

REFERENCE BOOKLET

Warning: Contains Minor Spoilers
Some Sections Not Recommended Prior to First Completing the Game

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Home site: <http://paulius.50webs.com>

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Spoiler Note

This booklet does not contain any direct plot spoilers. However, it does contain minor spoilers regarding which weapons and gene tonics are in the game, the number and names of levels, and the rewards from various quests.

The level map shows the names of levels and their interconnections, along with the number of Little Sisters in each level.

The Rewards pages (pp12–13) give details of the various rewards and should probably not be consulted on the first play through.

What is a Reference Booklet?

The purpose of my game Reference Booklets is to bring together information that is useful to have on-hand while playing a game, and present it in a manner that makes it quick and easy to find and use.

For example, in BioShock, it's useful to know which items can be made from each Invention Material — something that the game only lets you see, in a disjointed way, while using a U-Invent machine.

A key element of these booklets is that they should be printed to get maximum benefit.

Tips

DO NOT read on until you've completed the first, tutorial level, "Welcome to Rapture." Thereafter, use your discretion.

- * Don't underestimate the **Wrench**, especially when combined with Wrench Jockey and SportBoost Physical Tonics. (On Easy Difficulty, the entire game can be played through with no other weapon — though some battles would take a while.)
- * If you don't want to play the **hacking mini-game**, buy out the easier hacks, and buy or make Automatic Hack Tools for the harder ones. This is also a good use for excess cash.
- * Use your **special ammunition** early in the game; you lose most of your ammunition, and all of your special ammunition, at the end of Neptune's Bounty.
- * **Medical Pavilion:** Read the signs and advertisements on the walls...
- * **Medical Pavilion:** Rescuing Little Sisters gives you 40 less ADAM for every three rescued, but gives you access to otherwise unavailable Plasmids. Keep in mind that the reward will disappear as soon as you look away after your first search.
- * **Medical Pavilion:** Any free gene tonics you miss while exploring a level will be available at the next Gatherer's Garden — for a price.
- * The **Rapture Metro** allows you to return to nearly any level in the game. Leaving the first level is a one-way trip. The bulkhead beyond the magnetic lock in Hephaestus cannot be accessed a second time. And the game makes it clear that there's no going back from the final battle. Some levels have no Metro station but can be reached via bulkheads from elsewhere.
- * **Neptune's Bounty:** You should be able to max out your research of Leadhead and Nitro Splicers, and Security Bots before moving on to the next level (though it's risky on Hard Difficulty).
- * Some **gene tonics** are available in **multiple versions**. Higher-level Plasmids will replace their predecessors, but other tonics can have multiple versions equipped simultaneously, their effects presumably stacking.
- * **Fort Frolic:** Don't kill Sander Cohen! You'll get another shot at him later. Don't forget to return here for his treasure, afterwards.
- * **Proving Grounds:** Stick to your mission, initially. You can retrace your steps later (as well as returning to previous levels — save first, just in case).
- * **Final Battle:** Take your time setting traps before getting aggressive. But don't dawdle during later lulls.
- * There are three **endings** to the game, though two of them differ only in the tone of the voice-over. The other ending can only be achieved by Rescuing Little Sisters, although one accidental Harvest is tolerated.

Inventory Capacity

Item	Maximum
First Aid Kit	9
EVE Hypo	9
Money	\$500
ADAM	Unlimited
Invention Materials	50 each

Ammunition Counts

Ammunition	Max ¹	Clip ²	Buy ³	Make ⁴
Pistol Rounds	48	6 [†]	6	
Armor-piercing Pistol Rounds	24		6	
Antipersonnel Pistol Rounds	24			6
Machine Gun Rounds	360	40	40	
Antipersonnel Auto Rounds	180		40	
Armor-piercing Auto Rounds	180			20
00 Buck	48	4	6	
Electric Buck	24		6	
Exploding Buck	24			3
Frag Grenade	12	6	3	
Proximity Mine	6		3	
Heat-seeking RPG	6			2
Napalm	400	100	100	
Liquid Nitrogen	200		100	
Electric Gel	200			25
Film	100	100	15	
Steel Bolt	48	5	6	
Incendiary Bolt	24		6	
Trap Bolt	24			6

¹ Maximum inventory capacity.

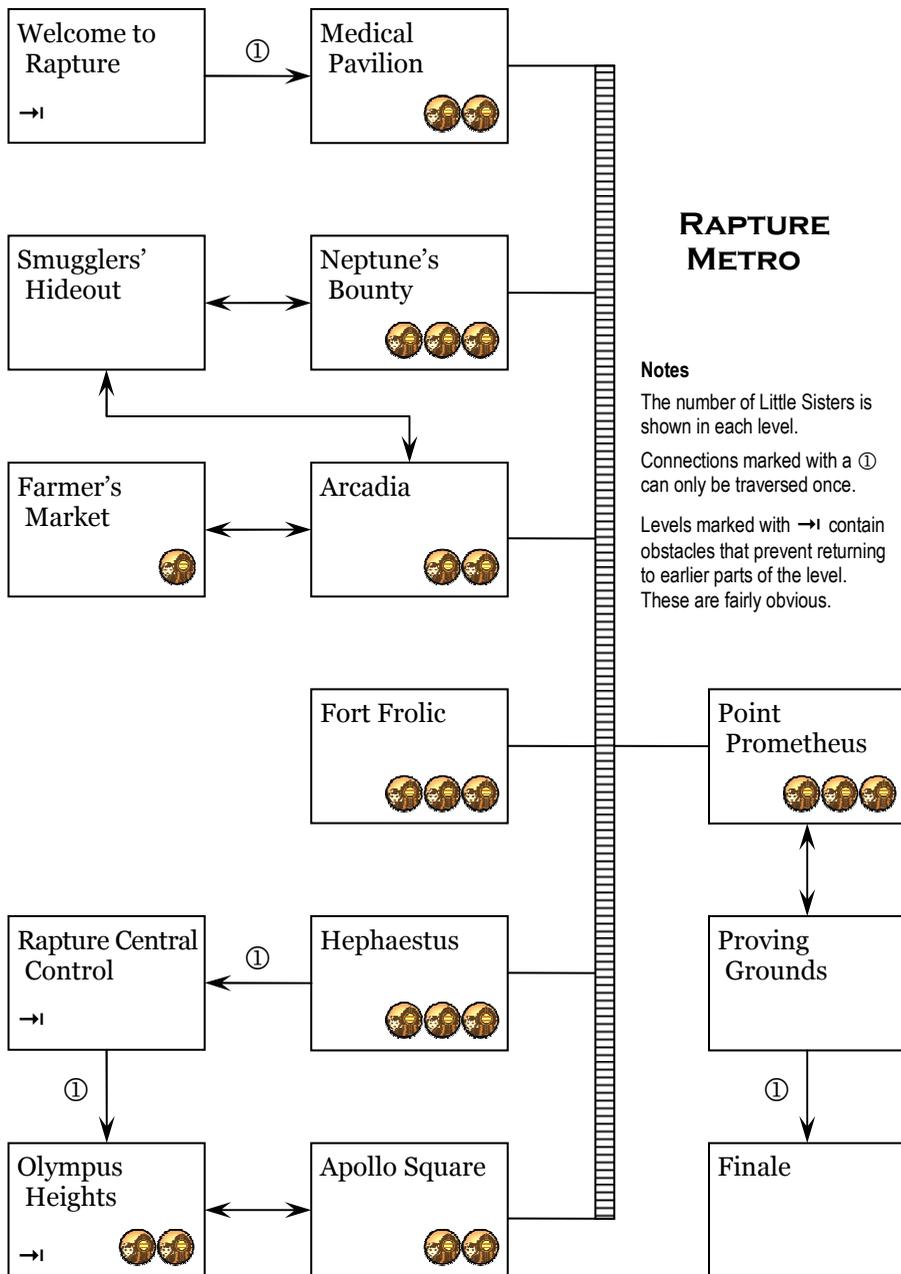
² Number of rounds in a clip.

³ Number of rounds per purchase.

⁴ Number of rounds per invention.

[†] Upgradeable to 24.

Level Map



RAPTURE METRO

Notes

The number of Little Sisters is shown in each level.

Connections marked with a ① can only be traversed once.

Levels marked with →1 contain obstacles that prevent returning to earlier parts of the level. These are fairly obvious.

Vending Machines

Ammunition	No.	Medical Pavilion					Neptune's Bounty							Arcadia				
		①	②	③	④	⑤	①	②	③	④	⑤	⑥	⑦	①	②	③	④	⑤
First Aid Kit	1	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
EVE Hypo	1	✓	✓		✓	✓	✓	✓		✓	✓	✓	✓				✓	
<i>Food Item</i>	1	✓	✓		✓	✓				✓		✓					✓	✓
Automatic Hack Tool	1											✓						
Pistol Rounds	6	✓	✓	✓	✓	✓	✓	✓	✓						✓	✓	✓	
Armor-piercing Pistol Rounds	6	✓	✓	1		✓	✓	✓							✓		✓	✓
Machine Gun Rounds	40		✓	✓	✓	✓	✓	✓	✓		✓				✓			
Antipersonnel Auto Rounds	40			1								1						
00 Buck	6	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓			✓	✓	✓	✓
Electric Buck	6	✓					✓			1	✓			✓		1		
Frag Grenade	3								✓	✓	✓	✓				✓		
Proximity Mine	3										✓					1	✓	
Napalm	100													✓	✓	✓		✓
Liquid Nitrogen	100													✓	✓			✓
Film	15								✓		✓	✓		✓	✓			✓
Steel-Tip Bolt	6																	
Incendiary Bolt	6																	

Ammunition	No.	Farmer's Market				Fort Frolic								Hephaestus										
		①	②	③	④	①	②	③	④	⑤	⑥	⑦	⑧	①	②	③	④	⑤	⑥	⑦				
First Aid Kit	1	✓	✓	✓	✓	✓	✓			✓		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
EVE Hypo	1	✓		✓	✓	✓				✓		✓	✓		✓	✓	✓	✓		✓				✓
<i>Food Item</i>	1				✓				✓					✓						✓			✓	✓
Automatic Hack Tool	1						✓				✓													
Pistol Rounds	6		✓		✓	✓				✓		✓				✓		✓						✓
Armor-piercing Pistol Rounds	6		✓		✓	✓					✓					1		1						
Machine Gun Rounds	40			✓		✓				✓		✓	✓	✓	✓					✓			✓	✓
Antipersonnel Auto Rounds	40						1										✓						✓	
00 Buck	6		✓		✓	✓				✓		✓						✓					✓	✓
Electric Buck	6	✓					✓					✓	✓										✓	✓
Frag Grenade	3			✓						✓		✓	✓	✓	✓							✓	✓	✓
Proximity Mine	3				✓		✓			1		1											✓	1
Napalm	100	✓	✓	✓						✓	✓	✓						✓				✓	✓	✓
Liquid Nitrogen	100	✓	✓	✓		✓	✓							✓								✓	✓	✓
Film	15	✓	✓					✓					✓	✓	✓							✓		1
Steel-Tip Bolt	6									✓		✓	✓	✓		✓		✓						
Incendiary Bolt	6						✓			1	✓	1						✓						

Key

- No. Number of items bought at once.
- ✓ Items available in unlimited quantities.
- 1 Items available to buy just once.
- ① Circus of Values Vending Machine.
- ② El Ammo Bandito Vending Machine.

- ↖ Vending Machine appears in the north-west portion of the map (for example).
- ⊠ Vending Machine appears in the centre of the map.

Ammunition	No.	R	Olympus Heights				Apollo Square				Point Prometheus					Proving Grounds		
		CC	①	②	③	①	②	③	④	①	②	③	④	⑤	①	②	③	
First Aid Kit	1	✓	✓		✓	✓		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
EVE Hypo	1	✓	✓			✓		✓	✓	✓	✓	✓				✓	✓	
<i>Food Item</i>	1			✓	✓	✓	✓				✓		✓		✓	✓	✓	
Automatic Hack Tool	1				✓								✓					
Pistol Rounds	6		✓	✓			✓						✓	✓		✓	✓	✓
Armor-piercing Pistol Rounds	6								1					1				1
Machine Gun Rounds	40			✓	✓		✓				✓		✓		✓	✓	✓	
Antipersonnel Auto Rounds	40	✓		1			1		✓		✓							
00 Buck	6	✓	✓	✓			✓		✓				✓	✓	✓	✓	✓	✓
Electric Buck	6		✓	1			1		✓						✓			
Frag Grenade	3			✓	✓	✓	✓	✓			✓		✓	✓	✓	✓	✓	✓
Proximity Mine	3					✓		✓						✓				
Napalm	100	✓			✓	✓		✓			✓		✓					
Liquid Nitrogen	100			✓			✓						✓	✓	✓	✓	✓	✓
Film	15							✓		✓			1					1
Steel-Tip Bolt	6																	
Incendiary Bolt	6	✓	✓								✓		✓					

Locations and Notes

Arrows show where each vending machine appears on the map, followed by the name of that area.

Medical Pavilion

- ① ⇨ Foyer
- ② ↑ Lounge
- ③ ↑ Lounge
- ④ ⇨ Dental Suites
- ⑤ ↖ Surgery Foyer

Neptune's Bounty

- ① ↗ Bathysphere Station
- ② ⇨ Lower Wharf
- ③ ↖ Upper Wharf N
- ④ ⇨ Upper Wharf S
- ⑤ ↗ Jet Postal
- ⑥ ↗ Fighting McDonagh
- ⑦ ⇨ Freezer Top Floor

Arcadia

- ① ⇨ Tea Garden
 - ② ↑ Storage Room / Lower Concourse
- The same vending machine is marked twice on the map.
- ③ ↗ Lower Rolling Hills
 - ④ ↗ Research Laboratories
 - ⑤ ⇨ Tree Farm

Farmer's Market

- ① ↓ Market S (downstairs)
- ② ⇨ Market N (upstairs)
- ③ ↖ Apiary
- ④ ↑ Winery

Fort Frolic

- ① ↖ Lower Atrium N
 - ② ⇨ Lower Atrium S
 - ② ⇨ Upper Atrium
- Both vending machines have the same inventory.
- ③ ⇨ Fleet Hall Theatre
 - ④ ↗ Cocktail Lounge
 - ⑤ ⇨ Poseidon Plaza
 - ⑥ ⇨ Poseidon Plaza
 - ⑦ ⇨ Eve's Garden
 - ⑧ ↗ Sir Prize

Hephaestus

- ① ↑ Bathysphere Station
- ② ↗ Central Control Foyer
- ③ ↗ Central Control
- ④ ↖ Core (downstairs)
- ⑤ ↗ Upper Heat Loss Monitoring
- ⑥ ↖ Upper Workshops
- ⑦ ↖ Upper Workshops

Rapture Central Control

- ① ⇨ Control Room

Olympus Heights

- ① ⇨ Central Bistro Square
- ② ⇨ Central Bistro Square
- ③ ↓ Mercury Suites

Apollo Square

- ① ↖ Entry Passage
- ② ⇨ Apollo Square
- ③ ↗ Artemis Suites
- ④ ↓ Hestia Chambers

Point Prometheus

- ① ⇨ Atrium Balcony
- ② ⇨ Little Wonders (upstairs)
- ③ ↖ Little Wonders (downstairs)
- ④ ⇨ Failsafe Armored Escorts
- ⑤ ⇨ Failsafe Armored Escorts

Proving Grounds

- ① ⇨ Gift Shop
- ② ⇨ Special Exhibit Entry
- ③ ⇨ Special Exhibit Entry

Some Vending Machines are not marked on the map or are marked in the wrong place.

Free Gene Tonics

These gene tonics may be found for free while exploring.

They are listed alphabetically by type.

Welcome to Rapture

Electro Bolt Plasmid

Medical Pavilion

Incinerate! Plasmid
Telekinesis Plasmid
Hacker's Delight Physical
Security Expert Engineering
Speedy Hacker Engineering
Static Discharge Combat
Wrench Jockey Combat

Neptune's Bounty

Security Bullseye Plasmid
Medical Expert Physical
Focused Hacker Engineering
Shorten Alarms Engineering
Wrench Lurker Combat

Arcadia

Security Evasion Physical
Hacking Expert Engineering

Farmer's Market

EVE Link 2 Physical
Photographer's Eye Combat

Fort Frolic

Extra Nutrition 2 Physical
Medical Expert 2 Physical
Alarm Expert Engineering
Electric Flesh Combat
Frozen Field Combat

Hephaestus

Security Evasion 2 Physical
Shorten Alarms 2 Engineering
Damage Research Combat
Frozen Field 2 Combat

Olympus Heights

Clever Inventor Engineering

Apollo Square

Medical Expert 3 Physical
Focused Hacker 2 Engineering
Electric Flesh 2 Combat

Point Prometheus

Hacker's Delight 3 Physical
Alarm Expert 2 Engineering
Safecracker 2 Engineering
Damage Research 2 Combat

U-Invent Recipes

Item	Rubber Hose	Steel Screw	Shell Case	Brass Tube	Kerosene	Distilled Water	Battery	Alcohol	Glue	Enzyme Sample	Empty Hypo	Chlorophyll Solution
Automatic Hack Tool	4			1			4					
Antipersonnel Pistol Rounds (x6)	2	1	3									
Armor-piercing Auto Rounds (x20)			3	1	2							
Exploding Buck (x3)		1	2		3							
Heat-seeking RPG (x2)				1	2	3						
Electric Gel (x25)						3	2	1				
Trap Bolt (x6)							2	1	3			
Lazarus Vector						7				7		7
Hacker's Delight 2								5		4	3	
Booze Hound									5	4	3	
Bloodlust									5	4	3	

The first three items can be made in Arcadia; the remainder, from Fort Frolic, onwards.

The last four items can only be made once.

The last three Invention Materials are only useful for creating one-off items. Thereafter, they invisibly build up in your inventory until they max out and you can pick up no more.

Gatherer's Garden

Catch-Up

Gene Tonic	Type	Medical Pavilion	Neptune's Bounty	Arcadia	Farmer's Market	Fort Frolic	Hephaestus	Olympus Heights	Apollo Square	Point Prometheus	Proving Grounds
Security Bullseye	Plasmid			60		60	45	45	45	30	
Hacker's Delight	Physical		20	20	20	20	20	20	20	20	
Medical Expert	Physical			20	20	20					
Security Evasion	Physical					20	20				
EVE Link 2	Physical					50	50	50	50	50	
Extra Nutrition 2	Physical						40	40	40	40	
Security Evasion 2	Physical							50	50	50	
Medical Expert 2	Physical							40	40		
Medical Expert 3	Physical									60	
Security Expert	Engineering		20	20	20	20	20	20	20	20	
Speedy Hacker	Engineering		20	20	20	20	20				
Focused Hacker	Engineering			20	20	20	20	20	20		
Alarm Expert	Engineering						20	20	20	20	
Shorten Alarms 2	Engineering							50	50	50	
Clever Inventor	Engineering									50	
Focused Hacker 2	Engineering									50	
Wrench Jockey	Combat		20	20	20	20	20	20	20	20	
Static Discharge	Combat		20	20	20	20	20	20	20	20	
Wrench Lurker	Combat			20	20	20					
Photographer's Eye	Combat					20	20	20	20	20	
Frozen Field	Combat						20				
Electric Flesh	Combat						20	20	20		
Damage Research	Combat							20	20	20	
Frozen Field 2	Combat							50	50	50	
Electric Flesh 2	Combat									50	

All these gene tonics are available elsewhere for free. Any that are missed during level exploration become available to buy in the next level.

Gatherer's Garden

Exclusive Tonics

Gene Tonic	Type	Medical Pavilion	Neptune's Bounty	Arcadia	Farmer's Market	Fort Frolic	Hephaestus	Olympus Heights	Apollo Square	Point Prometheus	Proving Grounds
Health Upgrade		80	80	80		80	80	80		80	80
EVE Upgrade		80	80	80		80	80	80		80	80
Plasmid Slot	Slot		100×2	100	100	100	100	100	100	100	100*
Physical Tonic Slot	Slot			80×2	80×2	80	80	80	80	80	80*
Engineering Tonic Slot	Slot			80×2	80×2	80	80	80	80	80	80*
Combat Tonic Slot	Slot			80×2	80×2	80	80	80	80	80	80*
Enrage!	Plasmid	60	60	45		45	30	30	30	30	
Sonic Boom	Plasmid		1	1	1						
Target Dummy	Plasmid		60	60		45	45	30	30	30	
Winter Blast	Plasmid		60	60							
Cyclone Trap	Plasmid			60		30					
Electro Bolt 2	Plasmid			120		80	20				
Insect Swarm	Plasmid				60					5	
Insect Swarm 2	Plasmid					80	40				
Sonic Boom 2	Plasmid					1	1	1	1	1	
Incinerate! 2	Plasmid					80	80	20	20		
Winter Blast 2	Plasmid					100	80				
Cyclone Trap 2	Plasmid						80	80	80	80	
Electro Bolt 3	Plasmid						150	120	120	120	
Insect Swarm 3	Plasmid							120	120	120	
Incinerate! 3	Plasmid							150	150	120	
Winter Blast 3	Plasmid							150	150	120	
EVE Link	Physical	20	20	20	20	20					
Extra Nutrition	Physical		20	20	20	20					
EVE Saver	Physical			1	1	1	1	1	1	1	
Vending Expert	Engineering			1	1	1	1	1	1	1	
Shorten Alarms	Engineering			20	20	20	20				
Hacking Expert 2	Engineering					50	50	50	50	50	
Vending Expert 2	Engineering						1	1	1	1	
Speedy Hacker 2	Engineering							50	50	50	
Armored Shell	Combat	20	20	20	20	20	20	20	20	20	
Machine Buster	Combat		1	1	1	1	1	1	1	1	
Human Inferno	Combat			20	20	20	20	20	20		
Wrench Lurker 2	Combat						50	50	50	50	
Machine Buster 2	Combat							1	1	1	
Human Inferno 2	Combat									50	

* The Gatherer's Garden in Proving Grounds offers up to 3 gene tonic slots of each type, but no more than needed to obtain a full complement of 6.

Research Rewards

Rewards are granted upon completing a level of photographic research.

Thuggish Splicer

1. Increased Damage +
Thuggish Splicers are vulnerable to antipersonnel rounds
2. Physical Tonic: **SportBoost**
3. Increased Damage ++
4. Physical Tonic: **SportBoost 2**
5. Increased Damage +++

Leadhead Splicer

1. Increased Damage +
Leadhead Splicers are vulnerable to antipersonnel rounds
2. Physical Tonic: **Scrounger**
3. Increased Damage ++
4. Combat Tonic: **Static Discharge 2**
5. Increased Damage +++

Nitro Splicer

1. Increased Damage +
Nitro Splicers are vulnerable to antipersonnel rounds
2. Permanent 15% chance that any enemy grenade will be a dud.
3. Increased Damage ++
4. Permanent 35% chance that any enemy grenade will be a dud.
5. Increased Damage +++

Spider Splicer

1. Increased Damage +
Spider Splicers are vulnerable to antipersonnel rounds
2. Spider Splicer Organs can be used like first aid kits
3. Increased Damage ++
4. Physical Tonic: **Extra Nutrition 3**
5. Increased Damage +++

Houdini Splicer

1. Increased Damage +
Houdini Splicers are vulnerable to antipersonnel rounds
2. Physical Tonic: **Natural Camouflage**
3. Increased Damage ++
4. Easier to predict Houdini Splicers' teleportation destination.
5. Increased Damage +++

Rosie

1. Increased Damage +
Rosies are vulnerable to armor-piercing rounds
2. Combat Tonic: **Photographer's Eye 2**
3. Increased Damage ++
4. Rosie Loot almost always contains rare Invention materials
5. Increased Damage +++

Bouncer

1. Increased Damage +
Bouncers are vulnerable to armor-piercing rounds
2. Combat Tonic: **Wrench Jockey 2**
3. Increased Damage ++
4. Permanent 50% increase to all wrench damage
5. Increased Damage +++

Little Sister

1. Small increases to max Health and EVE
2. Small increases to max Health and EVE
3. Small increases to max Health and EVE
4. Small increases to max Health and EVE
5. Small increases to max Health and EVE

Turret

1. Increased Damage +
Turrets are vulnerable to armor-piercing rounds and electricity
2. You find twice the ammunition on destroyed Turrets
3. Increased Damage ++
4. Hacking Turrets automatically succeeds.
5. Increased Damage +++

Security Camera

1. Increased Damage +
Security Cameras are vulnerable to armor-piercing rounds and electricity
2. You find twice the film on destroyed Security Cameras
3. Increased Damage ++
4. Flow Speed reduced when hacking any Security Camera
5. Increased Damage +++

Security Bot

1. Increased Damage +
Security Bots are vulnerable to armor-piercing rounds and electricity
2. Engineering Tonic: **Security Expert 2**
3. Increased Damage ++
4. Hacking Security Bots automatically succeeds
5. Increased Damage +++

Sander Cohen's Rewards

1. Crossbow with 6 Steel-Tip Bolts
2. 10 Antipersonnel Auto Rounds
20 Dollars
3 First Aid Kits
3. 5 Electric Buck
20 Dollars
20 Electric Gel
4. Physical Tonic: **Medical Expert 2**

Tenenbaum's Rewards

Rewards appear at the nearest Gatherer's Garden upon Rescuing three Little Sisters.

This list may help you free space in your inventory for some rewards, as you only get one chance to pick them up.

Reward 1

200 ADAM
Plasmid: **Hypnotize Big Daddy**
12 Armor-piercing Pistol Rounds

Reward 2

200 ADAM
Engineering Tonic: **Safecracker**
12 Electric Buck

Reward 3

200 ADAM
Plasmid: **Hypnotize Big Daddy 2**
4 First Aid Kits

Reward 4

200 ADAM
4 EVE Hypos
6 Proximity Mines

Reward 5

200 ADAM
Combat Tonic: **Armored Shell 2**
12 Incendiary Bolts

Reward 6

200 ADAM
Engineering Tonic: **Prolific Inventor**
150 Liquid Nitrogen

Reward 7

200 ADAM
100 Antipersonnel Auto Rounds
4 First Aid Kits

Research Checklist

Enemy	L1	L2	L3	L4	L5
Thuggish Splicer					
Leadhead Splicer					
Nitro Splicer					
Spider Splicer					
Houdini Splicer					
Rosie					
Bouncer					
Little Sister					
Turret					
Security Camera					
Security Bot					

Whenever you fill the research bar for a subject, tick off another research level. Once five levels have been completed, no further photos can be taken of that type of enemy.

Invention Material Checklist

Invention Material	10	20	30	40	50
Rubber Hose					
Steel Screw					
Shell Case					
Brass Tube					
Kerosene					
Distilled Water					
Battery					
Alcohol					
Glue					
Enzyme Sample					
Empty Hypo					

You can only see your inventory at a U-Invent station. This table can help keep track of which materials you're short on and which you've maxed out.

Area Looting Checklist

Useful for tracking excess loot to come back for. (See **Key** at end of tables.)

Medical Pavilion

Section						
Foyer						
Lounge						
Crematorium						
Twilight Fields						
Dental Suites						
Surgery						

Neptune's Bounty

Section						
Lower Wharf						
Fontaine Fisheries						
Upper Wharf						
Wharfmaster's						
Jet Postal						
Fighting McDonagh						
McDonagh Top Floor						
Freezer Top Floor						
Freezer Bottom Floor						

Smugglers' Hideout

Section						
Tunnel						
Submarine Bay						

Arcadia

Section						
Tea Garden						
Concourse						
Storage Room						
Rolling Hills						
Waterfall Grotto						
Research Laboratories						
Tree Farm						

Farmer's Market

Section						
Market Upstairs						
Market Downstairs						
Apiary						
Winery						
Winery Cellar						

Fort Frolic

Section						
Bathysphere Station						
Atrium						
Cocktail Lounge						
Fleet Hall Theater						
Sinclair Spirits						
Eve's Garden						
Pharaoh's Fortune						
Rapture Records						
Sir Prize						

Hephaestus

Section						
Central Control Foyer						
Central Control						
Core Balconies						
Upper Workshops						
Lower Workshops						
Heat Loss Monitoring						
Geothermal Control						

Olympus Heights

Section						
Central Bistro Square						
Mercury Suites						
Suchong's Apartment						
Culpepper's Apartment						
Cohen's Apartment						
Tenenbaum's Apartment						
Fontaine's Apartment						

Apollo Square

Section						
Apollo Square						
Artemis Suites						
Artemis First Floor						
Artemis Second Floor						
Artemis Third Floor						
Hestia Chambers						
Boiler Room						
Hestia Second Floor						
Hestia Third Floor						
Hestia 4th & 5th Floor						

Point Prometheus

Section						
Atrium						
Mendel Family Library						
Little Wonders						
Optimized Eugenics						
Failsafe Armored Escorts						

Proving Grounds

Section						
Lobby & Gift Shop						
South Wing						
Atrium						
North Wing						
Special Exhibit Entry						

Key

-  First Aid Kits
-  EVE Hypos
-  Cash
-  Standard Ammunition
-  Special Ammunition
-  Invention Materials

Credits

Michael Monette (Xiamut) for his BioShock FAQ/Walkthrough, which I used to double-check some information, and as a starting point for the Research Rewards text.

I also recommend the Weapon/Plasmid/Enemy/Boss Guide by Alan Chan (Joylock), which contains a lot of behind-the-scenes and numeric information.

Both guides are available at <http://www.gamefaqs.com>

All remaining material was researched and compiled by the author and, where applicable, is a reflection of the author's own views.

Thanks to 2K for making such a great game!

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If you have any comments or suggestions for improving this booklet, or would just like to say G'day, I'd love to hear from you. Contact details are on the web page.

(Please use a meaningful subject line.)