



Release Date: Winter
Genre: Arcade Shooter
Platform: Xbox 360, PlayStation 3, PC
Rating: Rating Pending
Developer: GRIN
Price: TBA

Game Description:

Arm yourself! The 20 year wait is over as **Bionic Commando** swings back into action on Xbox 360®, PLAYSTATION®3 and PC. The first true sequel to the classic 1988 Nintendo Entertainment System original, Bionic Commando sees the return of the bionically-enhanced Nathan "R.A.D." Spencer. Time has not been kind to Spencer: Five years after his heroic defeat of the Imperials, he has been betrayed by the government he swore to serve, imprisoned for crimes he didn't commit, and sentenced to death.

On the very day of Spencer's execution, terrorists detonate a massive experimental weapon in Ascension City, unleashing an intense earthquake that has turned the city into rubble and wiped out its population. With the terrain in ruins and the city's air defense grid now in the control of a massive terrorist force whose goal remains unclear, the FSA have only one option left - a behind-the-lines assault. It's the perfect job for a Bionic Commando.

Bionic Commando transposes the much loved swing-and-shoot gameplay of the 8-bit original onto a stunning 3D environment of towering buildings, suspended roadways and monorails, deep canyons and sheer rock faces, which are traversed using swinging, scaling, climbing and wall-walking techniques. Alongside its compelling single player campaign, Bionic Commando will include a fully-fledged multiplayer mode which will be the first online multiplayer game to truly feature an advanced wire mechanic to swing from platform to platform while pursuing your opponents. Players will need to utilize all the skills honed in single player such as Zip Kick, Death from Above and Adrenaline attacks to show the true power of a Bionic Commando. Naturally the game will feature group match-making and in depth stat tracking.

Features:

- Use the bionic arm to swing between towering skyscrapers at breathtaking speed, hook onto distant objects, zip up on hanging girders and choose your own route through the game
- Gameplay that moves through horizontal and vertical environments - a 3D game that truly uses all three dimensions
- Full multiplayer mode with rich stat-tracking to check whether you're a true commando or a lowly private
- Use the power of the bionic arm - and of next-gen physics - to realistically throw massive objects, pummel opponents, whip enemies into the air, or pull the landscape apart
- Arm yourself with a variety of weapons worthy of a Bionic Commando
- Starring Mike Patton, the former lead singer of Faith No More, as the voice of Nathan Spencer
- Developed by Swedish studio GRIN, developers of the highly acclaimed Ghost Recon: Advanced Warfighter series for PC

