

# BioShock Movie Producer Confirms Story Is Based on First Game, Addresses Production Timeline (Exclusive)

There is always a lighthouse, even in the new streaming adaptation of Irrational's beloved immersive sim.

By Klein Felt    Posted: September 09, 2025



One of the producers working on the *BioShock* movie recently confirmed a key detail about the upcoming video game adaptation that was previously in question: the film will be based on the first game. [Netflix's](#) take on Irrational and 2K Games' beloved series of narrative action games has been long in the works, with *Hunger Games* director Francis Lawrence at the helm.

While fans knew the upcoming movie would be set in the world of the acclaimed gaming series, there was no guarantee that the film adaptation would directly translate the events of any particular *BioShock* title to the screen.

ADVERTISEMENT

In fact, given the way the games have played out (being something of an interwoven anthology that has folded in on itself several times), many had assumed it would be another original story that would again tie into the series' overarching themes; however, producer Roy Lee confirmed that will not be the case.

In an exclusive conversation with The Direct while promoting *The Long Walk*, Lee revealed that Francis Lawrence's *BioShock* film will be based on the first *BioShock* game. **"It's definitely going to be based on the first *BioShock* game,"** Lee posited, when asked about the video game adaptation:


*The Direct: I am so, so excited. Is there anything you could tease about that, that story and your approach to that movie?*

*Lee: "...Netflix wants us to keep everything under wraps. But it's definitely going to be based on the first 'BioShock' game..."*


He continued, leading on that the upcoming *BioShock* film will be director Lawrence's next project after his upcoming adaptation of *The*

## LATEST NEWS

 **Marvel Studios Officially Unveils the MCU's 10th Alternate Earth**

 **Chicago PD Season 13's Time Jump Gets Revealed**

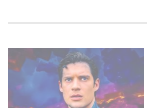
 **Marvel Zombies Makes MCU History With New Logo**


 **Spider-Man 4: All 6 Villains Reported to Appear**

 **Alien: Earth Just Revealed The Hybrids' Biggest Weakness**

## TRENDING

 **James Gunn Confirms DCU's First Thanos-Level Villain Is Coming**

 **James Gunn's DC Reboot Just Released Its 7th Post-Credits Scene**

 **Disney+ Finally Adds 1 New Section That It Should've Added Years Ago**

 **Avengers: Doomsday's First Official Synopsis Reveals Doctor Doom's Evil Plan For The MCU**

 **Disney+ Confirms 2 Big Marvel & Star Wars Shows Releasing In September 2025**

**MORE** [Netflix](#) / [Adventure](#) / [Action](#) / [Horror](#) / [Sci-Fi](#) /

## Consent to Cookies & Data Processing

To provide a more personal user experience, we and our [287 partners](#) use technology such as cookies to store and/or access device information.

By clicking "Accept all," you consent to the use of these technologies which will allow us and our partners to process personal data such as IP address, unique ID, and browsing data on this site. Or, you can choose "Reject all" to decline non-essential cookies. You can withdraw or update your consent preferences at any time by clicking the "Update Privacy Settings" link. This link may be found in the footer or on either side of the page.

We use your data to: Store and/or access information on a device, Measurement, Essential, Precise geolocation data, and identification through device scanning, Personalised advertising and content, advertising and content measurement, audience research and services development

Accept all

Settings

Reject all

[Privacy notice](#)

Cookie Banner powered by

Production on the new *Hunger Games* spin-off is ongoing in Spain, with a release set for November 2026. It is assumed that *BioShock* production would be next in line for the director after *Sunrise of the Reaping*, with a release then coming sometime after that November 2026 date.

After years of sitting in the ether, Netflix's *Bioshock* movie was first announced in 2022, with Lawrence attached all the way back then. Since that initial announcement, not much has been heard from the project, other than it was still in the works and would arrive on the streamer eventually.

Lawrence told [IGN](#) back in May that he thought the **"tricky"** video game adaptation was **"in a good place,"** marking the first significant signs of movement on the project in years:

*"It's a tricky adaptation, so there's lots of things to figure out and to get right. There's regime changes at Netflix, and so things stall out and get re-energized and stall out and get re-energized, and I think we're in a pretty good place, honestly."*

Now, it seems as though it is actually happening and could be the *Long Walk* director's next project.

The first *BioShock* game was released in 2007 for the Xbox 360 and PC (eventually coming to PlayStation 3 as well). It spawned two sequels, *BioShock 2* and *BioShock: Infinite*, which were released in 2010 and 2013. The first game, which has been heralded as one of the great video game stories by critics, follows the ill-fated adventures of Jack, who, after being marooned in the middle of an ocean, comes across a dystopian underwater city with a dark secret.

No casting or release information for the *BioShock* movie has been revealed publicly; however, it will be on Netflix globally whenever it comes out.

Lawrence is poised to direct the project, and [Logan writer Michael Green](#) is penning the script.

ADVERTISEMENT

## The BioShock Movie Might Be Alright

For years, there have been questions about whether or not the *BioShock* movie would work.

The most significant source of these worries among fans has been over the film's potential budget.

The world of Rapture (the underwater city in which the first game takes place) works in a game, as it can be digitally rendered without having to be actually crafted in real life. For a movie, that is a bit of a different proposition.

However, as time has gone on, Hollywood has proven it can authentically render some of these more fantastical video game worlds on screen. Since *BioShock*'s initial announcement, fans have seen live-action gaming hits come and go in titles like [The Last of Us](#) and *Twisted Metal*.

These [other gaming adaptations](#) have proven that a world like Rapture can be done in live-action, without breaking the bank.

ADVERTISEMENT

Plus, with how celebrated Francis Lawrence's dystopian epic *The Long Walk* has been heading into release (being heralded as one of the best Stephen King adaptations ever), it seems the beloved gaming franchise is in good hands.

If Lawrence can ride this wave of momentum from *The Long Walk* and capture the dreary, damp creepiness of *BioShock*'s world, then the upcoming movie may be alright after all.

Share

Share

Share

Copy

- Related Articles:

**Netflix's Bioshock Movie Release, News & Everything We Know**

**Zelda Movie Delay Hurts, But Here Are 13 Video Game Movies to Get Excited For In 2026 & Beyond**

**Hugh Jackman's Logan Writer Scripting Netflix's Bioshock Movie**

- About The Author: [Klein Felt](#)

Klein Felt is a Senior Editor at The Direct. Joining the website back in 2020, he helped jumpstart video game content on The Direct. Klein plays a vital role as a part of the site's content team, demonstrating expertise in all things PlayStation, Marvel, and the greater entertainment industry.

- Follow Us:

Follow

Follow

Follow

Follow

Entertainment News

Movie News

TV Show News

MCU News

Star Wars News

DC Universe News

Gaming News

Xbox News

PS5 News

Explore

Podcast

Exclusives

Tags / Topics

Follow Us

About

About Us

Contact Us

Press Kit

Policy

Sitemap

Copyright © 2025 The Direct Media Group LLC. All rights reserved.

Consent to Cookies & Data Processing

To provide a more personal user experience, we and our [287 partners](#) use technology such as cookies to store and/or access device information.

By clicking "Accept all," you consent to the use of these technologies which will allow us and our partners to process personal data such as IP address, unique ID, and browsing data on this site. Or, you can choose "Reject all" to decline non-essential cookies. You can withdraw or update your consent preferences at any time by clicking the "Update Privacy Settings" link. This link may be found in the footer or on either side of the page.

We use your data to: Store and/or access information on a device, Measurement, Essential, Precise geolocation data, and identification through device scanning, Personalised advertising and content, advertising and content measurement, audience research and services development

Accept all

Settings

Reject all

[Privacy notice](#)

Cookie Banner powered by