

CAPCOM®

3303 Scott Blvd.
Santa Clara, CA 95054

Game counselors available 8 a.m. to 5 p.m. (408) 727-1665

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Nintendo®

GAME BOY®

CAPCOM®

DMG-B0-USA

BIONIC
C O M M A N D O™

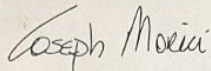
INSTRUCTION MANUAL

A special message from CAPCOM

Thank you for selecting Bionic Commando for your Game Boy system. We are proud to offer you this action-packed adventure, Capcom's latest contribution to the Game Boy!

Bionic Commando offers the finest graphics and stereo sound available for the Game Boy. We hope you enjoy the excitement and challenges that await you in Bionic Commando!

Very truly yours,



Joe Morici
Senior Vice President
CAPCOM, U.S.A.



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NINTENDO OF AMERICA, INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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SAFETY PRECAUTIONS

Follow these suggestions to keep your **Bionic Commando** Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic case.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and / or convulsions.

GETTING STARTED

1. Insert your **Bionic Commando** Game Pak into your Nintendo Game Boy and turn it on.
2. Watch the introductory screens or press the **START** button to skip them. When the title screen appears, two options will appear: **START** and **PASSWORD**. Move the marker next to **START** and press the A button. (For an explanation of the **PASSWORD** option, please read the *Using Your Password* section later in this manual.)
3. When the next screen appears, you will get a short briefing on your mission and then the view will switch to the area map. Choose **DESCEND** and Rad Spencer will begin his mission by parachuting into of the middle of the Doraize's military stronghold.
4. To end the game at any time, simply turn your Nintendo Game Boy off and remove your Game Pak.

MISSION IMPOSSIBLE

"Rad, three hours ago we lost contact with Super Joe. His mission was to infiltrate the Doraize Dukedom and acquire vital documents about the Albatross Project."

"As you know the FF corps will begin an all out assault on the Doraize in thirty-six hours. We had hoped that Super Joe could provide us with information for our attack, but it is now likely that he might crack under interrogation and jeopardize our entire plan."

"That's why we need you to go in and rescue him. Rad, it is imperative that we know what we're up against. Your briefing will begin in one hour."



CONTROLLING RAD SPENCER

To move right or left

Press the control pad **right** or **left**.

To fire your weapon

Press the **B** button.

To use your bionic arm

Press the **A** button.

To enter or exit a room

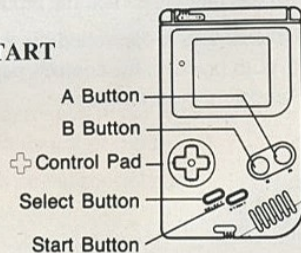
Press **up** on the control pad.

To see the status screen

Press the **SELECT** button.

To use an item

Press the **START** button.



THE HISTORY OF THE FF CORPS

Needing an elite unit of commandos for dangerous missions, the Federal States created the *FF CORPS*. Protected with a newly developed carbon alloy exo-suit, members of the FF Corps are able to withstand multiple hits from most anti-personnel weapons. The exo-suit also includes an extendable bionic arm which can attach itself to most surfaces. Using this newly developed bionic arm to overcome any obstacle or terrain, the FF Corps has quickly earned the reputation as unstoppable.

The bionic arm is controlled by small sensors within the glove of the exo-suit. With practice, the controls needed to extend and retract the arm become almost second nature.

THE HISTORY OF THE FF CORPS

To fire the arm straight up

Push up on the control pad and press the **A** button.

To fire the arm left or right

Push **left** or **right** on the control pad and press the **A** button.

To fire the arm diagonally

Press the **A** button.

Once your arm has safely attached to a wall or ceiling you can use it to:

Pull yourself up

Press the **A** button.

Swing diagonally

Push the control pad in the direction you are facing. (Either left or right)

Release the arm

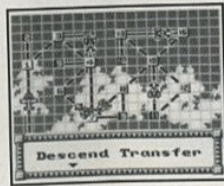
Press **down** on the control pad.

PILOTING THE TURBOCOPTER

The Dx-3 Turbocopter is a high speed helicopter which is primarily used as a drop ship. Flying at treetop level, the DX-3 can sail under enemy radar and drop men and equipment within a specific target area. Totally automated, the DX-3 uses a simplified satellite map for navigation and maneuvering.

When the satellite map is active, the pilot can plot his course using the DESCEND and TRANSFER navigational commands. By pressing **left** or

right on the control pad, the pilot moves the arrow under the command he wishes to use and then presses the **A** button. If a mistake is made, the **B** button can be pressed at anytime to return to the main DESCEND and TRANSFER commands.



PILOTING THE TURBOCOPTER

The DESCEND command tells the DX-3 to land in the current area and drop off its pilot. As the turbocopter descends, the pilot must choose which Weapon, Video Receiver and other item to take with him on his current mission. When the selection screen appears, the pilot can press the control pad **left** or **right** to highlight the item he wishes to use. Once highlighted, pressing the **A** button will add the item to his pack. After all choices have been made, The DX-3 will open its hatch and allow the pilot to parachute into the area.

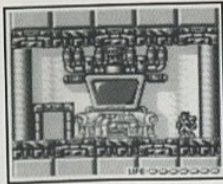
The TRANSFER command instructs the DX-3 to fly to another area. When this command is chosen, the pilot can select his course by pressing the control pad **left** or **right**. Once the pilot has highlighted the new course, pressing the **A** button will begin the flight to the new area.

*** WARNING *** The DX-3 Turbocopter is not an attack aircraft. It contains no weapons or shielding of any kind. If enemy troop carriers come in contact with the DX-3, the computer will begin a sequence of evasive maneuvers and land the aircraft. This allows troops to engage the enemy on the ground while preventing the destruction of the DX-3.

MISSION BRIEFING: 04:00:00 HRS.

"Intelligence indicates that the Doraize military has sixteen installations placed throughout the dukedom. Most of the installations are part of a power grid that supports the Albatross Project. In most cases, a fusion reactor supplies power to the grid. If you can locate and destroy the central core of the reactor, the entire installation should go up."

Cutting off the power to the grid is your secondary objective. You must locate Super Joe and relay any information you learn about the Albatross Project back to base. We have already placed some agents inside the dukedom and they will aid you in your search. Use the communication rooms to contact them and to tap enemy communications. Remember, You will not be able to gain access to vital area of the installation without their help."

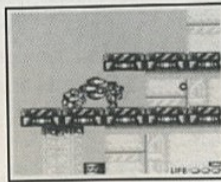


MISSION BRIEFING: 04:00:00 HRS.

"Resistance will be heavy once you get inside. The Doraize will throw every man and machine they have at you. Most of the soldiers are only equipped with light armor and your rifle should have no problem piercing it. However, some elite troopers may have hard suits and special weapons, so it may take quite a few shots to blow them apart."

"By the way Rad, keep an eye on the power meter in the lower right hand corner of the screen. Don't let it go totally black or you'll pass out. The rest is up to you, Rad."

"Good Luck and Good Hunting."



SPECIAL WEAPONS AND ITEMS

RECEIVERS

Alpha Receiver



Beta Receiver



Gamma Receiver



Delta Receiver



Each video receiver can only be used in certain communication rooms. If the video receiver is not compatible with the communications equipment, static will appear on the video screen. To change receivers, choose the **SELECT** command while in communications room.

SPECIAL WEAPONS AND ITEMS

WEAPONS

Assault Rifle



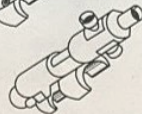
Wide Range Rifle



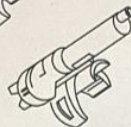
Grenade Launcher



Vulkan M274



M83A Machine Gun



SPECIAL WEAPONS AND ITEMS

ITEMS

FLARE



Lights up an area.

BIO-PROTEIN



Refills power meter.

PERMIT



Allows access to restricted areas.

ATTACK BOOTS



Increases attack strength.

Items are activated using the **START** button.

BONUS ITEMS

1-UP



Earns one extra life.

BULLETS



Adds one shell to your inventory.

POW



Destroys all enemies on-screen.

USING YOUR PASSWORD

As you complete parts of your mission you will be given a secret password. Using a piece of paper and a pencil, copy the location and type of symbols in the password grid. When you have finished, place your password in a safe place.

The next time you play Bionic Commando you can continue from where you last received your password. Here's how:

1. On the title screen, move the arrow next to password and press the **A** button.
2. When the empty password grid appears, use the control pad to move the brackets to the location of the first symbol.
3. Once you have placed each of the symbols in the correct password, press the **START** button. If the password is correct, the game will return you to where you received the password.

SURVIVAL TACTICS

1. Use your bionic arm to knock soldiers backward.
2. When falling to your death, shoot out your bionic arm in a last ditch effort to grab something.
3. You will need to collect at least 300 bullets to pass level 6.
4. Destroying a special enemy may earn you an extra continue.
5. Remember to communicate with base and tap enemy communications. If you do not, doorways will not open.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Boy Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408) 727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for \$10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.