

Bioshock Vending Machine Stock

Mike Fay 9/18/07 - See end for notes

1 - G Medical Pavilion - Foyer. First vending machine encountered in game - can't hack it til you hack the security bot nearby

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Chechnya Vodka	<input type="checkbox"/>	3	2	1	0
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
Electric Buck	<input type="checkbox"/>	72	54	6	24
Armor-piercing Pistol Ro	<input checked="" type="checkbox"/>	-	45	6	24
00 Buck	<input checked="" type="checkbox"/>	-	41	6	48

2 - G Medical Pavilion - central medical bay - G & A pair to northwest of initial main Med Pavilion entrance. There's no prior indication of the Buckshot (3+) that's revealed by hacking

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
Armor-piercing Pistol Ro	<input type="checkbox"/>	60	45	6	24
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Chechnya Vodka	<input type="checkbox"/>	3	2	1	0
00 Buck	<input checked="" type="checkbox"/>	-	41	6	48

3 - A Medical Pavilion - central medical bay - G & A pair to northwest of initial main Med Pavilion entrance.

Name	H?	N\$	H\$	#	Max
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
00 Buck	<input type="checkbox"/>	54	41	6	48
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Armor-piercing Pistol Ro	<input type="checkbox"/>	60	<u>30</u>	6	24
Antipersonnel Auto Rou	<input type="checkbox"/>	100	<u>50</u>	40	180

4 - G Medical Pavilion - down the stairs in rear of central medical - at the stairs.

Name	H?	N\$	H\$	#	Max
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
00 Buck	<input type="checkbox"/>	54	41	6	48
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
First Aid Kit	<input type="checkbox"/>	20	15	1	9
Chechnya Vodka	<input type="checkbox"/>	3	2	1	0
Potato Chips	<input type="checkbox"/>	4	2	1	0
EVE Hypo	<input checked="" type="checkbox"/>	-	19	1	9

5 - G Medical Pavilion - Surgery Foyer. 00 Buck invisible until hacked

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
Armor-piercing Pistol Ro	<input type="checkbox"/>	60	45	6	24
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Chechnya Vodka	<input type="checkbox"/>	3	2	1	0
00 Buck	<input checked="" type="checkbox"/>	-	41	6	48

6 - G Neptune's Bounty - Bathysphere Station - Entrance to level.

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
00 Buck	<input type="checkbox"/>	54	41	6	48
Armor-piercing Pistol Ro	<input checked="" type="checkbox"/>	-	45	6	24
Electric Buck	<input checked="" type="checkbox"/>	-	54	6	24

7 - G Neptune's Bounty - Lower Wharf - Near Gatherer's Garden.

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
Film	<input type="checkbox"/>	15	12	15	100
First Aid Kit	<input type="checkbox"/>	20	15	1	9
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
Armor-piercing Pistol Ro	<input type="checkbox"/>	60	45	6	24
00 Buck	<input type="checkbox"/>	54	41	6	48
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Potato Chips	<input type="checkbox"/>	4	2	1	0
EVE Hypo	<input checked="" type="checkbox"/>	-	19	1	9

8 - G Neptune's Bounty - Upper Wharf - North end, near bottom of stairs to Wharfmaster.

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
Film	<input type="checkbox"/>	15	12	15	100
00 Buck	<input type="checkbox"/>	54	41	6	48
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Pistol Rounds	<input checked="" type="checkbox"/>	-	19	6	48

9 - A Neptune's Bounty - Upper Wharf - South end, at security camera with Security Bullseye tonic.

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
00 Buck	<input type="checkbox"/>	54	41	6	48
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Electric Buck	<input type="checkbox"/>	72	<u>36</u>	6	24
Antipersonnel Auto Rou	<input type="checkbox"/>	100	<u>50</u>	40	180

10 - G Neptune's Bounty - Fontaine Fisheries - Jet Postal.

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
Film	<input type="checkbox"/>	15	12	15	100
00 Buck	<input type="checkbox"/>	54	41	6	48
Electric Buck	<input type="checkbox"/>	72	54	6	24
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Potato Chips	<input type="checkbox"/>	4	2	1	0
First Aid Kit	<input type="checkbox"/>	20	15	1	9
Proximity Mine	<input checked="" type="checkbox"/>	-	57	3	6
Frag Grenade	<input checked="" type="checkbox"/>	-	45	3	12

11 - G Neptune's Bounty - Fontaine Fisheries - Fighting McDonagh.

Name	H?	N\$	H\$	#	Max
Film	<input type="checkbox"/>	15	12	15	100
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
00 Buck	<input checked="" type="checkbox"/>	-	41	6	48

12 - G Neptune's Bounty - Fontaine Fisheries - Freezer Top Floor.

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Chechnya Vodka	<input type="checkbox"/>	3	2	1	0
Potato Chips	<input type="checkbox"/>	4	2	1	0
Automatic Hack Tool	<input checked="" type="checkbox"/>	-	60	1	5

13 - G Arcadia - Tea Garden - Upstairs NW.

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Liquid Nitrogen	<input type="checkbox"/>	100	75	100	200
Napalm	<input type="checkbox"/>	75	57	100	400
Electric Buck	<input checked="" type="checkbox"/>	-	54	6	24
Film	<input checked="" type="checkbox"/>	-	12	15	100

14 - G Arcadia - Lower Concourse - W End.

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
Armor-piercing Pistol Ro	<input type="checkbox"/>	60	45	6	24
00 Buck	<input type="checkbox"/>	54	41	6	48
Film	<input type="checkbox"/>	15	12	15	100
Napalm	<input checked="" type="checkbox"/>	-	57	100	400
Liquid Nitrogen	<input checked="" type="checkbox"/>	-	75	100	200

15 - A Arcadia - Lower Rolling Hills - Entrance to Research Laboratories.

Name	H?	N\$	H\$	#	Max
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
00 Buck	<input type="checkbox"/>	54	41	6	48
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Napalm	<input type="checkbox"/>	75	57	100	400
Electric Buck	<input type="checkbox"/>	72	<u>36</u>	6	24
Proximity Mine	<input type="checkbox"/>	75	<u>38</u>	3	6

16 - G Arcadia - Tree Farm - Before entrance to Farmer's Market. Film can't be seen prior to Hack

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
First Aid Kit	<input type="checkbox"/>	20	15	1	9
Armor-piercing Pistol Ro	<input type="checkbox"/>	60	45	6	24
00 Buck	<input type="checkbox"/>	54	41	6	48
Liquid Nitrogen	<input type="checkbox"/>	100	75	100	200
Napalm	<input type="checkbox"/>	75	57	100	400
Coffee	<input type="checkbox"/>	5	4	1	0
Film	<input checked="" type="checkbox"/>	-	12	15	100

17 - G Arcadia - Research Laboratories - West end, in wet room.

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
First Aid Kit	<input type="checkbox"/>	20	15	1	9
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
Armor-piercing Pistol Ro	<input type="checkbox"/>	60	45	6	24
00 Buck	<input type="checkbox"/>	54	41	6	48
Proximity Mine	<input type="checkbox"/>	75	57	3	6
Coffee	<input type="checkbox"/>	5	4	1	0
Pep Bar	<input type="checkbox"/>	8	6	1	0
EVE Hypo	<input checked="" type="checkbox"/>	-	19	1	9

18 - G Farmer's Market - Main market - Right & Downstairs from entrance.

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Liquid Nitrogen	<input type="checkbox"/>	100	75	100	200
Napalm	<input type="checkbox"/>	75	57	100	400
Electric Buck	<input checked="" type="checkbox"/>	-	54	6	24
Film	<input checked="" type="checkbox"/>	-	12	15	100

19 - G Farmer's Market - Main market - NE of main entrance, by Cheese shop.

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
First Aid Kit	<input type="checkbox"/>	20	15	1	9
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
Armor-piercing Pistol Ro	<input type="checkbox"/>	60	45	6	24
00 Buck	<input type="checkbox"/>	54	41	6	48
Film	<input type="checkbox"/>	15	12	15	100
Napalm	<input checked="" type="checkbox"/>	-	57	100	400
Liquid Nitrogen	<input checked="" type="checkbox"/>	-	75	100	200

20 - G Farmer's Market - Apiary.

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Liquid Nitrogen	<input checked="" type="checkbox"/>	-	75	100	200
Napalm	<input checked="" type="checkbox"/>	-	57	100	400

21 - G Farmer's Market - Winery.

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
Armor-piercing Pistol Ro	<input type="checkbox"/>	60	45	6	24
00 Buck	<input type="checkbox"/>	54	41	6	48
Proximity Mine	<input type="checkbox"/>	75	57	3	6
Coffee	<input type="checkbox"/>	5	4	1	0
Pep Bar	<input type="checkbox"/>	8	6	1	0
EVE Hypo	<input checked="" type="checkbox"/>	-	19	1	9

22 - G Fort Frolic - Lower Atrium - At Entrance.

Name	H?	N\$	H\$	#	Max
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
00 Buck	<input type="checkbox"/>	54	41	6	48
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Armor-piercing Pistol Ro	<input checked="" type="checkbox"/>	-	45	6	24
Liquid Nitrogen	<input checked="" type="checkbox"/>	-	75	100	200

23 - G Fort Frolic - Lower Atrium - Inside Lower Atrium.

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
Electric Buck	<input type="checkbox"/>	72	54	6	24
Liquid Nitrogen	<input type="checkbox"/>	100	75	100	200
Incendiary Bolt	<input type="checkbox"/>	80	60	6	24
Proximity Mine	<input type="checkbox"/>	75	57	3	6
Antipersonnel Auto Rou	<input checked="" type="checkbox"/>	-	75	40	180
Automatic Hack Tool	<input checked="" type="checkbox"/>	-	60	1	5

24 - A Fort Frolic - Cocktail Lounge - Across from Marquis D'Epoque Tobacco.

Name	H?	N\$	H\$	#	Max
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
00 Buck	<input type="checkbox"/>	54	41	6	48
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Napalm	<input type="checkbox"/>	75	57	100	400
Steel-Tip Bolt	<input type="checkbox"/>	30	23	6	48
Proximity Mine	<input type="checkbox"/>	75	<u>38</u>	3	6
Incendiary Bolt	<input type="checkbox"/>	80	<u>40</u>	6	24

25 - G Fort Frolic - Upper Atrium - Outside entrance to Poseidon Plaza.

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
Electric Buck	<input type="checkbox"/>	72	54	6	24
Liquid Nitrogen	<input type="checkbox"/>	100	75	100	200
Incendiary Bolt	<input type="checkbox"/>	80	60	6	24
Proximity Mine	<input type="checkbox"/>	75	57	3	6
Antipersonnel Auto Rou	<input checked="" type="checkbox"/>	-	75	40	180
Automatic Hack Tool	<input checked="" type="checkbox"/>	-	60	1	5

26 - G Fort Frolic - Fleet Hall. Not shown - The 3 food items are 40x normal price!

Name	H?	N\$	H\$	#	Max
Film	<input type="checkbox"/>	15	12	15	100
Creame-filled Cake	<input type="checkbox"/>	2	2	1	0
Pep Bar	<input type="checkbox"/>	8	6	1	0
Potato Chips	<input type="checkbox"/>	4	2	1	0

27 - A Fort Frolic - Poseidon Plaza - Inside entrance lobby, to left.

Name	H?	N\$	H\$	#	Max
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
00 Buck	<input type="checkbox"/>	54	41	6	48
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Napalm	<input type="checkbox"/>	75	57	100	400
Steel-Tip Bolt	<input type="checkbox"/>	30	23	6	48
Proximity Mine	<input type="checkbox"/>	75	<u>38</u>	3	6
Incendiary Bolt	<input type="checkbox"/>	80	<u>40</u>	6	24

28 - G Fort Frolic - Poseidon Plaza - Inside entrance lobby, to right.

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Automatic Hack Tool	<input type="checkbox"/>	80	60	1	5
Armor-piercing Pistol Ro	<input type="checkbox"/>	60	45	6	24
Napalm	<input checked="" type="checkbox"/>	-	57	100	400
Incendiary Bolt	<input checked="" type="checkbox"/>	-	60	6	24

29 - G Fort Frolic - Poseidon Plaza - Eve's Garden.

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Steel-Tip Bolt	<input type="checkbox"/>	30	23	6	48
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Film	<input type="checkbox"/>	15	12	15	100
Electric Buck	<input checked="" type="checkbox"/>	-	54	6	24
EVE Hypo	<input checked="" type="checkbox"/>	-	19	1	9

30 - G Fort Frolic - Poseidon Plaza - Upstairs next to Sir Prize.

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Steel-Tip Bolt	<input type="checkbox"/>	30	23	6	48
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Film	<input type="checkbox"/>	15	12	15	100
Electric Buck	<input checked="" type="checkbox"/>	-	54	6	24
EVE Hypo	<input checked="" type="checkbox"/>	-	19	1	9

31 - G *Hephaestus - Bathysphere - Entrance to level.*

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
First Aid Kit	<input type="checkbox"/>	20	15	1	9
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
00 Buck	<input type="checkbox"/>	54	41	6	48
Napalm	<input type="checkbox"/>	75	57	100	400
Steel-Tip Bolt	<input type="checkbox"/>	30	23	6	48
Incendiary Bolt	<input checked="" type="checkbox"/>	-	60	6	24

32 - G *Hephaestus - Central Control - N of entrance to Ryan's Office. Only 1 Antipersonnel Auto Rounds, but >1 Armor-Piercing Pistol Rounds*

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Creme-filled Cake	<input type="checkbox"/>	2	2	1	0
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Antipersonnel Auto Rou	<input checked="" type="checkbox"/>	-	75	40	180
Armor-piercing Pistol Ro	<input checked="" type="checkbox"/>	-	45	6	24

33 - G *Hephaestus - Central Control - Big room with desk in middle, on way to Ryan's Off.*

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Film	<input type="checkbox"/>	15	12	15	100
Electric Buck	<input type="checkbox"/>	72	54	6	24
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Automatic Hack Tool	<input checked="" type="checkbox"/>	-	60	1	5

34 - G *Hephaestus - Core - Bottom of Core. Only 1Antip. Auto Rounds, but >1 Armor-p. Pistol Rounds*

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Creme-filled Cake	<input type="checkbox"/>	2	2	1	0
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Antipersonnel Auto Rou	<input checked="" type="checkbox"/>	-	75	40	180
Armor-piercing Pistol Ro	<input checked="" type="checkbox"/>	-	45	6	24

35 - G *Hephaestus - Upper Heat Loss Monitoring.*

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
00 Buck	<input type="checkbox"/>	54	41	6	48
Napalm	<input type="checkbox"/>	75	57	100	400
Steel-Tip Bolt	<input type="checkbox"/>	30	23	6	48
Incendiary Bolt	<input checked="" type="checkbox"/>	-	60	6	24

36 - G *Hephaestus - Upper Workshops.*

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
First Aid Kit	<input type="checkbox"/>	20	15	1	9
Electric Buck	<input type="checkbox"/>	72	54	6	24
Liquid Nitrogen	<input type="checkbox"/>	100	75	100	200
Film	<input type="checkbox"/>	15	12	15	100
Frag Grenade	<input checked="" type="checkbox"/>	-	45	3	12
Proximity Mine	<input checked="" type="checkbox"/>	-	57	3	6
EVE Hypo	<input checked="" type="checkbox"/>	-	19	1	9

37 - A *Hephaestus - Upper Workshops.*

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
00 Buck	<input type="checkbox"/>	54	41	6	48
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Napalm	<input type="checkbox"/>	75	57	100	400
Steel-Tip Bolt	<input type="checkbox"/>	30	23	6	48
Incendiary Bolt	<input type="checkbox"/>	80	<u>40</u>	6	24
Liquid Nitrogen	<input type="checkbox"/>	100	<u>50</u>	100	200

38 - G *Rapture Central Control - Entrance - To the right.*

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Film	<input type="checkbox"/>	15	12	15	100
Electric Buck	<input type="checkbox"/>	72	54	6	24
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Automatic Hack Tool	<input checked="" type="checkbox"/>	-	60	1	5

39 - G *Olympus Heights - Central Square - NE of the Bistro.*

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Proximity Mine	<input type="checkbox"/>	75	57	3	6
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Automatic Hack Tool	<input checked="" type="checkbox"/>	-	60	1	5

40 - A *Olympus Heights - Central Square - Inside the Bistro.*

<i>Name</i>	<i>H?</i>	<i>N\$</i>	<i>H\$</i>	<i>#</i>	<i>Max</i>
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
00 Buck	<input type="checkbox"/>	54	41	6	48
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Napalm	<input type="checkbox"/>	75	57	100	400
Steel-Tip Bolt	<input type="checkbox"/>	30	23	6	48
Electric Buck	<input type="checkbox"/>	72	<u>36</u>	6	24
Proximity Mine	<input type="checkbox"/>	75	<u>38</u>	3	6

41 - G *Olympus Heights - Mercury Suites - Ground floor central square.*

Name	H?	N\$	H\$	#	Max
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
Armor-piercing Pistol Ro	<input type="checkbox"/>	60	45	6	24
Film	<input type="checkbox"/>	15	12	15	100
00 Buck	<input type="checkbox"/>	54	41	6	48
Napalm	<input type="checkbox"/>	75	57	100	400
First Aid Kit	<input checked="" type="checkbox"/>	-	15	1	9

42 - G *Apollo Square - Entrance. It's on its side*

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Liquid Nitrogen	<input type="checkbox"/>	100	75	100	200
Film	<input type="checkbox"/>	15	12	15	100
Pistol Rounds	<input checked="" type="checkbox"/>	-	19	6	48
Napalm	<input checked="" type="checkbox"/>	-	57	100	400

43 - A *Apollo Square - Central gallows square - At Gatherer's Garden.*

Name	H?	N\$	H\$	#	Max
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
00 Buck	<input type="checkbox"/>	54	41	6	48
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Napalm	<input type="checkbox"/>	75	57	100	400
Steel-Tip Bolt	<input type="checkbox"/>	30	23	6	48
Electric Buck	<input type="checkbox"/>	72	<u>36</u>	6	24
Proximity Mine	<input type="checkbox"/>	75	<u>38</u>	3	6

44 - G *Apollo Square - Artemis Suites - Ground floor.*

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Liquid Nitrogen	<input type="checkbox"/>	100	75	100	200
Film	<input type="checkbox"/>	15	12	15	100
Pistol Rounds	<input checked="" type="checkbox"/>	-	19	6	48
Napalm	<input checked="" type="checkbox"/>	-	57	100	400

45 - G *Apollo Square - Hestia Chambers - Fontaine's Center For The Poor. Only 1 Antip. Auto Rounds*

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
Steel-Tip Bolt	<input type="checkbox"/>	30	23	6	48
Incendiary Bolt	<input type="checkbox"/>	80	60	6	24
Electric Buck	<input type="checkbox"/>	72	54	6	24
EVE Hypo	<input checked="" type="checkbox"/>	-	19	1	9
Proximity Mine	<input checked="" type="checkbox"/>	-	57	3	6
Antipersonnel Auto Rou	<input checked="" type="checkbox"/>	-	75	40	180

46 - G Point Prometheus - Optimized Eugenics - 2nd story, on left just inside Optimized Eugenics.

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Film	<input type="checkbox"/>	15	12	15	100
Automatic Hack Tool	<input checked="" type="checkbox"/>	-	60	1	5

47 - A Point Prometheus - Failsafe Armored Escorts - Ground floor, SE of center, in open.

Name	H?	N\$	H\$	#	Max
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
00 Buck	<input type="checkbox"/>	54	41	6	48
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Napalm	<input type="checkbox"/>	75	57	100	400
Steel-Tip Bolt	<input type="checkbox"/>	30	23	6	48
Antipersonnel Auto Rou	<input type="checkbox"/>	100	<u>50</u>	40	180
Incendiary Bolt	<input type="checkbox"/>	80	<u>40</u>	6	24

48 - G Point Prometheus - Failsafe Armored Escorts - Ground floor, SW of center, in room with ice blocking door.

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
Liquid Nitrogen	<input type="checkbox"/>	100	75	100	200
Napalm	<input type="checkbox"/>	75	57	100	400
Steel-Tip Bolt	<input type="checkbox"/>	30	23	6	48
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Proximity Mine	<input checked="" type="checkbox"/>	-	57	3	6

49 - G Point Prometheus - Little Wonders Educational Facility - 2nd floor, West end.

Name	H?	N\$	H\$	#	Max
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
00 Buck	<input type="checkbox"/>	54	41	6	48
Napalm	<input type="checkbox"/>	75	57	100	400
Incendiary Bolt	<input type="checkbox"/>	80	60	6	24
Electric Buck	<input checked="" type="checkbox"/>	-	54	6	24
EVE Hypo	<input checked="" type="checkbox"/>	-	19	1	9
First Aid Kit	<input checked="" type="checkbox"/>	-	15	1	9

50 - G Point Prometheus - Little Wonders Educational Facility - 1st floor, East end.

Name	H?	N\$	H\$	#	Max
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Film	<input type="checkbox"/>	15	12	15	100
Automatic Hack Tool	<input checked="" type="checkbox"/>	-	60	1	5
Armor-piercing Pistol Ro	<input checked="" type="checkbox"/>	-	45	6	24

51 - G Proving Grounds - Gift Shop.

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
00 Buck	<input type="checkbox"/>	54	41	6	48
Steel-Tip Bolt	<input type="checkbox"/>	30	23	6	48
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Napalm	<input type="checkbox"/>	75	57	100	400
Frag Grenade	<input type="checkbox"/>	60	45	3	12

52 - G Proving Grounds - Exit - At elevator to Fontaine.

Name	H?	N\$	H\$	#	Max
First Aid Kit	<input type="checkbox"/>	20	15	1	9
EVE Hypo	<input type="checkbox"/>	25	19	1	9
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
00 Buck	<input type="checkbox"/>	54	41	6	48
Steel-Tip Bolt	<input type="checkbox"/>	30	23	6	48
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Napalm	<input type="checkbox"/>	75	57	100	400
Frag Grenade	<input type="checkbox"/>	60	45	3	12

53 - A Proving Grounds - Exit - At elevator to Fontaine.

Name	H?	N\$	H\$	#	Max
Pistol Rounds	<input type="checkbox"/>	25	19	6	48
00 Buck	<input type="checkbox"/>	54	41	6	48
Machine Gun Rounds	<input type="checkbox"/>	60	45	40	360
Frag Grenade	<input type="checkbox"/>	60	45	3	12
Napalm	<input type="checkbox"/>	75	57	100	400
Steel-Tip Bolt	<input type="checkbox"/>	30	23	6	48
Antipersonnel Auto Rou	<input type="checkbox"/>	100	<u>50</u>	40	180
Incendiary Bolt	<input type="checkbox"/>	80	<u>40</u>	6	24

Notes

The order of the vending machines (VMs) is the order they are generally in the game. (You might go to the Winery before the Apiary, though.) The first location string is the level they are found in. Otherwise I used Map location info (uppercase) or just winged it (lowercase). A "G" by the VM number means a Circus of Value machine with General merchandise, and an "A" means an Ammo Bandito. "H?" means whether you need to Hack to see it, "N\$" is the normal price, "H\$" is the hacked price, and for your convenience, the number of rounds in one purchase (#), and total number of rounds you can hold (Max), is shown. (These are always the same, for a given item.)

Hacked prices are always 75% of normal prices, except for the last two items in Bandito machines. Banditos always carry standard ammo (the top row of ammo if you hit the Shift key) for the weapons you've encountered so far. The last two items in Banditos are always non-standard ammo - and at 50% when hacked - but only 1 is available. These items are italicized and underlined so that they stand out.

Note: I found Frags in VMs when I took down this data in my first game. In the subsequent four game, not a single Frag appeared in any VM, although everything else was double-checked and present. So there's some odd bug that may cause one or more item(s) to disappear from all VMs.

For more info, see the BioShock wiki at http://bioshock.wikia.com/wiki/Vending_Machines

By Mike Fay, MikeTheRed at the TTLG BioShock forum <http://www.ttlg.com/forums/forumdisplay.php?f=156>.