



**BIONIC**

C O M M A N D O®

**REARMED**



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**CAPCOM®**

## **WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures, or
- or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.**

### **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

### **NOTICE:**

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental, injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### **HANDLING YOUR PLAYSTATION®3 FORMAT DISC:**

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

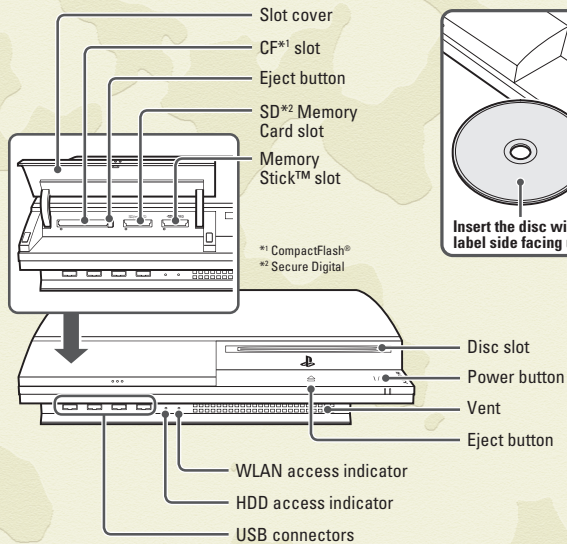
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# GETTING STARTED

## PLAYSTATION®3 system front



**Note:** Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

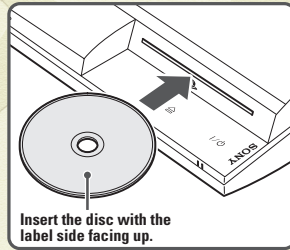
**Starting a game:** Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the (title name) disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the button. Refer to this manual for information on using the software.

**Quitting a game:** During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

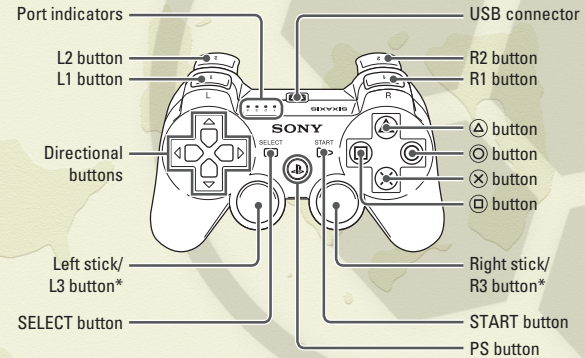
**Hint**

To remove a disc, touch the eject button after quitting the game.



# GETTING STARTED

## Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)



\* The L3 and R3 buttons function when the sticks are pressed.

**Note:** To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

## Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.



## 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](http://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." Joe's mission, however, was compromised. He was taken captive by the Imperials, and then 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

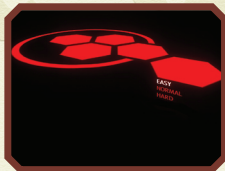
Begin by choosing a Single-Player or Two-Player Co-op Campaign.

## 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—but they'll also throw grenades and attack from above. Finally, if you can overcome that difficulty level, one more surprise awaits the bravest of the brave.




## Overview Map

Use the Overview Map to travel by helicopter from area to area. Simply use the Left stick or directional buttons to move around the map routes, and press the  button 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  button 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 anytime 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 account.


## 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 can gain points in a variety of ways, and your Point Totals is ranked on the Online Leaderboards. You are rewarded with more points the faster you beat an area, and you can collect Score Tokens from defeated enemies and 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  button on another controller. Before the player joins, the Single-Player campaign will be terminated and Player 1 will be asked to save their progress. Progress in the Co-Op mode is then saved on the separate Co-Op save slot.

## You Died!

When you lose all of 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

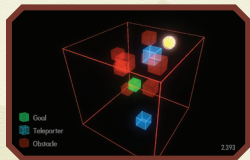
Every area contains a checkpoint door—it might be the door to a Communicator Room. Simply pass through it and, if you die in the area with lives remaining, you reappear at the checkpoint door.

## 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 up on the Left stick or Directional buttons.

### 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 Left stick or Directional buttons, and release the yellow

sphere in the direction indicated (always toward the far wall) with the  $\otimes$  button. 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 Bionic Commando world and to get tactical advice for the challenges ahead. To talk to an ally, just stand in front of him and press up on the Left stick or Directional buttons.



### CHALLENGE ROOMS

FSA camps come equipped with 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.

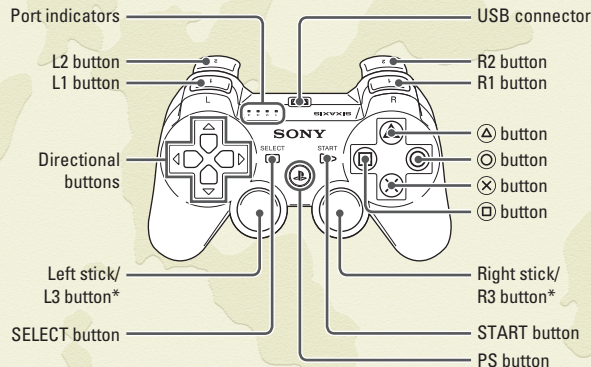
## Battlefield Secrets

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



# GAME CONTROLS

SIXAXIS™ wireless controller (for PLAYSTATION®3)



\*The L3 and R3 buttons function when the sticks are pressed.

△ button	Not Used
□ button	Grenades
○ button	Bionic Arm
× button	Fire Weapon
L1 button	Switch to Previous Weapon
R1 button	Switch to Next Weapon
Left stick / Directional buttons	Move
Right stick	Control Hyper Bazooka Rocket
START button	Pause Screen
SELECT button	Inventory Screen

## Basic Actions

### WALK / RUN: Left stick / Directional buttons

Press the Left stick partially forward to walk slowly, or press fully forward to run. Using the Directional buttons, you are only able to run.

### CROUCH: Down on the Left stick or Directional buttons

Press Down on the Left stick or Directional buttons to crouch and avoid unwanted enemy attention.

### FIRE WEAPON: × button

Press the × button 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: L1 button or R1 button

Change weapons at any time during the mission or while in the Inventory Screen.

### 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  button 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  button.

### EXTEND UP / LEFT / RIGHT


While standing still, hold the Directional buttons or Left stick forward and press the  button to extend the Bionic Arm up. If you extend the arm while running, you will come to a stop. If you press the  button while crouching, the arm extends straight out in front of you.

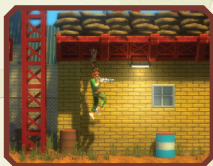
### CONNECTING

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 on the Directional buttons or Left stick.



### 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 on the Left stick or Directional buttons 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 on the Left stick or Directional buttons and pressing the  button.




### SCALING



While anchored, you can reel yourself in by pressing the  button. If you are hanging vertically beneath a platform, you can zip up to a position just underneath the platform by pressing the  button. To climb up onto the platform, press up on the Left stick or the Directional buttons.

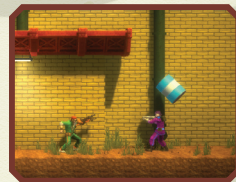
You cannot climb downward. If you want to go down underneath the platform you're on, you must fall off of the platform edge, and then use the Bionic Arm to catch yourself as you fall.

### 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  button. While holding on to an object, you can also use it to block projectiles.


Barrels can be thrown with the  button, or rolled along the ground by holding down on the Left stick or Directional buttons while pressing the  button.






# IN-GAME SCREENS

## Help & Options

Access this menu while playing by pressing the  button, and choosing Help & Options. Here you can adjust the controls, as well as change the settings for the music, sounds effects and splitscreen view. This menu is also accessible from the Main Menu.

## Inventory Screen



While playing, access the Inventory Screen by pressing the  button 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 about the area you are currently exploring.

## 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, which is ranked on the Online Leaderboards. When defeated, tougher enemies drop more Score Tokens than weaker ones.



## 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 areas, 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 allow you to 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 **L1** and **R1** buttons. 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  button to throw one. Remember, grenades can be thrown even if you have another weapon equipped. Throw while running to toss 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 is deflected; with two pieces, the first two projectiles are deflected; and with three pieces, three projectiles are deflected.





## ITEMS

### 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, blue chip and 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 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 Scoreboards by connecting to the PLAYSTATION®Network at the Network menu. By using the PLAYSTATION®Network service, you can view the world rankings and stats of players around the world.

## REMOTE PLAY

This game supports Remote Play, allowing you to use your PSP™ (PlayStation®Portable) to control the game. For details and settings for Remote Play, please see the online Users' Guide at <http://manuals.playstation.net/document/>

When using the PSP™ (PlayStation®Portable), controls are identical to the standard PLAYSTATION®3 controls.

When controlling the Hyper Bazooka rocket, however, you must use the analog stick for player movement, and the Directional buttons to steer the rocket.





# MULTIPLAYER

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

## Characters

Each of the multiplayer characters has their own unique pros and cons. At first, only Nathan Spencer is available, but other characters can be unlocked by completing the single-player or co-op campaign.

### 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



## Multiplayer Modes

### DEATHMATCH

Choose every man for himself, or divide up into teams (2 vs 2, 1 vs 2, 1 vs 3 or 1 vs 1 vs 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.



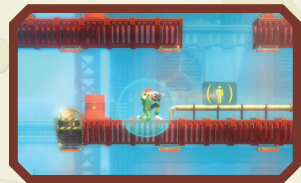
# TIPS

## 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.



### 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 a maximum score in 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

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## The Original Bionic Commando

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