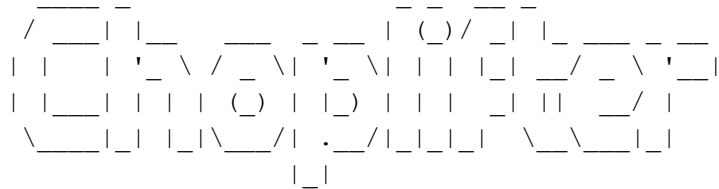


# Choplifter FAQ

by Da Hui

Updated to v1.0 on Sep 1, 2008

This walkthrough was originally written for Choplifter on the NES, but the walkthrough is still applicable to the GENESIS version of the game.



---

This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:  
<http://faqs.retronintendo.com>

Thanks to ASchultz for letting me use the same mapping format per stage as his Choplifter (ARC) FAQ.

---

## T A B L E O F C O N T E N T S

---

- 1. - Controls
- 2. - Strategies
- 3. - Stage Layouts
- 4. - Disclaimer

---

### 1. - Controls

---

- D-Pad - Fly
- A - Change Angle/Weapons
- B - Shoot
- Start - Pause
- Select - No Use

---

### 2. - Strategies

---

Let's start with how the game works. You are a helicopter pilot that is sent behind enemy lines to rescue prisoners of war from being held captive and returning them to your main base so those poor captured soldiers can return home safely to their loved ones. To do this, you must fly around each stage and destroy the enemy camps by shooting them to free the prisoners and picking them up. Once you pick them up, return them to your base where you started the game.

Now that you understand the concept of the game, it's time to start explaining how to play it. For each stage, you are only given a set amount of fuel. You

can refuel your helicopter by returning some prisoners to your base. Start to fly around to find the enemy camps and shoot them with your gun, not the bombs. Break them open and let the prisoners escape. You have to slowly fly down to the ground and let them hop into the helicopter. Fly slowly when you approach the ground or you will slam into the ground. Also don't land on the prisoners or you will crush them and kill them.

To change angles, hold the A button. If you tap it, you will only turn half way which changes weapons. If the front end of your helicopter is facing you, it will only drop bombs. These bombs are only used to kill vehicles on the ground that are approaching you, not moving side to side. If your helicopter is facing to either side, you will shoot the gun. As you fly, you will angle the helicopter which allows you to shoot targets on the ground. The gun kills most enemies.

Most of the enemies trying to bring you down are surface to air missiles being shot from the ground, jeeps and jets. They will always be moving around no matter where you are on the stage, moving or not. When you land in some stages, tanks will approach you and try to shoot at you while you are on the ground. They can't shoot very high so you can escape easily. These are the only enemies that bombs will kill.

---

~~~~~

### 3. - Stage Layouts

---

~~~~~

\*Please Note - In the enemies section of each stage, in between their name and description is the weapon that you should use to kill them.

\*Please Note - In the Map section of each stage, I won't list the moving vehicles since they appear at random intervals.

---

#### Stage 1

---

Number of Prisoners to Save - 20  
Number of Prisoners Available - 32  
Camps - 4

#### Enemies:

Jeep - Guns - These will drive along the ground and shoot you.  
Jet - Guns - These will fly along the air and shoot you.  
Tank - Bombs - These appear when you land to shoot you.  
Anti-Air - Guns - These are stationary on the ground and shoot you.  
Missile - Guns - These are shot from small missile silos on the ground and fly towards you.

#### Map:

C 1 1C 1 1C S 2 1C 2 3 3 1 H

#### Legend:

C - Camp of 8 Prisoners  
1 - 1 Surface to Air Missile Launcher  
2 - 2 Surface to Air Missile Launchers  
3 - 3 Surface to Air Missile Launchers  
H - Your base, return the prisoners here.  
S - Missile Silo

---

## Stage 2

---

Number of Prisoners to Save - 20  
Number of Prisoners Available - 32  
Camps - 4

### Enemies:

Small Gunships - Bombs - These are the small ships who will try to shoot you when you land, they move side to side.  
Battleships - Guns - These are stationary battleships with three guns, one shooting in every angle.  
Jet - Guns - These will fly along the air and shoot you.

### Map:

C B C S B C B B H

### Legend:

B - Battleships without Camps  
C - Battleships with Camps with 8 Prisoners  
S - Submarine (Has Prisoner/Camp)  
H - Your base, return the prisoners here.

The submarine will stick its head out as you pass it and then go back under. You can land on the water to pick up the swimming prisoners if you have to.

---

## Stage 3

---

Number of Prisoners to Save - 20  
Number of Prisoners Available - 32  
Camps - 4

### Enemies:

Anti-Air - Guns - These are stationary on the ground and shoot you.  
Helicopter - Guns - These fly along the air and shoot you.  
Volcano - Guns - These shoot lava from the ground, you can shoot the lava.  
Tank - Bombs - These appear when you land to shoot you.

### Map:

1 C 1 V V V V C V V C C V V 1 2 2 H

### Legend:

1 - 1 Surface to Air Missile  
2 - 2 Surface to Air Missiles  
V - Volcano  
C - Camp of 8 Prisoners  
H - Your base, return the prisoners here.

---

## Stage 4

---

Number of Prisoners to Save - 20  
Number of Prisoners Available - 32  
Camps - 4

### Enemies:

Small Gunships - Bombs - These are the small ships who will try to shoot you

when you land, they move side to side.

- Bomber - Guns - These will slowly fly along the air and drop bombs.
- Jet Pack - Guns - These fly along the air and try to shoot you.
- Anti-Air - Guns - These are stationary on the ground and shoot you.
- Missile - Guns - These will fly straight up.

Map:

2 C1 2 C1 1 M 1 C1 1 M 1 2 C1 1 1 H

Legend:

- 1 - 1 Surface to Air Missile
- 2 - 2 Surface to Air Missiles
- C - Camp of 8 Prisoners
- M - Missile
- H - Your base, return the prisoners here.

After Stage 4, the stages repeat forever until you run out of lives.

---

~~~~~

4. - Disclaimer

---

~~~~~

This FAQ/Walkthrough is copyrighted 7 2008 to Frank Grochowski. International Copyright laws protect this FAQ/Walkthrough. You cannot sell this FAQ/Walkthrough for a profit of any kind. You cannot reproduce this FAQ/Walkthrough in any way with out my written consent. You are however allowed to download this FAQ/Walkthrough for personal use. You can also post it on your web site as long as you give me full credit, don't change it in any way, and it is free. The latest version will always be found at:

<http://www.GameFAQs.com>

This document is copyright Da Hui and hosted by VGM with permission.