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~~Rapture to Columbia (Major Spoilers)~~ Bioshock Rapture Book Review- Toppcast #2 **The TECH! How close are we to creating Bioshock's Rapture?**

BioShock Infinite Books
Bioshock: A History of The
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*Rise of Rapture | BIOSHOCK
TIMELINE EXPLAINED (Part 2)*

**Bioshock: Twelve Days to
Midnight | An Audio Drama
Bioshock Rapture**

Rapture (also known as the
North Atlantic Project and
the Rapture Colony) is a

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massive underwater city
forged from the personal
dreams of Andrew Ryan to
escape from the political,
social and religious
anxieties of a post-World
War II world. It was first
established on November 5,

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1946, and construction of the city itself finished in late 1951.

Rapture - The BioShock Wiki - BioShock, BioShock 2 ...

Rapture is a fictional city in the BioShock series

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published by 2K Games. It is an underwater city that is the main setting for the games BioShock and BioShock 2. The city also briefly appears in BioShock Infinite, and is featured in its downloadable content,

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Burial at Sea.

Rapture (BioShock) - Wikipedia

"Bioshock: Rapture" is a 2011 novel by John Shirley, and is the prequel to the videogames Bioshock (2007)

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and Bioshock 2 (2010). While the novel can stand alone on its own, it is recommended that the reader play through Bioshock 1 and 2 before reading the novel, as it is more effective as a whole if read after having played the

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games.

**BioShock: Rapture: Shirley,
John: 9780765367358: Amazon**

...

BioShock: Rapture is a
science fiction novel set in
the eponymous BioShock

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universe and was released on July 19th, 2011. It was written by John Shirley, and published by Tor Books in the U.S.A. and Titan Books in the United Kingdom. Its story covers events from the creation of Rapture until a

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point before the first game starts.

**BioShock: Rapture (Novel) -
The BioShock Wiki - BioShock**

...

As a Bioshock fan and
veteran I personally really

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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

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new world that doesn't cease to stretch the boundaries of imagination.

BioShock: Rapture by John Shirley

The first real level of the game, Welcome to Rapture is

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a tutorial where the player receives their first weapon and Plasmid, and presents a variety of enemies such as: Splicers, Rapture's automated security (Security Cameras Security Bots, and Turrets), and of course

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Little Sisters and their Big
Daddy protectors.

**Welcome to Rapture - The
BioShock Wiki - BioShock ...**

Other Places is a series of
short films celebrating
beautiful videogame worlds.

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Other Places: Rapture
(BioShock) Other Places:
Rapture (BioShock)

Other Places: Rapture (BioShock)

The greatest perceived
threat to Rapture was the

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city's existence being exposed to the surface world. The City Council tasked Ryan Security with the job of uncovering a large smuggling ring in Rapture and bringing it to justice. Sullivan had his

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men infiltrated the operations at Neptune's Bounty and attempted to get sufficient legal proof.

Ryan Security - The BioShock Wiki - BioShock, BioShock 2

...

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BioShock 2 takes place about ten years following the events of the first game. The player assumes the role of Subject Delta, a precursor of the Big Daddies who must search the fallen city of Rapture for his

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former Little Sister, Eleanor. BioShock 2 was released for Windows PC, Mac, Xbox 360, and the PlayStation 3 worldwide on February 9, 2010.

BioShock – Wikipedia

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Andrew Ryan (born Андрей Раяновский) is the founder of Rapture and the owner of Ryan Industries. He is the main antagonist throughout most of BioShock. He is the Chairman of the Rapture City Council, owner and operator

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of Hephaestus, and one of the most important men in the city.

Andrew Ryan - The BioShock Wiki - BioShock, BioShock 2

...

In an excellent Ars Technica

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piece titled "Why BioShock still has, and will always have, something to say", John Robertson argues that BioShock is not a critique of Objectivism, but of how power corrupts. I don't disagree with this (and it

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is certainly an element of Rapture's fall) but I would suggest that Rapture fails due to the flaws of capitalism, and the game could therefore be seen as a critique of neoliberal capitalism that we now

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experience.

BioShock: Revisiting Rapture - GameCritics.com

Rapture and Columbia are, in some sense, the same city.

Jack, Booker, Ryan, and Comstock are the same person

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to varying degree, and Elizabeth from BioShock Infinite even returns to Rapture in...

**BioShock 4: The Case to
Leave Rapture and Columbia
Behind**

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"Bioshock: Rapture" is a 2011 novel by John Shirley, and is the prequel to the videogames Bioshock (2007) and Bioshock 2 (2010). While the novel can stand alone on its own, it is recommended that the reader play through

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Bioshock 1 and 2 before reading the novel, as it is more effective as a whole if read after having played the games.

**Amazon.com: Bioshock:
Rapture: Bioshock, Book 1**

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(Audible ...

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BioShock: Rapture - Kindle

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edition by Shirley, John ...

BioShock and BioShock 2 were released in 2007 and 2010, respectively, and take place in 1960 and 1968 in the fictional underwater city of Rapture. BioShock Infinite, released in 2013, is

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thematically and narratively tied to the first games, but takes place in 1912 aboard the floating city of Columbia.

**BioShock (series) -
Wikipedia**

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The next Bioshock may not be taking place in previous settings Rapture or Columbia, if recent job listings are any indication. GameByte originally reported Monday that the studio behind the next...

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BioShock 4 Seemingly Won't Take Place in Rapture or ...

Bioshock's Vita-Chambers, for example, are obviously present, and act as respawn points for Alyx should anything go wrong, with

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original voiceover helping explain the ins-and-outs of Rapture.

Explore Bioshock's Rapture in VR thanks to this Half-Life ...

The year is 1960, while

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flying over the Atlantic ocean, average citizen Jack blacks out and awakens to discover that he is the sole survivor of a plane crash. Amidst the wreckage of his plane Jack spots and swims to a lighthouse and boards a

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Bathysphere that takes him deep within the ocean and into Rapture.

BioShock (Video Game 2007) - Plot Summary - IMDb

A brief history of Rapture A much appreciated detailed

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look into the rise and fall of Rapture, already one of the most detailed worlds in gaming, even in sci-fi as a whole. Richly crafted and populated by interesting characters, giving insight into how Rapture existed

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before it was overrun by
crazed mutations.

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