



Top Secret
極秘

V-Note's Online

A GUIDE TO



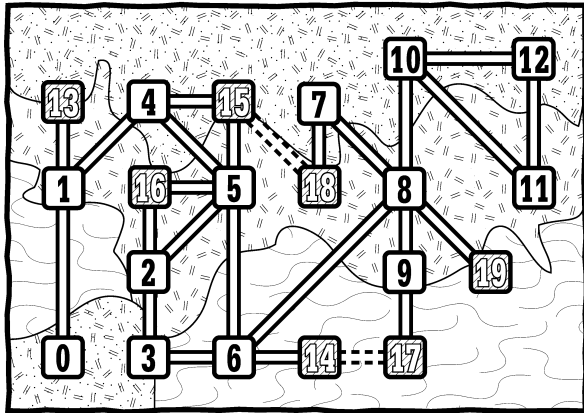
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2009

Bionic Commando

(Top Secret - J.) 極秘

Distributor: Capcom | Developer: Capcom | Year: 1988 | Platform: NES | Genre: Platform / Action / Adventure

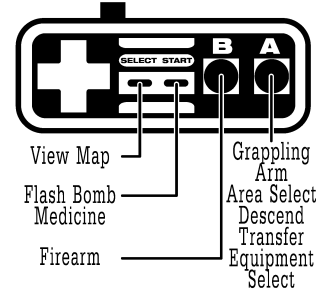


Rescue Super Joe & Defeat Master-D

3 Lives
3 Continues
A+B+Start= Exit Area
Eagle Medal = Continue

- Hostile Areas (H)
- Neutral Areas (N)

Versions for Gameboy, Arcade, and Bionic Commando Rearmed for Xbox 360.



Press A+B+Start to exit an area.
Collect bullets to increase endurance.
Communicate to open the boss doors.
Acquire Continues in overhead areas by collecting Eagle Medals.
Wire-tapping is never required.
You can skip communication, after it has begun.
If the Bosses door is closed, you didn't communicate.

Learn to use the amazing new Grappling Arm!

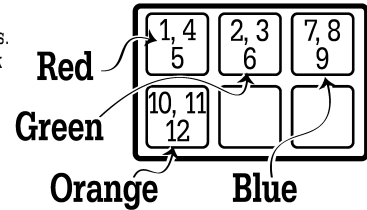
Use arm to collect bullets and items. Platforms that can be grappled look like this.



Endurance/Bullets

0	=	0/4
2	=	5/15
2	=	15/30
3	=	30/60
4	=	60/100
5	=	100/166
6	=	166/205
7	=	205/220
8	=	220/300

Communicators

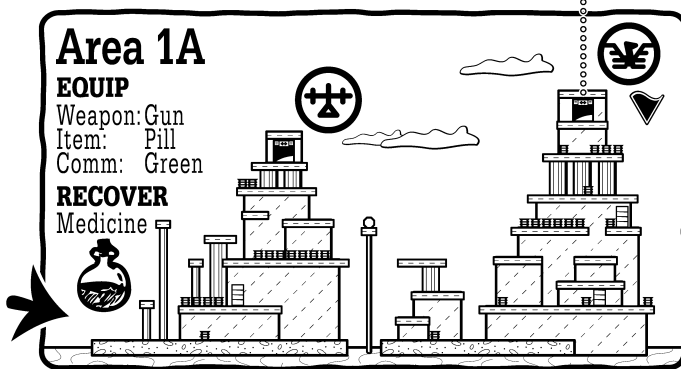


Door Comm. Boss

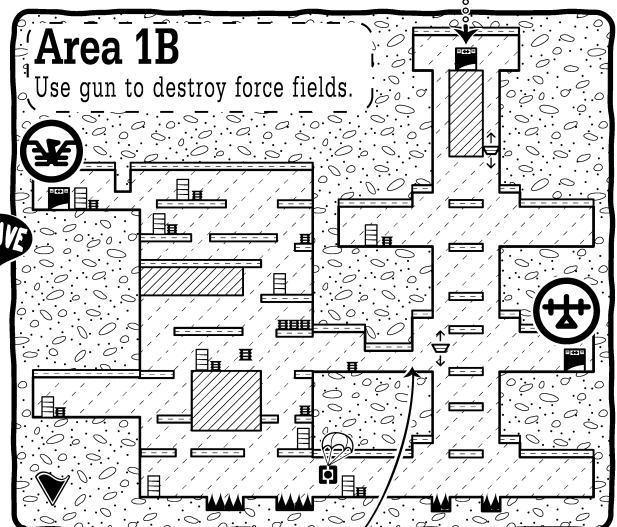


Armor
Pendant - Blocks 1 shot.
Helmet - Blocks 3 shots.
Armor - Blocks every other shot.

MAP ROUTE 1, 13, ...



Area 13 RECOVER Flash Bombs



Collect Bullets here



USE A RED PEN

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MAP ROUTE ... 4, 15, 16, 5, 2, ...

Area 4

EQUIP

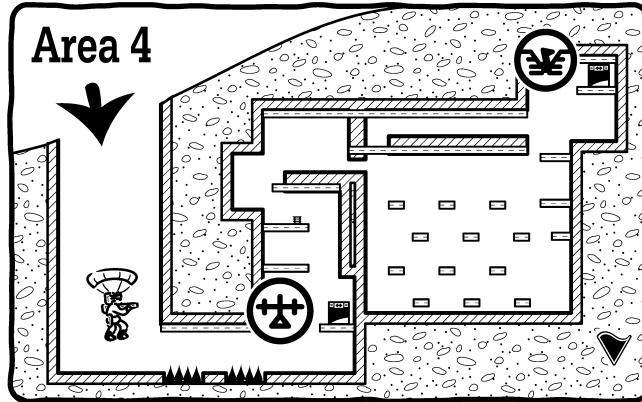
Weapon: Gun
Item: Flash Bomb
Comm: Red

RECOVER

Wide Cannon 

BOSS

Bearded Soldier
(Avoid)



Area 15

EQUIP

Weapon: Rocket Gun
Item: Medicine
Comm: Green

RECOVER

Orange Comm
1-Up



Area 16

RECOVER Green Comm.




Area 2

EQUIP

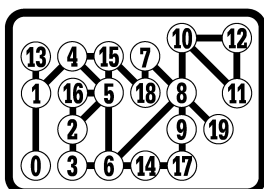
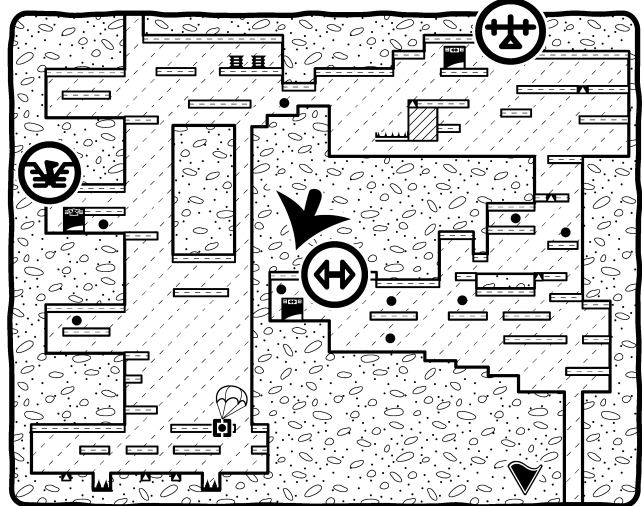
Weapon: Rocket Gun
Item: Pill
Comm: Green

RECOVER

Pendant 

BOSS

2nd Platoon




Area 5

EQUIP

Weapon: Wide Gun
Item: Medicine
Comm: Red

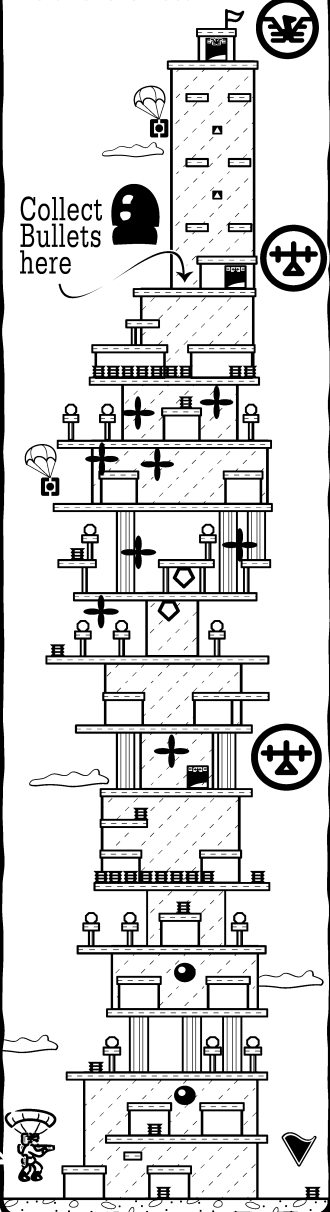
RECOVER

Rocket Launcher 

BOSS

PiPiPi Mechanism
(Attack from behind)

Do this level fast!



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MAP ROUTE ... 3, 6, 14, ...

Area 3a

EQUIP
 Weapon: Rocket Gun
 Item: Pendant/Medicine
 Comm: Green

RECOVER
 Rapid Fire Device

BOSS
 PiPiPi Mechanism

Area 3b

Area 6b

EQUIP
 Weapon: Rocket Launcher
 Item: Pendant/Medicine
 Comm: Green

RECOVER
 Permit, 1-Up

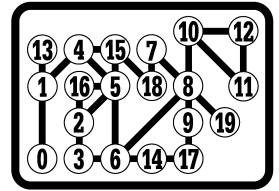
BOSS
 Giant Soldier
 (Attack face)

Area 6a NIGHT MISSION

Area 14

EQUIP
 Item: Permit

RECOVER
 Blue Comm.



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MAP ROUTE ... 8, ...

Area 8

EQUIP

Weapon: Rocket Launcher
 Item: Pendant/Medicine
 Comm: Blue

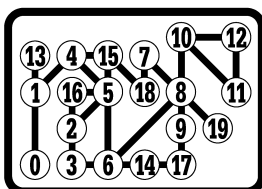
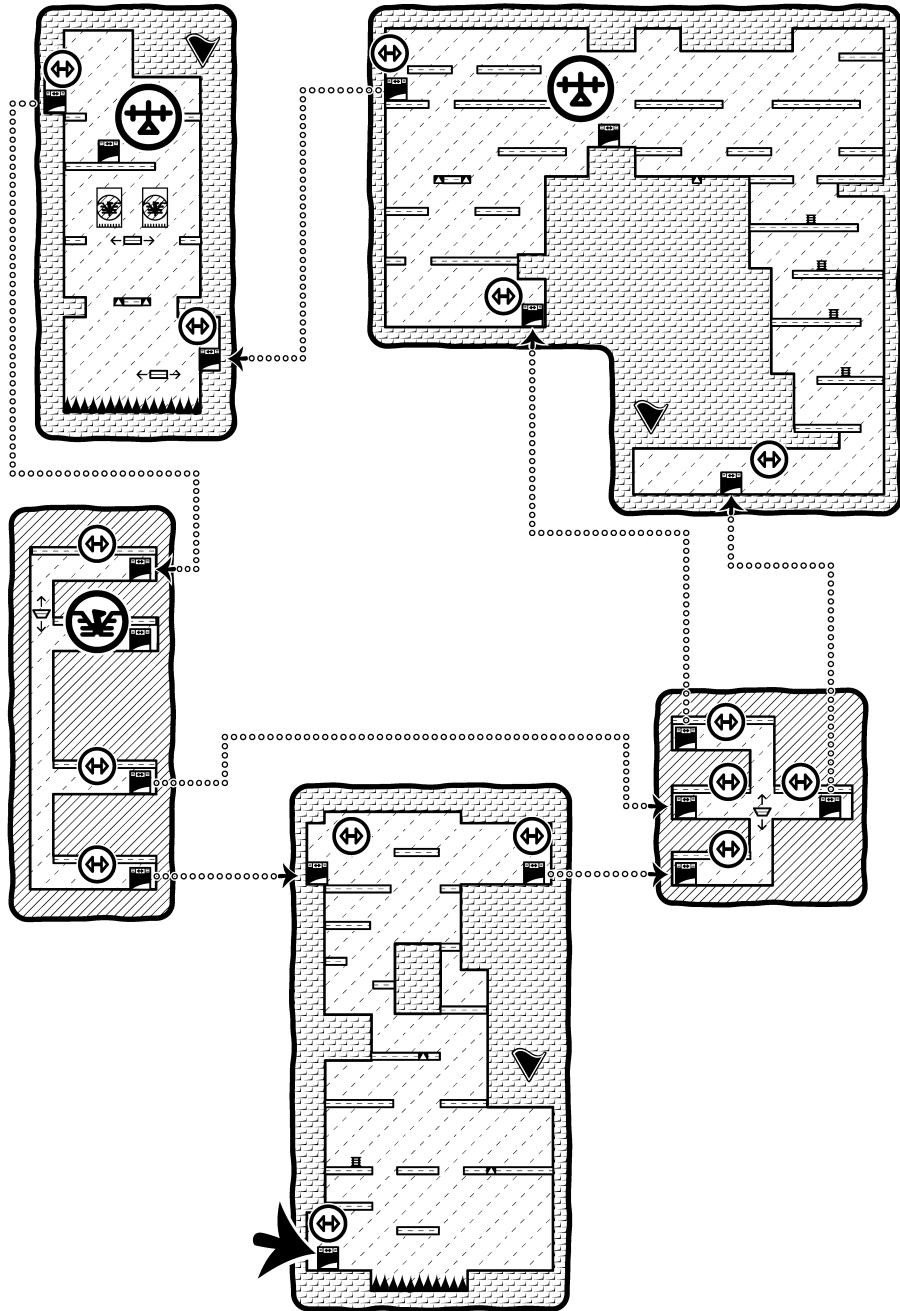
RECOVER

Iron Boots



BOSS

3rd Platoon



USE A
**RED
 PEN**
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Bionic Commando



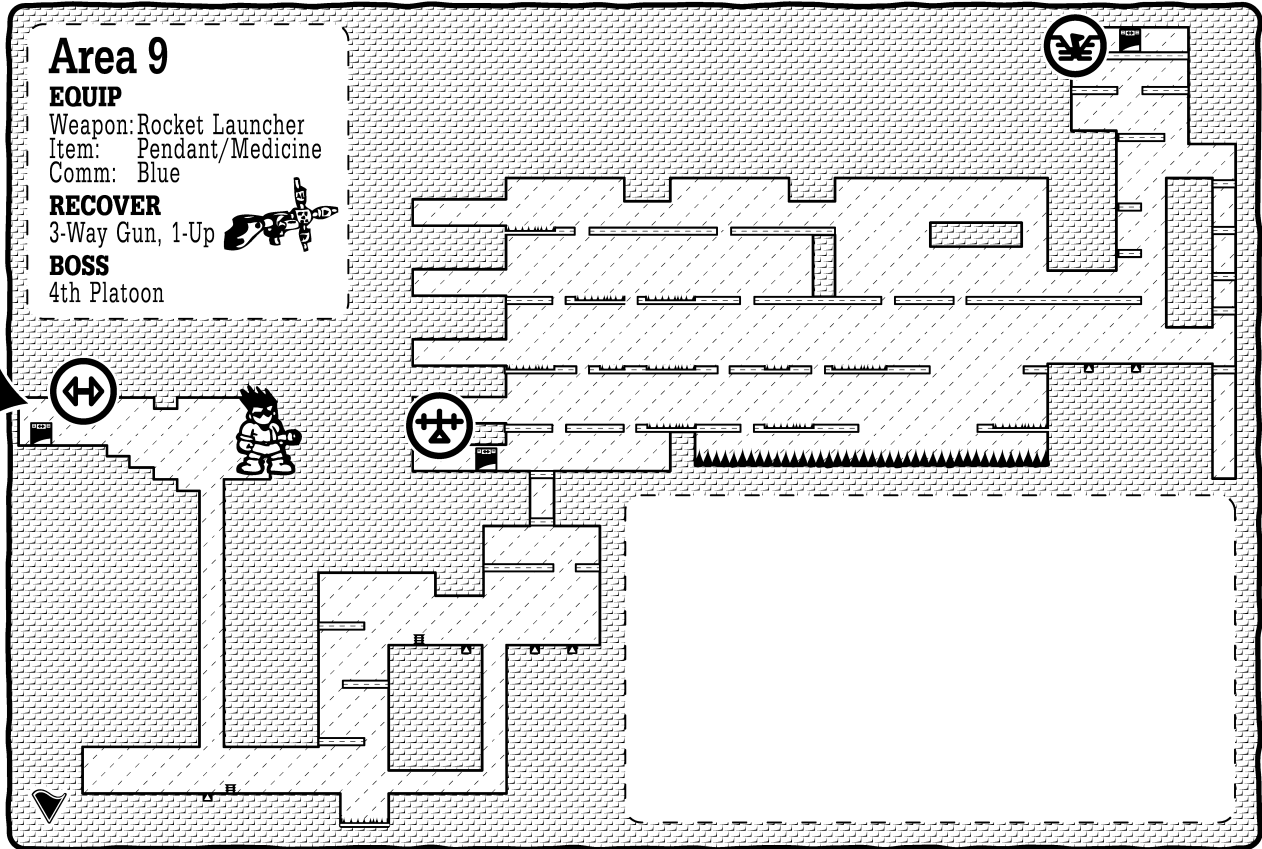
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MAP ROUTE ... 9, 17, 7, 18, ...



Area 9

EQUIP

Weapon: Rocket Launcher
Item: Pendant/Medicine
Comm: Blue

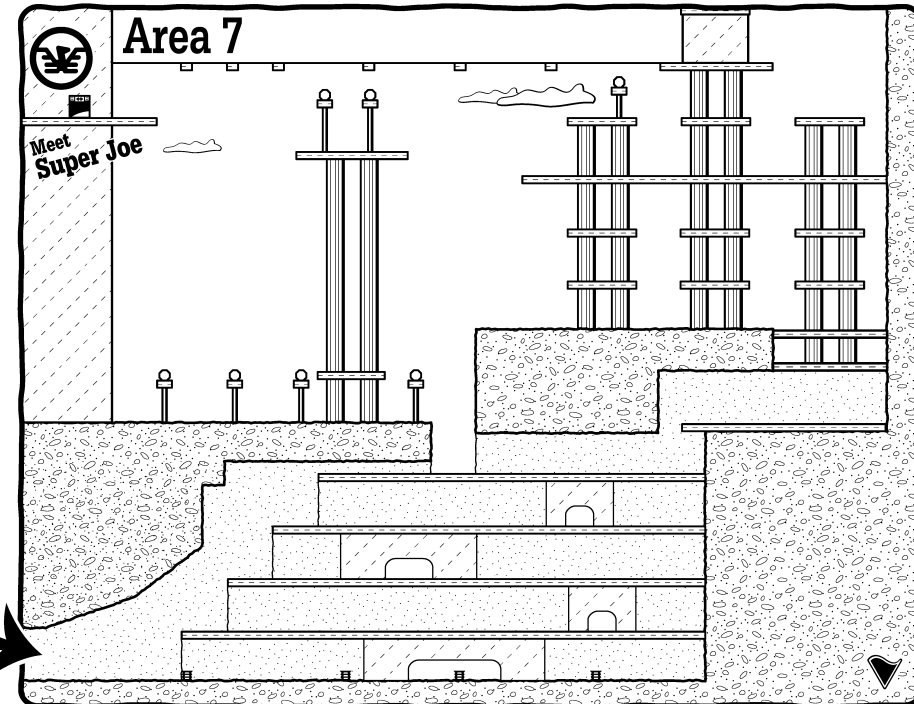
RECOVER

3-Way Gun, 1-Up



BOSS

4th Platoon



Area 7

Meet Super Joe

Area 17 RECOVER

Secret routes from prisoner. Helmet is in either secret tunnel - 14-17 or 15-18.



Area 7

EQUIP

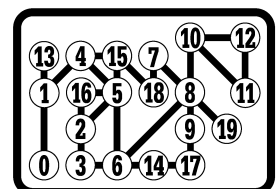
Weapon: 3-Way Shot
Item: Helmet
Comm: Blue

RECOVER

Super Joe
BOSS
Giant Soldier

Area 18 RECOVER

Joe's Machine Gun Say 'Yes' to Destroyer 3, for Gun



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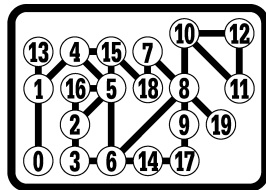
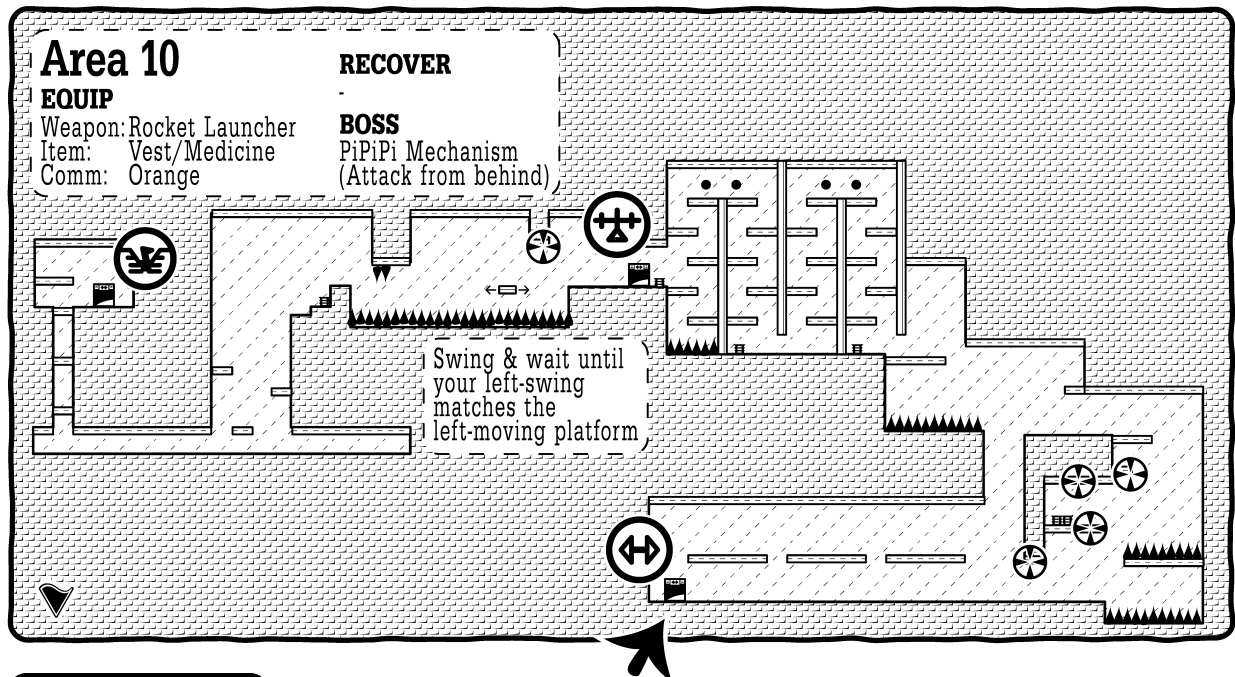
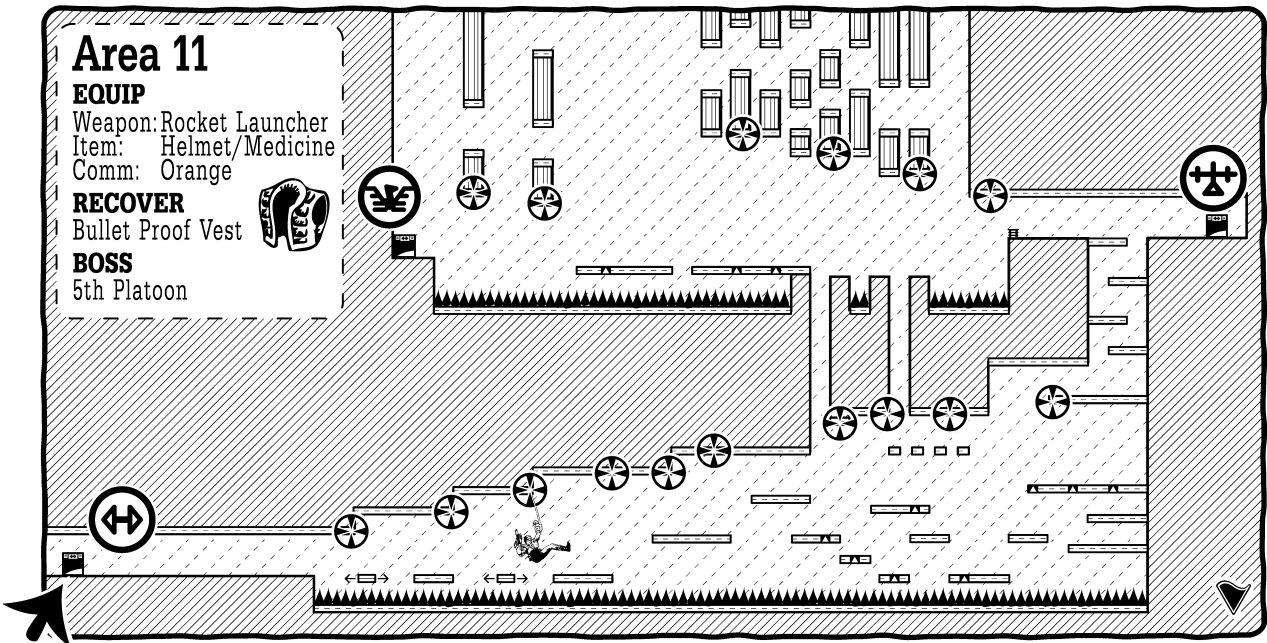
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MAP ROUTE ... 10, 11, ...



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MAP ROUTE ... 12.

Area 12

EQUIP

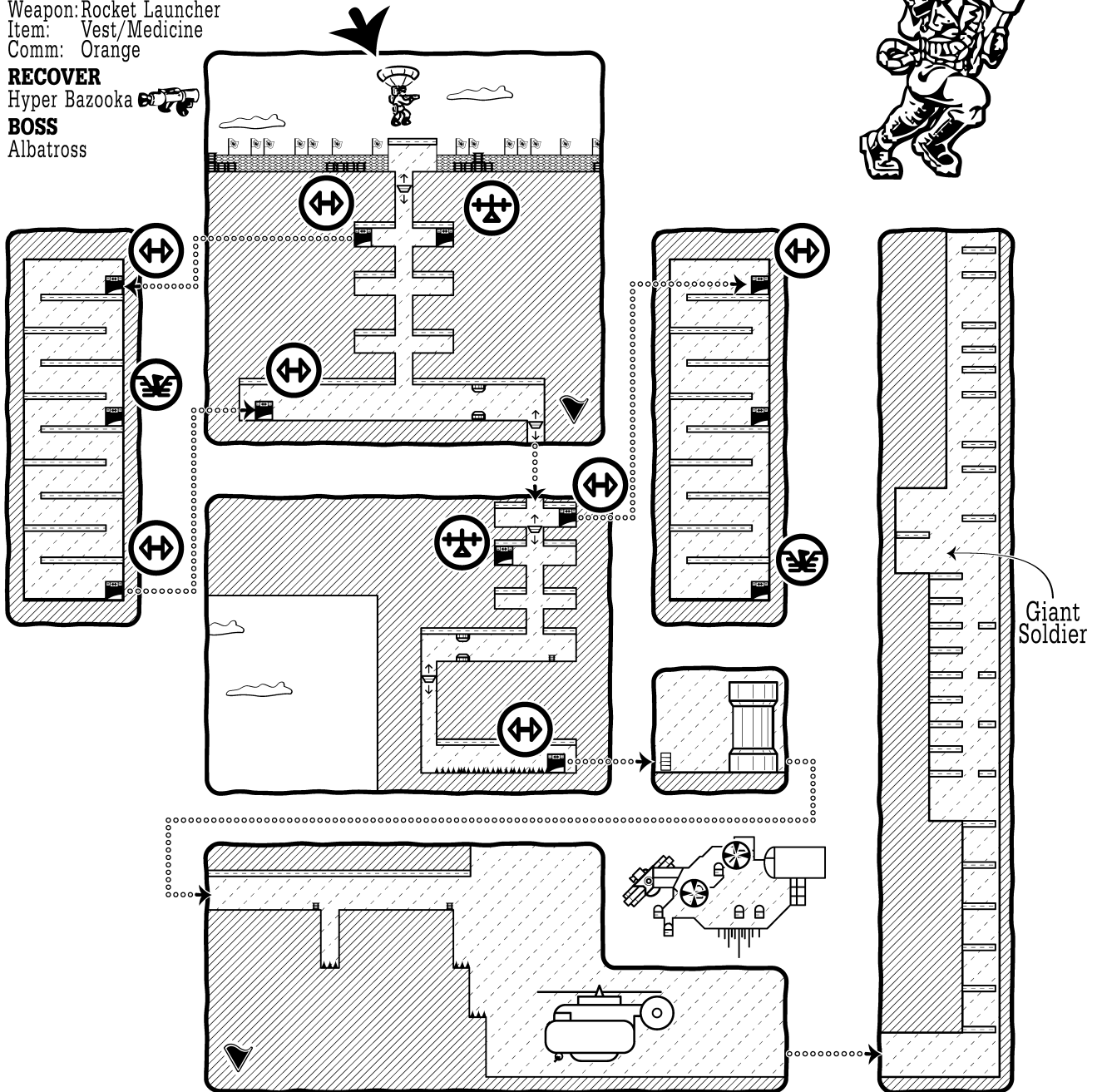
Weapon: Rocket Launcher
Item: Vest/Medicine
Comm: Orange

RECOVER

Hyper Bazooka 

BOSS

Albatross



End Action: Stop on last screen. Forced restart.

The game ends on April 7, 1989, but the story is told on August 2, 2010.

Perhaps, this is Bionic Commando Day?

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