

Posters

All posters are presented in their original resolutions and aspect ratios. This means that they'll look different than in the game, because texture files must follow certain aspect ratio rules, and the textures are then stretched out to the correct size by the game engine.

The posters from Minerva's Den are, as with all the posters here, the in-game versions. For the larger (and sometimes variant) versions given to fans by Steve Gaynor, visit our partner site RaptureArchives.org.

Posters from Minerva's Den, circa 1968



Posters from BioShock 2 Multiplayer, circa 1959





Posters from BioShock, circa 1960







Posters from BioShock 2, circa 1969









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