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Bioshock Fans“ man chooses, the habit obeys”Foro bioshock fanspor nezztant103 8 years ago / answers: 7 / readings: 46425 in case someone is interested in leaving here a link where you can download the bioshock book: rapto por john shirley. click here to download ChRiS5938065 well I have it physical and read it long ago but thanks the contribution. AstroMurgui48808 a book that is highly recommended. I have it in a physical way and very accurately explains what happened in rapture before the facts of bioshock 1. alvarovond1 It seems to me something unbelievable, a book of rapture! I don't know if you understand, you could comment on the book, what you have read, to know if it is worth understanding; thank you. AstroMurgui48808@Alvarovond show quote It seems to me something unbelievable, a book of rapture! I don't know if you understand, you could comment on the book, what you have read, to know if it is worth understanding; thank you. It's not very long but it's very good. He explains what.previous to bioshock 1 and 2.Eduarroz601 I am reading it, and the truth is that it is very good, and he explains things that I for example did not know. Conery61Paso por este librito que me han recomme. saludos! Wal198913844 thank you very much. I was looking for this book a while ago in english and I didn't expect it. Games© forum 3djuegos 2005-2022. . about forum 3d gains had legal information 12x 37 pesos with 46 cents $37.46 bioshock is a first-person shooting videogame, developed by irrational games (formerly known as 2k Boston/2K australia), published on 21 August 2007 in North America for the Windows operating system and the xbox 360 console, three days later in europa and australia, and 31 August. a version for playstation 3, developed by 2k marin, was subsequently launched internationally on 17 October 2008, 20 in spain and 21 mismo mes en NorteamÃ©rica. AsÃÂ como una versiÃ³Ân para Mac OS X, el 7 de octubre de 2009.[3] Fue diseÃ±Âado e ideado por Ken Levine. Una secuela, BioShock 2, fue lanzada el 9 de febrero de 2010.[16] y se espera una tercera parte para el 2012, BioShock Infinite. El juego transcurre en una ucronÃÂa del aÃ±Âo 1960, y pone al jugador en el rol de Jack, superviviente de un accidente de aviÃ³Ân, que luego deberÃ¡Â explorar la ciudad de Rapture, mientras que lucha contra seres humanos mutados con poderes especiales y robots diseÃ±Âados para atacar ciertos objetivos automÃ¡Âticamente. El juego, que se encuentra en la categorÃÂa de juego de disparos en primera persona, incorpora elementos de juegos de rol, survival horror y sigilo, por esto, es descrito por sus desarrolladores y Levine como una "secuela espiritual" del juego System Shock 2.[17] El juego ha recibido gran cantidad de crÃÂticas positivas, ademÃ¡Âs ocupa el tercer puesto en la escala de clasificaciÃ³Ân de videojuegos para Xbox 360 por GameRankings,[18] y el cuarto para PC.[19] Â Â Jugabilidad BioShock es un juego de disparos en primera persona con personalizaciones de juegos de rol, elementos de juego de sigilo y fragmentos de survival horror,[20] [21] muy similar a System Shock 2. El jugador toma el rol de Jack, el protagonista, que tiene como objetivo luchar a travÃ©Âs de Rapture, usando armas y plÃ¡Âsmidos (modificaciones genÃ©Âticas), a fin de completar objetivos. En ocasiones, el jugador puede optar por usar tÃ¡Âcticas de sigilo para pasar inadvertido por cÃ¡Âmaras de seguridad y torretas. Mientras explora Rapture, el jugador va recolectando dinero (representado como dÃ³Âlares), el cual puede ser usado en distintas mÃ¡Âquinas expendedoras para conseguir municiÃ³Ân, salud, y equipo adicional. Las armas pueden ser mejoradas en "Terminales de mejora de armas", encontrados en diferentes puntos de la ciudad, los cuales le permiten al jugador aplicar una mejora por uso, y luego deactivate. The player also finds replacement pieces that can be used in the "U-Invent" to create new ammunition or articles of use. CaMareras, turrets and vessels can all be pirate to take advantage of the player, such as radicals against enemies and buying discount articles. The pirate requires that the player complete a minigame similar to Pipe Mania in a limited time. The player receives a "early investigation" in the game, allowing him to take photographs of enemies to analyze them, while the photograph is of better quality the analysis will be more beneficial. After carrying out sufficient animals of an enemy, the player is granted with a damage, plans, and other gifts to face the enemy in future battles. [17] The "vita-cosmares", with glass walls, can also be found by the entire game, which are not used directly by the player, but when Jack dies, his body is reconstituted in the misma Sos close, keeping all its possessions, but with only a portion of its total health. Installing an update of the game, the player has the option to disable their use, so in the event that Jack dies, the player would have to restart from a stored game. [22] A batisfera allows the player to move to different areas of the city, which in certain points of the game can be used freely by the player to return to Áreas already explored. The player can gather and assign a number of plan that granted Jack the ability to unleash special attacks or grant passive benefits as improved or pirate techniques. "Active" â € similar similar al manÃ¡Â; el EVE puede ser repuesto por medio de jeringas. Estos plÃ¡Âsmidos ademÃ¡Âs cambiarÃ¡Ân la apariencia del jugador para reflejar el "sacrificio de su propia humanidad".[23] Los "tÃ³Ânicos" son plÃ¡Âsmidos pasivos y no requieren de EVE para obtener su beneficio. El jugador sÃ³Âlo puede equipar un nÃºÂmero de plÃ¡Âsmidos y tÃ³Ânicos cuando sea. El juego anima al jugador a usar combinaciones creativas de plÃ¡Âsmidos, armas y al uso del entorno.[24] Los plÃ¡Âsmidos pueden ser recogidos en algunos puntos alrededor de la ciudad, pero mÃ¡Âs a menudo son comprados por el jugador en los "Jardines de las recolectoras" usando el ADAM mutÃ¡Âgeno que es reunido de las "Little Sisters". Para reunir el ADAM, el jugador tiene que derrotar al "Big Daddy" ¢ÂÂÂ humanos genÃ©Âticamente mejorados usando una escafandra acorazada ¢ÂÂÂ que acompaÃ±Âa y protege a cada Little Sister. DespuÃ©Âs de esto, el jugador tiene una elecciÃ³Ân moral: o matar a la Little Sister para cosechar bastante ADAM, o rescatar a la Little Sister y conseguir una suma menor, sin embargo por cada tres Little Sisters que el jugador salve un regalo con ADAM es entregado. Aunque ambas elecciones tienen sus ventajas, este elemento contradictorio moral tiene un impacto en el argumento o historia, y, entre otras cosas, en la dificultad del juego mismo.[25] Â Resumen Â Escenario Â Supuesta ubicaciÃ³Ân de Rapture. BioShock estÃ¡Â ambientado durante una ucronÃÂa del aÃ±Âo 1960, en Rapture, una ciudad distÃ³Âpica/antiutÃ³Âpica ficticia bajo el agua. El jugador se entera de la historia de Rapture a travÃ©Âs de grabaciones de audio mientras explora la ciudad.[26] Rapture fue prevista por el magnate Andrew Ryan, el cual querÃÂa crear un estado laissez faire para escapar de la autoridad polÃÂtica, econÃ³Âmica y religiosa cada vez mÃ¡Âs opresiva en tierra.[27] La ciudad fue secretamente construida en 1946 sobre un relieve oceÃ¡Ânico en la mitad del ocÃ©Âano AtlÃ¡Ântico, utilizando volcanes nos y ,n³ÂÃileber al ed s©ÂÃupsed y etnarud adreuc n³ÂÃicalbop al a noratam euq MADA led setneidneped sonamuh ,"srecilpS" sol a otneimican oid n³ÂÃileber atse ;erutpaR adot rop ³ÂÃidnetxe es euq nayR ed artnoc ne n³ÂÃileber aveun anu noraznemoc MADA noc sodidnufni serodiuges sus y saltA ,9591 ed oveuN o±ÂÃA led sarepsÂÃv nE .atnetnocsed esalc al ed redÂÃl le omoc ³ÂÃilas ,saltA adamall ,arugif aveun anu ,sesem sonu ed obac lA .eniatnoF ed sodims¡ÂÃlp ed oicogen led ³ÂÃtuacni es nayR .odanisesa ,³ÂÃmrofni es nºÂÃges ,eniatnoF y adatsalpa etnematneloiv euf n³ÂÃileber al orep ,nayR werdnA a racorred ³ÂÃtnetnI .osoredop etnemasnemni noreicih ol ,sodims¡ÂÃlp ed airtsudni al ed lortnoc us noc otnuj ,sotsÂÃ .osoigiler lairetam omoc lat ,eicifrepus al ed sodibihorp solucÂÃtra noc sonadaduic sol a rilpus arap odnabartnoc ed n³ÂÃicarepo anu ³ÂÃicelbatse n©ÂÃibmaT .)nayR werdnA ed aÂÃfosolif al a ocit©ÂÃtitna ogla(adanigram esalc al a rayopa arap savitatirac senoicaicosa ³ÂÃicelbatse eniatnoF knarF .³ÂÃtnemua serbop y socir ertne ahcerb al ,opmeit led osap le noC ."sretsiS elttiL" sal ne esodn©ÂÃitrivnoc naÂÃranimret selauc sal ,sotanafro ed sadamot nare euq ,senev³ÂÃj sa±ÂÃin ed sogam³ÂÃtse sol ne sasobab sal a odnatnalpmi asam ne odicudorp res aÂÃdop MADA ese euq ³ÂÃllah muabneneT .sanamuherbos sedadilauc noc sopreuc sus rarojem naÂÃrdop setneilc sol lauc al ne ,sodims¡ÂÃlp ed airtsudni al noraerc ,eniatnoF knarF retsn¡ÂÃg y oiraserpme le noc n³ÂÃicarobaloc nE]92[.onamuh amoneg le ribircseer y oda±ÂÃad odijet rareneger ed dadicapac al renet arap muabneneT ettegdirB .arD al rop atreibucsed euf lauc al ,adiconocsed etnemroiretna ram ed sasobab ed eicepse anu ed sadahcesoc erdam salul©ÂÃc ,MADA le euf sotnaleda sose ed onU .daduic al a ojart nayR euq setnallirb socifÂÃtneic a etrap ne saicarg ,aAÃgoloncetoib y aÂÃreinegni ne ollorrased odip¡ÂÃr nu a odneicudnoc erutpaR ne ³ÂÃicerolf ocifÂÃtneic osergorp lE]82[.acimr©ÂÃtoeg a-ÂÃgrene ed amsim al a reevorp arap Only survivors after it. Ryan, in turn, began to pack his own strength, and his paranoia had reached such a level, which was hanging dozens of people, the most innocent, in the main square of Rapture. To deal with ADAM's scarcity, the Little Sisters were given the pavlovian conditioning to travel through the city and extract ADAM from the dead, recycling the raw ADAM in their stomach after having been swallowed. The "Big Daddy", armed humans, without their own will and highly improved using escafandras, were created by Dr. Suchong, the hundredth century behind many mobs, to protect the Little Sisters during their work.[30] Argument The Big Daddy use scafandras that allow them to breathe under the water and give them that singular look. At the beginning of the game, Jack (the protagonist character) is one more of the passengers of a transoceanic flight than one night of 1960 (after the society in Rapture had collapsed) apparently suffers an accident while flying over the Atlantic in place near Greenland. After the impact Jack turns out to be the only surviving and, after recovering, he emerges to the surface swimming between the remains of the apparatus in direction of a small island nearby, crowned by an imposing tower with a beacon look, where he will try to shelter and ask for help. Once inside Jack discovers a batisfer, which will not know how to take him on a journey of descent in the ocean to the submarine city of Rapture. Nothing more to get to the reception lock, Jack will witness a scene that will make him understand that that place will not be the refuge he expected. At this point the real adventure will begin, an Irish guy, Atlas, through a service radio found in the batisfer, will help Jack get to a safe place, while Andrew Ryan, believing thatIt is an agent of a surface birth, uses the automated Sir -controlled systems and its splaps controlled by pheromones against ãgeâ © l. Atlas tells Jack that the only way to survive is using the skills granted by plan, and that he has to kill the little systems to extract the Adam from him. Hearing by chance the words of Atlas, Dr. Tenenbaum intercepts Jack, and encourages him to save the little systems instead, giving him a plot that can move to the slug sea in each Little Sister. The decisions that Jack makes from then on whether he decides to save or kill the Litter Sisters will determine a series of rewards in the form of a plan and also will condition the end of the game. Atlas says that his wife and son have been hiding in a submarine and directs Jack towards him to rescue them. Just when Jack and Atlas reach the lock where the submarine is located, Ryan commands to destroy it; Atlas, enraged, asks Jack to kill Ryan. When Jack is about to arrive at Ryan's office, this last one activates the system of self -structure of the city. Finally, Jack faces Ryan in his office. Ryan reveals a truth that he would decipher by himself. Jack was actually born in Rapture only four years are attached, genically modified to mature carefully. He is Ryan's illegal son for a loving adventure with Jasmine Jolene, a dancer. They also reveal that, after buying Jack's embryo, Frank Fontaine describes it ± Âfâ³ to obey ãgeâ³³rdines that are preceded or followed by the specific phrase " Would you be so kind of ...? " (Would You Kindly ... in English © S). Jack was then sent to the surface when the war began to get him out of Ryan's reach. When the conflict between Fontaine and Ryan stagn Use its content, a revival, to kidnap and crash the aviãge near the lighthouse, by means of coordinates; allowed to return to Rapture as a Fontaine tool. As Jack was the son of Ryan, he could use the batisphere network and the vita-cue system freely, which had been closed to all, except those who were inside the genus range of Ryan . Ryan orders Jack to kill him, wanting to die under his own will. With Ryan's death, Jack realizes too late that Atlas had been using the trigger to control it. Finally, Jack deactivates the self -destructive system, Atlas rebels and Fontaine (his death from him having faked so that Ryan would lose track of â â © l) takes control of the city, leaving Jack at the mercy of the systems of the systems of reactivated security. Dr. Tenenbaum and her Little Sisters of her help Jack escape through the ventilation system, where he falls and loses knowledge. When Jack wakes up, Dr. Tenenbaum has already deactivated some of his conditional reactions (as well as the same trigger phrase) and helps him break with the remaining ones, among which one that could have stopped him the heart . Dr. Tenenbaum explains to Jack that to get to Fontaine, he needs the help of the Little Sisters, and for him to collaborate with him, Jack must resemble a big daddy. With the help of Dr. Tenenbaum, Jack manages to gather all the pieces of a Big Daddy scan and make changes in his body to resemble one. Then, with the help of the Little Sisters, Jack manages to locate Fontaine. Fontaine, cornered, is injected with vast amounts of Adam and becomes an inhuman monster. Jack fights with Fontaine, winning at the end and allowed the little systems to subdue and extract the Fontaine Adam. Inspiration Bioshock inspires its argument into the acclaimed novel ♪♪ ♪♪ ♪♪ ♪♪ ♪♪ ♪♪ ♪♪♪ ♪♪♪