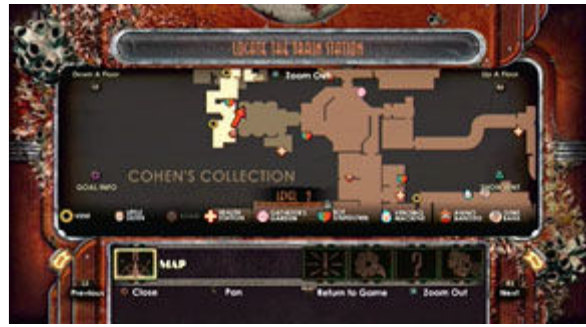
Just through the door, watch your right for a security camera. You can run under it and hack the thing when it's looking away. Continue through the hall and you'll hear some splicer chatter. Fortunately, the talkative splicer runs into an electrified wire trap, though there are a couple more leadheads further in the warehouse to the east.



Pick off the splicers from outside the room, watching for incoming grenade fire. Make your way into the warehouse where the splicers were and, in the northwest corner, you'll find the **Lamb's Idea of Art** audio diary.

AD





Meet Stanley in the train station

THE PROMENADE

Move east to the next area and your objective will be updated. Inside the middle of the merry-go-round is the **Lost and Found** audio diary. Examine the room to the north, labeled "Lamb's Garden," and look for another audio diary, **Dionysus Park's Weakness**, on the northern wall.

AD

AD



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Right behind the audio diary, between the barely-opened doors, is the **EVE Expert** gene tonic. Further into Lamb's Garden, to the east, there's not much but some ammo scattered about. Expect to be back here later, so don't take any items you don't need. Backtrack out of the area and expect a leadhead splicer in the last room.

GT

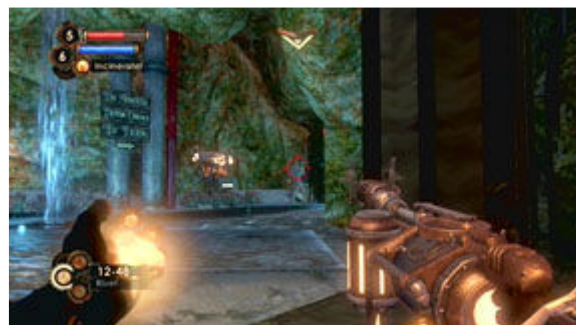


MAINTENANCE ACCESS

Head east from the merry-go-round to the next area and you'll hear the laughter of splicers ahead. There's a trio of leadheads in the room to the south, but they're not expecting you. Get the jump on them and wipe 'em out.

Follow the glass tunnel eastward. Through the next door, you'll spot a couple of splicers to the right that are busy talking to each other, letting you hit them from behind. Also in this room is a **Power to the People** station. You'll be getting a new weapon soon, so it may be worth waiting to use this station. Continue east to the next glass tunnel and you'll find just one leadhead splicer at the end of it.

PP



In the next room, you'll get a message from Eleanor. In her little care package for you, she's left behind a grenade launcher which you ought to pick up (and consider upgrading). Before going through the next door to the south, ready your hack tool. Open up the door and fire a hack dart at the security turret that's right behind the pair of splicers. Back away from the door to hack the turret and then clean up the pair of baddies.



Rescue or harvest three little sisters

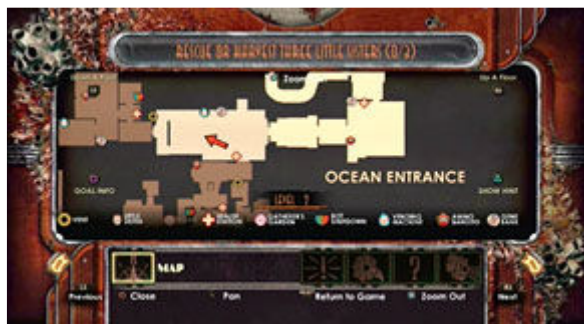
GALLERY ENTRANCE

At the south end of the station you can approach a booth window to talk to Stanley Poole. He tells you that he'll unlock the security booth...if you first deal with the area's three little sisters.



Head south, up some stairs past a large sign for Dionysus park, and turn right through the next room to move west into a large, open room. In the center of the room, on the ground next to a toppled trash can, you'll find the audio diary **Lamb Flouts the System**.

AD



TRITON CINEMA

To the southeast is the entrance to Triton Cinema, and just inside, around the corner to the right, is a splicer and a security turret. The turret blasted the splicer dead without us asking, but you may need to hack it first (you'll want it hacked anyway). In a small ticket booth you can spot a few rounds of ammo for your grenade launcher. Use Telekinesis to grab them.



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Head west from here, into the lounge, and you'll find a pair of Houdini splicers dancing. Whack 'em, then look for a door to the north. You need to hack a control panel next to the door to open it up, but once inside you'll find the **Learning Poker** audio diary. The hackable safe has some nice rare ammo, but it's a tough hack.

AD



A couple of leadheads spawn in the main lounge area behind you, so expect them on your way out. Move back to the concession area and head into the restrooms to the east. You'll run into a lone leadhead en route to the ladies room, inside which you can find the **Electrical Storm** gene tonic. Be prepared for a spider splicer that drops out of the ceiling as you grab it.

GT



Leave the bathroom and now head south, into the main theater auditorium. Here you'll find a big daddy escorting his little sister, but before you go after them you'll want to clear the area of splicers. Immediately you should spot a spider and a Houdini splicer, and they'll fight each other to the death. Finish them off if necessary.



There are two back rooms behind the theater screen. In the larger of the two rooms you'll find one leadhead splicer with her back to you, and at the end of the hall an audio diary, **A Secular Saint**.

AD



Look for stairs at the back of the theater that lead up to the balcony seating. There are a couple of leadhead splicers playing dead in the pool of water, and a spider splicer will join the fun as you explore the area. There's plenty of ammo to grab, along with the audio diary **A Spy**.

AD

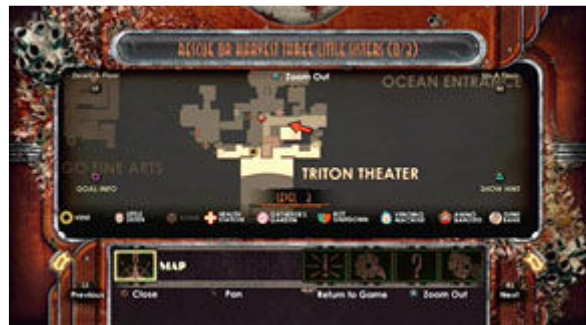




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You should also explore the projection room to stock up on some good ammo. The door to the projection room is on the northeast corner of the stairs to the balcony. Watch for a security camera as you enter the hall (it's on your right) and be sure to check out the first room on your left to find all sorts of good ammo. On the floor in the main hall is the **Growing Up** audio diary.

AD



Follow the hall to the actual projection room and you can grab the **Extended Reel** gene tonic. As you leave, your security camera will pick up a couple of splicers that entered the hall outside. Be ready to take them on as you return to the main theater area to take on big daddy.

GT



Set up a mini-turret or two on the balcony and use Telekinesis to grab an explosive canister near the door that leads to the projection room. Use the canister to get big daddy's attention and then lure him into the mini-turrets. There's a bunch of water pooled on the balcony that'll give you an easy target to hit with your Electro Shock. Continually stun big daddy while you, your security bot and your mini-turrets tear him apart.

BD



Pick up the little sister and you immediately have two gather opportunities. There's one harvestable corpse on the balcony, and one on the lower floor of the theater. With both, you can expect myriad spider, leadhead and even Houdini splicers to come at you. Set a mini-turret right next to sister and wait for enemies to come through both doors that lead to the balcony, as well as along the ceiling behind you. A blast of Incinerate! does well to take care of multiple enemies.



The gather opportunity on the lower floor, from a tactical standpoint, is abysmal. If you use it, splicers will enter the theater from all angles, including from behind the stage as the curtain rises. There are plenty of other gather opportunities in Dionysus Park, so we suggest ignoring this one.



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Instead, leave the theater and return to the gallery entrance. There are likely a few newly-spawned splicers in the west end of the room, but more important is the gather opportunity in the middle. Set the little sister down and take position in the little alcove with the Vita-chamber just north of her. From here you can intercept incoming leadheads with gunfire as they charge toward your sister. When the gather is done, you can deposit little sister into the vent at the west end of the gallery entrance.



THE PROMENADE

Move west into the promenade area. In a small room to the north you'll find an EVE hypo and a first aid kit. In the bigger room to the west, you'll find a Houdini splicers that's hunting a leadhead. See to it that both are killed.



Examine the northern end of the room if you want and expect a couple of splicers to slowly weld through a door on the northern wall that leads back to an earlier part of the stage. Also to the north, on top of a piano on the northern wall, is the audio diary **The Voice of the Self**. Go south instead and, in the next room, you'll chance across a trio of splicers, two of which are on the far end and busy hacking away at ice. Melt the ice covering the door to the south and step into the Imago Gallery.

AD



IMAGO GALLERY

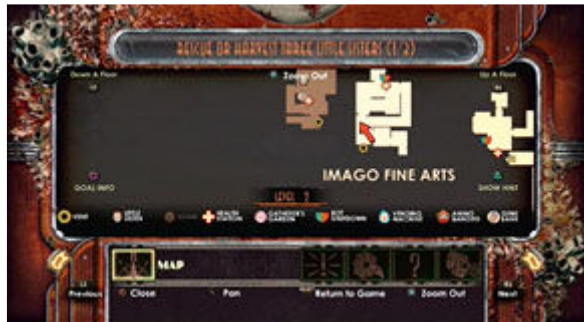
Tread carefully! If you've got a security bot following you, we suggest you check it at the door. The frozen area to the south is covered with security measures, including three turrets and four cameras. Use hack darts to hack the turrets, then run under each camera to hack it. You can use the drill dash to quickly sprint to a position under a camera while it's looking away.



There are a number of ice spots you can melt away to reveal a variety of items. In one ice chunk is the audio diary **Falling into Place**. At the end of the frozen area is a safe that you can hack. It's a tough hack, so just use an auto-hack dart—the safe is packed with darts, so you'll refill your supply no problem. As well, you can get the **Hardy Machines** gene tonic.

AD

GT





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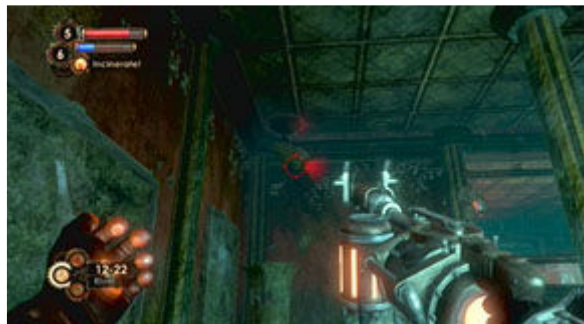
On the way out of the room, expect myriad splicers, Houdini, leadhead and spider, to have inhabited both the Imago Gallery and the promenade area just north of it.



J. FISCHER GALLERY

Now let's go west, into the J. Fischer Gallery, and you'll find another big daddy with the second little sister. Watch for a Houdini splicer in the room, as well as a security camera in the southeast corner (hack it). Explore the area to the south and, in a corner, you'll find the **Drill Specialist** gene tonic and, next to it, the **Gotta Keep It Together** audio diary.

AD	GT
----	----





Now let's go ahead and get big daddy's attention. There's an explosive canister in the southern area, near the last audio diary you grabbed. Use Telekinesis to throw it at the daddy...and then *run*. You want to lure big daddy all the way back to the Imago Gallery, where your hacked security measures should make short work of the elite daddy.

BD



There's a gather opportunity at the end of the frozen gallery, and you really couldn't ask for a better location. Set down the little sister and prepare yourself for splicers from all angles. Fortunately, you've got so many security measures around you that you shouldn't have to work too hard. Just focus on keeping the little sister unbothered so she can finish the gather.



As you leave the Imago Gallery, you may spot another gather opportunity just outside the frozen doors. We suggest you ignore it—the situation isn't strategically advantageous—and instead go west into the room where you first saw the big daddy. In the southwest corner of the J. Fischer Gallery is a corpse that little sister can harvest. Set her down, take position in the hall behind her, and intercept the splicers that charge in. It'll help if you've got a mini-turret to drop right in front of the gather corpse.



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You can deposit the sister in a vent in the south room before leaving the area, making your way back toward the northern half of the stage. If you've been rescuing all of the little sisters in the game up until this point, you should get a reward from them—it's left at a Gatherer's Garden just ahead. Expect some splicers along the way as you move north through the promenade and into the room with the merry-go-round.



The little sisters gift should contain the gene tonic **Demanding Father**, along with a host of ADAM. Pick it up, then head north into Lamb's Garden.

GT



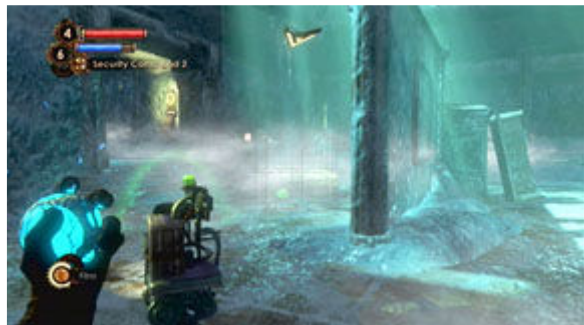
LAMB'S GARDEN

There's a big daddy in the area (actually, we found two big daddies—not sure if it was intentional) and he should already be fighting a bunch of splicers as you enter the room. Stand back and let the splicers do whatever damage they can summon. They'll be killed off, but hopefully you're left with a weakened big daddy. Plant traps near the western doorway (proximity mines work well).

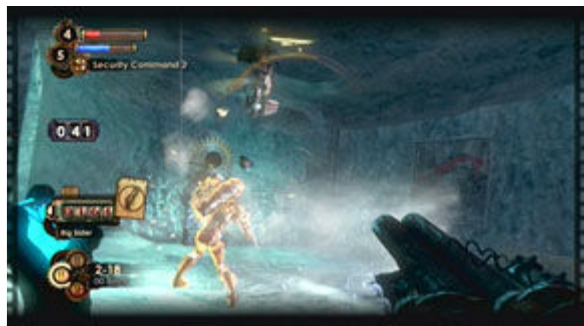


Board the train to Fontaine Futuristics

Once she's taken care of, you'll receive a series of communications and the general suggestion to head east, back to the train station where Stanley is. However, because you've just deposited the last little sister you are also being hunted by a big sister. We suggest high-tailing it back through the promenade, into the icy Imago Gallery where all of your hacked security measures are. Expect some splicers on the way, and take the time before big sister shows up to establish some traps.



When big sister does show up, make sure the security cameras spot her and they'll call it bots to distract the mega enemy. Stand back until big sister has decided to kill a bot or turret, and then move in to wail on her with whatever you've got. The odds should be in your favor enough that this fight shouldn't be so bad. With big sister dead, collect her ADAM and then make your way east.



You'll run into a lot of splicers on your way back to the train station—a *lot*—so be ready. Push to the goal and, when you reach it, you'll be given a moral choice to kill Stanley or let him live. Whatever choice you make, go into the booth he's in and grab the audio diary **A Plan**. Finally, move into the front of the train and activate the switch on the dash to complete the stage.

AD

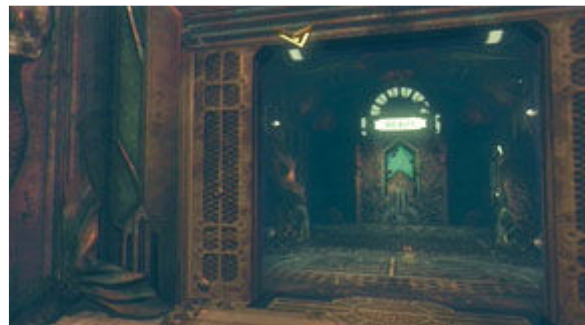
Head east to the next room and collect the **Damage Research** gene tonic that's neatly presented for you. Go down the stairs to the south to get an updated objective. Head into the airlock and activate the switch on the right to venture outdoors.

GT



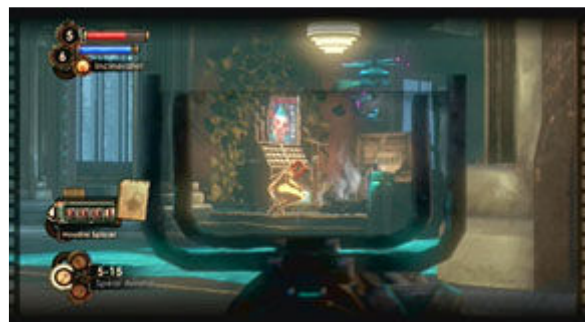
Find Gil Alexander's next recording

As you wander through the underwater outdoors, you'll drop down a level. Look to the right and you can pick up an ADAM worm in the middle of the remains of some hull frame. There's nothing else to look after so just move south to the next air lock and hit the switch to enter Fontaine Futuristics.



FONTAINE FUTURISTICS

You'll spot what looks like a security bot float away as you enter the building. Just ahead, up some stairs, you can spy into a large room with the faux security bot (it can't be hacked) and a bunch of Houdini and leadhead splicers. Line up a snipe to take out of the splicers and the security bot will electrocute the others.



Stay in this side room to the north and wait for the Houdinis and leadheads to come to you. You want to funnel them through the narrow doorway for easy killing, but watch for Houdinis that spawn behind you.



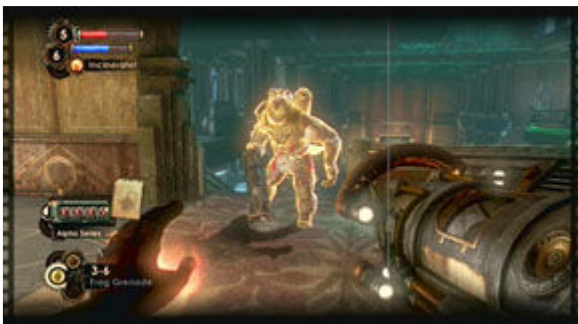
Activate the bio-scan

«	Siren Alley	Dionysus Park	Fontaine Futuristics	Persephone	Inner Persephone								
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When all enemies are killed, you'll get another updated objective. Head up the stairs at the south end of the hall and approach the doorway. You'll get a bit of dialog from a computer system before Alexander's little bot head comes floating by to introduce you to a new enemy type, the alpha series.



The alpha series is an early version of big daddy. He throws frag grenades and rockets at you, both of which you can intercept and throw back using Telekinesis. Try to keep your distance, and watch for his charged attack. When the alpha series drops his gun and squares his shoulders, he'll charge at you and try to grab you. Do your best to side step his attack. Fortunately, he goes down pretty easy.



Enter Fontaine Futuristics

Walk through the doors at the top of the stairs, which should now open for you, and approach the front desk. In a small display case just below the talking monitor is the **Agnus Dei** audio diary. Under the desk is a small safe you can hack into for some goods, including another first aid kit. Your objective will update again, so head south, activating the voice switch to move to the next area.

AD



Access the security office

In the next room you'll find some items along the walls. The guide arrow brings you to another voice activated switch, but you won't be so lucky in unlocking the door to the security office. Instead, Gil Alexander opens the door to the south of you, opening you to fire from a couple of leadhead splicers beyond. Take cover in the hallway and snipe the splicers before moving into the new area.



Break Gil's control over security

Just inside, you'll spot a big daddy and his little sister. To the right, on a bench, is the audio diary **Means of Control**. Further right, in a hall that runs along the western edge of the foyer, is a disabled security turret that you can hack to your liking. However, know that once it's hacked a trio of leadhead splicers will appear at the north end of the hall, shooting you from behind. Be ready to take them out.

AD



«	Siren Alley	Dionysus Park	Fontaine Futuristics	Persephone	Inner Persephone								
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There are some other things to check out in the area. You'll find some good ammo in the pool just behind the stairs at the north end of the room. There's a first aid kit in the bathrooms to the east, but watch for a Houdini splicer that's playing dead. When you've collected the goods, go to the south end of the area and break the signal relay on the bot shutdown panel.



Destroy the signal relays

An alarm will sound, calling in a trio of security bots. Thankfully, you're right next to the bot shutdown panel anyway—so hit the panel to stop the bots, then hack them so that they follow you around.



With two security bots at your side, now's a good time to take on the area's big daddy. Equip yourself with Telekinesis and drill away with the machine gun. If big daddy tosses a mini-turret or a rocket at you, be ready to grab it with Telekinesis and throw it back. The fight should be very easy for you. When big daddy is dead, grab little sister. And don't be surprised if a couple of leadheads spawn upstairs.

BD



There's a gather opportunity right in this area, at the southwest corner, and it's as good as any. We suggest setting up a mini-turret near the gather corpse before setting down little sister in preparation for the oncoming assault. Mixed with the leadhead and Houdini splicers is another alpha series enemy, so look out for him. As before, you can intercept his shots with Telekinesis and throw 'em back.



FRANK FONTAINE'S PLASMID SPECTACULAR THEATRE

To the task at hand! There are three more relays to find, so let's get to explorin'. Head to the hall to the west where you earlier hacked a turret and a door will magically open up, letting you into the theater to the west. The gates in the first hall are all closed, but you can go through the door to the south. Once through, watch to the right for a couple of leadhead splicers that you can snipe from a distance while they're not looking.



In the hall you'll find a doorway to the left which you can unlock with the code **5254**. Hop behind the falling water and you can grab the **Prototype** audio diary. Behind it is the **Careful Hacker 2** gene tonic.

AD GT

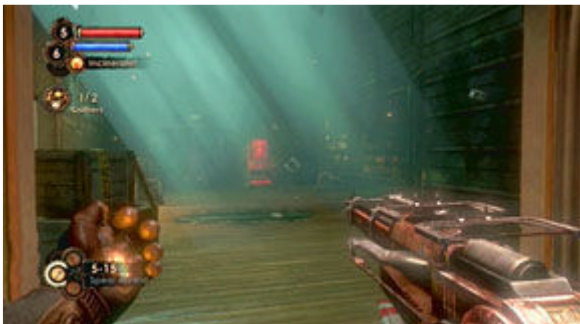


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Backtrack to the main hall and note that there's an ADAM gather nearby, just below the gene bank. This is a pretty easy gather spot, so we suggest using it. Set down the little sister and consider setting up a mini-turret next to her. All splicers will come from the eastern end of the hall, so you can stay at the western end and snipe them as they flood into the area. At first you'll have to shoot down an alpha series enemy, which is surprisingly easy in these quarters. When sister is done, pick her up and move her to the sister vent just across the hall.



Follow the back hall and it'll lead you to a room in which a splicer is trying to break into a vending machine. Watch him and the leadhead will get himself killed while also spilling out tons of ammo for you to collect. The room's not so cheery, though, when Gil shows up and challenges you to step into the spotlight. Do so and Gil will start sending Houdini splicers to fight you. Be ready to zap 'em.

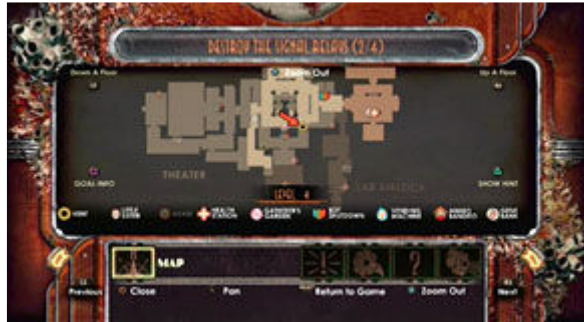


For the final act, Gil sends in another alpha series enemy. Nail him with phosphorus buck to tear him and end the ambush. You can leave the stage by moving toward the seats in order to destroy another signal relay on the bot station. Two down, two to go.



Return to Fontaine Futuristics and let's make our way to the second floor of the area. Expect a couple of leadheads upstairs, including one that's got a security bot following him around. Snipe him to disable the bot and hack it for your own. At the top of the stairs, in the southeast corner of the upstairs area, look for the **Life After Sisterhood** audio diary. There's a hole in the western wall that leads to a side hall. Step in.

AD



As you move south through the hole in the wall, ready your hack tool to hack a security turret. Follow the hall and it'll drop you into the plasmid laboratory facade. There's a first aid kit and some other junk, but most interesting is the **Drill Power 2** gene tonic. A couple of splicers will bust through the window overlooking the lab (as well as drop in through the ceiling hole you used to enter) so be ready.

GT



«	Siren Alley	Dionysus Park	Fontaine Futuristics	Persephone	Inner Persephone	
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Before leaving, also grab the audio diary **A New Cognitive Model** from the same table as the gene tonic. Hop out of the room through the busted window and make your way back upstairs. Now we'll

AD

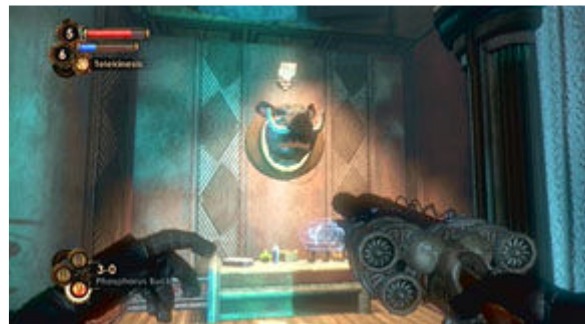
explore the northern region, but watch for a security turret mounted on the other side of a wall just in front of the office of Frank Fontaine. Hack it.



FRANK FONTAINE'S OFFICE

As you enter Fontaine's office, expect to deal with an alpha series baddy. Light him up with Incinerate! and machine gun fire. On the west side of the office is a glimmering boar's head. Activate it and a curtain to the right will open up, letting you grab the **Goodbye to Fontaine** audio diary. There's a trio of safes you can hack that contain a stash of rare ammo.

AD



On the other side of the room is a third signal relay to destroy. Smash it, then leave the area. There's one more unexplored area of the upstairs, so head east toward it.



MARKETING DEPARTMENT

As you step into the marketing department area, note the three splicers sitting at a table at the far end. They're not moving, but they're also not dead. Open fire of the two leadheads and Houdini to clear the room. To the south is a door that you can open up by using Electro Shock on the shorted door activator. Step inside to grab the Unstable Teleport plasmid...or at least try to. It just disappears. Touch it again and it'll leave the room. At least there's a safe you can hack in the room that's got some nice ammo, including mini-turrets.



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Leave the room and follow the guide arrow to the next room to the north. You'll find that the room is flooded and the water electrified, so to get around you'll need to jump on top of desks and other items. Just inside the door, to the left, is the **Source of Volunteers** audio diary. Jump to the landing on the left and go around the corner. Use a hack dart to hack the panel that's glowing red and the electricity plaguing the watery floor will cease.

AD





Watch for a security camera across the hall from the hacked panel. You can sneak under the camera to hack it, but watch for a series of splicers that Gil summons to the room through the southern door. Right below the camera is the fourth and final relay signal. Destroy it, then watch Gil lose his cool.



Enter the security office

On your way out of the marketing department, you'll spot the Unstable Teleport plasmid again. Try to grab it and it'll teleport away... Move west to the upstairs foyer and you'll spot it as it reappears (along with a leadhead or two). Touch it and it'll warp down to the lower level, west side.



Finally, it'll move to a bench on the northern end of the foyer. Try to grab it again and something finally happens. You'll be warped to a dark room inside which you'll find the **Vending Expert 2** gene tonic. Okay, that's not as interesting as a teleport, but we'll take it! Grab the tonic and you'll be warped back to the entrance of Fontaine Futuristics.

GT



Follow the guide arrow to the security office and you can finally play the password to get inside. Another recorded message from Gil (the sane version) plays for you. When he's done talking, activate the switch in the room and make use of the **Power to the People** station.

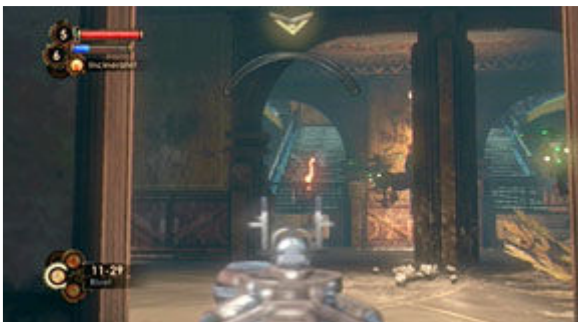
PP



«	Siren Alley	Dionysus Park	Fontaine Futuristics	Persephone	Inner Persephone							

Head to the plasmid laboratory

A few new splicers have spawned in the foyer to the south, so watch for them upstairs and down. The guide arrow leads you to a door to the southeast, and as you approach it the door will open up to reveal an alpha series who immediately opens fire. Tag him with Incinerate! and rush after him. Tons more enemies will spawn in the main room behind you, so it's best to take refuge in the newly-opened area with the alpha series.

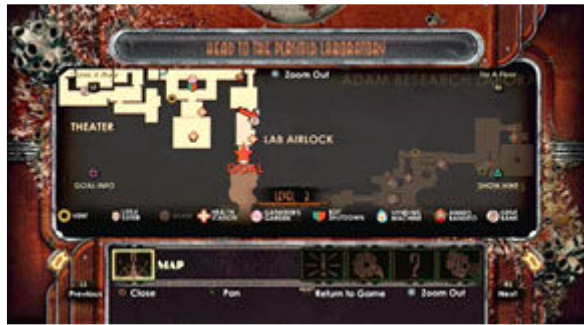


Enemies will likely spill into the hall, so don't try going about your business. Houdini splicers will occasionally teleport into the room and, eventually, a second alpha series will show up, charging into the hallway. Be ready to lay him out, and that should mark the last of the enemies to worry about.



Move south down the hall and look for the **Abort the Experiment** audio diary on a nearby table. There's another airlock ahead that you need to activate in order to step back outside.

AD



Find the entrance to the hidden plasmid laboratory

Wander through the underwater, outdoor area. There's a hole ahead that you need to drop down into. Immediately after you drop, look around for a hidden stairway, away from the direction the guide arrow wants you to go. Follow the stairs to the top and you'll find another ADAM worm you can collect before dropping back through the hole and continuing to the next airlock.



FONTAINE'S PLASMID RESEARCH AND DEVELOPMENT

Find and activate the circuit breakers

Move through the first hall and you'll reach the lab, still nice and dark. You'll get a communication from sane-Gil. He tells you that you need to activate a couple of breakers in order to get back the lights. If you check the downstairs area near the Gatherer's Garden, you can nab the audio diary **Gil's Place in the Plan**.

AD

Collect 4 ADAM-infused plants

Follow the guide arrow to the power mains switch and activate it. You'll get more communication from sane-Gil, who asks you to collect four ADAM-infused plants. The first one lights up right in front of you, but before you go grabbing it you should prepare yourself. As soon as you nab the plant, two alpha series enemies will drop into the room, on the lower level directly east of you. You can set up some traps if you want to make the fight easier before collecting the first ADAM plant.



Head northeast toward the showers. As you enter the room, you'll come up behind a couple of leadheads that are duking it out. Move into the area and watch for the security camera to the north. To the south is a small room inside which you'll find the audio diary **Outlived Usefulness**.

AD



TEST SUBJECT PALCIFICATION CHAMBER

Go past the security camera, moving east into the palcification chamber. In the northeast corner is a second ADAM-infused plant to gather. Grab it and then *try* to leave the chamber. A door will shut in your face and you'll be locked in the chamber as it fogs up.



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After a couple flashes of the screen, you'll be left to fight an alpha series and a couple of leadheads. Try to get to the eastern end of the room and take position behind one of the large pillars—this will protect you from leadhead gunfire while you fight the alpha series. Stun him with Incinerate! and shotgun blasts, then turn your attention to the leadheads who come into the room from the west.



Leave the area, heading back to the main research lab area, and watch for a splicer. Of more interest is the big daddy that's shown up with a little sister in tow (or is the other way around?). We suggest attacking big daddy from the upper platform while he's on the lower area. Ready yourself with Telekinesis to grab his rockets and toss 'em back at big daddy while chewing away his health with the machine gun.

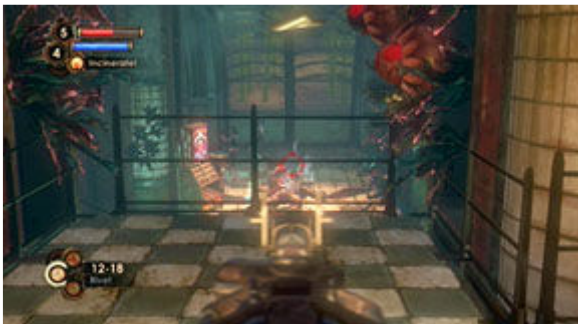
BD



There's a good gather opportunity in this area, on the lower floor just in front of a Gatherer's Garden. Set down the sister and throw up a mini-turret behind her. You can take position in the alcove with the Gatherer's Garden and simply intercept the splicers as they blindly rush in. A second gather opportunity can be found in the area to the northeast, near the calcification chamber. Again, we suggest setting up a mini-turret, especially since this gather will trigger an alpha series to attack. Take position near the observation room and stay crouched to avoid shots coming from over the top of the cover that surrounds you. When sister has gathered, you can deposit her into the vent near the second gather corpse.



Time to go south! Find the hall that leads south from the main research area. Just through a doorway, look for three splicers on the lower level, directly south of you. Try to snipe the leadheads from the upstairs area. When you decide to go downstairs, look right for an alcove that's under the upstairs platform. There's a security turret that'll fire rockets. Hack it quickly.

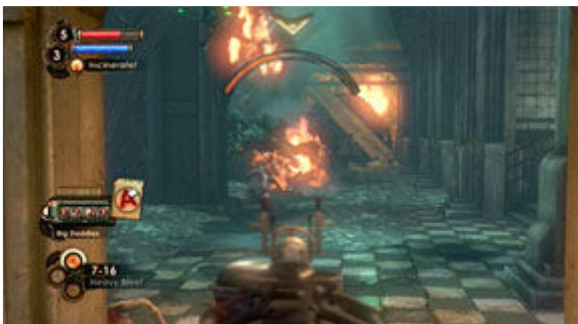


TEST SUBJECT SURGERY

Step into the next area and you'll find a big daddy fighting a bunch of splicers. Unlike other big daddies, this one has a name, and he may attack you without being provoked. Tag him with your usual assortment of weapons and Incinerate! and try to lure him out to the room with your hacked rocket turret. When he's dead, be sure to pick up the audio diary **Meltzer's Choice** from his corpse.

AD

BD



There's a really handy gather opportunity in the previous room. Because it's right in front of your hacked security turret, it should be a pretty easy affair. Set down the little sister and take position in a small crevice in the southeast corner of the room. Watch for splicers that come through the door to the west, and the rocket turret should take care of anyone else, including the alpha series that busts onto the scene.



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Move back into the subject surgery area. There's a passage to the right that leads to the northern section, past a third ADAM-infused flower (grab it). In the northern section, watch for a security camera mounted to the east (hack it). Under the camera is a broken window you can look through to hack a control panel in the adjacent room. Finally, you can grab the **Goodbye, Dr. Alexander** audio diary from next to the sister vent.

AD



There are stairs that lead to the holding cells below you, but the door to them is locked. Instead, look for a hole in the floor somewhere between those aforementioned stairs and the security camera you hacked. Drop down into the cells and watch for a Houdini splicer that's around somewhere.



You can open a number of the doors into the individual cells to collect some ammo and other items. Watch out as you open the cell to the northeast, as there's a security turret planted behind it. The hackable safe next to the turret doesn't have much in it, but if you follow the path behind the cells, left of the turret, you can use Incinerate! to melt the ice holding closed the door of another cell. Move into that cell and you can melt more ice to reveal the **Betrayal** audio diary.

AD



Lure Gil out of hiding

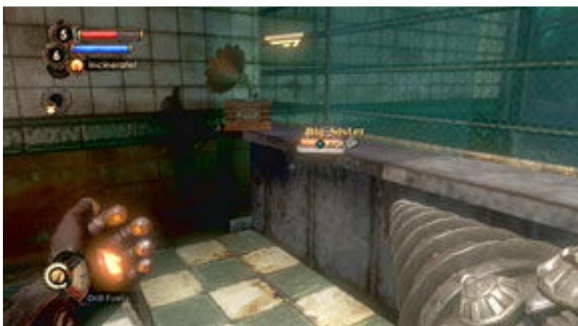
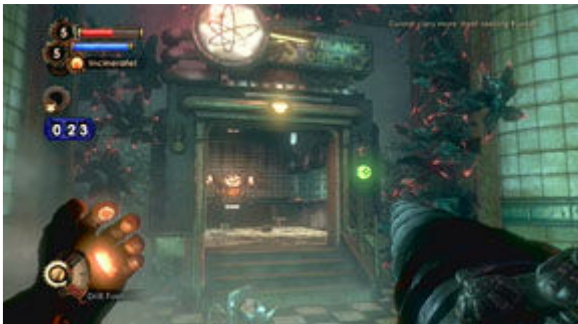
The final ADAM-infused flower is in the southwest cell. Grab it, then head topside via the locked door to the west. Expect an alpha series roaming the area above you, waiting for you. After downing him, but before leaving the area, we suggest using the little sister gather opportunity in the center of the area. Drop off little sister, set up a mini-turret behind her, then take position behind both to take out the incoming splicers.



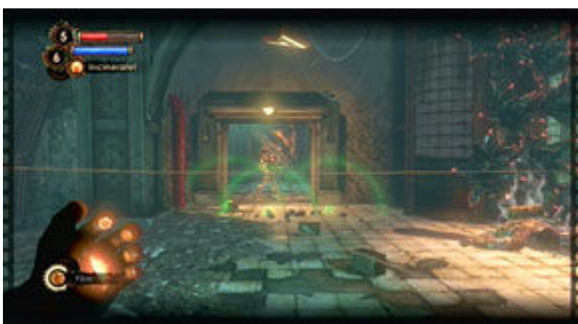
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Leave the test facility to return to the room where you earlier hacked a rocket turret. In the northwest corner is a room that was previously locked. You hacked it open earlier, letting you move in to collect the **Big Sister** audio diary and make use of the **Power to the People** station. You can also now deposit your little sister, but keep in mind that she's the last in the level. Which means that a big sister is coming.

AD PP



If your rocket turret is still kicking, that's good. Set up traps for the big sister in the room with the turret and prepare yourself. Tag her with Incinerate! and shotgun blasts (or drill smashes) when she comes, and try to keep her distracted with a security bot.



When big sister is dead, follow the guide arrow back to the central lab area. If you've been rescuing all little sisters up 'til this point, you can collect a gift they've left at the Gatherer's Garden in this area. Head upstairs and activate the switch on the dash. Just then, the area will be swarmed by leadheads, Houdinis and a couple of alpha series enemies. Stay nimble, picking off the leadheads from afar with the pivot gun and keeping the alpha series guys at bay with Incinerate! and heavy fire. When everyone's dead, you'll get another communication from crazy-Gil.



Unlock the hidden elevator

There's another switch on the dash that you need to hit to extract the genetic key. After that, grab the key that appears on the dash, decide whether or not you wanna kill Gil (it's your choice), and take it north, out of the area. Activate the air lock to go back outside and look a glowing thing on the gas pump that you can activate in order to unlock the passage to Lamb's chamber. On your way in, grab the audio diary **The People's Daughter** and then take the elevator to the next stage.

AD



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Fontaine Futuristics

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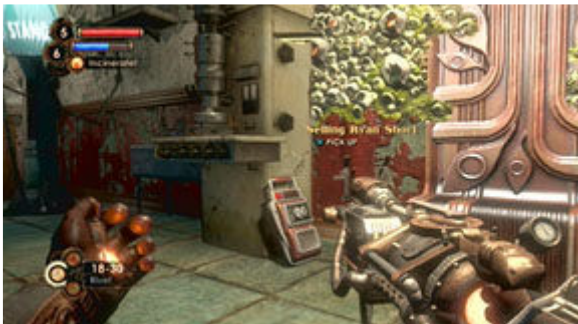
Find Eleanor Lamb

ENTRYWAY

There's nothing to watch out for a while, so just move through the tube pathway. Eventually you'll come to a **Power to the People** station. A bit further ahead, look from a room to the right (west) inside which you'll find the **Selling Ryan Short** audio diary.

AD

PP



ATRIUM

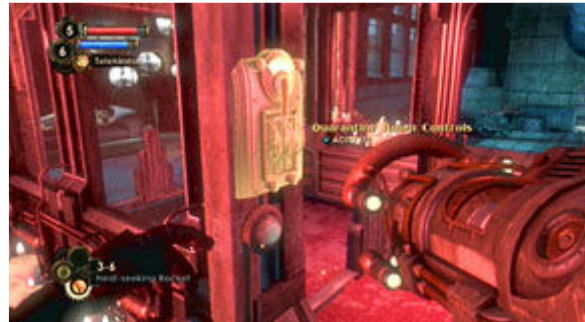
There's a security bot on the ground in the hall further south, so be sure to hack it to follow you. Move into the atrium room and follow the guide arrow to Lamb's quarantine chamber. As soon as you activate the control panel next to the chamber, two big sisters will show up, and fighting them off is more difficult than anything else in the game. Before you go hitting that switch, get prepared.



First of all, stock up on ammo like armor-piercing bullets for your machine gun and heat-seeking rockets for your grenade launcher. In the center area, right in front of Lamb's chamber, is a circle of pillars surrounding a pool of water. Litter this area with all sorts of traps, including proximity mines, trap spears, explosive canisters, trap rivets, and anything else you can muster. As well, consider using the nearby gene bank to equip yourself with your best gene tonic and plasmid loadout. We highly recommend Decoy—Decoy 2 is better.

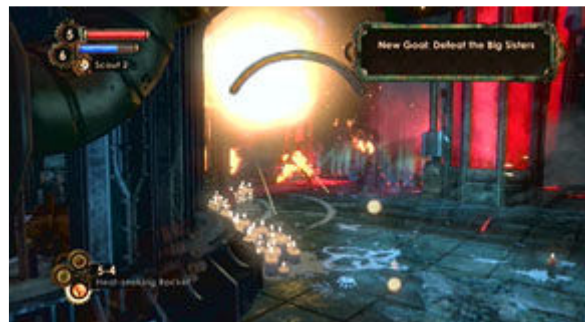
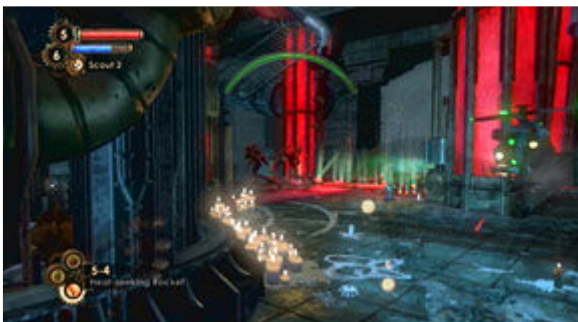


P.S. If you want to buy any plasmid upgrades to prepare yourself for the fight, you're going to have to load a save file from the previous stage. When you're ready, activate the control panel next to the chamber entrance and prepare yourself.

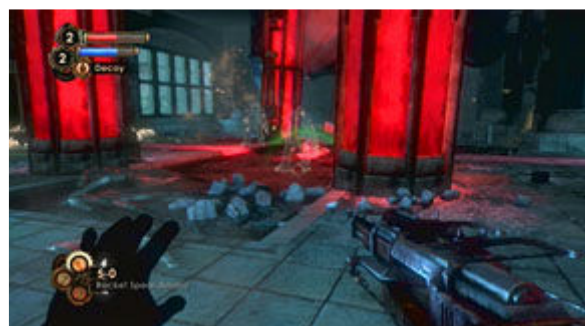


Defeat the big sisters

The two big sisters generally spawn in the middle area where you've laid your trap, and if you're lucky the fight will start with a big explosion that takes a healthy chunk of health from both enemies.



Your ability to survive this fight will depend on your ability to distract the sisters. Security bots will help, but keep in mind that they'll be killed off quickly. Distract the big sisters with the Decoy plasmid to put distance between you and the enemies, letting you unload a couple of heat-seeking rockets before tossing out another Decoy plasmid shot before the sisters charge up close to you.



You can also distract with mini-turrets, though like the security bots the turrets have short lives when faced with big sisters. The real key is the Decoy plasmid, especially if you've upgraded it to Decoy 2. Decoy 2 will reflect damage at the big sisters, so you can throw out a decoy, watch the sisters attack it for a while, then unload a couple of heat-seeking rockets or armor-piercing rounds before tossing out another decoy. Repeat this process and you should come through relatively unscathed.



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Escape the holding room

When the fight is over, move into the open chamber and wait for a lengthy cut scene. After the cut scene, approach the glowing sister vent and hop in to exit the room. Head west to the area where you just got done fighting the big sisters and look for another vent in the southwest corner. Hop in to reach the office of Sofia Lamb.



OFFICE OF SOFIA LAMB

Follow the guide arrow to a switch on the wall and press it. Your objective changes as you do. Continue down the hall and look for the **Withholding Visitation** audio diary on a chair to the right.

AD



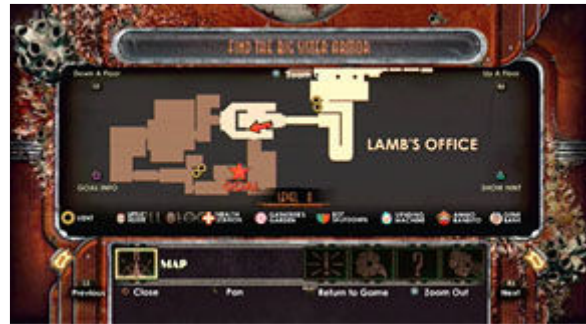


Find the big sister armor

COMMON HALL

Follow the guide arrow to the common hall. You'll see a number of people (splicers?) standing around, but they shouldn't bother you. Next to a group of three people just ahead, on the left side, look for **Blessing in Disguise** audio diary.

AD

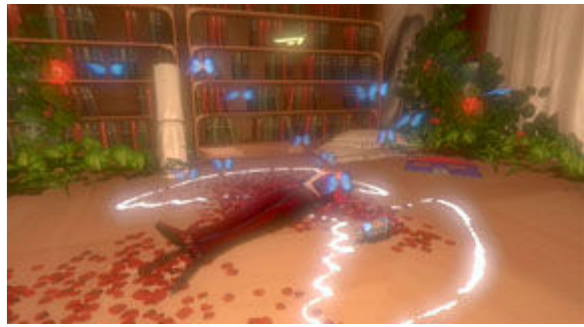


Move south into the next room and you can gather some extra ADAM from the angel corpse on the floor. Continue following the guide arrow and it'll lead you to a room with the first piece of big sister armor. Grab it, then go after the next piece.



REPAIR SHOP

In the next hall, note the door on the right that opens and closes, not enough for you to sneak in. Fortunately there's a sister vent next to it, allowing you to climb into the room to harvest the angel ADAM inside. Leave the room through the vent and get back to the task at hand.



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The guide arrow will lead you to the repair shop. At the base of the stairs is where you'll find the second piece of armor, the big sister helmet. Grab it, as well as the **Behind Mother's Back** audio diary that's on the same table.

AD



Head upstairs and look north of the group of splicers in the large room. There's a third angel corpse that you can harvest before following the guide arrow to the third and final piece of the big sister outfit.



Follow the guide arrow to Eleanor in the quarantine chamber. Before handing off the big sister armor, look under Eleanor's bed for the **Freeing Father** audio diary. Finally, give the goods to Eleanor.

AD



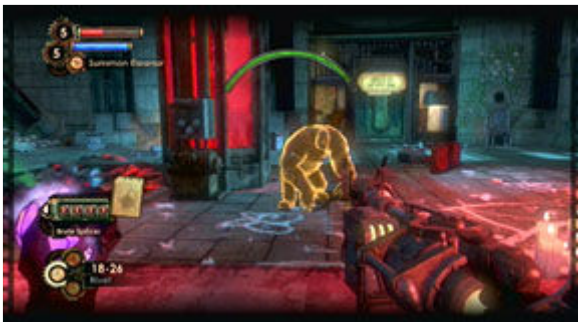
Exit the area

When you regain control of your normal self, grab the **Summon Eleanor** plasmid. Exit the room and you can grab some goodies from the teddy bear gift in the hall, as well as from the corpse of the brute splicer that Eleanor killed earlier.

PL



Follow the guide arrow to the atrium and be ready to snipe a couple of leadheads across the room. Behind them follow two brute splicers, so be ready to deal with them. When the brutes are dead, approach the door to the north, which will open up to reveal two more leadheads. Head through the hall to the stage's end.



« Siren Alley

Dionysus Park

Fontaine Futuristics

Persephone

Inner Persephone

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Follow Eleanor through the first hall and up some stairs to the docking platform. After Eleanor disappears, watch for a lone leadhead splicer that appears on the north end of the upper level. Snipe him, then follow the arrow north to some stairs.



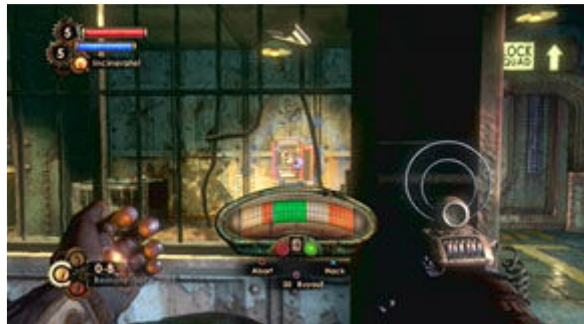
Get to the holding wing

Ready your hack tool as you reach the top of the stairs. There's a security turret directly south of you that you'll want to hack, just as a bunch of splicers appear. The turret should take care of the leadheads, but watch for the brute splicer that comes at you from the lower level.



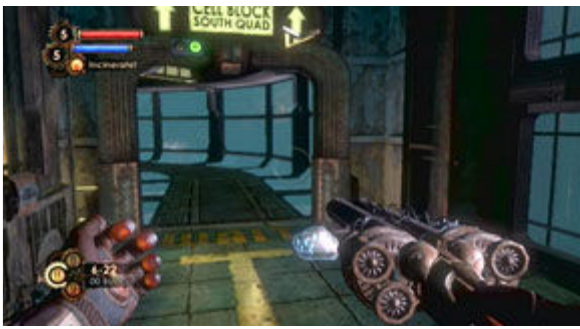
HOLDING WING

Follow the arrow south to the holding wing. It'll bring you to a door that's locked, but look through a broken window between you and the adjacent room and you can spot a control panel on the wall. Equip the hack tool and hack the panel to open the door.



Follow the tubeway beyond the door to the next arrow. While the guide arrow urges you south, look left (north) for a door that leads to another tubeway. This tubeway will bring you to a room with the **Out with the Old...** audio diary.

AD



Get the key from Sinclair

Backtrack, following the guide arrow to a prisoner admittance button. Press it and your objective will update while the master key runs away. Head downstairs, following Sinclair into the cafeteria.



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Dionysus Park

Fontaine Futuristics

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There are a number of splicers in the cafeteria, including a brute. Stay just outside the doorway and lure them toward you so you can shotgun them down. When the area is clear, step into the cafeteria carefully, watching for the security camera to the right. You can wait for it to look away, run in and hack it. Inside the room you can find the audio diary **The Definition of Despair**.

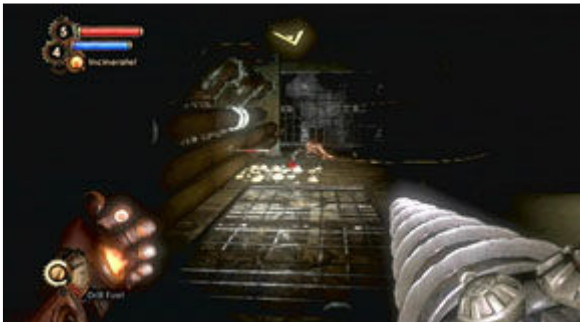
AD



Follow the guide arrow into the kitchen, through some doors and down a set of stairs. At the base of the stairs you'll find a brute splicer roaming about. Tag him (there's an explosive barrel nearby to help), then continue east.



The guide arrow brings you to a dark passage with some trap wires you can dismantle using Telekinesis. Beyond them is a crying prisoner that you don't need to kill. Follow the dark hall to the next open room and watch ahead for a leadhead splicer rummaging through some garbage. Sniper her.



Around the corner to the left, you'll catch a glimpse of Sinclair running away just as a few leadheads drop into the area. Clear the room and then follow Sinclair up the stairs. There's another prisoner in the adjacent showers, and like the other you can ignore him.



Defeat Sinclair

Move to the next room and you'll get another transmission from Sinclair as your objective updates. Before dealing with Sinclair, however, move south into the solitary confinement area. It's dark, but you can find your way around, looking for an un-mapped area to the southwest. Inside one of the toilet bowls is the **Elemental Vampire** gene tonic. Don't mind the splicers that appear around you after you grab it.

GT



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Dionysus Park

Fontaine Futuristics

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Leave the solitary confinement area and head upstairs toward Sinclair. At the top of the stairs is a doorway to some restrooms that you can unlock via the coin box. There's a block of ice in the corner that you can melt for access to a tunnel that gives you a window into the room where Sinclair is. You can use the hack tool to hack the security bot inside the room with him, and it'll chase Sinclair out. Or you can...



Find the keycode

The door into Sinclair's room is locked shut with a passcode. Just south of his position, still on the second level, is a doorway to Block D. There's a security turret inside, so watch for it. In one of the cells you'll find the audio diary **A Trade**, and in another is the diary **First Two Digits**.

AD

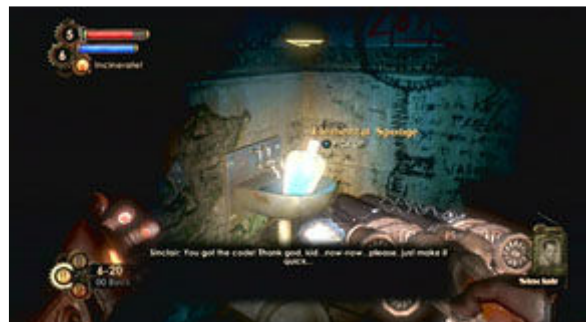
AD



If you want to examine the Block C to the east, watch for a couple of splicers that are playing dead inside. There's a fairly obvious hole in the northern wall that leads into Block B. Inside one of the cells there you'll find a prisoner hanging. Examine his body to find the **No More Hope Left** audio diary. In a cell to the north you'll find the complete code to Sinclair's room, plus the **Elemental Sponge** gene tonic.

AD

GT





Backtrack through the two block units, returning to the upper level area just outside Sinclair's room. Go north from here, through a door to the next area. In the holding Block A you'll run into a brute splicer. He's worth killing, as you'll also find the audio diary **A Generous Offer** in one of the adjacent cells, to the southwest.

AD



Siren Alley

Dionysus Park

Fontaine Futuristics

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Now drop to the ground level, watching for a splicer and a security camera, both to the east. Go into the northeast cell and look for a hole in the wall that leads to an area with the **Last Two Digits** audio diary. You've now got all of the audio diaries in the area and can turn your attention to Sinclair.

AD



There are three options for getting Sinclair out of the room. 1) You can use your keycode (**2673**) to open the door and chase him out. 2) You can use the hidden passage in the bathroom just south of Sinclair to hack a security bot that'll chase him out. 3) You can hack a control panel on the north side of his tower to open a back door and use Incinerate! to light a fire on the oil spill to chase him out. The easiest method is probably a combination of the second and third options. Hack the security bot in his room and quickly use Incinerate! to light the oil spill in his room. Backtrack out of the tunnel and bathroom to finish off Sinclair.



When Sinclair is dead, you can head into the tower room and access the **Power to the People** station. On the other side of the room, on a table, is the **Magic Sauce** audio diary. Grab the key from Sinclair's body and you can use it on the override switch in the same tower room.

AD

PP



Return to the docking platform

After some dialog with Lamb, the door to the south opens up, letting in an alpha series enemy. We suggest taking position in the western side of the room, using the launcher to lob frag grenades at the alpha series while setting him on fire with Incinerate! (the spilled oil will help matters, as long as you're not standing in it). A second alpha series will follow him into the room eventually, but he's susceptible to the same technique.



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As you follow the guide arrow past the showers, ready yourself with Telekinesis. The arrow will guide you downstairs to the laundry room, at the bottom of which is another alpha series armed with a launcher. Use Telekinesis to catch his grenades and throw 'em back. Continue following the guide arrow through a dark tunnel and into the kitchen.



The cafeteria area ahead has a couple more alpha series baddies, but if you hacked the security camera in there earlier it should pick 'em up and summon help for you. A bit further ahead, after passing through the glass tubeway, look for a lone alpha series. He's in the room just outside the security booth you hacked earlier.



Find the pediatric ward in the therapy wing

THERAPY WING

When you return to the docking station your objective will update. Head north through another tubeway to reach the therapy wing. You'll move north a bit until you reach a hall that branches off to a bunch of rooms. Expect a few splicers to show up.



In the room to the southwest, look for a Houdini playing dead on the north end. Examine a corpse on the couch and you can grab the **Legs, Mouths, Arms and Eyes** audio diary.

AD



Across the hall, in the room directly east of you, you can find another audio diary, **A Simple Question**. Watch for the security camera in the room to the north. Try to hack it. There's not much left in the side rooms, so continue up the hall, moving north. In a room at the northeast corner of the hall, you'll find the audio diary **Destructive Learning**.

AD

AD



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Secure the pediatric ward in the therapy wing

The guide arrow leads you into the pediatric ward where you'll immediately spot an alpha series baddy across the room. Try to tag him from afar (heavy rivets in the rivet gun work splendidly), then watch for some leadhead splicers. We suggest staying just south of the doorway that leads into the pediatric ward in order to avoid getting surrounded. Still, you'll need to watch for a Houdini or two that spawns behind you.



After killing off the leadheads and Houdinis, expect a brute splicer and another alpha series to show up from the north end of the pediatric ward. When they're dead you can explore the area, but watch for a security turret mounted in the northwest corner of the ward. Hit the call switch in the main hall to send Eleanor off.



Find the pediatric ward in the infirmary wing

THE ADMINISTRATION OFFICES

Watch for a leadhead to the right as you leave the room. The guide arrow wants you to go back to the docking station hub, but the administration offices to the west are open now. Step inside and check out the room on the right for the **Sacrifices** audio diary. Also on the upper level is a room locked by a security panel. You can hack the panel, but it's a really tough hack—we suggest an auto-hack dart. Inside is a bunch of ammo, but not much else.

AD



The downstairs area is home to a leadhead splicer and an alpha series armed with a grenade launcher. A bit of Telekinesis will help deal with both if you get their attention and fight them from the top of the stairway. Go downstairs and look for the audio diary **A Stratagem for Sinclair**.

AD



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Follow the guide arrow back to the docking station and expect a couple of Houdini splicers along with another alpha series on the lower floor. You should be able to snipe the alpha series dead from the upper level before turning west, heading toward the infirmary wing.



INFIRMARY WING

There's a lone Houdini that you'll come up behind early on. As you enter the main infirmary wing area, expect a handful of leadhead splicers that aren't expecting you. Snipe them quickly, then hack the security camera in the northwest corner of the room.

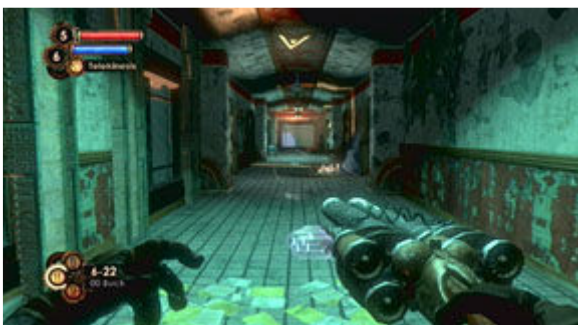


All of the doors that break off from the waiting room are locked up, so follow the guide arrow to the hallway to the south. Just as you enter the hall, note the door on your left. It leads to a small room with a security turret (hack it!), a first aid kit and some other goodies.



Move south down the hall, toward Ward A. In the southernmost room on the left, look for the **Such Freedom** audio diary. Move through Ward A and gather the items. There's not much else to look for.

AD



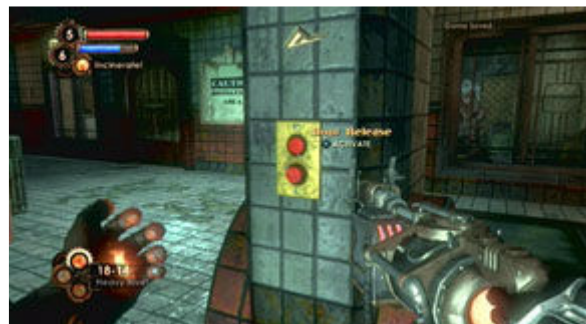


As you approach Ward B, you can hear a Houdini splicer that's in the area. A blast of Electro Shock to the water in the room should fry him, letting you finish him off easily. Continue through Ward B to the next hall and you'll spot a Houdini splicer duking it out with an alpha series. Guess who wins? Finish him off.



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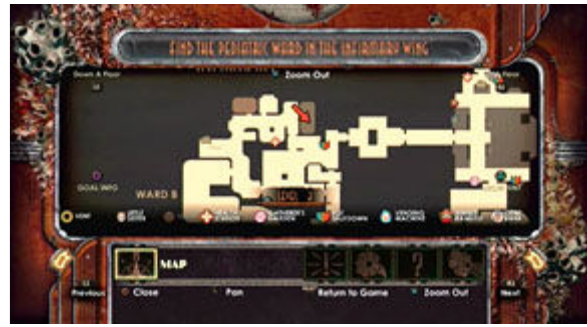
Ignore the stairs to the left for now and go north. Look around the corner and, at the end of the hall, you can spot a security turret (it's rocket-launching!) that you should hack with the hack tool. Move down the hall and look for an alcove on the right (south). On the wall is a switch that'll open the doors to the cells around you, releasing *two* alpha series baddies. With the rocket turret on your side, it shouldn't be too tough to take 'em out.



Move into the eastern room with the rocket launcher turret and make use of the game's last **Power to the People** station before grabbing the **My Prison** audio diary. There are some other things to find in the other cells. When you've loaded up, follow the guide arrow upstairs.

AD

PP



Through the first door upstairs, watch for a security camera pointed right at you. There's another security camera in the next room to the north, along with a Houdini splicer. Right under the security camera (which is easily hackable) is the **They Feel Pain** audio diary. A couple of leadheads will spawn in the previous room as you grab it.

AD



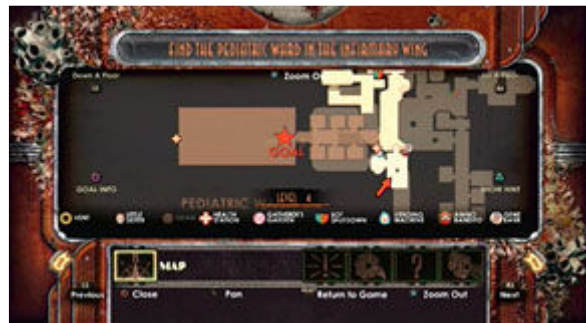
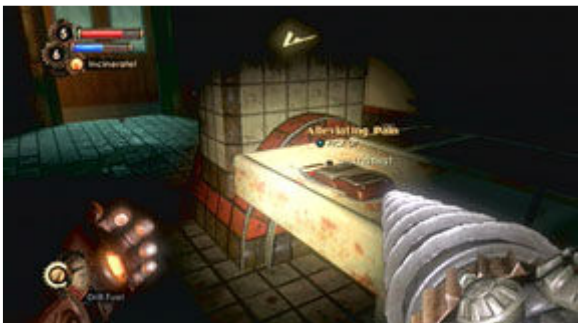
In the next room, behind a counter, you'll find a hackable safe that's got some ammo, but nothing particularly worthwhile. If you hack it, expect a couple of leadhead splicers to barge into the room. Move south to the next room and, just around the corner as you reach the upper level of the waiting room, watch for a brute splicer that appears on the side of the room. You should have plenty of time to shoot him down before he reaches you.



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Check out the dark, dark room at the south end of the hall and you can find the audio diary **Alleviating Pain**. Finally, leave the room and turn west toward the pediatric ward. There's not much in the cells that line the main hall, but expect to fight an alpha series before you reach the door at the west end.

AD



Secure the pediatric ward in the infirmary

Step into the pediatric ward and you may be surprised at the lack of enemies. Surprise! Everyone spawns in the hall behind you, including myriad Houdini and leadhead splicers, plus a lone alpha series. We suggest employing the grenade launcher to clear the hall quickly. When the enemies are dead, move to the north end of the pediatric ward and look for another call button to send the signal to Eleanor.



Return to the docking platform

Follow the guide arrow back to the docking platform. You may run into a leadhead or two on the way, but there's not much between you and freedom. Drop down to the lower platform of the docking station and approach the ballast tank at the eastern end. Eleanor and the little sisters will begin the boiling process.



Survive Lamb's final assault

Now prepare yourself for the game's final assault against you. All manner of splicer and alpha series baddy will fill the area, but honestly the battle isn't that tough. We suggest setting up a few mini-turrets and taking position near the ballast tank to prevent anything from spawning behind you. There's even some cover on the platform, letting you crouch down and snipe away at the enemies as they get caught up in your mini-turret fire.



Eventually Eleanor will give you the go-ahead to use the plasmid that calls her to arms. It's a good idea, as calling Eleanor into the battle will greatly increase your odds of surviving the brute splicers that spawn around that time. Continue to hold position and snipe away, through everything you've got at the enemies. No need to reserve your ammo—this is the last you'll ever use anything.



When the sisters are done with their boiling, you'll need to activate a control panel on the upper level of the docking station. Go up the stairs to the north to hit the control panel, then use whatever gun you'd like to destroy the two pipes hanging from the ceiling between you and the ballast tank. When they're destroyed, you'll be submerged in water. Simply follow the guide arrow to the end of the game.



BioShock 2 Audio Diaries & Secrets

Audio Diaries	Power to the People	Gene Tonics	Research Bonuses	Secret Endings
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Looking for a missing audio diary? Here's a comprehensive list of the game's audio logs, and the stages in which they're found. Click on an audio diary name to be taken to the portion of our walkthrough that describes how to find the diary.

Attention: Workers!	ADONIS LUXURY RESORT
Fitness	ADONIS LUXURY RESORT
To My Daughter	ADONIS LUXURY RESORT
Return	ADONIS LUXURY RESORT
They Called It Rapture	ADONIS LUXURY RESORT
Generation	ADONIS LUXURY RESORT
Escape from Rapture	ADONIS LUXURY RESORT
The Great Chain Rattles	THE ATLANTIC EXPRESS
Mr. Tape Recorder	THE ATLANTIC EXPRESS
Just a Fad	THE ATLANTIC EXPRESS

Ryan vs. Lamb: Reality	THE ATLANTIC EXPRESS
What Happened to the People?	THE ATLANTIC EXPRESS
Know the Beast	THE ATLANTIC EXPRESS
Improving on Suchong's Work	THE ATLANTIC EXPRESS
The Situation	THE ATLANTIC EXPRESS
Eleanor's Progress	RYAN AMUSEMENTS
The Old Sheepdog	RYAN AMUSEMENTS
Volunteer	RYAN AMUSEMENTS
Eat Dog	RYAN AMUSEMENTS
"Child" and Guardian	RYAN AMUSEMENTS
You, Me, and 1959	RYAN AMUSEMENTS
Escape Plan	RYAN AMUSEMENTS
Lamb the Problem, Sinclair the Solution	RYAN AMUSEMENTS
Truth is in the Body	RYAN AMUSEMENTS
Deterioration	RYAN AMUSEMENTS
Working for Sinclair	RYAN AMUSEMENTS
Doctor Lamb	RYAN AMUSEMENTS
Efficacy	RYAN AMUSEMENTS
Dating Tip	RYAN AMUSEMENTS
A Father's Love	RYAN AMUSEMENTS
Cutting Corners	RYAN AMUSEMENTS
Rapture is Deliverance	RYAN AMUSEMENTS
Disappeared	RYAN AMUSEMENTS
Wooden Nickels	RYAN AMUSEMENTS
Ryan vs Lamb: Religious Rights	PAUPER'S DROP
Better Times with Lamb	PAUPER'S DROP
Wrong Side of the Tracks	PAUPER'S DROP

The End of the Line	PAUPER'S DROP
Clinic Code of the Fishbowl	PAUPER'S DROP
Therapy with Grace 1	PAUPER'S DROP
Camera in Hock	PAUPER'S DROP
Arrangements	PAUPER'S DROP
Blood and Lamb	PAUPER'S DROP
Closing the Limbo Room	PAUPER'S DROP
Mole	PAUPER'S DROP
Sunday Services	PAUPER'S DROP
Pauper's Drop	PAUPER'S DROP
A Gift from Lamb	PAUPER'S DROP
Profit Coming, Profit Going	PAUPER'S DROP
Where Has Harry Gone?	PAUPER'S DROP
The Butterfly	PAUPER'S DROP
What a Snap	PAUPER'S DROP
Barbarism	PAUPER'S DROP
Failing Lamb	PAUPER'S DROP
Field Trial #1	PAUPER'S DROP
A Silent God	SIREN ALLEY
The Rumbler	SIREN ALLEY
Plasmid Shipment	SIREN ALLEY
Farther to Fall	SIREN ALLEY
Misbehaving	SIREN ALLEY
Lamb's Salvation	SIREN ALLEY
'Father Simon Wales'	SIREN ALLEY
Double Standard	SIREN ALLEY
Wales an' Wales	SIREN ALLEY

The Date is the Code	SIREN ALLEY
The Pair Bond Mechanism	SIREN ALLEY
An Empty Niche	SIREN ALLEY
The Requirements of Utopia	SIREN ALLEY
Bury Her Memory	SIREN ALLEY
Lamb's Operation	SIREN ALLEY
My Name is Eleanor	SIREN ALLEY
Guidance of Lamb	SIREN ALLEY
Shackled to the Great Chain	SIREN ALLEY
Therapy with Grace 2	SIREN ALLEY
The Creed of the Faithful	SIREN ALLEY
Patronage	DIONYSUS PARK
A Gift from Billy	DIONYSUS PARK
Lamb's Time Is Over	DIONYSUS PARK
Lamb's Idea of Art	DIONYSUS PARK
Lost and Found	DIONYSUS PARK
Dionysus Park's Weakness	DIONYSUS PARK
Lamb Flouts the System	DIONYSUS PARK
Learning Poker	DIONYSUS PARK
A Secular Saint	DIONYSUS PARK
A Spy	DIONYSUS PARK
Growing Up	DIONYSUS PARK
The Voice of the Self	DIONYSUS PARK
Falling into Place	DIONYSUS PARK
Gotta Keep It Together	DIONYSUS PARK
A Plan	DIONYSUS PARK
Alone at Last	FONTAINE FUTURISTICS

Agnus Dei	FONTAINE FUTURISTICS
Means of Control	FONTAINE FUTURISTICS
Prototype	FONTAINE FUTURISTICS
Life After Sisterhood	FONTAINE FUTURISTICS
A New Cognitive Model	FONTAINE FUTURISTICS
Goodbye to Fontaine	FONTAINE FUTURISTICS
Source of Volunteers	FONTAINE FUTURISTICS
Abort the Experiment	FONTAINE FUTURISTICS
Gil's Place in the Plan	FONTAINE FUTURISTICS
Solving for X	FONTAINE FUTURISTICS
Outlived Usefulness	FONTAINE FUTURISTICS
Meltzer's Choice	FONTAINE FUTURISTICS
Goodbye, Dr. Alexander	FONTAINE FUTURISTICS
Betrayal	FONTAINE FUTURISTICS
Big Sister	FONTAINE FUTURISTICS
The People's Daughter	FONTAINE FUTURISTICS
Selling Ryan Short	PERSEPHONE
Withholding Visitation	PERSEPHONE
Blessing in Disguise	PERSEPHONE
Behind Mother's Back	PERSEPHONE
Freeing Father	PERSEPHONE
Out with the Old...	INNER PERSEPHONE
The Definition of Despair	INNER PERSEPHONE
A Trade	INNER PERSEPHONE
First Two Digits	INNER PERSEPHONE
No More Hope Left	INNER PERSEPHONE
A Generous Offer	INNER PERSEPHONE

Last Two Digits	INNER PERSEPHONE
Magic Sauce	INNER PERSEPHONE
Legs, Mouths, Arms and Eyes	INNER PERSEPHONE
A Simple Question	INNER PERSEPHONE
Destructive Learning	INNER PERSEPHONE
Sacrifices	INNER PERSEPHONE
A Stratagem for Sinclair	INNER PERSEPHONE
Such Freedom	INNER PERSEPHONE
My Prison	INNER PERSEPHONE
They Feel Pain	INNER PERSEPHONE
Alleviating Pain	INNER PERSEPHONE

Audio Diaries	Power to the People	Gene Tonics	Research Bonuses	Secret Endings	
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There are fourteen Power to the People stations spread throughout the game, and each will allow you just *one* upgrade to a weapon of your choice. Click on one of the stations listed below to see how to find it in our walkthrough.

Power to the People 1	RYAN AMUSEMENTS
Power to the People 2	RYAN AMUSEMENTS
Power to the People 3	PAUPER'S DROP
Power to the People 4	PAUPER'S DROP
Power to the People 5	PAUPER'S DROP
Power to the People 6	SIREN ALLEY
Power to the People 7	SIREN ALLEY
Power to the People 8	DIONYSUS PARK
Power to the People 9	DIONYSUS PARK
Power to the People 10	FONTAINE FUTURISTICS
Power to the People 11	FONTAINE FUTURISTICS
Power to the People 12	PERSEPHONE

Power to the People 13	INNER PERSEPHONE
Power to the People 14	INNER PERSEPHONE

Audio Diaries	Power to the People	Gene Tonics	Research Bonuses	Secret Endings	
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Here's a list of all gene tonics that can be found simply scattered throughout the levels. Click on a tonic name to see where to find it in our walkthrough. Other gene tonics can be purchased or earned via research, but we'll cover those elsewhere.

Sports Boost	RYAN AMUSEMENTS
Drill Power	RYAN AMUSEMENTS
Booze Hound	RYAN AMUSEMENTS
Hacker's Delight	PAUPER'S DROP
Shorten Alarms	PAUPER'S DROP
Fire Storm	PAUPER'S DROP
Freezing Drill	PAUPER'S DROP
Keen Observer	PAUPER'S DROP
Handyman	SIREN ALLEY
Proud Parent (gift)	SIREN ALLEY
Hacker's Delight 2	SIREN ALLEY
Cure All	SIREN ALLEY
Vending Expert	SIREN ALLEY
EVE Expert	DIONYSUS PARK
Electrical Storm	DIONYSUS PARK
Extended Reel	DIONYSUS PARK
Hardy Machines	DIONYSUS PARK
Drill Specialist	DIONYSUS PARK
Demanding Father (gift)	DIONYSUS PARK
Damage Research	FONTAINE FUTURISTICS
Careful Hacker 2	FONTAINE FUTURISTICS

Drill Power 2	FONTAINE FUTURISTICS
Vending Expert 2	FONTAINE FUTURISTICS
Elemental Vampire	INNER PERSEPHONE
Elemental Sponge	INNER PERSEPHONE

Audio Diaries	Power to the People	Gene Tonics	Research Bonuses	Secret Endings	
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It should go without saying, but just in case we'll say it now: *Use your research camera!* Simply starting your camera before a firefight will net you some pretty cool bonuses as you level up your research. Check out the various bonuses below.

Thuggish Splicer	
Level 1	Increased damage against thuggish splicers
Level 2	Increased wallet cap
Level 3	Increased damage against thuggish splicers
Level 4	Scrounger gene tonic

Leadhead Splicer	
Level 1	Increased damage against leadhead splicers
Level 2	Slowed security response
Level 3	Increased damage against leadhead splicers
Level 4	Thrifty Hacker gene tonic

Houdini Splicer	
Level 1	Increased damage against Houdini splicers
Level 2	Easier to spot Houdini splicers when teleporting
Level 3	Increased damage against Houdini splicers
Level 4	Natural Camouflage gene tonic

Brute Splicer	
Level 1	New drill dash ability

Level 2	Increased melee damage
Level 3	Increased damage against brute splicers
Level 4	Armored Shell 2 gene tonic

Spider Splicer

Level 1	Faster movement speed
Level 2	Spider splicer organs act as first aid kits
Level 3	Even faster movement speed
Level 4	Fountain of Youth gene tonic

Alpha Series

Level 1	Increased damage against the alpha series
Level 2	Increased ammo carrying capacity
Level 3	Increased damage against the alpha series
Level 4	Elemental Storm gene tonic

Big Daddy

Level 1	Increased damage against big daddies
Level 2	Increased drill damage
Level 3	Increased damage against big daddies
Level 4	Arms Race gene tonic

Big Sister

Level 1	Increased maximum EVE capacity
Level 2	Free health restoration after gathering ADAM
Level 3	Increased maximum EVE capacity
Level 4	Drill Vampire gene tonic

Security	
Level 1	Increased damage against security
Level 2	Double ammo on destroyed security
Level 3	Increased damage against security
Level 4	Deadly Machines gene tonic

- Audio Diaries
- Power to the People
- Gene Tonics
- Research Bonuses
- Secret Endings

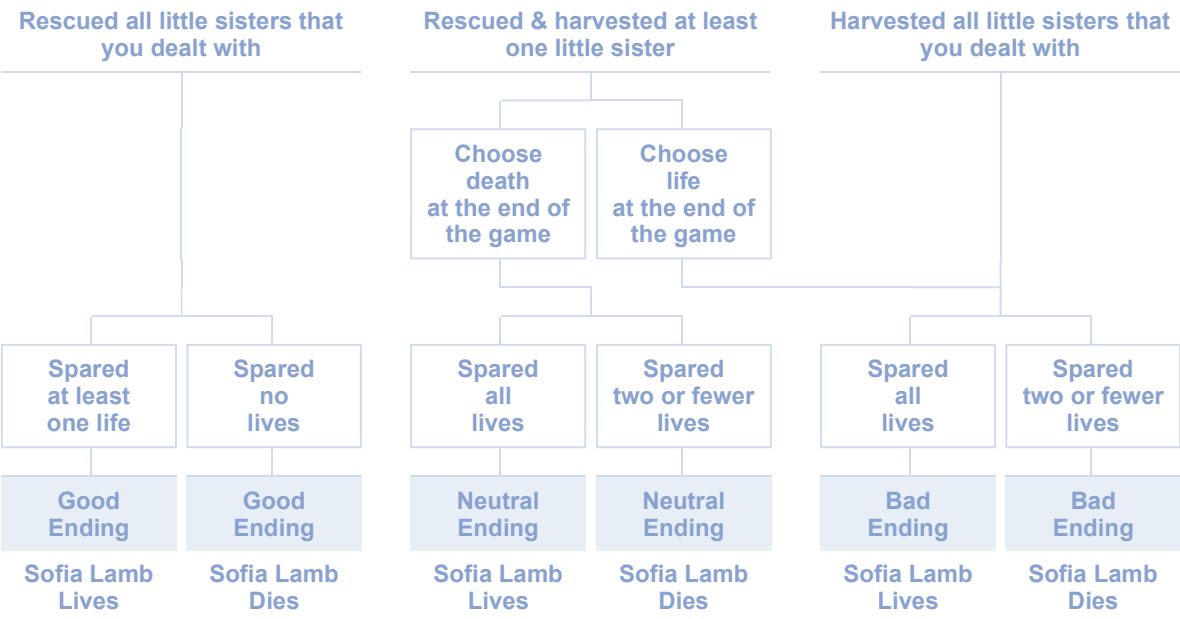
There are, technically speaking, six possible endings in BioShock 2. There are three main endings (a good ending, a neutral ending, and a bad ending) along with two possible variations of each. The choices you make throughout the game affect which ending you get. Use this chart to figure out where you're heading.



The main choice that affects your ending is whether you rescue or harvest the little sisters that you deal with. You can deal with only one little sister or all of them to affect your ending. As well, throughout the game you are given the option of sparing the lives of three figures—or killing them. These people are Grace Holloway, Stanley Poole and Gilbert Alexander.

The final choice is only given to you if you've rescued *and* harvested at least one little sister (thus dealing with at least two little sisters throughout the game). At the end, you're given the choice to live or die, and that choice affects the ending you get.

BioShock 2 secret endings chart...



BioShock 2 Achievements / Trophies

BioShock 2 Achievements / Trophies...	
» Adopted a Little Sister (Secret)	5G / BRONZE
Adopted a new little sister for the first time.	
» Against All Odds	30G / BRONZE
Finished the game on the hardest difficulty level.	
» All Plasmids	20G / BRONZE
Found or purchased all 11 basic Plasmid types.	
Buy level 1 of each of the plasmids, not gene tonics. See: Plasmids & Combat	
by Bobby	
» All Weapons Upgrade	20G / BRONZE
Found every Power to the People weapon upgrade in the game.	
Just find all of the Power to the People stations. There are a few that are very well hidden while some are pretty much in your face. See: Power to the People Station Locations	
by Bobby	
» Big Brass Balls	25G / BRONZE
Finished the game without using Vita-Chambers.	
The trick to this is to save often so that if you do get killed you can load up your last checkpoint before you have died. Continuing like this throughout the game should count as you not using a Vita-Chamber.	
by llh13	
» Big Spender	15G / BRONZE
Spent 2000 dollars at Vending Machines.	
Spend \$2000 in any of the vending machines. Easy to do near the end of the game.	
by Bobby	

<p>» Bought a Slot</p>	<p>5G / BRONZE</p>
<p>Bought one Plasmid or Tonic Slot at the Gatherer's Garden.</p>	
<p>Just buy either a plasmid or a gene tonic slot from a Gatherer's Garden.</p> <p style="text-align: right;">by Bobby</p>	
<p>» Choose the Impossible</p>	<p>50G / GOLD</p>
<p>Achieved Rank 40.</p>	
<p>With all of these ranking Achievements, stick to team-based matches, such as Civil War or Capture the Sister. Regardless of whether your team wins or not, you will gain a guaranteed 150 ADAM for the match. Plus team matches give you the added bonus of players on your side, making it that much easier to gain more kills. This also means that there are more players against you, but since there is no penalty for deaths, this is a minor setback.</p> <p style="text-align: right;">by Jonathan</p>	
<p>» Confronted Grace (Secret)</p>	<p>10G / BRONZE</p>
<p>Confronted Lamb's lieutenant in Pauper's Drop.</p>	
<p>» Counterattack (Secret)</p>	<p>5G / BRONZE</p>
<p>Killed an enemy with its own projectile.</p>	
<p>» Daddy's Home (Secret)</p>	<p>10G / BRONZE</p>
<p>Found your way back into the ruins of Rapture.</p>	
<p>» Dealt with Every Little Sister</p>	<p>50G / SILVER</p>
<p>Dealt with every little sister.</p>	
<p>» Defeated the Preacher (Secret)</p>	<p>20G / BRONZE</p>
<p>Defeated the Preacher.</p>	
<p>» Disgusting Frankenstein</p>	<p>10G / BRONZE</p>
<p>Became a big daddy for the first time in a non-private match.</p>	
<p>During any online match, pick up one of the big daddy suits that spawns throughout the game. Don't get discouraged if you don't get the first one you see though; there will be others.</p> <p style="text-align: right;">by Bobby</p>	

» Distance Hacker (Secret)	5G / BRONZE
Used the hack tool to hack an object at a distance.	
» Escape (Secret)	100G / GOLD
Escaped Rapture.	
» First Research	5G / BRONZE
Researched a Splicer with the Research Camera.	
This is part of the game. You're told to get the research camera and practice it on a splicer. Do so and you get the Achievement / Trophy, easy.	
by Andreas	
» Found Lamb's Hideout (Secret)	20G / BRONZE
Gained access to Lamb's stronghold.	
» Fully Upgraded a Plasmid	10G / BRONZE
Fully upgraded one Plasmid to the Level 3 version.	
Buy level 3 of any plasmid. Incinerate! or Electric Bolt are recommended.	
by Bobby	
» Fully Upgraded a Weapon	10G / BRONZE
Installed the third upgrade to a weapon.	
Get the "special" upgrade on any weapon. It is "special" because it can only be obtained after getting the first two.	
by Bobby	
» Grand Daddy	25G / SILVER.
Defeated 3 big daddies without dying during the fight.	
Simply play the game on Easy difficulty and this shouldn't be hard.	
by Gary	
» Heading to the Surface (Secret)	25G / BRONZE
Headed to the surface on the side of Sinclair's escape pod.	

» **Little Moth**

20G / BRONZE

Achieved Rank 20.

With all of these ranking Achievements, stick to team-based matches, such as Civil War or Capture the Sister. Regardless of whether your team wins or not, you will gain a guaranteed 150 ADAM for the match. Plus team matches give you the added bonus of players on your side, making it that much easier to gain more kills. This also means that there are more players against you, but since there is no penalty for deaths, this is a minor setback.

by **Jonathan**

» **Look at You, Hacker (Secret)**

15G / BRONZE

Killed 50 enemies using only hacked security.

» **Man About Town**

10G / BRONZE

Played at least one non-private match on each multiplayer map.

Play once on every multiplayer map, online.

by **Bobby**

» **Master Gatherer**

30G / SILVER

Gathered 600 ADAM with little sisters.

Collect 600 ADAM from little sister gathers. Made easier if you save the sisters (rather than harvest) because you get a tonic from your first little sister gift that increases your gathered ADAM amount.

by **Bobby**

» **Master Hacker**

20G / BRONZE

Hacked 30 machines at a distance with the Hack Tool.

Hack 30 machines with the hack tool from a distance. Auto-hacks count.

by **Bobby**

» **Master Protector**

15G / BRONZE

Got through a Gather with no damage and no one getting to the little sister.

The easiest way to complete this task is at Pauper's Drop. You want to go to the gather corpse in the building above the Limbo Room that only has two entrances. Make sure you fill up the entrances to the room with trap rivets, evenly dispersed. Halfway through the gather, save your game. Eventually, the splicers will break through your defenses but hopefully not until you are almost finished. When they do break through, be ready to kill any enemies that come. If you are hit you can load back to your save in the middle of the gather. I prefer to use the drill when the enemies break in, because they will most likely be thuggish splicers and the drill kills them easy.

by **Josh**

» **Max Plasmid Slots**

10G / BRONZE

Fully upgraded to the maximum number of Plasmid Slots.

» **Mother Goose**

20G / BRONZE

Saved your first little sister in a non-private match.

» **"Mr. Bubbles-- No!"**

20G / BRONZE

Took down your first big daddy in a non-private match.

To get this Achievement, you need only be the player who deals the killing blow. I recommend hanging back and letting your teammates do most of the work, seeing as the big daddies can basically kill you instantly. On top of this, their health does not regenerate so take your time.

by [llh13](#)

» **9-Irony (Secret)**

5G / BRONZE

Paid your respects to the founder of Rapture.

In the Ryan's Amusements level, while walking around the exhibits where you press the buttons to learn history, in one of the first rooms with the fake plastic Andrew Ryan there is a random golf club lying in the back of the room. Pick it up and revisit the ending of the first BioShock by knocking off Andrew Ryan's head with the golf club.

by [Kevin](#)

» **Nose for News (Secret)**

20G / BRONZE

Uncovered the secret of Dionysus Park.

» **One Research Track**

20G / BRONZE

Maxed out one Research Track.

Complete level 4 research on any splicer. Easiest way to get it up is to simply have your camera out as you're traveling so you don't have to constantly switch to it. When attacking, try hitting the enemy with two different plasmids for a 99% A research rating.

by [Bobby](#)

» **Parasite**

10G / BRONZE

Achieved Rank 10.

With all of these ranking Achievements, stick to team-based matches, such as Civil War or Capture the Sister. Regardless of whether your team wins or not, you will gain a guaranteed 150 ADAM for the match. Plus team matches give you the added bonus of players on your side, making it that much easier to gain more kills. This also means that there are more players against you, but since there is no penalty for deaths, this is a minor setback.

by [Jonathan](#)

<p>» Prolific Hacker</p>	<p>20G / BRONZE</p>
<p>Hacked one of each kind of machine.</p>	
<p>There are four types of machines to hack: turret, bot, camera, door control.</p> <p style="text-align: right;">by Bobby</p>	
<p>» Protector (Secret)</p>	<p>20G / BRONZE</p>
<p>Defended yourself against Lamb's assault in the train station.</p>	
<p>» Proving Grounds</p>	<p>20G / SILVER</p>
<p>Won your first non-private match.</p>	
<p>You can win any game type, just has to be online and not private.</p> <p style="text-align: right;">by Bobby</p>	
<p>» Rapture Historian</p>	<p>40G / SILVER</p>
<p>Found 100 audio diaries.</p>	
<p>Collect a total of 100 audio diaries. This is not, however, the total number of them. There are actually 129. See: Audio Diary Locations</p> <p style="text-align: right;">by Bobby</p>	
<p>» Research Master</p>	<p>20G / BRONZE</p>
<p>Completed all research on every subject in Rapture.</p>	
<p>Max out the research for all subjects. Just follow my tip for One Research Track, but remember to always film big sisters because there's a finite number of them!</p> <p style="text-align: right;">by Bobby</p>	
<p>» Reunion (Secret)</p>	<p>50G / SILVER</p>
<p>Reunited with your original little sister.</p>	
<p>» Savior (Secret)</p>	<p>25G / SILVER</p>
<p>Saved every little sister and spared Grace, Stanley and Gil.</p>	
<p>» Sinclair's Solution (Secret)</p>	<p>20G / BRONZE</p>
<p>Joined forces with Sinclair in Ryan Amusements.</p>	

» Skin Job

Achieved Rank 30.

With all of these ranking Achievements, stick to team-based matches, such as Civil War or Capture the Sister. Regardless of whether your team wins or not, you will gain a guaranteed 150 ADAM for the match. Plus team matches give you the added bonus of players on your side, making it that much easier to gain more kills. This also means that there are more players against you, but since there is no penalty for deaths, this is a minor setback.

by **Jonathan**

» Trap Master

15G / BRONZE

Killed 30 enemies using only Traps.

This is easiest when having your little sister harvesting. Set up trap rivets, proximity mines, and trap bolts.

by **Bobby**

» Two-Bit Heroics

10G / BRONZE

Completed your first trial in a non-private match.

Complete one of the online trials. Easiest ones are the "Kill 30 with" trials—just focus on one gun for a few matches.

by **Bobby**

» Unbreakable (Secret)

20G / BRONZE

Defended yourself against the big sister without dying.

Security is a must, and remember the room you fight in is the room that you *stay* in. Once the fight starts, you can't leave, so choose your battleground carefully, preferably somewhere with a couple of turrets and security cameras. If you have Security Command 2, great. Call in some bots and that'll distract the big sister while you blast her to bits with whatever strategy you come up with in your current situation.

by **Deathrox**

Mini-turrets are your friends, as they draw the attention of the big sister away from you and towards them. Make sure they are already deployed before the fight starts, and not spaced too closely to each other so that they aren't taken out at the same time. If you use your Electro Shock on her while she's being shot at, she will be stunned in the process of trying to take out the turrets. If you have armor-piercing rounds, use those as well when you need to shoot up with more EVE between shots of Electro Shock

by **Kyle**

» Unnatural Selection

10G / BRONZE

Scored your first kill in a non-private match.

Get a kill online. Try a team game at first, just in case.

by **Bobby**

» **Upgraded a Weapon**

10G / BRONZE

Upgraded a weapon at a Power to the People Station.

Used a Power to the People station. Fairly straight-forward. See: [Power to the People Station Locations](#)

by Bobby

» **Welcome to Rapture**

10G / BRONZE

Completed your first non-private match.

Complete your first online match. Win or lose, you get 10G or a Bronze Trophy!

by Bobby

BioShock 2 Q & A

You've got questions, we've got answers. If you need help with something you didn't find in our guide, we can still help you. We publish the best and most common questions we get here—take a look to see if your question has already been answered. If your problem isn't addressed, feel free to shoot us an e-mail via the link at the bottom of this page.

Common questions...

» **What does the "Unlock Framerate" option do?**

In most cases, turning this option to "on" improves the framerate of the game. If you don't know what framerate is, it, uhh, basically determines how smooth the game moves. A higher framerate is better visually. The setting comes with the caveat "...but may degrade visual quality." I don't really perceive any degradation of visual quality, but it's possible that you will experience more variation in framerate (i.e. slowdown) or screen tearing during fast-moving sequences.

» **Why I can't equip weapons? I can only use plasmids, the camera and the hack tool.**

Because you've got the Drill Specialist gene tonic equipped. The Drill Specialist gene tonic reduces the EVE cost of using plasmids but limits you to equipping the drill, the research camera, or the hack tool, in addition to use of all of your plasmids.

» **Do I have to play the game on Normal or Hard difficulty to earn Achievements / Trophies?**

Nope! You should be able to earn most Achievements / Trophies playing the game on any difficulty. The only Achievement / Trophy that is difficulty-dependent is "Against All Odds."

» **Do I have to play online to earn all Achievements / Trophies?**

Yes! There are a number of Achievements / Trophies in BioShock 2 that require you play online in non-private matches.

» **How do I get to the last Power to the People station?**

The final Power to the People weapon upgrade station is locked in a secure room. Our walkthrough describes how to hack that door from an earlier / later part of the stage. See: [Fontaine Futuristics walkthrough](#)

» **Will I be disadvantaged if I missed a Power to the People station?**

Nah. Some of the weapons upgrades are vital, but definitely not all of them. See: [Weapons & Upgrades](#)

» **Do I have to fight the big daddy?**

Nope! But you should. Big daddies escort little sisters around the various levels. You need the little sisters to collect ADAM, the game's currency that's used for buying new Plasmids and other stuff. If you just ignore a big daddy and the little sister, they'll ignore you, too. But it's worth the effort to drop the big daddy in order to gain access to the little sister's ADAM.

» **What difference does it make if I adopt or harvest little sisters?**

Adopting little sisters lets you use them to gather extra ADAM from two nearby corpses. After you've executed two gathers, you can bring the sister to a sister vent and have the option of rescuing her or harvesting her. Harvesting her will give you more ADAM, but rescuing her will give you some bonus gifts, plus the game's good ending. See: [Secret Endings](#)

» **Is it possible to revisit past levels like I could in the first BioShock?**

Sadly, no. You can only move from one level to the next, never backwards to previously played levels. If you missed audio diaries or other collectibles in previous stages, you'll have to reload an old save file and restart the game from that point, or start a new game entirely.

» **Can I ever get the Unstable Teleport plasmid?**

When you try to grab the Unstable Teleport plasmid, it'll warp away from you and appear somewhere else. We've got a guide for tracking down the plasmid in our walkthrough. See: [Fontaine Futuristics walkthrough](#)

However, you will never be able to get the plasmid ability. Instead, chasing down the Unstable Teleport plasmid will lead you to the Vending Expert 2 gene tonic.

» **So I don't purchase them unnecessarily, which plasmids and gene tonics do I find for free?**

The only plasmids you get via normal game progress and do not need to be purchased are Telekinesis 1, Electro Shock 1 and Summon Eleanor. For a list of gene tonics that you collect in the game, see our secrets section. See: [Gene Tonic Locations](#)

» **What's the name of the main character?**

"Subject Delta." I dunno if you're given a name other than that.

» **When do I choose to spare or kill Crazy Gil Alexander?**

At the end of the Fontaine Futuristics stage, after you get the key, you get one more button to press on the control panel. Pressing it kills Gil. Leaving the room without pressing the button spares him. See: [Fontaine Futuristics walkthrough](#)