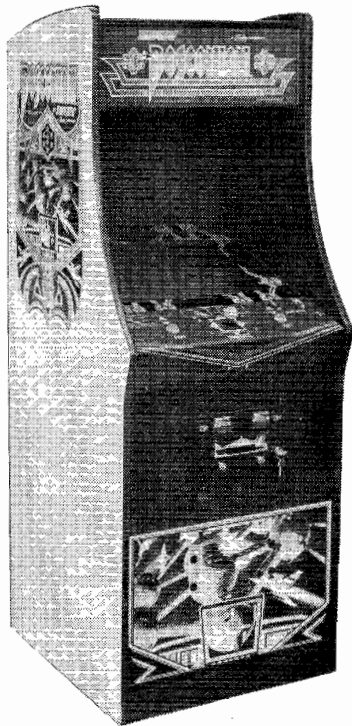


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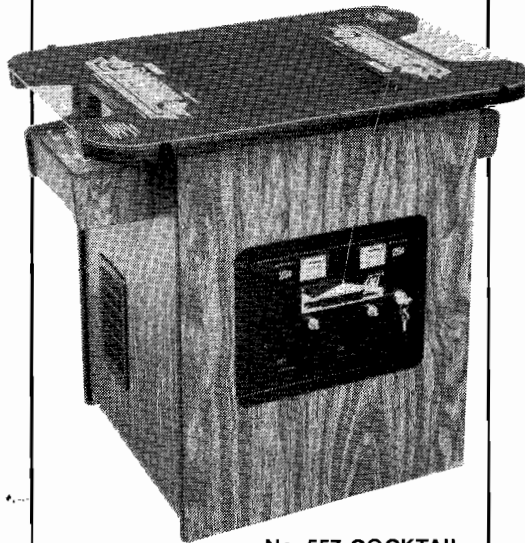
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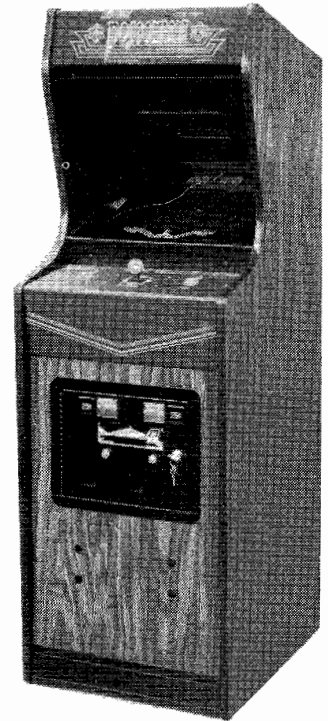
Parts and Operating Manual



No. 550 UPRIGHT



No. 557 COCKTAIL



No. 555 MINI



MIDWAY MFG. CO.

A BALLY COMPANY

10750 W. GRAND AVENUE
FRANKLIN PARK, ILLINOIS 60131
USA

Phone: (312) 451-1360 Cable Address: MIDCO Telex No.: 72-1596

WARNING

THIS GAME MUST BE GROUNDED. FAILURE TO DO SO MAY RESULT IN DESTRUCTION TO ELECTRONIC COMPONENTS.

WARNING: This equipment Generates, Uses and can Radiate Radio Frequency Energy and if not installed and used in accordance with the Instructions Manual, may cause interference to Radio Communications. As temporarily permitted by Regulation it has not been tested for compliance to Subpart J or Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference. Operation of this equipment in a Residential Area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

ELECTRICAL BULLETIN: FOR ALL APPARATUS COVERED BY THE CANADIAN STANDARDS ASSOCIATION (CSA) STANDARD C22.2 NO. 1, WHICH EMPLOYS A SUPPLY CORD TERMINATED WITH A POLARIZED 2-PRONG ATTACHMENT PLUG.

CAUTION: TO PREVENT ELECTRIC SHOCK DO NOT USE THIS (POLARIZED) PLUG WITH AN EXTENSION CORD, RECEPTACLE OR OTHER OUTLET UNLESS THE BLADES CAN BE FULLY INSERTED TO PREVENT BLADE EXPOSURE.

ATTENTION: POUR PREVENIR CHOCS ELECTRIQUES NE PAS UTILISER CETTE FICHE POLARISEE AVEC UN PROLONGATEUR. UNE PRISE DE COURANT OU UNE AUTRE SORTIE DE COURANT, SAUF SI LES LAMES PEUVENT ETRE INSEREES A FOND SANS EN LAISSER AUCUNE PARTIE A DECOUVERT.



MIDWAY MFG. CO.
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Printed In U.S.A.

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Bosconian

IMPORTANT NOTE

DO NOT plug in your new game yet. Before you do anything to your game, we recommend that you read SECTIONS I and II of this manual completely. It will not take more than a few minutes and it may be very helpful.

I. Introduction

BOSCONIAN is a one or a two player game. There are three models: the "UPRIGHT", "MINI", and "COCKTAIL TABLE". When the two player mode is selected on the Upright or Mini model, the players take turns at the controls to fly their space fighter(s) through the game course. If you have purchased the Cocktail Table model of this game, the rules of play are the same. The only **difference** is that in the two player mode of the Cocktail Table game, the picture flips to face you when it's your turn.

When playing this game, you are the pilot of a space fighter stationed in deep space to defend your solar system against the on-coming BOSCONIAN conquerors and their space station worlds. Your mission is to destroy as many of the enemy ships and space stations as possible.

These invaders arrive in convoys. They will attack you and attempt to run into you while flying back and forth across the screen. They will engage your fighter either singly or in ATTACK FORMATIONS to defend their space station worlds from you. The BOSCONIAN space station worlds have several defences of their own to hinder you. They keep the areas around them filled with Cosmo-Mines, eject Space Mines when you approach, fire Missiles, and through a mysterious power, are able to attract Asteroids and keep them floating in their immediate vicinity.

Your space fighter is provided with a long range scanner which can pick up and track the BOSCONIAN home space station worlds and the Attack Formations they send out to destroy you. However, your scanner's sensitivity does not enable it to pick up and track single BOSCONIAN Ships, Missiles, Space Mines of any type, or Asteroids.

As your skill level increases, the number and direction of attackers coming at you at any one time and the speed with which they attack, is gradually increased; plus, their attack patterns become more and more complex while their aim gets better.

Bonus ships are awarded to you periodically throughout the game as you reach or pass certain preselected point values. Each enemy Ship, Missile, etc. has an assigned point value as listed in Figure 1.

Major New Features

Your BOSCONIAN game has several new features among which is the ability of your space fighter to fire both forward and backward at the same time, giving you greatly increased fire power, and the option to start a new game at the same level that your last fighter was destroyed.

Game Objective

The object of the game is to **HAVE FUN** and survive as long as possible while constantly improving your skills and destroying as many of the enemy as you can. As you do this, each following convoy of attackers will be harder to destroy.

OBJECT DESTROYED	POINT VALUE
ASTEROID	10 POINTS
COSMO-MINE	20 POINTS
I-TYPE MISSILE	50 POINTS
P-TYPE MISSILE	60 POINTS
E-TYPE MISSILE	70 POINTS
SPY SHIP	MYSTERY
CANNON ON ENEMY BASE SPACE STATION	200 POINTS
ENTIRE ENEMY BASE SPACE STATION	1500 POINTS
ENTIRE I-TYPE MISSILE ATTACK FORMATION	500 POINTS
ENTIRE P-TYPE MISSILE ATTACK FORMATION	1000 POINTS
ENTIRE E-TYPE MISSILE ATTACK FORMATION	1500 POINTS

Figure 1 Assigned point values

II. 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?
 - Any broken glass or plastic?
 - 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. See Figure 2.
 - Also check to make sure all plug-in connectors on the wire harness are firmly seated.

NOTE: All connectors or plugs are keyed so they will only go together when all pins are properly lined up.

- 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. See Figure 2. 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. See Figure 2.
 - Check all major subassemblies to be sure they are mounted securely. These are called out in Figures 2 & 3.
 - Power supply.
 - Control panel(s).
 - T.V. monitor.
 - Other P.C.B.'s and/or P.C.B. rack, etc.
 - Transformer board assembly.
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.

INSTALLATION

1. Location requirements:

Power:

Domestic 110 V @ 60 Hz
Foreign 200 V to 240 V @ 50 Hz

Temperature: 32° to 100° F (0° to 38° C)

Humidity: Not over 95% relative

Space required:

Upright 25" x 29" (63 x 73cm)
Mini 20" x 24" (50 x 60cm)
Cocktail 32" x 22" (81 x 55cm)

Game height:

Upright 70" (175cm)
Mini 61" (153cm)
Cocktail 29" (73cm)

2. Voltage Selection:

Your game is designed to work properly on the line voltage where you are located. Check your line voltage with a meter to determine what its value is. Then check the power input wires to the main power supply transformer on your game to be sure they are connected to taps which correspond to your line voltage value.

If the power input wires to the main power supply transformer are not connected to taps which correspond to your local line voltage, move them to the proper taps.

If the line voltage in your area falls outside the upper or lower limits of the range of inputs covered by the main power supply transformer, **DO NOT PLUG YOUR GAME IN** until you have talked with your distributor and/or service man and obtained a solution to this problem. Otherwise you could damage your game.

3. Interlock and power ON/OFF switches. See Figure 2.

- To help prevent the possibility of getting an electric shock while working inside the game cabinet, interlock switches have been installed at each cabinet access door (this **DOES NOT** include the coin door in the Upright and Mini models).
- When any access door is opened, the interlock switch installed there turns off all power to the game.
- Check each interlock switch for proper operation.

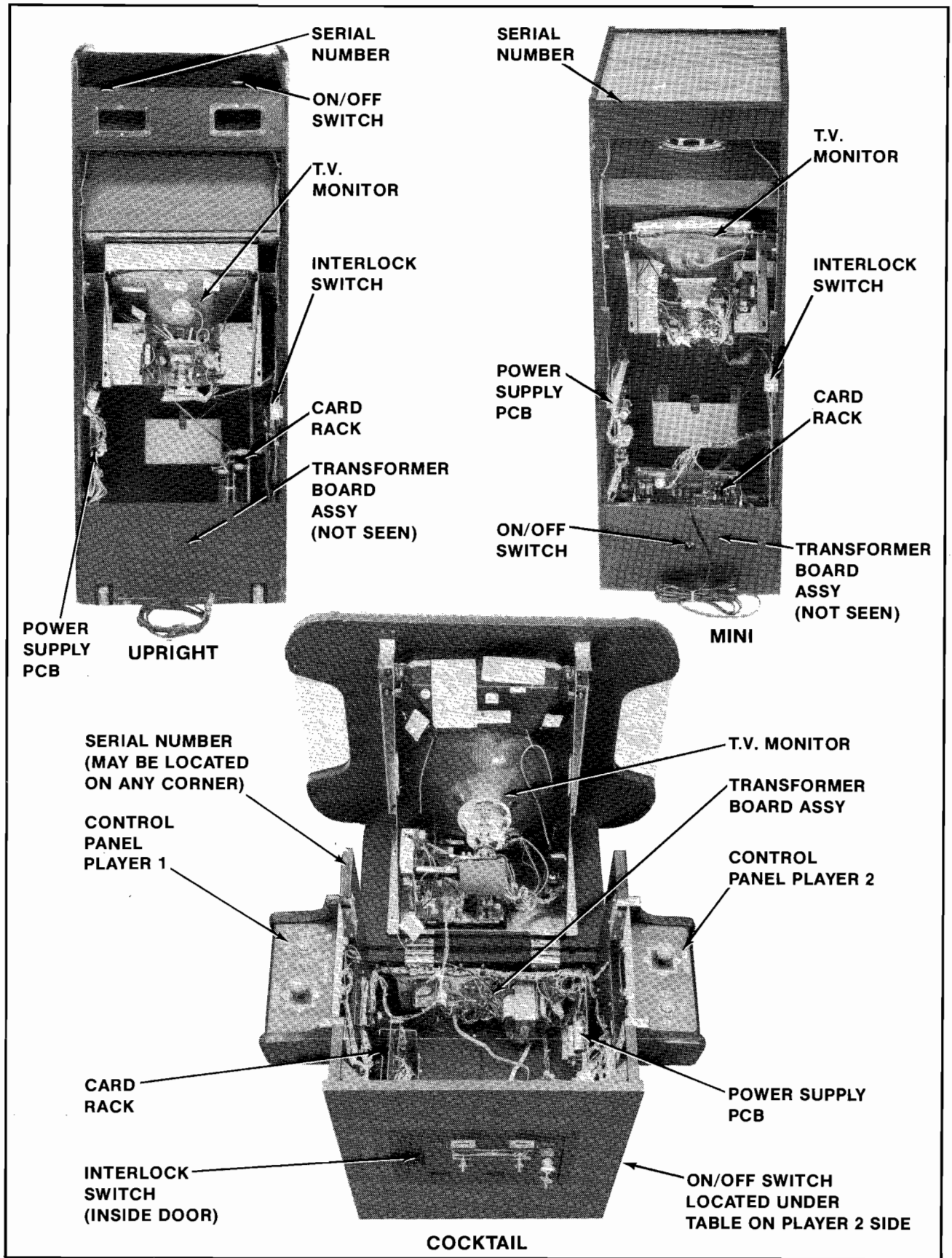


Figure 2 Location of serial number, interlock switch, on/off switch & major subassemblies

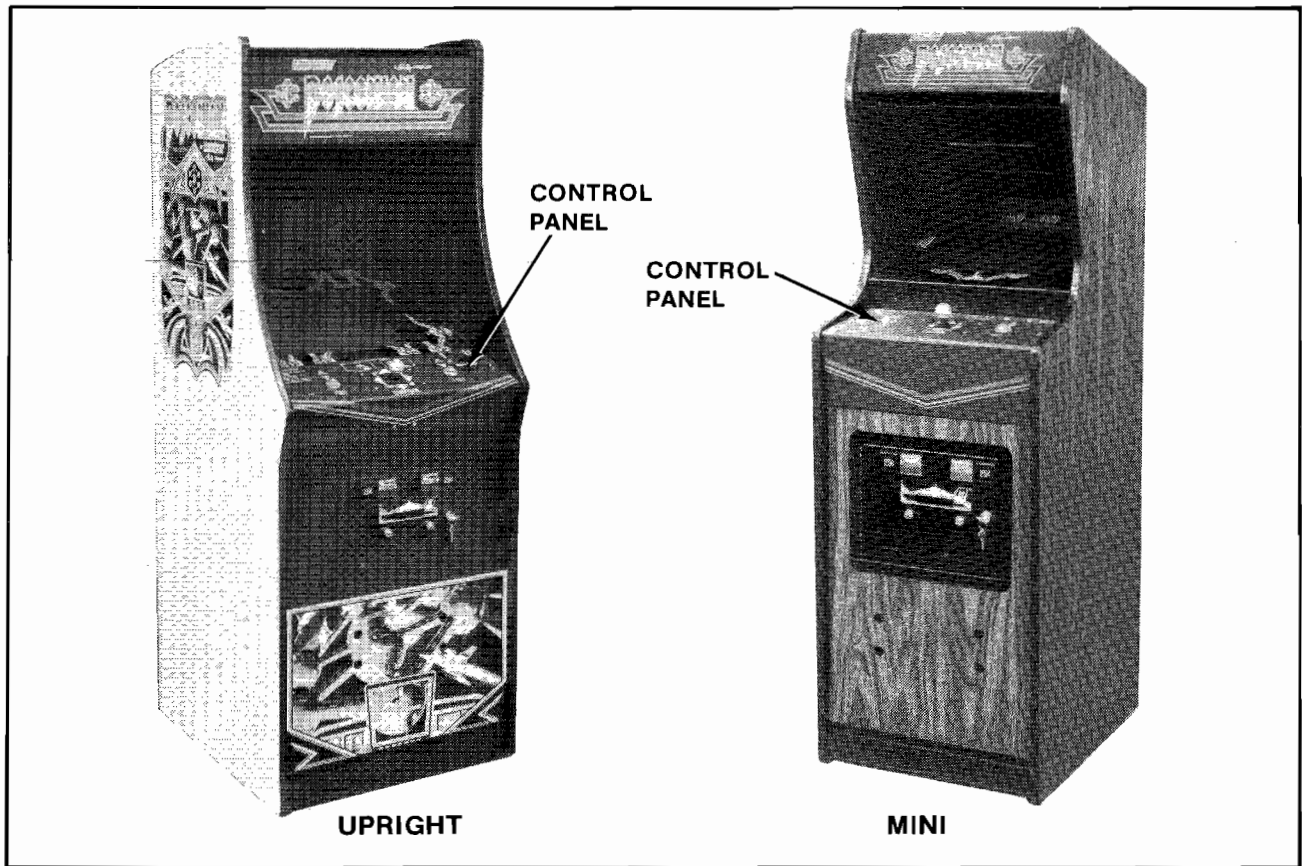


Figure 3 Major subassemblies (cont. from FIG. 2)

After checking the line voltage in your area and determining that the input wires to the main power supply transformer of your game are connected properly — or — after obtaining a solution to your over or under voltage problem from your distributor and/or your service man, plug the game into your A.C. wall outlet.

The game ON/OFF switches for all models are located as shown in Figure 2. Turn the game on and allow it to warm up a few minutes.

Slowly open each access door to the game (this **does not** include the coin door on the Upright and Mini models).

As the door is opened approximately 1" (2.54cm) the power to the game should go off (the T.V. monitor, all the lights, and all sounds will stop).

If this does not happen, check the interlock switch by this door to see if it has broken loose from its mounting or if it is stuck in the "ON" position.

If the switch is found to be bad, turn the game off, unplug it, and replace the interlock switch.

When done, plug the game back into the wall outlet, close the access door, and turn the game back on.

After the game has warmed up, repeat the above interlock switch test.

When the interlock switch is working properly and turns the power to the game off, power may be restored to the game with the access door(s) open. Take hold of the interlock switch plunger and **gently** pull it out to its fully extended position. **THIS IS TO BE USED ONLY FOR SERVICING THE GAME.** See Figure 4.

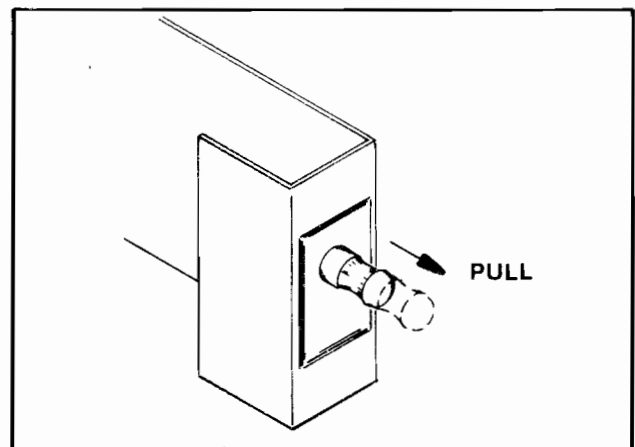


Figure 4 Interlock switch operation

SELF-TEST

Your new game will Self-Test itself to see if it has any bad parts. The information it receives while testing itself will be shown on the T.V. monitor. Some information can also be heard through the games speaker system. See the GAME OPERATION section for a more detailed description of this function.

When there is a bad result according to the Self-Test, call your distributor and/or service man to have the trouble fixed unless it is something you can do yourself (such as replace a bad RAM or ROM chip).

GAME VOLUME ADJUSTMENT CONTROL. See Figure 5.

The game volume control pot is located on the CPU board. The other board is the video board. There is only one pot. For adjustment, it may be reached through the rear access door on the Upright and Mini models. On the Cocktail Table model, you will have to open the table top to reach it.

To make the sounds louder, turn the pot clockwise as you face it (↻).

To make the sounds **less** loud, turn the pot counter-clockwise as you face it (↺).

OPTION SWITCH SETTINGS

To change the option switch settings, you DO NOT have to take the CPU board out of the game. They can be easily reached through the rear access door on the Upright and Mini models. On the Cocktail Table model, you do have to open the table top to reach them.

When changing any options, ALWAYS put the game into the Self-Test mode, make your changes, check the results on the monitor screen, take the game out of the Self-Test mode, and play the game to be sure the switches have worked properly and that no switches were accidentally moved that were not meant to be. (These switches are small and this can happen.)

The option switch settings and what they will make the game do are shown in Figure 6. See Figure 5 for option switch locations.

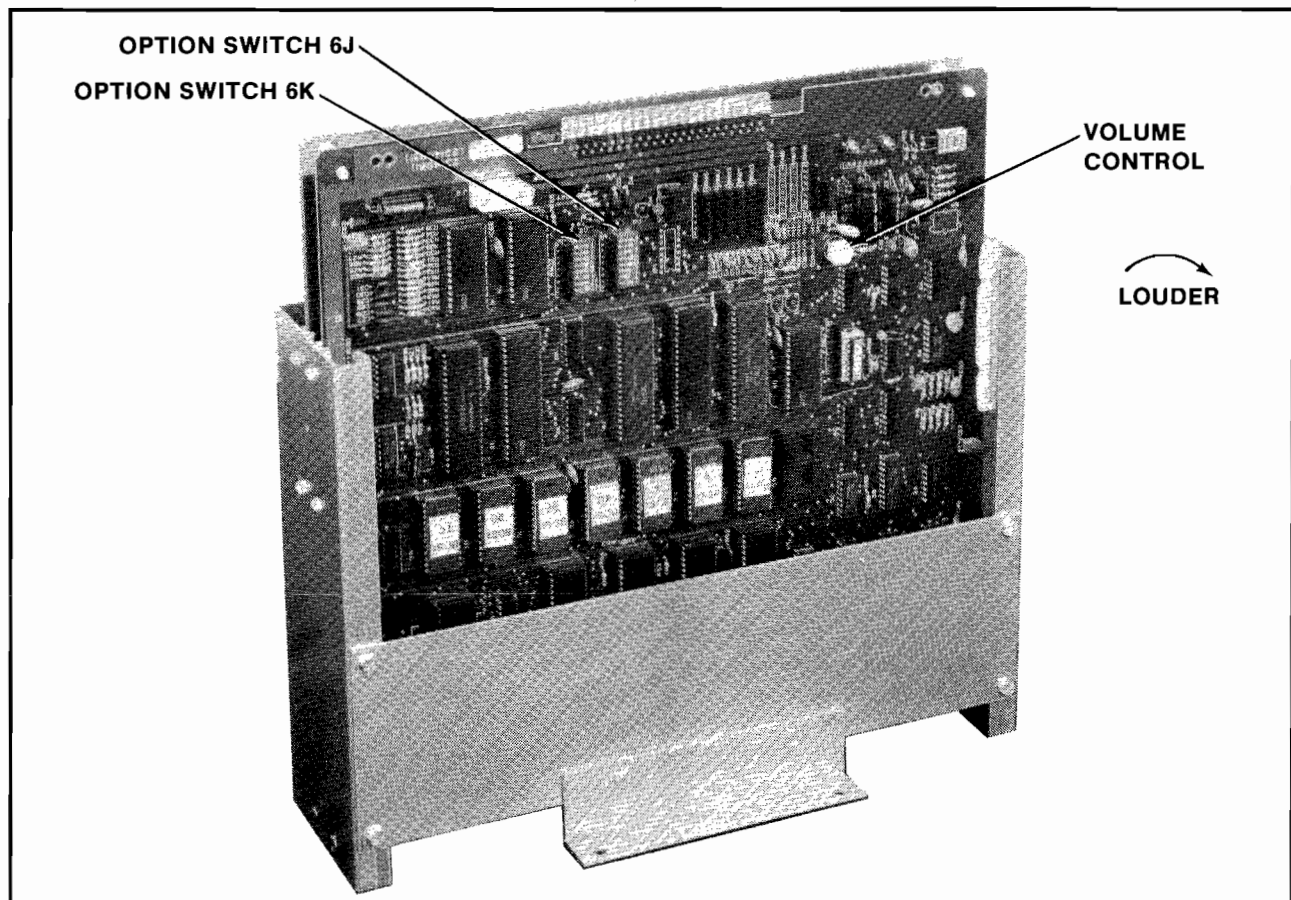


Figure 5 Location of option switches and volume control

BOSCONIAN	
OPTION SWITCH SETTINGS	
DIP SWITCH 6J	
1 PLAYER GAME PRESS THE 1 PLAYER START BUTTON 1, 2, 3, or 5 FIGHTERS	SW#1 SW#2 SW#3 SW#4 SW#5 SW#6 SW#7 SW#8 OFF NOT USED
2 PLAYER GAME PRESS THE 2 PLAYER START BUTTON 1, 2, 3, OR 5 FIGHTERS EACH	
1 PLAYER GAME PRESS THE 1 PLAYER START BUTTON 1, 2, 3, OR 5 FIGHTERS	ON NOT USED
1 PLAYER GAME WITH 3, 5, 7, OR 11 FIGHTERS PRESS THE 2 PLAYER START BUTTON	
DIFFICULTY LEVEL SETTINGS — “B” IS THE EASIEST AND “C” IS THE MOST DIFFICULT	
RANK “A” — STANDARD LEVEL OF DIFFICULTY RANK “B” — EASIEST LEVEL OF DIFFICULTY RANK “C” — HARDEST LEVEL OF DIFFICULTY RANK “AUTO” — (MEASURES PLAYERS SKILL LEVEL)	SW#1 SW#2 SW#3 SW#4 SW#5 SW#6 SW#7 SW#8 OFF OFF NOT OFF ON USED ON OFF NOT ON ON USED
NO GAME CONTINUATION FEATURE. PLAYER(S) MAY CONTINUE GAME FROM PRESENT ROUND AFTER LAST SHIP HAS BEEN DESTROYED. THIS COSTS ADDITIONAL CREDITS. PLAYER(S) SCORE(S) ARE RETURNED TO ZERO — “O”.	SW#1 SW#2 SW#3 SW#4 SW#5 SW#6 SW#7 SW#8 ON NOT OFF USED
GAME PROVIDES SOUND IN ATTRACT MODE GAME DOES NOT PROVIDE SOUND IN ATTRACT MODE	ON NOT OFF USED
FREEZE VIDEO (MONITOR PRESENTATION STOPS MOVING) MONITOR OPERATES NORMALLY	ON NOT OFF USED
COIN COUNTER	
ONE WAY TWO WAY	SW#1 SW#2 SW#3 SW#4 SW#5 SW#6 SW#7 SW#8 NOT ON USED OFF

NOTE: SWITCH NUMBER 6J-7 IS NOT USED AND SHOULD **ALWAYS** REMAIN IN THE “OFF” POSITION.

Figure 6 Option switch settings

BOSCONIAN									
OPTION SWITCH SETTINGS									
DIP SWITCH 6K									
COINS PER CREDIT									
FREE PLAY 4 COINS 1 CREDIT 3 COINS 1 CREDIT 2 COINS 1 CREDIT 2 COINS 3 CREDITS 1 COIN 3 CREDITS 1 COIN 2 CREDITS 1 COIN 1 CREDIT					SW#1 SW#2 SW#3 SW#4 SW#5 SW#6 SW#7 SW#8				
					ON ON ON				
					OFF ON ON				
					ON OFF ON				
					OFF OFF ON				
					ON ON OFF				
					OFF ON OFF				
					ON OFF OFF				
OFF OFF OFF									
BONUS SHIPS AWARDED AT THE FOLLOWING POINT VALUES:									
BEGAN WITH 1, 2 OR 3 FIGHTERS				BEGAN WITH 5 FIGHTERS				SW#1 SW#2 SW#3 SW#4 SW#5 SW#6 SW#7 SW#8	
1st SHIP 20000 2nd SHIP 70000 AND EVERY 70000				1st SHIP 30000 2nd SHIP 120000				ON ON OFF	
1st SHIP 15000 2nd SHIP 50000 AND EVERY 50000				1st SHIP 20000 2nd SHIP 70000				ON OFF ON	
1st SHIP 15000 2nd SHIP 50000				1st SHIP 30000 2nd SHIP 100000 AND EVERY 100000				ON OFF OFF	
1st SHIP 10000 2nd SHIP 50000 AND EVERY 50000				1st SHIP 15000 2nd SHIP 70000				OFF ON ON	
1st SHIP 30000 2nd SHIP 100000 AND EVERY 100000				1st SHIP 30000 2nd SHIP 80000 AND EVERY 80000				OFF ON OFF	
1st SHIP 15000 2nd SHIP 70000 AND EVERY 70000				1st SHIP 20000 2nd SHIP 100000				OFF OFF ON	
1st SHIP 20000 2nd SHIP 70000				1st SHIP 30000 2nd SHIP 120000 AND EVERY 120000				OFF OFF OFF	
NO BONUS SHIPS GIVEN WITH THIS SETTING								ON ON ON	
DETERMINES NUMBER OF SPACE FIGHTERS PLAYER BEGINS GAME WITH:									
1 SPACE FIGHTER					ON ON				
2 SPACE FIGHTERS					OFF ON				
3 SPACE FIGHTERS					ON OFF				
5 SPACE FIGHTERS					OFF OFF				

Figure 6 Option switch settings (cont'd.)

Game Operation

BOSCONIAN is a one or a two player game with a color T.V. monitor. The game gives a display which has all the parts shown in Figure 7.

The game has five possible modes of operation: ATTRACT, READY-TO-PLAY, PLAY, HIGH SCORE/INITIAL, and SELF-TEST.

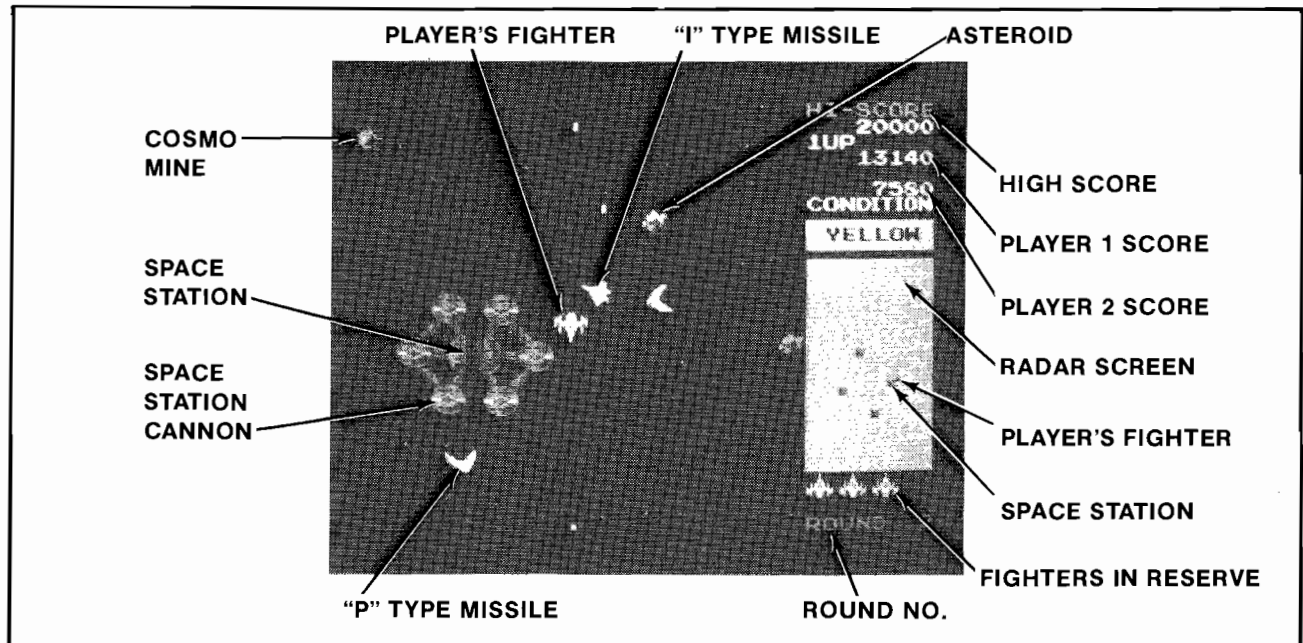


Figure 7 Identification of "on screen" graphics during play

SELF-TEST MODE

The Self-Test mode is a special mode for checking the game switches and computer functions. It is the easiest and best way to check for proper operation of the entire game.

NOTE: Putting the game into Self-Test will cause it to **erase** any CREDITS shown at the lower left corner of the screen from its memory.

You may begin a Self-Test at any time by sliding the Self-Test switch to the "ON" position after the power

to the game is on. Test switch is located inside coin door under coin meter. When this is done, the game will react as follows:

1. First, you will see a moving multicolored pattern appear on the screen.
2. Immediately following this, a rightside up test display is shown on the monitor screen. This will remain until you set the Self-Test switch back to the "OFF" position. This test display is shown below.

SELF-TEST DISPLAY AND BOARD LOCATION COORDINATES

RAM OK or (a number and a letter, i.e. 1L, 3H, etc.)
 ROM OK or (a number, i.e. 0, 2, etc.)
 UPRIGHT or (TABLE)
 *1 COIN *1 CREDIT
 *3 SHIPS
 RANK *A (B, C, AUTO)
 SOUND 00 (01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19)
 1ST BONUS *20000 PTS
 2ND BONUS *70000 PTS
 *AND EVERY 70000 PTS

* = switch selectable

DISPLAY**DESCRIPTION**

RAM OK	All RAMs are good.
RAM 1L	RAM located on CPU PC board at position 2N is bad.
RAM 1H	RAM located on CPU PC board at position 2N is bad.
RAM 2L	RAM located on CPU PC board at position 2N is bad.
RAM 2H	RAM located on CPU PC board at position 2N is bad.
RAM 3L	RAM located on Video PC board at position 1E is bad.
RAM 3H	RAM located on Video PC board at position 1E is bad.
RAM 4L	RAM located on Video PC board at position 1E is bad.
RAM 4H	RAM located on Video PC board at position 1E is bad.
RAM 5L	RAM located on Video PC board at position 1H is bad.
RAM 5H	RAM located on Video PC board at position 1H is bad.
RAM 6L	RAM located on Video PC board at position 1H is bad.
RAM 6H	RAM located on Video PC board at position 1H is bad.
ROM OK	All ROMs are good.
ROM 0	ROM located on CPU PC board at position 3N is bad.
ROM 1	ROM located on CPU PC board at position 3M is bad.
ROM 2	ROM located on CPU PC board at position 3L is bad.
ROM 3	ROM located on CPU PC board at position 3K is bad.
ROM 4	ROM located on CPU PC board at position 3J is bad.
ROM 5	ROM located on CPU PC board at position 3H is bad.
ROM 6	ROM located on CPU PC board at position 3E is bad.

3. If a bad ROM or RAM chip is found by the game's internal check system during the Self-Test, the game indicates this to you by showing the location code of the bad chip(s) in place of the letters "OK". The above table translates the chip location codes into actual positions on either the Video or the CPU P.C. Boards.
 - a) Repeat Step 2 with a different button or switch, etc. and — "SOUND 02" changes to "SOUND 03" and it is heard — and so on.
4. "RANK" is a difficulty setting, with "RANK B" being the **least** difficult level of play and "RANK C" being the **most** difficult level of play. "RANK AUTO"; at this setting the game measures the player's skill level and progressively gets harder as the player gets better. See the "OPTION SWITCH SETTINGS" table.
5. To check "SOUND" (the game has 20 different sounds):
 - a) Move the controller to the right momentarily and release it — "SOUND" number changes from "00" to "01" and you hear sound "01".
 - b) Press any button or activate the coin switches and sound "01" will change to sound "02" and it is heard.
6. To check your game function switches and buttons (coin counter switches, FIRE button, 1 PLAYER and 2 PLAYER buttons): activate each one while the game is in the Self-Test mode. You should hear a different game sound for each activation. If you do not hear it, the switch/button is either not working, miswired, or disconnected. Check it out thoroughly.
7. When finished with the Self-Test mode, slide the Self-Test switch back to the "OFF" position.
 - A cross hatch pattern appears on the monitor screen for about 2 seconds.
 - If you wish to keep this test pattern on the monitor screen for further use, slide Self-Test switch back to the "ON" position **after** the cross hatch appears and **before** it disappears.
 - When finished with the cross hatch pattern, set the Self-Test switch to the "OFF" position.
 - Normal game functions will now return to the monitor screen.

ATTRACT MODE

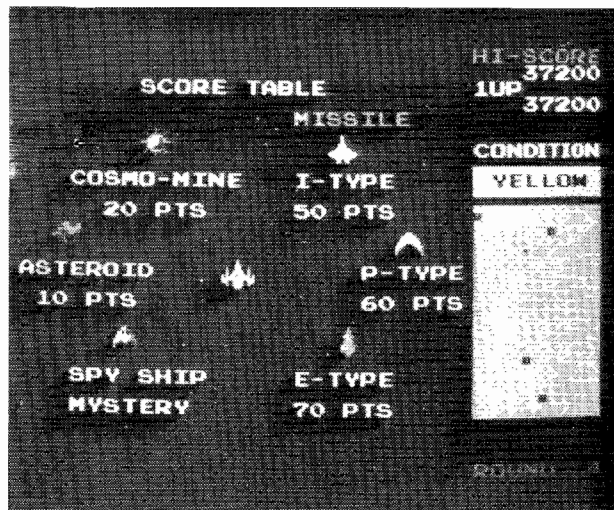
1. The Attract mode starts:

- Just after power has been turned on to the game. (Self-Test switch is in the "OFF" position.)
- After a Self-Test has been completed. (Performing a Self-Test sets the credits in the game's memory to zero "0".)
- After a play has been finished, the score was not high enough to put the game into the High Score/Initial mode, and there are no more credits left in the game's memory.
- After the High Score/Initial mode when there are no more credits left in its memory.
- In the Attract mode, the game will give the following displays **centered** on the monitor screen:

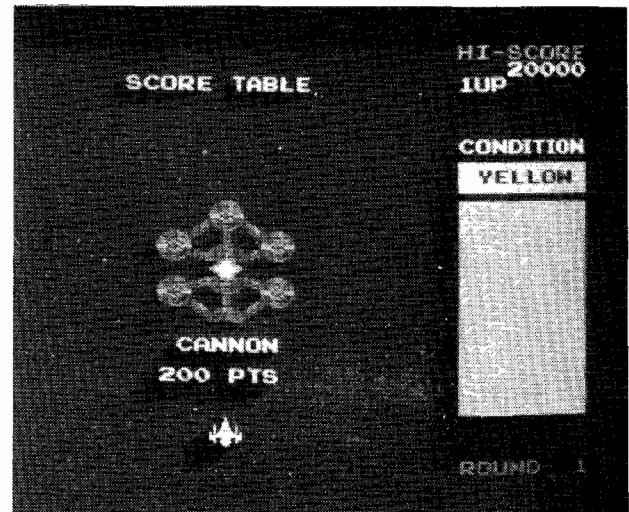
- The above display and the one that follows give the point values assigned to the different things that can be destroyed by your space fighter.



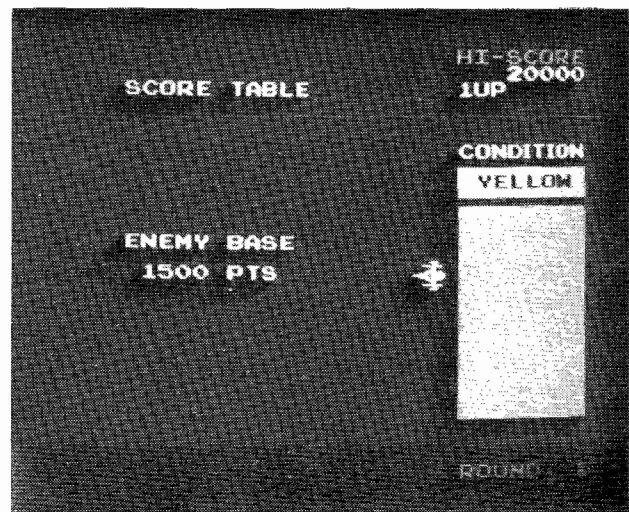
DISPLAY 1



DISPLAY 2

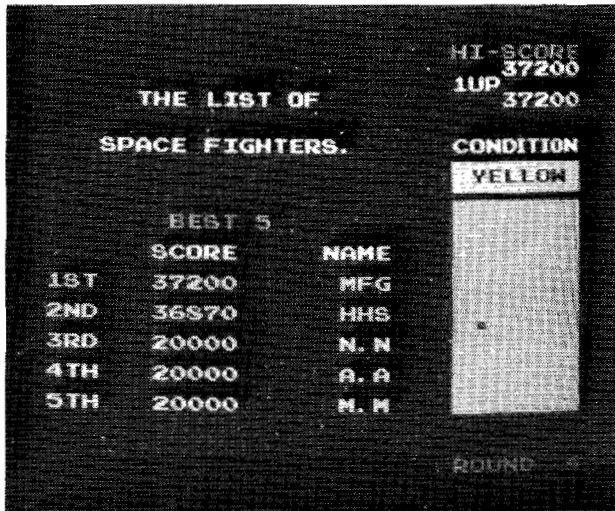


DISPLAY 3a



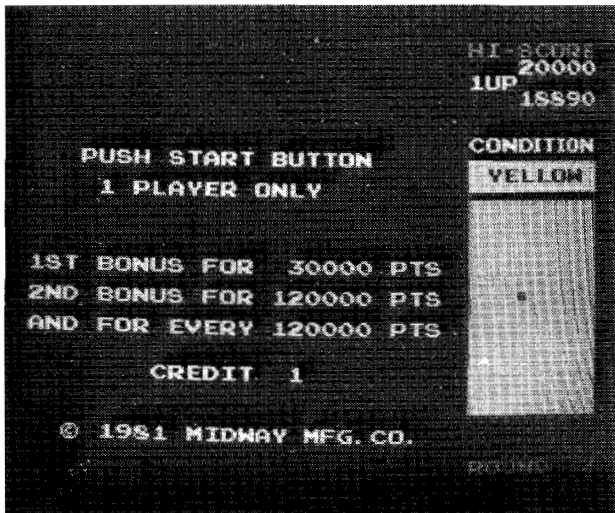
DISPLAY 3b

- The fourth display in the attract mode sequence shows simulated game play.
- The next display in the series lists the five highest scoring individuals, "THE LIST OF SPACE FIGHTERS", that have played the game to date.



DISPLAY 5

- No matter where the game is in the Attract mode sequence, it will immediately go to the following display as soon as a game has been paid for. It will hold this display on the monitor screen until the "1 PLAYER" or the "2 PLAYER" start button is pushed.



READY-TO-PLAY MODE

- The Ready-To-Play mode starts when enough coins have been accepted for a 1 or a 2 player game.
- The Ready-To-Play mode ends when either the "1 PLAYER" or the "2 PLAYER" push button is pressed.
- In the Ready-To-Play mode, the game will give the above display **centered on** the monitor screen.
- If no START button is pressed, the game will hold the above display on the screen indefinitely.

PLAY MODE

- The Play mode begins when either the "1 PLAYER" or the "2 PLAYER" start button is pressed. "PLAYER ONE" — "READY" is displayed **centered** on the screen.
- The Play mode ends when all of your space fighters have been destroyed. When this happens, "GAME OVER" is written across the center of the monitor screen.
- The game is made up of convoys of invading aliens. You, as defender, try to destroy as many convoys as you can. They are hard, tricky fighters. Your task will not be easy! Just remember that when shooting at the space station hub to take out the whole station, the missile launching doors **MUST** be at least part way open in order for your shots to be able to destroy the entire space station. Or, if you destroy all six Cannons on the space station rim, the entire space station will go up with the destruction of the sixth Cannon.
- The convoys are displayed one at a time on the long range scanner to the right of the screen. They are made up of BOSCONIAN Space Station worlds which are surrounded by Cosmo-Mines and Asteroids. These space stations send out three different types of missiles to try to blow you out of space. They are: "I-TYPE", which are purple in color; "P-TYPE", which are silver-blue in color; and "E-TYPE", which are red in color.

The longer you are in a particular "ROUND" (ROUND 1, ROUND 2, etc.), the more missiles the enemy space stations will send out after you. (What "ROUND" you're in is indicated at the lower right hand corner of the screen.)

You **MUST** destroy every BOSCONIAN space station world in a particular "ROUND" to advance to the next one.

There are also special Attack Formations made up of five missiles each which will appear continuously throughout the game. If they are completely destroyed, bonus points will be awarded as follows:

OBJECT DESTROYED	BONUS POINT VALUE
ENTIRE I-TYPE	
MISSILE ATTACK FORMATION	500 POINTS
ENTIRE P-TYPE	
MISSILE ATTACK FORMATION	1000 POINTS
ENTIRE E-TYPE	
MISSILE ATTACK FORMATION	1500 POINTS

The Rounds in which the different Attack Formations will appear are as follows:

ROUND NUMBER	VEHICLE TYPE
1	I
2	P
3	I
4	P
5	P
6	E
7	E
8	P
9	E
10	E
11	P
12	I
13	P
14	E
15	E
16	E
17	E

ROUND 18 AND BEYOND —
REPEATS VEHICLE
SEQUENCE FOUND FROM ROUND 12
THROUGH 17.

These Attack Formations are lead by one missile that is the same shape as the other four but is a slightly different color. If you shoot this "lead — or — control missile", the Attack Formation will break up and go in different directions.

When you destroy the last space station of a convoy, the screen gives the following display **centered** on the monitor screen:

**PLAYER ONE
READY**

The number of the next ROUND is displayed in the lower right corner of the screen, the next convoy of BOSCONIAN space station worlds appears in the long range scanner at the right side of the monitor screen, your space fighter appears at the center of the screen, and play begins.

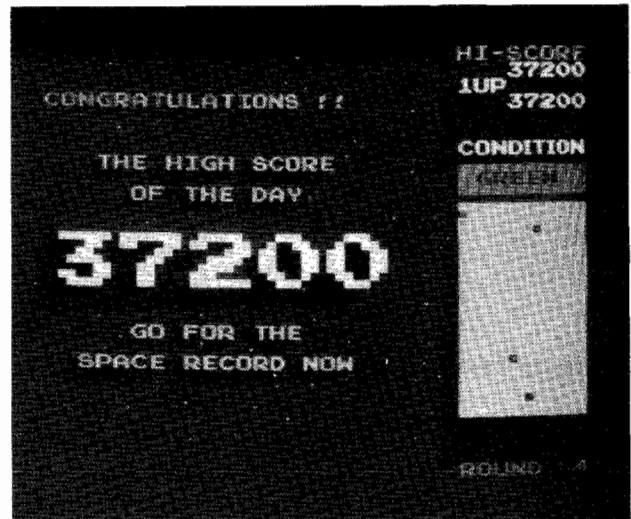
As you destroy more convoys, the attacks on you become faster, are in a more rapid succession, and follow trickier flight patterns. For instance, they will try to trap you in a cross fire, or with your back to a mine field, etc. You've really got to watch them closely.

When the enemy happens to destroy one of your fighters, assuming you have at least one reserve fighter left, the words "PLAYER ONE" — "READY" appear **centered** on the monitor screen BEFORE play begins again.

When the enemy destroys your **last** fighter, the words "GAME OVER" are displayed **centered** on the monitor screen. (AT THIS POINT, SEVERAL DIFFERENT THINGS CAN HAPPEN DEPENDING ON WHETHER THE "GAME CONTINUATION FEATURE" HAS BEEN SELECTED.)

"GAME CONTINUATION FEATURE" HAS **NOT** BEEN SELECTED:

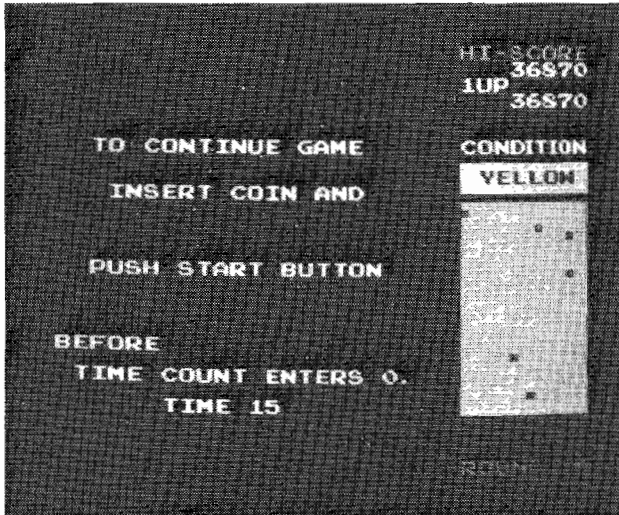
If your score was the highest one of the five best scores, the game will tell you this by putting the following display on the screen.



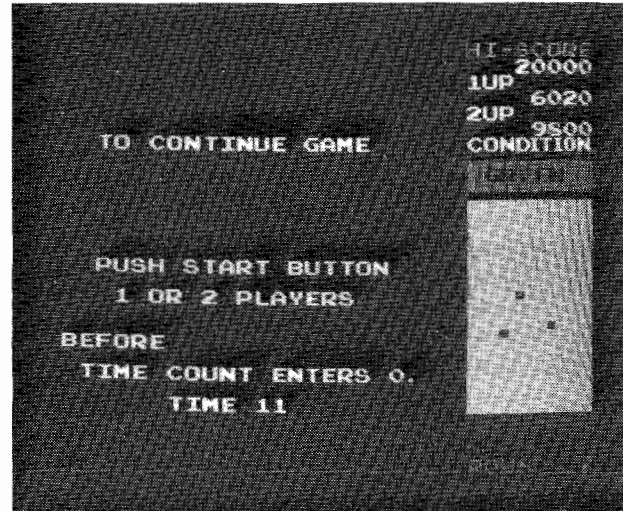
After this display, the game will go into the High Score/Initial mode immediately. If your score was not the highest of the day, but was still one of the "BEST 5", the game will go directly to the High Score/Initial mode presentation. If your score is not high enough to cause the game to go into the High Score/Initial mode, it will either go to the Attract mode (if there are no more credits left in its memory) or into the Ready-To-Play mode (if there are still credits left in its memory).

"GAME CONTINUATION FEATURE" **HAS BEEN SELECTED**:

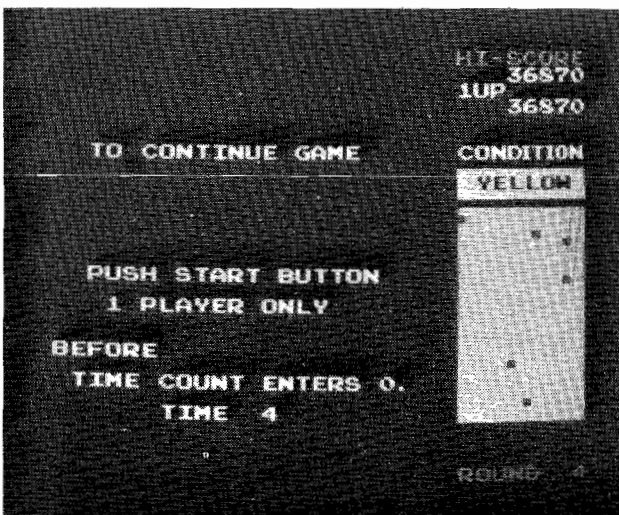
The game will act in the same manner as stated above **EXCEPT IN THE CASE WHERE** your score is not high enough to cause the game to go into the High Score/Initial mode and there are no more credits left in its memory. In this case, it will give the following display **centered** on the monitor screen:



If there are at least enough credits left in the game's memory for a **TWO** PLAYER GAME, the above message is modified to read this way:



If there are **ONLY** enough credits left in the game's memory for a **ONE** PLAYER GAME, the above message is modified to read as follows:



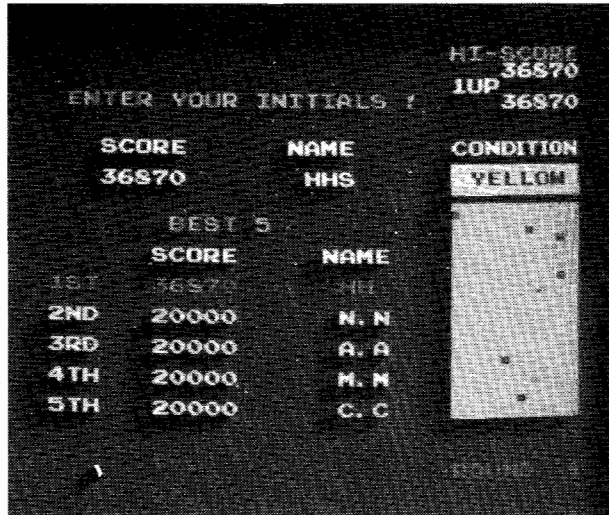
If you decide to exercise any of the above options **BEFORE** the 15 second time limit runs out, your score will be set **BACK** to ZERO "0", the **ROUND** number that you were in when your last space fighter was destroyed will **REMAIN THE SAME**, and play will begin in the same sequence as it has for all previous games.

If you **do not** decide to exercise any of the above options **BEFORE** the 15 second time limit runs out, the game will either go to the Attract mode (if there are no more credits left in its memory) or into the Ready-To-Play mode (if there are still credits left in its memory).

Also, if you do decide to play another game **AFTER** the 15 second **GAME CONTINUATION** time limit has run out, you will be starting at **ROUND 1** again with your score at ZERO "0".

HIGH SCORE/INITIAL MODE

In the High Score/Initial mode the game gives a display which looks like the following:



When in the High Score/Initial mode, there are three "A" 's under the top "NAME" heading on the screen. The first "A" is red and flashing on and off. The other two "A" 's are white. Farther down the screen under the "BEST 5" heading, your score has been entered in bright green and the space for your initials is blank. All other scores are white.

By moving the controller stick to the right, the flashing letter can be made to sequence forward through the alphabet: "A", "B", "C", "D", etc. By moving the controller stick to the left, the flashing letter can be made to sequence backward through the alphabet: "Z", "Y", "X", "W", etc.

When you reach your initial, release the controller and push the FIRE button. Your initial is frozen in place and appears in the blank space opposite your score at the same time. If you do not wish to put your initials opposite your score, just press the FIRE button three times. Three "A" 's will appear opposite your score.

After the High Score/Initial mode, the game will either go to the Attract mode (if there are no more credits left in its memory) or into the Ready-To-Play mode (if there are still credits left in its memory).

Most of the above holds true in the "2 PLAYER" mode also. But there are a few minor differences.

TWO PLAYER OPERATION

The Upright, Mini, and Cocktail Table models all have two player operation.

In the two player mode, the rules of play are the same as in the single player mode. There are some additional rules, however:

1. In the Upright and Mini models, the players must take turns at the controls.
2. In the Cocktail Table model, each player has his own set of individual controls. The picture will flip to face you when it is your turn. (When it is not your turn, your set of controls will have **NO** effect on the game.)
3. Your turn lasts until the enemy blows up your space fighter. At this point, the game will do one of several things depending on whether or not the destroyed fighter was your last or if you still have others remaining in reserve.

FIGHTER DESTROYED — FIGHTERS REMAINING IN RESERVE

- The attack stops.
- Next, the "ROUND" changes to the "ROUND" number the other player is in, it displays "PLAYER ___" — "READY" while what's left of the other player's convoy appears on the long range scanner at the right of the screen.
- Play begins for the other player.

FIGHTER DESTROYED — NO FIGHERS REMAINING IN RESERVE

- Game displays "GAME OVER".
- Next, if your score was the highest one of the five best scores, the game will tell you this by putting the congratulatory display on the screen. After this display, it will go into the High Score/Initial mode immediately. If your score was not the highest of the day, but was still one of the "BEST 5", the game will go directly to the High Score/Initial mode presentation.
- After this, the "ROUND" changes to the "ROUND" number the other player is in, the game will display "PLAYER ___" — "READY" while what's left of the other player's convoy appears on the long range scanner at the right of the screen and play begins for the other player.
- If your score was not high enough to cause the game to go into the High Score/Initial mode, the game will display "PLAYER ___" — "READY" while what's left of the other player's convoy appears on the long range scanner at the right of the screen and play begins for the other player.

III. Maintenance and Repair

Your BOSCONIAN game needs certain types of maintenance to keep it in good working order. Clean, well maintained games attract players and earn more profits.

The most important thing for you to remember is to run the Self-Test EVERY TIME you collect money from the coin box. **JUST LOOKING** at your game **WILL NOT** tell you if all its controls and inside parts are working correctly. The Self-Test will inform you whether or not your game is working the way it should.

The second most important thing you should remember is to clean the outside of the game and coin acceptor mechanisms on a regular basis.

CLEANING

The outside of the game cabinet plus the metal can be cleaned with any non-abrasive household cleaner. However, the front of the T.V. monitor tube and **both sides** of all other glass and plastic on or in the game **MUST** be cleaned with anti-static cleaner **ONLY**. For cleaning the coin acceptors; hot soapy water may be used on the plastic ones and any household cleanser may be used on the metal ones. If you wish, special coin machine cleaners that leave no residue may be purchased from your distributor.

DO NOT dry-wipe any of the plastic panels. This is because any dust that was on them can scratch their surfaces. If this has happened, anyone looking through this type of damaged plastic would feel he was looking at the game through a fog. This fogging damage **CAN NOT** be repaired or reversed. The **ONLY** solution is to **replace** the damaged piece of plastic.

FUSE REPLACEMENT

This game contains several fuses located as shown in Figure 8.

1. UPRIGHT MODEL:

As viewed from the back, facing the cabinet, with the rear access door removed; the fuses are located on the Mech. Panel and the Power Supply Board.

2. MINI MODEL:

As viewed from the back, facing the cabinet, with the rear access door removed; the fuses are located on the Mech. Panel and the Power Supply Board.

3. COCKTAIL TABLE MODEL:

As viewed from the coin door side of the cabinet, with the monitor tilted open to one side; the fuses are located on the Mech. Panel and the Power Supply Board.

Replace fuses **ONLY** with the type and size listed in the Illustrated Parts Breakdown Section of this manual.

See the T.V. Monitor Manual (available on request from your distributor or monitor manufacturer) and/or the T.V. Troubleshooting Section of this manual for information on these fuses.

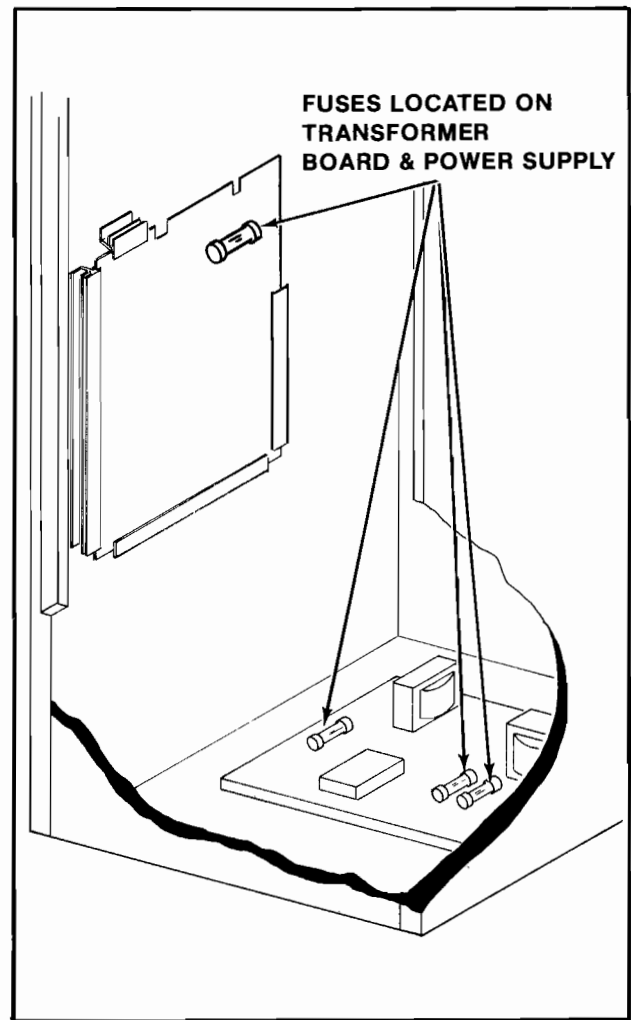


Figure 8 Location of fuses

OPENING THE CONTROL PANEL. See Figure 9.

1. UPRIGHT MODEL:

- The control panel is held in place by three latches, one on the left side, one on the right side, and one on the front center. They are spring loaded to provide constant positive pressure on their latch plates. They can be reached through the coin door **AFTER** turning power to the game off. To release the latches, lift up and toward the center of the control panel. Once they are released, unhook them from their latch plates.
- To remove the control panel:
Raise it up and tilt it toward you until you can see the cable behind it.
Cradling the control panel between yourself and the cabinet, disconnect it from its cabling. The control panel is now free and can be removed.
- To reinstall the control panel, reverse this procedure.

2. MINI MODEL:

- The control panel is held in place by two latches, one on the right side and one on the left side of the cabinet. They are spring loaded to provide constant positive pressure on their latch plates. They can be reached through the coin door **AFTER** turning power to the game off. To release the latches, lift up and toward the center of the control panel. Once they are released, unhook them from their latch plates.
- To remove the control panel:
Raise it up and tilt it toward you until you can see the cable behind it.
Cradling the control panel between yourself and the cabinet, disconnect it from its cabling. The control panel is now free and can be removed.
- To reinstall the control panel, reverse this procedure.

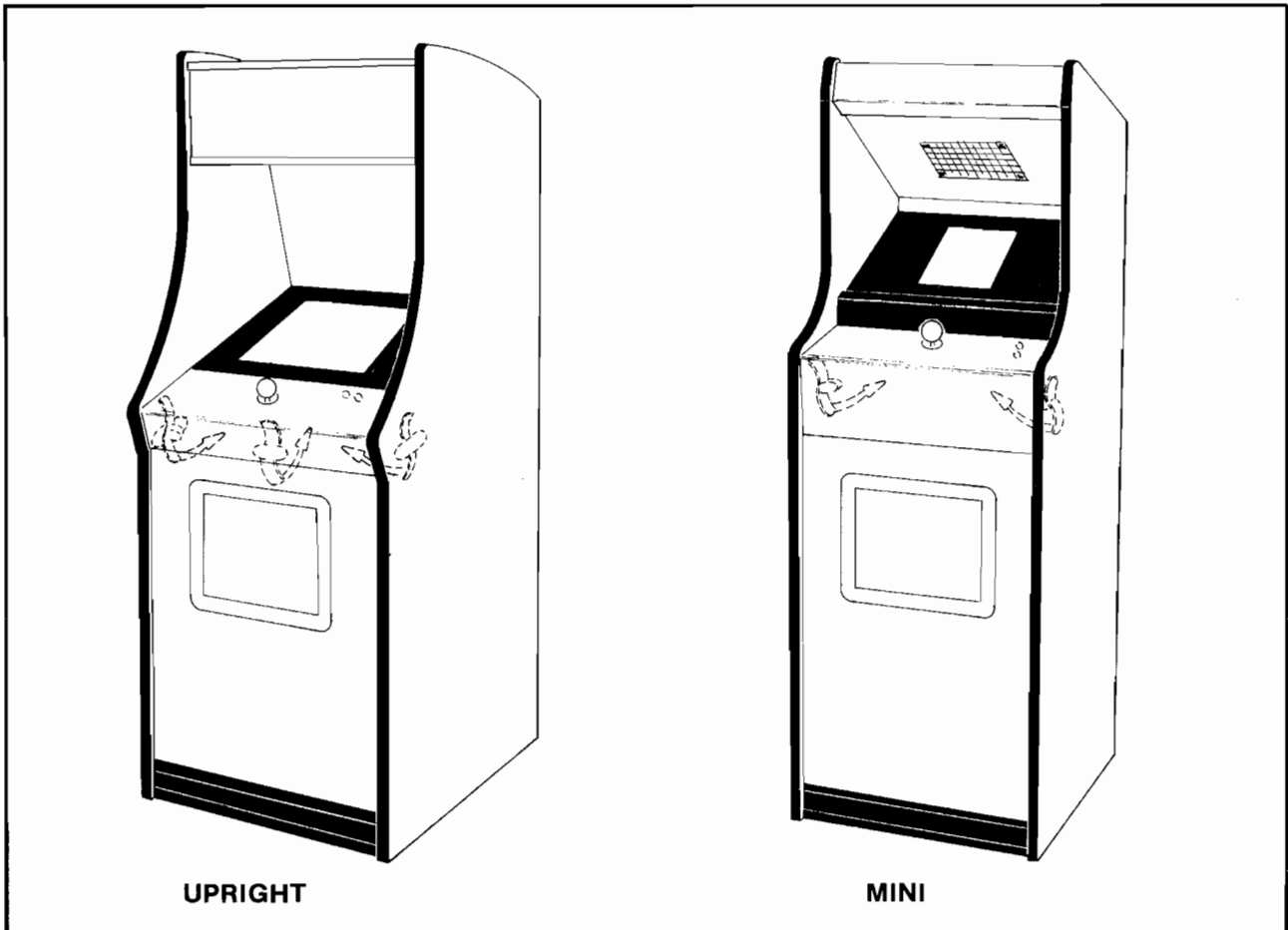


Figure 9 Removing control panel — Upright & Mini games

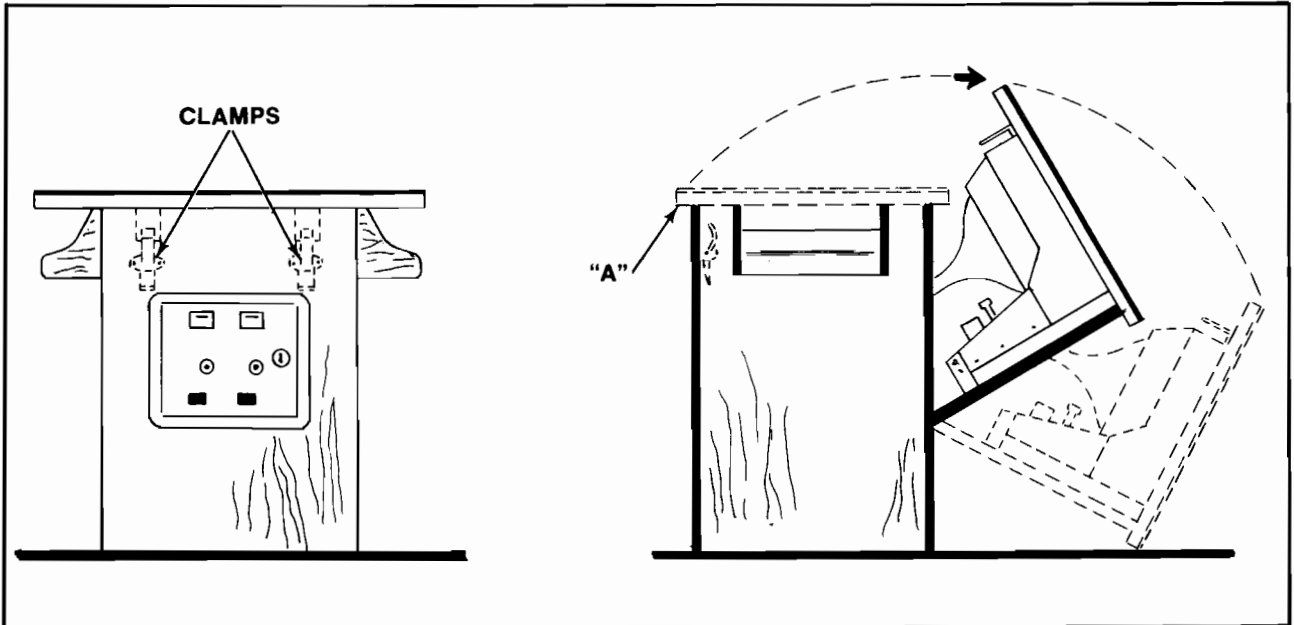


Figure 10 Opening the Cocktail game

3. COCKTAIL TABLE MODEL:

- Each control panel is held in place by several screws, two on the inside of the cabinet and three along the outside bottom edge of the control panel.

Turn power to the game off.

Open the coin box door and release the two latches indicated in Figure 10.

CAUTION: The right hand latch is very close to the HIGH VOLTAGE on the monitor.

Once they're released, unhook them from their latch plates.

Grasp the table top at "A" and open as indicated in Figure 10.

CAUTION: Due to the weight of the monitor, EXTREME CARE MUST be taken when opening the cabinet.

Remove the screws which secure the control panel in place. See Figure 11.

- To remove the control panel(s):
Disconnect it from its cabling.
The control panel is now free and can be removed.
- To reinstall the control panel, reverse this procedure.

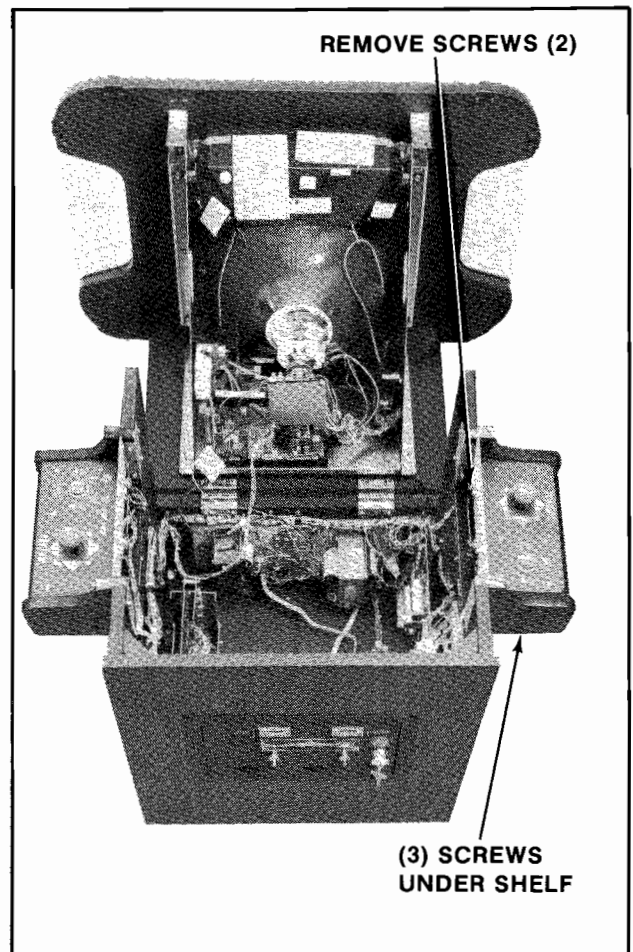


Figure 11 Removing control panel — Cocktail game

REMOVAL OF THE MAIN-DISPLAY-GLASS AND/OR THE T.V. BEZEL ASSEMBLY

1. UPRIGHT MODEL: See Figure 12.

NOTE: To do this, the latches which secure the control panel **MUST** be released. The control panel need not be removed. See the "UPRIGHT MODEL" procedure.

- Turn the power to the game off and remove the rear access door.
- Remove the screws from the glass support bracket and lift it out the back of the cabinet.
- Grasp the main-display-glass in the top center, lift up slightly and pull it out the rear of the cabinet.
- Loosen the screws which secure the T.V. bezel-glass-clamps in place. Move the clamps to the side and the bezel glass may be removed. Remove the above mentioned screws and the bezel with four bezel-glass-clamps may be removed.
- To reinstall the T.V. bezel assembly and the main-display-glass, reverse this procedure.

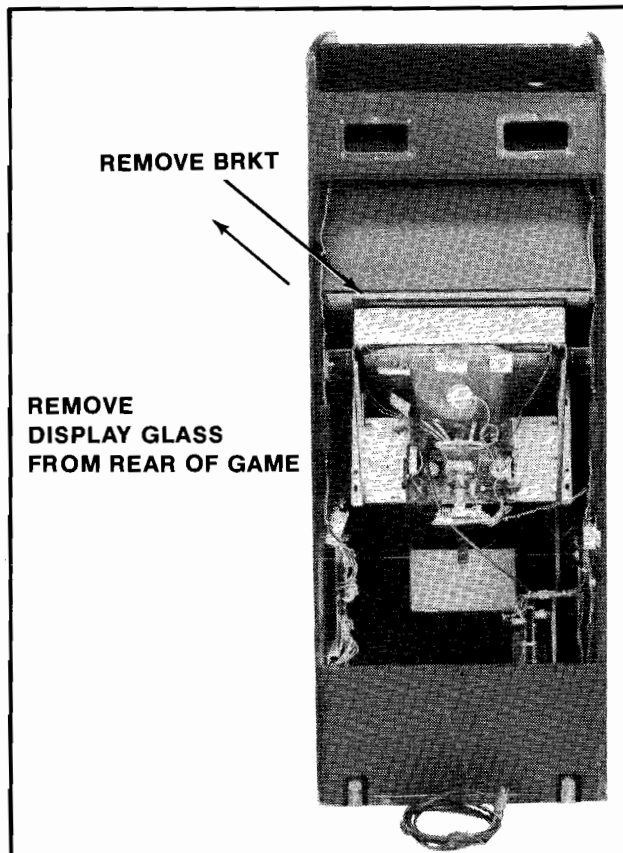


Figure 12 Removing display glass—Upright game

2. MINI MODEL: See Figure 13.

NOTE: In order to do this, the control panel **MUST** be removed first. See the "MINI MODEL" procedure.

- Turn the power off to the game and remove the control panel.
- Remove the screws which secure the glass clamping plate.
- Lift out the glass clamping plate. This frees the main-display-glass so it can be lifted up.
- By putting your finger in the hole in the middle of the main-display-glass support, you can lift it up and out.
- Remove the screws which secure the T.V. bezel assembly and lift it out.

NOTE: Use the hole in the center of the main-display-glass support to grasp it.

- Reverse this procedure to reinstall the T.V. bezel assembly and the main-display-glass.

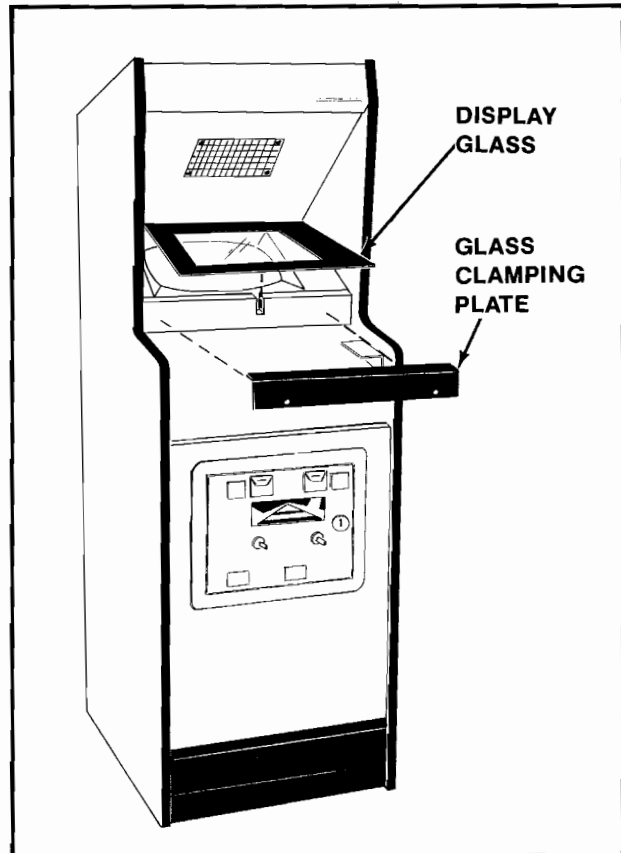


Figure 13 Removing display glass — Mini game

3. COCKTAIL TABLE MODEL: See Figure 14.

NOTE: This may be done with the table top in the open or the closed position. If you decide to open the table top, TURN THE POWER TO THE GAME OFF FIRST.

- Remove the screws which secure the table top glass clamps in place.
- Remove the table top glass.
- Lift out the T.V. bezel assembly.
- To reinstall the T.V. bezel assembly and the table top glass, reverse this procedure.

T.V. MONITOR REPLACEMENT

CAUTION: High voltages may exist in any television unit, even with the power disconnected. Use **EXTREME CAUTION** and do not touch electrical parts or the T.V. yoke area with your hands or with metal objects held in your hands!

In addition, **BE SURE TO USE HEAVY GLOVES** when handling the monitor. You could cut your hands on the metal T.V. chassis without such protection.

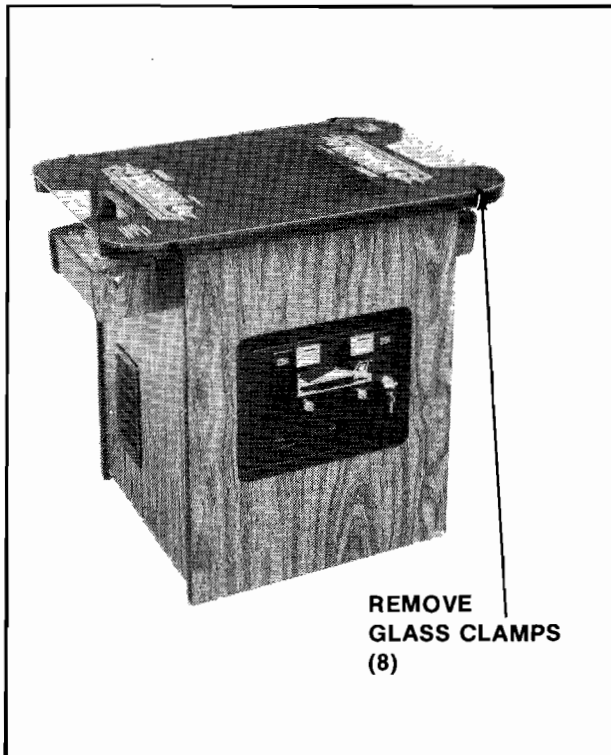


Figure 14 Removing top glass — Cocktail game

DANGER: The T.V. monitor DOES NOT contain an isolation transformer on its chassis (it is mounted instead on the floor of the cabinet). When servicing the monitor on a test bench, YOU MUST ISOLATE THE MONITOR FROM AC VOLTAGE WITH AN ISOLATION TRANSFORMER.

1. UPRIGHT MODEL: See Figure 15.

- Turn power off to the game.
- Open the rear access door.
- Completely disconnect the T.V. monitor from all its cabling. **DON'T FORGET THE CHASSIS GROUND WIRE.**

Before removing T.V. monitor, the main-display-glass and bezel must be removed. See above "Upright Model" procedure.

With the removal of only four bolts, the T.V. monitor and its mounting channels will be loose.

The monitor mounting channels slide on top of and against two metal guides mounted to the cabinet's right and left sides. The monitor is removed by sliding it out the back of the cabinet. See Figure 15.

To reinstall the T.V. monitor, reverse this procedure.

After replacing the T.V. monitor, be sure to run the game Self-Test.

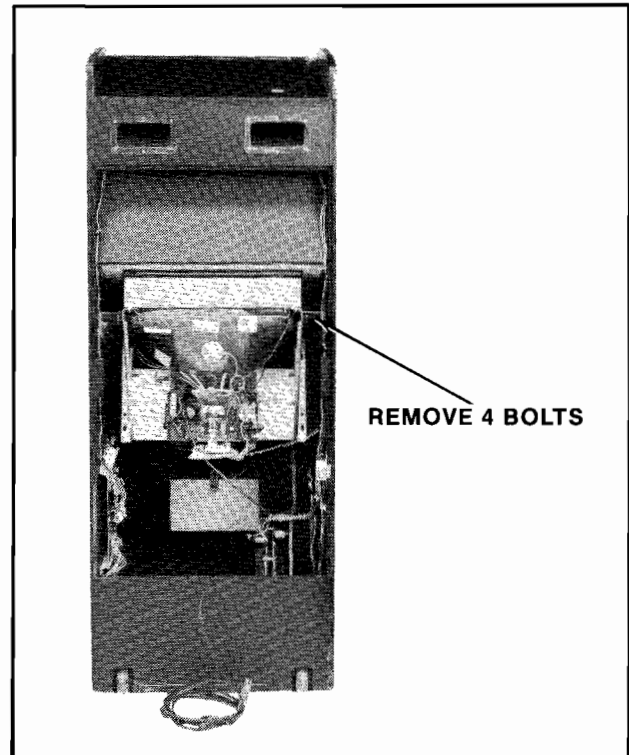


Figure 15 Replacing monitor — Upright game

2. MINI MODEL: See Figure 16.

Turn the power off to the game.

Open the rear access door.

Completely disconnect the T.V. monitor from all its cabling. **DON'T FORGET THE CHASSIS GROUND WIRE.**

Before removing the T.V. monitor, the main-display-glass and bezel must be removed. See above "Mini Model" procedure.

With the removal of only four nuts, the T.V. monitor will be loose.

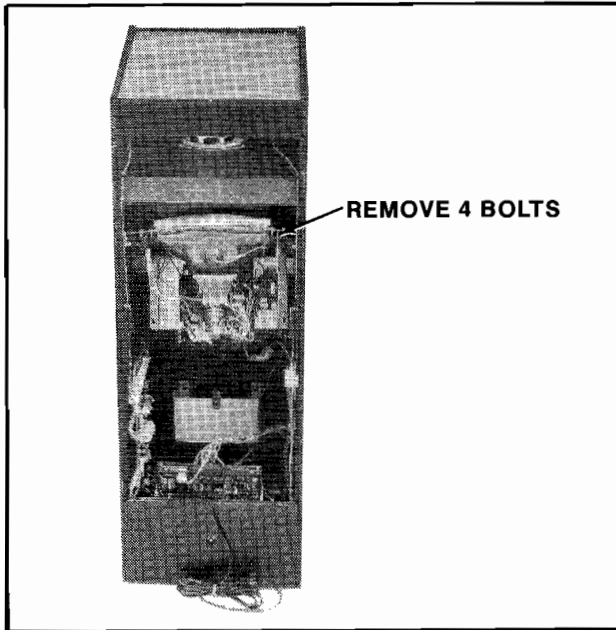


Figure 16 Replacing monitor — Mini game

CAUTION: BE SURE to support the T.V. monitor from the rear while removing the four bolts so it will not fall out of the cabinet.

The monitor is removed by supporting it and pulling straight back as shown in Figure 16.

To reinstall the T.V. monitor, reverse this procedure.

After replacing the T.V. monitor, be sure to run the game Self-Test.

3. COCKTAIL TABLE MODEL: See Figure 18.

Turn power off to the game.

Open the coin box door and release the two latches indicated in Figure 17.

CAUTION: The right hand latch is very close to the HIGH VOLTAGE on the monitor.

- Once the latches are released, unhook them from their latch plates.
- Grasp the table top at "A" and open it as indicated in Figure 17.

CAUTION: Due to the weight of the monitor, EXTREME CARE MUST be taken when opening the cabinet.

- Remove the screws which hold the table top glass clamps in place.
- Remove the table top glass.
- Lift out the T.V. bezel assembly.

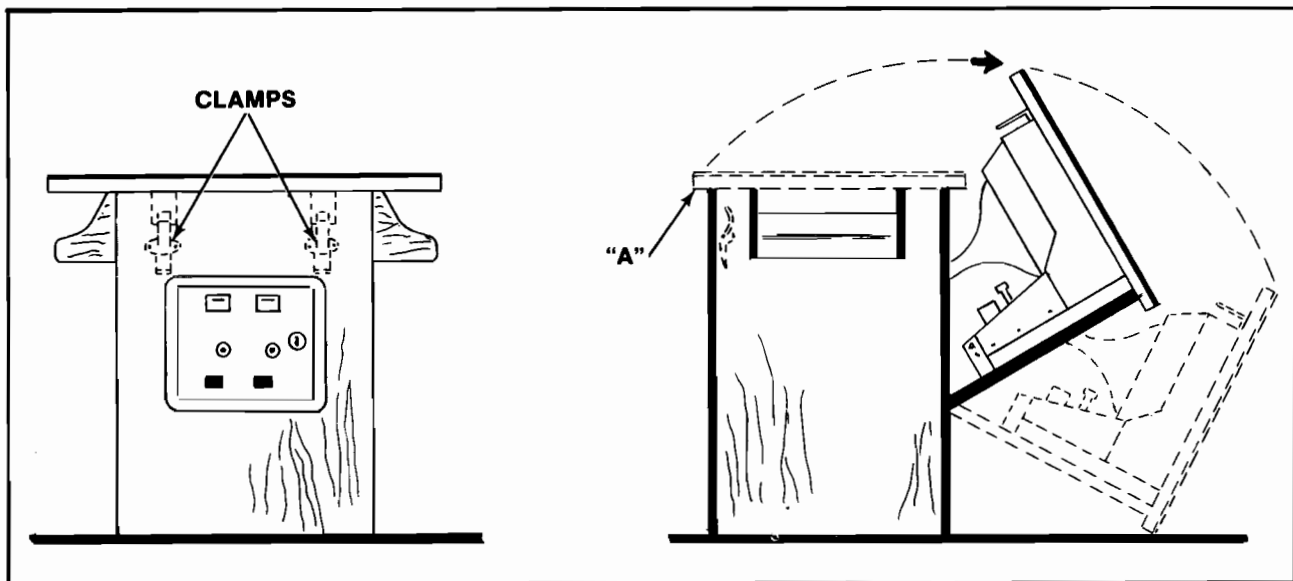


Figure 17 Opening the Cocktail game

- Completely disconnect the T.V. monitor from all its cabling. **DON'T FORGET THE CHASSIS GROUND WIRE.**
- Remove the screws holding the T.V. monitor chassis to the "L" by the door hinge(s). See Figure 18.
- Close the Cocktail Table top and re-latch it.
- Remove the screws which secure the T.V. monitor mounting brackets to the edges of the slot cut in the table top. See Figure 18.
- Pry up the end of each monitor mounting bracket with a screwdriver or similar tool until you can grasp them both.
- Lift the T.V. monitor straight up and out of the table top being **VERY CAREFUL** not to bump the neck of the picture tube.
- To reinstall the T.V. monitor, reverse this procedure.
- Be sure to check the clearance of the "L" brackets **BEFORE** setting the monitor into the table top.
- After replacing the T.V. monitor, be sure to run the game Self-Test.

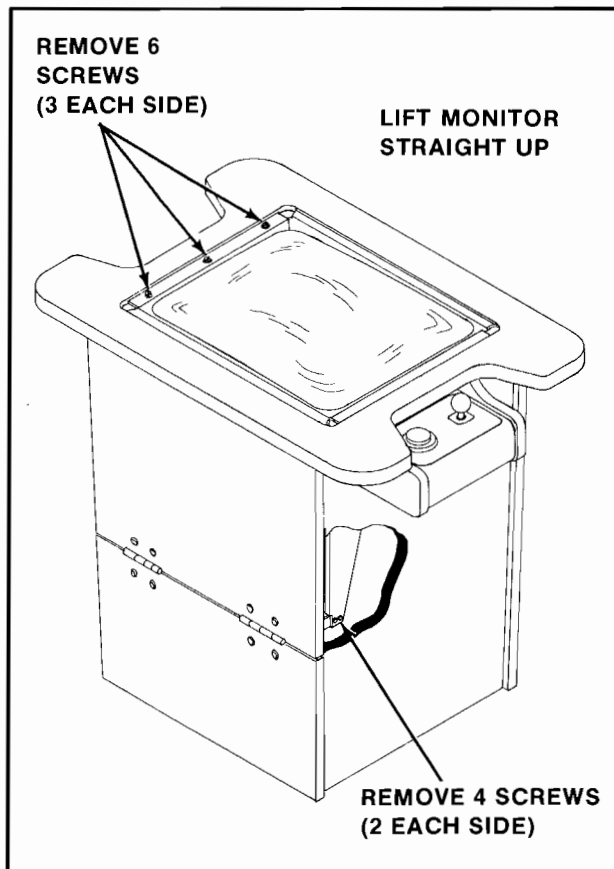


Figure 18 Replacing monitor — Cocktail game

PRINTED CIRCUIT BOARD (P.C.B.) REPLACEMENT

1. UPRIGHT MODEL: See Figure 19.

- Turn the power to the game off.
- Unlock and open the rear access door.
- Disconnect the video board from all its cabling.
- Disconnect the CPU board from all its cabling.
- Slide the P.C.B. clamps to one side, remove the P.C.B.'s from the card rack and take them out the back of the cabinet.
- Disconnect the power supply board from all its cabling, remove the P.C.B. supports indicated in Figure 19, and slide it out the back of the cabinet.
- To reinstall the above P.C.B.'s, reverse this procedure.

NOTE: P.C.B.'s are all keyed and will **ONLY** fit into their connectors one way without forcing them. The plugs on the cable harness which connect it to the P.C.B.'s are also keyed and will **ONLY** go onto their connectors one way without forcing them.

2. MINI MODEL: See Figure 19.

- Turn the power off to the game.
- Unlock and open the rear access door.
- Disconnect the video board from all its cabling.
- Disconnect the CPU board from all its cabling.
- Slide the P.C.B. clamps to one side, remove the P.C.B.'s from the card rack and take them out the back of the cabinet.
- Disconnect the power supply board from all its cabling, remove the P.C.B. supports indicated in Figure 19, and slide it out the back of the cabinet.
- To reinstall the above P.C.B.'s, reverse this procedure.

3. COCKTAIL TABLE MODEL: See Figure 19.

- Turn the power off to the game.
- Open the cabinet:
Open the coin box door and release the two latches indicated in Figure 17.

CAUTION: The right hand latch is very close to the **HIGH VOLTAGE** on the monitor.

Once they're released, unhook them from their latch plates.

- Grasp the table top at "A" and open it as indicated in Figure 17.

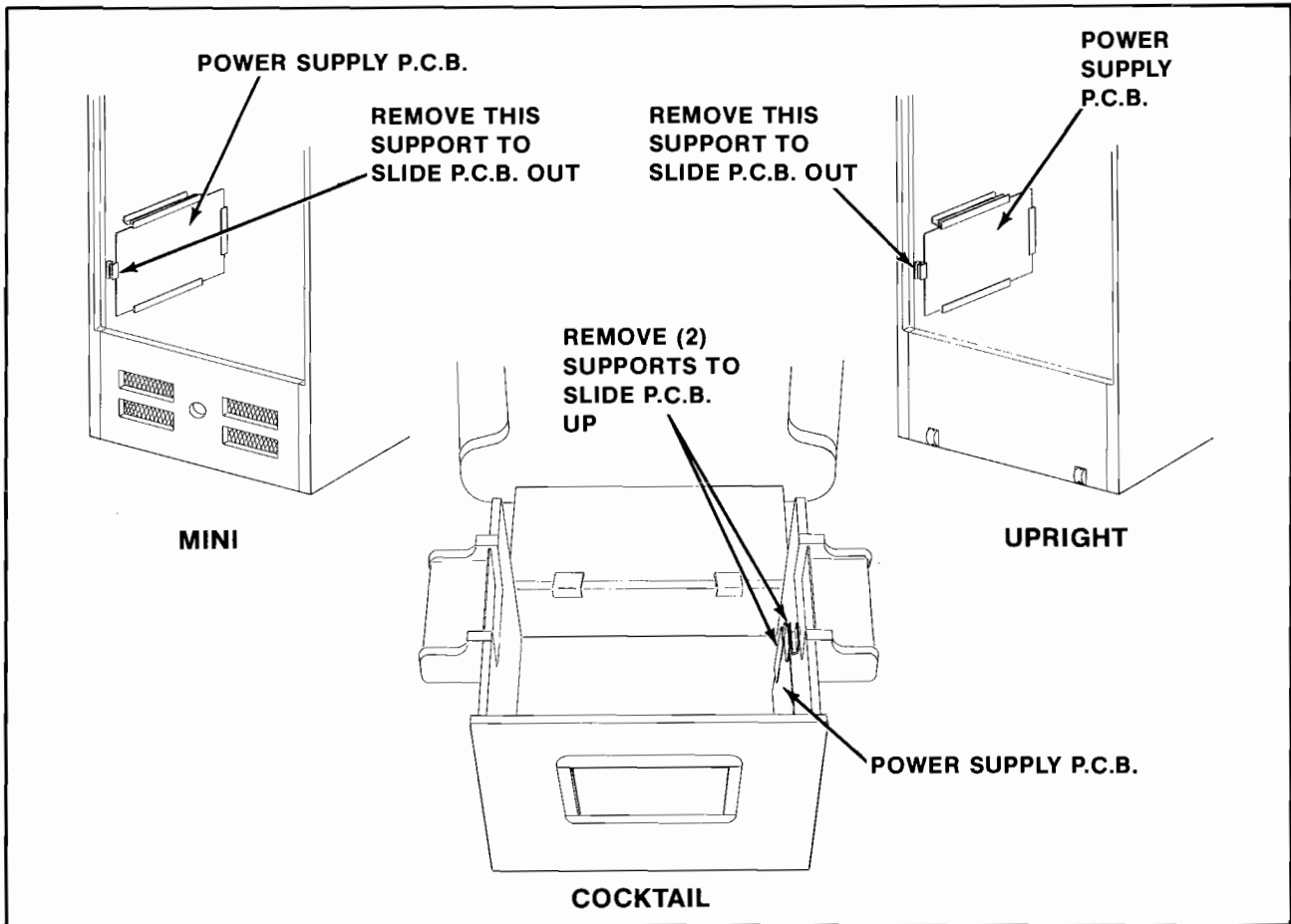


Figure 19 Power supply replacement

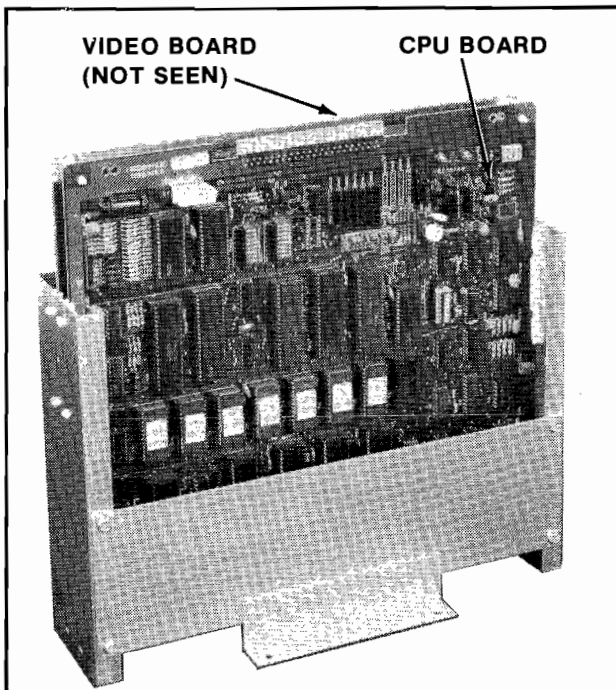


Figure 20 Removing Video & CPU boards from card rack

CAUTION: Due to the weight of the monitor, EXTREME CARE MUST be taken when opening the cabinet.

- To remove the power supply board. See Figure 19. Disconnect it from all its cabling. Remove the two smallest P.C.B. supports. Once these are removed, the power supply can be lifted out the top of the cabinet. To reinstall the power supply board, reverse this procedure.
- To remove the video and CPU boards. See Figure 20. Disconnect the video board from all its cabling. Disconnect the CPU board from all its cabling. Slide the P.C.B. clamps to one side, remove the P.C.B.'s from the card rack and lift them out the top of the cabinet. To reinstall the video and CPU boards, reverse this procedure.

OPENING THE ATTRACTION PANEL

1. UPRIGHT MODEL: See Figure 21.

- Turn the power to the game off.
- Opening the attraction panel:
Remove the screws which secure the top bracket in place. (They are on its top side.) See Figure 21.
Remove the top bracket and slide up the attraction panel. This exposes the attraction panel fluorescent light tube and its mounting bracket assembly. See Figure 21.
To reinstall the attraction panel, reverse this procedure.
- The fluorescent light tube may be replaced at this time. BE CAREFUL NOT TO DROP IT.

WARNING: If you drop a fluorescent tube and it breaks, IT WILL IMplode! Shattered glass can fly six (6) feet or more from the implosion. Use care when replacing any fluorescent tube.

- Replacing the fluorescent tube starter. See Figure 22.
Be sure the power to the game has been turned off.
Grasp the starter (it is on the back of the mounting bracket), give it a quarter turn, and remove it from its socket.
To replace the fluorescent light tube starter, reverse this procedure.
- Replacement of the fluorescent tube mounting bracket assembly. See Figure 23.
Be sure the power is off to the game.
Disconnect it from its power cable.
Remove the screws at its right and left hand sides which secure it and gently slide it out the front of the cabinet, being careful not to catch its power cable on anything.

To reinstall the fluorescent tube mounting bracket assembly, reverse this procedure.

- Replacing the speaker. See Figure 24.
Be sure the power is off to the game.
Remove the attraction panel and disconnect the speaker from its cabling.
Remove the nuts and bolts which secure the speaker and speaker grill in place and set them and the speaker grill aside.
Once the bolts which secure the speaker in place are removed, the speaker may be removed through the opening where the attraction panel was.
Reverse this procedure to reinstall the speaker.

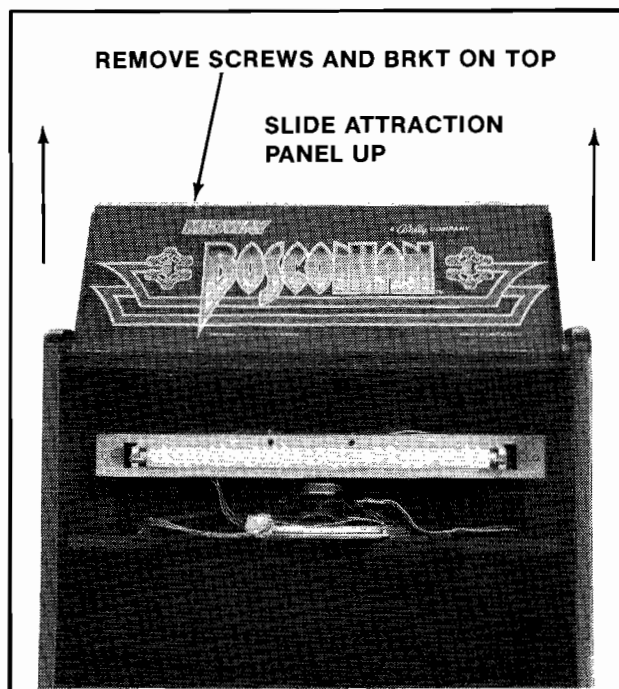


Figure 21 Opening the attraction panel — Upright game

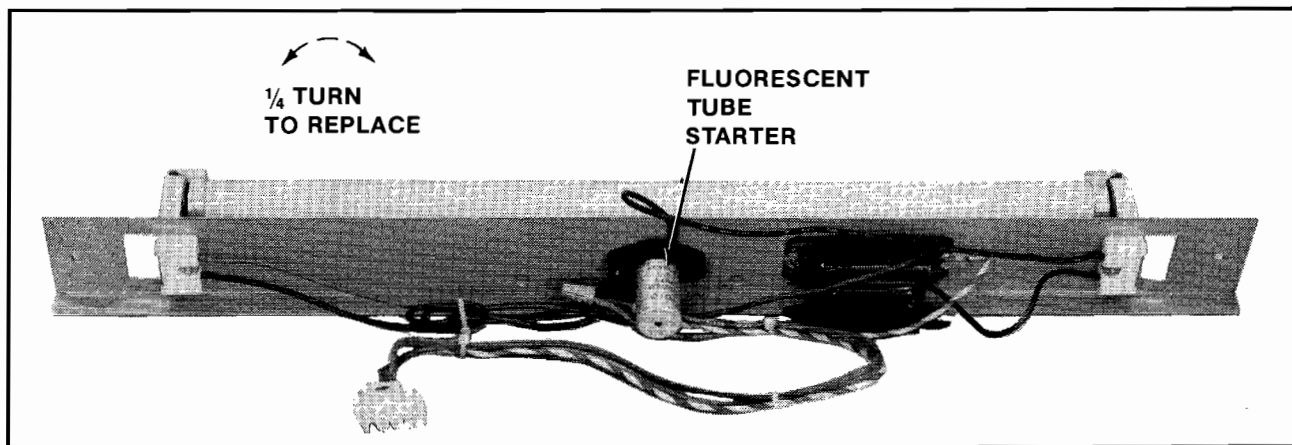


Figure 22 Replacing fluorescent starter — Upright game

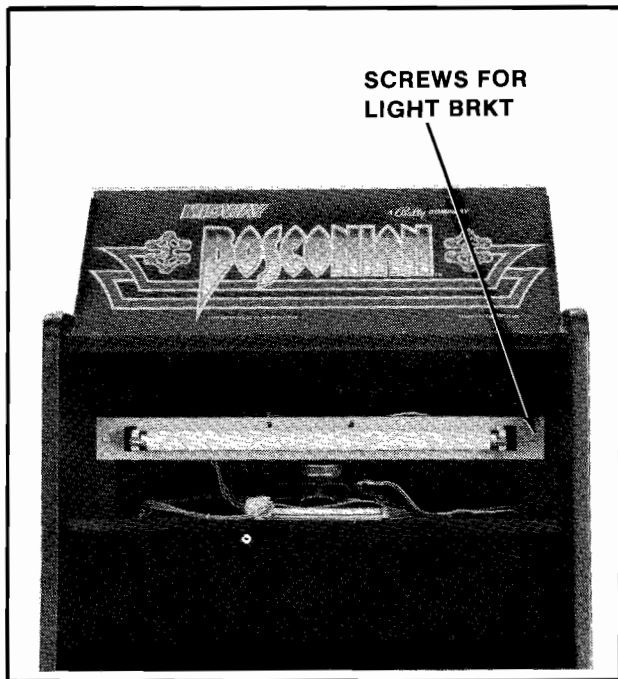


Figure 23 Replacing fluorescent tube mounting bracket — Upright game

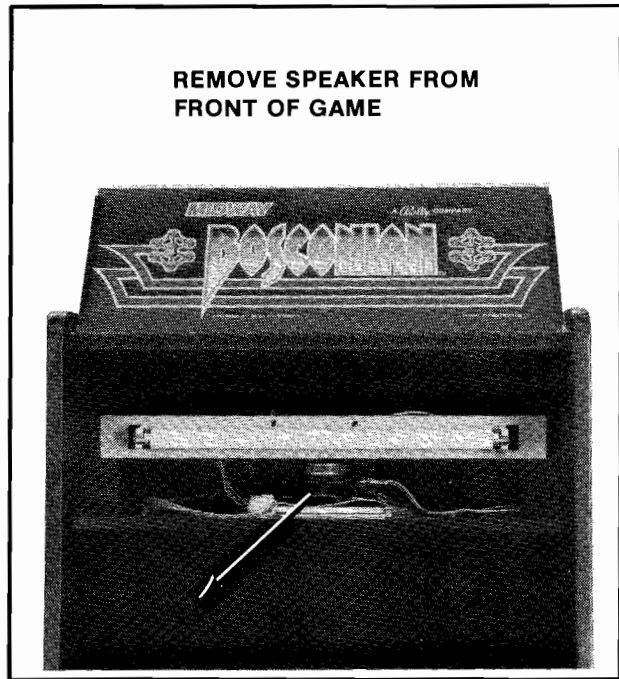


Figure 24 Replacing speaker — Upright game

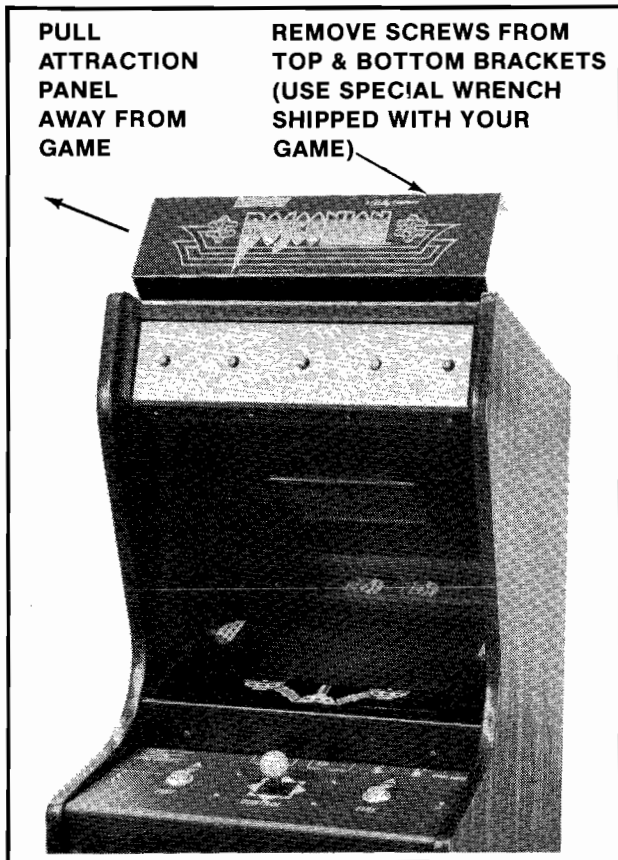


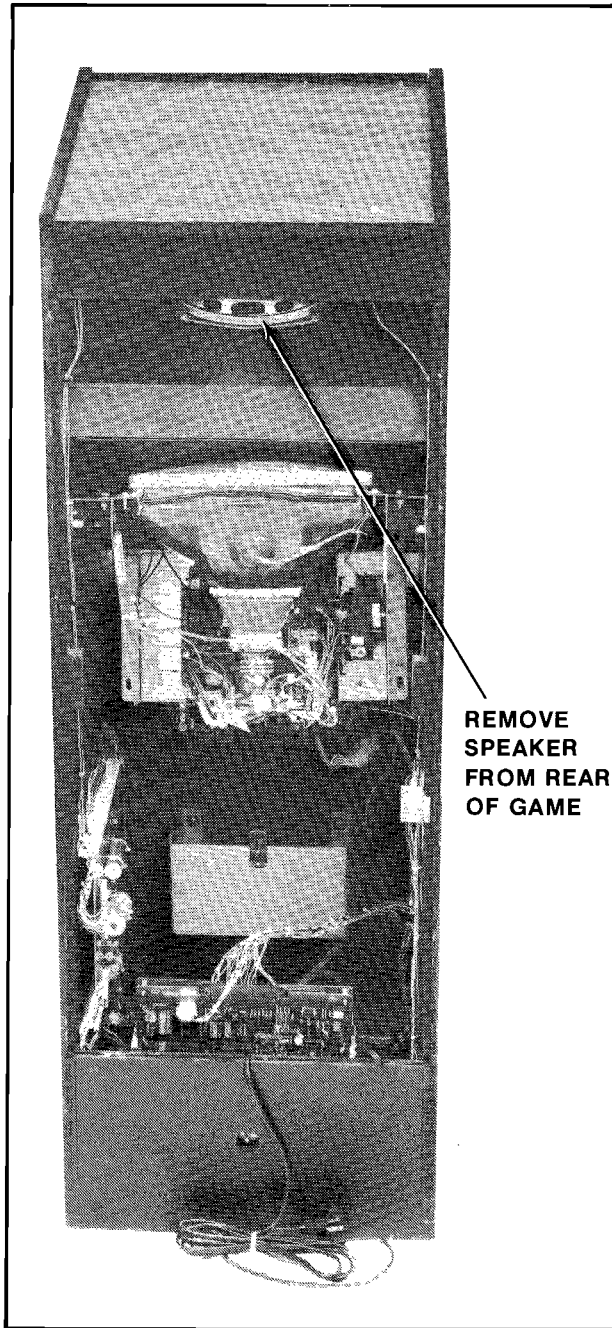
Figure 25 Opening the attraction panel — Mini game

2. MINI MODEL: See Figure 25.

- Turn the power off to the game.
- Remove the screws from the top and bottom of the formed attraction panel.
- Remove the formed attraction panel by pulling it straight away from the cabinet. This exposes the attraction panel light bulbs and their mounting board.
- To service the light bulbs and their mounting board:
 Turn the power to the game back on so you can see which bulbs are burnt out.
 Mark the burnt out bulbs and turn the power to the game back off again.
 To replace the burnt out bulbs, grasp them gently and pull straight out.
 The new bulbs are gently pushed into the empty sockets.
 To completely replace the light bulb mounting board:
 Open the cabinet rear access door and unplug the mounting board from its power cable.
 Remove the screws that hold the mounting board to the cabinet.
 Gently slide the mounting board out the front of the cabinet being careful not to catch its cable on anything.
 To reinstall the above removed items, reverse this procedure.

- To replace the speaker. See Figure 26. Be sure the power is off to the game. Disconnect the speaker from its cabling. Remove the nuts and bolts securing the speaker. Slide the speaker out through the rear access door. To reinstall the speaker, simply reverse this procedure.

3. THE COCKTAIL TABLE MODEL HAS NO BACK-LIT ATTRACTION PANEL



**REMOVE
SPEAKER
FROM REAR
OF GAME**

Figure 26 Replacing speaker — Mini game

COIN DOOR MAINTENANCE

METAL COIN ACCEPTOR MECHANISMS

Periodically, the metal coin acceptor mechanism(s) must be removed from the coin door and cleaned.

1. Make sure the power to the game is off.
2. Unlock and open the coin door.
3. Remove the coin acceptor mechanism as shown in Figure 27.
 - Push down on the two spring loaded latches.
 - While holding the latches down, pull the top of the coin acceptor mechanism toward you.
 - Release the latches and lift out the coin acceptor mechanism.
4. Clean the magnet of all foreign particles. See Figure 28.
 - This may be accomplished by swinging the gate open as shown in the above figure.
5. Remove the cradles and undersize levers and clean the bushings. (A pipe cleaner makes a good bushing cleaner.)
 - Also clean the pivot pin.
6. Whenever needed, the coin acceptor should be cleaned with hot water and cleanser in the following manner:
 - Place the coin acceptor in boiling water for about ten minutes.

CAUTION: BE CAREFUL NOT TO BURN YOURSELF.

- Next, use a brush and kitchen cleaner to remove all remaining foreign matter from the unit.
- Rinse the coin acceptor in clean boiling water.
- Dry the coin acceptor thoroughly by using filtered compressed air to blow it dry.

NOTE: The reason we recommend using boiling water is that it evaporates faster than cold water and speeds drying time.

7. To lubricate the coin acceptor:
 - Use **ONLY** powdered graphite and put it **ONLY** on the moving parts of the coin acceptor. These parts are called out in Figure 29.
 - Be extremely careful to keep the powdered graphite away from paths that are traveled by the coins.

**WARNING
DO NOT USE OIL
TO LUBRICATE THE
COIN ACCEPTOR.**

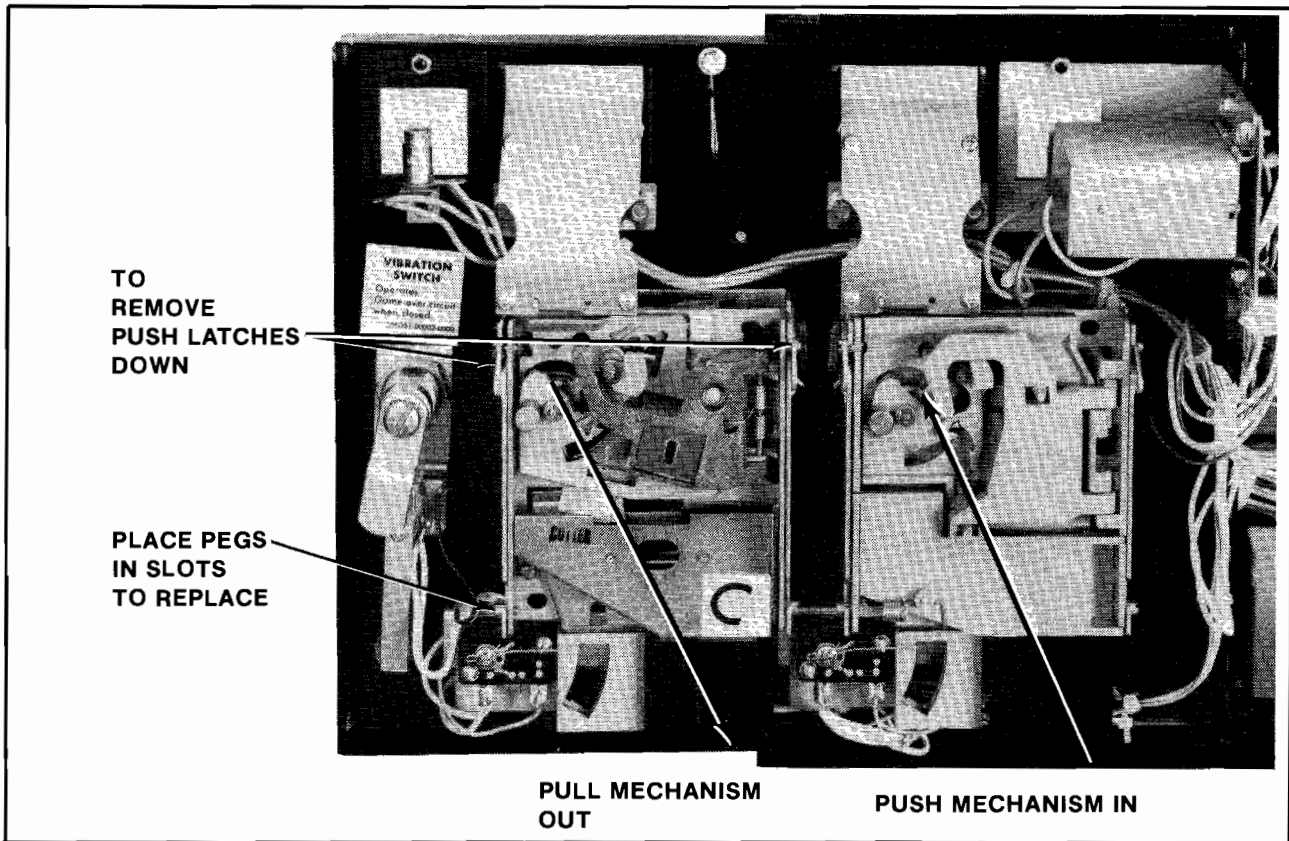


Figure 27 Removing and replacing coin acceptors

8. Check the coin chute for obstructions such as: paper, gum, etc.
9. Reinstall the coin acceptor to the coin door. See Figure 27.
 - Place the two pegs at the coin acceptor's base into their retaining slots.
 - Now push the top of the coin acceptor toward the coin door until it snaps in place and is held there by the two spring loaded latches.
10. Close and lock the coin door.

PLASTIC COIN ACCEPTOR MECHANISMS

The plastic coin acceptor mechanism(s) must be removed periodically from the coin door and cleaned.

1. Make sure the power to the game is off.
2. Unlock and open the coin door.
3. Remove the coin acceptor mechanism(s) as shown in Figure 27.
 - Push down on the two spring loaded latches.
 - While holding the latches down, pull the top of the acceptor mechanism toward you.
 - Release the latches and lift out the mechanism.

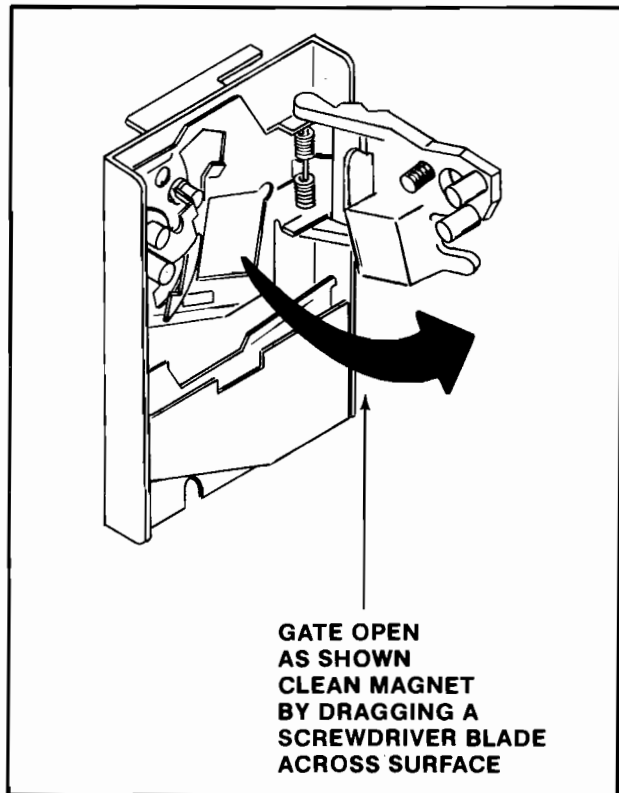
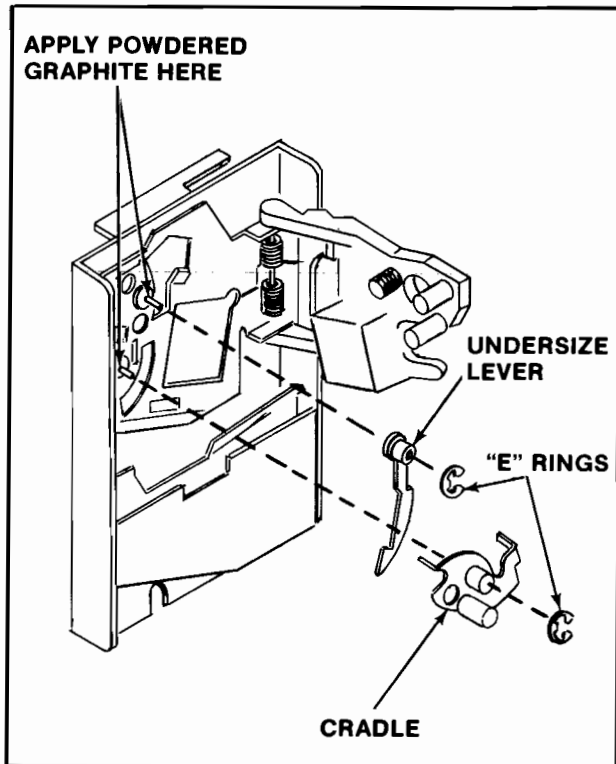


Figure 28 Opening the metal coin acceptor



4. Squeeze the two pins indicated in Figure 30 together to open the mechanism and break it down into its three basic parts.
 - Clean the mechanism in hot soapy water. It never rusts.
 - Rinse the mechanism in clean hot water and allow it to dry.
 - Reassemble the mechanism (it never needs lubrication).
5. Check the coin chute for obstructions such as: paper, gum, etc.
6. Reinstall the coin acceptor to the coin door. See Figure 27.
 - Place the two pegs at the coin acceptor's base into their retaining slots.
 - Now push the top of the coin acceptor toward the coin door until it snaps in place and is held there by the two spring loaded latches.
7. Close and lock the coin door.

NOTE: See Figure 31 for instructions on how to set the plastic coin acceptor mechanisms to either accept or reject Canadian quarters.

Figure 29 Lubricating the metal coin acceptor

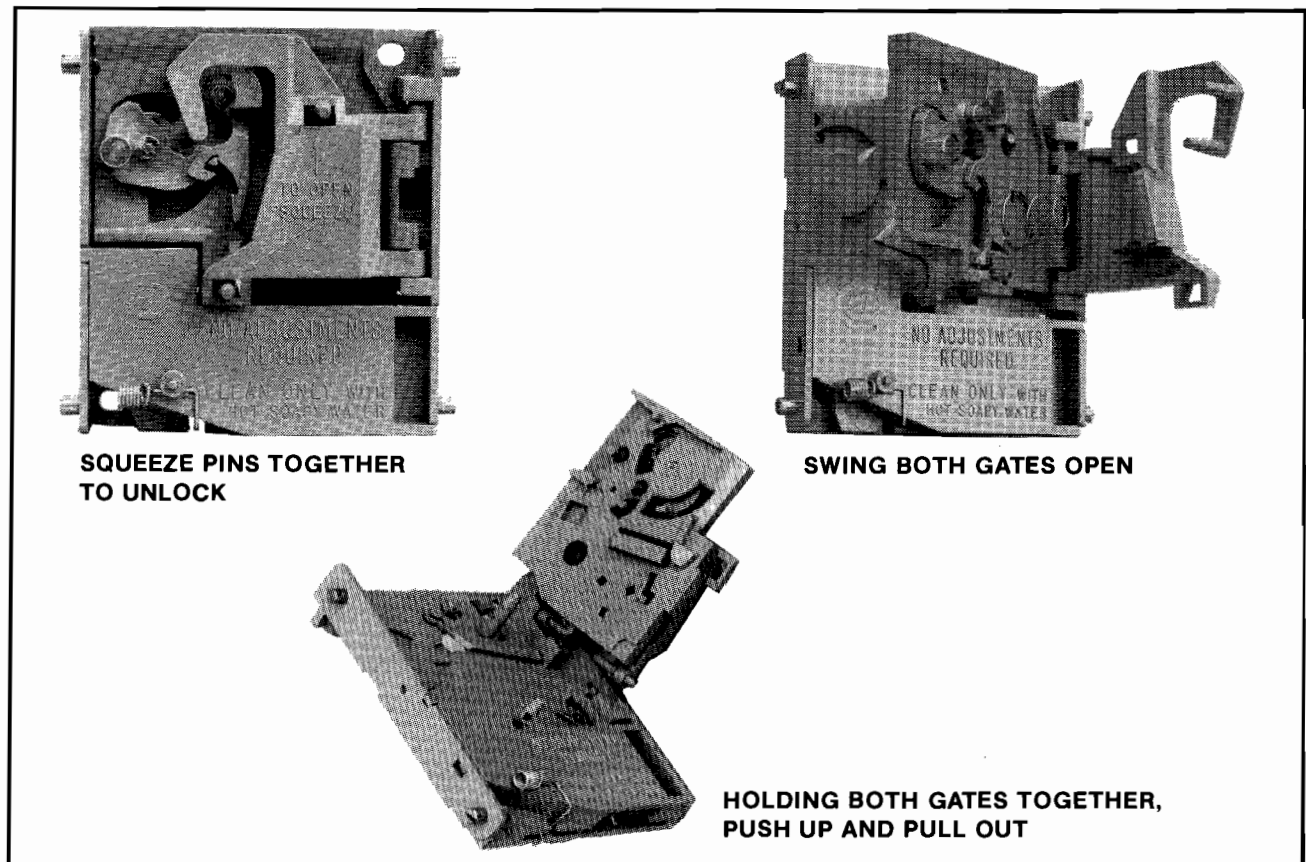
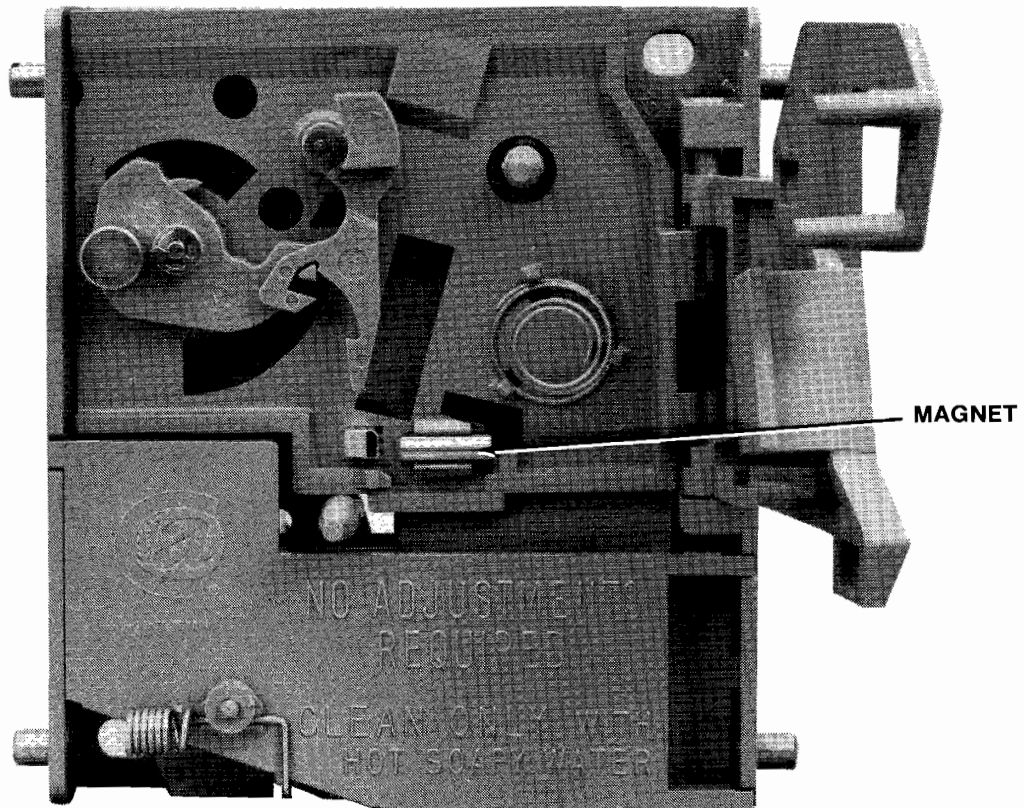


Figure 30 Opening the plastic coin acceptor



ACCEPTOR CAN BE SET TO ACCEPT U.S. QUARTERS ONLY OR BOTH U.S. AND CANADIAN QUARTERS.



SLIDE MAGNET TO EXTREME RIGHT (AS SHOWN) TO ACCEPT BOTH U.S. AND CANADIAN QUARTERS.

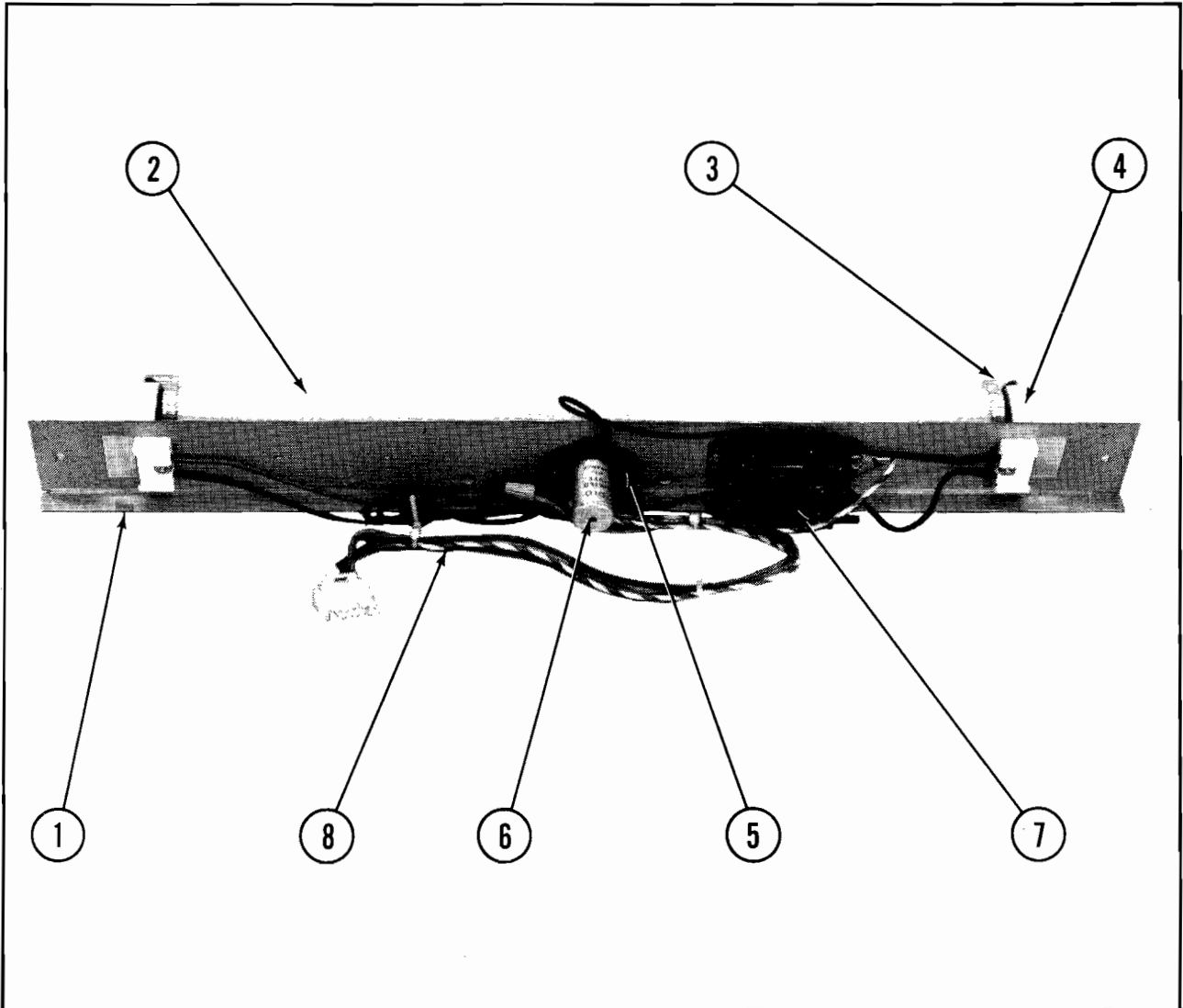


TO ACCEPT U.S. QUARTERS ONLY, SLIDE MAGNET TO EXTREME LEFT.

Figure 31 Changing the plastic coin acceptor to accept American or Canadian quarters

IV Illustrated Parts Breakdown

NO. 550 — BOSCONIAN UPRIGHT — HEADER FLUORESCENT FIXTURE ASSY.

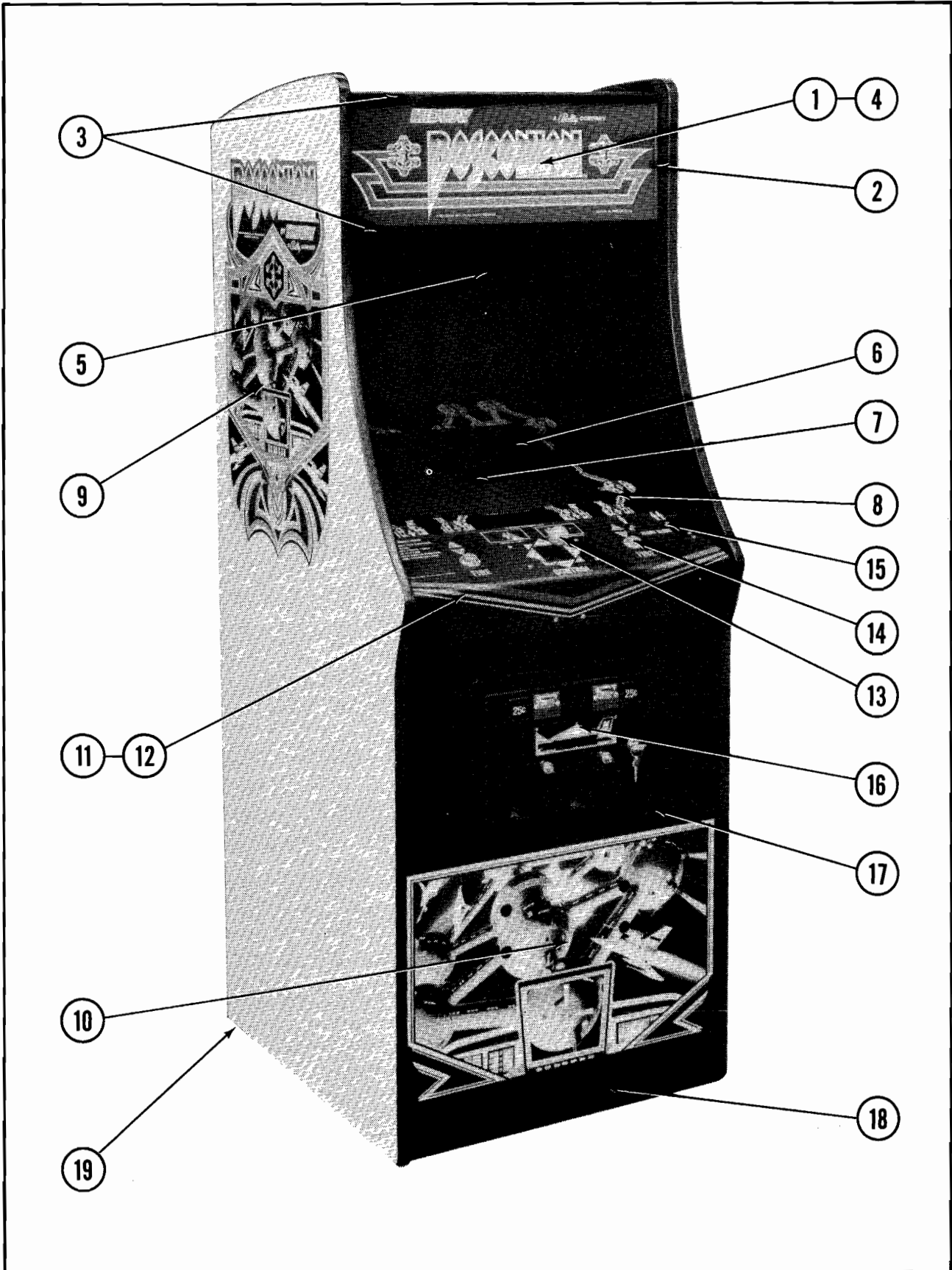


NO. 550— BOSCONIAN UPRIGHT — HEADER FLUORESCENT FIXTURE ASSY. — PARTS LIST

ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
1	0508-00103-0000	FLUORESCENT BRKT.
2	0017-00003-0043	18" COOL WHITE FLUOR. LAMP
3	0017-00021-0005	FLUORESCENT LOCKS (2 REQ'D.)
4	0017-00031-0036	FLUORESCENT SOCKET (2 REQ'D.)
5	0017-00003-0412	FLUOR. STARTER HOLDER W/WIRE LEADS
	0017-00101-0573	#6-32 x 1/2 PHIL. RND. HD. M.S. (4 REQ'D.)
	0017-00104-0009	#6 EXT. WASHER (4 REQ'D.)
6	0017-00003-0019	FLUOR. STARTER
7	0017-00003-0026	BALLAST
	0017-00101-0598	#8-32 x 5/16 SLT. HEX HD. SCR. (4 REQ'D.)
8	A508-00017-0000	FLUORESCENT CABLE ASSY.
	A961-00042-0000	LINE FILTER ASSY. — NOT SHOWN

NO. 550— BOSCONIAN UPRIGHT — FRONT

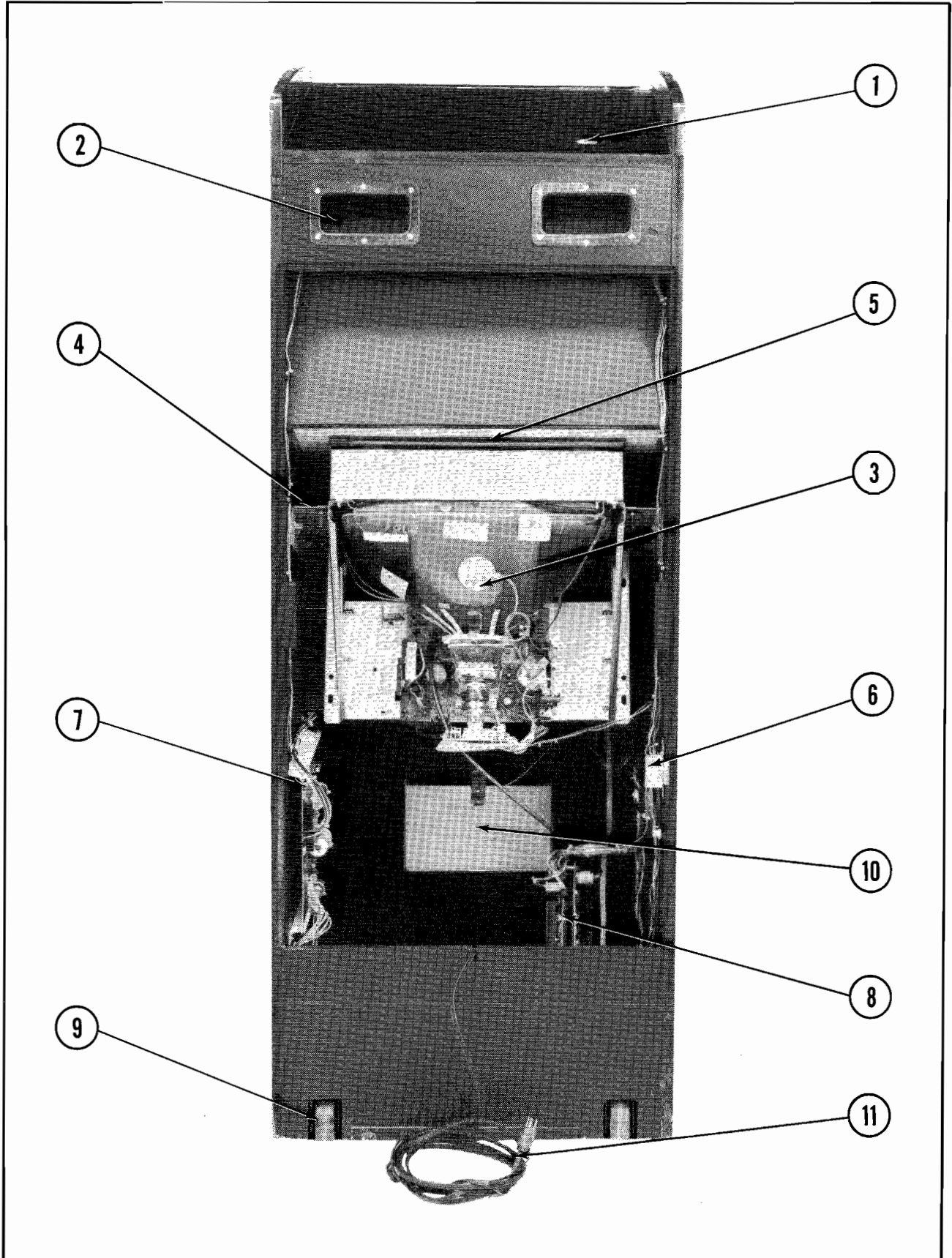


NO. 550— BOSCONIAN UPRIGHT — FRONT — PARTS LIST

ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
1	0550-00901-00XF	DECORATIVE HEADER PLEXI — 23" x 8-15/16" x 3/16"
2	0537-00903-0057	GLASS CHANNEL — 7-5/8" LG. (2 REQ'D.)
3	0508-00104-00XF	UPPER/LOWER HEADER RETAINER (2 REQ'D.)
	0017-00101-0138	#8 x 5/8 TORX TAMPER RESISTANT BLK. SCR. (6 REQ'D)
	0017-00009-0522	LONG ARM KEY T-20 (FOR ABOVE SCREW)
4	A508-00007-0000	HEADER FLUORESCENT LIGHT ASSY.
5	0017-00009-0393	SPEAKER GRILLE — BLACK W/SLOTS
	0017-00003-0259	6" x 9" SPEAKER 8 OHM, 7W.
	0017-00101-0136	#8-32 x 1-1/4 CARRIAGE BOLT (4 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (4 REQ'D.)
6	0508-00900-0000	19" T.V. BEZEL
7	0508-00905-0000	T.V. PLEXI-GLASS (GRAYLITE #31) — 17-3/8" x 13-1/4" x 1/8"
	0508-00901-0000	PLEXI-GLASS CLIPS (4 REQ'D.)
	0017-00101-0017	#6 x 1/2 SLT. HEX HD. BLK. SCR. (4 REQ'D.)
8	0550-00900-00XF	MAIN VIEWING GLASS — 23" x 21-1/8" x 3/16"
	0508-00108-0000	GLASS STOP BRKT. — CABINET REAR
	0017-00101-0027	#8 x 3/4 SLT. HEX HD. M.S. (3 REQ'D.)
9	0550-00903-0000	DECAL — SIDE
10	0550-00904-0000	DECAL — FRONT
11	A550-00009-0000	STRIKE TO CONTROL PANEL ASSY.
	0508-00115-0000	CENTER CONTROL SHELF LOCK BRKT.
	0961-00115-00XF	STRIKE (2 REQ'D.)
	0017-00101-0620	#8-32 x 1/2 CARRIAGE BOLT (10 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (12 REQ'D.)
	0017-00009-0033	LATCH CLAMP (3 REQ'D.)
	0017-00101-0141	#8 x 11/16 UNSLOT. HEX HD. M.S. (6 REQ'D.)
	0550-00101-0100	CONTROL SHELF MTG. BRKT. — RIGHT
	0550-00101-0200	CONTROL SHELF MTG. BRKT. — LEFT
	0555-00901-0000	LOCATING PIN (4 REQ'D.)
12	0550-00902-0000	CONTROL SHELF OVERLAY — DECORATIVE
13	A557-00006-0000	CONTROL ASSY.
14	0017-00042-0256	PUSH BUTTON ASSY. — RED (2 REQ'D.)
	0017-00032-0093	PUSH BUTTON SWITCH W/HOLDER (2 REQ'D.)
	0017-00103-0054	5/8-11 PAL NUT (2 REQ'D.)
15	0017-00032-0051	SMALL RED PUSH BUTTON SWITCH (2 REQ'D.)
16	A090-00300-07BK	U.S.A. 25¢ DOUBLE COIN DOOR ASSY.
17	0090-00002-04BK	LARGE BLACK DOUBLE COIN DOOR FRAME
	0017-00101-0121	#6-32 x 5/16 PHIL. TRS. HD. SCR. (3 REQ'D.) (MOUNTS COIN DOOR TO FRAME)
18	0935-00906-0100	KICK PLATE — 23 " LG.
19	0017-00102-0048	3/8-16 x 2" LEG LEVELERS (4 REQ'D.)
	0017-00103-0026	3/8-16 LEG LEVELER HEX NUTS (4 REQ'D.)

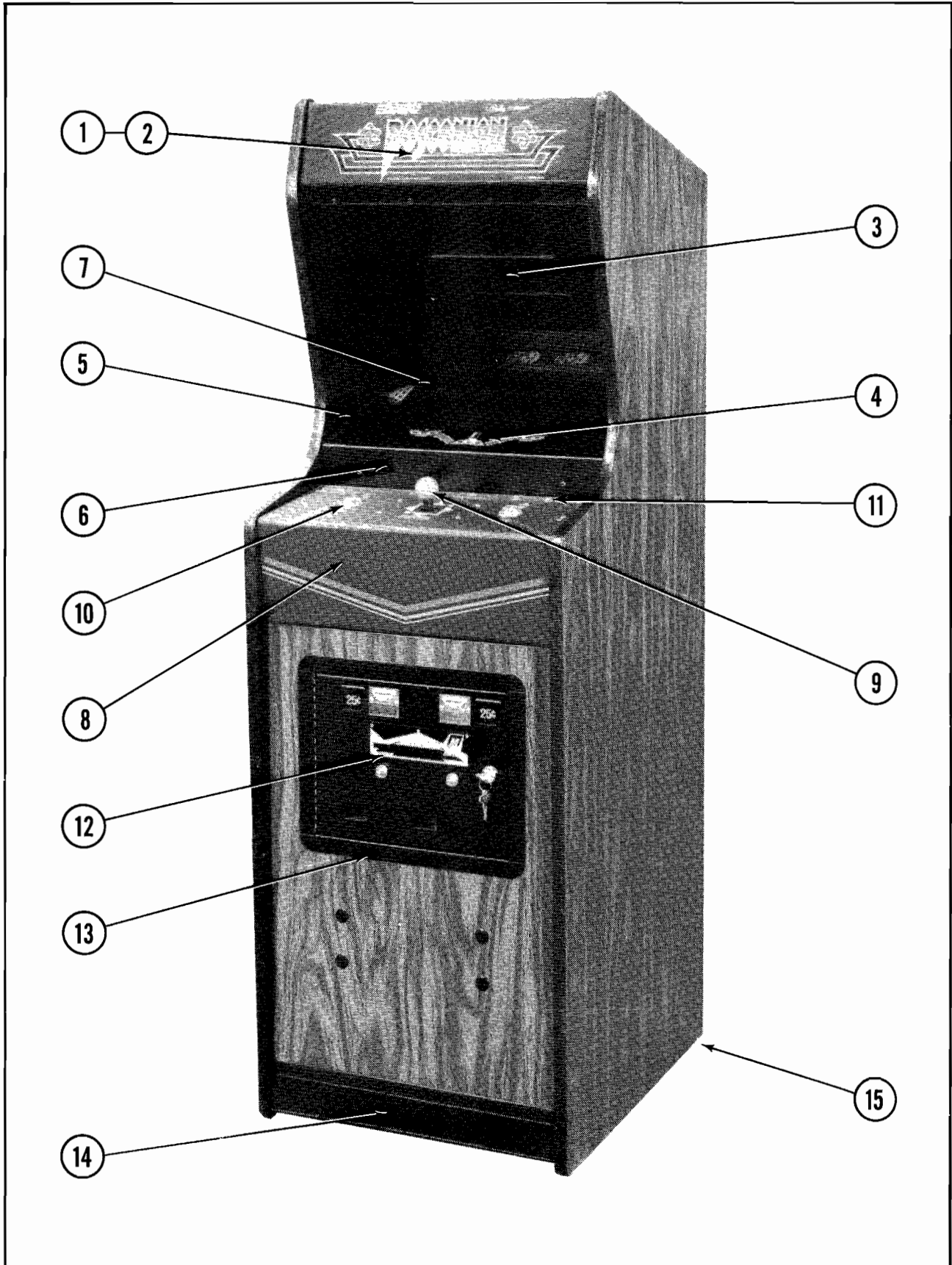
NO. 550 — BOSCONIAN UPRIGHT — REAR ACCESS



NO. 550 — BOSCONIAN UPRIGHT — REAR ACCESS — PARTS LIST
ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
1	A088-00013-0000	ON-OFF SWITCH & BRKT. ASSY.
2	0894-00916-0000	RECESSED HAND LIFT (2 REQ'D.)
	0017-00101-0141	#8 x 11/16 UNSLOT. HEX HD. SCREW (12 REQ'D.)
3	0017-00003-0339	ELECTROHOME — 19" COLOR DUAL SYNC HORIZ. MTG. MONITOR (OR)
3	0017-00003-0418	WELLS-GARDNER — 19" COLOR DUAL SYNC HORIZ. MTG. MONITOR
4	0550-00100-0000	MONITOR RAIL (2 REQ'D.)
	0017-00102-0006	1/4-20 x 3/4 SQR. NECK BOLT (4 REQ'D.)
	0017-00104-0014	7/8" DISH WASHER (4 REQ'D.)
	0017-00103-0018	1/4-20 HEX NUT (4 REQ'D.)
	0017-00101-0141	#8 x 11/16 UNSLOT, HEX HD. M.S. (8 REQ'D.)
	0555-00901-0000	LOCATING PIN (4 REQ'D.)
5	0508-00900-0000	T.V. BEZEL
6	A088-00015-0000	INTERLOCK SWITCH & BRKT. ASSY.
7	A082-90420-B000	5V/4A POWER SUPPLY P.C. ASSY.
	0624-00902-0100	P.C. SUPPORT BRKT. — 12" LG. (2 REQ'D.)
	0624-00902-0300	P.C. SUPPORT BRKT. — 2-1/2" LG.
	0624-00902-0500	P.C. SUPPORT BRKT. — 6-1/2" LG.
	0017-00101-0141	#8 x 11/16 UNSLOT. HEX HD. M.S. (10 REQ'D.)
	0017-00104-0037	#8 FLAT WASHER (10 REQ'D.)
8	A550-00017-0000	CARD RACK W/P.C. BOARDS ASSY.
9	A961-00007-0000	CASTER ASSY. (2 REQ'D.)
	0961-00109-0000	WHEEL BRKT. (2 REQ'D.)
	0017-00042-0255	PLASTIC WHEEL (2 REQ'D.)
	0894-00702-00XF	SHAFT (2 REQ'D.)
	0017-00100-0037	3/8" E-RING (2 REQ'D.)
10	A950-00004-0000	COIN BOX ASSY.
	A950-00006-0000	COIN BOX CRADLE ASSY.
	0950-00105-0000	COIN BOX COVER
	0950-00104-0000	COIN BOX HANDLE
	0950-00101-0000	COIN DEFLECTOR (2 REQ'D.)
	0950-00900-0000	LARGE PLASTIC CASH BOX
	0017-00101-0142	1/4-20 x 1-3/8 RND. HD. BOLT BLK. (4 REQ'D.)
	0017-00104-0014	7/8" DISH WASHER (4 REQ'D.)
	0017-00103-0018	1/4-20 HEX NUT (4 REQ'D.)
11	A866-00049-0000	LINE CORD ASSY.
	ADDITIONAL PARTS LIST	
	A550-00013-0000	TRANSFORMER BOARD ASSY.
	A097-00008-0000	BACK DOOR LOCK ASSY.
	0017-00009-0490	5-5/8" SQR. VENT GRILLE (4 REQ'D.)
	3010-03003-0000	GROUNDING CLIP
	A508-00024-0000	VIDEO SIGNAL CABLE ASSY.
	A508-00034-0000	AUDIO ADAPTER CABLE ASSY.
	A508-00035-0000	VIDEO SIGNAL ADAPTER CABLE ASSY.
	A550-00011-0000	CONTROL SHELF CABLE ASSY.
	A550-00016-0000	MASTER CABLE ASSY.
	A508-00026-0000	COIN DOOR CABLE ASSY.
	A508-00014-0000	HIGH VOLTAGE CABLE ASSY.
	A508-00015-0000	LOW VOLTAGE CABLE ASSY.
	A082-91410-A000	RAPID FIRE P.C. BOARD ASSY.
	0017-00101-0018	#6 x 3/4 SLOT HEX HD. SCREW (4 REQ'D.)
	0508-00106-0000	T.V. BEZEL MTG. BRKT. (2 REQ'D.)
	0508-00108-0000	MAIN VIEWING GLASS STOP BRKT.
	0017-00101-0027	#8 x 3/4 SLT. HEX HD. M.S. (3 REQ'D.)

NO. 555 — BOSCONIAN MINI — FRONT

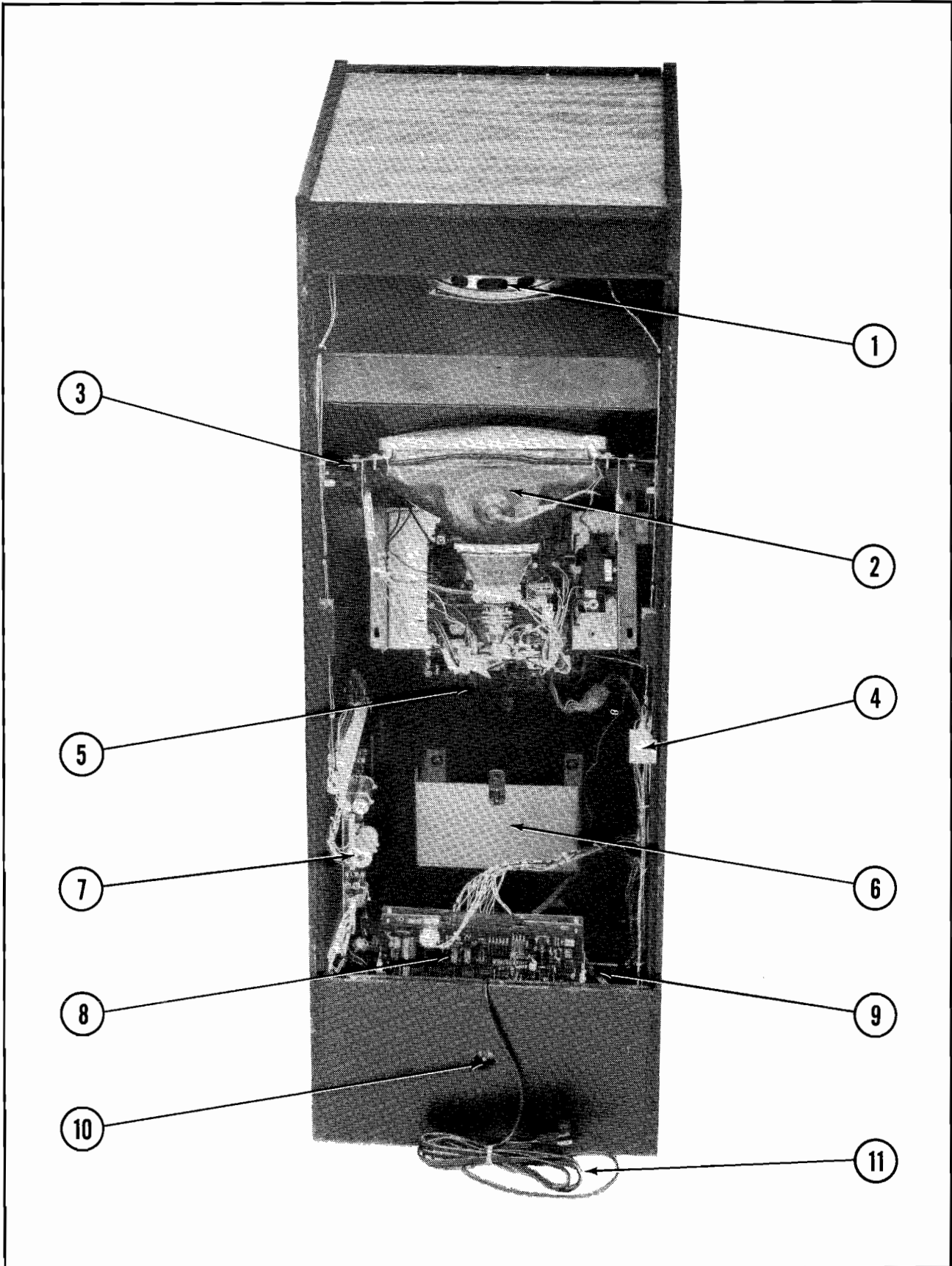


NO. 555 — BOSCONIAN MINI — FRONT — PARTS LIST

ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
1	0555-00900-00XF 0017-00101-0138 0017-00009-0522	HEADER DISPLAY PANEL #8 x 5/8 TORX TAMPER RESISTANT SCREW (8 REQ'D.) LONG ARM KEY T-20 (FOR ABOVE SCREW)
2	A555-00007-0000 0017-00031-0030 0017-00003-0219 A514-00015-0000	INSERT DISPLAY ASSY. WEDGE BASE LIGHT SOCKET (5 REQ'D.) #194 LAMP 14V., .27A. (5 REQ'D.) INSERT DISPLAY CABLE ASSY.
3	0017-00009-0393 0017-00003-0259 0017-00101-0127 0017-00103-0061	BLACK SPEAKER GRILLE W/SLOTS 6" x 9" SPEAKER — 8 OHM, 7W. #8-32 x 1-1/2 CARRIAGE BOLT (4 REQ'D.) #8-32 HEX NUT W/SEMS (4 REQ'D.)
4	0555-00902-00XF	MAIN GLASS — 17-13/16" x 14-13/16" x 3/16"
5	0537-00903-0056	GLASS CHANNEL — 14-1/2" LG. (2 REQ'D.)
6	A555-00016-0000 0017-00101-0138	GLASS CLAMPING PLATE ASSY. #8 x 5/8 TORX TAMPER RESISTANT SCR. (2 REQ'D.)
7	A555-00005-0000 0931-00903-0000 0934-00905-0000 A961-00026-0000	T.V. BEZEL ASSY. T.V. BEZEL PLEXI-GLASS (TINTED) BEZEL MTG. BRKT. ASSY.
8	A555-00015-0000 0555-00102-0000 0555-00903-0000 0017-00101-0620 0017-00103-0061 A555-00013-0000 0555-00101-0100 0555-00101-0200 0555-00901-0000 0961-00115-00XF 0017-00009-0033 0017-00101-0141	OVERLAY/CONTROL PLATE ASSY. CONTROL SHELF PLATE CONTROL SHELF DECORATIVE OVERLAY #8-32 x 1/2 CARRIAGE BOLT (8 REQ'D.) #8-32 HEX NUT W/SEMS (8 REQ'D.) CONTROL SHELF CABLE ASSY. CONTROL SHELF MTG. BRKT. — RIGHT CONTROL SHELF MTG. BRKT. — LEFT LOCATING PIN (4 REQ'D.) STRIKE (2 REQ'D.) LATCH CLAMP (2 REQ'D.) #8 x 11/16 UNSLOT. HEX HD. M.S. (8 REQ'D.)
9	A557-00006-0000	CONTROL ASSEMBLY
10	0017-00042-0256 0017-00032-0093 0017-00103-0054	PUSH BUTTON ASSY. — RED (2 REQ'D.) PUSH BUTTON SWITCH W/HOLDER (2 REQ'D.) 5/8-11 PAL NUT (2 REQ'D.)
11	0017-00032-0051	SMALL RED SWITCH BUTTON W/HARDWARE (2 REQ'D.)
12	A090-00300-07BK	U.S.A. 25¢ DOUBLE COIN DOOR ASSY.
13	0090-00002-04BK 0017-00101-0121 A508-00026-0000	LARGE BLACK DOUBLE COIN DOOR FRAME #6-32 x 5/16 PHIL. TRS. HD. SCR. (3 REQ'D.) (MOUNTS COIN DOOR TO FRAME) COIN DOOR CABLE ASSY.
14	0935-00906-0400	KICK PLATE — 17-15/16" LG.
15	0017-00102-0048 0017-00103-0026	3/8-16 x 2" LEG LEVELERS (4 REQ'D.) 3/8-16 LEG LEVELER HEX NUTS (4 REQ'D.)

NO. 555 — BOSCONIAN MINI — REAR ACCESS

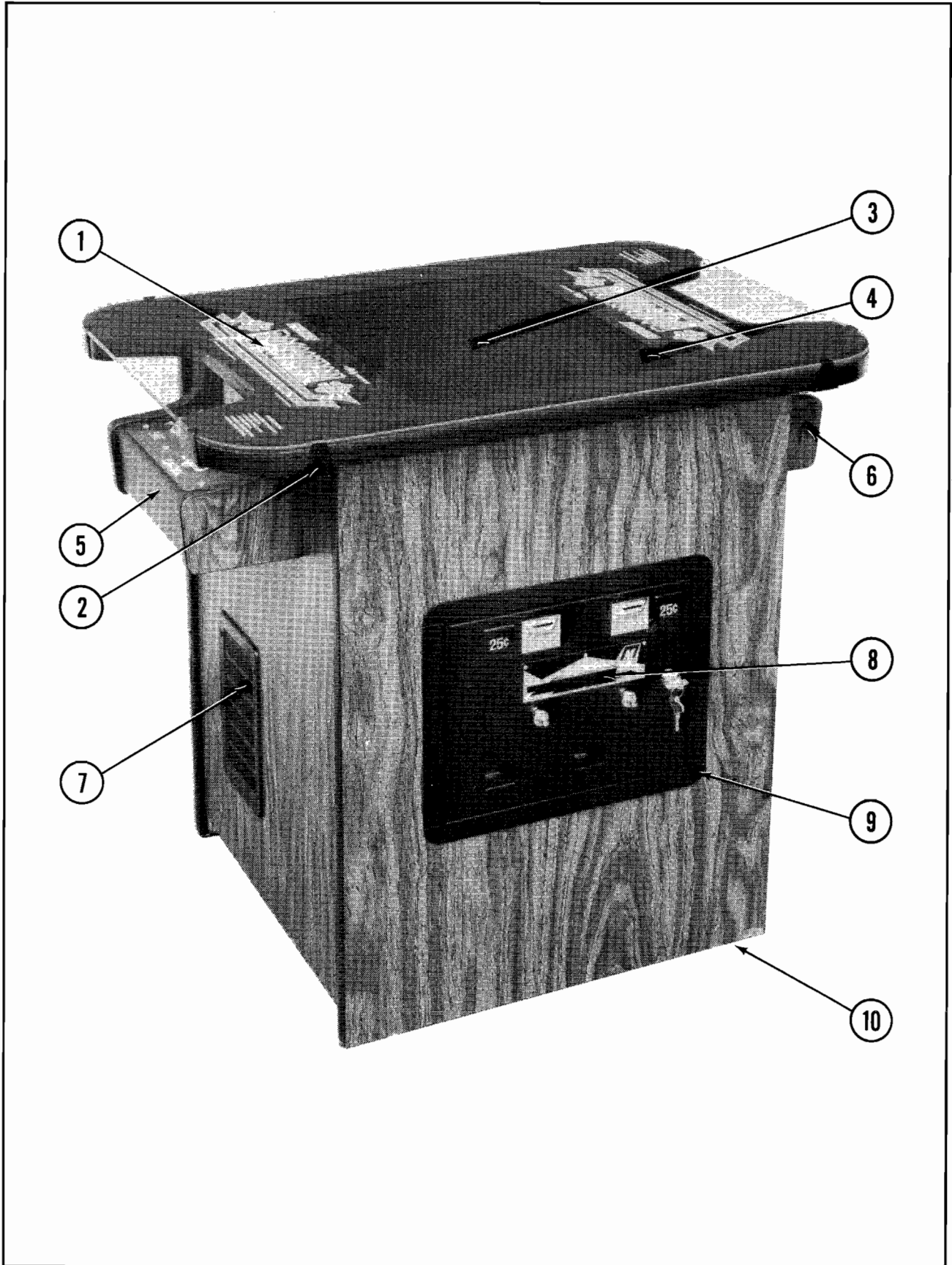


NO. 555 — BOSCONIAN MINI — REAR ACCESS — PARTS LIST

ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
1	0017-00003-0259	6" x 9" SPEAKER 8 OHM, 7W.
2	0017-00003-0340	ELECTROHOME — 13" COLOR DUAL SYNC HORIZ. MTG. MONITOR (OR)
2	0017-00003-0396	WELLS-GARDNER — 13" COLOR DUAL SYNC HORIZ. MTG. MONITOR
3	A926-00012-00XF	T.V. MTG. BRKT. ASSY.
	0017-00101-0141	#8 x 11/16 UNSLOT. HEX HD. M.S. (2 REQ'D.)
	0555-00100-0000	MONITOR MTG. BRKT. (2 REQ'D.)
	0017-00102-0066	1/4-20 x 3/4 UNSLOT. HEX HD. BOLT (4 REQ'D.)
	0017-00104-0014	7/8" DISH WASHER (4 REQ'D.)
	0017-00103-0018	1/4-20 HEX NUT (4 REQ'D.)
4	A088-00015-0000	INTERLOCK SWITCH & BRKT. ASSY.
5	A090-00300-07BK	DOUBLE ENTRY COIN DOOR ASSY.
6	A950-00004-0000	COIN BOX ASSY.
	A950-00006-0000	COIN BOX CRADLE ASSY.
	0950-00105-0000	COIN BOX COVER
	0950-00104-0000	COIN BOX HANDLE
	0950-00101-0000	COIN DEFLECTOR (2 REQ'D.)
	0950-00900-0000	LARGE PLASTIC COIN BOX
	0017-00101-0142	1/4-20 x 1-3/8 RND. HD. BOLT (4 REQ'D.)
	0017-00104-0014	7/8" DISH WASHER (4 REQ'D.)
	0017-00103-0018	1/4-20 HEX NUT (4 REQ'D.)
7	A082-90420-B000	5V/4A POWER SUPPLY P.C. ASSY.
	0624-00902-0100	P.C. SUPPORT BRKT. — 12" LG. (2 REQ'D.)
	0624-00902-0300	P.C. SUPPORT BRKT. — 2-1/2" LG.
	0624-00902-0500	P.C. SUPPORT BRKT. — 6-1/2" LG.
	0017-00101-0141	#8 x 11/16 UNSLOT. HEX HD. M.S. (10 REQ'D.)
	0017-00104-0037	#8 FLAT WASHER (10 REQ'D.)
8	A550-00017-0000	CARD RACK W/P.C. BOARDS ASSY.
9	A555-00009-0000	TRANSFORMER BOARD ASSY.
10	A088-00013-0000	ON/OFF SWITCH & BRKT. ASSY.
11	A866-00049-0000	LINE CORD ASSY.
		ADDITIONAL PARTS LIST
	A097-00008-0000	BACK DOOR LOCK ASSY.
	0017-00009-0490	5-5/8" SQR. VENT GRILL — BACK DOOR (4 REQ'D.)
	A514-00011-0000	HIGH VOLTAGE CABLE ASSY.
	A555-00011-0000	LOW VOLTAGE CABLE ASSY.
	A555-00012-0000	MASTER CABLE ASSY.
	A508-00034-0000	AUDIO ADAPTER CABLE ASSY.
	A508-00035-0000	MONITOR SIGNAL ADAPTER CABLE ASSY.
	A508-00024-0000	VIDEO SIGNAL CABLE ASSY.
	3010-03003-0000	GROUND CLIP
	A082-91410-A000	RAPID FIRE P.C. BOARD ASSY.
	0017-00101-0018	#6 x 3/4 SLOT. HEX HD. SCREW (4 REQ'D.)

NO. 557 — BOSCONIAN COCKTAIL — FRONT

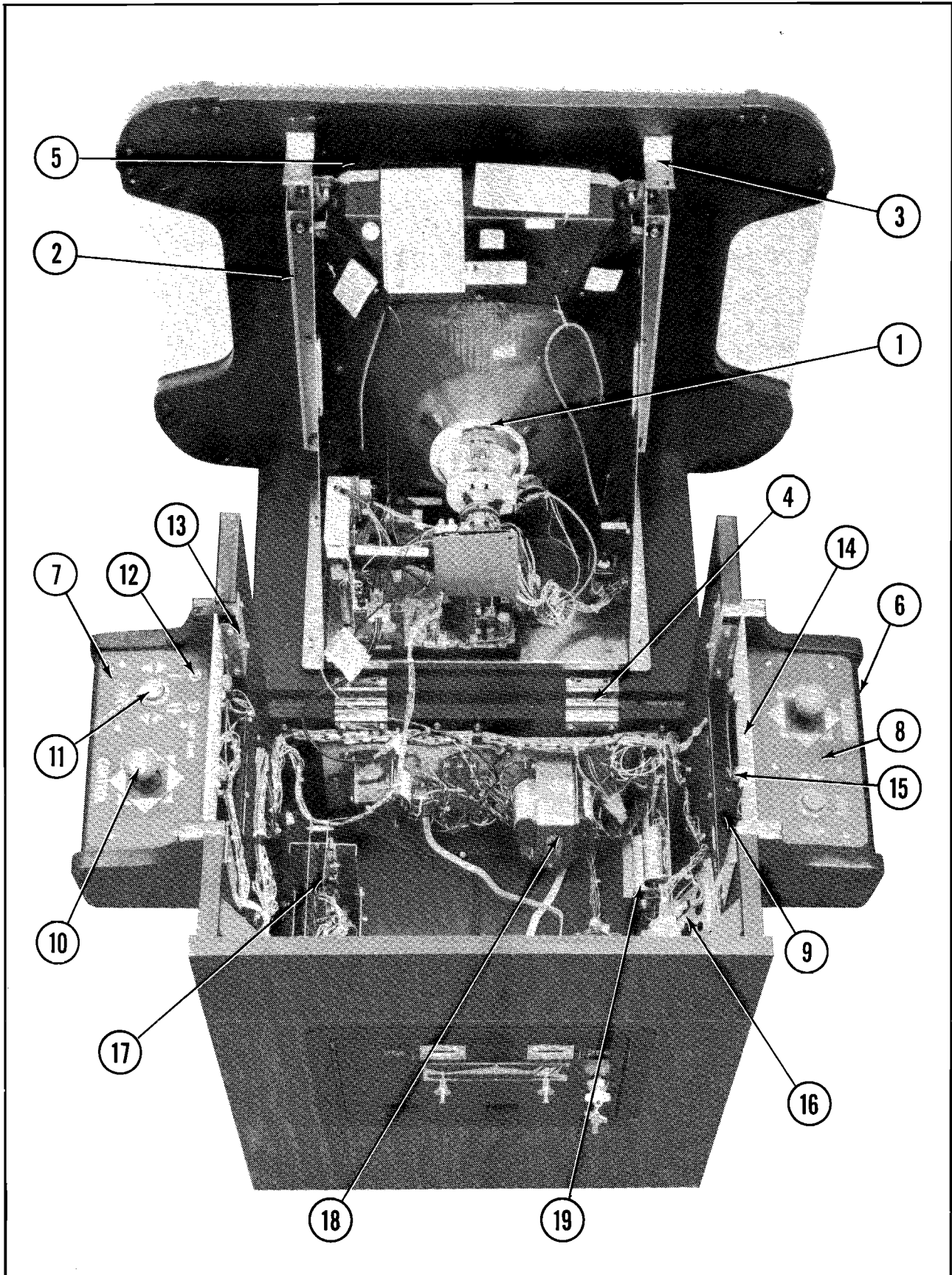


NO. 555 — BOSCONIAN COCKTAIL — FRONT — PARTS LIST

ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
1	0017-00009-0499	COVER GLASS — 32" x 22" x 1/4"
	0557-00903-0000	ARTWORK UNDERLAY
2	0775-00104-00XF	GLASS CLIPS (8 REQ'D.)
	0017-00101-0117	#8 x 5/8 PHIL. TRS. HD. SCR. (16 REQ'D.)
3	0508-00905-0000	T.V. PLEXI-GLASS (GRAYLITE #31) — 17-3/8" x 13-1/4" x 1/8"
	0508-00901-0000	PLEXI-GLASS MTG. CLIPS (4 REQ'D.)
	0017-00101-0017	#6 x 1/2 SLT. HEX HD. SCR. (4 REQ'D.)
4	0557-00900-0000	T.V. BEZEL
5	A557-00007-0100	CONTROL SHELF ASSY. — PLAYER #1
6	A557-00007-0200	CONTROL SHELF ASSY. — PLAYER #2
7	0017-00009-0393	BLACK SPEAKER GRILLE W/SLOTS (3 REQ'D.)
	0017-00003-0187	6" x 9" SPEAKER 8 OHM, 9W.
	0017-00101-0136	#8-32 x 1-1/4 CARRIAGE BOLT (12 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (12 REQ'D.)
	A090-00300-07BK	U.S.A. 25¢ DOUBLE COIN DOOR ASSY.
9	0090-00002-02BK	LARGE BLACK DOUBLE COIN DOOR FRAME
	0017-00101-0121	#6-32 x 5/16 PHIL. TRS. HD. SCR. (3 REQ'D.) (MOUNTS COIN DOOR TO FRAME)
10	0017-00102-0048	3/8-16 x 2" LEG LEVELERS (4 REQ'D.)
	0017-00103-0026	3/8-16 LEG LEVELER HEX NUTS (4 REQ'D.)

NO. 557 — BOSCONIAN COCKTAIL — INTERIOR ACCESS



NO. 555 — BOSCONIAN COCKTAIL — INTERIOR ACCESS — PARTS LIST

ORDER BY PART NUMBER ONLY

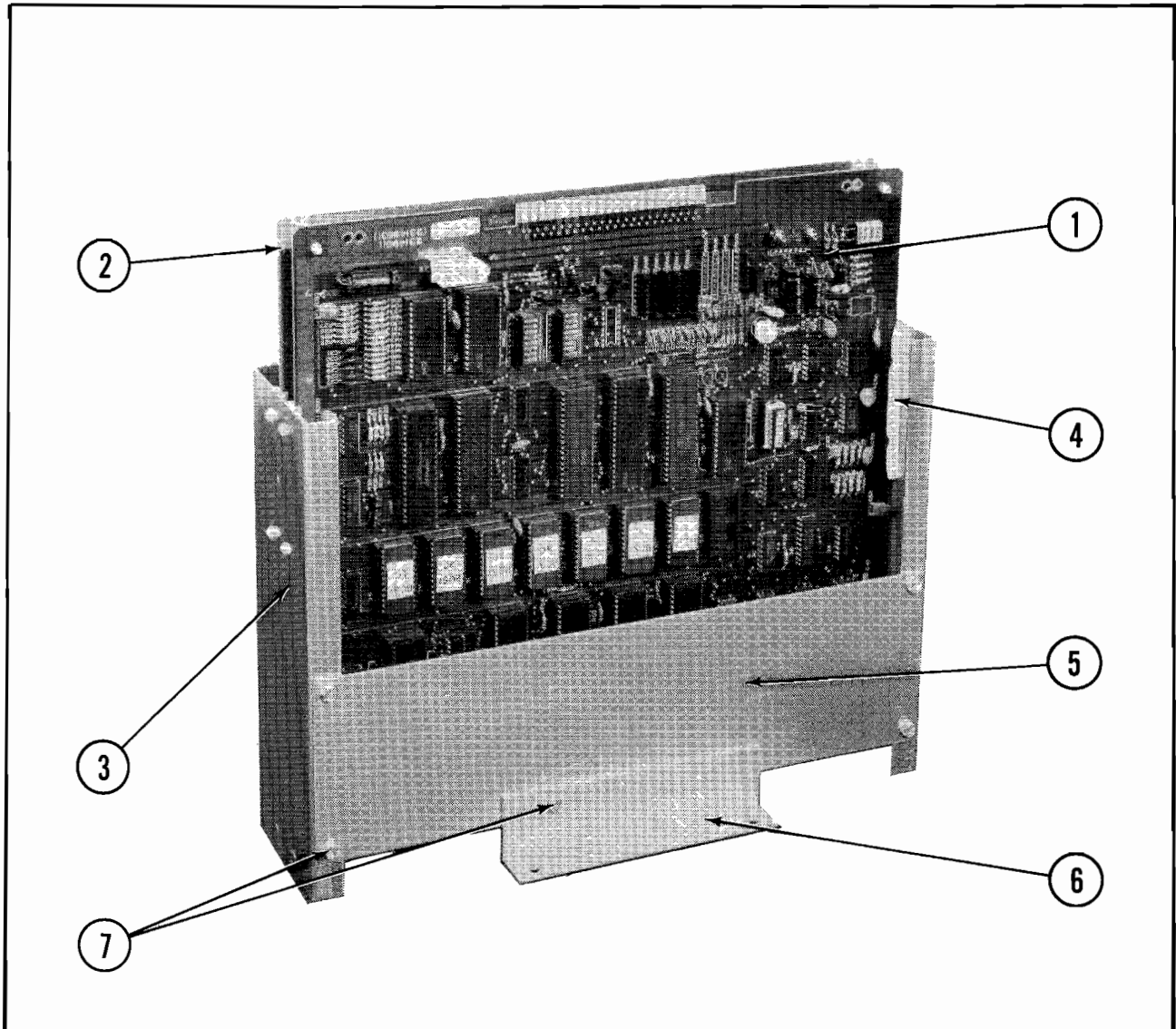
ITEM	PART NO.	DESCRIPTION
1	0017-00003-0428	WELLS-GARDNER — 19" COLOR DUAL SYNC VERT. MTG. MONITOR
2	A557-00004-00XF	MONITOR MTG. BRKT. ASSY. (2 REQ'D.)
	0017-00101-0642	#8-32 x 1-1/2 CARRIAGE BOLT (4 REQ'D.)
	0017-00104-0031	#8 FLAT WASHER (4 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (4 REQ'D.)
	0017-00102-0002	1/4-20 x 1/2 SLT. HEX HD. BOLT (6 REQ'D.)
	0017-00102-0052	1/4-20 x 1" UNSLT. HEX FLAT HD. BOLT (6 REQ'D.)
	0017-00104-0014	7/8" DISH WASHER (8 REQ'D.)
3	0921-00107-00XF	STRIKE (2 REQ'D.)
	0017-00101-0769	#10 x 3/4 SLT. HEX HD. M.S. (4 REQ'D.)
	0017-00009-0033	LATCH CLAMP (2 REQ'D.) — NOT SEEN
	0017-00101-0141	#8 x 11/16 UNSLOT HEX HD. SCREW (4 REQ'D.)
4	0017-00009-0514	2-1/2" HINGE (2 REQ'D.)
	0017-00101-0628	#8-32 x 3/4 CARRIAGE BOLT (4 REQ'D.)
	0017-00101-0639	#8-32 x 1-1/4 CARRIAGE BOLT (4 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (4 REQ'D.)
5	0557-00900-0000	T.V. BEZEL
6	0557-00102-00XF	CONTROL PANEL (2 REQ'D.)
7	0557-00902-0100	DECORATIVE OVERLAY — PLAYER #1
8	0557-00902-0200	DECORATIVE OVERLAY — PLAYER #2
	0017-00101-0620	#8-32 x 1/2 CARRIAGE BOLT (8 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (8 REQ'D.)
	0017-00101-0341	#6 x 1/4 PHIL. TRS. HD. SCR. (10 REQ'D.)
9	0510-00101-00XF	BOTTOM PAN (2 REQ'D.)
10	A557-00006-0000	CONTROL ASSY. (2 REQ'D.)
	A557-00014-0100	CONTROL SHELF CABLE ASSY. — PLAYER #1
	A557-00014-0200	CONTROL SHELF CABLE ASSY. — PLAYER #2
11	0017-00042-0256	RED PUSH BUTTON ASSY. (2 REQ'D.)
	0017-00032-0093	PUSH BUTTON SWITCH W/HOLDER (2 REQ'D.)
	0017-00103-0054	5/8-11 PAL NUT (2 REQ'D.)
12	0017-00032-0051	SMALL RED BUTTON SWITCH W/HARDWARE (2 REQ'D.) — PLAYER #1 PANEL ONLY
13	0930-00104-0000	CONTROL PANEL LOCATING BRKT. (4 REQ'D.)
	0017-00101-0025	#8 x 1/2 SLT. HEX HD. M.S. (16 REQ'D.)
14	0930-00904-0000	LIGHT SHIELD (2 REQ'D.)
15	0017-00031-0044	WEDGE BASE LAMP SOCKET (4 REQ'D.)
	0017-00003-0219	#194 LAMP 14V., .27A. (4 REQ'D.)
	0017-00101-0555	#6-32 x 5/16 SLT. HEX HD. M.S. (4 REQ'D.)
16	0017-00003-0187	6" x 9" SPEAKER 8 OHM, 9W.
17	A550-00017-0000	CARD RACK W/P.C. BOARDS ASSY.
18	A557-00010-0000	TRANSFORMER BOARD ASSY.
19	A082-90420-B000	5V/4A. POWER SUPPLY P.C. ASSY.
	0624-00902-0100	P.C. SUPPORT BRKT. — 12" LG.
	0624-00902-0300	P. C. SUPPORT BRKT. — 2-1/2" LG.
	0624-00902-0500	P.C. SUPPORT BRKT. — 6-1/2" LG. (2 REQ'D.)
	0017-00101-0141	#8 x 11/16 UNSLOT. HEX HD. M.S. (14 REQ'D.)
	0017-00104-0031	#8 FLAT WASHER (14 REQ'D.)

NO. 555 — BOSCONIAN COCKTAIL — INTERIOR ACCESS — PARTS LIST (Continued)

ORDER BY PART NUMBER **ONLY**

ITEM	PART NO.	DESCRIPTION
		ADDITIONAL PARTS LIST
	A775-00013-0000	FAN ASSEMBLY
	0151-00081-0000	4" FAN
	0775-00110-00XF	FAN PLATE
	0749-00106-00XF	VENT SCREEN
	0017-00101-0347	#6-32 x 1/2 R.H.M.S. (4 REQ'D.)
	0017-00104-0009	#6 EXT. WASHER (4 REQ'D.)
	0017-00103-0005	#6-32 HEX NUT (4 REQ'D.)
	0017-00101-0026	#8 x 5/8 SLT. HEX HD. M.S. (4 REQ'D.)
	A082-91410-A000	RAPID FIRE P.C. BOARD ASSY.
	0017-00101-0018	#6 x 3/4 SLOT. HEX HD. SCREW (4 REQ'D.)
	A088-00013-0000	ON-OFF SWITCH & BRKT. ASSY.
	A927-00019-0000	COIN BOX ASSY.
	A962-00004-0000	COIN BOX COVER ASSY.
	A962-00005-0000	COIN BOX SIDE CHANNEL ASSY. — SHORT
	0962-00101-0000	COIN BOX SIDE CHANNEL — SHORT
	0017-00101-0628	#8-32 x 3/4 CARRIAGE BOLT (4 REQ'D.)
	0017-00104-0022	#8 WASHER (4 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (4 REQ'D.)
	A088-00014-0000	INTERLOCK SWITCH & BRKT. ASSY.
	0927-00907-0000	HIGH VOLTAGE SHIELD — FORMED
	A557-00013-0000	MASTER CABLE ASSY.
	A510-00011-0000	HIGH VOLTAGE CABLE ASSY.
	A557-00012-0000	LOW VOLTAGE CABLE ASSY.
	A508-00026-0000	COIN COOR CABLE ASSY.
	A510-00014-0000	VIDEO SIGNAL CABLE ASSY.
	A508-00034-0000	AUDIO SIGNAL ADAPTER CABLE ASSY.
	A508-00035-0000	VIDEO SIGNAL ADAPTER CABLE
	A927-00005-0000	HIGH BASE LEG KIT ASSY. — OPTIONAL
	A866-00049-0000	LINE CORD ASSY.

BOSCONIAN — CARD RACK ASSY. W/BOARDS — ALL VERSIONS

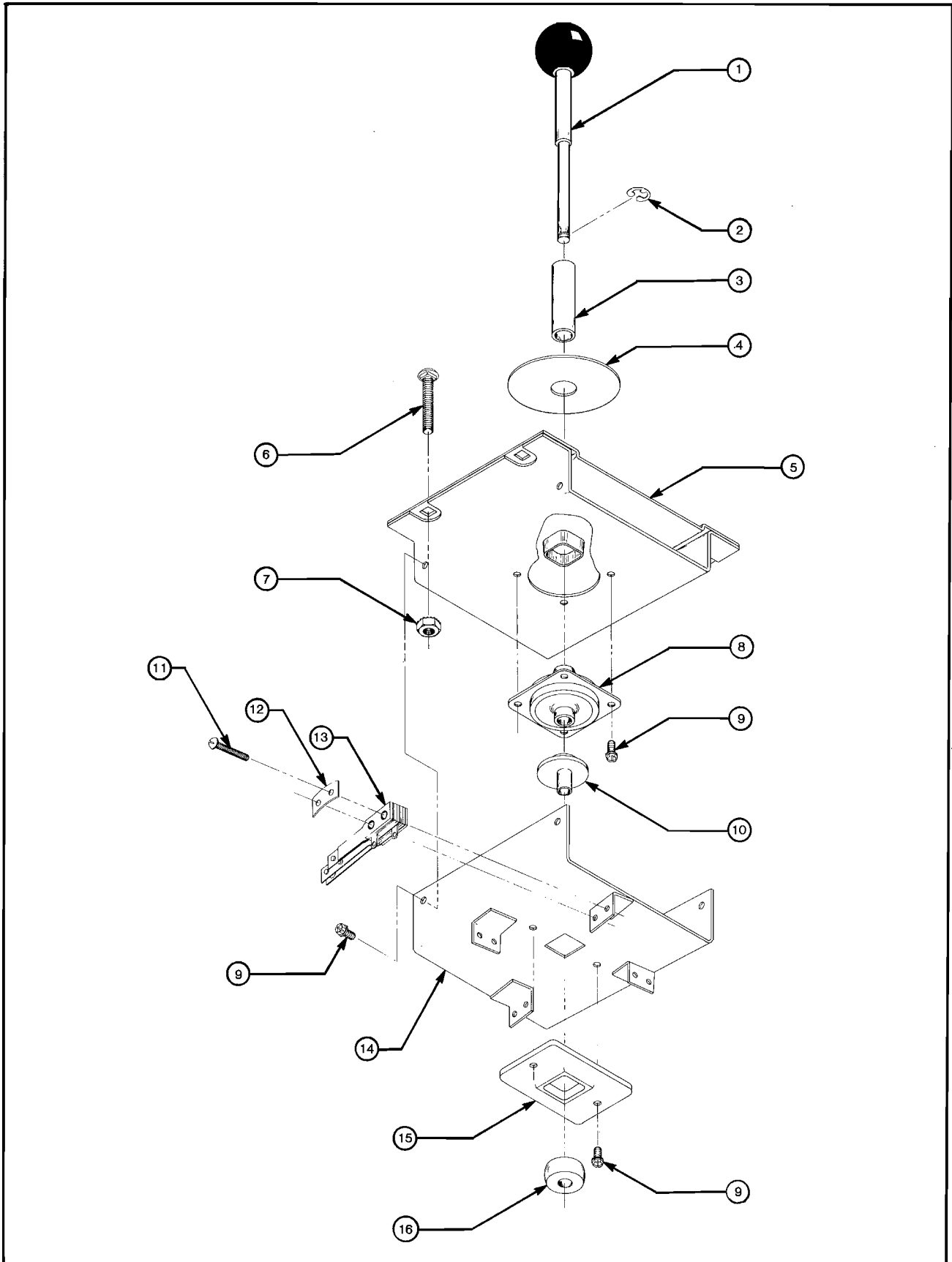


BOSCONIAN — CARD RACK ASSY. W/BOARDS — ALL VERSIONS— PARTS LIST

ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
1	A084-91412-B550	CPU BOARD ASSY.
2	A084-91413-B550	VIDEO BOARD ASSY.
3	A935-00015-0000	HOLDER PLATE & STOP ASSY. (2 REQ'D.)
4	0017-00009-0478	NYLON GUIDE (4 REQ'D.)
5	0935-00103-0000	SIDE SUPPORT (2 REQ'D.)
6	0935-00102-0000	MOUNTING BRACKET (2 REQ'D.)
7	0017-00101-0096	#6 x 3/8 SLT. HEX HD. SCR. (14 REQ'D.)
	A084-91414-A550	FILTER BOARD ASSY. — MOUNTS ON TO CPU BOARD — NOT SHOWN
	0508-00116-0100	P.C. SUPPORT BRKT. — RIGHT — NOT SHOWN
	0508-00116-0200	P.C. SUPPORT BRKT. — LEFT — NOT SHOWN

BOSCONIAN — CONTROL ASSEMBLY — ALL VERSIONS — PARTS LIST



BOSCONIAN — CONTROL ASSEMBLY — ALL VERSIONS — PARTS LIST

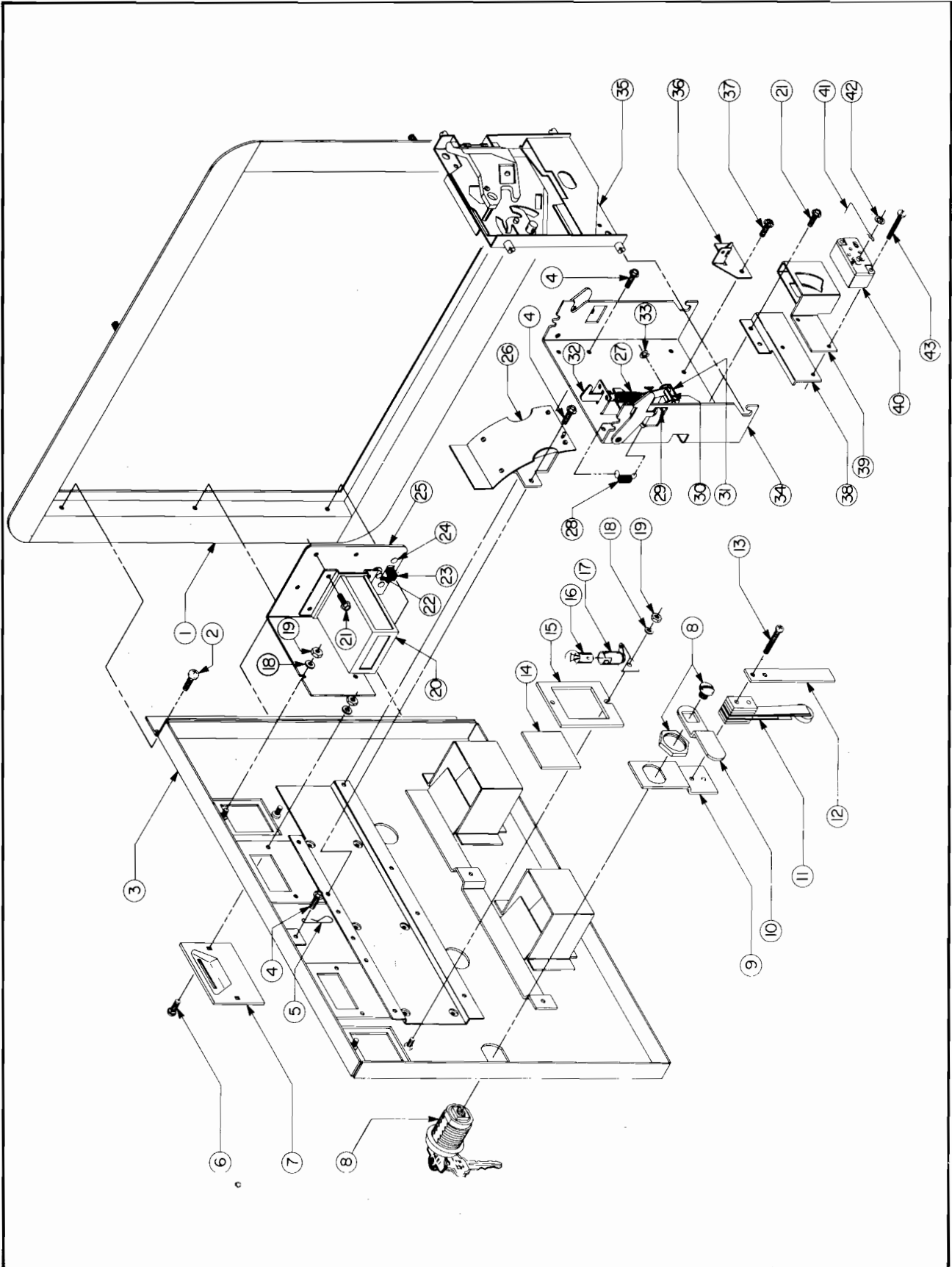
ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
1	A932-00022-0000	BALL & SHAFT ASSEMBLY
2	0017-00100-0025	1/4" E-RING
3	0921-00702-0000	STOP SPACER
4	0921-00902-0000	SLIDE PLATE
5	A557-00005-0000	SPOT WELD ASSEMBLY
6	0017-00101-0637	#8-32 x 1" CARRIAGE BOLT (4 REQ'D.)
7	0017-00103-0061	#8-32 HEX NUT W/SEMS (4 REQ'D.)
8	0932-00902-0000	GROMMET
9	0017-00101-0598	#8-32 x 5/16 SLT. HEX HD. M.S. (10 REQ'D.)
10	0962-00904-0000	SLEEVE
11	0017-00101-0527	#5-40 x 5/8 SLT. RND. HD. SCR. (8 REQ'D.)
12	0020-00202-0000	SWITCH PLATE (4 REQ'D.)
13	A932-00009-0000	SWITCH ASSEMBLY (4 REQ'D.)
14	A921-00009-0000	STOP PLATE & SWITCH BRKT. ASSY.
15	0927-00908-0000	WEAR PLATE
16	0921-00700-0000	ACTUATOR

**BOSCONIAN — TRANSFORMER BOARD ASSY. — PARTS LIST
(NO PHOTOGRAPH)**

ITEM	PART NO.	DESCRIPTION
	MT00-00082-0000	TRANSFORMER — 115/115V. — UPRIGHT & MINI
	MT00-00087-0000	POWER TRANSFORMER — 120/240V. — UPRIGHT & MINI
	MT00-00085-0000	TRANSFORMER — 115V., 50HZ — COCKTAIL ONLY
	MT00-00091-0000	SHIELDED TRANSFORMER — 115/220V. — COCKTAIL ONLY
	0017-00101-0628	#8-32 x 3/4 CARRIAGE BOLT (4 REQ'D.)
	0017-00103-0008	#8-32 HEX NUT (4 REQ'D.)
	0017-00101-0141	#8 x 11/16 UNSLOT. HEX HD. SCR. (15 REQ'D.)
	0720-00001-0300	3 POSITION FUSE CLIP ASSY. — UPRIGHT & COCKTAIL
	0720-00001-0200	2 POSITION FUSE CLIP ASSY. — MINI ONLY
	0720-00001-0100	1 POSITION FUSE CLIP ASSY.
	0017-00003-0004	SLO-BLO FUSE — 2A., 250V. (2 REQ'D.)
	0017-00003-0002	SLO-BLO FUSE — 1/2 A., 250V. — COCKTAIL & UPRIGHT
	0017-00003-0217	SLO-BLO FUSE — 2-1/2A., 125V.
	A508-00037-0000	2 LEAD XFRMR BRD. FILTER ASSY.
	3010-13106-0000	TERMINAL STRIP
	0017-00021-0370	MALE CONNECTOR — 5 PAIR
	3000-17246-0100	GROUND STRAP — COCKTAIL
	3000-17246-0500	5-1/2" GROUND STRAP — MINI
	3000-17246-0700	20" GROUND STRAP — UPRIGHT & MINI
	3000-17246-0800	23" GROUND STRAP — COCKTAIL
	3000-17246-0900	48" GROUND STRAP — UPRIGHT
	3000-17246-1000	36" GROUND STRAP — MINI & COCKTAIL

FRONT DOOR ASSEMBLY — U.S.A. 25¢



FRONT DOOR ASSEMBLY — U.S.A. 25¢

ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
1	0090-00002-02BK	DOUBLE ENTRY COIN DOOR FRAME
2	0017-00101-0121	#6-32 x 5/16 PHIL. TRS. HD. SCR. (3 REQ'D.)
3	A090-00073-02BK	DOUBLE ENTRY COIN DOOR W/DRESS PLATE
4	0017-00101-0123	#8 x 1/4 UNSLOT. HEX HD. SCREW (4 REQ'D.)
5	0017-00007-0019	KEY HOOK
6	0017-00101-0552	#6-32 x 1/4 CARRIAGE BOLT (4 REQ'D.)
7	0090-00117-03XF	COIN ENTRY PLATE — 25¢ (2 REQ'D.)
8	A097-00005-0000	DOOR LOCK & KEY W/SCREW & NUT (OR)
8	A097-00006-0000	DOOR LOCK & KEY W/SCREW & NUT
9	0090-00128-00XF	DOOR TILT SWITCH BRKT.
10	0017-00005-0041	DOOR CAM
11	A090-00095-0000	DOOR TILT SWITCH
12	0090-00126-01XF	SWITCH BACK-UP PLATE
13	0017-00101-0525	#5-40 x 9/16" PHIL. HD. M.S. (2 REQ'D.)
	A090-00096-0000	DOOR TILT SWITCH & BRKT. ASSY. (ITEMS 9 & 11 THRU 13)
14	0090-00903-9500	25¢ WINDOW (2 REQ'D.)
15	0090-00143-00XF	COIN PLEX RETAINER
16	0017-00003-0219	12 VOLT LAMP — G.E. #1895 (2 REQ'D.)
17	0017-00031-0048	BAYONET SOCKET W/BRKT. (2 REQ'D.)
18	0017-00104-0002	#6 SPLIT LOCK WASHER (8 REQ'D.)
19	0017-00103-0084	#6-32 HEX NUT W/SEMS (4 REQ'D.)
20	A090-00057-0000	COIN METER
21	0017-00101-0124	#6 x 1/4 UNSLOT. HEX HD. SCR. (8 REQ'D.)
22	0017-00032-0051	PUSH BUTTON SWITCH
23	0017-00032-0007	SLIDE SWITCH
24	0017-00072-0034	STEEL OVAL HD. RIVET
25	0090-00173-0000	COIN COUNTER MTG. BRKT.
	A090-00082-0000	TEST SWITCH & BRKT. ASSY. (ITEMS 23 THRU 25)
26	A090-00087-0000	COIN CHUTE & TOP ASSY. (2 REQ'D.)
27	0010-00134-0000	SPRING
28	0010-00181-0000	SPRING
29	0017-00007-0083	1/8 x 1-5/8 ROLL PIN
30	0090-00129-00XF	PIVOT POST
31	0090-00167-00XF	PIVOT LEVER
32	0093-00155-00XF	REJECT LEVER
33	0017-00100-0018	E-RING
	A090-00088-0000	REJECT LEVER ASSY. (2 REQ'D.) (ITEMS 30 THRU 33)
34	A090-00085-0000	COIN ACCEPTOR FRAME ASSY. (2 REQ'D.)
35	0017-00005-0003	COIN ACCEPTOR W/STRING CUTTER (2 REQ'D.) (OR)
35	0017-00005-0211	COIN ACCEPTOR W/ANTI STRING DEVICE (2 REQ'D.) (OR)
35	0017-00005-0214	COIN ACCEPTOR W/STRING CUTTER (2 REQ'D.)
36	A090-00064-0000	ANTI-PENNY DEVICE
37	0017-00101-0099	#6 x 1/4 SLT. HEX HD. M.S. (2 REQ'D.)
38	0090-00162-00XF	COIN SWITCH MTG. BRKT.
39	0017-00005-0203	COIN SWITCH CHUTE
40	0017-00005-0195	COIN SWITCH
41	0010-00599-0000	COIN SWITCH WIRE
42	0017-00007-0132	PUSH-ON RING
	A090-00059-0400	COIN SWITCH & WIRE ASSY. (ITEMS 40 THRU 42)
43	0017-00101-0698	#4-40 x 3/4 SLT. RND. HD. M.S. (2 REQ'D.)
	A090-00077-0000	COIN GUIDE & SWITCH ASSY. (ITEMS 38 THRU 43)

V Technical Troubleshooting

Troubleshooting

Introduction

The most common problems occur in harness components such as the coin acceptor, player controls, interconnecting wiring, etc. The TV monitor and PCB computer cause their share of problems too, but not as much as the harness and its component parts. TV monitor troubleshooting will not be covered here because it is covered in that section of this manual.

As you already know, the PCB computer is a complex device with a number of different circuits. Some circuits remain basically the same among games, but overall there are a great many differences between them. PCB troubleshooting procedures, therefore, can be lengthy and will differ greatly among games. However, some basic Z-80 CPU information is involved in this section.

General Suggestions

The first step in any troubleshooting procedure is correctly identifying the malfunction's symptoms. This includes not only the circuits or features malfunctioning, but also those still operational. A carefully trained eye will pick up other clues as well. For instance, a game in which the computer functions fail completely just after money was collected may have a quarter shorting the PCB traces. Often, an experienced troubleshooter will be able to spot the cause of the problem even before opening the cabinet.

After all the clues are carefully considered, the possible malfunctioning areas can be narrowed down to one or two good suspects. Those areas can be examined by a process of elimination until the cause of the malfunction is discovered.

Harness Component Troubleshooting

Typical problems falling in this category are coin and credit problems, power problems and failure of individual features.

NO GAME CREDIT

For example, your prospective player inserts his quarter and is not awarded a game. The first item to check is if the quarter is returned. If the quarter is returned, the malfunction most certainly lies in the coin acceptor itself. First, use a set of test coins (both old and new) to ascertain that the player's coin is not undersize or underweight. If your test coins are also returned, coin acceptor servicing is indicated. Generally, the cause of this particular problem is a maladjusted magnet gate. Normally, this will mean slightly closing the magnet gate a little by turning the adjusting screw out a bit (see section on coin acceptor for more details).

If the quarter is not returned and there is no game credit, the cause of the malfunction may be in one of several areas. First try operating the coin return button; if the coin is returned, the problem is most likely in the magnet gate. Enlarge the gap according to the coin acceptor service procedures. If this does not cure the problem, remove the coin acceptor, clean it and perform the major adjustment procedure.

If the trapped coin is not returned when the wiper lever is actuated, you may have an acceptor jammed by a slug, gummed up with beer, a jammed coin chute, or mechanical failure of the acceptor mechanism. In this case, first check for the slug that will generally be trapped against the magnet. If so, simply remove the slug and test the acceptor. If the chute is blocked, remove the acceptor and remove the jammed coins. If there is actual failure of the acceptor, remove the unit and repair as indicated in the coin acceptor service procedures.

If the coin is making its way through the acceptor (that is, falling into the coin box), yet there is still no game credit, you either have a mechanical failure of the coin switch or electrical failure of the coin and credit circuits. The first place to begin is by checking the coin switch. Most of these switches are the make/break variety of micro switch, which is checked by testing for continuity between the NO, NC, and C terminals. When not actuated, the NC and C terminals should be continuous and the NO terminal open. When operated, the NO and C terminals should close and the NC should be open. If the coin switch checks out, examine the connections to the terminals to make sure there is good contact. If necessary, use the continuity tester and check from the terminal lug on the switch to the associated PCB trace. This will tell you if there is a continuous line all the way to the credit circuit.

If the coin switch wires do not check out, the problem is in the computer — most likely in the coin and credit circuitry.

If you do get game credit when a coin is deposited, but the game will not start when the start switch is pressed, you may have a problem in the start switch, the interconnecting wiring or in the computer. First check the switch. If the switch is OK, proceed to check the wiring. Again, make sure you go from the terminal lug on the switch to the PCB trace. This way, you will check the terminal contact as well as PCB edge connector contact. If the wiring is continuous, proceed to check the PCB credit circuit. If not, check each section of the wiring, until the discontinuity is located. If the wiring is OK, the problem must lie in the computer.

Transformer and Line Voltage Problems

Your machine must have the correct line voltage to operate properly. If the line voltage drops too low, a circuit in the computer will disable game credit. The point at which the computer will fail to work will vary some from game to game, but no game will work on line voltage that drops below 105 VAC.

Low line voltage may have many causes. Line voltage normally fluctuates a certain amount during the day as the total usage varies. Peak usage times occur mainly at dawn or dusk, so if your machine's malfunction seems to be related to the time of day, this may be a factor. A large load connected to the same line as the game (such as a large air conditioner or other device with an exceptionally large motor) may drop the line voltage significantly when starting up. This drop can result in an intermittent credit problem. In addition, poor connections in the location wiring, plug, or line cord may also cause a significant drop in power. Cold solder joints in the game's harness, especially in areas like the transformer connections, interlock switch, or fuse block, may also produce the same results, although probably on a more permanent basis.

Sometimes location owners (especially in bars) replace light switches with dimmer rheostats, and the game is sometimes on the same line. Obviously, the voltage available to the game is going to drop dramatically when the dimmer is turned.

In any case, the way to check for correct line voltage is with your VOM. Set the VOM to 250 VAC and stick the probes in the wall receptacle. If it's OK here, check the transformer primary connections. If you do not get 117 VAC, examine the solder joints on the transformer, fuse block, and interlock switch. If you do get 117 VAC, the problem must be either in the transformer, harness connections, or in the PCB power supply.

If you suspect the transformer, check its secondaries with the VOM set to 50 VAC and correlate the readings with the legend on the side of the transformer. The transformer must also be correctly grounded, so check the ground potential as well, especially if there is a hum bar rolling up or down the TV screen.

HARNESS PROBLEMS

Other harness problems include blowing fuses and malfunctioning controls. The repeating blown-fuse problem can sometimes be quite exasperating to solve, for short circuits have the tendency to occur in areas almost impossible to find. First, try inserting a new fuse, as old fuses age and blow without cause. If the new one also blows, you definitely have a short.

The best way to approach this problem is by turning the power off and disconnecting devices that may be causing the problem, such as the TV, transformer, and PCB. Disconnect the devices by pulling off their connectors, but do not allow them to touch. If necessary, insulate them with small pieces of electrical tape. Then, connect your VOM across the terminals of the fuse block (all electrical power shut off), and set it to one of the resistance scales. This will save blowing a fuse each time you want to check the circuit.

If the VOM reveals that disconnecting the devices removed the short, reconnect the devices one by one until the short returns. The last device connected is the one that is at fault. If the VOM reads a short even after the devices are disconnected, the fault must lie in the harness itself, and only patient exploration will reveal its location. First, carefully examine all the wiring, looking for terminals that may be touching, metal objects such as coins shorting connections or burned insulation. If necessary, use the VOM to check each suspected wire.

MALFUNCTIONING CONTROLS

One of the most common problems here is a bad potentiometer. Typically, a bad pot will cause the image to jump as it reaches a certain point. The only cure for this one is to install a new pot.

If a feature that is operated by a switch (for example, joysticks, foot pedals, control panel buttons) does not operate at all, check the switch with a VOM or continuity tester to verify its operation. If the switch does not check out, replace it. If the switch is OK, you should suspect the input to the switch from the PCB. In this case, get out the harness and logic schematics and check to see what kind of input it is. In many cases, the input will be +5 VDC. If so, use the VOM to check its presence. Normally, the switch is used to pull a +5 VDC line LOW to GND or to pull a LOW line HIGH. If the PCB output is missing, check the wire length from the PCB. If you find the signal at the PCB trace, the wire length or connection is at fault. If not, begin exploring the PCB using the logic schematics.

A Glossary of Microprocessor Terms

MICROPROCESSOR — one or several microcircuits that perform the function of a computer's CPU. Sections of the circuit have arithmetic and comparative functions that perform computations and executive instructions.

CPU — central-processing unit. A computing system's "brain", whose arithmetic, control and logic elements direct functions and perform computations. The microprocessor section of a microcomputer is on one chip or several chips.

PROM — programmable read-only memory. User permanently sets binary on-off bits in each cell by selectively fusing or not fusing electrical links. Non-erasable. Used for low-volume applications.

EPROM — erasable, programmable, read-only memory. Can be erased by ultraviolet light bath, then reprogrammed. Frequently used during design and

development to get programs debugged, then replaced by ROM for mass production.

ROM — read-only memory. The program, or binary on-off bit pattern, is set into ROM during manufacture, usually as part of the last metal layer put onto the chip. Nonerasable. Typical ROM's contain up to 16,000 bits of data to serve as the microprocessor's basic instructions.

RAM — random-access memory. Stores binary bits as electrical charges in transistor memory cells. Can be read or modified through the CPU. Stores input instructions and results. Erased when power is turned off.

LSI — large scale integration. Formation of hundreds or thousands of so-called gate circuits on semiconductor chips. Very large scale integration (VLS) involves microcircuits with the greatest component density.

MOS — metal-oxide semiconductor. A layered construction technique for integrated circuits that achieves high component densities. Variations in MOS chip structures create circuits with speed and low-power requirements, or other advantages (static will damage a MOS chip).

Introduction to the Z-80 CPU

The term "microcomputer" has been used to describe virtually every type of small computing device designed within the last few years. This term has been applied to everything from simple "microprogrammed" controllers constructed out of TTL MSI up to low end minicomputers with a portion of the CPU constructed out of TTL LSI "bit slices." However, the major impact of the LSI technology within the last few years has been with MOS LSI. With this technology, it is possible to fabricate complete and very powerful computer systems with only a few MOS LSI components.

The Zilog Z-80 family of components can be configured with any type of standard semiconductor memory to generate computer systems with an extremely wide range of capabilities. For example, as few as two LSI circuits and three standard TTL MSI packages can be combined to form a simple controller. With additional memory and I/O devices a computer can be constructed with capabilities that only a minicomputer could previously deliver.

New products using the MOS LSI microcomputer are being developed at an extraordinary rate. The Zilog Z-80 component set has been designed to fit into this market through the following factors:

1. The Z-80 is fully software compatible with the popular 8080A CPU.
2. Existing designs can be easily converted to include the Z-80.
3. The Z-80 component set is at present superior in both software and hardware capabilities to any other microcomputer system on the market today.
4. For increased throughput the Z80A operating at a 4 MHz clock rate offers the user significant speed advantages.

Microcomputer systems are extremely simple to construct using Z-80 components. Any such system consists of three parts:

1. **CPU (Central Processing Unit)**
2. **Memory**
3. **Interface Circuits to peripheral devices**

The CPU is the heart of the system. Its function is to obtain instructions from the memory and perform the desired operations. The memory is used to contain instructions and in most cases data that is to be processed. For example, a typical instruction sequence may be to read data from a specific peripheral device, store it in a location in memory, check the parity and write it out to another peripheral device. Note that the Zilog component set includes the CPU and various general purpose I/O device controllers, while a wide range of memory devices may be used from any source. Thus, all required components can be connected together in a very simple manner with virtually no other external logic.

General Purpose Registers

There are two matched sets of general purpose registers, each set containing six 8-bit registers that may be used individually as 8-bit registers or as 16-bit register pairs by the programmer. One set is called BC, DE and HL while the complementary set is called BC', DE' and HL'. At any one time the programmer can select either set of registers to work with through a single exchange command for the entire set. In systems where fast interrupt response is required, one set of general purpose registers and an accumulator/flag register may be reserved for handling this very fast routine. Only a simple exchange command need be executed to go between the routines. This greatly reduces interrupt service time by eliminating the requirement for saving and retrieving register contents in the external stack during interrupt or subroutine processing. These general purpose registers are used for a wide range of applications by the programmer. They also simplify programming, especially in ROM based systems where little external read/write memory is available.

Arithmetic & Logic Unit (ALU)

The 8-bit arithmetic and logical instructions of the CPU are executed in the ALU. Internally the ALU communicates with the registers and the external

data bus on the internal data bus. The type of functions performed by the ALU include:

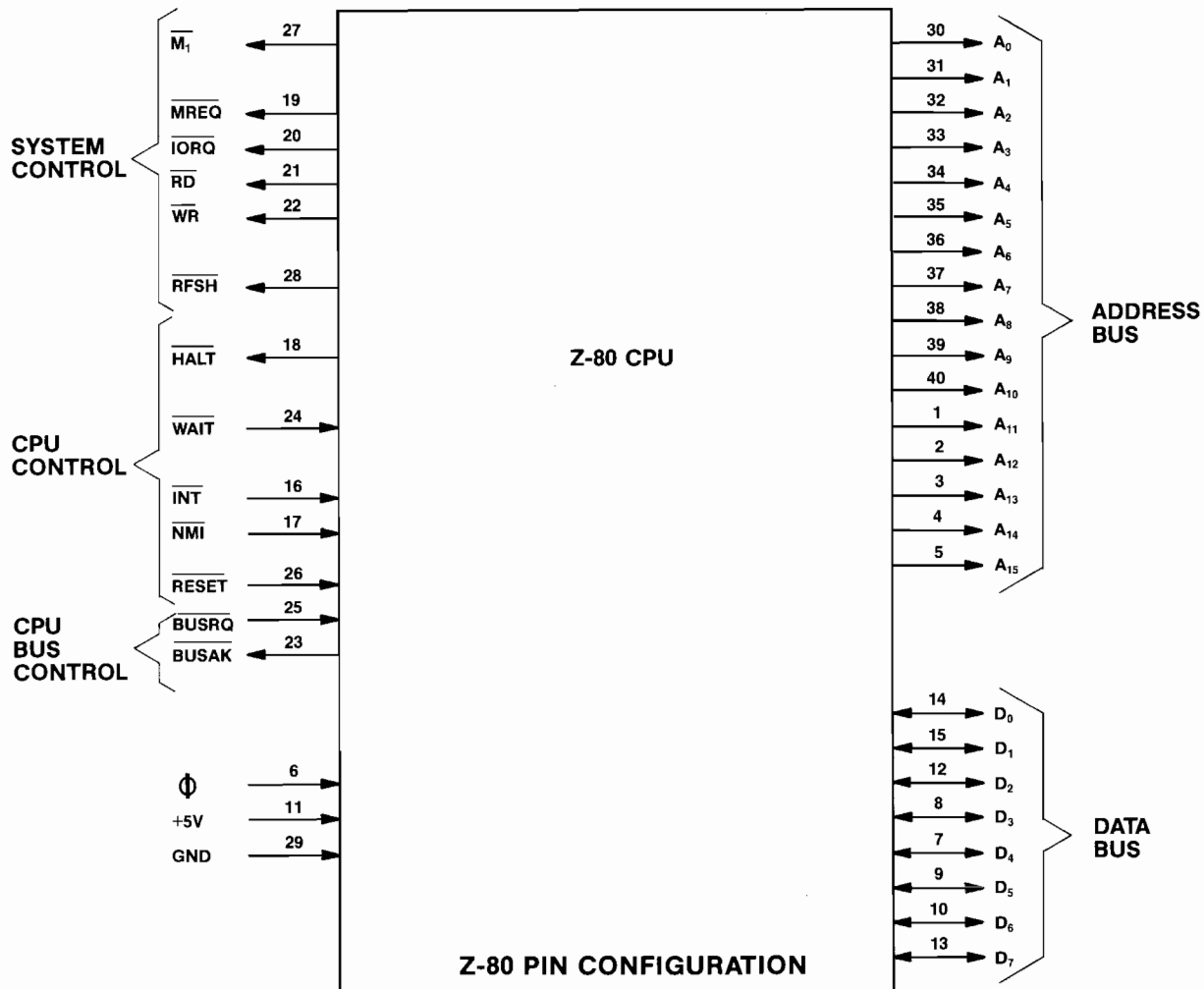
Add	Left or right shifts or rotates (arithmetic and logical)
Subtract	Increment
Logical AND	Decrement
Logical OR	Set bit
Logical Exclusive OR	Reset bit
Compare	Test bit

Instruction Register and CPU Control

As each instruction is fetched from memory, it is placed in the instruction register and decoded. The control sections performs this function and then generates and supplies all of the control signals necessary to read or write data from or to the registers, control the ALU and provide all required external control signals.

Z-80 CPU Pin Description

The Z-80 CPU is packaged in an industry standard 40 pin Dual In-Line Package. The I/O pins are shown in the below figure and the function of each is described.



A₀-A₁₅**(Address Bus)**

Tri-state output, active high. A₀-A₁₅ constitute a 16-bit address bus. The address bus provides the address for memory (up to 64K bytes) data exchanges and for I/O device data exchanges. I/O addressing uses the 8 lower address bits to allow the user to directly select up to 256 input or 256 output ports. A₀ is the least significant address bit. During refresh time, the lower 7 bits contain a valid refresh address.

D₀-D₇**(Data Bus)**

Tri-state input/output, active high. D₀-D₇ constitute an 8-bit bidirectional data bus. The data bus is used for data exchanges with memory and I/O devices.

M₁**(Machine Cycle one)**

Output, active low. $\overline{M_1}$ indicates that the current machine cycle is the OP code fetch cycle of an instruction execution. Note that during execution of 2-byte op-codes, $\overline{M_1}$ is generated as each op code byte is fetched. These two byte op-codes always begin with CBH, DDH, EDH or FDH. $\overline{M_1}$ also occurs with \overline{IORQ} to indicate an interrupt acknowledge cycle.

MREQ**(Memory Request)**

Tri-state output, active low. The memory request signal indicates that the address bus holds a valid address for a memory read or memory write operation.

IORQ**(Input/Output Request)**

Tri-state output, active low. The \overline{IORQ} signal indicates that the lower half of the address bus holds a valid I/O address for a I/O read or write operation. An \overline{IORQ} signal is also generated with an $\overline{M_1}$ signal when an interrupt is being acknowledged to indicate that an interrupt response vector can be placed on the data bus. Interrupt Acknowledge operations occur during M₁ time while I/O operations never occur during M₁ time.

RD**(Memory Read)**

Tri-state output, active low. \overline{RD} indicates that the CPU wants to read data from memory or an I/O device. The addressed I/O device or memory should use this signal to gate data onto the CPU data bus.

WR**(Memory Write)**

Tri-state output, active low. \overline{WR} indicates that the CPU data bus holds valid data to be stored in the addressed memory or I/O device.

RFSH**(Refresh)**

Output, active low. \overline{RFSH} indicates that the lower 7 bits of the address bus contain a refresh address for dynamic memories and the current MREQ signal should be used to do a refresh read to all dynamic memories.

HALT**(Halt state)**

Output, active low. \overline{HALT} indicates that the CPU has executed a HALT software instruction and is awaiting either a non maskable or a maskable interrupt (with the mask enabled) before operation can resume. While halted, the CPU executes NOP's to maintain memory refresh activity.

WAIT**(Wait)**

Input, active low. \overline{WAIT} indicates to the Z-80 CPU that the addressed memory or I/O devices are not ready for a data transfer. The CPU continues to enter wait states for as long as this signal is active. This signal allows memory or I/O devices of any speed to be synchronized to the CPU.

INT**(Interrupt Request)**

Input, active low. The Interrupt Request signal is generated by I/O devices. A request will be honored at the end of the current instruction if the internal software controlled interrupt enable flip-flop (IFF) is enabled and if the \overline{BUSRQ} signal is not active. When the CPU accepts the interrupt, an acknowledge signal (\overline{IORQ} during M₁ time) is sent out at the beginning of the next instruction cycle. The CPU can respond to an interrupt in three different modes that are described in detail in section 5.4 (CPU Control Instructions).

NMI**(Non-Maskable Interrupt)**

Input, negative edge triggered. The non maskable interrupt request line has a higher priority than \overline{INT} and is always recognized at the end of the current instruction, independent of the status of the interrupt enable flip-flop. NMI automatically forces the Z-80 CPU to restart to location 0066H. The program counter is automatically saved in the external stack so that the user can return to the program that was interrupted. Note that continuous \overline{WAIT} cycles can prevent the current instruction from ending, and that a \overline{BUSRQ} will override a NMI.

RESET

Input, active low. RESET forces the program counter to zero and initializes the CPU. The CPU initialization includes:

- 1) Disable the interrupt enable flip-flop

- 2) Set Register I = 00_H
- 3) Set Register R = 00_H
- 4) Set Interrupt Mode 0

During reset time, the address bus and data bus go to a high impedance state and all control output signals go to the inactive state.

BUSRQ
(Bus Request)

Input, active low. The bus request signal is used to request the CPU address bus, data bus and tri-state output control signals to go to a high impedance state so that other devices can control these buses. When BUSRQ is activated, the CPU will set these

buses to a high impedance state as soon as the current CPU machine cycle is terminated.

BUSAK
(Bus Acknowledge)

Output, active low. Bus acknowledge is used to indicate to the requesting device that the CPU address bus, data bus and tri-state control bus signals have been set to their high impedance state and the external device can now control these signals.

CLK
(Clock)

Single phase TTL level clock which requires only a 330 ohm pull-up resistor to +5 volts to meet all clock requirements.

PLEASE NOTE:

THE INFORMATION CONTAINED IN THIS SECTION IS TOLD IN AN EASY TO UNDERSTAND MANNER AND IS INTENDED TO AID THOSE WITHOUT AN ELECTRONICS DEGREE IN TROUBLESHOOTING AND REPAIRING THEIR GAMES T.V. MONITOR.

IF YOU READ THROUGH THIS SECTION AND STILL HAVE QUESTIONS, PLEASE CONTACT YOUR DISTRIBUTOR OR MIDWAY MANUFACTURING COMPANY AT THE TOLL FREE NUMBER PROVIDED WITH YOUR GAMES PAPERS.

OUR STAFF AND OUR DISTRIBUTORS STAND READY TO HELP YOU!

THANK YOU

VI T.V. Monitor

Color T.V. Monitor

Introduction: (How to use this section of your manual.)

This section has been designed to simply familiarize you with one of the more mystical components in your game — the T.V. monitor. If you are an electronics technician who is quite knowledgeable on the subject, you may decide to just go to the schematics and start troubleshooting the defective monitor. But if you are like most people, a monitor is a T.V. set, and that means a complex doo-dad that means big buck repairs. This isn't necessarily so. This section of the manual will acquaint you with the monitor and could just help you repair it if you feel adventurous enough to give it a try. If you have any knowledge of electronics, especially the use of a voltmeter, the repairs you can make are astonishing. Just keep in mind that **ELECTRICITY CAN BE VERY DANGEROUS, SO BE CAREFUL!!**

If you want to understand how a monitor works, just read the "THEORY OF OPERATION" subsection. If you wish, you can follow along with the schematics. The information is presented in a very basic manner but more complete treatment of the subject can be found in the technical sections of bookstores.

If you want to attempt to repair your monitor, it would be a good idea to read this whole section beginning to end before starting. **Pay attention to all warnings**

and take them seriously. The more equipment you have the better, but a low cost Volt-Ohm-Milliameter can often do the trick. Here are the steps to take:

1. Find the symptom that matches the problems your monitor has in the "SYSTEM — DIAGNOSIS" subsection. The diagnosis tells the circuit or area the problem may be in and possibly even the actual component causing it.
2. Once you have the circuit that is causing the trouble, read the "TROUBLESHOOTING" subsection to learn the procedure for finding the bad part.
3. Next, go to the schematic section and find the schematic that matches your monitor. It may be helpful to read the "DIFFERENCES BETWEEN MONITORS" subsection if you are unsure of which monitor you have. Use the schematic to see what parts are in the offending circuit.

That really is all there is to it. Just remember that there are some bizarre or rare symptoms not covered, or that a monitor may have two or more different problems that only a genius, the experienced, or an experienced genius can figure out. But be patient, follow safety precautions, and remember that there is also literature available from the monitor companies through your distributor or from Midway Manufacturing Company on request. (There is a toll free number on the back side of the front cover of this manual.)

Symptom Diagnosis

1. Insufficient width or height:

- A. Horizontal line (due to VERTICAL CIRCUIT DEFECT).
 - Bad yoke.
 - Bad vertical output section.
 - Open fusible resistor in vertical section.
 - Bad height control.
 - Bad flyback.
- B. Vertical line (due to HORIZONTAL CIRCUIT DEFECT).
 - Bad yoke.
 - Open width coil.
 - Open part in horizontal output section.

2. Picture spread out too far or crushed in certain areas:

- A. Horizontal or vertical output transistor.
- B. Bad component in output circuitry.

3. Line too close with black spacing:

- A. Problem in vertical section causing poor linearity.

4. Poor focus and convergence:

- A. Bad high voltage transformer ("flyback") or control.
- B. Focus voltage wire not connected to neck-board terminal.

5. Colors missing; check:

- A. Interface color transistors.
- B. Color output transistors.
- C. Cracked printed circuit board.
- D. Color circuits.
- E. Video input jack.

6. Picture not bright enough:

- A. Weak emission from picture tube. (Turn horizontal sync off frequency and put brightness all the way up for about 15 minutes. Occasionally this cures the problem.)

7. Silvery effect in white areas; check:

- A. Beam current transistors.
- B. Weak picture tube emission.

8. Too much brightness with retrace lines; check:

- A. Beam limiter transistors.
- B. Brightness and/or color blanking control set too high.

9. Increasing brightness causes an increase in size and poor focus.

- A. Weak high voltage rectifier or regulation (high voltage unit).

10. Small picture and/or poor focus:

- A. Low B+ voltage (power supply trouble).

11. Vertical rolling:

- A. Vertical oscillator transistor, IC, or circuit.
- B. No sync from logic board.

12. Horizontal line across center:

- A. Vertical output circuit is dead (see symptom No. 1. A.).
- B. Vertical oscillator is not putting out the right wave form.

13. Picture bends:

- A. Horizontal sync needs adjusting.
- B. Magnetic or electromagnetic interference.

14. Flashing picture, visible retrace lines:

- A. Broken neck board.
- B. Internal short circuit in the picture tube (arcing).

15. Unsymmetrical picture or sides of picture:

- A. Defective yoke.

16. No brightness, power supply operating — No high voltage for the picture tube; check:

- A. Horizontal oscillator.
- B. Horizontal amplifier and output.
- C. Flyback transformer (high voltage unit).

17. No brightness, high voltage present; check:

- A. Heater voltage to the tube at the neck board.
- B. Screen-grid voltage for the tube.
- C. Focus voltage.
- D. Grid to cathode picture tube bias.

18. No high voltage; check:

- A. For AC input to the "flyback".
- B. Horizontal deflection stages.
- C. Flyback transformer.
- D. Yoke.
- E. Power supply.

19. No horizontal and vertical hold; check:

- A. Sync transistors and circuit.
- B. Wires and jack from logic board to the monitor.

20. Wavy picture — (power supply defect); check:

- A. Transistors, diodes, electrolytic capacitors in the power supply.

21. Moving bars in picture:

- A. Ground connector off between monitor and logic boards.
- B. Defect in the power supply (see wavy picture symptom).

22. Washed out picture (see picture not bright enough):

- A. Check video signal at the cathode pins with an oscilloscope. If there is about 80 volts peak to peak, the picture tube has weak emission.

23. Monitor won't turn on:

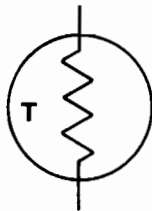
- A. Problem in the power supply: Check fuse, transistors, open fusible resistor.
- B. Shorted horizontal output transistor.

- C. Defective high voltage disabling circuit.
- D. Crack(s) somewhere on main chassis board.

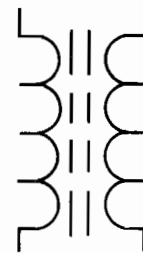
24. Can't adjust purity or convergence:

- A. Use a degausser to demagnetize the picture tube carefully following your degausser's instructions.
- B. Picture tube defective.
- C. Metal foreign material is in picture tube shield.
- D. Nearby equipment is electromagnetically interfering.
- E. The poles of the earth are pulling off the purity.
- F. Poor focus or width of picture.

Guide To Schematic Symbols



THERMISTOR
(POLARITY DOESN'T MATTER)



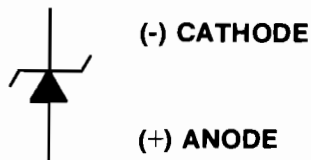
IRON CORE TRANSFORMER
(SUCH AS A FLYBACK)



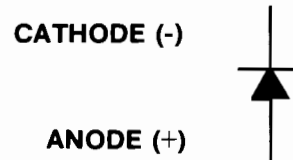
INDUCTOR, COIL, CHOKE
(POLARITY DOESN'T MATTER)



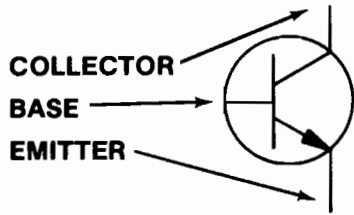
FUSE
(POLARITY DOESN'T MATTER)



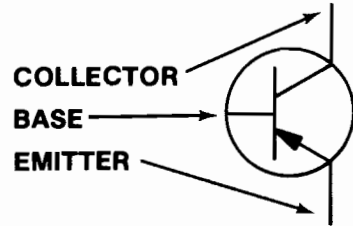
ZENER DIODE



DIODE



NPN TRANSISTOR



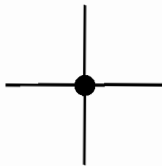
PNP TRANSISTOR



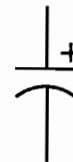
VARIABLE RESISTOR, POT, CONTROL
(POLARITY DOESN'T MATTER)



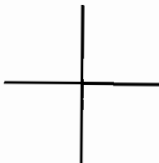
RESISTOR
(POLARITY DOESN'T MATTER)



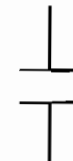
LINES ARE CONNECTED



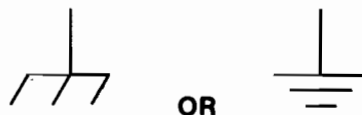
ELECTROLYTIC CAPACITOR



LINES ARE NOT CONNECTED



CAPACITOR
(POLARITY DOESN'T MATTER)



GROUND

Troubleshooting

Troubleshooting monitors requires experience, patience, **and luck**. The first step is to match the symptom the monitor displays to the diagnosis next to it in the "SYMPTOM-DIAGNOSIS" subsection. This will pinpoint the circuit the problem is probably in, and often the parts to check. Next, the circuit should be visually inspected to see if there are any parts broken, burned, or if something is there that shouldn't be, like a loose screw, etc. Some parts go bad before others and should be checked first. In fact, following is the general order in which parts usually go bad:

1. Semiconductors (like transistors, diodes, and integrated circuits).
2. Fusible resistors.
3. Electrolytic capacitors.
4. Resistors.
5. Capacitors and coils.

Always remember that a monitor can bite like a snake. Even when it is turned off, capacitors hold voltage and will discharge it to you should you be touching chassis ground. The picture tube or CRT, itself, is a giant capacitor, so avoid the flyback anode plug hole. With the monitor on, the power supply circuit and/or the flyback, which puts out at least 18,000 volts, **CAN BE KILLERS!!** Avoid handling power transistors (usually output transistors), yoke terminals, and other high power components when the monitor is on.

WARNING: That picture tube is a bomb!

When it breaks, first it implodes, then it explodes. Large pieces of glass have been known to fly in excess of 20 feet in all directions. **DO NOT** carry it by the long, thin neck. Discharge its voltage to ground by shorting the anode hole to ground. Use a plastic handled screwdriver, connect one end of a wire with an alligator clip at each end to chassis ground and the other end to the metal shaft of the screwdriver. Using **ONE HAND ONLY** (put the other in your pocket) and touching **ONLY** the plastic handle of the screwdriver (**DO NOT TOUCH THE METAL SHAFT**) stick the blade of the screwdriver into the anode hole. Be prepared for a fairly loud pop and a flash. The longer the monitor has been turned off, the smaller the pop and dimmer the flash. But **BE CAREFUL**, picture tubes will hold a very

healthy charge for at least **a week** if not longer. Even after you've discharged it once, it may still carry a residual charge. It's better to be too careful than dead, which is why electronic equipment always carries stickers referring servicing to qualified personnel. Handle the side with the viewing screen against your chest when changing it. **ALWAYS** wear safety goggles when handling the picture tube.

To maintain the safety and performance of the monitor, always use exact replacement parts. For instance, the wrong components in the power supply can cause a fire, or the wrong color transistor may give a funny color to the picture. Service your monitor on a nonconductive firm table like wood, **NOT METAL**, and take off all of your jewelry just in case. With all this in mind, you are ready to begin troubleshooting.

Observe the picture carefully. Try to vary the appropriate control that would most likely affect your particular symptom. For example, if there is poor brightness or no picture, try turning up the brightness or contrast control. If the controls have no effect at all, chances are there is trouble with the control itself, the circuit it controls, or a nearby circuit that may be upsetting voltages. Go to the list of symptoms and determine with the schematic where the bad circuit is.

CAUTION:

Keep in mind that capacitors hold a charge as can the picture tube (for at least a week and usually longer), and could shock you.

First, check for obvious visual defects such as broken or frayed wires, solder where it is not supposed to be, missing components, burned components, or cracked printed circuit boards. If everything looks good up to this point, make sure that diodes, electrolytic capacitors, and transistors have their leads connected in the right polarity as shown on the schematic and the circuit board.

Turn on the power and measure the voltages at the leads of the active devices such as tubes, transistors, or integrated circuits. Any voltage that does not come within at least 10% to 15% of the voltage specified on the schematic indicates either a problem with that device or a component connected with it in the circuit. The next step is to use the ohmmeter to narrow down the field of possible offenders.

To test a transistor, one lead of the ohmmeter is placed on the base; and the other lead placed just on the emitter, then on the collector. A normal transistor will read either high resistance (infinite), or little resistance (400 to 900 ohms), depending on the polarity of this type transistor. Then the leads should be switched, one remaining on the base, and the other switched from the emitter to the collector. Now the opposite condition should result: the resistance should be infinite if it was lower when the other lead was on the base. Consistently infinite readings indicate an open, and a short is demonstrated by 0-30 ohms on most of these test readings. Finally, place one lead on the collector, then the other on the emitter. No matter which lead is used, there should be infinite resistance. Any lower reading, such as 50 ohms (which is typical on a bad transistor), indicates a short.

This all sounds pretty confusing, but a little experience on a good transistor will make you an expert in no time. Usually, the lowest ohmmeter setting is used for testing transistors. Once in a great while a transistor may check out good on this test, but may actually be "leaky" or break down only on higher voltages. If in doubt, change it. It is also wise to check the transistor out of the circuit just in case some component in the circuit is affecting the ohmmeter reading.

A diode is tested like a transistor except it only has two leads. Again, there should be high resistance one

way and little resistance the other. If it tests bad, take one lead out of the circuit in case some component is messing up the ohmmeter reading.

NOTE: DO NOT leave soldering equipment on the leads too long since all semiconductors, especially integrated circuits, are easily destroyed by heat.

Without special equipment, integrated circuits are checked by verifying the proper DC voltage on the pins and the correct AC wave form using an oscilloscope. **BE CAREFUL:** Shorting their pins can easily destroy them.

Resistors are checked with an ohmmeter and should usually be within ten percent of the value stated on them and on the schematic. You may have to desolder one lead from the printed circuit board. If you wreck the foil on the board, carefully solder a small wire over the break to reconnect the conductive foil.

Capacitors are tricky. Their resistance goes up when checked with an ohmmeter which shows a charging action. As they suck up current from the meter, the voltage goes up and so does the resistance. If you are sure a particular circuit is giving you a problem and everything else checks out O.K., Electrolytic capacitors are prime suspects. Substitute a new one and keep your fingers crossed.

Theory of Operation

To understand what goes on inside the monitor, large general groups of circuits will be examined instead of laboriously analyzing the branches and small circuits that make up these groups. This will help avoid confusion and aid in a basic, concrete, knowledge of what makes up a monitor.

THE POWER SUPPLY —

The AC going to the monitor from the game transformer is just like the voltage and current from your wall outlet. It jumps up and down going positive and negative sixty times a second. But a monitor needs nice, smooth DC; direct current, not alternating. So diodes chop up the AC and a big electrolytic capacitor filters it out to make it even smoother. Since the monitor is a big piece of electronic equipment, with many circuits demanding a lot of power from the power supply, there are also zener diodes and transistors to help maintain a nice, constant, smooth voltage so that the monitor circuits don't jump around. And this is what happens when you see a wavy picture. There is AC creeping

through the power supply, so it must be malfunctioning. If the voltage from the power supply is too low, the other circuits will be starved for power and you may see a small, wavy picture, or none at all.

Some circuits receive voltages that are higher than what the power supply should put out. But they come from the flyback transformer which will be discussed later.

THE INTERFACE SECTION OF THE CHASSIS —

The interface section of the chassis is fairly easy to identify. It is right by the place where the video jack(s) from the logic board(s) plug into. There are sets of transistors that receive the separate red, green, blue, and sync information from the cables that come from the logic boards. The circuits jack up the voltage and match impedances, or in other words, prepare the logic board outputs for the circuits that will really amplify them for the output devices such as the yoke in the case of the sync, or the picture tube that shows the colors.

An interesting aside is that our sync is composite negative sync. That means two things:

1. The sync is a negative going wave form.
2. There are two pulses going at different speeds over the same wire:
 - a. Vertical wave forms at 60 times per second (or Hertz) and
 - b. Horizontal wave forms at about 15,750 times per second (Hz).

The sync is amplified by a sync amplifier transistor and sent on its way to the oscillators. The sync or timing information will be explained along with the oscillator shortly.

The color information is sent via wires to the neck board where the main amplification occurs. This will also be discussed later.

VERTICAL AND HORIZONTAL DEFLECTION —

After the sync signal is amplified by the sync amp, it goes to two different sections, the vertical and horizontal circuits. Basically, the sync signals are for timing so the picture doesn't mess up since it is assembled like an orderly jigsaw puzzle, but so fast that you can't see the electron beams for each color painting the picture on the screen. This will all become clear soon. For now, we will follow the 60 cycle component of the sync as it goes on its journey to the deflection yoke.

The 60 cycle pulse goes to the vertical oscillator to make sure this circuit goes back and forth (or oscillates) at 60 times a second. Without this pulse keeping the circuit at the correct speed, it may get lazy and oscillate at 58 cycles or lower, or get ambitious and oscillate at 62 cycles or higher. At the wrong speed, the picture will start to roll up or down.

A Wells Gardner 13" or 19" color monitor uses transistors for its sync section. An Electrohome 13" or 19" color monitor uses an integrated circuit IC501 for its sync section. The idea is all the same. The output to the vertical amplifying transistors for all monitors must be a sawtooth wave form, sort of like a bunch of pyramids, racing to the yoke's vertical coils at 60 times a second.

Along the way to the output transistors, the 60 cycle pulse is shaped and amplified to do the job: the yoke magnetically pushes the electron beam to fill the screen out sideways looking at the screen with the greatest length going up and down. Or viewing the screen sitting like a home television set. The amplified vertical output fills the screen up and down. Watching a monitor like this, seeing only a horizontal line means a problem with the vertical coils of the yoke or anything from the vertical output section on back to the oscillator.

The horizontal section is very similar with a few exceptions. The horizontal wave shape is more like a square and has a frequency of 15,750 cycles a second. Again, Wells Gardner uses transistors for the horizontal oscillator, and Electrohome uses the other side of IC501. Still, the effect is the same. If the oscillator isn't going at the correct speed, the picture may move sideways, start to slant, or tear up with slanted thin figures. With both the vertical and horizontal of all monitors, there are variable resistors that change the speed of the oscillators up and down. This way you have controls that can make the correct frequencies to keep the electronic jigsaw puzzle nicely locked in place. If you're driving in a car and next to you someone else is driving their car at exactly the same speed, it will appear that they are not moving. And this is why the sync frequency and the oscillators frequencies must match, so the picture doesn't appear to move.

The correct wave form is shaped and amplified in the circuitry just like in the vertical section. But the horizontal output transistor is a large power transistor and not only serves to give current to the horizontal yoke windings, it also feeds the flyback transformer.

THE FLYBACK TRANSFORMER (OR HIGH VOLTAGE UNIT) —

The picture tube needs high voltage to light up, and the power supply can't meet this demand. The flyback transformer receives current alternating at about 15,750 times per second from the horizontal output transistor. The "flyback" jacks up its input voltage and puts out a higher voltage alternating at the same speed. But, in your "flyback" there are diodes that chop up the alternating voltage to make it a smooth DC output just like in the power supply. This is what goes through that thick red wire to your picture tube. **THIS AREA HAS ABOUT 18,000 VOLTS ON IT AND IT CAN KILL YOU!!**

The "flyback" may be dangerous, but it is also generous. It has extra output windings which give voltage to the heater pins of the picture tube, voltage for the vertical deflection circuits, and picture tube screen-grid voltage. So in a way, the high voltage "flyback" is like a second power supply.

COLOR CIRCUITS

The color circuits are pretty straight forward. The signals go into the interface section where some amplification and impedance matching occurs. These circuits are pretty sparse and simple. Each color just has two transistors and a diode with some resistors and capacitors. From here, the AC color signal is sent by wires to the neck board.

The color output circuits are on the neck board. The color signals going to the transistors are controlled by two variable resistors called drive controls. There only two, one for the red and one for the green. The

blue doesn't have one. In the emitter part of each transistor is another variable resistor that is the cut off control. These controls vary the amount of amplified AC signal that goes to the cathodes of the picture tube. The more signal, the more color. The bases of each of these transistors are connected together and are all connected to the blanking and beam limiting transistors which are in the interface section.

The beam limiter helps control the brightness level, and the blanking transistor rapidly turns the picture tube on and off so that retrace lines don't show up on the screen. By turning up the brightness on a good monitor, these four to six retrace lines can be seen slanting diagonally across the picture.

PROTECTION CIRCUIT —

To protect the high voltage section against voltages that are too high coming from the power supply which could cause X-rays to be emitted from the "flyback", a circuit senses the higher power supply voltage, and using a transistor, turns off the horizontal oscillator. Since the horizontal oscillator doesn't work, the horizontal output transistor has nothing to feed the "flyback" which in turn has nothing to feed the picture tube. The monitor will be silent, have no picture, and will appear to be off. **But don't be fooled.** There is still that excessive amount of voltage coming from the power supply. To find out, check the emitter on TR502 of the Wells Gardner monitors; or the emitter of X04 for the Electrohome monitor. Here are the voltages you should receive:

Wells Gardner = 127VDC
Electrohome = 120VDC

The best place to measure this voltage on an Electrohome monitor is at a pin marked B1 on the chassis. This is because a 13 inch color Electrohome

monitor, the G07-FB0 or G07-902, has an integrated circuit and very little else in the power supply. Still, there should be 120VDC at B1.

THE PICTURE TUBE (OR CRT) —

The picture tube or CRT is an output device. In other words, the end result of the circuits work is displayed by this part. Actually, the output of other circuits is in the neck of the picture tube.

First, there is the heater. The heater boils off electrons from the cathodes so that they (the electrons) shoot up to the screen to excite the phosphors so that the three phosphors emit three colors of light.

The cathodes are next, and again they emit electrons to turn on the tube phosphors, making it glow. The cathode can arc or short to the heater resulting in no picture and a defective picture tube.

Next come the grids. The first grid is grounded. The following grid is the screen grid which receives about 300VDC depending on the brightness setting. The next grid closest to the picture tube screen is the focus grid which gets about one fifth the amount of voltage that is applied to the picture tube anode.

After jetting from the cathode through all these grids, the electrons speed through a mask, a sheet of material with tiny holes, and then excite the tiny dots of phosphor in the inside surface of the picture tube screen. The green electron gun (or cathode and circuitry) spits out electrons which head for the green phosphors only. The same goes for the red and blue guns. The way the phosphor light blends determines the color seen. Should these electron beams become too intense, they may burn the phosphor. With the monitor off, this can be seen as a dark permanent image of the video information on the tube screen.

Differences Between Monitors

The easiest way to identify the brand of monitor you are working with, assuming you can't find the brand name written on it anywhere, is to see if there are two circuit boards rising up from the chassis toward the picture tube neck. In other words, they stand up, or are perpendicular to the chassis, with a black plastic bracket holding them in place. This is a description of a Wells Gardner monitor. They use separate boards for main chunks of circuitry. Therefore, you have a "power board" (the power supply), an "interface board" (the interface section), and a "horizontal/vertical board" (for the deflection circuitry). Still, there are a few parts on the chassis, but most can be found on the board. An Electrohome monitor has no

separate boards, except for the neck board, and just has a flat chassis.

Another good way to determine which monitor you have is to check the transistor call out numbers that are printed on the chassis next to the part. For instance, on the neck board, one of the color output transistors is TR401. If you look through the schematics or the parts lists, you will find TR401 in the Wells Gardner literature. On the other hand, the neck board transistor may say X101. X101 can be found in the Electrohome literature. So, all Wells Gardner transistor call outs begin with TR, and Electrohome transistor call outs start with an "X".

Parts Interchangeability

Some parts can be interchanged on all of the monitors. Here are the rules:

1. You **CAN** swap the voltage regulator TR502 or X01 on any Wells Gardner or Electrohome 19 inch monitor. You **CAN NOT** swap the voltage regulator on the 13 inch Wells Gardner or Electrohome (G07-902) since the Electrohome uses an integrated circuit for the power supply.
2. You **CAN** swap any resistor between monitors that has the same resistance, wattage rating, and tolerance.
3. You **CAN** swap any capacitor between monitors that has the same capacitance, and voltage rating.
4. **PICTURE TUBES:**
Due to the fact that "ELECTROHOME" is now (October, 1981) using a picture tube with an **internal shield**, these picture tubes can be used in EITHER "WELLS GARDNER" or "ELECTROHOME" monitors.

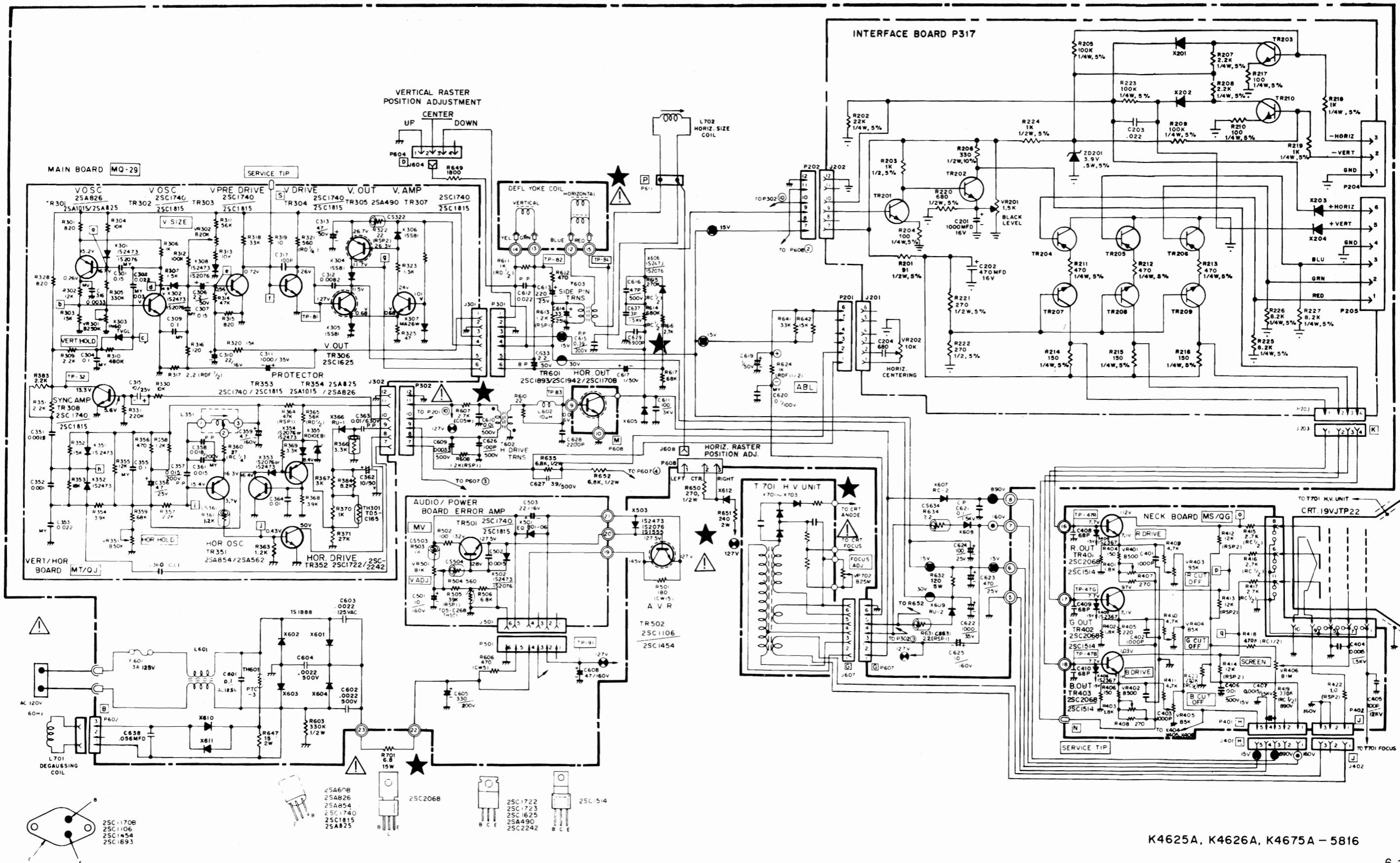
However, a "WELLS GARDNER" picture tube can **ONLY** be used in a "WELLS GARDNER" monitor. It will not function properly if installed in an "ELECTROHOME" monitor. The picture purity will be off.

5. You **CAN NOT** change any part that is a **safety part**, one that is shaded in gray on the schematic; it **MUST** be **IDENTICAL** to the original. **To do otherwise IS DANGEROUS.** For instance, the 13 inch Electrohome (G07-904) monitor "flyback" looks identical to the 19 inch Electrohome (G07-904) monitor "flyback". In fact, there is even a 19 inch Electrohome (G07-905) monitor (which is an obsolete model) with a similar looking "flyback". **NONE OF THESE ARE INTERCHANGEABLE!!**
6. You **CAN** change any of the parts between the G07-904 and G07-907. They're essentially the same monitor except that the G07-907 has a vertically mounted picture tube.

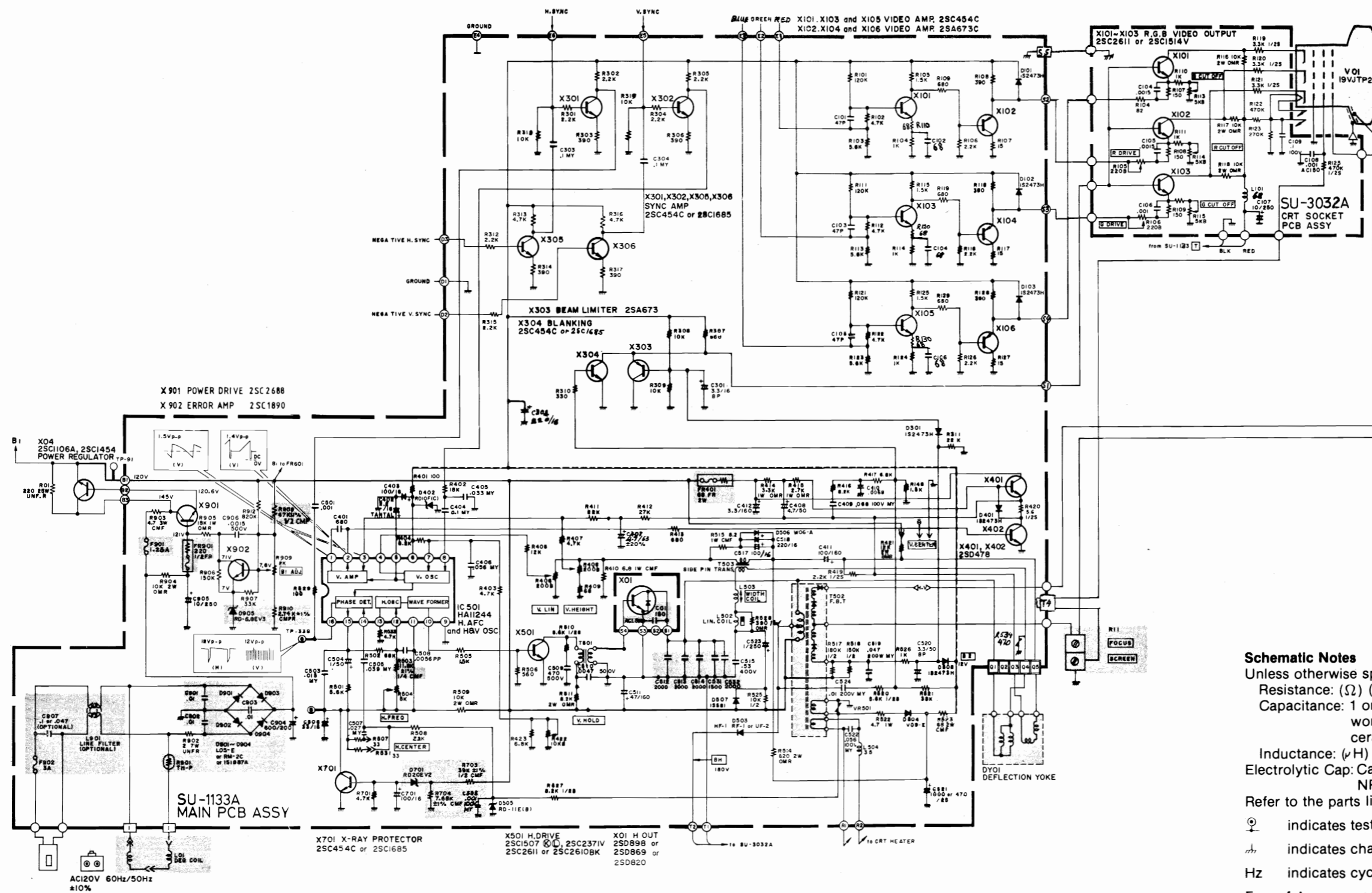
If there is any doubt about what parts can be swapped between each manufacturer's 19 inch and 13 inch models, compare the manufacturer's part number between each one. If they match up, they are the same part.

WELLS-GARDNER 19" COLOR MONITOR SCHEMATIC DIAGRAM

M051-00087-A012



K4625A, K4626A, K4675A - 5816



Schematic Notes
 Unless otherwise specified
 Resistance: (Ω) (K→KΩ, M→MΩ), 1/4 (W) carbon resistor
 Capacitance: 1 or higher → (pF), less than 1 → (μF)
 working voltage → 50 (V)
 ceramic capacitor
 Inductance: (μH)
 Electrolytic Cap: Capacitance Value (μF)/working voltage (V),
 NP → non-polar (or bipolar) electrolytic cap.
 Refer to the parts list for additional component information.

⊙ indicates test point connection
 ⏏ indicates chassis ground unless otherwise specified
 Hz indicates cycles per second

For **safety** purposes (and continuing reliability)
 ⚠ replace all components marked with safety symbol with identical type.
 NOTE: FR → fusible resistor (—⊘—)

00-4147-04
 G07-CB0

Parts identification on circuit boards:
 e.g. SU1126A (R107 = R1107)
 SU3030A (R113 = R3113)

REPLACEMENT PARTS LIST - ELECTROHOME 19" MONITOR

Components identified by the Δ symbol in the PARTS LIST and on the Schematic have special characteristics important to safety.

DO NOT degrade the safety of the set through improper servicing.

Abbreviations for Resistors and Capacitors

Resistor		Capacitor	
C R	: Carbon Resistor	C Cap.	: Ceramic Capacitor
Comp. R	: Composition Resistor	M Cap.	: Mylar Capacitor
OM R	: Oxide Metal Film Resistor	E Cap.	: Electrolytic Capacitor
V R	: Variable Resistor	BP E Cap.	: Bi-Polar (or Non-Polar) Electrolytic Capacitor
MF R	: Metal Film Resistor	MM Cap.	: Metalized Mylar Capacitor
CMF R	: Coating Metal Film Resistor	PP Cap.	: Polypropylene Capacitor
UNF R	: Nonflammable Resistor	MPP Cap.	: Metalized PP Capacitor
F R	: Fusible Resistor	PS Cap.	: Polystyrol Capacitor
		Tan. Cap.	: Tantal Capacitor

NOTE: When ordering replacement parts please specify the part number as shown in this list including part name, and model number. Complete information will help expedite the order.

Use of substitute replacement parts which do not have the same safety characteristics as specified, may create shock, fire or other hazards. For maximum reliability and performance, all parts should be replaced by those having identical specifications.

SERVICE REPLACEMENT PARTS LIST

Symbol	Description	Part Number
	Main P.C.B. Ass'y	SU-1133A
	CRT Socket P.C.B. Ass'y	SU-3032A
	Purity Shield Ass'y	07-220083-03

Outside of the P.C.B. Ass'y

Symbol	Description	Part Number
Δ	Picture Tube 19"	17-7198-03
Δ	Deflection Yoke	A29779-D = 21-141-01
Δ	PC Magnet	A75034-B = 29-32-01
Δ	Flyback Transf.	A29951-B
Δ	HVR	A46600-A
R05	UNF Resistor 220 Ω , 25W K	QRF258K-221
C04	C Capacitor 150pF, AC1.5KV	QCZ0101-005
X01	Si. Transistor	2SD870
X02	Si. Transistor	2SC1106A
SC	Screw #8- $\frac{3}{8}$	31-610818-06
SC	Screw $\frac{1}{4}$ x $\frac{3}{4}$ Pix Tube Mtg. (4)	31-601418-12
WA	Pyramidal Lock Washer (4)	33-255-01
	Nut Retainer, Pix Tube Mtg. (4)	33-494-01
	Clip — P.C.B. Support	33-629-02
	Standoff	33-670-010R-02
	Wire Terminal (Gnd. Strap)	34-228-03
	Terminal Lug (Gnd.)	34-33-04
	Groundstrap Assy.	34-574-02
	Grounding Spring	35-212-03
	Wire Hook (Gnd. Strap)	35-3053-02
	Purity Shield Holddown Clamp	35-2348-01
	Support Brkt. RH	35-3890-01
	Support Brkt. LH	35-3890-02
	Chassis Base	38-449-02
	Yoke Wedge (3)	39-1233-01

Purity Shield Ass'y. Parts List

Symbol	Description	Part Number
D911, D912	Degaussing Coil	21-1007-30
	Rectifier 1 Amp 600V (2)	28-22-27
	Pin Terminal (2)	34-708-01
	Pin Terminal Housing	34-709-01
	Purity Shield (2 pcs.)	35-3847-01
	Purity Shield (2 pcs.)	35-3847-02
C911	Capacitor 100nF 10% 400V	48-171544-62
R921	Resistor, Wirewound 33 Ω , 4W	42-113301-03
	Fire Retardant Term. Strip 4 Lug	34-492-09

CRT Socket P.C.B. Ass'y (SU-3032A) Parts List

Resistors Symbol	Description	Part Number
R3105	V R 200	QVZ3234-022
R3106	V R 200	QVZ3234-022
R3113	V R 5K	QVZ3234-053
R3114	V R 5K	QVZ3234-053
R3115	V R 5K	QVZ3234-053
R3116	OM R 10K Ω 2W J	QRG029J-103
R3117	OM R 10K Ω 2W J	QRG029J-103
R3118	OM R 10K Ω 2W J	QRG029J-103
R3119	Comp. R 3.3K Ω $\frac{1}{2}$ W K	QRZ0039-332
R3120	Comp. R 3.3K Ω $\frac{1}{2}$ W K	QRZ0039-332
C3121	Comp. R 3.3K Ω $\frac{1}{2}$ W K	QRZ0039-332

Capacitors

Symbol	Description	Part Number
C3107	E Cap. 10uF 250V A	QEW53EA-106
C3108	C Cap. 1000pF DC1400V P	QCZ9001-102M

Coils

Symbol	Description	Part Number
L3101	Peaking Coil	QQL043K-101

Semiconductors

Symbol	Description	Part Number
X3101	Si. Transistor	2SC1514VC
X3102	Si. Transistor	2SC1514VC
X3103	Si. Transistor	2SC1514VC

Miscellaneous

Symbol	Description	Part Number
△	△CRT Socket	A76068

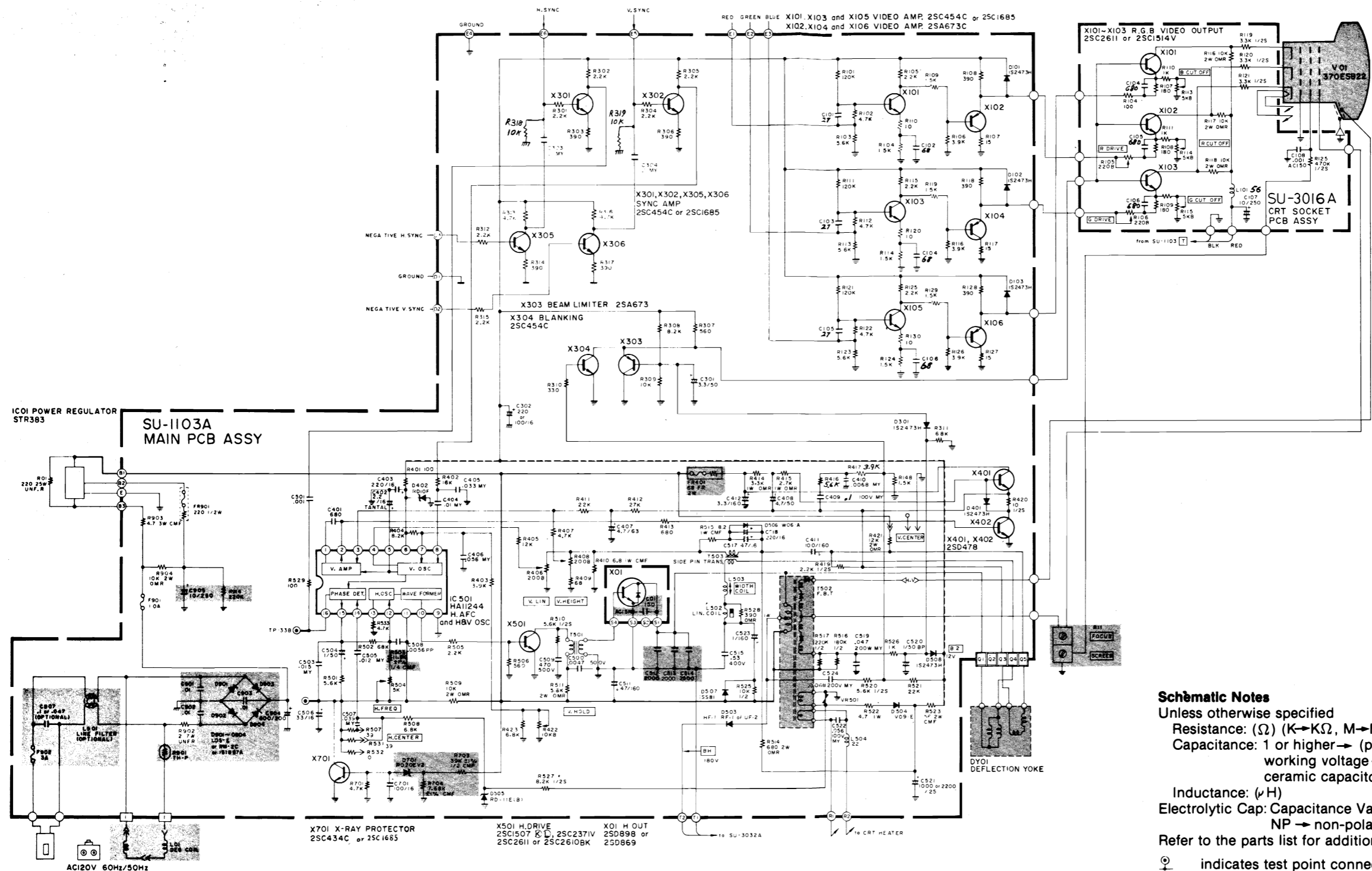
Main PCB Ass'y (SU-1133A) Parts List**Resistors**

Symbol	Description	Part Number
R1406	V R 200Ω	QVZ3230-002
R1408	V R 200Ω	QVZ3230-002
R1410	CMF R 6.8Ω1W J	QRX019J-6R8
R1414	OM R 3.3KΩ1W J	QRG019J-332
R1415	OM R 2.7KΩ1W J	QRG019J-272
R1421	OM R 12KΩ2W J	QRG026J-123Z
R1422	V R 10KΩ	QVZ3230-014
△FR1401	△F R 68Ω2W K	QRH024K-680M
△R1503	△CMF R 11.8KΩ¼W +1%	QRV142F-1182
R1504	V R 5KΩ	QVZ3230-053
R1509	OM R 10KΩ2W J	QRG026J-103Z
R1512	OM R 8.2KΩ2W J	QRG026J-822Z
R1514	OM R 820Ω2W J	QRG026J-821Z
R1515	CMF R 8.2Ω1W J	QRX019J-8R2
R1522	CMF R 4.7Ω1W J	QRX019J-4R7
R1523	OM R 68Ω2W J	QRG026J-680Z
R1528	OM R 390Ω1W J	QRG019J-391
R1534	ZN R	ERZ-C05ZK471
VR1501	ZN R	ERZ-C05DK271
△R1703	△CMF R 39Ω½W +1%	QRV122F-3902
△R1704	△CMF R 7.68KΩ¼W +1%	QRV142F-7681
△R1901	△Posistor	A75414
R1902	UNF R 2Ω7W K	QRF076K-2R0
R1903	CMF R 4.7Ω3W J	QRX039J-4R7
R1904	OM R 10KΩ2W J	QRG026J-103Z
R1905	OM R 18KΩ1W J	QRG019J-183
△Q1908	△CMF R 47Ω½W +1%	QRV122F-470Z
△R1909	V R 2KΩ	QVP5A0B-023E
R1910	△CMF R 2.74KΩ¼W +1%	QRV142F-274I
△FR1901	△F R 220Ω½W K	QRH124K-221M

Capacitors

Symbol	Description	Part Number
C1301	BPE Cap. 3.3uF 50V A	QEN61HA-335Z
C1402	Tan. Cap. 2.2uF 16V K	QEE51CK-225B
C1407	E Cap. 4.7uF 6.3V A	QEW51JA-475
C1411	E Cap. 100uF 160V A	QEW52CA-107
C1412	E Cap. 3.3uF 160V A	QEW52CA-335
C1508	PP Cap. 5600uF 50V J	QFP31HJ-562
△C1512	△PP Cap. 2000pF DC1500V J	QFZ0082-202
△C1513	△PP Cap. 2000pF DC1500V J	QFZ0082-202
△C1514	△PP Cap. 2000pF DC1500V J	QFZ0082-202
C1515	PP Cap. 0.53uF DC1200V J	QFZ0067-534
C1520	BPE Cap. 3.3uF 50V A	QEN61HA-335Z
C1523	E Cap. 1uF 160V A	QEW62CA-105Z
C1524	M Cap. 0.1uF 200V K	QFM720K-104M
△C1531	△PP Cap. 2000pF DC1500V J	QFZ0082-202
△C1532	△PP Cap. 1500pF DC1500V J	QFZ0082-152
C1904	E Cap.	QEY0034-001
C1905	E Cap. 10uF 250V A	QEW52EA-106

Coils	Description	Part Number
Symbol		
L1502	Linearity Coil	A39835
L1503	Width Coil	C30380-A
L1504	Heater Choke	C30445-A
Transformers		
Symbol	Description	Part Number
T1501	Hor. Drive Transf.	A46022-BM
T1503	Side Pin Transf.	C39050-A
Semiconductors		
Symbol	Description	Part Number
IC1501	IC	HA11244
X1101	Si. Transistor	2SC1685(R)
X1102	Si. Transistor	2SA673(C)
X1103	Si. Transistor	2SC1685(R)
X1104	Si. Transistor	2SA673(C)
X1105	Si. Transistor	2SC1685(R)
X1106	Si. Transistor	2SA673(C)
X1301	Si. Transistor	2SC1685(R)
X1302	Si. Transistor	2SC1685(R)
X1303	Si. Transistor	2SA673(C)
X1304	Si. Transistor	2SC1685(R)
X1305	Si. Transistor	2SC1685(R)
X1401	Si. Transistor	2SD478
X1402	Si. Transistor	2SD478
X1501	Si. Transistor	2SC2610BK
X1901	Si. Transistor	2SC2688 (K.L.M.)
X1902	Si. Transistor	2SC1890A (E.F.)
D1101	Si. Diode	W06A
D1102	Si. Diode	W06A
D1103	Si. Diode	W06A
D1301	Si. Diode	1SZ473H
D1401	Si. Diode	1SZ473H
D1402	Zener Diode	RD10F(C)
D1503	Si. Diode	HF-1
D1504	Si. Diode	V09E
D1505	Zener Diode	RD11E(B)
D1506	Si. Diode	W06A
D1507	Si. Diode	1SS81
D1508	Si. Diode	1SZ473H
△D1701	△Zener Diode	RD20EV2
△D1901	△Si. Diode	1S1887A
△D1902	△Si. Diode	1S1887A
△D1903	△Si. Diode	1S1887A
△D1904	△Si. Diode	1S1887A
△D1905	△Zener Diode	RD6.8EV3
Miscellaneous		
Symbol	Description	Part Number
△F1901	△Fuse 1.25A	QMF53U1-1R25S
△F1902	△UL Fuse 3A	QMF66U1-3R0S



Schematic Notes

- Unless otherwise specified
- Resistance: (Ω) (K→KΩ, M→MΩ), 1/4 (W) carbon resistor
- Capacitance: 1 or higher → (pF), less than 1 → (μF)
- working voltage → 50 (V)
- ceramic capacitor
- Inductance: (μH)
- Electrolytic Cap: Capacitance Value (μF)/working voltage (V), NP → non-polar (or bipolar) electrolytic cap.
- Refer to the parts list for additional component information.
- ⊕ indicates test point connection
- ⊥ indicates chassis ground unless otherwise specified
- Hz indicates cycles per second
- For **safety** purposes (and continuing reliability)
- ⚠ replace all components marked with safety symbol with identical type.
- NOTE: FR → fusible resistor (—FR—)

G07-FBO
00-4147-03

Parts identification on circuit boards:
e.g. SU1126A (R107 = R1107)
SU3030A (R113 = R3113)

REPLACEMENT PARTS LIST - ELECTROHOME 13" MONITOR

Components identified by the Δ symbol in the PARTS LIST and on the Schematic have special characteristics important to safety.

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Abbreviations for Resistors and Capacitors

Resistor		Capacitor	
C R	: Carbon Resistor	C Cap.	: Ceramic Capacitor
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V R	: Variable Resistor	BP E Cap.	: Bi-Polar (or Non-Polar) Electrolytic Capacitor
MF R	: Metal Film Resistor	MM Cap.	: Metalized Mylar Capacitor
CMF R	: Coating Metal Film Resistor	PP Cap.	: Polypropylene Capacitor
UNF R	: Nonflammable Resistor	MPP Cap.	: Metalized PP Capacitor
F R	: Fusible Resistor	PS Cap	: Polystyrol Capacitor
		Tan. Cap.	: Tantal Capacitor

NOTE: When ordering replacement parts please specify the part number as shown in this list including part name, and model number. Complete information will help expedite the order.

Use of substitute replacement parts which do not have the same safety characteristics as specified, may create shock, fire or other hazards. For maximum reliability and performance, all parts should be replaced by those having identical specifications.

Symbol	Description	Part Number
	Main P.C.B. Ass'y	SU-1103A
	CRT Socket P.C.B. Ass'y	SU-3016A
Outside of the P.C.B. Ass'y		
Symbol	Description	Part Number
Δ V01	Δ Picture Tube	370ESB22(E)
Δ DY01	Δ Deflection Yoke	C29123-V
	PC Magnet	A76366-A
	Wedge	C30006
	Δ Flyback Transf.	A19183-A
Δ R11	Δ Focus V R	A46606-A
Δ R05	UNF Resistor 220 Ω , 25W. K	QRF258K-221
Δ C04	Δ C Capacitor 150 pF, AC1.5KV	QCZ0101-005
X01	Si. Transistor	2SD869
IC01	IC Regulator	STR383
L01	Degausing Coil	21-1007-31
	Degausing Coil Pin Terminal (2)	34-708-01
	Degausing Coil Pin Terminal Housing	34-709-01
	Groundstrap Ass'y.	34-697-04
	Groundstrap Wire Terminal	34-228-03
	Groundstrap Spring (2)	35-3560-01
BR	Support Bracket RH	35-3919-01
BR	Support Bracket LH	35-3919-02
SC	SCREW 10- $\frac{1}{2}$ Pix Tube Mtg. (4)	31-631018-08
WA	Pyramidal Lockwasher (4)	33-255-01
	Clip P.C.B. Support (2)	33-629-02
	Ground Lug	34-33-04
CH	Chassis Base	38-452-01

Main P.C.B. Ass'y (SU-1103A) Parts List

Resistors

Symbol	Description	Part Number
R1406	V R 200 Ω	QVZ3230-022
R1408	V R 200 Ω	QVZ3230-022
R1410	CMF R 6.8 Ω 1W J	QRX019J-6R8
R1414	OM R 3.3K Ω 1W J	QRG019J-332
R1415	OM R 2.7K Ω 1W J	QRG019J-272
R1421	OM R 12K Ω 2W J	QRG029J-123
R1422	V R 10K Ω	QVZ3224-014H
Δ FR1401	Δ F R 68 Ω 2W K	QRH024K-680M
Δ R1503	Δ CMF R 11.8K Ω $\frac{1}{4}$ W +1%	QRV142F-1182
R1504	V R 5K Ω	QVZ3230-053
R1509	OM R 10K Ω 2W J	QRG029J-103
R1511	OM R 5.6K Ω 2W J	QRG029J-562
R1514	OM R 680 Ω 2W J	QRG029J-681
R1515	CMF R 8.2 Ω 1W J	QRX019J-8R2
R1522	CMF R 4.7 Ω 1W J	QRX019J-4R7
R1523	OM R 56 Ω 2W J	ORG029J-560
R1528	OM R 390 Ω 1W J	ORG019J-391
R1534	ZN R	ERZ-C05ZK471
VR1501	ZN R	ERZ-C05DK271
Δ R1703	Δ CMF R 39K Ω $\frac{1}{2}$ W +1%	QRV122F-3902
Δ R1704	Δ CMF R 7.68K Ω $\frac{1}{4}$ W +1%	QRV142F-7681
Δ R1901	Δ Posistor	A75414
R1902	UNF R 2 Ω 7W K	QRF076K-2R0
R1903	CMF R 5.6 Ω 3W J	QRX039J-5R6
R1904	OM R 10K Ω 2W J	QRG026J-103Z
Δ FR1901	Δ F R 220 Ω $\frac{1}{2}$ W K	QRH124K-221M

Capacitors

Symbol	Description	Part Number
C1402	Tan. Cap. 2.2uF 16V K	QEE51CK-225B
C1411	E Cap. 100uF 160V A	QEW52CA-107
C1412	E Cap. 3.3uF 160V A	QEW52CA-335
C1508	PP Cap. 5600pF 50V J	QFP31HJ-562
C1511	E Cap. 47uF 160V A	QEW52CA-476S
Δ C1512	Δ PP Cap. 2000pF DC1500V J	QFZ0082-202
Δ C1513	Δ PP Cap. 2000pF DC1500V J	QFZ0082-202
Δ C1514	Δ PP Cap. 2500pF DC1500V J	QFZ0082-252
C1515	PP Cap. 0.53uF DC1200V K	QFZ0067-534
C1520	BPE Cap. 1uF 50V A	QEN61HA-105Z
C1524	M Cap. 0.1uF 200V K	QFM72DK-682M
C1904	E Cap.	QEY0034-001
C1905	E Cap. 10uF 250V A	QEW52EA-106
Δ C1907	Δ MM Cap. 0.1uF AC150V Z	QFZ9008-104

Coils

Symbol	Description	Part Number
L1501	Peaking Coil	A75360-6
L1502	Liniarty Coil	A39934
L1503	Width Coil	C30380-A
L1504	Heater Choke	C30333-A
L1901	Line Filter	A39475-J

Transformers

Symbol	Description	Part Number
T1501	Hor. Drive Transf.	A46022-BM
T1503	Side Pin Transf.	C39050-A

Semiconductors		
Symbol	Description	Part Number
IC1501	I.C.	HA11244
X1101	Si. Transistor	2SC1685(R)
X1102	Si. Transistor	2SA673(C)
X1103	Si. Transistor	2SC1685(R)
X1104	Si. Transistor	2SA673(C)
X1105	Si. Transistor	2SC1685(R)
X1106	Si. Transistor	2SA673(C)
X1301	Si. Transistor	2SC1685(R)
X1302	Si. Transistor	2SC1685(R)
X1303	Si. Transistor	2SA673(C)
X1304	Si. Transistor	2SC1685(R)
X1305	Si. Transistor	2SC1685(R)
X1401	Si. Transistor	2SD478
X1402	Si. Transistor	2SD478
X1501	Si. Transistor	2SC2610BK
X1701	Si. Transistor	2SC1685(P-S)
D1101	Si. Diode	W06A
D1102	Si. Diode	W06A
D1103	Si. Diode	W06A
D1301	Si. Diode	1S2473H
D1401	Si. Diode	1S2473H
D1402	Zener Diode	RD10F(C)
D1503	Si. Diode	HF-1
D1504	Si. Diode	V09E
D1505	Zener Diode	RD11E(B)
D1506	Si. Diode	W06A
D1507	Si. Diode	1SS81
D1508	Si. Diode	1S2473H
△D1701	△Zener Diode	RD20EV2
△D1901	△Si. Diode	1S1887A
△D1902	△Si. Diode	1S1887A
△D1903	△Si. Diode	1S1887A
△D1904	△Si. Diode	1S1887A
Miscellaneous		
Symbol	Description	Part Number
△F1901	△Fuse 1A	QMF53U1-1R0S
△F1902	△UL Fuse 3A	QMF66U1-3R0S

CRT Socket P.C.B. Ass'y (SU-3016A) Parts List

Resistors

Symbol	Description	Part Number
R3105	V R 200 Ω	QVZ3234-022
R3106	V R 200 Ω	QVZ3234-022
R3113	V R 5K Ω	QVZ3234-053
R3114	V R 5K Ω	QVZ3234-053
R3115	V R 5K Ω	QVZ3234-053
R3116	OM R 10K Ω 2W J	QRG029J-103
R3117	OM R 10K Ω 2W J	QRG029J-103
R3118	OM R 10K Ω 2W J	QRG029J-103
R3119	Comp. R 3.3K Ω ½W K	QRZ0039-332
R3120	Comp. R 3.3K Ω ½W K	QRZ0039-332
R3121	Comp. R 3.3K Ω ½W K	QRZ0039-332

Capacitors

Symbol	Description	Part Number
C3107	E Cap. 10uF 250V A	QEW52EA-106
C3108	C Cap. 1000pF DC1400V P	QCZ9001-102M

Coils

Symbol	Description	Part Number
L3101	Peaking coil	QQL043K-101

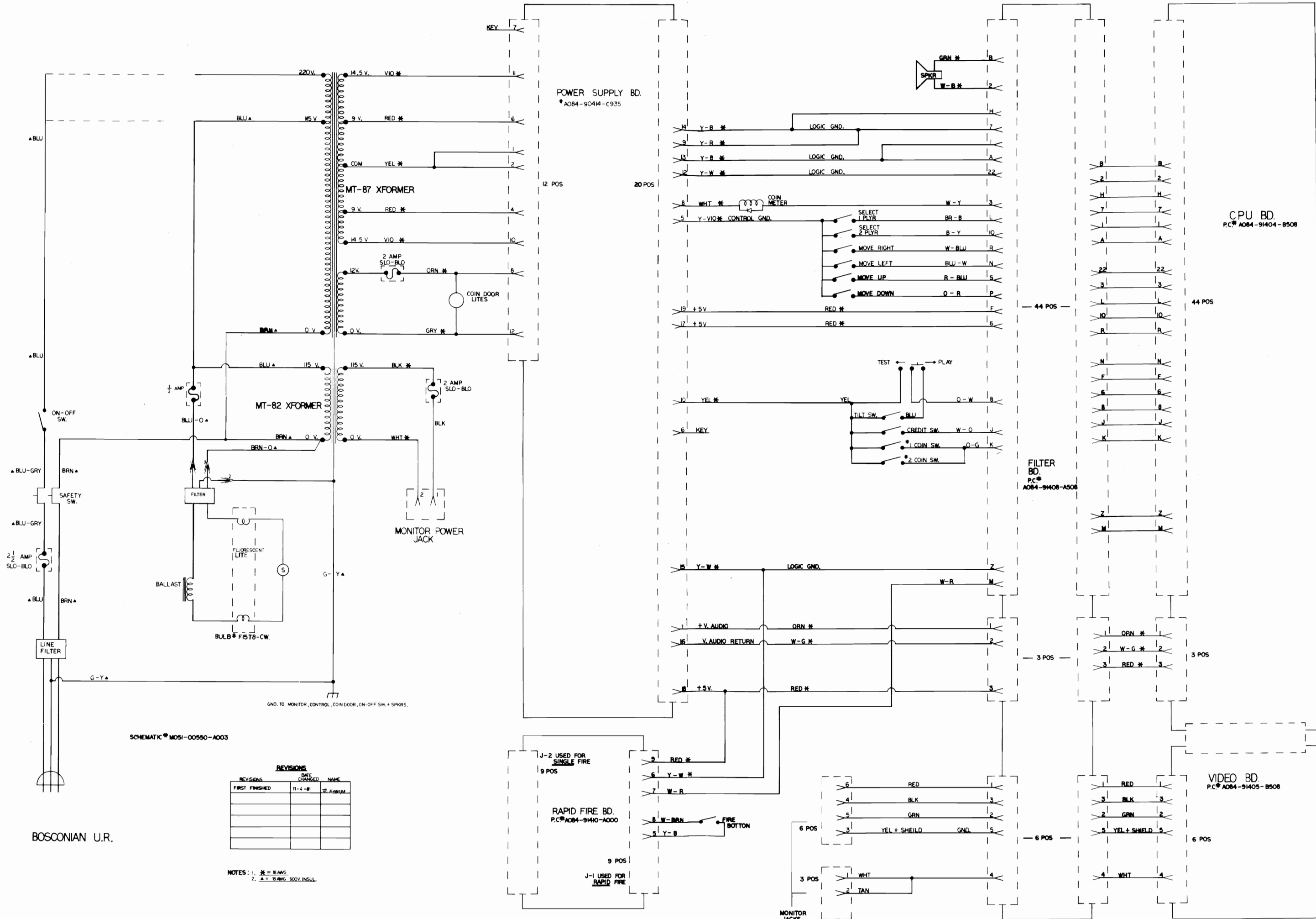
Semiconductors

Symbol	Description	Part Number
X3101	Si. Transistor	2SC2611
X3102	Si. Transistor	2SC2611
X3103	Si. Transistor	2SC2611

Miscellaneous

Symbol	Description	Part Number
Δ	Δ CRT Socket	A75522

VII Schematics and Wiring Diagrams



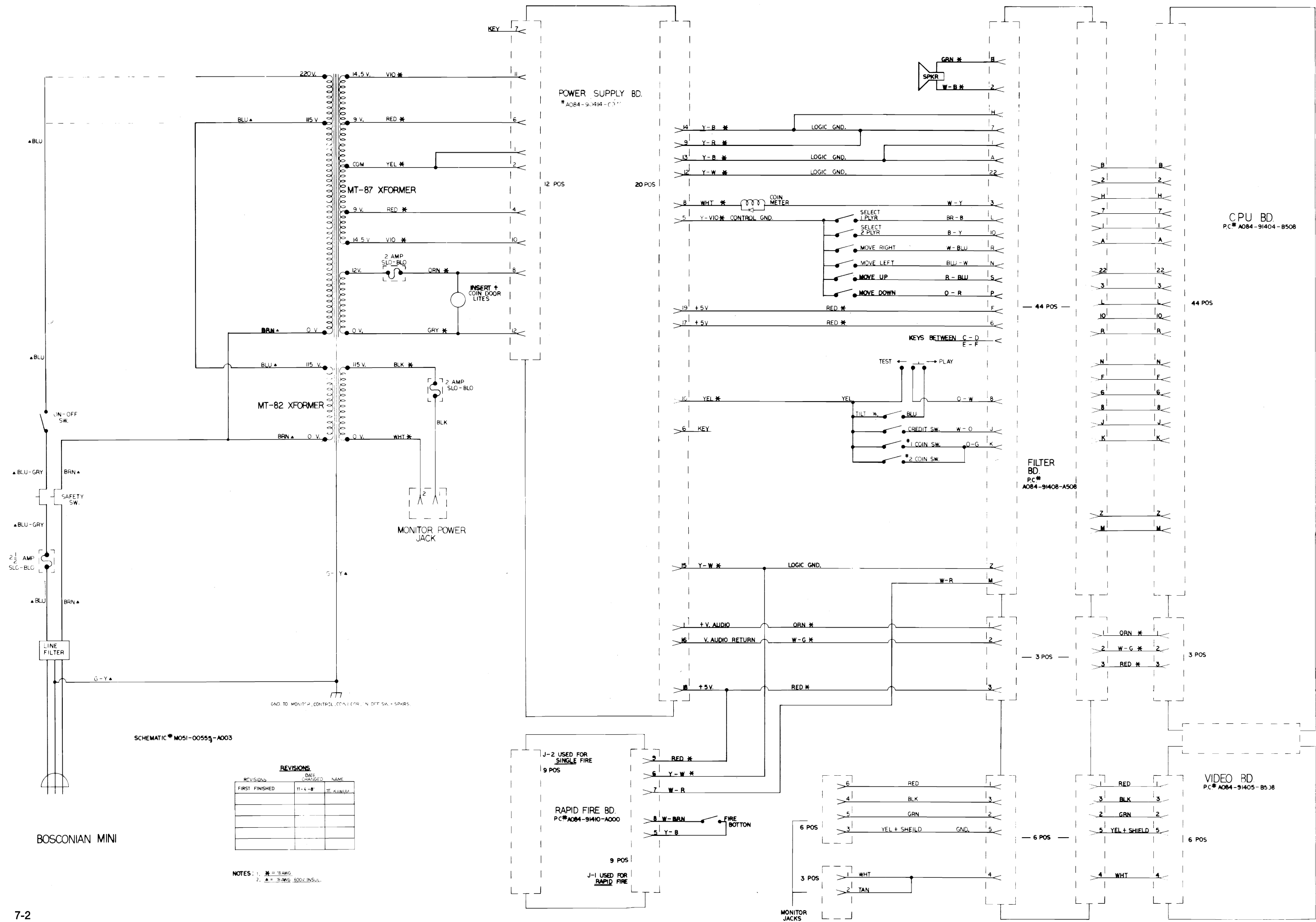
SCHEMATIC * M051-00550-A003

REVISIONS

REVISIONS	DATE	CHANGED	NAME
FIRST FINISHED	11-4-81		J. K...

NOTES: 1. * = 1/2 WATT.
2. Δ = 1/2 WATT 600V. INSUL.

BOSCONIAN U.R.



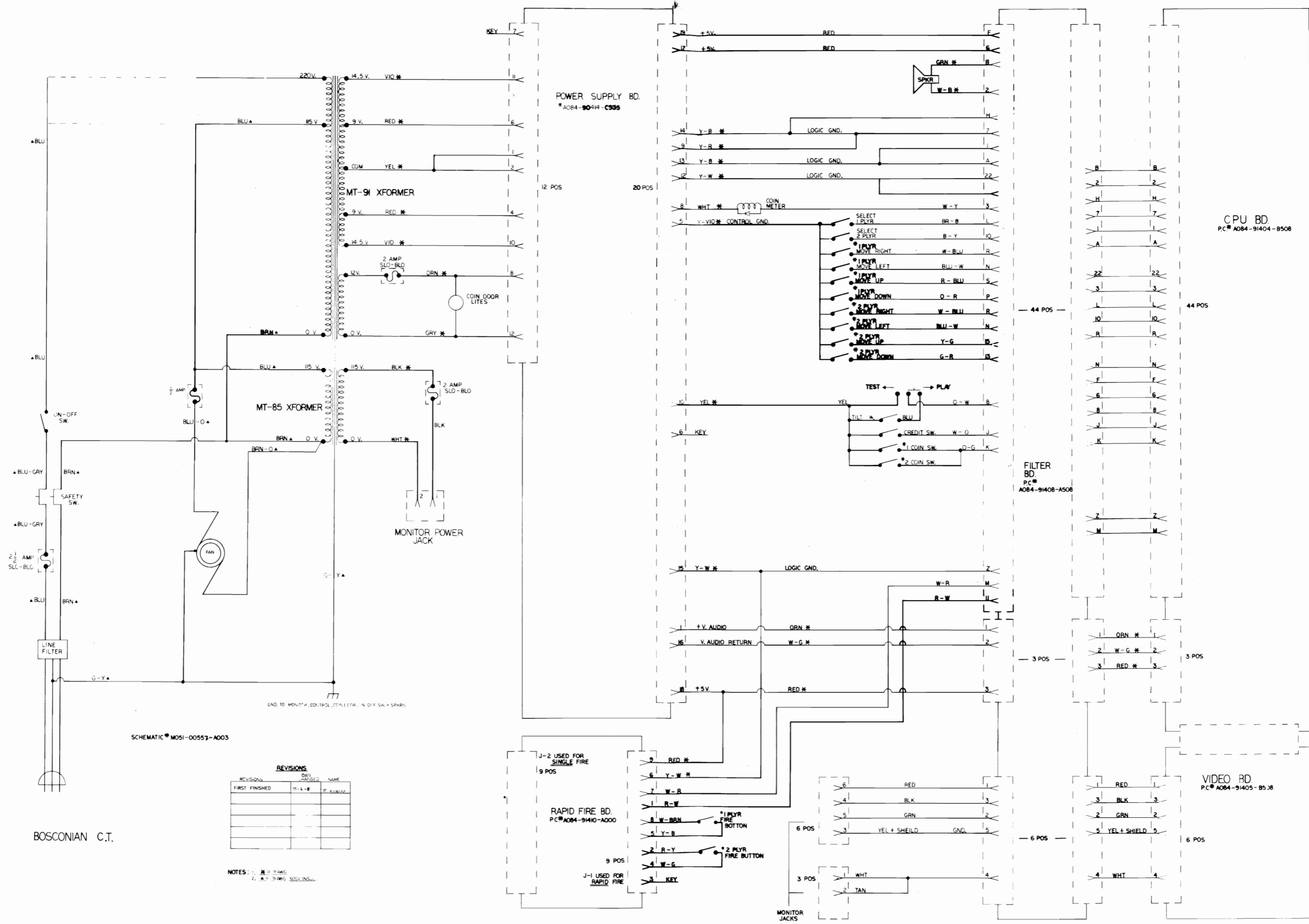
SCHEMATIC # M051-00555-A003

REVISIONS

REV. NO.	DATE	BY	NAME
1	11-4-81	W. KANE	

NOTES: 1. * = 18 AWG
2. ▲ = 18 AWG 500V INSUL.

BOSCONIAN MINI



SCHEMATIC * MOSI-00557-A003

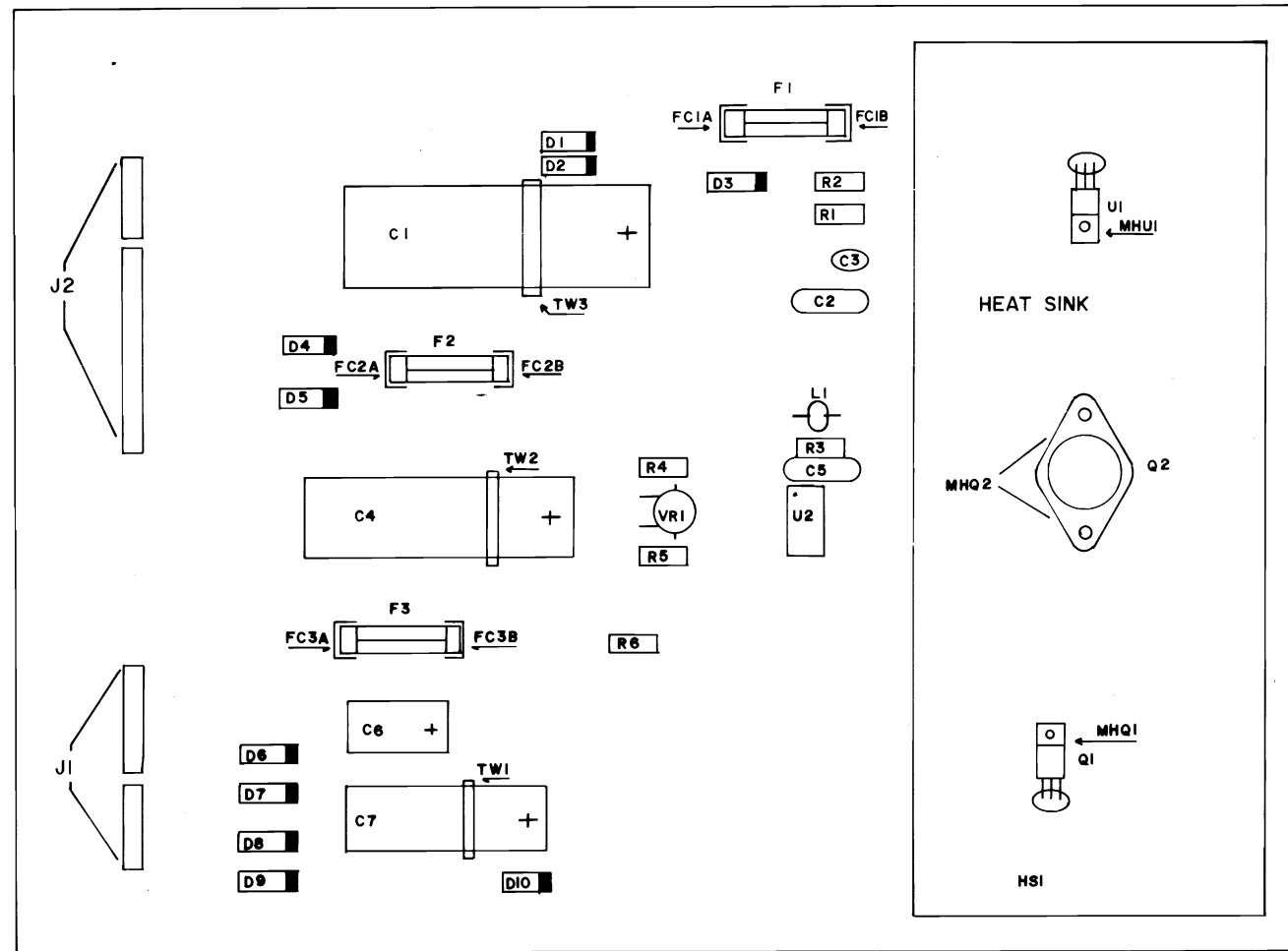
REVISIONS

REVISIONS	DATE	INITIALS	NAME
FIRST FINISHED	11-4-8	JF	5/2/82

NOTES: 1. * = TRAWG
2. ▲ = TRAWG SCOV.INSUL.

BOSCONIAN C.T.

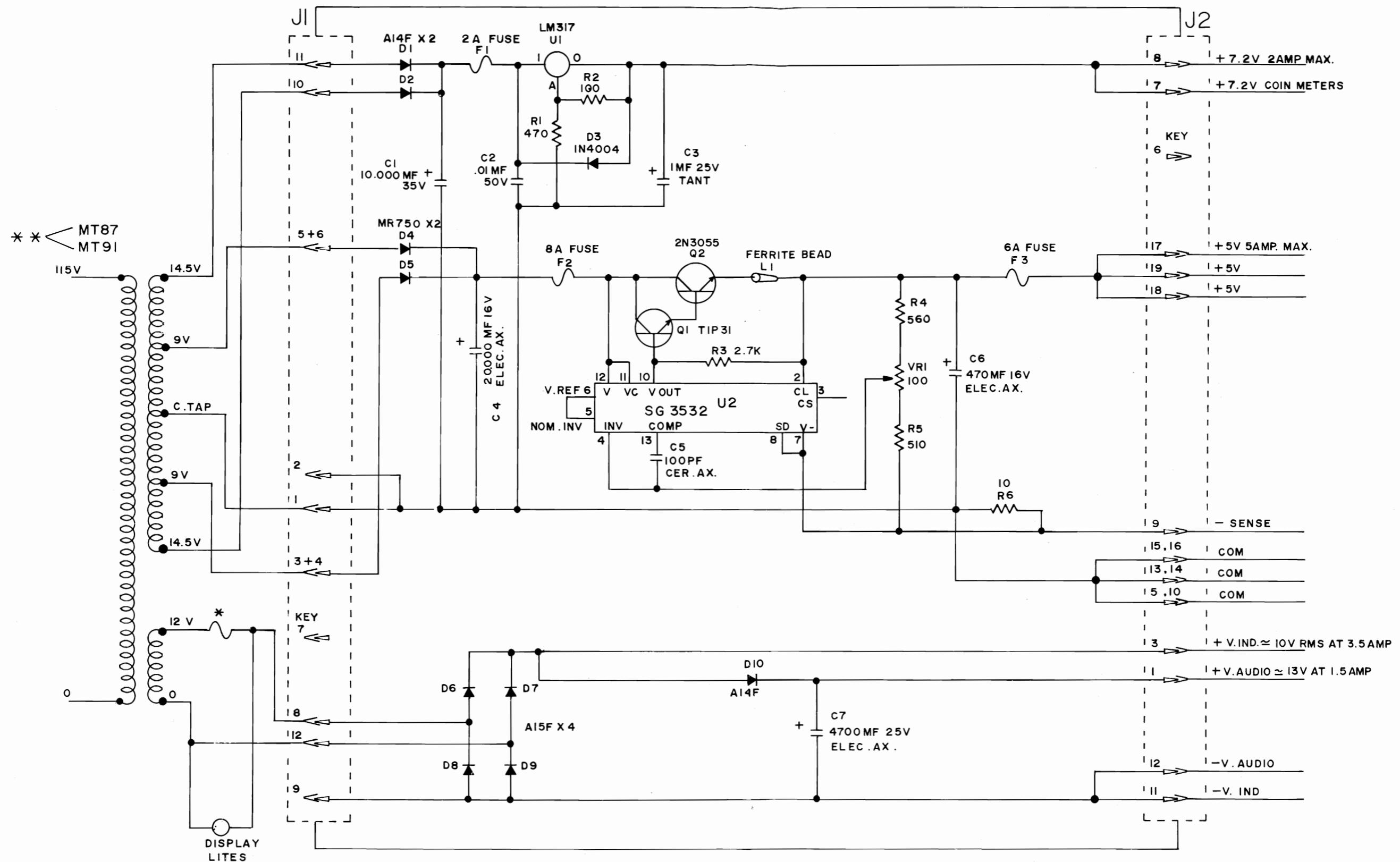
DESIGNATION	DESCRIPTION
C1	10000 MF 35V AX. ELEC.
C2	.01MF 50V AX. CER.
C3	1MF 25V TANT.
C4	20000MF 16V AX. ELEC.
C6	100PF 50V AX. CER.
C6	470MF 16V AX. ELEC.
C7	4700 MF 25V " "
R1	470 OHM 1/4W 5% CRBN
R2	100 " " " "
R3	2.7K " " " "
R4	560 " " " "
R5	510 " " " "
R6	10 " " " "
VR1	100 OHM 1/4W CRBN. FLM.
D1, D2	AI4F
D3	IN4004
D4, D5	MR750
D6-D9	AI5F
D10	AI4F
Q1	TIP31
Q2	2N3055
U1	LM317
U2	3532
L1	FERROXCUBE BEAD
HS1	HEAT SINK
F1	FUSE 2A
F2	" 8A
F3	" 6A
FC1A, FC1B, FC2A FC2B, FC3A, FC3B	FUSECLIP W/ STOP " "
J1	CONN. KK.156 (RA)(5-PIN) (6-PIN)
J2	" " (RA)(5-PIN) (13-PIN)
MHQ1	MOUNTING HARDWARE Q1 (1) SCREW 4-40X10 SLT RND (1) WSH.4 120-.250-018 (1) HEXNUT 4-40 (1) SHOULDER WSH. 974-302 THERMAL COMPOUND AS REQ. (1) TO-220 INSULATOR RT-3.5 MICA
MHQ2	MOUNTING HARDWARE Q2 (2) SCREW 4-40X10 SLT RND (2) WSH 4 120-.250-018 (2) HEXNUT 4-40 (2) SHOULDER WSH. 974-302 THERMAL COMPOUND AS REQ. (1) TO-3 RT-1.5 FILM
MHU1	MOUNTING HARDWARE U1 (1) SCREW 4-40X10 SLT RND (1) WSH 4 120-.250-018 (1) HEXNUT 4-40 (1) SHOULDER WSH. 974-302 THERMAL COMPOUND AS REQ. (1) TO-220 INSULATOR RT-3.5 MICA
TW1-TW3	TIE WRAPS



DESCRIPTION	QTY	DESIGNATION	PART NUMBER
100 PF 50V AX. CER.	1	C5	0508-00800-2100
.01MF " " " "	1	C2	0171-097H2-JXXX
1MF 25V TANT.	1	C3	0935-00814-0100
470MF " AX. ELEC.	1	C6	0175-271EX-EXXX
4700MF " " " "	1	C7	0508-00800-2200
10000MF 35V AX. ELEC.	1	C1	0175-32GX-EXBX
20000 16v MF " "	1	C4	0935-00814-0800
10 OHM 1/4w 5% CBN	1	R6	0062-051B3-1XXX
100 " " " "	1	R2	0062-110B3-1XXX
470 " " " "	1	R1	0062-156B3-1XXX
510 " " " "	1	R5	0062-159B3-1XXX
560 " " " "	1	R4	0062-162B3-1XXX
2.7K " " " "	1	R3	0062-199B3-1XXX
100 " " CBN FLM	1	VR1	0063-025AX-1DEX
1N4004	1	D3	0508-00801-0200
A14F	3	D1, D2, D10	0064-168XX-XXGX
A15F	4	D6-D9	0064-169XX-XXGX
MR750	2	D4, D5	0064-303XX-XXJX
TIP31	1	Q1	0065-485XX-XXXX
2N3055	1	Q2	0935-00800-0000
3532	1	U2	0066-044BX-XXXX
LM317	1	U1	0935-00804-3600
FERROXCUBE BEAD	1	L1	0017-00009-0225
HEAT SINK	1	HS1	0068-045XX-ABDX
FUSE 2A	1	F1	0017-00003-0005
FUSE 6A	1	F3	0017-00003-0008
FUSE 8A	1	F2	0017-00003-0184
FUSECLIP	6	FC1A, FC1B, FC2A, FC2B, FC3A, FC3B	0017-00003-0214
KK 156 (RA) (5)	2	J1, J2	3000-16387-0500
KK 156 (RA) (6)	1	J1	3000-16387-0600
KK 156 (RA) (13)	1	J2	3000-16387-1300
SCREW 4-40x10	4	MHU1, MHQ1, MHQ2	0017-00101-0727
WSH 4 120-.250-018	4	" " "	0017-00104-0071
HEXNUT 4-40	4	" " "	0017-00103-0002
SHOULDER WSH	4	" " "	0017-00042-0109
THERMAL COMPOUND	AS REQ.	" " "	0017-00009-0204
TO-220, INSULATOR	2	MHU1, MHQ1	0017-00003-0205
TO-3 INSULATOR	1	MHQ2	0017-00042-0108
TIE WRAPS	3	TW1-TW3	0017-00042-0105
PCB	1		A080-90414-C935

THIS DWG. IS CONFIDENTIAL & PROPERTY OF MIDWAY MFG. CO.

DIM TOLERANCES UNLESS OTHERWISE SPEC. FRACTIONAL ± .154 DECIMAL ± .005 HOLE DIA. + .002 - .000 ANGLE ± 12° DO NOT SCALE DWG.	PART NO. RALLY-X DATE 2/9/82 DRAWN MM CHECKED Y.S.	MIDWAY MFG. CO. FRANKLIN PK., IL 60131 A BALLY CO.	REVISIONS PART NO. M051-00985-C028
ASSEMBLY DRWNG PWR. SUPP. A084-90414-C935			



NOTES:

* 2AMP FUSE W/O DISPLAY LITES

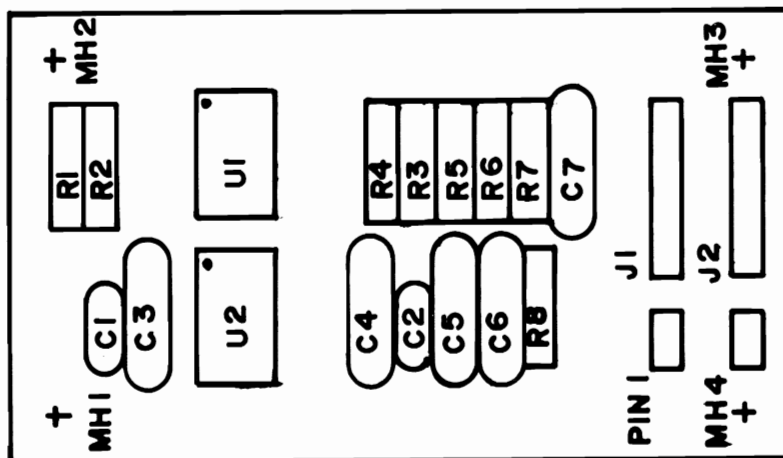
** MT87 FOR UR.

MT91 FOR C.T.

DO NOT SCALE DWG		HEAT TREAT	SCALE	USED ON RALLY-X	MIDWAY MFG. CO. FRANKLIN PK. ILL.
DIM TOLERANCES UNLESS SPECIFIED		MAT'L	FULL	NO. REQ'D / PER	
CONCENTRICITY T18 .003	DRN. <i>M.M.</i>	FINISH	SCHEMATIC		ART NO.
FRACTIONAL 1/64	CKD.		POWER SUPPLY		M051-00935-0025
DECIMAL .005	DATE 2-10-82		A084-90414-C935		
SOLE DIA +.002 .000					

DESIGNATION LIST

DESIGNATION	DESCRIPTION
C1, C2	.1MF 100V MYLAR
C3-C7	.01MF 25V AX CER
R1-R4	1MEG OHM 1/4w 5% CRBN RES
R5	1K " " " " "
R6	68 " " " " "
R7	1K " " " " "
R8	68 " " " " "
U1	LM556
U2	7400
J1, J2	KK.156 VERT 2(6-PIN) 2(2-PIN)
MH1-MH4	SNAP BUSHING 1/4"



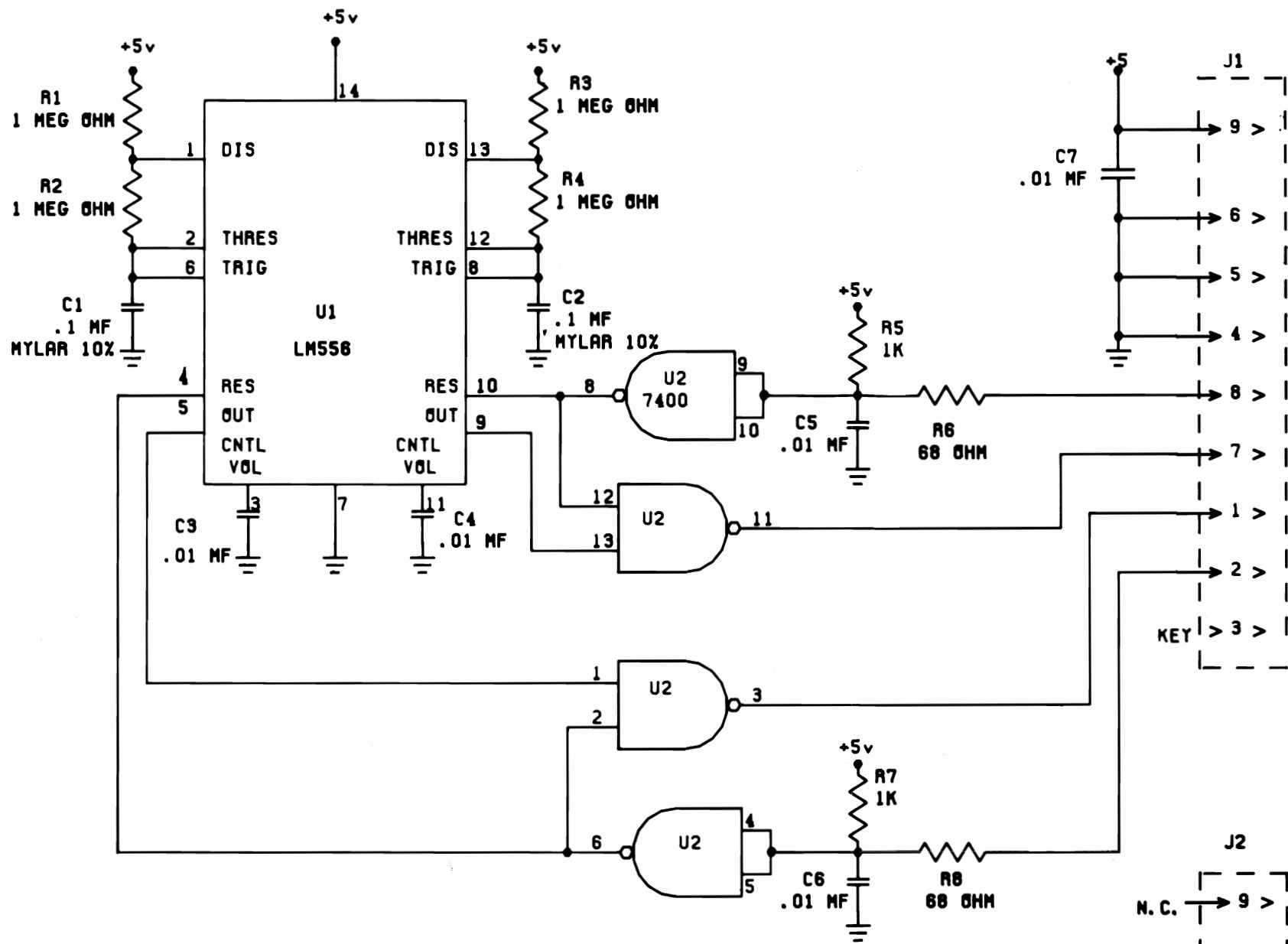
CROSS REFERENCE LIST

DESCRIPTION	QUANTITY	DESIGNATION	PART #
.01MF 25VAXCER	5	C3-C7	0508-00800-0800
.1MF 100V 10% MYLAR	2	C1, C2	0508-00800-2300
68 OHM 1/4w 5% CRBN RES.	2	R6, R8	0062-098B3-1XXX
1K " " " " "	2	R5, R7	0062-179B3-1XXX
1MEG " " " " "	4	R1-R4	0062-323B3-1XXX
LM556	1	U1	0508-00803-5500
7400	1	U2	0508-00803-5600
KK.156 CON. (2-PIN)	2	J1, J2	3000-16335-0200
(6-PIN)	2	J1, J2	3000-16335-0600
MOUNTING HARDWARD			
SNAP BUSHING 1/4"	4	MH1-MH4	0017-00042-0014
RAPID FIRE P.C	1	A080-91410-A000	A080-91410-A000

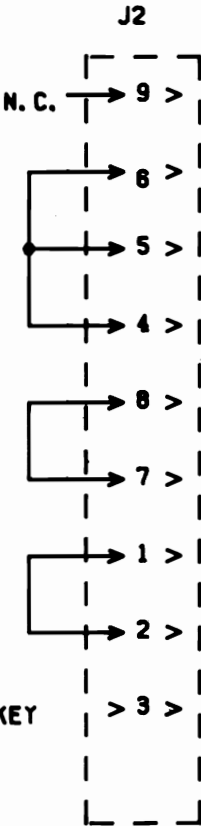
PROJECT ENG: JERRY SZERSZEN

(THIS DWG IS CONFIDENTIAL & PROPERTY OF MIDWAY MFG CO.)

DIM. TOLERANCES UNLESS OTHERWISE SPEC CONCENTRICITY T I R .002 FRACTIONAL ± .164 DECIMAL ± .005 HOLE DIA + .002-- .000 ANGLE ± 1/2° DO NOT SCALE DWG	GALAGA DATE 09-30-81 MECH CHK M M MATE FINISH	MIDWAY MFG. CO. FRANKLIN PK., IL. 60131 A BALLY CO.	
	RAPID FIRE P.C. ASSEMBLY DRAWING A082-91410-A000	REVISIONS PART NO M051-00114-A001	



NOTE: USE J1 FOR RAPID FIRE OPTION



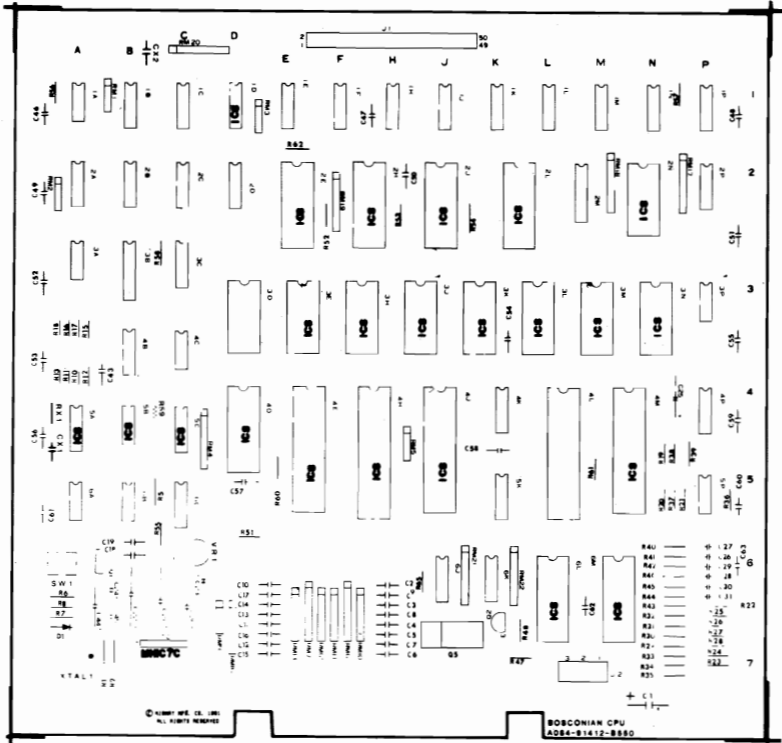
NOTE: USE J2 TO BYPASS RAPID FIRE OPTION

M051-00114-A002

CKD. <u>V.S.</u>		DO NOT SCALE DIM.		REVISIONS	
DRAW. TJK	DATE 9/30/81	USED AN GALAGA		MIDWAY MFG. CO. FRANKLIN PK. ILL.	
heat treat	scale FULL	NO. REQ'D 1 PER			
mat'l.	RAPID FIRE P.C.			PART NO.	
finish				A082-91410-A000	

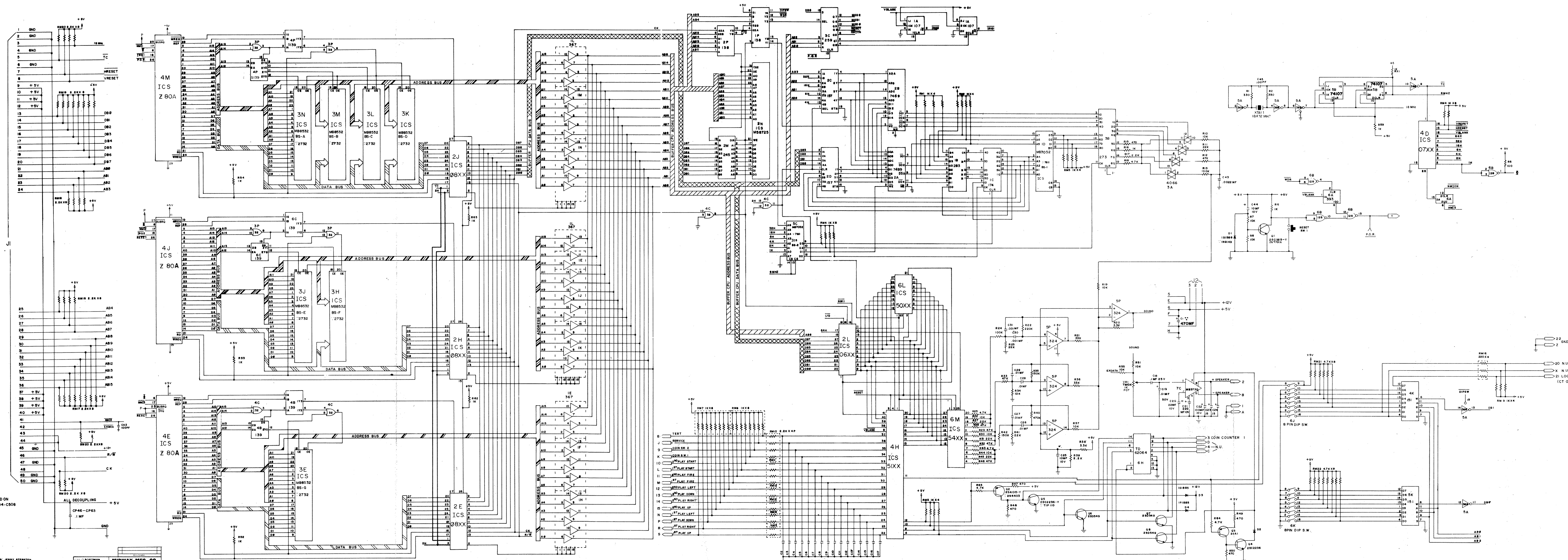
DESIGNATION LIST

Table with 4 columns: DESIGNATION, DESCRIPTION, DESIGNATION, DESCRIPTION. Lists various components like capacitors, resistors, ICs, and hardware with their part numbers and quantities.



CROSS REFERENCE LIST table with 6 columns: DESCRIPTION, QUAN, DESIGNATION, PART NO., DESCRIPTION, QUAN, DESIGNATION, PART NO. Provides a detailed mapping between component descriptions and their specific part numbers.

PROJECT ENG. J. SZERSZEN, MIDWAY MFG. CO. Drawing header information including project name, date, and revision control.



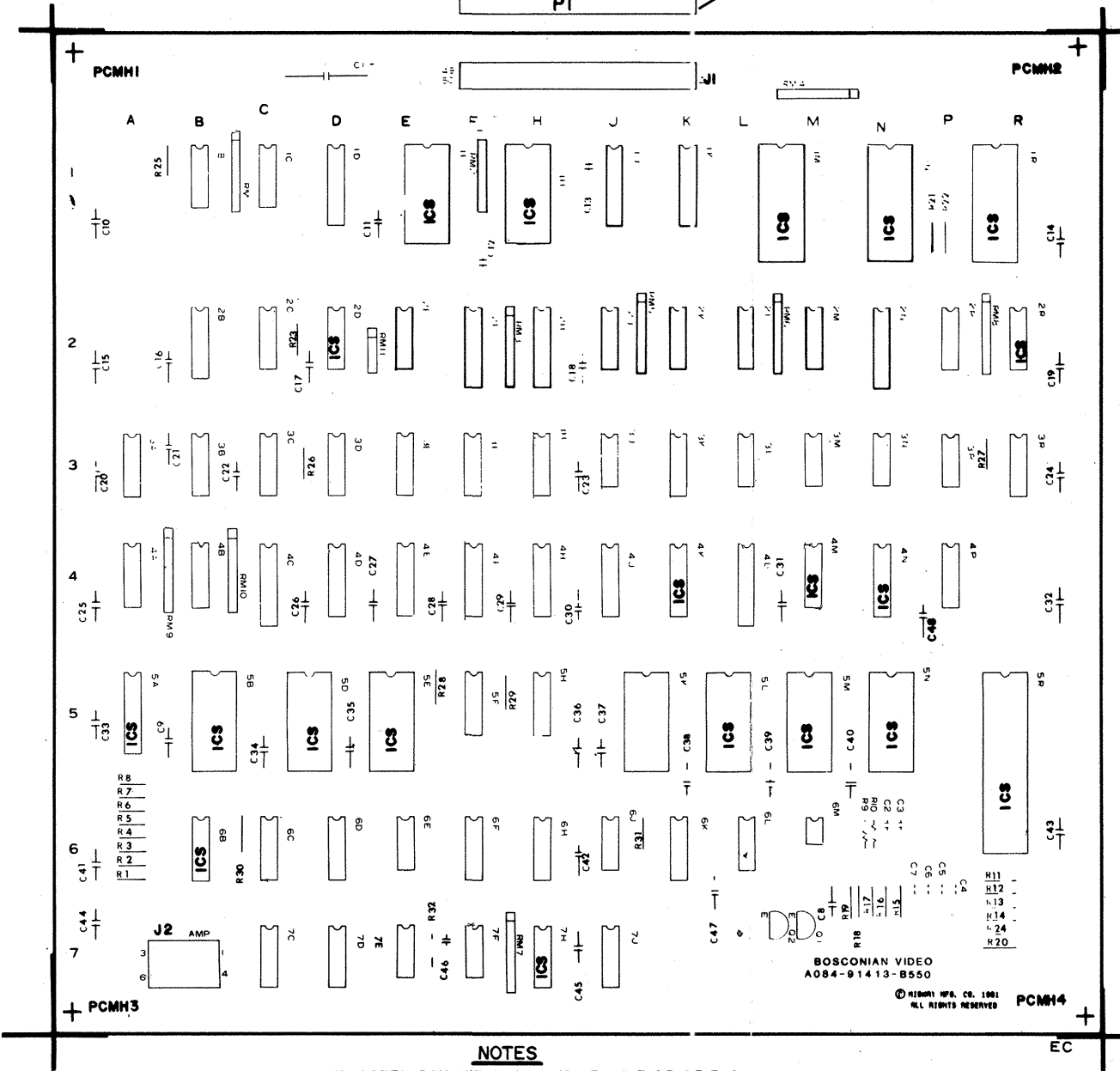
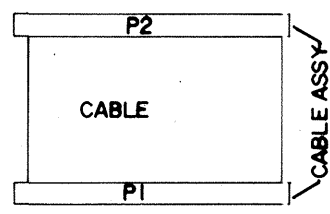
NOTE:
PARTS USED ON
A084-91404-C508
P.C.B.S.

PROJECT ENG. JERRY EBERZEN	DESIGNED BY BOSCONIAN	MIDWAY MFG. CO.
DATE 2/9/82	REVISED BY J.P.R.	
	BOSCONIAN CPU A084-9142-8550 SCHEMATIC	MOS 1 00550 B 0 1 1

DESIGNATION LIST

CROSS REFERENCE LIST

Table with 4 columns: DESIGNATION, DESCRIPTION, DESIGNATION, DESCRIPTION. Lists various components like ICs, PROMs, sockets, and cables.



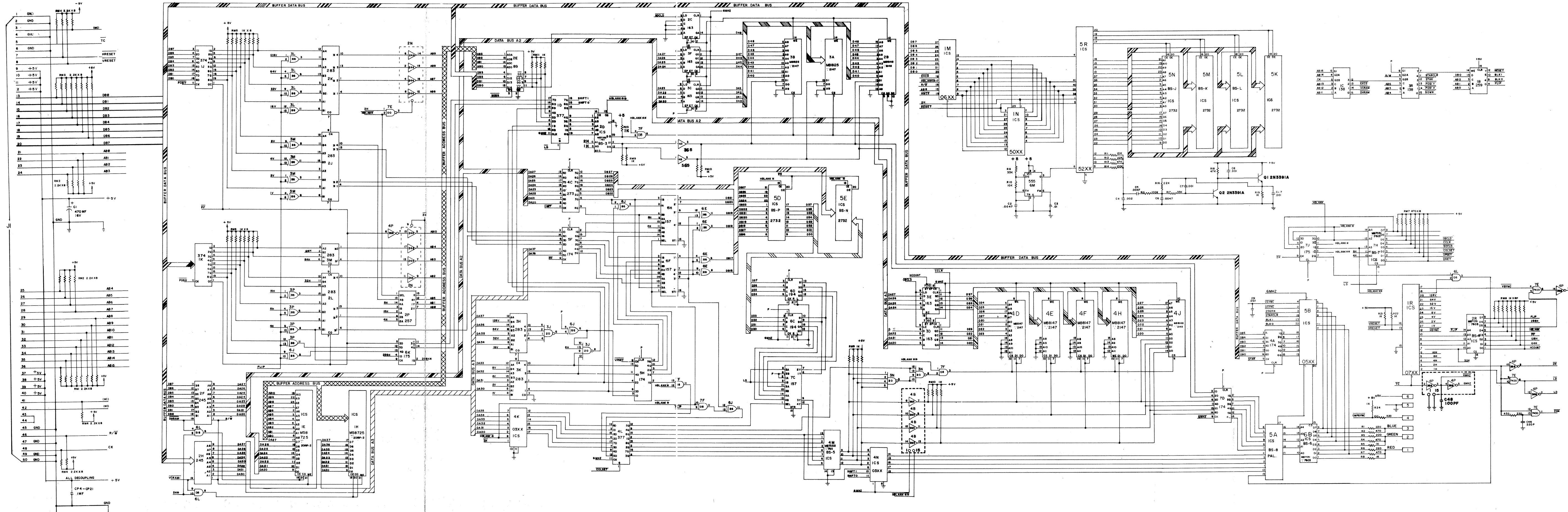
NOTES

* NOTE: RAM KIT A WILL UTILIZE EITHER OF THE FOLLOWING OPTIONS BUT NOT BOTH, OPTION 1-(1) 2148 LOC. 4J OR OPTION 2-(4) 2147 LOC. 4D, 4E, 4F, 4H

Cross-reference table with 4 columns: DESCRIPTION, QUAN., DESIGNATION, PART NO. Lists part numbers and quantities for various components.

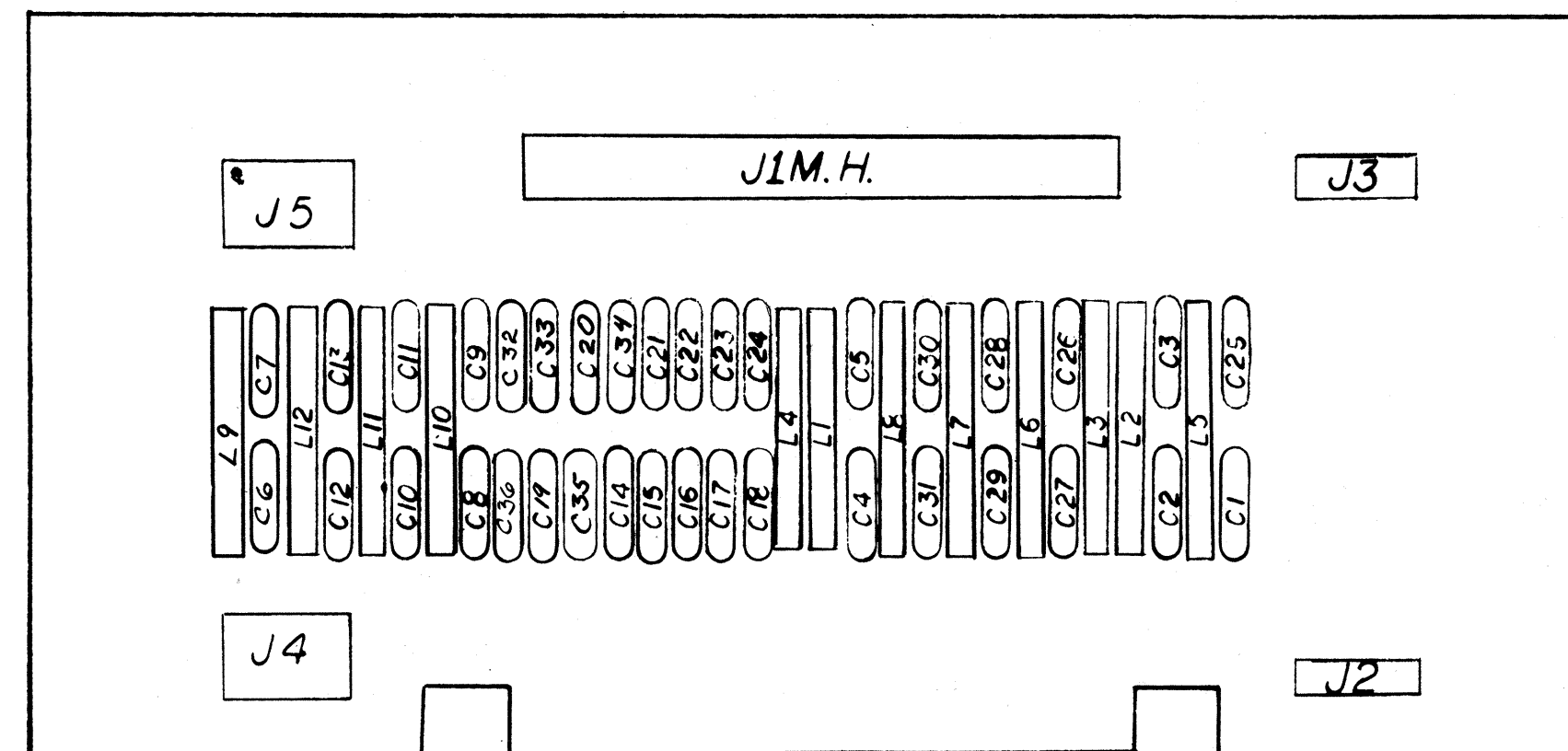
Table with 2 columns: PART NO., REVISIONS. Lists part numbers and revision details.

PROJECT ENG: J. SEZERSZEN, USED ON: BOSCONIAN, MIDWAY MFG. CO. Form with fields for project details and company information.



PROJECT ENG: A. SZERBIN
 FULL: BOSCONIAN
 MIDWAY MFG. CO.
 BOSCONIAN VIDEO
 A284-91413-8550
 SCHEMATIC
 MOS1-00550 B 013

DESIGNATION	DESCRIPTION
C1	.1MF AX CER
C2-C5	47 PF AX CER
C6, C7	470PF AX CER
C8-C13	100PF AX CER
C14-C36	.01MF AX CER
L1-L4	CHOKE 10JH W.W. MILLER
L5-L8	CHOKE 10JH W.W.
L9-L12	CHOKE ENCAP 10JH
J1	P.C. EDGE CONN
J2, J3	3 PIN HEADER
J4, J5	6 PIN HEADER
J1 M.H.	2 EDGE CONN. KEY (2) 6-32x10 SLOT PAN SCREW (2) WSH 6 145-.250-.032 (1) BRKT.-CONN.FIN.



DESCRIPTION	QUANTITY	DESIGNATION	PHANTOM NUMBER
47 PF 50V AX CER	4	C2-C5	0550-00800-0500
100PF 50V AX CER	6	C8-C13	0550-00800-0100
470PF 50V AX CER	2	C6, C7	0550-00800-0200
.01MF 50V AX CER	23	C14-C36	0550-00800-0300
.1MF 50V AX CER	1	C1	0550-00800-0400
10JH W.W. RF CHOKE MILLER	4	L1-L4	0067-021XX-XXAX
10JH W.W. RF CHOKE	4	L5-L8	0550-00804-0100
10JH ENCAP RF CHOKE	4	L9-L12	0550-00804-0200
P.C. EDGE CONN	1	J1	0017-00021-0418

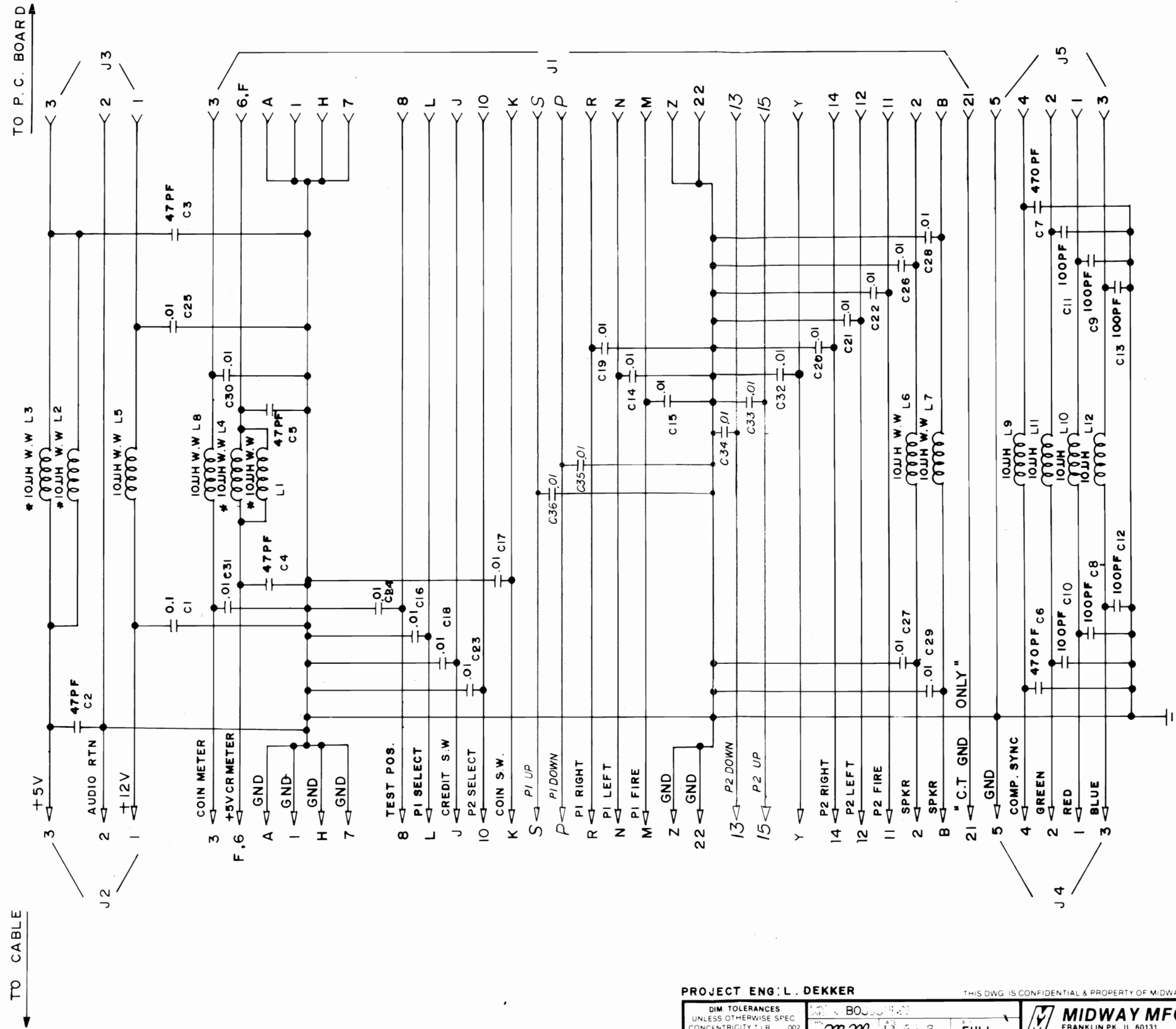
DESCRIPTION	QUANTITY	DESIGNATION	PHANTOM NUMBER
3 PIN HEADER AMP 350429-1	2	J2-J3	0017-00021-0443
6 PIN HEADER AMP 350431-1	2	J4-J5	0017-0021-0424
P.C. EDGE CON KEY	2	JIMH	0017-00021-0396
6-32x10 SLOT PAN SCREW	2	JIMH	0017-00101-0574
WSH 6 145-.250-.032	2	JIMH	0017-00104-0002
BRKT- CONN.FIN	1	JIMH	0866-0016-00XF

PLEASE DESTROY ALL PRINTS DATED
PRIOR TO 1-4-82

PROJECT ENGINEER L. LEKKER

THIS DWG. IS CONFIDENTIAL & PROPERTY OF MIDWAY MFG. CO.

DIM. TOLERANCES UNLESS OTHERWISE SPEC. CONCENTRICITY T.I.R.002 FRACTIONAL ± 1/64 DECIMAL ± .005 HOLE DIA. +.002 - .000 ANGLE ± 1/2° DO NOT SCALE DWG	FIRST USED ON DRN LKS DATE 1-4-82 SCALE FULL	MIDWAY MFG. CO. FRANKLIN PK., IL. 60131 A BALLY CO. BOSCONIAN FILTER P.C. ASSY. DRWNG. A084-914/4-A550	REVISIONS PART NO. M-0-5-1 - 0-0-5-5-0 - A-0-1-4
	MECH CHK MTL ELEG FINISH		REVISIONS PART NO. M-0-5-1 - 0-0-5-5-0 - A-0-1-4



NOTE:
 ALL .1 + .01 ARE MF
 ALL CAPS AX. CER. UNLESS
 NOTED OTHERWISE
 * 1.5 AMP (MILLER TYPE)
 INDUCTORS

DIM TOLERANCES UNLESS OTHERWISE SPEC CONCENTRICITY ±.002 FRACTIONAL ±.164 DECIMAL ±.005 HOLE DIA ±.002 - .000 ANGLE ±.12° DO NOT SCALE DWG		PROJECT ENG: L. DEKKER BOSONIAN 12-22-63 FULL	THIS DWG IS CONFIDENTIAL & PROPERTY OF MIDWAY MFG CO MIDWAY MFG. CO. FRANKLIN PK. IL 60131 A BALLY CO.	REVISIONS PART NO M051-00550-A015
		BOSCONIAN FILTER BOARD A084-91-3-55		