

## BIOSHOCK: DEAD ON ARRIVAL (inspired by DOA, 1949)

A man has been told that he's poisoned and only has 48 hours to live, he tries to find out who killed him and why.



Set Up: What if you, Jack/Your Avatar wake up in the dark after being injected with poison that will kill you in 48 hours? But you have no memory of how you got here. Wouldn't you want to know who did it? And why? And what if you could possibly find the antidote?

Build: As you traverse Rapture, guided by a mysterious man's voice that may or may not be friendly, killing the Splicers that want to kill you, you collect money, ammunition, and first aid kits filled with doses of "Eve" that temporarily alleviate the symptoms of your poisoning. As your memory comes back, you realize that you know about gene splicing, you know about the experiments on splicers. As you find *your own diary entries*, you become aware that you are part of this world.

Payoff: You realize that Andrew Ryan is the one that poisoned you and you kill him, but not before he reveals that you are Frank Fontaine, and your genetic experiments are equally responsible for the hell that Rapture has become. You hold the antidote in your hand, but you refuse to take it, knowing you deserve to die. You release the antidote into the air system of Rapture and cure the Splicers.

Additional Assets required: Add a clock/gauge indicate time remaining and poison's current potency. Add Avatar behaviors of blurry vision, balance problems that occur between doses of "Eve."

### Bioshock: DOA Structural Diagnostic

- Weakness/need/flip -- going to die in 48 hours, I need to save myself
- Desire -- find the antidote, find out who killed me and why
- Opponent -- Andrew Ryan and his world of Rapture
- Plan -- Hunt through Rapture, find clues, find Ryan
- Battle -- Battle Ryan for the antidote, and maybe answers to why Player was poisoned.
- Self-realization of Weakness/need/flip -- I caused this horrible place, I deserve to die
- New world -- Rapture is free from AR, and me. The Splicers are cured.