CALIBER.50 ™

SEGA GENESIS™
16·BIT CARTRIDGE

m Mentrix
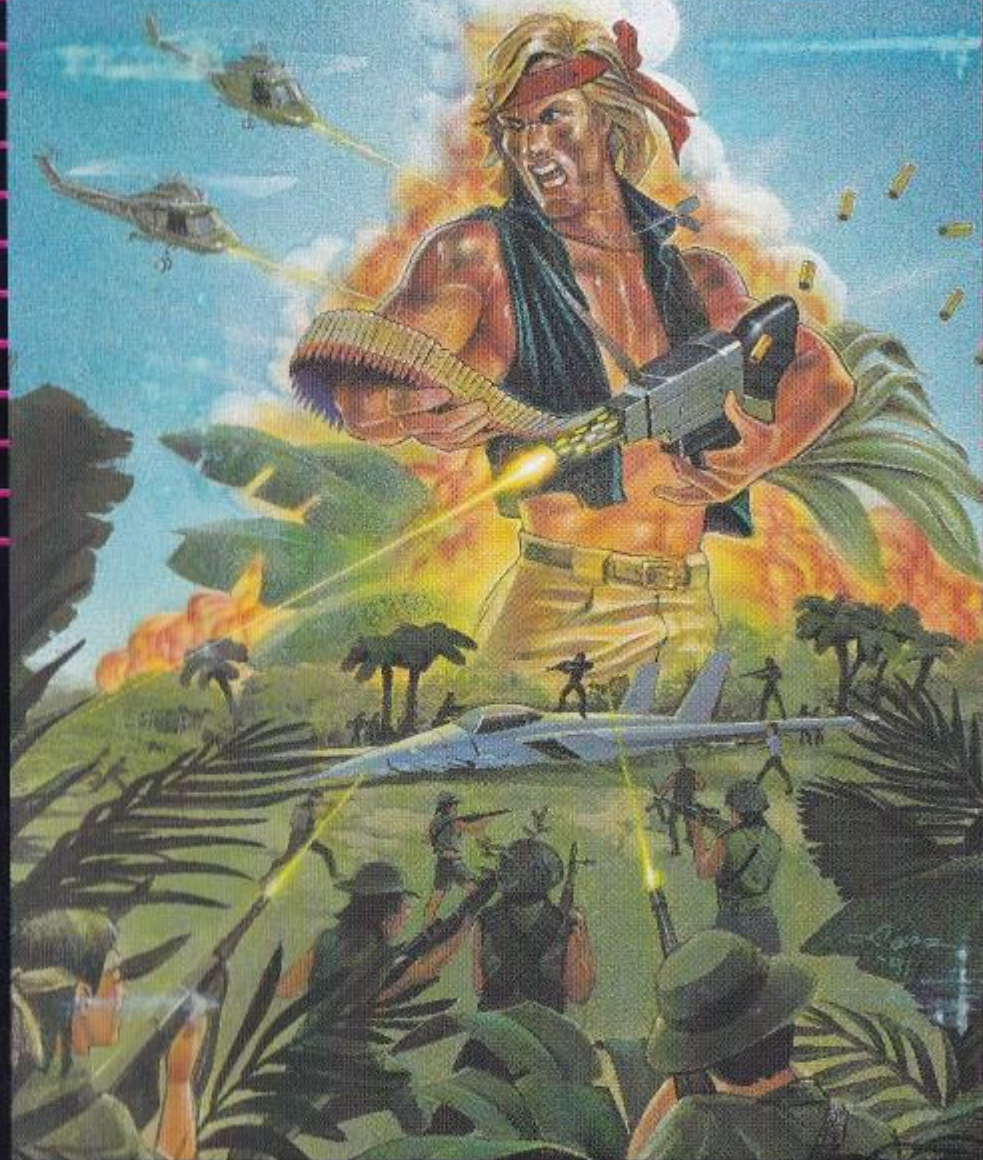
MENTRIX SOFTWARE, INC.
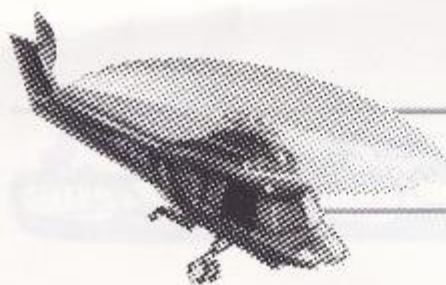
THANK YOU FOR SELECTING
MENTRIX SOFTWARE'S CALIBER FIFTY.
PLEASE READ THIS MANUAL TO ENSURE
PROPER HANDLING OF YOUR GAME.

Table of Contents

Caliber .50

The Squadron of fighter jets flies at dawn; they think that they have surprised the village while it sleeps. But something is wrong. Reconnaissance has been iffy, but the brass is certain that the villagers could not have stored any heavy artillery in the village. Big Mistake. The huts in the village merely conceal the weaponry. Captain "Windbreak" Addis, is continuing boldly with the mission when ...

"Captain, this is Ugly John on your right wing, we've got groundfire coming in at spitting distance. Target's a real hotspot. Requesting permission to abort."
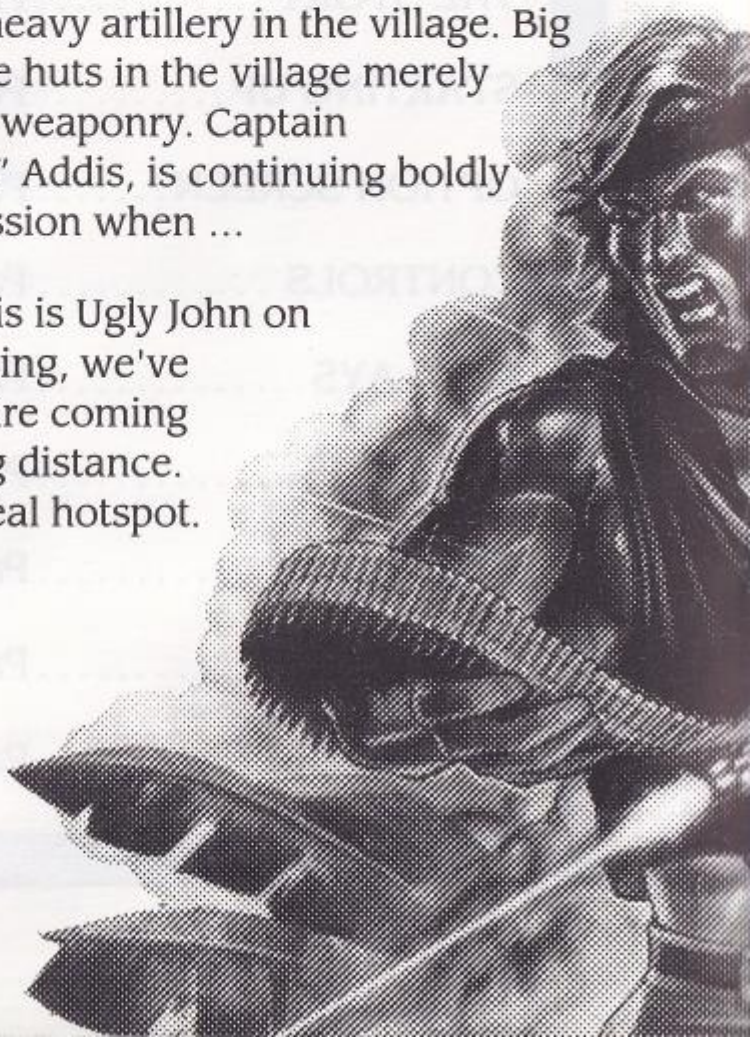
"No," Captain Addis screams, "we aren't turning back."

No sooner has he said this than a ground-to-air missile nearly knocks Captain Addis' plane tail over wing. Captain Addis' intercom buzzes. "We had some bad recon on this sector; the place is crawling with villagers ... shootin' shinola, that was close." Ugly John's plane swerves out of formation. "Keep your course," Captain Addis orders, but immediately the pilot swerves: "Oh my God, it's an ambush! We're going back." Surveying the village, Captain Addis orders, "Okay, retreat and regroup at base."

There's a crash, the sound of gunfire, and Captain Addis' aircraft is plunging. He radios for help, but his squadron is already

outside of radio contact. As he
ejects from his plane and lands in the
jungle, he wonders whether he can
reach the rendezvous sector.

AND _NOW_
IT'S UP TO YOU!

Help Captain Addis blast his

way through the jungles of Viet

Nam. You'll hunt through the

jungle and in tunnels; the villagers

could be hiding anywhere. Every

move you make could be a

killer. And best of all, you and

Captain Addis will encounter

more villagers, more hazards, and

more screens of

pulse-pumping action

than in any other version

of this game.

STARTING CALIBER .50

Start Button
Button C
Button B
Button A
D-Pad

GENESIS CONTROL PAD
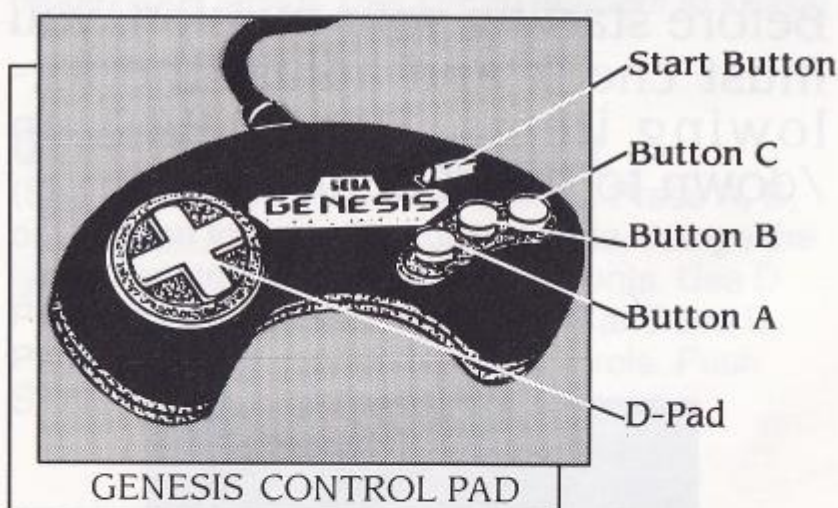
1. Make sure the power is OFF on your Sega Genesis.

2. Insert the CAL .50 cartridge into the slot then turn switch ON.

The Sega logo will appear. If nothing appears, begin again at step 1.

3. Press START. Captain Addis' fighter jet is in trouble ...

4. Press START again to begin your mission as Captain Addis.

5. Use D-Pad down to select OPTION SCREEN.

OPTION SCREEN

Before starting your mission, you must check and adjust the following items. Use D-PAD up /down to select item.

OPTIONS
LEVEL NORMAL
LIFE 3
CONTROL TYPE A
SOUND 00
EXIT
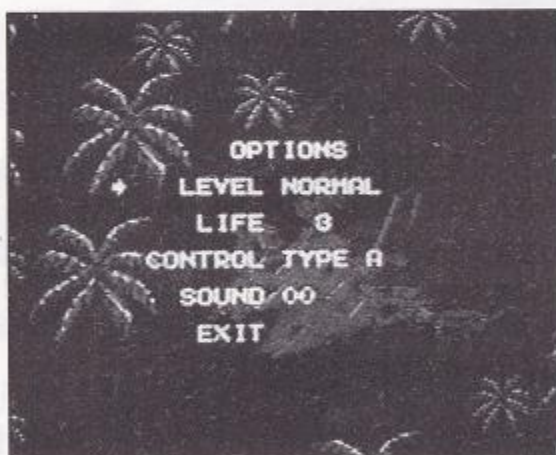
LEVEL: *· EASY · NORMAL · DIFFICULT*
There are 3 levels to choose from. Use D-Pad left/right to select.

LIFE: _3 TO 5_

Select number of lives per game. Remember, there are only 3 continues to help you to the rendezvous sector. Use D-Pad left/right to select.

CONTROL: _Type A, Type B_

(See CONTROLS pg. 8 for details.) Press A, B, or C button to go to the subscreen to change the type of control and button assignments. Use D-Pad up/down to select Type A or B and use D-Pad right/left to change button controls. Push START to return to the OPTION screen.

SOUND: _00_

All BGMs may be sound tested here. Use D-Pad left/right to select, and B or C to start playing.

EXIT

When finished making all selections and changes, press START button to exit the OPTION screen.

At START/OPTION screen, select START with D-Pad up/down, then press START button to begin your escape from the jungles of Viet Nam.

CONTROLS

You may choose from two types of controls. Type A has separate buttons for movements and

TYPE A

This is a similar set up as the arcade version. The D-Pad directs the movement of Captain Addis, the A, B, C buttons command the shooting, left and right rotation of aim. There are several combinations to choose from to help you blast through the deadly jungle.
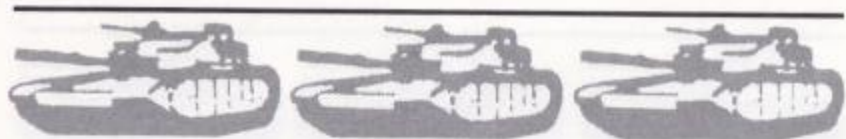
• D-Pad – Controls the direction of movement.

L - ROTATE LEFT **R** - ROTATE RIGHT

S - SHOOT / RELEASE FOR HAND GRENADES

BUTTON COMBINATIONS

Ⓐ	**L**	**R**	**S**	**L**
Ⓑ	**S**	**S**	**L**	**R**
Ⓒ	**R**	**L**	**R**	**S**

firing aim. Type B has one button that controls the movements and aiming.

TYPE B

This type may be easier for beginners. The D-Pad controls the direction of movement and aim of Captain Addis. The other buttons control the shooting and locking of aim. Due to the way the D-Pad is set up, the aim must be locked to shoot in a different direction than movement.

• D-Pad – Controls the direction of movement and aim.

L - LOCK AIM

S - SHOOT / RELEASE FOR HAND GRENADES

BUTTON COMBINATIONS

|		
(A)	L	S
(B)	S	L
(C)	L	S

DISPLAYS

POWER GAUGE
– This gauge charges up as "power up" items (see pg. 12 Items) are picked up reflecting energy level and weapon status. Once full, it changes from blue to red to yellow as Captain Addis' weapon changes from machine gun to rocket launcher to flame thrower. When hit by enemy fire, the gauge reduces. When the gauge hits 0 you've lost 1 life.

GRENADE INDICATOR
– The number is your stock of hand grenades. When this reaches 0, hand grenades may still be thrown but will have very little effect. A green grenade denotes regular hand grenades, and red denotes ultra hand grenades.

GRENADE INDICATOR

LIVES LEFT

POWER GAUGE

GRENADE STOCK

POINTS
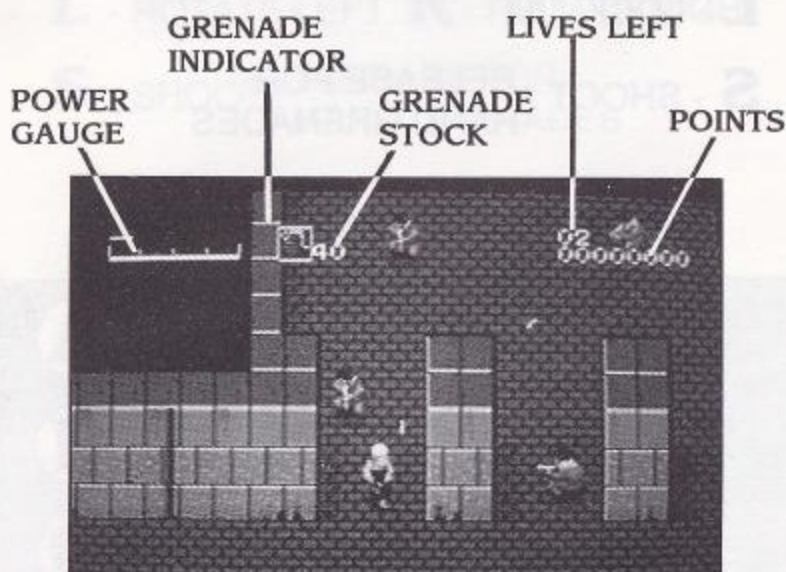
WEAPONS

Captain Addis is equipped with 3 types of weapons. He starts out with a fifty caliber machine gun, then powers up to a rocket launcher, and then to a flame thrower by picking up the "power up" item.

Each weapon may be further powered up by picking up items along the way. See ITEMS on pages 12 and 13.
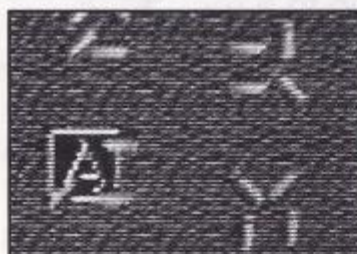
MACHINE GUN

ROCKET LAUNCHER   **FLAME THROWER**

ITEMS

Collect as many of these as possible to be fully
charged at anytime.

1. POWER UP

Pick these up to charge up the power gauge for
more energy and powerful weapons.

2. HAND GRENADES

One of these is good for 10 grenades that will
blast those enemies in an instant.

3. ULTRA HAND GRENADES

One of these will change your stock of grenades
into ultra hand grenades that have more power
and damaging effects.

ITEMS

4. This will give you a short time of invincible protection.

5. Your bullet will go through objects and destroy things behind them.

6. This will give your machine gun and rocket launcher more distance to shoot further.

7. This will destroy everything on the screen.

8. This powers you up to the maximum. Your weapon turns into a flame thrower, and stocks you up 99 ultra hand grenades.

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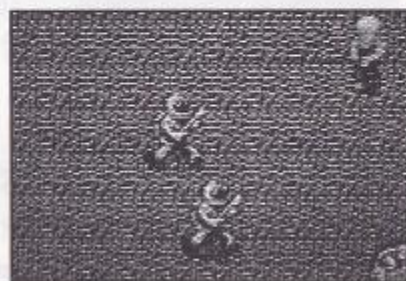# ENEMIES
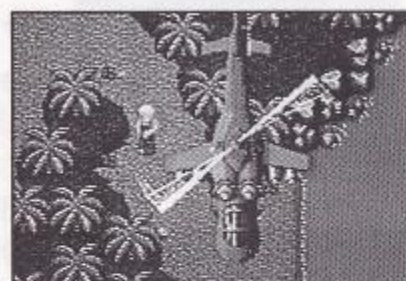

GROUND TROOPS
100 points

VILLAGERS
100 points

BAZOOKA SQUAD
350 points

FLAME SQUAD
350 points

TANK
500 points

HELICOPTER
5,000 points

ENEMIES

FIGHTER JETS
10,000 points

MONKEY
6,000 points

TRACTOR
10,000 points
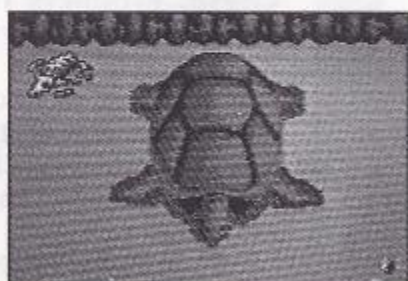
TURTLE
10,000 points
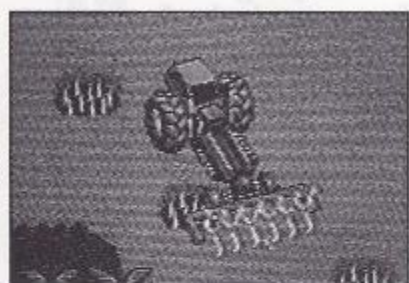
ROTO TILLER
10,000 points

MAIN BOSS
10,000 points

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