



XBOX 360



BIONIC

C O M M A N D O

REARMED



MATURE 17+



CONTENT RATED BY
ESRB

CAPCOM

⚠ WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

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.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

TABLE OF CONTENTS

Thank You	2
Story	3
Getting Into the Game	4
Battlefield Exploration	6
Game Controls	8
In-Game Screens	12
Pickups	13
Weapons	14
Items	15
Network	16
Multiplayer	17
Tips	19
Credits	20

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 Kiltt, seized territory within the FSA, laying siege to tactical locations and industrial facilities.

Kiltt 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.

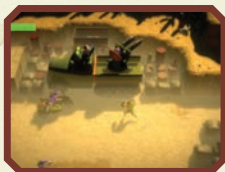
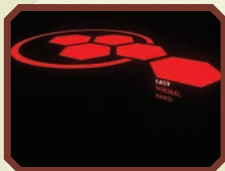
Each difficulty mode has its own special features. Easy allows you to put your best foot forward by giving you assist blocks that prevent you from falling into some gaps. Normal is your perfectly ordinary, average mode. In Hard, enemies won't just wait for you to attack them—they'll throw grenades and 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  or  to move around the map routes, and press  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  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 gamer 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 . 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 **△** or **○**.

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 **△**, and release the yellow sphere in the direction indicated (always toward the far wall) with **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 **△** or **○**.



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.

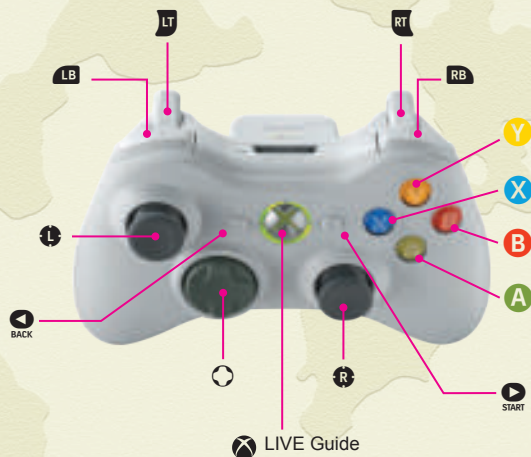
Battlefield Secrets

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

Xbox 360® Controller



Gamepad Controls

Y	Not Used
X	Grenades
B	Bionic Arm
A	Fire Weapon
LB	Switch to Previous Weapon
RB	Switch to Next Weapon
L / R	Move
R	Control Hyper Bazooka rocket
START	Pause Screen
BACK	Inventory Screen

Basic Actions

WALK / RUN: or

These control your basic movements. When using , you will only be able to run.

CROUCH: or

Press or to crouch and avoid unwanted enemy attention.

FIRE WEAPON:

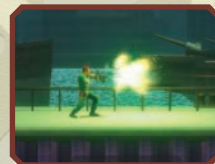
Press to fire the currently equipped weapon. You can shoot while standing still, walking, running, crouching and while hanging from the Bionic Arm's cable, but not while swinging.

CHANGE WEAPON: or

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 **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 **B**.

EXTEND UP / LEFT / RIGHT

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

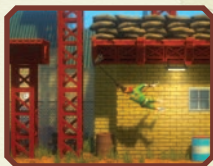
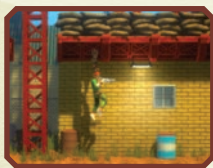
CONNECTING

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 **B**.



SCALING

While anchored, you can reel yourself in by pressing **B**. If you are hanging vertically beneath a platform, you can zip up to a position just underneath the platform by pressing **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 **B**. While holding on to an object, you can also use it to block projectiles.

Barrels can be thrown with **B**, or rolled along the ground by holding down while pressing **B**.



IN-GAME SCREENS

Help & Options

Access this menu while playing by pressing  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  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 **LB** or **RB**. 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 **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

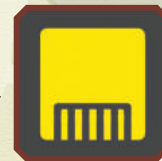
BULLET PROOF VEST, HELMET & SHIN GUARDS

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.



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



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.

NETWORK

You can view single player rankings in the Hall of Fame by connecting to Xbox LIVE. By using the Xbox LIVE service, you can view the world rankings and stats of players around the world.

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

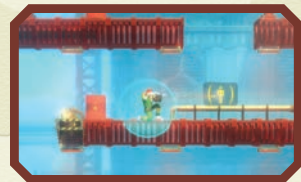
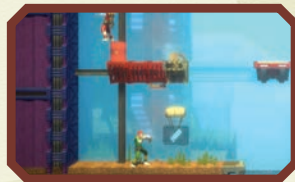
Weapons don't cause damage in this mode, but getting hit does cause players to lose their grip on platforms. The only way to win is to use your weapons to force the other players to the bottom of the arena onto the hazards that await there. The last man standing wins! Use strategic swinging maneuvers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



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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.



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