Bioshock 2 guide pdf

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We encourage you to read our updated PRIVACY POLICY and COOKIE POLICY. Download Game Guide PDF, ePUB and iBooks Free iOS app Another Day in Paradise. This BioShock 2 guide contains a step-by-step guide to the game, with detailed maps of each level. I also put a lot of icons on them, increasing their information value. This BioShock 2 guide contains a step-by-step guide to the game, with detailed maps of each level. I also put a lot of icons on them, increasing their information value. In addition, I have prepared a complete list of plasmids, gene tonics and audio days. Each gun and enemy has been described, along with effective ways to explore them. Names of important items (plasmids, weapons, tonics) that can be found (or received) on each level are marked in blue. Green is a place that corresponds to this number on the map, as well as plasmids and tonics that can be bought. Red refers to the audio diaries that can be found during the game. Lukasz Terrag znoek English Translation by Jakub cilgan Lasota Next Adonis Luxury Resort Author : Terrag for gamepressure.com Translator : Jakub Cilgan Lasota Guide contains : 21 pages, 257 images. Walkthrough Last updated: May 11, 2016, visit Walkthrough Tips Last update: May 11, 2016, visit Tips Use comments below to submit your updates and fixes in this guide. BioShock 2 Guide to Action News Video 13 Files 19 Images 181 Extensions 6 Series DOWNLOAD GUIDE Get an e-book version of this guide: JOIN FOR UPDATES Join the Facebook Youtube Gaming Community Twitter Guide You can't copy any image, text or information from this page. This site is not affiliated with and/or approved by 2K games or 2K Marin. All logos and images are copyrighted by their respective owners. Copyright © 2000 - 2020 GRY-Online S.A. for gamepressure.com, unofficial game guides, step-by-step guides, secrets, game tips, maps and strategies for the best games. Michael SuperCheats.com's Unoffical BioShock 2 Guide to The Welcome Back to Rapture. Little has changed in the sunken city. His splicing of the inhabitants is still a thirst for ADAM, the much-sought-after goods that led to the city's demise. The little sisters still roam, and their clumsy guardians, the Big Popes, are in touch. Despite the familiar feel, BioShock 2 is nothing but to paraphrase. With a brand new story, brand new weapons and an exquisite sense to gameplay, this sequel is sure to please fans of the first. As the subject of Delta, the original Big Daddy, you have to find the Little Sister with whom you were forcibly separated from 10 years ago. Taking issue with your quest Is Sofia Lamb, the new leader of Rapture; Little that you're following is her daughter, Eleanor Lamb, to whom she has her own plans. Our guide to BioShock 2 contains a detailed step-by-step guide from nine levels of the game, with each audio diary (all 129 of them) and and the station update indicated along the way. Notes: This guide was written based on medium's difficulty level. If you play the game at the highest level of difficulty, the strategies and directions contained inside will still apply, but the enemies you encounter will have more health and do more harm. In addition, this guide was written based on the Xbox 360 version of the game, but efforts were made to include PlayStation 3 controls where applicable. In guiding you through levels, cardinal directions are often used. These directions relate to how the area is displayed on the map in the Info menu, which you can access by clicking the Back/Select button. All Weapon Updates This video shows you the locations of all 14 Power for People stations. Where you can find stations: Ryan Entertainment and 2 stations; Beggar Drop No. 3 Station; Serena Alley No. 2 Station; Dionysus Park - 2 stations; Fontaine Futuristic 2 stations; Persephone External No. 1 station; The inner persephone is 2 stations. Rapture Historian Here I'll show you the location of all 128 audio diaries. It doesn't matter if you miss a few of them or can't find them because you just need 100 diaries for trophy/achievement. Each piece includes all the diaries of the chapter, there are 9 chapters in total. Part 1 - luxury resort Adonis - 7 diaries; Part 2 - Atlantic Express - 8 diaries; (Part 3) - Ryan Entertainment 19 Diaries; (Part 4) - Fall of beggars No. 21 Diaries; Part 5 - Siren Alley, 20 diaries; (Part 6) - Dionysus Park - 15 Diaries; (Part 7) - Fontaine Futuristic 17 Diaries; (Part 8) - Persephone External No. 5 Diaries; (Part 9) - Inner Persephone - 17 Diaries. If you follow my guide and don't miss the diary you will get a trophy/achievement in Part 7. -Part 1 - -Part 2 - -Part 3 - -Part 4 - -Part 5 - -Part 6 - -Part 7 - -Part 8 --Part 9-9- Irony It can only be earned in Chapter 3 - Ryan Entertainment. This is where you kill your first big daddy and your first big sister. I know I wrote Achievement wrong at the beginning of the video and I regret it. Counterattack for this trophy you just have to grab the enemy's projectile and throw it back at it using telekinesis. The best enemies to make this lead splicing because they will throw some sort of bomb at you after you hit them several times. The place I will show you in this video cannot be missed - these are the first enemies in Beggar's Fall. The Master Defender Place that I will show you in the video can be found in Chapter 5 of Siren Alley, but I'll show you the location on the map and how you can get to that point easily. Step 1: Kill all the enemies in this area. Step 2: Use trap rivets to save the area. Step 3: Use a trap to save the area. Step 4: Use a mini turret to save the area. Step 5: Get the lid on and wait. It is important to place the turrets at the end because they explode after after Make sure you distance up the towers because they can explode during or after the fight. FlagView History Original Guide Mark Ryan released platform February 9, 2010JP - March 4, 2010Mac OS X - March 29, 2012 Playstation 3Xbox 360Microsoft WindowsMac OS X Developer (s) Publisher (s) 2K Marin/Australia2K ChinaDigital Extremes (Multiplayer)Arkane StudiosDarkside GameFeral Interactive (Mac OS X) Consoles /PC - 2K GamesMac OS X - Feral Interactive Official Site Bioshock 2 WebpageWiTh However, Rature is still alive and well, believed to have brought under the hands of Sofia Lamb. You play as a Delta subject and try to reunite with your younger sister Eleanor Lamb. While you're traveling through this dystopian society you'll learn the truth behind The Big Daddies, and the early encounters in Rapture. But don't be afraid, because we're here to guide you through the underwater city, teach you how to kill big dads, and point to every audio diary along the way. If you're not familiar with editing our wikis, this simple How-to Wiki guide shows you how to get started. If you're not sure about something, feel free to ask the staff or tag a page you're having problems with (please be sure to tell us about the problem or cause). Bioshock 2 is bigger, badder, and a great daddier than its predecessor. Now that you control Big Daddy yourself, you have more tools than ever at your disposal when exploring the abandoned city of Rapture. But with these abilities comes great responsibility and even greater danger. Here's what you'll find in GameSpot's Bioshock 2 Game Guide: Intro Start Generator Vita Camera Continue up the pink ladder forward to find some coral blocking paths. Through the game recommends drilling through, it's better to melee through it rather than to save fuel. After passing by, sit down under the fallen pillar and continue in the Adonis baths. Adonis Bath Diary: Attention Workers Look for the game's first resting diary against the broken column on the left side of the Adonis baths, just before the entrance of plasmida therapy. Go to the other side of the room and enter Plasmid Therapy (you'll find food and fuel just right from the entrance). As you clamber down the stairs inside the plasma therapy entrance, hang left and get ready to drill Splicer, which appears immediately after the corpse he throws. Diary: Fitness is just inside plasmid therapy, unlock the door of the sauna on the right (code: 1540) to find a diary as well as some goodies. Continue down the corridor that Splicer came and interact with Eva Dosator behind the counter on the left. It's free, so go ahead and stock - you can hold up to 5. Now that you've uploaded to Eve, continue forward to the glowing vending machine in Plasmid Therapy just ahead. Plasmid interacts with vending vending purchase Electro Bolt plasmid. This power can be used to stun enemies with shock. And since it's electricity, it's especially powerful for any enemies standing in the water - just aim anywhere in the pool and fire to give them a shock. Now, before you chase the little girl who got grabbed, you can explore the two adjoining rooms first for some merchandise. Now head back down the hallway with the direction you cam and try your Electro Bolt plasmid on the control panel next to the closed door - that will power it, opening the way. Climb the stairs back to the bathhouse of Adonis. Adonis Baths As you step foot in Adonis baths, you will notice the splice just forward, although there is another just out of sight on the right. Electro Bolt is one ahead from distance and run and melee him until he is stunned for a quick kill and then immediately turn right and shock and melee the other. With both Splicers down, the Electro Bolt yellow panel along the right wall to power on the generator. Find Tenenbaum with the generator enabled, the Arrow quest will now appear at the top - this handy tool pops up every now and then to point you in the right direction. Follow him to the Luxury Resort on the other side of the room. When you enter, hang right into the bathroom to find some goodies and a locked kiosk that you can open for $5 - it's well worth the cost as you'll find more money inside. Just beware of Splicer, which will be waiting for you in the hall on the right as you go out if you decide to open it. Now follow the corridor past the giant glass windows to the door that will open on the approach. When the door opens, you will see two spars arguing in the pool with water in front. Fire an electro bolt into the pool to shock both immediately and then run and melee them - just try to avoid standing in the water as you electro bolt to avoid shocking yourself! Diary: Return After washing away two splicings in the pool, look for a diary on a bench right at the entrance. Enter the hall at the back of the room and collect the Rivet Gun, which is wedged between the floor and the door, which can not quite close. If you have, the door will open, exposing the Splicer on the other side (there is another sight to the left of it). You can try your new toy on it, then the girl who will follow. Once clear, there are a few things you should grab: Eva with a chair on the left, a health pack in the hall just behind the chair, and some rivets on the right. We also offer to go down the stairs to the right in the Batisphere docking to find some goods, including Rivet Gun ammunition! Just be careful that Splicer will be waiting for you back around the corner if you collect goods there. Diary: They named it Rapture Inside the Batisphere Docking, look for diary resting against the gate, on Suitcase. After loading up, climb the stairs leading to the Grand Foyer Grand Foyer foyer entering the Big Foyer, Big Sister attacks to keep you away from the girl. Now the Big Sisters are tough, but luckily you don't have to kill her completely - you just want to rough her up a bit so she goes crying home to her mom. Your main attack plan should be to use Electro Bolt to stun her, allowing you to easily pop up a few Rivet Gun shots until it is incapacitated. At the same time, we recommend circling the spherical statue at the entrance to the room to protect yourself from shells. If you run out of Eva, give up stunning her and just stick to shooting it (or if you run out of ammunition, melee attacks will work as well). Soon she let out a cry and run out of the room, leaving you to be. Diary: Generation Look for this diary in the bar near Vita's camera behind the stairs. After Big Sister is gone, there are some good items to collect. Look for two first aid kits, one in the bar to the left of the stairs and the other on the table in the back and then grab the nearby Rivet Gun, among various other goods. Once loaded, continue to the Banquet Hall to the left of the stairs. Demeter's banquet hall Take the first aid kit from the chair forward, then follow the hall and go to the next room. There big Sister will open a window, resulting in a current that will sweep you into the ocean. Arrow's quest guides you through the dark depths - just keep an eye on the corpse inside the small structure on the left that gives both a diary (marked below) and a first aid kit. Diary: Escape from Rapture After being swept into the ocean, follow the path of short ways to find a corpse inside a small structure on the left to find a diary. Continue in the gateway at the end and interact with the control panel to drain the room water by completing the chapter. Atlantic Express Goal: Get to Brigid Tenenbaum Continue through the door as soon as it opens and continue down the corridor, although you should examine the lockers along the way for some properties. Climb the stairs in the room beyond and follow the path to find the Splicer that closes the path. Don't worry, just enter the Tool Storage room on the right and grab The Hack Tool from the table. This puppy lets you disable security cameras and hack vending machines to get goods on the cheap/free. With it in hand, grab a Hack Dart from the table and then stock up a few more through the vending machine on the right (they're free, so grab as much as you can spend!). With Hack Tool equipped, use it to shoot a dart through a cracked window into the control panel on the other side. This will now start hacking the mini-game. You have to stop the needle at the bottom of the screen in the green zone (or blue zone if it is, as those will bring the best rewards) twice to crack it; If you're the wrong time, you take damage. In addition, you can also pay the amount shown just turn it off without having to deal with the game, but the cost is rarely worth it. After a successful break-in, the door will open allowing you to continue on. Immediately after stepping through the now open door, you will find a security bot just lying on the ground - crack it to convert it into an ally who will fly near you and open fire on any enemies you occupy. Now follow the corridor leading to the railway workshop. Train Workshop 6A As you enter the train workshop, the suspended rail unit forward will fall to the ground - sit tight as the two enemies will attack afterwards: one forward, the other left. The security bot should lift one down, leaving the other for you. Once clear, check out the workshop left for some merchandise before proceeding to the gate control room in the far right corner. Diary: Great chain rattles Look for a diary on the table inside the workshop on the left side of the room. Interact with a glowing gate control panel to see how some things go down. While the window will break open exposing you to some enemies on the other side, don't bother shooting them and instead just tough it up until you wind up falling to the bottom of the ocean. Maintenance is a pumping station trudge along the ocean depths, diving under a low object, to the stairs leading inwards. Climb on it and dunk under a low barrier to enter the administrative storage. The Atlantic Express administrative vault runs through the room to the editorial office. Atlantic Express DesignIng Offices Be wary as a pair of splicers and security cameras are lurking nearby. We suggest hacking the security camera first by using Hack Tool at a distance - although this will alert Splicers of your presence, your security bot should take care of one of the threats, leaving you with another. Now hurry to the main room and hack another security bot out there (before the camera resets) to put it under control as well. Now explore the room for money and the first aid kit on the main table. Continue to Jet Post Office where you get a message from a strange girl. After her message, grab Telekinesis Plasmid from the wagon forward - this power allows you to grab away objects and use them as shields or throw them at others. Don't forget to nab Eva Hypo from the table on the right and then continue up the stairs in the back. You'll be appearing on a ledge overlooking the Splicers group below - nearby gas cannisters provides a quick method of taking them down. Use your Power Telekinesis to pick up one of them and then throw it into the center of the group. This should kill all three, although a few more Splicers will appear - one from the entrance to the cafeteria below and the other directly opposite it. Quickly toss another container on each of them, then let your Safety take care of the final Splicer wandering around. When clear, grab the grab Hypo behind the ledge then head down to the first floor where the Splicers were. Diary: Just Fad Diary lies on the table next to the back of the track. Train Workshop 6B Diary: What Happened to People After Descending the Stairs, Continue the short ladder of the dead forward and follow the path to find the diary resting against the wall. When on the lower level, you can explore the cafeteria to find some goodies, including a health station and Eva Dispenser - just beware of the three enemies who will appear in a room flooded with water after exploring the back room past the kitchen (since they stand in the water, just electro bolt the ground to freeze them in place, and then either shoot at them or substitute one of the nearby gas cannisters on them. : Ryan vs. Lamb: Reality Continue in the cafeteria (lower level train workshop 6B) and then in the back room to find a diary in a suitcase resting against the corner. Purpose: Open the bay deployment door now that you're trying to delve into the train workshop, the gates will slam shut, blocking your path. Duck into the hall to the left of the door and look through a hole in the wall to discover the pipe clogging some gear. Use Telekineses to pull it free, allowing you to open the door and you head inside. Purpose: Get to brigid Tenenbaum Diary: Know the beast After heading through a large door (the one that was closed due to stuck gear), make left and head down to find a diary on the tipped file cabinet. Past the door, make the right to find the vending machine (don't forget to crack it for a free first aid kit!), then clamber up the stairs leading to the switch hub. After climbing the stairs, ignore Big Sister dancing around and instead use the remote Hack Dart on a distant camera (right) to hide it in a friendly. Now click forward down the corridor to the upturned table just forward - stay here for cover (duck for protection) as some Splicers are in. Your safety droids should take most of them down while helping them either shocking or shooting villains. Oh, there's also an explosive canister right in the right of the camera that will start a chain reaction by doing huge damage - just be careful as it can destroy your droid buddies too! Once clear, follow the corridor to the elevator on the right and ride it on several floors - don't worry about the Splicers who subsequently appear as they can't hurt you from outside the elevator. When the elevator stops, the app Splicer is only forward to take it down. As you climb the stairs forward, you will notice three beams of light radiating from the so-called Rivet trap. Go and get them. Trap Rivets are a secondary type of ammunition for Rivet Gun - you can plant them along any wall floor, creating a ray of light that shoots at anyone who dares to cross it. Anyway, to continue the study of the study Room for some properties, including a first aid kit in the power field, just to the left of the entrance of Ryan Entertainment before heading through. Inside Ryan's Entertainment section, you can check/crack the vending machine forward before continuing through the door on the right leading to the train station. Station Climb down the stairs, then take off splicer on the right (good ol' shock and melee combo should do nicely). Now interact with the Intercom switch at the window on the right to talk to Brigid through it. Purpose: Keep Sofia lamb s splicers uh-oh, Splicers are on their way! The easiest way to solve them is to turn around and dart back up the stairs you came from (thus funnel enemies straight to you). When there, plant as many rivet traps as you can near the base of the stairs covering the width of the stairs (make sure to plant them on the flat side of the wall so they face the right path). They will act as a backup security while you shock/shoot incoming splicers that will come through any of the forward gates - if you fail to take one down, the Rivet Trap will finish the job. Just keep in mind that there are more Splicers than Trap Rivets, so you'll have to kill at least a few. If things get risky, you can go back all the way up the stairs and duck behind any wall for cover. Purpose: Board train Once you have cleared all splicers, collect any unused Rivet traps then step up to the left gate. Just behind him waiting for a security camera along the left wall - hack it from afar using the remote Hack Dart to convert it in your direction. Now explore the room for some goods, including two health stations - one on either side of the room. Now continue on the train on the right side. Ryan Entertainment Purpose: Get a train drop-off ticket and check the cabin security forward for some properties before proceeding to Ryan Entertainment on the left. Climb the stairs there to the room on top, grab a first aid kit from the table and interact with the trading machine if necessary. Diary: Eleanor's progress After climbing the stairs, look for the Diary on the table with all the candles just ahead. Diary: Disappearing you will diary frozen in a room at the top of the stairs. It is encased in ice in the pool on the left side of the room. Unfortunately, you won't be able to capture it until you find a plasmid that can melt the ice. Now go to the next room where you will find one Splicer that you have to take off before delving into the security wing, left. Wing Security Wing Security will lead you to the first of several weapons upgrade stations. We propose to upgrade whichever weapon you use more although we decided to modernize the power of our rivet cannon. Keep going down the stairs to the manager's office. Office Diary Manager: Old Shepherd as soon as you enter in grab the diary from the table at the base of the stairs. Inside the manager's office, open the door by shooting the remote Hack Dart on the control panel through a broken window. Head on through and grab a ticket from the table. Goal: Get to the park well, it's rolling time (Arrow's quest will take you to where you need to go). Short way back, you come across the Splicer from behind - take it down (shock and melee must work) and then grab the machine gun from the window he's stuck in. Now get ready for battle as you open the door to the Park Entrance. Park Entrance As you open the door leading to the Park Entrance (from the security wing), several Splicers appear to run away before opening fire. Try to shock one as it works and then take it either with a rivet or a machine gun (we prefer the first one). Now we recommend hugging the left wall just inside the doorway for cover, and then peering around it far enough to target one enemy at a time, with the old shock and shoot combos. Repeat as needed until everyone in the room is down. Once clear, insert the ticket into the car left and continue through the door that opens. Purpose: Find a little sister at the El Dorado Rapture Museum, as soon as you enter the museum, take Gen Tonic from the table forward and equip it to speed up! Now head to the left to enter the museum proper - you'll find a few vending machines on the lower floor, as well as a first aid kit you can fall on from the gap in the central walkway. Now, while Arrow quest guides you to El Dorado Lounge, you can check out the future lounge on the left and the gift shop on the right for the various properties (and diaries listed below.) In the event of a hall of the future, you can crack the tower in the room in front of the entrance that will clear the enemies for you. As for the gift shop, use ol' shock and shoot combos, but be prepared for more splicers to show up after exploring the bathroom. Once you have grabbed everything, continue in the living room. Diary: Volunteer you will find the Diary wedged under a bench on the bridge part of the walkway. Diary: Cutting Corners Look for a diary in the far right corner of the gift shop. Diary: Love Father This diary is next to Vitachamber in the back room of the hall of the future. Inside Longe, watch out for Splicer roaming around and then grab Jean Tonic from the wagon in front before climbing the stairs to another door leading into the lounge proper where you'll find Big Daddy and Little Sister. Diary: Eat Dog Grab Diary rests next to the genome tonic in the wagon. El Dorado Lounge Purpose: Kill the Big Daddy Diary: Baby and Guardian Look for Diary rests on the table in the room to the left of bid Daddy's starting location. So you want to kill the big daddy, don't you? These guys are a lot stronger. tougher than the enemies you have encountered so far. Fortunately, they won't attack if not provoked, so you have some time to explore the room, stock up on ammo through the vending machine at the bar (which you should do if you're low) and then get into the position to attack. Basically, you want to stay as far away as you can while shocking it with Electro Bolt and then laying it in either Rivet or machine guns. Now beware that it is not left in shock as long as Splicers, so it is important to work fast. Of course, Big Daddy doesn't just sit and take it - instead, he'll actively hunt you down, so it's important to stay close to the corridors or corridors that you can get back in after shooting it. While he will basically keep following you with a quick stride, be prepared to dodge the side if you see him stop for a moment in preparing his charge attack. Now he's pretty vulnerable after that, so shock and shoot him as soon as you can before he can turn around. Bid Daddy also accidentally slam the ground, stunning you briefly - you can avoid this with a good time jump. One of the strategies that we found to be particularly powerful was circling the statue in the center of the room constantly, shocking the water on the floor when the Big Daddy was nearby to easily stun it. As long as you keep circling it, you should be able to evade its attack charge. Purpose: Take a little sister, take a little sister! Yes further, you really don't need our help for this... Goal: Gather Adam from Two Bodies (1/2) Picked up a girl? Okay - she'll direct you to the corpses containing Adam (keep the button displayed on the screen to get her to do so). Follow the shown path - it will lead you to the corpse on the lower floor of the museum. Just keep an eye out for Splicer along the way. Rapture Museum After discovering a corpse on the lower floor, you can stock up on ammo and Eve through vending machines before setting it on the corpse as the act of drawing Adam will cause The Splicers. Consider placing multiple Rivet traps near the little girl and then take a residence against the door (face to the vending machines), giving you a clear idea of the incoming enemies. Since most enemies lack firearms, your drill is very effective - just run up to everyone as soon as possible and drill into them. But beware, at least one of the Splicers has a gun - shock it if you can, then either drill or shoot it. A little way into the battle, the Splicers will start to cut their way through the door just behind you - take cover on either side of it before it is blown off and then mow them down with a machine gun. Purpose: Take the little sister as soon as the little sister has finished collecting Adam, pick her up! Purpose: Collect Adam from two bodies With the girl riding piggyback, continue to now open the door, grab a first aid kit from the table on the left and then then The machine gun is ahead. Travel to the surface after capturing the machine gun, back up to the hall for a second or two to avoid some incoming firing, then aim down the next stairs to kill a few incoming Splicers (as usual, shock and shoot techniques work best). Once clear, head on the ramp in the back. Diary: You, Me, and 1959 Look for this diary on the table inside the service room on the left side of the lower floor. As you start climbing the ramp, prepare for the enemy to charge at you after pushing it pushes the object down the ramp - watch out for the other at the top. Look beyond the right corner for the first aid station. Now follow the track over some wreckage and kill Splicer there. Diary: Escape Plan Look for a diary on the ground next to the tower. Okay, so the lever in the opening on the left opens the door leading back to the museum - ignore it for now. Instead, head through the hole on the right where you'll find Splicer tinkering with the tower - crack it in the distance so it's turned on Splicer, allowing you to access nearby ammunition and first aid stations. You better stock up, because one of the dead bodies has Adam you need. But as long as you've broken into the tower, it must be a cinch! The tower will automatically target most incoming enemies, so take cover behind a pillar, next to the Younger Sister, and cull enemies, they are not enough. We recommend using Electro Bolt and Melee to make them in. Continue further down the street, then down a row of stairs, using the navigational powers of the younger sister to show you the way (you will come across a splicer or two as well, but nothing you can not handle). Hack the first aid station en route to the First Aid Kit (if you need it). Diary: The truth is in the body head through the broken part of the wall up the street and climb the stairs inside to find the diary, leaning on the table at the top. When you find Sister Vent, take a first aid kit from his base and then make a choice whether to save the girl or collect her. Saving her will net you less Adam, but a better ending if you save all the other girls too. If you harvest it, you'll get more Adam, but you'll earn a bad ending. Purpose: Buy burning! Plasmid in the hall of the future with the girl taken care of, follow the shooter's quest all the way back to the hall of the future. You will encounter some heavy resistance along the way in two places: workshop after climbing the stairs and then again as you re-enter the museum. Either way, we recommend hanging at the entrance for cover and then shocking and shooting enemies if you are able. Diary: Working at Sinclaire On the way back to the Hall of the Future, you with Splicer in a flooded room with gun upgrade updates Look for a diary on the floor of a small connected room, next to a vending machine. The arrow of the quest takes you straight to Gatherer's Garden vending machine, where you can purchase new plasmids and tonics. While the only item you need to purchase is incendiary plasmid, you can purchase extra tonics if you want - just know that another garden to collect is coming soon with several options. Purpose: Thaw Frozen Doors Work back up the hall, but get ready for Splicer just around the first corner. Now try your new Plasmid on the frozen porch on the left side of the hall to find another garden collector inside, as well as some frozen goodies you can dethaw. As you near the museum, we strongly recommend stocking up on ammo and EVE Hypo if you're low on any of the stalls along the way as a battle with the big sister waits inside. Now be careful, once you step foot in the hall outside, Big Sister will use her mind powers to pull you straight into battle with her. Goal: Kill Big Sister Big Sister Fast and Nimble, but she aims to attack from afar - which is good news for you! To start over, we recommend taking cover behind the nearest pole on the top track to shield you from its attacks (where it either throws stones at you, or shoots flames its way). After dodging the attack, lean out and stun her with electro bolt and then lay it in with what you have (we found a Rivet pistol - especially with heavy rivets to be most effective) before retreating behind the column again. You should be able to do this several times before she tries to approach the attack. As soon as big Sister starts to approach, try to retreat and find a new pillar - or if you fall to the bottom floor, you can either go around the central structure, or return the ladder back to the track. Remember that if you run out of ammunition, there is a vending machine on the lower floor. Or, if things get really hard, melee attacks are surprisingly effective - we just hope you have some health kits at hand! Purpose: Thaw the frozen door with the big sister down, make sure to check her corpse for some merchandise and then follow the Arrow quest back through the park entrance to the station. When there, melt the ice blocking the train with incendiary plasma. Purpose: Restart the railway line with molten ice, go to the next control room to activate the train and allow your friend to sit down. However, a few Splicers will also enter the area - try and target them from the doorway using shock or incendiary powers combined with a good ol' shooting style. When done, get on the train and flip the switch inside to complete the level. Wooden nickel before leaving on the train, check the room near the nose of the train that Splicers came from the diary in the center. Beggar Beggar Purpose: Go to the Sinclair Deluxe Hotel Explore the train station before following the Arrow quest through a couple of rooms (look for a machine gun inside one of them) before leading you to three Splicers face to the air vents. We recommend backing up to the hall leading to them and using the doorway to cover as you tackle them from afar. After that, continue around the corner in Fishbowl. Fishbowl Alright, so there's a big dad and little sister roaming around the room - it's up to you whether you want to deal with them or not, but it's usually worth your time - but we'll worry about them later. First, there are two Splicers roaming around - assuming you head left, you'll find one on fire and then the other on a high ledge, just above the security camera (which you also have to hack). With Splicers down, explore the room (including the central diner) for a ton of goods and money. Okay, so if you want to solve Big Daddy, make sure you've stocked up well - there are a few vending machines around that can provide you with health, Eva, and ammunition (you can also use Telekineses to grab an explosive canister from the diner). Now we found the best way to cope with Big Daddy was to climb to the roof of the central dining room through a wooden ramp. This provides an amazing place in which Big Daddy's goal is without making himself receptive to his close-range attacks. We just recommend waiting to attract Big Daddy until he walked the other side of the building to prevent him from climbing the ramp after you. Once you have entered the fray, stretch along the roof to avoid his attack, and use nearby objects (such as a neon sign) for cover. Target it with what you have, although we were pretty fond of Electro Bolts and heavy rivets (or explosive cannisters if

you grabbed one before). With Big Daddy down, you can either harvest or save the little girl (and potentially find an extra Adam). The choice is yours, and for this step-by-step guide, you are on your own if you want to use it to collect additional Adam. Either way, follow the quest arrow at the Sinclare Deluxe Hotel. When approaching, a large antenatal creature known as Brute Splicer will block your path, after which the person on the radio will inform you of a research chamber that can help. Purpose: Search the Pawn Shop Downtown for The Study Camera Diary: The Wrong Side of the Tracks After Brute Splicer closes you, check out the room left for the diary on the counter. Follow the Arrow of the quest back to Fishbowl, then down the stairs to the city center. Downtown, as you step into the downtown section, you'll find Brute Splicer forward. Hang back and blow it out of the lane, retreating if it charges - we found electro bolt combined with heavy rivets machine gun to be Once it takes some damage, it will blast through the wall on the right, revealing a few splicers - mow them down before you draw your attention back to Brute. With the area cleared, you'll find that your way to the clinic is locked by a locked door - you'll find the code inside the diner. Diary: End of the Line This diary can be found leaning on a table with a bunch of candles in the corner of the downtown area. Diary: Fishbowl Code Clinic You will find this diary to the right of the door leading to the Fontaine Clinic (a large neon sign). Purpose: Look for the Code Clinic in The Diner Follow the Arrow quest back to the diner (in the Fishbowl area) and check the corpse dropped in the corner to find out the code. Now, once you do, a few Splicers will start to fall from the ceiling. We recommend shocking and shooting them (or if you have time, use melee attacks instead of saving ammunition). In doing so, try sticking to the left wall to avoid being shot through a gap in the wall. Once clear, follow the arrow quest back to the downtown area and use the pass code to gain access to the Fontaine Clinic. Purpose: Get a research camera from a pawn shop inside the clinic, grab a first aid kit from behind the counter, and then watch out for Splicer at the top of the stairs around the corner - shoot an explosive barrel to them for a quick win. Now watch out for the camera that you have to hack just behind it that you have to destroy. Now be careful as you exit through the door at the top as there is a tower shooting for you on the other side - crack it from afar. With the tower being taken care of, continue past it and drop a hole in the roof to fall inside the pawnshop and grab the research camera. Diary: Therapy with Grace 1 Right After the Tower, follow the wooden path on the right to find this diary in the far room of the building. Purpose: Study Splicers with a research camera After capturing the research camera, step up to the door forward and get ready to take a picture of Splicer just outside. Once you have it, lay in it all the plasmids and weapons you have to complete the research and find out the tip. Prepare for a few more Splicers soon after, and then follow the Skid Row Arrow quest. Purpose: Research Brute Splicers Skid Row Once you enter Skid Row, you'll see Big Daddy engaged in a battle with Big Daddy - leave them alone, as they will inflict some heavy damage before he has a chance to kill them. While Big Daddy is busy, use telekinesis to grab an explosive canister on the right side of the room, then lob it into it when the splicers are down. Oh, and you can start exploring it with the camera before you finish it from the range of the attack - use the golden pipes in the center of the room for cover. Diary: Mole Check the tunnel on the left side of the room with a large find the Diary by the Fire. With Big Daddy cared for, follow the Arrow quest to find Brute Splicer facing the window. Sneak behind him and snap his picture before laying in it. You can retreat down the corridor you just came from while blasting it to give you some space - remember to switch plasmids and the weapons you use to complete the research faster. Once the study is complete, you'll learn the Drill Dash maneuver. Goal: Clear Rubble at Sinclare Deluxe Now that you've learned the drill dash, follow the Arrow quest back to Sinclair Deluxe, where your path was first blocked. Sinclare Deluxe Back in the locked hall in Sinclair Deluxe, use your new drill dash (click melee during drilling) to slam the debris blocking the way forward. Just be prepared to tackle some Splicers immediately after - back to the room for cover if necessary. Purpose: Go to Grace Apartment Diary: Gift of lamb After tearing through the trash, explore the bathroom on the right side of the top floor Follow the Arrow quest through the dark hall until you go out in the room with the waterfall - check the corpse on the table for freezing drilling power. Now continue up the wooden ramp and get ready to take on the brute splicer in the room on the left. Diary: Butterfly Look for this diary on the table right after Brute Splicer. Shortly thereafter, prepare for the security camera as you exit the hall and then continue to follow the Shooter's quest to Grace's apartment. Diary: What a Snap When you reach the top walkway of a two-story room (near Grace's apartment), explore the right side to find this diary. Purpose: Find Grace Hiding Place first, grab Keen Watchers power from the pink room on the left, then head into the bedroom and rip the poster off the wall to reveal the hidden switch. Activate it to open the passage on the left that you have to enter and then look out the window inside. Grace will greet you inside, allowing you to grab an override key from the table. Diary: The Fall of the Lamb Grab This Diary from the bed in Grace's apartment. After capturing override Key, follow the quest arrow all the way back to the train station where you can activate it through the nearby control room before jumping on board. Now be careful you will face heavy resistance as you return to Fishbowl. It is very important that you crack the rocket launch bot dead forward first before you turn your attention to nearby Splicers (including Brute). Siren Alley Purpose: Find a pumping station #5 the path along the ocean floor to the distant gateway, but keep out some Adam along the way. Little Eden Plaza As you enter Little Eden Plaza, you'll find Big Daddy going to it with some Splicers - leave them alone for now so that Dad is weakened, but also destroys Splicers for you. As long as they go for it, you want to clean up the cleanse enemies from the corridor to the left - we offer to take cover on both sides and wait for them to come to you. Once they're on the sidelines, it's up to you if you want to take on Big Daddy or not. If you do, we recommend taking to the track above and waiting until the big dad is almost straight below - you can dodge his attacks, strafing from side to side. If we're chasing you, we'll just walk along the track and take aim at him as he climbs the stairs. Diary: Misbehavior (and handyman Tonic!) Head to the second level of a parallel street and look for a hole that you can use to enter the store below. There you will find a diary and a tonic lying on the table. Now follow the quest arrow to the maintenance area. The service area activates the safety bot on the ground and then capture the tonic of the Safety Command from the wagon. Now watch out for some splicers and towers on the upper footpaths in the next room before you climb your way up to the locked door. Purpose: Find the key to access Plaza Hedone after reaching the locked door, check the nearby Diary at the door to find out your next target. Diary: Rescue Lamb This diary is next to a locked door in the service area. Purpose: Find Daniel the whales on the pink pearl Follow the Arrow quest back to the square and then into the Pink Pearl (watch out for Brute Splicer just outside - the freeze plasmid works great!). Inside, grab Speargun (and nearby spears) and then follow the Arrow quest through the building. Be on the clock for towering down one of the early halls - crack it as soon as you can. Other than that, just use the angles to cover as you pass through the building. Diary: Whales on 'Whales Look for a diary in a room only by a large hole in the floor. Having reached a large hole in one of the upper floors, go in and be prepared to crack the two towers in the room in front before removing the nearby Splicer. Once clear, grab The Delight hacker 2 along the right wall. Now go to the next room, hang to the right, break the tower and then get ready to tackle Daniel Wells. Diary: Double standard immediately after the room with two turrets, hang right and then enter the first room in front of the next tower to find this diary. Goal: Defeat Daniel Wells Daniel Wells has a lot of health, but that aside, he's not much harder than your average Splicer. Try to lure and keep it in the same hall as the tower you cracked so it can rip it to shreds while you are attacking from afar. If you have a freezing plasmid, consider freezing it in place before laying it in. Purpose: Use Keycode to access the Plaza Hedone Diary: Father Simon Whales After Climbing Down the First Ladder After Defeating Daniel Wells, Hang to the next room to find this diary on the table. With Daniel down, the Arrow quest will lead you to your next target, though you may encounter a big big along the way. The easiest way to defeat it is to use freezing plasmids (if you have one, and Eva spare) to freeze it in place and then just drill it for a few seconds, repeating as needed. Other than that, try to attack it from behind corners or on the opposite track, so you can use the pillars for cover. Goal: Defeat Simon's followers well, so power and you'll have to hang tight for a few minutes and fend off Simon's henchmen. You have a few minutes before they arrive, so we recommend lining both stairs with a Rivet trap if you have them, and mini towers (there is one already on the track). Now be prepared to be active in taking enemies down as they approach - freezing plasmids can be a useful tool to buy yourself some time. As soon as the power returns, continue through the door. Now you'll probably find another Bid Daddy roaming area - if you have Eva spare, the easiest way is to just freeze it in place permanently, then drill it to death. Other than that, take one of the raised tracks and attack him from above, strafing to avoid his counterattack. Now follow the arrow of the quest through the Lamb Temple area to access the pumping station where you will find Simon Wells. Diary: Guide the lamb After entering the Temple of the Lamb area, look for this diary near one of the doors. Diary: Therapy with Grace 2 After descending the stairs to the lamb area temple, grab this diary from the drawers in the room at the left.I pump station access target: Defeat Simon Wells Is waiting for you on the lower level of this room, but it will try and target you regardless. We recommend staying on the top track for now and shooting the nearby Splicers as they attack. Oh, and try to crack the flying security droid as soon as you can convert it to your side. Once they are down, we recommend dropping to the bottom floor and using plasmid freezing to keep Simon in place until you wail at him. As soon as he's done, check his body for a key. Purpose: Distract the emergency pumps Follow the quest arrow to the next pump room and use the key on the glowing console. Oh, and don't forget to explore the room for a couple of first aid kits. Purpose: Get to Dionysus Park Use the quest arrow to advance to the gateway of Dionysus Park. You won't face much resistance, except for a couple of seemingly dead Splicers who are hunting for life. Dionysus Park Objective: Find Cohen's train collection Follow the quest arrow into the big room where you'll have your first run with Houdini Splicer. These guys can warp around the room, so it's best to keep them in place either by freezing them or them, and then lay in them. Diary: Checking patronage for this diary in the first room of the shooter quest leads you to after Houdini Splicer. Goal: Meet Stanley at the Promenade Railway Station After After Promenade, check the corner to the left of the entrance for a first aid kit then follow the Arrow quest to service the access. Diary: Lost and found Check the center of the carousel for this diary. Diary: The weakness of Dionysus Park From the entrance to the carousel room, head to the room on the left to find this diary in the back, at the door of the water leak. Access to the service After receiving a telepathic message from your daughter, you will find a small room with a ton of gifts in the wagon, including Launcher. Collect them all and then continue to follow the shooter's quest to the station where you will find Stanley inside the control booth - talk to him through the window. Purpose: Rescue or harvest three little sisters in order, so Stanley wants you to save or harvest three little sisters. Since they roam around, it is largely impossible for us to provide a direct step-by-step guide. Instead, consult the map to find their location and then fight them like you used to (as usual, we recommend ol' freeze them and drill 'em routine). Remember that you can either save or collect sisters - either way it's good. Purpose: Tip Train to Fontaine Futuristic After rescuing or cleaning the girls, return to the train station through the quest arrows and enter the control cabin to decide Stanley's fate. Either way, take the train afterwards to take away the place for Fontaine Futuristic. Diary: Plan you will find this diary in the train control room. Fontaine Futuristic Purpose: Break into Fontaine's Futuristic Diary: One finally after getting off the train, look for a diary, leaning on the first box in the next room. Get off the train and follow the Arrow of the quest through a row of rooms, but be sure to grab the Damage Research tonic from the wagon in the third room. Continue into the gateway, then hike through the ocean floor to enter the Fontaine Futuristic proper. Purpose: Find Gil Alexandra's next entry After crossing the ocean floor, you'll soon appear in a room with a pair of Splicers forward and a security bot nearby - crack it from afar and let it take care of the Splicers for you, but be prepared for some Houdini ones that will soon follow. Purpose: Activate the Bioscan With the room cleared, climb the stairs up the gate and interact with the Bioscan console next to it, and then prepare for battle. Goal: Defeat Gil Gil Gil's guard is about to fall on a globe in the middle of the room. Like the big dads and big sisters before him, he's very vulnerable to freezing. However, unlike the others, this guy will fall apart afterwards, not letting you rob his corpse. So we recommend freezing it enough to cut down on about 60% of your health and then shoot it normally so you can reap its benefits (machine gun armor piercing rounds work great). If you don't have a plasma freeze, think about not to work balcony and shocks him from afar. After defeating him, the gate at the top of the ladder will open. Purpose: Access to the Security Administration's diary: Agnes Day Once through the gate, open the panel next to the talking TV to find this diary. After the gate, open the panel next to the talking TV to get the diary (mentioned below), First Aid Kit, and eve., and then continue through the voice activation door forward. Go to the back of this room to find another door with voice activation that you have to try to open. Purpose: Break Gill's Control Over Security After failing to open the second voice door, the wall behind it will slide away from revealing another room to venture in. Watch out for a couple of splicers who will attack, then get ready for the Big Daddy roaming room (as usual, the old freezing and drill combo works perfectly). Diary: Controls Check the correct sofa after stepping into the room just past the voice door that won't open. Diary: Life After Sisterhood Look for the little sister's diary vented on the top floor of this room. Once you have cleared the room, you will want to look for a modified Bot-Shutdown switch at the back of the lower floor. Interact with it to disable Gil's control over him. Immediately after that, some bots will be sent on the attack; just disable them using the same But-Shutdown switch and then hack them to convert them to your side. Purpose: Destroy the signal relay well, so with the first signal of the relay destroyed, you have three more to go. Head to the theatre on the east side of this room - before heading inside, though, we suggest breaking into a nearby tower and grabbing a first aid kit just below. Plasmid Impressive Theatre Frank Fontaine Get ready to sit back and watch a quick show on stage, but get ready for the volunteers to attack. Once they're down, prepare for the Alpha Series unit to break out of the left gate. With the room clear, interact with the signal relay in the center of the stage. Frank Fontaine's office now heads back to a large high-rise hall and access to Frank Fontaine's office through the upper level. Inside you will find a third relay signal to destroy. Now the quest arrow must appear, which leads to the final one. Diary: Goodbye, Fontaine Look for this diary along the left wall of Frank's office. The arrow of the quest will take you straight to the final Signal Relay in a flooded room containing a camera - either hack or destroy it and then deal with the relay in the left corner. Diary: A source of volunteers from entering the room with the final Relay Signal, look for this diary along the left wall. Purpose: Enter The Security Directorate Follow the arrow quest back voice to activate the Security Service, which you can now open. Interact with the switch inside, get access to the plasmid lab, but be sure to explore the room for some properties before leaving, such as First aid kits. Purpose: Go to the Plasmid Arrow quest lab leading you straight to the gateway, which you can use to access the ocean duid that you need to hike through. Diary: Interrupt the experiment Look for this Diary on the table at the entrance to the Gateway (near the target marked on the map). Purpose: Find the entrance to the hidden plasmid laboratory Journey through the depths of the ocean and down the hole into the next gateway, leading to research and development of Fontaine's lab. Plasmid Research and Development Fontaine Follow the corridor, squatting when necessary to enter the bowels of the Purpose Research Center: Find and activate circuit breakers There are two switches scattered around the room (they glow and emit sparks). Interact with both to accomplish this goal. Diary: Solution for X This diary can be found just below one of the switches. Diary: Gil's place in the plan In the same room as the switches, look for this diary at the Gather's Garden vending machine. Purpose: Activate Power Mains Follow the Arrow quest to Power Mains, located on the control console. Purpose: Collect 4 Adam-Infused Plants Look for the first plant on the right half of the same control console where you flipped Power Mains. Now follow the Arrow of the quest to the Pacific Test Camera, where you'll find the second one in the corner. You'll find the third in the middle part of the Live Test Facility, and finally the fourth can be found in one of the prison cells. Diary: Betrayal This diary lies against the wall of the prison cell where you found one of Adam's plants. Infused. Target: Lure Gill Out of Hiding With the Four Plants Collected, follow the Arrow of the quest back to the Power Mains switch, but get ready for some heavy resistance along the way. After activating the switch again, a ton of enemies will appear - we found the freeze and incendiary plasmids to be most effective. Purpose: Remove Gil's genetic key With the room cleaned, extract the sample using the same console Purpose: Collect Gil's Genetic Key Grab key from the same console (yes, that console is multi-purpose), and then follow the Arrow quest into the gateway and venture back to the ocean floor. Now connect the key to the slot on the left. Purpose: Take the elevator down Follow the arrow quest down the path to another gateway and head inside. Hidden elevator inside, head to the elevator straight forward to complete this level. Diary: For the people's daughter look for this diary, leaning on a column right inside the entrance to the Hidden Lift room. Persephone Target: Find Eleanor Lamb's Entryway Working your way through the halls, collecting goods that you can along the way, including a first aid kit on a ammo vending machine. Diary: Selling Ryan a Short Check for This in the First Room On the Right vending machine. Purpose: Activate the corridors quarantine camera will lead you straight to the quarantine chamber - interact with the switch just outside to activate it. Purpose: Defeat the big sisters you read that right - not just one big sister, but two! As usual, freezing plasmids will be your best friend here. If you can, try to freeze as close together and periodically freeze each one while you yell at one of them at a time. If one of the Big Sisters still manages to get away, try using Frozen as a shield while you continue to freeze/beat on it. Purpose: Enter the quarantine camera head inside the quarantine chamber and watch some serious things come down. Purpose: Escape the holding cell as the younger sister, grab Eva on the floor before climbing into the ventilation. Purpose: Infiltrate the Lamb Office of Sofia Lamb Head to ventilate the Arrow quest directs you to enter Sofia's office. Purpose: Use the security release lever Follow the hall to Sofia's office and activate the lever on the wall just past it. Purpose: Find Three Big Sister Costume Parts Diary: Retention Visits You will find this diary on a chair in the hall just past Sofia's office. Purpose: Bring Big Sister Costume Eleanor's Arrow quest will take you straight to Eleanor, so you can give her a costume. Purpose: Take Eleanor Plasmid's Call Now that Eleanor is all right, grab the plasmid she offers, allowing you to call her for help whenever you like. Purpose: Get out of the Atrium area exit to the right, but you have to face some villains first. Try your new Eleanor Plasmid Call for some help with butt kicks and then go ahead and get out of the area. Inner Persephone Goal: Head to the docking platform as usual, the Arrow quest will take you there, but you'll find that the area has been blocked forcing you to head elsewhere at the moment. Purpose: Get to the holding wing as you venture upstairs to the wing holding, a few more enemies (and towers) are waiting. Hack the tower from afar (if you can) and then call Eleanor to help you think through the crowd. When you reach the locked door, use Hack Tool on the control panel visible through the grille. Purpose: Override the security curfew Continue down the corridor to the locked door - interact with the button just to the left of it (on the other side of the gate) to find the master key. Goal: Get the key to Sinclair's door must now be unlocked, so head through and chase Sinclare! You will face some resistance along the way, but as long as you call Eleanor first thing, you should have no problem taking enemies down. Soon you'll find Sinclare in a locked Target room: Find Keycode Key code can be found on two records - one in cell C, another in the southern quad unit of the cell. Check box boxes to find them. Diary: The first two Digits Inside Cell Block C, check the first cell left to find this diary in the toilet. Diary: The last two Digits Inside the southern quad cell block (bottom floor), check the far right cell and sit through the cracked walls to find this diary. Diary: Trade Inside The Cell Block C, look inside the first cell on the right for this diary. If you have a password, go back to Sinclare and use it to open the door. Now call Eleanor to help take it down - we recommend using incendiary plasmid as the room is covered in gasoline. Purpose: Use Sinclair's key in the tower Interaction with the control panel in the same room Sinclair was in to override security. Purpose: Return to the docking platform you know the case: follow the Arrow quest back to the docking platform. You'll come across some Alpha series along the way, but with the help of Eleanor (don't forget to call it) and your freezing/incendiary plasmids, they'll go down without much fight. Purpose: Find and provide a pediatric ward in the wing therapy oh man, so it seems you have to round up the little sisters. Go to the Therapeutic Wing with the help of the Arrow of the quest. Once there, you have to secure a place - that is, kill all the dead. Unfortunately, you can no longer call Eleanor, so you're on your own! Try to hack the tower and droids in a distant room if you can (there's a first aid station nearby too) and then use incendiary/freeze plasmids to take down enemies. Purpose: Signal Eleanor in the pediatric therapy ward Just click on the nearby call button. Purpose: Find and secure the pediatric ward in the wing infirmary the same thing - follow the shooter's quest to the pediatric ward and provide it. There's a gas canister around the back side that can be thrown into Brute there with telekinesis. When clear, activate the call button at the base of the ladder in the back and make sure to grab the goodies out of the power box right in front of it. Purpose: Return to Docking Bay Use the quest arrow to return to Docking Bay, and then, when you're ready for the final battle, go to the glass window for which Eleanor stands. Purpose: Surviving Lamb's Ultimate Lamb Attack Final Attack consists of throwing as many enemies as it can your way, but frankly, it's not really all you haven't seen before. First, make sure to call Eleanor for help and then use freezing/incendiary plasmids to help clean the room. Since looting corpses serves little purpose, don't be afraid to destroy frozen enemies to death. Purpose: Throw the ship release Once the water has finished boiling, rush upstairs and throw the switch! Purpose: Flood dock for docking flooding the target of two yellow pipes just above his head. They are weak, so almost any weapon should be able to destroy them quickly. Goal: Get to With the pipes destroyed, follow the Arrow quest left along the path to the waiting elevator, which completes your adventures in Rapture... For now. Xbox 360 Achievements Note that there are spoilers on this list. Achievement Name How to Earn Your Mr. Bubbles - No! Tie your first Big Daddy into a non-private match.20 Against all oddsFinish game at the most challenging difficulty level.30 All PlasmidsFind or buy all 11 main types of Plasmid.20 All UpgradesFind All 14 Power for People Weapon Upgrade in game.20 Big Brass BallsFinish games without use Vita-Chambers.25 Big SpenderSpend $2,000 in vending machines.15 Bought SlotBuy one plasmid or tonic slot in the collector's garden.5 Choose impossibleAchieve Rank 40.50 Deal with each little sisterAer Harvest or save every little sister in the game.50 Disgusting FrankensteinBecome Big Daddy for the first time in a non-private match.10 First ResearchResearch Splicer with research camera.5 Completely updated PlasBymid to upgrade one of your plasmids to level 53 version at Gatherer's Garden10 Completely updated WeaponInstall third and final update to any of your weapons.10 Grand DaddyDefeat 3 Big Dads, Not dying during fight25 Little Moth Rank 20.20 Man about TownPlay on at least one not ordinary match on every multiplayer map.10 Master GathererGather 600 ADAM with Little Sisters.30 Master HackerHack 30 cars at a distance with Hack Tool.20 Master ProtectorGet through collection without damage and no one to get to Little Sister.15 Max 15 Plasmid SlotsSo upgrade to maximum number Plasmid Slots.10 Mother GooseSave your first little sister in an infrequent match.20 One trackmax study from one study Track.20 ParasiteAchieve rank 10.10 Prolific HackerSuccessfully hack at least one of the Studies Track.20 ParasiteAchieve rank 10.10 Prolific HackerSuccessfully hack at least one of the studies Track.20 ParasiteAchieve rank 10.10 Prolific HackerSuccess hack at least At least one of each type of machin20 Proving GroundsWin is your first infrequent match.20 Rapture HistorianFind 100 audio diaries.40 MasterMax Research from Research on All 9 Studies subjects.20 Leather JobAchieve Rank 30.20 Trap MasterKill 30 Enemies, Using only Traps.B15 Two-Bit Heroics Fill Your First Trial in a Non-Ordinary Match.10 Unnatural SelectionScore Your First Murder in a Non-Private Match.10 Updated Weapon To Commit Any Weapon on Power to The People Station.10 Welcome to RaptureComplete your first non-private match.10 PlayStation 3 Trophies Note that there are spoilers on this list. Achievement Name How to Earn Your Mr. Bubbles - No! You're sleeping your first Big Daddy in a non-private match. Bronze against all odds Bronze All PlasmidsFind or buy all 11 basic types of plasmid. Bronze All Upgrade Weapons Take out all 14 Power for people to upgrade weapons in the game. Bronze Big Brass BallsFinish games without using Vita-Chambers.Silver Big SpenderSpend $2,000 on shopping machines. Bronze bought SlotBuy one one Or Tonic Slot in the Garden Collector.Bronze Select impossibleAchieve Rank 40.Gold deal with each little sister Sneter harvest or keep every little sister in the game. Silver Disgusting Frankenstein Beat Big Daddy for the first time in a non-private match. Bronze First ResearchResearch Splicer with research camera. Bronze Fully Updated PlasmidFully upgrade one of your plasmids to level 3 versions at Gardener's GardenBronze Completely Upgraded WeaponInstall third and final upgrades for any of your weapons. Bronze Grand DaddyDefeat 3 Big Dads Without Dying during fightSilver Little MothAchieve Rank 20.Bronze Man About TownPlay has at least one non-emergency match on each multiplayer map. Bronze Master GathererGather 600 ADAM with Little Sisters.Silver Master HackerHack 30 machines at a distance with Hack Tool.Bronze Master ProtectorGet through collection without damage and no one to get to Little Sister.Bronze Max Plasmid SlotsSvo upgrade to maximum number Plasmid Slots.Bronze Mother GooseSave your first little sister in a non-private match. Bronze One TrackMax study from one study Track.Bronze ParasiteAchieve Rank 10.Bronze prolific HackerSuccessfully hack at least one of each type of machinBronze Proving GroundsWin is your first infrequent match. Silver Rapture HistorianFind 100 audio diaries. Silver Research MasterMax from research on all 9 subjects of the study. Bronze Leather JobAchieve Rank 30.Bronze Trap MasterKill 30 enemies using only Traps.BBronze Two-Bit HeroicsComplete your first test in an unsachievous match. Bronze Unnatural SelectionScore is your first murder in a non-private match. Bronze Modernized WeaponsSize any weapon on power to the people of Station.Bronze Welcome to RaptureComplete your first non-private match. Bronze GameSpot can get commissions from retail offerings. Offers. bioshock 2 guide pdf. research bioshock 2 guide. bioshock 2 trophy guide. bioshock 2 achievement guide. bioshock 2 parents guide. bioshock 2 collectibles guide. bioshock 2 protector trials guide. bioshock 2 minerva's den trophy guide

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