

BioShock

Contributed by NexGen
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Welcome to Rapture. After months of hype Irrational games (2K Boston) finally delivered BioShock, and quite frankly BioShock lives up to every bit of it. You are a plane crash survivor who finds himself heading into the unforgettable underwater city of Rapture where you help this guy called Atlas. Atlas wants you to help him and his family get out of the city, but the guy who built Rapture, Andrew Ryan, doesn't. Now I would love to talk about the story all day but if I said anymore I would spoil it. Yes the story is that good, as long as you pick up these things known as Audio Diaries throughout your adventure. Along your journey you can upgrade your weapons, use DNA morphing plasmids (such as electric bolt and incinerate), upgrade your abilities in combat, engineering and body plus a lot more.

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GAMEPLAY - The gameplay is flawless, from the shooting to using plasmids. I don't have a single bad word on the gameplay. This is more of a first-person adventure in my eyes and can compare to a game like Metroid Prime easier than it can compare to Halo. There's lots of places to explore, then you will be backtracking to get to the place you want then you may be thrown into a big fight with enemies (known in-game as Splicers). It's just fantastic. Plasmids add to fun and the ability to burn, hypnotise, confuse enemies just feels so satisfying. Also one of the enemies, who I'm not going to talk about much because I don't want to spoil your experience fighting one by telling you about mine, called the Big Daddy are the most

unforgettable enemies since goombas in Mario. Big Daddies are challenging to fight and rewarding and satisfying to defeat. The AI intelligence of Big Daddies in particular impresses me every time I see one. Whatever you do, DON'T play this game on the easy difficulty or you will truly spoil your experience.

GRAPHICS - The graphics are spectacular but, in my opinion, spoiled by one or two technical hitches. My big complaint being that when some enemies die they appear to kind of fall in stop-motion so to speak. This sometimes kills a bit of buzz for me after an exhilarating fight. However other than that, fantastic. Guns, enemies, environments look amazing. You feel that you are experiencing Rapture rather than just seeing it.

SOUND - Best sound in a game EVER. The spooky music and moans of the Big Daddies make you genuinely fearful of what's going to happen next. The music sets the pace of the game and gives that feel that you never know what is going to happen in Rapture. The orchestrated musical score is amazing and the sound effects are speechless. You wouldn't expect sound to affect a game as much as it does but believe me the sound is as important as the gameplay and graphics if not more important for this game.

VALUE - It's a good 20 hour adventure on medium maybe more if you take your time and get everything. No multiplayer but to be honest does it actually need it. This game is worth a lot more than its £39 price tag.

TILT - It's a fun but challenging game if done on medium or hard difficulty. Do not play on easy. There are chambers in game that you spawn at when you die and you can continue from where you left off, might make things easier but relieves any bad frustration.

OVERALL - A epic adventure from beginning to end. A modern masterpiece right up there with the greats. A must own on Xbox360.

9.6/10