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## 'Bionic Commando Rearmed' Trailer. Visual Orgasm Guaranteed!

*PSN and XBLA downloadable comes as a huge surprise, since a bigger Bionic Commando is also in the works for next-gen platforms*

October 2007 saw gaming sites all over the world getting very excited over [Capcom](#) teaming up with an unnamed "American producer", a "Japanese creative advisor" and GRIN, a rather small Swedish studio, to create a new [Bionic Commando game for next-gen systems and PC](#). Fans started focusing on the [big game](#), not having a clue that a "Rearmed" version of the NES original was in the works for release on PSN and XBLA as a downloadable arcade platformer. IGN "grabbed hold" of Ben Judd, the game's producer at Capcom Japan, for a small chat. The man dished out a few aspects concerning the story and gameplay. The story has indeed been fleshed out, while the developing team "felt the original could be improved without straying from the basic concept," according to Judd. "We have expanded upon this array of moves and given the player the ability to lift up non-fixed objects - such as enemies and barrels - and throw them, as well as connect and pull on handles in the surroundings to trigger door mechanics or unscrew bolts that keep obstacles in place," Ben added. In **the NES version of Bionic Commando**, the main character (depending on the version: Super Joe, Radd, Ladd, Spencer, among others), is a commando equipped with a gun and a bionic arm. The character can grab onto surfaces, allowing him to pull himself forward, or swing from the ceiling, using this bionic arm. Bionic Commando is one of the few platform games in which the player cannot jump. But this is exactly why the player must learn to make good use of their bionic grab. For example, in order to cross gaps, players must swing like Tarzan on a vine, by manipulating the bionic arm. Check out this amazing video below (the music is great too) and hope for a very soon release of Bionic Commando Rearmed on PSN and XBLM. And why wouldn't it be released soon? The game looks quite finished really.