



# ***REVIEW GUIDE***





# INTRODUCTION

**When Hoplon was founded 18 years ago**, we had but one goal in mind: Live our passion for games and innovation to the fullest.

Our ambition with this innovative car battle MOBA is to offer the fullest of an action-based multiplayer game and **take the genre way beyond the traditional MOBAs**.

With Heavy Metal Machines, players can take the challenge to the post-apocalyptic arenas of Metal City and combat each other for the glory of the Metal God. Fun and strategy are at the core of the game: Heavy Metal Machines is **arcadey, exhilarating and easy to pick up**. This new game is also a new testimony of our belief in live gaming, with new mechanics, new events, more possibilities that will enrich the game on the long run, to **keep surprising and entertaining gamers**.

So you will review the game at its current state at release, but it will continue evolving over the coming months, so **be sure to check it out regularly!**

We sincerely hope you will enjoy your battles in Heavy Metal Machines, as you drive through the roads of Metal City!



The background of the slide features a dark, industrial-themed environment with glowing blue and purple energy effects. On the left, a large, orange, mechanical structure is visible. In the top right corner, the game's logo, 'HEAVY METAL MACHINES', is displayed in a stylized, metallic font with a red and black color scheme.

# IMPORTANT NOTES



## ***CONFIDENTIALITY AGREEMENT***

**Please do not publish or distribute.**

This document contains sensitive information that should be used for the sole purpose of that review.

## ***EMBARGO***

There is **no embargo** date. You are welcome to publish your review, stream and post videos as soon as you'd like. Please make sure to speak to your local Hoplon PR contact if you require additional information or if you have any particular questions about the game.

## ***KEY ACTIVATION ON STEAM***

If you received a key to unlock characters and cosmetics for Heavy Metal Machines, please, first add the game to your Steam library. Since it is a free-to-play game, you must have it there prior to the activation of the key on Steam. If you eventually face any issue with your key, please, contact your local PR.



# GETTING STARTED

## On-boarding

**Heavy Metal Machines** will firstly introduce to you the tutorial. It will help you to get familiarized to the controls and the gameplay basic goal, which is to deliver the bomb in the enemies base. You can also skip the tutorial and get into action by joining the casual mode against other players, or create a custom match with other 7 friends.

## Instructor

Even after the tutorial, you can leave the **instructor** activated on your menu. This feature will help you showing what key to press and what to do during a PvP match. This continuous tutorial is available in 5 characters: Wildfire, Artificer, Little Monster, Clunker and Windrider.

## Classes

You can choose from 3 different roles: **Transporters, Interceptors, and Support.**

**Transporters** are the key in Heavy Metal Machines. Besides the whole action and explosions scenario, there is the main goal: deliver the bomb. The carrier of the artifact will either be faster or more resistant than the opponents.

**Interceptor** is the hunter and disruptive character. This pilot must aim the opposite transporter and engage in a “dogfight”.

**Supporter** will be a pilot able to repair allies and sabotage enemies. Choosing the right pilot to support the team will surely define who wins!

## Form a Team

Playing **Heavy Metal Machines** is much more enjoyable with friends. You can create parties in the main menu. To do so, click on the + button and invite your Steam friends who are in the game. After adding them to the party, join the queue on the Casual Mode and have fun!

# WELCOME TO METAL CITY



The world of **Heavy Metal Machines** is a post-apocalyptic dystopia caused by the battles against monsters and salvation through the Heavy Metal music and its Gods favors.

Metal City is the only big city known, with hundreds of thousands of inhabitants. This town is ruled by the **Sect of Metal**, a cult that claimed the power over the citizens after Heavy Metal saved them all.

It's a world where different regions and cultures shape the challengers who are seeking the glory in the arenas: from the ghostly native Windrider to the underdog rebel Stingray.

Transporters, Interceptors, and Supports represent a different way to live the intensity of the arenas, with a unique culture, style and objective. They've scattered all over the lands, taking over iconic places and terrains that match their specific needs, **shaping the entire world into a land of opportunities.**

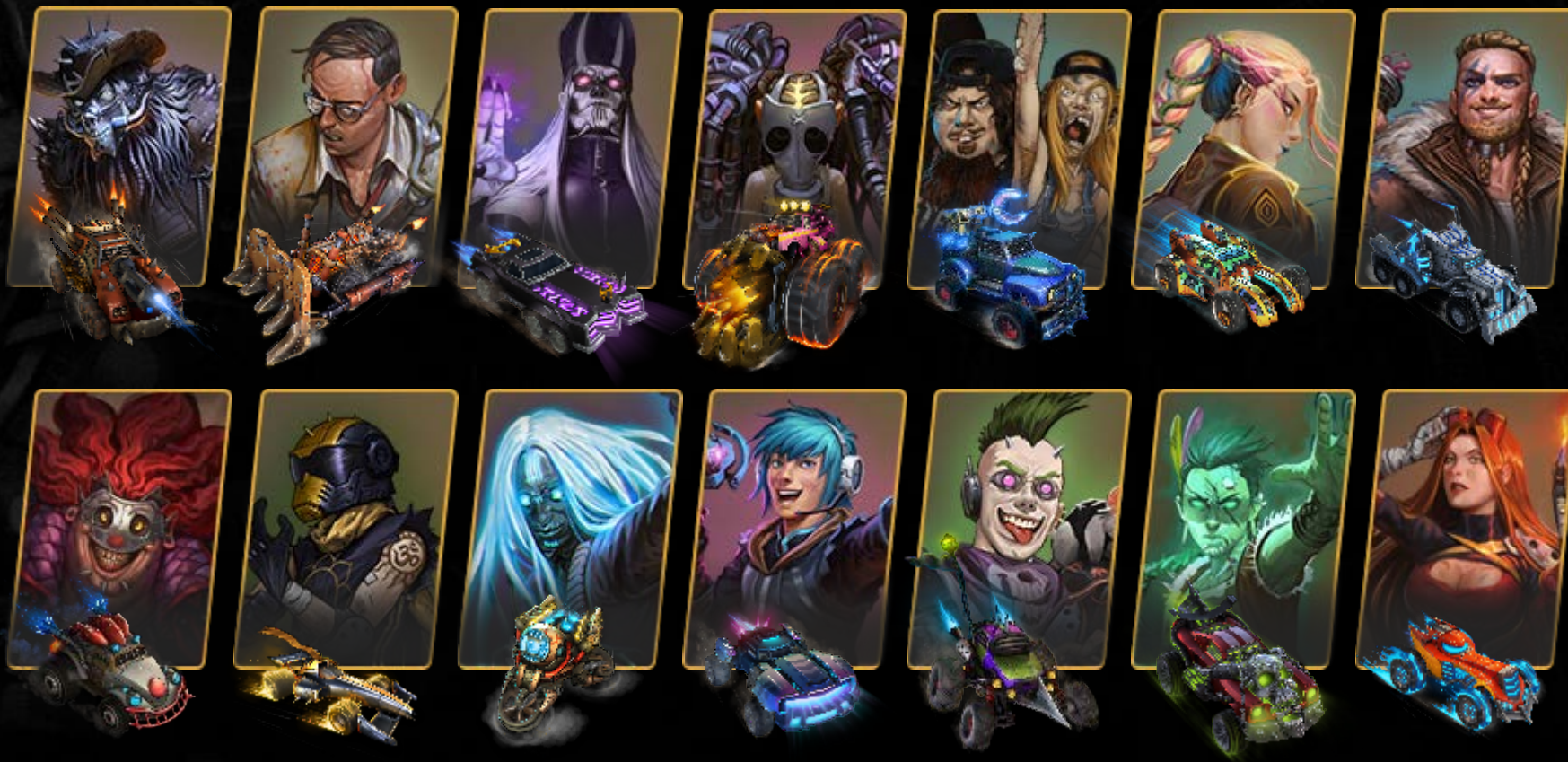
**This world is free, unpredictable, action-packed, and - most of all - inclusive.**







# THE PILOTS



# THE SKILLS

## HEAVY METAL MACHINES



### Passive skill

Some characters have passive skills, such as self-destruction at death or continuously repair to nearby allies.



### Weapon 1

This skill is the lowest in cooldown and damage. You will use this one very often!



### Weapon 2

This one has a different behavior based on each character's class. It has higher cooldown and damage, just as higher evasive and repairing abilities.



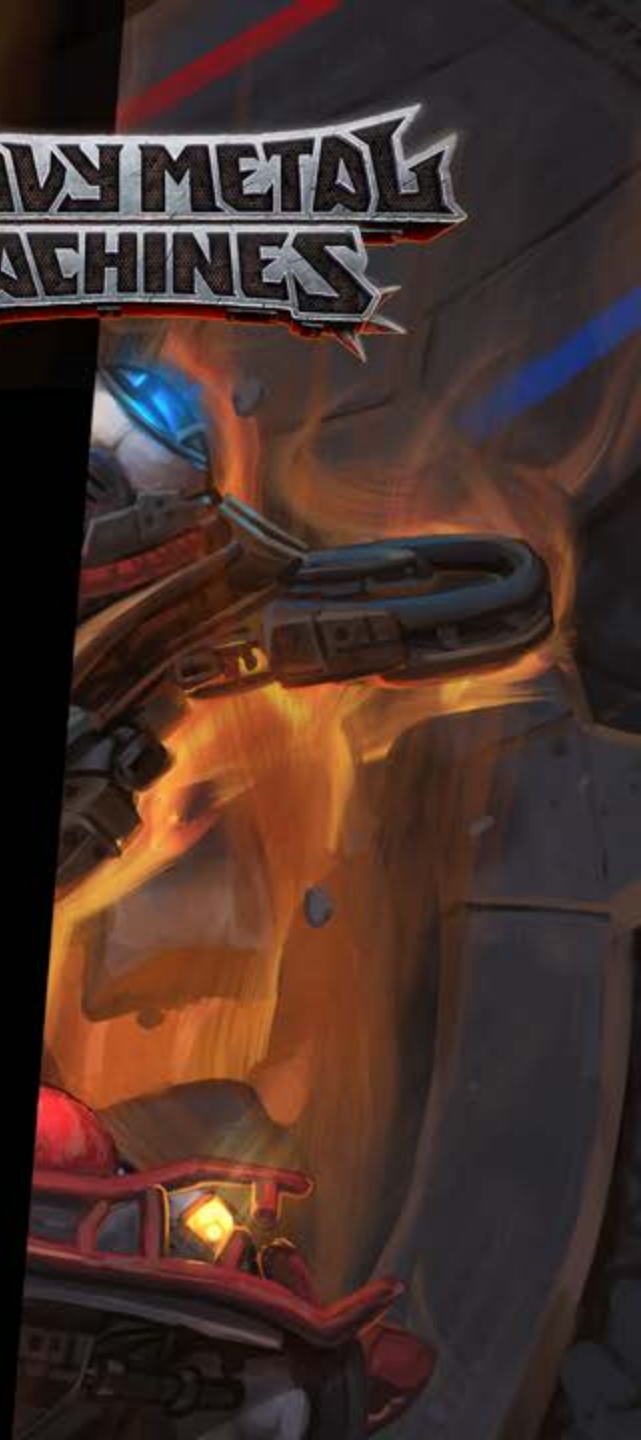
### Weapon 3

The 3rd weapon boosts the speed of some characters, and can either damage opponents or leave a trace to heal allies. For others, this skill does crowd control.



### Special Weapon

Every action leads to the apex of using the special weapon at the right time of the match. It loads over the time played and can deal massive damage, repair or sabotage.







# METAL PASS – THE PROGRESSION

**FREE**



Soundtrack



4 Characters:  
(Wildfire, Artificer,  
Stingray e Windrider)



Fame



Artbook



Heavy Metal Model:  
**Wildfire**

**PREMIUM**



New character:  
**Icebringer**



Portraits



Sprays



Heavy Metal Model:  
**Windrider**



Heavy Metal Model:  
**Icebringer**



# CONTROLS



**Q**

Weapon 1

**W**

Weapon 2

**E**

Weapon 3

**R**

Special  
Weapon

← 2 styles of  
Control →

**A**

Weapon 1

**Z**

Weapon 2

**E**

Weapon 3

**R**

Special  
Weapon

**SPACE BAR**

Grab/release the bomb  
(hold) Space bar -  
forward pass/throw



Move Forward



Move Backwards

**ENTER**

Chat (allies)

**SHIFT**

+

**ENTER**

Chat (all)

**TAB**

Stats

**F8**

Pause/Resume game

# HEAVY METAL MACHINES

## THE ARENAS



### Metal God Arena

Considered the Coliseum of Metal City, this arena is the main stage for the official Heavy Metal Machines tournaments. This mirrored-designed battlefield is perfect to try classic formations: one transporter, one support, and two interceptors. You've got to avoid bomb droppers spots and rely on teamwork.



### Temple of Sacrifice

This track was once a place to sacrifice heretics in Metal City. Now it is a track for insane HMM combats, where teams fight to survive the shredder at the end of the arena. The Temple of Sacrifice is a test of survival: team up with two supports, one transporter and one interceptor to resist until the end.



### Cursed Necropolis

Holy grounds, once the home of Windrider's ancient tribe. Now, cursed lands, filled with acid, as a leftover of the massacre done by a gunslinger. Similar to Metal God Arena in gameplay, but it has two other features: treadmills that can change your speed and direction, and reflectors, that can bounce the bomb back to whom threw it.

*More arenas to be announced throughout the game's updates.*



# FUN THINGS TO DO



## **Metal God Arena**

Push opponents to the lava (and kill them)  
Push opponents to the droppers  
Clinch the opposite bomb carrier on a corner and to obliterate his machine  
Play as a goalkeeper to save the team



## **Temple of Sacrifice**

Push opponents to the shredder, especially those playing goalkeeper  
Try your best to play goalkeeper and don't get killed.  
Dogfight with enemies until they run back to their base for safety



## **Cursed Necropolis**

Push enemies to the acid  
Spin on the treadmills to confuse the enemies and gain time





# THANK YOU

*We hope you'll have as much fun playing the game, as we had making it!*

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