

= Bionic Commando Rearmed =

Bionic Commando Rearmed (?????? ?????D???? , Bionic Commando : Master D Resurrection Project in Japan) is an enhanced remake of the 1988 Nintendo Entertainment System version of Bionic Commando . It was developed by Grin and published by Capcom for Microsoft Windows , PlayStation Network , and Xbox Live Arcade and was released on August 13 , 2008 . The remake serves as a prelude to the 2009 video game Bionic Commando . A sequel , Bionic Commando Rearmed 2 , was released in February 2011 .

Rearmed follows Nathan Spencer , a commando with a bionic left arm that can extend and be used as a weapon , or to swing from various objects . Spencer is sent to destroy a weapon known as the Albatros project under construction by the Baddies . The game was developed using Grin 's Diesel engine and features in @-@ game art by Shinkiro . Music for the game was composed by Simon Viklund and consists largely of remixed versions of the original music . The soundtrack was released on May 27 , 2008 by Sumthing Else Music Works .

Rearmed was well received with scores in the 80 % range across all three platforms at aggregate website Metacritic . Reviewers praised the fact that the game was true to the original , and lauded the updated gameplay and graphics . It was described by Hilary Goldstein of IGN as " the best downloadable game to date on [Xbox Live Arcade] and [PlayStation Network] . " Jeremy Parish of 1UP.com stated Rearmed " should go down in history as one of gaming 's best deals . "

= = Synopsis = =

Bionic Commando Rearmed borrows its plot largely from the NES version of the game . In keeping with the North American release of that version , the references to the Nazi party found in the original Japanese title are not featured in Rearmed . However , as is the case in the original , the final boss of the game still clearly resembles Adolf Hitler , and is referred to as " The Leader " .

Rearmed centers around two warring factions : the Federation and the Empire . It begins with the Imperial forces discovering classified documents regarding the development of a secret weapon known as the Albatros project , originally started by an organization known as the Baddies , but never completed . Killt , Generalissimo of the Empire 's forces , decides to complete the project himself . When the Federation learns of the Empire 's plot , they send in their national hero , Super Joe to infiltrate the Empire . During his mission , Joe is captured by Imperial forces . The Federation sends in a second operative named Nathan Spencer to rescue Super Joe and assist him in completing his mission .

Spencer traverses several areas , eliminating many Imperial leaders along his way . As he progresses , he finds new technology and travels deeper behind enemy lines . The plot culminates as Super Joe is rescued from the bionic Imperial soldier Gottfried Groeder , and both Spencer and Joe set out to destroy the Albatros project . During the mission , Spencer encounters " The Leader " , the resurrected head of the Imperial forces . Spencer defeats The Leader , and together with Super Joe destroys the Albatros . The game ends with both heroes hanging onto a helicopter , flying off as the Albatros explodes .

= = Gameplay = =

In Bionic Commando Rearmed , the player controls Nathan Spencer , a soldier who has been given a bionic arm . The arm is equipped with several features including a grappling hook which can be used to reach distant objects . The player uses Spencer 's bionic arm to swing across gaps or climb to higher ledges . Often , the player must make a series of grappling actions in a row to successfully traverse hazards such as a wide gap or an electrified floor .

Spencer earns a variety of weaponry and items by defeating level bosses . Some items and weapons must be acquired before certain areas can be entered : for example , the player must locate flares that can then be used to illuminate dark areas . Levels are presented to the player as an overworld @-@ style tactical map showing friendly and enemy areas . The player controls a

helicopter to move between areas , and can then select to infiltrate that area on foot . While in the overworld view , enemy convoys will also move between areas . If the player 's helicopter encounters a convoy , the player must fight through it on foot before the helicopter can proceed . Such levels are presented from a top @-@ down perspective .

While Bionic Commando Rearmed remains mostly true to its NES counterpart , a number of gameplay enhancements were made . A health bar replaces the game 's original health system . Players collect health items from enemies to restore health , as opposed to the original system which involved earning more hit points . Defeating enemies with full health now awards players extra points , encouraging players to avoid being hit in order to obtain high scores . Players can extend Spencer 's bionic arm to grab oil barrels and throw them at enemies , or use them as temporary shields . Weapons can now be changed instantly during gameplay , as opposed to being limited to one weapon per mission . Boss battles have also been redesigned . Each battle now makes unique use of Spencer 's weaponry and bionic arm . In one example , the player must latch the arm to a screw on the boss character 's vehicle , then pull back to expose a weak point in the armor . Additionally , the final boss battle has been extended to a complete level as opposed to the ending sequence of one . Hacking into enemy communications now involves navigating a three @-@ dimensional puzzle as opposed to simply choosing to hack . New to the remake are Challenge rooms which involve using the bionic arm to traverse a course as quickly as possible . Force feedback has been implemented when using the bionic arm , firing weapons , and other events .

= = = Multiplayer = = =

Rearmed 's campaign can be played locally with another player . Although the overall gameplay is identical , enemy AI adapts difficulty to accommodate the extra player . Character lives are shared between players , meaning that each player life lost hurts both players . Once all extra lives are depleted and a player dies , the AI reverts to its single player configuration for the remaining player until that player completes the level or an extra life is found . Additionally the cooperative campaign is saved separately from the solo campaign , meaning that weapons , equipment , and powerups do not carry over from one campaign into the other . During play , the game 's camera will zoom in and out to accommodate both players , and will split the screen dynamically should the camera not be able to zoom any further . Competitive multiplayer modes have also been added , and can be played locally or over a network . Game modes include the standard versus and last man standing modes , and Don 't Touch the Floor , in which characters attempt to knock other players to a hazard at the bottom of the level for points .

= = Development and marketing = =

Bionic Commando Rearmed developer Grin made it a priority to preserve as much of the original gameplay and visual stylings as possible . Screenshots were taken as a reference , with designers keeping the same color schemes when creating the 3D worlds . Programmers had to reverse engineer the original gameplay to accurately reproduce it . They had to " measure how fast the arm goes out , how fast you swing back and forth , how fast you run across the ground , at what speed you fall down and everything " said Simon Viklund , Creative Director for the game . The level editor was integrated in the engine , which allowed developers to view creations in real time . Lead Gameplay Programmer Håkan Rasmussen expanded on this concept , stating " Since BCR is built on the same engine as the next @-@ gen BC we can also reuse the editor [which] lowers the time before we can start using levels . "

Developers found that adjusting the original gameplay to a 3D engine required dismissal of conventional physics . For example , the player cannot walk past a barrel placed in their way , however they are able to swing through the object . " The swing mechanic [is] based on the original [and so is] totally physically incorrect " noted Gameplay Programmer Bertil Hörberg . Hörberg stated that the character always swings at the same speed and releases at the same angle regardless of player input . Weapons were also redesigned , with each weapon being rebalanced . "

In the original [players get] the rocket launcher and [use it] for the rest of the game " stated Viklund . All of the weapons were redesigned to be useful in some form , and can now all be taken into combat , whereas previously only one weapon could be selected per area . Boss characters received not only a visual redesign , but the fights were redesigned as well to make use of Spencer 's bionic abilities and weaponry . Viklund noted players " need to use the arm to beat the boss " .

Challenge rooms were born of a desire to enhance the game 's neutral zones . " The neutral zones in the original game weren 't that interesting , so I starting thinking we could add an obstacle course in each one " , Viklund said . " The bionic arm is such an unconventional mechanic that we really wanted to explore everything that it could offer " , added Level Designer Victor Viklund . Victor Viklund cited inspiration from several NES games , including Solomon 's Key , Wrecking Crew , and Ice Climber , adding that the concept was " very basic , very short stages . " The game 's soundtrack consists of remix versions of the original NES tracks , arranged by Simon Viklund . He described the arrangements as " the same melodies and harmonies but with a more modern sound . "

In redesigning the game 's protagonist , Nathan Spencer , Grin cited the characters Iceman from the movie Top Gun and Marty McFly from the Back to the Future series as visual influences in the update . For the character Super Joe , designers looked to the cowboys of the American Old West , citing actor Sam Elliot as an additional source of inspiration . 3D artists noticed early in development that due to the far distance of the camera , certain details in textures would not be noticeable . " We had to think ' less detail and more color [and] bigger shapes ' " stated 3D Artists Wendy Young and Peter Strähle . All of the 2D character art was designed by Shinkiro , an illustrator and conceptual artist , famous for his work with the Art of Fighting and The King of Fighters series .

Bionic Commando Rearmed - The Soundtrack is the soundtrack of video game music from Bionic Commando Rearmed . It was released on May 27 , 2008 by Sumthing Else Music Works . The music was composed by Simon Viklund , who later provided the arranged soundtrack for Final Fight : Double Impact . The music is largely remixed from the original game . Viklund took the original tracks written by Junko Tamiya and rearranged them in Buzz , a freeware virtual studio program . A Japanese trailer for the game was revealed at San Diego Comic @-@ con 2008 , done in the style of an anime opening with a theme song sung by Ichirou Mizuki , titled " Go Go Bionic " .

On February 19 , 2008 the official Bionic Commando website ran a poll asking gamers to decide between two possible prices for Rearmed ? ten or fifteen dollars . Producer Ben Judd stated , " Personally , since the goal is to make this game for the fans and to get the world to see what makes Bionic Commando so special , I want to sell it for about US \$ 10 . " However , more senior Capcom employees believed that the game has enough features and polish to sell well enough at US\$15 to warrant that price . Final pricing was settled on US\$10 for the Xbox Live Arcade and PlayStation Network versions , and US\$15 for the Windows version . The PlayStation 3 version supports Remote Play on PlayStation Portable and trophies .

= = Reception = =

Bionic Commando Rearmed has been very well received by game critics . It averages 86 / 100 across all three release platforms at aggregate website Metacritic and average 87 % across platforms at GameRankings . Rearmed sold over 130 @,@ 000 copies across all three platforms during the first week of its release . As of year @-@ end 2010 , Bionic Commando Rearmed has sold over 113 @,@ 000 copies on Xbox Live alone . That number rose to over 119 @,@ 000 at year @-@ end 2011 . In a September 2010 ranking , IGN listed Bionic Commando Rearmed fourth in their top twenty @-@ five Xbox Live Arcade titles of all time . Overall impressions of the game gleaned comments of praise . IGN 's Hilary Goldstein called Rearmed " the best downloadable game to date on XBLA and PSN " and ranked it second on her top 10 list of Xbox Live Arcade games . Jeff Gerstmann of Giant Bomb called it " terrific in almost every way " and the reviewer from GameTrailers stated it was " one of those games that feels organic to play . " Reviewers praised the title 's ability to remain true to the NES version but provide enhancements to update the title .

The game 's graphics received high marks from reviews . Hilary Goldstien of IGN described as " gorgeous " and added that Rearmed is " one of the prettiest downloadable games ever made . " Jeff

Gerstmann of Giant Bomb also lauded the visuals and praised the color palette , backgrounds and lighting . He further noted the game 's ability to remain loyal to the original visual presentation . " [It] makes enough visual references to the old game to trigger that feeling of nostalgia , but it never uses the old stuff as a crutch " stated Gerstmann . Similar praise was given in respect to the game 's soundtrack , with 1UP.com 's Jeremy Parish calling it " exceptional " and " a mix good enough to enjoy outside the context of the game " . The reviewer from GameZone also gave praise for the remixed music . They called it " simultaneously retro and hip . "

Reviewers were split on opinions of the game 's AI , with IGN 's Hilary Goldstien describing it as " the best seen in a side @-@ scrolling game " , but Tom McShea of GameSpot saying the enemies were " simply too limited to pose much of a threat " . Multiple reviewers were disappointed in the game controls , citing the lack of updating to analog features and remaining too true to the original . Rearmed 's multiplayer received generally high acclaim , with GameSpot 's Tom McShea calling it " an unexpected treat " . Both the game 's cooperative and competitive modes were lauded , however some critics cited a lack of online functionality . Reviewer Jeremy Parish of 1UP.com also praised the game 's challenge maps and in @-@ game database , stating " Rearmed is a game that could easily sell for full retail price and seem like a good deal . "

= = Sequel = =

Bionic Commando Rearmed 2 was revealed at Capcom 's Captivate 2010 event . It was developed by Fatshark and released on the PlayStation 3 via the PlayStation Network and the Xbox 360 via Xbox Live Arcade on February 1 , 2011 and February 2 , 2011 , respectively . The game adds new weapons and abilities , including the optional ability to jump , a maneuver absent in previous 2D titles . The sequel 's plot revolves around a dictator named General Sabio and a missing commander from Spencer 's organization , Colonel Brubaker . Spencer and a team of four other bionics are sent to locate Brubaker and his platoon and help them complete their mission of disarming Sabio 's missiles . Rearmed 2 was not as well received as the original game . Aggregate website GameRankings reports scores in the 60 % range for both platforms . The PlayStation 3 version of the game was criticized for its DRM requirement to be signed into the PlayStation Network in order to play the game .