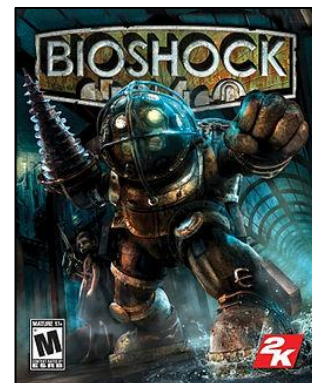


BioShock: Impact Guide

For Players

BioShock is a first-person action and survival game released in 2007 for the Xbox 360 and PC. The game centers on the player's exploration of the underwater city of Rapture and the struggle between factions of its inhabitants. Throughout the game, the player encounters members of the groups and must confront several morally ambiguous scenarios and has some agency in choosing how to align themselves. The game was a critical and commercial success and spawned sequels *BioShock 2* and the upcoming *BioShock Infinite*, as well as comics, novels, and other merchandise.



How to use this guide: Players – We've identified several interesting or important themes in the game. As you play through, reflect on your play. How have you experienced these themes? Are there other important ones present in the game? What kind of impact does your play allow in the larger world? Answer the questions we've provided – but feel free to add more at www.gamesandimpact.org.

Warning: Questions contain some spoilers about the games.

Theme: Authority

BioShock is set in the fictional city of Rapture, founded as a refuge from overbearing government regulation and religious fervor of post-WW2 America. The games' lead writer, Ken Levine, admits that the works of Ayn Rand were a primary influence on the development of the story and the inhabitants of Rapture. Many of the confrontations the player encounters are a result of these philosophical struggles.

Game

- *How is authority positioned in the game?*
- *The statue of Rapture founder Andrew Ryan is inscribed with the phrase "No Gods or Kings. Only Man." What does this say about authority? Is this irony? Why or why not?*
- *What is the relationship between the Little Sisters and Big Daddies? Who establishes it? Who maintains it?*
- *Does your character have any way to challenge the authority of Andrew Ryan or Atlas? Why do you think this is?*

Player

- *How do you feel about Ryan's argument about government interference in the progress of science and humanity?*
- *Did you feel more aligned to Atlas' position or Ryan's? Were you conflicted on how the game progressed and your role in the struggle?*

- *How would you change the game to more closely reflect your own feelings about the role of authority?*

World

- *What is the relationship between government, religion, and science in the real world? Does the game make you feel differently about them?*
- *What do you think would happen if a city/nation like Rapture were created in the real world?*
- *Is authority always oppressive? Beneficent? What function does authority play in the everyday?*