

# Activision Classics Chopper Command FAQ

by mike tru

Updated to v1.00 on Feb 23, 2002

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Chopper Command
  Atari 2600
    FAQ
  Version 1.00
    Mike Truitt
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I ABOUT THIS FAQ
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II VERSION HISTORY
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Version 1.00 Started as well as completed the whole FAQ, odds are there  
~~~~~ will be no more updates added on to this FAQ unless my  
e-mail changes all together.

Last Updated: Sunday, February 3, 2002  
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III GAME MODES
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One Player Cadet Level For this mode, there is only one player that will  
~~~~~ on the Cadet level of the game. In the Cadet level,  
the planes and helicopters are much slower, and

less populous than those of the Commander level. Other than that, there are no differences between the two levels of the game.

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Two Player Cadet Level

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Hmmm... Good Luck Figuring this brain buster out. Like most of the non-sport games for Atari, when player one loses one of his helicopters, then player two's turn sets in.

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One Player Commander Level

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Compared to the Cadet level, the Commander level is much harder and faster. You will have to master your maneuverability and reflexes to get anywhere in this mode of play.

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Two Player Commander Level

~~~~~

Another one that is kind of self explanatory.

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IV STRATEGY

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In order to get some of the high scores and long lasting games, you will need to learn some of the basic strategies of the game. These will include agility, speed and accuracy. Just make sure that you keep your eyes glued to the screen.

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Flight Position

~~~~~

Since there are trucks on the ground constantly, make sure that you do not fly as low as possible, because you will lose one of your helicopters as soon as one comes up. Other than that, just make sure that you continually change your position because the enemies will fire at you. Also make sure that you do not run into any of your enemies.

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Fire at Will

~~~~~

Make sure that you fire your gun constantly, this will ensure maximum enemies to be shot down in the least amount of time. Be careful though, because you will often not watch enemy fire when you are in "Attack Mode" and will get shot down quickly.

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Watch Your Speed

~~~~~

Sometimes when there are no enemies on the screen for a few seconds, you will make yourself go faster than what you are used to going and you won't be able to react. This is why you need to keep yourself at a steady, somewhat hasty pace.

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V ENEMY LIST

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| # | Plane Name | Point Value | Speed | Visual Description |
|---|------------|-------------|-------|--------------------|
|---|------------|-------------|-------|--------------------|

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~~~~~

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| 1 | Ol' Bluey | 200 Points | 8/10 | This is a small blue |  
| plane that is fairly |  
| difficult to hit. |  
|

| 2 | Casper the Ghost | 100 Points | 5/10 | The white plane that is |  
| the most highly popular |  
| plane in the game. |  
|

| 3 | Gone Truckin' | n/a | 1/10 | These are the brown |  
| trucks that are sitting |  
| on the ground. |  
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VI NOTES AND THANKS  
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