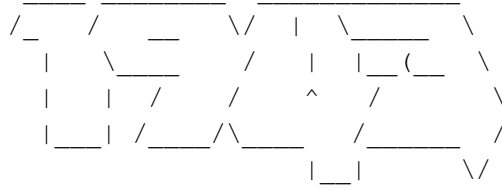


1943 FAQ

by Zakaloot

Updated to v2.1 on Aug 12, 2004



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||          1943 For NES FAQ          ||
||      Copyright 2004 Rahul "Zakaloot" Goyal      ||
||          Last Revised- 8/05/04          ||
||          Version- 2.1                 ||
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|| [1.0] Introduction                    ||
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1943 is a Shump (Space Shoot 'Em Up) Not set is space. Instead it is set during World War 2, the Pacific Theater to be exact. Basiclly you will go around destroying enemy fighters, getting power ups, souping up your plane and killing enemy bosses.

This guide does not contain a walkthrough however as there is no need for

one. It is difficult for me to walk you through each stage for several reasons. This guide does however, contain items, upgrade points and many other useful tidbits. About 80 Percent of this guide contains tables, this is just so information is organized well.

Lastly have fun with the game and if you have any comments/questions/suggestions go to the section [7.2] for info on contacting me.

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| [1.1] Legal Disclaimer
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| [1.2] Revision History
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8/05/04 Version 2.1 - Fixed a minor Glitch

7/29/04 Version 2.0 - FAQ Submitted to GameFaqs

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|| [2.0] Controls
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Button	Action
A	Lightning Attack
B	Fire, Menu Selector, If held then released shoots Laser Burst
Start	Pause Game, Menu Selector
Select	Changes Menu Option
Control Pad	Moves Plane

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|| [3.0] Tips & Tricks
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"Move First Shoot Later" Probably the most important strategy is the game, it is always better to avoid colliding with the other planes because you lose lots of energy, once you are in a safe position you can fire away.

There are several hidden items in each stage, be sure to shoot everywhere you can to make them visible and collect them.

Whenever you can stay at the bottom of the screen, this takes longer for the planes to hit you so you have more time to destroy them. At a point in the game planes will start coming from behind, when this happens, do your best to stay as close to the back as possible.

Use the lighting attack usefully, you only get so much energy so conserve it and use it in live or death situations.

When fighting bosses with big guns, it is always better if you pick up a power up before the big battle it will be much easier.

There are many hidden power ups in almost every level so shoot every part of the screen and if you see a red flash, keep shooting there and a power up should appear grab it to get the power up.

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|| [4.0] Upgrade Points
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When you first start up 1943 you will be able to soup up your plane and will be given 3 points to distribute into 5 categories: Offensive Power, Defensive Power, Energy Level, Special Weapon and Special Time Limit. You can get more points to soup the plane up even more by collecting tokens on the battlefield.

Name	Description
Offensive Power	Just as it sounds, Offensive Power makes your shots much stronger with each point you put into it.
Defensive Power	Just as it sounds, Defensive Power makes your shots much stronger with each point you put into it.
Energy Level	The more points in this part the higher your max. energy is. This means you can live much longer than normal
Special Weapon	This chooses the different special weapons you can get. Different level get you different types of special weapons
	The higher this stat is, the

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| Special Time Limit | longer you can use your |
|                   | special attack.         |
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Offensive & Defensive Power
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It is hard to determine the exact damage and defence you gain from each of the levels, so just keep in mind that a higher number translates into more Damage/Defence.

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Energy Level
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Level	Max. Energy
1	64
2	70
3	80
4	100
5	120
6	140

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Special Weapon
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After you destroy the red planes that go in formation before they go off screen, the last plane will have a power-up. This power-up will contain the POW Power up, hitting it with a normal laser 3 times will cause it to turn into a Shot Gun if your Special Weapon level is level 1, if it is higher you will get more choice in what weapons you get. Below is a table in which you can see exactly what power-up you will get with each level.

Level	Special Weapon Available
1	POW/Shot Gun/Small Energy Tank
2	POW/Shot Gun/3-Way Shot/Small Energy Tank
3	POW/Shot Gun/3-Way Shot/Auto/Small Energy Tank
4	POW/Shot Gun/3-Way Shot/Auto/Super Shell/Small Energy Tank
5	POW/Shot Gun/3-Way Shot/Auto/Super Shell/ Large Energy Tank Small Energy Tank
6	POW/Shot Gun/3-Way Shot/Auto/Super Shell/Large Energy Tank Double Laser, Small Energy Tank

Special Weapons Time Limit

	TL Before PU	TL After PU
LvL 1	60	80
LvL 2	72	102
LvL 3	84	124
LvL 4	96	146
LvL 5	108	178
LvL 6	110	180

TL = Time Limit
 PU = Power Up

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 || [5.0] Powerups (Items)
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Name	Effect
POW	Adds 8 Energy
Small Energy Tank	Adds 12 Energy
Elephant	Adds 16 Energy
Cow	Adds 32 Energy
Large Energy Tank	Adds 32 Energy
Yashichi	Restores Energy Completely
Barrel	Adds 16 Weapon Energy
Star	Restores Weapon Energy Completely
Alpha	Adds 32 Energy and 32 Weapon Energy
Flower	Adds One Point to your stats
Dragonfly	Adds Two Points to your stats
Side Fighter	Two planes fly beside you, increasing attack range and damage

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|| [6.0] Passwords (Codes)
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1943 has a unique password system that has Five Characters and each of the digits have a special purpose. The first digit establishes the level you completed last. The second digit establishes your Offensive and Defensive Power. The Third character holds your Energy Level and Special Weapon Level. The Fourth one holds your Special Weapons Time Limit. The final digit is much more complicated than the first four. The fifth us mainly used so you don't get too powerful in certain areas of the game.

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                        First Character
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Mission #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Character	0	7	E	L	S	Z	I	P	W	3	A	H	U	5	K	F	1	6

Mission #	19	20	21	22	23
Character	8	D	M	R	T

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                        Second Character
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	Offensive Pwr. Lvl																	
	1	2	3	4	5	6												
D	1	3	2	1	0	4	6											
e	2	2	A	9	8	7	B											
P	3	H	G	F	E	C	D											
W	4	I	N	M	L	J	K											
L	5	P	O	T	S	Q	R											
v	6	W	V	U	Z	X	Y											

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                        Third Character
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	Energy Lvl																	
--	------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

	1	2	3	4	5	6		
S	I	O	V	U	W	H		
P	D	J	Q	P	X	C		
E	2	D	J	Q	P	X	C	
C.	3	8	E	L	K	R	6	
W	4	3	9	G	F	S	7	
E	A	5	Y	4	B	A	M	1
O	N	6	T	Z	0	5	N	2

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Fourth Character
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SW. TL					
1	2	3	4	5	6
1	G	O	W	N	9

SW = Special Weapon
TL = Time Limit

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Fifth Character
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At this point you should add up all your numbers. You should/will have a sum of one of the numbers below, once you know the number look below it to find what stage you must start at. Once you know this continue downwards and then you will see what your 5th character will be.

Add First, Second, Third and Fourth Number up and then find it on the chart.

8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
23														
24	25	26	27	28	29									

After you found it, line it up with one of the numbers below.

1	3	4	5	6	7	7	8	9	10	11	12	13	14	15	16	17
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----

|-----|
| 17 | 18 | 20 | 22 |
|-----|

After you have lined the above number up, line them up with the number Below and this is your Fifth Number.

|-----|
| 7 | 3 | A | N | X | P | D | 8 | G | S | Q | J | E | F | M | R | K | L | Z |
|-----|

|-----|
| 0 | 5 | U |
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Pre-Made Codes
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Password	Effect
TY690	Starts Level With Nearly Full Power
TY19U	Starts on Last Level with all Stats Maxed Out
73Q17	Goes to Level 2
E3QG3	Goes to Level 3
L3QG3	Goes to Level 4
S3QG3	Goes to Level 5
Z3QG3	Goes to Level 6
I3QG3	Goes to Level 7
P3QG3	Goes to Level 8
W3QG3	Goes to Level 9
33QG3	Goes to Level 10
A3QG3	Goes to Level 11
H3QG3	Goes to Level 12
U3QG3	Goes to Level 13
53QG3	Goes to Level 14
K3QG3	Goes to Level 15
F3QG3	Goes to Level 16
13QG3	Goes to Level 17
63QG3	Goes to Level 18

83QG3	Goes to Level 19
D3QG3	Goes to Level 20
M3QG3	Goes to Level 21
R3QG3	Goes to Level 22
TY2NU	Goes to Level 23

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| [7.0] Last Words
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| [7.1] Credits
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GameFaqS- For being one of the best damn game sites around

CjayC- For running GameFaqS and posting this guide

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| [7.2] Contact Info
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My email addresses are

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And

zakaloot_faqs [at] yahoo [dot] com

Don't send me spam, hate mail or anything of the sort, it wastes your time and mine. Also whenever you email me regarding this guide be sure to put in the subject line '1943 FAQ', making the subject line 'hi' or something will make me delete it on sight, I read all email regarding my FAQs but will delete any suspicious looking email on sight.

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