

# Mars Matrix FAQ

by XPLICIT187

Updated to vFinal on Feb 22, 2003

Game: Mars Matrix  
Platform: Sega Dreamcast  
Written By: XPLICIT187  
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\*\*\* Although this guide is marked as "Final", I will continue to accept e-mails regarding this guide. However, if you do e-mail me, there is a very little chance I will post your contributions in the guide. I will only update this guide if there is something very important or useful I need to put in here. Thanks, XPLICIT187 \*\*\*

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This document is for personal use only. You may NOT use this guide on your website, magazine, or distribute it for a profit. You may print this guide for a quick reference to the game, Mars Matrix.  
The following sites may use this guide on their website: gamefaqs.com, angelfire.com/games4/segadc0, neoseeker.com, cheatcc.com.

If you would like to use this guide on your website, e-mail me at onthaedge2002<at>yahoo<dot>com with your website name, URL, and e-mail address (and any additional information I should know about) and I will get back to you as soon as possible with a 'yes or no' answer.

## Mars Matrix Information

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# Of Players: 1-2  
VMU Space: 7 Blocks  
Compatible With: Standard Controller  
                  Arcade Stick  
                  Jump Pack

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1. Introduction  
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Mars Matrix is an arcade style 2D shooter. This action packed game was brought to the Sega Dreamcast by the king of fighting games, Capcom. This game has several levels, pretty detailed graphics, several great features, and to top it all off, a tremendous amount of replay value. That is where I come in. I wrote this guide not only to help new players get good at this game but I wrote this guide to help experienced shooter-fans get even better (plus, there are no other guides on GameFAQs.com for this game, so that's got to have something to do with it! ^\_^). Anyway, as always, enjoy the game & the guide and as always, if you need me to add or answer something, or if you just want to leave a comment, send me an e-mail. All my contact information is listed at the bottom of this guide.

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2. The Story  
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Half a century has passed since humans successfully carried out their project to migrate to Mars.

During the colonization, several self-governing areas formed on the red planet. But independent control was never granted. Instead, the Mars Development Agency was created by the Earth Federation.

Outwardly, Mars seemed to be self-governing. In reality, it was a shackled colony completely controlled by Earth.

On December 8th, 2309...

.. A sudden crackle of static bursts into the Earth's atmosphere. An unexpected transmission from Mars breaks into all broadcasts - "We declare our independence. We are no longer Earth's subjects" - and all contact from Mars is lost.

The red planet maintains an eerie silence. All of Earth's attempts to contact Mars fails.

Realizing the situation is extreme, the Earth Federation Army readies its toughest military contingent to deploy from the moon and converge on Mars. This armed space force is made up of hundreds of ships - and a few experimental fighters...

Space explodes into a battlefield. The Mars War of Independence begins!

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3. Modes Of Gameplay  
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Arcade Mode: Like the title says, the Arcade version of Mars Matrix right on your Dreamcast. You have a certain amount of ships and credits (you can set them in the options menu).

Elite Mode A: Exactly like Arcade Mode except enemy positions are re-arranged and there are special options added (you can set the special options in the special options menu).

Elite Mode B: Exactly like Arcade Mode (enemy positions are the same as in Arcade Mode) but there are special options added (you can set the special options in the special options menu).

Score Challenge Mode: Play through only one level of the game (you can choose either Arcade, Elite Mode A, or Elite Mode B settings and then choose which level you want to play) where there is no limit to the number of ships and credits you can use. Also, when you use your piercing cannon to destroy enemies, smaller cubes will come out each worth one experience point.

Strategy Mode: Watch as the computer plays the level you choose. This is useful for harder levels. This mode will help you by giving you different strategies for each level. Watch the computer carefully as it can teach you a lot of useful tactics.

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4. Controls  
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Analog Pad or D-Pad: Move ship  
B: Cancel Selections (Menu)  
A: Confirm Selections (Menu) & Fire  
Tap A: Piercing Cannon \*  
Hold A: Absorb Bullets (only when GHB Gauge is full)  
X: Continuous Fire  
Tap X: Piercing Cannon \*  
Start: Pause Game  
R-Trigger: Piercing Cannon (Hold For Continuous Fire)

\* When you tap (tap as in press VERY QUICKLY) the A or X button, you will fire a Piercing Cannon. To avoid this from happening when you don't want it to happen, press the A button rapidly or hold the X button.

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5. Techniques  
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Regular Shot:

Just like the name says, this is a simple shot. Regular shots are effective at any distance making them the main technique that you will use when playing this game. As you gain levels (getting experience cubes) your shot will get better causing more damage and changing somewhat (spreading out more).

Piercing Cannon:

We all know what a regular shot is, but what is a piercing cannon? A Piercing Cannon is a special type of shot. More powerful than a regular shot, a piercing cannon cannot shot at far distances. The closer you are to the enemy you want to use it on, the more damage it will do.

Absorption Barrier:

When your GHB is full hold down the A button. A barrier will come around your ship preventing you from being shot. You can cancel this at anytime by releasing the A button. However, as the absorption barrier is activated, you GHB gauge will slowly decrease. This technique is very effective when you are surrounded by bullets and have no where to go.

Gravity Hole Bomb:

When your GHB gauge is full hold down the A button. This will activate your absorption barrier. Now keep holding it until your GHB gauge is completely empty. Suddenly, bullets on screen will turn into a bomb and explode on your enemies doing some serious damage! This technique is very effective when you are surrounded by enemies and bullets.

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6. Ships  
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MOSQUITO 01

Color: Red

Shot Type: Wide

Weapon: Wide-Blaster

Fire Power: \* \* \* - -

Max Speed: \* \* \* - -

Mobility: High

Weight: 27929

-Advantages: Has a wider shot. Therefore, you can damage more enemies at a time.

-Disadvantages: Low fire power make this ship harder to use. And because of the low fire power, you will find that it takes a longer time to destroy regular enemies in using this ship rather than Mosquito 2. Also, the max speed is low. The lack of speed makes it harder for you to move around the screen to dodge bullet and pick up experience cubes. Bad if you are trying to get a high score.

MOSQUITO 02

Color: Blue

Shot Type: Straight \*

Weapon: Laser Shot

Fire Power: \* \* \* \* \*

Max Speed: \* \* \* \* \*

Weight: 21905

-Advantage: High fire power makes it easier to wipe out enemies in just a second or two. It is also great for boss fights. Also, the max speed is very high so that you can move around the screen a lot faster, dodging bullets and picking up valuable cubes.

-Disadvantages: A straight shot (compared to the wide shot type, of Mosquito 01) makes it harder to damage a larger amount of enemies on screen. Although this ship has a good fire power, it still doesn't make up for a straight shot type and you will find yourself going from enemy to enemy as you try to kill everyone on screen.

\*Note: The shot of Mosquito 02 is straight when your ship is at level one. As you progress through a stage and gain levels (up to level 8), Mosquito 02's shot will eventually get a bit wider.

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Mosquito 01 & 02 are two VERY different ships. They both have their advantages and disadvantages.

Which One Should I Use?

Its really up to you. If you want to breeze through the level while trying to just stay in one spot (and you don't care about your score), use Mosquito 1. But if you like to move around a lot collecting items and you are smart and know which enemies to kill first and which ones will stay so you can kill later, use Mosquito 02. Like I said, its all up to you. Make sure that when you play the game, you don't neglect one ship because of a particular stat (or lack of). Before you start playing the game frequently & before you even try to beat it, experiment with the two ships by going through one or two stages with them and see what you like and what you don't like about each of them. Then, when you have played enough with them and know what you like and what you don't like, make your decision. If you just start playing with one ship and don't play with the other, you may be missing out on

something big.

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7. Basic Strategies  
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Although Mars Matrix is a very fast paced shooter, there is one important thing you need to know: always play defensively. This means that you should always be looking at your enemies and the bullets they shoot. Why? Because if one strikes you, then you will lose a ship. But it's just one ship, right? Well if you are going to waste one ship why not waste them all. My point in all this is that the more amount of ships and credits you have as you progress through the game, the better chance you have of beating the game. Therefore, if you lose ships frequently and you don't care about the amount of credits you have, then chances are that you WILL lose.

So what if I am surrounded by bullets and I can't move away, you ask. Well, the answer is simple... use your absorption barrier. If you can't dodge the bullets then simply hold down on the A button and move around freely until you find a place that is right for you. Also, don't feel scared to use your absorption barrier even if you are not surrounded by a lot of bullets. If there are tons of enemies on screen and you know you can't get rid of them with just using your main shots, use your absorption barrier and then, using your Gravity Hole Bomb, send the bullets back at your enemies. Your GHB gauge will re-charge by itself. But remember that you should not use the absorption barrier just for the sake of it. Repeatedly using your absorption barrier will turn the odds against you when you are suddenly surrounded by bullets (and your GHB gauge is empty because you repeatedly used it).

Another thing to remember when playing Mars Matrix is that different enemies require a different amount of force to defeat. Therefore, don't think your regular shots are just going to get you through the game. You have to mix up your techniques. Use your regular shot when you can't get up close and when you are dealing with weaker enemies. Then use your piercing cannon when you are dealing with tougher enemies. Also, don't be scared to move in for a shot when you are about to use your piercing cannon. Because the piercing cannon is much more stronger when it is used closer to the targeted enemy, odds are that you will probably destroy an enemy in one shot when using it. So go closer when using your piercing cannon to get the most out of it.

Another important thing to remember is that you should choose which ship you are going to use wisely. Although there are just two different ships available to use, they are two very different ships. One ship offers a stronger shot and good speed. The other ship doesn't give you good speed nor strength but instead offers you a wider shot so that you can damage more enemies. Capcom gives you the option of two ships or a reason. It's your decision on which one to use - pick wisely.

Something else you should watch closely is your score (especially if you are in score challenge mode as you can get WAY MORE points in that mode rather than in Arcade Mode). You may think that your score doesn't benefit you when you are playing, and you are correct. However, if you think about it in the long run, your score does help you. Why? Because your score is then converted into money to use in the secret shop. You can buy things in the secret shop that can help you during gameplay, such as more ships, credits, strategy stages (done by the computer), and even different stages for score challenge mode that you can practice on. So while you are dodging bullets, collecting cubes, and slaying robots, you should watch your score since it is something that will eventually help you out.

And last, but not least, boss fights. At the end of each level you will have to fight a boss. Bosses usually have multiple attacks and some even have multiple forms. Also, bosses are stronger than regular enemies and therefore it will take longer for you to defeat a boss rather than normal enemies. That is why there is a boss timer. At the top of the screen, during a boss fight, there will be a timer. As soon as the timer gets to 0 (Zero), the boss will leave and you won't be able to kill it.

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8. Stage Strategies  
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This section contains strategies on how to complete each stage. I have included everything I could have. I also have written strategies on the bosses that you face at the end of the level. So, enjoy!

Stage 1

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Begin this stage by killing the green monsters and collecting the cubes that they drop. Use your piercing cannon against the orange ships (which don't even attack, by the way!). A huge rock looking robot comes up. Kill that easily to get a lot of cubes. 2 orange fighters come up next who also drop a good amount of cubes if you kill them in time. The next area is one of those areas where you just have to shoot anything you see while collecting cubes (there are a lot of areas like that in this game!). Use your absorption barrier if you think you need to. Now you have reached the first boss... fast, eh?

Boss: Easy as hell! Use your piercing cannon at first. Then go down and use your regular shot while dodging bullets. Use your piercing cannon if you are ever up close and it stops firing for some reason. When the boss starts to make his little pattern (you'll know what I'm talking about when you get there), use your regular shot and avoid the bullets until your GHB gauge charges up. When that happen, absorb all the bullets and use your GHB and its dead!

Stage 2

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Start off by killing the big blue ships with your piercing cannon. Then use your piercing cannon on the building to get a lot of cubes pouring out of them. Kill the next two orange ships to get a lot of cubes again. In the next area, you just need to hold on to your 'regular shot' button while avoiding bullets (told ya there are a lot of 'shot while dodge bullets' areas!). Just use this area to level up before your boss fight. That's right...

Boss: Begin by getting up close and using your piercing cannon on this huge tank. Now use your absorption barrier (and GHB, if you really want) and follow up with a couple of close piercing cannon shots and this boss will be dead in no time!

Stage 3

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At the beginning of this stage (right until the middle) enemies shoot bullets a lot more rapidly so be ready to use your absorption barrier a lot. If there are a lot of enemies on the screen, and you know that you can't handle them all at once, use your GHB. When you reach somewhere in the

middle of the level, just use your regular shot and avoid bullets. The enemies lighten up on the shots in this area. Get ready for another easy as hell boss.

Boss: This huge, bug-like creature likes to make patterns with its bullets. Use your piercing cannon at the start of the boss fight. The boss will then put bullets around it self and then send them to you. Before it happens, use your absorption barrier. Keep moving around and shooting the enemy to avoid his bullets. Use your absorption barrier when needed. Feel free to use your GHB as well, as long as you need it.

Now that you have went through with the first three levels, you are probably thinking this game is easy, right? Well the first three levels were sort of a practice round. Now the game gets tougher. More enemies, more bullets.... did I mention more enemies?

#### Stage 4

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Kill the robots at the start and grab any cubes that fall. In the next area, not too far from the beginning, a long ship will come to the right side of the screen. Shoot each part of the ship and collect the cubes that fall out, while avoiding enemy fire. After you are done that, move to the left side and kill the enemies. The next area is exactly similar to what you just went through, but instead the long ship is on the left side. Do exactly what you did before and you'll pass this part in no time.

Now a bigger enemy appears. Use your piercing cannon on him and move away when he shoots. Use your GHB and move in for a couple more piercing cannon shots and he'll be dead in a matter of seconds!

In the next area, there is a one-up so grab that and make your way down again. Use your absorption barrier while collecting cubes in this area. Use your regular shot to destroy the enemies.

When you get outta there, a big ship is waiting for you. When the ship comes down, kill each corner (left and right), then kill the middle. Once you have done that, you will go up and realize that there's more. Do the exact same thing, kill the left and right corners and then make your way to the center. However, the middle part of this boss is pretty strong. However, use your piercing cannon and it will be dead before the screen passes by it. In the part you can also use your absorption barrier if you are in trouble. That will help a lot since there are a lot of bullets flying at once. Now that you've killed the entire ship, the boss is waiting for you. It comes out and is ready for battle!

Boss: Damn! This is the easiest boss. Well, at least for me it is. Get up close and use your piercing cannon. Keep doing that until the boss fires bullets. However, the bullets go into a sort of circular form so if you are at the far bottom of the screen, it won't hit you. Use your regular shot when the bullets are coming down, and slide in between the gaps left between each bullet and use your piercing cannon on the boss. Told you that was easy.

From now on the bosses get harder.

#### Stage 5

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Your almost near the end. Just 2 more stages! At the beginning, use your

piercing cannon on the sphere like objects. Keep using your piercing cannon through-out this stage and you'll find it really easy. So easy that you won't even realize that your at the boss battle!

Boss: Wow! You have to fight like 5 parts here! Not easy at all. Anyway, rely on your piercing cannon. Getin close and fire a couple of good shots and hope that you did good damage. Move back and absorb the bullets the enemy shoots at you. Keep doing this for the first 3 parts. The last two parts are a bit the same. Still use your piercing cannon but now move around the screen more often. If you do that, you can probabl defeat the boss. This boss may SEEM easy because of what I am writing here, but trust me, it is extremely hard!

Stage 6

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Yaay! Your ALMOST DONE! Just finish this level and your done the game! Well, sort of! Start by using your regular shot and avoid and bullets. Use your absorption barrier if you need it. When you finish in that area, the next one is very tricky. There are things shooting at you from the left and right. Then enemies come from the middle. Talk about being trapped. Start by using your GHB to kill the enemies in the middle. Then QUICKLY make your way over to either the left or the right side of the screen and use your piercing cannon. Do the same thing except on the opposite side. Now all you need to do for the rest of the level is SURVIVE! Ha, easier said than done. Just keep trying to avoid bullets. Try to have a good amout of ships (and credit, if you can that is) before you make your way to the final boss battle. Also, try to have your ship very strong so you can defeat the final boss easily.

Boss: There are 3 parts. So lets break it up.

1st part - Use your piercing cannon when close. When at a distance (and thats where you should be!) use your regular shot and then your absorption barrier. Use your GHB to kill the enemies that surround you. When it stops shooting to move to the other side of the screen, use your piercing cannon up close. Keep up this strategy and move on to the next part.

2nd part - Keep using piercing cannon until it transform. All you need to do in this part is to use your piercing cannon when the boss stops shooting. Use your absorption barrier and GHB when you are surrounded by bullets. Now, you move on to the 3 (and last) form.

3rd - Because it shoots so damn much, use your GHB a lot. This will damage the enemy a lot and it will give you a chance to get in a couple of shots with your piercing cannon. Go far and use your regular shot until your GHB gauge charges. When that happens, use your GHB again and then go in for your piercing cannon. Keep this up and you'll defeat it!

Whew, you made it! Congragulation on beating the game. Wait a minute, you didn't beat the game. You still have to unlock every thing in the secret shop and the gallery! Ah ha ha, good luck in doing that! If you need any help (which I'm sure you will), refer to the Secret Shop section below.

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9. Secret Shop

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When you play any of the modes in Mars Matrix, you will get a total score at the end of gameplay. Your scores are then taken to the 'Shop' where they are



converted into money. You then use this money to purchase various items. The following is a list of items that you can purchase in the secret shop. Also, remember that some items need to be purchased in order for other ones to get unlocked and become available for purchase (such as the Score Challenge Stages). Here is the list:

Score Challenge Stage 1  
Score Challenge Stage 2 (Buy Previous Item To Be Able To Purchase)  
Score Challenge Stage 3 (Buy Previous Item To Be Able To Purchase)  
Score Challenge Stage 4 (Buy Previous Item To Be Able To Purchase)  
Score Challenge Stage 5 (Buy Previous Item To Be Able To Purchase)  
Score Challenge Stage 6 (Buy Previous Item To Be Able To Purchase)  
New Ship Color  
Ship Level  
Ship Speed  
BHG Charge Speed  
Combo Time  
BG Graphics  
5 Ships  
7 Ships (Buy Previous Item To Be Able To Purchase)  
6 Credits  
9 Credits (Buy Previous Item To Be Able To Purchase)  
Free Play (Buy Previous Item To Be Able To Purchase)  
Strategy Stage 1  
Strategy Stage 2 (Buy Previous Item To Be Able To Purchase)  
Strategy Stage 3 (Buy Previous Item To Be Able To Purchase)  
Strategy Stage 4 (Buy Previous Item To Be Able To Purchase)  
Strategy Stage 5 (Buy Previous Item To Be Able To Purchase)  
Strategy Stage 6 (Buy Previous Item To Be Able To Purchase)  
Gallery Mode

There are several ways to get money. However, you will find that if you play in the score challenge stages rather than in arcade mode, you can get a higher score, thus getting more money to use in the secret shop. A quick way to get a good score in score challenge mode is to simply kill anything that comes on screen. Because you have an infinite amount of lives in score challenge mode, just go up to an enemy and kill it. Don't forget to grab the experience cubes that enemies drop because that will get your score very high as well. Play in all of the score challenge stages in all of the different score challenge modes (arcade mode, elite mode a & b) until you find a particular stage that you are amazing at and that you can get a very high score when playing that certain stage. You might want to think about playing the stages you know you will get a high score in more often because it's a sure thing. Also, when you play in a stage long enough you tend to learn more about the enemies there and you will know which enemies to kill first. Just a suggestion though.

Another way to get a high score is to play around in each mode for as long as you possibly can. I, personally, have a very short attention span and I cannot play in the same modes over and over again. However, there are a lot of people who can stand doing the same thing over and over again so if you are one of those people, well then do it!

One more thing I find handy that will get you a big score is the boss fights. In score challenge mode, when you have to fight a boss at the end of the level, take it easy on him (or it). Use your piercing cannon a one or two times to get loads of experience cubes from your enemy. Then just put on your absorption barrier so you won't get hit by bullets and collect all the cubes to add a good amount of point onto your score. You can repeat this process over and over again until the boss timer gets low. Once it does that

just fire your piercing cannon like crazy. What this will do is that it won't just get rid off the boss quicky (that may only work for weaker bosses in the earlier rounds, though), but it will get you a lot more experience cubes just before the boss dies.

Even with all these tips, getting enough money to buy everything in the game will take a VERY LONG time. Don't believe me? Have you ever played Capcom vs. SNK? Well, it will take a longer time to get all the stuff in the secret shop in Mars Matrix unlocked than it will in Capcom vs. SNK (and trust me, I have played & unlocked everything in Capcom vs. SNK. That game EA--ZY compared to Mars Matrix). If you can stay focused and dedicated to this game, then you might actually be able to get all of the stuff unlocked in this game. If not, then just download a save off of gamefaqs.com! Either way is fine with me!!

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10. Other Information  
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Here, I have listed and explained some features in Mars Matrix. Each feature has a breif explanation and therefore, does not need a complete section for each of them. Although the information I got here is not really all important, its worth taking a look at.

Gallery:

Once you unlocked the Gallery option in the secret shop (see above section), you can go into the Art Gallery from the main menu. In the Gallery, you buy pictures of different things (such as ships or stages). There are 64 pictures in total to unlock, so you'll be playing for a long time! But the pictures don't cost as much money as most of the items in the secret shop do, so that's a relief.

Special Options:

Different from the options menu, various special options can be bought in the secret shop for a large amount of money. The special options only affect Elite Mode A & B (as well as Elite modes in score challenge stages). The options in the special options that can be bought in the secret shop are as follows: Combo Time, Ship Speed, Ship Level, GHB Gauge Speed, and Background Graphics (here you can mess around with the backgrounds).

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11. Contact Information  
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Below is a list of ways you can reach me. Contact me if you have anything you want me to answer or include in this guide. If you want to reach me, e-mail me first. If you e-mail me and I do not respond within 15 weekdays, use either my AIM name or my ICQ name to contact me. However, use the instant message services as a secondary way of contacting me. Thanks, XPlicit.

Primary E-Mail: onthaedge2002<at>yahoo<dot>com  
Secondary E-mail: otewrestling<at>cjb<dot>net  
ICQ: 59959460  
AIM: EastSidaz167

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12. Credits/Sources  
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- As always, I would like to thank the hard-working webmaster of GameFAQs.com, CjayC, for posting my guide and maintaining such a wonderful website. Big ups to you man.

- Ship Weight: I would also like to thank "mr2" of GameFAQS.com for giving me the weights of each Mosquito Ship, as I requested in a previous version of this guide. Although giving me a contribution like that wasn't such a big deal, I still appreciate the fact that people are willing to use their time to help other people, such as myself. Once again, thanks mr2.

- Story Line & Controls: Although its pretty obvious where I got it from, I'll still mention it. I got SOME of the controls from the instruction manual and the pretty much got all of the story line from the manual as well.

I pretty much got the rest of my information from myself.

\* If you contribute ANYTHING for this guide, I will properly credit you in this section \*

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13. Version History  
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0.1 (10%) - Done formatting the guide.

0.2 (20%) - Got down what I wanted to post in the guide and listed it in the Table Of Contents

0.3 - 0.6 (60%) - Everything in the versions 0.3 through 0.6 is pretty much the same. Started adding every into their proper space. Got done the basic section first and move on to the strategy. After I was finished with version 0.6, it was sent in to gamefaqs.com for posting. Plan on finishing up the guide in the next update and then adding some extras.

0.7 (70%) - Finished up a couple incomplete sections. Also, I changed around the Contacts list & added more information into the Ships section.

1.0 - Complete & Final Version (100%) - Whew! Finally finished up the 'Stage Strategies' section. Added a couple of things at the top of the guide. Although it is finalized, I am still accepting contributions.

Final (100% +) - Added a couple of things before sending in the guide to gamefaqs.

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14. Conclusion  
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Thanks for reading my FAQ. I finally finalized the guide and sent it in. I finalized it because there isn't anything else that I can include in the guide. Anything else would just be a filler and thats not good now is it. Still, if you want to e-mail me, feel free to do that. Even if you want to contribute something, you can still send it to me. Chances are that it won't get posted unless it is very important and useful. Take Care...

- XPLICIT

