



Bioshock: Rapture

John Shirley

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It's the end of World War II. FDR's New Deal has redefined American politics. Taxes are at an all-time high. The bombing of Hiroshima and Nagasaki has brought a fear of total annihilation. The rise of secret government agencies and sanctions on business has many watching their backs. America's sense of freedom is diminishing and many are desperate to take that freedom back.

Among them is a great dreamer, an immigrant who pulled himself from the depths of poverty to become one of the wealthiest and admired men in the world. That man is Andrew Ryan, and he believed that great men and women deserve better. And so he set out to create the impossible, a utopia free from government, censorship, and moral restrictions on science where what you give is what you get. He created Rapture the shining city below the sea.

But as we all know, this utopia suffered a great tragedy. This is the story of how it all came to be and how it all ended.

Bioshock: Rapture Details

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From Reader Review Bioshock: Rapture for online ebook

Angel's books says

Çok güzel bir konusu var aslında. İnsan doğasını açmazca ortaya serende bir kurgusu var. Ve evet! Rapture'da yaşanan her şey yüzünüzü buruşturmanıza, öğrenmenize neden olsa da ağırtıcı değil. İnsan ve kötüyüz maalesef!

Kitaba başladığımda çok kolay okunur bir kitap oldu kanaatindeydim. Bu fikrim hala değişmedi. Kolay okunuyor, çabuk ilerliyor ama... Ne, var orada bir ama!

<http://angelssbooks.blogspot.com.tr/2...>

Ana Rilo says

Personalmente, me ha gustado, pero también es cierto que un factor importante fue el ya conocer a los personajes de antemano o que me sonaran al menos. Puede que, de no ser así, el principio se haga un poco confuso. Además, al no haber jugado, no hay esa pequeña emoción por entender cómo pasaron cosas de las que ya sabemos el resultado. Por otro lado, es cierto que está la emoción de no saber qué va a pasar.

La historia en general no es difícil de seguir ni mucho menos, aunque pueda ser lenta al principio hasta que el proyecto coge marcha. Es entretenida y la caracterización de Andrew Ryan, Fontaine, Tenenbaum y otros personajes es muy buena a mi juicio.

Reseña completa: <https://armasdetinta.wordpress.com/20...>

Ivan says

Bioshock is one of my favorite games despite the fact it's neither isometric nor turn-based and it's one of the games I replay every year or two so I had relatively high expectations from this book. Unfortunately book had flaws that because of which it doesn't reach same quality game has.

First:Pace of the book is too slow which makes this book dull at the times.

Second:There isn't anything new to the story.It's same thing we find out in game only in greater detail.

Third:Rapture doesn't translate well into book, too much of it's atmosphere was lost.

Why 3 stars than, why not lower?Well Rapture is interesting place and it's inhabitants memorable and that couldn't be ruined by mediocre writing in the book.

Rapture remains one the most interesting places I "visited" but even with better writer I don't think book is right medium for it.

Jamie says

A great book. Each character was so well done, with their own personality. The author did a great job taking

a video game and using the story from it to make a novel. We are given characters from the game that we love (or hate as the case may be) and now have an even more extensive background.

Taking mainly from the perspective of an simple workman, Bill, we see the creation, life and eventual downfall of the underwater city Rapture. Rapture was founded by Andrew Ryan, whose ideals of a better society, free of war, religion and government are well grounded. The city is off to a good start but, like any society, has problems over time. Other figures rise for power and get their own following. Financial segregation sets in and when plasmids are created: chaos ensues, violence rises and the people are forever changed.

John Shirley did a great job showing us these changes and inviting us into this underwater world. It has inspired me to replay the first game all over again!

**When I re-read this year I started the audiobook! Hated the narration! Had to stop and switch back to my physical copy. I do love this and am so glad I didn't start with the audiobook. It would have ruined it for me. If possible for you, use your eyes and read the words for yourself on this one! Huge difference!

Holden Attradies says

This is the single best video game inspired piece of literature I've ever read. It stays incredibly true to both games (striding to connect them in ways the games were unable to do) and flushing out much of the world and answering many things I wondered about from the game. I always wondered why the splicers faces looked so messed up and this book gave a great answer to that, Perhaps that answer was in the game, but if it was, I missed it. It also really flushed out the character of Andrew Ryan.

I also really liked the narrative styling, of switching between many different characters throughout Rapture. It gave you much more of a full view of what was going on. And choosing to have it end just about where the game starts was a genius move, making it add to the experience of the game but take away from it in no way.

The only down side I can see in the book is that I wonder how I would have felt if I hadn't played the games. There is much here that would ruin much of the games, especially the first game. I also think the visuals of the book would not have been as clear or strong if I didn't have the game in mind. But, I think it was written for people who played the game, not the general market. The thing that could save it as a good book for someone who wouldn't be going into it having already played the games is the way it shows the downfalls of the extreme ideologies of laissez-faire capitalism and Ethical altruism. Not just the inherent failings of these ideologies, but how they are so easily corrupted and turned upside down by the potential of just a "few bad eggs" as some would say, or perhaps simple put: by human nature.

Bob says

As a Bioshock fan and veteran I personally really enjoyed reading Bioshock: Rapture. Many of the brilliant subtle implications Shirley implants within the text (you'll get what I mean) provide the dark, disturbing atmosphere of this strange new world that doesn't cease to stretch the boundaries of imagination.

As a Bioshock player this was great because it added a whole new layer to the story and revisited the world of Rapture which I was already familiar with, but at a different angle, and that gave me a completely new perspective of the settings. The characters, some of which I had known as simply bosses or extra names to

fill gameplay gaps, now turned into embodiments of their own, with their own backstory and their own personalities before the twisted events of Bioshock. It was also enjoyable to bridge the gaps, and see how all the events of Bioshock: Rapture eventually lead out into the events of the game.

Even if you're not a Bioshock gamer, you'll still enjoy it because of its writing style (which is truly suspenseful and gripping) and the world which is being introduced freshly to you. I think Shirley has done an excellent job making the new characters, which even Bioshock gamers don't know about, such as some of the constables or civilians which add an interesting texture to the story. You'll find that the storylines have been very well thought out and connected with such subtle precision.

The only slight downside to the story, which is only a downside to some readers, is that the story can be quite dark and slow paced. If you're a patient reader, more unlike usual Bioshock gamers, which have gotten used to the game's adrenaline pumped moments, you'd be right at home with the style of Bioshock: Rapture. I don't recommend this book for those aren't mature enough to grasp and accept some of things Shirley writes about in his story. There are some disturbing revelations and descriptions featured in those texts, and if you're squeamish I don't think you should give it a try

But overall, a fantastic book, definitely 5 out of 5 stars. Go pick it up. NOW.

Víctor Galán says

Bioshock:Rapture es la secuela del videojuego Bioshock Infinite y la precuela del Bioshock original, se trata de la historia que se intuía en los audios que estaban esparcidos por todo Rapture. Es decir, la fundación de Rapture, su crecimiento inicial próspero e ilusionante y su posterior caída debido a las políticas extremas que se llevan a cabo en la misma. La novela narra con un ritmo cinematográfico (no hay que olvidar que su escritor fue uno de los guionistas de "El cuervo" de Alex Proyas) todos estos acontecimientos, es decir, con rapidez y sin detenerse mucho en descripciones de la ciudad ni de los personajes (ni física ni psicológicamente), centrándose casi única y exclusivamente en la acción. El motivo de esto es la gran cantidad que en ella aparece, es una obra ambiciosa que tiene que contar muchas cosas en poco espacio y por tal motivo no puede centrarse mucho en ningún personaje en concreto. El autor a pesar de ello no desiste y le otorga un cierto protagonismo a Bill McDonagh, un personaje que en su secuela apenas tiene impacto alguno pero que supone en esta novela la personalidad con la que más se identifica el lector y con el que genera una cierta empatía. Pero poco más, el estilo narrativo es plano y monótono, te da casi igual quien muere y quien no y no profundiza en casi ningún elemento central de su secuela, es decir, en los splicers, las Little sisters (horriblemente traducido a Hermanitas) y los Big Daddies, solo al final estos dos últimos tienen cierta relevancia, mientras que los primeros son seres excesivamente caricaturizados sin ningún trasfondo humano ni coherente. Es una obra que recomiendo a todo fan de Bioshock para completar la grandiosa historia que se esconde detrás de uno de los mejores videojuegos de la Historia, pero para el lector común esta novela puede convertirse en casi una tortura comprender (por lo confuso de la narración) y acabar.

Elliott says

I did not care for this book, not because of the writing style, or any grudge against the author, but because of the book itself. I am a fan of the Bioshock game series, and the most intriguing and captivating part of the game to me was how the storyline enveloped me to the point where I was a character, as such I did not know everything about Rapture, or the situation as it stands and I was forced to piece it together as I went along. This book really takes all that hard work and sets itself right in front of the reader, and while it was helpful

I'll admit to have some of the blanks filled in, much of what is explored: chiefly Ryan's back story is completely against the grain of the game. Andrew Ryan is an intriguing character in the game series because his motives, and his life are so mysterious, and no matter how much you learn through the game, Ryan is forever a mystery that only bits and pieces are ever flushed out, furthermore the game itself is something of a latter day Heart of Darkness, and like Mr. Kurtz, his life before he went to the Congo is largely unnecessary to the plot, his actions and complete motives are not needed to still get the full story, or as close to one as Conrad permitted that is. This book however lays out Ryan's life story too completely. We find he is Russian by birth, and an expatriate from the Revolution there. He suffered through his life, pulled himself up by his bootstraps and built Rapture to escape what he viewed as oppression above the surface. Besides being rather predictable (it largely mirrors the life of Ayn Rand, who Ryan is based on), it also proved too Horatio Algeresque and by definition unbelievable. In other words Ryan slipped away from plausibility and declined back into being a video game character.

Melek Y?lmaz says

Elimde olmadan oyunla ba?da?t?rarak anlataca??m kitab?, bu yüzden mini minnak spoilerlar olabilir. Pek spoiler say?lmaz ama... Anlataca??m ?imdi.

?kinci Dünya Sava?? tüm y?k?c?l??? ile sonlan?rken Rapture bir fikir olarak ortaya ç?k?yor. ?nsanlar?n s?n?r?n?n olmayaca?? bir ?ehir fikri. Gözlerden uzak, dokunulmam?? bir ?ehir. Kitab? birden fazla ki?inin gözünden okudu?umuzdan konunun her k?sm?na karakterlerin katkı?s?n? okuyarak hikâyeyi topluyorsunuz. Toplama bir hikâye diyece?im çünkü olay kurgusu ba?larda biraz karma??k ileliyor.

Devam?, EJderin Kütüphanesi'nde! :)

Kay?p R?ht?m says

Sadece oyunun hayranlar?na tavsiye edebilece?imiz, üzücü çeviri hatalar?yla dolu bir roman Bioshock: Rapture ?ehri.

2007'de ç?kan BioShock adl? me?hur video oyununu baz alan kitap, Rapture adl? muazzam sualt? ?ehrinin ve onu in?a eden adam?n, Andrew Ryan'?n öyküsünü anlat?yor. Burada neler olmu?tur? Nas?l olmu?tur da y?k?k dökük hâli bile böylesine gösteri?li olan bu ?ehir bu hâle gelmi?tir? Böyle bir yerin okyanusun dibinde ne i?i vard?r? Nas?l in?a edildi?tir? Ve neden? Kitab?m?z tam olarak bu konuyu ele al?yor i?te.

Roman 1945 y?l?nda, Rapture'un kurulu?undan üç y?l önce Andrew Ryan'?n New York'taki ofisinde ba?l?yor. Küçük bir çocukken babas?yla birlikte Rusya'dan kaçarak Amerika'ya gelen Ryan genç ya??nda ülkenin say?l? zenginlerinden biri hâline gelmi?tir. Gelin görün ki "özgürlükler ülkesi" olarak addedilen Amerika'n?n da asl?nda di?er yerlerden pek bir fark? olmad???n? fark etmeye ba?lam??t?r. Sendikalardan, ??çi Milislerinden, yardım derneklerinden ve her tür dinden nefret eden bir adam Ryan. Onlar? "parazitler," kendisi gibi "büyük adamlar?n" s?rt?ndan geçinmeye çal??an küçük insanlar olarak adlandır?yor. Hiro?ima'da ya?anan atom bombas? felaketinin ard?ndan kendisi gibi insanlar?n s???nabilece?i, devletin ve zay?flar?n kurallar? taraf?ndan k?s?tlanmayaca??, kendilerine kimsenin ula?amayaca?? bir yere çekilmeye karar veriyor. Ona göre bunun tek bir yolu vard?r: okyanusun dibinde bir ?ehir kurmak. Yani Rapture'u...

Roman bu aç?l??tan sonra her biri farklı bir tarihi kesiti ve insanlar? gösteren bölümler hâlinde, parça parça ilerlemeye ba?l?yor. ?ehrin kurulu?unu, ba?lang?çta ya?anan güçlükleri, adaptasyon sorunlar?n?, ard?ndan yükseli?ini ve geli?mesini, hayal edilemez ba?ar?lara kucak açmas?n? ve en sonunda da her güzel ?eyin

ba??na gelen yegane felaket, yani insano?lunun h?rslar? ve bencilli?i taraf?ndan y?k?l???n? izliyor, âdeta modern bir Atlantis masal?na tan?k oluyoruz.

Yazar John Shirley kitab? yazarken konudan gram sapmad??? gibi kaynaklara muazzam bir titizlikle ba?l? kalm??. Oyunda kar??la?t???n?z hemen hemen her olay?n, her cesedin, her mekân?n, hatta her ses kayd?n?n bile kitapta bir yeri var. Muazzam bir detayc?l?k! Takdire ?ayan bir asl?na sadakat.

Gel gelelim kitab? herkese de?il de sadece oyunun hayranlar?na tavsiye etmeme neden olacak en önemli etmen de yazar?n bu a??r? detayc?l??? ve sadakati olmu?. Bir kere kitab?n ak?c? bir bütün de?il de sahneler aras? atlay?? yapan, k?sa bölümler hâlinde yaz?lmas? olaylardan kopman?za neden oluyor. Neredeyse her 4-5 sayfada bir tarih, mekân ve olaylar? ya?ayan ki?i aç?s?ndan sürekli yer de?i?tiriyoruz. Her ne kadar anlat?lan ana konu ayn? olsa da bu kopukluklar kitab?n sürükleyicili?ini önemli ölçüde azalt?yor. Üstüne bir de takip edemeyece?iniz kadar çok isim olmas? i?leri bizim için biraz güçle?tiriyor.

?kinci ve as?l hayal k?r?kl??? olan etmense çeviri ve editörlük. Kitap beni bu anlamda çok ciddi bir ?ekilde üzdü. Bir cesetle kar??la?t???nda ö?ürmesi gerekirken “ge?iren” karakterler, yerlerinde yeller esen “dedi” ekleri, gülümsemesi gerekirken “par?ldayan” insanlar (beamed), hayalar?ndan bahseden birinin “toplar?m” demesi (balls), kap?dan içeri yava?ça de?il de “sürünerek” girenler (crawl) ?u an akl?ma gelen ve okurken kafam? duvarlara vurmama neden olan hatalardan sadece birkaç?.

Ne ironiktir ki Rapture çökerken çeviri de yükseli?e geçiyor. 240’l? sayfalardan sonra birdenbire az önce sayd???m hatalar asgariye iniyor ve kabul edilebilir, ak?c? bir anlat?m kar??l?yor bizi. ??in güzel k?sm? tam da i?lerin kar??maya ve heyecan dozunun artmaya ba?lad??? k?s?mlarda oluyor bu. Kötü taraf?ysa o noktaya gelebilmek ad?na yakla??k 250 sayfal?k bir eziyete katlanmak zorundas?n?z.

Sonuç olarak muazzam bir detayc?l?k, asl?na inan?lmaz bir sadakat içeren ama kesintili anlat?m? ve a??r? kalabal?k karakterleri nedeniyle sadece oyunlar?n hayranlar?na tavsiye edebilece?im bir kitap Bioshock: Rapture ?ehri. O da çeviri konusunda çok tak?nt?l? de?ilseniz...

- *M. ?hsan TATAR?*

?ncelemenin tamam? için: <http://www.kayiprihtim.org/portal/inc...>

Ray Slaven 3 says

One of the best books I've read in a long time

This book was FUCKING awesome. there is literally no other way to describe it. this book told everything about how the Rapture we travelled thru came to be. He wrote this book so well I could see it as a movie in my mind. This book was and still is epicly awesome. I've read it 5 times and would gladly read it again.If this author ever writes another book about another adventure in Rapture. I will most definitely buy it.

.

Joel says

This was, simply put, one of the worst books I've ever read. Ever. It was awful. Shirley managed to take an idea that was already made up for him, with a rich history and details laid out for him, and screw it up so

thoroughly and fantastically. Fans of the Bioshock franchise surely appreciate the amazing atmosphere, ideas, history, etc of the world. I can't imagine many people would play the original game and not go "Man, I would love to dig into this farther". But wait, they made a book about it! Yes! It must be interesting!

But it's not. Shirley prattles on for a few hundred pages about next to nothing at all. Major areas of storyline were completely glossed over, while focus was put on inane conversations and meaningless politicking. Everything is laid out and presented in the most hamfisted and unskilled way possible - the Objectivist politics are thrown in your face constantly - Ryan basically quotes their principles over and over, without any differentiation or compromise. We're constantly reminded of his views, but with zero subtlety - everything is very specific, very shallow and predictable.

That's not even mentioning the prose and writing itself, which was offensively bad. Like, not up to professional author standards. The dialogue was stiff, mechanical, monotonous. Shirley seemed to think that if he had characters use different sayings and mentioning accents, he could get away with them *all sounding identical*. His amateur presentations of many of the main plot pieces took away from what little story there was. I found myself just wanting to stop reading over and over again. If this book was longer, I might have just given up.

As much as the pieces of lore from Rapture tingled my nerd feelers from time to time, I would lose that reverie quickly when a character made some stupid comment, a completely irrelevant scene occurred, or Ryan spouted more textbook Objectivist nonsense. We get it, it's bad and ridiculous. We all know that. Well, all but Libertarians. I wouldn't recommend this book to ANYONE, not even hardcore fans of the game series. This book is completely uninformative and a terrible read.

Krissy says

2015 Reading Challenge W/Josh: #41 A Book By An Author You've Never Read Before

I did not expect to enjoy this book. This book was one of my brother's choices for our reading challenge we are doing together. A novel based on a video game? I couldn't be less enthused. So imagine my surprise when I was actually starting to really get into the story. I thought it was unique and interesting and I ate it up! My only complaint was that it felt a bit choppy at times but the author has to cover a span of about 13-14 years in a short amount of time. So I understood why chunks of time were skipped every once in a while. Luckily it didn't detract from the story and I was still able to follow along without any problems.

This book is basically a prequel to the video game series. It's my understanding that the video game starts out not long after this book ends. I wouldn't know though since I don't play. My brother is a gamer and a big fan of the Bioshock games (hence why I got stuck reading this book). My last obsession with video games died with Dr. Mario back in the 90s.

So to wrap it up I thought it was a great story. And I really enjoyed it. Though the ending was a bit abrupt. I think even if you are not a video game fan but enjoy this genre you would still enjoy this book.

3.5 stars

Sarah says

Honestly, when I picked this book up, I was expecting (and hoping for) a rather dumb book based on a video game that I could read for a few hours' entertainment.

I was surprised by how GOOD I actually found this book to be.

You don't have to be familiar with the Bioshock games for this to be a good book - though it would probably help. The book's concept is interesting right off the bat: a paradise built on the bottom of the sea, eventually falling to inevitable human corruption and power grabs. That isn't a terrible complex plot. However, it's HOW it happens that makes it interesting. The whole book is very psychological/sociological.

How does a person justify themselves when they do immoral things? How can differing philosophies coexist - or are they even capable of it? How far can you push loyalty? At what point does "absolute freedom" become a prison of its own?

The whole retro-futuristic setting of the story just add a layer to the already interesting concoction John Shirley wrote. The characters' interactions are what drive the story. In the beginning, Andrew Ryan is an idealist who can see the best in (some) people and seems to genuinely want to make the world a better place. By the end, through a continuously eroding society, he has become slightly more monstrous, and many of his cronies take the same self-destructive path.

All in all, this was a fascinating read that both gamers and non-gamers could enjoy.

Thea says

This book is a prequel to one of my favourite survival horror video games called BioShock, so I just had to read the prequel. The plot of the video games are based loosely off of Ayn Rand's *Atlas Shrugged* and *The Fountainhead*. The game starts out with the protagonist crash landing in the middle of the Atlantic ocean where he then discovers and under water utopia called Rapture. You then slowly make your way through the city encountering its inhabitants who seem to be out of their minds and are attacking you. Your only company is an Irish man's voice through a shortwave, hand held radio who asks you to do certain tasks for him. The book shows you what happened before the city's downfall: who had the idea to make a city under the sea, how it was built, how it was kept a secret, the scientific breakthroughs that were made, the civil war. I would suggest reading this only if you've played the video game(s) first and even then only if you like survival horrors. Again, I really, really enjoyed reading this book and then playing the video game afterwards and seeing how well the author brought every aspect of the video game into the book.

Sesana says

The Bioshock games are some of the best that I've ever played. I love all three dearly, so of course I wanted to read this book, which is meant to cover the founding and fall of Rapture. If you have not played the Bioshock games, and have any interest whatsoever in doing so, then please, please do. At the very least, watch the opening, to get a taste of the story and the world. Now, this book isn't great, and it could be. What is best and most engaging is that which is taken more or less directly from the games. The best bits of writing are cribbed from the audiologs you can hunt up in the games. Shirley doesn't actually add that much, except

perhaps to cobble together the scattered information from Bioshock and Bioshock 2 into a single comprehensive timeline, something that isn't really done for you in the games. I did spot a few places where the book contradicts the games. On one hand, those are mostly minor differences. On the other, some of them are obviously choices that Shirley actively made for some reason, and they don't do much to add to the story. There's no reason to read this book if you haven't played the games. In fact, I'd advise against it if you have any intention of doing so. If you have played the games, you've already encountered the best writing this book will have to offer. And unfortunately, there's not a lot in the way of character insight to sweeten the deal. At least it's a very quick read.

M. Ihsan Tatari says

Bilhassa Bioshock serisini oynam?? olanlar için gerçekten de güzel bir kitap. İlk iki oyunda ya?anan olaylar?n öncesini ba?ar?l? bir ?ekilde ele al?yor ve neredeyse oyunda gördü?ünüz en ufak ayr?nt?ya bile yer veriyor. Yazar John Shirley ses kay?tlar?na, mekânlara, sa?da solda buldu?unuz cesetlere kadar hiçbir ?eyi atlamam?? ve hepsini ilmek ilmek örmü?.

Bununla birlikte konu çok fazla küçük bölümden oluşuyor. Bölüm içinde bölümler var ve durmadan mekan de?i?tiriyoruz. O nedenle konunun devaml?l??? kayboluyor. Ak?c? bir anlat?m? oldu?unu söyleyemeyece?im.

Ve çeviri... ilk 240 sayfan?n çevirisi ciddiye çok kötü. Son 200 sayfada ise maharetli bir editörün elinin de?mesiyle birlikte o sorundan kurtuluyorsunuz. Ama kitab?n ilk yar?s? boyunca küçük çaplı? bir i?kenceye katlanman?z gerekiyor.

Rapture'?n oyunlardaki hâlini in?as?ndan y?k?m?na kadar merak ediyorsan?z bir bak?n derim, ama inan?lmaz sürükleyici bir macera da beklemeyin.

Talha says

Bir prequel'den ziyade ilk oyunda yer alan background hikayelerinin bir derlemesi gibi BioShock: Rapture ?ehri. En k?sa sürede bir inceleme haz?rlay?p, sizlere daha detaylı? anlataca??m ama maalesef pek vurucu bulamad?m ben. BioShock hayran? olarak olarak beni bir noktada tatmin etse de bu evrene uzak olanlara yine uzak kalacak bir kitap.

Maciek says

Welcome to Rapture - the world's fastest growing pile of junk!

For those who have not played *Bioshock*, this book will probably not be very appealing; for those who did, it will be very disappointing. I am a big fan of the original *Bioshock*, which is the only reason why I read this book - and it's also the reason why I wouldn't recommend it to anyone interested in ever playing *Bioshock*, as it is nowhere near matching the quality of the story and writing as presented in the game.

For those unfamiliar: *Bioshock* is a first-person shooter set 1960, which begins with a bang: a plane crash somewhere in the Atlantic Ocean, with a sole survivor - the protagonist, Jack. Jack manages to swim through

the wreckage and fire to a nearby island, which contains only a single lighthouse - looming tall and ominous in the night. Upon entering, he is even more surprised, as the interior of the lighthouse is stylishly designed, with statues and numerous plaques and banners with propaganda slogans - - with music playing along the marble stairs. The stairs lead to a bathysphere terminal, which seems to be the only way out, and upon entering it Jack discovers that the bathysphere is active - and as he switches it on, it takes him to a real city hidden beneath the depths of the sea, created who refused to live with the rest of the world...

If you have not played Bioshock, you owe it to yourself to at least see the opening part I have just described - you can watch it here. It's just seven minutes long - but what seven minutes are they!

There is just so much to enjoy about Bioshock: from its ambitious, cinematic scope, epic storyline, a large cast of diverse characters; art style combining art deco with steampunk, countless popular songs from the era combined with an orchestral score with beautiful, moving themes by Garry Schyman. Perhaps the largest asset of the game is how it draws the player into itself - Jack is a silent protagonist (the introductory movie is the only part of the game where he says anything) who is drawn into a completely strange, absurd and utterly impossible world, which shouldn't exist but does - Rapture, an underworld city. The player learns only what he/she will discover while playing the game, with their only companion being an Irishman nicknamed Atlas, who communicates with Jack via the portable radio he finds in the bathysphere. To understand Rapture and find his way through it, Jack has to rely on messages from Atlas and interact with its inhabitants, most of whom will not be friendly.

The most compelling thing about *Bioshock* is that it forces the player to explore the environment to find information - Rapture is peppered with hidden audio diaries, on which dozens of its various inhabitants recorded their thoughts and messages. The game gives no clue as to where they are located, and its entirely up to the player to find them - one can complete the game without listening to the majority of them, but would miss out on a large chunk of background storyline. This is genuine refreshment from constant and brutal exposition which we see in literature and film, where symbolism is heavy handed and equally heavily transparent.

If what I wrote sounds interesting, then you should definitely experience *Bioshock* for yourself - but not via John Shirley's book. It is set before the events of the game, as a mean of introducing the characters who would build and shape the underwater city of Rapture, but lacks everything which made *Bioshock* interesting in the first place. The prose is flat and unemotional; characters who were mysterious and compelling become lifeless and predictable. It is not a terrible book, but it's terribly by the numbers - so much so that it quickly becomes nothing more than a collection of winks and nudges to fans of the game, occasionally directly quoting specific parts of it. It lacks the scope of the game, all the different voices of its many characters; its different philosophies and themes are mostly summarized and thrown into the face of the reader, shall there be risk of him missing them. *Bioshock* is a truly unique experience - this book is just not.

Andrea says

If by chance you haven't played the game yet, this book is a great way to start. There's no spoilers at all so no worries about knowing everything for the game. It's a great introduction to the story and the world of Rapture. You learn about all of the characters and even discover some surprising history about Andrew Ryan.

I adored this book and could not put it down, which I admit, surprised me a lot. I never have high hopes for books based on video games. They are usually alright but nothing that would be considered engaging or even quality writing. This book however is completely amazing. The author does a fantastic job of creating the

world of Rapture and weaving all of the characters and history together. You can't help but want to learn more and keep reading.

I would even read this book again just to slip away to Rapture for a little bit more.
