



Introduction

You didn't ask for this mission. Crashing into Rapture, you start out defenseless. As foreign and spooky as Rapture is, you'll learn to embrace its fruits, lest you brave the city's dangers unarmed.

But remain unarmed you shall not! You are now armed with our BioShock guide, and we'll arm you with the knowledge and weapons required to conquer this strange underwater world. With our big daddy fighting tips and our in-depth walkthrough (with maps!), our BioShock guide will become the most important weapon in your arsenal.

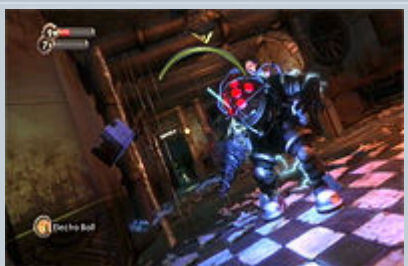

In Rapture, you may be entitled to the sweat of your brow, but we're here to keep you from sweatin' too much.

In this BioShock strategy guide, you'll find:

- **BASICS** // General tips for BioShock play, including strategies for taking down big daddies.
- **WALKTHROUGH** // Our in-depth BioShock walkthrough, complete with maps and tonic locations.
- **SECRETS** // Secret endings, secret achievements, and other secret secrets.

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Fighting Big Daddies

Picking Plasmids

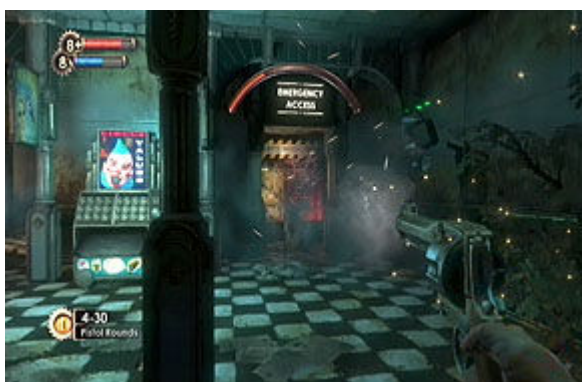
You'll earn lots of plasmids as you make progress in Rapture, some of which are disposable while others are...in-disposable. Here's a quick breakdown of the best plasmids we've found—keep these equipped at all times.

Electro Shock — Electro Shock is arguably the most important plasmid in BioShock. It's a multi-use tool that'll help you in combat, as well as in exploration. Electro Shock will stun pretty much every enemy in the game (even the massive big daddy), letting you get off free attacks. As well, any time you can lure (or chase) an enemy into water, you can shock the water to inflict damage upon anyone in contact with the wet stuff. As well, you'll find Electro Shock useful for opening doorways. Many side-doors that aren't directly related to your main objective are locked by shorted-out electrics. Zapping the electrics with Electro Shock will open the doors, often giving you access to free pickups.

Telekinesis — Perhaps the best thing about Telekinesis is that it uses *no* EVE meter if you use it just for pulling items towards you. Telekinesis uses up EVE meter only when you use it to throw objects, and even then it uses very little of your meter. You can use the plasmid power to pull towards you items that are out of reach, perched on rafters or stashed in crevices that are otherwise unreachable. Telekinesis is also good in combat, where you can use it to reverse certain enemy attacks. Throw back Molotov cocktails from nitro splicers and reverse the proximity mines of big daddies—all without using much EVE meter (or ammo) at all.

Pistol Power

Despite earning more and more powerful weapons throughout the game, your first gun, the lowly pistol, remains one of the best all-around shooters. *Keep the pistol well-stocked!* The pistol is easily the most accurate gun at distance shooting, and a single shot from the pistol is more powerful than a single shot from your machinegun. Pistol head shots will drop many enemies instantly (or deal some serious damage), making the pistol a great way to get an enemy's attention. Also, don't be afraid to upgrade the pistol. Just because you get the weapon early doesn't mean you shouldn't future-proof its power.



Battling big daddies is one of the most important parts of BioShock play, but it's certainly not easy. Having a good strategy *before* you start the fight is key. Here are some general tips for taking on the big daddies.

Electric Buck

Like all enemies in BioShock, big daddies are stunned when zapped with electricity. While stunned, big daddies obviously can't fire back at you, leaving them totally vulnerable to your attacks. Unfortunately, the effects of electricity do not last long, so you'll have to be quick to take advantage. For this reason, we suggest using electric buck in your shotgun to shoot the big daddies. The electric charge of the shots will stun the big daddy just long enough for you to reposition and land another shot.



Set Traps

Before you dare engage a big daddy, think first about your preparation. If there are security cameras and/or turrets nearby, you can set up traps into which you can lure the big daddy. Hack a nearby RPG turret, then get the big daddy's attention. Lure him into the path of the turret and then use electric buck (or Electro Shock) to hold the big daddy in place. This also works with security cameras you've hacked—hold the big daddy still for long enough, and the cameras will call in an army of security bots that'll make short work of the daddy.

Using Telekinesis

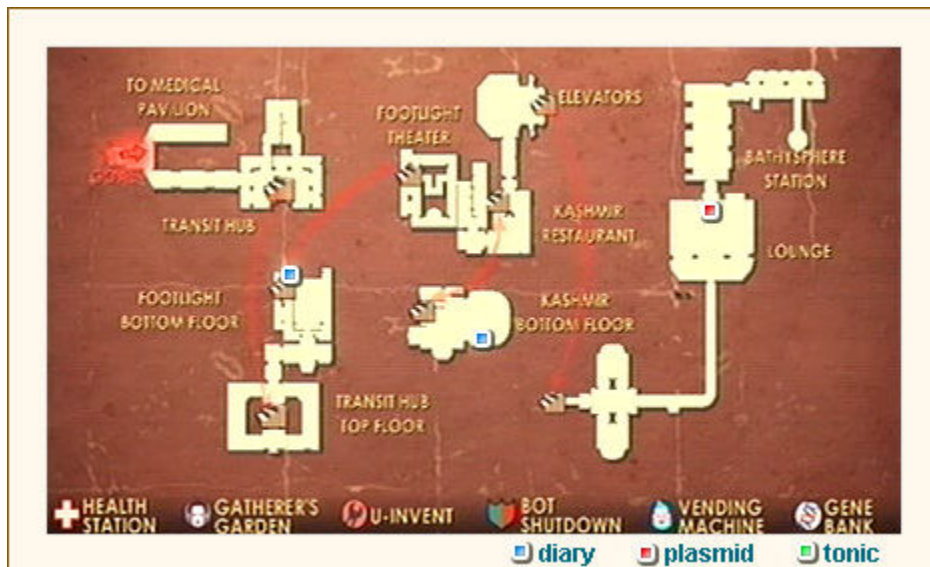
Big daddies tend to start their assault by tossing grenades and/or proximity mines at you. This holds true as well if you lure a big daddy around a corner—he'll stop firing when you're out of sight, but the moment he spots you again the big daddy will usually start his attack by throwing an explosive. Use this opportunity to make use of you Telekinesis plasmid. Grab the explosives mid-flight and fire them back at big daddy *for massive damage*.

Side Steppin'

There are different breeds of big daddy, and the different breeds carry different weapons. We've found that versus the big daddy's with relatively slow-moving attacks (like the rosies and their rail guns and grenades), side stepping works surprisingly well to avoid the big daddy's onslaught.

BioShock Walkthrough

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Bathysphere Station

Swim forward, avoiding the flames, to find a gap in the ring of fire that surrounds you. Just through the gap and to your right is an island tower. Swim to the base of the tower and go inside the door at the top of the short stairway.



The lights turn on after a second of waiting, revealing a hallway at the other end of the room. Follow the hall down and continue downstairs. There's a large pod you can step into. Pull the lever inside to descend...into Rapture.



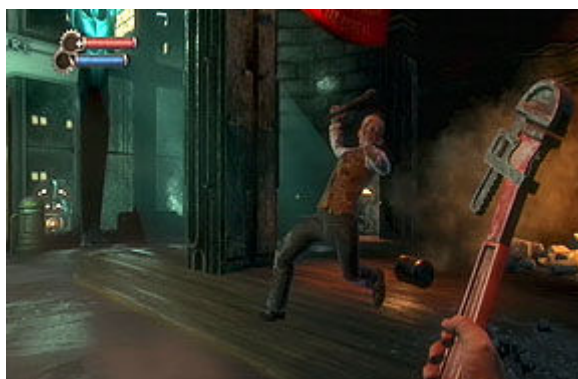
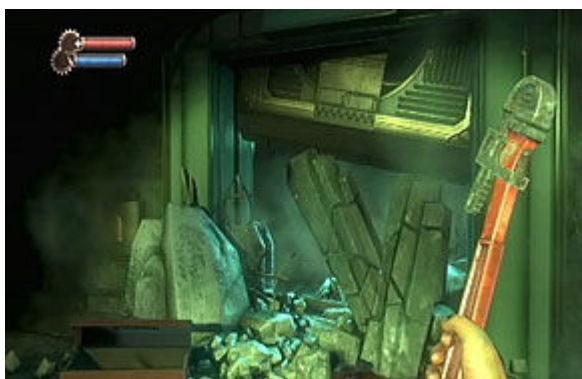
After a brief scene during which you can't do anything but watch, turn left to grab the radio off the wall. The door of the bathysphere will open up, letting outside. Follow the red carpet around the corner ahead, up some stairs, and to a dark room. After a brief (but safe) encounter with an enemy splicer, jump over the debris and grab the **wrench** that's under the spotlight.



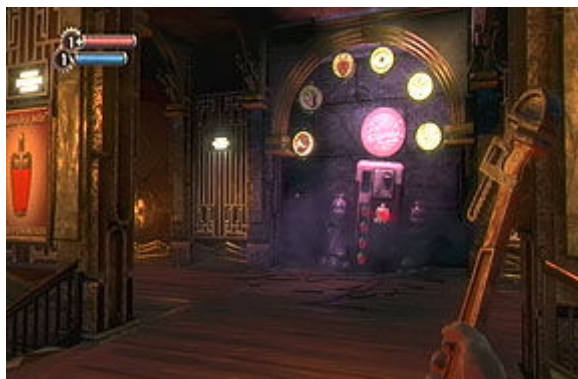
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Lounge

Use the wrench to break away the rubble directly in front of you and then crouch through the small opening in the wall. At the top of the stairs, you'll run into a splicer that you'll have to deal with yourself. Beat him down, then inspect the splicer's body (and the rest of the room) for goods.



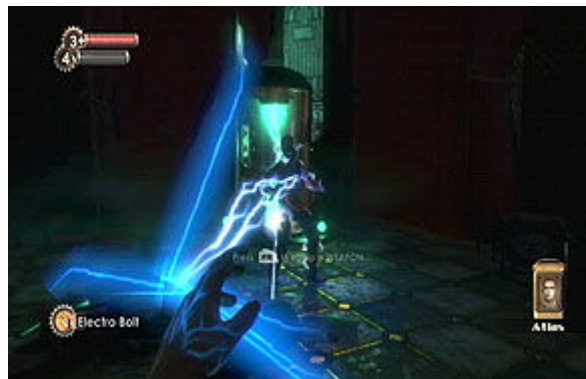
The doorway out of this area is electronically locked. For now, look for a stairway that leads to a balcony. On the upper balcony is a Gatherer's Garden with the plasmid **Electro Bolt**. Grab the plasmid to earn a new ability.



After a brief cut scene, you'll be left staring at the shorted-out doorway. Use your Electro Bolt ability to zap the door open, then move south through the tunnel beyond. Walk through the jet cabin that pierces the tunnel, and continue through the tubing to reach an automated door.



There are alcoves on the left and right sides of the next room. In each you'll find some items, and after exploring either alcove you'll run into a splicer in the next. Atlas encourages you to use a one-two combo (first use Electro Bolt, then swipe with the wrench), which ain't a bad idea as the combo knocks out these lowly splicers with one hit.



There's a second splicer to deal with in the area before following the stairway to the next area.

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Elevators

There's one thuggish splicer at the top of the stairs. Take him out, then go through the doorway ahead to find a row of elevators. Only one of the elevators is active—step inside to rise to the next level.



At the top of the elevator ride, step off and you'll find a splicer to the right. She's got her back to you, letting you get the jump. Inspect her carriage afterwards to find a **revolver**.



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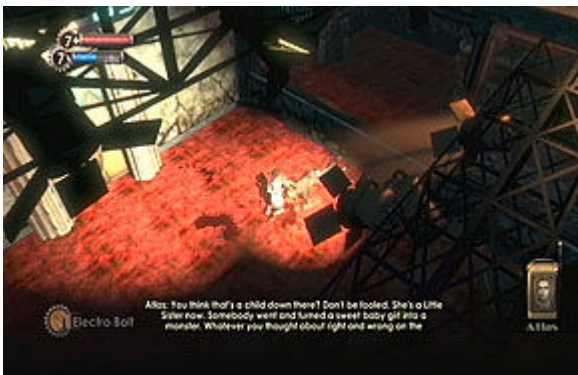
Kashmir Restaurant

Go to the back of the restaurant to find the bathrooms. There are some items to grab in the ladies room, but the path to continue is found through the men's bathroom. The last stall in the bathroom is blasted out, with a large hole leading to an upper level overlooking the Footlight Theater.



Footlight Theater

Atlas describes for you the little sister below. We'll deal with them more in-depth later, but for now you'll want to cross the room via the lighting that spans the gap in the floor. Follow the stairs at the back of the room down to a hall that runs alongside the room with the little sister. Watch the scene unfold as it does, then use your wrench to bust open the gate to the right.



Just around the corner, past the Vita-Chamber, you'll run into an enemy armed with a pistol. Take her out quick, then continue around the next corner to encounter another thuggish splicer.



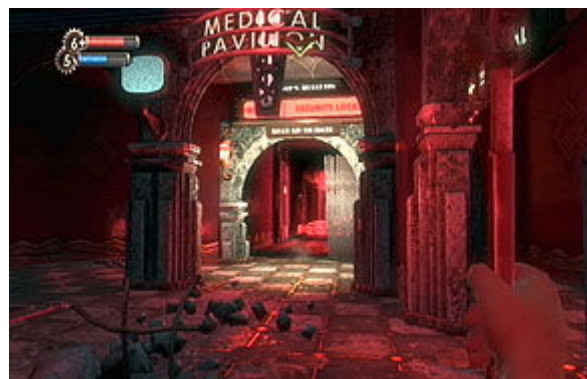
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Transit Hub

At the bottom of the stairs ahead is a pair of splicers crouched down in the water. Use your Electro Bolt to zap the water and kill 'em both instantly before dropping to the lower floor of the Transit Hub. There are two main passages out of the Transit Hub, but one of them (to your left) is currently blocked off. For now, approach the one to the right.



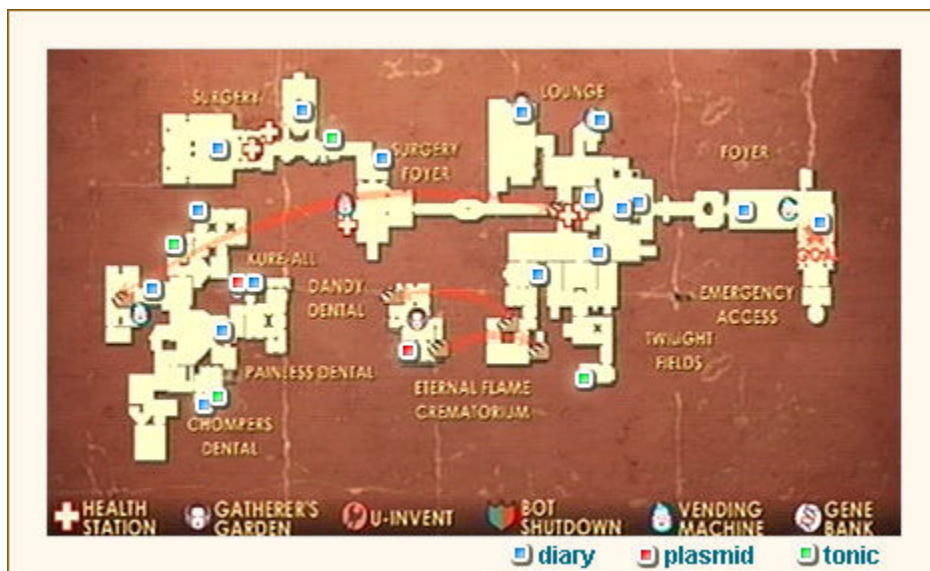
As you near the exit, security alarms go off and the gate shuts in your face. Quickly turn around and be ready to Electro Bolt the water behind you as splicers drop into the pool at the base of the stairs. When the enemies are taken care of, notice that the previously locked passageway is now open.



Follow the hallway to a dead-end, at which point Atlas asks you to hold tight while he unlocks the door. Some stuff happens around you, but there's nothing for you to do. Just wait for the door to open and then continue to the Medical Pavillion.



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Medical Pavillion Foyer

In the foyer ahead, look to the left for a door that's jammed by a small sentry bot. Approach the bot and hack it, rearranging the puzzle pieces to direct the flow to the finish point at the bottom of the puzzle. With the security bot successfully hacked, it'll fly up and out of the doors, letting them open fully.



Go into the hall beyond the doors and, with the help of your hacked bot, take out the two enemies around the corner to the right.



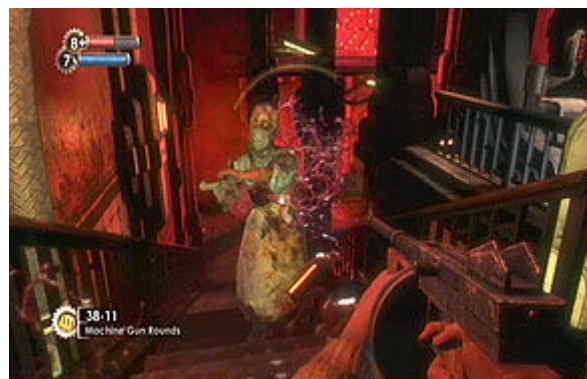
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Emergency Access

Follow the stairs in the room to the upper level to find a lever. Pulling the lever doesn't unlock the door below as hoped, but it does let in an enemy from behind. Next, go through the doorway behind the lever to enter a hall that leads to a control room overlooking the pavillion foyer. There's a machinegun to grab, and a switch to pull.



Upon pulling the switch, a doorway across the foyer opens up, letting in a gang of splicers. They're heading your way. We suggest backtracking to the previous room to fight off the splicers, giving you a bit more room to move and to make use of that new machinegun.



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Medical Pavillion Foyer

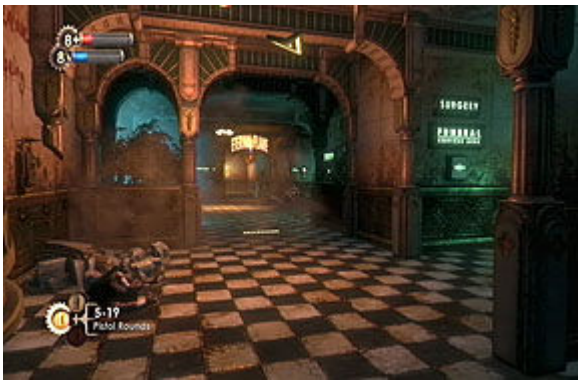
Backtrack to the pavillion foyer (where you first hacked the security bot) and go up the stairs at the other end of the room. Through the door is an empty hallway that leads to another door, on the other side of which is a large room with a few surprises.



The first surprise is a pair of automated turrets stationed in the room. The first turret is in the very center of the room, just around the wall that separates the entrance from the meaty open space. The second turret is tucked behind a half-destroyed wall along the right side of the room. We suggest zapping either turret with the Electro Bolt so you can hack 'em and make them your own. They'll come in handy later on.



Explore the rest of the pavillion foyer to find lots of items and a few enemies. At the far end of the pavillion, there are paths that lead left, towards Eternal Flame, down, to a lower level of the pavillion, and straight forward, the direction the all-knowing arrow wants you to go. For now, we suggest going *left* towards the Eternal Flame.



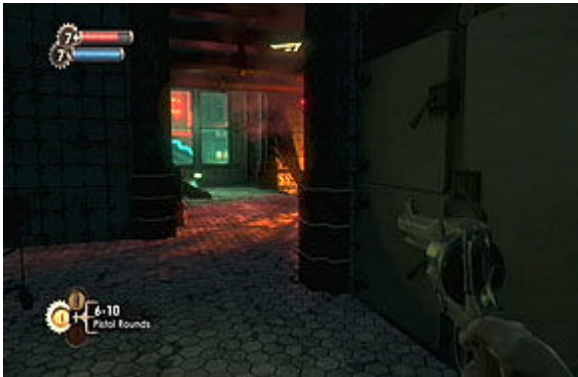
As you approach the entrance to the Eternal Flame Crematorium, the doorway explodes as a new enemy type appears. Later on you'll get a better weapon to use against these nitro splicers, but for now simple sidestepping will work well to avoid their Molotov cocktails.



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Eternal Flame Crematorium

You'll pass through a couple of doors before entering the main crematorium area. Watch out for a security camera mounted along the back wall. You can peek out to shoot it down with just a few pistol rounds before further investigating the room. At the top floor is a lone enemy standing next to an enclosure.



You can enter the enclosure by crouching through the small crawl space to the left. Inside you'll find the **Incinerate!** plasmid, which (obviously) gives you the power of fire. Not surprisingly, you can use the new power to deal with the enemies that appear outside. Stand back and torch the trail of gasoline that leads out of the crawl space. The flames engulf all enemies outside the enclosure.



Make your way back to the Medical Pavillion Foyer. Along the southern wall (near your hacked turrets) is a frozen doorway labeled Twilight Fields. Use Incinerate! to melt the ice on the doors and gain access to the wing to the south.



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Twilight Fields

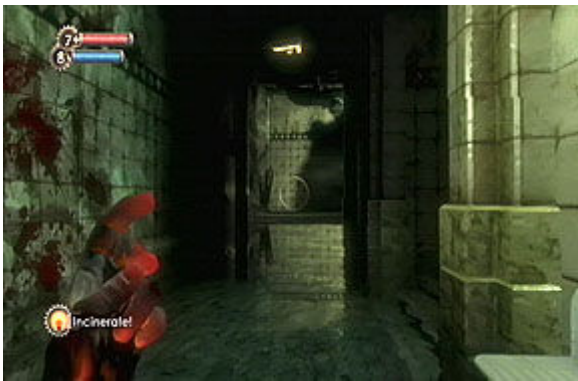
Step into the room and watch for a splicer around the corner to the left. Also in the alcove to the left is a security turret mounted along the southern wall.



In the alcove on the opposite end of the room is another splicer with her back to you. On the table in front of her is the code **0451**, which you can use to open the keypad-locked doorway in the room. Inside the closet behind the locked door are a few goodies worth grabbing.



There's one more door to the south that leads to a more sterile environment. Follow the hall to the left, through water, and don't be too startled by the shadows on the wall. For now, just continue to the end of the hall to grab the **Security Expert** tonic. On your way back out of the Twilight Fields wing, watch out for the shadowy surgeon who's shadow you saw disappear.



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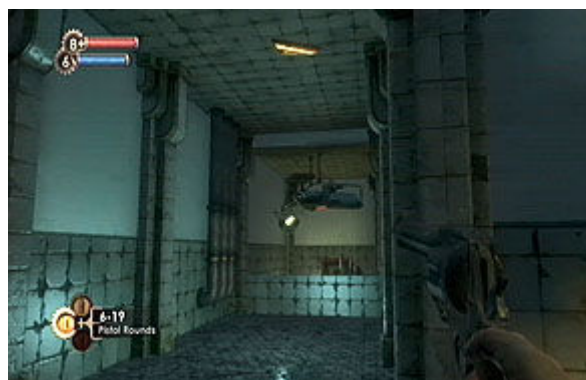
Medical Pavillion Foyer

Backtrack to the pavillion foyer and continue to ignore the all-knowing arrow. Instead, go down the stairs to the west where you can use your Incinerate! power to melt the ice clogging up the lower hallway. The hall branches ahead, giving you a few options. For now, look for a doorway to your left that leads to the Kure-All area.



Kure-All

Before stepping into the door, ready your Electro Bolt. Just through the door and to the right is a turret that you'll want to immediately zap before it can get off an RPG round. A bit further into the area, look for a security camera to your right. Destroy it before exploring the area.



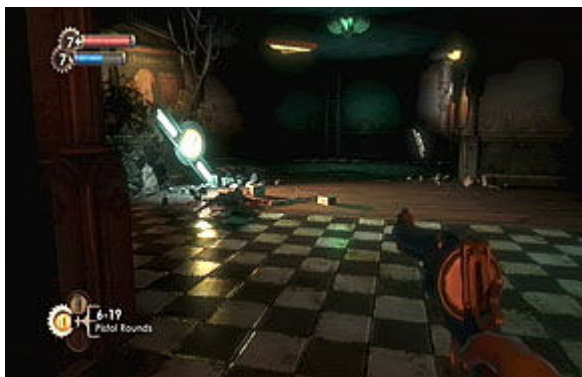
There's a safe inside the room that you can hack, and it's worth the effort. Also look for a small vent along the floor that you can bust open with your wrench. Crawl through the ventilation duct to reach a back room with the **Wrench Jockey** tonic. When you've got the tonic, backtrack out of the Kure-All wing.



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Medical Pavillion Foyer

Across the hall, in the center of the open area, you'll find a lit area with a shotgun glimmering on the floor. Before picking it up, we suggest grabbing the ammo around it. The moment you grab the shotgun, the lights go out and enemies swarm you. Quickly reload the shotgun and use it to drop the enemies that come. They won't stop attacking until the lights come back on.



When the area's finally safe again, go southwest a bit and stay crouched when rounding the corner. In the room through the window to the left, there's a turret you should Electro Shock before rushing to hack it. The area you're in now is Painless Dental.

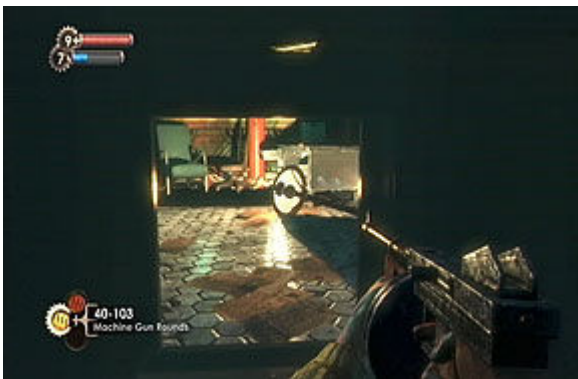


Painless Dental

In the next room, just past the turret, you'll find the tonic **Speedy Hacker**. When steam fills the room so thick you can't see, quickly do a 180 to find a splicer just standing behind you. Take him out, then look for a vent along the floor that you can bust into.



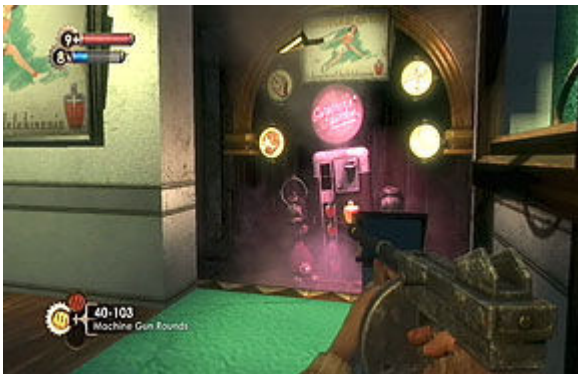
The vent leads to an office with one splicer inside. Take her out, grab the stuff in the room, then unlock the door to return to the previous foyer (where you found the shotgun). Follow the signs to Daddy Dental to the northeast.



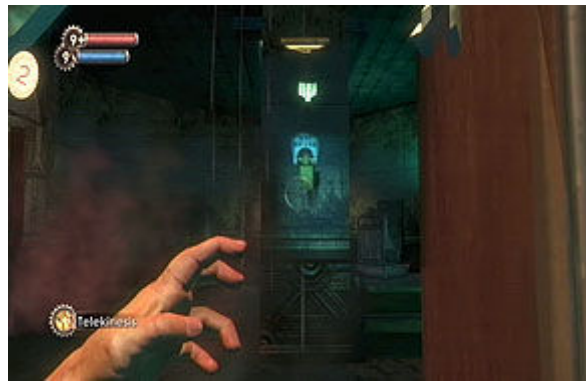
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Daddy Dental

Deep into the Daddy Dental area, in the northwest corner, you'll find the **Telekinesis** plasmid which you should instantly swap into your arsenal (replacing the Incinerate! plasmid). You can test out the Telekinesis with the tennis ball machine in the hall behind you. The main thing you should learn is that the Telekinesis power uses *no* EVE energy unless you use it to throw items. That means you can use Telekinesis to pull items towards you and pick 'em up (or drop them) without wasting your meter.



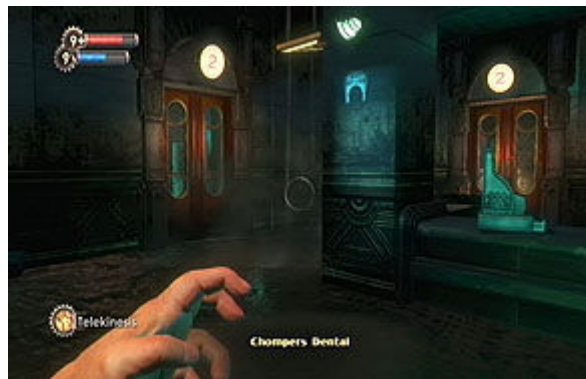
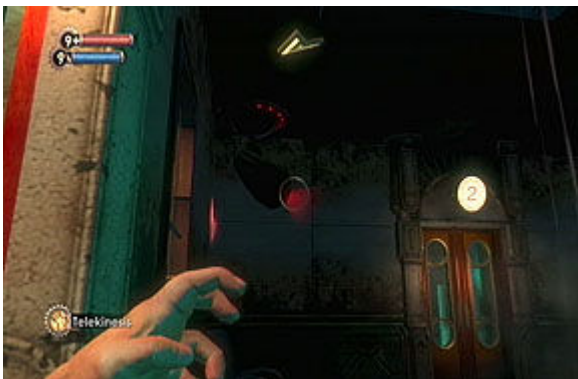
Expect an enemy or two as you backtrack to the main foyer. Go to the hall that's under the watch of the last turret you hacked (due south) to find a doorway that's locked. If you look through the broken glass left of the door, you can use the Telekinesis power to pull towards you the key that's hanging on a pillar in the room beyond the door. Use the key to unlock the door leading to Chompers Dental.



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Chompers Dental

Don't rush through the door you just unlocked. Just inside and to the left is a security camera scanning the room. Peek in to shoot it down before stepping into the room to engage an enemy or two.



There's a second security camera in the adjacent room. Shoot it down to gain easy access to the locked save that's embedded in the wall below the camera. Inside the safe you'll find all kinds of goodies, making Chompers Dental a good stop before returning to the Medical Pavillion Foyer.



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Medical Pavillion Foyer

Upon returning to the main foyer area, be on the lookout for nitro splicers. Use your new Telekinesis ability to fire their Molotov cocktails back at 'em. And now that you've explored the rest of the Medical Pavillion, it's time to finally obey the all-knowing arrow. Go through the doorway to the west.



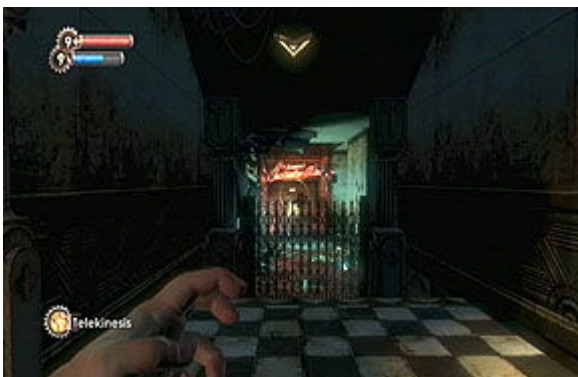
Follow the long westward-going tunnel. Eventually, you'll reach the Surgery Foyer.

Surgery Foyer

There's a wall at the front of the foyer and around that wall you'll find Dr. Steinman who runs away, into the door to the north. As he runs, he blasts the door closed, an action that can only be undone with a similar blast. As it just so happens, there's an infinite supply of nitro splicers that lob grenades at you from the balcony just left of the blown-up doorway. Use the Telekinesis plasmid to grab the grenades they throw and open the doorway up again.



Go through the door to the hall to the north. Just around the corner you'll spot the fleeing Steinman who sends a security bot your way. Backtrack around the corner and wait for the security bot so you can zap it with Electro Shock and hack it to make it your own. Also around the corner, at the far end of the hall, is a security turret. You can let your security bot fight it, or rush to zap it and hack to make it your own.



Before leaving the hall, be sure to grab the **Static Discharge** tonic that's on the floor in the middle of the hall. Behind a doorway to the north is a security camera that'll spot you quickly. Open the door and then back away before firing at it to destroy the camera. There are lots of goodies inside the room, including a safe that you can hack open. Grab the stuff, then return to the hall and go west.



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Surgery

You can see through the windows ahead Dr. Steinman operating on a body. It's time to put a stop to the doctor. As you step into the room with Steinman, a fight begins. He's a tough enemy, but there are things you can do to make the fight easier.



If you happen to still have the Incinerate! plasmid equipped, you can quickly torch the gasoline that runs just behind the operating table. If you've got the Electro Bolt plasmid equipped, shock the doctor and line up a quick head shot to deal a chunk of damage. We found the machinegun to be the best weapon for the job.

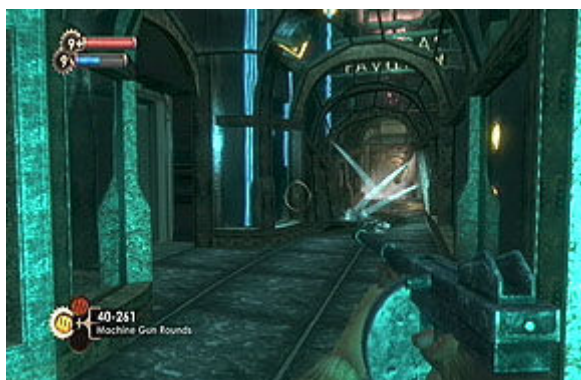
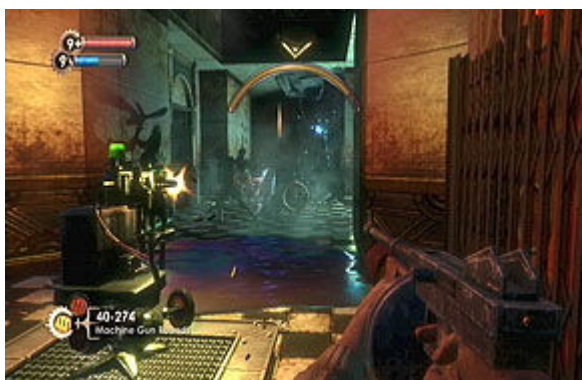
Without a doubt, the best way to take out Steinman is to quickly use Telekinesis to pick up one of the explosive canisters that are at the base of the stairs leading into the surgery room. Toss one at Steinman while he's standing over the pool of gasoline behind his operating table and he should go up in flames. While Steinman is on the ground, pummel him with shots.



Steinman will eventually get up and rush towards the water in the lower level of the surgery room. Equip Electro Shock and zap the water to shock Steinman and hopefully finish him off.



With Steinman defeated, pilfer his corpse and stock up on items in the room before backtracking towards the pavillion foyer. Expect to fight a few splicers in the hall just outside Steinman's room, but you should have an otherwise untroubled run back. That is until a tunnel collapses, stranding you in the western wing of the Medical Pavillion. Look for a door along the north side of the tunnel to enter the Lounge.



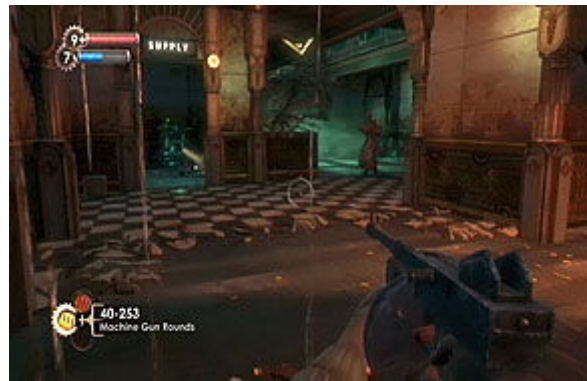
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Lounge

A cut scene takes over as you enter the Lounge. Don't shoot the little sister before you. Instead, approach her to be presented with the option of killing her or saving her. Killing the little sister will result in more harvested ADAM, which you can spend on personal upgrades. Choosing to save the little sister will net less ADAM, but will reward you later with an exclusive power. We recommend saving the little sister (and other little sisters in the future).



After gathering some ADAM, you can spend it at the Gatherer's Garden at the north end of the Lounge. From there, you can backtrack to the pavillion foyer.



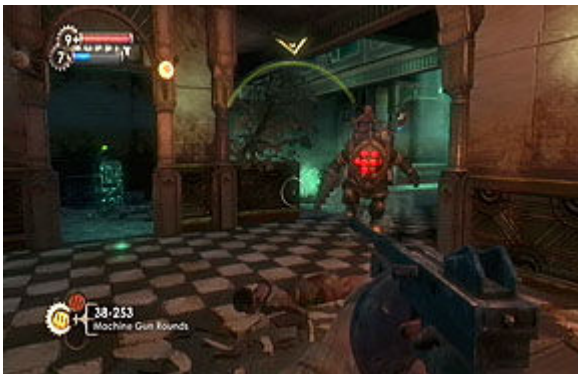
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Medical Pavillion Foyer

There's another little sister in the pavillion foyer, but this one's protected by a big daddy. If you want to harvest some ADAM (and we suggest you do), you'll have to take out the big daddy first. Hopefully you hacked the two security turrets that are in the eastern part of the foyer. They'll be vital in taking down the giant.



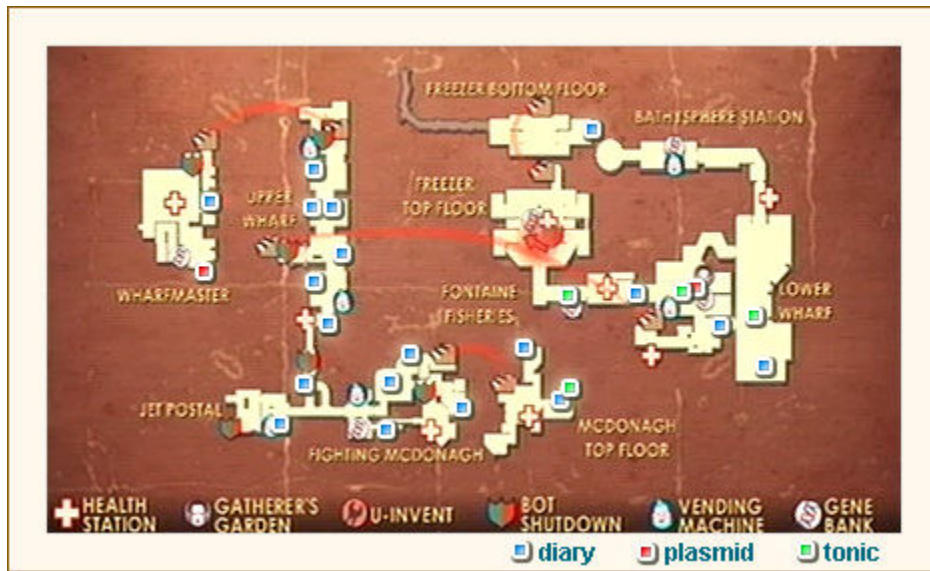
Get the big daddy's attention with a quick shot, then retreat to lead him into the line of fire of a turret. While he's getting blasted, use Electro Shock to stun him, forcing him to take even more punishment. We also recommend attacking with your shotgun equipped with electric buck, an ammo type that will stun the big daddy after every shot. When the big daddy is downed, harvest the ADAM from the little sister. Again, we suggest choosing to rescue her.



Follow the all-knowing arrow eastward, towards the beginning of the stage. It'll lead you back to Emergency Access where you can expect to find a single nitro splicer. Take him out, then flip the switch at the top of the stairs to open the door at the base of the stairway. Through the door is a bathysphere. Hop inside and pull the lever.

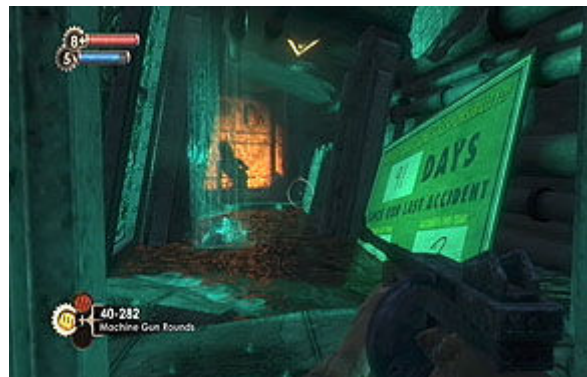


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Bathysphere Station

Stock up on gear at the start of the stage before heading east through the Bathysphere Station. You won't have to worry about enemies for a while (seriously), just collect items as you make your way to the Lower Wharf.

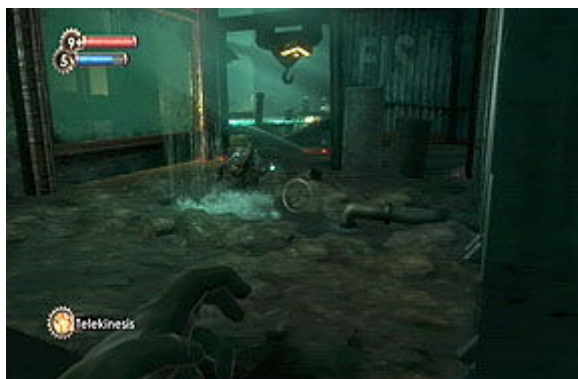
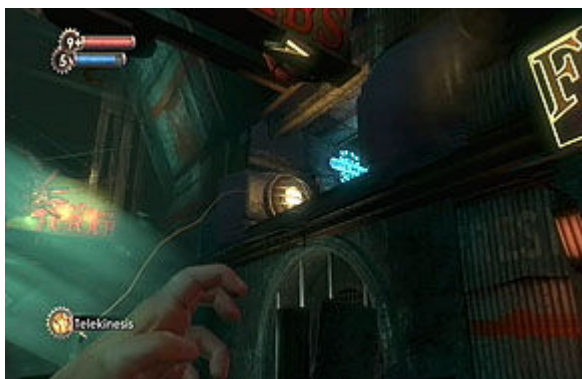


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Lower Wharf

Immediately upon entering the Lower Wharf, you'll spot a big daddy escorting a little sister. They're not the only people

in the area. Stand back a while and enemies will start crawling out of the woodwork, including some nitro splicers from an upper platform to the right (west). Let the other enemies duke it out with the big daddy to bring his health down before you dare get his attention.



The big daddy should inevitably take out all enemies around him. This is your chance to get underneath the platform you're on (at the north end of the wharf) to hack a turret that's hidden beneath. There's a second turret at the far south end of the wharf area, under another platform at the far end. While you can try to creep up and hack it, you can also just get the turrets attention and stand with the big daddy between you and the bullets. The big daddy will get caught in the crossfire but won't get angry at you just yet.



With at least one turret hacked and the big daddy weakened, it's time to take him on. Look for an explosive canister to the north, on the ground behind the northern-most turret. Use Telekinesis to lift the explosive canister and launch it at the big daddy. Now that you've got his attention, stick to the northern platform and use the surroundings for cover between taking shots. The big daddy will occasionally launch explosives your way—if you can catch 'em with Telekinesis, send them flying back.



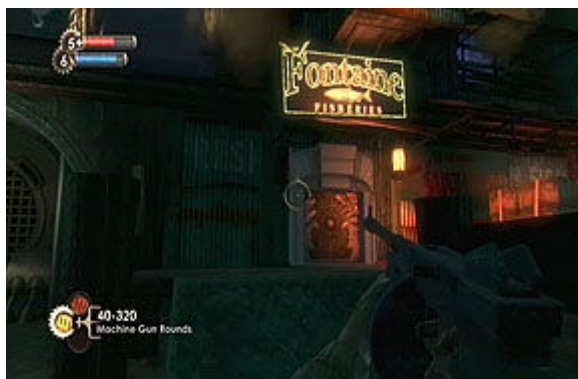
This is the third little sister you've encountered thus far, and if you choose to rescue her (and chose to rescue the first two), you'll get a call from Tenenbaum who tells you that there's a reward waiting for you.

We spent enough time dinking around the Lower Wharf that a second big daddy rolled through (and afterwards, a third—we've been told this is a bug). He summoned another little sister, and while we didn't have all the tools for the

fight that we wanted (like working turrets), we were able to take out the big daddy by sidestepping his main gun and using Telekinesis to launch his proximity mines back at him.



When the area's clear, pick up the **Medical Expert** tonic in the center of the open area. The all-knowing arrow will lead you in two directions if you let it. For now, go to the north end of the area and go through the doorway labeled "Fontaine Fisheries."



Follow the hall on the other side of the doorway and watch your right. The path to the right goes down a ramp where you'll likely spot some enemies, but more important is the RPG turret that's mounted on the debris to the right. We suggest taking cover to snipe down the enemies before rushing to Electro Shock the turret, hack it and make it your own.



Also in this area, on the upper level overlooking the turret, is a Gatherer's Garden with a gift from the little sisters (assuming you've chosen to rescue three sisters by now). The gift contains a new plasmid and a boat load of ADAM.



There's a nearby security bot that you can hack for some extra support. Best yet, it's not yet active so you won't have to fight it. Just southeast of the Gatherer's Garden is a bit of a ledge that you can drop down. Once down there, quickly hack a nearby security camera (to your left) and you'll have access to some goodies, including the aforementioned security bot.



Finally, it's time to listen to the all-knowing arrow. Follow the arrow back to your RPG turret and climb the debris to the back side of the crates. Just through the doorway is Fontaine Fisheries.



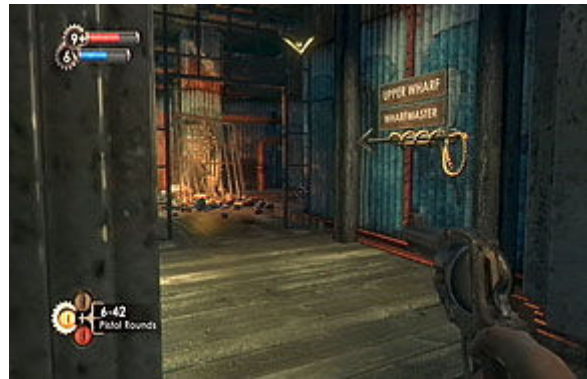
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Fontaine Fisheries

The all-knowing arrow leads you to a room with a load of items and a door. Knock on the door to talk to Peach Wilkins who asks you to retrieve a camera for him. As he does, a female spider splicer drops down into the room. You won't be able to kill her just yet, but you'll have to try. Fend her off and she'll eventually flee.



Follow the all-knowing arrow back through the Lower Wharf area. It'll lead you to a gate that was previously closed. Fight off a few splicers in the hall beyond the gate and continue towards the Upper Wharf.



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Upper Wharf

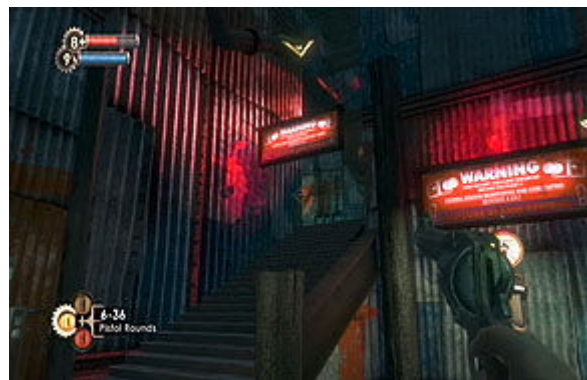
There's an enemy or two in the immediate area, but more important is the big daddy and little sister combo. Take out the enemies quickly and prepare for the big daddy battle. Taking him on alone is a bit risky, but there's another RPG turret that you can use to your advantage. The turret is mounted just a bit south, tucked away in a corner to the right. Quickly zap it with Electro Shock and hack it.



Make sure the big daddy is in range of the RPG turret before instigating a fight. We suggest attacking with electric buck to stun the big daddy directly in the line of fire of the RPG turret. Keep stunning the big daddy and he should go down quickly.



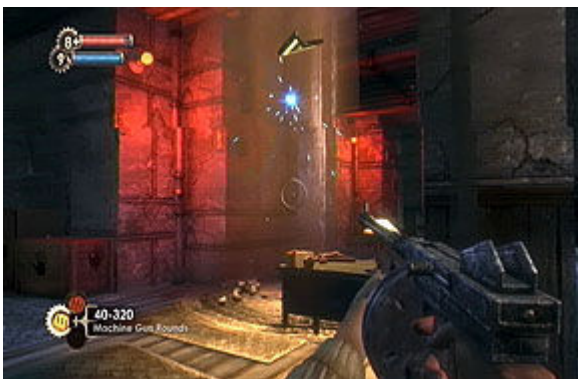
Go north, using your wrench to bust a lock to a gate so you can continue into a secured area. Just around the corner from the vending machine is a security camera overlooking the stairs to the right. Shoot it out before going upstairs, and then listen for a second camera just ahead. This second camera is low enough that you can hack it. Just wait for the red glow of the camera to point away from you before running out and hacking it. Continue north to the Wharfmaster's office.



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Wharfmaster

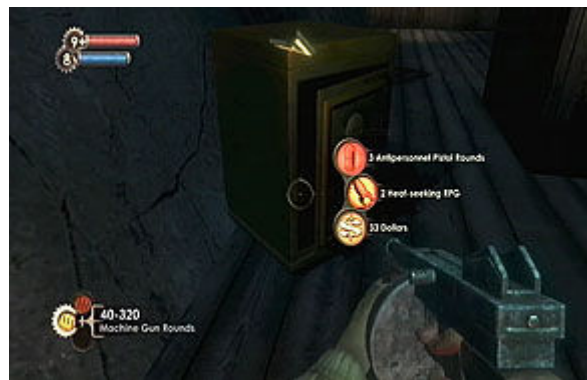
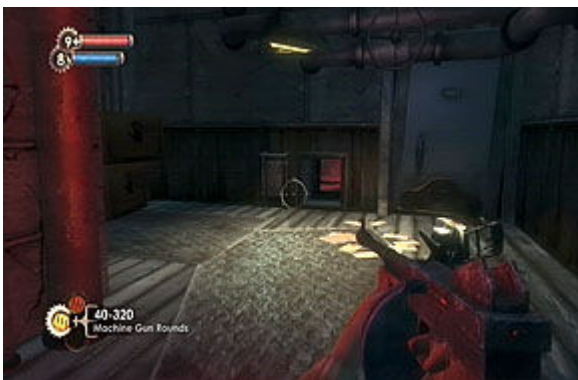
The Wharfmaster's office is under extremely tight security. To the south is a room behind a window that you can't enter. However, the security camera in the room can spot you. To the right, the hall leads to a doorway and a ruined room that's armed to the figurative teeth with mounted turrets. Straight through the door is a machinegun turret and to the right (northwest corner of the room) is an RPG turret. Rush into the room and hang a right, use your Electro Shock to quickly zap the RPG turret, then hack it. It'll come in handy as some enemies will trickle into the room through the same doorway you entered.



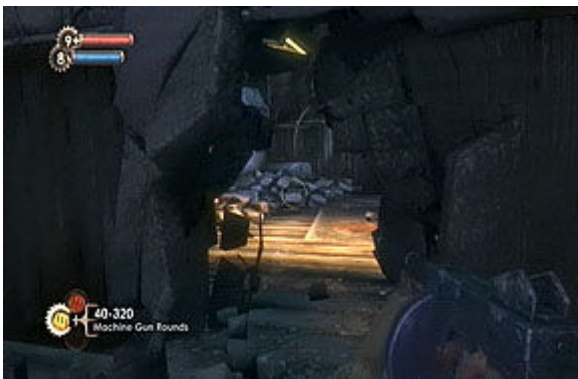
There's another machinegun turret in the southwest corner of the room. Get it's attention and you can let the RPG turret you hacked take it out. In the south-central end of the room is another RPG turret and a security camera. We suggest hacking both, so wait for the camera to turn away before running out, Electro Shocking the turret and quickly hacking both.



To the east is a crawl space you can fit into to enter the room we previously described as inaccessible. Be careful peeking in, though, 'cause there's a security camera overlooking the room to the right. Inside the room you'll find a safe you can hack into for a load of worthwhile items. Crawl back out of the room and use your wrench to smash open the gate to the left.



Through the gate is another crawl space that leads to an empty hall. Follow the hall and you'll reach the interrogation chambers where you'll find the research camera. Pick up the camera and use it to snap a shot of the spider splicer in the adjacent room. You'll need to take a couple more shots of spider splicers (not just this one) to fulfill Peach Wilkins's demands.



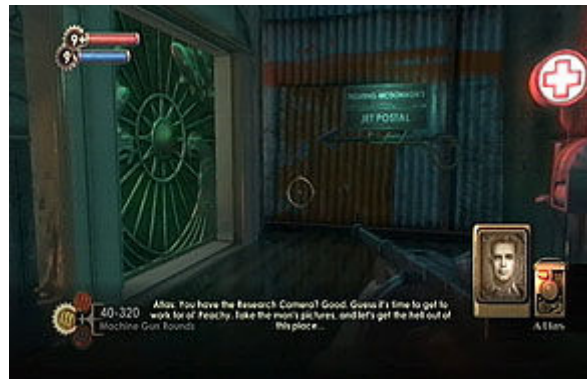
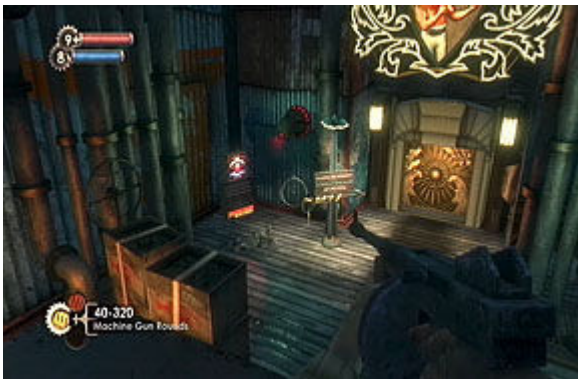
Backtrack through the previous hall and you'll see an explosion ahead. There's one enemy around the corner (on fire) and a new opening in the wall to your right. The hole in the wall overlooks the Upper Wharf. Before dropping down, grab the **Security Bullseye** plasmid from the awning outside the wall hole.



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Upper Wharf

Drop down to the ground after taking out the enemy below. You can sneak your way up to the security camera to the left, or simply blast it dead. Follow the doorway to the south to grab some items before following the signs that point to Jet Postal.



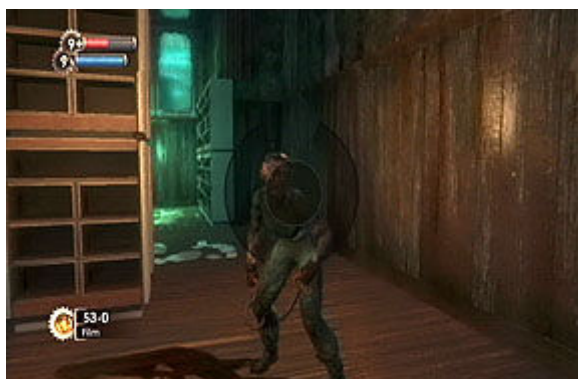
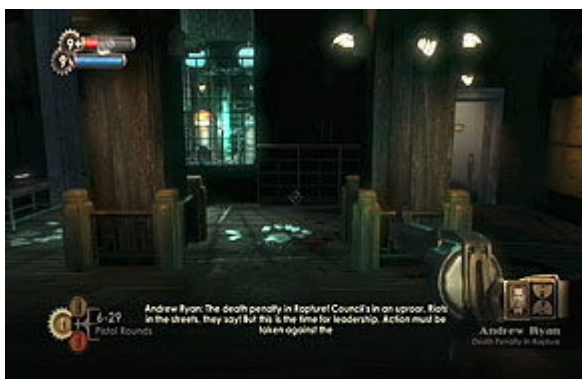
In the tubing ahead, watch for another security camera mounted along the right wall. You can hack this camera easily, then back away and let it call in security bots to take out the lead splicers in the immediate halls.



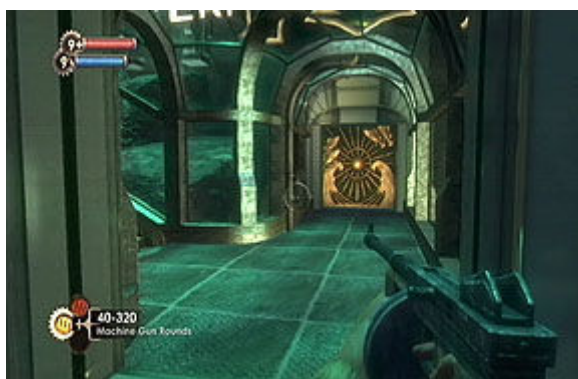
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Jet Postal

Follow the halls to the southwest (your right) and through a doorway to Jet Postal. The area is small, with just a couple of lead splicers inside. Take them out and explore the first room for some goodies. In the next room, ready your camera for another spider splicer. She drops from the ceiling to attack. Take a shot, then try to blast her down (the shotgun works well).



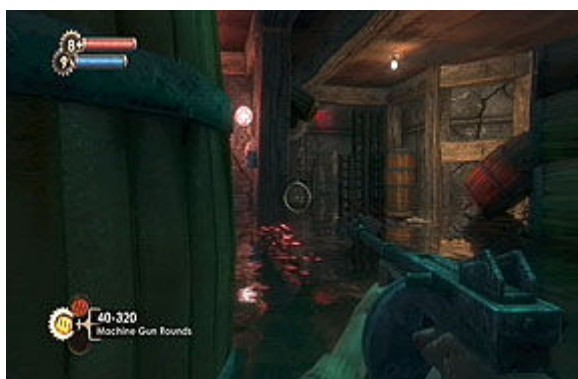
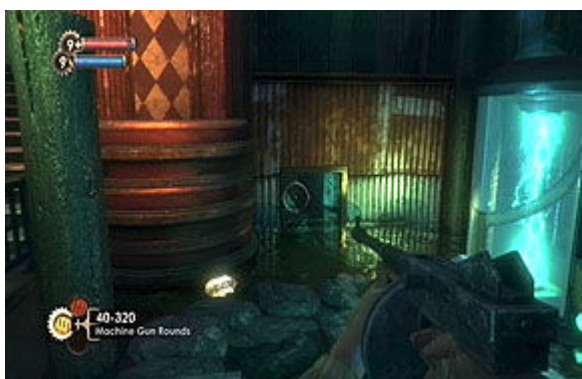
Before exploring the room further, look for a security camera along the southern wall. There are some good items to be found in the room, but they're not worth fighting security bots. When you're done in the room, leave the Jet Postal area and continue due east through the door across the tubing. You'll enter Fighting McDonagh.



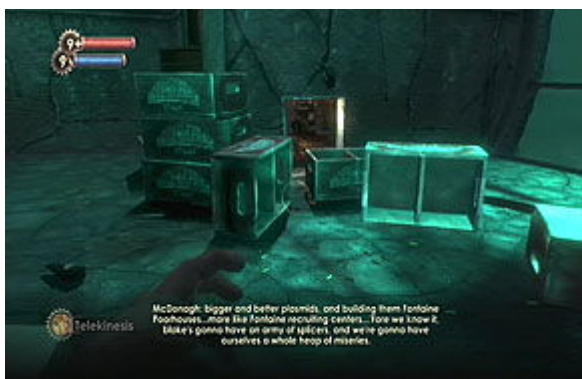
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Fighting McDonagh

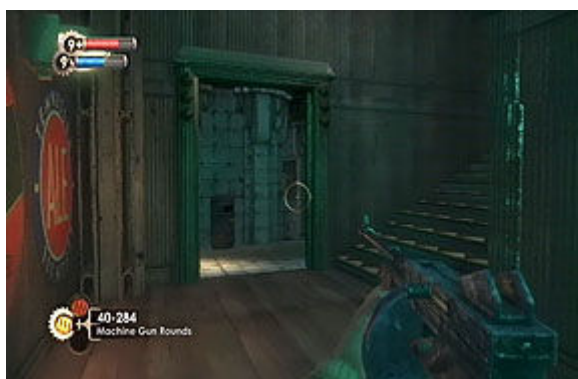
Watch for a pair of lead splicers just inside the new area. The main hall continues east, but look for a crawl space to the right, in the pool of water. Follow the crawl space east and it'll eventually lead to a back room with a couple of lead splicers. Watch out for the security camera inside (you can easily hack it) and continue east.



You'll eventually reach a doorway with shorted-out electricals. For now, ignore it and continue northeast. In the far northeastern room, look for a crawl space behind some boxes (use Telekinesis to move the boxes away). Electro Shock the turret that's mounted inside before crawling into the room to hack the safe.



Backtrack to the shorted-out doorway and zap it with Electro Shock to open the door. There are a couple of lead splicers in the room. At the back of the tavern is the bathroom, inside which is a nitro splicer. There are two doors you can unlock using your cash. We suggest opening the door on the left. When you're done, head upstairs



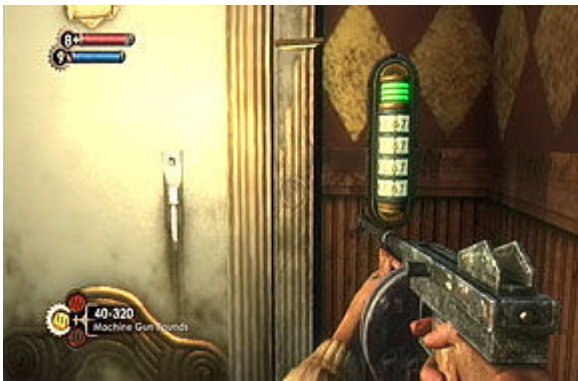
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McDonagh Top Floor

There are a couple of lead splicers up here. Go to the room to the southwest and you'll find a safe you can hack into, as well as catch a glimpse of a fleeing spider splicer. This should be the last spider splicer you need to snap, but he gets away before you can take his photo. Grab the gear in the room, and ready your camera on your way back to the outside hall. The spider splicer finally attacks you, letting you capture the third and final photo for Peach Wilkins.



Hack your way into the upstairs room to the east and in one corner of the room you'll find the **Shorten Alarms** tonic. When you're done exploring the upstairs room, make your way back to the lower floor of the tavern.



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Fighting McDonagh

There are likely more enemies inhabiting the tavern. We found one splicer that had a security bot in tow (we hacked it). Follow the all-knowing arrow back through the stage, returning to the Lower Wharf.

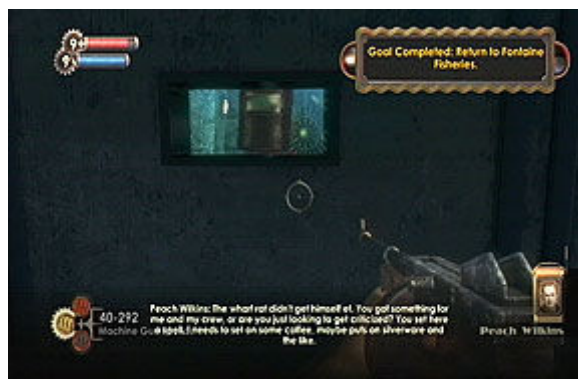
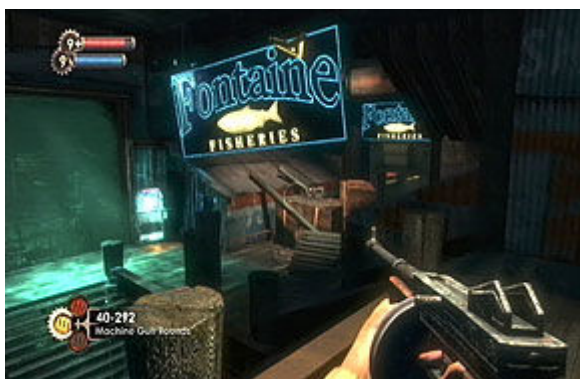


Lower Wharf

There's a spider splicer that attacks you on the Lower Wharf, in the same area with the Gatherer's Garden. Also of note is the newly-arrived **Wrench Lurker** tonic, which is on the railing overlooking the area below.



Continue following the all-knowing arrow westward. When you reach Peach's door, give it a knock and he'll eventually let you into his freezers.



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Freezer Top Floor

You've got to relinquish your guns upon entering the freezer, but you thankfully retain your plasmid attacks. The freezer is filled with items trapped in ice, making the Incinerate! plasmid a good one to have equipped. In fact, there's a **Focused Hacker** tonic right at the entrance.



Continue into the next room and you'll walk right into Peach Wilkins's trap. Your vision will cloud momentarily as Peach gives his monologue. Prepare yourself with either the Incinerate! or Telekinesis plasmid.

When the fog finally clears, you'll almost instantly be attacked by Peach and his goons. If you get hit by gunfire, quickly turn and ignite the splicer with Incinerate! If you spot Peach tossing Molotov cocktails, use Telekinesis to toss them back at him. Enemies that catch fire will run for a pool of water on the right. When they dive in, zap the water with Electro Shock for further damage.



While fighting, stick to the eastern end of the room. To the west is a mounted turret that you probably don't want to mess with during the fight (unless you can quickly hack it to shoot at Peach). As well, there's a security camera to the north that'll call in security bots that'll only make things more difficult. Just stick to the safe area and damage Peach with his own makeshift bombs. He'll go down in short order.

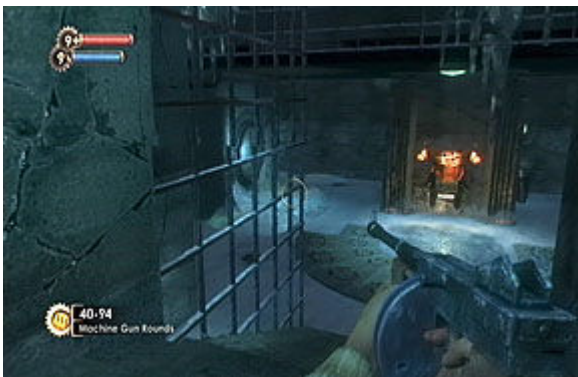


There are some side vaults you can explore (use Incinerate! to melt the doors) before going downstairs. On your way down, be sure to pick up your weapons from the machine in the hall.



Freezer Bottom Floor

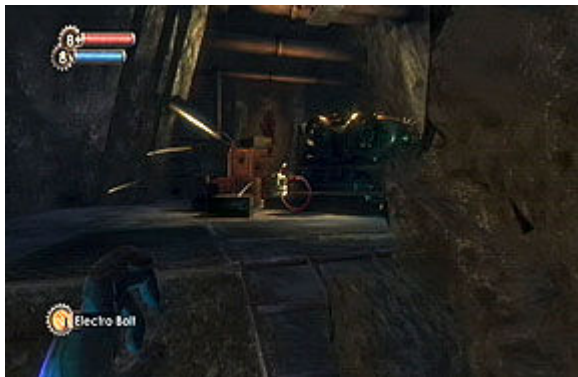
Again, there's a pair of locked vaults that you can open with Incinerate! The vault to the left has a couple of enemies, including a nitro spicer, along with a safe you can hack open. There's nothing to worry about in the freezer on the opposite end of the room. Just Incinerate! your way in and melt the chunks of ice inside to find a path that leads to the stage's end.





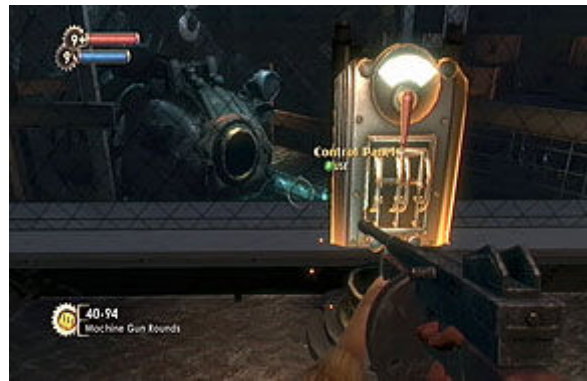
Flooded Cave

There's not much going on at the start of the stage. You begin in the Flooded Cave which leads you past a Vita-Chamber and towards the Storage Cave. As you crest a slight incline into the Storage Cave, be ready to Electro Shock a turret positioned at the back of the room. Hack it, then continue through the tunnels to the Control Room.

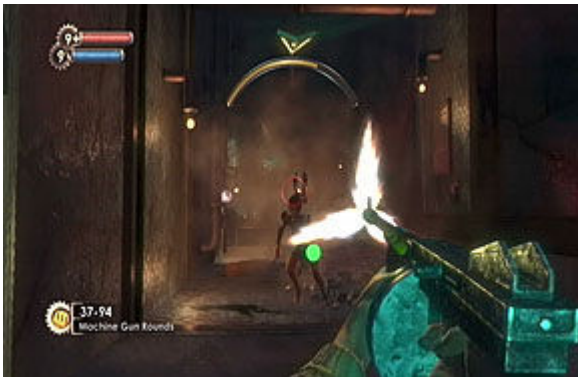


Control Room

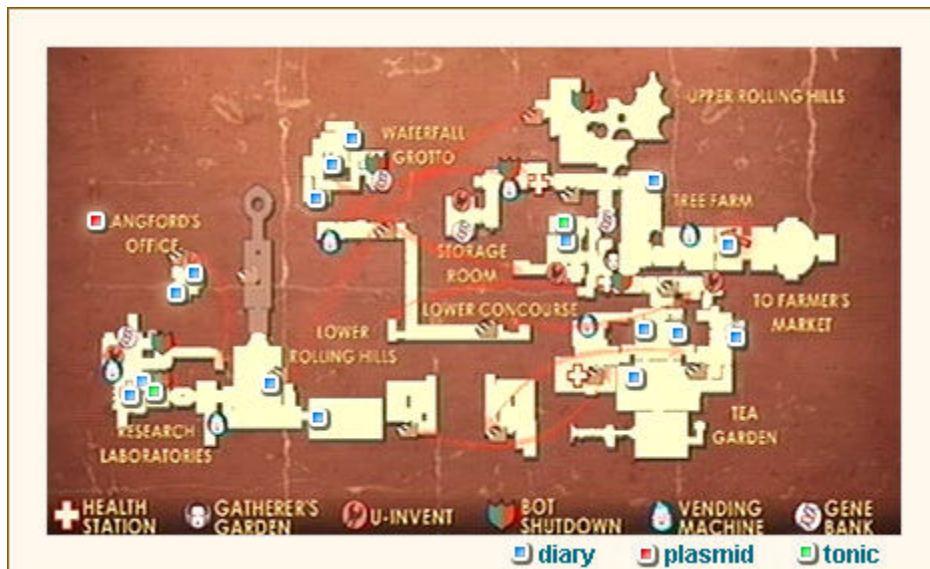
In spite of Ryan's threat, flip the control switch in the Control Room to open a door for Atlas. Stuff happens afterwards, including the opening of a doorway behind you. Just through the doorway, be ready to encounter a very aggressive spider splicer. Down her as she runs down the straight walkway to the left.



There are some lead splicers to the west. Follow the walkway westward, then back east towards the submarine. Expect a few more enemies from the hall leading to the sub, and continue eastward to reach the stage's end.



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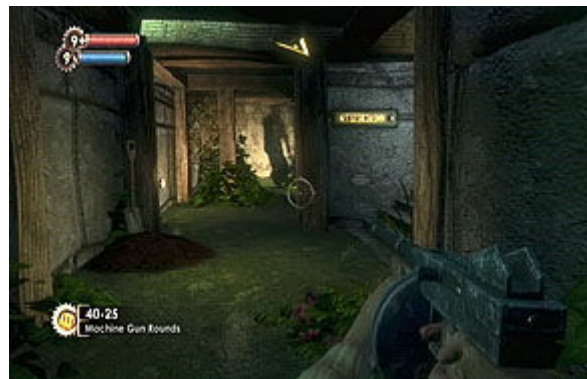
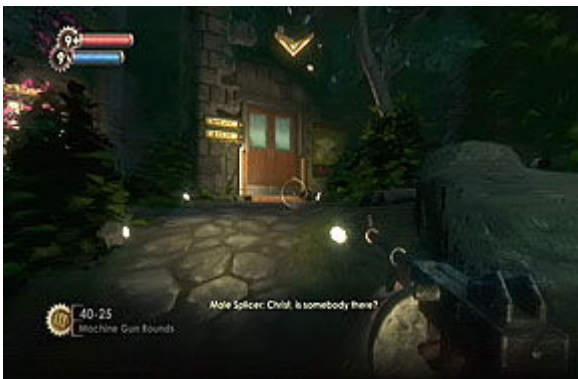


Tea Garden

There's not much going on at the start of the stage. Make your way through various halls and around some clutter to reach the Tea Garden area. To the southeast is a locked doorway that you can open up by using Incinerate! to ignite the unlit torch to the right. You'll find a healthy load of items, well worth grabbing before continuing north.



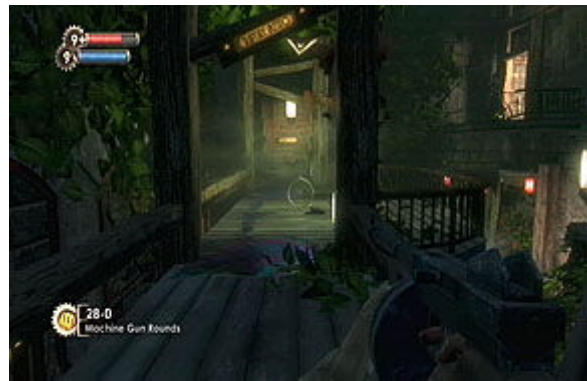
Follow the all-knowing arrow north to catch a glimpse of a very vocal splicer. Before chasing him upstairs, stop to examine the lower area of the north end of the Tea Garden. After grabbing the loot, continue following the all-knowing arrow upstairs.



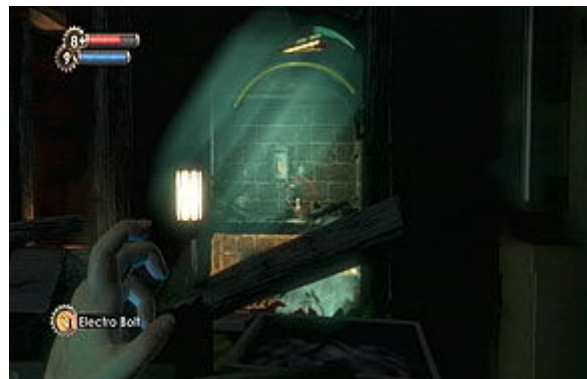
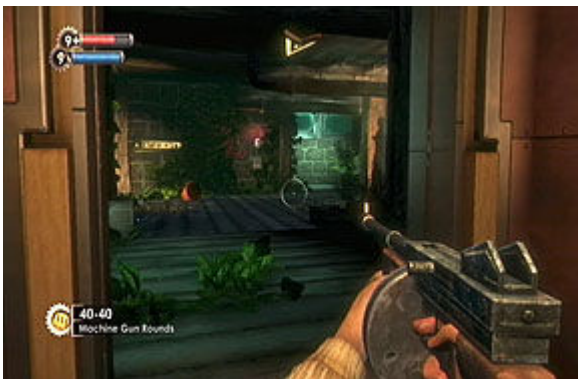
When you reach the upstairs room to the east, be ready to fight the Houdini splicer you've been chasing. We suggest breaking out the camera to snap some shots for research before laying into him. When the splicer teleports, quickly look around you to make sure he's not behind. The Houdini can deal some nasty damage if you don't catch him quick enough.



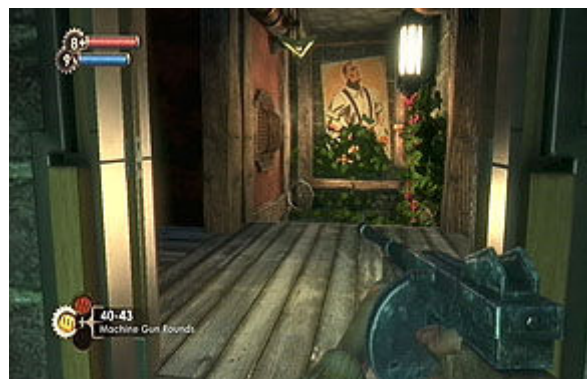
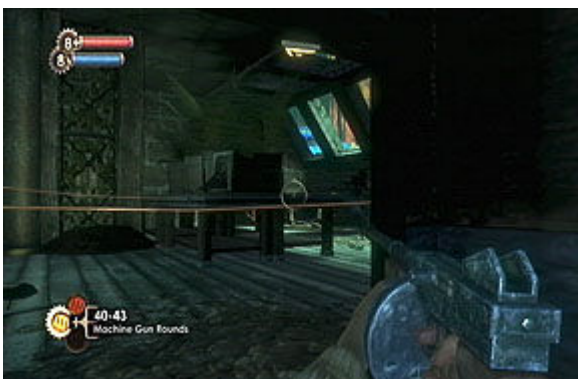
Stock up on the items in the room and watch out for a lead splicer that tends to wander in. When you're ready, head west to an uncovered catwalk with an enemy at the far end. Also watch for a pair of lead splicers on a balcony to the right as you make your way over the Tea Garden below.



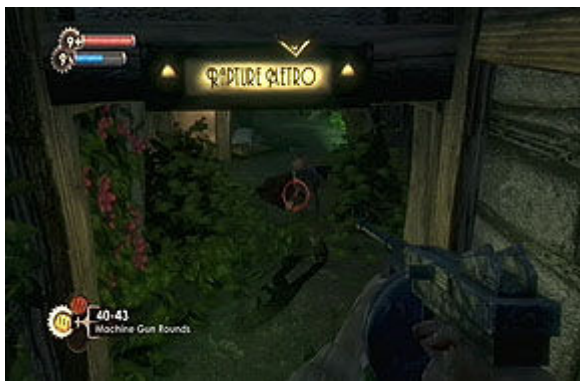
Be careful as you go through the next door. Around the corner to the right (north), there's a security turret poised you gun you down. As well, there are a couple of enemies standing guard in the room. We suggest luring the enemies to the earlier catwalk before going into the next room to take out the turret (hack that sucka!).



There are some hidden crawl spaces you can access in the same room with the turret. Look along the western wall to find a crawl space that leads to a safe, and further leads to a room with some electrified wiring. You can trip the wiring by throwing a splicer through it, letting you collect the room's bounty.



The all-knowing arrow leads you down to a lower area of the Tea Garden where you can expect an enemy or two. Just keep chugging forward until you reach Arcadia Glens.



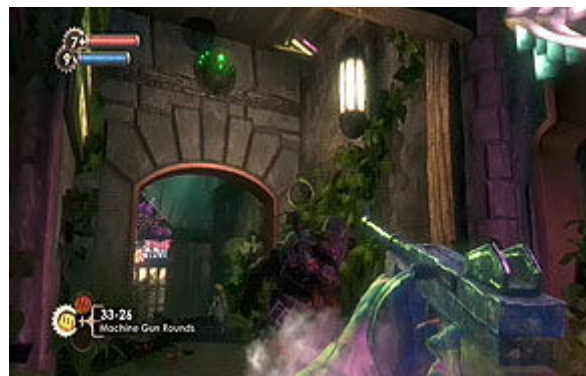
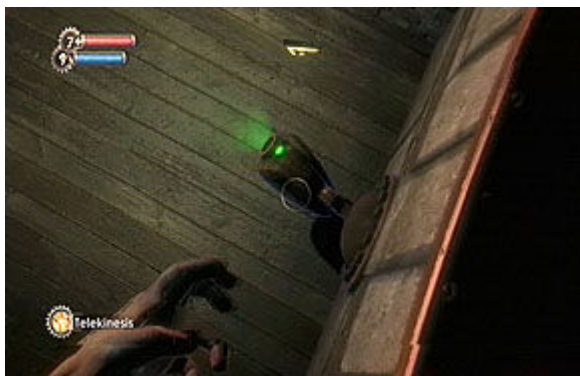
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Arcadia Glens

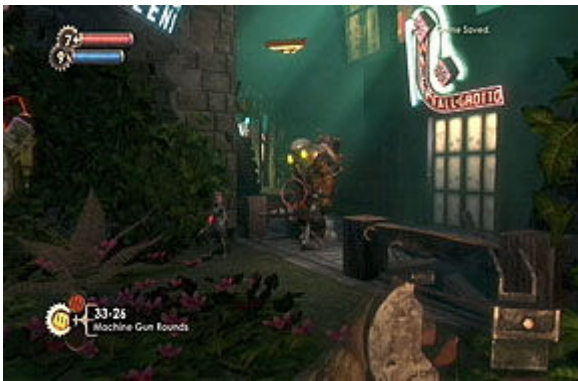
Straight north quickly leads you to a walkway that runs east and west. To the east is a U-Invent station you can use to whip up some ammo, and to the west (left) is a big daddy with a little sister. If there are enemies nearby, let the big daddy take 'em down.



Before engaging the big daddy, head due north to the end of the hall, past the Gatherer's Garden. At the end of the hall, to the left is a security camera that you'll want to hack. To reach it, you'll likely need to use Telekinesis to stack some items under the camera so you can stand on them and jump to hack. With the camera hacked, you have a good weapon for taking out the big daddy.



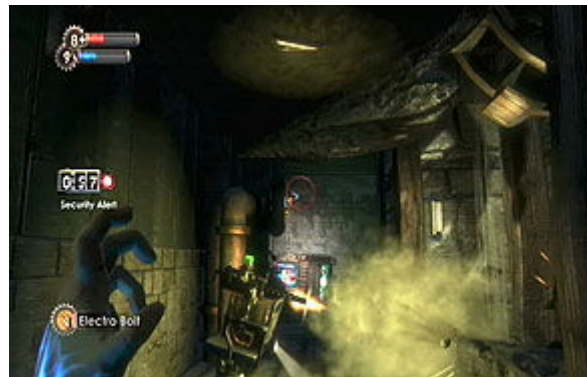
Fire on the big daddy to get his attention, then lure him in front of the camera. Use electric buck and/or Electro Shock to hold the big daddy in place in front of the camera long enough for the camera to be alarmed. The security system will call in bots that should make fairly short work of the big daddy. With the big daddy downed, look for signs that'll lead you to the Waterfall Grotto.



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Waterfall Grotto

Before rushing into the grotto, know this: the Waterfall Grotto area is packed with security turrets and cameras. There's even a series of electrified trip wires on the stairway leading into the grotto, as if the two turrets firing on you weren't enough. Take out the electrified wires on the stairway with Telekinesis, then rush down the stairs to Electro Shock the turret at the base (we suggest you promptly hack it).



Just to the right of the turret is a security camera that you'll also want to zap and hack before it summons security bots to terrorize you. Furthermore, there's a second turret at the far north end of the grotto. And if that wasn't enough, there's a hidden area to the east with a flame-throwing turret. Thankfully, that one's not so difficult to take out.



When you're satisfied with your plundering, follow the all-knowing arrow back to Arcadia Glens. It'll lead you north to a new area, Rolling Hills.



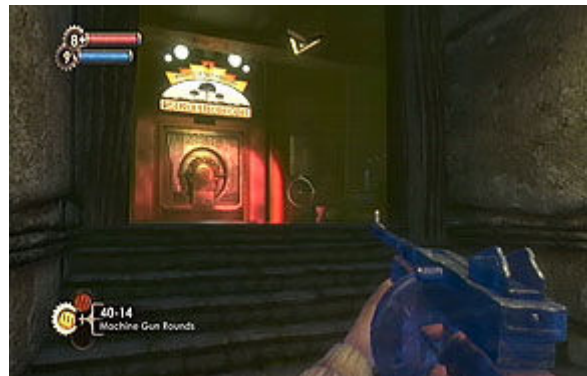
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Rolling Hills

As you enter the Upper Rolling Hills, look down the hill to your left to spot a lone thuggish splicer. More important, however, is the RPG turret to the left of her. Zap it with Electro Shock and hack the turret to make it your own. There's a big daddy wandering nearby, and if you want his little sister, you'll want to hold him in front of the turret with electric buck.



Continue following the all-knowing arrow into the Lower Rolling Hills area. An unforeseen event happens that changes the direction of the all-knowing arrow. Follow it westward, but watch out for a security camera positioned to the right of the doorway the arrow points you to. You can easily hack the camera to safely enter the research laboratories.



The arrow leads you to Julie Langford who asks you collect a rose specimen for her. Once you've got the mission, double back out of the laboratory, ready to take on an impressive group of thuggish splicers in the main Lower Rolling Hills area.



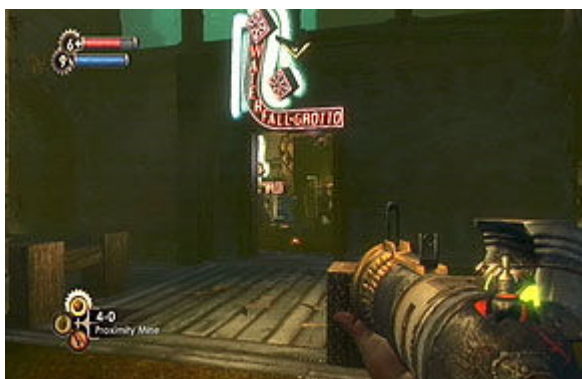
On your way back to Arcadia Glens, note that new paths are opening up around you due to the receding plants. Explore the new areas, then continue to Arcadia Glens.



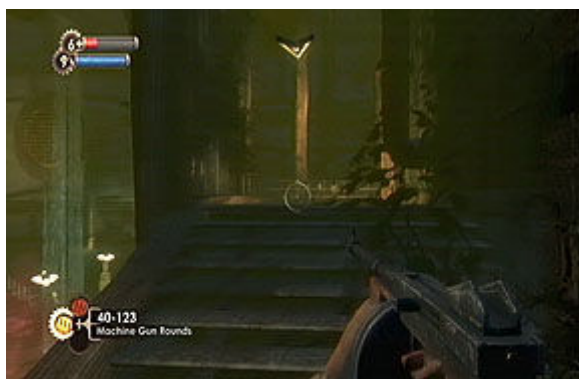
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Arcadia Glens

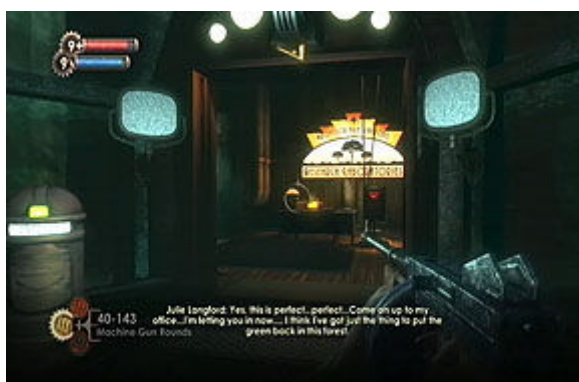
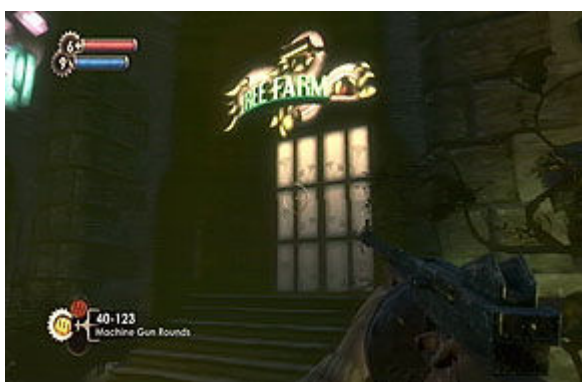
Note a small pack of thuggish splicers to the right that are hacking away at the ground. Between them is a new tonic, **Security Evasion**. Take out the splicers and grab the tonic.



The all-knowing arrow leads you back to the base of the Waterfall Grotto where you (hopefully) earlier took care of a bunch of turrets. At the bottom of the grotto, by the spinning water wheel, are some glowing roses. Pick one of the roses, then watch out for lead splicers that attack from the east.



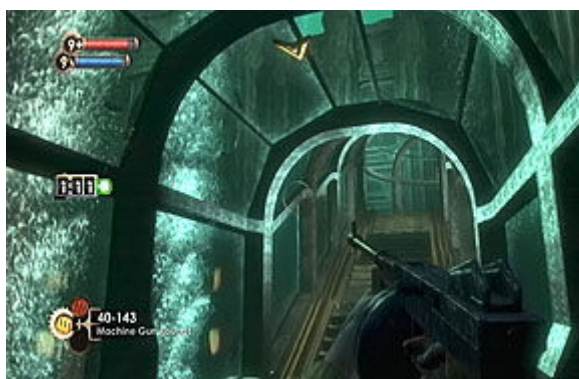
Before running back to Julie Langford, take time to check out the newly-opened Tree Farm area to the east. There are a few enemies, but more important is the weapon upgrade system you should use to beef up a weapon of your choice. You can further explore the area, but you'll reach a dead-end for now. When you're done here, follow the all-knowing arrow back to Julie Langford. She'll let you into her lab.



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Research Laboratories

There are no enemies to worry about inside Langford's lab, however there are many turrets. Thankfully, Langford shuts the turrets off...temporarily. Use the time you've got to explore every inch of Langford's lab while following the all-knowing arrow. You'll find tons of items, including (at the beginning of the lab) the **Hacking Expert** tonic.



Langford's Office

Note the number Langford scribbled into the window as her office filled with gas. You can use that number (**9457**) to unlock a safe that Langford has hidden behind a painting on the wall. Inside the safe is a key that'll open up the Farmer's Market, the next area to the east.



Also inside the safe is an audio diary that tells of the Lazarus Vector. You'll need to listen to that, as well as the second Lazarus Vector diary that's on Langford's body. Through those documents, you'll learn that you need seven distilled waters and seven enzyme samples (you can actually hack the U-Invent machine to require one less of each). You'll find the items at the Farmer's Market.



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Research Laboratories

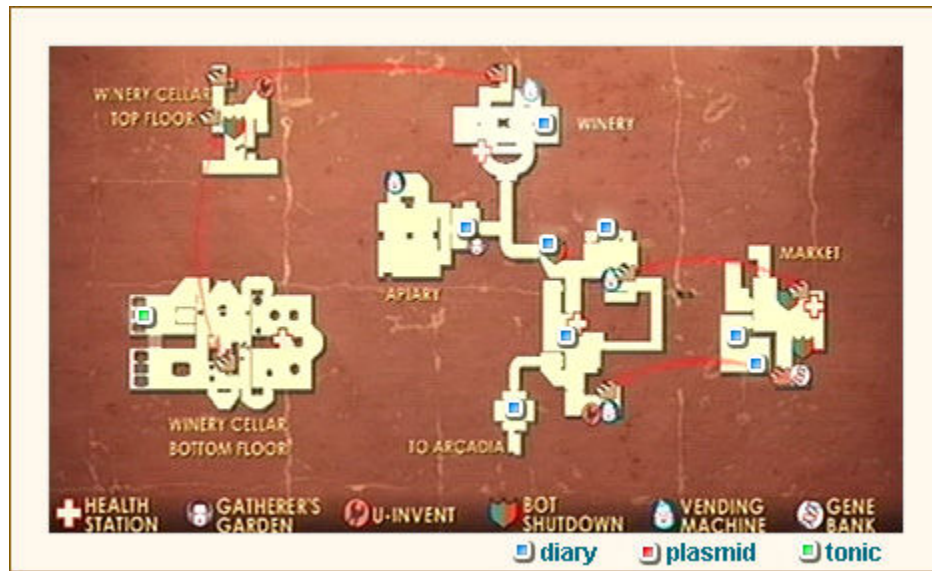
As you go back down into the lab, be ready to fend off some splicers. As well, you'll need to watch out for the security systems that are reactivated. In the first room you enter, there's a turret to the left (southern wall) and a camera peering out over the western end of the room. Try to hack both and they'll help you with any leftover enemies in the area.



There's one more security turret in the next part of the lab. Take care of it, then continue following the all-knowing arrow back to Arcadia Glens. The arrow will lead you through the Tree Farm, and finally to the Farmer's Market entrance.



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To Arcadia

Examine the body on the ground at the start of the stage. You'll find the first of seven required **enzyme samples**. Just through the doorway ahead, you'll encounter a Houdini splicer who may or may not get shot by the RPG turret around the corner to the right. When the splicer is down, turn the corner to the right to hack the RPG turret. These things are always useful.



To the left (west), just around the corner from the Quality Cheese stand, is a security camera overlooking the road. You can jump onto the counter of the Quality Cheese stand to sneak up on the camera and hack it from below.



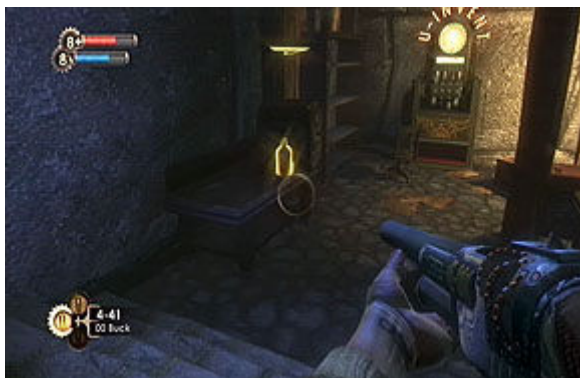
The all-knowing arrow wants you to go north into the next area, but we suggest heading down the stairs to the east first. At the base of the stairs you'll find the **Eve Link 2** tonic. Continue north to the area known as Market.



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Market

You'll run into a few splicers ahead. Get their attention, then lead 'em back to the stairway with the hacked RPG turret to take 'em out. In the northern end of Market, you'll find three doorways that lead to adjacent rooms. In the southwest room are some items worth grabbing, but expect a Houdini splicer on the way out. In the northwest room, you'll find the **distilled water** and a tuggish splicer. You can hack your way into the northern room for some extras, but there's nothing vital inside.



When you're done below, make your way up the stairs at the northeast end of the room. There are two doorways at the top of the stairs, both of which lead to roughly the same section of the market (we suggest using the one straight north). You should spot a big daddy wandering with a little sister, but don't rush into the fight just yet. There's a security camera to the northwest (tucked under the cover of one of the market shops) that you'll want to hack first.

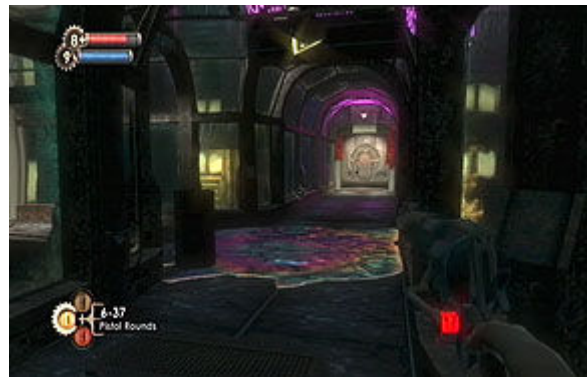


Running up to the camera is risky, but fortunately there's a back way. From under the cover of the market stand you're in, go north to find a crawl space along the wall. The crawl space leads to a freezer inside which you'll find a removable vent. Crawl through the ventilation (but watch for the electrified trap!) and you'll reach a crawl space directly behind the camera. You should be able to easily peak out and hack the camera from there.



Just around the corner, right of the neon winery sign, you'll find another bottle of **distilled water** on the ground. Before you leave the area, now's a good time to take on the nearby big daddy. If you hacked the security camera as suggested, you'll have a good weapon for bringing him down. Stand under the security camera and shoot the big daddy to get his attention. When he's in line of the camera's sight (the closer, the better), use electric buck to hold him still while the security bots come to the rescue.

When you're done here, follow the hall westward, towards the Winery. The hall ahead soon splits north and west—for now, follow the all-knowing arrow's guidance and continue left towards the Apiary.

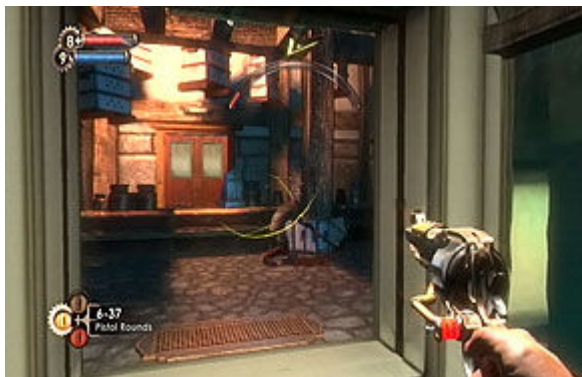


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Apiary

As the doorway to the left opens, you'll spot a splicer getting attacked by bees. When the splicer goes down, the bees will likely go after you next. We suggest breaking out the chemical thrower gun and dousing the bees in napalm. Be

careful of the bee hives in the room (don't disturb them!) and continue west to the main Apiary room.



Just inside the doorway is a pair of switches that activate smoke machines that fill the room with smoke. In this case, that's actually a good thing as the room is filled with bee hives. With the smoke machines running, the bees will stay put in their hives, though you'll have to listen for the ticking of the smoke machines that foretells their imminent stopping. When the machines stop, you'll need to book it back to the switches.



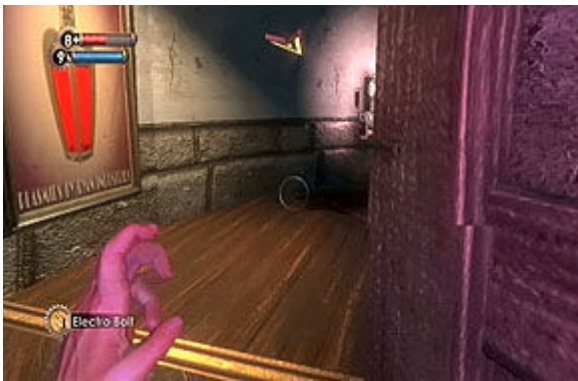
With the smoke machines turned on, you can examine the bee hives to grab their contents without being attacked...by the bees, at least. Each time you open up a bee hive, a splicer (either thuggish or lead) enters the Apiary, but you need to examine the hives to collect the **enzyme samples** they hold. Collect a total of seven samples (while fighting off the splicers that come at you) before leaving the Apiary. Follow the all-knowing arrow north toward the Winery.



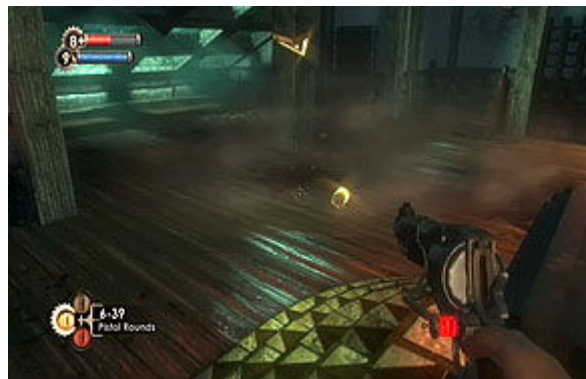
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Winery

Just inside the Winery area is a wall that separates the north end of the room from the south. Just on the other side of the wall are a security camera and a turret. We suggest going around the wall on the left (west). From that angle, you can turn the corner to your right and Electro Shock the turret while walking right under (and out of sight of) the security camera overhead. Hack both security measures.



Between the camera and the turret is a safe we suggest you open to grab the two **distilled waters** inside. We also found another **distilled water** on the ground to the northwest.



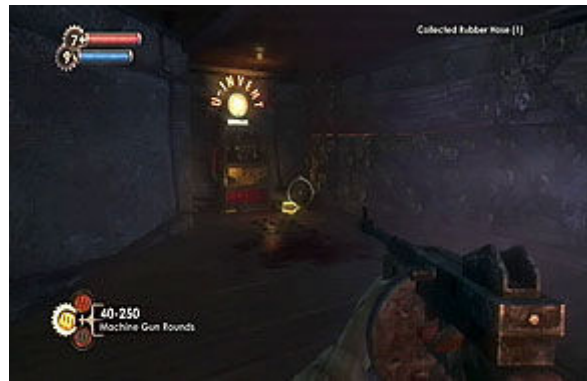
The all-knowing arrow leads to the back of the room where the path leads you downward. Look on the rafters overhead for another **distilled water** you can grab with Telekinesis, and watch out for the electrified wire traps (they're also best dealt with using Telekinesis). Continue down the stairs to the Winery Cellar.



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Winery Cellar Top Floor

Expect to find a few splicers in the cellar, enjoying the wines. Make your way to the southeast corner where you'll find a corpse that's holding another **distilled water** (this was our seventh and final bottle). We found another **distilled water** bottle just across the hall, to the southwest. To the northeast, we found another bottle along with a U-Invent machine. By now you should have the ingredients required for making a Lazarus Vector. Use the U-Invent machine to do so.



If you still don't have enough distilled waters, go to the lower floor of the cellar where you'll find more splicers and a few more bottles of water. Also downstairs is a weapon upgrade station we suggest you use. Just beware the lead splicers and the security camera mounted in the center of the lower floor room.



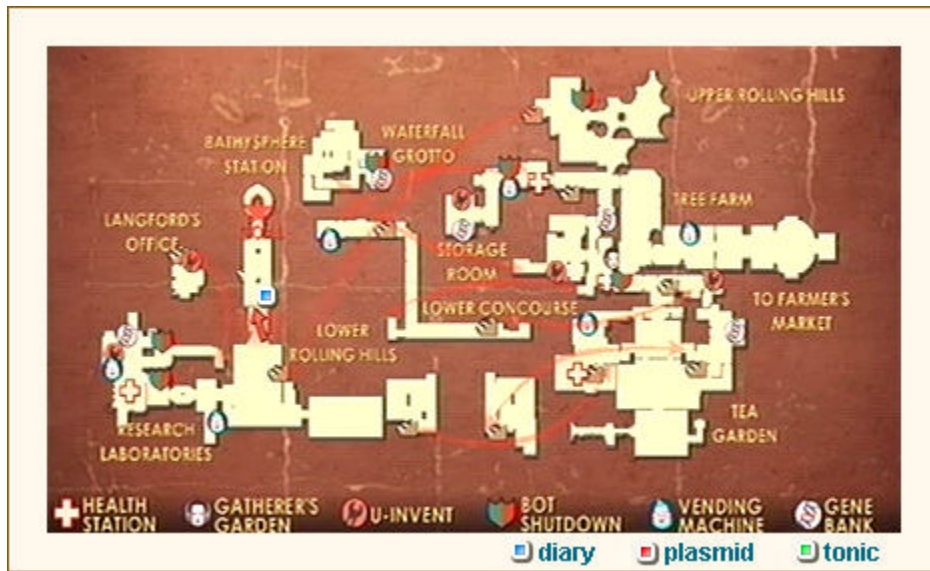
There's a lot more to the lower floor of the Winery Cellar, including a quasi-hidden room to the west inside which is the **Photographer's Eye** tonic. When you grab the tonic, a booby trap will trigger that raises a few electrified wires traps behind you. As well, lead splicers surround the room's exit, forcing you to fight from inside. Fortunately, they tend to fall into the water outside the room, where Electro Shock can work its magic.



When you're done in the cellar, follow the all-knowing arrow back upstairs and back to Arcadia.



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To Farmer's Market

As you step back into Arcadia, Ryan summons a host security bots to challenge you. As they come, we suggest Electro Shocking one and hacking it to help turn the tides in the fight that follows. We also found that the shotgun works best for taking out the security bots—as they charge towards you, hold your ground and lay into 'em, but don't get caught in their explosion afterwards.



When the security alarm is finished, follow the all-knowing arrow back towards the Research Laboratories. You likely won't meet more than a couple of splicers on your way.



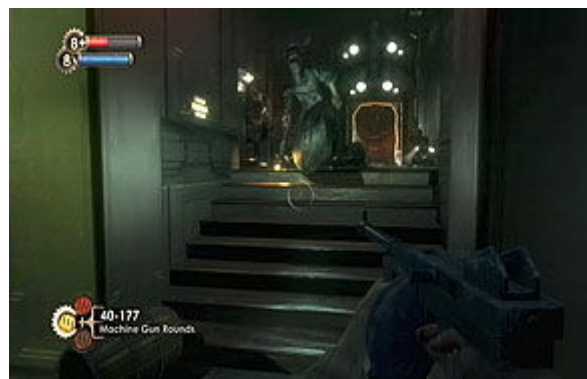
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Research Laboratories

The all-knowing arrow leads you all the way to Langford's office where you'll need to activate a machine to distribute the Lazarus Vector. Unfortunately, the effect isn't immediate. And Andrew Ryan has something to keep you busy in the interim.



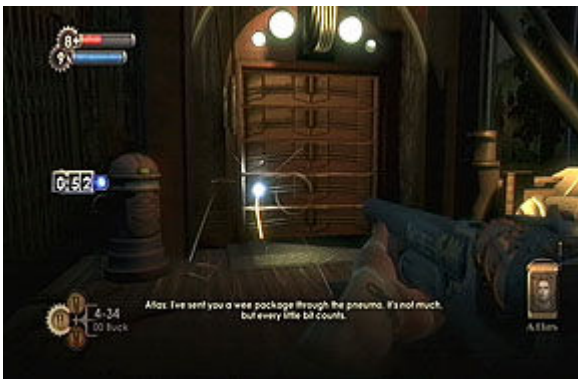
Make your way back towards the exit of the Research Laboratories. As you near the exit, Andrew Ryan's cronies (read: lotsa splicers) invade the lab. There's a security switch near the lab entrance that'll temporarily slow down the invasion, but it won't hold them forever.



If you followed our advice earlier and hacked all of the security measures in the lab, you should have some help in combating the splicers. If a security bot is summoned, Electro Shock it and hack the bot so it'll stick around beyond the security alarm. As well, try using the Hypnotize Big Daddy plasmid if you've got it but be careful not to accidentally hit big daddy with your shots. He'll turn on you if you do.

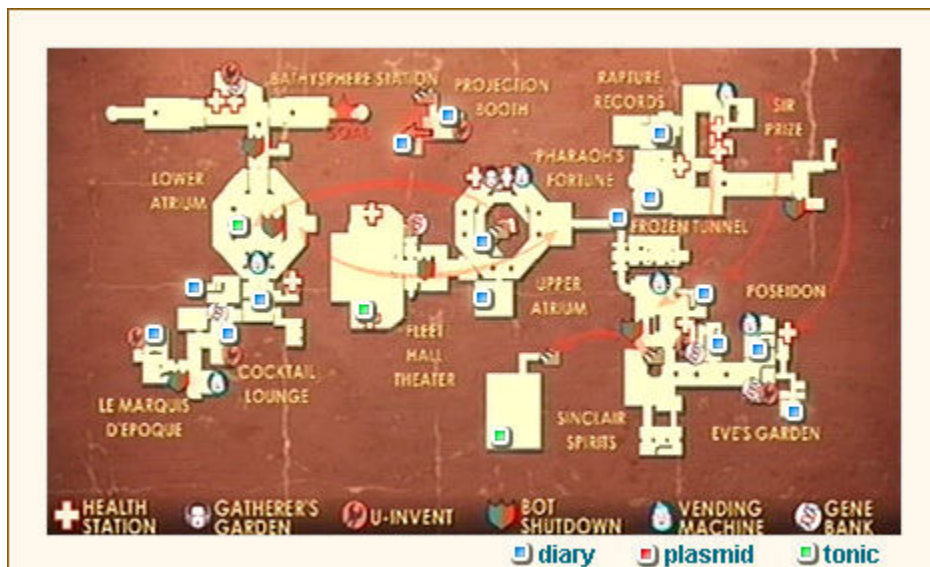


Enemies come in waves, each of which is sandwiched between updates on the Lazarus Vector deployment. Hold your ground and you'll eventually be guided back up to Langford's office for the last part of the deployment. Hit the switch and the Lazarus Vector will release into Arcadia.



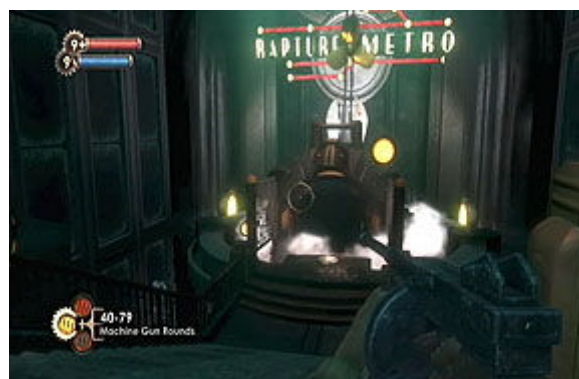
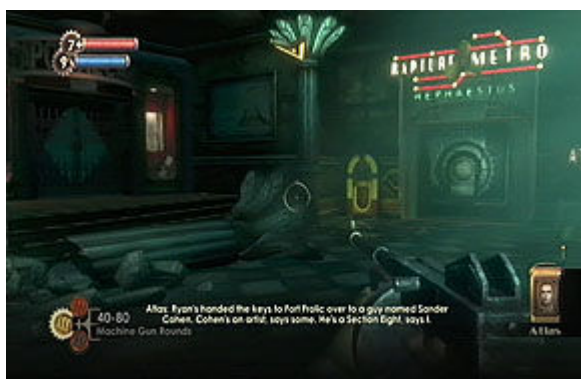
Follow the all-knowing arrow out of the lab and north towards the stage's exit. Hop into the bathysphere and travel to Fort Frolic.





Bathysphere Station

Follow the all-knowing arrow's lead, going east into another bathysphere port. As you approach the pod, the bathysphere takes off without you as you receive a message from Sander Cohen.

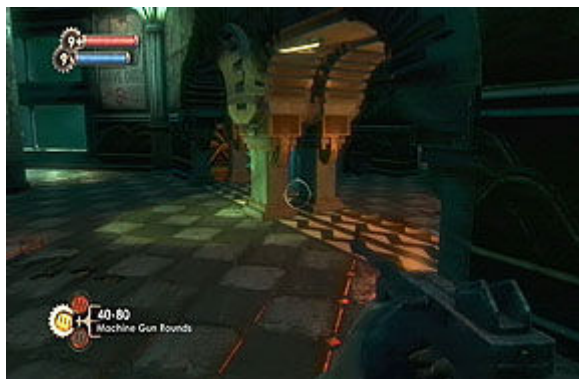


Double-back to the previous room, but be careful. There are newly-set electrified wire traps all over, and a pack of spider splicers roaming the room (and the ceiling). When you've cleared the room, go south to the Lower Atrium.

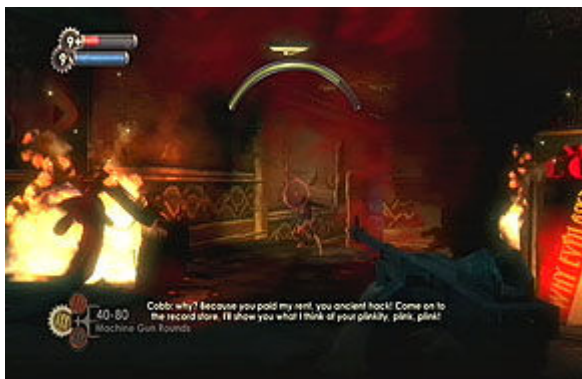


Lower Atrium

The large area's pretty empty for now, though if you go exploring you'll want to watch out for a security camera mounted over the vending machine to the south (it's easy to hack).



The all-knowing arrow wants to lead you up the stairs in the center of the Lower Atrium, but there's a lot of space to the south that you can explore right now. Since we're fans of exploration, we suggest going south where you'll run into a couple of splicers. There are bathrooms to the left (east), inside one of which is a turret (be careful).



There are some more side rooms a bit further south, including the Sophia Salon. Be aware that exploring some areas will trigger the spawning of spider splicers on your way to the Cocktail Lounge.



Cocktail Lounge

Just inside the Cocktail Lounge is a security camera along the eastern wall, on the other side of a pillar. Also, expect some more splicers (spider and thuggish) as you continue your southern progression. Eventually, you'll reach Le Marquis D'Epoque.



Watch out for a mounted turret just inside the Marquis D'Epoque, on the other side of a pillar at the front of the room. In the lower level of the Marquis D'Epoque, you'll find a weapon upgrade station good for one weapon upgrade. Choose wisely.

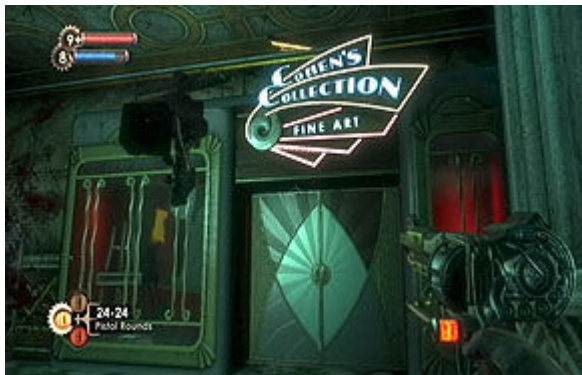


Note the number scribbled on the floor next to the nearby corpse (**7774**) and expect a small contingent of splicers to enter the Marquis D'Epoque after you've upgraded your weapon. When you're done here, make your way back to the Lower Atrium and follow the all-knowing arrow upstairs.

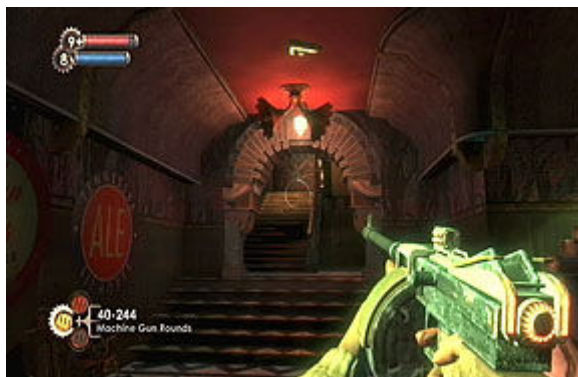
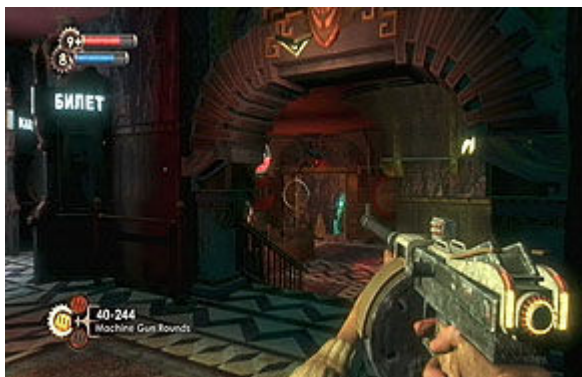


Upper Atrium

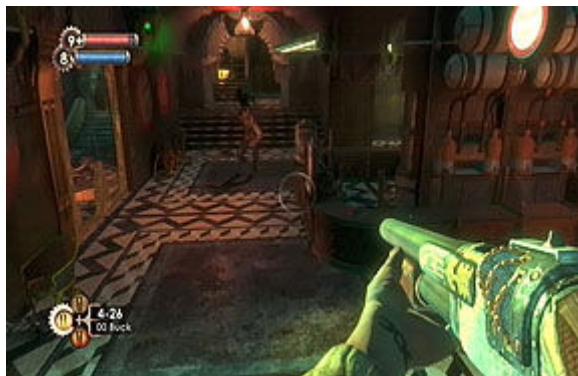
The all-knowing arrow urges you westward once upstairs, but there's a room to the south you might want to explore. Watch out for a mounted turret on the upper walkway of the room that guards three safes. You can hack the safes to collect some worthwhile goodies before following the wisdom of the arrow.



You'll go west into a parlor with a security camera on the western wall. The camera is easy to spot and easier to dodge so you can hack it from underneath. To the north is a stairway that leads to an upper alcove that's half blocked-off. For now, just go back downstairs.

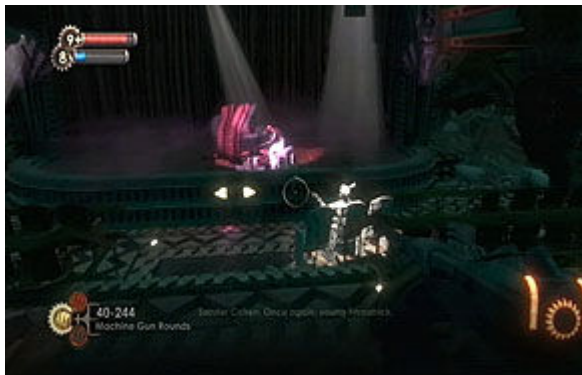


On the southern wall is an elevator. Call the elevator to you via the button on the wall and be ready for a few splicers that invade the room from the stairs to the north. Take 'em out, then ride the elevator into the Fleet Hall Theater.

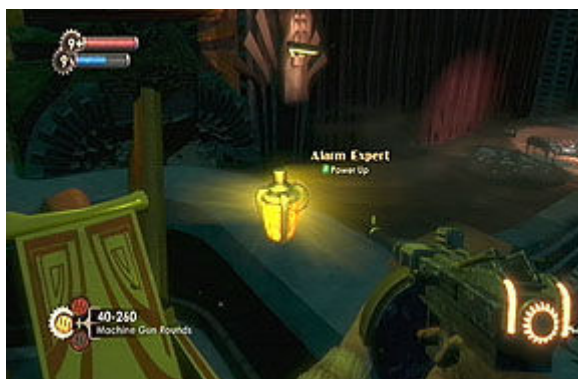
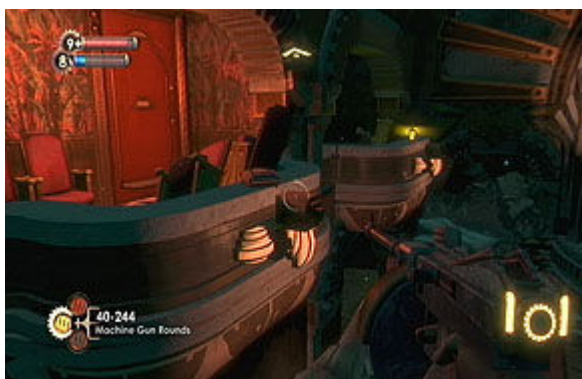


Fleet Hall Theater

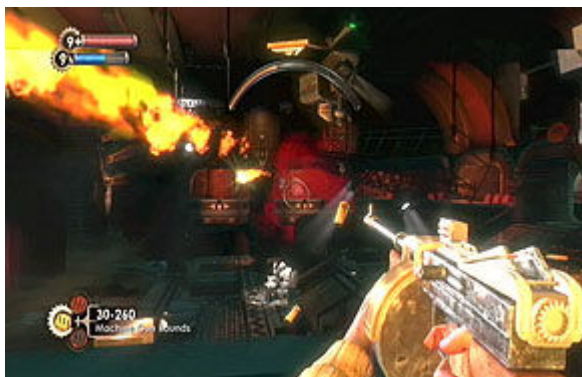
Don't be alarmed by the pianist in the spotlight. Approach him and he'll play his tune under the demand of Sander Cohen. Eventually, *something* happens, and Sander Cohen asks you to photograph the pianist with your camera. Take one photo of the pianist (but only after Cohen's asked you to).



Before leaving the theater, go to the southern end of the upper level. There are doorways that lead to small balconies overlooking the stage, and on the balcony to the far southwest is a tonic. Unfortunately, the doorway to this balcony doesn't open for you. You'll have to step onto the balcony just east of it, then jump from one balcony to the other to grab the **Alarm Expert** tonic.



Expect a few Houdini splicers to congratulate you on your find (by attacking you, of course). Make your way back downstairs and out the doorway through the north, but beware a pair of security turrets mounted just north of the theater's exit. If you can get by them, there's a safe in the back corner that you can hack open.



Upper Atrium

The all-knowing arrow leads you back to the Upper Atrium and then downstairs. At the base of the stairs is a massive sculpture. To complete the current task, walk up to the sculpture and activate one of the empty frames to place the photograph you've just taken. Cohen should then give you a new set of tasks. Before embarking on the new quest, grab the cross bow in the hands of one of the sculpture's characters.



Go back upstairs and continue east from there. The doorway to Poseidon Plaza will open up for you, letting you continue down a frozen hall



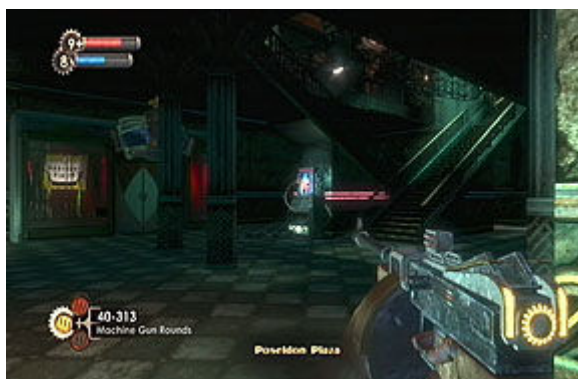
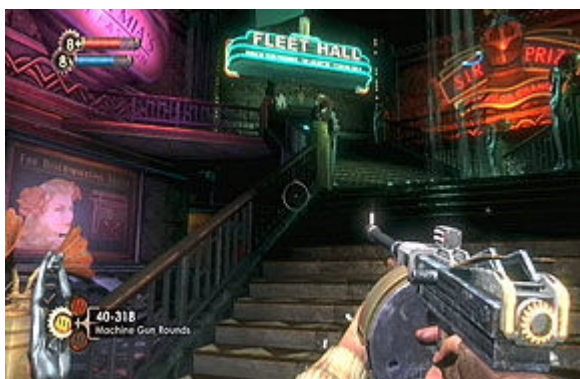
Frozen Tunnel

Examine the frozen tunnel and your first target, Martin Finnegan, will make himself known. After the brief scene unfolds, ready your weapons to fight him. Fortunately, Martin doesn't seem to be any tougher than your average Houdini splicer—in fact, he's standing completely motionless among the other frozen bodies, letting you get off a one-hit kill if you can find him (hint: he's right in front of you, on the left). Take him out, then photograph his corpse per Cohen's request.

Return to the Lower Atrium area to deposit the second photograph in one of the frames, at which point Sander Cohen will reward you with another gift. At that point, a big daddy and little sister combo should enter the scene with a bunch of splicers. Let the big daddy take out the splicers, and then get ready to take him down yourself. If you earlier hacked the security camera to the south, that'll give you all the weapon you need to take on the big daddy.



Go back upstairs to the Frozen Tunnel and continue south to the Poseidon Plaza.



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Poseidon Plaza

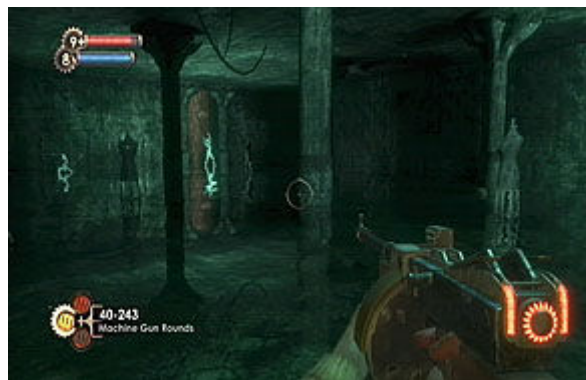
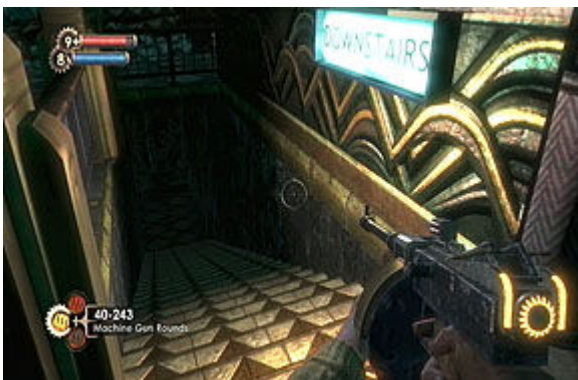
As you enter the area just south of the Frozen Tunnel, watch for spider splicers crawling along the ceiling en masse. Continue to the south end of the area, for now ignoring the stairs. You'll eventually enter an area called Sinclair Spirits.



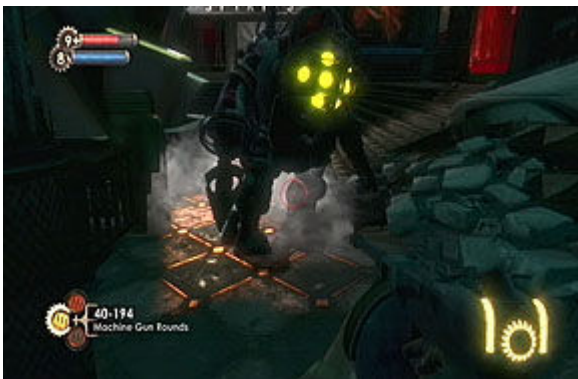
Watch for the security camera mounted on the wall to the right as you step into Sinclair Spirits. You can hack it, letting you freely explore the room. Behind the counter to the south is a switch that opens a door to the east. The door leads to a small cellar with a weapon upgrade station and a safe. After you've used both, watch out for a newly-awakened spider splicer in the cellar.



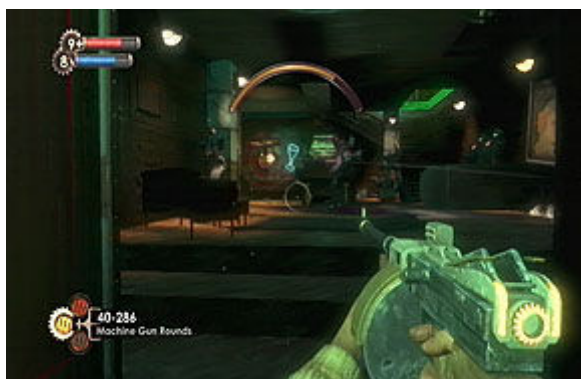
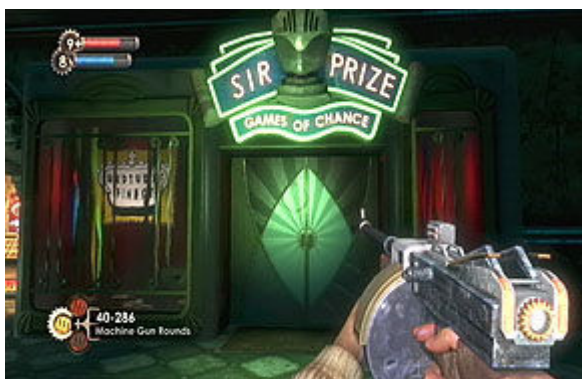
Go back to the main Poseidon Plaza area and look for a stairway that leads *down* (there are others that go up, but we'll check them out later). The stairs lead to a flooded room at the corner of which is the **Extra Nutrition 2** tonic. As you grab it, the room fills with what appear to be statues of spider splicers. They are in fact real splicers—try to take them out before they "wake up" (the crossbow works well).



As you return upstairs, you'll likely run into a little sister with her big daddy escort. If you took our advice earlier and hacked the security camera in the Sinclair Spirits area then you've got something with which to bring down the big daddy. Lure him into Sinclair Spirits and hold him in front of the camera long enough to get a small army of security bots to bring down the big daddy.



Back in the main plaza, look for a doorway with a sign overhead labeled "Sir-Prize." Inside the door you'll find a few splicers fighting amongst each other. Let the one with the security bot kill the others, then kill the splicer controlling the bot and hack the bot to make it yours.



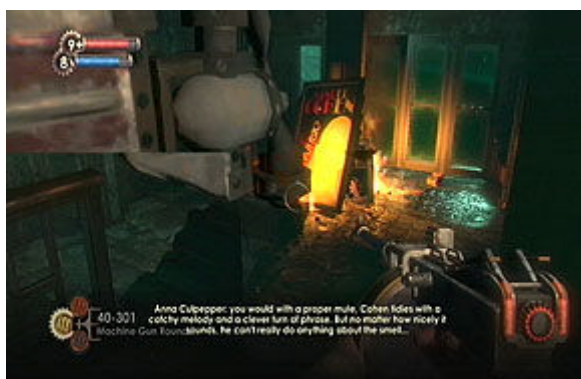
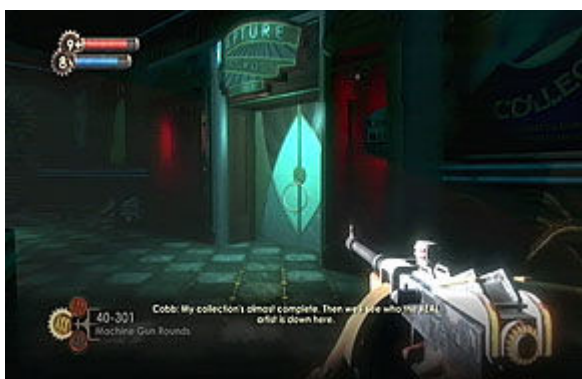
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Sir-Prize

Inside the Sir-Prize room, behind the counter to the east, is a safe you should hack for some goods before heading upstairs. Watch for a pair of electric wire traps in the upper room. Disarm them with Telekinesis, then continue through the door to the west.



Across the open hall, to the west, is a doorway that leads to Rapture Records. Step inside and go down the stairs along the right wall. You'll spot a person (corpse?) strapped to a chair as you hear a light ticking noise—back off and wait for him to explode.



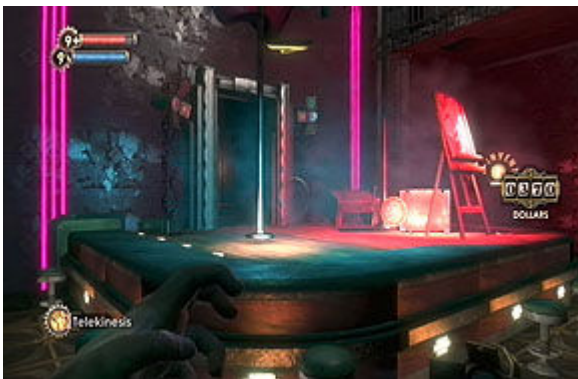
Just then, Silas Cobb, another of your targets, enters the room and summons a few spider splicers from the ceiling. Take out the spider splicers, then look for an open vent in the corner of the room. The vent shaft will bring you back to the upper level of Rapture Records where you'll finally fight Silas.



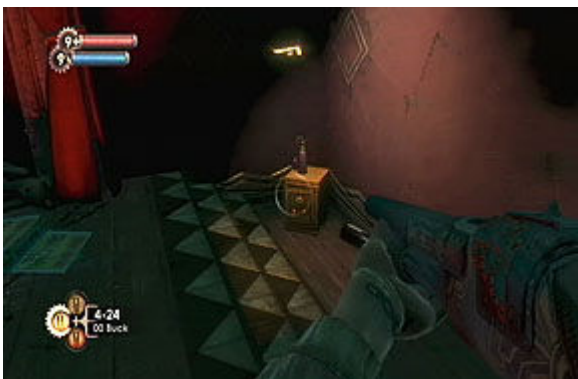
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Eve's Garden

There are a few useful vending machines in Eve's Garden, and a semi-hidden path behind the dancing stage. Follow the hall to the far southeast corner of Eve's Garden. After a brief flashback dialog, the door at the end of the hall will open.



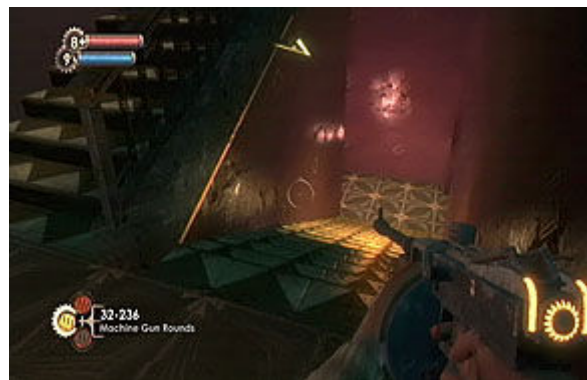
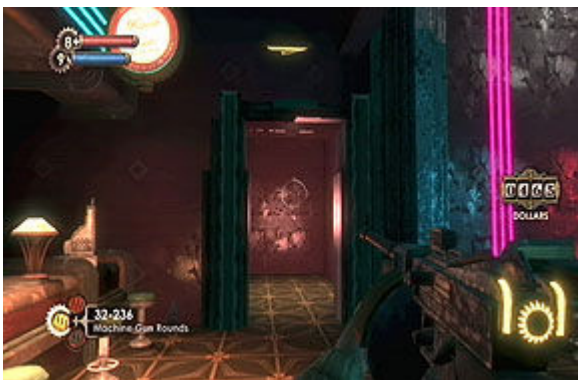
There's a crackable safe inside the room, but not much else. However, visiting this room acts as a trigger for an outside event. Follow the hall back to the dancing stage and you'll find Hector Rodriguez, your third hit for Sander Cohen. As he runs away, he leaves behind an audio diary on the bar.



Unlike the other hits, Rodriguez high tails it, running away from you. Give chase and zap him down—one well-placed crossbow bolt to the back of his head will do the trick. When he's downed, take a photo of his corpse to fulfill Cohen's request.



To finish exploring the upstairs portion of the hall, look for an automatic door just left of the main stage in Eve's Garden. The stairs lead you to the upstairs hall we earlier skipped on. From this angle, you should be able to safely diffuse the two turrets at the eastern end of the upstairs hall. When you're done exploring the area, return to the Lower Atrium (the all-knowing arrow should lead you).



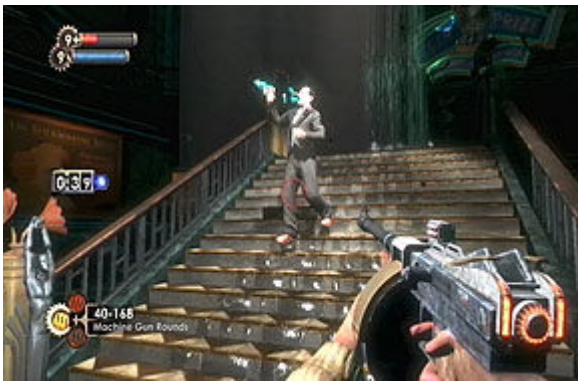
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Lower Atrium

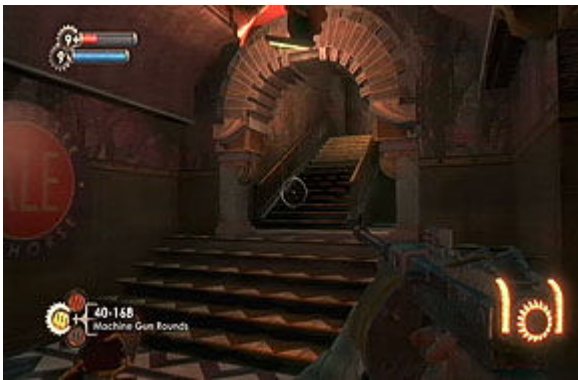
Place a third portrait into Cohen's sculpture at the base of the stairs. As you do, the room floods with splicers. Stay on your toes and watch your peripherals, constantly turning around to intercept new enemies. They're all thuggish and spider splicers—nothing too tough—but they come for a long while. Eventually, the splicers will stop coming. Accept the gift from Sander Cohen (via the statue on the right side of his sculpture).



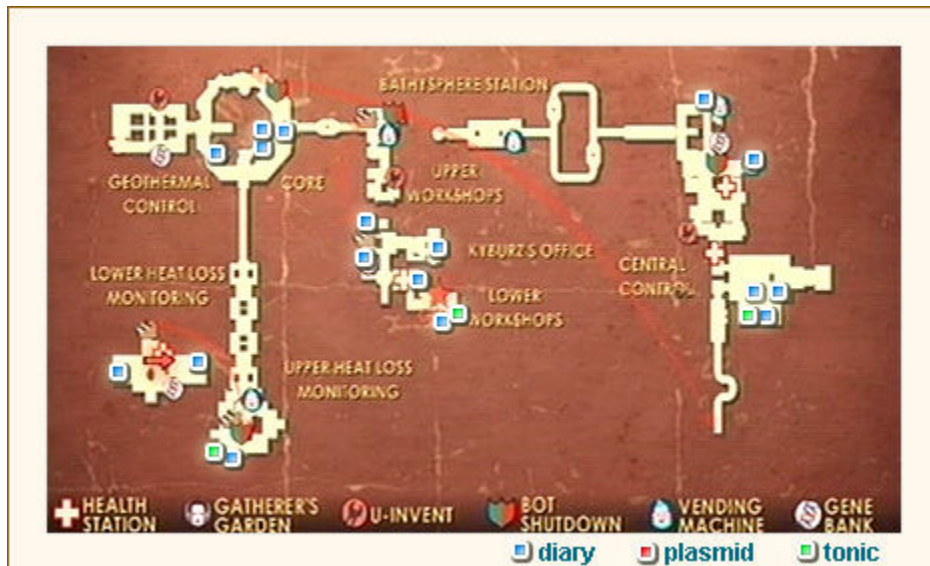
When you've collected the prize, place the fourth and final picture into the last frame of the sculpture. Sander Cohen will grace you with his presence (don't shoot him) so that he can admire his artwork. Follow him over to a glass case and he'll open it up for you, revealing the **Medical Expert 2** tonic.



Now that Cohen's out in the open, you can inspect his previously locked room in the alcove above the Fleet Hall Theater entrance. Go upstairs and head west towards the theater. Before entering the theater, go up the stairs to the right (north) and you'll find Cohen's room with an audio diary and the **Electric Flesh** tonic. When you've got the goods, follow the all-knowing arrow's advice and return to the bathysphere, heading for Hephaestus.



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Bathysphere Station

Go east through the Bathysphere Station to reach a tube hallway that splits. Either direction leads to the same place, and where the two branches meet again you can expect to fight a pair of splicers.



Further east is a dark hall that leads to a room plastered with Ryan's name. Expect to find a leadhead splicer inside, but more important is the mounted turret on the other side of the wall. Hack it, and a spider splicer should come through the door to the south.



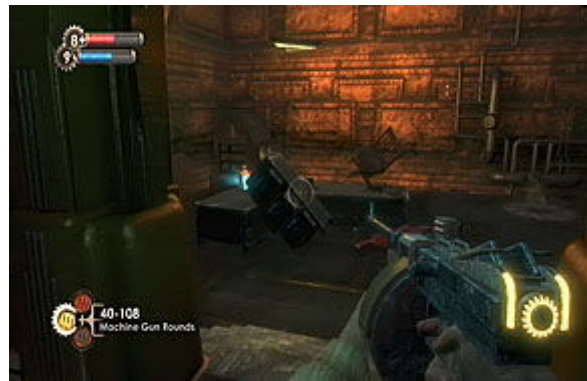
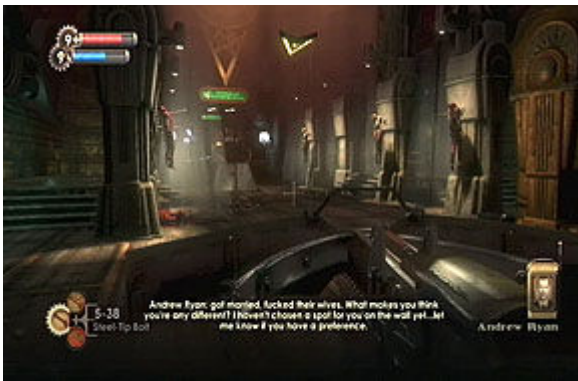
Go south into the next room, following the all-knowing arrow. The southern portion of the room is separated from the north by a wall which you can easily get around, but watch for the security camera on the other side. Wait for the camera to turn away before running under it and hacking (jump to get within reach). After hacking the camera, continue south.



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Central Control

The all-knowing arrow leads you to the doorsteps of Ryan's office, but getting in won't be so easy. After some dialog from Ryan, watch for a pair of splicers (Houdini and leadhead) to come at you from behind. When they're taken care of, be sure to explore the southern end of the immediate area (just through a door) where you'll find a crackable safe and the **Frozen Field 2** tonic.



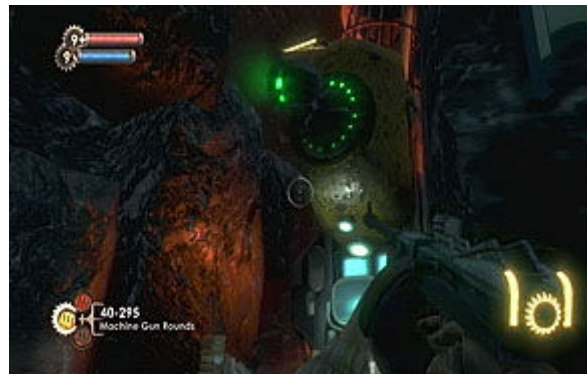
After grabbing the loot in the southern room, follow the all-knowing arrow to the hall to the west and then south. You should soon spot a splicer with his back to you. Drop him with a quick crossbow shot, then prepare for a couple of spider splicers that rush you. With the area cleared, continue south to the Hephaestus Core.



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Core

Just inside the Core, to your left, you'll spot a splicer duking it out with a big daddy. You can guess who wins the fight. Before you start fighting the big daddy yourself, there's some preparation you should make. Look for a nearby stairway that leads to a walkway directly below the upper walkway you start on. On the eastern end of the walkway, along the inside of the ring, is a security camera. Hack it.



After hacking the camera, we were attacked by a leadhead splicer from the doorway to the south. This was a good thing, as it allowed the security camera to get a head start, summoning a security bot to our rescue. We Electro Shocked the security bot and hacked it so it followed us to big daddy. To start the fight with big daddy, we suggest using Telekinesis to launch a nearby gas canister at the bouncer. You can find such a canister on the lower walkway, just right of the security camera.



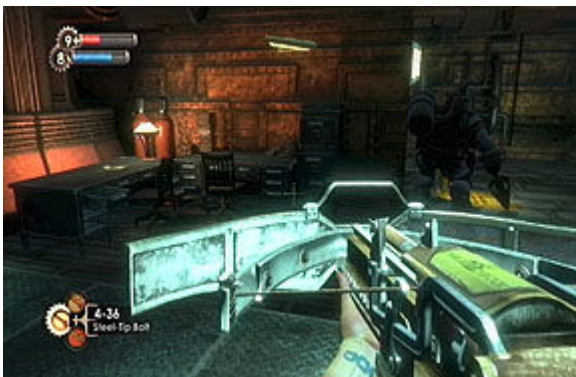
Stay in this circular Core area and make your way to one of the lower walkways where you'll find a weapon upgrade station. There's a lot to the Core that's worth exploring. Stock up on the items you'll find, then proceed to ignore the all-knowing arrow and head east through the door near the security camera you hacked.



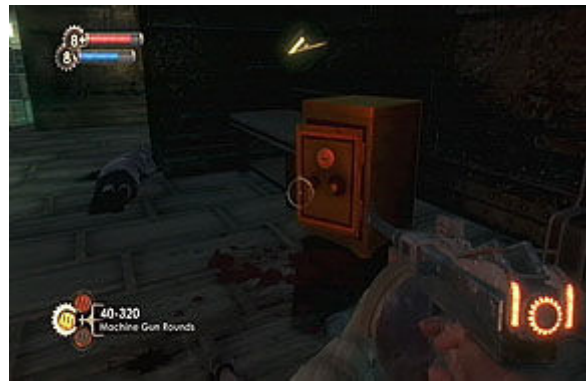
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Upper Workshops

Just inside the workshop is where we found our second big daddy and little sister combo. Fortunately, we also found a pair of explosive canisters behind the desks to the right (southeast corner of the first room). After tossing both canisters at the big daddy, we lead him back to the previously hacked security camera and finished him off with electric buck.



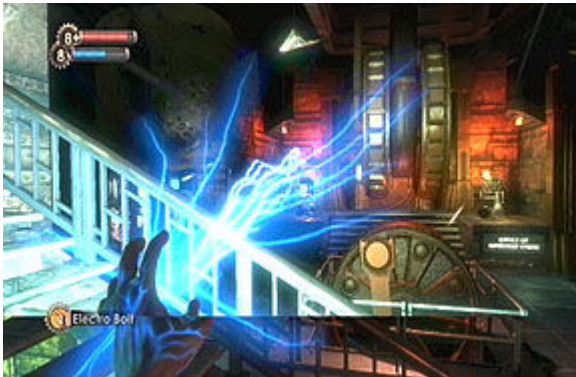
At the south end of the Upper Workshops area is a security turret and a leadhead splicer. You'll also find a crackable safe, but not much else. When you're done here, look for a stairway at the north end of the area that leads to the Lower Workshops.



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Lower Workshops

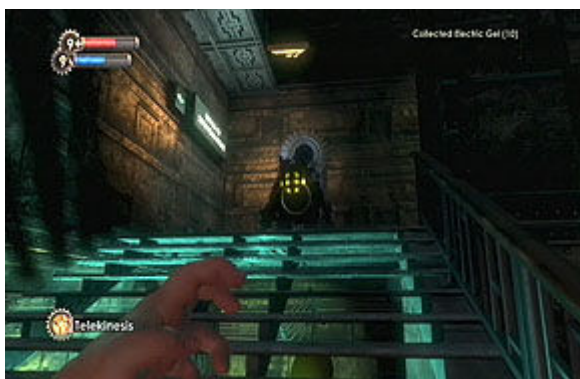
Expect to run into a spider splicer as you move downstairs, and watch for a *pair* (that means two) of security turrets on your left. In the southeast corner of the Lower Workshops, behind a bookshelf, is a crawlspace doorway you can open. Through the door you'll find a hidden room with the **Damage Research** combat tonic.



Also be sure to find the audio diary on the desk that describes the parts necessary for completing the EMP bomb that's in the same hidden crawlspace. Exit the crawlspace and spot the big daddy corpse nearby. Examine the body to find the **R-34 Wire Cluster**. It's not a part for a Nissan Skyline—it's the first of many parts for putting together the bomb.



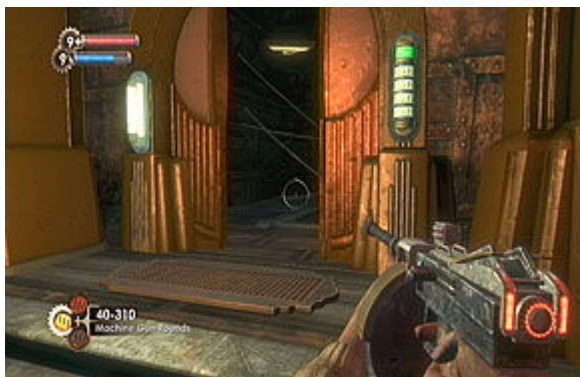
We ran into a big daddy on our way back to the northern end of the room. With the two turrets of the Lower Workshops hacked, we made quick work of the big daddy and grab another **R-34 Wire Cluster** from his corpse. Between the two turrets in the Lower Workshops is a doorway that's locked. Hack your way into the room (or just use the code **0126**).



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Kyburz's Office

Look out for a myriad of electrified wire traps in the office. Diffuse the traps with Telekinesis and make your way to the eastern side of the room. On the side of the desk in the office, look for an "intriguing" switch that opens a glass panel just south of the desk, revealing the **Nitroglycerin** needed for Kyburz's bomb. The intriguing switch also drops a turret into the room, in front of the doorway you used to enter. Zap it!



There's also a weapon upgrade station in the office that you should make use of before leaving the office. On your way out, look for a crawlspace next to the pair of turrets just outside the office door. The crawlspace leads to a semi-hidden area with an audio diary. Grab it, then backtrack to the Core.

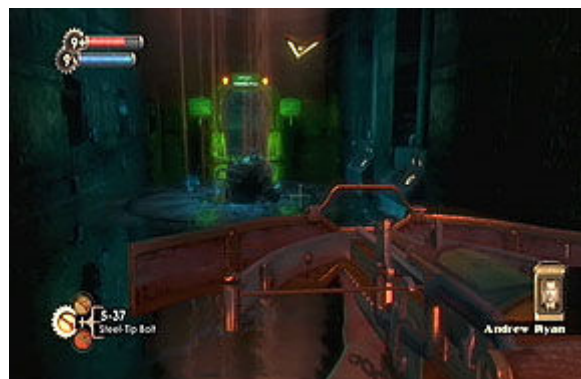


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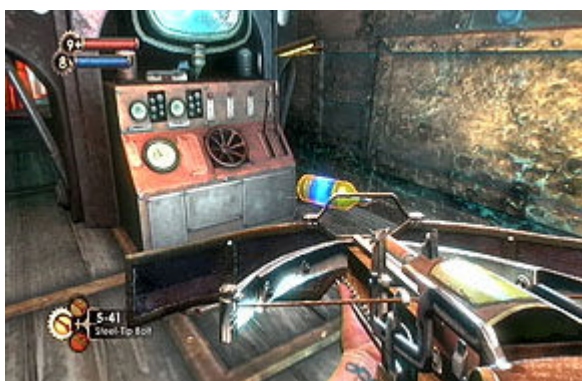
Core

On your way to the Core, return to the spots where you previously slain big daddies and harvest the **R-34 Wire Clusters** from 'em. Combining the first cluster you found next to the hidden area with Kyburz's bomb with three wire clusters from

slain big daddies (all to rescue the stage's three little sisters, of course) should give you the clusters you need for the bomb, though you can find another cluster without fighting a big daddy on the corpse in the hall just southwest of Ryan's office. Now you should need only the Ionic Gel.



In the Core area, on the top-most platform, you should find a quarter can of **Ionic Gel** between a pair of well-lit machines. On the platform directly below the top-most you'll find a second can of gel on top of some machinery, just right of a little sister tunnel. With those items collected, you should now have everything needed to complete the bomb.



However, before you start piecing together the bomb, take time to explore the area to the south of the map.

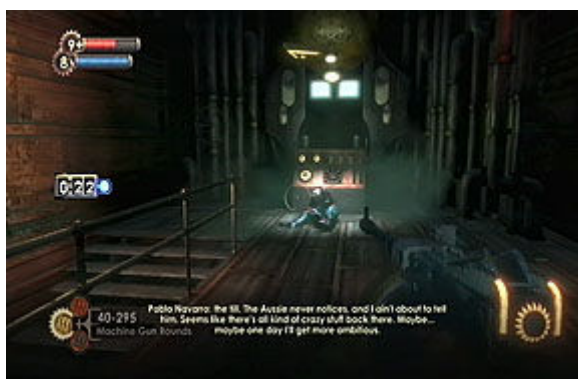
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Heat Loss Monitoring

Don't be too alarmed by the lights as you move south through the Upper Heat Loss Monitoring hall. The lights will go out a couple of times before you reach the far south end of the hall, at which point you *should* allow yourself to get a bit alarmed. Three splicers jump up from the ground (they're not corpses!) and attack. If you're ready for them, you can carry an explosive canister with you and toss it at 'em.



At the south end of the hall is a large room with stairs that lead down to the Lower Heat Loss Monitoring area. As you go down the stairs, watch for another false corpse that wakes up in front of you (it's a leadhead splicer).



In the western wing of the Lower Heat Loss Monitoring you'll find the **Security Evasion 2** tonic, along with another audio diary. To reach the audio diary in the eastern wing, amid the electrified water, we suggest equipping yourself with the Electric Flesh tonic and making a dash for it.



That's about all there is to explore in this area of the stage. Head back north to the Core and continue following the all-knowing arrow to the Lower Workshops.



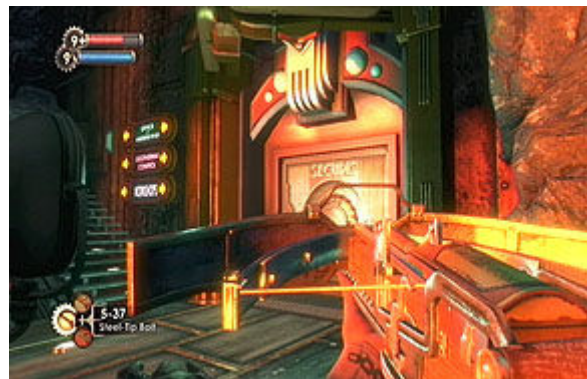
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Lower Workshops

The all-knowing arrow will lead you back to the hidden crawlspace with Kyburz's unfinished bomb. Use the bomb a couple of times to put in all the missing parts that you've collected. When the bomb is complete, you can finally pick it up (so strong!). With the bomb in hand, leave the crawl space and watch for a few splicers that've taken residence in the Lower Workshops.



Continue obeying the all-knowing arrow and it'll lead you back through the Core, downstairs, and into the Geothermal Control room.

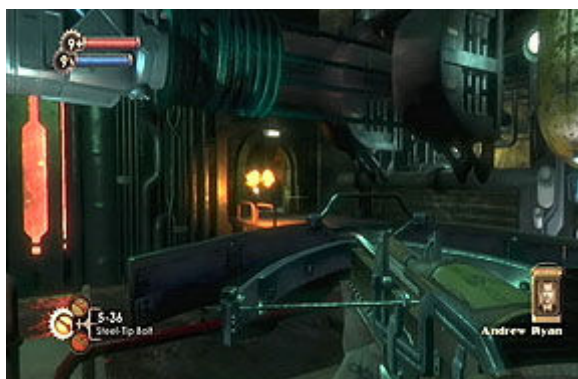


Geothermal Control

Expect to find a lone splicer in the control room, but continue to proceed westward with caution. In the northwestern and southwestern corners of Geothermal Control you'll find mounted turrets that need to be zapped. We *highly* suggest you don't damage the turrets, and instead hack them to make them do your bidding.



Between the turrets is a large "Magma Release Valve." Grab hold of the valve and hold on to turn it. During the turning process, splicers will try to enter the room through the eastern doors. This is where the hacked turrets come in handy—you can let the turrets do your dirty work, or pause to help take out the Houdini splicers real quick. The valve doesn't seem to close itself when you let go of the wheel.



When you've finished redirecting the magma flow, turn around to find an elevator on the western wall. Take the lift down to the lower level of the Geothermal Control room and move eastward down the hall. Along the way, look for the **Shorten Alarms 2** tonic. You'll end up back in the Core



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Core

Activate the switch on your right and the center of the core will be in reach. Place the bomb on the glowing platform and stand back as it takes down the core. This action of course does not go unnoticed, and an alarm goes. For the extent of the alarm, we suggest staying right where you are, taking cover behind the half-opened doorway behind you. Splicers and security bots may come, but they didn't bother us as long as we remained near the core.



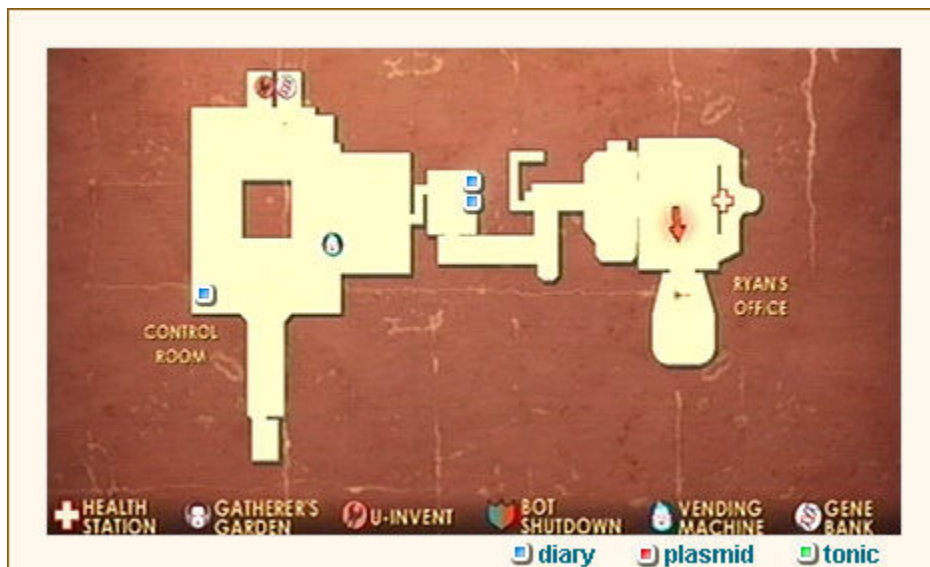
When the alarm is over, follow the all-knowing arrow upstairs toward the Core's exit. Watch for a lone leadhead splicer to get up off the ground (he's playing dead, that wily sunnuva) just before the Core's exit. The all-knowing arrow will lead you north, back to Central Control.



Central Control

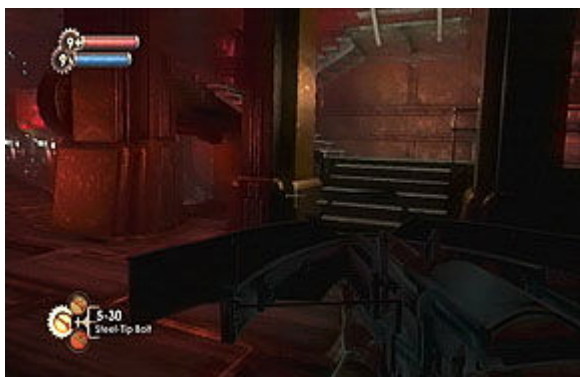
Just north of the big daddy corpse in the water is a leadhead splicer in the hall. Once past the leadhead splicer, look into the main room beyond the hall to spot another leadhead. This one, however, is packing a pair of security bots as body guards. Try to quickly snipe the leadhead splicer in the room before he sees you so you don't have to tangle with the bots (a crossbow bolt to the skull will do the trick). With the splicer dead, you can simply walk east, flip the electrified switch, and continue to the stage's exit.





Control Room

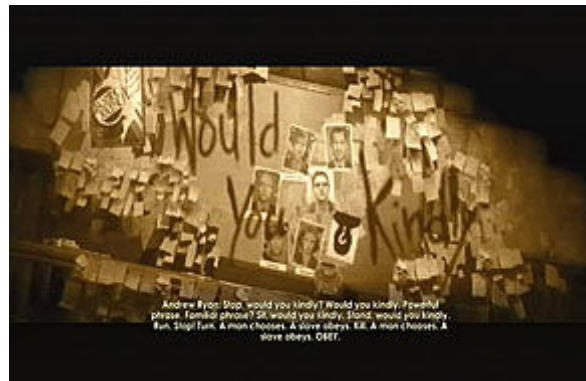
Your stay in this stage won't be long. Move north and examine the area, stocking up on items from the many sources in the otherwise empty room. To the east is a stairway that leads to a crawlspace. Follow it to the next room.



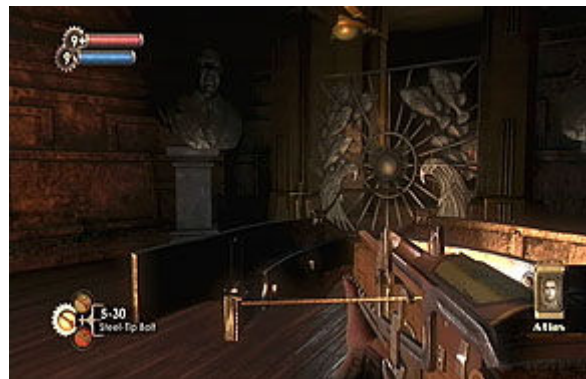
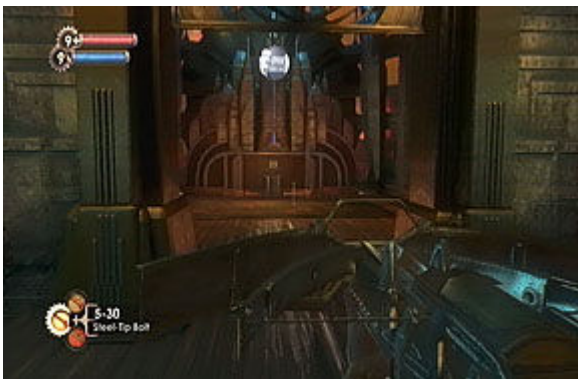
Drop down to the floor below and continue scouring for items. Though things may seem a bit hectic, there's no need to rush. Grab the nearby audio diaries and continue through the next door to the east.



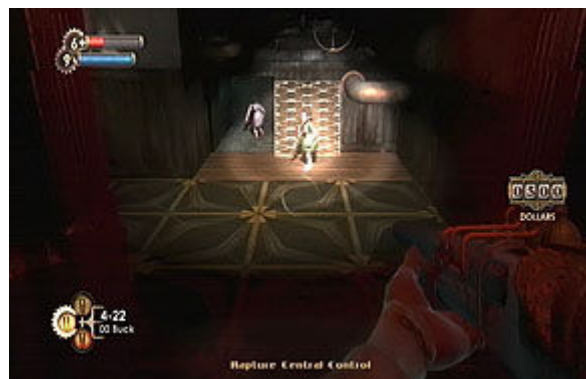
You won't be able to do anything for a while—just stand in the room and endure the dialog. Eventually, a door to the left will open up. Approach the door to trigger a brief cut scene that leaves you with Ryan's genetic key.

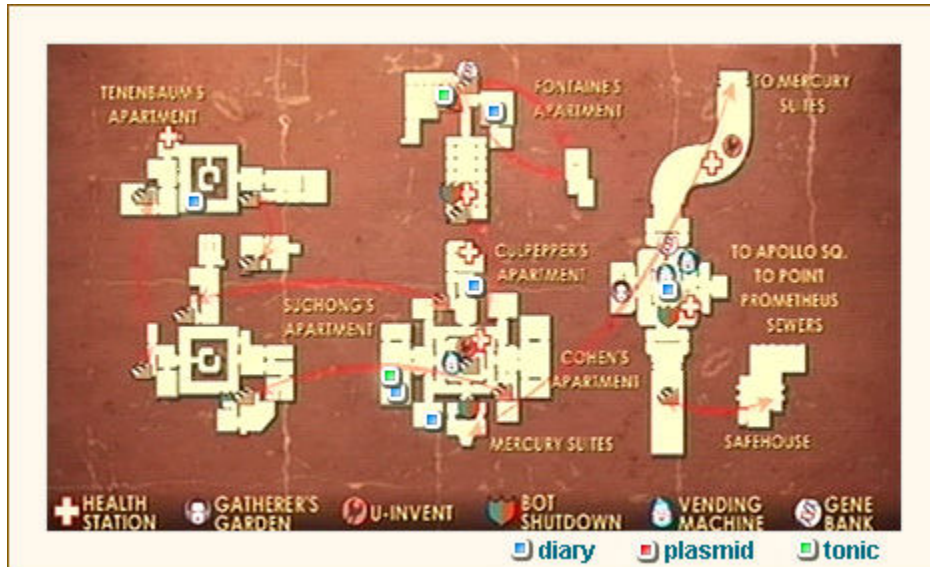


With the key in hand, continue east and then turn south toward a massive machine-of-sorts. Activate the "Self Destruct Override," and then hang out for a while as some dialog plays out over the radio. You're a bit locked in, but don't sweat it. In fact, it's only after the door behind you opens up that you'll want to start worrying.



Once the door *does* open, you'll need to quickly backtrack through the office. The office's security system summons an endless supply of security bots to attack you. Try to ignore them and instead make a run west for the Control Room. You shouldn't have any trouble reaching the stage's exit.



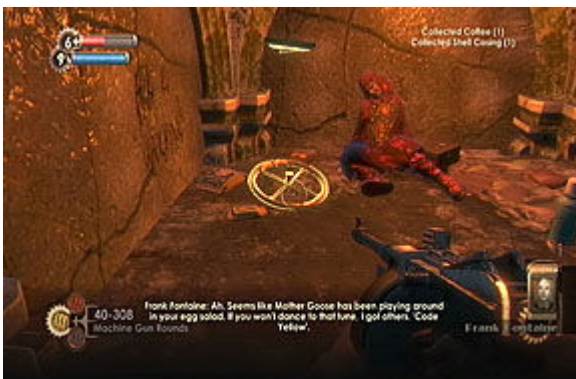


Safehouse

Follow the all-knowing arrow north and up some stairs to the upper level of the Safehouse. One little sister should lead you to the north end of the upstairs area, where a door opens for you.



Look to the east for the glowing gate crank that's lying on the floor. Pick it up and use the crank on the winch (not the wench) to the right to open a doorway to the surface.



To Point Apollo Sq. / Prometheus / Mercury Suites

Climb the stairs into the Sewers and look south for a pair of splicers that are, for the time being, unaware of your presence. Take 'em out, then look for a crackable safe inside the flipped train car.



Follow the all-knowing arrow north towards the bistro. Just around the wall that's plastered with signs that read "Who is Atlas?," watch for a turret mounted in the center of the room. Quickly zap and hack it, then prepare for some careful gunplay.



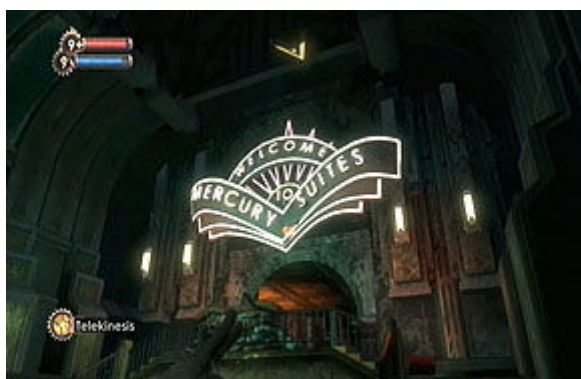
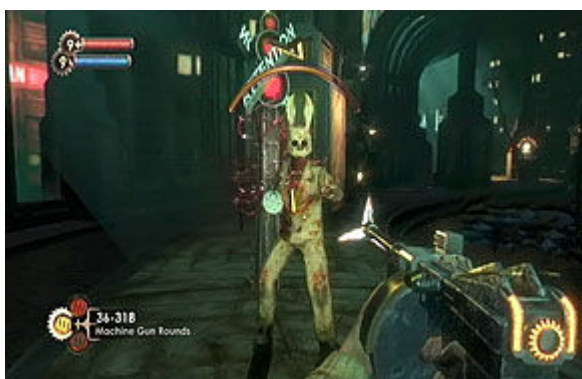
Along the hall to the right is a security camera on the eastern wall. Further north down the same hall is a big daddy and a nitro splicer. Get the nitro splicer's attention with a bolt shot to his head, then retreat to avoid being detected by the security camera. Lure the nitro splicer into the path of your hacked turret and bring him down (make sure he doesn't destroy the turret).



There's another turret on the west side of the bistro, as well, and we suggest you hack that one, too. With the two turrets hacked (and the security camera under your control), you should be able to easily bring down the big daddy in the area. When you've taken care of the daddy, continue north.



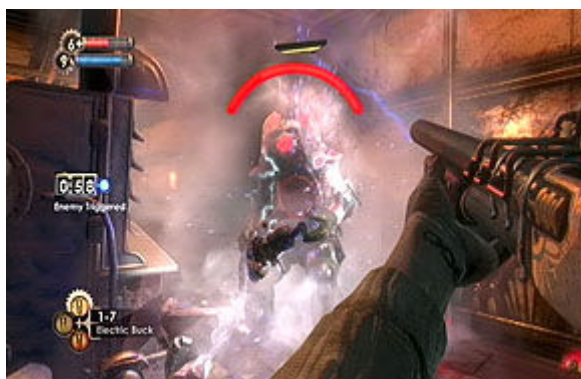
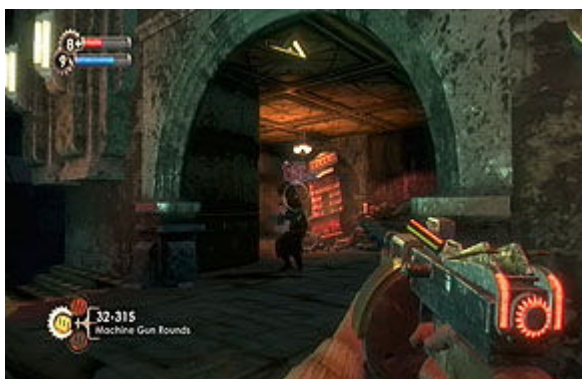
Expect to run into the occasional splicer as you move north, and watch for a false corpse on the ground as you start moving along the trolley tracks. When you reach the north end of the tracks, watch for the cocktails of a nitro splicer from the top of the stairs to the north. The nitro splicer isn't alone, so tread carefully and clear the way to Mercury Suites.



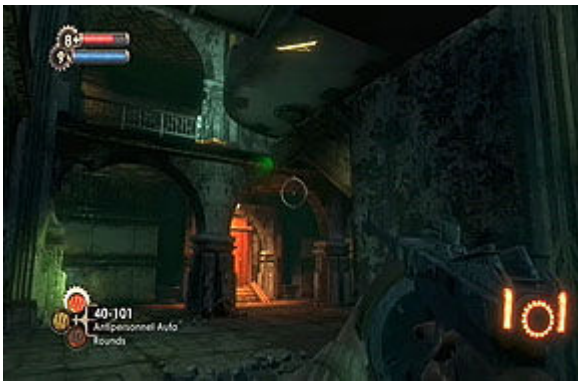
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Mercury Suites

Just inside the Mercury Suites area, to your left, is a security camera. Be sure to hack it as there's a big daddy nearby and you'll want all the help you can get. You can either lure the big daddy in front of the security camera to get some help from security bots, or do what we did. We lured a typical thuggish splicer in front of the camera first, which brought out the bots. We then Electro Shocked a bot and hacked it so it'd start the big daddy fight with us. With the security bot in two, we attacked the big daddy and then lured him to the security camera. Peace.



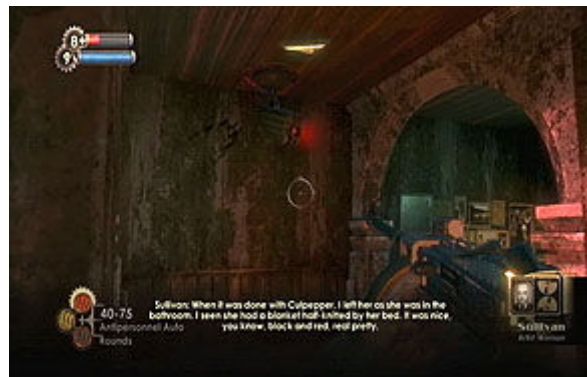
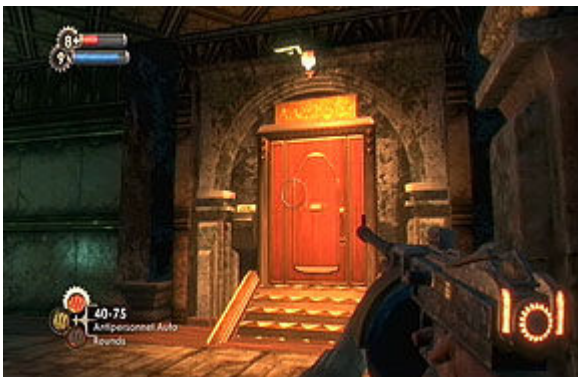
Further north into Mercury Suites, be on the lookout for more splicers. Also of note is the security camera mounted on left wall of the stair spiral in the center of the room. On the north end of the stair spiral is a weapon upgrade shop you should definitely use.



There's yet another weapon upgrade station nearby. Check out Cohen's Apartment through the eastern door of the Mercury Suites. As long as you didn't kill Sander Cohen earlier, you'll get a radio message from Cohen. You'll have to take out a few of his weaker cronies in the lower part of the apartment first. Eventually, Cohen will get impatient and will come down to attack you personally. Take him out (he's just a regular Houdini splicer) and you can then access the upper part of his apartment. There you'll find the weapon upgrade station (and unlock a secret achievement in the Xbox 360 version of the game).



You can take this time now to also explore Culpepper's Apartment to the north of Mercury Suites. Watch out for a security camera mounted on the first floor of the apartment, and expect a thuggish splicer or two. There's not much to find in the apartment. When you're done here, return to Mercury Suites and continue west to SuChong's Apartment.



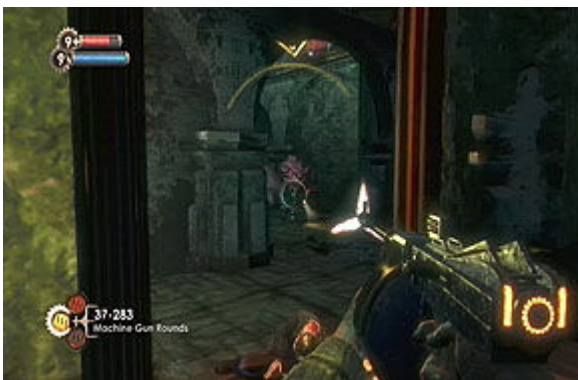
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SuChong's Apartment

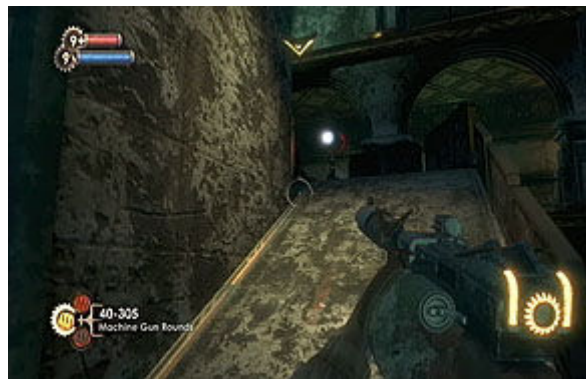
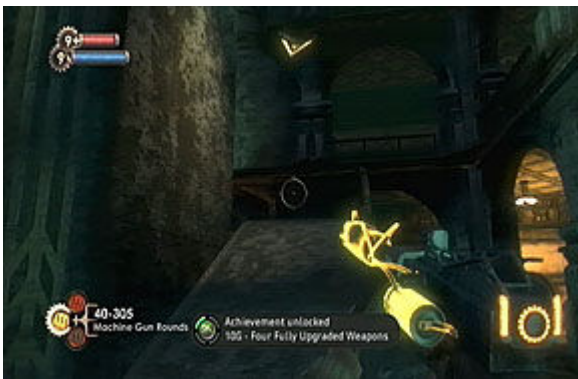
You'll likely run into a splicer or two as you enter the apartment (we got sideswiped by a leadhead splicer from the left). The all-knowing arrow leads you to the eastern wing of the apartment, where on a desk you'll find a glowing audio diary and the **Clever Inventor** tonic.



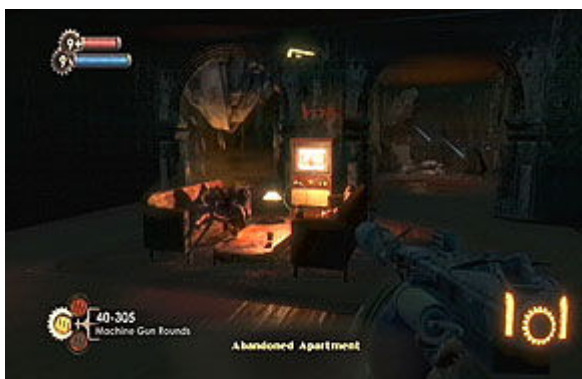
There's not much else to find in the apartment, but it's worth scouring before you leave. As you do exit back to Mercury Suites, watch out for an RPG turret that's been mounted just outside the door. It's to the south and likely has a splicer tinkering with it. Get the splicer's attention but don't fight him there—instead, lure the splicer away from the turret. When the splicer is dead, go out and hack the turret.



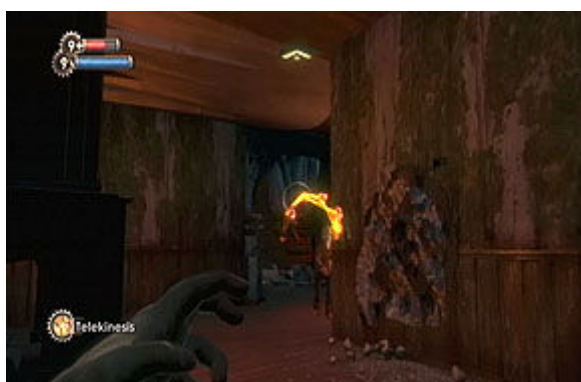
Return to the main Mercury Suites area and start making your way up the spiral stairs in the center of the plaza. As you move upstairs, watch out for a security camera mounted on the third floor along the northern wall. It can spot you when you're on the second floor, but you should have time to escape its sight before it calls an alarm. However, we suggest you just shoot it as the camera serves little or no strategic use.



On the second floor is a side door that leads to an "Abandoned Apartment." There's not much inside, but you will find a crackable safe hidden behind a bed.



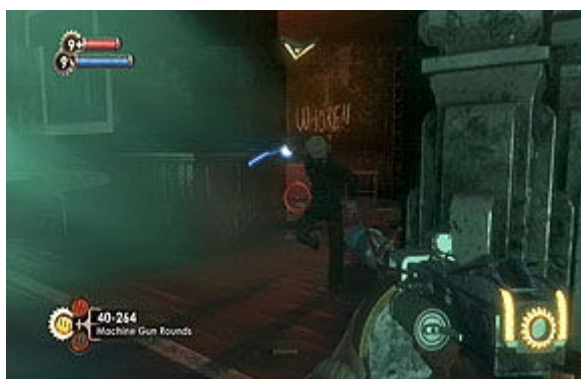
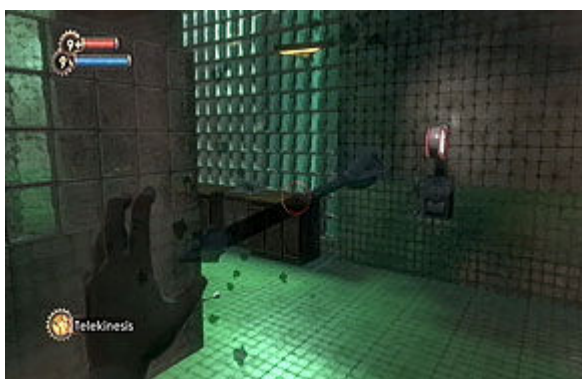
On the third floor is an entrance to another level of the Abandoned Apartment. There are splicers inside, including a nitro splicer you should seriously consider taking seriously. Also watch for electrified wire traps and a false corpse in the kitchen (he's really a living leadhead splicer). Again, there's not much to find in the apartment, so just continue to follow the all-knowing arrow to reach Tenenbaum's Apartment.



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Tenenbaum's Apartment

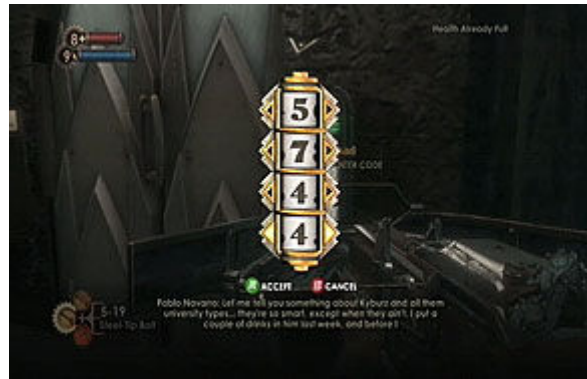
The place is rigged with electrified wire traps, so watch for 'em and disarm the traps with Telekinesis. The all-knowing arrow leads you to the back of the apartment where you'll run into a lone thuggish splicer. Unfortunately, what you came for isn't here. Time to look elsewhere.



The all-knowing arrow leads you down some stairs to the lower level of Tenenbaum's Apartment. Watch out for a mounted turret to the right (south), which you should be able to easily hack. There's also a crackable safe near the turret. To leave the apartment, you need to shoot a lock on the door that the all-knowing arrow leads you to. We ran into leadhead splicer immediately after busting the lock.



Follow the all-knowing arrow back to the bottom floor of Mercury Suites. There's an elevator door in the center of the room that requires a key code before it'll unlock. The code is **5744**. Enter the elevator and send it up to Fontaine's Apartment.



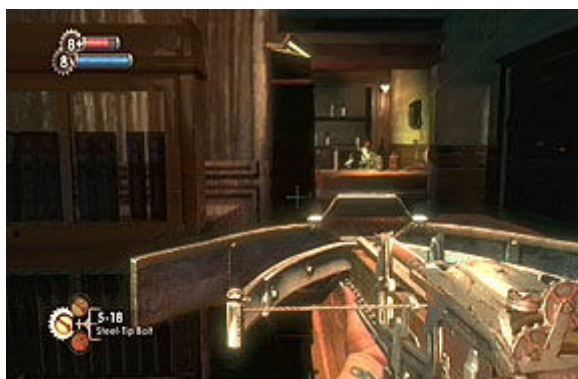
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Fontaine's Apartment

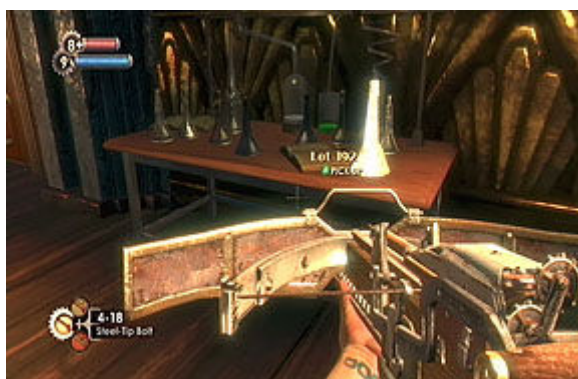
When you reach the top of the elevator, be ready for a quick firefight. There's a leadhead splicer to the right with a second leadhead and a thuggish splicer nearby. Even more dangerous are the security measure at the north end of the foyer. Behind a rock in the center of the room is a turret and at the far north end of the room is a security camera. We suggest blowing up the camera from afar, but hack the turret for poops and giggles.



Continue north into the apartment. The arrow leads you northwest, but there's a room to the northeast you can check out. Beware the turret behind the counter to the right (south) and look for a crackable safe, which is the only notable item in the room. After exploring the room, continue to follow the all-knowing arrow.

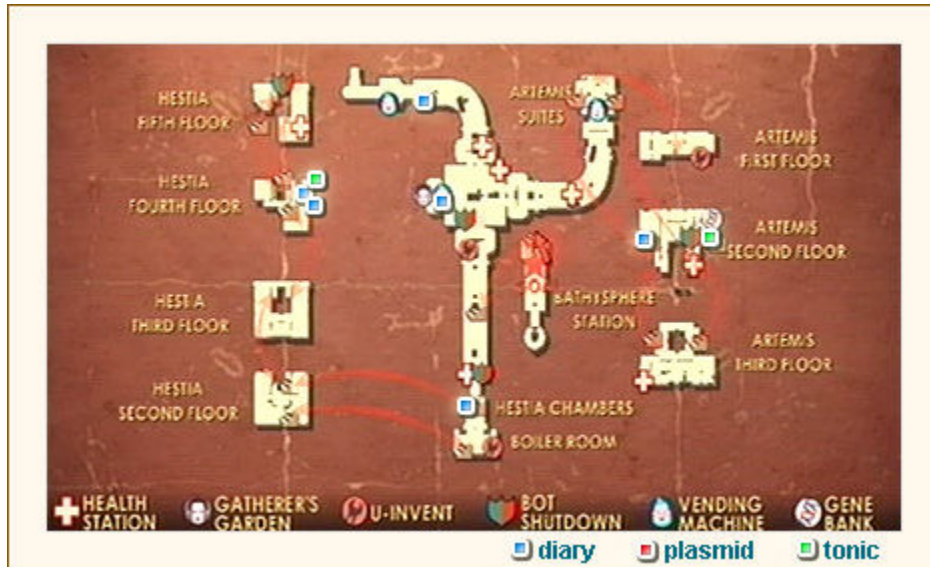


You're lead finally into an office room with a couple of electrified wire traps. Disable them with Telekinesis, then grab the **Electric Flesh 2** tonic from off the desk. As well, grab the Lot 192 vile from the table on the western wall of the office to complete the current goal.



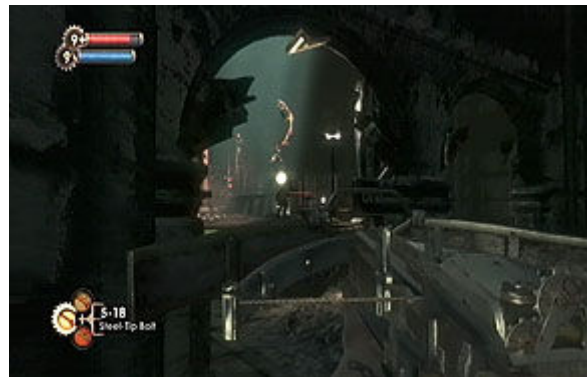
With the Lot 192 consumed, it's time to make a break for the stage's exit. Follow the all-knowing arrow out of Fontaine's Apartment and expect to run into the occasional splicer. With your plasmids a bit wacky, it's more important now than ever to try and snipe enemies before they spot you (especially the nitro splicers). The all-knowing arrow will lead you to Apollo Square.



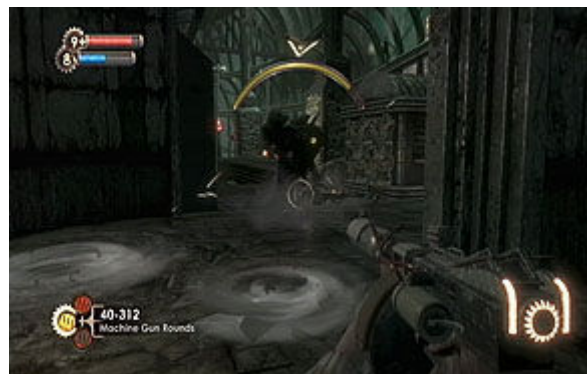


Apollo Square

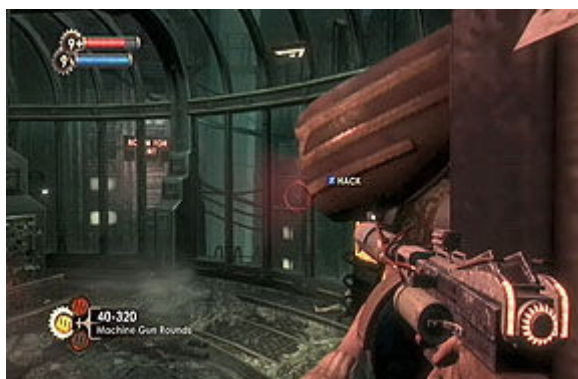
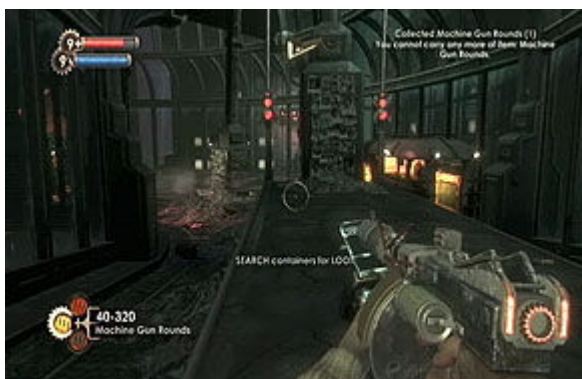
Follow the all-knowing arrow through the linear hall. As you come across a big daddy and his little sister, watch out for a few nearby splicers. We first ran into a leadhead splicer and then, to the south, found a couple of nitro splicers. Try to snipe the nitro splicers from afar since you still don't have complete control of your plasmids (as Telekinesis would otherwise be the obvious weapon of choice).



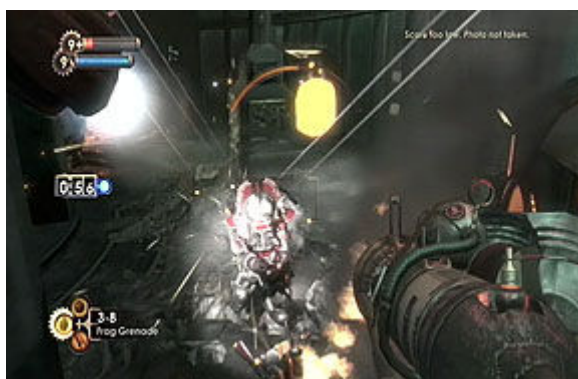
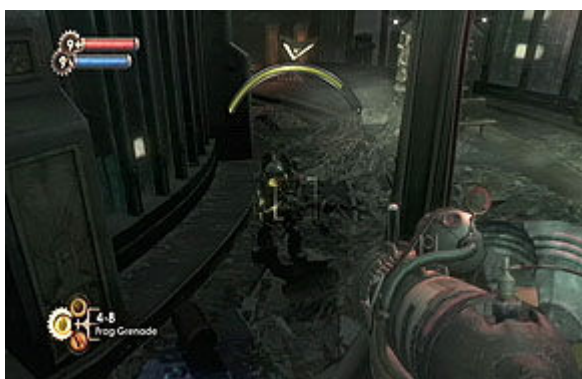
Without full control of your plasmids, now's probably not the best time to take on the big daddy. There is a turret mounted to the south, but you can't hack it unless you happen to get your Electro Shock ability back. For now, follow the all-knowing arrow (and the big daddy) eastward.



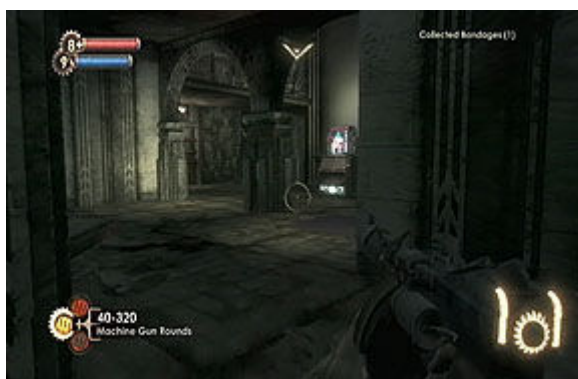
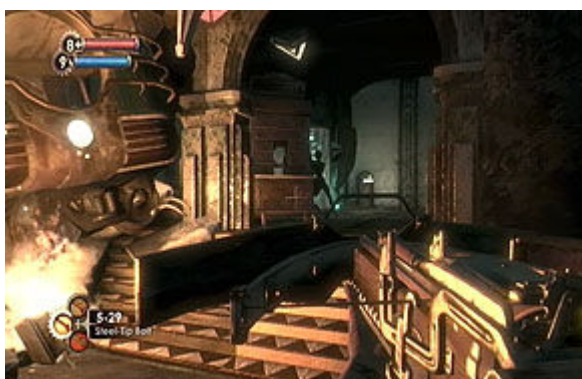
You'll run into a leadhead splicer and another turret immediately as you enter the large hall to the east. If you keep the big daddy in front of you, he'll intercept some of the fire from both threats and hopefully eliminate them for you. When the hall is clear, walk out on the center platform where the turret was. At the end of the platform, facing east, is a camera you can sneak behind and hack.



With that camera hacked, you now have a good weapon for bringing down the big daddy. Get the big daddy's attention and then lure him in front of the camera (for us, he even walked in front of the camera before we shot him). The security bots that come should help bring him down real quick.



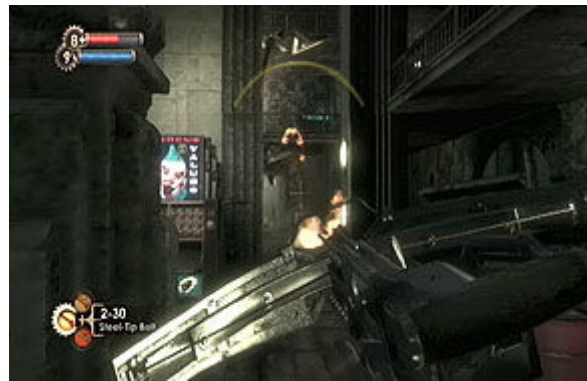
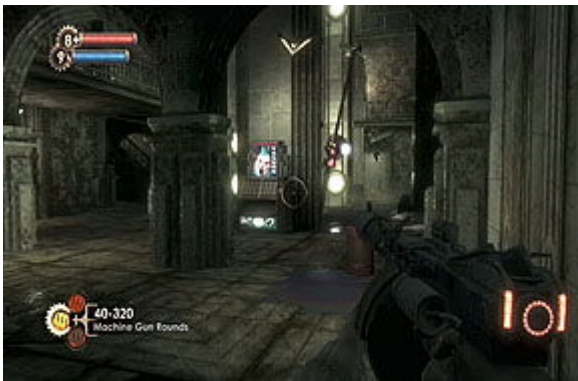
A bit further eastward, just past a tipped-over train car, is a leadhead splicer. Take her out, then continue to Artemis Suites.



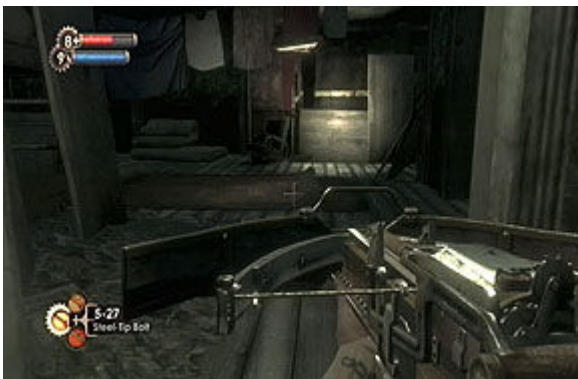
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Artemis Suites

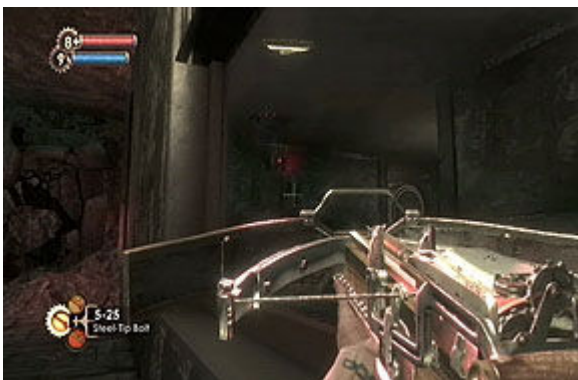
Just inside the main foyer of the Artemis Suites area is a security camera pointed south (your direction). We suggest trying to hack it if you can get at it from the side, but watch for a nitro splicer that starts on the second floor, to your left.



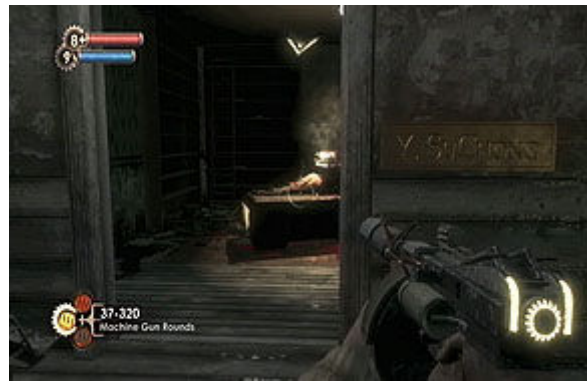
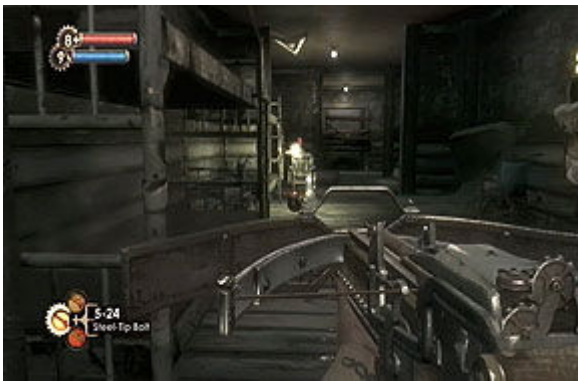
The all-knowing arrow urges you up the stairs to the left, but you can take this time to explore the totally-optional northern area of the Artemis Suites. There's not much inside but a splicer and a turret (in the western end), though there is a U-Invent vending machine if you've got a hankering for some inventin'.



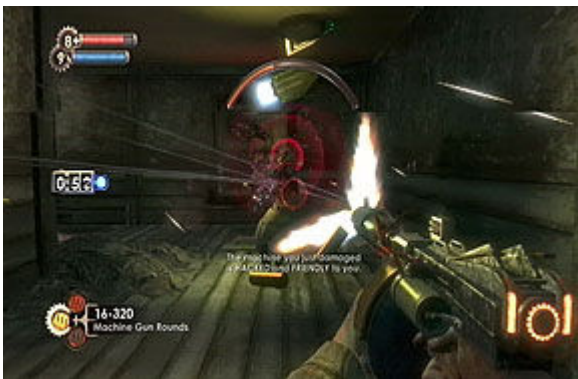
Eventually you'll want to follow the all-knowing arrow up to the second floor where you should run into another leadhead. Just inside the second floor door that the arrow leads you to is a security camera on the left. To the right is an electrified wire trap blocking your obvious escape from the camera. We were fortunate enough to have the Telekinesis plasmid roll around so we could disarm the trap. With the trap disarmed, you can run behind the wall and out of sight of the camera.



Unfortunately, there's a turret mounted on the other side of the wall. Destroy the turret and you should be able to go left down the hall and sneak up on the security camera for a quick hack. Follow the all-knowing arrow into SuChong's office where you'll find another dose of Lot 192 on the back counter.



Expect a few newly-arrived leadhead splicers in the outside hall. If you hacked the camera per our suggestion earlier, there should already be bots on the way. Go to the eastern end of the Artemis Second floor, where you'll find a false corpse on the ground just in front of the **Medical Expert 3** tonic.



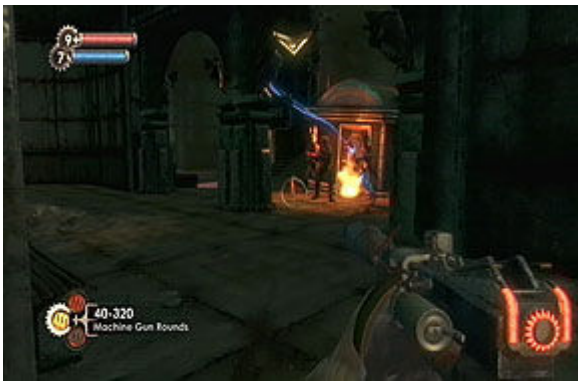
There are stairs that lead up to a third, optional floor of the Artemis Suites. You won't find much there, though you will need to watch out for an RPG turret mounted on the outdoor balcony. We suggest you hack it and let the turret take out the many splicers in the third floor room. Inside the room, you'll find a crackable safe with two first aid kits. The third floor is worth exploring for those alone.



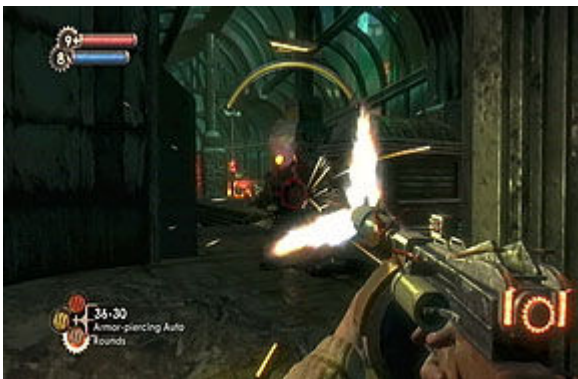
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Apollo Square

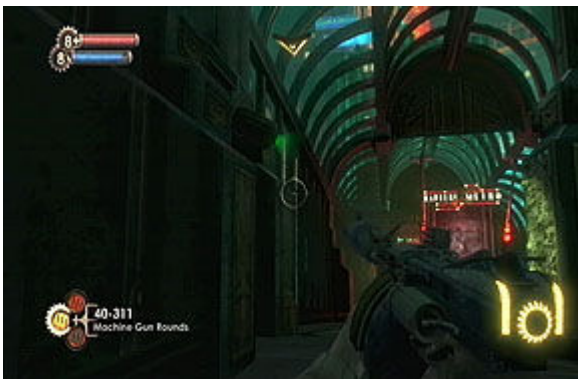
Follow the all-knowing arrow back to Apollo Square. As you reach the main hub of the square, expect to find three splicers huddled around a fire. Snipe them if you can, then move into the hub and hack the turret to the south that you earlier ignored (you've got Electro Shock back!).



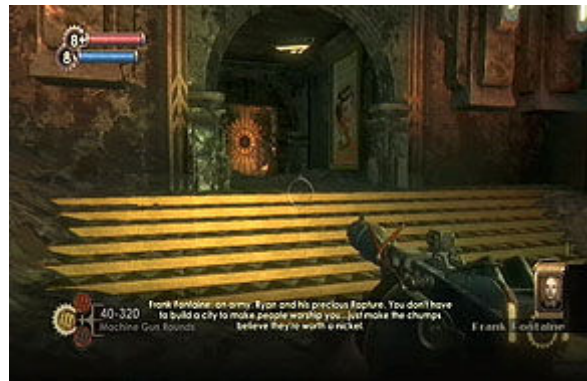
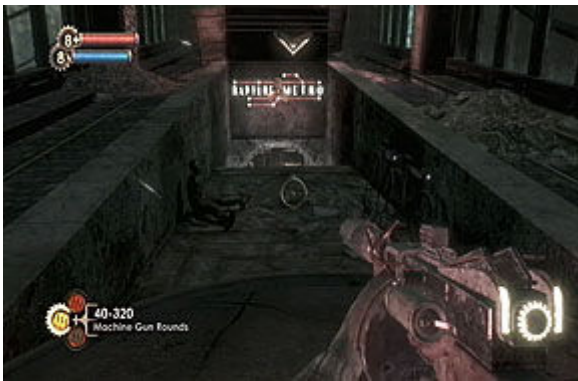
We also found a second big daddy and little sister in the same area where we fought the first. The tools for fighting are still pretty weak, but you can use the newly hacked turret in the main Apollo Square hub plus electric buck in your shotgun.



Follow the all-knowing arrow south from the hub. As you enter the new hall, look along the left wall for a security camera. Hack it, then look for a couple of splicers further south. One of the splicers has a security bot in tow—snipe the splicer's glowing head to disable the bot so you can later hack it for your own.



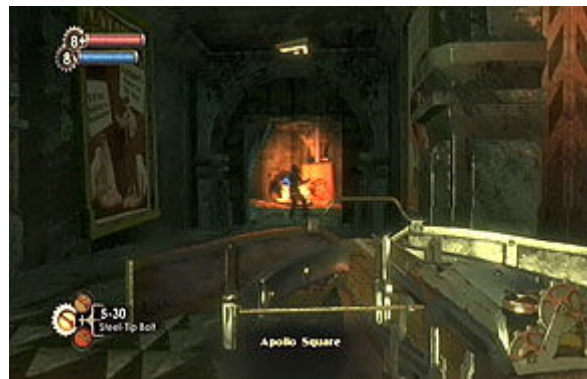
The all-knowing arrow wants to lead you down some stairs that lead underground, but we suggest you continue south to Hestia Chambers.



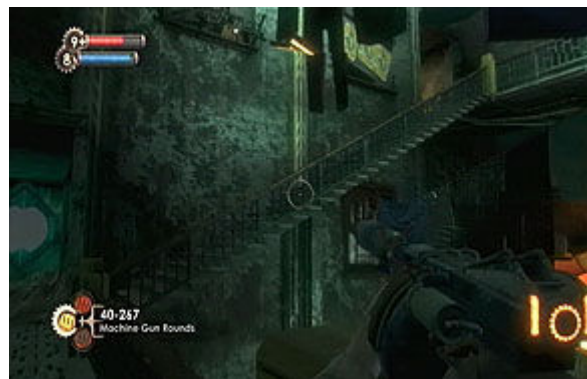
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Hestia Chambers

Just inside the new area, on a level overlooking the lower foyer, is an RPG turret to watch for. As well, the room has a few splicers that'll try to chase you out of the chambers. Fight 'em off, then take care of the turret however you choose.



The first, second and fourth floors of the Hestia Chambers are, for the most part, empty. You'll find some scattered items and a few lonely splicers, but not much else. The third floor, however, has a number of things you'll want to get. However, the third floor's doors are locked and impossible to get through.



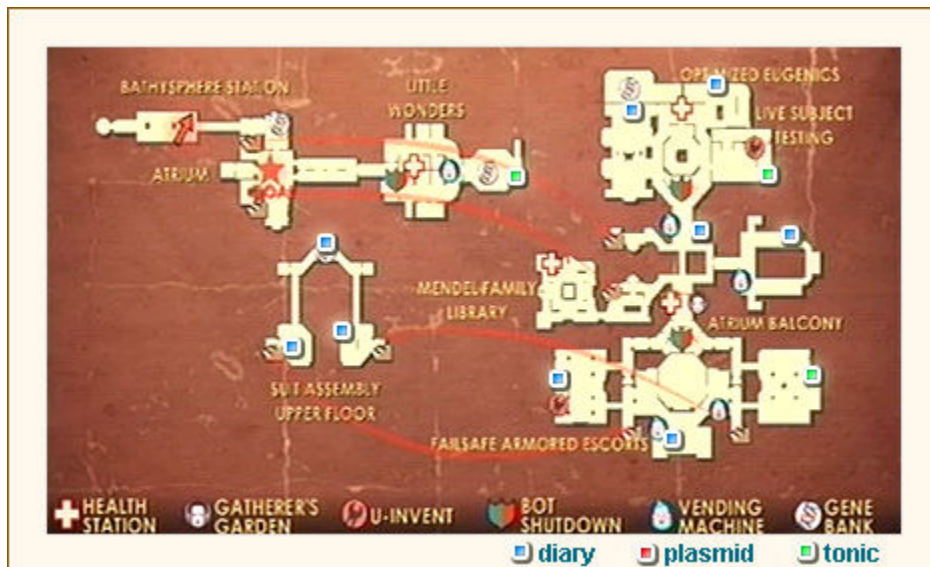
To get to the third floor of the Hestia Chambers, you'll need to first go to the fourth floor. In the eastern side of the fourth floor you'll find two splicers (they probably won't see you right away) and a security camera overlooking the stairs in the southeastern corner of the room. Those stairs lead down to the third floor where you'll find a weapon upgrade station, a crackable safe, an audio diary and the **Focused Hacker 2** tonic.



With the Hestia Chambers fully explored, follow the all-knowing arrow back to Apollo Square. Go down the stairs to an elevator that'll bring you to the Bathysphere Station. Watch for a couple of splicers just before reaching the bathysphere, then hop inside and ride to Point Prometheus.



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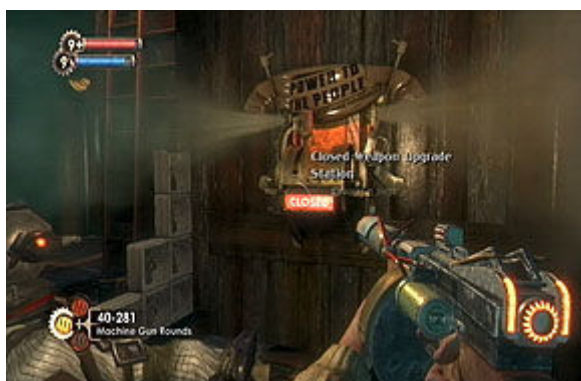


Atrium

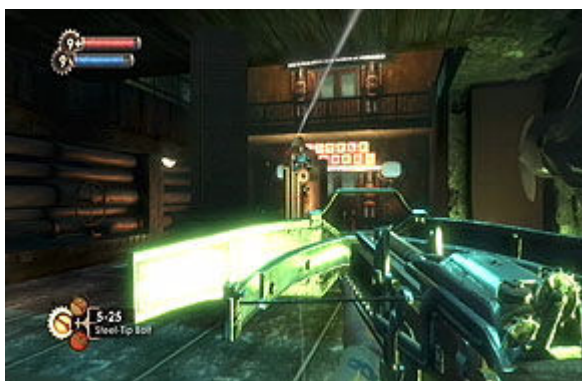
Follow the all-knowing arrow eastward, chasing after an elusive Fontaine. Don't waste your ammo on him, but be ready to combat a pair of security bots he sends after you. We suggest hacking one of them.



You'll end up in the Atrium, where you'll receive a message from Tenenbaum. Inspect the nearby big daddy corpse to find the **Suit Control System**. Grab it to find the first of many parts needed for your next goal, and then be sure to use the weapon upgrade station behind the big daddy.



Move east into the next hall and watch for a pair of splicers and a single security bot. Drop 'em all, and continue to Little Wonders.



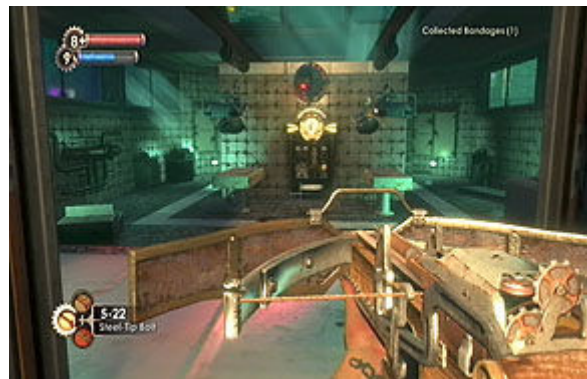
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Little Wonders

You'll reach a small room with a broken door to the left. To the right is an adjacent room with a big daddy and little sister combo, plus *two* turrets. Since there's no quick way into the room, we don't suggest trying to hack the turrets. Just blast 'em with the crossbow, and then crawl through the window into the room.



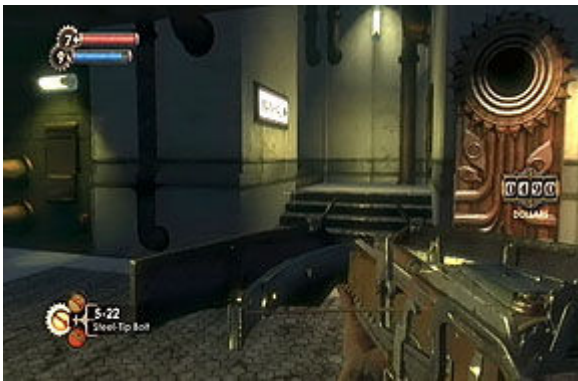
Just outside the room with the turrets is a circular hall with a number of small adjacent rooms. There's not much in the rooms, but while you're exploring you'll need to be ready for the occasional splicer holed up in a room. Go to the east end of the hall and watch for a security camera in the next room. Hack it.



In the eastern room of Little Wonders is the **Safecracker 2** tonic. Grab it, along with the **Big Daddy Pheromone Sample** from the desk at the back of the room. Now's also a good time to fight the big daddy that's patrolling the Little Wonders area. Lure him in front of the security camera you've hacked and bring him down with electric buck.



Go back to the circular hall and look for stairs at the western end that lead to the Atrium Balcony.



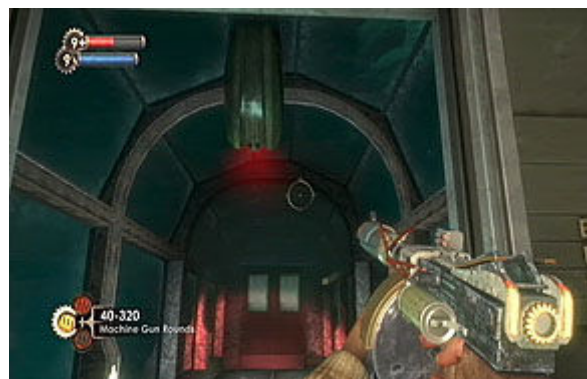
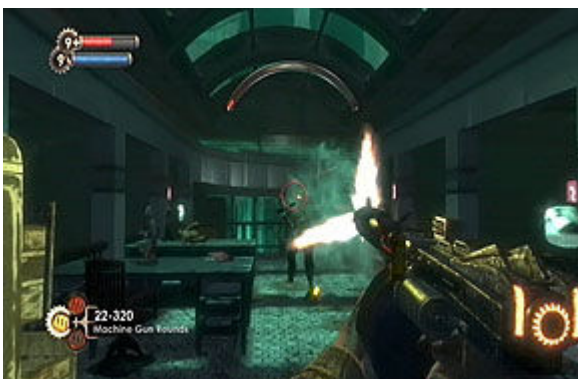
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Atrium Balcony

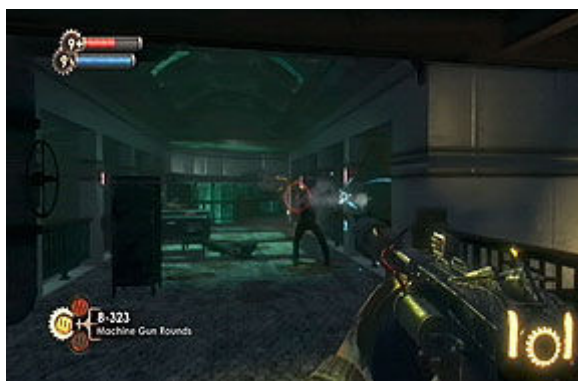
At the northern end of the balcony room is a second **Big Daddy Pheromone Sample** vile. Next to the vile is a false corpse on the ground—watch out for it, then look for a third pheromone sample on the other side of the room. That should make three samples collected, which is all you need.



We found this particular room is very quick to respawn new enemies, so always watch out for leadhead and Houdini splicers. When you're done here, leave the room through the door to the west. Just over the door (pointing away from you) is a security camera you can very easily hack.



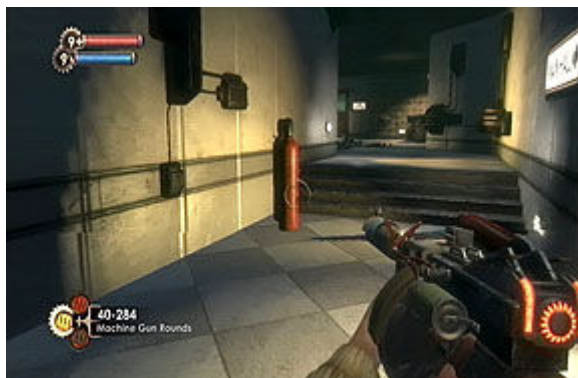
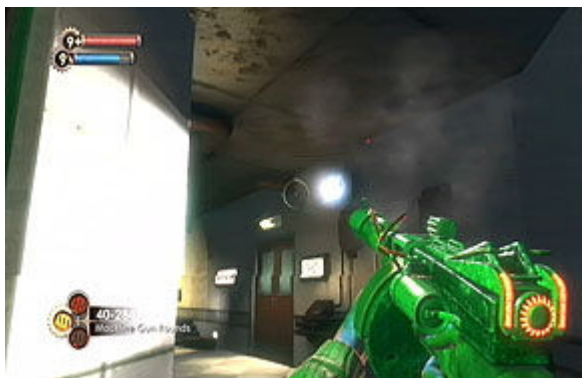
Further west is a walkway overlooking the floor below. To the left (south) is a turret on the upper floor—we recommend you hack it. Move north through the Main Hall area and continue to Optimized Eugenics.



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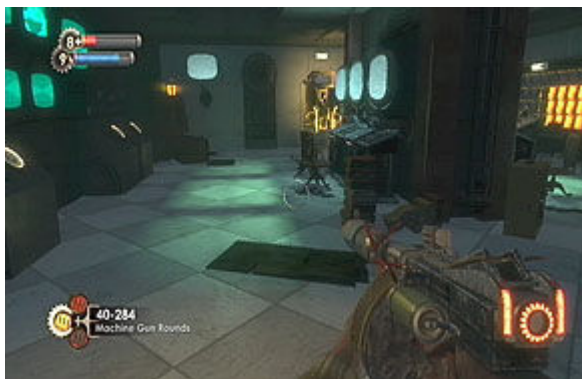
Optimized Eugenics

Immediately as you enter the new area, look for a security camera straight ahead (north). You can avoid its sight by hugging the wall on your left, letting the camera turn away so you can run out and hack it. Notice that in the hall are a few explosive canisters.



In the large room through the first door on the right, you should spot a big daddy with a little sister in tow. Start fighting him by launching the explosives canisters you found in the previous hall (using Telekinesis, of course) and then retreat to the area in front of the camera to force the big daddy to set off the security measures. Taking him down from there should be simple.

Move into the eastern room called Live Subject Testing. At the back of the area is a small control room with the **Alarm Expert 2** tonic and a Voicebox Modification Machine that you need to use to complete the next step in your big daddy transformation. After using the machine, leave the room and watch for three splicers that are feigning death on the ground outside the control room. You can nail 'em with crossbow shots to the head to prevent them from getting up.

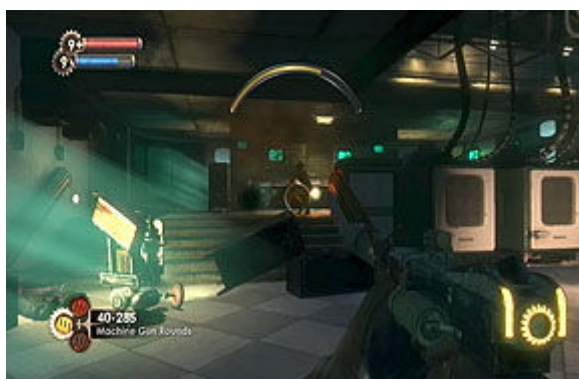
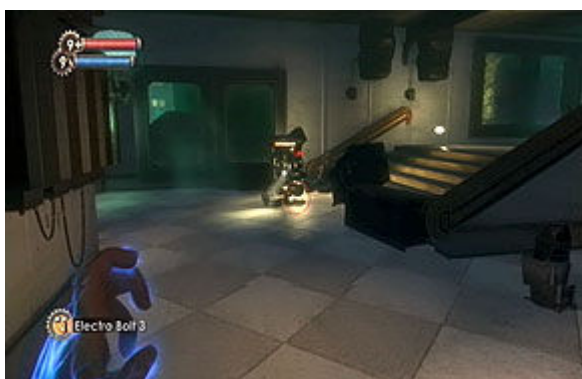


Return to the main hall of Optimized Eugenics and continue east. At the far north end of the hall is a door that opens south to the room in the center of Optimized Eugenics. Destroy the camera at the south end of the room and you'll have

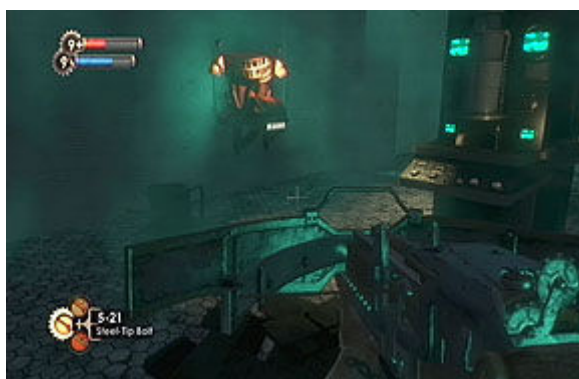
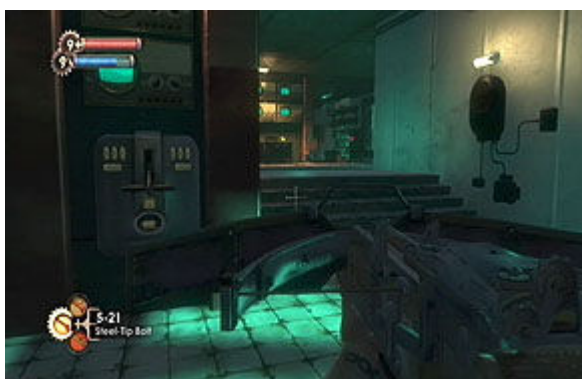
access to a crackable safe (and a pair of Eve Hypos) that's behind the electrified machinery. (For the record, we walked behind the electrified machinery without any incident—we weren't damaged by the shock at all. We're unsure if this is a bug or not.)



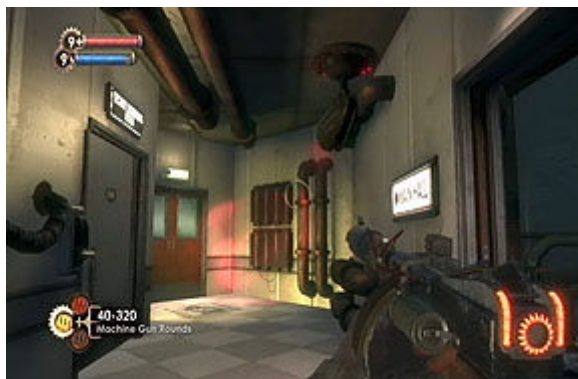
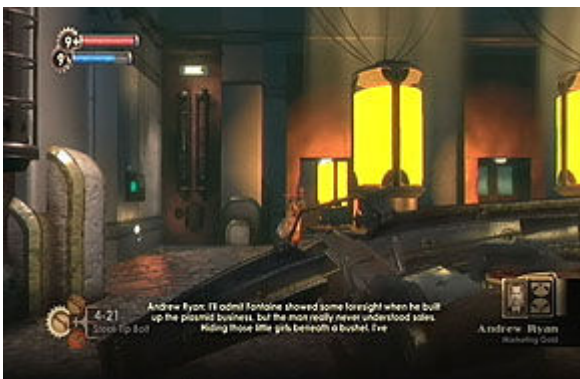
Return to the main hall and go through a door into the northeastern room of Optimized Eugenics. Inside is a spider splicer, but more dangerous is the RPG turret to the left. Quickly zap and hack the RPG turret and it should take care of the spider splicer for you. The only thing of consequence in the room is an audio diary. Grab it, then return to the previous hall.



The room to the northwest of Optimized Eugenics is similarly armed, though this one has *two* RPG turrets and a splicer. You can choose to hack the turrets or destroy them from afar (one crossbow bolt will do it) before exploring the room to find the weapon upgrade station and a crackable safe.



There are a couple more rooms along the western side of the hall. Explore them for some items (and another splicer) before leaving Optimized Eugenics. Oh, and be sure to watch for a security camera on the way out.



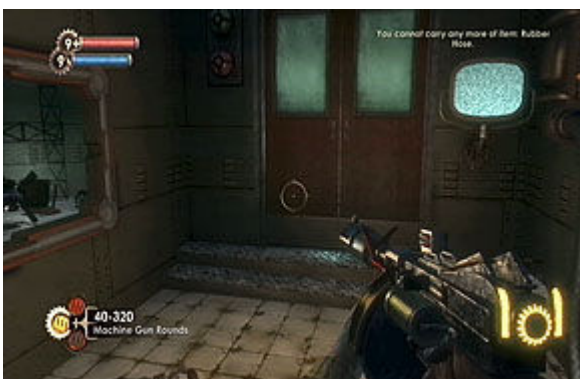
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Atrium Balcony

Move to the south end of the Atrium Balcony, to the area where you earlier hacked an RPG turret. We came across another big daddy and little sister combo, just waiting for us in front of the turret. If you're as lucky, use electric buck to hold the big daddy in front of the turret and the RPG blasts should bring it down quickly.



After defeating the big daddy, continue south to the Failsafe Armored Escorts area. There are two entrances—we took the one on the right (southwest).



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Failsafe Armored Escorts

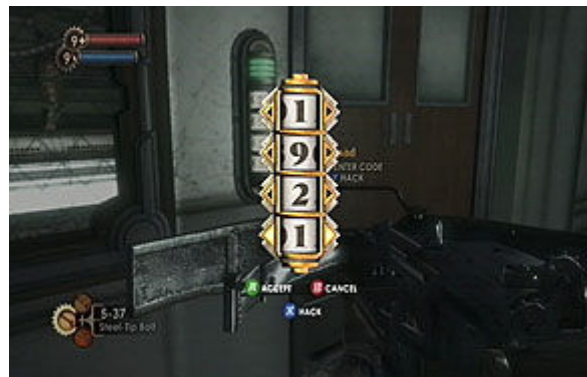
After scootin' through the first decontamination room, watch out for a false corpse on the ground in the next hall. A small room through the first left door has a bunch of disabled security bots you can hack to do your bidding. Continue down the western hall and go through the first door you find on the right.



Don't rush too far into the room right away. Behind the glass wall separating the two halves of the room are two turrets, and one of them is an RPG turret. You should be able to peek around the wall and destroy the turrets without them spotting you. We even attracted the RPG turret's attention and made it blow up the machinegun turret for us. At the back of the room is an audio diary you need to grab that explains the missing boots.



Make your way now to the southern end of Failsafe Armored Escorts. You'll spot an occasional splicer roaming the open area, but nothing too tough. In the eastern side of the southern room you'll find Big Daddy Bodysuits, one of which you need to grab. Just south of the bodysuits is a room stacked with ammo. To get inside, use the code **1921**. To break into the similar directly west of the ammo room, you can either Incinerate! your way through the icy door or crawl through the supply line at the room's northern end.



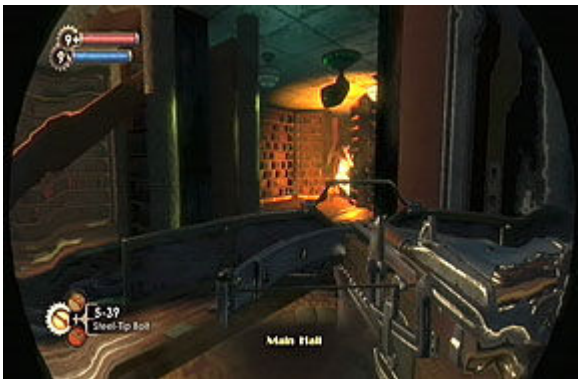
Next, go into the large room at the eastern end of Failsafe Armored Escorts. There you'll find the **Hacker's Delight 3** tonic and the Big Daddy Helmet you need. With the helmet collected, you need just one more item to complete your makeover. Leave the Failsafe Armored Escorts area (though feel free to explore the upstairs hall for some audio diaries) and make your way to the last un-explored end of the stage, the Mendel Family Library.



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Mendel Family Library

Just inside the library, to the right (west) is a security camera looking at the library's entrance. We suggest simply destroying the camera as there's a more dangerous RPG turret mounted in the hall just behind the camera. Once past both security measures, watch for a Houdini splicer in the room to the west.



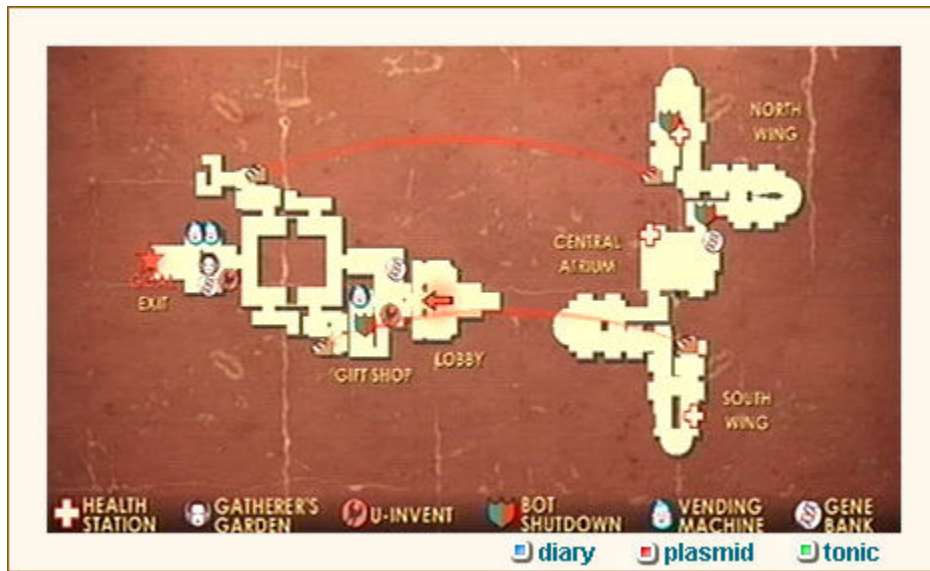
Also in this western end of the library are the **Damage Research 2** tonic and the Big Daddy Boots, the final part of your big daddy get-up. With the big daddy outfit complete, the all-knowing arrow urges you back to the beginning of the stage. If you come across splicers on the way, try ignoring them. Now that you're a big daddy, they'll leave you alone.



The all-knowing arrow leads you to a little sister portal. Smash the portal with your wrench (yeah, break out that rusty thing!) and a little sister should pop out. She'll open up a nearby door for you, letting you continue to the next stage.



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Lobby

This part of the game is a bit different than others, as you'll be escorting a little sister through the stage. There are *no* audio diaries, plasmid or tonic pick-ups to find. There are no weapon upgrade stations. Your only objective is to keep the little sister safe. If a little sister is killed, you can simply summon a new one from one of the nearby little sister portals (they'll glow if you're in need of a new sister). There appears to be no punishment for letting the little sisters die, though we still tried our darndest to keep her safe. Start by following the little sister east through the Lobby.



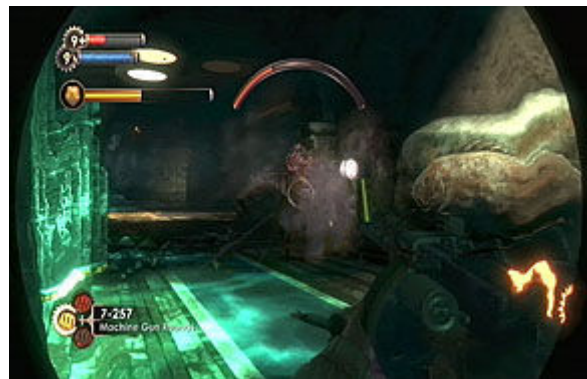
The little sister will open up a door for you, leading you to a balcony overlooking a battle between a splicer and another big daddy. Don't concern yourself with that battle, but instead try to stay just one step ahead of the little sister. She'll take you through another doorway and into a dark hall.



Just around the corner of the South Wing hall is the first splicer you'll need to drop. As you creep south through the hall with the little sister, a splicer approaches on the ceiling from further ahead—take it out before the splicer drops onto the little sister. Because of the power of the crossbow, we suggest using it to quickly take out the splicers. A headshot is usually enough to drop any baddy in its tracks. As well, the shotgun loaded with regular buck is a good option.



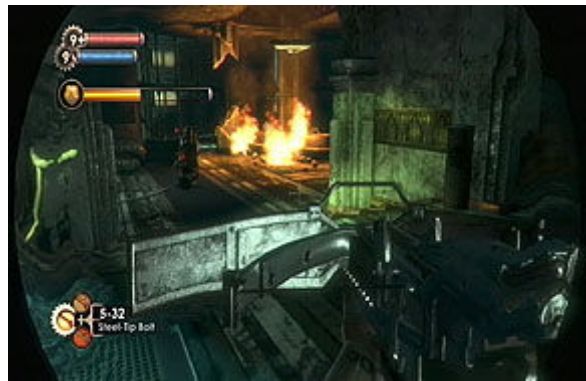
When you reach the southern tip of the South Wing, the little sister will stop to harvest the ADAM of a nearby corpse. Quickly hack the security camera directly over the little sister's head. Soon, you'll hear the yell of splicers that are rushing towards you from either the hall on the right or the hall on the left. They come in waves, usually of two, and don't always come down the same hall. Fend 'em off (we used the machinegun), then continue north with the little sister.



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Central Atrium

As you near another bend in the path, watch for a leadhead splicer that's got a security bot following him. Kill the splicer and hack the bot so it'll help you out. Further down the hall to the west are some security measures, including a turret and a camera. Hack both before the little sister gets near them—the turrets won't attack you, but they will (for whatever reason) fire at the little sister.



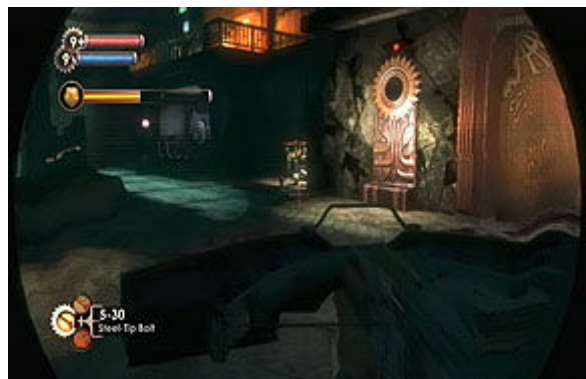
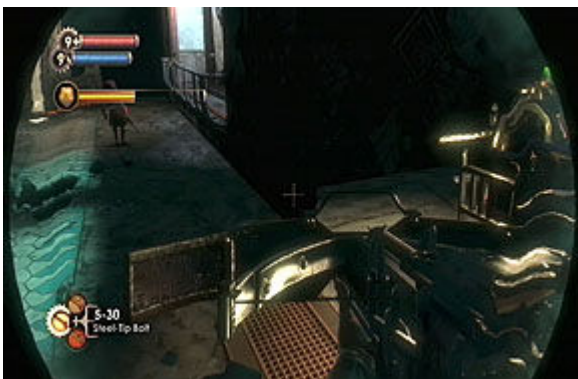
The little sister will begin harvesting from another corpse and that means more enemies. Stay near the little sister and watch the east for the first flurry of splicers. The turret you hacked should do a good job of holding off enemies from the west, though one or two may still sneak by. The shotgun proved to be our friend in this encounter. When the enemies stop coming, quickly run ahead of the little sister, going to the west tip of the hall before following it back east toward a security turret you'll want to quickly hack.



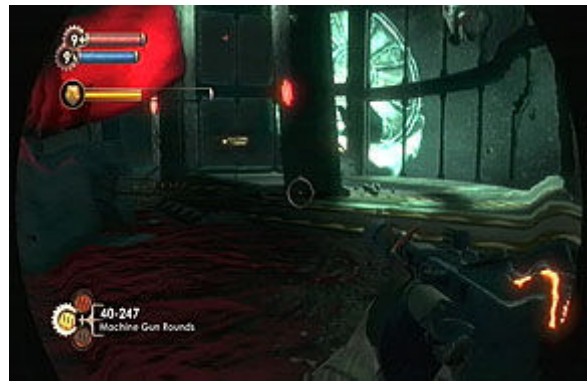
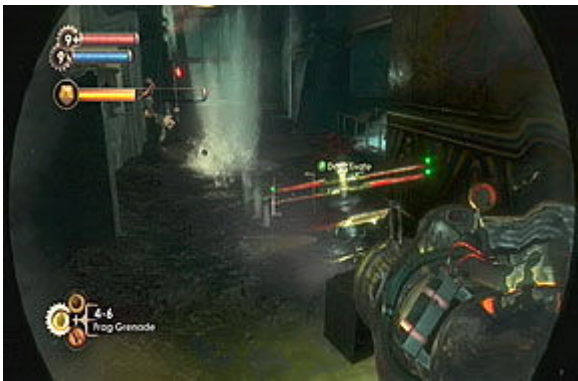
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North Wing

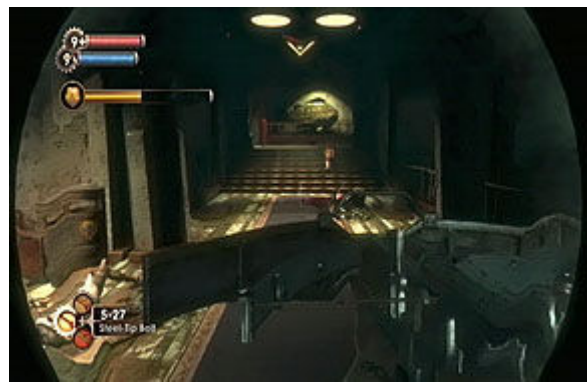
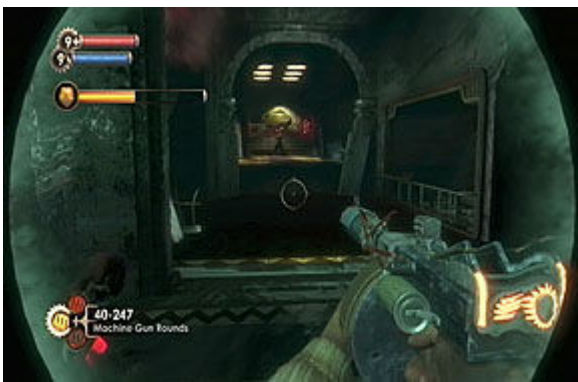
Little sister will open another door for you, leading you to a room with a big daddy on the balcony ahead (he's harmless). Follow behind the little sister as she moves along the wall to the right. To the right is a small trick wall that'll raise up, revealing a turret. If you're not quick to catch it, the turret will take out the little sister immediate, so quickly hack or destroy the turret. With that turret taken care of, quickly run ahead of the little sister. Around the corner, left of the next big doorway, is another turret you need to take care of.



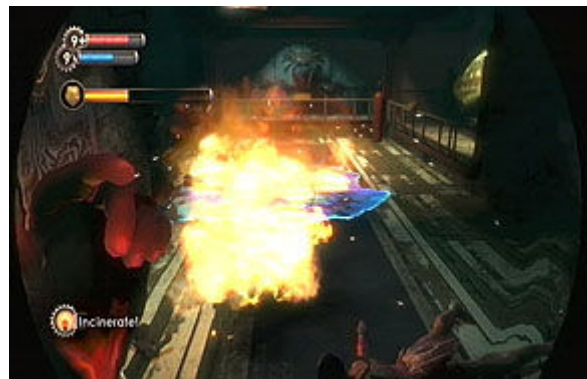
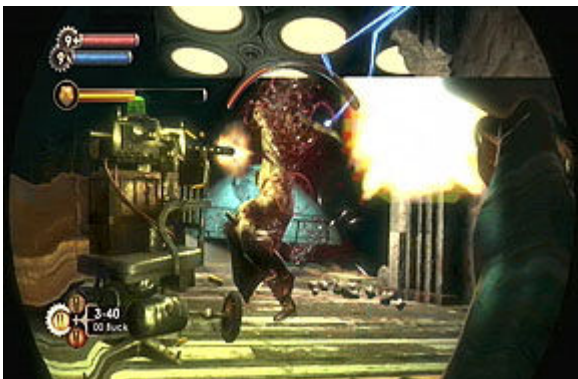
Once through another doorway, you'll move down a flooded hall. Be ready with Electro Shock or your grenade launcher as a pack of splicers pops up from the water. We launched one grenade between 'em and all splicers went down.



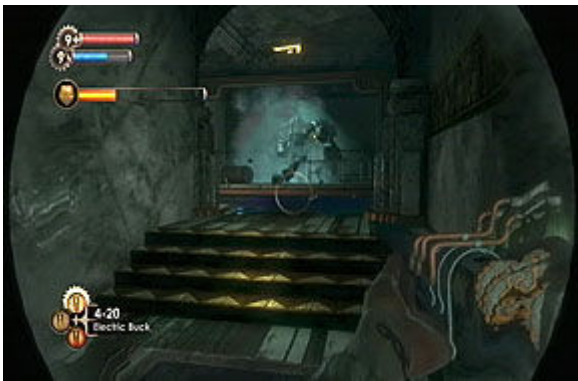
Down the hall, you'll reach another bend and continue back the other direction. At the far west end of the hall is a splicer with a security bot. Quickly snipe the splicer with the crossbow as the little sister will likely charge ahead of you (she moves more quickly through water than you do). Jump through the water to move more quickly and get ahead of the sister as quickly as possible and hack the splicer's security bot on the way.



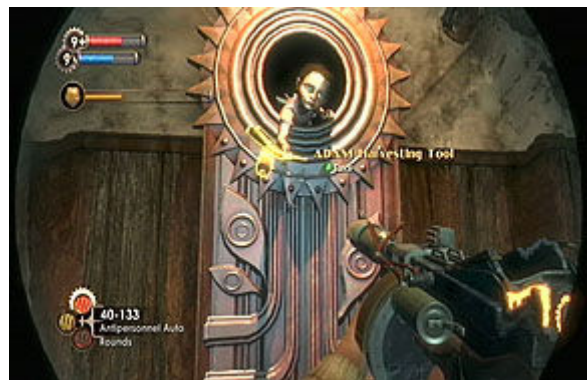
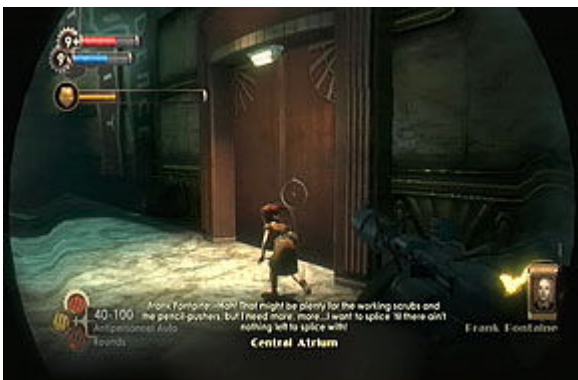
Up ahead, on the left, there's another mounted turret on a small ledge. Quickly hack it, then turn around to catch a spider splicer dropping down from the ceiling behind the little sister. There's a security camera behind the turret that you can hack, but the onslaught of splicers comes so quickly that it's dangerous to leave the little sister alone. Stay near the sister and watch for splicers from all angles (including from behind the turret you hacked). There's a patch of gasoline on the ground to the south that you can ignite with Incinerate!, giving you a bit of a barrier that'll help.



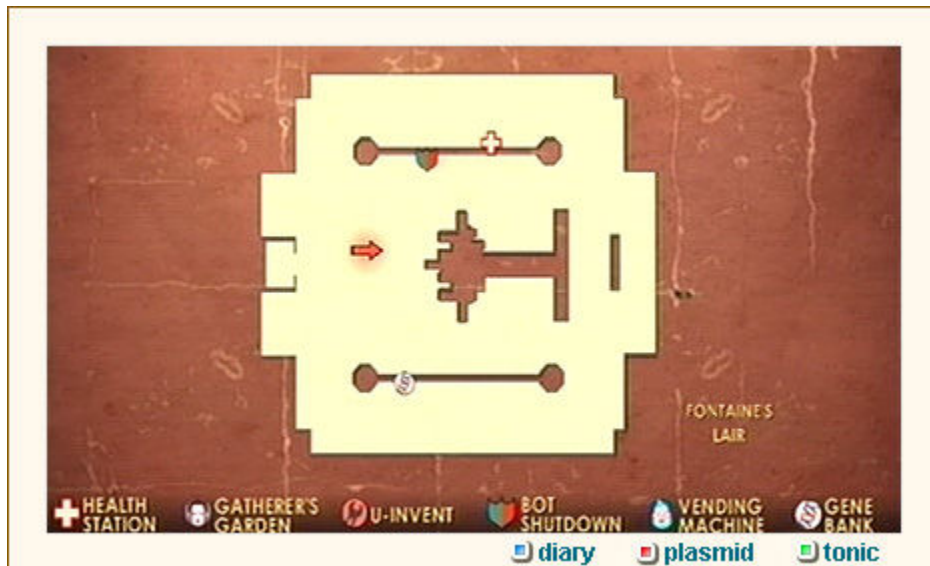
When the little sister is done harvesting and the enemies are cleared, ready yourself to fight a big daddy. We suggest equipping the shotgun and loading it with electric buck, and stay ahead of the little sister as you head south down the hall. The big daddy will come from the right. Throw caution into the wind and take him out quickly to prevent the little sister from taking damage.



Once the big daddy is defeated, you should have no more enemies left to fight. Just follow the little sister to the stage's end, and then grab the ADAM Harvesting Tool from her when she offers it. At this point, you can go back through the stage to explore areas you previously ignored. There's not a lot to find (just a crackable safe southeast of the Exit), but you won't have to fight the splicers as they're still ignoring you.

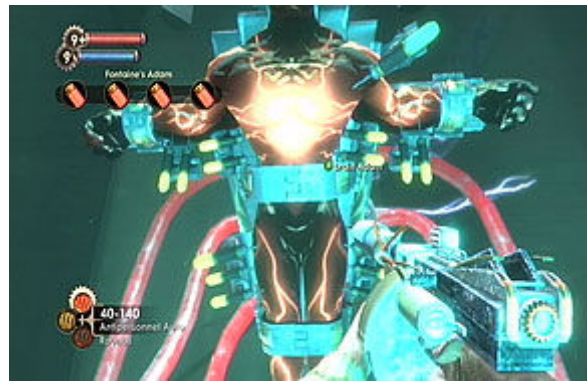


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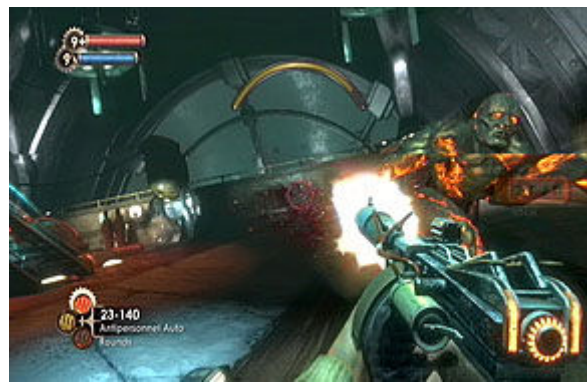


Fontaine's Lair

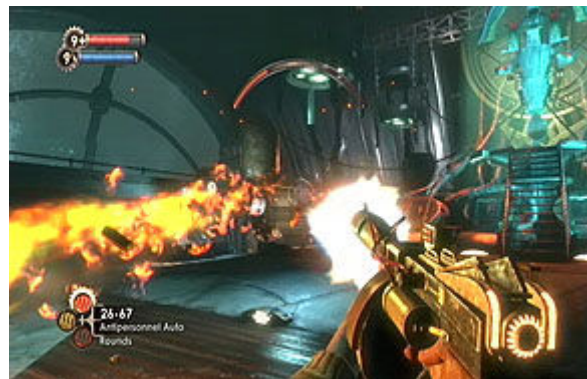
Walk into Fontaine's Lair to begin the final battle of the game. Fontaine has four viles of ADAM, each of which represents different stages of the boss fight. The first vile you can take right away. Just walk up to Fontaine and drain his first quarter of ADAM.



This is when the fight really kicks off. Fontaine jumps out of his harness and begins launching projectile plasmid attacks. All of his attacks can be easily dodge by circle strafing around Fontaine. As long as you continually move perpendicularly to Fontaine and maintain constant flow of fire, you should easily take out his first form. When Fontaine returns to his harness, take another quarter of his ADAM.



In the second phase of the fight, Fontaine operates on essentially the same pattern of projectile attacks and the occasional rush. Both attacks are still easily avoided by circle strafing. However, you'll now have to contend with some security bots that Fontaine has summoned. Along the wall just north of Fontaine's odd contraption is a security bot shutdown panel. We suggest spending the dough to get rid of the pests so you can continue to drain Fontaine.



In the third phase of the fight, Fontaine again resumes his predictable pattern. However, this go-round Fontaine has an endless pack of splicers that come to defend him. We suggest ignoring the splicers for the most part, though it's worth using Telekinesis to grab the nitro splicer's grenades and toss 'em at Fontaine. Once Fontaine's health is drained, quickly drain Fontaine's last bit of ADAM to complete the game. His summoned splicers will shoot you as you do, but even if you've got just a half meter of life remaining you should have no problem absorbing the damage.



BioShock Secrets

Good Ending / Bad Ending

There are two possible endings for BioShock that depend on how you treated little sisters throughout the game. If you choose to "harvest" more than one little sister, you will get the *bad* BioShock ending. If, however, you "harvest" no more than one little sister but "rescue" the others, you will get the *good* BioShock ending.

Hypnotize Big Daddy Plasmid

Simply choose to "rescue" three little sisters and you'll be rewarded with this free plasmid. After rescuing the third little sister, make your way to the next Gatherer's Garden and examine the teddy bear on the ground to receive the gift.

Secret Achievements

Irony	The player has taken a picture of Sander Cohen's corpse
Found Cohen's Room	The player has entered Sander Cohen's room
Became a Big Daddy	The player has become a Big Daddy
Defeated Dr. Steinman	The player has defeated the crazed Dr. Steinman
Defeated Peach Wilkins	The player has defeated Peach Wilkins
Restored the Forest	The player has restored the forests of Arcadia
Completed Cohen's Masterpiece	The player has completed Sander Cohen's great masterpiece
Defeated Andrew Ryan	The player has defeated Andrew Ryan
Broke Fontaine's Mind Control	The player has broken Fontaine's mind control
Defeated Atlas	The player has defeated Atlas