

PC



BIONIC
C O M M A N D O

REARMED



MATURE 17+



CONTENT RATED BY
ESRB

CAPCOM


 Important Health Warning About Playing Video Games
Photosensitive Seizures

TABLE OF CONTENTS

Thank You	2
Story	3
Getting Into the Game	4
Battlefield Exploration	6
Game Controls	8
In-Game Screens	14
Pickups	15
Weapons	16
Items	17
Multiplayer	19
Tips	21
Credits	22

THANK YOU

Hello there, fellow platformer fans and retro fanatics! The game you have obtained is historical in the sense that never before has so much effort and love been put into the remake of an old classic. The fact that this game was made—and that you have dug it up—is a testament to the greatness of the platform genre in general and Bionic Commando in particular! This game concept is 20 years old, but it still holds its ground! I am positive that you will have many hours of fun playing this game whether you are an old fan of the original who is about to be reminded of what makes Bionic Commando such a cult classic, or someone who is set to explore the world of Bionic Commando for the very first time! Now don't waste any more time reading this—get on and play the game!

Simon Viklund
Creative Director, Grin

Thank you for selecting fun-filled Bionic Commando Rearmed...a remake of one of the best 2D titles from our fantastic library of CAPCOM games. This is a game for the fans by the fans, so please drop by the community site at www.bioniccommando.com and let us know what you think! Happy swinging!

Ben Judd
Producer, Capcom

STORY

The Imperial attack was an unexpected and mysterious strike in the heart of the Federal States of America. The Imperials, led by the charismatic and fascistic commander Generalissimo Killt, seized territory within the FSA, laying siege to tactical locations and industrial facilities.

Killt and his Imperial Army managed to acquire the blueprints for a secret military program known only as Project Albatross. Left behind by a long-dead military regime, the century-old plans described a weapon of immense power.

To investigate the truth behind Project Albatross, the FSA sent in their top agent, Joseph Gibson, a man whose actions had earned him the nickname "Super Joe." However, Joe's mission was compromised, and he was taken captive by the Imperials, imprisoned in an unknown location.

To save Super Joe from the clutches of the Imperials and thwart their scheme is an almost impossible mission. No ordinary soldier would stand a chance. The FSA needs something more. They need the Bionic Commando...

GETTING INTO THE GAME

Begin by choosing a Single Player or Two Player Co-op Campaign.

Difficulty Settings

Select your difficulty level:

- » Easy
- » Normal
- » Hard
- » ????—there's one extra mode available for only the most elite commandos.

Each difficulty mode has its own special features. Easy allows you to put your best foot forward by giving you assist blocks that prevent you from falling into some gaps. Normal is your perfectly ordinary, average mode. In Hard, enemies won't just wait for you to attack them—they'll throw grenades and attack from above. Finally, if you can overcome that difficulty level, one more surprise awaits the bravest of the brave.

The Overview Map

Use the Overview Map to travel by helicopter from area to area. Simply use the Arrow keys (L/I) to move around the map routes, and press the Enter key (A) when above an area to descend and begin exploration. As you complete each mission, more areas become accessible on the Overview Map.

ENEMY CONFRONTATION

While moving from area to area across the Overview Map, you may cross paths with an Imperial convoy (represented by a truck on the Overview Map). Their Anti Air cannons force you to land for a face-to-face confrontation. Here you can press the J key (B) to whip your arm in a circle, knocking back enemies and bullets. Once you have destroyed the vehicle carrying the Anti Air cannon, you can proceed back to the Map.



Saving

The game automatically saves at regular intervals, allowing you to turn the game off any time and resume gameplay from the beginning of the last area played. There is one save slot for the single player campaign, and one for the co-op campaign. For additional saves you will need to create a different user profile.

Load Game

Choosing Continue from the Main Menu takes you to the Map above the area you last visited. While you will have lost progress made in that area, your inventory remains intact regardless of whether you have Extra Lives remaining or not.

Points

You are rewarded with more points the faster you beat an area, and you can collect Score Tokens from defeated enemies and by completing the hacking mini-game in each Communicator Room.

Two-Player Co-op

When playing the single player campaign, another player can join at any time by pressing the 2 key (>). Before Player 2 joins, the Single Player campaign will be terminated, and Player 1 will be asked to save the progress. Progress in the co-op mode is then saved on the separate co-op save slot.

You Died!

When you lose all your health or fall off the screen, you die. If you have one or more extra lives, the game restarts at the last checkpoint. If you didn't cross a checkpoint before you died, you restart at the insertion point of that area.

BATTLEFIELD EXPLORATION

Checkpoints

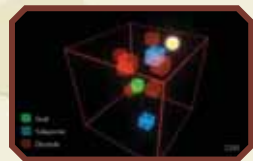
Every area contains a checkpoint door—it might be the door to a Communicator Room. Simply pass through it and, if you die in the area with lives remaining, you reappear at the checkpoint door.

Communicator Rooms

COMMUNICATE WITH HQ

Every area contains at least one Communicator Room. Use it to contact HQ for updates on your mission and to gain access to the Boss Room in that area. To access the communicator terminal, simply stand in front of it and press the UP Arrow key (M or m).

HACKING THE ENEMY NETWORK



In the Communicator Rooms, it is possible to hack the enemy's network. A successful hacking attempt can earn you secret and often useful information, whereas a failed attempt triggers the intruder alert, causing enemy reinforcements to appear in the area.

To hack the enemy network, spin the puzzle cube with the Arrow keys (L), and release the yellow sphere in the direction indicated (always toward the far wall) with the K key

(A). Red blocks stop the sphere while blue blocks teleport it. The goal is to reach the green block without shooting the sphere into the black void outside the puzzle cube.

FSA Camps

Red icons on the Overview Map represent FSA Camps. It's important to visit FSA Camps to find the computer chip upgrades for your communicator.

TALKING TO ALLIES

Inside the FSA camps, you can talk to the FSA soldiers and personnel to learn more of the world of Bionic Commando and to get tactical advice for the challenges ahead. To talk to an ally, just stand in front of him and press the UP Arrow key (M or m).



CHALLENGE ROOMS

FSA camps come equipped with simulated Challenge Simulation Terminals, virtual training platforms that test your skills with the Bionic Arm. You are graded according to how quickly you complete them and a record is kept of which rooms you have completed and your best times. Once you've reached a Challenge Room, that room becomes available in the Main Menu to allow you to return at any point to challenge your previous records.



Health Meter

The Health Meter shows how much damage you can take. The Health Meter decreases as you take damage from enemies, and you lose a life when it is empty.

REPLENISHING HEALTH

Every enemy you defeat has a chance of dropping a Health pickup. They come in three different sizes, and all replenish different amounts of health.

Extra Lives

You begin the game with three lives. Each time you die, you lose one life and start over from the most recent checkpoint. If you lose all your lives, you are taken back to the Overview Map. If you complete an area with less than three lives, your Life Counter is automatically reset to three lives. You can also replace lost lives by collecting Extra Life pickups.

Battlefield Secrets

There are many secrets among the hazards of the warzone—the soldier who takes the time and has the skills to seek them out will be well rewarded.

GAME CONTROLS

Keyboard Controls

PLAYER 1



L key	Grenades
J key	Bionic Arm
K key	Fire Weapon
I key	Switch to Previous Weapon
O key	Switch to Next Weapon
Arrow keys	Move/Control Hyper Bazooka rocket
1 key	Pause Screen
U key	Inventory Screen

PLAYER 2



H key	Grenades
F key	Bionic Arm
G key	Fire Weapon
T key	Switch to Previous Weapon
Y key	Switch to Next Weapon
A/S/W/D keys	Move/Control Hyper Bazooka rocket
2 key	Pause Screen
R key	Inventory Screen

» NOTE: All keyboard controls in this manual refer to controls for Player 1.

Xbox 360® Controller for Windows



Gamepad Controls

Y	Not Used
X	Grenades
B	Bionic Arm
A	Fire Weapon
y	Switch to Previous Weapon
z	Switch to Next Weapon
L/I	Move
C	Control Hyper Bazooka rocket
>	Pause Screen
<	Inventory Screen

Basic Actions

WALK / RUN: LEFT/RIGHT Arrow keys (L/I)
These control your basic movements. When using the Arrow keys or I , you will only be able to run.

CROUCH: DOWN Arrow key (Q/q)
Press the DOWN Arrow key (Q/q) to crouch and avoid unwanted enemy attention.

FIRE WEAPON: K key (A)
Press the K key (A) to fire the currently equipped weapon. You can shoot while standing still, walking, running, crouching and while hanging from the Bionic Arm's cable, but not while swinging.

CHANGE WEAPON: I key or O key (y or z)
Change weapons at any time during the mission.

BLOCK PROJECTILES
While high shots fired by the Imperials can be avoided by simply crouching, low-flying bullets can be avoided by crouching and shooting the Bionic Arm out to deflect the bullet.



Bionic Arm

FIRING THE ARM

Stand still and press the J key (B) to extend the Bionic Arm's cable. If you don't press any direction, the arm automatically extends in front of you at a 45° angle. The arm can also be extended in the same manner when you're in mid-air by pressing the J key (B).

EXTEND UP / LEFT / RIGHT

While standing still, hold forward and press the J key (B). If you extend the arm while running, you will come to a stop. If you press the J key (B) while crouching, the arm extends straight out in front of you.

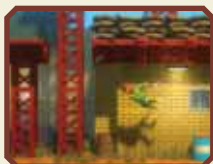
CONNECTING

The Bionic Arm automatically connects to any "connectable" surface that the grapple hook touches while either extending or retracting. To disconnect, press away from the connection point.

SWINGING AND HOOKING IN MIDAIR

While standing on the ground and connected diagonally forward, hurl yourself into a swing by pressing forward.

- » Swing and Release—Press and hold forward until you reach the end of the swinging arc.
- » Change Direction—When flying through the air, you can shoot the arm out and connect behind you to change direction or above you to come to a complete stop.
- » Extend Forward in Midair—While in midair, extend the arm straight out by holding down and pressing the J key (B).



SCALING

While anchored, you can reel yourself in by pressing the J key (B). If you are hanging vertically beneath a platform, you can zip up to a position just underneath the platform by pressing the J key (B). To climb up onto the platform, press up.

You cannot climb downward. If you want to go down underneath the platform you're on, you must fall off the edge of the platform and use the Bionic Arm to catch yourself as you fall.

PULLING / LIFTING



You can grab certain objects such as barrels and pull them to you by extending the Bionic Arm toward the object and pressing the J key (B). While holding on to an object, you can also use it to block projectiles.



Barrels can be thrown with the J key (B), or rolled along the ground by holding down while pressing the J key (B).

IN-GAME SCREENS

Help & Options

Access this menu while playing by pressing the 1 key (>), and choosing Help & Options. Here you can adjust the Controls, Audio, Video and Splitscreen Options. This menu is also accessible from the Main Menu.

The Inventory Screen



While playing, access the Inventory Screen by pressing the U key (<) to see your permanent upgrades, improved abilities, and to access the Database. Standard weapons appear as yellow icons, while blue icons indicate upgraded weapons. Transparent icons represent weapons and items you have yet to obtain. You can also read about the various weapons in detail, change the currently equipped weapon, and read data on the area you are currently exploring.

The Database

The Database is an encyclopedia of information logs that you gather while you explore the world. When complete, it displays a list of all the items, enemies, characters, locations and phenomena that you come across while on the mission. Be sure to check the Database from time to time, and read up on the latest files—it is full of useful information! The Database can be accessed through the Inventory Screen.

PICKUPS

Score Token

The Score Token gives you points that go toward your Points Total. Tougher enemies drop more Score Tokens than weaker ones when defeated.



Health Pickups

Small Health pickups replenish only small amounts of health, Medium Health replenishes an average amount, while Large Health pickups will give you a larger boost.

Extra Life

Every Extra Life pickup increases the number of Extra Lives by one. More lives mean more chances to complete a single area.



WEAPONS

As you make your way through the battlefields, you are rewarded with additional weapons for your arsenal. There are a total of seven unique weapons, as well as seven hidden upgrade devices that increase the effectiveness of your weapons.

STARTING OFF

You start the game with only the Revolver, the Standard Issue .45 "Daisy," an ordinary projectile weapon. It is a trusty fallback sidearm throughout the entire adventure.

CHANGING WEAPONS

As you obtain more weapons, you can change between them at any time by pressing the I or O key (Y or Z). Changing weapons is sometimes crucial because many enemies are resistant to some weapons and weak against others.

GRENADES

Once you've obtained the grenades, simply press the L key (X) to throw one. Remember, grenades can be thrown even if you have another weapon equipped. Throw while running to throw farther, and throw while crouching to drop the grenade down through the platform you're standing on and onto the platform below.

Upgrading Weapons

You can improve the effectiveness of all the weapons by finding their Weapon Upgrades. There are seven Weapon Upgrade Devices hidden throughout the game.

ITEMS



Iron Boots

While swinging into an enemy always has an impact, it doesn't deal any damage until your feet are in these fine metal shoes. Once these babies are laced and fitted, they smash through most enemy defenses.

Armor

BULLET PROOF VEST, HELMET & SHIN GUARDS

Each upgrade represents one of three pieces of a complete set of body armor. With one piece equipped, the first projectile that hits you during a mission are deflected: with two pieces, the first two projectiles are deflected, and with three pieces, three projectiles are deflected.



Communicator Chip

Your standard communicator is initially equipped with just the red Communicator Chip, but it can be upgraded with three other chips: the green chip, the blue chip and the yellow chip. Each chip enables the communicator to interface with more computers in the enemy's communication rooms. This is necessary to advance through the areas and complete your mission.





Flares

The flares are used to light up dark places. They are automatically activated when the surroundings go pitch black. The number of flares is unlimited, so don't worry about suddenly running out in the dark.

Power Claw

The Power Claw is an upgrade for your Bionic Arm. It allows you to grapple some enemies and use them as shields. You can't swing while carrying enemies, but you can release them at any time. Grappled enemies can only take a couple of shots before dying, at which point they're automatically discarded.



Permit

The Permit is required to enter the air space you need to cross to fly from Area06 to Area08. In other words, it is needed to travel to the location of Super Joe's last known whereabouts.

MULTIPLAYER

Up to four players can take each other on in a competitive arena battle for offline play.

Characters

Each multiplayer character has his own unique pros and cons.

NATHAN SPENCER

The hero with the Bionic Arm and some snappy shades.

- » Ammo: Average
- » Damage: Average
- » Health: Average



SUPER JOE

The hero of the FSA who was captured by the Imperials. Super Joe becomes available in multiplayer mode once you've successfully rescued him in campaign mode.

- » Ammo: Above Average
- » Damage: Average
- » Health: Below Average



GENERALISSIMO KILLT

The megalomaniac leader of the Imperial Army, bent on world domination. He becomes available once you've encountered him in campaign mode.

- » Ammo: Average
- » Damage: Below Average
- » Health: Above Average



GROEDER

Spencer's arch-nemesis. He becomes available once you complete the entire campaign mode.

- » Ammo: Below Average
- » Damage: Above Average
- » Health: Average



TIPS

Multiplayer Modes

DEATHMATCH

Choose every man for himself, or divide up into teams (2 against 2, 1 against 2, 1 against 3 or 1 against 1 against 2). Set the match to a kill limit, or a time limit. The first player to reach the kill limit, or the player with the most kills when the time runs out, wins.

LAST MAN STANDING

Players all have a limited number of lives, and the last player standing when all the rest have fallen, or the player who has the most lives left when time runs out, wins!

DON'T TOUCH THE FLOOR

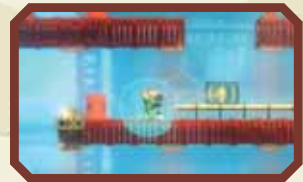
Weapons don't cause damage in this mode, but getting hit does cause players to lose their grip on platforms. The only way to win is to use your weapons to force the other players to the bottom of the arena onto the hazards that await there. The last man standing wins! Use strategic swinging maneuvers to cut your opponents' paths off and send them to the floor.

Multiplayer Pickups

During a competitive multiplayer match, various weapon and health pickups are dropped in for the combatants.

WEAPON PICKUP

All players begin with the standard Revolver and the Grenades, but you can expand your arsenal with Weapon Pickups. If you do collect a new weapon, you can use this weapon until its ammo is depleted and then return automatically to using the Revolver again.



SHIELD PICKUP

This temporary Shield Pickup repels everything but beam weapons, although it naturally wears out over time.

HEALTH PICKUP

Works exactly as it does in the campaign mode.

- » Defeated Imperials drop Score Tokens when your life gauge is full, but will sometimes drop Health Pickups when you are wounded. Therefore, being wounded when you defeat an enemy can immediately decrease the maximum amount of points you can earn because that enemy would otherwise have dropped a Score Token. This means that in order to get maximum score on an area, you need to defeat all enemies and gather all the Score Tokens they drop—without being wounded—and do it as fast as possible!
- » The faster you finish an area, the more points you are rewarded.
- » Generally, robots and machines are more resistant to regular projectile weapons, but more vulnerable to beam weapons. Human enemies are the other way around: more resistant to beam weapons, but vulnerable to projectile weapons. Explosive weapons are effective against most enemies—but generally harder to hit with. Shields can only be blasted away with beam weapons. For the best results, shoot an enemy and see what color it flashes when hit. Yellow indicates that the weapon does little damage, while red indicates that the weapon is effective. If the enemy doesn't flash at all, the weapon is completely ineffective—switch to another weapon fast!



CREDITS

Producer

Ben Judd, CAPCOM Japan

Creative Director

Simon Viklund

Art Director

Jakob Tuchten

Lead 3D Artist & Level Designer

Arvid Nilsson

3D Artists

Peter Strähle
Wendy Young
Jørgen Wanerskar
Stellan Johansson

Animator

Anders Westin

Lead Gameplay Programmer

Håkan Rasmussen

Gameplay Programmers

Bertil Hörberg, Karl B Werf

Effect Creators

Anders Flodh, Magnus Anteroine,
Andrew Hamilton

Hacking Puzzle Programmer

Björn Kristofferson

Sound Designers

Henrik Anréus, Jonatan Crafoord

Music

Simon Viklund

Engine Programmers

Tobias Persson
Niklas Frykholm
David Potages
Jonas Hultén
Viktor Linderr

Comic Panel Dialog Artist

Toshiaki "Shinkiro" Mori,
CAPCOM Japan

Game Scenario Writer

Douglas Furell

1988 Version Translator and Scenario Editor

Gearoid Reidy, CAPCOM Japan

End Credits Bionic Commando Theme

Marika Suzuki, CAPCOM Japan

Vocal Talent

"Chimaera"
"Orbot"
"Hank Heaven"
"The Craft"

Additional Design

Peter Johansson
Martin Bergquist

Additional Art

Philip Klevestav

Additional Animation

Anders Bodbacka
Kenneth Johansson

Additional Sound Design

Anders Christiansson

Additional Level Design

Matthias Schmidt
Oskar Törnros
Guillaume Mroz
Daniel Platt
Ilija Petrusic

Localization, CAPCOM Japan

Yoshifumi Yamashita
Brandon Gay
Kaori Funakoshi
Florian Seidel
Gianluigi Riccio
Ludovic Charroux
Enric Sarrado
Project Quality Assurance Lead,
GRIN
Viktor Viklund

Quality Assurance Manager, GRIN

Jaquib Ajmal

Quality Assurance, GRIN

Johanna Björk
Kristofer Dahl
Mikael Eyewood
Artur Foxander
Mattias Sundell

Data Manager

Ludvig Vikström

Quality Assurance, CAPCOM Japan

Masayasu Mukai
Shigemi Komatsu
Yasuhiro Matsuo
Akihiro Matsumura
Tomoyoshi Matsumoto
Takanori Fujisawa
Takayuki Akagawa
Takahiro Tokuda
Takeshi Nishimoto

Closed Beta Testers

Niklas Lindgren
Sofia Ollesdotter
Claes Nyman
Jonathan Adut
Henning Sjöberg
Jason Storhed
Jacob Tynnersson
Cem Sundquist
Peter Jansson

Peter Berglund
Daniel Sjöström
Mats Nyman
August Bergh
Thomas Arcueld
Sebastian Magnusson
Yasmin Ajmal
Emelle Edholm
Henry Salminen
Johan Ragnewall

The Original Bionic Commando NES Team

Hotaru.B
Terukun
Junchan
Gamereon
Haihoo.K
Ichirou
Twilight
Oki Chan
Windy
Gondamin
Hatchan

Thanks To

Michael Pattison, CAPCOM Europe
Ben LeRougetel, CAPCOM Europe
Frank Filice, CAPCOM US
Chris Kramer, CAPCOM US
Christian Svensson, CAPCOM US
Junpei Isejima, CAPCOM Japan
Yasuko Yasuda, CAPCOM Japan
Noriko Watanabe, CAPCOM Japan
Liana Larson, CAPCOM Japan
Masayuki Fukumoto, CAPCOM Japan
Mayuko Kusume, CAPCOM Japan
Kohei Kubota, CAPCOM Japan
Yoko Furukawa, CAPCOM Japan
Emi Boku, CAPCOM Japan
Hironobu Takeshita, CAPCOM Japan
Jeffrey Kang
Scott Kessler

Gavin Bachner
Dean Tersigni
Florian Seidel, CAPCOM Japan
Jon Airhart, CAPCOM Japan
Andrew Alfonso, CAPCOM Japan
Joseph "Bubblejack" Bruce
James Gaponese
OSU DEALL Program and
Teaching Staff
Ben Turner (Nice business cards!)

Special Thanks To

Keiji "InafKing" Inafune,
CAPCOM Japan (Big Boss)
Jun Takeuchi,
CAPCOM Japan (Little Boss)

...And YOU!!!

CAPCOM ENTERTAINMENT, INC.

CREDITS

Marketing

Nique Fajors

Product Marketing

Emily Anadu
Frank Filice
John Diamonon
Colin Ferris

Creative Services

Francis Mao
Christine Converse
Kevin Converse
Stacie Yamaki
Lindsay Young

Public Relations

Chris Kramer
Timothy Ng
Jason Allen

Community

Seth Killian
Christopher Tou

Customer Service

Darin Johnston
Randy Reyes

Legal

Estela Lemus

Licensing

Germaine Gioia
Junta Saito
Josh Austin
Amelia Denegre

Quality Assurance

Takashi Kubozono

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.



CAPCOM®

CAPCOM ENTERTAINMENT, INC.,
800 Concar Drive, Suite 300,
San Mateo CA 94402-2649.

©CAPCOM CO., LTD. 2008 ALL RIGHTS RESERVED. BIONIC COMMANDO, CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. Uses Bink Video. Copyright ©1997-2008 by RAD Game Tools, Inc. The rating icon is a trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.

NOTES

NOTES



