

BioShock Trophy Guide

By onuosfan • Published 4th March 2014 • Updated 2nd July 2022

BioShock is a unique story-driven first person shooter that puts the player in the creepy underwater city of Rapture, and offers a wide variety of weapons, gadgets, biological modifications, enemies and puzzles.

214
USER FAVOURITES



152,891
VIEWS

4/10
DIFFICULTY

1
PLAYTHROUGH

15
HOURS

UNMISSABLE

- Became a Big Daddy
- Broke Fontaine's Mind Control
- Completed Cohen's Masterpiece
- Completed Welcome
- Defeated Andrew Ryan
- Defeated Atlas
- Defeated Dr. Steinman
- Defeated Peach Wilkins
- One Successful Hack
- Restored the Forest

MISSABLE

- Found Cohen's Room
- Historian
- Little Sister Savior
- Tonic Collector
- Weapon Specialist

COLLECTABLE

- Historian
- Tonic Collector

DIFFICULTY SPECIFIC

- A Man Chooses
- Brass Balls
- I Chose the Impossible
- Seriously Good At This

STACKABLE

- A Man Chooses
- Brass Balls
- I Chose the Impossible
- Seriously Good At This

BUGGY

- I Chose the Impossible

ROADMAP

Stage 1: Spoiler Warning!!!

The story of BioShock is a huge part of the game, and is best experienced through the game itself. This trophy guide contains spoilers throughout, including the names and descriptions of story-related trophies, so if you don't want to be spoiled, play the game first on one of the easier difficulty settings and enjoy yourself, then come back here and use the guide on a second playthrough.

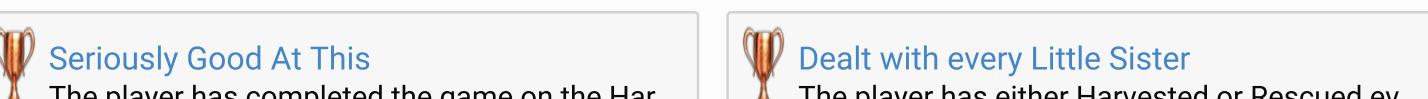
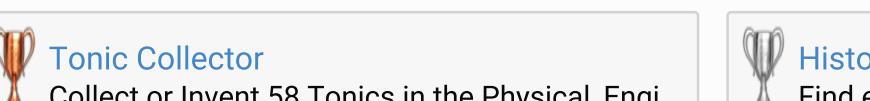
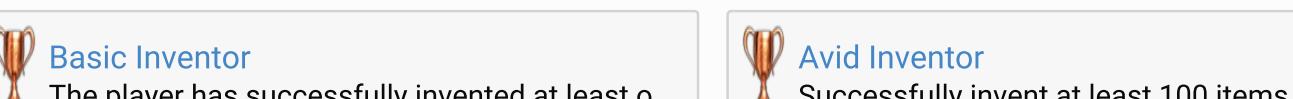
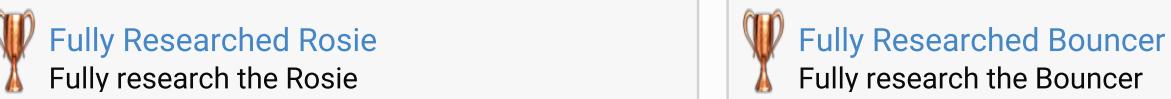
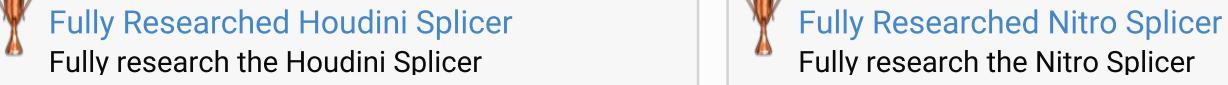
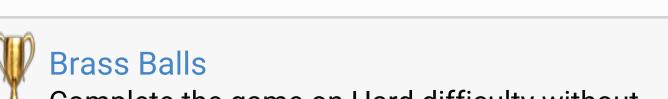
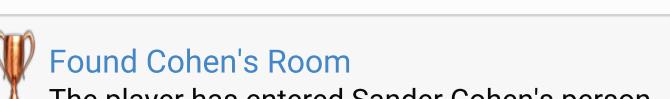
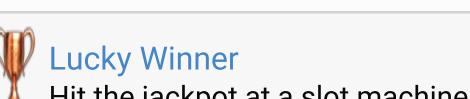
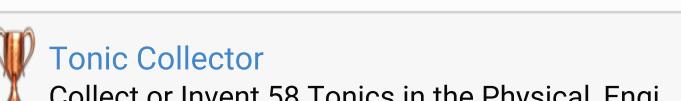
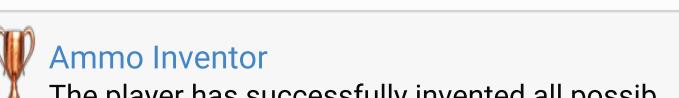
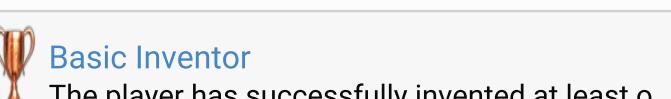
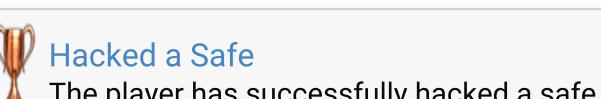
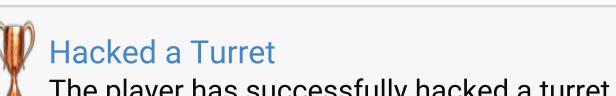
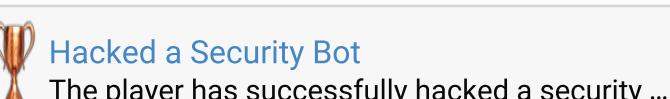
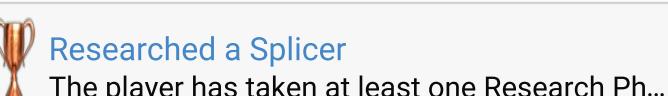
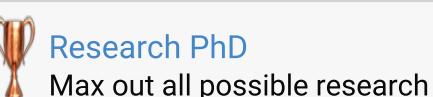
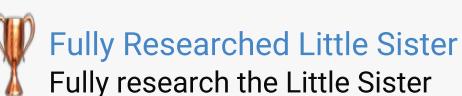
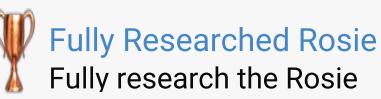
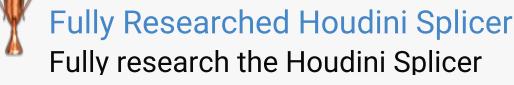
If you'd rather just get through it as quickly as possible and want to know how to do that, read on, but consider yourself

Stage 2: Play through and gather all collectibles, upgrades and research

Note: You can choose any difficulty you like for this playthrough, but you must DISABLE VITA CHAMBERS and play on Survivor difficulty if you want to finish in one playthrough - see [I Chose the Impossible](#) below for tips.

Enjoy the story and be sure to collect all Tonics and Diaries, rescue every Little Sister and take pictures of every enemy you see to complete all of your research. **DO NOT kill Sander Cohen** after you complete his masterpiece in Fort Frolic, or you will miss out on three trophies on this playthrough.

 Completed Welcome The player has successfully completed the Wel...	 Defeated Dr. Steinman The player has defeated the crazed Dr. Steinman
 Defeated Peach Wilkins The player has defeated Peach Wilkins	 Restored the Forest The player has restored the forests of Arcadia
 Completed Cohen's Masterpiece The player has completed Sander Cohen's grea...	 Defeated Andrew Ryan The player has defeated Andrew Ryan
 Broke Fontaine's Mind Control The player has broken Fontaine's mind control	 Became a Big Daddy The player has become a Big Daddy
 Defeated Atlas The player has defeated Atlas	 Maxed One Track The player has purchased every slot in one of t...
 Maxed All Tracks Purchased every slot in all four Plasmid and To...	 Bought One Slot The player has purchased one slot in any Plas...
 Upgraded a Weapon The player has acquired at least one weapon u...	 One Fully Upgraded Weapon The player has fully upgraded one weapon
 Two Fully Upgraded Weapons The player has fully upgraded two weapons	 Three Fully Upgraded Weapons The player has fully upgraded three weapons
 Four Fully Upgraded Weapons Fully upgrade four weapons	 Five Fully Upgraded Weapons Fully upgrade five weapons
 Weapon Specialist Acquire all upgrades for all weapons	 Fully Researched Thug Splicer The player has fully researched the Thuggish S...
 Fully Researched Gun Splicer The player has fully researched the Leadhead S...	 Fully Researched Spider Splicer The player has fully researched the Spider Splic...
	



Stage 3: Play on Survivor (Optional)

If you chose an easier path for your first playthrough, now is the time to put everything you've learned to use on Survivor difficulty. See [I Chose the Impossible](#) below for tips.



PLATINUM TROPHY

Collected all other BioShock trophies

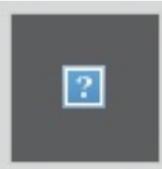


I Chose the Impossible

Complete the game on Survivor difficulty witho...

TIPS & STRATEGIES

- You can skip Big Daddies/Little Sisters and most collectibles, and come back to them later by using the Bathysphere, until just before the last area (you'll get a warning when you get there that you are at the point of no return). The two exceptions to that are *Welcome to Rapture* and *Rapture Central Control*. You **MUST** get everything out of those two levels the first time, or you will have to do your collectibles in a new game, because you cannot go back to them.
- There are five trophies listed as missable, but some clarification is required on that point. Your search for collectibles should finish up in the Point Prometheus level, just before the end of the game. On your collectibles playthrough, **you should have every trophy except** [Little Sister Savior](#) (which you won't get until you finish the game), [Defeated Atlas](#) and trophies for completing the game on various difficulties before you finish that level. If you proceed to the next level from Point Prometheus without gathering all possible collectibles, you can miss several trophies, because **once you begin the last boss fight, you cannot go back**, even after you finish the game. So, for the purposes of this guide, missable trophies are any that you can miss by doing something wrong before you leave Point Prometheus. Anything you can go back and finish up to that point is not marked as missable, although they could be missed if you haven't finished everything before you go past that point. **I recommend keeping two save files (just to make sure you have one that doesn't get overwritten by the autosave) from right before the last fight so you can reload it if you realize that you need to go back for something.**

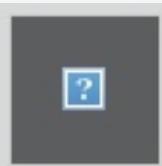


PLATINUM TROPHY

Collected all other BioShock trophies

8.20%

VERY RARE



Completed Welcome

The player has successfully completed the Welcome To Rapture Level

90.22%

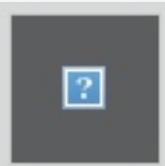
COMMON



UNMISSABLE

This trophy will pop after you go through the airlock and enter the Medical Pavilion.

Note: You must find all audio diaries in this level before leaving, because you cannot come back for them later.



Defeated Dr. Steinman

The player has defeated the crazed Dr. Steinman

75.67%

COMMON



UNMISSABLE

Be sure to hack the health station on the wall to the right before you reach Steinman's "operating room," and then as soon as the fight begins and the doors open, ignore him and run down both flights of stairs to the flooded section of the room so that you can also hack the health station down there. He will try to use these to regain health after you deal him some damage, and hacking them will prevent this.

As for actually fighting him, the first key is to keep moving so he has a harder time hitting you. The best way to take him out is to use Telekinesis to pick up the yellowish tanks lying around the operating table and throw them at him, because they will cause a great deal of damage with each hit. If you run out of tanks and he's not dead, go back to your shotgun or anti-personnel machine gun rounds to finish him off, and the trophy is yours.



Defeated Peach Wilkins

The player has defeated Peach Wilkins

64.74%

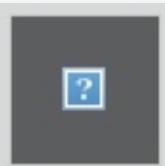
COMMON



UNMISSABLE

You will confront Peach in Neptune's Bounty once he lets you inside his hideout sealed off by a massive door. His paranoia will lead him to attack you and the boss fight will ensue. You have to drop off your weapons before entering his hideout, but you won't need them against him. As you walk into the room, there is a security camera on the right side wall toward the rear of the room, and a turret that pops out on a platform in the back wall. Figure out exactly where those are (it may take dying a couple of times), because when you walk in the room will get all foggy and you won't be able to see much - though you will still be able to see the light from the camera.

You need to run straight back through the fog and hack the camera, then hack the turret once it appears. Be quick so you can get both done before Peach or his goons can damage you. With those two devices as your allies, taking down Peach becomes pretty easy. Just keep moving so the splicers can't shoot you, and use Telekinesis to throw Peach's fire bombs back at him. He'll go down after just a few hits, even on Survivor.



Restored the Forest

The player has restored the forests of Arcadia

57.39%

COMMON



UNMISSABLE

When you get to Langdon's office in Arcadia, you are sent back out with a mission: find 7 samples of Distilled Water and 7 of Bee Enzymes. However, if you hack the U-Invent machine you use to invent it, you'll actually only need 6 of each.

You'll have to head back through Arcadia to the Farmer's Market, where you'll find the Bee Enzymes in the Apiary - set off the smoker to stop the swarming bees and search the beehives for enzyme samples. You'll likely have to do this a couple at a time, because every time you venture into the room, a few splicers will come in after you, and the smoke only lasts for a short time before you have to activate it again. Be sure to search the rest of the room for other helpful items as well before leaving.

From there, head to the Winery to get your samples of Distilled Water. You'll have to make your way down through a couple of levels, fighting enemies as you go, to get enough. You'll likely get 6 well before you get to the bottommost level, but you need to keep going because there is a Power to the People station and a tonic down there that you don't want to miss.

Once you have all of your samples, head back to Langdon's office and put them into the machine overlooking the forest. You'll get a message from Ryan and he'll send several henchmen after you - you can run down to the first room of the office area and lock down the doors, but they'll eventually get through anyway. Fight off three waves and then head back up to the office to activate the machine, restoring the forest.

Tips for the fight: You should have hacked a bunch of turrets and cameras on your previous visit to the office, so they'll help you out, and there is a Big Daddy in the area as well. If you have the Hypnotize Big Daddy plasmid, now is a good time to use it - just make sure you don't accidentally shoot him or he'll turn on you and attack you along with the splicers. As always, it's a good idea to save after every round.



Completed Cohen's Masterpiece

The player has completed Sander Cohen's great masterpiece

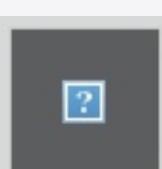
53.97%
COMMON



UNMISSABLE

You will get this trophy after you snap a picture of the exploded piano player, find, kill and photograph the other three people at Cohen's request, place all four pictures in the masterpiece and fight off the waves of splicers that he sends after you.

Do not kill Cohen here on your first playthrough. While your choice will not affect whether or not you get this trophy, you will lose out on the chance for a few others later if you kill him now.



Defeated Andrew Ryan

The player has defeated Andrew Ryan

51.97%
COMMON



UNMISSABLE

You will get this after a cut scene in Andrew Ryan's office on the Rapture Central Control level. There is nothing you need to do to get this trophy.

Note: You must find all three audio diaries in Central Control before going to the office (they're all in the rooms leading up to it), because you cannot come back to this level to get them later.



Broke Fontaine's Mind Control

The player has broken Fontaine's mind control

50.08%
COMMON



UNMISSABLE

You begin the Olympus Heights level under Fontaine's mind control, and the result is that you periodically lose a bit of your health meter until you find the remedy. Following all of the audio directions (and the omniscient arrow, of course), you'll find Lot 192 in Fontaine's apartment, and regain the health you lost.

Unfortunately, this is not the end of his control over you, as you find out that you need to find another dose of Lot 192 in the next level (Apollo Square) to completely break free, and until you do, you have no control over your plasmids. They randomly cycle through, even coming up when you're trying to use a weapon. Get over to the 2nd floor of the Artemis Suites area in Apollo Square to find the second dose in Dr. SuChong's office, and this trophy will pop.



Became a Big Daddy

The player has become a Big Daddy

48.93%
UNCOMMON



UNMISSABLE

Once you collect the Boots, Suit, Helmet, the three Odor solutions and the Voice Modifier in the Laboratory, you will finally get your chance to be a Big Daddy!



Defeated Atlas

The player has defeated Atlas

48.16%
UNCOMMON



UNMISSABLE

Atlas/Fontaine seems really tough at first, but once you know how to tackle him, he becomes very easy. There are multiple ways to do it, but here is the pattern of the fight with him and the recommended method to take him down on Survivor:

- Make sure you max out your stock of Electric Gel in the Chemical Thrower and have as many Frag Grenades as possible before you go in the room. You'll also want to visit the nearest Gene Bank and make sure you have all Wrench-related tonics equipped, plus anything that will help you survive the fight (i.e. Armored Shell).

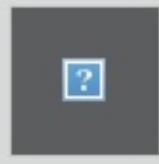
- Make sure you constantly monitor your health and use First Aid Kits whenever you need them. If you die, you'll get them back, and you won't need them after this.

- To finish off Fontaine, you have to drain his ADAM one quarter at a time. The good news is that you get the first quarter just by walking up the steps to the harness he is in and hitting  to suck it out. Before you do that, though, make sure you have your Winter Blast Plasmid, your Electric Gel in the Chemical Thrower and your Frag Grenades in the Grenade Launcher all equipped (they can't be all at once, obviously, but you want to make sure those are the last things you used in each "slot").

- Obviously, he doesn't stay locked up in his harness, but the first time he comes down, you only have to deal with him. He is on fire and alternates between throwing flames at you and charging at you from afar. The easiest way to combat this first wave is just to circle around him and hit him with your wrench. As long as you keep circling around him quickly, you should be able to take care of him with little or no damage.

- Once you knock down his health all the way, he'll head back up to his harness. Quickly hit  to bring up your Winter Blast and then walk up and hit  to drain his second quarter of ADAM (if you don't go quick enough, he'll get down and you'll have to do the wave over again, so don't dally). He'll come back down again, and this time he'll have Security Bots helping him. Freeze and hack two of them, while avoiding Fontaine himself, then switch to the Electric Gel and just fill him with it while the bots blast away at him. He'll go down quickly, but keep an eye on your health, because there may be a third bot shooting at you.

- Quickly switch to your Grenade Launcher and run up to the harness to drain him a third time, while avoiding any bots that might be left over until the alarm ends. Once he comes back down, he'll have an army of splicers with him, but if you just spam Grenades at him, you'll take out most of the ones hanging around him, and him in the process (again, keeping an eye on your health). Once you do, head up to the platform (ignoring any splicers that are left but still using First Aid to keep your health up) to drain his last quarter of ADAM and end the game.



Maxed One Track

The player has purchased every slot in one of the Plasmid or Tonic tracks

52.09%
COMMON



You start with two available slots for each track and have to purchase four more for each to max them out. In order to purchase slots for your Plasmid/Tonic tracks, you must spend ADAM at a Gatherer's Garden, starting with the ones in Neptune's Bounty. You gather the ADAM from either harvesting or rescuing Little Sisters (see  [Dealt With Every Little Sister](#) below). Purchase all the tracks on your most preferred plasmid or tonic first, and you will get this trophy when you purchase the last slot of your selected ability.



Maxed All Tracks

Purchased every slot in all four Plasmid and Tonic tracks

34.68%

UNCOMMON



In order to afford every slot in all four Plasmid and Tonic tracks, you will need exactly 1360 ADAM. You gather the ADAM from either harvesting or rescuing Little Sisters (see [Little Sister Savior](#) below). You will get this trophy when you have purchased every slot for every ability.



Bought One Slot

The player has purchased one slot in any Plasmid or Tonic track

68.11%

COMMON



Buy your first slot on any track for your Plasmids and/or Tonics at a Gatherer's Garden. You will get this while working toward [Maxed One Track](#) and [Maxed All Tracks](#).



Upgraded a Weapon

The player has acquired at least one weapon upgrade

64.03%

COMMON



See [Weapon Specialist](#) below for more details.



One Fully Upgraded Weapon

The player has fully upgraded one weapon

55.55%

COMMON



See [Weapon Specialist](#) below for more details.



Two Fully Upgraded Weapons

The player has fully upgraded two weapons

50.34%

COMMON



See [Weapon Specialist](#) below for more details.



Three Fully Upgraded Weapons

The player has fully upgraded three weapons

44.62%

UNCOMMON



See  [Weapon Specialist](#) below for more details.



Four Fully Upgraded Weapons

Fully upgrade four weapons

34.97%
UNCOMMON



See  [Weapon Specialist](#) below for more details.



Five Fully Upgraded Weapons

Fully upgrade five weapons

24.00%
UNCOMMON



See  [Weapon Specialist](#) below for more details.



Weapon Specialist

Acquire all upgrades for all weapons

14.45%
RARE



MISSABLE

There are six weapons in the game, each with two upgrades. Scattered throughout Rapture, you will come across Power to the People stations. Each station will provide one upgrade for one weapon, so it's up to you to decide which order you'd like to do them in. Obviously, it makes sense to upgrade the weapons you are most comfortable and effective with first.

The Power to the People stations are found in the following locations:

- After defeating Peach Wilkins in Neptune's Bounty, you'll go down some stairs to the bottom floor of his freezer. This upgrade station will be found directly in your path.
- On the way to the Farmer's Market in Arcadia you'll find this station on your left after you ascend the stairs away from the Tree Farm.
- You'll find this station in the basement of The Winery in the Farmer's Market. You'll climb down some stairs to a flooded area, and you'll see this station on the wall directly ahead.
- Once you're in the Atrium in Fort Frolic, you'll need to head towards the bathrooms before hanging a right down a path. There will be some stairs heading up to a door which will lead down into a basement area. You'll find this station among the cigars there.
- Again in Fort Frolic, you'll need to head to the Poseidon Plaza. You'll head to the opposite side of the entrance to

this floor. There will be a corpse inside a store called Sinclair Spirits; head to the basement there to spot this station on the wall.

- You'll find this station on the bottom floor of the Hephaestus Core Room.
- Another one in Hephaestus. You'll find this one attached to the left wall of Kyburz's office.
- Located on the back of the central pillar on the bottom floor of the Mercury Suites area.
- After killing Sander Cohen in his apartment in Mercury Suites, take his key and you'll find this station in his secret room. **If you kill him the first time you meet him you will not be able to access this station and you will miss this trophy.**
- On the fourth floor of Atlas' Headquarters in Apollo Square. The station will be on your right side after going down some stairs.
- When you first enter Point Prometheus, a chase with Fontaine will ensue and you'll tail him all the way to the Museum, where he'll barricade himself behind a door. At the opposite end of this square you'll find yourself in, you'll see this station near a dead Big Daddy.
- When you're getting your voice changed in Point Prometheus, you'll find this station in one of the labs.

Weapon Specialist - Video Walkthrough



Fully Researched Thug Splicer

The player has fully researched the Thuggish Splicer

33.18%

UNCOMMON



See [Research PhD](#) below for more details.

Thuggish Splicers are those that you meet early on in the game, and they come after you with wrenches, pipes or flashlights.

Thuggish Splicer Research Bonuses:

1. Increased Damage +

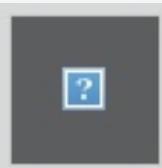
Thuggish Splicers are vulnerable to Antipersonnel Rounds.

2. New Physical Tonic: Sport Boost.

3. Increased Damage ++

4. New Physical Tonic: Sport Boost 2.

5. Increased Damage +++



Fully Researched Gun Splicer

The player has fully researched the Leadhead Splicer

35.70%

UNCOMMON



See [Research PhD](#) below for more details.

Leadhead Splicers look like Thuggish Splicers but attack with guns instead of melee weapons.

Leadhead Splicer Research Bonuses:

1. Increased Damage +

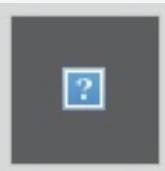
Leadhead Splicers are vulnerable to Antipersonnel Rounds.

2. New Physical Tonic: Scrounger.

3. Increased Damage ++

4. New Combat Tonic: Static Discharge 2.

5. Increased Damage +++



Fully Researched Spider Splicer

The player has fully researched the Spider Splicer

32.21%

UNCOMMON



See [Research PhD](#) below for more details.

Spider Splicers jump up on the walls and ceilings and have hook-shaped blades for hands.

Spider Splicer Research Bonuses:

1. Increased Damage +

Spider Splicers are vulnerable to Antipersonnel Rounds.

2. Spider Splicer Organs can be used like First Aid Kits.

3. Increased Damage ++

4. New Physical Tonic: Extra Nutrition 3.

5. Increased Damage +++



Fully Researched Houdini Splicer

Fully research the Houdini Splicer

26.81%

UNCOMMON



See [Research PhD](#) below for more details.

Houdini Splicers are the ones that teleport around as you're trying to fight them.

Houdini Splicer Research Bonuses:

1. Increased Damage +

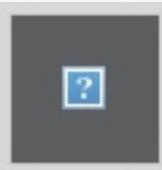
Houdini Splicers are vulnerable to Antipersonnel Rounds.

2. New Physical Tonic: Natural Camouflage.

3. Increased Damage ++

4. Easier to predict Houdini Splicer's teleportation destination.

5. Increased Damage +++



Fully Researched Nitro Splicer

Fully research the Nitro Splicer

23.60%

UNCOMMON



See [Research PhD](#) below for more details.

Nitro Splicers carry around a grenade box and toss Molotov Cocktails (flaming bottles) at you.

Nitro Splicer Research Bonuses:

1. Increased Damage +

Nitro Splicers are vulnerable to Antipersonnel Rounds.

2. Permanent 15% chance that any enemy grenade will be a dud.

3. Increased Damage ++

4. Permanent 35% chance that any enemy grenade will be a dud.

5. Increased Damage +++



Fully Researched Rosie

Fully research the Rosie

26.23%

UNCOMMON



See [Research PhD](#) below for more details.

Rosies are the Big Daddies with smaller helmets - they typically have guns and throw proximity mines at you from a distance.

Rosie Big Daddy Research Bonuses:

1. Increased Damage +

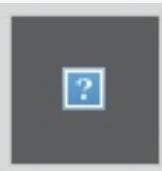
Rosie's are vulnerable to Armor-piercing Rounds.

2. New Combat Tonic: Photographer's Eye 2.

3. Increased Damage ++

4. Rosie Loot almost always contains rare invention materials.

5. Increased Damage +++



Fully Researched Bouncer

Fully research the Bouncer

21.88%

UNCOMMON



See  [Research PhD](#) below for more details.

Bouncers are the Big Daddies with very large helmets with multiple eye holes and drills on their arms.

Bouncer Big Daddy Research Bonuses:

1. Increased Damage +

Bouncers are vulnerable to Armor-piercing Rounds.

2. New Combat Tonic: Wrench Jockey 2.

3. Increased Damage ++

4. Permanent 50% increase to all Wrench damage.

5. Increased Damage +++



Fully Researched Little Sister

Fully research the Little Sister

23.97%
UNCOMMON



See  [Research PhD](#) below for more details.

Little Sisters are the small girls that travel around with Big Daddies (in case you couldn't figure that out). You can take pictures of them before and after you rescue them, and can also photograph the ones that drop off the presents.

Little Sister Research Bonuses:

1. Small increases to max Health and EVE.

2. Small increases to max Health and EVE.

3. Small increases to max Health and EVE.

4. Small increases to max Health and EVE.

5. Small increases to max Health and EVE.



Prolific Photographer

Take at least one photo in every research group

29.97%
UNCOMMON



See  [Research PhD](#) below for more details.

If you're taking photographs of every enemy you see this will not be a problem. Just keep in mind that the Turrets, Security Cameras, and Security Bots are also required for this trophy, even though they don't have trophies of their own. You will get this trophy when you have at least one photo on file for every enemy.



When you meet Peach Wilkins in Neptune's Bounty, he will ask you to get some photographs of the Spider Splicers that are wandering around the area. To do so, you must first obtain the camera from the Wharfmaster's office. Once you get the camera start taking pictures of every enemy you encounter from then on out. There are three grades of photos (A, B, and C) and higher quality photos will help you level up your research faster. To get better quality photos, always make sure your subject is centered and facing you, and try other things like getting multiple enemies in one shot or catching them in action. You max out your research for each enemy type after 5 levels. If you focus on getting at least one snapshot per enemy you've faced then you should be able to max out everything easily by the end of the game.

You can take multiple photos (up to three) of each enemy, but the grade automatically goes down for each one. There is extra film lying around everywhere, though, and it's very cheap to buy in vending machines (especially if they're hacked), so don't hesitate to take as many pictures as you can. You really want to just get in the habit of having your camera out at all times, and having your first reaction to each enemy be to take as many pictures as possible before you start fighting them.

You also want to get as many pictures of Rosie Big Daddies as you can so that you can get to level 2, because that will give you the Photographer's Eye 2 tonic, which greatly increases the research points you get for each picture.

And again, you have to max out the Turrets, Security Cameras, and Security Bots in addition to the enemies with their own trophies before you will earn this one.

Additional Enemy Research Bonuses:

Security Turret Research Bonuses:

1. Increased Damage +

Turrets are vulnerable to Armor-piercing Rounds and electricity.

2. You find twice the ammunition on destroyed Turrets.

3. Increased Damage ++

4. Hacking Turrets automatically succeeds.

5. Increased Damage +++

Security Camera Research Bonuses:

1. Increased Damage +

Security Cameras are vulnerable to Armor-piercing Rounds and electricity.

2. You find twice the Film on destroyed Security Cameras.

3. Increased Damage ++

4. Flow Speed reduced when hacking any Security Camera.

5. Increased Damage +++

Security Bot Research Bonuses:

1. Increased Damage +

Security Bots are vulnerable to Armor-piercing Rounds and electricity.

2. New Engineering Tonic: Security Expert 2.

3. Increased Damage ++

4. Hacking Security Bots automatically succeeds.

5. Increased Damage +++



Quality Research Photo

The player has taken a Research Photo of the highest grade

66.90%

COMMON



You can get this the first time that you get the camera. There will be a Spider Splicer sitting in a Prison Cell to your right, singing "Jesus Loves Me". When he goes up to the glass and knocks on it, take a picture and make sure he's centered. This will give you an A rated photo, which is the highest grade. You'll get this trophy somewhere else if you don't get it here, but if you want to make sure you get at as early as possible, save right before taking the picture and reload if you get a B or C grade.

Since this will be your first picture of a Splicer, you'll also get



[Researched a Splicer](#) when you take this picture.



Researched a Splicer

The player has taken at least one Research Photo of a Splicer

68.12%

COMMON



See



[Quality Research Photo](#) above.



One Successful Hack

The player has performed at least one successful hack

88.68%

COMMON



UNMISSABLE

You hack a device by walking up to it and pressing



, then completing the puzzle by pressing



to move the pipe segments into the correct places, allowing the fluid to flow from the entry point to the designated exit. If you don't get the segments put in place fast enough or you run into one of the "blocking" pieces you encounter on tougher hacks, you'll lose health and have to start the hack over. You should save your game before beginning any difficult hacks (such as safes), especially early on when you're getting used to hacking and/or if you're playing on Survivor, so that you can reload if you screw up.

You should get this trophy right as you enter the Medical Pavilion - there is a deactivated Security Bot on the ground that is holding open a set of doors and blocking your way, and you have to hack it to get through the opening. This will also earn you  **Hacked a Security Bot.**

See the individual hacking trophies below for more information on how to hack each kind of device.



Hacked a Security Bot

The player has successfully hacked a security bot

88.65%
COMMON



You should get this at the same time as  **One Successful Hack**, but if you need or want to hack a Security Bot later, there are also several deactivated ones that you will come across lying on the floor in other places. To hack an active Security Bot, shock or freeze it with a Plasmid first and then walk up to it and begin the hack.

A hacked Security Bot will follow you around, attacking any enemies in the area.



Hacked a Security Camera

The player has successfully hacked a security camera

63.82%
COMMON



You have two options to get to a Security Camera to hack it - like active Bots and Turrets, you can shock or freeze it, or you can wait until the camera is facing the other direction and run up underneath it before it sees you and sets off the alarm.

A hacked Security Camera will have a white light instead of red, and will call for Security Bots to attack enemies it spots.

Note: There are some cameras that are too high on the wall to be able to hack - your only option with those is to destroy them, and armor piercing bullets are your best bet for that.



Hacked a Turret

The player has successfully hacked a turret

75.26%
COMMON



No surprise here - shock or freeze the turret, run up to it and press  to hack it and make it turn against your enemies.

A hacked Turret will attack any enemies that come into its line of sight.



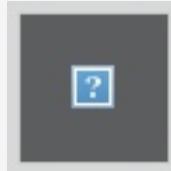
Hacked a Vending Machine

79.72%



There are three types of Vending Machines (Circus of Value, Ammo Bandito and U-Invent) and you'll come across all of them fairly early in the game. Like anything else, walk up and press  to hack the machine.

A hacked Vending Machine will give you lower prices for the items you purchase from it.



Hacked a Safe

The player has successfully hacked a safe

75.59%

COMMON



Safes might be the most difficult devices to hack in the game, but still are not that difficult once you get used to hacking - especially if you have hacking tonics equipped - and they are always worth the effort, because a hacked safe will open, giving you access to a stash of goodies.



Skilled Hacker

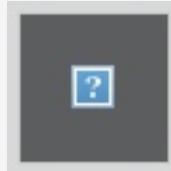
The player has successfully completed 50 hacks

49.33%

UNCOMMON



See  [One Successful Hack](#) and the individual hacking trophies above for more information on how to hack and the rewards you get from it. There are far more than 50 opportunities for hacking during the course of the game, so if you hack every time you have the chance, you'll get this trophy easily, probably before you're halfway through the game.



Basic Inventor

The player has successfully invented at least one item

61.55%

COMMON



As you progress through the game you will eventually find the U-Invent vending machines, and you will start finding the items you need for inventing in the Arcadia level. Like all vending machines, you'll want to hack them before you use them for a reduced cost for making items. The first time you make an item at one of these machines, you'll unlock this trophy, but don't rush to invent something just for this because you'll get this in time and you need to save your components for later (see  [Avid Inventor](#) below) - in fact, you will have to invent something as part of the story before you leave Arcadia, so if you want to be extremely careful, just wait until then.

See  [Avid Inventor](#) below for more important details.



Avid Inventor

Successfully invent at least 100 items

16.23%

RARE



It is possible to miss this trophy if you go about it the wrong way, but as long as you're careful it's pretty easy to get. Check everywhere you go to make sure you find enough components (rubber hoses, empty hypos, brass tubes, etc), hack every U-Invent machine you use and **don't invent anything you don't absolutely need until after you get the Clever Inventor tonic**, so that you can maximize the results from the components you have collected. Create a total of 100 items at a U-Invent machine and this trophy is yours. As long as you've been searching every crate, corpse, nook and cranny for components, you should be able to go on an inventing spree and get this shortly after you get the Clever Inventor tonic in Olympus Heights.

Note: The U-Invent machines will let you invent more of an item than you can carry, and they will all just fall out on the floor, so if you do invent a bunch at once to get this trophy, you may want to remember where your pile is at in case you need to come back and stock up on ammo later.



Ammo Inventor

The player has successfully invented all possible ammo types

39.04%

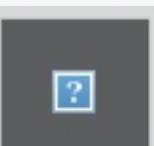
UNCOMMON



Simply invent one of each of the six ammo types at a U-Invent machine, and this trophy is yours. Ammo also counts toward your [Avid Inventor](#) trophy, and it's relatively "cheap" to make, so you should invent a lot of it and get this trophy with no problems.

Here are the six types of inventable ammo:

- Antipersonnel Pistol Bullets
- Armor-piercing Machine Gun Rounds
- Exploding Buck
- Heat-seeking RPG
- Electric Gel
- Trap Bolts



Little Sister Savior

The player has completed the game without harvesting any Little Sisters

36.39%

UNCOMMON



MISSABLE

When you're given the option to Harvest or Rescue a Little Sister, hit to rescue them. **If you harvest any Little Sisters**

during the course of the game, you will miss this trophy and have to get it in a new game, unless you realize your mistake right away and reload a save from before you harvested her. Unfortunately, that probably means that you have to take down her Big Daddy again as well. Harvesting provides you with a lot more ADAM up front, but rescuing provides much better results in the end.

You do not have to rescue every Little Sister to get this trophy - you just cannot harvest any. If you're trying to get done in one playthrough, though, make sure that you do rescue them all (you'll get a warning right before the end of the game if you have left any behind, at which point you can go back for them) and you will get  **Dealt With Every Little Sister** (which you can check out below for a few tips on taking down the Big Daddies) along the way.



Tonic Collector

Collect or Invent 58 Tonics in the Physical, Engineering and Combat tracks

10.60%
RARE



COLLECTABLE

MISSABLE

This is probably the trickiest collectible trophy in the game, because it combines elements of many of the others. There are tonics you have to find, tonics you have to invent, tonics you have to purchase with ADAM at Gatherer's Gardens, tonics you get from research and tonics you get as gifts from Little Sisters and other characters. As long as you are following along and getting all of those other trophies, you should get this one as well, but you do have to make sure you get them all.

Unlike plasmids, tonics are passive, meaning that when they are equipped, they give you their benefits without you having to actively use them.

Note 1: You MUST save every Little Sister you come across in order to earn this trophy - if you Harvest any of them, you will not have enough ADAM, nor will you get any of the Tonics that are found in the gifts Tenenbaum leaves you.

Note 2: You MUST NOT kill Sander Cohen right after you complete his masterpiece. If you do, you won't be able to acquire the Tonic he procures for you as a reward.

Tonics You'll Find Around Rapture

Medical Pavilion

- Hacker's Delight (Eternal Flame Crematorium) - Inside the room on the left side. You'll see a body on a gurney by a furnace; use the button to incinerate the body. When the ashes come back out, the Tonic is sitting among them.
- Wrench Jockey (Kure-All) - In the room to the left of the RPG turret, find the vent and crouch your way through it.
- Security Expert (Twilight Fields) - In the farthest room. Located beside the corpse in the hospital bed.
- Static Discharge (Surgical Foyer) - On the right side of the hallway on the floor.

- Speedy Hacker (Painless Dental) - On top of the desk in the back corner.

Neptune's Bounty

- Medical Expert (Lower Wharf) - On the muddy ground below the boardwalk beside a pool of water.
- Wrench Lurker (Lower Wharf) - This will be on the side of the walkway by the Gatherer's Garden and Gene Bank on your return from Fontaine's Fisheries.
- Focused Hacker (Lower Wharf) - At the entrance to Fontaine's Fisheries where you lose your weapons, you'll see some ice. Melt it with Incinerate to find this Tonic
- Shorten Alarms (McDonagh Top Floor) - Enter room #7 (the code is 7533). Pick up Audio Diary #37; it will play automatically before a painting falls off the wall, revealing this Tonic.

Arcadia

- Security Evasion (Lower Concourse) - You'll see three Thuggish Splicers having a bit of a brawl when you re-enter the area; this Tonic is located on a corpse there (near the Waterfall Grotto).
- Hacking Expert (Research Laboratories) - You'll find this on the reception desk right inside the entrance.

Farmer's Market

- EVE Link 2 (Farmer's Market) - Next to a corpse by the Circus of Values machine downstairs from the RPG turret.
- Photographer's Eye (Winery Cellar Bottom Floor) - Room in the top left; recalls a little shack.

Fort Frolic

- Alarm Expert (Fleet Hall Theatre) - On the left side of the balcony that's closest to the stage. Get to it by jumping over from the adjacent balcony.
- Frozen Field (Frozen Tunnel) - Grab it from Martin Finnegan's corpse after you waste him.
- Extra Nutrition 2 (Sinclair's Spirits) - You'll find this place in the basement of Poseidon Plaza; this Tonic is located on a crate inside.
- Electric Flesh (Fleet Hall Theater) - In Cohen's Projection Room after you complete his Masterpiece.
- Medical Expert 2 (Main Atrium) - Where you construct Cohen's Masterpiece. **DO NOT KILL HIM** and he'll stroll over to a glass case before unlocking it for you. Grab the Tonic within.

Hephaestus

- Frozen Field 2 (Central Core) - On a desk in the side room in front of Ryan's office.
- Security Evasion (Lower Heat Loss Monitoring) - On a desk next to an Audio Diary.
- Damage Research (Lower Workshops) - Crouch through a crawlspace in the last room to find the Tonic sitting on a desk.
- Shorten Alarms 2 (Geothermal Core) - When you're going for Andrew Ryan, you'll spot this Tonic near a corpse in your path.

Olympus Heights

- Clever Inventor (Suchong's Apartment) - On a desk beside the Audio Diary in the main water-filled room.
- Electric Flesh 2 (Fontaine's Apartment) - On a desk in the same room as Lot 192.

Apollo Square

- Medical Expert 3 (Artemis Second Floor) - In the bathrooms near the middle toilet.

- Focused Hacker 2 (Hestia Fourth Floor) - Drop down to the Fourth Floor from the Fifth Floor to find this on a desk.

Point Prometheus

- Safecracker 2 (Little Wonders) - In the Autopsy room downstairs, by the Big Daddy Pheromone.
- Damage Research 2 (Mendel Family Library) - On a desk in the middle of the room.
- Alarm Expert 2 (Optimized Eugenics) - You'll find this on a filing cabinet in the back corner of the Live Subject Testing room.
- Hacker's Delight 3 (Failsafe Armored Escorts) - In the Candidate Induction room, you'll find this on a table near the Big Daddy Helmet.

Tonics Purchased at Gatherer's Gardens

You will find these Tonics available for purchase at Gatherer's Gardens. Below are the prices and earliest availability for each. **Note:** Some of these can only be purchased at certain Gatherer's Garden locations, so if you get to the end and you're missing some, but the Gatherer's Garden is empty, you may have to go back to an earlier level to find the one you need.

Some of them can be found in Rapture - these are indicated with a (**); do not waste your ADAM on them. Simply find them using the guide above.

- Armored Shell (Medical Pavilion) - 20 ADAM
- EVE Link (Medical Pavilion) - 20 ADAM
- Extra Nutrition (Neptune's Bounty) - 20 ADAM
- Speedy Hacker - (Neptune's Bounty) - 20 ADAM***
- Human Inferno (Arcadia) - 20 ADAM
- Shorten Alarms (Arcadia) - 20 ADAM***
- Hacking Expert 2 (Fort Frolic) - 50 ADAM
- Frozen Field (Fort Frolic) - 20 ADAM***
- Wrench Lurker 2 (Olympus Heights) - 50 ADAM
- Speedy Hacker 2 (Olympus Heights) - 50 ADAM
- Human Inferno 2 (Point Prometheus) - 50 ADAM

Invented Tonics

These Tonics you will need to invent at U-Invent station in found in Rapture. Below is a list of each Tonic and what components you will need to successfully invent it. **Note:** If you hack the U-Invent machine, you can invent these using fewer components.

- Booze Hound - Glue (5), Enzyme Sample (4), Empty Hypo (3)

- Bloodlust - Glue (5), Enzyme Sample (4), Empty Hypo (3)
- Hacker's Delight 2 - Alcohol (5), Enzyme Sample (4), Empty Hypo (3)

Researched Tonics

These Tonics you will earn by researching specific enemies. Below is a list of each Tonic and what requirements you need to meet to unlock it.

- Sport Boost - research Thuggish Splicer to Level 2
- Sport Boost 2 - research Thuggish Splicer to Level 4
- Scrounger - research Leadhead Splicer to Level 2
- Static Discharge 2 - research Leadhead Splicer to Level 4
- Extra Nutrition 3 - research Spider Splicer to Level 4
- Natural Camouflage - research Houdini Splicer to Level 2
- Security Expert 2 - research Security Bot to Level 2
- Wrench Jockey 2 - research Bouncer to Level 2
- Photographer's Eye 2 - research Rosie to Level 2

Tonics Included in Little Sister Gifts

Tenenbaum will send you a gift for every three Little Sisters you save - seven gifts for a total of twenty-one Sisters. The location below indicates the earliest Gatherer's Garden you'll find a gift at.

- Gift One (Neptune's Bounty) - 200 ADAM, Hypnotize Big Daddy, 12 Armor Piercing Bullets
- Gift Two (Arcadia) - 200 ADAM, Safecracker, 12 Electric Buck
- Gift Three (Fort Frolic) - 200 ADAM, Hypnotize Big Daddy 2, 4 First Aid Kits
- Gift Four (Hephaestus) - 200 ADAM, 4 EVE Hypos 6 Proximity Mines
- Gift Five (Olympus Heights) - 200 ADAM, Armored Shell 2, 12 Incendiary Bolts
- Gift Six (Apollo Square) - 200 ADAM, Prolific Inventor, 150 Liquid Nitrogen
- Gift Seven (Point Prometheus) - 200 ADAM, 100 Antipersonnel Rounds, 2 First Aid Kits



Historian

Find every audio diary

10.87%
RARE



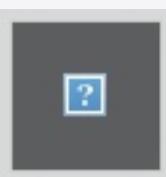
COLLECTABLE

MISSABLE

There are 122 Audio Diaries scattered around Rapture for you to find, and you have to find them all to earn this trophy. It doesn't make sense to have a complete list in this guide, so simply check out the [VisualWalkthrough Guide](#), which has maps and screenshots for all Diaries (as well as Tonics and Plasmids).

You must get all Diaries in Welcome to Rapture and Rapture Central Control on your first time through those areas, because you cannot go back to them later. All other areas are accessible via the Bathysphere until right before the end of the game, and you'll get a warning message when you are at the point of no return.

Note: The audio diary "First Encounter" is glitched. You get it in Arcadia, but you may not see it in your list in the correct place. If you don't, don't panic - it shows up under Smuggler's Hideout.



Seriously Good At This

The player has completed the game on the Hard difficulty setting

13.01%

RARE



DIFFICULTY SPECIFIC

STACKABLE

You should get this trophy on your Survivor playthrough, while aiming for the gold trophies. The overall game difficulty is not that hard as long as you save a lot, though it is easy to get tied up in a few snags, such as your first big Daddy Encounter.

See [I Chose the Impossible](#) for more detail.



Dealt with every Little Sister

The player has either Harvested or Rescued every possible Little Sister

36.22%

UNCOMMON



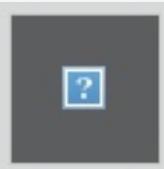
Every stage of Rapture will generally have two or three Little Sisters wandering about with their Big Daddy protectors. You have to take out the Big Daddies to get at them, and it is no easy task, but once you do, you have the option to either Harvest or Rescue them. As long as you do one or the other for every Little Sister in the game, you'll get this trophy. It's better to rescue all of them, because it pays off more in the long run, and you'll need to do that if you're trying to get done in one playthrough.

You have the option to leave the Big Daddies/Little Sisters alone and come back to them later via the Bathysphere, when you have better weapons - just keep in mind that once you begin the last boss fight you can no longer go back to get them (you will get a warning message).

Tips for defeating a Big Daddy:

- Be aware of your surroundings and use hacked turrets and bots when you can to help out. If you can get one in front of a turret and hold it there with Electro Bolt or Electric Buck, you can get rid of them fairly easily. For the Rosies, use Telekinesis to grab their proximity mines and send them back.

- As you progress through the game and get better weapons and upgrades they will become easier to deal with. Try setting up an ambush using trap bolts and proximity mines, then shooting the Big Daddy to get them to run through your ambush. If you do it right, you won't have to fire a shot, other than the one to get him to come after you.
- Once you have upgraded your shotgun, you can take down a Big Daddy just by using Electric Buck. As long as you keep up a steady firing rate, he'll be held in place while you keep pumping him full of electrified lead.
- If you have Plasmids that turn enemies against each other, don't be afraid to use them and get the Splicers to deal some damage to the Big Daddy before you take it on.
- It's also important to do as much research as possible on them, because this will give you extra help in defeating them - see  [Fully Researched Rosie](#) and  [Fully Researched Bouncer](#) above. The good news is that they're easy to research because they'll just walk around and leave you alone if you don't attack them or their Little Sisters.



Lucky Winner

Hit the jackpot at a slot machine

21.77%
UNCOMMON



When you first enter Fort Frolic you will come across an area filled row to row with old slot machines. Save beforehand (in case you run out of cash), walk up to the machines to play and just keep trying your luck until you get a jackpot, which will earn you this trophy.

Reload your save file after you do it, unless you have more money than you did when you started.



Irony

The player has taken a picture of Sander Cohen's corpse

24.54%
UNCOMMON



You have two opportunities to kill Sander Cohen, but you need to wait for the second time you meet, so that you don't miss out on the other trophies mentioned above. When you first enter Olympus Heights, his apartment is on the first floor of the area you will be in. He will come down only after you kill the two dancing splicers in his study. Take a picture after you kill him and you will unlock the trophy.



Found Cohen's Room

The player has entered Sander Cohen's personal quarters

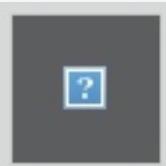
20.55%
UNCOMMON



MISSABLE

Yet another reason why it is import not to kill Cohen during your first meeting in Fort Frolic. When you reach Olympus Heights, Cohen will be there to greet you and then leave for his room. Kill the dancing splicers and then kill him when he comes back out and walk inside his room, after taking a minute to snap a photo of his dead body for  [Irony](#).

Note: While in his room, be sure to visit the Power to the People station for a weapon upgrade.



Toaster in the Tub

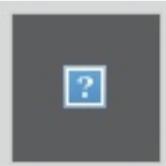
The player has shocked an enemy in the water

90.32%

COMMON



The best place to do this is soon after you get the Electro Bolt plasmid. When you see a splicer standing in water at the bottom of the stairs, zap the water and fry him. If you miss this then do not worry as there are several areas in the game to do this, including your battle with Dr. Steinman.



Brass Balls

Complete the game on Hard difficulty without using a Vita-Chamber

9.92%

VERY RARE



DIFFICULTY SPECIFIC

STACKABLE

Since difficulty trophies are stackable, you should plan on getting this one during your Survivor playthrough. See [I Chose the Impossible](#) below for more details.



A Man Chooses

Complete the game on Survivor difficulty

9.74%

VERY RARE



DIFFICULTY SPECIFIC

STACKABLE



See [I Chose the Impossible](#) below for more details.



I Chose the Impossible

Complete the game on Survivor difficulty without using a Vita-chamber

9.07%

VERY RARE



DIFFICULTY SPECIFIC

STACKABLE

BUGGY

Before starting the game, set the difficulty to Survivor and change the "Disable Vita Chambers" option to **On**. Difficulty trophies are stackable, so this will get you all of the gold trophies in one shot and, if you've followed this guide, the platinum as well!

This is not easy, but here are a few tips that might help:

- Be patient and SAVE constantly. Every time you enter a fight, even with splicers, try to get through it with minimal damage. If you do, SAVE - if you don't, reload your last save file. Every time you find a collectible, SAVE. For difficult areas like Big Daddy fights you might even consider multiple saves so that you can have one save before the fight in case you need to start over and a second save that you use as a "checkpoint," saving after every good hit you get on him without being damaged - especially if you are trying to take them on early in the game.
- Hack turrets and security cameras every chance you get - they will do a lot of your dirty work for you.
- Make sure you upgrade everything. This means all weapons, all upgraded ammo, research everything, and hold onto your items (you will need them).
- Rescue the Little Sisters - in the long run, you will get a lot more ADAM to help with those upgrades.

And here are a few more tips, courtesy of [Pixel](#):

- Telekinesis is your friend. Use corpses and exploding items to throw at your enemies. For Big Daddies, this will take a bit more effort however, I suggest strapping some proximity mines to the red barrel, or whatever explosive object you are throwing before proceeding to launch it at them to give you a head start. There will be a stage in the game where the damage done will seem less effective, but purchasing the upgrade and applying the right tonics can tilt these sort of fights back into your favour.
- Big Daddy fighting: As above, but also use opportunities such as turrets or security cameras. The latter is more important as Big Daddies seem to take down turrets pretty quickly. Another tip would be to turn Big Daddies against each other that both have a Little Sister. The only way this will work to benefit you fully is if you assist one, or both for that matter, of the Daddies during the fight as otherwise the Little Sister will escape to the vent before the Big Daddy gives up its fight.
- Keep stocked up on First Aid kits and EVE Hypos. If you are going to be leaving an area and not coming back (at least for some time), make sure you have maximised the potential of any available resources. An example of this would be if you are full on Medkits, EVEs, or money, to use a medkit to pick the new one up, or proceeding to spend some money you own already at a shop to be able to pick the new loot up.
- Avoid drinking alcohol and smoking cigarettes, the effects they result are barely worth the side effects.
- Research: Make sure you stock it up as much as possible. Research is maximised and made easier by using the Security Bullseye plasmid and taking the photos while your candidate is doing some action movements. The use of Security Bullseye is to take the heat off yourself as these tips assume you aim for a one playthrough Platinum.