

MIDWAYS

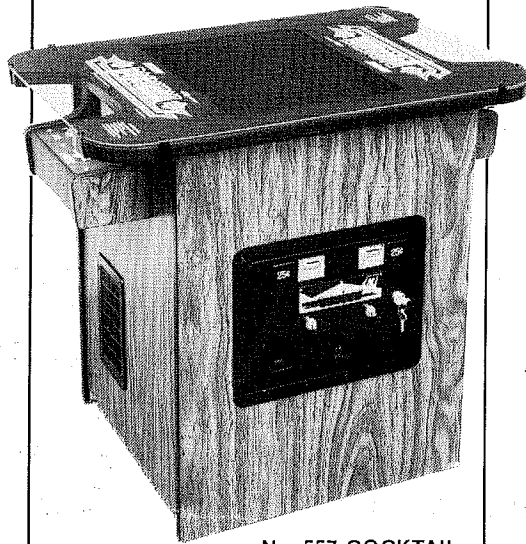
BOSCONIAN

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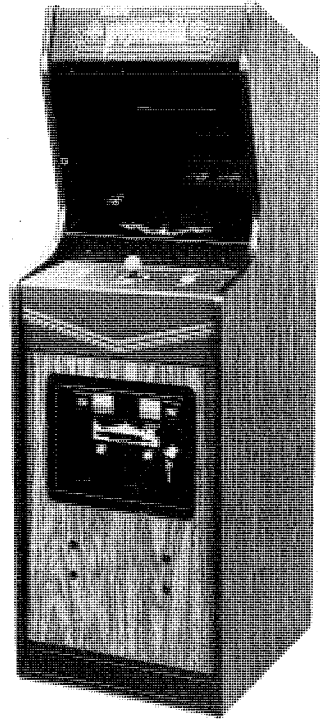
Parts and Operating Manual



No. 550 UPRIGHT



No. 557 COCKTAIL



No. 555 MINI



MIDWAY MFG. CO.

A BALLY COMPANY

10750 W. GRAND AVENUE
FRANKLIN PARK, ILLINOIS 60131
USA

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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.

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A BALLY COMPANY

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TABLE OF CONTENTS

DESCRIPTION	PAGE
I. Introduction	1-1
II. Location and Setup	2-1
Inspection	2-1
Installation	2-1
Self-Test	2-1
Game Volume Adjustment Control	2-4
Option Switch Settings	2-4
Game Operation	2-4
Self-Test Mode	2-7
Attract Mode	2-7
Ready-to-Play Mode	2-9
Play Mode	2-10
Two Player Operation	2-10
III. Maintenance and Repair	3-1
Cleaning	3-1
Fuse Replacement	3-1
Opening the Control Panel	3-1
Removal of Main Display Glass and T.V. Bezel	3-2
T.V. Monitor Replacement	3-4
Printed Circuit Board Replacement	3-5
Opening the Attraction Panel	3-7
Coin Door Maintenance	3-9
IV. Illustrated Parts Breakdown	3-11
No. 550 — Bosconian Upright — Header Fluorescent Light Assy.	4-1
No. 550 — Bosconian Upright — Header Fluorescent Light Assy. — Parts List	4-1
No. 550 — Bosconian Upright — Front	4-2
No. 550 — Bosconian Upright — Front — Parts List	4-3
No. 550 — Bosconian Upright — Rear Access	4-4
No. 550 — Bosconian Upright — Rear Access — Parts List	4-5
No. 555 — Bosconian Mini — Front	4-6
No. 555 — Bosconian Mini — Front — Parts List	4-7
No. 555 — Bosconian Mini — Rear Access	4-8
No. 555 — Bosconian Mini — Rear Access — Parts List	4-9
No. 557 — Bosconian Cocktail — Front	4-10
No. 557 — Bosconian Cocktail — Front — Parts List	4-11
No. 557 — Bosconian Cocktail — Interior Access	4-12
No. 557 — Bosconian Cocktail — Interior Access — Parts List	4-13
Bosconian — Card Rack Assy. w/Boards — All Versions	4-15
Bosconian — Card Rack Assy. w/Boards — All Versions — Parts List	4-15
Bosconian — Control Assembly — All Versions	4-16
Bosconian — Control Assembly — All Versions — Parts List	4-17
Bosconian — Transformer Board Assy. — Parts List	4-17
Front Door Assembly — U.S.A. 25¢	4-18
Front Door Assembly — U.S.A. 25¢ — Parts List	4-19

TABLE OF CONTENTS (Continued)

DESCRIPTION	PAGE
V. Technical Troubleshooting	5-1
Introduction	5-1
General Suggestions	5-1
Harness Component Troubleshooting	5-1
Transformer and Line Voltage Problems	5-2
A Glossary of Microprocessor Terms	5-3
Introduction to the Z-80 CPU	5-3
General Purpose Registers	5-4
Arithmetic and Logic Unit (ALU)	5-4
Instruction Register and CPU Control	5-4
Z-80 CPU Pin Description	5-4
VI. T.V. Monitor Manual	6-1
Introduction	6-1
Symptom Diagnosis	6-2
Guide to Schematic Symbols	6-3
Troubleshooting	6-5
Theory of Operation	6-6
Differences Between Monitors	6-8
Parts Interchangeability	6-9
Monitor Schematic — Wells-Gardner 19"	6-10
Replacement Parts List — Wells-Gardner 19"	6-11
Monitor Schematic — Electrohome 19"	6-13
Replacement Parts List — Electrohome 19"	6-14
Monitor Schematic — Electrohome 13"	6-18
Replacement Parts List — Electrohome 13"	6-19
VII. Schematics and Wiring Diagrams	
Wiring Diagram — Upright	7-1
Wiring Diagram — Mini	7-2
Wiring Diagram — Cocktail	7-3
Power Supply PCB — Component Layout	7-4
Power Supply PCB — Schematic	7-5
Rapid Fire Board — Component Layout	7-6
Rapid Fire Board — Schematic	7-7
CPU Board — Component Layout	7-8
CPU Board — Schematic	7-9
Video Board — Component Layout	7-10
Video Board — Schematic	7-11
Filter Board — Component Layout	7-12
Filter Board — Schematic	7-13

TABLE OF FIGURES

FIGURE		PAGE
1	Assigned point values	1-2
2	Location of serial number, interlock switch, on/off switch and major sub-assemblies	2-2
3	Major sub-assemblies (cont. from Fig. 2)	2-3
4	Interlock switch operation	2-3
5	Location of option switches and volume control	2-4
6	Option switch settings	2-5
7	Identification of "on screen" graphics during play	2-7
8	Location of fuses	3-1
9	Removing control panel — Upright & Mini games	3-2
10	Opening the Cocktail game	3-3
11	Removing control panel — Cocktail game	3-3
12	Removing display glass — Upright game	3-4
13	Removing display glass — Mini game	3-4
14	Removing top glass — Cocktail game	3-5
15	Replacing monitor — Upright game	3-5
16	Replacing monitor — Mini game	3-6
17	Opening the Cocktail game	3-6
18	Replacing monitor — Cocktail game	3-7
19	Power supply replacement	3-8
20	Removing Video & CPU boards from card rack	3-8
21	Opening the attraction panel — Upright game	3-9
22	Replacing fluorescent starter — Upright game	3-9
23	Replacing fluorescent tube mounting bracket — Upright game	3-10
24	Replacing speaker — Upright game	3-10
25	Opening the attraction panel — Mini game	3-10
26	Replacing Speaker — Mini game	3-11
27	Removing and replacing coin acceptors	3-12
28	Opening the metal coin acceptor	3-12
29	Lubricating the metal coin acceptor	3-13
30	Opening the plastic coin acceptor	3-13
31	Changing the plastic coin acceptor to accept American or Canadian quarters	3-14

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