

Nintendo®

GAME BOY[®] COLOR

U/CGB-AV4E-USA

BIONIC COMMANDO[™] ELITE FORCES

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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Thank you for selecting the Bionic Commando™: Elite Forces Game Pak for your Nintendo® Game Boy® Color system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

Story

Thank you for coming so quickly, Commando. There's not much time, so let me get you up to speed.

As you know, Intelligence recently intercepted an Avar transmission detailing plans for a full-scale invasion of our homeland, Karinia. It seems that Arturus, the leader of the evil Avar Empire, has developed something called the "Albatross Project." There was no more information on this "Project," but we can be sure it must be stopped.

Commander Joe, the top member of the Bionic Corps' Elite Forces team, was sent to infiltrate the Avars and sabotage their plans. He managed to get inside but was captured by the Avars before he could finish transmitting the information back to headquarters. Although we received only fragments of the communication, what we heard was far from encouraging.

That's why I've called you here. The Corps has chosen you for the rescue mission. Get in there, retrieve Commander Joe and get him back safely. You know as well as the rest of us how important this mission is. If Arturus is allowed to proceed with this attack, it will mean the end of Karinia.

Good luck, Commando.



Controls



Side Scrolling

↑ on + Control Pad — Hold to scroll screen view up
↓ on + Control Pad — Crouch; Hold to scroll screen view down; Double-tap to drop down to next platform

← on + Control Pad — Move left

→ on + Control Pad — Move right

A Button — Fire Claw (See pg. 17 for details on how to use the Bionic Claw.)

B Button — Tap for Primary Attack; Hold and release for Secondary Attack (See pg. 10.)

START — Pause

SELECT — Use tool when available

To return to the map during a side-scrolling level, press the A Button, the B Button and SELECT simultaneously.

Menus

+ Control Pad - Highlight choices
A Button - Make selection
B Button - Cancel selection

Sniper Mode

+ Control Pad - Move crosshairs
B Button - Fire weapon
START - Pause

Top Down

+ Control Pad - Move
A Button - Swing Claw (to repel enemies)
B Button - Fire weapon
START - Pause

Starting Your Mission

Correctly insert the Game Pak into your Game Boy Color system and turn the power ON. From the Title screen, press the A Button to begin the story. To skip the story, press START.

To start a new game, use the + Control Pad to highlight New Game and press the A Button. Use the + Control Pad to choose the Female or the Male Commando and press the A Button to confirm your selection.

Next, enter your Commando's name. Use the + Control Pad to move the cursor to the appropriate letter and press the A Button to confirm. When you are finished, move the cursor to End and press the A Button.

If you wish to continue a previously-saved game instead, highlight Load Game and press the A Button.

Choose Your Commando

At the beginning of your mission, you must choose to use either the Female or the Male Commando. They have the same strengths and abilities, but each has two unique weapons available to him or her. In addition, each Commando will follow a slightly different path to complete the mission.



Female Commando

Agile and stealthy, the Female Commando approaches her enemy unnoticed and completes her mission with the reflexes of a ninja. Using her Claw like an extension of herself, she maneuvers easily throughout difficult terrain.

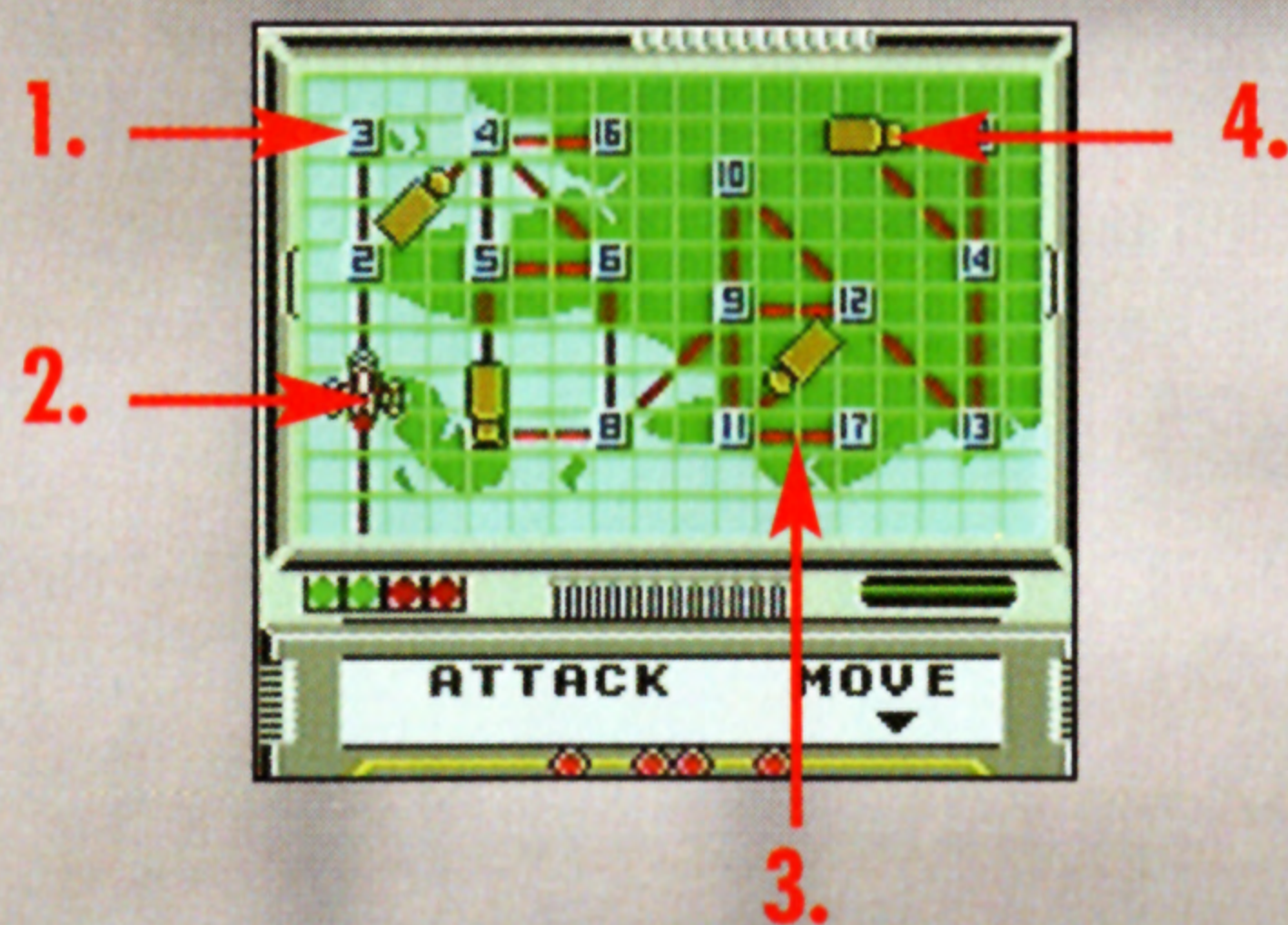


Male Commando

He is the typical gung-ho, macho soldier we all know and love. Charging through enemies with barrels blazing, the Male Commando's powerful method leaves only destruction in his wake. He wields his Claw explosively, powering his way past—and through—his foes.

The Map

Your mission is to rescue Commander Joe, but you must choose which path you will take to reach that goal. Each numbered square on the map represents a side-scrolling level. The red lines between those boxes are the paths you must travel to get from one level to another. The ship icon indicates your Commando's position on the map, while the trucks indicate enemies that are on the move.



- 1. Level
- 2. Commando
- 3. Path
- 4. Enemy Truck

Initially, the text on the map screen will read "Please Instruct." Press the A Button to bring up the Attack and Move options. Use the + Control Pad to make your choice and press the A Button to confirm.

If you choose to Move, the path to, and number for, the next level will begin to flash. Press ← and → on the + Control Pad to choose a different direction if another is available to you. If you cannot access a level, you need to complete the lower levels first. Once you have decided where to go, press the A Button to move.

If you encounter an enemy truck while moving between levels, you will battle them in a top-down level.

If you choose to Attack, you will be taken to the level that corresponds to the Commando's location on the map.

Equipment

On the Item Select screen (accessed before starting a level or from an enemy Communications Room), use the + Control Pad to highlight the item you wish to equip. Then press the A Button to confirm your selection. As you make your way through the levels, you will be given more equipment, including better weapons, tools and armor.

Weapons

Every weapon has two attacks. To use the Primary Attack, simply fire the weapon by tapping the B Button. The Secondary Attack takes longer to prepare but is stronger and does more damage. To use this attack, hold down the B Button until the end of the weapon's barrel begins flashing red. When you are ready to fire, release the B Button.

You will be equipped with one of the following weapons at the beginning of your mission. More weapons will become available as you progress through the game.



Particle Gun: A lighter, streamlined version of the Assault Rifle. Primary projectile is sleeker and longer than that of the AR4, while the secondary projectile is smaller and slightly faster. Used only by the Female Commando.



Assault Rifle: Standard-issue Karinian AR4. Primary Attack fires a single 256-caliber bullet. Secondary Attack fires an experimental poly-hydrate blast. For use by Male Commando only.

Tools

You'll find each tool somewhere in the levels. Some will be necessary for you to successfully complete your mission, while others will just come in handy. To use a tool during the game, press SELECT.



Energy Recovery Pills: Completely restores health points. One use allowed per level.



Rapid Fire Device: Fire multiple rounds at once.



Fast Charge: Allows weapon to charge rapidly.



Key Card: Required for entry to certain levels.



Boots: Do damage to enemies by swinging into them.



Armor

As you proceed through the levels, you will receive better armor, effectively increasing your health points (see pg. 15 for details on your Commando's health).



Decoders

You will be given a Red Decoder at the start of your mission. The decoder will allow you to tap into the Avars' encrypted transmissions from any Communications Room (see pg. 13).

The Levels

Side Scrolling

Side-scrolling levels comprise the majority of the levels in your mission. They are indicated on the map by numbered squares.



Enemy Communications Room

On each side-scrolling level, you will encounter an Avar Communications Room. Walk up to the computer to access the following options:

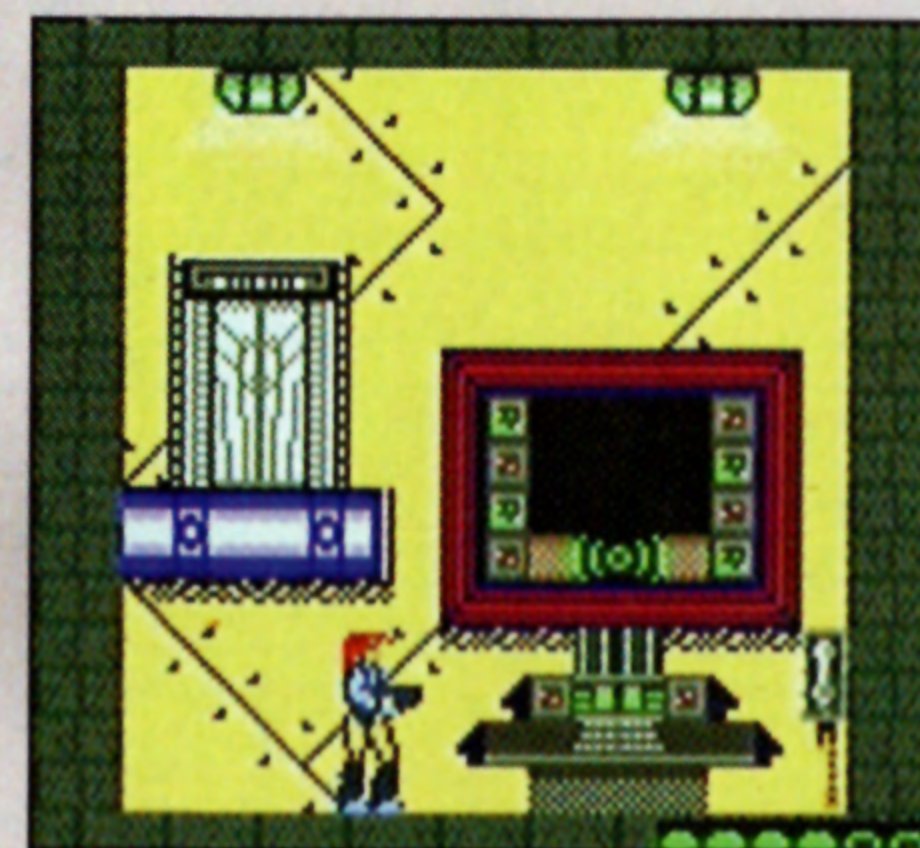
Com: Use the appropriate decoder to contact Central Command.

Tap: Be careful when tapping into enemy communications. You could be discovered and attacked.

Select: Change your item selections.

Save: Save your current game.

End: Exit the computer screen.



Sniper Mode

At certain points in the side-scrolling levels, you will notice crosshairs appear in the background. This indicates enemies that you can take out from a distance. To enter the first-person sniper mode at this point, simply press **↑** on the + Control Pad.

You only have a short amount of time to finish off all the enemies in this mode. If you successfully complete the sniper mode, you will receive a Karinian supply drop (see pg. 16). If you fail, you will be discovered and attacked by several enemies at once.



Time Remaining
Enemies Left

Top Down

If you encounter an enemy truck while moving between levels on the map, you will enter a top-down level. In this mode, you can use your Bionic Claw as a distraction rather than a grappling device. Press the A Button to swing it 360° around your head.



Health

Health Points

Your health status will be indicated by green circles in the lower-right corner of the screen. Filled circles are health points you still have, while empty circles are health points you have lost. Each time you lose all your health points, you will lose one life. You will start your mission with three lives, each with three health points. The maximum number of health points you may acquire is 8.

Cartridges

You can increase your total number of health points by collecting the cartridges left behind when you destroy an enemy. The number of cartridges you must collect to gain an additional health point depends on how many health points you already have. For example, you start with 3 health points and must collect 16 cartridges to get a fourth health point. The number of cartridges you must collect doubles each time you gain an extra health point. So, once you have 4 health points, you must collect 32 cartridges to gain a fifth, then 64 to gain a sixth, and so on.



Armor

You can also gain health points by wearing armor found in the levels. The helmet provides one additional health point, the vest provides two and the body armor provides three extra health points.

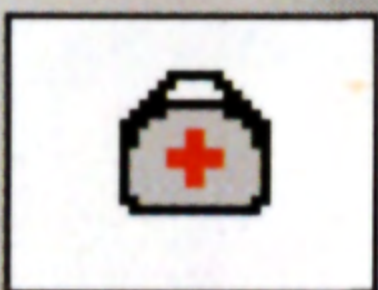
Power Ups



You should occasionally notice boxes parachuting down onto the side-scrolling levels. These are Karinian supply drops. Grab it with your Claw, or shoot it with your weapon and run over it. You will receive one of the following items:



10x Cartridge: A cartridge worth ten times the value of a cartridge you receive from destroying an enemy.



Med Kit: Completely restores your health points.



Extra Life: Gives you one extra life.

The Bionic Claw

You can make the best use of your Bionic Claw in the side-scrolling levels. You may use it to stun an enemy or maneuver around the environment. Use the + Control Pad to aim and press the A Button to fire the Bionic Claw.

How to Aim

When standing

- Center the + Control Pad — Diagonally upward
- ↑ on the + Control Pad — Directly upward
- ← → on the + Control Pad — Left/right while standing
- ↓ on the + Control Pad — Left/right while crouching

When falling

- Center the + Control Pad — Diagonally upward

When Claw is attached

- Press the + Control Pad in the opposite direction — Claw disappears and Commando stands up
- Press the A Button — Claw retracts and drags Commando to the Claw's position

When hanging from Claw

- Press the B Button — Commando fires weapon
- Press ↑ on the + Control Pad — Commando attempts to climb to the object he/she is hanging from
- Press ↓ on the + Control Pad — Commando falls straight down

When attached diagonally up and Commando is standing

- Press ↓ on the + Control Pad — Claw disappears and Commando crouches
- Press the + Control Pad in the opposite direction — Claw disappears
- Press the + Control Pad in the same direction Commando is facing — Commando starts to swing

Swinging

If you are swinging and release the Claw, the direction you fall will be determined by how you were swinging. For example, if you are swinging to the right when you release the Claw, you will fall down and to the right.

When Claw is fully extended

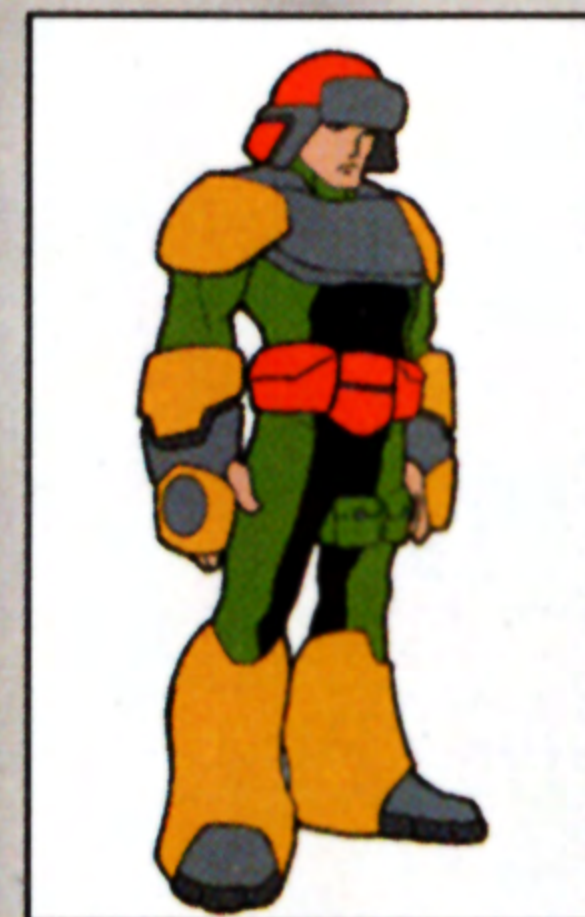
- Press **↓** on the + Control Pad — Claw disappears and Commando starts falling
- Press **← →** on the + Control Pad — When the Commando reaches the highest point in his/her swing, he/she will begin to fall
- Press the A Button — Claw retracts and drags Commando to the Claw's position

Enemies

The Avar soldiers are crack troops. To get past them and rescue Commander Joe, you'll have to draw on all your training and utilize your bionic skills to your fullest ability. The following are just a few of the enemies you are sure to encounter on this mission.

Infantry

Infantry make up the majority of Arturus' troops. You'll find them patrolling everywhere, and it will be difficult to get past them unnoticed. Your best bet will simply be to take them out and move on.



Paratrooper

These guys could drop in on you at any time, so be prepared. Luckily for you, they don't wear much armor and carry only assault rifles. You should be able to destroy them without much effort.

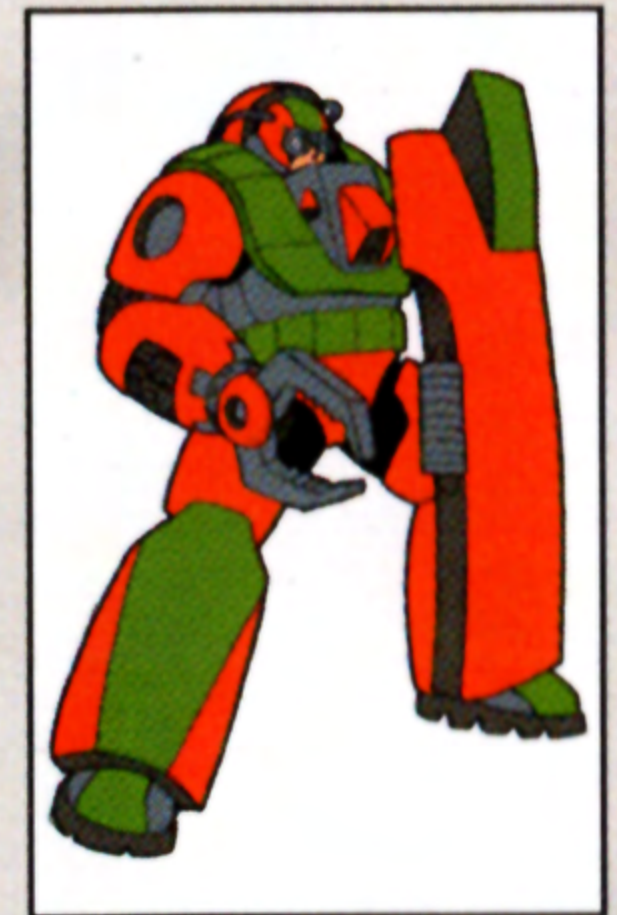


Bosses

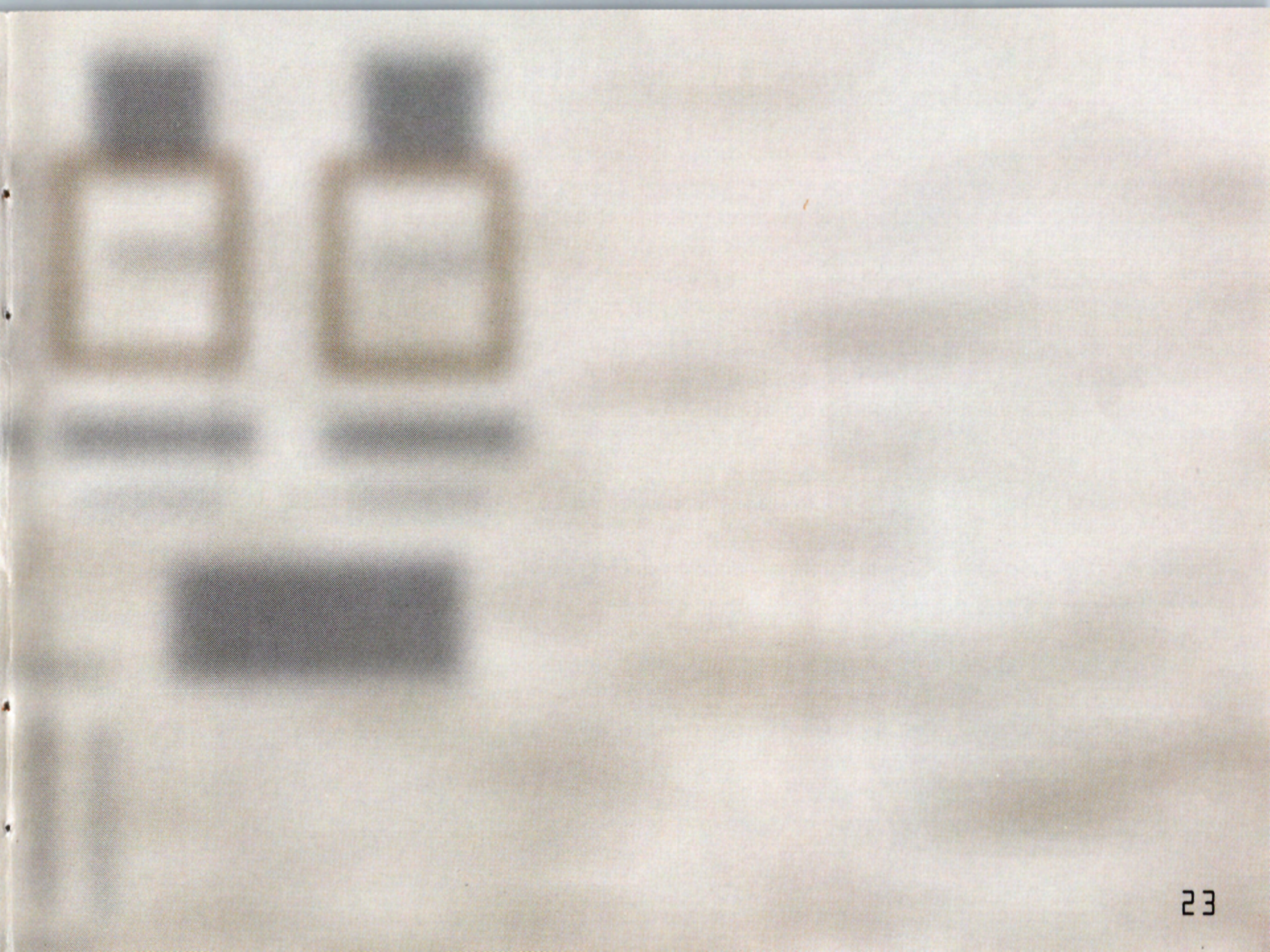
Arturus has no intention of letting the Karinians gain the upper hand in this conflict. Therefore, at the end of each stage in your mission, you must face an even greater challenge... a level boss.

Armored Soldier

Armored Soldiers are rare in the armies of Avarus, but if you do come across one, stay on your toes. They carry large shields which protect them from any frontal assault. How to defeat one? Shoot him from behind where his defenses are weak.



Notes



Important:

REV. B

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REV. K

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