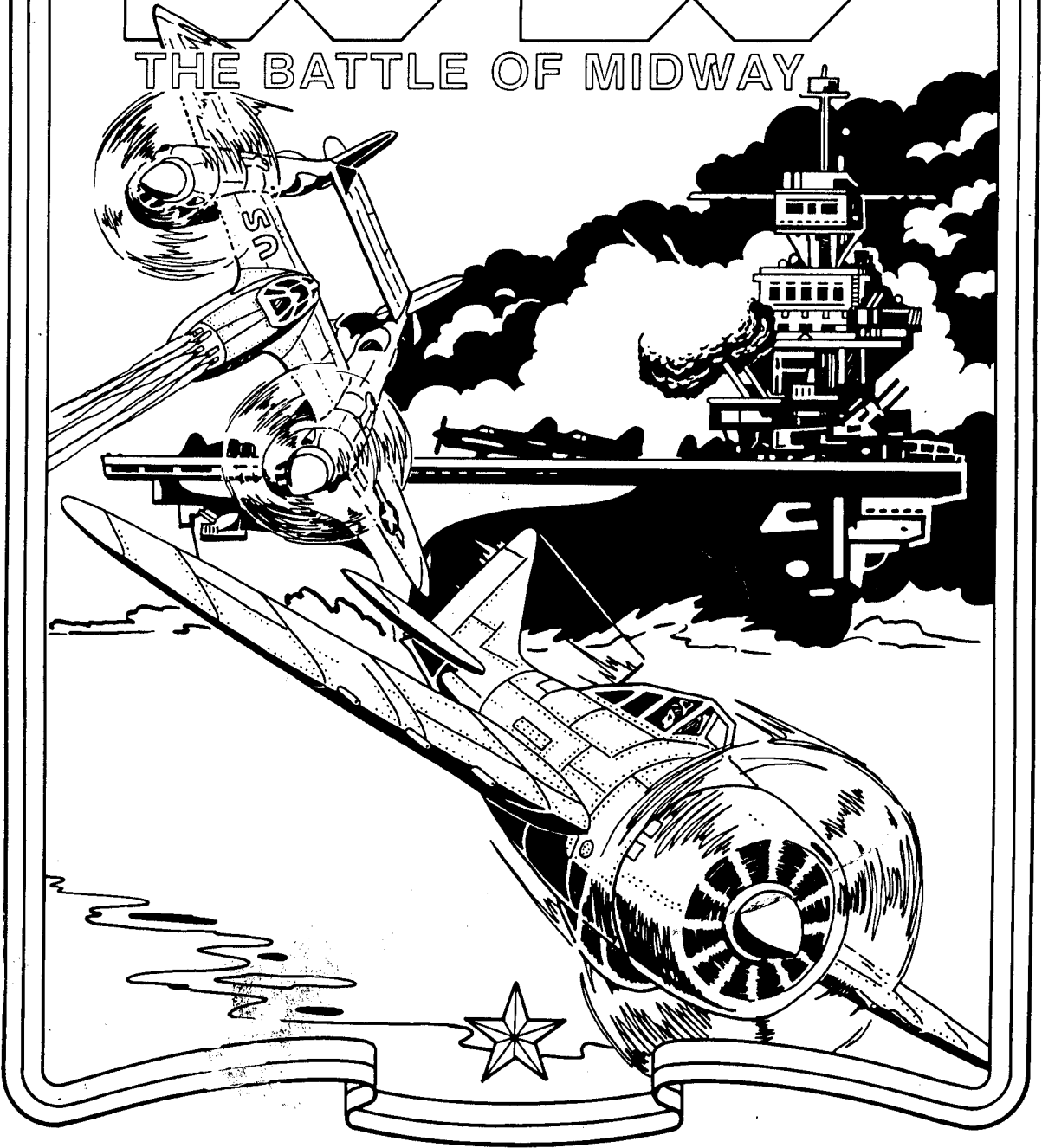


# 1943

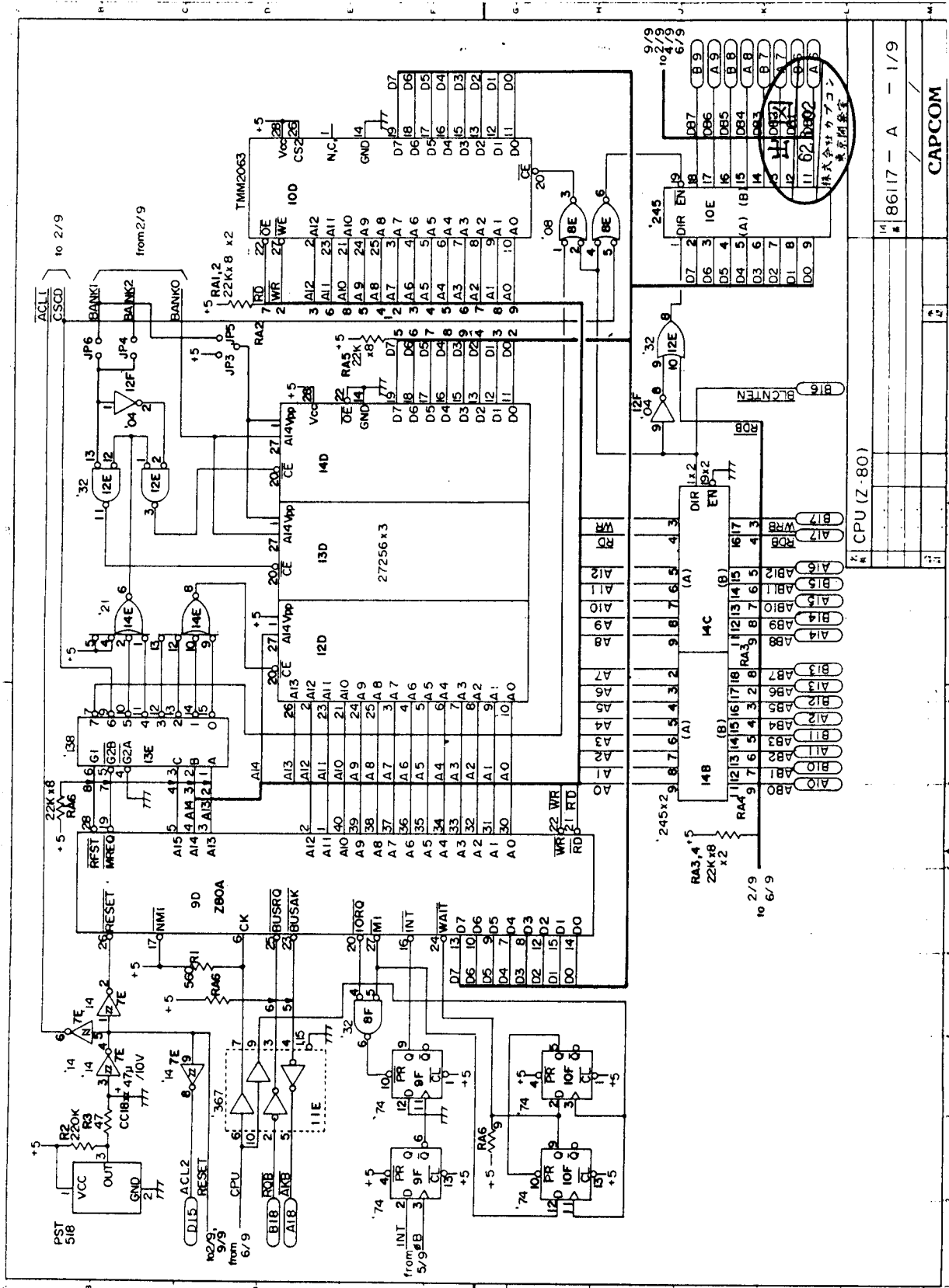
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## THE BATTLE OF MIDWAY



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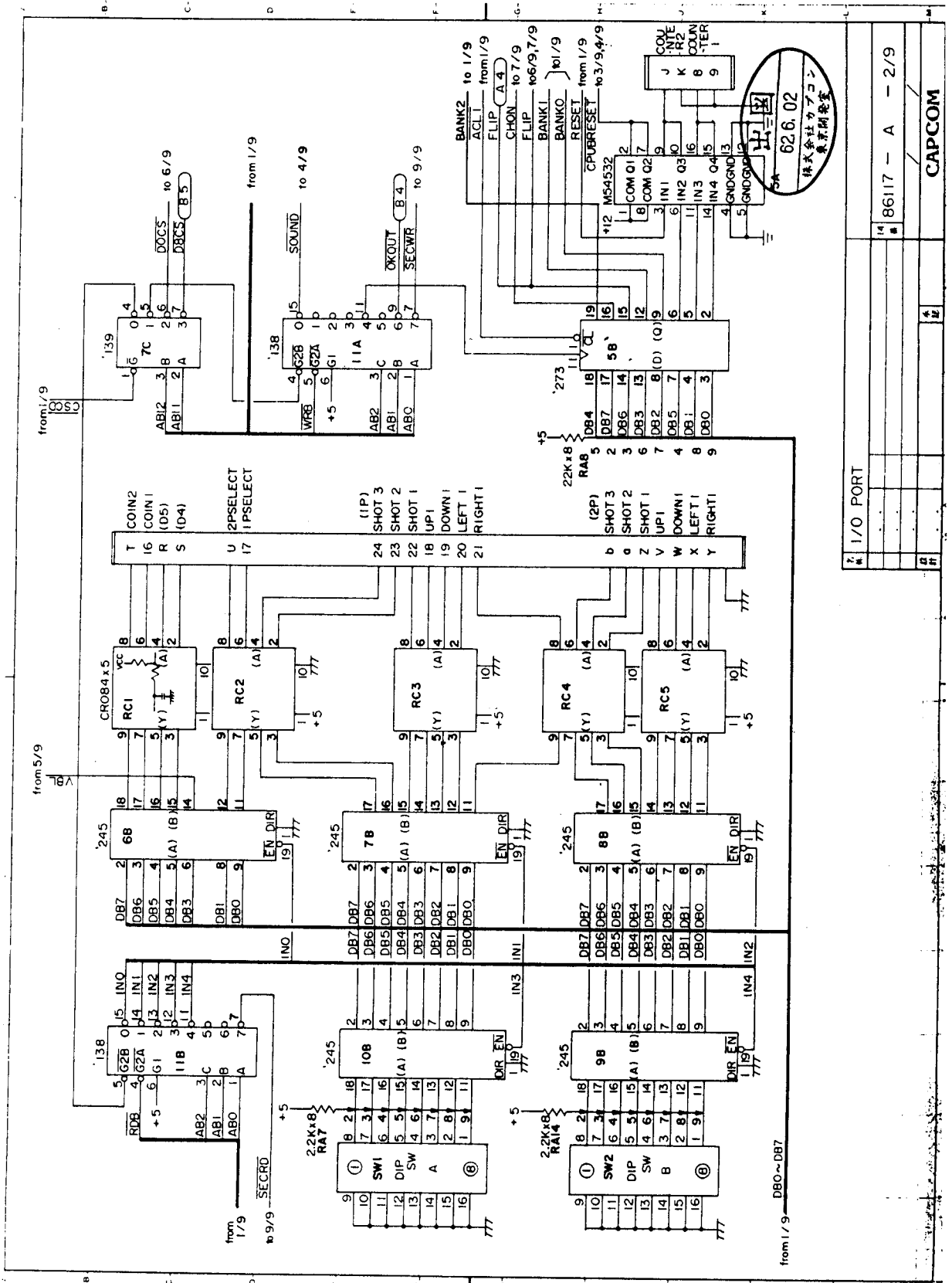
# INSTRUCTION MANUAL

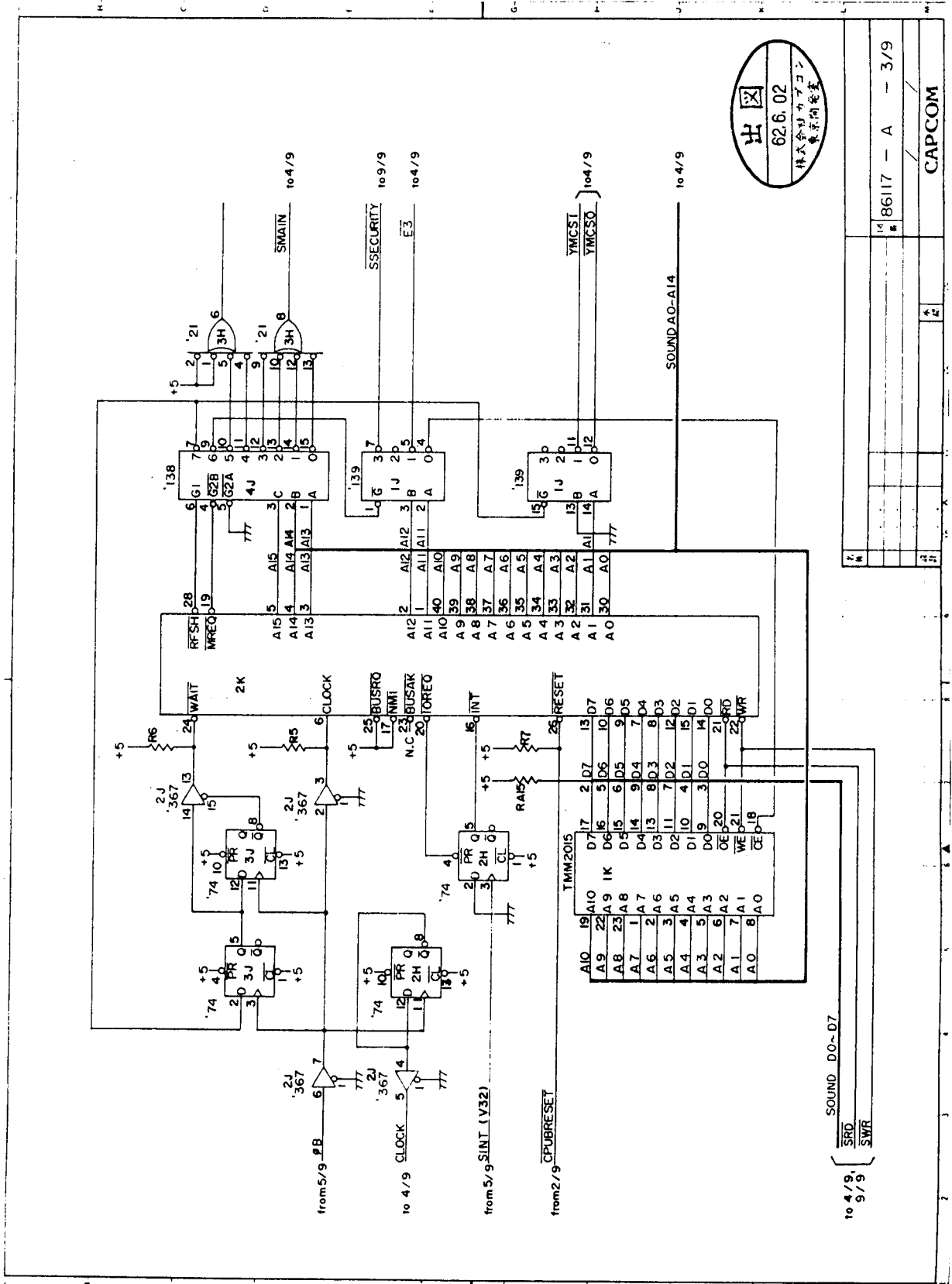


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東京四谷区

86117 - A - 1/9

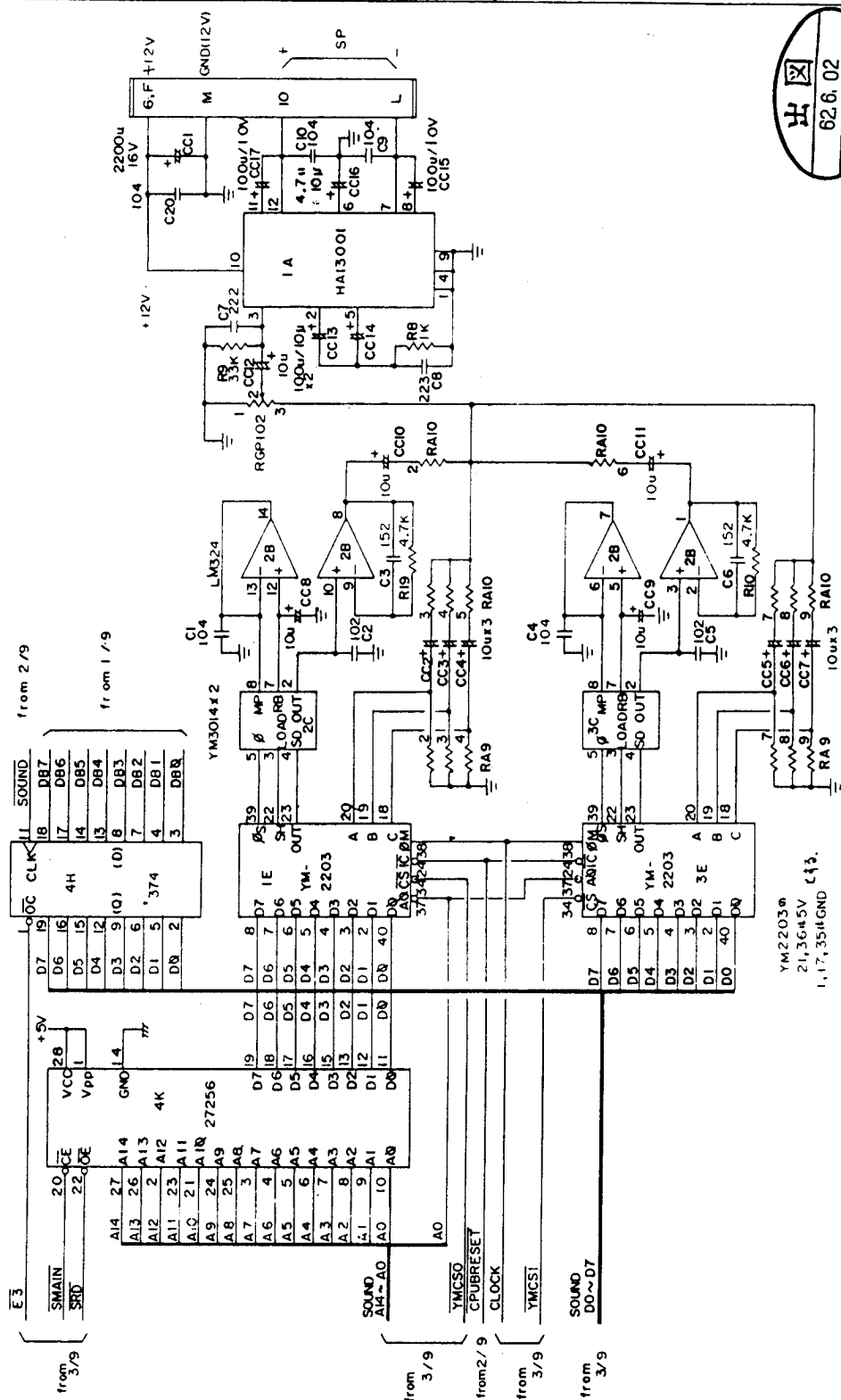
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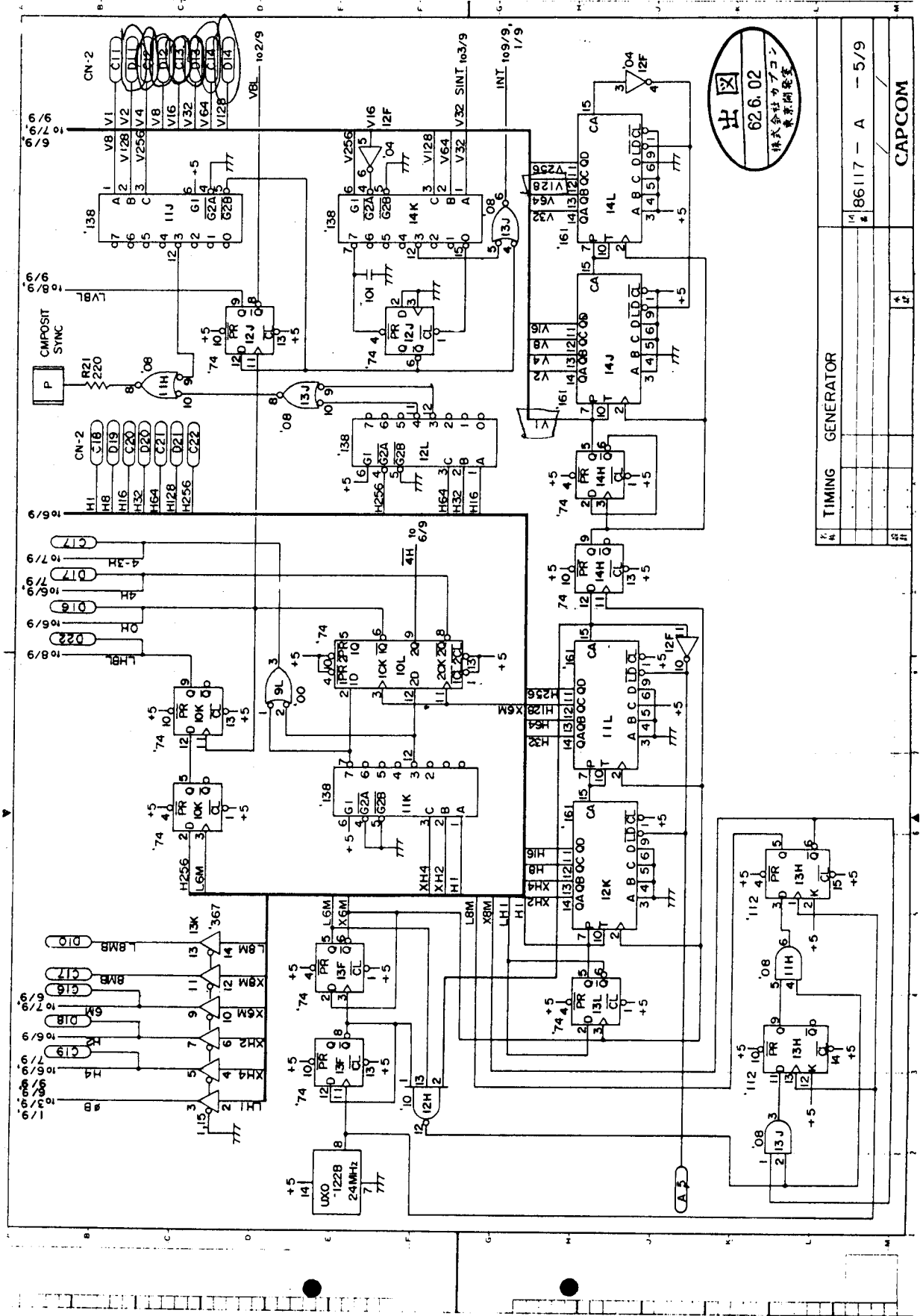
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 株式会社コナミ  
 東京開発部

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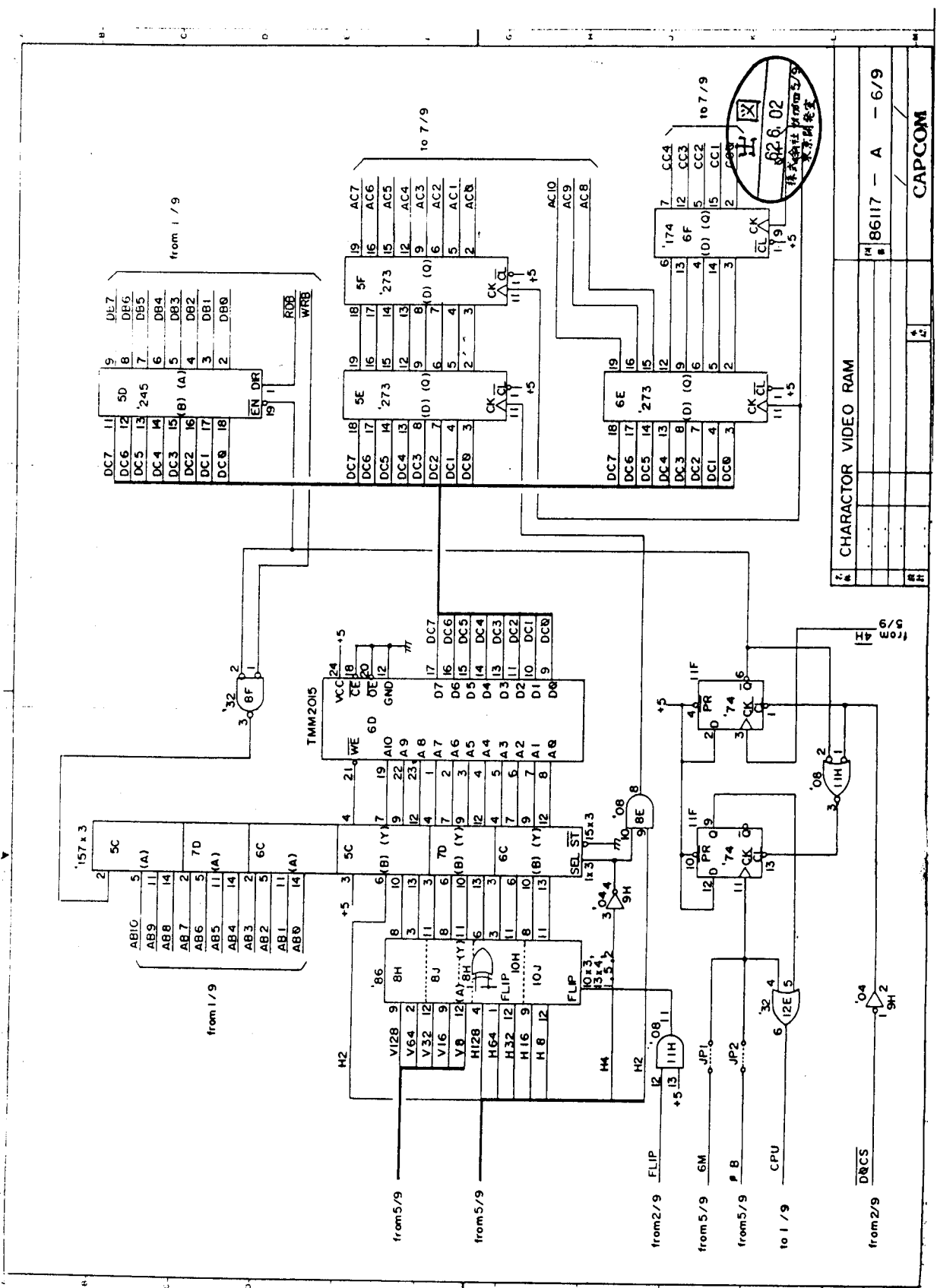
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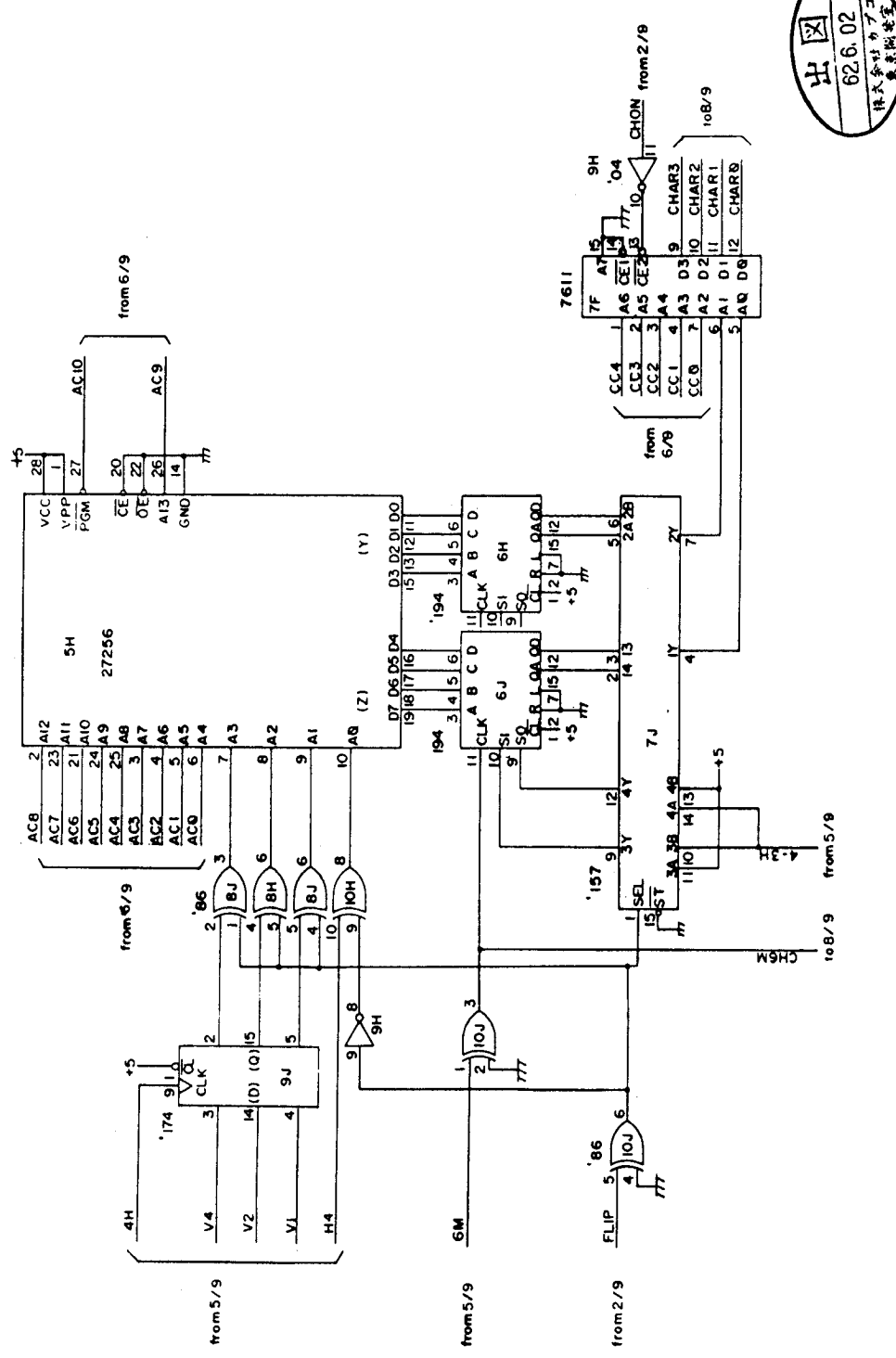
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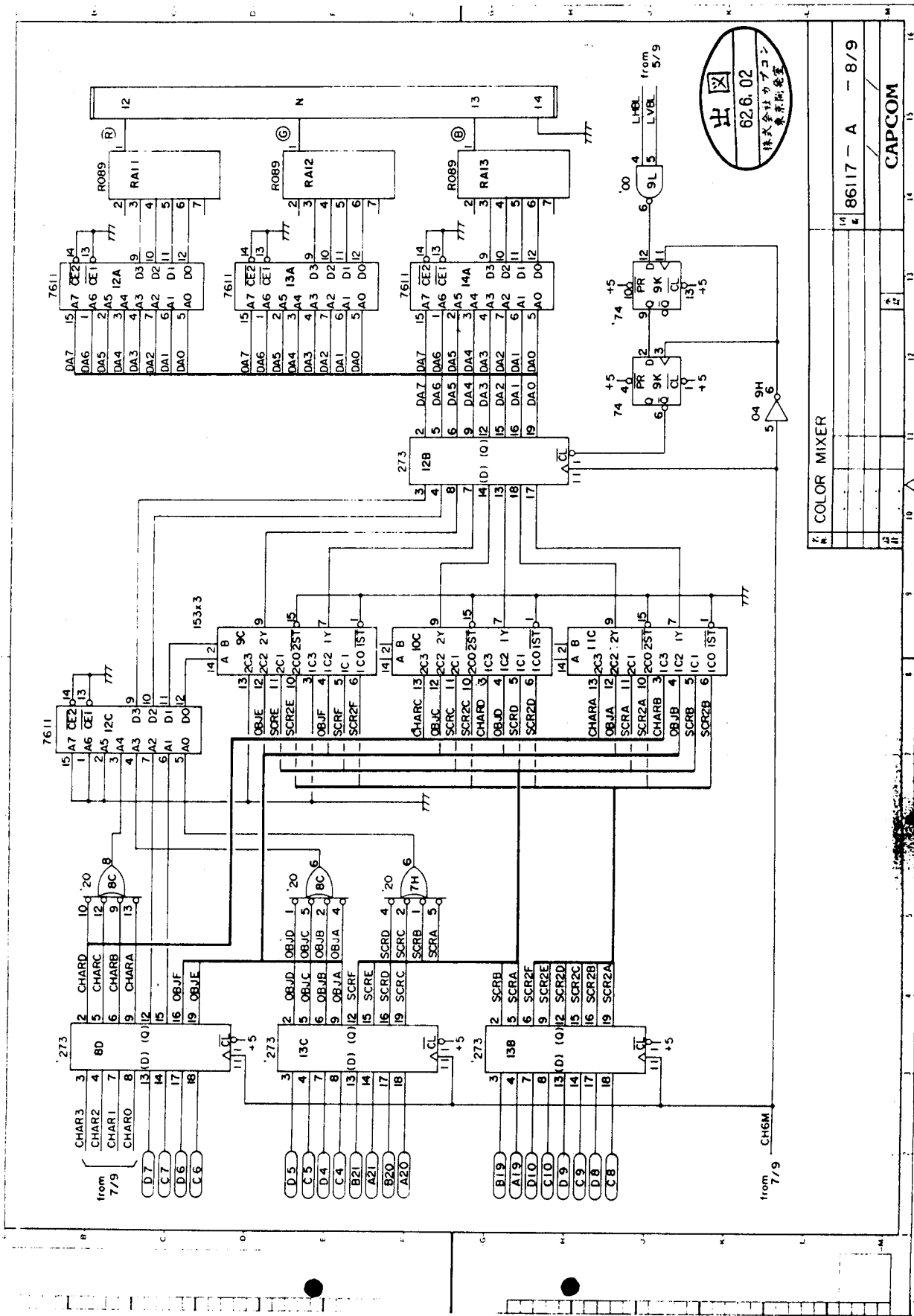
CHARACTOR VIDEO RAM	
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部材	
数量	
単位	
備註	
CAPCOM	



CHARACTOR GENERATION ROM	
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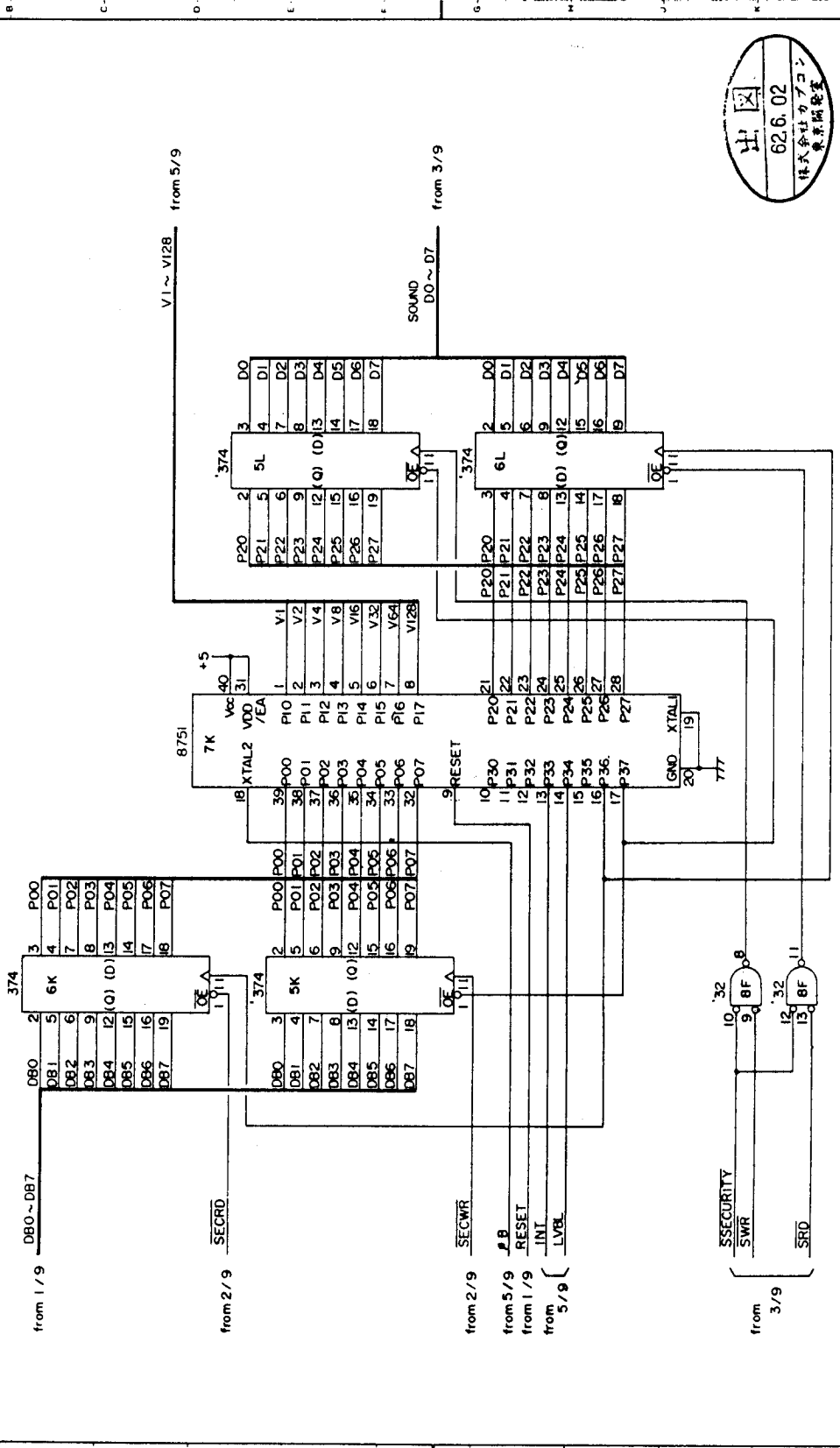
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東京別荘室

COLOR MIXER	
14	86117 - A - 8/9
15	CAPCOM



品名	SECURITY
数量	1
仕様	
納入	
検査	
出荷	

86117 - A - 9/9

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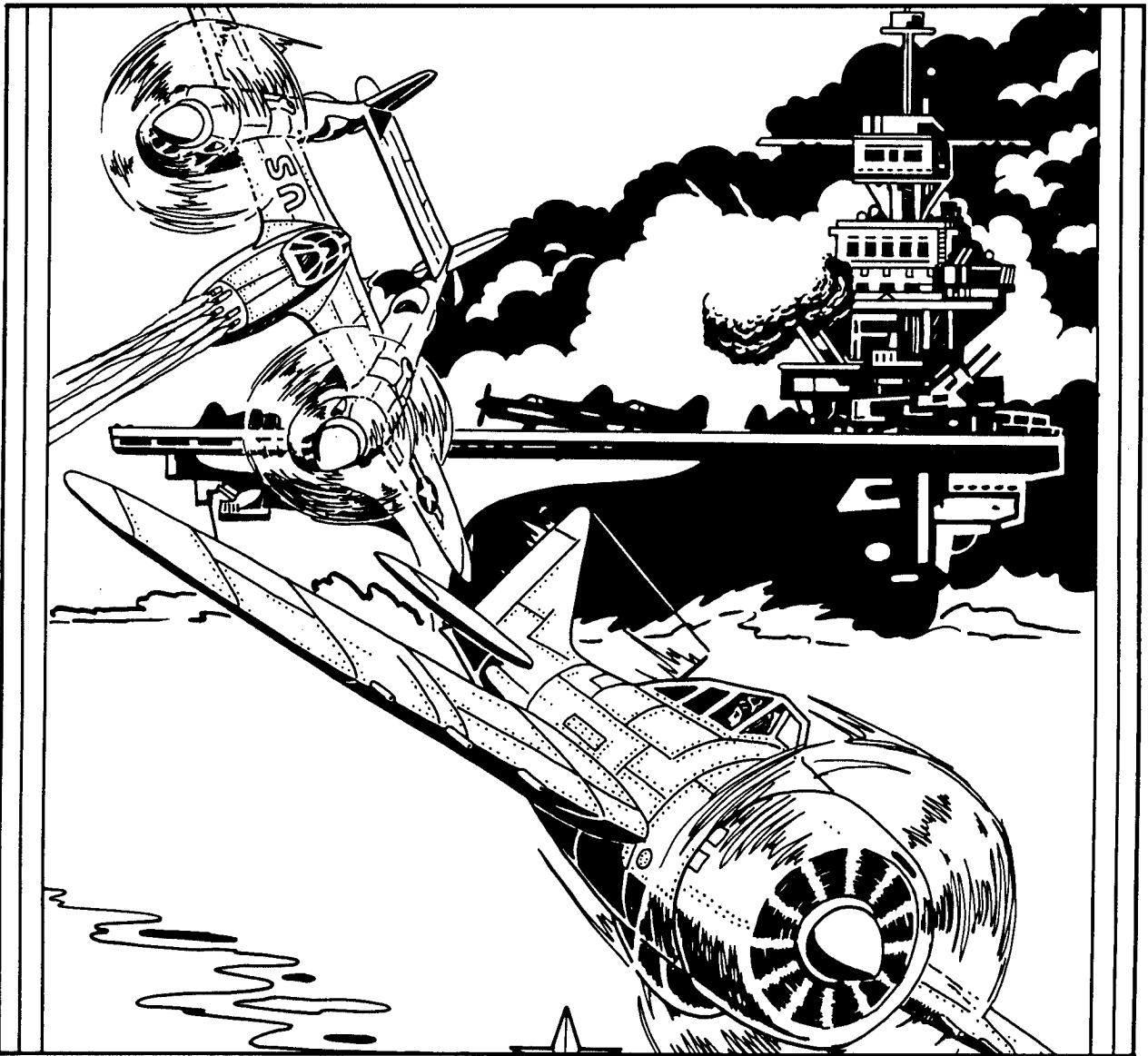
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## GAME DESCRIPTION 1943

- 1943 is a 2 players Simultaneous Game.
- 2nd player can buy in at any time.
- Button one : shoot
- Button two : causes lighting and cyclone.
- Button one and two : simultaneously to loop.
- 2 players can loan each other their energy by simply flying on top of one another.
- Shoot "POW" to select power-up weapons.



Forty years ago, at the height of World War II, the Japanese main squadron tasted defeat off the coast of the midway Islands. Some say this battle greatly changed the outcome of the war.

## DIP SWITCH SETTINGS - 1943

### DIP - A

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
TEST MODE	NORMAL TEST	OFF ON							
SCREEN STOP	NORMAL STOP		OFF ON						
UPRIGHT/TABLE CHANGE	UPRIGHT TABLE			OFF ON					
CREDITS FOR 2 PLAYERS	2 CREDITS/2 PLAYERS 1 CREDIT/2 PLAYERS				OFF ON				
DIFFICULTY LEVEL	1					OFF	OFF	OFF	OFF
	2					OFF	OFF	OFF	ON
	3					OFF	OFF	ON	OFF
	4					OFF	OFF	ON	ON
	5					OFF	ON	OFF	OFF
	6					OFF	ON	OFF	ON
	7					OFF	ON	ON	OFF
	8					OFF	ON	ON	ON
	9					ON	OFF	ON	OFF
	10					ON	OFF	OFF	ON
	11					ON	OFF	ON	OFF
	12					ON	OFF	ON	ON
	13					ON	ON	OFF	OFF
	14					ON	ON	OFF	ON
	15					ON	ON	ON	OFF
	16					ON	ON	ON	ON

### DIP - B

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
SOUND DURING DEMONSTRATION	WITH SOUND WITHOUT SOUND	OFF ON							
CONTINUE	CONTINUE WITHOUT CONTINUE		OFF ON						
COIN 2	1 coin      1 credit			OFF	OFF	OFF			
	1            - 2			OFF	OFF	ON			
	1            - 3			OFF	ON	OFF			
	1            - 4			OFF	ON	ON			
	1            - 5			ON	OFF	OFF			
	2            - 1			ON	OFF	ON			
	3            - 1			ON	ON	OFF			
	4            - 1			ON	ON	ON			
COIN 1	1 coin      1 credit						OFF	OFF	OFF
	1            - 2						OFF	OFF	ON
	1            - 3						OFF	ON	OFF
	1            - 4						OFF	ON	ON
	1            - 5						ON	OFF	OFF
	2            - 1						ON	OFF	ON
	3            - 1						ON	ON	OFF
	4            - 1						ON	ON	ON

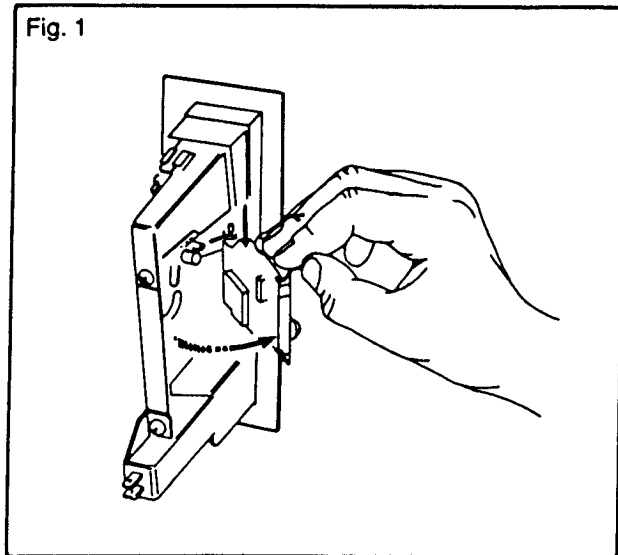
## LOCATION AND SETUP

### INSPECTION

1. Remove the game from its shipping crate.
2. Inspect the entire outside of it for any signs of damage.
  - Any scratches?, dents?, cracks?
  - Any broken controls?
  - Just look it over closely and make a note of any signs of damage.
3. Remove the shipping cleats from the bottom of the cabinet.
4. Install the four levelers, one at each corner of the cabinet.
  - Level the cabinet.
5. Open the cabinet and inspect the inside of the game for any signs of damage.
  - Also check to make sure all plug-in connectors on the wire harness are firmly seated.
  - Replug any connectors found unplugged. **DO NOT FORCE PLUGS ONTO CONNECTORS. DO NOT FORCE PLUGS TOGETHER.** If it won't go on easily, assuming the keys are lined up, it either does not belong there or is damaged.
  - Make sure all printed circuit boards (P.C.B.'s) are firmly seated in their connectors. These connectors are also keyed. The P.C.B.'s will only go into them one way without being damaged.
  - Note the location of the game's serial number.
  - Check all major subassemblies to be sure they are mounted securely.
    - Power supply.
    - Control panel(s).
    - T.V. monitor.
    - Other P.C.B.'s and/or P.C.B. rack, etc.
    - Power Chassis.
6. Make a note of any problems that can't be easily corrected.
7. Call your distributor and/or service man about your problem list.

**NOTE: ALL connectors or plugs are key so they will only go together when all pins are properly lined up.**

## COIN DOOR MAINTENANCE



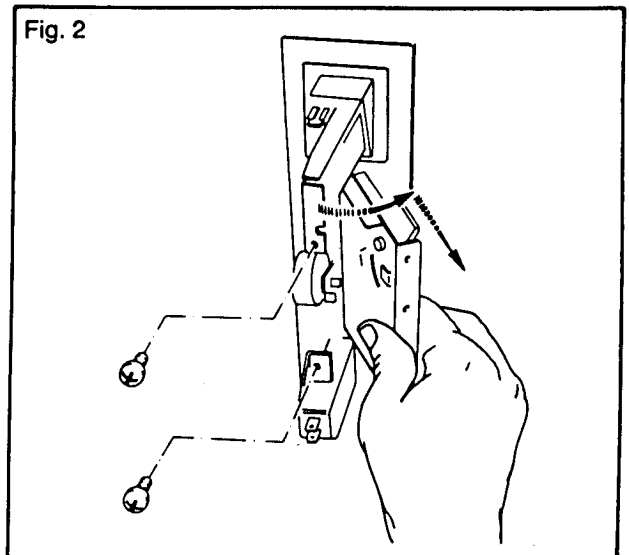
The magnet that is fitted to the mechanism, should be kept clean from foreign particles. The magnet can be cleaned by swinging the gate open. (as shown in Fig. 1). Remove metal filings from the magnet by guiding the point of a screwdriver along the edges of the magnet, such that the filings cling to the screwdriver.

The mechanism can be cleaned by immersing in water using a small brush to clean the mechanism. Rinse the mechanism with boiling water and dry with compressed air.

### Note:

Since the Gold Mech relies on coins passing the magnet at a constant speed, the rejector must be free of dirt and grease which may slow down the coins. Do not lubricate the acceptor with oil as this slows down coins.

If the above procedures are not successful, check for worn, bent or damaged parts and replace where necessary.



## Removal of Mechanism

To remove the coin selector: Unscrew the two screws (as shown in Fig. 2)—swing rear of selector body away from the lock-out side and withdraw.

The Gold Mech Acceptors are designed to require a minimum of maintenance and field adjustment. Coins are checked by diameter and thickness, weight, metal content, bounce, and for ferromagnetic coins such as nickel and steel, a rim test is also used.

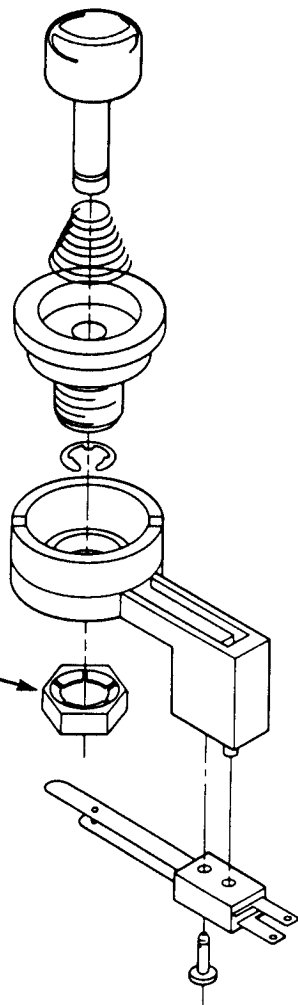
## Coin switch

The coin switch comes in two different spring tensions—identified by the color of the plastic boss at the wire's pivot point.

**Red:** Light tension—U.S. 25¢

**White:** Heavy tension—heavy foreign coins

**\*WICO BUTTON**



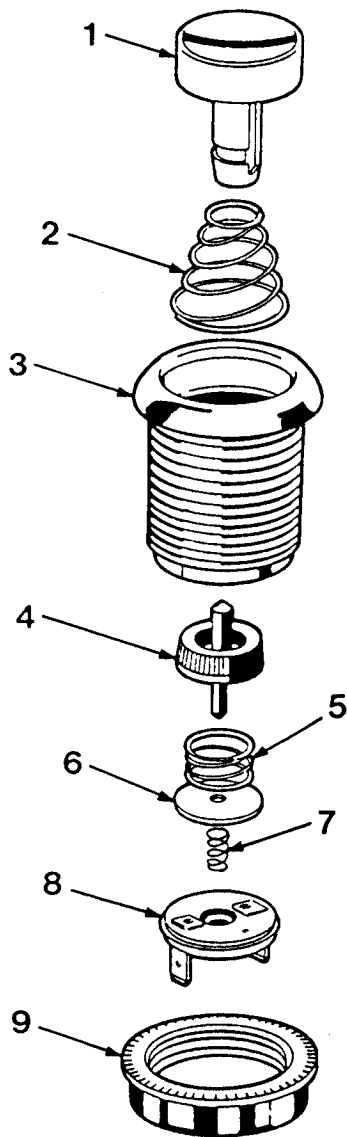
**Push Button Holder  
with Molded Switch and  
Embossed Tabs**

Wico P/N 15-9123-01

Locknut

Wico P/N 19-0254-01

**\*COIN CONTROL BUTTON**

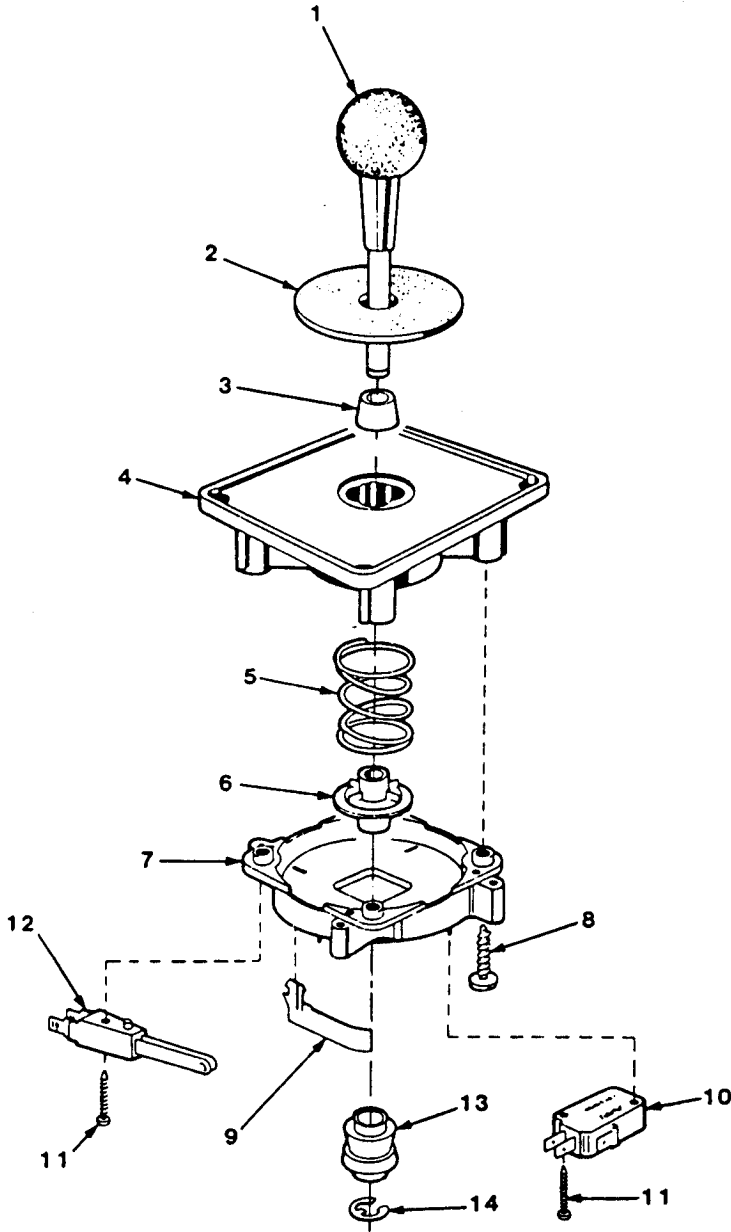


ITEM NO.	DESCRIPTION
1	Button Plunger
2	Button Spring
3	Button Bezel
4	Switch Actuator
5	Washer Spring
6	Contact Washer
7	Washer Spring
8	Contact Plate
9	Fixing Nut

\* WHERE APPLICABLE



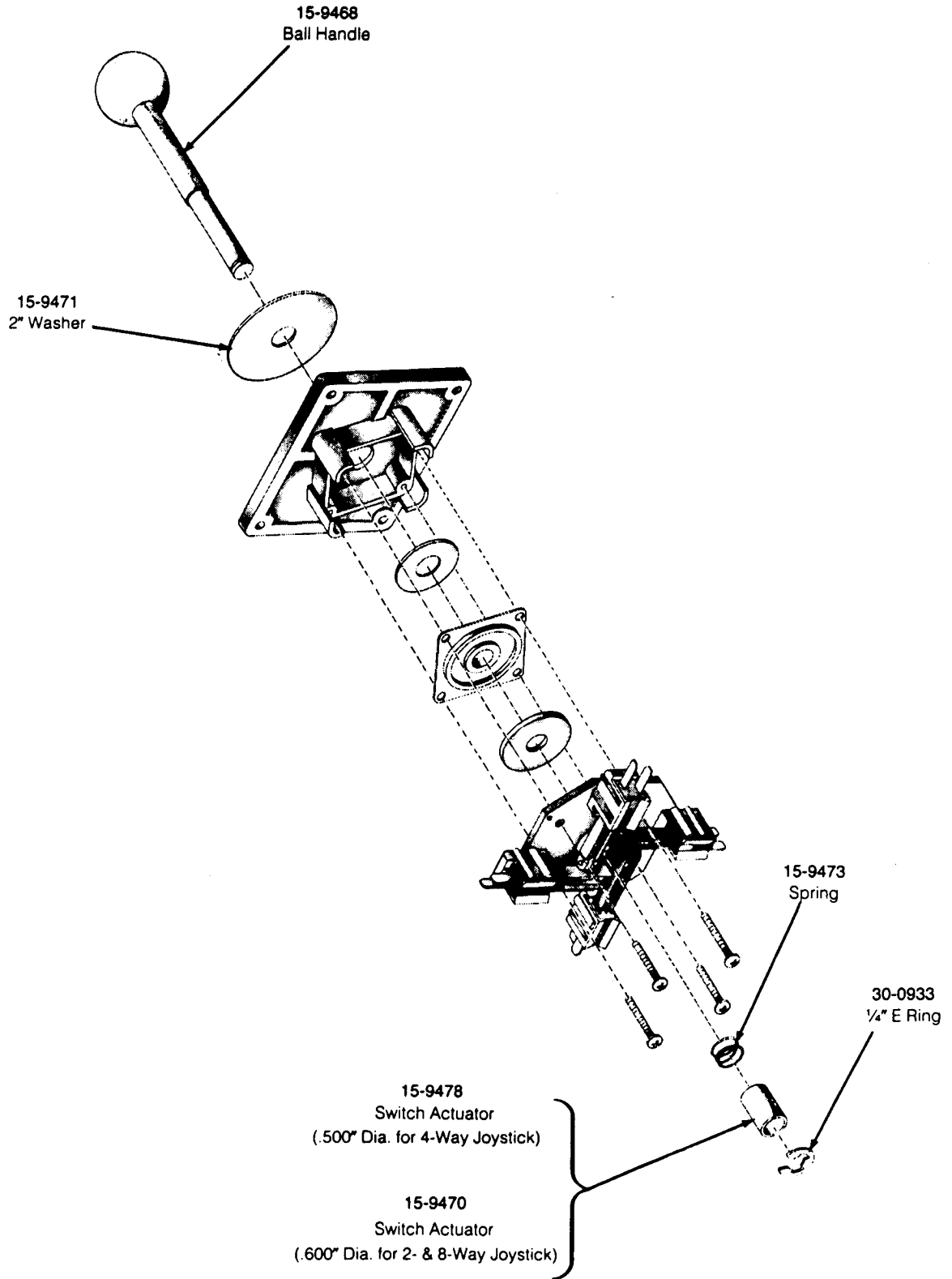
# COIN CONTROL JOYSTICK \*



ITEM NO.	DESCRIPTION
1	1.25" Knob & Shaft
2	2" Washer
3	Pivoi Cone
4	S.T. Nylon Hub
5	Return Spring
6	Spring Bushing
7	Switch Mount Bracket
8	Screw #10 x 3/4"
9	Switch Protector
10	Micro Switch
11	Screw #4 x 3/4"
12	Side Mount Switch
13	4/8 Way Actuator
14	E-Ring

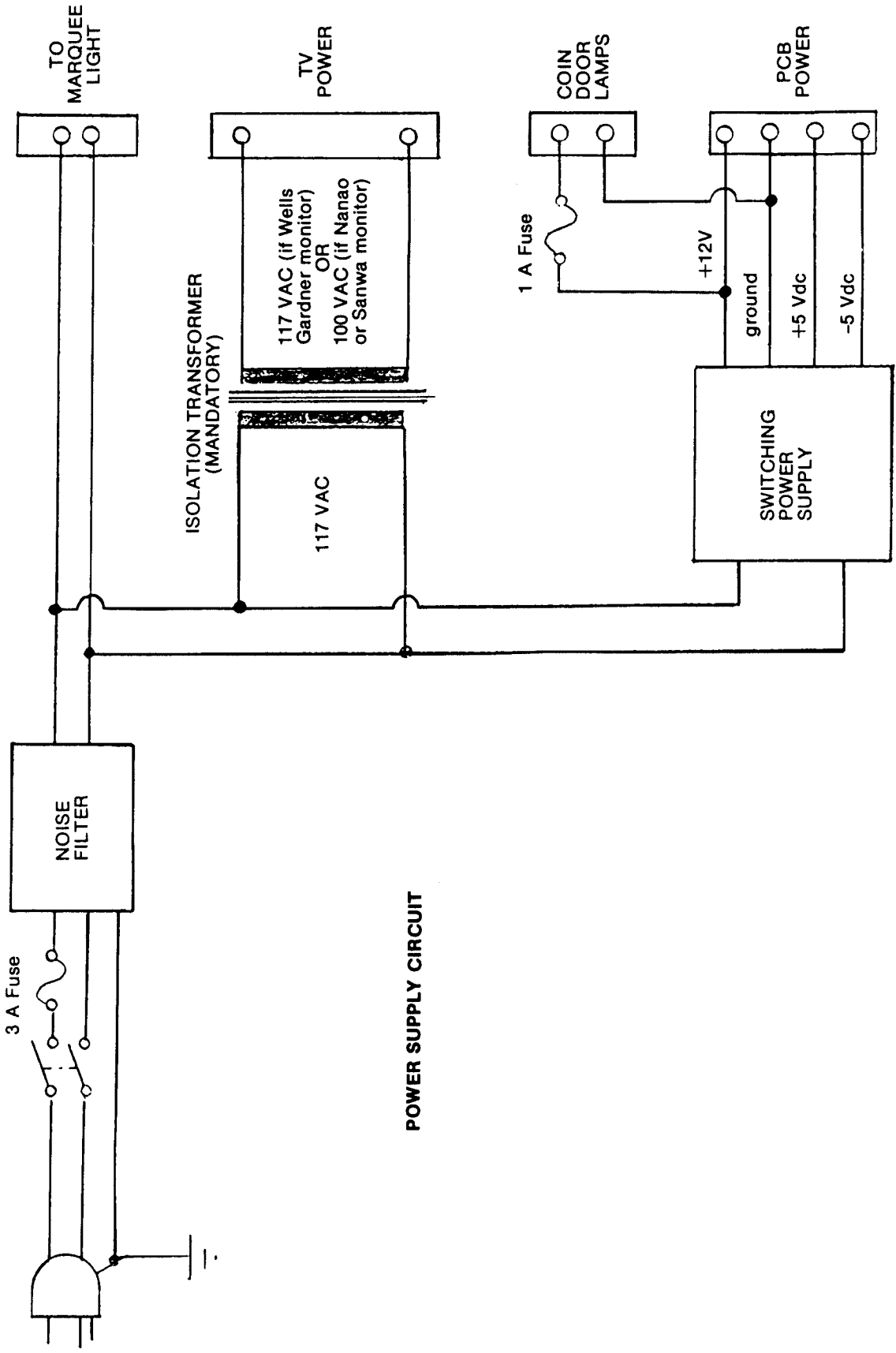
\* Where Applicable

# WICO JOYSTICK \*



Wico Joystick Assembly (700-0163-01)

\* Where Applicable



PARTS NAME  
 CR7E-560A-3.96E : (HIFROSE)  
 OR  
 1168-056 -009 : ( MEL )

SOLDER SIDE		PARTS SIDE
GND	A	1 GND
GND	B	2 GND
+5V	C	3 +5V
+5V	D	4 +5V
-5V	E	5 -5V
+12V	F	6 +12V
	H	7
COIN COUNTER 2	J	8 COIN COUNTER 1
COIN LOCK OUT 2	K	9 COIN LOCK OUT 1
SP (-)	L	10 SP (+)
N.C	M	11 N.C
VIDEO GREEN	N	12 VIDEO RED
VIDEO SYNC	P	13 VIDEO BLUE
SERVICE SW	R	14 VIDEO GND
TILT SW	S	15 TEST SW
COIN SW 2	T	16 COIN SW 1
START SW 2	U	17 START SW 1
2P UP	V	18 1P UP
2P DOWN	W	19 1P DOWN
2P LEFT	X	20 1P LEFT
2P RIGHT	Y	21 1P RIGHT
2P PUSH 1	Z	22 1P PUSH 1
2P PUSH 2	a	23 1P PUSH 2
2P PUSH 3	b	24 1P PUSH 3
N.C	c	25 N.C
N.C	d	26 N.C
GND	e	27 GND
GND	f	28 GND



DRAW NO. \_\_\_\_\_ TITLE JAMMA EDGE CONECTOR

DATE . . . . . DRAWN [ ] CHECKED [ ] DESIGNED [ ] APPROVED [ ]

SCALE NTS /

3RD ANGLE PROJECTION DIM IN mm SHEET

**CAPCOM 4&**

## LIMITED WARRANTY

CAPCOM, USA, INC. ("Seller"), warrants only to the initial purchaser of its products that the items listed below are free from defects in material and workmanship under normal use and service for the warranty periods specified:

- A. Printed circuit boards (90) days
- B. Television monitor (30) days

No other parts of Seller's products are warranted.

Warranty periods are effective from the initial date of shipment from Seller to its authorized distributors.

Seller's sole liability shall be, at its option, to repair or replace products which are returned to Seller during the warranty periods specified, provided:

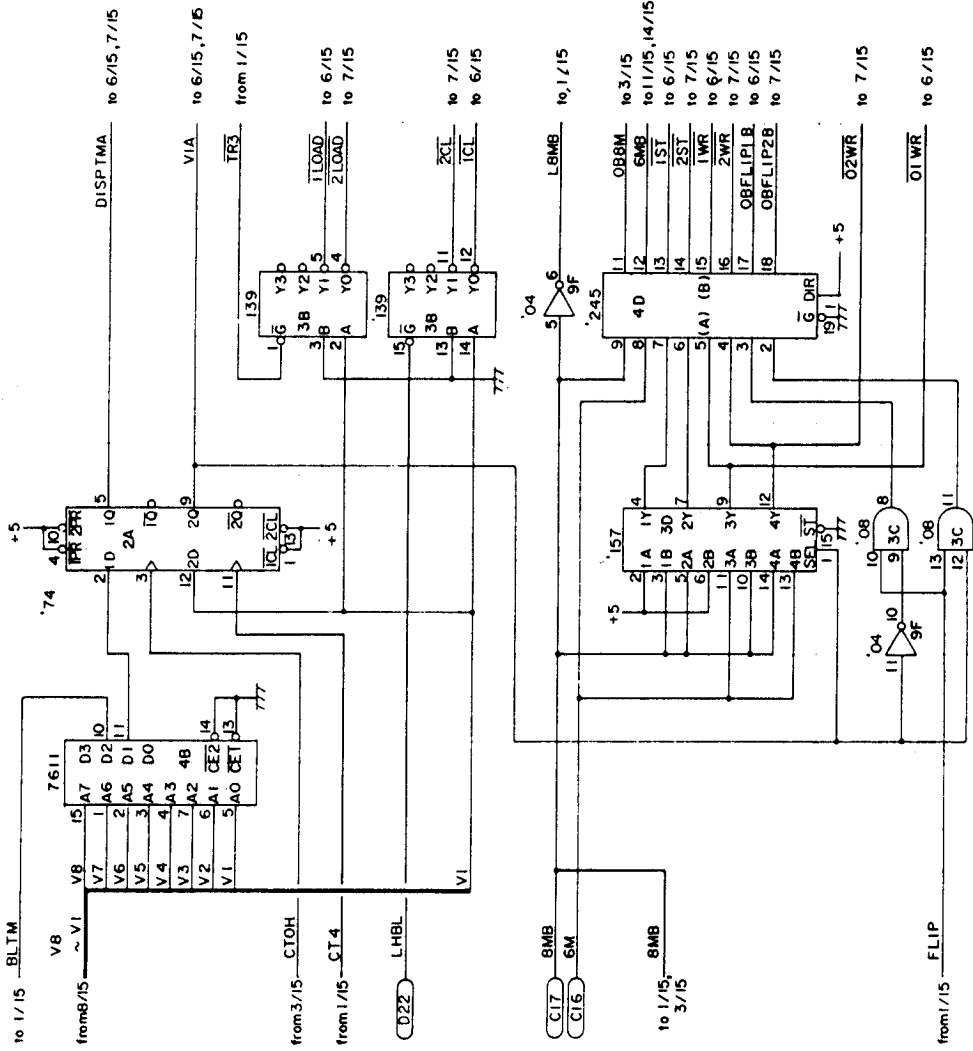
- A. Seller is notified promptly upon discovery by buyer that stated products are defective.
- B. Such products are properly packaged and then returned, prepaid to Seller's plant.

This warranty does not apply to any parts damaged during shipping or handling, or due to improper installation or usage, or alteration. In no event shall Seller be liable for any anticipated profits, loss of profits, loss of use, incidental or consequential damages or any other losses incurred by the customer in connection with the purchase of a CAPCOM USA, Inc. product.

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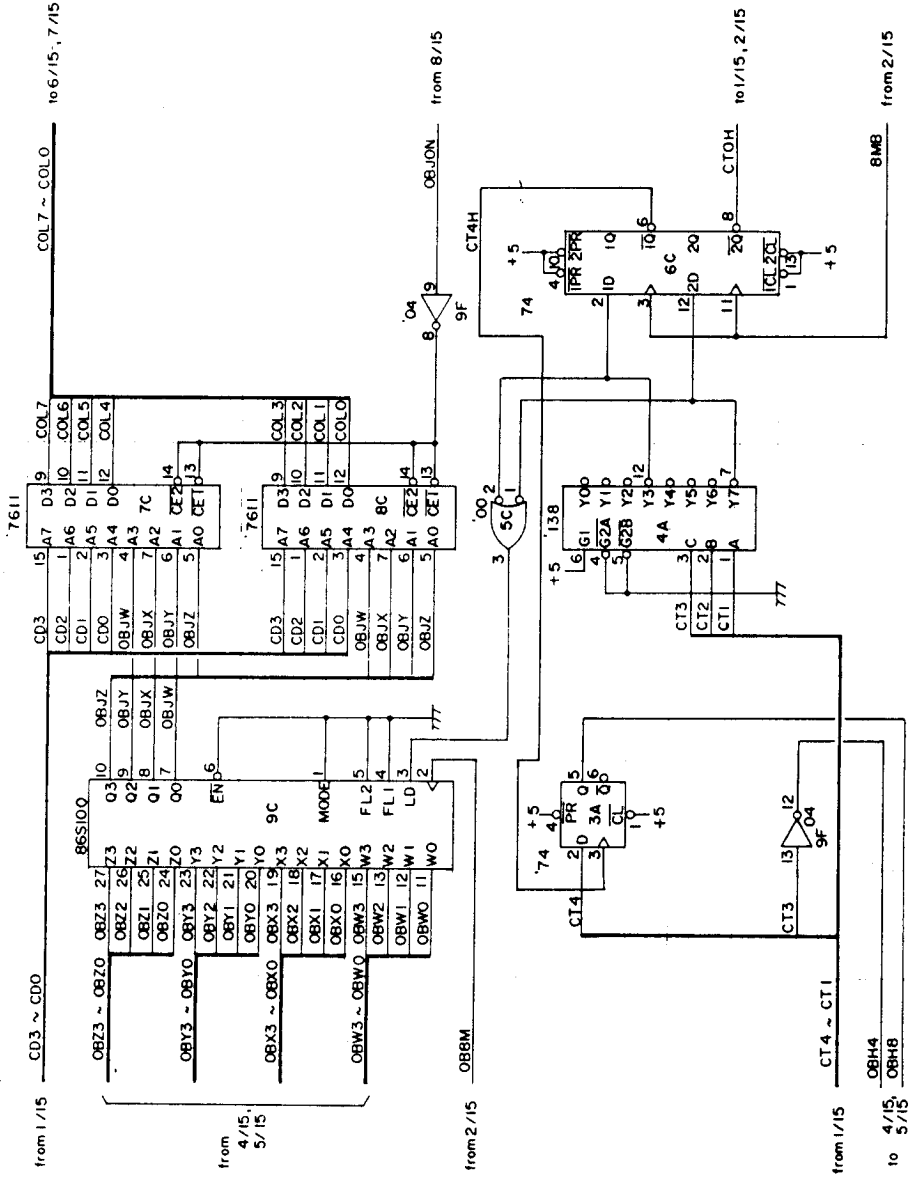




OBJECT TIMING

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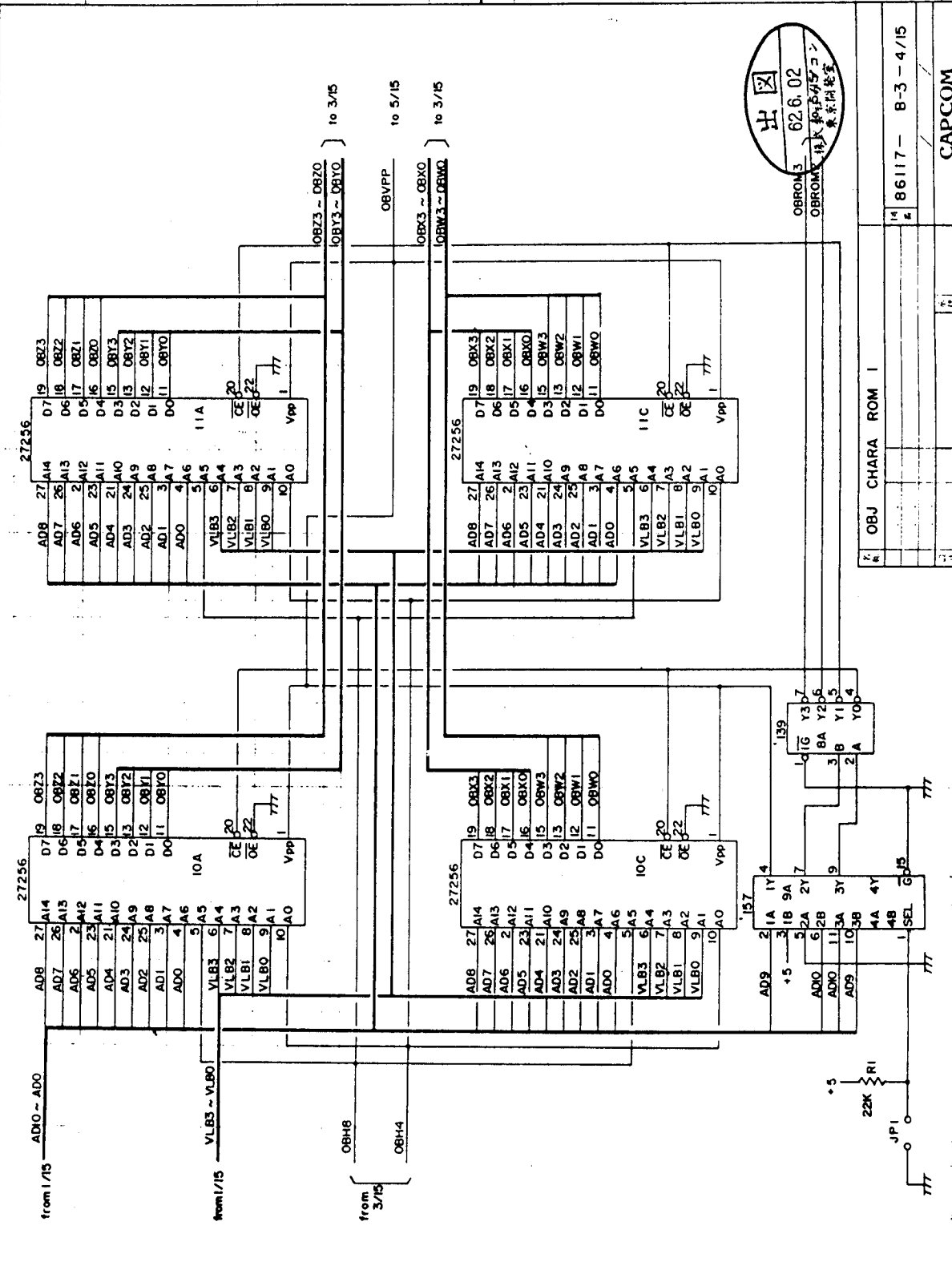
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東京開発室

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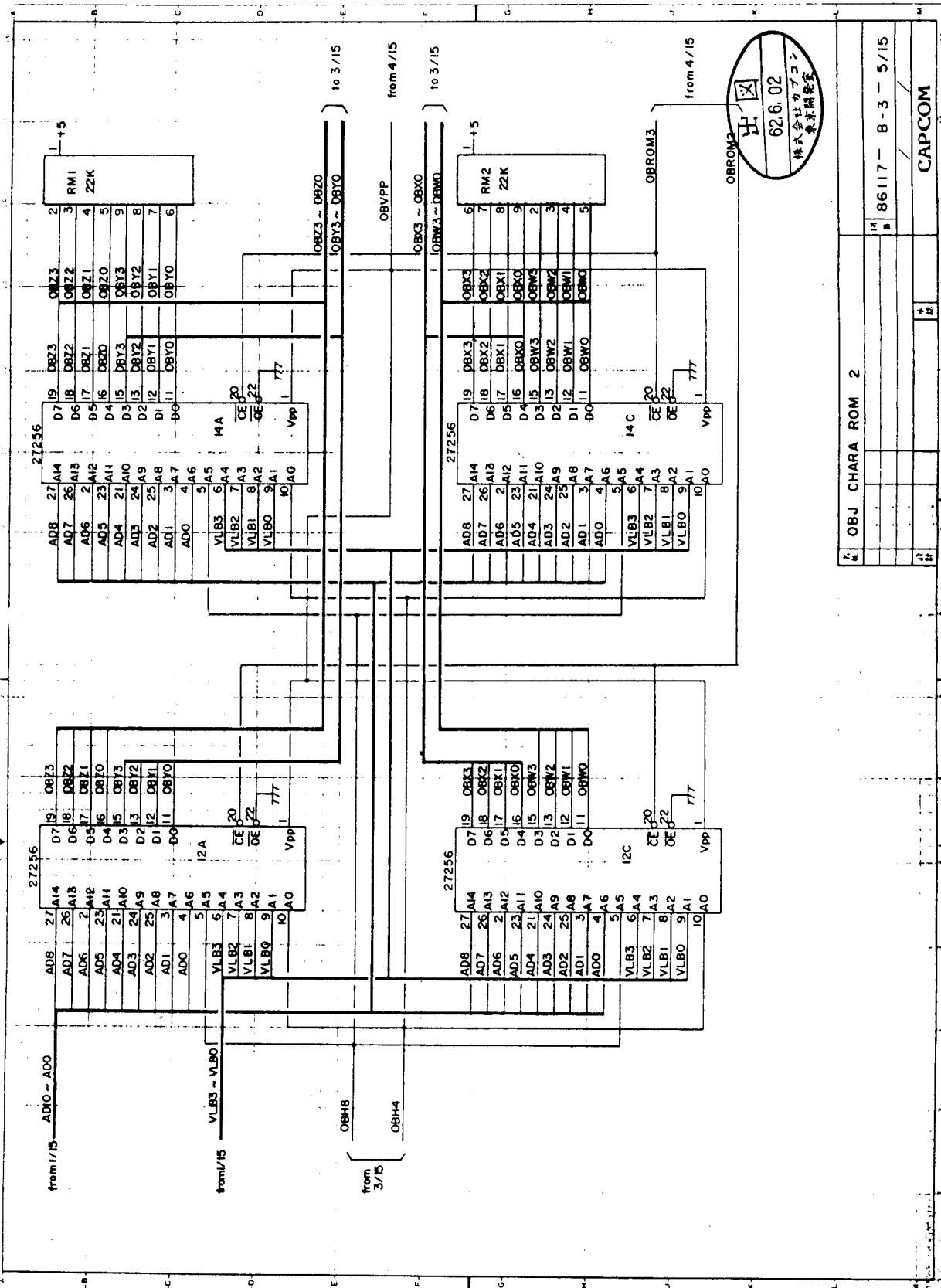



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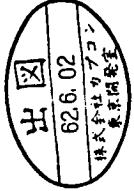
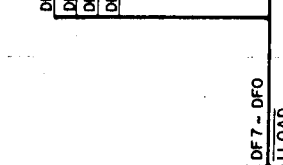
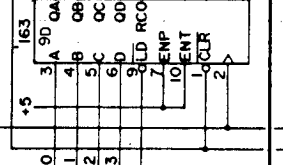
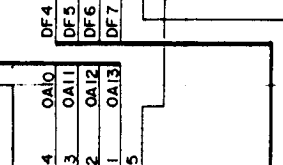
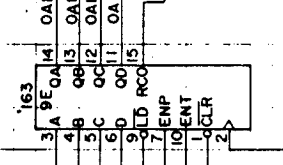
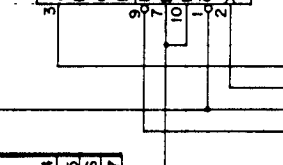
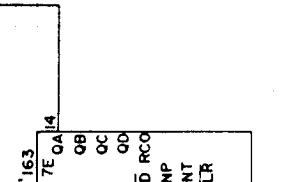
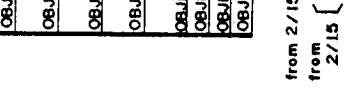
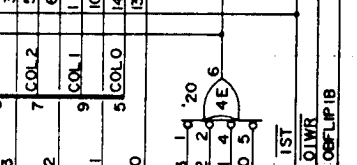
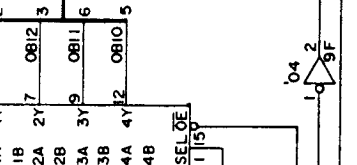
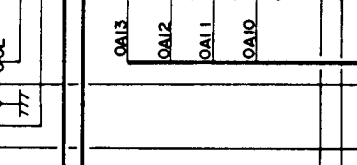
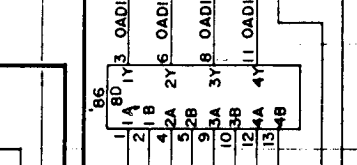
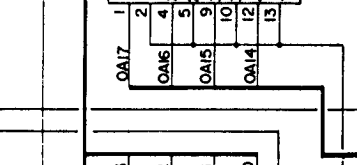
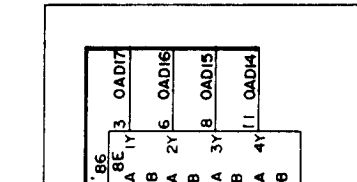
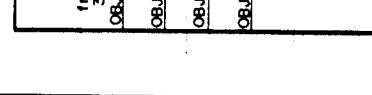
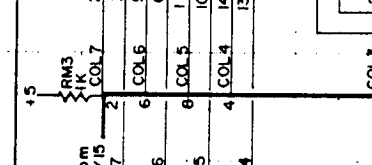
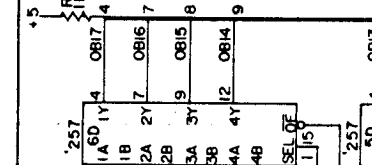
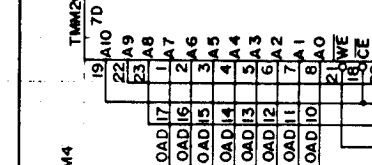
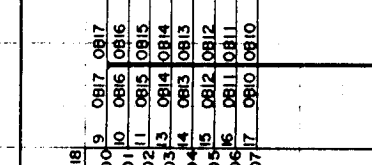
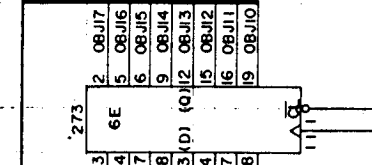
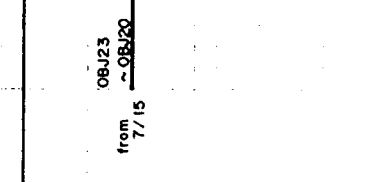
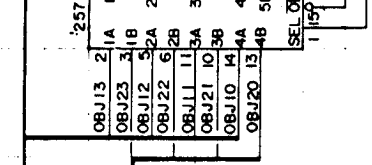
  
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OBJ CHARA ROM 2	
14	86117 - B - 3 - 5/15
13	
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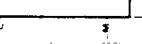
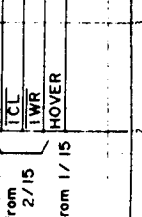
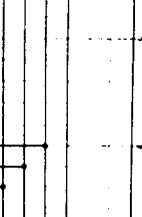
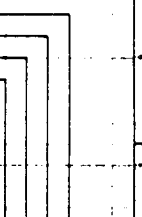
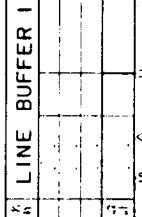
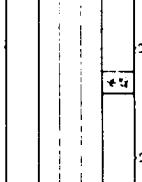
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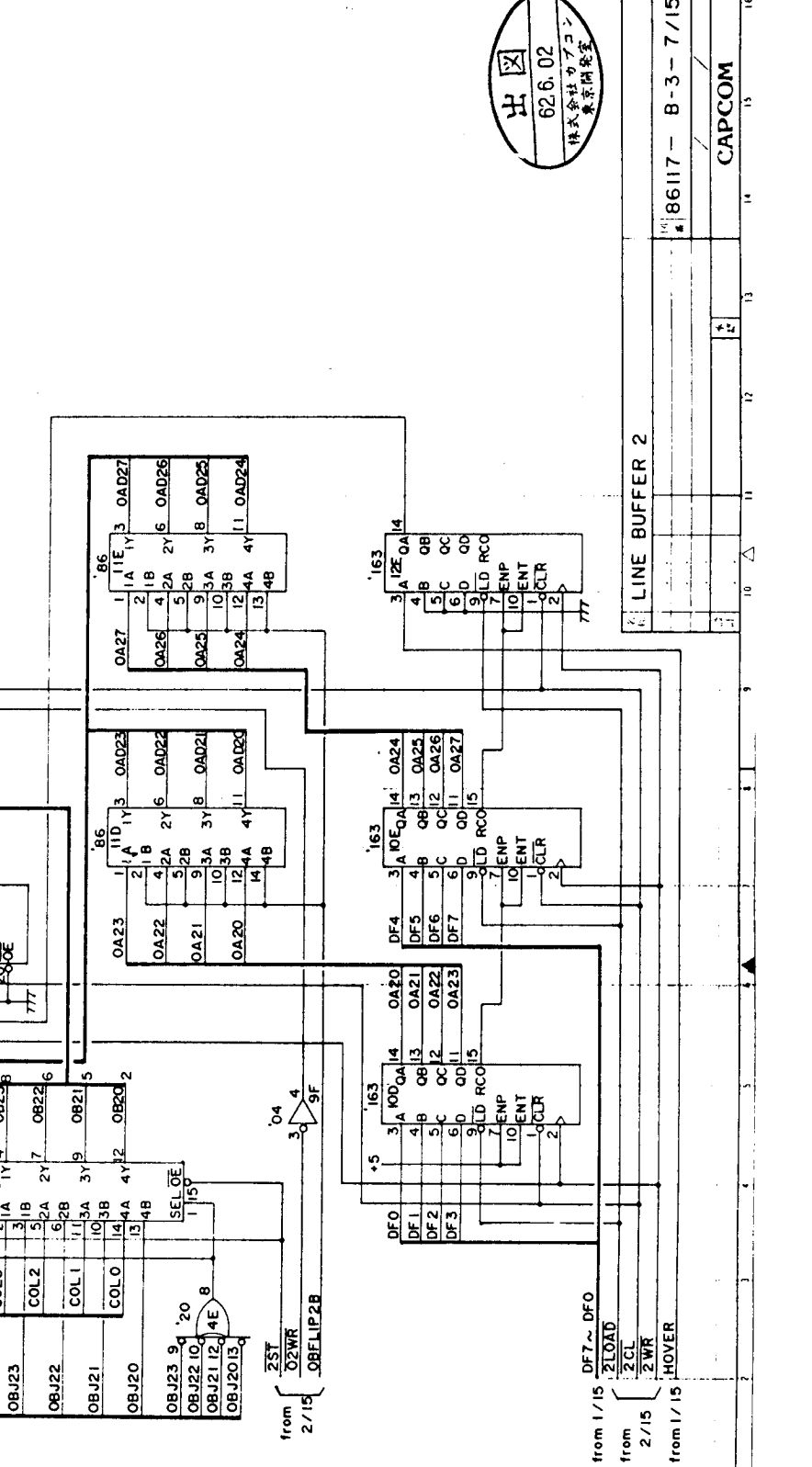
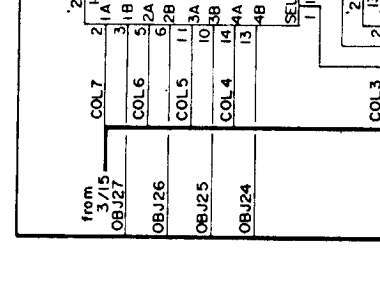
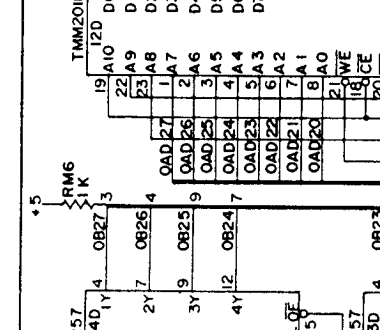
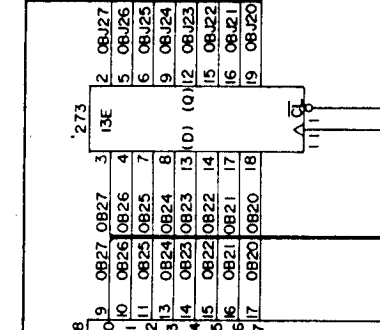
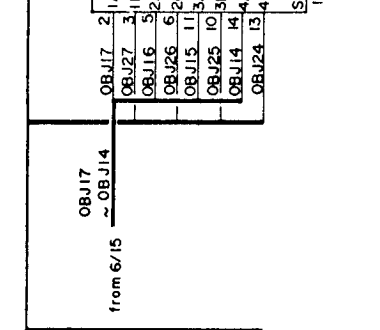
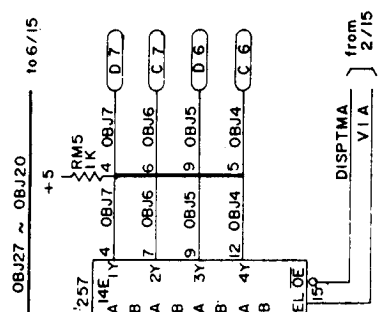
OBJ17 ~ OBJ10 10 7 / 15

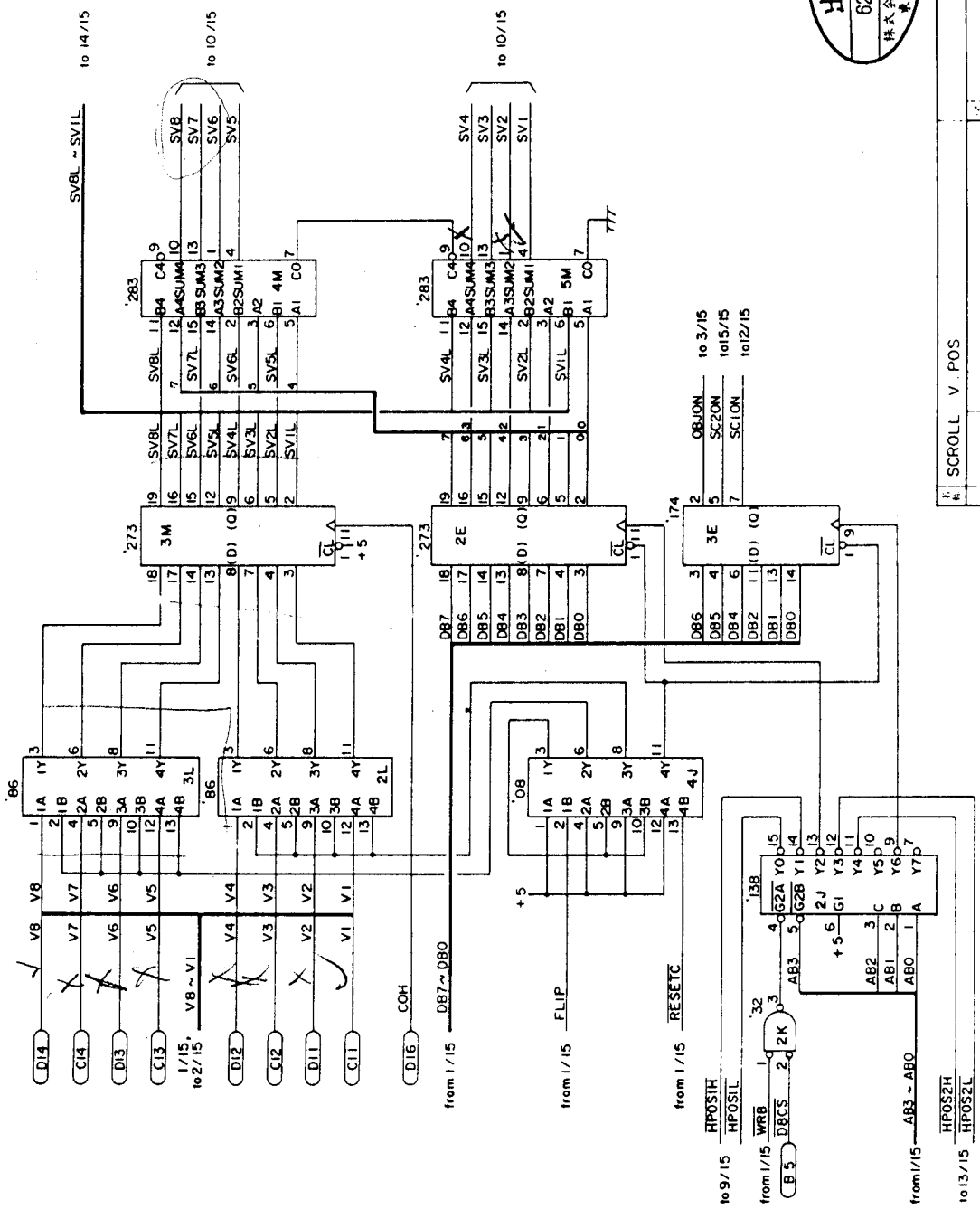


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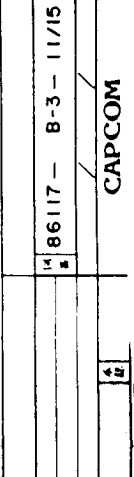
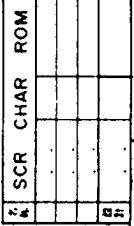
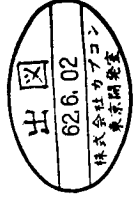
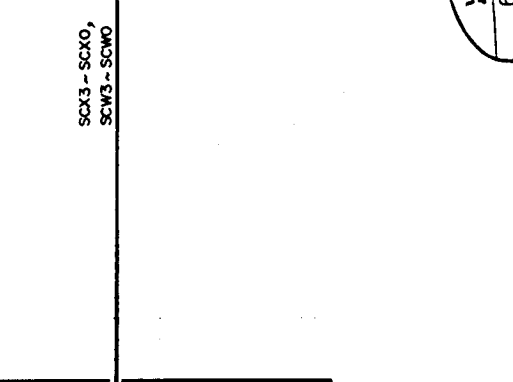
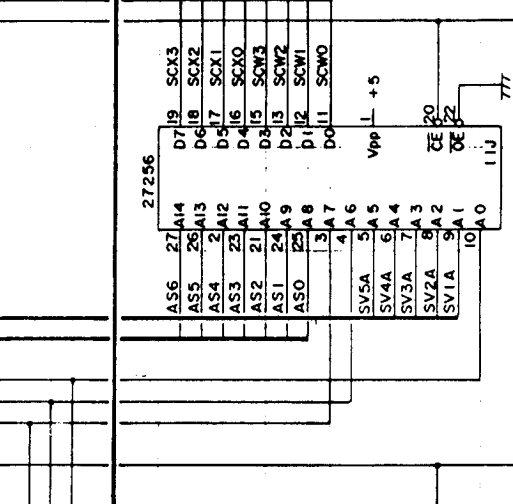
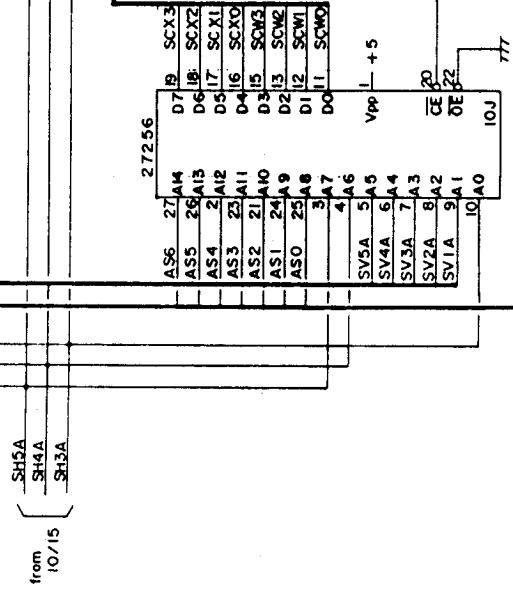
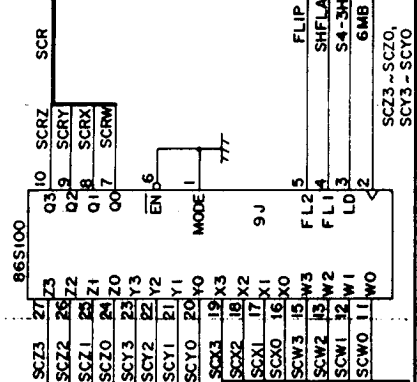
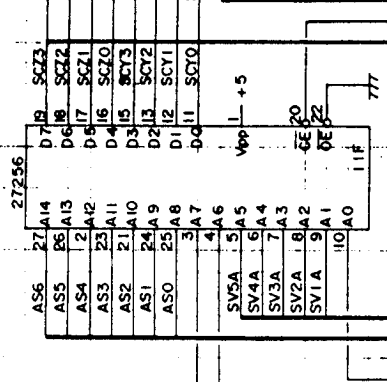
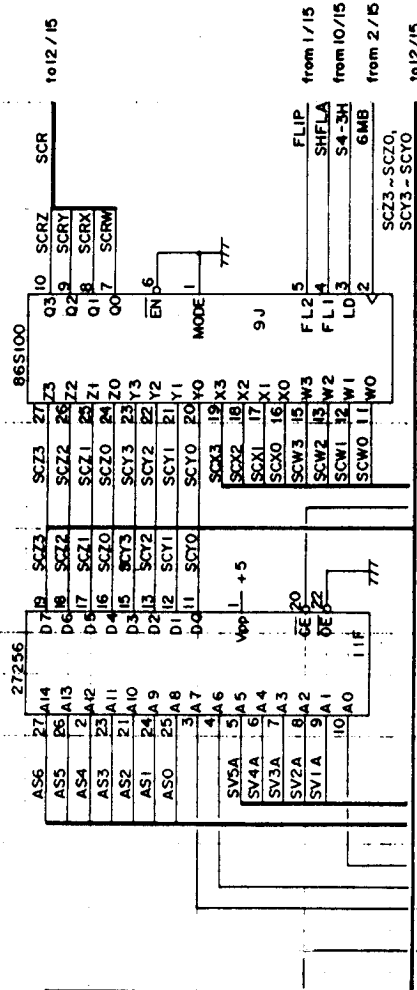
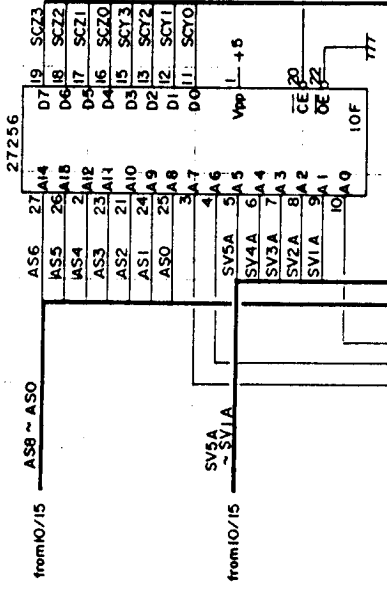


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SCROLL V_POS																			
86117 - B-3 - 8/15																			
CAPCOM																			

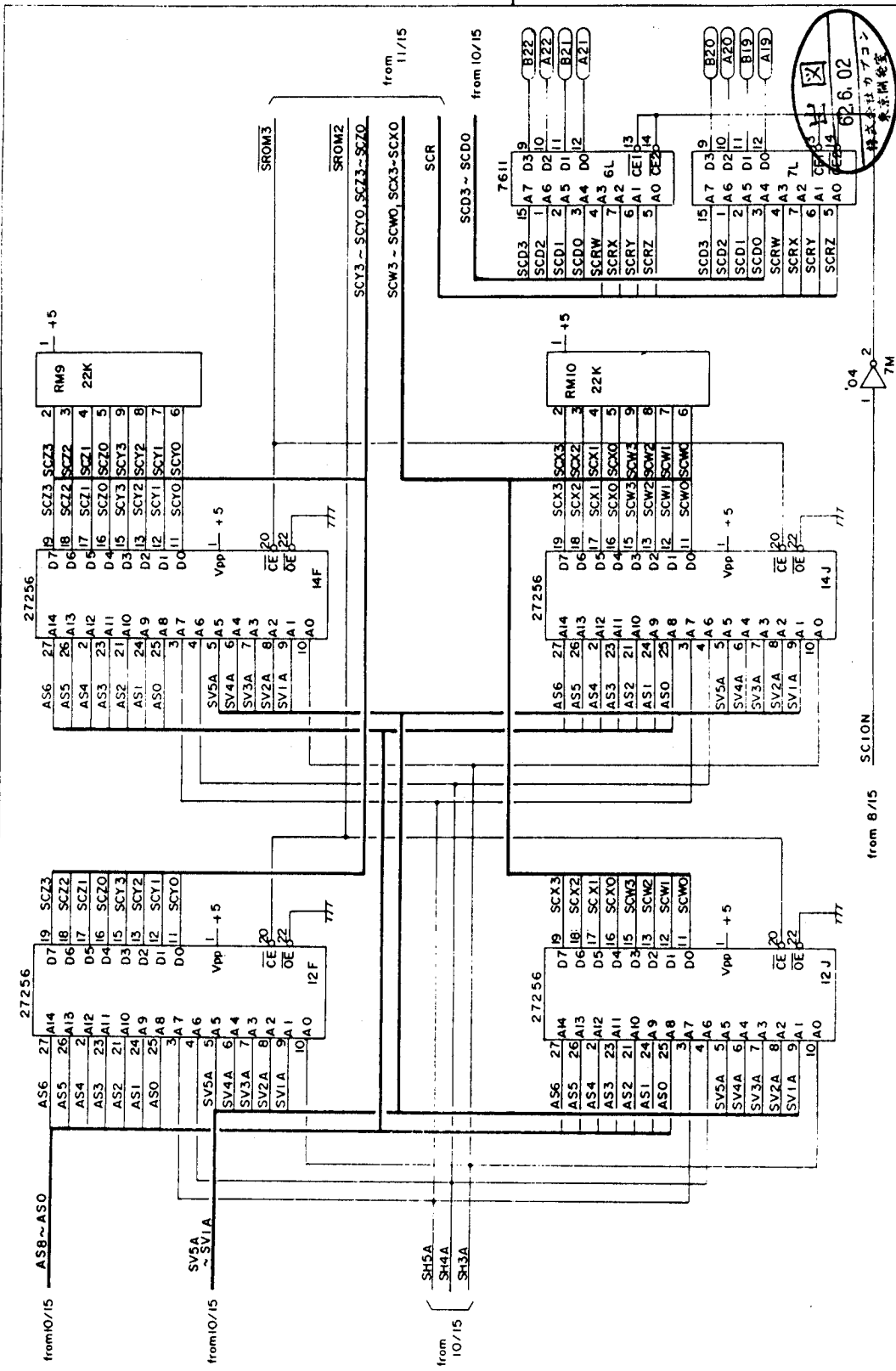






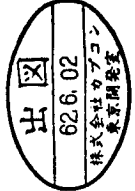
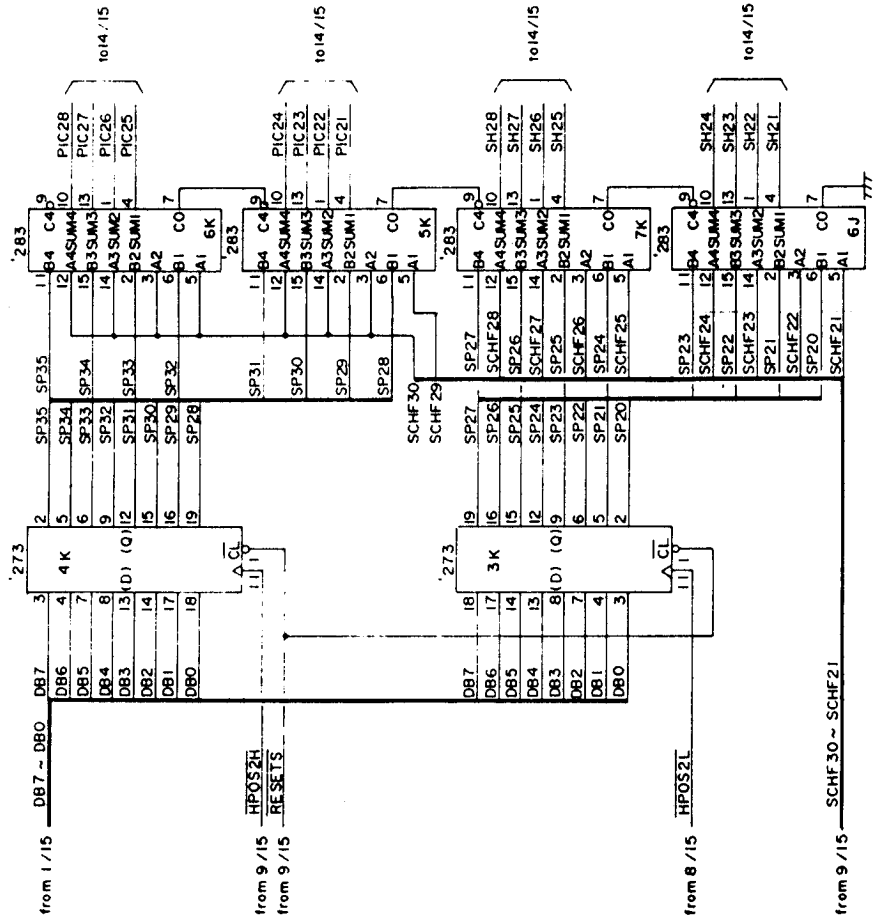
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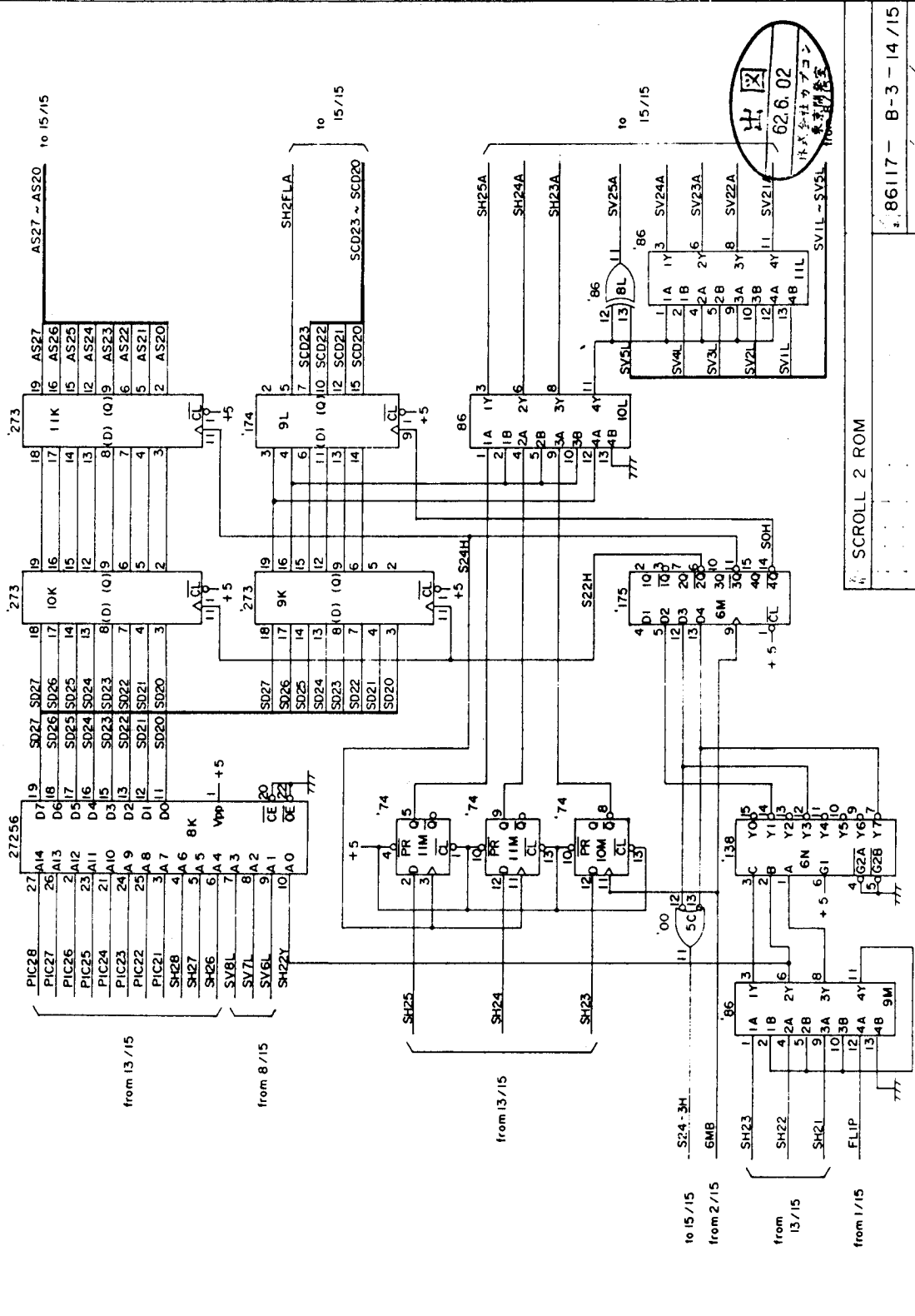


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SCR CHAR ROM	86117 - B-3 - 12/15
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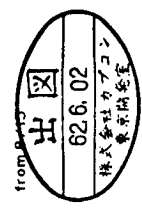
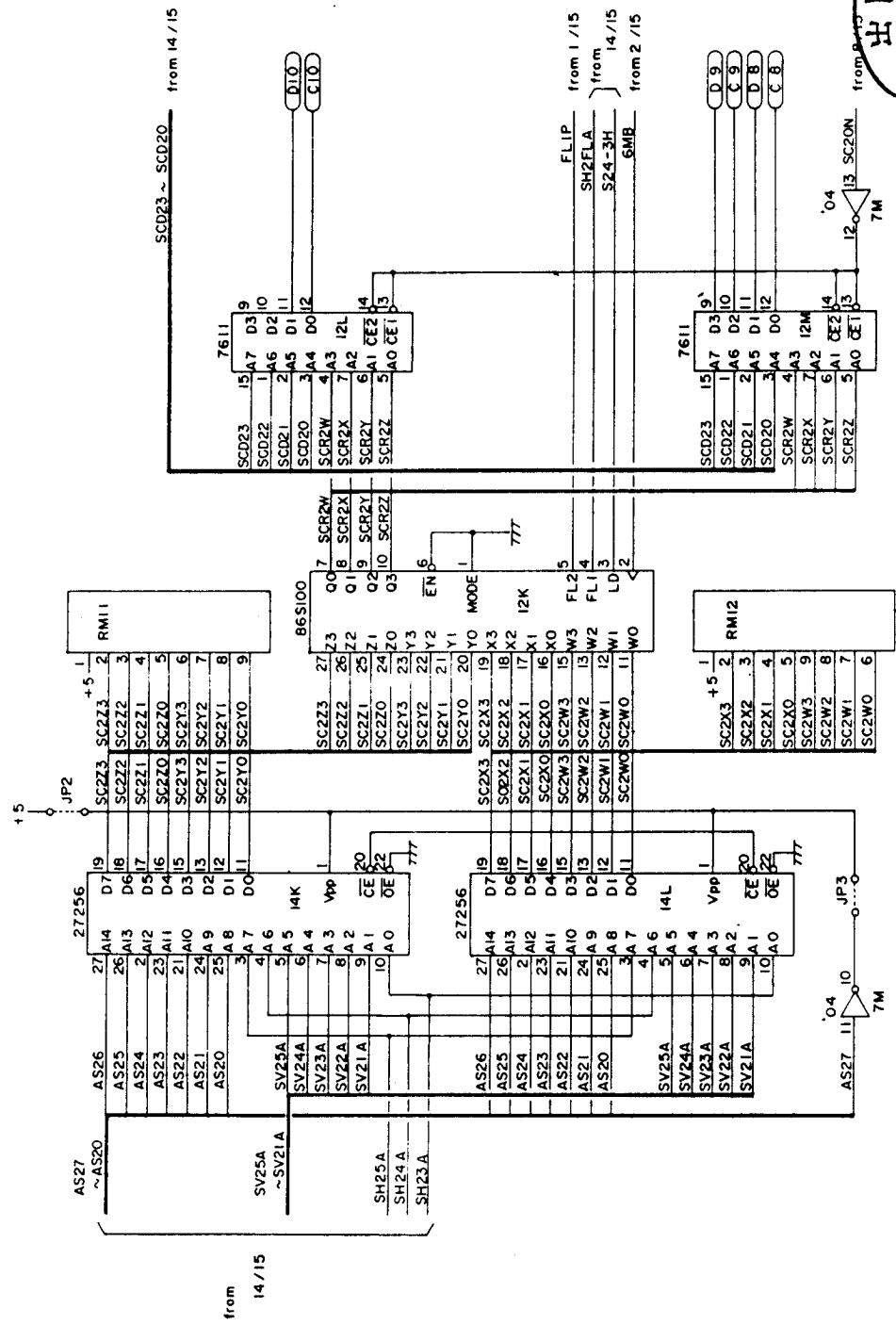


SCROLL 2 H.POS	
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SCROLL 2 ROM	.86117- B-3-14 /15
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SCR 2 CHAR ROM	
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