

Tiger Heli FAQ/Walkthrough

by EntropicLobo

Updated to v1.0 on Mar 29, 2006

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|                                     Tiger Heli                               |  
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Version 1.0 (09/2/2005)

Version History:

-3/27/2006, added lup as a host.
1.0: Basic Guide Complete - (09/2/2005)

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Legality:

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www.GameFAQS.com
www.neoseeker.com
faqs.IGN.com
www.lup.com

Game by TAITO

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*                                     Table of Contents                               *  
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*To jump to a section, hold the Control Key and press F, then type in the section number as it appears (ie type L1)

T1: Intro
T2: Gameplay
T3: Modes
T4: Stages
T5: Enemies
T6: Scoring
T7: Credits

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|                                     T1: Intro                               |  
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Gotta love TAITO and their shooters eh? Gotta love Acclaim for publishing this too. Tiger Heli is a neat little game, and while not quite the Helicopter greatness as Sky Shark it is still worth a few plays through.

So why choose Tiger Heli? Well, not because so many people think the name is

"Tiger Hell," that for sure. I had picked up a Heli manual back when I started collecting for the NES. But the game was already old so I got the manual free. Thummer up. Alright, so I finally get Tiger Heli this summer. That's all it took for me to write about it. It's a banal story, but a little bit of history made me pry into this game and see the greatness within. Forward, let us crush the Terrorist Country fo Cantun!

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|                                     |
|                               T2: Gameplay                               |
|                                     |
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Control Pad: Steer Tiger Heli
Button A: Bomb
Button B: Missiles
Start: Pause

Fly Tiger Heli and use your missiles, your infinite weapon, to destroy most targets. The bombs spray out around the helicopter. Sometimes, Heli will use these bombs as chaff automatically as a countermeasure against enemy attacks. The bombs destroy shots and most enemies so if Tiger Heli is about to get hit it sometimes does this as a safety measure.

Mostly save your bombs however. Use them only when need be as they're worth a nice end of round bonus. The stage ends when you reach a helipad. A little ditty (which is awesome) plays and you are awarded bonus points based on the amount of bombs and little Helis you have when you land.

Little Helis, or Assist Copters, are the Tiger Heli "options." They fire in tandem with Tiger Heli but can be destroyed.

Tip: when strafing an enemy, learn to move not just on a horizontal path. You could wind up getting hit by bullets. Learn to weave between bullets and take some bigger strafes on a diagonal. Move from flank to flank with a little velocity towards the bottom of the screen to avoid shots as they come. Just don't go out of missile range.

Here is your screen:

```
+-----+
|  lup          |
|<Score>       |
|-----| <- Tiger Heli cannot move to the top of the screen.
|              |
|              |
|              |
|              |
|              |
|              |
|              |
|<Lives>      <Bonus>| <- Bonus is a tally of how many bonus blocks you
+-----+      have destroyed.
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|                                     |
|                               T3: Items                               |
|                                     |
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Bonus Block:
+++
|/\|

| \ / |
+---+

Shoot ten for an extra life. They will not stay on the screen for long.

Crossblock:

+-----+
|_||_|
|-||-|
+-----+

A cross that changes colour between green, red, and grey/

Green: Makes a B sign appear.

Red: Makes a red Assist Copter.

Grey: Makes a grey Assist Copter.

B Sign: Collect for an extra bomb.

Red Assist Copter: Fires in tandem with Tiger Heli. Shoots horizontally.

Grey Assist Copter: Fires in tandem with Tiger Heli. Shoots vertically.

*If you have two bombs or little helis, then you will only get points for the corresponding cross colour. If you want to change your assist copter, you will need to let it get hit.

| T4: Stages |

Stage Control-F search codes:

Stage 1 - THELI1
Stage 2 - THELI2
Stage 3 - THELI3
Stage 4 - THELI4
Looping - THELIL

Stage 1

THELI1

Begin the game by launching out of the truck. There are some objects that look like fans on the ground. Destroy them if you want. Slightly north you'll find two tanks - one on the left and one on the right. Destroy either, you could get both but it could be a tight squeeze. There is another tank shortly past the left. The tanks are stationary and will be firing at you while swivelling their turrets. I'd suggest starting left but at this point take whatever you feel you should. If you take the right path look out for the tank arriving from off the right side of the screen and north.

To the north you see some signs of civilian life. You can destroy the cars and parts of the buildings for extra points. Above the buildings you'll see some tanks, both mobile and coming from either side of the screen down the road. Defeat them then take note of the parking lot to the upper left. Besides other vehicles there are two tanks here which you'd be wise to destroy. Coming up the centre road from the south will be another tank, make sure you note it. Dodge it until you can get behind it and shoot it.

As the screen continues north, two tanks, one from the north and one from the east, appear on screen. They will appear on the roads. There's another tank as

the scroll continues. The next is from the left, if you want to handle it then I suggest that you be ready for it. Next, one tank comes down the street and one waits stationary to the northwest.

You're leaving the houses and grass behind now. Be ready for a tank in the top left, and three that come from the bottom right. There are also three to the north. The best you can do is dodge the shots and possibly consider bombing the northern tanks. Don't miss the bonus block in this area.

You come to some water. Tanks will be coming down the stretch of land on the right, with one stationary at the end. Boats will be coming from the north in the water. Gunboats, like tanks, can rotate their turrets. Near the end of the strip of land is a cross block. I'd recommend an assist copter of some kind, with my preference in a sideways firing model.

Above this area, you'll see some small patches of land with green guns on them. These batteries can rotate to fire at you, but are always stationary. The first is on the right, the second to the left and up. After this you head to an airstrip. Shoot the grounded planes and gas tanks for points. There's a bonus block on the left side of the airstrip.

Leaving this, stick to the left and destroy the tank that appears. After this, fly right and destroy the tanks that appear. There's a few so weave and shoot. When you can, get back to the left and use that cross block for whatever reason you need, either to change your options or restock bombs. North, four tanks guard passage, two on either side of the screen. Get past them and prepare for another blockade of three tanks, two on either side and one in the middle. Up and left are two stationary tanks, then two come out from paths on the right and left. Be sure to get the bonus block. Up north is the helipad, land and then stage 2 will begin.

Stage 2

THELI2

As you head north, a huge ship looms ahead. There's a gun battery on it which will be your first target. As you approach the ship, however, watch out for the gunboats that appear in the bottom right. Keep destroying the big ship's guns and its single tank. On the dock north of the ship, two tanks will come from the left. The next dock has three stationarys and one bonus block.

North, there are some batteries on the ground. Take care of 'em and be ready for the crossblock. There's a number of gun batteries north of here. They look big and intimidating but they're no different than the rest. A tank does appear from the left close to the bottom of the screen, an eye should be kept out for that. Avoid any tanks from the north and get ready for a battle.

A large, threaded war machine appears to the north. The attack module only fires single shots but takes 15 hits to destroy. There are four batteries, two on either side. There are also three bonus blocks to the upper left. Sideways little helis could really help out at a time like this. Three tanks arrive from the upper right and there is a crossblock to the upper left.

Up north over water, you will notice two gun batteries. Gunboats arrive between them, and basically stick to the centre until you reach the larger ship at dock up ahead. Destroy the turret and watch for any ships in the right passage. Above, there's a stationary tank and one that arrives. Next, another turret, then two more arriving tanks. Up north there's another turret, then two stationarys and a bonus block, then a turret, then one arrival.

North, there's two gun batteries then a bonus block. There's also a red block you can shoot here for points. Three tanks arrive off the righthand side. Look for a crossblock after the railway. There's some gun batteries up ahead and another crossblock. Two stationary tanks to the northwest and a tank comes down that northern path. Then there's three tanks, one from either side and one in the middle.

Back out over the water, two gun batteries await. Gunboats arrive from the left and right sides of the north, so shoot what you can and dodge the rest. Up ahead is the helipad. Prepare for Stage 3!

Stage 3

THELI3

Start by destroying the gun battery that appears in the northwest. There's another right of this and an airplane zooms down the runway from the north. There's another turret to the west. Destroy the planes up ahead for points and note that there is a crossblock.

Approaching the green, two tanks emerge from the west, one from the north, and one from the east. Beyond them, gun batteries and one tank from the west. After a tank from the east get ready for two stationarys, a bonus block, and a crossblock. Look out for the tanks up ahead, and keep in mind that a few will come in from the sides. Northwest is another crossblock. Approaching the end of this area, tanks from either side and three stationary. There's also a gun battery. Take out the three stationarys in a row, then the battery and keep going.

There's three gun batteries to the north, they should be no problem. A bonus block, a few tanks and gun batteries are next. Then, three batteries and two attack modules. Pretty rough, try to destroy the batteries first. There's a stationary, battery, and crossblock past the two modules. Probably the best way to do this is to dodge the modules but that's a pretty big loss of points. Try whatever you're most comfortable with.

Head up, a tank from the east. when you see the gun battery, there's a bonus block to the left of it. Head up, there's a few tanks from the sides and a bunch of gun batteries. Weave and shoot, red little assist copters would be useful here. Take out the gun batteries and the two stationary tanks. Make sure you get the bonus block.

Right, there's some green with a diagonal line of three stationary tanks. There will be a tent, a jeep, and a few batteries. a few tanks from either side and one plane on the righthand side. When you see the road, two tanks will move down it from the left and right. Destroy these. Two batteries on the left, one on the right, and a few planes. From the right on the brown section, tanks.

On the brown section, top left, there will be a bonus block. there's a tank to the right as you head out over the water. Get ready to hear an awesome theme as the helipad is just ahead!

Stage 4

THELI4

Pretty soon after starting, a stationary tank to the northeast will be firing

at you. There's also one moving in from the west. Up next: three stationarys, start from the left. Then above them is one stationary. Then, one tank from the left and one from the north. There will also be a stationary tank to the north. Next, one tank from the left and one tank from the right. There is a crossblock as you leave this area.

Get ready, two stationarys in the middle, a moving tank from the right. When you see the gun battery a tank will come from the left. Another stationary tank to the north. Then another. Okay, see that gap between the trees behind that last tank? Well, go to the left and shoot the three tanks as they appear. You will probably shoot one of the two batteries in the process. Keep an eye on the tank that emerges from the left.

Get to the left and take out the three turrets. North, there's a crossblock and to its right is a battery. There will be a few stationarys and batteries up ahead. Take them down to the best of your ability. Above them a tank from the left and right. Two batteries to the north, then a few out on that dirt up ahead.

There's also two stationarys around the centre of the screen and to the north. Three batteries to the north and two attack modules. Again, the modules may not be destroyed in the time you have. Concentrate your fire yet also keep dodging shots in mind. There's a bonus block around here if you want to risk it.

Up next is a cross shaped section. Tanks pile in here, weave and destroy. Up and to the left is a crossblock. Blast the stationary tank above the cross and then get your item. A tank moves in from the right, and to the north a tank arrives from the left and right. Stationary right above this right tank then two stationarys north and centre. Above this are tanks from the left and right. Approaching the sand, a stationary tank slightly right of centre.

The sand can get kind of hairy, but this is a short section so don't get too worked up. Three tanks come on the screen from the left. There are also two modules, one right of centre and another farther right. They aren't hard to avoid because of positioning but if you can get past them a bonus block and crossblocks await.

After this, you'll be assaulted by a stream of planes. Well, by assaulted I mean there will be a lot of them but they won't harm you. Sit back and fire, enjoy the points. Land on the helipad, you're done! The Helipad. Enjoy a nice round of an awesome ditty.

Looping

THELIL

Stage 5 reveals itself to be stage 2. The game loops now 2,3,4,2,3,4... so I guess you could say you've done it.

"Tiger Heli? On the Nintendo Entertainment System? I conquered it."

| T5: Enemies |

All Terrain Attack Module: Takes 15 hits to destroy. If you do not destroy it in time, it will leave the screen.

Gun Battery: Swivels to fire at you. Always stationary.

Gun Battery - Ship: Turret on a big ship, rotates to fire at you.

Gunboat: The tank of the water, can rotate its turret as well.

Plane: Flies straight at you. Not a threat as they don't damage.

Tank: Swings its turret to aim at you and fire. Can be mobile or stationary.

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|                                     T6: Scoring                                     |
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--<Scenery>--

Airplane: 100
Building: 100
Car: 100
Dual "Fans": 50 points (total, it's one object)
Gas Tank: 50
Jeep: 200
Railroad Gates: 50
"Red Block" (stop sign?): 50
Tent: 100

--<Enemies>--

All Terrain Attack Module: 170/hit, total 7000 (15 hits)
Gun Battery: 130
Gunboat: 190
Plane: 200 (Airplane in motion)
Tanks: 250, 270

--<Other>--

Crossblock: 1000
Crossblock red/grey: 3000 when you have two little heli.
Crossblock green: 3000 when you have two bombs.
Heliport Landing: 5000xlittle Helis + 5000xBombs (max 20000)

--<One Ups>--

First at 20000
Each new life at 80000 intervals past 20000.

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|                                     T7: Credits                                     |
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Thanks to the hosts for letting you read this.

Thanks to TAITO for making the game.

Thanks to Acclaim for bringing it west.

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