

# pcvideogre.rs sifre

## BioShock 2

### Hint: Easy Research Points

Wait for a Splicer to trip an alarm, causing two security bots to show up. Start rolling the Research Camera on one bot while it's killing the splicer and then shoot at it with one of the rapid fire weapons like the machine gun or the rivet gun. This should yield 600-800 research points per bot and there's no risk involved. Note: The fire ammo for the shotgun incurs massive bonuses for research, so zapping a Splicer and then hitting it with a few rounds repeatedly can yield up to 1100 research points depending on which Splicer and which research tonics one is using.

### Unlockable: Alternate Endings

There are a total of six endings in Bioshock 2. Perform the actions below to achieve the various endings:

**Good Ending, Sofia Lamb Lives** Rescued all little sisters that you dealt with, and spared the life of at least one of the following: Grace Holloway, Stanley Poole, or Gilbert Alexander.

### Good Ending, Sofia Lamb Dies

Rescued all little sisters that you dealt with, and killed all of the following: Grace Holloway, Stanley Poole, and Gilbert Alexander.

### Neutral Ending, Sofia Lamb Lives

Rescued at least one little sister and harvested at least one little sister, made the choice to die at the end of the game, and spared the lives of all of the following: Grace Holloway, Stanley Poole, and Gilbert Alexander.

### Neutral Ending, Sofia Lamb Dies

Rescued at least one little sister and harvested at least one little sister, made the choice to die at the end of the game, and killed at least one of the following: Grace Holloway, Stanley Poole, or Gilbert Alexander.

### Bad Ending, Sofia Lamb Lives

Rescued at least one little sister and harvested at least one little sister, made the choice to live at the end of the game, and spared the lives of all of the following: Grace Holloway, Stanley Poole, and Gilbert Alexander.

or

Harvested all little sisters that you dealt with, and spared the lives of all of the following: Grace Holloway, Stanley Poole, and Gilbert Alexander.

### Bad Ending, Sofia Lamb Dies

Rescued at least one little sister and harvested at least one little sister, made the choice to live at the end of the game, and killed at least one of the following: Grace Holloway, Stanley Poole, or Gilbert Alexander.

or

Harvested all little sisters that you dealt with, and killed at least one of the following: Grace Holloway, Stanley Poole, or Gilbert Alexander.

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**Note: Alter game files at your own risk and ALWAYS make backups.**

For Windows XP, locate the following directory:

*C:\Documents and Settings\Application Data\Bioshock2\*

Windows Vista, locate the following directory:

*C:\Users\AppData\Roaming\Bioshock2\ Directory*

Open the *User.ini* file with a text-editor and search for the F buttons, for example: *F10=*

You can bind the following cheats to these buttons. Save changes and then hit the respective button to activate the cheats in the game.

- **ghost** - Disable Clipping
- **walk** - Disable Fly and Ghost cheats
- **fly** - Fly
- **igbigbucks** - Give \$500
- **givebioammo** - Give EVE
- **god** - God Mode
- **killpawns** - Kill all enemies on level
- **suicide** - Kill Self
- **givehealth** - Refill health bar to max
- **slomo** - Slomo Mode
- **teleport** - Teleport to crosshair

**Cheat: 9999 ADAM**

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For Windows XP, locate the following directory:

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Windows Vista, locate the following directory:

*C:\Users\AppData\Roaming\Bioshock2\ Directory*

Open the *User.ini* file with a text-editor and search for this line: *F10=*

Change it to: *F10=GivItem 9999 ShockGame.ADAM*