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[Bionic Commando Rearmed Officially Revealed - Screens and Features](#)

Capcom's revamped version of the NES platformer fully disclosed



The game's main villain

Yesterday, the world of video games was rocked by the arrival of a new [Bionic Commando trailer](#), something that showed anything but [the next-gen version](#) of the game (which [Capcom](#) announced a little while back for PS3, Xbox 360 and PC). **Bionic Commando Rearmed** has now been confirmed as a downloadable game this Spring, for the same three platforms. Full details about this newly disclosed title can be found below. The official announcement reveals that Bionic Commando Rearmed is indeed **a makeover of the classic 8-bit game**, originally released some 20 years ago. Rearmed will be available for **digital download from Xbox LIVE Arcade, PlayStation Network** this Spring, with the **PC version** becoming available at the same time. As the trailer itself shows, the intense **2D side scrolling action** is back, while **shooting and grappling** have remained the main attraction. Bionic Commando Rearmed features stunning **new visuals, new weapons, online rankings, a reworked musical score** and even a **2-player co-op mode**, as if the overall improved game wasn't enough to get fans excited. The title will also provide **cross-game interoperability**, as completing parts of Bionic Commando Rearmed will **unlock new content** and provide secret insight into characters and plot of the new Bionic Commando sequel coming later in 2008, according to the official Capcom report. The renowned Japanese developer has confirmed the game's **main features** as follows:

- Classic Bionic Commando gameplay focused around the use of the bionic grappling arm
- 2-player co-op mode
- Total modern visual revamp, including dynamic shadows, particle effects and environmental damage
- Reworking of musical score
- Cross-game interoperability - complete specific parts of Bionic Commando Rearmed to unlock new content and hints for the Bionic Commando sequel
- In-game art designed by one of Capcom's most talented artists, Toshiaki Mori

"The release of Bionic Commando Rearmed allows us to deliver to fans of the original game a remake they have been clamoring for, while also introducing the series to a whole new audience," commented Ben Judd, Producer of both the Bionic Commando projects. "And with GRIN taking care of development, we can ensure that there is real consistency across both the Bionic Commando titles." Fans of Bionic Commando now have two reasons to be happy, one of which will unfold this Spring via PSN and XBLA for consoles, and of course PC, as Capcom and GRIN are set to release Bionic Commando Rearmed, a revamped version of the [NES](#) platformer released 20 years ago. What's the other reason? The next-gen version of course. That one's going to take a little more time and resources to develop but surely things are coming along with that installment too. Check out these superb Bionic Commando Rearmed screens below!