



[Aussie Arcade](http://www.aussiearcade.com.au/forum.php) (<http://www.aussiearcade.com.au/forum.php>)

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moose

26th March 2007 02:37 PM

Choplifter "1987 version" ...

I have been searching for a very particular game that was in the bar where I worked in 1987 (and maybe late 1986 as well). I've been searching for it (on and off) for many years.

Here's a standard email I've been posting on r.g.v.a.c. (and other places, such as MAME forums) every 12 months or so (since the late 1990's, recently ammended to include Thunder Strike):

First let me say that Choplifter (1987 version) is ****NOT**** the same as Choplifter (1985 version), Thunderblade, Thunder Strike, Mr Heli, or anything else. The game is NOT the same as any home console or home computer games that I have seen (and I have seen plenty). e.g. it is not the same as Sega Mega Drive Choplifter or Sega Master System Choplifter or Apple 2 Choplifter, etc.

This video arcade game - Choplifter (1987 version) - definitely does (did ?) exist.

Choplifter - the 1987 version (i.e. the one I want) - had the same sort of gameplay as the original 1985 version (fly a helicopter, side scrolling, rescue hostages, etc), but it had ***far*** better graphics than the original, and the levels, etc were completely different. For example, Level 1 started out with you flying over massive ships with great big guns that shoot at you.

It's around 20 years since I last saw this machine, but from memory the ships were 3 or 4 screens long - really big !!

This game was called "Choplifter" (on the title screen) - yes, like the original, but again, with better / different graphics. (It wasn't - as far as I recall - called Choplifter 2, or anything - just plain old Choplifter).

I remember it as being a seriously good and hard game.

I have been trying to track down the machine (to purchase and for information) since 1996. I have been posting WTB ads every year or so to the rec.games.video.arcade.collecting@news.grouper.com newsgroup but have never found any concrete evidence about the machine. Because it seems to be so rare, I fear that the machine may have been a prototype or an unsuccessful arcade game.

The machine was in the Queensland University Student Rec Club bar where I worked in Brisbane, Queensland, Australia back in 1987, so it may be an Australian made machine.

Compared to other machines of the era, I remember the graphics as being ahead of its time, and it was a very high quality game / cabinet. (I think it had a 26 inch screen as well - very big, and I also remember it cost a lot of money to play - something like \$1 or \$2 a game - which was more than most other games at the time).

Choplifter (1987 version) still isn't in KLOV (in spite of my numerous emails / submissions over the past 3-4 years). And I have searched all over the internet for information on this game, and haven't found any. So, it appears that the game may be extremely rare.

I am trying to prove Choplifter (1987 version) does exist, and I am fully prepared to buy the whole machine or just the PCB.

1. If you live in Australia and are selling the whole arcade machine or just the PCB, please let me know

ASAP !!!

2. If you are not in Australia (USA, UK, etc) and are selling the PCB, please let me know ASAP !!! (I don't want to ship entire arcade machines to Australia at this stage - but I may be prepared to do this in the future).

3. If you know about this machine (who made it, etc), or have any photographs of it, or screen shots, or a brochure, or know where one of the machines is, or have any other information, please let me know ASAP !!!

4. If you are 100% certain that Choplifter (1987) will be at a particular location in the future (such as the next California Extreme) - then please let me know.

To summarize : Choplifter (1987 version) is *NOT* the same as Choplifter (1985), Thunderblade, Thunder Strike, Mr Heli, or anything else. The game I want to buy is Choplifter (1987 version). Nothing else. If you are selling this game - Choplifter (1987 version) - or know about this game, please contact me ASAP.

I hope someone can help. :)

Moose

Ric

26th March 2007 02:39 PM

sounds like a doozy Mulder

have you checked <http://www.system16.com> - might be able to find the system it was based upon

moose

26th March 2007 03:08 PM

Quote:

Originally Posted by **Ric** (Post 59050)
sounds like a doozy Mulder

have you checked <http://www.system16.com> - might be able to find the system it was based upon

Yes, I have thoroughly searched System 16, as well as KLOV, MAWS, the old Spies Wire Tap archives, and many others. I have also enlisted the help of professional game trackers, including (in Apr, 2004):

<http://www.arcadegametracker.com/>

And, about 2-3 years ago, I also contacted all Brisbane Arcade Operators (that were listed in the phone book) trying to track down and buy the machine - but none could help or find it. (Plenty found Choplifter 1985 were found - but not the Choplifter 1987 I was after).

I now fear that the game was a prototype that was on trial at the bar I worked in. The game was difficult and expensive, and I don't recall seeing many people play it, so it might not have done well in the trial, and therefore it might not have gone into production. If only I had known this 10-20 years ago ...

<http://www.arcadegametracker.com/>

Actually, I have just checked this site, and it is not what it once was. Now it just seems to be a front end site for a load of advertising Not what it once was. So, it seems that Arcade Game Tracking (at least in this case) was not an easy or lucrative business.

Ric

26th March 2007 03:47 PM

have you contacted Sega directly?

Or Mad Mike on this forum - he is a bit of a Sega God

MadMikeAU

26th March 2007 03:51 PM

Welcome to the forum. It sounds like you have been searching for a while and have hit the same wrong answers wherever you go. I do recall seeing you ask about this a number of years back.

I, too, recall a game as you describe...vaguely, very vaguely.

Possibilities:

* It was on Sega's System E hardware (around the right era). This would account for it's rarity and disappearance as that arcade hardware is as rare as hen's teeth

* It was a bootleg Choplifter (1985 version) that was setup to start on a later level :unsure Thats if I am recalling Choplifter having a sea level after the desert one, correctly.

* It was a Sega MegaTech/MegaPlay hardware only game which would make it a few years later, but would explain its disappearance as per the System E speculation.

* It was a clone, ie not even made by Sega and only a few were made

Good luck in your search. I am very interested, too.

EDIT:

Just checked out the flyer over at arcadeflyers and I can see that ChopLifter (1985) did, indeed, have a sea level...<http://www.arcadeflyers.com/?page=flyer&id=203&image=2>

Ric

26th March 2007 04:08 PM

told you he was the Sega God :)

MadMikeAU

26th March 2007 09:52 PM

1 Attachment(s)
Pic of level 2...

moose

27th March 2007 10:48 AM

Quote:

Originally Posted by **MadMikeAU** (Post 59148)
Pic of level 2...

Thanks MadMike , but I am familiar with Level 2 of Choplifter (1985) - you are over the sea and the game play is very similar to "Choplifter 1987" first level, but the graphics are very different - much more primitive.

Sadly, "Choplifter 1987" is NOT the original Choplifter started at level 2 (or any other level).

>Possibilities:

>* It was on Sega's System E hardware (around the right era). This would
>account for it's rarity and disappearance as that arcade hardware is as
>rare as hen's teeth

Yes, this is possible.

>* It was a clone, ie not even made by Sega and only a few were made

This is what I think is most likely.

About 4-5 years ago (or maybe earlier, hard to keep track), I had long conversations with the creator of the original Choplifter (Dan Gorlin) about Choplifter and games in general. He is a very nice guy, and IIRC he was about to sell his Choplifter arcade game machine that he has had since he originally developed the game. I was trying to talk him out of it, saying what an important piece of history it is, etc. However, he was determined to sell it, so I suggested that he autograph the machine (e.g. inside the cabinet), and then sell it, as then it would be more interesting / valuable. (I was tempted to buy it and ship the machine to Australia ...)

Anyway, I asked Dan about "Choplifter 1987" (and gave details about the differences, etc), but had never heard of or seen this game, and had no idea who might have developed it.

Anyway, this and "Lunar Lander on Steroids" are two games that I will keep searching for. Hopefully one day, if I can find and buy them, they will be preserved in MAME. :)

moose

10th January 2009 08:37 PM

Just popping back in to update things here on my search for Choplifter 1987.

I've been searching for this (mostly from a distance due to geography) for over 10 years now. No luck yet, but still searching.

So far, I have been on 3 arcade / arcade dealer scouring trips to Brisbane, and enlisted the help of arcade dealers and even offered to pay a \$1,000 bounty on-top of the price of the complete game cabinet or working PCB - but so far no-one has been able to turn up anything.

Oh well maybe one-day

Arcade King

10th January 2009 09:23 PM

mate pretty rare on that. Thanks for the update though :)

biggeorge

11th January 2009 06:08 AM

The game you want is called Skywolf
http://klov.com/game_detail.php?game_id=9579

Do I get the bounty?
:D

Dan

11th January 2009 08:11 AM

And seller "andys-arcade" on ebay (UK) has a working PCB for sale :)

moose

11th January 2009 08:31 AM

Quote:

Originally Posted by **biggeorge** (Post 245958)
The game you want is called Skywolf
http://klov.com/game_detail.php?game_id=9579

Do I get the bounty?
:D

Gosh, I was very excited there for a minute, but I've just been doing some checking (in MAWS, etc) and

SkyWolf / AirWolf is definitely not the same as the one I'm looking for.

SkyWolf / AirWolf has been in MAME since v0.36 (since early 2000). It's definitely a different game.

"Choplifter 1987" has much better graphics and scrolls to the left (like the original Choplifter).

A very nice try, and I was seriously hoping. but alas, it isn't the game.

I used to keep track of which games I have tried out (to see if they are the same game or a home version), maybe I should resurrect and post this list.

moose

11th January 2009 08:32 AM

Quote:

Originally Posted by **_Dan_** (Post 245977)
And seller "andys-arcade" on ebay (UK) has a working PCB for sale :)

I would have snapped this up in nano-seconds regardless of the price or P&P. But, alas, it's not the same game - please see above.

biggeorge

11th January 2009 10:55 AM

It seemed to fit ALL of your criteria.
It was released in 1987.
Side scrolling helicopter game where you rescue people
Features a Big ship
Better graphics than choplifter

Methinks your memory is somewhat faded. Have you played these games in MAME?

Do you remember anything else about it???

It's not Silk Worm??

http://klov.com/game_detail.php?game_id=9546

RaMpAgE

11th January 2009 11:19 AM

cannibis, byron bay, choplifter 1987, hmmmhmmmmmmmmmm

:unsure

dj10555

11th January 2009 11:22 AM

I have checked through my Sega book which lists all Sega games made between 1973 and 2001 and could not find any listing of a Choplifter (チョップリフター) 1987 game so it would seem to suggest this may be a bootleg and not an original Sega.

I don't know if you have seen this or not but if you view the Japanese wiki entry it lists a Choplifter 2 and Choplifter 3 for Gameboy and SNES. Have you tried these at all to see if they are ports of your game?

<http://translate.google.com.au/trans...hl=en&ie=UTF-8>

regards Derek

biggeorge

11th January 2009 11:24 AM

I am thinking someone might've had a few too many cones and was slipping 20c coins into the disk drive of his Apple IIe. :D

DKong

11th January 2009 11:29 AM

Quote:

Originally Posted by **biggeorge** (Post 246033)

It's not Silk Worm??

http://klov.com/game_detail.php?game_id=9546

Thats what I was thinking

CruiserMan

11th January 2009 11:36 AM

Hey moose,

I think I may have played the Choplifter version you are talking about back in the late 80's in the local pinny parlour in Port Macquarie NSW. We used to holiday there every Xmas and me and my brother used to save up all our spare change through the year to spend there.

I can only vaguely remember the game but I DO remember it being pretty damn hard (not sure if that's because I was just a kid at the time) but the one thing that makes me think it is/was the same version you are talking about was the absolutely gorgeous graphics .

Did one of the levels have you flying inside a cave with volcano-like pools of lava etc. Seems to ring a bell ????????

Good luck with your search and hope you one day find it.

moose

11th January 2009 11:37 AM

Quote:

Originally Posted by **biggeorge** (Post 246033)

It seemed to fit ALL of your criteria.

It was released in 1987.

Side scrolling helicopter game where you rescue people

Features a Big ship

Better graphics than choplifter

Methinks your memory is somewhat faded. Have you played these games in MAME?

Do you remember anything else about it???

It's not Silk Worm??

http://klov.com/game_detail.php?game_id=9546

Thanks for the help / suggestions, but it definitely is not Silk Worm.

The title screen definitely said "Choplifter" in big letters. Sadly, I didn't write down any other details (manufacturer, copyright, etc) at the time, because I had no idea how rare the game would turn out to be.

My memory has certainly faded, but I am very clear on this game.

In Air Wolf / Sky Wolf you do NOT rescue hostages.

Great big ships several screens long and bristling with guns that fired large white projectiles (more like circles than missiles) and beautiful graphics are the most striking features that stand out in my memory. You definitely had to rescue hostages - and this would be from the ships that you attacked.

There are sections of Air Wolf / Sky Wolf where there are large ships - and these are kind-off similar (and even the bullets they fire are similar and make a similar sound), but there are no hostages to rescue, the graphics are no-where near as good, and the scrolling is to the right instead of to the left (like the original Choplifter). There were also massively wide ocean sections, with many massive ships. In Air Wolf / Sky Wolf there are only one or two ships at a time. You had to bomb / shoot the ships to open up areas where you could land and rescue hostages.

Air Wolf / Sky Wolf does have better graphics than the original Choplifter. However, even though this is from memory, I would say that Choplifter 1987 had better graphics again - a similar step better than Air Wolf / Sky Wolf to what Air Wolf / Sky Wolf is to the original Choplifter.

I have been a MAME fan since before it was called MAME. Over the years, I have searched out and tried every helicopter related game available on every arcade emulator I can find just to see if I can find the game, as well as every helicopter related game I can find for console and computer emulators - just to see if I can find a port of the game.

Quote:

Originally Posted by **CruiserMan** (Post 246053)

Hey moose,

I think I may have played the Choplifter version you are talking about back in the late 80's in the local pinny parlour in Port Macquarie NSW. We used to holiday there every Xmas and me and my brother used to save up all our spare change through the year to spend there.

I can only vaguely remember the game but I DO remember it being pretty damn hard (not sure if that's because I was just a kid at the time) but the one thing that makes me think it is/was the same version you are talking about was the absolutely gorgeous graphics .

Did one of the levels have you flying inside a cave with volcano-like pools of lava etc. Seems to ring a bell ????????

Good luck with your search and hope you one day find it.

WOW, thanks for replying !!! :) It may be the same game, but I cannot recall any larva or caves - but I never did make it past the first level. It was a very hard game.

I also don't recall the attract mode showing any larva or caves either - but my memory could be missing this part of the attract mode.

Thanks for the encouragement - and if you remember anything else about the game, please let me know. You might have the piece that finally unlocks the puzzle !! :)

moose

11th January 2009 12:10 PM

Quote:

Originally Posted by **dj10555** (Post 246046)

I have checked through my Sega book which lists all Sega games made between 1973 and 2001 and could not find any listing of a Choplifter (チヨツプリフター) 1987 game so it would seem to suggest this may be a bootleg and not an original Sega.

I don't know if you have seen this or not but if you view the Japanese wiki entry it lists a Choplifter 2 and Choplifter 3 for Gameboy and SNES. Have you tried these at all to see if they are ports of your game?

<http://translate.google.com.au/trans...hl=en&ie=UTF-8>

regards Derek

Thanks for your suggestions Derek and everyone.

Yes, I have definitely tried Choplifter 2 and Choplifter 3 on the SNES (still got the roms around here somewhere), and sadly, it's not these games.

I believe that the game was either a prototype and wasn't Sega. As I said above: I have been a MAME fan since before it was called MAME. Over the years, I have searched out and tried every helicopter related game available on every arcade emulator I can find just to see if I can find the game, as well as every helicopter related game I can find for console and computer emulators - just to see if I can find a port of the game.

biggeorge

11th January 2009 12:50 PM

When the game started did it say-

"You have been recruited by the star league to defend the frontier against the codan armadda, Get Ready!!" - The Last Starfighter. :)

Maybe it was a test, put there by aliens, to choose the one kid who could win the game and defend earth.

Heywood

11th January 2009 12:54 PM

Choplifter is one of my favourite games of all time from the Apple 2 days - that, Montezuma's Revenge and Rescue Raiders. Maybe I should revive my old goal to get a copy of Choplifter for every platform it was released for.

I wish you well on your quest for that elusive arcade game.

Prof

11th January 2009 02:34 PM

I pretty sure I know what version your talking about.

I'm sure it's a System 24 game.

I remember playing it at a George street arcade a few times.

They seems to get al the system 24 games through there. A lot of proto's and rare machines as well.

Only place I played Holloseum and Time traveller side by side.

moose

11th January 2009 05:20 PM

Quote:

Originally Posted by **biggeorge** (Post 246090)

When the game started did it say-

"You have been recruited by the star league to defend the frontier against the codan armadda, Get Ready!!" - The Last Starfighter. :)

Maybe it was a test, put there by aliens, to choose the one kid who could win the game and defend earth.

LOL - yes, maybe it was !! :) I've got The Last Starfighter here on VHS - not a bad movie. :)

Quote:

Originally Posted by **Heywood** (Post 246093)

Choplifter is one of my favourite games of all time from the Apple 2 days - that, Montezuma's Revenge and Rescue Raiders. Maybe I should revive my old goal to get a copy of Choplifter for every platform it was released for.

I wish you well on your quest for that elusive arcade game.

LOL. Yes I've collected every Choplifter for every system I can find.

Rescue Raiders was a great game. Back in the late 1980's, there was a PC version caller Armour Alley - have you got this ? (Check out your favourite abandonware site).

Thanks for the encouragement. Long live the Apple][!!! :)

Quote:

Originally Posted by **Prof** (Post 246129)

I pretty sure I know what version your talking about.

I'm sure it's a System 24 game.

I remember playing it at a George street arcade a few times.

They seems to get al the system 24 games through there. A lot of proto's and rare machines as well.

Only place I played Holloseum and Time traveller side by side.

Ah, well that makes a *lot* of sense. The bar I worked at was at the University of Queensland, which is just down the road.

So, maybe the proto did the rounds.

Sure wish I could find it Maybe one day ... :unsure

shootar75

11th January 2009 05:55 PM

was that in las vegas? I have a vague memory but i think it was too expensive at the time. 2 bux could go a long way back then.....

moose

11th January 2009 07:14 PM

Quote:

Originally Posted by **shootar75** (Post 246182)

was that in las vegas? I have a vague memory but i think it was too expensive at the time. 2 bux could go a long way back then.....

Sorry, I don't know, I've never been to Vegas. Will do one day ;)

All times are GMT +10. The time now is 02:31 PM.

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