

# BIO SHOCK

## 2



**2K**  
GAMES

**FERAL**  
MAKE YOUR PLAY

# IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

## PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## PRECAUTIONS TO TAKE DURING USE

- Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game..



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# INSTALLATION

As part of the Mac App Store purchasing process, the game has already been installed on your computer. Read the **Getting Started** section to start playing the game.

## GETTING STARTED

1. If *BioShock 2* is not already running, double-click on the **BioShock 2 application icon**. By default this is to be found in the **Applications folder** on your computer's hard drive.
2. The *BioShock 2* pre-game **Options window** will appear. Click on the **Play button**. The game will launch.
3. After the loading screens, the **Main Menu** will appear. Select **New Game**.
4. The **Select a Difficulty screen** will appear. If this is your first time playing, we recommend you select either **Easy** or **Medium**.
5. A loading screen will appear. Press the **Space bar** when prompted.
6. You will now be taken deep beneath the Atlantic Ocean to the city of Rapture, where it's New Year's Eve, 1958...

# RAPTURE'S NIGHTMARE

Rapture was founded to allow the best and brightest of humanity to do their brilliant work unfettered by government, religion, or the mediocre. But the "every man for himself" philosophy led to war, fueled by a new substance called ADAM that allowed people to rewrite their DNA.

## AWAKENED AFTER TEN YEARS. WHO...WHAT AM I?

Once, you were the protector of a Little Sister. In a traumatic event you were separated from her, and you remember nothing afterward. Now, 10 years later, it seems that Rapture has moved on, and the Splicers' arms race has escalated. You are free of the single-minded conditioning of the other Big Daddies, but you still need to be near your bonded Little Sister. You must find her.

## New Game

Start from the beginning. The first time you play BioShock 2, you will see:

**Game Difficulty** Select **Easy**, **Medium** or **Hard**.

## Load Game

Load and resume play on a saved BioShock 2 game.

## Options

Customize Controls and change Graphics, Audio and Gameplay Options (see below).

## Extras

View the creative talent behind BioShock 2..

## Quit to Finder

Quit the game and return to the Finder.

## GAMEPLAY OPTIONS

**Helmet HUD Graphic** Toggle ON/OFF. When ON, shows edge of helmet window.

**Adaptive Training** Toggle ON/OFF. When ON, alerts you to gameplay details with prompts.

**Dialog Subtitles** Toggle ON/OFF. When ON, subtitles follow spoken dialogue.

**Art Subtitles** Toggle ON/OFF. When ON, descriptions of certain objects appear when you get close to them.

**Quest Arrow** Toggle ON/OFF. When ON, the Quest Arrow is displayed to guide you to your next Goal.

**Item Shimmer** Toggle ON/OFF. When ON, items which you can pick up will shimmer.

**Usable Object Highlight** Toggle ON/OFF. When ON, objects which must be used to progress will appear as golden.

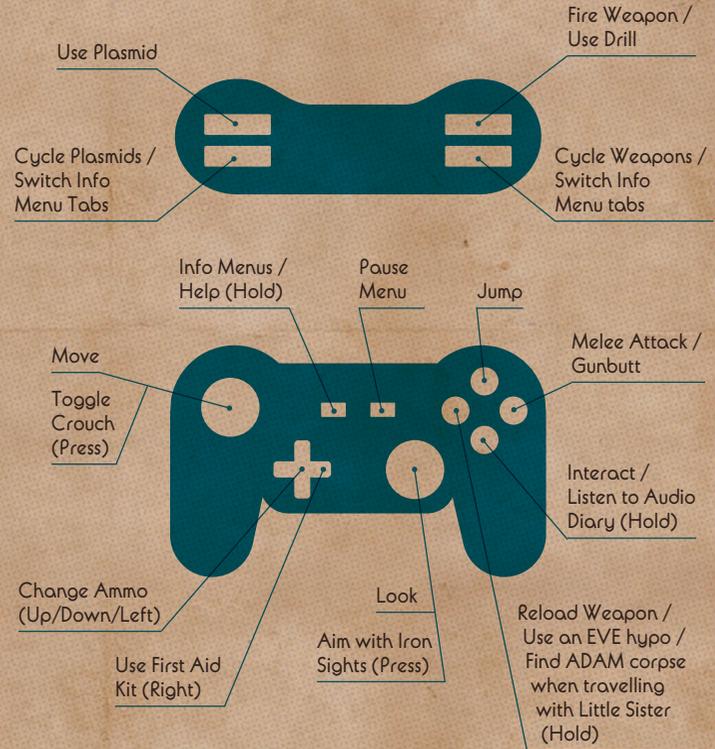
**Disable Vita Chambers** Toggle ON/OFF. When ON, if you die the game is over.

### NOTE

This game manual is written assuming that you are playing with a keyboard and 2-button mouse.

All recent Apple mice have two-button functionality. Please make sure that you have both buttons enabled by checking your Mouse configuration in: System Preferences > Mouse

BioShock 2 Single Player requires that you use a keyboard and mouse while in the menus, but a gamepad can be used in-game. If you choose to use a gamepad, we recommend using one with dual analog sticks and at least 10 buttons. The diagram below is based on a standard controller; all gamepads have similar buttons but their positions may differ slightly from those shown.



### NOTE

Most gamepad buttons have multiple functions in BioShock 2. There are lots of controls and only a limited number of buttons, therefore the function controlled by the button depends on your situation in the game.

## NOTE

If you are using a recent Apple keyboard, you will need to hold down the **fn** key while pressing the function (F) keys.

## SCREENS

<b>esc</b>	Main Menu / Cancel / Pause
<b>F12</b> /  + <b>S</b>	Quick Save
<b>F11</b> /  + <b>L</b>	Quick Load
<b>P</b>	Pause
<b>M</b>	Help Screen
/	Confirm

## MOVEMENT

<b>W</b> <b>A</b> <b>S</b> <b>D</b>	Movement
<b>C</b>	Toggle Crouch
<b>space</b>	Jump

## ACTION

<b>F</b>	Action (Hack / Use / Pick Up / Adopt Little Sister, etc.)
<b>J</b>	Exit Scout Mode
<b>B</b>	Gather ADAM / Harvest / Quit Hack
<b>L</b>	Listen to most recent diary
<b>M</b>	Maps / Messages / Goals / Help
/	Use First Aid Kit

## WEAPONS & PLASMIDS

<b>F1</b> - <b>F8</b>	Switch to Active Plasmid Slots 1-8
<b>Q</b>	Quick Switch to Next Plasmid
<b>Z</b>	Quick Switch to Previous Plasmid
-	Switch to Equipped Weapon Slots 1-8
/	Switch Ammo Type
/	Melee Attack / Gunbutt
<b>R</b>	Reload Weapon
<b>T</b>	Iron Sights / Zoom

## MOUSE CONTROLS (SCREENS)

Left Mouse Button	Confirm
Right Mouse Button	Cancel
Scroll Wheel	Scroll Lists

## MOUSE CONTROLS (IN-GAME)

Mouse Movement	Look
Left Mouse Button	Fire Weapon (click and hold to charge)
Right Mouse Button	Use Plasmid (click and hold to charge)
Middle Mouse Button	Switch Ammo Type
Scroll Wheel	Cycle Weapons
+ Left Mouse Button (Hold)	Drill Dash when Drill equipped (available once you research this ability)
+ Left Mouse Button (Hold)	Telekinesis Shield (use objects as shields) (You can still <i>melee</i> by pressing  /  while using a Telekinesis Shield.)

## THE SOURCE OF ADAM

Rapture's demise began with the discovery of ADAM, a substance found only in a particular type of sea slug. ADAM enables people to instantly modify their own genes, using a process called splicing. Splicing installs powerful genetic alterations in the human body and mind in the form of Plasmids and Gene Tonics. Both of these have the potential to make the user terribly intelligent, incredibly powerful and, if overused, homicidally insane. Chronic Plasmid and Gene Tonic users are called Splicers. They will kill for ADAM. They will kill for no reason at all. And now they account for almost all of Rapture's population.



ADAM is collected from dead Splicers by the Little Sisters, small blood-drinking girls armed with huge syringes. Symbiotic sea slugs inside them separate the ADAM from the blood they consume, so the ADAM can be reused. Since they must then carry the valuable ADAM inside themselves, without protection Little Sisters are vulnerable to attacks by Splicers as they travel throughout Rapture. So they seek out guardians—Big Daddies like you—to protect them while they gather ADAM.

When traveling with a Little Sister, press and hold the **R** key to reveal a scent trail leading to a corpse containing ADAM. Beware! While the Little Sister is drawing blood, Splicers will converge on the Little Sister and corpse.

### NOTE

To see how many Little Sisters are present in the current level, press the **esc** key or the **P** key to display the Pause menu.

## ADOPT, HARVEST OR RESCUE?

If you decide to **Adopt** a Little Sister, you become her protector, and she will depend on you to shield her from attacks while she gathers ADAM from corpses. Your job is to destroy whomever threatens the Little Sister—and in return, she will give you the ADAM she collects. Besides adoption, you are given the option to either **Rescue** a Little Sister or **Harvest** her for ADAM at one of Rapture's numerous Vents.

**Rescue** destroys the ADAM slug, removing it from the Little Sister's system humanely, and returns the Little Sister to being a normal girl. She will then escape to safety through the Vent. Rescuing lets you recover a smaller amount of ADAM remaining in the body of the slug she hosted.

**Harvesting** her for ADAM removes the live slug straight from the Little Sister's body, and gives you a huge dose of the vital substance—but she will not survive the process.



- 1 **First Aid Kits**  
First Aid Kits fully replenish health. Press the **control (ctrl)** key to use one.
- 2 **Health Level**  
When it's gone, you die. Increase maximum health by spending ADAM at a Gatherer's Garden.
- 3 **EVE Hypo Count**  
Hypos replenish EVE. You will automatically inject one when your EVE runs out.
- 4 **EVE**  
Powers your Plasmids. Increase maximum EVE by spending ADAM at a Gatherer's Garden.
- 5 **Active Plasmid**  
The Plasmid currently in use. Press the corresponding **F-key (F1-F8)** or use the **Q / Z** keys to cycle to a different active Plasmid.
- 6 **Ammo Menu or Drill Fuel Gauge**  
Identifies ammo type, number of rounds remaining and max number allowed. The currently selected ammo type is highlighted. Each gun is capable of firing different ammo types. When armed with more than one ammo type, press the **[** and **]** keys to change ammo.  
When the Drill is equipped, the Drill Fuel gauge appears here.



**7 Reticle**

Use this to aim your weapon. Press the **T key** to aim with the iron sights. Set Auto-Aim ON in the Options menu to enhance aim.

**8 Items Available for Pickup**

When you walk up to something that contains items available for pickup, you will see a Search prompt. Press the **F key** to view the items, then press the **F key** again to pick up all the items displayed.

**Little Sister Icon**

Appears when you have adopted and are traveling with a Little Sister. When she is gathering ADAM from a corpse, a progress bar appears until she finishes. If a Splicer starts attacking her, the progress stops and an **!** alert appears while she is gathering.



Once your adopted Little Sister has gathered ADAM from two bodies, the icon will change to a Vent. This indicates you must now return her to a Vent.

**Quest Arrow (not shown)**

Directs you to the current goal. Can be turned OFF from the Options menu.

## WEAPONS & PLASMIDS

You can use weapons and Plasmids simultaneously in a fight. One tactic is to disable or stun enemies with a Plasmid and finish them off with a weapon, though either might be fatal by itself.

### WEAPONS

#### The Drill

You begin the journey through Rapture armed only with the Drill, a melee weapon. There are three ways to attack with the Drill:

**Drill an Enemy** Press and hold the **left mouse button**.

This requires Drill Fuel. Check the Drill Fuel gauge on the HUD.

**Club an Enemy** Press the **shift key** () or quickly tap the **left mouse button**.

**Drill Dash an Enemy** Press and hold the **left mouse button**, then press the **shift key** (). This ability must be unlocked.



### Guns

As you explore Rapture, you will find other weapons. There are two ways to attack with guns.

**Fire** Press the **left mouse button**. This will fire the type of ammo you have equipped.

**Gunbutt an Enemy** Press the **shift key** () to knock an enemy back.

### Ammo

Weapons fire different ammo types. You will find special ammo that is more effective against certain targets. Once you have multiple ammo varieties, press the **[ and ] keys** to change ammo on your current weapon.

### Switching Between Multiple Equipped Weapons

Once you have two or more weapons, press the corresponding **number key (1-8)** to cycle to a different equipped weapon.

### PLASMIDS

Plasmids are instantaneous genetic modifications you can splice into your DNA. Once installed, Plasmids empower you to inflict changes on the beings and objects around you. One Plasmid allows you to set people on fire. Another lets you freeze objects. There are many different types of plasmid.

Power your Plasmids with EVE injections. No EVE, no Plasmid power. Find it or buy it.

**Use Plasmid** Press the **right mouse button**. You can charge some Plasmids by pressing and holding the **right mouse button** for greater damage or effect.

**Cycle Next Plasmid** Press the corresponding **F-key (F1-F8)** or use the **Q / Z keys** to cycle to a different active Plasmid.

### Plasmid Slots

Plasmid slots are where you hold equipped Plasmids. The more Plasmid slots you have, the more Plasmids you can equip at one time. You can spend ADAM at a Gatherer's Garden to obtain additional Plasmid slots.

# GENE TONICS

These genetic enhancements become part of your nature once spliced into you, and work automatically. You can unequip and replace them with other Gene Tonics by visiting Gene Banks.

## GENE TONIC SLOTS

As with Plasmids, you can only equip a Gene Tonic if you have a slot for it. If you have enough ADAM, you can buy additional Gene Tonic slots at a Gatherer's Garden.



# FINDING ITEMS

Search everywhere, including dead bodies, cabinets and trash cans, for important items to help you survive, such as money, ammo, and First Aid Kits. You will see a search prompt when you approach a searchable container.



# THREATS



## 1 Enemy Health Bar

When you're fighting enemies, they display a health bar so you can see the amount of damage you must inflict to kill them. When the meter is green, the enemy is strong. When it glows red and shortens, the enemy is weakening.

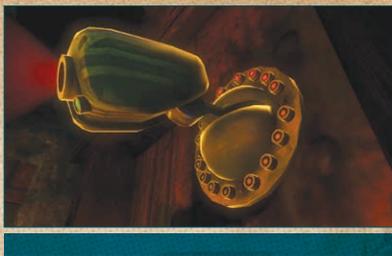
## 2 Attack Alert

This red signal points toward the position of an enemy who is attacking you.

## SPLICERS

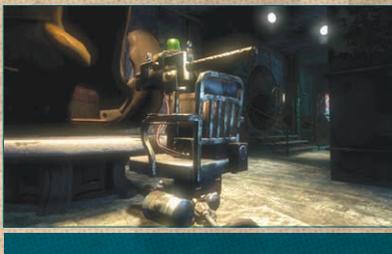
Splicers are the citizens of Rapture, driven mad by Plasmid and Gene Tonic use. Housewives looking for a makeover have been transformed into homicidal maniacs. Former businessmen now think beating someone to death is a management skill. Despite their deranged nature, Splicers can be terrifyingly skilled and powerful opponents.





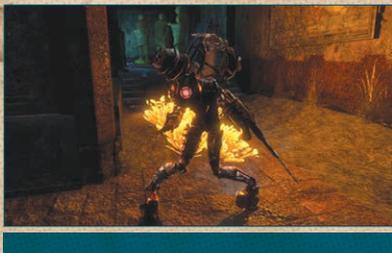
## SECURITY CAMERAS & BOTS

Linger in front of a Security Camera and an alarm is set off, followed by Security Bot deployment. Bots are hovering machine gun drones. The alarm system is on a timer (you will see a countdown on-screen). Turn Bots into allies by hacking them. You can also hack the cameras to deploy Bots against your enemies.



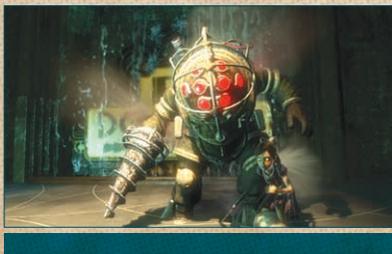
## TURRETS

When Turrets sense your presence, they will open fire. Hack them to make them attack your enemies.



## BIG SISTERS

Big Sisters are extremely swift, ruthless and tough to defeat. They look after Little Sisters, making sure they are able to gather in peace. Removing Little Sisters from their appointed rounds (by adoption or harvesting) will attract the attention of the Big Sisters.



## BIG DADDIES

Like you, other Big Daddies are strong, heavily-armored enemies who will protect their Little Sisters with their lives. However, they will not attack until provoked.

# DEVICES & MACHINES

## VITA-CHAMBERS

Death is not the end in Rapture. If you die, the nearest Vita-Chamber will revive you.

You can disable Vita-Chambers in the **Options** menu so that when you die, the game is over.



## DIARIES

Diaries are recorded messages left behind by the people of Rapture. Be sure to pick them up. They may contain a history lesson or vital information. Press the **L** key to listen to the most recent diary you have collected. If you want to listen to them again later, press the **M** key and select **Messages** to listen to all the diaries you have collected.



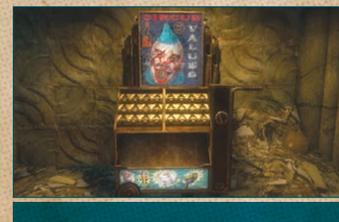
## VENDING MACHINES

Vending machines feature items important for survival. Select the item on the left to view a description. The quantity of the item you have and your maximum capacity appear in the center of the screen. Your current amount of money appears on the right. Hack the machine for a discount, to reveal hidden items, and, if you stop the needle in a blue zone, a free item.



## CIRCUS OF VALUES

Purchase general merchandise including basic ammo, EVE hypos, and First Aid Kits.





### AMMO BANDITO

Sells ammo only. Look for specialized ammo types for each of your weapons. Different machines can have different things for sale—check them all!



### GATHERER'S GARDEN

The amount of ADAM you have appears on the right. Spend your ADAM just like money to:

- Acquire additional Plasmids and Gene Tonics.
- Unlock additional Plasmid and Gene Tonic slots, allowing you to equip more at one time.
- Increase max health and EVE.



### GENE BANKS

You may have collected more Plasmids or Gene Tonics than you are able to equip at one time. You can view and swap them at a Gene Bank. The Gene Bank has one Plasmid track and one Gene Tonic track. Select a track to see what is equipped and what is stored.



### POWER TO THE PEOPLE MACHINES

Upgrade your weapon for free! Each machine closes down permanently after one upgrade of one weapon. Each weapon can be upgraded three times, but the third upgrade is only unlocked if you have already applied the first two.

### HEALTH STATIONS

Pay to be completely healed. Your enemies also use health stations while fighting you. Hacking a health station turns the machine against your enemies, reduces the cost of healing, and gives you a free First Aid Kit if you stop in a blue zone. Destroying a health station also knocks out a free First Aid Kit.



### BOT SHUTDOWN PANEL

If you find one of these after tripping a security alert, use it to deactivate attacking Bots and end the alarm countdown.



### VENTS

Vents are devices Little Sisters use to travel through Rapture on their own. Take an adopted Little Sister to a Vent, where you can choose to rescue or harvest her. If you rescue her, she will flee into the safety of the Vent.



## HACKING

If a device is hack-friendly, a hack prompt appears.

### To Hack:

- Press the **B** key to open the Hack screen.
- Try to stop the needle over the green or blue zone of the meter by pressing the **F** key.
- Press the **esc** key to cancel.



## Hacking Zones

- Green** Successful progress.
- Blue** Successful progress, plus a bonus based on the machine type.
- White** Receive a nasty shock.
- Red** Set off a security alarm.

## Hacking Uses

- Get items from vending machines more cheaply.
- Reprogram machines to turn them against enemies.
- Gain access to protected items and unlock doors.

## Alternate Hacking Methods

- Press the **B key** on the Hack screen to “buy out” the hack for a fee (see the price on the Hack screen).
- Find a hack tool and shoot hack darts from a distance.
- Find a Gene Tonic that makes your hacks more effective.
- Find auto-hack darts that let you hack instantly.

### NOTE

If you set off an alarm while hacking, successfully completing the hack will end the alarm.

# ACQUIRING INFORMATION

Press the **M key** to get vital information from the Map, Goals, Messages and Help screens. Click an icon to open the screen you want.

## MAP

- The red arrow shows your position and direction of travel.
- Important locations are marked by icons listed at the bottom of the map.
- Click and hold the **left mouse button** on the map and drag the **mouse** to scroll the map.
- Click the Magnifying Glass icon to zoom in and out. Click the Stairway icons within the Map screen to look at the floors below and above.



## GOALS

Select the Goals icon to review a current list of Goals. You will encounter Goal requirements during your journey through Rapture. Some requirements may consist of multiple tasks to complete the Goal.

When faced with multiple Goals, you can choose which to complete first, and the Quest Arrow will guide you to the one you select.



## MESSAGES

Select the Messages icon to review any diaries or radios previously found or received.



## HELP

Learn about Rapture, weapons, fighting, security systems and more. To go to a specific Help entry, move close to something associated with the entry, hold the reticle over it, and press the **M key**.



## RESEARCH CAMERA

Take research footage of Splicers to learn about them and earn valuable bonuses. Once you find a research camera, it is stored with your weapons. Select it as you would a weapon.

Set your research camera rolling on a Splicer by pressing the **left mouse button** when your camera is equipped. Then attack the Splicer with a variety of Plasmids and weapons. The more kinds of damage you do, the more quickly your research will progress.

After acquiring the research camera, you can review your progress on the Research tab in the Info Menu.



### NOTE

Certain combinations or tactics will net faster progress, so try using your tools in imaginative ways to find them!

## PAUSE MENU

On the Pause menu you can see your current money and ADAM reserves and view how many Little Sisters are in the current level. You can also save game progress, set options or load a different saved BioShock 2 game.

**Resume Game** Return to current game.

**Save** Save the game at any time. BioShock 2 autosaves when you enter a new level of the game.

**Load** Load a saved BioShock 2 game file.

**Options** Customize Controls and change Graphics, Audio and Gameplay Options.

**Quit to Main Menu** Return to the Main Menu.

**Quit to Finder** Quit the game and return to the Finder.

## TECHNICAL SUPPORT

Every effort has been made to make *BioShock 2* as compatible with current hardware as possible. However, if you are experiencing problems when running *BioShock 2*, please read on.

The latest version of the FAQs can be found by selecting the **FAQs button** in the **Support tab** of the *BioShock 2* pre-game **Options window** (this is the window that opens when you launch the game), or by going straight to the Feral website: <http://support.feralinteractive.com>

### CONTACTING FERAL

If the FAQs and/or updates do not solve your problem, then please feel free to contact us. The following information must be obtained *before* contacting Feral Technical Support:

1. The *error message* displayed when the problem occurred (if any).
2. A **BioShock 2 Report.txt file**. This contains:
  - An Apple System Profiler Report of your Mac.
  - Any Crash logs that exist for *BioShock 2*.
  - A list of the game's contents.

All the information required can be obtained by opening *BioShock 2* and clicking on the **Support tab** in the *BioShock 2* pre-game **Options window**. In the **Support tab**, click on the **Generate Report button**. Once the report is generated it will appear as a file in your `~/Downloads folder` (the `~` symbol refers to your home directory). Now click on the **Create e-mail button**. Remember to attach the **BioShock 2 Report.txt file** to your e-mail.

In your e-mail, please include a brief description of the problem you have experienced with *BioShock 2*. We will do our best to help you.

E-Mail: [support@feralinteractive.com](mailto:support@feralinteractive.com)

If you prefer to speak with a member of the support team, you may call on the following numbers:

#### North America Callers

Tel: 1-888-592-9925 (Toll Free)

Available between 9.00am and 6.00pm Central Standard Time, Monday to Friday.

#### United Kingdom Callers

Tel: 020 8875 9787

Available between 9.00am and 6.00pm, Monday to Friday.

#### International Callers

Tel: +44 20 8875 9787

Available between 9.00am and 5.00pm GMT, Monday to Friday.

Outside of business hours, please leave a message with your name, number and the game for which you are seeking support.

# WARRANTY

Please check the warranty information provided by the Mac App Store.

# CREDITS

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