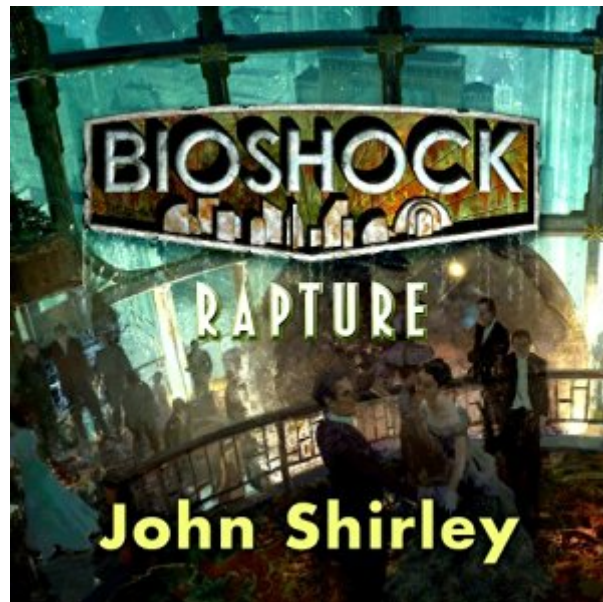


The book was found

Bioshock: Rapture: Bioshock, Book 1



Synopsis

It was the end of World War II. FDR's New Deal had redefined American politics. Taxes were at an all-time high. The bombing of Hiroshima and Nagasaki had created a fear of total annihilation. The rise of secret government agencies and sanctions on business had many watching their backs. America's sense of freedom was diminishing... and many were desperate to take that freedom back. Among them was a great dreamer, an immigrant who'd pulled himself from the depths of poverty to become one of the wealthiest and most admired men in the world. That man was Andrew Ryan, and he believed that great men and women deserved better. So he set out to create the impossible: a utopia free from government, from censorship, and from moral restrictions on science, where what you gave was what you got. He created Rapture - the shining city below the sea. But this utopia suffered a great tragedy. This is the story of how it all came to be... and how it all ended.

Book Information

Audible Audio Edition

Listening Length: 12 hours and 20 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Tantor Audio

Audible.com Release Date: June 25, 2012

Whispersync for Voice: Ready

Language: English

ASIN: B008EGESGY

Best Sellers Rank: #46 in Books > Literature & Fiction > Genre Fiction > Sea Stories #109 in Books > Audible Audiobooks > Science Fiction > Adventure #125 in Books > Literature & Fiction > Genre Fiction > TV, Movie, Video Game Adaptations

Customer Reviews

!!WARNING!! This book is a prequel to the games, but DO NOT read this book before playing them (Why haven't you played them yet???). It will give away certain "details" that the player should not know about when playing the games. This holds especially true for the first BioShock. I won't mention any of these spoilers in this review, so read on...I wasn't expecting much when my copy of BioShock:Rapture arrived in the mail, but I consider myself a pretty big fan of the series and the idea of a prequel in print was enough to make me preorder it. I was not disappointed... far from it in fact.If you've played the BioShock games then you know a great deal of the storytelling is done via

audio diaries. These audio diaries are exactly what they sound like... the audio recorded thoughts of those that lived in Rapture. As you progress through the games you discover these recordings scattered about here and there. Each diary contains a small piece of a puzzle; a very dark puzzle that paints a picture of what took place in Rapture. From these diaries we learn of some of the horrible experiences of its citizens, as well as the events that ultimately caused its downfall. John Shirley does an extraordinary job of tying these diaries together into a novel that really fleshes out the story of Rapture. In bringing these diaries together, Shirley takes side-characters from the games and gives our brief encounters with them more meaning. People that had small cameos from the games are given new life as you see the events that led to their fate in greater detail and from different angles. Not every character is given as much attention as others, but overall I was very satisfied.

This book is odd...in more ways than one. I love BioShock. I mean, LOVE IT. It's one of the most inspiring works I've ever experienced before in the whole of my life. The very first time I sat down by myself and played the first BioShock, I started playing and thought to myself "This is INCREDIBLE" but then, after I continued playing, started collecting the diaries, paying attention to my surroundings and really analyzing the whole thing, I realized that what I was experiencing was much deeper than simply a video game. The message(s), themes, characters...they are as complex and as vivid as those of any great film or novel. By the time I was half way through the first BioShock, my reaction went from "incredible" to "this is important...this is tragic and deeper than they let on...". Of course, I played and got the "positive" ending, which I assume is the "true" ending to the story, so that made the experience all that much better. Fast forward 2 years and I stumble upon this book by John Shirley. Needless to say I got it the day it came out. At first, I was amused with it and how the story was progressing...then I was troubled...then, by the end of the novel, I was thrilled. Make no mistake, this is not a perfect book. Nor does it give a good, in-depth view of Rapture. It certainly extends the story and tells a harrowing tale, but I often found myself wishing parts were longer and that the characters interacted more. Additionally, I think John Shirley had a mixture of success in the characters...I think he got McDonagh, Ryan, Fontaine, Sander Cohen and the Lutz's perfectly right.

The Good: Fills in the blanks in the first game, captures the atmosphere perfectly, everything in the game is in this book, a lot of questions answered from the game that couldn't have been otherwise
The Bad: Ending feels a tad rushed, a little slow to start
Rapture is a book that gets the novel translation perfect and all other games novels need to do. Rapture manages to used every

single character, area, and even use word for word audio diaries from the game, and puts it into one cohesive narrative. The book starts off in 1945 with Andrew Ryan starting plans on building Rapture. The stories main protagonist is not Jack, but Bill McDonagh. He starts out as a plumber and Ryan plucks him up and has him help create Rapture. This all can be linked to the first game, and the whole book is just 100% spot on with everything. If you truly love the lore and setting of BioShock this is the book to read if you want to know what happened during certain audio diaries, why certain ones were made, and even just how the hell did this underwater city get created. The book spans 14 years leading right up to the beginning of the first game. The book actually has you following a whole civilization fall into despair and depression. Slowly everyone starts going insane on ADAM and EVE and Plasmids. You even get to know how those things were actually invented. You even get to see how security bots, turrets, and cameras came to be, and even Circus of Value vending machines get mentioned. The book does so much right that fans will just be shocked and awed about events playing out and will run through the game in their head and think, "So that's how that happened!". The book even made me go back and play through the whole game again just to link everything to the game.

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