



HEAVY METAL: GEOMATRIX

10 PTS.



HEAVY METAL: GEOMATRIX

10 PTS.

# TAKE IT TO THE EDGE CAPCOM EDGE

JOIN THE RANKS OF THE WORLD'S GAMING ELITE AND EARN CAPCOM EDGE POINTS EVERY TIME YOU BUY THE CAPCOM GAMES YOU LOVE. COLLECT MORE POINTS AND GET ALL KINDS OF COOL STUFF LIKE T-SHIRTS, WATCHES, SUNGLASSES PORTABLE STEREOS AND OTHER CAPCOM EDGE GEAR DON'T FIGHT IT! JOIN TODAY!

Capcom Entertainment, Inc. 475 Oakmead Parkway Sunnyvale, CA 94085  
©CAPCOM CO., LTD. 2001 ©CAPCOM U.S.A., INC. 2001. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. HEAVY METAL is a registered trademark owned by Metal Mammoth Inc. used with permission. HEAVY METAL: GEOMATRIX and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Corporation. All Rights Reserved. Made and printed in the USA.  
WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,482,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a registered trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc., P.O. Box 7639, San Francisco, CA 94120.

CAPCOM

SEGA

Dreamcast



Soundtrack by Megadeth, Dust to Dust, Halford and More!

MATURE  
M  
CONTENT RATED BY ESRB

CAPCOM

T-1223N

## WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

### CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

# CAPCOM

## A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting HEAVY METAL® GEOMATRIX for your Sega Dreamcast. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.  
475 Oakmead Parkway, Sunnyvale, CA 94085

© CAPCOM CO., LTD. 2001 ALL RIGHTS RESERVED.

© CAPCOM U.S.A., INC. 2001 ALL RIGHTS RESERVED.

CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. CAPCOM EDGE is a trademark of CAPCOM CO., LTD. HEAVY METAL is a registered trademark owned by Megamoth Inc. Used with permission. NEC Fontworks Technology used by permission.

### CAPCOM EDGE HINT LINE

Hints are available:

**1-900-976-EDGE** (1-900-976-3343)

\$.99 per minute for 24-hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game

Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m.

Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

### CAPCOM ON-LINE

<http://www.capecom.com>

Visit our website to see all the great new CAPCOM products or to check out featured games on-line! You can also e-mail us at [megamail@capcom.com](mailto:megamail@capcom.com) for technical help or to find out what's new at CAPCOM!

**REGISTER ONLINE AT WWW.CAPCOM.COM**

# CONTENTS

Sega Dreamcast™	2
Controllers	4
Log On to Live!	6
Characters	8
Hound	8
Slash	8
Zeus	9
Sarge	9
Kassey	10
Stab	10
Duke	11
Di	11
Lance	12
Phantom	12
Mayfly	13
Talbot	13
Game Screen	14
Game Rules	15
Arcade Mode	16
Chaosmatrix	20
Versus Mode	22
Option Mode	23
Author & Artist	25
www.capcom.com	26
The Skinny on the Sound Track	27
Capcom Edge	28

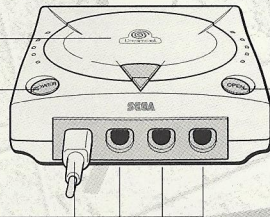
## SEGA DREAMCAST HARDWARE UNIT

# SEGA DREAMCAST™

### DISC DOOR

### POWER BUTTON

Press to turn the unit ON or OFF.



### OPEN BUTTON

Press to open the Disc Door.

### CONTROL PORTS

Use these ports to connect the Sega Dreamcast™ Controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C, and Control Port D. For **HEAVY METAL® GEOMATRIX**, use Control Ports A and B to connect controllers for players 1 and 2 respectively.

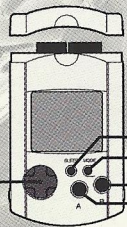
**HEAVY METAL® GEOMATRIX** is a 1-to-2 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast Controller(s) or other peripheral equipment into the control ports.

## SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

To save option settings and high score data, insert a Visual Memory Unit (VMU) into Expansion Slot 1 of the controller in Control Port A or B **BEFORE** turning on the Sega Dreamcast.

Note: While saving game data, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

Directional Button (D-Button)



Sleep Button  
Mode Button  
B Button  
A Button

## STARTING A GAME

NOTE: When you turn ON the Sega Dreamcast power, if you see a screen indicating that "A Memory Card cannot be found," turn OFF the Sega Dreamcast power, insert a memory card with 4 free blocks, and then turn the power ON again. If you do not have a memory card, the software will allow you to play without saving game data. Press the Start Button to continue.

Press the Start Button at the Title screen to display the Game Mode Select screen. Select a game mode to begin play. (See game mode descriptions below and beginning on page 16.) To make your selections, use the Directional Button, Analog Thumb Pad or Joystick to highlight choices and press the A Button to confirm.

**ARCADE** — 1 or 2 players can play this original arcade version. A second player can join in a game already underway. Tag play is available. (See pages 15 and 16-17.)

**CHAOSMATRIX** — 1 player only. Find the key item in the maze and race to the goal. The faster your time, the higher your score. (See page 20.)

**VERSUS** — 2 player competition. You must have 2 controllers connected to choose this mode.

**OPTION** — Adjust various settings. (See page 23.)



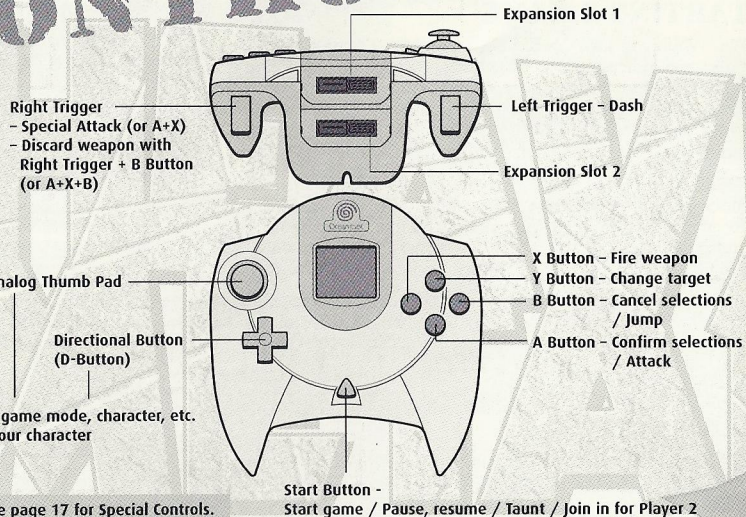
## SAVING/LOADING GAME DATA

**HEAVY METAL® GEOMATRIX** automatically saves your game data to an optional Visual Memory Unit (VMU) inserted into Expansion Slot 1 of the controller. You can resume play on a saved game from the Game Mode Select screen.

- This game requires an optional memory card with 4 free blocks in order to save game data.
- Do not remove the memory card during gameplay. Doing so may destroy game data.

# SEGA DREAMCAST CONTROLLER

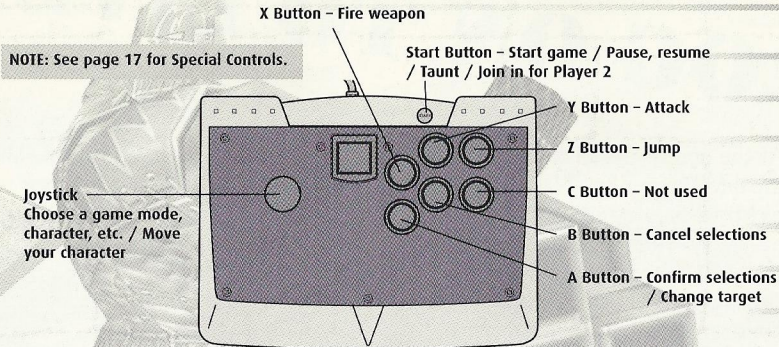
# CONTROLLERS



NOTE: See page 17 for Special Controls.

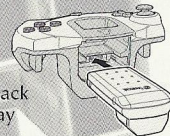
Never touch the Analog Thumb Pad or Left/Right Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Left/Right Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

# SEGA DREAMCAST ARCADE STICK



# SEGA DREAMCAST JUMP PACK™

HEAVY METAL® GEOMATRIX supports the Jump Pack vibration peripheral. When inserted into the Expansion Slot of a Sega Dreamcast controller or compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the gameplay experience. (The Jump Pack cannot be used with the Arcade Stick.)



NOTE: When inserted into Expansion Slot 1 of the Sega Dreamcast controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation. The Jump Pack cannot be used with the Arcade Stick.

- HEAVY METAL® GEOMATRIX is a 1-to-2 player and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.
- For both the controller and Arcade Stick, you can change the default button assignments in OPTION mode. See page 23.
- When using any controller, to return to the Title screen at any point during gameplay, simultaneously press and hold the A, B, X, Y

- HEAVY METAL® GEOMATRIX is a 1-to-2 player and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.
- For both the controller and Arcade Stick, you can change the default button assignments in OPTION mode. See page 23.

# LOG ON TO LIVE!

At the end of the 21st century, the development of Nanobot technology allowed people to live in cyberspace with the same ease as living in the real world. Exhilarated by the freedom of cyberspace, people soon became oblivious to incidents in the real world.

Suddenly, a catastrophic event shook the inhabitants of Earth wide awake. Huge meteorites pummeled the Earth, melting the ice in Antarctica and causing global waters to rise to flood levels.

Most of Earth's continents were submerged. Numerous lives were lost as people made a frantic scramble for higher ground.

Within a short time, what little land remained was subject to militant control by a powerful government. People were herded into cramped underground cells or onto high mountain peaks where the air was almost too thin to breathe.

While most people continued logging into cyberspace as an escape, some innovative thinkers were developing new possibilities.

They experimented with using Nanobot processes to reverse-trace their bodies into the land. It soon became possible to sneak into tightly guarded land from cyberspace.

Now, intense conflicts are breaking out as hordes of homesteaders compete to grab up real land through cyberspace.

Protectors and plunderers are locked in bloody battles. Earth is no longer a place of peace — an era of power wars has begun!

Dominance in cyberspace is essential to living in the real world now!

## HEAVY METAL TEAMS

The 818 STOMPERS will stop at nothing to further their goals. They hate being restricted by anyone for any reason.



Proud descendants of legendary knights, the 707 METALHEADS have preserved their ancestors' land for ages. In the recent chaos they lost their traditional holdings. They are fighting to recover these ancient lands.

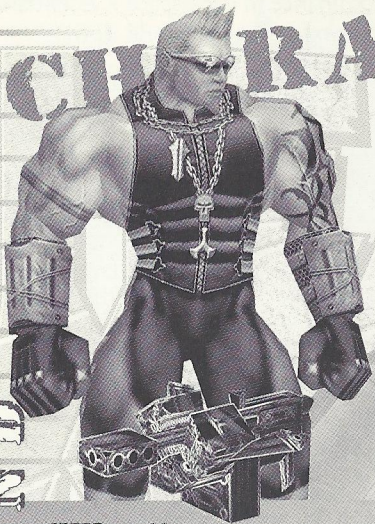


323 AGENTS will do anything for pay. With civilization in chaos, the weak have no choice but to hire such organizations to protect their land. To the 323 AGENTS, battle in cyberspace is just a job. However, failure is never allowed.



The 911 ELITE is a special combat force dedicated to protecting citizens' lives in cyberspace.

# CHARACTERS



**SPEED:** \*\*  
**POWER:** \*\*  
**VITALITY:** \*\*  
**WEAPON:** MOTO GUN

Tough leader of the 818 STOMPERS, HOUND goes the distance in rough combat.



**SPEED:** \*\*\*  
**POWER:** \*\*  
**VITALITY:** \*  
**WEAPON:** FLAME THROWER

Though usually cool-headed, SLASH can get as intense as any fighter once a battle begins.



**SPEED:** \*  
**POWER:** \*\*\*  
**VITALITY:** \*\*\*  
**WEAPON:** HYPER BAZOOKA

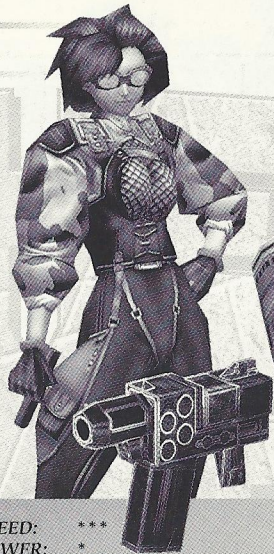
ZEUS is the most powerful member of the 818 STOMPERS. He is a masked sledgehammer.



**SPEED:** \*\*  
**POWER:** \*\*  
**VITALITY:** \*\*  
**WEAPON:** HANDGUN

The leader of the 911 ELITE, SARGE's battle experience has given him extreme confidence.

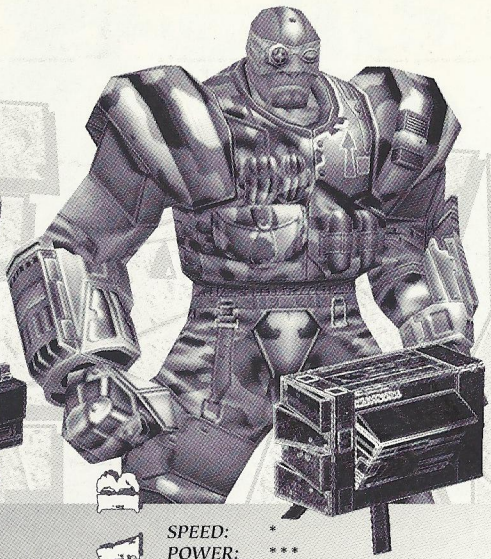
# KASSEY



**SPEED:** \*\*\*  
**POWER:** \*  
**VITALITY:** \*  
**WEAPON:** HANDGUN

Young KASSEY is a computer genius. Her fighting experience is limited, but growing.

# STAB



**SPEED:** \*  
**POWER:** \*\*\*  
**VITALITY:** \*\*\*  
**WEAPON:** MISSILE LAUNCHER

STAB's muscular body is extremely powerful. He cheers his team with his rowdy style.

# DUKE



**SPEED:** \*\*  
**POWER:** \*\*  
**VITALITY:** \*\*  
**WEAPON:** KILLER SWORD

A cool, experienced swordsman, DUKE is admired and imitated by his team members.

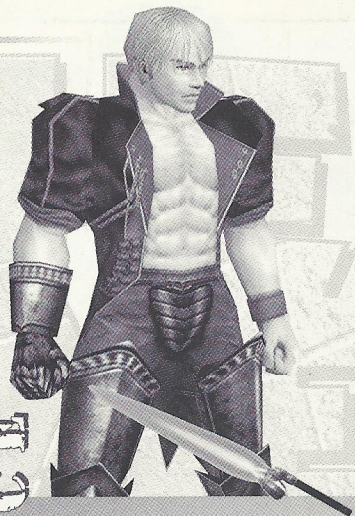
# DI



**SPEED:** \*\*\*  
**POWER:** \*\*  
**VITALITY:** \*  
**WEAPON:** HARD SWORD & TRICK BOMB

A tomboy type, DI handles heavy weapons with great skill.

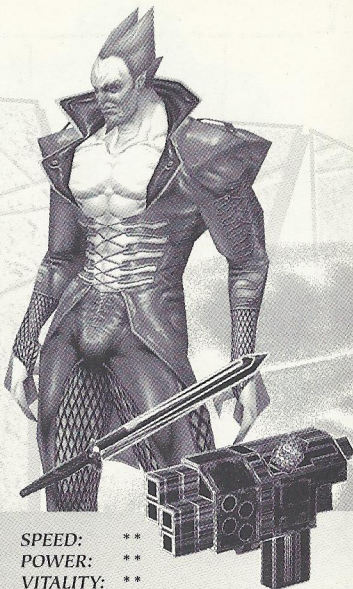
# LANCE



**SPEED:** \*\*  
**POWER:** \*\*  
**VITALITY:** \*\*  
**WEAPON:** RAY SWORD

Young LANCE is loaded with fighting spirit. He doesn't know he's descended from noble blood.

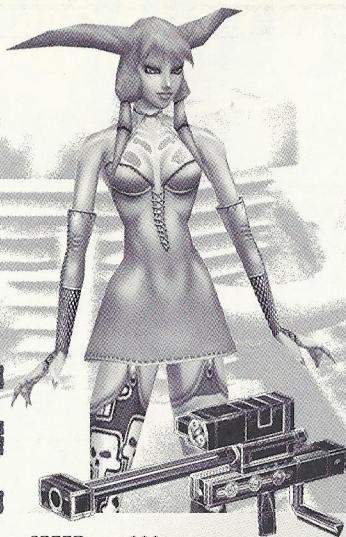
# PHANTOM



**SPEED:** \*\*  
**POWER:** \*\*  
**VITALITY:** \*\*  
**WEAPON:** HARD SWORD & SHOTGUN

The leader of 323 AGENTS, PHANTOM becomes totally engrossed in the heat of battle.

# MAYFLY



**SPEED:** \*\*\*  
**POWER:** \*  
**VITALITY:** \*  
**WEAPON:** SNIPER RIFLE

MAYFLY is cheerful and flighty. She can easily destroy someone with her cruel ignorance.

# TALBOT



**SPEED:** \*  
**POWER:** \*\*\*  
**VITALITY:** \*\*\*  
**WEAPON:** HOMING MISSILE

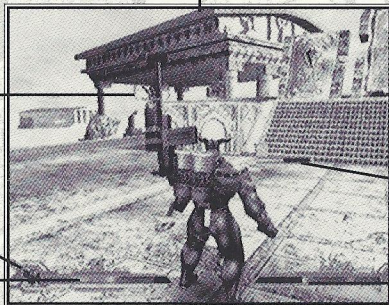
A cyborg purposely designed for assassination, TALBOT destroys his target instinctively.



# GAME SCREEN

Timer appears here

Target Sight



Bullets Gauge

Player 1 Character

Vitality Gauge

Enemy Vitality Gauge

- TIMER** Appears and counts down when 10 seconds are left in the round.
- TARGET SIGHT** Shows where your shots will hit. Press the Y Button to change the target you're sighting on.
- VITALITY GAUGE** Character's vitality gauge. When it runs low, the character cannot fight. Give the character some rest to recover vitality.
- BULLETS GAUGE** This gauge is displayed when a character is using a weapon with limited bullets. When it runs out, the weapon can no longer be used.
- WIN MARK** (Not shown) This mark appears when a character wins a round. A character who wins two rounds wins the match.

# GAME RULES

## DESTROY ALL ENEMIES!

- Attack your opponent and drop his/her vitality to zero to win a round.
- Rounds are played best of three. The first character to win two rounds wins the match.

## SIMULTANEOUS TAG BATTLE!

- In TAG mode, you tag with another player to fight against enemy characters. You play on a split screen.
- The first team to defeat all members of the opponent team wins.

## FIGHT TO THE END!

- When the match time runs out, the character with more vitality wins.
- When both characters' vitality drops to zero simultaneously, a draw game occurs and both players win one round.

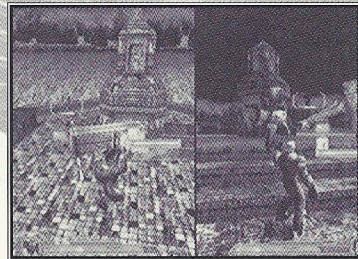
## SPLIT SCREEN

You'll play on a split screen in:

- Tag play in ARCADE mode
- VS play in ARCADE mode
- VERSUS mode

Player 1 action

Player 2 action



# ARCADE MODE

Navigate through 3D space using various weapons and items to defeat your opponents.

## CHARACTER SELECT

Highlight a character and press the A, B, X or Y Button. The character's costume/hair color will change depending on which button you press. In 1 Player games, the computer will choose your opponent.

## ATTACKS

Your attack will differ depending on the weapon your character is using. (NOTE: You can change the Shot and Attack button in OPTION mode; see page 23.)

### X BUTTON — SHOT

- With no weapon — Kick
- With gun only, or sword and gun — Shoot gun
- With sword only — Slash successively
- With trap only, or trap and sword — Trap attack

### A BUTTON — ATTACK

- With no weapon or gun only — Punch
- With sword only, or sword and gun — Sword attack
- With gun only — Kick

## EQUIPMENT

Each character initially carries a unique weapon. You can change a character's equipment freely during gameplay by acquiring weapons or items (see page 18) and discarding them at will (see page 17).



## CHANGING TARGET LOCK-ON

You can change your target lock-on when you're surrounded by more than one enemy. Press and hold the Y Button while moving the camera with the Directional Button, Analog Thumb Pad or Joystick.

## HELPING PARTNER (TAG PLAY ONLY)

You can revive a team member whose vitality has dropped to zero. Move your character near your fallen partner and press the A or X Button. You'll share half of the standing character's vitality with the downed fighter.

NOTE: A Help cursor points in the direction of a fallen partner. If your character falls, you can let your partner know by repeatedly pressing the A, B, X or Y Button.

## SPECIAL CONTROLS

**SPECIAL ATTACK** — With a weapon equipped, press the A Button + X Button or Right Trigger. You'll perform a more powerful attack, which changes depending on the weapon you're using.

**DISCARD WEAPON** — Press the A Button + X Button + B Button (simultaneously) or press the Right Trigger + B Button.

**DASH** — Press ◀◀ or ▶▶ (in the direction of the dash) or press the Left Trigger.

**AIR DASH** — During a jump, press ◀ or ▶ (in the direction of the dash) + B Button. You can change the direction of an air dash up to two times during a jump by using the button controls again. If you have a Jet Pack item, you can change the directions up to four times.

## TAUNT/CHEER

Press the Start Button + any other button. In VS mode, you can taunt the opponent; in TAG mode, you'll cheer on your teammate.



## ACQUIRING WEAPONS & ITEMS

Initial weapons are assigned to each character (see the Characters section beginning on page 8). You can use any weapon you acquire during gameplay. Items are located throughout each stage. You can get a weapon by getting close and pressing the A or X Button. You can acquire a Jet Pack, Life Up, and Infrared Scope just by getting close to the item.

**BWARE:** Your opponent has just as much opportunity as you do to grab a weapon or item. Better move fast if you want it.

### SWORD TYPE ITEMS

- HARD SWORD** — A standard sword. It swings fast, so it's good for close combat.
- RAY SWORD** — Slower than the Hard Sword, it can make successive attacks.
- KILLER SWORD** — It has a long reach and delivers the most serious damage.

### GUN TYPE ITEMS

- HANDGUN** — Though the damage it delivers is small, you can shoot it fast.
- MOTO GUN** — Fire rapidly by holding down the Attack button.
- SHOTGUN** — Its spray of bullets practically guarantees a hit.
- FLAME THROWER** — Attack in a wide-range, but the reach is short.
- SPRAY GUN** — Paint the opponent into oblivion.
- MISSILE LAUNCHER** — Fire homing missiles.
- HYPER BAZOOKA** — Create the most damage with a pyrotechnic explosion.

**NOTE:** Even more gun types can be found in the game.

### TRAP TYPE ITEMS

- BOOBY TRAP** — Set it on the ground. It will capture any opponent that touches it.
- SATELLITE MISSILE** — Attack your enemy from the air.
- TRICK BOMB** — Throw it at an enemy or set it on the ground to explode.

### OTHER ITEMS

- JET PACK** — Allows you to move faster.
- LIFE UP** — Recovers your character's vitality.
- INFRARED SCOPE** — Allows you to see enemy traps.

## JOINING IN

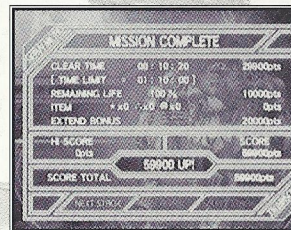
A second player can press the Start Button on the second controller to join in a game already in progress. Then choose TAG mode or VS mode.

**TAG MODE** — Cooperate with the other player to fight the enemy.

**VS MODE** — 2 Player competition.

## STAGE CLEAR

When you defeat all opponents, the stage is completed. Clear time and total time are displayed in the Result screen, and then the next stage will start.



## CONTINUE / GAME OVER

When your character's vitality runs out, you will be asked if you want to continue. Press the Start Button to continue your game. If you don't continue, the game ends.



# CHAOSMATRIX

Take on this 1 Player challenge for high scores. Discover the key item in the maze and race to the goal. The faster you get to the goal, the higher your score.

## CHARACTER SELECT

Highlight a character and press the A Button.

## AREA SELECT

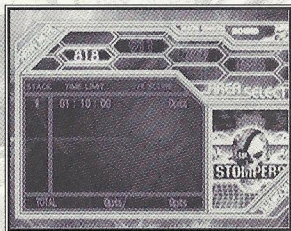
Highlight a stage and press the A Button. Each stage has a different time limit, high score and area total. You can choose from four stages initially, and eight stages total.

**STAGE** — Number of the stage you'll be fighting on.

**TIME LIMIT** — Maximum time you have to complete the stage. Your game is over if the countdown drops to zero before you reach the goal.

**HI SCORE** — Highest score for the stage.

**TOTAL** — Total score for this area/total score for all areas.



## CHAOSMATRIX RULES

- Before each stage starts, you'll see the Key Item. Your objective is to grab the item and get to the goal within the time limit.
- Meanwhile, you'll be fighting off a randomly selected attacker.
- Look for Bonus Items. If you get them, bonus points will be added to your score when you reach the goal.

## CAMERA CONTROL

In CHAOSMATRIX mode, the camera moves behind your character as default. Press the Y Button to move the camera to show the enemy's position. Press the Y Button again to restore the default camera (when more than one enemy is on the stage, the camera will point toward another enemy).

## CLEAR STAGE & SCORE

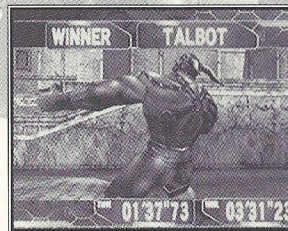
When you reach the goal with the Key Item, the stage is cleared. Points are added to your score according to your performance.

**CLEAR TIME** — The faster you clear the stage, the more points you earn.

**REMAINING LIFE** — The more vitality your character has when you clear the stage, the more points you earn.

**ITEM** — Bonus Item points awarded.

If your score is higher than the highest score, the difference will be added to your AREA TOTAL points.



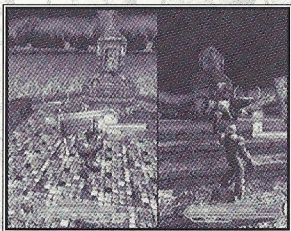
# VERSUS MODE

You must connect two controllers to the Sega Dreamcast in order to play this 2 Player competition. Use Control Ports A and B to connect controllers for players 1 and 2 respectively (see page 2). Competitors play simultaneously on a split screen, with Player 1 on the left and Player 2 on the right. The screens scroll to follow each player's character.

VERSUS mode uses the same attacks, equipment and controls as ARCADE mode. When a match ends, you can play a new match with the same characters, or choose new characters for the next match.

## CHARACTER SELECT

Highlight your character and press the A Button. When both players have chosen a character, the match begins.



Player 1 action

Player 2 action

# OPTION MODE

You can adjust various settings in OPTION mode. Press the Directional Button, Analog Thumb Pad or Joystick  $\blacktriangle/\blacktriangledown$  to highlight choices, and press  $\blacktriangle/\blacktriangledown$  to change settings. Press the A Button to display a submenu when one is available.

**DIFFICULTY** — Difficulty level of the ARCADE mode from 1 (easiest) to 8 (hardest). The default is 6.

**DAMAGE LEVEL** — The higher the number, the more damage inflicted by an attack. The default is 4.

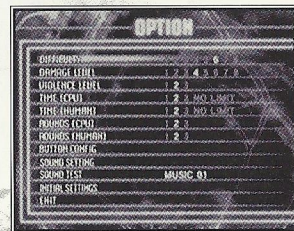
**VIOLENCE LEVEL** — The higher the number, the more violent the attacks look. The default is 2.

**TIME (CPU)** — Match time for VS CPU game. The default is 2.

**TIME (HUMAN)** — Match time for PLAYER VS PLAYER competition. The default is 2.

**ROUNDS (CPU)** — Number of rounds needed to win a match against the CPU. The default is 2.

**ROUNDS (HUMAN)** — Number of rounds needed to win a match against another player. The default is 2.



**BUTTON CONFIG** — Change the button assignments for one or both controllers. You can also assign a special command to a button. Press the Directional Button, Analog Thumb Pad or Joystick  $\blacktriangle/\blacktriangledown$  to highlight a button, and press  $\blacktriangle/\blacktriangledown$  to change the assignment. Press the A Button to select a highlighted, non-button option.

**RESTORE** — Restore the previous settings.

**INITIAL SETTINGS** — Reset the button assignments to default status.

**CONFIRM** — Confirm the button assignments.

**EXIT** — Return to the Option screen.

**SOUND SETTING** — Adjust the game's sound settings.

**SOUND VOLUME** — Raise or lower the sound volume. The default is 2.

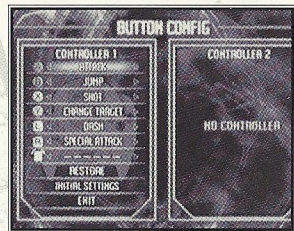
**SE VOLUME** — Raise or lower the sound effects volume. The default is 4.

**SOUND SETTING** — Select MONAURAL or STEREO depending on your speaker setup. The default is MONAURAL.

**MUSIC TEST** — Sample the game music. Press the Directional Button, Analog Thumb Pad or Joystick  $\blacktriangle/\blacktriangledown$  to select a track, press the A Button to play it, and press the B Button to stop play.

**INITIAL SETTINGS** — Reset all options to their default settings.

**EXIT** — Save the changes and return to the Title screen.



# AUTHOR & ARTIST

## KEVIN EASTMAN

Kevin is the owner and editor-in-chief of the world's most famous fantasy comic, *Heavy Metal*, and an excellent creator as well. He is best known for the creation of *Teenage Mutant Ninja Turtles*.

Though *Ninja Turtles* is often thought to be a cartoon for kids, it originally had a much darker theme in which muscular animal characters slash and defeat enemies, similar to *Heavy Metal*.

In this game, Kevin developed the original story and rough character design.

## SIMON BISLEY

Simon is an English comic artist, and one of the most popular artists for *Heavy Metal*. His representative work includes *LOBO*, *Judge Dredd* and *Batman/Judge Dredd*. He was also in charge of creature design for the movie *Galaxy Quest*.

His art has overwhelming strength driven by his relentlessly violent touch. He has a large following of fans.

In this game, he headed up the character design.

# ALL THINGS CAPCOM

DEALS • STORE • GEAR • CAPCOM EDGE • NEWSLETTER  
**CAPCOM.COM**  
 GAMES • PREVIEWS • ART • NEW RELEASES • NEWSLETTER



## MEGADETH

### "Moto Psycho"

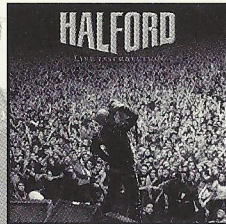
TAKEN FROM THE ALBUM **THE WORLD NEEDS A HERO**  
 True hard rock pioneers return with their new album, *The World Needs a Hero*. A true return to form for Dave Mustaine & crew, a band that helped start it all. Catch Megadeth on tour all year.  
[www.megadeth.com](http://www.megadeth.com)



## DUST TO DUST

### "Submission" "New Low" "Mr. Doe"

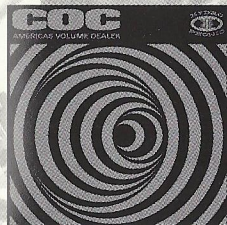
TAKEN FROM THE SELF TITLED DEBUT ALBUM  
 This powerhouse 4-piece from New York City is preparing to turn the world on its ear with their dark sonic attack. Watch for them on tour near you.  
[www.dusttodustmusic.com](http://www.dusttodustmusic.com)



## HALFORD

### "Cyberworld"

TAKEN FROM THE ALBUM **LIVE INSURRECTION**  
 The Metal God is back to reclaim his throne! Few people can come close to measuring the effect Rob Halford has had on hard music, as a solo artist, and with his bands *Fight* and *Judas Priest*. This track shows Halford doing what he does best, singing fast and playing loud.  
[www.robhalford.com](http://www.robhalford.com)



## CORROSION OF CONFORMITY

### "Gittin' It On"

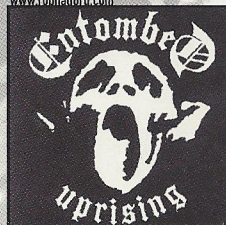
TAKEN FROM THE ALBUM **AMERICA'S VOLUME DEALER**  
 A 4-piece powerhouse of riff-heavy rock, COC is known for their explosive shows and dihard fans. Look for their new live record in Fall of 2001.  
[www.coc.net](http://www.coc.net)



## W.A.S.P.

### "Hate To Love Me"

TAKEN FROM THE ALBUM **UNHOLY TERROR**  
 You never know quite what to expect from one of the true pioneers of horror. Angry as ever, Blackie Lawless and Company tear it up as only they know how.  
[www.waspnation.com](http://www.waspnation.com)



## ENTOMBED

### "Say It In Slugs"

TAKEN FROM THE ALBUM **UPRISING**  
 These European Death Metalers haven't stopped moving since they formed just over 10 years ago. The release of the landmark album *Uprising* was loved by fans and critics alike. The band are currently working on their new album, that is when they're not playing their 100+ shows a year!  
[www.entombed.net](http://www.entombed.net)

**CAPCOM**  
 USA  
 Canada  
 Japan  
 Europe  
 Asia

Check out new up and coming Capcom releases!

**CAPCOM EDGE**

ALL OF THE INFORMATION YOU NEED TO KNOW ABOUT THE LATEST CAPCOM GAMES AND MERCHANDISE.

2001-2002 ALL-STAR LINEUP

2001-2002 ALL-STAR LINEUP

**CAPCOM**

2001-2002 ALL-STAR LINEUP

2001-2002 ALL-STAR LINEUP

Be sure to pick up the Heavy Metal: Geomatrix soundtrack, featuring these artists and special bonus material not available on the game!!

THE SKINNY ON THE SOUNDTRACK



## TAKE IT TO THE EDGE. CAPCOM EDGE.

COLLECT CAPCOM EDGE PROOF-OF-PURCHASE POINTS EVERY TIME YOU BUY ANY SPECIALLY MARKED CAPCOM GAME TO EARN AMAZING GEAR LIKE SHIRTS, GAMES OR EVEN A PORTABLE CD PLAYER! PLUS, YOU'LL BE ABLE TO WIN QUARTERLY SWEEPSTAKES WITH KILLER PRIZES - LIKE YOUR OWN SIGNATURE SIZE ARCADE MACHINE.

## DON'T FIGHT IT! SIGN UP TODAY.

JUST COMPLETE THIS ENTRY FORM OR SEND A 3X5 CARD WITH YOUR NAME, ADDRESS, PHONE NUMBER AND DATE OF BIRTH, AND PARENT'S SIGNATURE (IF UNDER 18) TO:  
CAPCOM EDGE 475 OAKMEAD PARKWAY, SUNNYVALE, CA 94085

Offer valid 9/1/99 to 12/31/01. Maximum 2 awards per name and/or address. To claim awards send a completed prize redemption form, Capcom Edge or Fighters Edge proof-of purchase points (or original UPC code) and shipping and handling fees to Capcom Entertainment (see [www.capcom.com](http://www.capcom.com) for complete details). Award merchandise is subject to change and subject to availability while supply lasts. Allow 10-12 weeks for delivery. Items may be shipped separately. Extra points on orders will not be refunded. Points cannot be transferred or sold to another party for use for any other purpose. Capcom Edge points cannot be redeemed for cash. Capcom Entertainment may cancel, rescind or extend this offer at any time. Points are subject to verification. Only original Capcom Edge or Fighters Edge proof of purchase points or original UPC codes are valid from retail packages or from authorized Capcom Edge or Fighters Edge certificates. No reproductions allowed. Points valid only once per game purchase per person. The Capcom Edge program is valid only with current Capcom and Fighters Edge games. Those under age 18 must have parent or guardian signature to participate. The Capcom Edge program is operated by Capcom Entertainment and is open to residents of the United States and Canada excluding Quebec. Fraudulent claims will be voided. Proof of mailing does not constitute proof of delivery. Capcom is not responsible for lost, incomplete, damaged or illegible claim forms. Certified mail is recommended for orders. Sweepstakes winners will be determined in a random drawing from registered Capcom Edge members. No purchase necessary. Odds of winning depend on number of registered Capcom Edge members. Sony Computer Entertainment America, Nintendo of America and Sega of America are in no way affiliated with this program. Employees of Capcom Entertainment, its agencies, vendors and their immediate family members are not eligible for this offer. All decisions of Capcom Entertainment on all matters relating to this promotion are final. Recipients agree that awards are presented on the condition Capcom Entertainment, Sony Computer Entertainment America, Nintendo of America, Sega of America, their affiliates, subsidiaries, divisions or related companies, have no liability whatsoever, for any damages, injuries, losses or expenses of any kind resulting from acceptance, possession or use of the award. Award recipient is responsible for any and all Federal, State and local taxes if necessary. Offer is only good in United States and Canada excluding Quebec. Void where prohibited by law. Other restrictions may apply. All orders must be postmarked by 12/31/01.

PARENT'S SIGNATURE (IF UNDER THE AGE OF 18)

For information on Capcom's Privacy Policy visit: [www.capcom.com](http://www.capcom.com)

HEAVY METAL

NAME

ADDRESS

CITY

PHONE NUMBER

DATE OF BIRTH

STATE

ZIP CODE

# CAPCOM

[www.capcom.com](http://www.capcom.com)

© CAPCOM CO., LTD. 2001. © CAPCOM U.S.A., INC. 2001. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. CAPCOM EDGE is a trademark of CAPCOM CO., LTD.

### CREDITS

Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Robert Johnson; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Masayuki Fukumoto; PR: Melinda Mongelluzzo, Matt Atwood and Carrie Root; Special thanks to: Tom Shiraiwa, Miki Takano, Bill Gardner, Robert Lindsey and Customer Service.

### 90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Sega Dreamcast GD-ROM ("GD-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the GD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire GD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your GD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM  
Consumer Service Department  
475 Oakmead Parkway  
Sunnyvale, CA 94085

This warranty shall not apply if the GD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

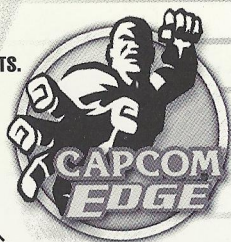
### REPAIRS AFTER EXPIRATION OF WARRANTY

If the GD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective GD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your GD-ROM certified mail. CAPCOM will replace the GD-ROM, subject to the conditions above. If replacement GD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

### WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL

HEAVY METAL  
**10** PTS.



HEAVY METAL  
**10** PTS.

OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

### ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Corporation. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No. 2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc. P.O. Box 7639, San Francisco, CA 94120.

# SEGA



HEAVY METAL