## SEGA OF AMERICA

573 Forbes Blvd., P.O.Box 2167, So. San Francisco, CA. 94080 800-USA-SEGA

### HELPFUL HINTS: TEDDY BOY

The game manual says, if you perform a certain operation you will get three advantageous selections.

To get these selections, while in the title screen, move the directional pad up, down, left, then right. A new screen will appear with your three options, "Continue", "Fire" and "1 P". The "Continue" mode can be used only after you have played a game and died. You then can choose to continue that game by choosing "Yes". If you choose "No" for "Fire" Teddy Boy's floor will stop disintegrating if he stands in one spot too long. If you choose "No" for "1 P" you will play the game in the two-player mode.

While in this screen, you can select your own rounds as well. To do so, move the directional pad up once, then down nine times and press button #1 on the control pad. On the bottom of the screen, "Round" will appear followed by a number. By pushing to the left or the right on the directional pad, you can rotate the number from rounds one through fifty. Press button #1 to start your desired level.

### HELPFUL HINTS: CHOPLIFTER

#### Selecting Rounds:

In the title screen, move the directional pad up, down, left, right, then press button #1 on the pad. Repeat the same sequence for the player 1 /player 2 screen. You will see the words: SELECT ROUND 1. The numbers will rotate from 1 to 6. When the desired round number is displayed, press the start button to begin the game. This is a difficult operation; so be sure to press accurately on the pad with even timing. If it doesn't work, don't get frustrated, push reset and try again!

# In Stage Two:

The last eight hostages can be located in the submarine. Bomb the periscope as it sticks out of the water. This will cause the submarine to come out of the water, when it does the hostages will appear on the bridge. Land on the bridge and rescue them.

Periodically throughout the game various characters will appear, such as "E.T.", "Superman" and "Jaws". Basically they are part of the graphics and cannot be killed.



