



Introduction

The '80s have been back in fashion for a while. All those kids that grew up with NES controllers in their hands now have good jobs and little self control with their disposable income, and everywhere you turn there's a new remake to wax nostalgic over. But Bionic Commando is more than that. This is a remake of a game that really was never a huge seller to begin with, but has earned a reputation that has only grown over time, eventually making it the ultimate sleeper hit.

This new revival isn't just a shiny new coat of paint and some snazzy effects, though. Capcom has gone all out with a remake that stays true to the original while refining and polishing the gameplay, adding secrets, and expanding the story. Even if you were a vet of the original, there's a ton to discover, and if this is your first time, you're going to get the ultimate Bionic Commando experience.

In this Bionic Commando Rearmed strategy guide, you'll find:

- **BASICS** // Explaining the subtleties of offense, defense, and swinging around
- **WEAPONS** // Get to know your armament
- **WALKTHROUGH** // Step by step Bionic Commando Rearmed walkthrough, with every secret area along the way.

Guide by: Travis Fahs

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Bionic Commando Rearmed Basics

Getting into the Swing of Things

Bionic Commando doesn't have a jump button. I'm sure you've noticed. But this is still a platform game, and learning to control your swing is the most important skill you can develop.

If you press the arm button while standing, you'll extend your arm diagonally up in the direction you're facing. This is easier than trying to hold the d-pad diagonally, so get used to it. If you press the button in the air, you will also extend your arm diagonally, unless you hold straight up.

Once you've got hold of something this way, you can swing by pressing in the direction you're facing. This will allow you to swing past certain obstructions like boxes and barrels, as well as stun enemies. Your swing will keep going until you pull up or release.

You can control your trajectory when releasing from a swing, but it's tricky. While in a swing, press down at any point to let go. Depending on your timing you might jump forward a little or a lot. To release to get maximum horizontal distance, just hold the direction left or right.

If you tap the arm button again, you can pull yourself up, but this will end your swing. Grabbing straight up will likewise not result in a swing. To get a swing going you must either release and grab at an angle, or fire the shotgun to use the recoil to start a swing going.

Barrel Toss

You can use the Bionic Arm to grab and throw barrels littered throughout the stage. This is a helpful technique. You can use a barrel as a shield, and also toss them at enemies. A normal toss is best for taking out flying drones. Holding down and tossing will roll the barrel like Donkey Kong, taking out any enemies on the ground.

Blocking

Your Bionic Arm is also able to deflect incoming fire. Mastering this technique is extremely important, particularly for low fire that often can't be dodged any other way.

Soldier Toss

Once you get the Bionic Arm upgrade you can pick up enemies just like barrels and use them as human shields. Unlike the barrel grab, this is a quick move that doesn't leave you as vulnerable.

Communicator Rooms

Any time you go through a door the game will save your position, so Communicator Rooms are effectively checkpoints throughout the level. Contacting HQ usually just reveals some information about the mission or develops the story. Hacking triggers a minigame that allows you to earn bonuses and health.

Destructible Walls

There aren't any of these that you're required to find, but there are walls that can be taken out by grenades and these can sometimes reveal secrets.

Hacking is simple. The ball will always fall away from the screen, and the idea is to make it fall into the green block. You fail when the ball falls into blackness. Most of the time the game cannot be dead-ended, so as long as you're careful not to let the ball drop, you'll be fine. Other times, however, there are dead ends, but if you think a move ahead, you should be covered.

Bionic Commando Rearmed Weapons

Revolver	This is your standard-issue anti-personnel weapon. It only allows for two rounds to be on screen at once, so the firing rate goes down at longer ranges. Not very effective against machines.
Plasma Rifle	This rapid fire weapon is generally less effective against human enemies at close and medium ranges, but it's very effective against machinery, and it has no firing rate limit like the revolver, making it equally suitable at all ranges. Once upgraded it can also fire a charge shot.
Shotgun	The shotty is not a very well rounded weapon and many find it to be ineffective overall. However, it is very powerful at close range against enemies of all types, destroying most with one or two shots. The shotgun's most useful attribute isn't offensive, however. The recoil from the shotgun can be useful, especially when hanging. A shot while dangling will start you swinging. This is sometimes necessary to reach certain areas.
Bazooka	This is a rocket propelled grenade launcher, and the most powerful weapon you'll have. It doesn't fire along a perfectly straight path so hitting smaller enemies can be tough, but it deals a huge amount of splash damage, so precision is not always needed. It's dangerous in tight spaces, however, as the splash damage can severely damage you as well as your foes. An upgrade allows rockets to be guided, but this also renders you unable to move while steering the missile, so careful use is a must.
Vector Cannon	Until you get the guided rockets this laser weapon is the only way to shoot diagonally and reach enemies above you from the ground. It can be aimed a bit, but it's generally difficult to aim quickly and precisely so it's best used to take out targets strategically from a distance. Like the Plasma Rifle, it's most effective on droids and other machinery.
Grenades	Once unlocked, Grenades can be used at any time. They don't travel far, but they can be aimed a bit, as well as dropped down to platforms below. They're most useful for flushing enemies out from behind cover.

Bionic Commando Rearmed Walkthrough

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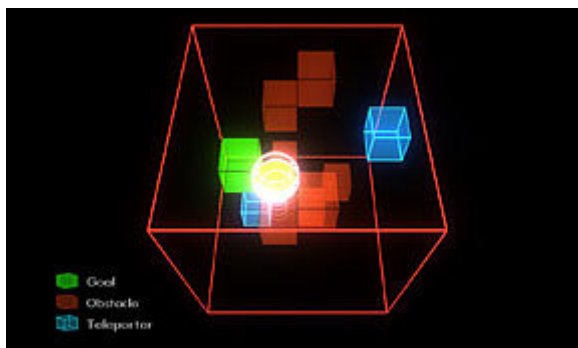
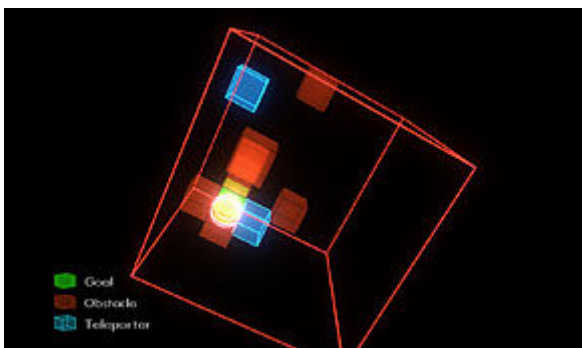
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Area 01

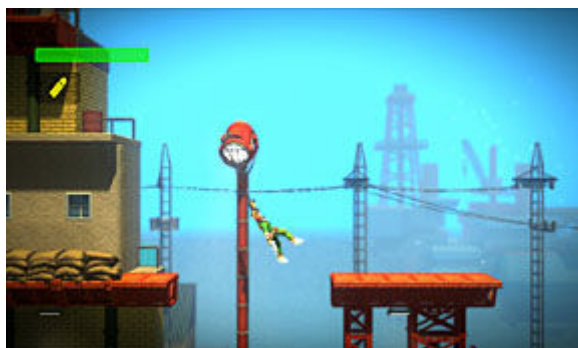
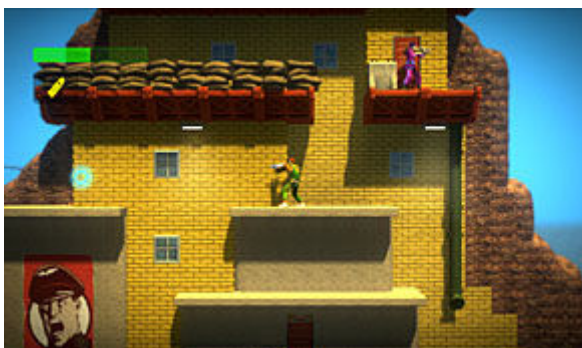
The first stage is pretty simple. There are two large "towers" with doors at the top, separated by a gap. This is a good area to just practice swinging around and fighting enemies.



Head into the door. It's a Communicator Room. Here you can practice the hacking game with impunity, and talk to HQ. After you complete the hack you'll get a hint about the boss and some health. Make sure to talk to HQ as well.



Off to the right there's a round spotlight that you can use to swing across to the other side. Start climbing your way up this side, but stop before you get to the top tier.



Secret

There's a red door off to the right guarded by a single soldier, with a box blocking the left side (pictured below). If you'd like to get the Yashichi this stage, aim for the rightmost part of the ledge above you and swing right. You'll miss the first light, but get the one below it.



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Area 01 (cont.)

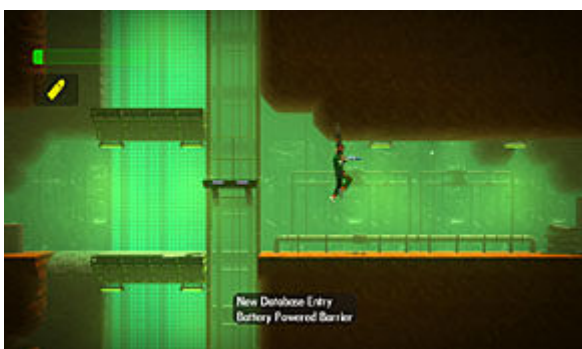
You can swing across to the next two and then off to the right and you'll just barely be able to reach the ledge just above the water. You can climb up from here to get the data. Getting back is even more difficult than getting over here, but don't worry; if you die, you won't have to do it again.



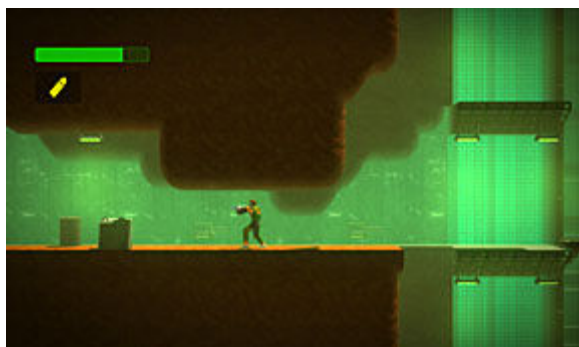
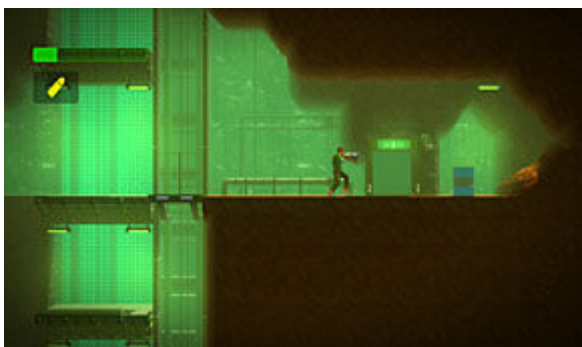
Now head to the top of the tower and go into the door. This doorway atop a large building has somehow led to an underground cavern. Don't question it. Take the elevator down to the next level and go right.



Grab onto the ceiling of the passage and shoot out the thing creating a laser barrier. You'll reach a spot that's two short for you to run under. Duck down and grab the box with your claw and use it to pull yourself across. From here you can swing across to the 1up.

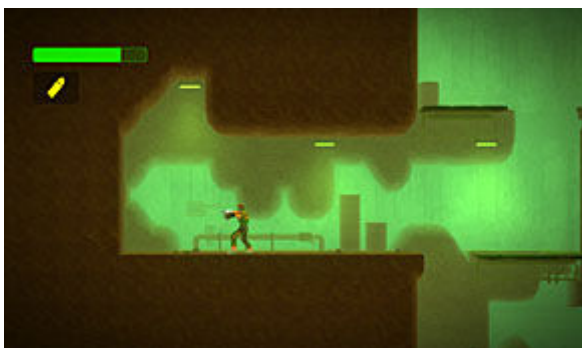


If you fall down it's not a big deal to grab the lift to ride back up. There's a Comm Room on the level below the one with the one up. Directly left from there is the way to a more open area with a lot of platforms. There are more enemies here so be careful.



Secret

If you have grenades (you won't the first time you play this stage), make your way to the area pictured below, off to the left. Lob a grenade at the wall to reveal a secret room.



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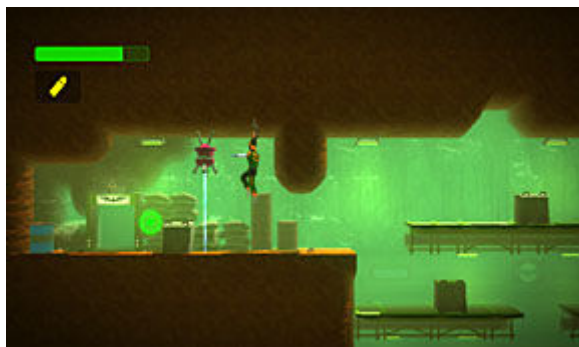
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Area 01 (cont.)

Work your way up. The exit is in the top left corner. There's a soldier with a rocket launcher there, and he throws grenades if you get too close. The layout makes this one tricky, so stay on the edge and fire from a distance and drop down if he fires a rocket.



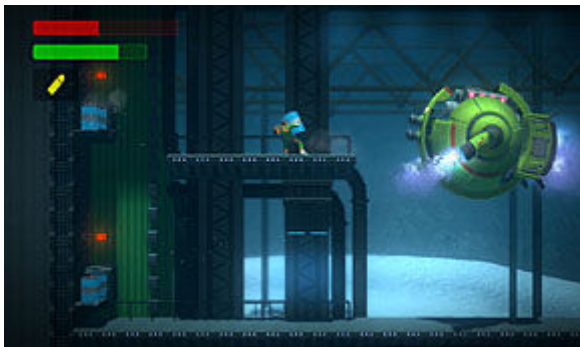
The boss is just beyond the door. You can't do anything from the bottom floor. Getting up is a two-part jump and you'll have to swing (you can't go straight up).



Once you reach the main floor, wait for the boss to stop firing, then grab a barrel from off to the left and get close to it. Throw it when it's at his low point so you hit his underside. Fire like hell at the engine while it's down. You should be able to take off three quarters of its health.



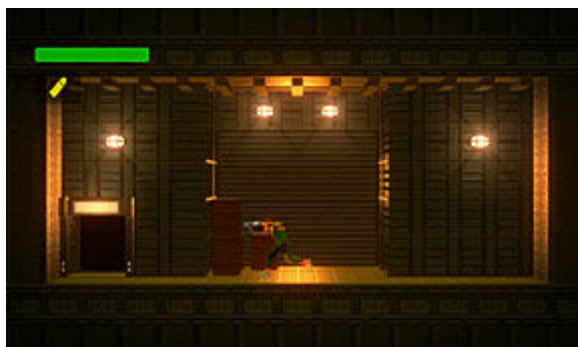
Now it'll move higher and flip upside down. Get up to the next tier the same way you got up before. There is another set of barrels off to the left. This time lob it to hit the top of the boss. It'll go down again and you can finish it off. The victory will earn you grenades.



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Area 13: FSA Camp

You'll need to make a quick stop in Area 13. This is an adventure stage, so there's no real danger, and you can snag an extra life in one of the rooms here. Behind a second story door, you can find the flares. These will come in handy in the next stage.



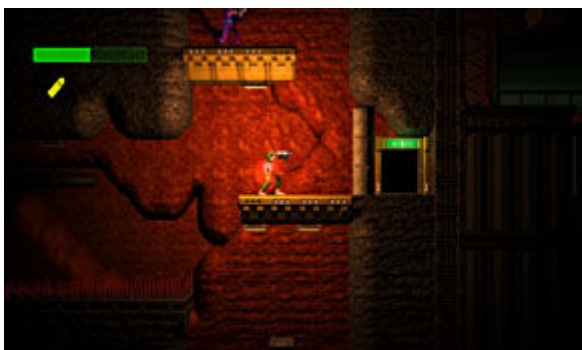
Area 04: The Weapons Storage Cave

At the entrance to the cave are three stone cylinders obstructing the way ahead. Use your arm to grab these just as you would barrels. You'll see more of these in level as you progress. As you enter the cave, the view will get dark unless you got the flares in Area 13.



You'll need to make a series of jumps over pits of spikes. Just stand near the edge and grapple the ceiling diagonally to the right. Hold right and you should naturally just land on the next ledge. You'll eventually land near a new type of enemy, the knife-wielder. Shoot these guys as quickly as possible.

Just a bit further down to the right there's a Communicator Room behind another set of stone cylinders. Just above and to the left of this you can grenade the wall to find a **secret room**.



Secret

Above this again on the left is the most difficult secret, the Yashichi. Grenade the wall and then swing across over the spikes, and try to pull yourself up on the yellow platform.



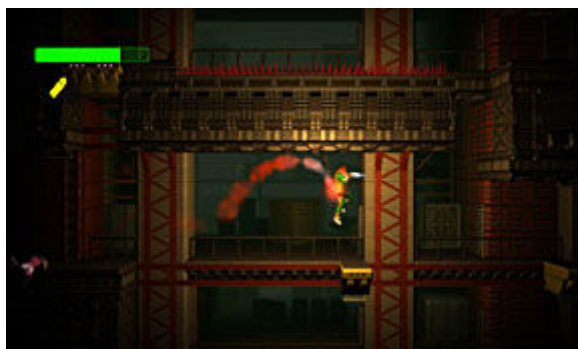
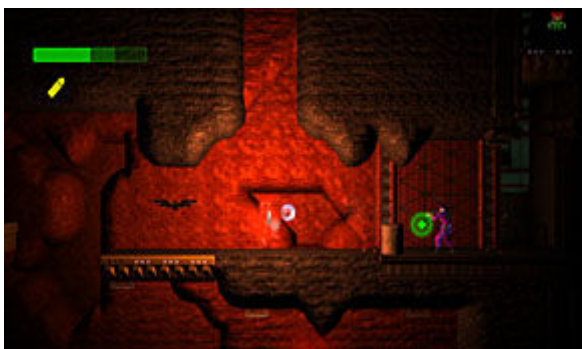
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Area 13: FSA Camp (cont.)

Now trot along to the right and swing over to the passage leading right. You'll have to swing across more spikes and a gap, and then you'll be able to snag the Yashichi. Drop down to get back where you were.



A couple enemies are lurking behind a stone wall. Make your way right and you'll enter a big room full of small platforms. Just have fun swinging across and mind a few spikes at the bottom. Climb up on the right to get to the exit. There's a new enemy here: A riot-shield soldier. Use a grenade to take him out. To the left of the exit is a hallway you can swing across to get a 1up.



There's a blue hallway leading up to the boss. This requires some fast twitch shooting, and you'll meet some new enemies, the flying drones and grenadiers.



The boss encounter is pretty easy. Get up on the top floor and swing across to where the General is. Gently lob a grenade at him. He'll stand there like a dope and die in the blast. This will stop new enemies from coming and you can just clear the area.



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Area 05: The Construction Site

This level is fairly straightforward. It's very vertical, so pretty much just start pulling your way up. At some points, you'll need to use the spotlights to pull yourself up to reach the platforms above. You can burn through this stage very quickly if you want, or make a couple stops along the way to pick up some secrets.



Secret

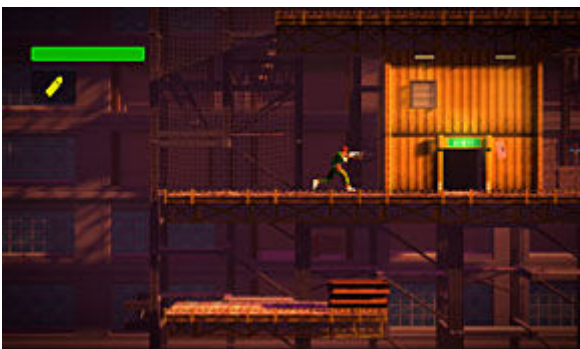
The Yashichi can be had early on. A couple floors up you'll come to a pair of yellow sheds, and the right one will have a sign with an 8-bit helmet graphic. Stand on top of this shed and make a two-part swing to try to get a good jump off the rightmost part of the ledge above you. If you did it right, you'll sail over the block on the ground floor and you can continue right for the Yashichi.



Off to the left not much further up, there's an extra life that should be visible from the ground. If you leap off to the left at any point above this, you should have a pretty clean shot of grabbing it on the way down.



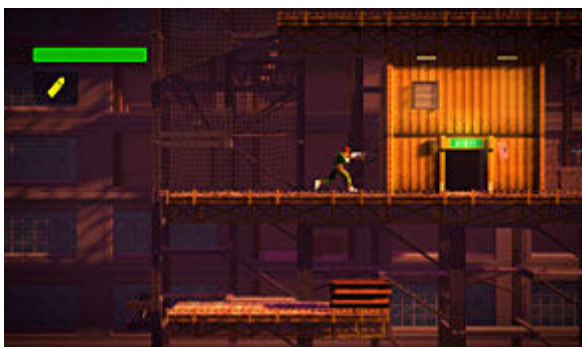
Eventually you'll come to the first of two Communicator Rooms. It's pretty hard to miss. After this point, you'll start to be attacked by flyer drones. These guys can be taken out with one hit of a barrel, and they're pretty vulnerable to your laser as well.



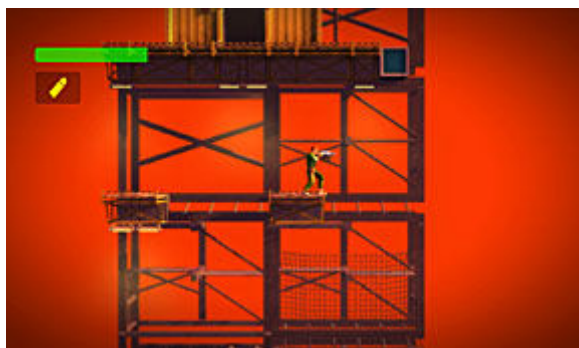
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Area 05: The Construction Site (cont.)

Before you reach the second Communicator Room, look for a shed with a closed door under a warning sign with an exclamation point on it. Remember this location. Now make your way to the next Communicator Room, at the bottom of a large tower.



Climb the tower, careful to avoid the droids. At the top, there's a blue switch-block on the right side of the top platform. Hit this with your arm. It will open the door mentioned above. This is a **secret** area. When you're done, go through the exit at the top.



This boss has two main phases. During the first, it's primary means of attack is throwing grenades. If you stand directly between two grenades, you can avoid harm. Standing close to or far from the tank will influence the direction it moves. Notice the flashing panel on its tread. Get the tank to move so you can hit this tread. It's easiest with the laser since it can fire quickly over long distance. Enough hits and the tread will blow.



Now the boss will stand there firing cannonballs and larger bursts of grenades until you approach it, at which point you'll be able to see its rear wheels rev up. This means it's about to charge, so run left. Now, with the tank sitting by the platforms on the left, you'll have to use your bionic arm to remove three screws on the tank's face. There are two on the top, and one on the middle tier. After each one, you'll have to approach the tank and run away again. When all three are removed you can

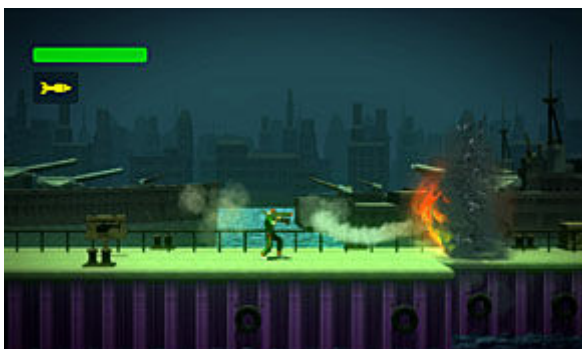


Beating this level earns you a Bazooka. This weapon is really handy if you ever feel like replaying this level.

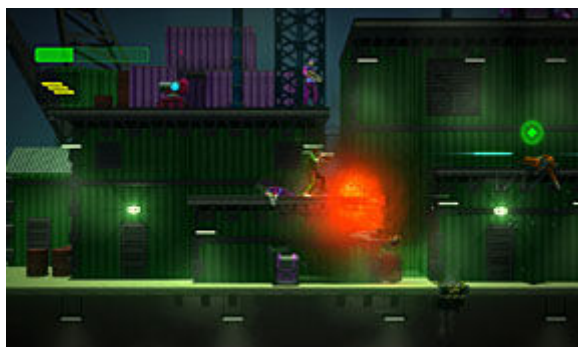
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Area 06: The Docks

There's a wall at the very beginning that can only be destroyed with the Bazooka you got from beating Area 05. There are some light posts to swing from and some mines to watch out for, as well as some roving drones. After swinging across two of these, it's possible to reach a platform above with an extra life.

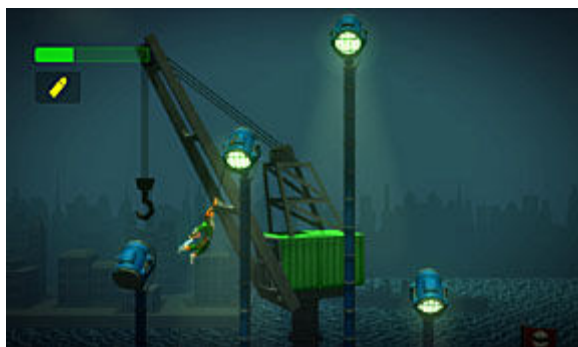
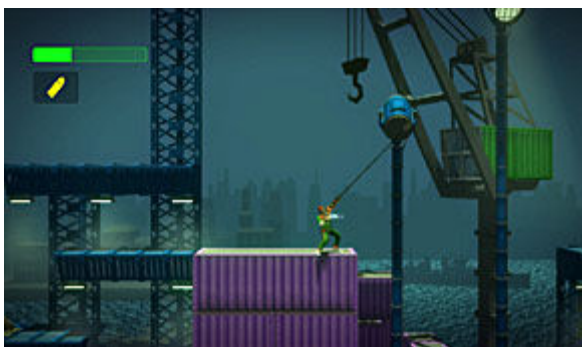


You'll soon come to a Fly Droid Operator. You can take him down quick with the Revolver or the Bazooka. There's a lot of action up above, but it's mostly not that interesting, so make your way up and right, past two more Fly Droid Operators.

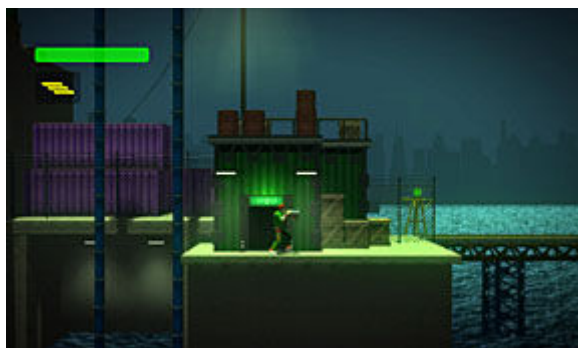


Secret

Stand on the ledge of purple crates as pictured. This is where you get the Yashichi. If you mess up, the only way to get back is to swing across the bottom side of the platform beneath, so it's a pain in the ass. Grab the right side of the light and pull yourself up, so you can grab the next one, and then grab the third and get a good swing going. From here you should be able to jump to the platform above with the Yashichi.



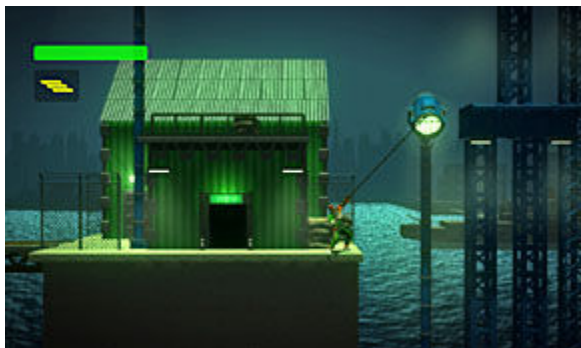
If you're done with that, or simply don't care, just swing across the lights to the right until you land at the Communicator room. Unlike others, this one will lead to another area.



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Area 06: The Docks (cont.)

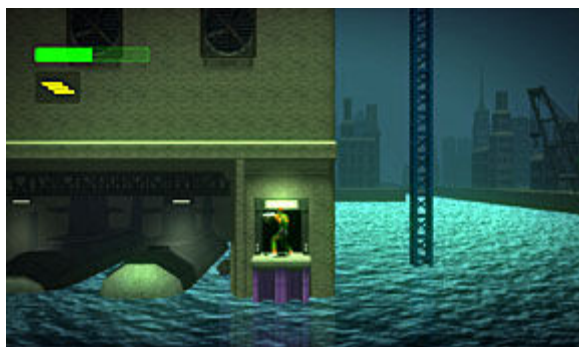
Grab the spotlight and pull yourself up and then swing across to the right.



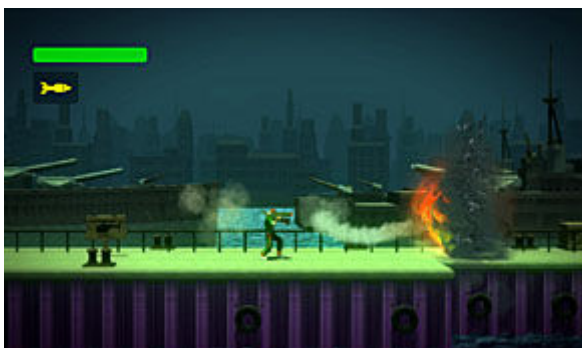
This area is vaguely similar to Donkey Kong. There are Barrel Droids rolling blue drums at you and you'll have to swing over them.

Secret

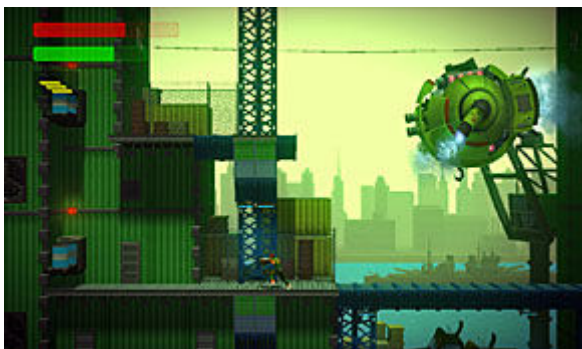
There's a secret area with a Plasma Rifle upgrade near here. Drop off the right side of the level and try to grab just a little bit in as shown in the picture. Drop down and if you spaced it right, you'll land on the platform with the door below. Inside, shoot the blue switches on either side of the room with your Plasma Rifle, and you'll get a door to the upgrade.



Back in barrel land, work your way back and forth and up this area, just like you would in Donky Kong, taking out the droids along the way with the Bazooka. The exit to the boss is at the top.



The boss should look familiar. You fight him the same way you did in Area 01, except this time he has missiles, which makes him a bit harder (but not much). If you stand under him, his missiles are easy to avoid, so just time your actions around that and you'll be fine. The Bazooka is really deadly for attacking him when he's down and vulnerable.

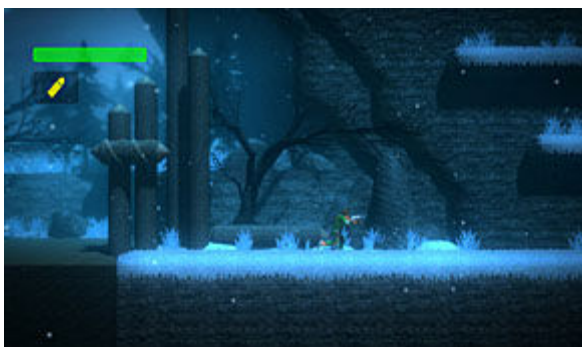


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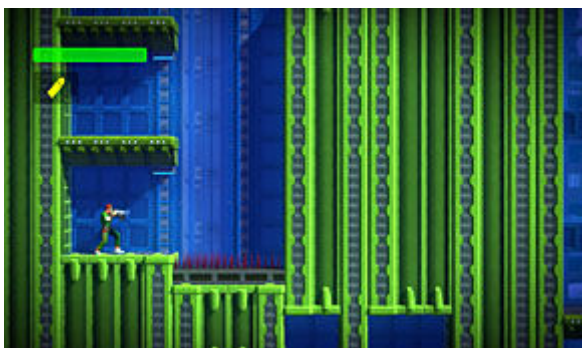
Area 03: The Secret Mountain Pass Base

This is a fairly short, easy level. To start with you'll have to swing across or run through some quicksand/mud. Just make sure to pull yourself out before you sink to deep.

When you reach the cliffside, you'll notice bear traps about, so try not to stand in one place unless you know it's safe. There are some Close-Combat Soldiers here, and a shielded soldier you can take down with the Plasma Rifle. A bit higher up you'll find the entrance to go inside.

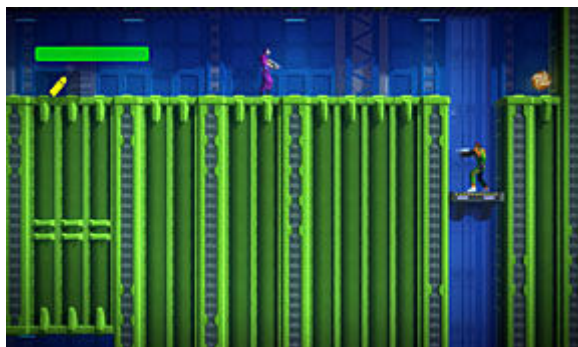
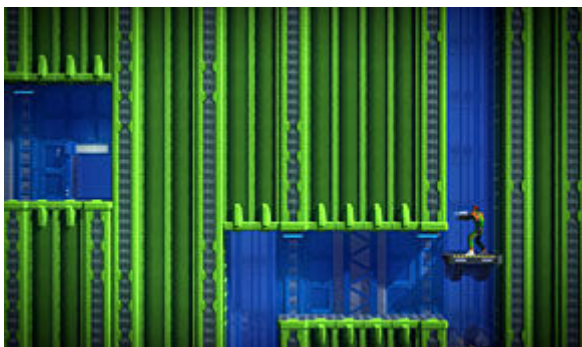


The interior looks pretty old-school. Work your way down on the left side. All the way at the bottom there's an extra life, but be careful of the spikes next to it. Work your way right after this.

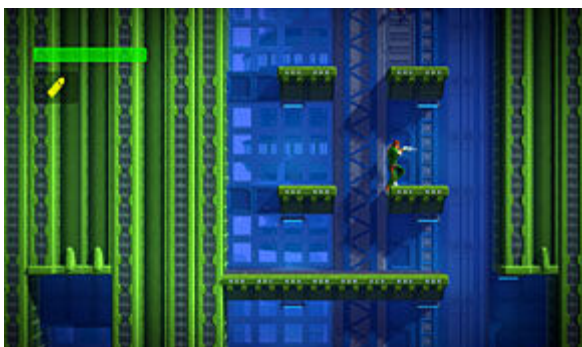


Secret

You'll have to swing across the spikes, but if you keep on swinging right along the ceiling you can grab upward to reach a secret area. You'll have to grab on to a couple moving platforms and pull your way up, but eventually you'll come to the Yashichi. Go left and drop down to get out.



Now go drop down to below where the secret are way. There are more spikes to swing across. Try to do this smoothly as a multi-part swing, rather than trying to land the narrow jump. On the left there's the exit to the boss.



This boss is really easy. Use the nodes to swing over to the boss and grab onto his underside. Use your laser to shoot the Fly Drones that will attack, and pull yourself up close to the boss as he gets lower. When he lands on the two electrified pads, he'll be temporarily disabled. Shoot him with your Bazooka. Repeat as necessary.



This will open up the areas on the right side of the map. After this stage we recommend stopping off in Area 02 for the shotgun (as it has uses beyond just being a weapon), and Area 16 for an upgrade, but it's entirely optional.

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Area 02

This stage is optional, but recommended, as it will reward you with the shotgun. This isn't really a great weapon, but the recoil can be used to access some areas that can't be reached without it. It's a simple stage. The exit is in the top left and you'll fight two new enemies: Tank Droids and blobs. We're just going to run down the secrets and boss for this one.

Secret

When you first enter the building, keep going right and dropping down. You'll come to a long drop, after which you need to quickly grab the ceiling and swing right. This will bring you to the Yashichi.



Secret

All the way in the top left of the stage, above the boss door, you can drop a grenade down to blow a wall in the passage below, which you can then reach from near the boss door. You should be able to hear if the blast took the wall out. This will net you a grenade upgrade.



Secret

If you drop down to the right of the hall where the boss door is, you can reach a hall leading left. There will be two lifts, which will eventually bring you to a larger area. There is a pull switch on either side of this area. The will activate another lift in the upper left, which will bring you to a door with a challenge room unlock.

The boss is pretty simple once you get the timing down. He'll trap you in place and one of the sockets around you will flash. Shortly thereafter a spike will pop out. You'll need to hit this with your arm. After a few you'll be free to swing over and latch on left of the cockpit and fire away at the pilot with you Bazooka for a quick win.



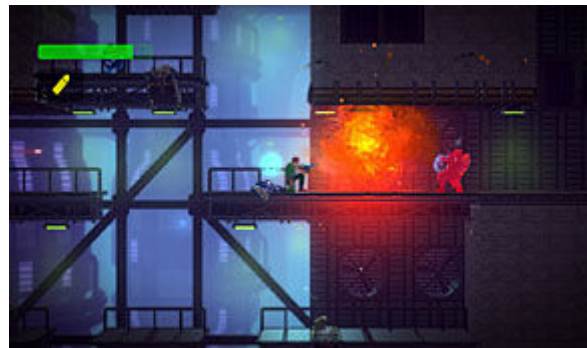
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Area 14

Just a quick stop off here for the Blue Communicator Chip.

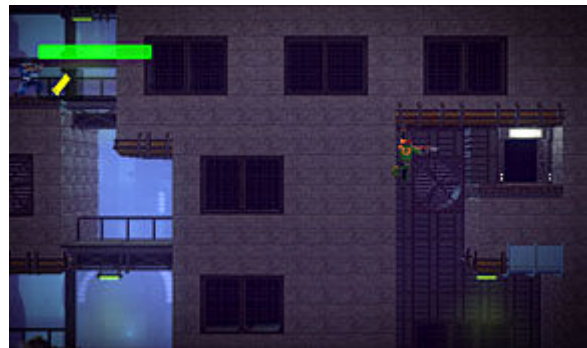
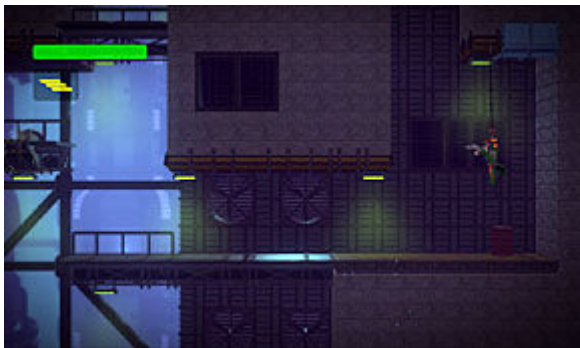
Area 08: The Hi-Tech Fortress

This level is a bit of a labyrinth of sorts, but it's not that complicated. The idea is to find the two Communications rooms and use them to contact HQ. This will then open the exit to the boss room.



Secret

To begin with move up and to the right. There's a shotgun upgrade off to the right past the Grenadier. You'll need to swing from the hallway to the illuminated block above, and then fire the shotgun to get a good swing going so you can jump and pull up to the ceiling above, and then reach from there to reach the door. When you want to move on go to the top right part of the area.



This will bring you to small area that has four exits (including the one you came in) on three floors. Take the exit on the

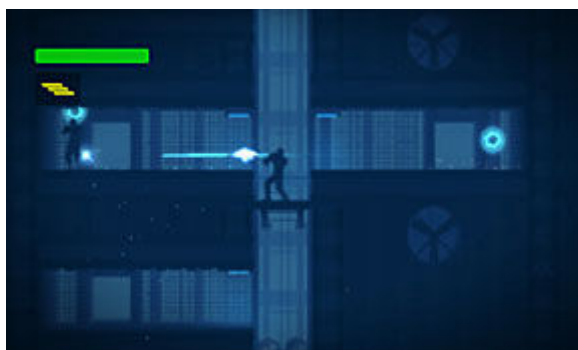
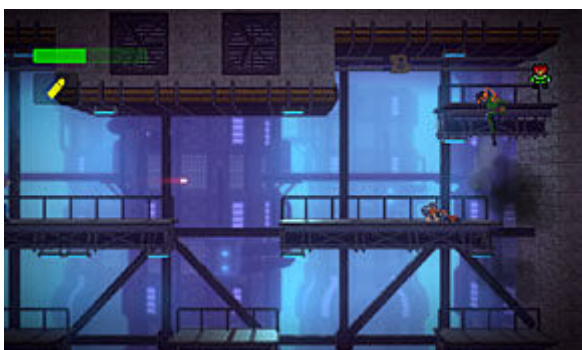
top floor. This will bring you to a larger area, and the first Comm room is just a short way above that.



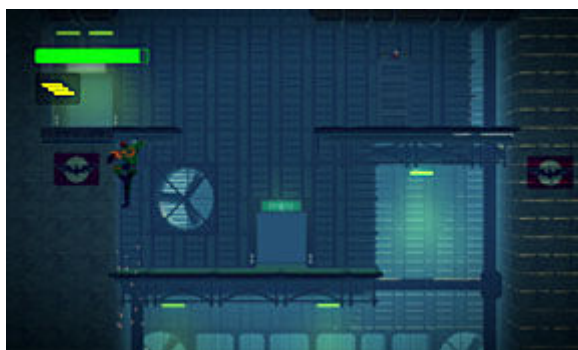
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Area 14 (cont.)

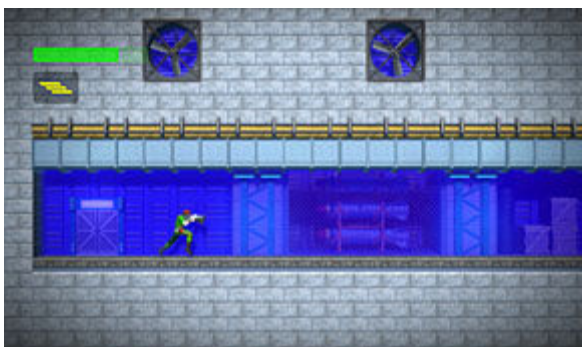
From here you can trace your steps back, or continue right (which will bring you to an extra life) and then down. Either way you'll be back in the room with the four exits. Take the left one on the middle floor this time.



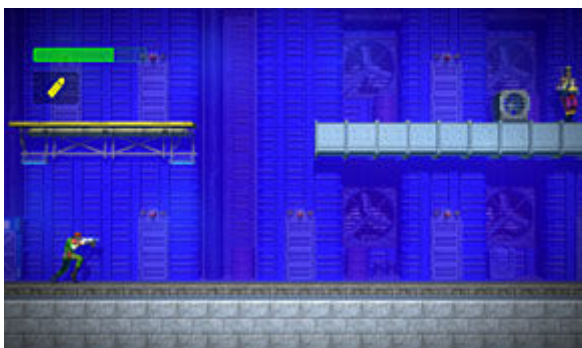
You'll come to another blue room with a lift and a bunch of exits. On the second floor from the top you'll notice the exit to the boss, but it's closed. Take the exit on the top floor instead. The second Comm room is just below. Use it and then retrace your steps back to the boss exit, which should be open now.



You'll enter a familiar looking blue hallway. This one is a little tougher than before with some drones and more close-combat troops.



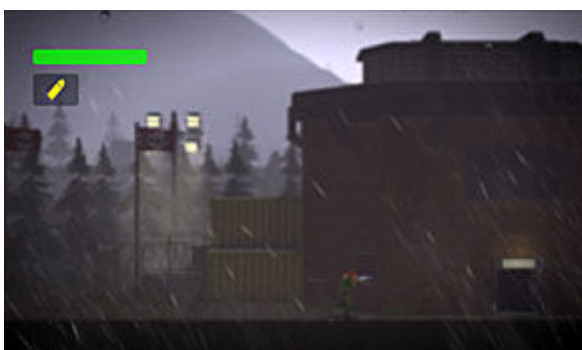
The General is the same shlub as before. Get onto the same platform as him and try to lob a grenade at his feet or a little behind him. After he's gone, the soldiers will stop spawning and you can clean house.



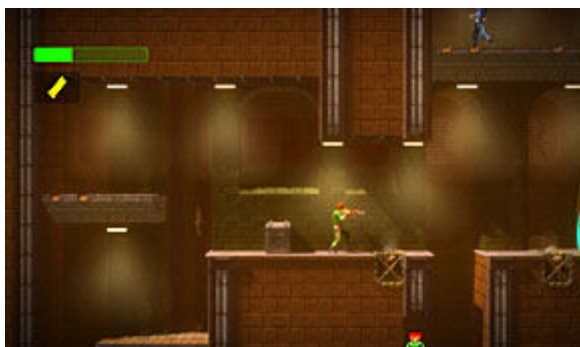
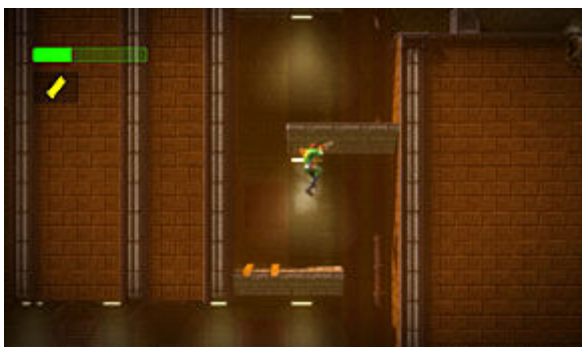
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Area 09

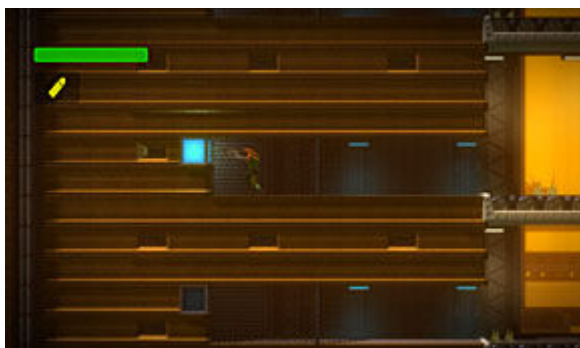
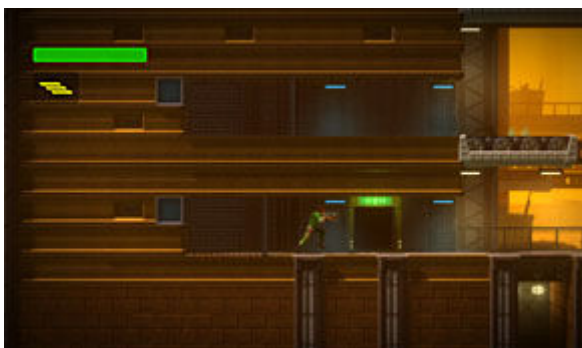
As you enter the building, you'll encounter a new enemy type, the Cable Backpack Soldier. These guys are a pain in the ass. You can use your Bionic arm to mess them up, but the Shotgun is the easiest way to take them out (assuming you bothered to beat Area 02). Make your way right and then drop down the long narrow passage.



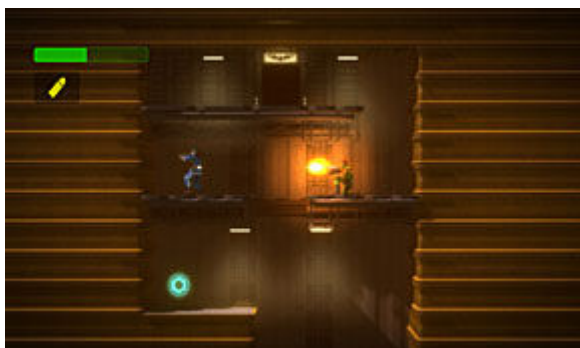
There are more Cable Backpack Soldiers here. Make your way right and then pull yourself up. There's a place just to the right where you can drop down and snag a 1up, but the way ahead is past that.



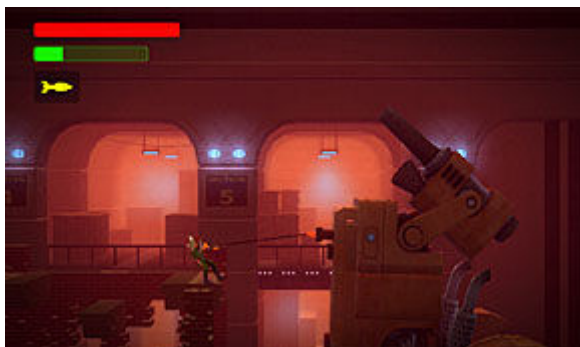
Up above, you'll reach a series of conveyer belts over a Communicator room. Use the room, of course, and then notice the blue switch block off to the left. There are four of these, and you need to hit each one.



With that done, you can make your way to the top conveyor belt and swing right. This will bring you to an area where you can climb up and reach the boss door.



The boss is the MAMA tank again. He's pretty much the same as before, but the Bazooka makes it a lot easier to beat his first phase. The second phase is a little different. The first time he charges, he'll destroy a wall, but still be out of reach, so you'll need to lure him to the next set. Each time he charges, he'll destroy a set of platforms, so you'll have to run a bit farther. Other than that, it's the same deal. Just yank the three screws with your arm and then kill the driver.



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Area 07: The POW Camp

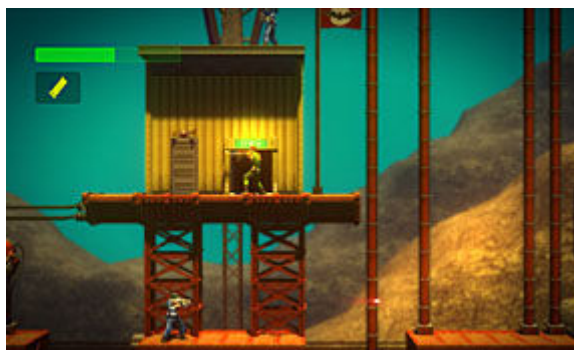
Secret

This is useless your first time through, as you need the machine gun, but there is a secret at the very beginning of the stage, before you even go through the first door. Drop down below the vector switches and swing right to reach the safe ledge where you can climb up to reach the switch activated by the machine gun. This will give you access to an upgrade for the machine gun.

Now that you have the Vector Cannon, you can enter Area 07. There are two switches that can only hit with your newly earned weapon that will open the way in. Inside you'll find a few tiers of ground patrolled by drone tanks.

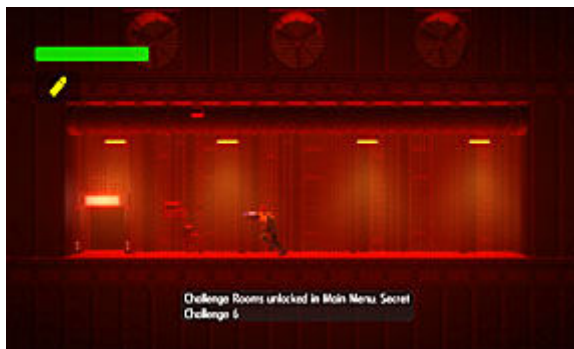
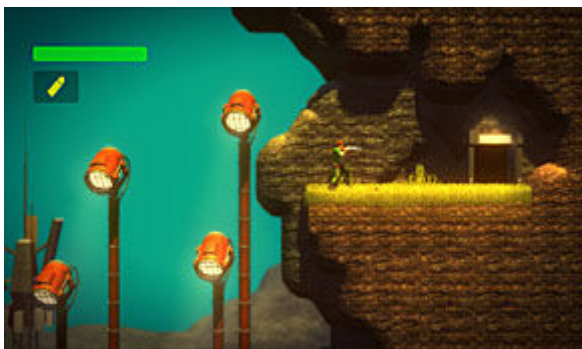


At the top of these tiers you can go a little left for an extra life, but the way ahead is right. There are some red platforms above this area, and if you climb up you'll find the Communicator Room.



Secret

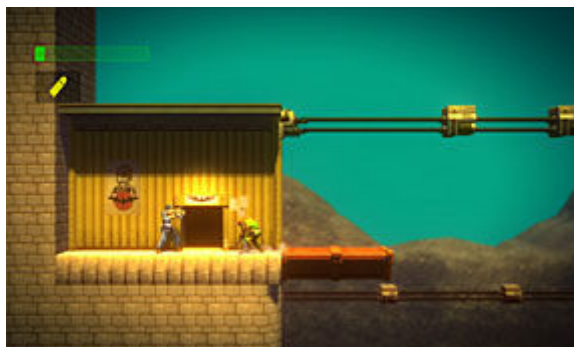
You can swing from the spotlights to get up and right from the Communicator Room. There's a ledge off to the right with a room that will take you to a challenge unlock. Pretty easy secret.



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Area 07: The POW Camp (cont.)

Now you can go left from the Communicator room and swing across the small platforms. This will take you right to the exit to the boss. But before you go, there's one more secret.



Secret

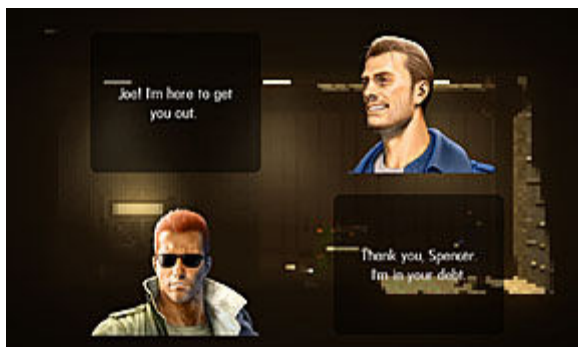
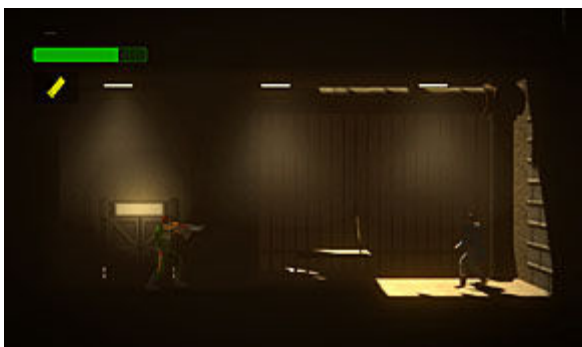
Drop off the right side of the platform and swing back into the wall to the left. As you fall, grab the ceiling of the passage to the left. This leads right to the Yashichi. The way back will take you past some mines which you can clear with grenades.



The boss fight is pretty simple. You'll have to pull yourself up while you dodge his big, badly aimed projectile. The shotgun is pretty effective here, since it's easy to get close. After killing off half his life, you'll follow him through a door and down a hall, where you should tread lightly and dodge the bionic arm attacks. On the other side, you'll fight him again in a larger area, but he's just as easy.



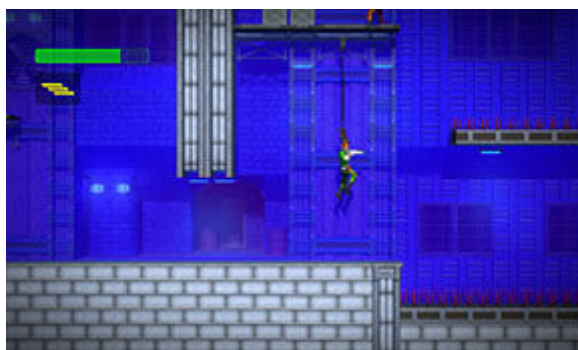
Now you can rescue Joe, and open the way to the final stages. You can also go to Area 19 and unlock the secret stage at this point if you like. Areas 10 and 11 can be played in either order, and beating both will open the way to Area 12.



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Area 10: The Tech Assembly Plant

Just inside you'll see a lot of drones attached to the ceilings. The Vector Cannon is very effective here, as is the Plasma Rifle. Off to the right you'll have to swing from the ceiling to reach the platform above.



You'll have to kill a soldier and then swing left so you're standing on top of the boxes. Now swing right and grab the platform above. You can climb up here and also notice the easy 1up off to the right.

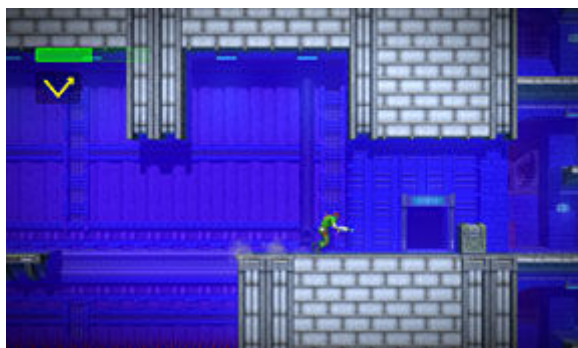
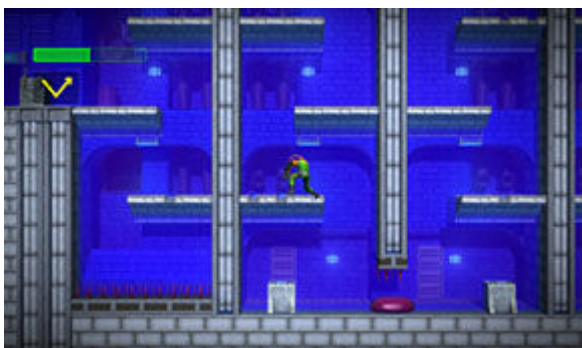


Secret

There's a Vector Cannon upgrade you can reach here. Swing from the low ceiling over to the platform above, opposite the drone, as pictured above on the left. From here you can use the Vector Cannon to activate the two switches, which will open the door to the upgrade. This is a recommended extra bit of effort, as it makes this a much more effective weapon, firing two shots at once along different paths.



There's a winding path up and down, populated by blob enemies. There's a low, spiked ceiling at one point. You can duck and use the bionic arm to pull across, or you can ride one of the blobs. This path will bring you to the communications room for this stage.



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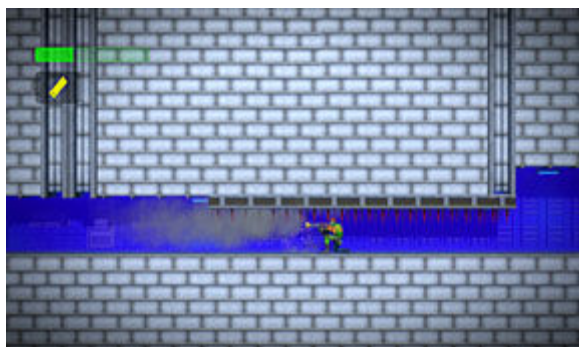
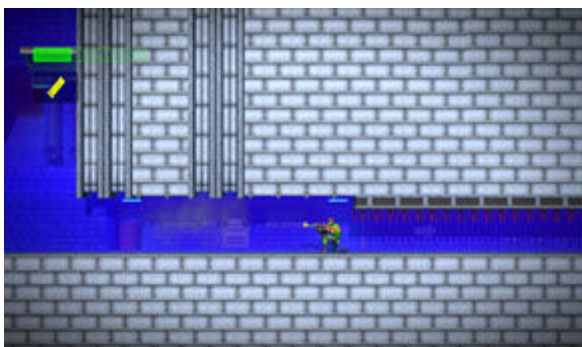
Area 10: The Tech Assembly Plant (cont.)

There's a platform floating back and forth across spikes. You'll have to grab onto the ceiling and drop straight down to get onto it, and then step off of it on the other side. Mind the Fly Drone Operator on the way down. If you don't take him down now, he'll be a pest.

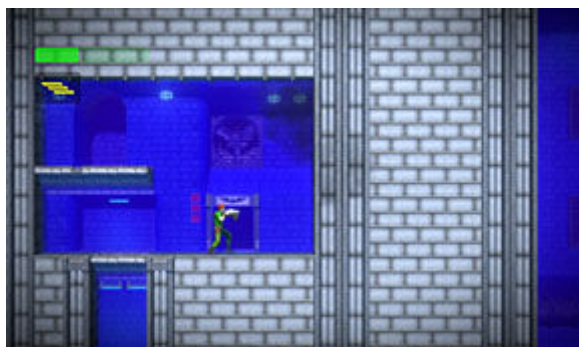
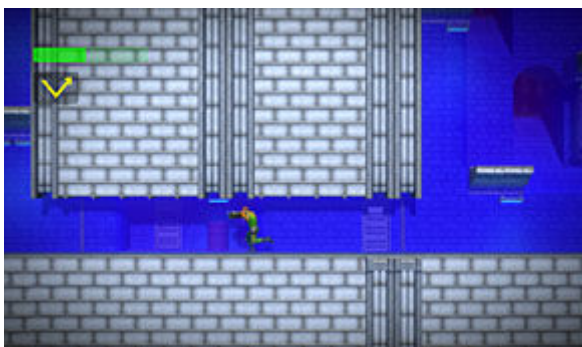


Secret

There are two paths at the bottom. The right one is a low ceiling covered in spikes. There are no blobs here, and it's too far to grab, so this might seem perplexing. Equip the shotgun. Face left and fire it while ducking. Keep doing this and the recoil will push you slowly right to reach the Yashichi.



To the left and then up you can find the exit to the boss.



This is another recycled boss, but the pattern is a little more complicated now. You still need to pull him down to the ground, but you can't do this just by hanging from him. Grab onto the bottom and pull him down as far as you can, and then quickly climb up and try to get on top of him. Push him down, and when he's stunned, run to his left side and fire rockets as fast as you can.



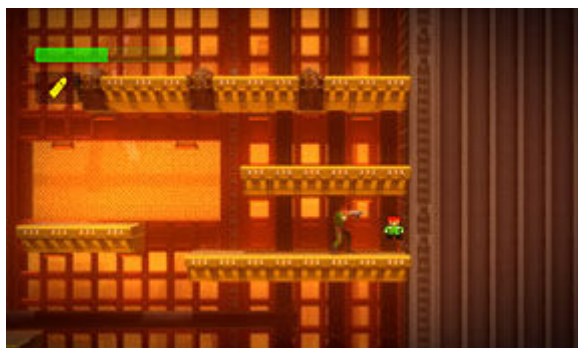
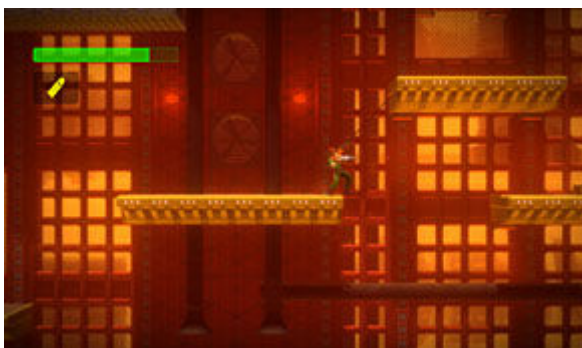
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Area 11: The Furnace

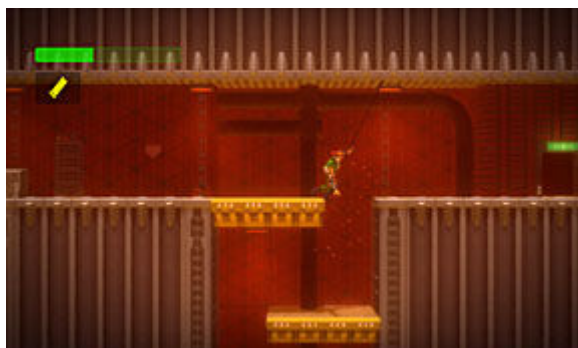
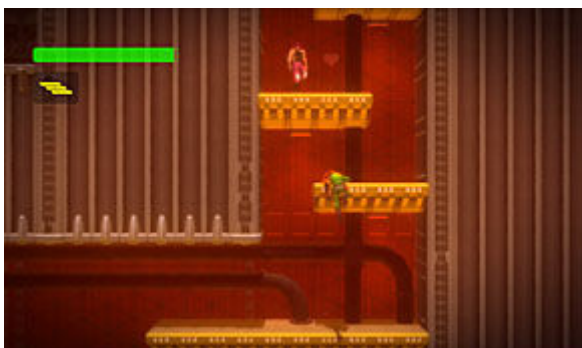
This is a fiery level of hazardous floors. Inside there are some moving platforms to start with. Step across instead of attempting to swing.



You'll have to drop off the right side after this and quickly grab onto the platform above. You'll have to quickly take out the Close Combat Solider. From here it's an easy trek right. All the way right on the bottom platform there's a 1up.

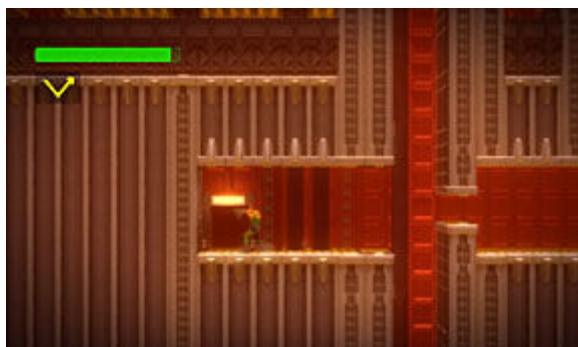


There's a climb up to move on. The Vector Cannon can be used to take out the Close Combat Soldiers from below without having to make yourself vulnerable. Above to the right is the communications room.



Secret

Off to the left are two secrets. You'll have to swing from the ceiling, over a lava floor. The first gap you can drop down after the danger will take you past a small alcove as you fall. From this area you can remove a wall with your arm. Now go back around and fall down the area to the left of this to enter the secret room for a challenge unlock.



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Area 11: The Furnace (cont.)

Secret

There's one more secret, and this one is trickier. When you grab onto the first cylinder above, pull up, and then use the shotgun to get a swing going, and jump off to the left. Quickly grab the small node to the right. Pull yourself up and get on top of the cylinder. Use the nodes above to swing over to reach the Yashichi.



When you're ready to move on, just swing across the top of the screen as far as you can. You'll eventually come to the boss door.



If you played Area 02, you'll know the deal with the boss. The speed is way faster this time, though, so it can be a good challenge. Watch for the blinking lights. They'll indicate the sequence of attacks, and you'll have to catch each spike with the arm. Survive long enough and you can swing from the driver's seat up to the main body of the fabricator to fire at the operator with your rockets. You'll probably have to do it twice.



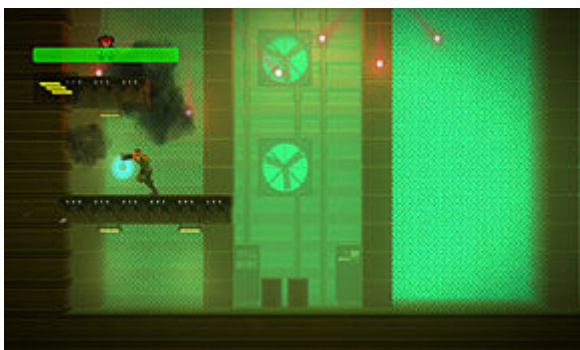
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Area 12: Imperial Headquarters

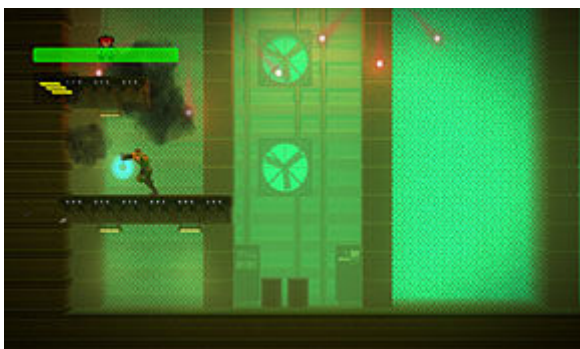
Head down the big elevator to enter the level. The way ahead is right, but you might want to check out the room through the door on the left.

Secret

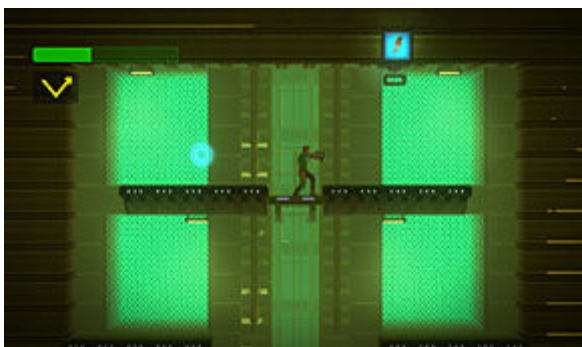
This room is optional, but it has an easy extra life and the Yashichi. Just swing across the ceiling, grabbing upward and using the shotgun to swing as necessary. Easy.



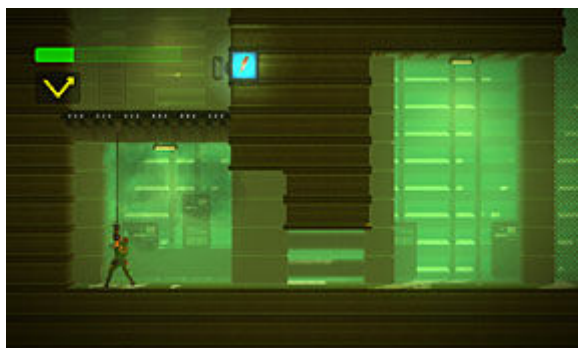
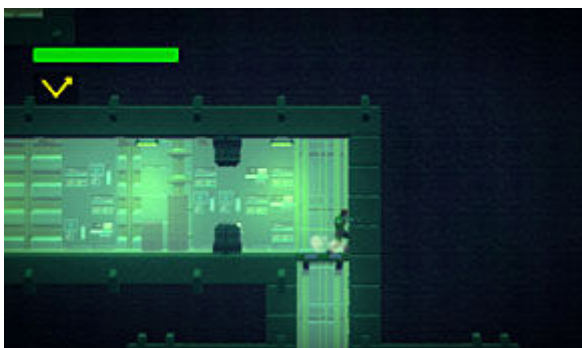
Off to the right path is another elevator. The first level down will bring you to the first communications room, very early. Use it and then go to the door left of it.



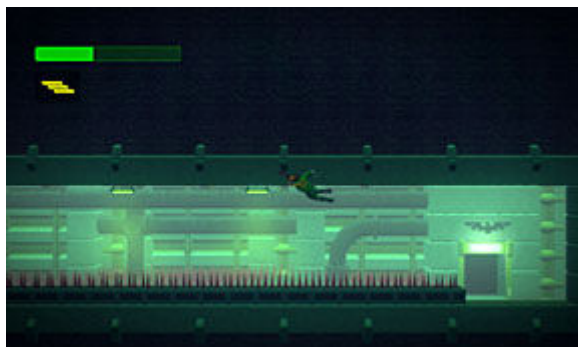
Swing over the electrified spots on the floor. Go into the yellow door. The Vector Laser is useful for clearing the drones in here. There's a pull switch on the ceiling which you should grab and pull down. Go back out and continue down and through the door at the bottom.



Head right. The lift will take you back to where you are, but go right and swing over the obstruction and take the elevator down. There's a door on the right. Go in. You'll have to go right, then down and swing over an electric spot, eventually making your way left and up to a pull switch. Make sure you yank it all the way so it doesn't turn back on. Go back out.



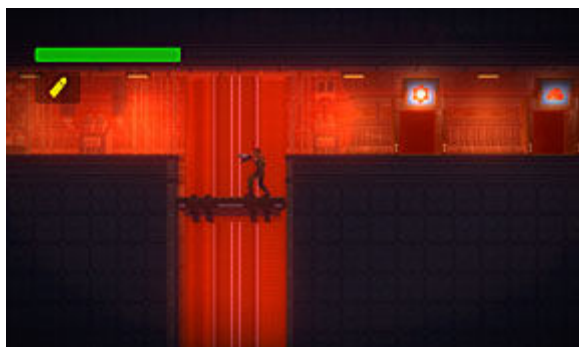
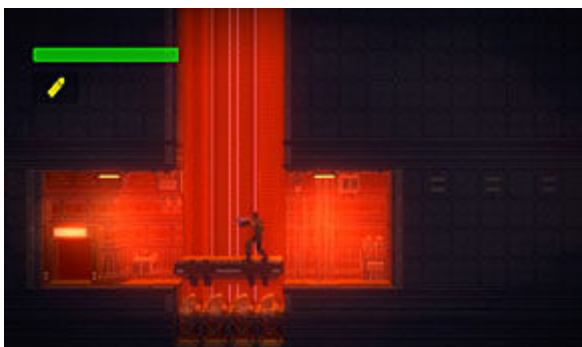
Now you can go all the way down and left past another barrier that is now gone. You can go down the long elevator. This will bring you to a hallway of spiked floors. Carefully swing across the ceiling here. Take your time if you have to and make sure to keep your swing going, using the shotgun if needed. The boss door is on the other end. There's no fight this time, though.



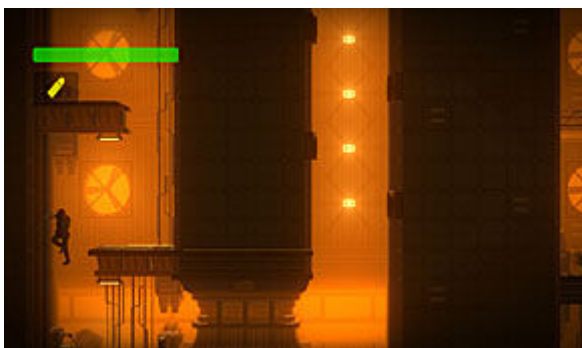
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The Albatross

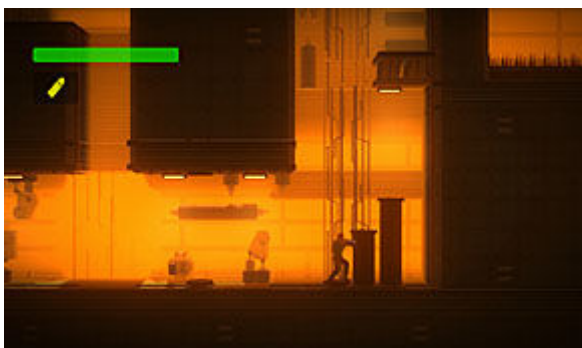
The last stage is a doozy. It's not only challenging, it's ridiculously long, so we highly recommend racking up some lives before you dive in, unless you want to cry when you die near the end of this marathon. It's broken up into three areas that can each be tackled in any order. We'll start with the door under the gear icon. Go in.



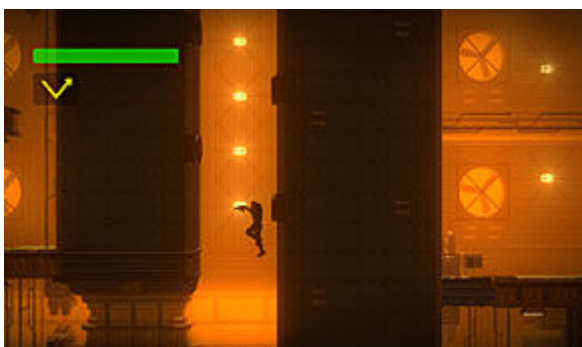
Go all the way left and then all the way down until you get to a door. Inside here there is a pull switch with a gear on it. Pull it all the way down and then go back out.



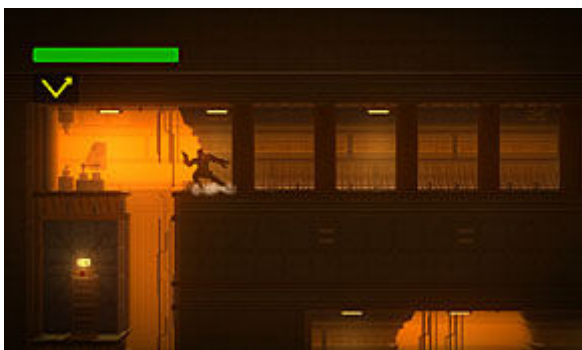
This will activate the pistons nearby. You can head right and then pull yourself up while standing on a piston. There are some small moving platforms up above, and then you can pull yourself up to a hall with some drop platforms.



Kill the drone on the ceiling with the vector laser. Watch the pattern on the drop panels and make your way carefully across. On the other side, wait for the pistons to close when you drop down and land on them and run so you fall on the left side of the passage, allowing you to land safely on the hall leading left.



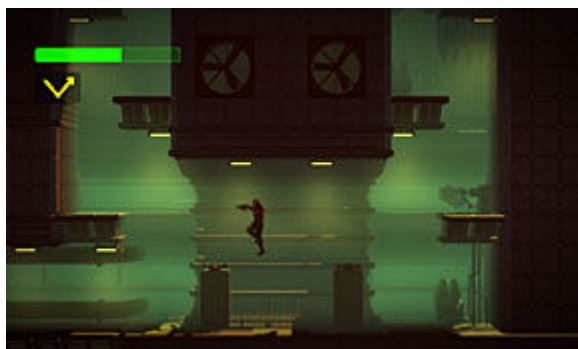
You can climb up here (mind the soldier) and then make your way right down the hallway of pistons. This leads to the door back out.



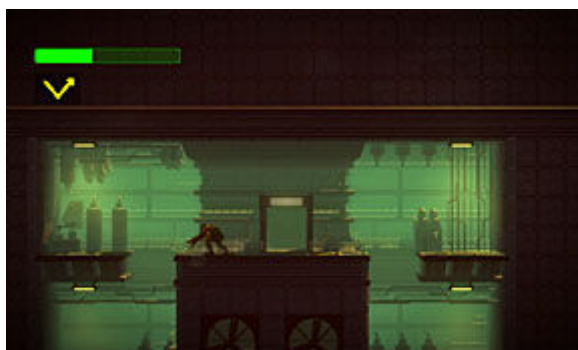
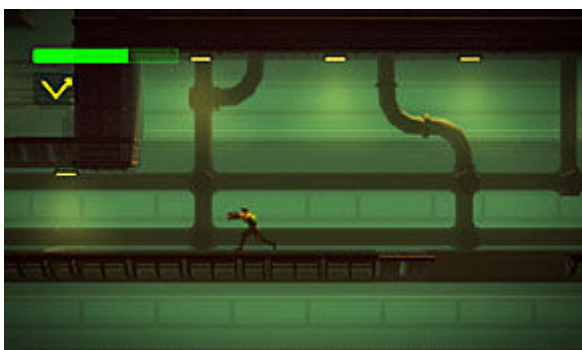
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The Albatross (cont.)

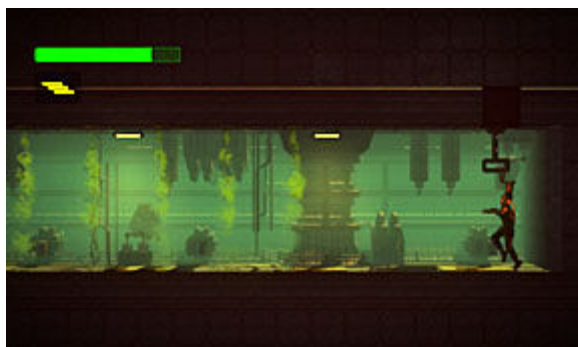
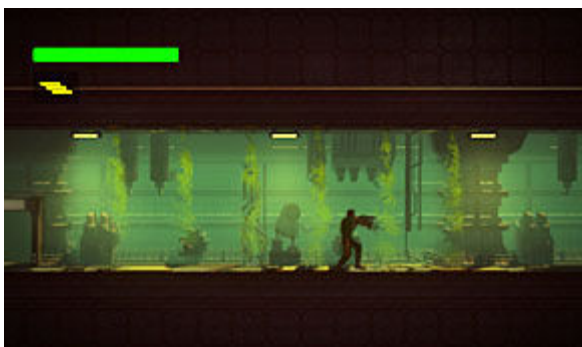
Now go in the door under the cloud icon. There are barrels of toxic gas here. Shoot them from a distance. Now make your way down. Watch the gas jets. There will be another barrel below and you can make your way further down.



There's a hall leading left with drop-away floors. Just run across this without stopping. You can then pull yourself up and at the top, there's a door to go through.



There are some gas jets here, you'll have to step through carefully. A switch on the other side will shut them down. Now retrace your steps and leave this area the same way you got there.

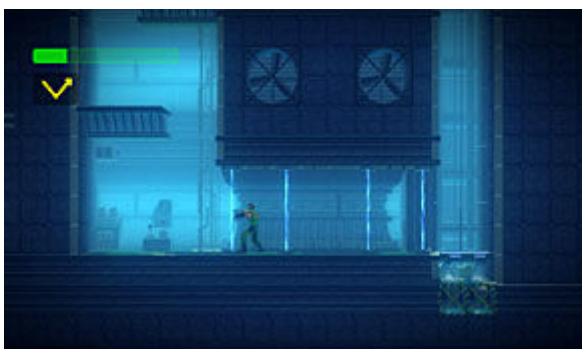


Now it's time for the door under the lighting bolt. There's a few flashing electric barriers that you can slowly step between. After that there's an area with a flashing lighting barrier on each side and an electrified floor. Swing across the ceiling. The timing can be a little tricky.



There's a big area with a bunch of circular nodes you can grab onto. Swing from the first one, and then grab the top one. Use the shotgun to get a swing going, and then jump across.

A lift will bring you to the first pull switch. Now you can make your way past more barriers and take the lift up. You'll see a pull switch on the right behind a barrier that you can't get to.



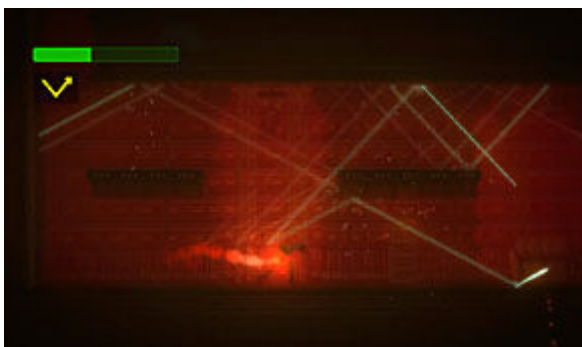
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The Albatross (cont.)

Go left. This area should look familiar. Swing over the electric spots on the floor. At the bottom there's a pull switch on the wall. This will deactivate the barrier mentioned above. Go back up and get to the other switch.

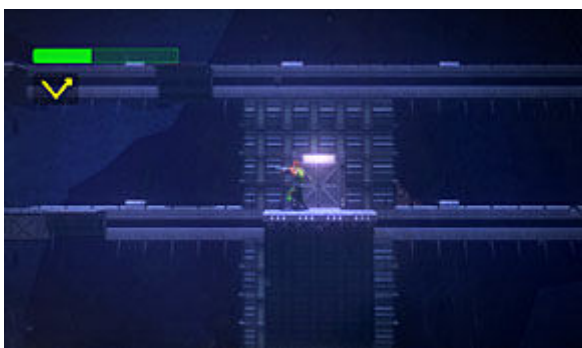
The lights will go out Now go back down **again** to where you pulled the switch on the wall and drop down on the left.

You'll be able to follow the path to a hallway with a lot of drones and then a large room where you have to pull yourself up, and then eventually back to the entrance. Alternatively, you can also go the way you came if you like.



With all three areas complete you can now go right in the main hub, nab an extra life and go out the door.

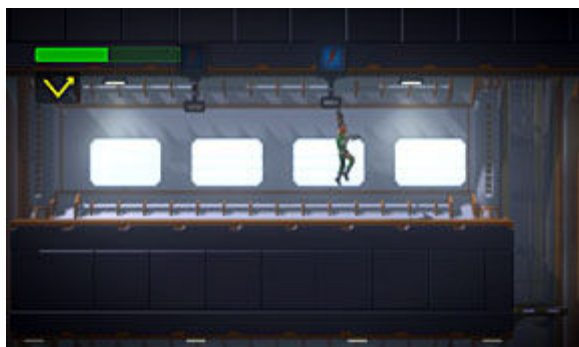
This rainy outdoor area is tricky. It's a big zig-zag. You'll have to swing from the drop floors to make your way all the way left, then pull yourself up as far as you can, work your way right, then up again, and back to the left to reach a door to the next are. This trip will take you past two fairly obvious extra lives.



Now you're in an indoor area with a lot of drones and soldiers. Go all the way right and all the way up. There's a lever to pull here. A little below this is a door behind a barrier.



The switch to lower this barrier is down the hall to the left of it. Note there is also a **secret** down this hall, so you should come back here when you're done pulling switches. Now go through the door. There's a room here with two pull switches at the top. Deactivate both and leave.



Now go back up to the top where you pulled the first switch. You can go left now and drop onto the moving platform. Carefully drop down onto the platform below and quickly crouch so you can pull yourself up on the other side.



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The Albatross (cont.)

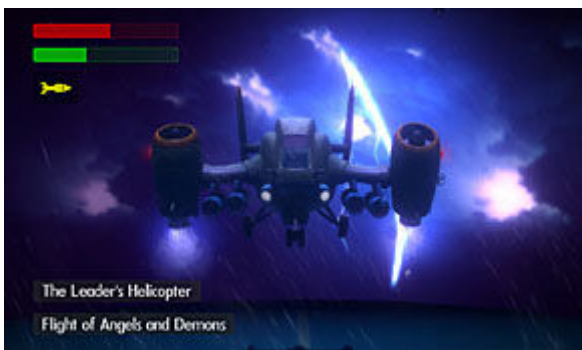
Now you can head right in the big hallway. There's one last pull switch above you. After that you can head left out the door and prepare for the final fight.



You're outside again. Pull yourself up and head left. You'll get an upgrade for your Bazooka that allows you to guide your rockets. This is a powerful new ability, but also a bit of a liability, because it prevents you from moving while guiding the rockets. At the bottom of the elevator, there are switches on either side. You'll need to guide rockets to hit these to activate the elevator.



At the top you'll face the final encounter with the Leader. This is a tough fight. He has three main attack patterns. When he launches missiles you'll need to block them with the arm (or shoot them if you like, but this only works for horizontal attacks). After this, he will move in to a vulnerable position and begin firing his machine gun. This is tough because the attack will keep you running while you look for your only chance to attack. The best strategy is to be fast and precise with your attacks. Don't fire from too far away and certainly don't miss. The last attack pattern is one where he will fire two large lasers. Stay lined up with the cockpit as he prepares this attack and as soon as the plane starts to lean in one direction, run in that direction as fast as you can. Rinse and repeat.



Secret Tunnels

At any point after Area 19 opens up you can harass the prisoner in the cell there with your arm until he sings. He'll tell you about tunnels you can access, which appear as a dotted line on your map. Travel between them to visit these difficult platform obstacle courses.