



SSICsim Fall 2014

SECONDARY SCHOOL INTERACTIVE CRISIS SIMULATION



BIOSHOCK : RAPTURE WAR COUNCIL

COMMITTEE BACKGROUND GUIDE

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SSICSIM 2014

SECONDARY SCHOOL INTERACTIVE CRISIS SIMULATION

Dear delegates,

The Bioshock series is probably one of the most influential video game franchises in the past decade, often being cited as a prime example of its philosophical and artistic potential as a medium. Haunted by the game's eloquence and story, I've wanted to do a committee set in the beautiful, decaying city of Rapture since grade 12 (I'm a third year university student now), and I'm very excited to bring Rapture alive for you all.

I need to clear up some issues about canonicity and research. Because multiple parties worked on the series, the franchise's internal timeline isn't very consistent (intentionally or unintentionally so). After all, different people worked on different instalments. While I draw from multiple sources, I have not hesitated to rearrange events, make educated chronological guesswork, and extrapolate vague references to better adapt Rapture for the MUN crisis environment. I strongly recommend you read the Bioshock Wikia site, listen to Audio Diaries, skim the novelization, and play the game.¹ The details I've chosen to include in this background guide should be considered "SSICSim canon". Feel free to ask if you have any questions.

For those new to MUN crisis committees, allow me to give you the gist of what it's like. I like to think of MUN crisis committees as collaborative storytelling. While the crisis staff has an overarching scenario in mind, it is up to the delegates to push the story forward in new and unexpected ways. As I've learned, there are an infinite number of choices you can each make, and each affects the fate of Rapture and its citizens for good or for bad. I have laid the chess board, and you will pick up the pieces.

As to the conference, with apologies to Andrew Ryan himself: "with the sweat of your brow, Rapture can become your city as well."

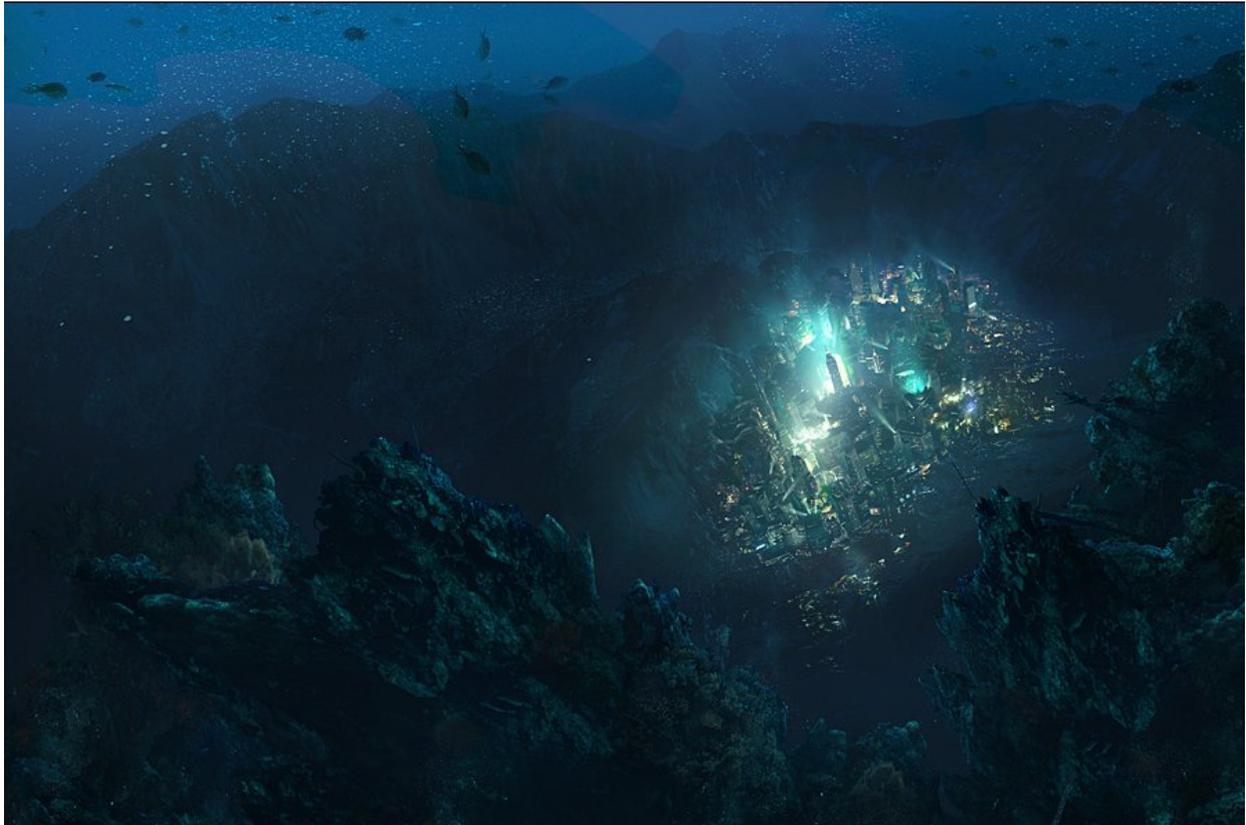
Benson Cheung

P.S. Don't forget, this committee is BYOM: Bring Your Own Mask!

¹ While Bioshock Infinite: Burial at Sea presents valuable insights into Rapture's history and characters that have informed our committee universe-building, the characters and metaphysics introduced in the Columbia storyline in Bioshock Infinite will almost certainly be non-canon for our purposes.



Welcome To Rapture





September 13, 1958

A Message from Andrew Ryan

Good evening, my friends.

Today, we celebrate a victory over the Parasite.

For years, like a thief in the night, Fontaine had risked our safety in secrecy with his smuggling. He had brought in illicit opiate of the masses, enslaved the weak with his poorhouses and charities, deviated our citizens towards altruism. He could have built Rapture with us, but he chose to destroy the works on those who did. But thanks to Rapture Security, he is no more. Just as he nourished and cultivated parasites in life, his body feeds the fish and worms in death.

Still, there are issues to be resolved to restore order. Fontaine Futuristics must be disposed; for every revolutionary plasmid breakthrough Fontaine Futuristics made, there are half a dozen hooligans drugged on plasmids and altruism.

I had barely escaped an attempt on my life by a group of hoodlums today, crying, “Long live Atlas, death to Ryan!” as they assaulted my guards and me. Who is Atlas? His name is chanted by the same vermin in Apollo Square who once cheered for Fontaine. These jackals run amok on the streets of Rapture, terrorizing the free people for succeeding in life, for playing by the rules of the Great Chain. Soon, they shall make intolerable demands on us all—Pensions! Taxes! How long before the cancer of big government finds itself into Rapture? If the Council cannot act, then I fear a new Lenin may arise to bleed our city dry.

I call upon not only the Central Council, but also Rapture’s finest and most upstanding minds to demonstrate to these insolent Parasites what it means to be real Men and Women—to have free will, to be dedicated to the free market, to be truly free.

I shall not be joining the Council today. Since my assassination attempt, I am now in an undisclosed, secure location for the time being to avoid an unpleasant fate at the hand of the unruly masses, but expect to hear periodically from me as we restore Rapture to its glory.

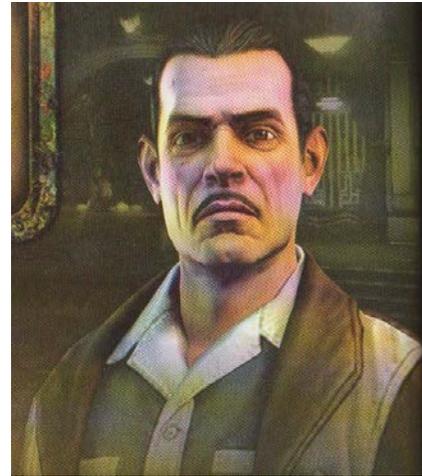
The Great Chain continues to guide this city in all its wisdom. I trust you shall know in which direction to pull it.

Andrew Ryan



The Birth of Rapture

Rapture's story in short: a man, a city, and a lighthouse. But in the beginning, there was only a man. Andrew Ryan was born Andrei Rianofski, a Belarussian boy who fled to the United States following the October Revolution to escape communism and to find a land of opportunity.² Although his business and engineering acumen created a massive business empire, Ryan was increasingly frustrated with the socialistic policies of FDR's New Deal³, rebelling by repressing union strikers and burning down his forest when it was nationalized.⁴



Andrew Ryan – Founder of Rapture.

The impetus for Rapture's construction came in the immediate aftermath of the Hiroshima and Nagasaki bombings. Although he had been toying around with the idea of a utopia of freedom to escape from the New Deal, Andrew Ryan was so horrified at the prospect of inevitable atomic war that he immediately greenlighted Rapture's development upon learning about the atomic bombs⁵.

Primary construction lasted from the latter half of 1945 to 1947. Having spotted an ideal location in the North Atlantic, Ryan converted his ship, the Olympian, into a giant platform ship to hold bathyspheres and to build Rapture's foundational platform ("The Sinker"). He eventually installed the platform above an ancient volcano, which serves as Rapture's energy source⁶. To withstand the underwater pressure, the windows and structural steel were created from a submolecular bonded alloy called, appropriately enough, Ryanium.⁷

Beginning concurrent to the construction and accelerating after 1947, thousands of individuals slowly disappeared around the world in what conspiracy theorists later called "The Vanishing".⁸ Bill McDonagh and the Wales brothers were among the first to be recruited as part of the construction team. The city was dedicated on November 5, 1946.⁹ By 1947, the central core of Rapture was finished, allowing for a broad recruitment of talented individuals to take place.¹⁰

These visitors would usually arrive secretly by boat or by submersible to the Lighthouse, where they would be greeted by a stern bust of Andrew Ryan before being ferried down to

²John Shirley, *Bioshock: Rapture*, 15-19

³http://bioshock.wikia.com/wiki/BioShock_Public_Address_Announcements#Andrew_Ryan.27s_Speech

⁴http://bioshock.wikia.com/wiki/Radio_Messages:_Arcadia_-_Farmer%27s_Market#06._Andrew_Ryan_-_Planting_Arcadia

⁵John Shirley, *Bioshock: Rapture*, 11-15

⁶http://bioshock.wikia.com/wiki/Rapture_Memorial_Museum

John Shirley, *Bioshock: Rapture*, pg 87

⁷John Shirley, *Bioshock: Rapture*, pg 91, 94, 103

⁸http://bioshock.wikia.com/wiki/The_Vanishing

⁹http://bioshock.wikia.com/wiki/File:Rapture_november_5_1946_display.jpg

¹⁰John Shirley, *Bioshock: Rapture*, pg 98-103



Rapture via a bathysphere system. On the way, a dramatic speech by Ryan would inform them of the city's mission before revealing the city itself.

Naturally, to ensure the city's permanent security, the Lighthouse and Rapture's environs are equipped with advanced missile systems to bring down trespassers arriving by sea or by air.¹¹

Ideology: The Great Chain of Industry¹²



Ideology is the *raison d'être* of Rapture. Ryan developed strong *laissez faire* attitudes from his horrific brush with communism during the Russian Revolution. Although he had hoped to find a home where he could make his fortunes and aspire to greatness unimpeded in the United States, he was disappointed by the New Deal's interventionist policies. Thus, he believed, a hidden utopia was necessary for great men like him to succeed without government interference, to abide by the dictates of the free market.

In response, Ryan proposed his own ideology: the Great Chain. It is apropos to quote the man himself:

“I believe in no God, no invisible man in the sky. But there is something more powerful than each of us, a combination of our efforts, a Great Chain of industry that unites us. But it is only when we struggle in our own interest that the chain pulls society in the right direction. The chain is too powerful and too mysterious for any government to guide. Any man who tells you different either has his hand in your pocket, or a pistol to your neck.”¹³

Just like Adam Smith's Invisible Hand, the Great Chain is a metaphor for the absolute free market. Unlike Smith's merely economic application, however, it also embodies a strict ethical code of self-interest. Society is benefitted and progressed only through individuals

¹¹ http://bioshock.wikia.com/wiki/The_Lighthouse

¹² In our universe, the Great Chain is directly inspired by Russo-American writer Ayn Rand's philosophy of Objectivism, which has its own ethics and metaphysics as well as policy prescriptions. I'll refer you to additional resources on Randian Objectivism in the bibliography.

¹³ [http://bioshock.wikia.com/wiki/The_Great_Chain_\(Audio_Diary\)](http://bioshock.wikia.com/wiki/The_Great_Chain_(Audio_Diary))



working in their self-interest at the same time, allowing the competitive Darwinian selection to allow the strong to out-produce and out-innovate their rivals. In this theory, virtually all attempts at government intervention is misguided at best and tyrannical at worst for trying to rein in an uncontrollable force of nature.¹⁴ In sum, “we all move the Great Chain, and the Great Chain moves us all.”¹⁵

There is also an ethical component to this. Self-interest is driven by an ethic of pure self-help. Anyone asking others for bailouts is considered parasitic to society. Not only are they not doing their part in pulling the Great Chain, but they surrender their independence to others and thus become a slave. Free will is also prized in the Great Chain system, as the possession of free will is integral to making self interested choices. As this free will comes with a degree of defiance and strong self-confidence, adherents must be thick skinned enough to brush aside naysayers and Parasites who wish to limit their abilities and opportunities.¹⁶ Adherents have the imperative to, for lack of a better term, Just Do It.¹⁷ And, because people make choices, they bear ultimate responsibility for its outcomes; no one else can or should shoulder that burden of choice. “We all make choices, but, in the end, our choices make us.”¹⁸

¹⁴ [http://bioshock.wikia.com/wiki/The_Great_Chain_\(Economic_Ideal\)](http://bioshock.wikia.com/wiki/The_Great_Chain_(Economic_Ideal))

¹⁵ http://bioshock.wikia.com/wiki/BioShock_Public_Address_Announcements#General_Announcements

¹⁶ For a more in depth look at this articulation of individualism, see the life and choices of the architect Howard Roark in Ayn Rand’s *The Fountainhead* (1943) or its movie adaptation (1949).

¹⁷ http://bioshock.wikia.com/wiki/A_Man_or_a_Parasite

¹⁸ http://bioshock.wikia.com/wiki/BioShock_Public_Address_Announcements#General_Announcements



Key Topics

Topic 1: Plasmid regulation

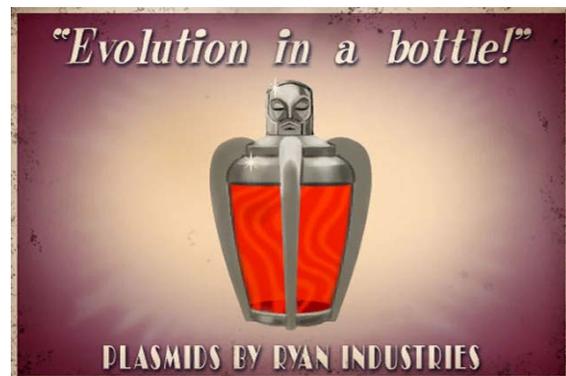
Plasmids were discovered in 1951 by Brigid Tenenbaum when she chanced upon a sailor whose wounded hand was miraculously healed after being bitten by a mysterious sea slug.¹⁹ Although she was turned down by several labs²⁰, she found a very willing sponsor in Frank Fontaine, who quickly hired her and Suchong to work on finding ways to harvest sea slugs in secret.²¹ It was in popular use by 1952, propelling both Tenenbaum and Suchong to the top of Rapture's scientific elite.²²

Since sea slugs alone cannot produce much ADAM to be massed produced, Tenenbaum had discovered that it is necessary to use a human host: “the slug is embedded in the lining of the host's stomach and after the host feeds we induce regurgitation, and then we have twenty, thirty times yield of usable ADAM”²³. Unfortunately for Fontaine and Tenenbaum, the only host that can accommodate ADAM are little girls, whose compatibility with ADAM gives them instant cell regeneration after any damage.²⁴ As a result, Fontaine has opened up Little Sister's Orphanages to shelter potential hosts²⁵—and thus the girls picked up the moniker “Little Sisters”.

There are two ADAM-related serums in production: plasmids and gene tonics²⁶. Both serums modify the user's gene to imbue them with superpowers, and both require users to directly use ADAM to modify their genes for compatibility with the product. However, the two do have their differences. Plasmids are considered active; they give the user offensive capabilities but they must be fuelled using EVE injections (think gas and cars).²⁷ Gene tonics are more passive; they are permanent upgrades to the user's bodies—enhancing the user's body and preexisting plasmid powers—and do not require EVE to be powered.²⁸



Sea Slug



Plasmid Acid

¹⁹ http://bioshock.wikia.com/wiki/Finding_the_Sea_Slug

²⁰ http://bioshock.wikia.com/wiki/Fontaine%27s_Smugglers

²¹ John Shirley, *Bioshock: Rapture*, pg 176-8

²² http://bioshock.wikia.com/wiki/File:BioShock2_2010-02-27_17-38-29-84.png

²³ http://bioshock.wikia.com/wiki/Mass_Producing_ADAM

²⁴ http://bioshock.wikia.com/wiki/Why_Just_Girls%3F

²⁵ http://bioshock.wikia.com/wiki/Little_Sister%27s_Orphanage

²⁶ For our committee purposes, we won't make any real distinctions between the components; they're all plasmids from our view.

²⁷ <http://bioshock.wikia.com/wiki/Plasmid>

²⁸ http://bioshock.wikia.com/wiki/Gene_Tonic



Despite widespread usage, critics of plasmid usage have pointed to cautionary tales of ADAM addicts. The latter have shown up as early as 1955. Dubbed “Splicers”, they are largely lower class people in poverty who use their powers to attack ADAM stores, machines, and police officials in a desperate bid for more ADAM. Thus far, the most prominent casualty is that of Rapture’s chief engineer Ruben Greavy in 1955.²⁹ It is currently unknown what causes this ADAM “madness”, although officially the Council suspects Splicers of falling prey to the Parasitic mentality when they fall into debt and drug abuse.



Splicer Revolutionaries

As per Rapture’s laissez faire policies, plasmids are almost completely unregulated.³⁰ There has only been one instance to suppress plasmids: Ryan had forbade Fontaine from further research on Teleportation, both out of his distrust of Fontaine, and for security reasons.³¹ Yet, the powers that plasmids give its users have become increasingly awesome and dangerous, as rogue Splicers are now using offensive models like Incinerate or Insect Swarm to attack police officials and prominent elite.

There is also the problem of supply. Little Sisters are currently being harvested in labs, but that is proving insufficient to meet increasing demand for ADAM. In addition, Little Sisters remain vulnerable to predatory attacks by Splicers, even more so if the former travel in packs. A few people have suggested giving them armed escorts or even programming a Big Daddy as one.³² Orphaned girls are rather hard to come by these days, so the loss of every Little Sister is a major blow to the mass production of Plasmids.



The Typical Little Sister

²⁹ John Shirley, Bioshock: Rapture, pg 243-4

³⁰ http://bioshock.wikia.com/wiki/The_Market_is_Patient

³¹ John Shirley, Bioshock: Rapture, pg 287-292

³² Big Daddies are enhanced construction/maintenance workers “genetically altered with ADAM and permanently sealed inside the special diving suits”. While the earlier Alpha series are merely humans locked in a suit, later models, including the popular Bouncer series, require a person’s “skin and organs [to be] grafted into [the] enormous diving suit”. Both require the person to be conditioned into submissiveness and obedience. Few voluntarily become a Big Daddy, of course; some have essentially sold themselves into this program after falling into debt; others are political prisoners conditioned by Augustus Sinclair in the Persephone Correctional Facility. (http://bioshock.wikia.com/wiki/Big_Daddy)

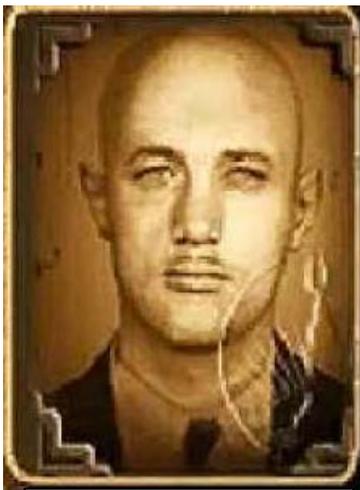
Topic 2: Rise of populism

As a city based on the free market, Rapture has long had its share of losers who failed to keep up. Given Rapture's policy of secrecy, they were barred from leaving. Thus, many failures had no other alternative but to squat in slums like Apollo Square and "Pauper's Drop" (formerly Maintenance Junction 17). Of course, the Great Chain does not reward those who make themselves dependent on others, and thus no charities were ever established there early on.



Dr. Sophia Lamb in her office, before her purge

The first major populist to take advantage of a growing mass of malcontents was Sofia Lamb, a psychiatrist who was brought down to Rapture to reassure the citizens of their confidence in life without the surface.³³ Her therapy sessions preached collectivism, altruism, and the "greater good", and held stunts like redistributive poker games³⁴. With her rising popularity, Ryan was at first goaded (by Bill McDonagh) into publically debating her³⁵, but eventually came to the conclusion that he needed to quietly dispose of her. Not wishing to make Lamb a martyr, Ryan contracted Sinclair to transport her to Persephone Correctional Facility in 1955.³⁶ Mysteriously, Lamb is allowed free reign to carry out her therapeutic sessions with fellow prisoners.³⁷ While her influence on the masses outside has all but vanished in recent years, there are rumours that the vast majority of the prison have joined Lamb's "Family" cult and the prison warden is acting rather strangely around Sinclair...



The late Frank Fontaine

Lamb's heyday marked the beginning of a populist mood, spearheaded by Frank Fontaine (Rapture's second largest magnate and the holder of the plasmid monopoly) and Augustus Sinclair. Around 1955, Fontaine opened his first charity—Fontaine's Center For the Poor—in Apollo Square to a lukewarm response from Rapture's elites.³⁸ Shortly after, as his plasmid business expanded, he opened Little Sister's Orphanage for orphaned girls, or girls whose impoverished parents put up for adoption. Meanwhile, Sinclair made a move to control Pauper's Drop by setting up the Sinclair Deluxe tenements while opening up sweatshop factories for them to work in—in essence, he turned Pauper's Drop into his own captive production and market.

³³ http://bioshock.wikia.com/wiki/The_Great_Chain_Rattles

³⁴ http://bioshock.wikia.com/wiki/Learning_Poker

³⁵ [http://bioshock.wikia.com/wiki/Pauper%27s_Drop_\(Audio_Diary\)](http://bioshock.wikia.com/wiki/Pauper%27s_Drop_(Audio_Diary))

³⁶ http://bioshock.wikia.com/wiki/Bury_Her_Memory

³⁷ John Shirley, *Bioshock: Rapture*, pg 250-251

³⁸ John Shirley, *Bioshock: Rapture*, pg 241

With a sprawling poor population, Fontaine is now known to have made an imperially huge side fortune in smuggling surface comforts, from booze to Bibles, under the cover of his legitimate fishing business. As this violates one of Rapture's very few laws, Ryan waged an increasingly brutal war against Fontaine's smugglers, including having Chief Sam Sullivan torture captured criminals to death for information.³⁹ As everyone knows, Ryan decided to make his decisive move against Fontaine yesterday (September 12, 1958), which ended in the death of Fontaine and the dismantling of his entire smuggling operation.

The slums are also known to be the hotbeds for Splicers. The stories these impoverished addicts tell you when they accost you on the street is this: they've gotten ADAM enhancements for better job prospects, but those never came or they were sacked. And as a result, they were reduced to poverty, but they really, really need that ADAM. Anyway, that's the Parasite's version of the tale. We all know that they have failed to surmount the Great Chain and are now trying to corrupt hardworking citizens with their talk of altruism and dependency.

For one reason or another, these Splicers have begun to act violently. Anti-Ryan gang warfare began in slums like Apollo Square and Pauper's Drop around 1956, with attacks on police patrols and dissemination of anti-Ryan propaganda. The situation has since slowly spiralled out of control. Today, the police effectively and firmly controls the train stations of these slum districts, while they cannot even enter the slums proper in anything less than large, heavily armed groups. As a response to these actions, Ryan began to enact martial law measures in late 1957 with public hangings, and privately discussed with Council members on the potential use of ID cards and curfews in hotspot district.⁴⁰ The situation has escalated to the point where some have heard Ryan toy around with the death penalty.



Captured pro-Atlas Propaganda

By mid-1958, there were troubling reports of posters being put up proclaiming the advent of a new, previously unknown demagogue named Atlas. Graffiti colourfully pose the cryptic question "Who is Atlas?" However, the man himself has never shown up in person. In the hours after the Fontaine raid, we have found billets being distributed across Rapture, signed by Atlas, denouncing the assassination of the people's friend Fontaine and the rigged nature of the Great Chain favouring Andrew Ryan. There are reports of flash protests spreading in tenements nationalizing Fontaine's assets.

With the ghost of Fontaine cast squarely over the mysterious Atlas, the future of Rapture and its free enterprise looks to be increasingly at stake.

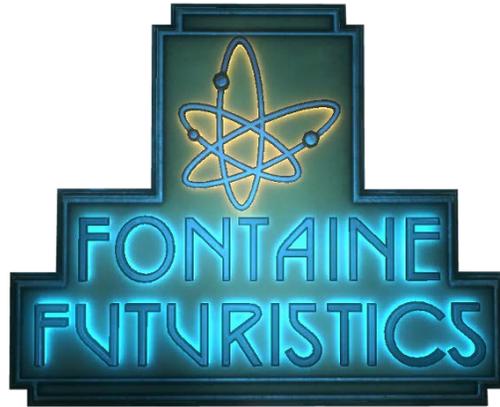
³⁹ http://bioshock.wikia.com/wiki/Timmy_H._Interrogation

⁴⁰ John Shirley, Bioshock: Rapture, pg 313



Topic 3: Nationalizing Fontaine Futuristics

The decision to nationalize Fontaine Futuristics (or not) into the Council's control stems directly from the overarching populist threat, and will be the default topic at the start of the committee.



Fontaine Futuristics is an extensive conglomerate controlling the entire vertical integration process of plasmid production. Harvesting ADAM slugs from Fontaine Fisheries, and little girls from the Little Sister's Orphanages, the late businessman would brainwash the little girls in his Little Wonders Educational Facility before implanting the slugs into them. His Fontaine Futuristics Genetic Research Department was one of Rapture's most advanced plasmid R&D agencies, extremely successful in researching plasmids and ADAM harvesting. His department store would then advertise and sell Fontaine's plasmids to the general population.⁴¹

Nevertheless, Fontaine had many other business interests: clinics, fish products, arms dealing, publishing⁴², and, above all, his Home for the Poor tenements in Apollo Square and Hestia Chambers. All of these were instrumental in promoting his popular reputation among the working classes as a man of the people.⁴³

Proponents of nationalizing Fontaine Futuristics argue that nationalization is a necessary strategic move. With a current ownership void over one of Rapture's largest conglomerates, the immediate dissolution of the company would be highly disruptive—Fontaine Futuristics is simply too big to fail. The company is also officially a crime scene and was a major possession of a treasonous criminal⁴⁴. Ryan ought to take over to process evidence of crimes and purge the company of undesirable elements. Lastly, Ryan has promised to “break it up in due time”, thus returning Rapture to its pre-Fontaine status quo.⁴⁵ Less stated in public rhetoric is the fact that Fontaine *was* the paramount leader in plasmid research before his death...

The side opposing nationalization argue, first, that it is ideologically wrong for the government to murder business rivals and nationalizes their businesses.⁴⁶ Second, given Fontaine's reputation as a charitable anti-Ryan populist, nationalizing the business would only aggravate those who feel disenfranchised from Ryan's vision⁴⁷; Ryan's hypocrisy would only add fuel to the fire.

The fate of Fontaine Futuristics—and Rapture—now rests in the hands of the emergency Rapture War Council.

⁴¹ [http://bioshock.wikia.com/wiki/Fontaine_Futuristics_\(Business\)](http://bioshock.wikia.com/wiki/Fontaine_Futuristics_(Business))

⁴² http://bioshock.wikia.com/wiki/Rapture_Businesses

⁴³ http://bioshock.wikia.com/wiki/Fontaine%27s_Home_for_the_Poor

⁴⁴ http://bioshock.wikia.com/wiki/BioShock_Public_Address_Announcements#Fontaine_Futuristics

⁴⁵ http://bioshock.wikia.com/wiki/Ryan_Takes_F_Futuristics

⁴⁶ http://bioshock.wikia.com/wiki/Guns_Blazing

⁴⁷ http://bioshock.wikia.com/wiki/Arresting_Fontaine





This is your city!



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http://bioshock.wikia.com/wiki/File:The_Great_Chain.png
http://bioshock.wikia.com/wiki/File:Bioshock_Sea_Slug.jpg
http://bioshock.wikia.com/wiki/File:Plasmid_Poster.png
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<http://i.ytimg.com/vi/gnRk3PdYm3I/hqdefault.jpg>
http://bioshock.wikia.com/wiki/File:Who_Is_Atlas.png
<http://bioshock.wikia.com/wiki/File:FFlogo.png>
<http://bioshock.wikia.com/wiki/File:Fhh.jpg>
http://bioshock.wikia.com/wiki/File:Tumblr_mzln9b8I2x1r98n8go1_1280.jpg



Further Readings & Additional Resources

Additional Resources On The Bioshock Universe

2K Boston and 2K Australia. *Bioshock*. Take-Two Interactive, 2007.

2K Marin and 2K Australia. *Bioshock 2*. Take-Two Interactive, 2010.

2K Marin and 2K Australia. *Bioshock 2: Minerva's Den*. Take-Two Interactive, 2010.

Irrational Games. *Bioshock Infinite: Burial at Sea*. Take-Two Interactive, 2013.

Rapture Archives Center, <http://www.rapturearchives.org/html/museum.html>

A handy archive of almost all audio diaries, advertisement clips, propaganda ads, and archived pages for the Something in the Sea website

Cult of Rapture, <http://www.2kgames.com/cultofrapture/home.php>

Bioshock 2 developer site. Contains behind the scenes information on the sequel.

Additional Resources on Objectivism (ranked from basic to advanced)

Ayn Rand Institute, <http://www.aynrand.org/ideas/overview>

From her legacy institution itself, this is a very easy to digest primer on Objectivist metaphysics, epistemology, ethics, and politics. Short summaries and multimedia supplements.

Darryl Cunningham, "Ayn Rand" (<http://activatecomix.com/162.comic>)

Excellent comic biography of Ayn Rand's life with an entertaining breakdown of her core philosophy.

King Vidor (director), *The Fountainhead* (1949) (<http://vimeo.com/68662628>)

Howard Roark is the perfect embodiment of Objectivist ideals as he struggles against bland conformity and pressures to surrender his individualism.

Ayn Rand, "Introducing Objectivism" (<http://campus.aynrand.org/more/ayn-rand-importance-philosophy/>)

Ayn Rand's own essay summarizing the basics of her thought.

Rand, Ayn, and Nathaniel Branden. *The Virtue of Selfishness*. New York: New American Library, 1965. (<http://philo.abhinav.ac.in/Objectivism/Ayn%20Rand%20-%20The%20Virtue%20of%20Selfishness.pdf>)

If you're really interested in Objectivism (the ideology that inspired the Great Chain) and want to learn about it straight from the horse's mouth, this would seem to be an appropriate starting point.



Appendix 1: Character List & Profiles

Character List:

1. Gilbert Alexander
2. Anya Andersdotter
3. Sander Cohen
4. Anna Culpepper
5. Anton Kinkaide
6. Stan Kyburz
7. Julie Langford
8. Diane McClintock
9. Bill McDonagh
10. Stanley Poole
11. Charles Milton Porter
12. Augustus Sinclair
13. Dr. J.S. Steinman
14. Chief Sam Sullivan
15. Brigid Tennenbaum
16. Dr. Yi Suchong
17. Daniel Wales
18. Lloyd Webster

Character Biographies:

Dr. Gilbert Alexander: Gilbert Alexander is first and foremost an engineer, having architected Rapture’s security program (security bots, cameras and turrets). A colleague of Suchong, he has also defected to Ryan Industries immediately after Fontaine’s death, and is currently one of the primary scientists who are working on bonding Big Daddies and Little Sisters, having played a major role in creating the Little Sisters in years past. Although Alexander is fully dedicated to his research, he is increasingly (but privately) unnerved by his participation in human experimentation.

Anya Andersdotter: Anya Andersdotter is a highly successful clothing and shoe designer, amassing a huge fortune and catapulting her to the elite of Rapture socialites. She is a proud freethinker and strongly identifies with Rapture’s Objectivist ideals, but she is privately critical of the strong, statist measures Ryan is employing against Fontaine’s people. Above all, she is fiercely protective of her daughter, especially in an increasingly exploitative Rapture.

Sander Cohen: Sander Cohen is an avant garde composer, artist and showman on the decline before Ryan gave him a second chance in Rapture. A member of Ryan’s inner circle, Cohen wrote the city’s national anthem, and amassed a massive music, art and entertainment empire at Fort Frolic. Cohen is known to be a flamboyant and vainglorious megalomaniac, surrounding himself his fawning “disciples” and sharing a vitriolic relationship with his critics, real or perceived. Although he is loyal to Ryan (and blames the unrest on “Doubters” of their philosophy), Cohen’s real mission is to create ever more perfect works of art, and will use the opportunities presented in the current unrest to do so.



Anna Culpepper: Anna Culpepper is a prominent songwriter and a member of the Central Council. Although she never completed university, Culpepper quickly rose to prominence in Rapture through her collaborations with Sander Cohen, even gaining a seat at the Council (she and Cohen have since had a violent falling out). However, since her appointment, she has become increasingly critical of Ryan's harsh measures to control the population, his ignoring of the poor's plight and the growing threat of unchecked plasmid abuse. Although Ryan no longer pays any attention to Culpepper, she will use her Council bully pulpit to advocate for commoners.

Anton Kinkaide: Originally an engineer from a humble background, Anton Kinkaide became one of Rapture's most powerful people through founding (and owning) Rapture Metro, later buying out the rival Atlantic Express to form a virtual transit monopoly. He is perhaps one of the most fervently ideological members on the Central Council (proclaiming that ideology is what made Rapture, Rapture) and supported Ryan in taking a hard line against Fontaine, as well as supporting plasmids as tools for transhumanism. However, his plebeian social ineptitude within upper class circles has won him few friends among the elite.

Stan Kyburz: Kyburz is the Supervisor of Hephaestus, and a permanent member of the Central Council. Proudly hailing from Australia, Kyburz emigrated to the Rapture project in 1947 in pursuit of a career in electrical engineering, working hard to rise to the top of the city's engineering world (although to Kyburz, Ryan is still the best engineer there is) thanks to his engineering ingenuity, resourcefulness, and personal ruthlessness. A sullen (if not paranoid) outbacker, Kyburz is extremely concerned about the escalating violence, and is prepared to any length to safeguard the Rapture dream.

Julie Langford: Julie Langford is the key to life and death in Rapture: all of the city's oxygen flows originate from her genetically engineered trees at Arcadia. Before coming to Rapture, Langford helped devise ways to defoliate trees, but the industriousness of her new home has swayed her over into trying to develop ways to revive dying plants. Although she is not by any stretch an ideologue (having quietly opposed Ryan's privatization of her forests), Langford nevertheless knows her entire research is predicated on receiving fat pay cheques from powerful business patrons.

Diane McClintock: As Ryan's long time mistress, Diane McClintock has spent her entire life in Rapture within the elite strata blissfully unaware of the commoners' situation, and so idolized her lover that she raised the possibility of marriage to Ryan (to his unease). However, things have changed: in recent months, while she has become estranged from Ryan as he had "work" to do (at the local red light district!), her idle wanderings around the increasingly dangerous city has made an impression on her. Long ignored by the Council as a gold-digging lightweight, McClintock will use this crisis opportunity to raise her concerns about the conditions on the streets.

Bill McDonagh: Bill McDonagh is the primary contractor responsible for the city's maintenance, the owner of the Fighting McDonagh's Tavern, and a member of the Central Council. Although he started a plumber, McDonagh's immense pride in the quality of his work



and his self-reliance quickly won him Ryan's trust and friendship. As Ryan's friendly advisor, McDonagh is not afraid of telling hard truths to Ryan (nor to any of the elites) or reining in Ryan's idealism where necessary. Nevertheless, McDonagh is an Objectivist ideologue, and he understands that he owes his current successes and his family's existence to Ryan. Thus, he is loyal to both Rapture and Andrew Ryan equally, but his first priority is ensuring the safety of his wife and daughter.

Stanley Poole: Originally a reporter, Stanley Poole was recruited by Augustus Sinclair to infiltrate Sofia Lamb's Family cult during her heyday. A masterful conman who became Lamb's confidant, Poole's intel was instrumental in building Ryan's case in purging Lamb and her followers. With Lamb still in the dark about who betrayed her, Poole continues to maintain Lamb's confidence and is currently entrusted to oversee her resort, Dionysus Park, where he throws extravagant bacchanals at Lamb's expense. A purely selfish and hedonistic individual fearful of both Sinclair and Lamb, there are few moral boundaries Poole will not step over to maintain his current influence.

Charles Milton Porter: A former protégé of Alan Turing himself, Charles Milton Porter moved to Rapture after losing his beloved wife Pearl in the London Blitz. He has collaborated with the ambitious mathematician Reed Wahl in creating the supercomputer Rapture Operational Data Interpreter Network (or, colloquially, "The Thinker"). A compassionate and practical man, Porter has viewed the ideological conflict largely with indifference, preferring to feed The Thinker his memories of his wife in hopes of partially reviving her (a "wasteful" project viewed with disdain by Wahl). As an African-American who faced lifelong racial discrimination, Porter believes in the Rapture dream of judging one solely on their merits and hard work.

Augustus Sinclair: Augustus Sinclair is the second largest tycoon in Rapture, after Andrew Ryan (he used to be third, after Frank Fontaine). Having rejected altruism from an early age, Sinclair has dedicated his life to aggressive business expansion, first in Georgia, then in Rapture. Today, his conglomerate produces everything from plasmids (Sinclair Solutions is under contract to Ryan Industries to test new plasmids) to value toys (made cheaply in Pauper Drop sweatshops) to private detention (the Persephone Correctional Facility). Sinclair is purely profit-driven and apolitical; however, he is not without some degree of empathy on the personal level and is known for his straightforwardness.

Dr. J.S. Steinman: The owner of Dr. Steinman's Aesthetical Ideals (and de facto warden of the Medical Pavilion by virtue of his immense power), J.S. Steinman made a distinguished career in plastic reconstructive surgery before leaving for Rapture to free himself from ethical and technological constraints. A thorough perfectionist who is beginning to be dissatisfied with superficial plastic surgery, Steinman is a strong proponent of ADAM use for allowing him to build an aesthetically perfect human from the bottom up. He will likely support any measure that allows him to advance his aesthetic research uninhibited.

Chief Sam Sullivan: Once a cop in New York, Sam Sullivan was recruited from a career slump to be Ryan's Head of Security long before the Rapture dream was formalized. Sullivan took a leading role in Ryan's anti-smuggling war, conducting raids against Fontaine and torturing captured smugglers, culminating in him leading the final assault on Fontaine's stronghold. As



splicer violence escalated, Sullivan has helped organize Ryan Security militias to patrol hotbeds like Apollo Square. Although Sullivan is bound by professional duty to carry out virtually all of Ryan's orders no matter how beyond the pale they are, he cannot help but feel disturbed at the morality of his action. But he is only the enforcer, not the lawmaker...right?

Dr. Brigid Tennenbaum: The mother of the ADAM program, Brigid Tennenbaum began her science career as a conscripted lab assistant for Nazi scientists while a prisoner at Auschwitz. She stumbled on the ADAM slug healing a wounded smuggler in 1951. Working with Suchong under Fontaine's patronage, Tennenbaum was propelled to national stardom thanks to her groundbreaking research on harvesting ADAM in conditioned little girls. Even though she was initially hostile to children, lately, Tennenbaum is beginning to feel unease at harvesting children for the use of ADAM. She had been captured during the raid against Fontaine, and has agreed to switch contracts to Ryan Industries.

Dr. Yi Suchong: As Rapture's most brilliant geneticist, Suchong has been behind Fontaine Futuristics' major successes in plasmid research by disregarding all ethical considerations, as per Rapture's ideology. Suchong fled to Rapture from China to avoid being tried for pro-Japanese collaboration. He was hired by Fontaine to conduct research into the sea slugs' genetic abilities (resulting in the invention of plasmids in 1952), although it was rumoured he had to do a few side gigs for Fontaine as well. Captured during Ryan's raid on Fontaine, Suchong is now employed by Ryan Industries to research the process of harvesting ADAM via Little Sisters. He is a morally unscrupulous man (rumour has it that Suchong never bothered to learn the word "conscience" in English) with no affiliations—political or otherwise—besides money, research opportunities, and himself.

Daniel Wales: Despite being an atheist, Irish architect Daniel Wales co-owned an architectural firm with his twin brother Simon that built cathedrals before Andrew Ryan hired them to design Rapture's stunning Art Deco buildings. While their subsequent business was prosperous at first as Rapture rapidly expanded, the Wales brothers were blamed for multiple leaks while Rapture's economy underwent a depression, leading to a violent falling out between the brothers as the more religious Simon converted to Sofia Lamb's cult in penance for their leaky sins. Still bitter over Simon's defection, Daniel will want to pursue a Sofia-first strategy to spite his brother.

Lloyd Webster: As the president of Circus of Values and El Ammo Bandito, Lloyd Webster is a model Rapture-style entrepreneur with an immense reach (his vending machines are practically household names). Recently, seizing the opportunity of escalating violence, he is considering replacing his Circus vending machine stocks with ammunition and war supplies. As such, Webster sees the unrest as untapped business opportunities in arms dealing, and will do everything in his power to gouge the last buck from the passing violence.

