

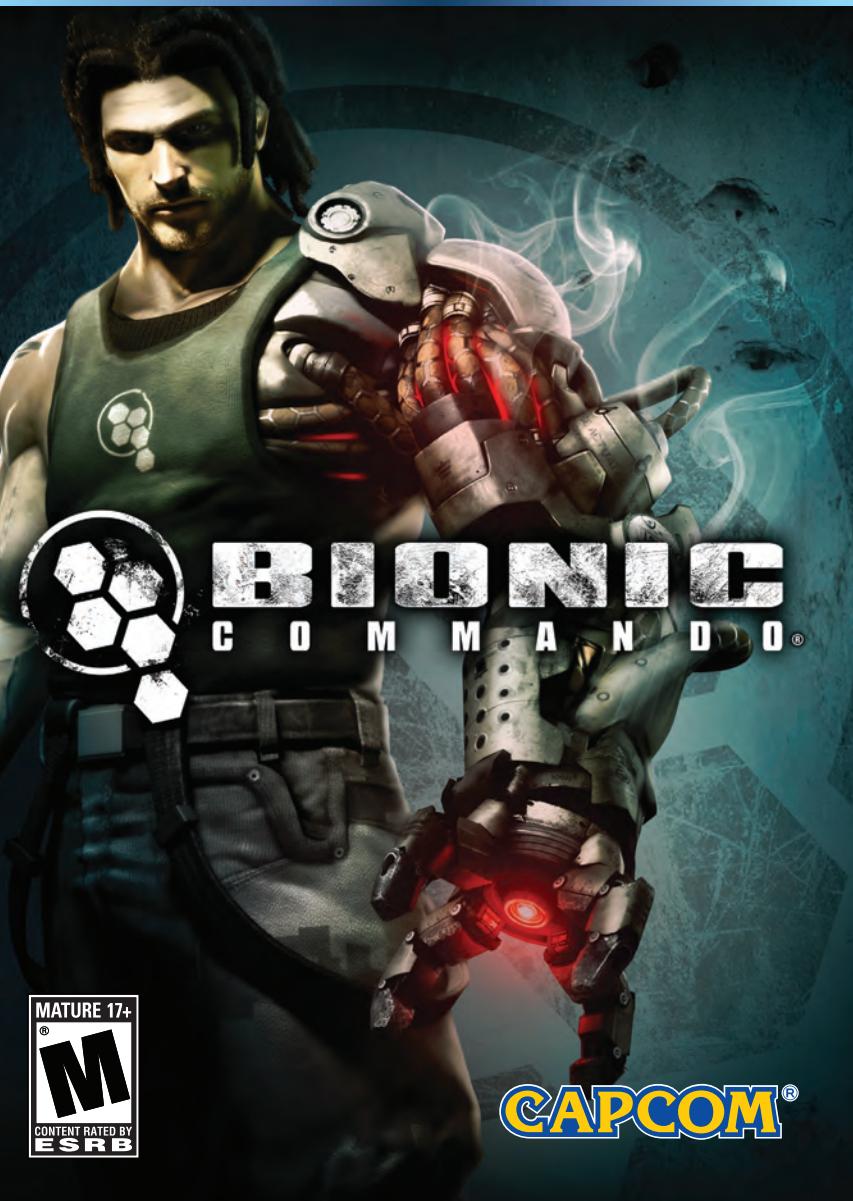


Games
for Windows®



BIONIC COMMANDO®

www.bioniccommando.com



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CAPCOM®

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

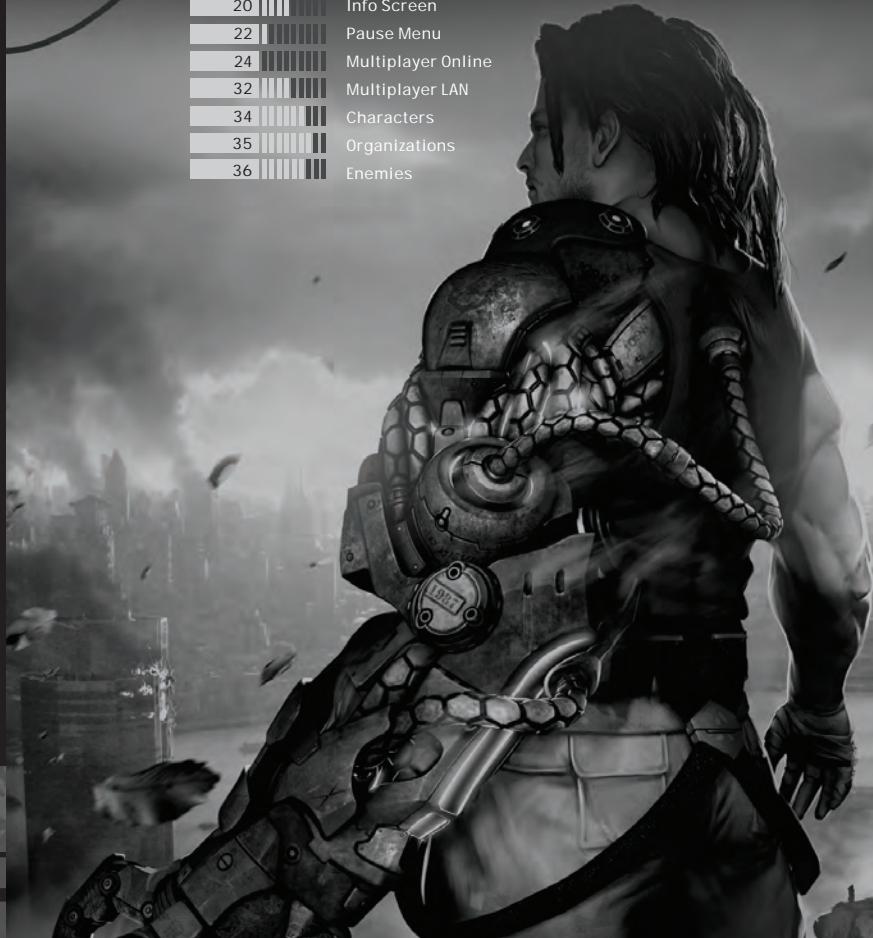
Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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BIONIC COMMANDO

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Ten years have passed since Nathan "RAD" Spencer, the Bionic Commando, managed to defeat the Imperials and destroy their secret weapon, the Albatross. In the aftermath, Spencer and his comrade Joseph "Super Joe" Gibson were praised as heroes by the entire nation.

TASC, the military intelligence organization that provided Spencer with his Bionic Arm, soon found their bionics program in great demand. Now under the command of Joseph Gibson, the organization flourished, and many other operatives were enhanced with bionic parts.

As the original Bionic Commando, Nathan Spencer became responsible for training these new operatives. At the same time, Spencer began to undertake a series of high risk, covert operations. On one such mission, codenamed Operation Blackout, Spencer's sense of justice came into conflict with the orders from his superior and friend Gibson.

In refusing to kill two rogue bionic prototypes, Spencer disobeyed a direct order, ultimately leading to the deaths of several TASC agents. Spencer was court-martialed, convicted of treason, and sentenced to death.

As Spencer rotted on death row, his conviction changed the public's view on bionic technology, and opinions on the subject became divided. Pro- and anti-bionic factions arose out of this dissension, and what started as a debate over morals descended into civil unrest.

The issue came to a head when a Presidential directive was issued to shut down the controversial bionics program. In what came to be known as the "Bionic Purge", TASC's bionics program was closed, and TASC personnel with bionic augmentations were ordered to turn in their bionics or have them forcibly removed. But this heavy-handed tactic backfired, as pro-bionic followers rioted, and many of TASC's bionic operatives chose to flee instead of giving up their artificial parts.

The chaos eventually subsided, and bionic technology was effectively purged from the nation. Pro-bionic followers went underground, and the nation once again knew peace.

Until today...

System Requirements

OPERATING SYSTEM	Minimum/Recommended: Microsoft® Windows® XP SP2 / Windows Vista® (Service Pack optional)
PROCESSOR	Minimum: Dual-core processor (Intel® Core™2 Duo 2.4GHz or AMD Athlon™ X2 5200+ 2.6GHz) Recommended: Intel® Core™2 Quad 2.4Ghz or AMD Phenom™ 9500 Quad Core and higher
MEMORY	Minimum: Windows® XP/Windows Vista®: 1GB and up Recommended: Windows® XP/Windows Vista®: 2GB and up
VIDEO CARD	Minimum: DirectX®9.0c/Shader3.0 compatible, NVIDIA® GeForce® 7800 series (1) or ATI Radeon™ X1900, or VRAM 512MB Recommended: DirectX®10/Shader4.0 compatible, NVIDIA® GeForce® 9800 GTX+ series or ATI Radeon™ HD 3800 series or higher, or VRAM 256MB and up
SOUND CARD	Minimum/Recommended: DirectX®9.0c compatible sound cards
HARD DISC SPACE	Minimum/Recommended: 8GB free space
DVD DRIVE	Minimum/Recommended: DVD9 compatible drive
MONITOR	Minimum: 800x600 and up Recommended: 1280x700 and up
INPUT DEVICES	Minimum: Mouse & Keyboard required Recommended: Mouse & Keyboard required, Xbox 360® Controller for Windows®
MULTIPLAYER	Internet broadband connection required for online play

DEFAULT INPUT DEVICE

The game will default to whichever input device you are using when you enter the Main Menu screen from the Title screen. If you use an Xbox 360 Controller for Windows to enter the menu screen, this controller will be set as your input device for the game. You can change your input device in the Options Menu.

Installation and Game Operation

Installation Is Required in Order to Play Bionic Commando

1. Insert the game disc in the DVD drive
2. At the Autorun Launcher screen, select "Install."
3. Choose a setup language and click "Next."
4. At the NVIDIA screen, click "Next."
5. Confirm the InstallShield Wizard message by clicking "Next."
6. Read through and accept the Software License Agreement, then click "Next."
7. Select setup type ("Complete" or "Custom"), then click "Next."
8. Confirm and begin installation by clicking "Install."
9. US LOCALE ONLY: Choose to register your product with Capcom by selecting "Login" or "I don't have an account." Cancel registration by clicking "Cancel" and exit the registration.
10. Ensure "Start Bionic Commando now." is ticked and finish the installation by clicking "Finish."
11. Once the game is launched and after the start-up screens, press **ENTER** or  at the Title Screen.
12. Select the preferred game type—"Single Player," "Multiplayer Online" or "Multiplayer LAN"—to proceed into gameplay.

Uninstalling the Game

1. Select **BIONIC COMMANDO®** from the list in Uninstall Program.
 2. When the launcher appears, click Uninstall and follow the on-screen prompts.
 3. When the prompt to restart the computer appears, click Yes to complete the uninstall.
- If you select No, the uninstallation procedure will be incomplete and you won't be able to reinstall **BIONIC COMMANDO®** until after you restart your computer.

Note: This game is presented in Dolby® Digital surround sound. Connect your PC with Dolby Digital Live technology to a sound system with Dolby Digital decoding using a S/PDIF digital audio cable. Be sure that your PC is configured properly to deliver Dolby Digital audio during gameplay to experience the excitement of surround sound.

Controls

Keyboard and Mouse

Basic Controls

[W]	Forward	[R]	Inventory
[S]	Backward	SPACE	Jump
[A]	Left	[F]	Arm Actions
[D]	Right	[E]	Heavy Punch
[Z]	Walk/Run	[T]	Adrenaline
Left Click	Fire Weapon	[Q]	Look
Right Click	Wire Action	Left SHIFT	Zoom
Left CONTROL	Evade		

Menu Navigation (Non-configurable)

[ENTER] / Left Click	Select
[ESC] / Right Click	Cancel selection
[ESC] (from in-game)	Bring up Pause Menu
[TAB] (from in-game)	Bring up Info Screen

Weapon Shortcuts (Customizable)

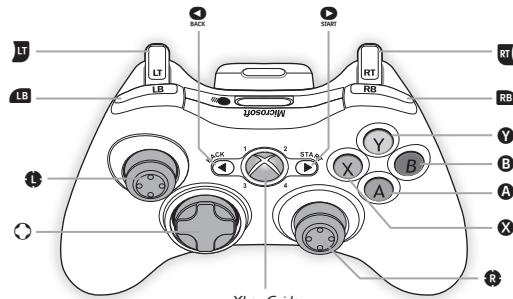
You can bind weapons to different key control shortcuts. The weapons in the following list are bound to the keys indicated by default. You can customize the control shortcuts to your preference. Press **[ENTER]** to bind a key; press **[F]** to reset the default configuration.

[1]	Tungsten
[2]	Frag
[3]	Hiker
[4]	Yelena
[5]	Tarantula
[6]	Bulldog
[7]	SJMG



Controls

Xbox 360 Controller for Windows



Basic Controls

B Light Punch / Arm Actions

X Look

Y Heavy Punch

A Jump

RB Inventory

RT Fire Weapon

LB + L .. Evade

LT Wire Action

R / **R** Aim / Zoom (click **R**)

L / **L** Movement / Reset Camera (click **L**)

C Quick Turn

START Pause Menu

BACK Info Screen

Other Controls **A**: Confirm **B**: Cancel

■ You can toggle the Vibration settings on / off from the Options Menu.

Basic Controls

MOVEMENT



Press **W A S D** (press **1** fully) in any direction to run. Press and hold **Z** + **W A S D** (press **1** slightly) to walk.

JUMP

SPACE (A)



Press **SPACE (A)** to jump.

Tap **SPACE (A)** to perform a short jump, or hold it down to perform a longer jump.

LIGHT PUNCH / ARM ACTIONS

E (B)



Press **E (B)** to execute a light punch. Use this attack to damage enemies or break certain objects.

HEAVY PUNCH

E (Y)



Press **E (Y)** to execute a heavy punch. You can use this attack to damage enemies or break certain objects.

WIRE ACTION

RIGHT CLICK (LT)



Use Right Click (**LT**) to fire the wire of your Bionic Arm, allowing you to attach onto different objects and perform many unique moves (see p.14).

FIRE WEAPON

LEFT CLICK (RT)



Use Left Click (**RT**) to fire the currently equipped weapon. Different weapons have different functionalities on the battlefield (see p.18).

Basic Controls

INVENTORY [R] (RB)

Press **R** (RB) to switch weapons.



Battlefield Advice 1: Hold **R** (RB) to Switch Weapons Faster



Weapon Icon

Hold down **R** (RB) to see a display of all the weapons you are currently carrying. To switch between them, choose the icon of the desired weapon with the ARROW KEYS (R) and release **R** (RB).

EVADE LEFT [CONTROL] + [W A S D] (HOLD LB + L1)

Press Left [CONTROL] + [W A S D] (press L1 while holding down LB) to perform an evasive maneuver in the selected direction.



AIM MOUSE (R)

Use the MOUSE (R) to control the direction of both the Aiming Reticle and the Grappling Reticle.



ZOOM LEFT SHIFT (R) [CLICK R]

Enter zoom mode with the left SHIFT (R) [click R]. In this view, it is easier to aim and target the enemy. However, you cannot use grenades while zoomed in.



QUICK TURN

Use O to turn quickly in the direction pressed. (There are no Quick Turn controls for keyboard settings.)

Game Rules

Start Game

MAIN MENU OPTIONS

Single Player

- New Game Start a new game.
- Continue Game Continue a previously saved game.
- Level Jump Play any level you have already completed.

Multiplayer Online

- Nickname Enter your registered nickname.
- Password Enter your registered password.
- Login Login with your entered credentials.
- Lost Password Retrieve your lost credentials.
- New Register a new account.

Multiplayer LAN

- Create Game Create a new Multiplayer LAN game.
- Join Game Join an active Multiplayer LAN game.

Options

- Video Set Gamma, video, and resolution settings.
- Controls Set various control options and bind keyboard actions.
- Sound Adjust the volume of sound effects and music.
- HUD Adjust the appearance of the in-game heads-up display.
- Extras Check out various bonus items.

Quit Game

- Quit BIONIC COMMANDO® back to the desktop.

Game Over

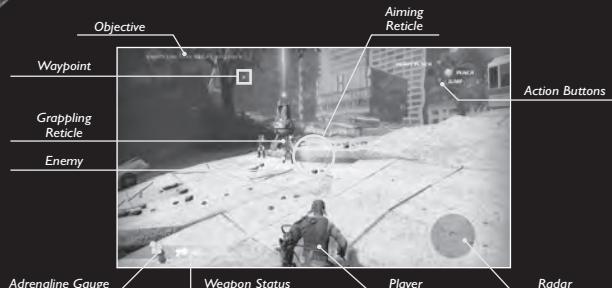
When your character dies, the mission has failed and the Game Over screen appears. Press ENTER (START) at the Game Over screen to restart the game from the last save point.



Game Rules

Game Screen

The following information is displayed on the game screen.



Player The character you control.

Enemy Kill or be killed!

Adrenaline Gauge The Adrenaline Gauge fills as you defeat enemies.

Action Buttons Displays the actions that are currently available.

Weapon Status Displays the weapon you have equipped, and the remaining ammo.

Aiming Reticle Aims where your currently equipped weapon will fire.

Grappling Reticle Aims where the wire of your Bionic Arm will fire.

Objective Displays your current mission and goals.

Waypoint Displays the location of objectives and points of note.

Radar Displays enemies and points of interest in your immediate vicinity.



Enemy Life Gauge

When you attack an enemy, its Life Gauge appears at the top of the screen. Reduce this gauge to zero to defeat the enemy.



Game Rules

Objectives

As you move through the game, you are presented with many different objectives and missions. Complete each objective to progress through the story.



Waypoints

Waypoint

Appearing throughout the levels are different kinds of waypoints to guide you to various points of interest. These can be directional (green), show the location of Relay Stations (yellow), or show the location of collectible supplies (blue). Directional waypoints vanish after they have been reached.

Saving Your Game



By accessing the enemy Relay Stations located throughout each level, you can save your game's progress. Your game is automatically saved after exiting the Relay. Game data is also saved automatically at various points in the game. The following free space is required to save:

- Profile Save 5KB
- Each Save Game File: 20KB (x3)
- Total Space Required: 65KB

How to Access Relays



To access a Relay Station, connect to it with your Bionic Arm using Right Click (F), and press F (B). Upon accessing the Station, you are taken to its administrative interface where you can acquire classified data and control security systems in your vicinity. Your game is automatically saved when you leave the Relay Station.



Relay Station
(see p.36)



Action

Action

By using the Bionic Arm and different weapons, you'll find that many different skills and abilities are available to you. Some of these abilities are accessible from the start, while others are unlocked as you make your way through the game.

Punch Actions

LIGHT PUNCH

F (B)

Executes a light punch.

By repeatedly pressing **F (B)**, you can chain together melee attacks. You can also perform the Light Punch in mid-air.



HEAVY PUNCH

E (Y)

Executes a stronger punch.

You can use this move to knock enemies up into the air. This move does considerably more damage than the Light Punch.



DEATH FROM ABOVE (DFA)

While in mid-air, **E (Y)**

Adrenaline

The Death From Above, or DFA, is a powerful body-slam technique that enables you to knock out or even kill enemies. To perform a DFA, jump or fall from a sufficient height and repeatedly press **E (Y)** until you reach the ground. You can boost DFA by using Adrenaline, making the blow to surrounding enemies potentially lethal.



PUNCH UP

E (Y), then **F (B)** in mid-air

This technique enables you to punch objects up into the air, and then hit them in the direction you're aiming.

To perform a Punch Up, approach any highlighted object or enemy and press **E (Y)** to punch it up into the air. While it is in the air, jump up using **SPACE (A)**, and then hit it in the direction you are aiming by pressing **F (B)**.



Action

Adrenaline

Certain moves require you to gain Adrenaline before you can perform them. Adrenaline can be built up by defeating enemies which gradually fills up your Adrenaline Gauge. Only when the Adrenaline Gauge is completely filled may you unleash its power all at once and perform special moves. Depending on the context in which you use Adrenaline, different moves are performed. Performing one of these moves reduces your Adrenaline Gauge back to zero.



■ You gain access to the Adrenaline Gauge when you reach a certain stage in the game.

Adrenaline Actions

WHIP SPIN

T (B + Y)

Adrenaline ONLY



FINISHING MOVE

While attached to an enemy, **T (B + Y)**

Adrenaline ONLY

The Finishing Move is the ultimate tactic, allowing you to perform a stylish move to dispose of certain enemy types. To perform a Finishing Move, attach to a Polycraft or Biomech, then press **T (B + Y)** simultaneously.

The Finishing Move can only be used on Polycraft and Biomechs.



Polycraft (see p.36)



Biomechs (see p.36)

Adrenaline ONLY These moves can only be performed when you have a fully-charged Adrenaline Gauge.

Action

The Bionic Arm

Many situations throughout the game require you to use the Bionic Arm to progress. It is an effective means of transport, as well as an extremely powerful tool and weapon. The following are some of the abilities that the Bionic Arm gives you.

Bionic Arm Actions

ATTACH

RIGHT CLICK (LT)

Using the Bionic Arm to attach to surfaces, enemies, and objects is key to progressing through the game. The Bionic Arm can also be useful in picking up items and supplies dropped by defeated enemies.

To attach to an object, move the Grappling Reticle over it and hold Right Click (LT). The color of the Grappling Reticle changes depending on the object selected. To release the attached object, release Right Click (LT) and the wire will automatically retract.



THE GRAPPLING RETICLE

The Grappling Reticle changes color depending on what kind of object is being targeted:

- A blue Grappling Reticle indicates an attachable point within reach.
- A red Grappling Reticle signifies enemies.
- A green Grappling Reticle indicates interactive objects and supplies.

Battlefield Advice 2: Autolock



The Grappling Reticle constantly searches for the closest viable object for you to attach to, meaning that you can continue to hold Right Click (LT) while airborne to automatically attach to the first object that comes within reach. When the Grappling Reticle is gray, it indicates that an object is just out of reach, and that moving closer will enable you to reach it.

Action

Bionic Arm Actions

SWING

While attached, W (L forward) + SPACE (A)



Swinging is often the fastest and most effective way to travel. To swing, begin by attaching to an object or a surface with Right Click (RT), then jump in any direction by pressing SPACE (A) in combination with W (L)—or just walk over any edge. The pendulum movement can be controlled by pressing W/S (moving L back and forth), and will not come to a halt until either the wire is reeled in or Right Click (RT) is released.

Battlefield Advice 3: Blue Indicator



Indicator

When you're nearing the optimal angle for release, a blue indicator appears above the Aiming Reticle. If you release Right Click (RT) while the indicator is displayed, you will travel the maximum distance.

REEL IN / REEL OUT

While swinging, SPACE/F (A / B)

Reeling the wire of the Bionic Arm in and out are important functions for controlling your swing, maximizing the distance you can travel, and for leaping up onto platforms.



REEL IN

While you're swinging, pressing SPACE (A) will reel in the Bionic Arm's wire.



REEL OUT

While you're swinging, pressing F (B) will reel out the Bionic Arm's wire.

Action

Bionic Arm Actions

LEAP UP

While hanging, SPACE (A)

Leap Up is a vital ability for scaling vertical surfaces and jumping over edges.

To perform a Leap Up, press SPACE (A) while hanging from a vertical surface or underneath an object.

While you're hanging from underneath an object, the Leap Up will only work if you are attached close enough to an edge.



Battlefield Advice 4: Keep Leaping

You can use the Leap Up ability multiple times to scale walls and other vertical surfaces. To perform consecutive Leap Ups, keep holding Right Click (U) while pressing SPACE (A).

RIP

While attached to enemy/object, F (B) repeatedly, followed by E (Y)

You can use the Rip ability to tear down certain parts of the environment, or bring enemies closer to you. If you have grabbed an enemy using the Rip ability, you can press E (Y) to quickly dispose of him.



ZIP KICK

While attached to an enemy, SPACE, SPACE (A, A)

The Zip Kick is a combat technique which lets you perform a spectacular dropkick by using the Bionic Arm's wire. To perform a Zip Kick, attach to an enemy and press SPACE (A) twice. If you take too much time to perform the Zip Kick, the enemy may have time to counteract.



Action

Bionic Arm Actions

THROW / SMASH

While attached to a throwable object, E (Y), then F (B)

Once acquired, the Throw/Smash move allows you to pick up and throw objects long distances.



To perform a Throw, attach to any highlighted object or defeated enemy and press E (Y) to kite the object into the air. Press F (B) while aiming in any direction to throw or smash the object depending on the target distance.

Battlefield Advice 5: Aim Your Throws Effectively

Kited objects and enemies can be used as weapons using the Throw/Smash technique. Use the Aiming Reticle with the ARROW KEYS (B) to throw or smash objects where you want them to go.

KITING

While attached to an enemy, E (Y)

Kiting is a technique that allows you to whip an enemy up into the air while still attached to your wire. To perform the Kiting technique, attach to an enemy and press E (Y).



Once an enemy is up in the air, you can slam the enemy back down into the ground by pressing F (B). Doing this not only kills the kited enemy, but can also damage other enemies nearby.

■ Kiting can only be performed on smaller enemies, and is not effective against heavier ones.

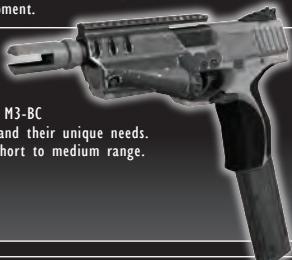
Weapons

FSA Standard Equipment

Weapons are always fired with Left Click (Q). There is a mixed arsenal of weapons at your disposal throughout the game, and each weapon has its own unique characteristics. Agents in the field always carry the following equipment.

SteinMech M3-BC "TUNGSTEN"

The SteinMech 4.62mm "Tungsten" semi-automatic pistol is the standard issue sidearm carried by TASC personnel. The M3-BC model was specially designed for TASC's bionic operatives and their unique needs. Despite its compact size, it is accurate and effective at short to medium range.



Fragmentation Grenade

The standard-issue fragmentation grenade used by FSA military forces. Once a grenade is set and released, it unfolds spikes that can attach to certain surfaces.



Weapon Ammo

The number next to your weapon display on the HUD indicates the amount of ammo remaining. When it reaches zero, the weapon is unusable and you automatically switch to the next available weapon. To replenish ammunition, collect pickups dropped by defeated enemies, or look for Insertion Pods.

Insertion Pod

FSA Insertion Pods are used to offer quick supply drops to troops in the field. Since the pods lack a propulsion system they cannot be targeted easily by anti-air defense, and their homing beacon is extremely precise. They are usually used to supply firearms and/or ammunition to troops behind enemy lines.



Damage

Environmental Damage

When you're taking damage from enemies or hostile environments, the screen gradually turns red. Take too much damage and your character will die, at which point the Game Over screen will appear.

Environmental Damage 1: Radiation



Radiation Warning Icon

Scattered fields of radiation still linger throughout the ruins of Ascension City. Stray too close to a radiation field and a Radiation Warning Icon appears at the top of the screen to let you know you're in danger. If you enter a radiation field, the Radiation Warning Icon will pulse to alert you that you are taking damage. To avoid dying, you must quickly exit the irradiated area.

- The Bionic Arm cannot attach to irradiated surfaces.

Environmental Damage 2: Water



Oxygen Gauge

Due to the weight of your Bionic Arm, you cannot stay afloat and swim. If you become submerged, your Oxygen Gauge will appear and decrease as you run out of air. To avoid drowning, you must quickly find an attachment point and reel yourself up above the surface.



Info Screen

Info Screen

During the game, press **TAB** () to display the Info Screen, which contains the following options.



- Objectives**.....Review your current mission objectives.
- Dossiers**.....View information on characters, weapons and organizations.
- Challenges**.....Check the various challenges available.
- Rewards**View the rewards you have received.

INFO SCREEN CONTROLS

ACTION	KEYBOARD/MOUSE	CONTROLLER
Change page	Q / R	LB / RB
Browse options	W / S or ↑ / ↓	L / R
Confirm	ENTER	A
Exit	ESC	B



Info Screen

OBJECTIVES

In the Objectives screen, you can review the details of your current mission goals, and also check the Objectives that you have already completed.

Objectives

- Active Objectives**.....View your current Mission Objectives.
- Completed Objectives**.....View Mission Objectives you have already completed.

DOSSIERS



You receive Dossier files as you make your way through the game. These Dossiers provide information about characters, organizations and weapons that you encounter as you progress through Ascension City.

CHALLENGES

Challenges are optional missions that are separate from your main objectives. By completing these optional Challenges, you can earn new moves and upgrade your existing weapons and abilities.

Challenges

- Active Challenges**.....View Challenges that are currently available.
- Cleared Challenges**.....View Challenges you have already completed.

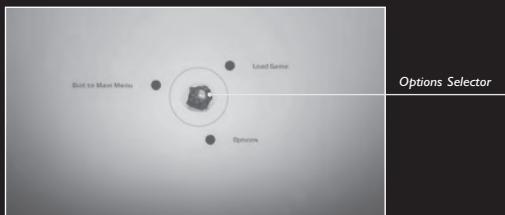
Rewards

In the Rewards screen, you can view the various rewards and upgrades you have received by completing Challenges. The rewards you receive vary depending on what Challenges you have completed.

Pause Menu

Pause Menu

Pressing **ESC** (**START**) displays the Pause Menu. From this menu, you can quit the game, load previously saved game data, and adjust various game options.



Load Game Load previously saved game data.

Options Check or adjust various game options (see p.23).

Quit to Main Menu Quit the current game and return to the Main Menu.

PAUSE MENU CONTROLS

ACTION	KEYBOARD/MOUSE	CONTROLLER
Move selector	MOUSE	
Confirm	[ENTER] or Left Click	
Exit	Right Click	

Pause Menu

Options

In the Options menu, you can check and adjust various game options.



CONTROLS

Adjust various controller settings.

- Help Check button functions. (Controller only.)
- Invert Camera Vertically Set whether the camera is inverted vertically or not.
- Invert Camera Horizontally Set whether the camera is inverted horizontally or not.
- Toggle Center Camera Button Toggle the camera center button on or off. (Controller only.)
- Rumble Toggle rumble settings on or off.
- Sensitivity Adjust the sensitivity of the camera.
- Bind Controls Map the keyboard controls to different keys. (Keyboard only.)
- Run by Default When this option is selected, the player will always run when moving, instead of walk. (Keyboard only.)

SOUND

Adjust the sound settings.

- Music Volume Adjust the volume of the music.
- SFX Volume Adjust the volume of the sound effects.

HUD

Adjust the in-game heads-up display.

- Show Action Buttons Toggle the display of the action buttons on or off.
- Swing Release Indicator Toggle the display of the blue indicator on or off.
- Highlight Throwables Toggle the display of throwable objects on or off.
- Subtitles Toggle the display of subtitles on or off.
- Lock HUD Position Toggle the HUD position on or off.



Multiplayer Online

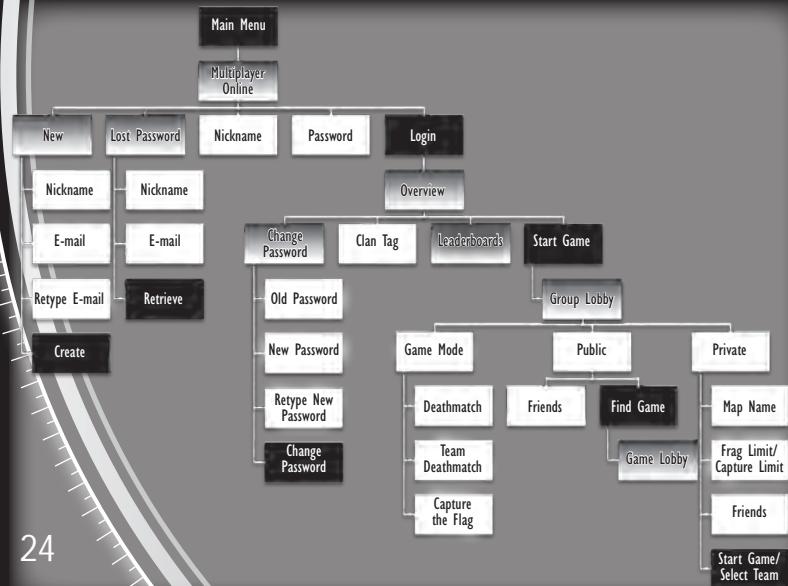
Multiplayer Online

Connect to Multiplayer Online to play with or against other players from around the world.



- Multiplayer Online**
- Nickname Enter your registered nickname.
 - Password Enter your registered password.
 - Login Login with your entered credentials.
 - Lost Password Retrieve your lost credentials.
 - New Register a new account.

MULTIPLAYER ONLINE BATTLE FLOW



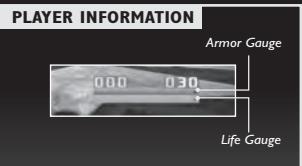
Multiplayer Online

Game Rules

Game rules differ slightly when you're playing Multiplayer Online games.

Multiplayer Only 1: Player Information

When you're playing Multiplayer Online games, additional information is displayed on the game HUD. The Life Gauge and Armor Gauge are visible at the bottom right of the screen.



Player Information

- Life Gauge Shows how much health you have remaining. (Health does not automatically regenerate in multiplayer mode.)
- Armor Gauge Shows the status of Armor you have picked up.

Multiplayer Only 2: Available Actions

The Adrenaline Gauge and its associated moves are not available in multiplayer mode. In addition, the Punch Up, Rip, Throw/Smash and Kiting moves are not available.

Group Lobby

After choosing to play Multiplayer Online, select Start Game to proceed to the Group Lobby where you can adjust various options (see p.26).



Multiplayer Online

Group Lobby Options

Each Group Lobby has different options available to choose from.

Public Group Lobby

In Public matches, you can play ranked games against opponents from around the world. All matches played in this mode reflect on your rank and leaderboard status.

- Options**
- Game Mode Choose which game mode to play.
 - Friends Invite friends to join your group.
 - Find Game..... After choosing your desired settings, search for a game.

Private Game Lobby

In Private games, you can play ranked online matches with friends and rivals, and set your own rules for the match.

- Options**
- Game Mode Choose which game mode to play.
 - Map Name Choose what stage to play on.
 - Frag Limit Choose the frag limit for your game.
 - Time Limit..... Choose the time limit for your game.
 - Friends Invite friends from your Friends list to play together.
 - Start Game..... The game will start once you select this option.

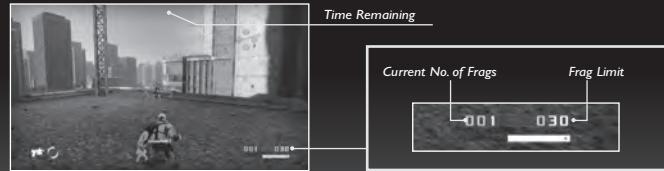
Multiplayer Online

Game Modes

There are three different multiplayer game modes in Bionic Commando—Deathmatch, Team Deathmatch and Capture the Flag. You can select which game mode to play from the Group Lobby. Each mode has different conditions for victory.

Game Mode : Deathmatch

Everyone is both hunter and prey. In order to win, be the first to reach the frag limit, or have the highest number of frags when time runs out.

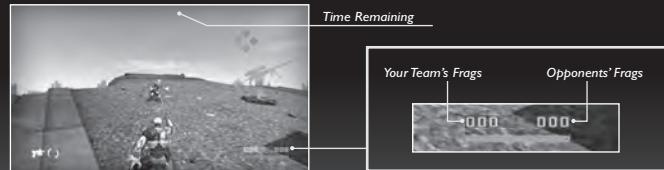


VICTORY CONDITIONS

The first player to reach the frag limit wins. If time runs out, the player with the highest number of frags wins.

Game Mode : Team Deathmatch

Team-based Deathmatch game where the first team to reach the frag limit, or have the highest frag count when time runs out, wins.



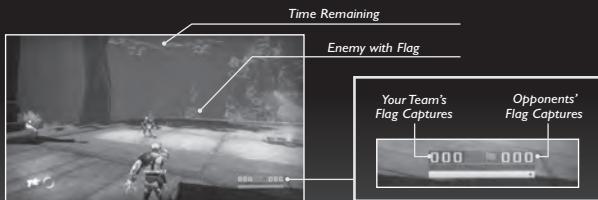
VICTORY CONDITIONS

The first team to reach the frag limit wins. If time runs out, the team with the highest number of frags wins.

Multiplayer Online

Game Mode : Capture The Flag

Steal the enemy's flag and bring it to your own base while preventing the enemy from stealing your flag. The first team that meets the captured flag quota, or has captured the most flags when time runs out, wins.



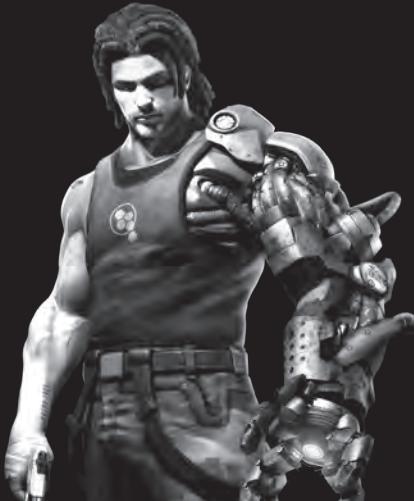
VICTORY CONDITIONS

The first team to capture the required number of flags wins. If time runs out, the team with the most flags captured wins.

Multiplayer Online

Game Lobby

Once you have chosen your game, you proceed to the Game Lobby. Here you can view information on your teammates and opponents, as well as chat with other players.



Multiplayer Online

Public Game

If you're playing a Public Game, before the game begins you'll have the option to vote on the selected map. Maps are selected at random, and if a majority of players in the Game Lobby vote against the chosen map, another is randomly selected.

 **Vote to skip map**

Voting Screen Agree to Current Map.....If you want to play the displayed map, do nothing.
Disagree with Current Map.....If you don't want to play the displayed map,
press **F1** (**Y**) to cast your vote against it.

Private Game

If you're playing a Private Game, the game begins once the host chooses Start Game.

Set Teams

Before beginning a Team Deathmatch or Capture the Flag game, you are given the option to set teams. Once you have chosen the teams, the match begins.



Multiplayer Online

Leaderboards

In the Leaderboards, you can view rankings for each different game mode. You can also view information on other players from around the world.



World Ranking

In the World Ranking column, you can see the results for the top players around the world and how they compare against you.

Friends Ranking

In the Friends Ranking column, you can see a leaderboard of players registered on your Friends list.

LEADERBOARDS CONTROLS

ACTION	KEYBOARD/MOUSE	CONTROLLER
Switch between modes	[Q] / [R]	[LB] / [RB]
Scroll through rankings	[W] / [S] or [↑] / [↓]	[L] / [R]
My Score	[F1]	[Y]
Friends Ranking	[F2]	[X]
Return to Menu	[ESC]	[B]



Multiplayer LAN

Game Lobby

By connecting two or more computers over a LAN setup, you can play locally against other people. From the Multiplayer LAN option in the Main Menu, choose Create Game to start a new game, or Join Game if there is a game in progress.



Create Game: Start a New Game

You can choose to create a new game and decide the rules that other players will play by. After choosing Create Game, you follow the same Online Battle Flow as for Multiplayer Online games (see p.24).

Join Game: Join an Existing Game

If another player has already started a game on Multiplayer LAN, you can choose to join in.

- Multiplayer LAN matches do not count toward your online ranking.





Characters

Nathan Spencer

The original Bionic Commando. Ten years ago during the Imperial Incident, Nathan Spencer single-handedly rescued the TASC agent Joseph "Super Joe" Gibson from an Imperial POW camp. Together they stopped the Imperial weapons platform known as the Albatross.

Some years later, Spencer disobeyed direct orders on a mission that resulted in the deaths of several TASC agents. Spencer was court-martialed, convicted of treason, and sentenced to death. Spencer has spent the last five years on death row awaiting execution. However, following recent events in Ascension City he has been temporarily reinstated, and sent in to investigate.



Super Joe

Joseph Gibson, aka "Super Joe", is a revered war hero known for his unshakable resolve and patriotism. Gibson was captured during the Imperial Incident while behind enemy lines, but was later rescued by Nathan Spencer. Together they stopped Project Albatross and the man known as The Leader.

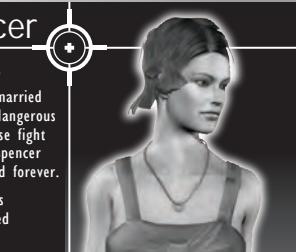
Afterwards, he was promoted to director of TASC, and became the leading voice for the advancement of bionic technology. Joseph's reputation and dedication have earned him a place as one of the nation's most trusted military advisors. It was Gibson that proposed the dispatch of Nathan Spencer into the ruins of Ascension City.



Emily Spencer

Emily is Nathan Spencer's estranged wife, who has not been heard from in years.

Emily and Nathan met years before the Imperial Incident. They fell in love and married shortly thereafter. Sources indicate that they were happy together, but Nathan's dangerous choice of profession created animosity between them. After one particularly intense fight they decided to spend some time apart—and that was the last known contact Spencer had with Emily. She left only a note declaring her intention to leave her husband forever.



Shortly afterwards, Spencer entered the bionics program. He spent years trying to locate his missing wife, and is still haunted by her unexpected disappearance.



Organizations

FSA

Federal States of America



A nation born from a political and economic crisis in the United States of America in the early 21st century. Due to its turbulent conception, the FSA government took a hardline approach to politics, putting libertarian values aside to maintain law and order.

Despite its youth, the FSA has had an eventful history. Most notable is the Imperial Incident a decade previous, when a military faction seeking to revive fascism attacked several FSA cities. The FSA is also the home of the first military bionics technology, and FSA political and ethical values on bionics have set a standard for the rest of the world.

TASC

Tactical Arms and Security Committee



TASC is the FSA's military intelligence and security agency, mandated with protecting the FSA from both internal and external threats. Under the supervision of Director Joseph Gibson, TASC diverted most of its funding into the development of bionic technology. Bionic operatives soon became the FSA's most entrusted part of national defense. In the wake of the Bionic Purge, TASC lost much of its power as its bionic division became illegal overnight. However, the organization still retains a great deal of influence over FSA military affairs.

BioReign

Bionic Resurrection Initiative



Born out of the turmoil and anger during the Bionic Purge, BioReign is considered to be most dangerous pro-bionic terror organization in the world. BioReign is a militia made up of former Imperial soldiers and ex-TASC operatives, ostensibly dedicated to reversing the Bionic Purge and forcing the FSA government to restore the legal status of bionics.

Due to the military capabilities, BioReign is regarded as a severe threat to FSA security. Most of BioReign's soldiers have live combat experience, and their weapons arsenal is substantial. However, even with their reputation, no one could have foreseen BioReign's remorseless bombing of Ascension City. Some say that this attack is the first part of a greater scheme.



Enemies

▶ Silver

The elusive individual known only as "Silver" is suspected of being one of BioReign's highest ranking officers. Military intelligence suggests that the campaign in Ascension City might be led by Silver himself.



▶ BioReign Infantry

Comprising the bulk of the BioReign force in Ascension City, the BioReign infantry is made up of combat-experienced soldiers who make formidable opponents.



▶ Biomech

Reports indicate that the BioReign strike force might have brought mechanized combat suits, known as Biomechs, to increase their defensive capabilities.



▶ Polycraft

Polycraft are highly maneuverable air units, designed for quick aerial assault and interception. The BioReign force brought with them a large number of the units to Ascension City. Polycraft are easily refitted to excel in various situations, and can act as both troop transports and heavily-armed missile gunships.



▶ Relay Stations

To overcome the interference caused by the radiation that has flooded the ruins of Ascension City, BioReign utilizes tactical Relay Stations to establish communication. As with any communications system, it might be turned to an enemy's advantage.



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