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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.

CAUTION
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 recognize in everyday life, and are aware of these events. 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 had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In rare cases, children under the age of 6 may be more susceptible to the effects of video game playing. If your child plays for extended periods of time, he or she may get more easily distracted, and may have reduced ability to concentrate or perform tasks. It is advisable to take a break at least every 30 minutes.

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

- Set a minimum of 0.5 feet away from the television screen. The distance 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.
- PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent physical damage to the CRT. Avoid repeated or extended use of video games on a large-screen projection television.

SEGA DREAMCAST VIDEO GAME USE

This CD-ROM cannot be used with the Sega Dreamcast video game system. Do not attempt to play it on any CD player without the CD-ROM. The playing of this CD-ROM on any other CD player is illegal and can damage the player, the CD-ROM, and the player's hard drive. Only use the CD-ROM on the Sega Dreamcast video game system. 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.

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THE RED PLANET REBELS!

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 MDA (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.

DECEMBER 8TH, 2309 ...

A sudden crackle of static bursts into 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 fail.

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 spaceforce is made up of hundreds of ships — and a few experimental fighters ...

Space explodes into a battlefield. The Mars War of independence begins!
MOSQUITO 01
Speed  NORMAL
Weapon  WIDEBLASTER

MOSQUITO 02
Speed  HIGH
Weapon  LASER SHOT
**SEGA DREAMCAST™**

**SEGA DREAMCAST HARDWARE UNIT**

**DISC DOOR**
This turns the unit ON or OFF.

**POWER 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 MARS MATRIX, use Control Ports A and B to connect controllers for players 1 and 2 respectively.

MARS MATRIX 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. Purchase an additional controller (sold separately) to play with two people.

**SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)**

To automatically save score rankings, option settings and other game information, insert a Visual Memory Unit (VMU) into Expansion Slot 1 of the controller in Control Port A BEFORE turning on the Sega Dreamcast.

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

- The button assignments on pages 9-10 are the defaults. You can change them in Options Mode. (See page 18)
- MARS MATRIX is a 1-to-2 player game. Connect controllers or other peripheral equipment before turning on the Sega Dreamcast.
- Never touch the Analog Thumb Pad or Triggers L/R 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 Triggers L/R 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.
- To return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

**SEGA DREAMCAST JUMP PACK™**

MARS MATRIX 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.

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 gameplay or otherwise inhibit game play operation.

**SEGA DREAMCAST CONTROLLER**

**OVERHEAD VIEW**

- Analog Thumb Pad
- Directional Button (D-Button)
  - Choose a game mode and fighter
  - Adjust Options Mode settings
  - Move your fighter in 8 directions

**FORWARD VIEW**

- X Button - Rapid fire
- Y Button - Not used
- B Button - Cancel selections
- A Button - Confirm selections / Fire
- Start Button
  - Start game / Skip demo
  - Pause / Resume
  - Start Player 2 in mid-game

- Expansion Slot 1
- Expansion Slot 2

- Right Trigger
  - (Trigger R)
  - Fire Piercing Cannon (hold down for continuous fire)

- Left Trigger - Not used (Trigger L)
STARTING A GAME

Press the Start Button at the Title screen to display the Main Menu. To make your selections, use the Directional Button to choose and press the A Button to confirm.

- Before starting play, set game options by selecting OPTIONS (See page 18)
- Select a game mode by choosing ARCADE MODE, ELITE MODE, or SCORE CHALLENGE. (See game mode descriptions beginning on page 16)
- Select a fighter: Mosquito 01 or Mosquito 02. (You can also select a fighter every time you continue a level during play)
- A brief control instruction demo begins. (You can skip this by pressing the Start Button)
- MARS MATRIX combat begins!

SEGA DREAMCAST ARCADE STICK

X Button - Rapid fire
Y Button - Not used
Z Button - Fire Fleeting Cannon (hold down for continuous fire)
C Button - Not used
B Button - Cancel selections
A Button - Confirm selections / Fire

Joystick -
- Choose a game mode and fighter
- Adjust Options Mode settings
- Move your fighter

• The button assignments on pages 9-10 are the defaults. You can change them in Options Mode. (See page 18)
• To return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.
COMBAT RULES

Evolving Your Mosquito Fighter
When you defeat certain enemies or hit enemies with absorbed bullets, Experience Cubes appear on screen. Collect these cubes (by flying over them) and your fighter will evolve up to level 8.

Item Combo Points
When you collect Experience Cubes, you earn Experience Points. Your Experience Points are used as your basic score multiplier. Try to collect Experience Cubes quickly and get your score multiplier as high as possible.

Game Over
When your fighter is hit by an enemy bullet, you lose one fighter. You don't lose your fighter by touching an enemy itself. When all your fighters are lost, your game is over.

You can continue your game (up to 3 times) by pressing the Start Button during the countdown. When you restart a level, you can select a different fighter at the top of the game screen.

GAME SCREEN

HIGH SCORE
The highest score achieved in the game mode.

SCORE
Your current score.

EXP POINTS
Your current experience points.

LEVEL
Your fighter's current level.

CREDITS
Number of fighters remaining.

ITEM COMBO GAUGE
Time limit for gaining Item Combo Points. (See page 13)

GHB GAUGE
Gravity Hole Bomb Gauge: The bar decreases when you use absorption barrier Mosquito. You cannot use it again until the gauge refills.

BOSS TIMER
(Not shown) Displays when you're fighting a boss character. When the time runs out, the boss character retreats.
ATTACK MODES

NORMAL SHOT
- Press the A Button rapidly.
- Hold down the X Button to rapid-fire the normal shot.
- As you collect Experience Points and raise your fighter's level, the normal shot becomes more powerful.

PIERCING CANNON
- Release the A Button briefly and then press it again.
- Hold down the Trigger R to rapid-fire the Piercing Cannon.
- The Piercing Cannon is a powerful mid-range laser. The closer the enemy is when you deploy it, the more damage the shot will do.

ABSORPTION BARRIER MOSQUITO
- When the GHB (Gravity Hole Bomb) Gauge is full, press and hold the A button.
- Your fighter will be surrounded by a barrier that absorbs and reflects enemy bullets. As you continue holding the A Button, the color bar in the GHB Gauge decreases. When you release the A Button, the absorbed bullets are discharged.
- Adjust the direction of fire with the Directional Button or Analog Thumb Pad.

GRAVITY HOLE BOMB (GHB)
- When the GHB Gauge is full, hold down the A Button until the full gauge is drained of energy.
- Gravity Hole Bomb is a super powerful explosive that attacks a large area on screen. The closer the enemy is to you when you deploy it, the more damage it wreaks.
GAME MODES

ARCADE MODE
A perfect conversion from the original arcade game.

ELITE MODE
Play an enhanced version with various options added to the original game. You can adjust Special Options settings for this mode. (See page 19)

ELITE MODE [A] Enemy positions are rearranged for the Sega Dreamcast version.

ELITE MODE [B] Enemy positions are the same as in the arcade version.

SCORE CHALLENGE MODE
For 1 player only. Choose a stage and score as high as you can. There is no limit to the number of fighters you have.
Score Challenge Mode has a special feature: When you defeat an enemy with the Piercing Cannon, a spray of small Stardust Cubes appears. Each one adds 1 point to your Experience Points when collected.
You can adjust Special Options settings for Score Challenge Elite Mode games. (See page 19)

RANKING
Check the score rankings in Arcade, Elite, and Score Challenge Modes.
Use the Directional Button or Analog Thumb Pad, or press the Triggers L/R to look at score rankings for different game modes.

RANKING INFORMATION
- NAME: Player name
- SCORE: Player score
- EXP: Experience Points
- STG: Highest stage reached
- DIF: Difficulty level
- COS: Combo Gauge speed (Elite Mode only)
- SPD: Fighter speed (Elite Mode only)
- LV1: Initial level (Elite Mode only)
- GM: GM Gauge charge speed (Elite Mode only)

STRATEGY
Check out a strategy demo for each stage. You can buy strategy demos in Shop Mode. (See page 20). Press the Start Button during a demo to return to the title screen.
OPTIONS MODE
Adjust various game settings. Highlight an option by pressing the Directional Button or Analog Thumb Pad and adjust by pressing A or B.

DIFFICULTY
Adjust the difficulty level for Arcade and Elite Modes from 1 (easy) to 8 (hard). The default is 4.

NUMBER OF SHIPS
Set the starting number of fighters for Arcade and Elite Modes from 1 to 7. The default is 3. (Fighters 4 to 7 can be purchased in Shop Mode, see page 20.)

CREDIT
Set the starting number of credits from 1 to 9 or FREE. The default is 3. (Credits 4 to 9 and FREE can be purchased in Shop Mode.)

SCREEN
Press the A Button to see a submenu where you can adjust screen size and positioning.

CONTROLLER
Press the A Button to see a submenu where you can change button assignments and turn the Jump Pack vibration ON/OFF (when a Jump Pack is being used).

SOUND
Press the A Button to see a submenu where you can choose STEREO or MONAURAL according to your speaker system. You can also sample background music (BGM) and sound effects (SE).

SPECIAL OPTIONS MODE
Special Options are additional options that can be purchased in Shop Mode (see page 20). Special Options settings affect the Elite Mode levels only in regular and Score Challenge Mode games (see page 16).

COMBO TIME
Adjust the speed of the item Combo Gauge countdown.

SHIP SPEED
Adjust your fighter's speed.

SHIP LEVEL
Adjust your fighter's starting level.

GHB CHARGE SPEED
Set the speed at which the Gravity Hole Bomb Gauge charges.

BG GRAPHICS
Play with the background colors.
SHOP MODE
By advancing through the game and saving your score, you can earn enough $ to purchase various options. Your scores are converted to $ and you can see how much you have by accessing Shop Mode. In the Shop Mode screen, highlight an option and press the A Button to purchase it (if you have enough $).

GALLERY
Go to Shop Mode to purchase the Gallery Browse through artwork from MARS MATRIX. When you choose an unlocked image, you will be asked if you want to purchase it. Highlight YES or NO and press the A Button.

PAUSE MENU
Press the Start Button during gameplay to reveal the Pause Menu. Choose from the following options while paused:

CONTINUE
Resume play (or press the Start Button to resume)

SCREEN
Press the A Button to see a submenu where you can adjust screen size and positioning.

CONTROLLER
Press the A Button to see a submenu where you can change button assignments and turn the Jump Pack vibration ON/OFF (when a Jump Pack is being used).

EXIT GAME
Quit and return to the Main Menu.
SAVING/LOADING

Score rankings, option settings and other game information are automatically saved and loaded to an optional memory card. When they cannot be automatically saved or loaded (no memory card is inserted), a message will appear. Please follow the on-screen instructions.

This game requires a memory card with 7 free blocks to save a game file.

- An optional memory card must be inserted in Expansion Slot 1 in order to save and load a game file.
- Auto-save occurs when the Main Menu is displayed after gameplay. Auto-load occurs when you start the game.

COMBAT LOG
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 SWEET PRIZES WITH KILLER PRIZES - LIKE
YOUR OWN SIGNATURE SIZE ARCADE MACHINE.

DON'T WASTE YOUR POINTS! SIGN UP TODAY.
JUST COMPLETE THIS ENTRY FORM OR SEND A 3/5 CARDS
WITH YOUR NAME, ADDRESS, PHONE NUMBER, AND DATE OF
BIRTH, AND WE'LL SEND YOUR CAPCOM EDGE LEVEL UP.

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475 Oakmead Parkway
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