



BioShock: Rapture

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BioShock: Rapture

John Shirley

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Bioshock: Rapture "The prequel to the award-winning and bestselling video game franchise"--Cover. Full description

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432 pages

Revue de presse

"As a companion to the magnificent world the Bioshock series has built up so far, it's essential." --Square Go

"I was absolutely enraptured by Rapture." --The Sixth Axis

"It's worth taking another trip beneath the surface to see just what happened to the art-deco Atlantis." --
Xboxer360

"It offers an enthralling, if sombre, first-hand look at the rise and fall of an undersea utopia. It adeptly deals with the philosophical issues of state control, and the nature of what man is prepared to sacrifice in order to fulfill his dreams, and is a worthy read for any Bioshock fan. --Playstation Future Présentation de l'éditeur
It was the end of World War II. FDR's New Deal had redefined American politics. Taxes were at an all-time high. The bombings 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 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 is 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.

Biographie de l'auteur

John Shirley is a critically acclaimed cyberpunk, sci-fi and horror writer. He wrote the first screenplay for The Crow. He has also written many tie-ins including Constantine and Doom. His short story collection Black Butterflies was named one of the Publisher's Weekly best books of 1998. Ken Levine is a founding member of and creative director at 2K Boston, formerly known as Irrational Games.

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