

# Paperboy FAQ

by AboveAverage

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**This walkthrough was originally written for Paperboy on the NES, but the walkthrough is still applicable to the N64 version of the game.**

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The Paperboy FAQ  
Written and Published by Above Average  
For the Nintendo Entertainment System console  
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I dedicate this FAQ to my old friend Jory Guttsman. You and I used to be best of friends, and I hope we meet again someday. I haven't seen you in over six years, but I still consider you one of my best friends. Thank you for introducing me to this game all those years ago, we never got past Friday, but I'll never forget all the fun we had trying. Hope to see you again one day, pal.

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01. T A B L E O F C O N T E N T S  
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- 01. Table of Contents
- 02. The Introduction
- 03. Game Basics
- 04. Enemies and Obstacles
- 05. Types of Houses
- 06. Training Course
- 07. Scoring System
- 08. Miscellaneous Info
- 09. Game Challenges
- 10. Codes and Secrets
- 11. Legal Info

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02. I N T R O D U C T I O N  
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I am writing an FAQ for the NES classic, Paperboy. I used to play this game a lot with my friend Jory in the early 90s, and just recently found this game at EB Games for a \$18.00. The price was somewhat heavy for a game that is 12-years-old, but decided to buy it anyway. I got home, played it, and I was glad I purchased it. Paperboy brought back many memories and overall gave me a good time. It quickly became my second favorite game behind Mike Tysons Punch Out. Paperboy maybe be a simple game with one very odd storyline, but it's very fun and is considered an NES classic and the best in the series (The other Paperboy games weren't all that great). In any case I hope you enjoy this FAQ and if you have anything to comment on, don't hesitate to email me at the address provided in the Legal Info section.

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03. G A M E B A S I C S  
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In this section I will review the basics of the game, such as objective, controls, and other things that deal with the basic gameplay of Paperboy.

- The objective of the game is to deliver papers to each of the subscribers

homes while trying to avoid all of the enemies and obstacles along your path. Subscribers are houses that are painted blue, yellow, or white. Non-subscribers are all red painted homes. If you can successfully deliver a paper to every single subscribers house without missing any of them, you will get an additional customer each time you do so. You start with four lives and there is no way of obtaining an extra lives to my knowledge.

- The controls are pretty simple to get a hold of. The Direction Pad controls all of the movements of Paperboy, the left and right direction make him turn in those directions, up makes him pedal faster, and down slows him down (However he will always be moving, nothing can completely stop Paperboy from moving unless he crashes). The A and B buttons make him throw papers and start pauses the game. Select serves no purpose other than on the game screen where you choose one or two players (Select moves the cursor up and down to select which mode you want).

- There are only two modes to choose from. Obviously one player mode plays with one person and two player mode lets you play with a friend. Other than this there are no further options you can choose from. I do recommend two player, Paperboy is even more fun to play with a friend, see who gets farther or who has the best score at the end.

- If you happen to run out of your supply of papers, you can always get more by picking up a package of papers, found in random locations very often. You will get a whole new, full supply of papers, in addition to 50 points added onto your score. Doesn't sound like a bad deal at all. Look for these packages often, and always take them when they appear, whether for points or papers, its worth it.

- Paperboy starts on Monday and ends after Sunday, that's a total of seven levels. Sounds like a short game, and technically it is. But you will soon see that the challenge of the game makes it a lot longer to play than anticipated. There are some many enemies and obstacles that you will soon see this game is no pushover. Even if you do beat the game with relative ease there is still much more to do.

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04. E N E M I E S A N D O B S T A C L E S  
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In this section I will review each enemy and hazard, and explain ways to avoid or stop them from coming into contact with you.

- Bicycle Tire: This is an obstacle that is relatively easy to avoid, these appear in random spots around the neighborhood, usually near a driveway of a house. These tires move in a square-like pattern, therefore staying away from this obstacle usually does the trick. If you want, you can hit the tires with a paper to stop them from moving.

- Street Bikers: These ruff riders always drive across the screen when you come to the point where you must cross the road to the next set of houses, or when your near the training course at the end of the stage. They are very easy to avoid in most cases, just slow down if they are close or speed up if they are starting to come near.

[Tip: At the end of the day, if one of these bikers hit you, you will crash, but you will not lose a life. Also if you crash on the curb before the training course, you shall crash, but again, you will not lose a life. Credit to Benjamin Wiser.]

- Skaterboarder: One of the hardest enemies to dodge, these skater punks come

out of no where and crash into you. They move pretty quickly, if you see a skater coming your way, move away to the street or onto a lawn. If you want to, you can hit skateboarders with a paper to stop them right in their tracks!

- Remote Controlled Car: These are quite similar to the bicycle tires, they appear in random spots, usually on someones front lawn, they are also somewhat easy to avoid. They move in square patterns just like the bicycle tires, therefore staying away from this obstacle usually does the trick. If you want, you can hit the remote controlled cars with a paper to stop them from moving, like the tires.

- Construction Worker: These men are not seen as often as other enemies, but do come along occasionally. They are using something that looks like a jackhammer of some sort. They are usually found on the side of houses near doghouses. Anyway they are not much of a bother, just drive past them or hit them with a paper if you wish.

- Rover the Dog: Don't get me started on these mad dogs. They are found in doghouses near the side of houses, and they like to chase after the Paperboy, so beware of the dog! You can speed up and eventually lose them, but don't make any sudden turns or else Rover will catch up and tear you apart! If you hit them with a paper they will stop chasing you, which I recommend. Another note, don't try going behind the doghouse in an attempt to avoid the dog, Rover will corner you as he can turn around and get you! Your best bet is to use your paper on Rover and stop him initially.

- Cars: These cars are always red and looks like a Beetle, they appear occasionally along the road, your best bet is to stay on the sidewalk through the whole game, then you won't have to worry about getting ran over. The other car is green, and is parked along the curb, they are tough to avoid at times, but if you spot them early, move to your far right as much as possible to avoid being hit by a parked car.

- Gram Gram: Sometimes, these old hags will come out of a house and start chasing you with a rolling pin in hopes to harm the poor Paperboy. I usually just speed up and eventually you will lose her. I am not sure if you can hit her with a paper, but I doubt it, as shes usually behind you chasing you.

- Man in the Sewer: Found in random places on the road, there is a man peaking out of the sewer and waiting for Paperboy to stroll along and if you run into him, he will pop up in front of you and crash you. He is very rarely seen, avoid going in the road usually does the trick, I have only ran into him a handful of times, so most of the time he isn't a real bother to Paperboy.

- Break Dancers: The oddest enemy of the game, and its debated on what he is actually doing. This man is break dancing in the middle of the sidewalk. I am sure you will get a good laugh when you first see him. Anyway he is very easy to avoid, simply move out of his way, you can hit him with a paper if you want, but it won't have much of an effect, it will make him stop but it will not get rid of him.

- Go Kart Kid: This enemy is a little child in a go kart, sometimes blocking your path. He will move from one point of the screen to another as soon as he appears on the screen, when he stops moving sometimes he will serve as a road block, other times not. Just find your way around them, as it is really your only option.

- The Twister: The natural distaster that appears on days Tuesday through Sunday. One of the toughest obstacles to avoid, and rightfully so. They come from the bottom of the screen and move upwards at Paperboy. You can't stop

them, so your best bet is to do your best to avoid them to the best of your ability, these may be devastating but fortunately these don't last that long, so they will be out of your way after a short period of time.

- Grim Reaper: The feared enemy and a creature spawned by the devil, but in Paperboy, he is about as harmful as a sick puppy. Like the twister, he appears in days Tuesday through Sunday. Grim appears in random locations, he will move from point to point and then stand as a road block, but he is easy to dodge, its quite ironic as it stands.

Other obstacles include fences, trees, tombstones, trash cans, grates, signs, mowers, bushes, doghouses, fire hydrants, walls among other things. Almost anything that Paperboy touches will crash him.

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## 05. T Y P E S O F H O U S E S

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In this section I will review each of the six types of houses, divided into subscribers and non-subscribers and strategy to get the paper delivered. As well as the enemies and extra things around each of these six houses.

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### Subscribers Houses

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- House Type #1: This house has a fairly large driveway, with an open garage on the right most side of the house. The mailbox is right next to the garage, so this is a pretty tough house to land the paper into the mailbox. You can slightly turn the bike to the left to get a better aim at the mailbox, and most of the time landing it successfully into the mailbox. Or if you want to be safe, you can simply deliver the paper to the doorstep, however less points will be rewarded.

- House Type #2: This house is tough, the house itself is shaped like the letter "L" only turned backwards. The doorstep is fairly easy to hit, but getting into the mailbox is pretty hard. You have to turn left a bit and aiming correctly will get that paper into the mailbox. The garage is closed and very large, and the house also has a big driveway for riding on. This house is also hard because the mailbox is near a window and throwing the paper to late will result in a broken window.

- House Type #3: This house is the easiest house to deliver a paper to, by far. Even getting the paper into the mailbox is very easy, and their really is no excuse not the deliver to this house. This house looks like an average house, it's somewhat square, the doorstep and the mailbox are located right in the center of the house. The house has no drive way, but their front lawn is very big, so you can ride right up to the mailbox and deliver the paper with ease. Their are also a lot of windows on this house, so if this house were to unsubscribe, feel free to smash all the windows you want with papers!

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### Non-Subscribers Houses

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- House Type #4: This house is unusual, and tough to deliver the paper to. This is because the doorstep is hidden, it's covered up by the left side of the house. The house is small, but has a large driveway to ride up. House Type #4 is the worst house to have as a re-subscriber, but if you happen to have this house as a customer I would suggest moving very close up to the house and trying to deliver the paper where you would think the doorstep is located.

- House Type #5: This house is pretty easy to deliver the paper to, it looks similar to the letter "Z" to some extent. This house has two tombstones on the front lawn, and has a few trees around on the front lawn as well. The doorstep is very large and it's the second easiest house in the game (Only House type #3 is easier). But deliver with a bit of caution, many windows are around this house and if your aim is off, the paper will probably land in a window. But overall, this is the best house to have as a re-subscriber and one of the easiest houses in the game.

- House Type #6: This house is huge and looks like a mansion, this house is also fairluy easy to deliver too, as the doorstep is easy to see. If this house is a non-subscriber, have fun breaking all the windows, this house has a set of three windows which are very fun to break one by one. But if this house is a subscriber, then be sure to deliver, and if you miss let your frustration out by breaking the set of three windows.

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## 05. TRAINING COURSE

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After a long, hard day of work Paperboy likes to have test his skills on the training course, which is always present after every day.

- The training course is a lot of fun to play on. Their are many obstacles on the training course for Paperboy to crash into. Their are walls, cones, pools, hoops, blocks, among other things. Their are many methods to finish the course, you can ride over the ramp to jump the wall, you can test your skills on the moving ramp (Don't reccommend this way to beginners). The training course is challenging and fun and you really have nothing to lose.

- You have 45 seconds to finish the training course. If you finish the training course, you will get a great deal of points added to your score. I will give you the easiest method of finishing the training course. Follow the path on the course and ride over the ramp, as you land turn the bicycle slightly so that you don't hit any obstacles. Now, follow the left most path that leads to the ramp that you can ride over the wall. Ride over the wall and then continue on the left path and ride over the ramp near to small pool to clear it. Then ride forwards to the finish line. Three people are their waiting for you, one person looks like he has no head on his shoulders.

- You are resupplied with papers once you come to the training course. Papers can be used to hit the hoops and blocks on the training course to earn big points, don't worry about losing papers as they are close to an infinite supply. The more time you have left over, the better (See next section). Also note that if you crash on the training course you will not lose a life, you will just leave the stage and start the next day. Every day has a training course in the end.

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## 06. SCORING SYSTEM

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In this section I will review methods of scoring and the amount of points you get for doing certain things. Such as hitting windows, etc. Credit to Ian Rogers FAQ for the information on the scoring.

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On the Road

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- Paper Packages: 50 Points

- Doorstep Delivery: 300 Points
- Mailbox Delivery: 700 Points
- Broken Window: 300 Points
- Hitting Trash Cans: 300 Points
- Hitting Small Trees: 300 Points
- Hitting Stone Posts: 300 Points
- Hitting Tombstones: 300 Points

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 Training Course  
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- Hitting Hoops: 200 Points
- Hitting Blocks: 100 Points
- Time Bonus: 100 points per second

Their might and probably are other ways of scoring points, if you know of any other methods to score points, email me and the credit will be given.

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 07. M I S C E L L A N E O U S I N F O  
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Here is some additional info with no real value, just some useless information I happen to know, hope you find it interesting.

- If you check out some of the titles on the Daily Sun paper (The company that pays Paperboy for his deliveries) one of the headlines says "Paperboy stops thief" or something along those lines. In case you were wondering, in the arcade version of Paperboy, there was a gas station you would ride past and their was a robbery going down. If you hit the robber with a paper, you would earn a lot of points. This wasn't included in the NES version, sadly. Credit to Ian Rogers FAQ for this information.

- Paperboy delivers for the Daily Sun newspaper, and he stars in many of their papers. Their are three headlines in the newspaper for Paperboy. The first paper you will see at the beginning of the game reads "Amazing Paperboy Delivers!" as the headline, with a few sub-headlines such as <A Rough job, but...> along with a few others. If you lose, then a headline will say "Paperboy Calls it Quits!" when you lose all your subscribers or lose your four lives. Finally, if you defeat the game after Sunday, a headline will read <Paperboy Retires in Glory!>. I have all but one question. Who cares about the life of the boy who delivers your papers?!

- If you have something to add, email me and the credit is yours.

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 08. G A M E C H A L L E N G E S  
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In this section I will provide challenges for the expert gamers of Paperboy.

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Quick Play Through (6/10)

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This is fairly reasonable for the expert player to achieve, try to finish the game under 10 minutes from Monday to Sunday, number subscribers don't matter, all you have to do is finish the game from Monday to Sunday under 10 minutes. Try it sometime.

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Flawless Victory (8/10)

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Another one for the experts of Paperboy out their, try finishing the game from Monday to Sunday without getting touched by any enemy or any obstacle. Number of subscribers is no issue, all you have to do is finish the game without losing a life. No crashing is allowed on training courses either, are you tough enough?

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Perfect Delivery (9.5/10)

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Here's a tough one to do, try to finish the game from Monday through Sunday getting every single paper delivered to every subscriber, and getting a new subscriber after everyday and finish the game with a perfect run of all 17 possible customers subscribed, thus making a perfect delivery all through. Think you can do it?

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The Ultimate Delivery (10/10)

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For the top Paperboy players in the world, try this one. Even harder then the perfect delivery, go from Monday to Sunday getting every single paper delivered to every subscriber and getting a new subscriber after every day, and every single paper must be delivered to their mailbox, not their doorstep. If even one is delivered on the doorstep, you lose. The only exception is the house without the mailbox.

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09. C O D E S A N D S E C R E T S

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In this section I will give you the Game Genie Codes and the secrets to Paperboy. Thanks to Gamefaqs.com for the one secret here.

Game Genie Codes:

SXSEVZVG	Infinite lives
PAUOEIGA	Start with 1 life
TAUOEIGA	Start with 6 lives
OZNOKAVK	Infinite papers
GOXAUOZA	Start with 20 papers
GPUONUZA	Gain 20 papers on pick-up

Skip to Week 900:

To get to Week 900, at the opening screen of the game press the left direction nine times, the right direction five times, A, B, A, B and then hold A + B + Select + Start. If done correctly you will now begin at week 900.

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10. L E G A L I N F O

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Okay, I have a new addition to my legal info section, it's actually a list of sites that can not post my FAQ. I have seen this list in many FAQs and decided to use it in mine. From what I here, these sites have cruelly ripped FAQs from others in which they didn't even ask for permission. Here is the message seen in many other FAQs, and now in mine.

The following are sites that can not use my work. If you see these sites using any of my FAQs, please e-mail me ASAP. Each of these websites are sites that have plagiarized myself or others in the past, or simply taken our works without our prior permission. Since they do not have enough respect for the authors (or an ignorance of the law), I am expressly forbidding them from using my work. I will not promote such sites that partake in these actions.

911 Codes	<a href="http://911codes.com">http://911codes.com</a>
9 Lives	<a href="http://www.9lives.ru/eng/">http://www.9lives.ru/eng/</a>
Bean's PSX Dimension	<a href="http://www.bean.dk/psx/index.htm">http://www.bean.dk/psx/index.htm</a>
Cheat Code Central	<a href="http://www.cheatcc.com">http://www.cheatcc.com</a>
Cheat Index	<a href="http://cheatindex.com">http://cheatindex.com</a>
Cheat Matrix	<a href="http://cheatmatrix.com">http://cheatmatrix.com</a>
Cheat Search	<a href="http://cheatsearch.com">http://cheatsearch.com</a>
Cheatstop	<a href="http://www.panstudio.com/cheatstop/">http://www.panstudio.com/cheatstop/</a>
CNET Gamecenter	<a href="http://games.netscape.com/Faqs/">http://games.netscape.com/Faqs/</a>
Console Domain	<a href="http://www.consoledomain.co.uk">http://www.consoledomain.co.uk</a>
Dirty Little Helper	<a href="http://dlh.net">http://dlh.net</a>
Dark Station	<a href="http://www.darkstation.com/">http://www.darkstation.com/</a>
Dreamland	<a href="http://kirby.pokep.net">http://kirby.pokep.net</a>
Games Domain	<a href="http://www.gamesdomain.com">http://www.gamesdomain.com</a>
Game Express	<a href="http://www.gameexpress.com">http://www.gameexpress.com</a>
Games Over	<a href="http://www.gamesover.com/">http://www.gamesover.com/</a>
Mega Games	<a href="http://www.megagames.com">http://www.megagames.com</a>
Square Haven	<a href="http://www.square-haven.net">http://www.square-haven.net</a>
Ultimate System	<a href="http://www.flatbedexpress.com">http://www.flatbedexpress.com</a>
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