

Heavy Metal: Geomatrix Command List

by DChan

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HEAVY METAL Geomatrix
Command List (Version 0.5)

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"Setsunasa!" (*1)

1. NUTRITION INFORMATION (Introduction)

Title: HEAVY METAL Geomatrix
Genre: 3D fighting action
Rating: -
OS: Dreamcast
Maker: Capcom
<http://www.heavymetalgeomatrix.com/>
On Sale: 12 July 2001

2. COMMANDS

Disclaimer II: I don't have this game or a Dreamcast, thus I can't verify these commandss. Also, I'm not a Heavy Metal (cartoon, comic, and music) fan.

- 2.1 BASIC COMMANDS

[?] means hold the button.

direction key	Movement.
analogue direction key	Movement.
double-click a direction key	Dash.
A	Attack. Punch, kick, or sword.
B	Jump.
X	Shoot. Gun, kick, sword, or trap.
Y	Change target.
[Y]	Free camera.
L	Dash.
R	Special attack.
A+X	Special attack.
Start+(any button)	Appeal.
(while jumping) (direction key)+B	Air dash. Can dash up to two times without a jet pack. Can dash up to four times with a jet pack.

To pick up a weapon, while standing on the weapon, press A or X.

To pick up an item, stand on the item.

During tag play, while standing beside a knocked out and prone teammate, press A or X to transfer half of your HP to the teammate and revive her.

3. CHARACTERS

(Note: This section is incomplete and under construction.)

911 Elite:

Kassey
Sarge
Stab

818 Stompers:

Slash
Hound
Zeus

707 Metal Heads:

Di
Duke
Lance

323 Agents:

Mayfly
Phantom
Talbot

4. STAGE BGM (Background Music)

Red-Hot Shrine, Day/Dawn:
Moto Psycho/MEGADETH

Jungled Temple, Day/Night:
Submission/DUST TO DUST

Sunken City, Day:
Mr. Doe/DUST TO DUST

Ocean Castle, Day/Twilight:
Cyberworld/HALFORD

Sunken City, Night; Bloody Prison, Day/Night:
Gittin'it On/CORROSION OF CONFORMITY

Stadium, Pitch Dark/Crimson:
New Low/DUST TO DUST

Arena, Green:
Strange Faith/CYBER-T

Arena, Blue:
Dark Gladness/CYBER-T

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Don "Tsuru Hiromi Inochi" Chan (aho)
<http://www.gamefaqs.com/features/recognition/146.html>

*1 "Sakuretsu!"

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