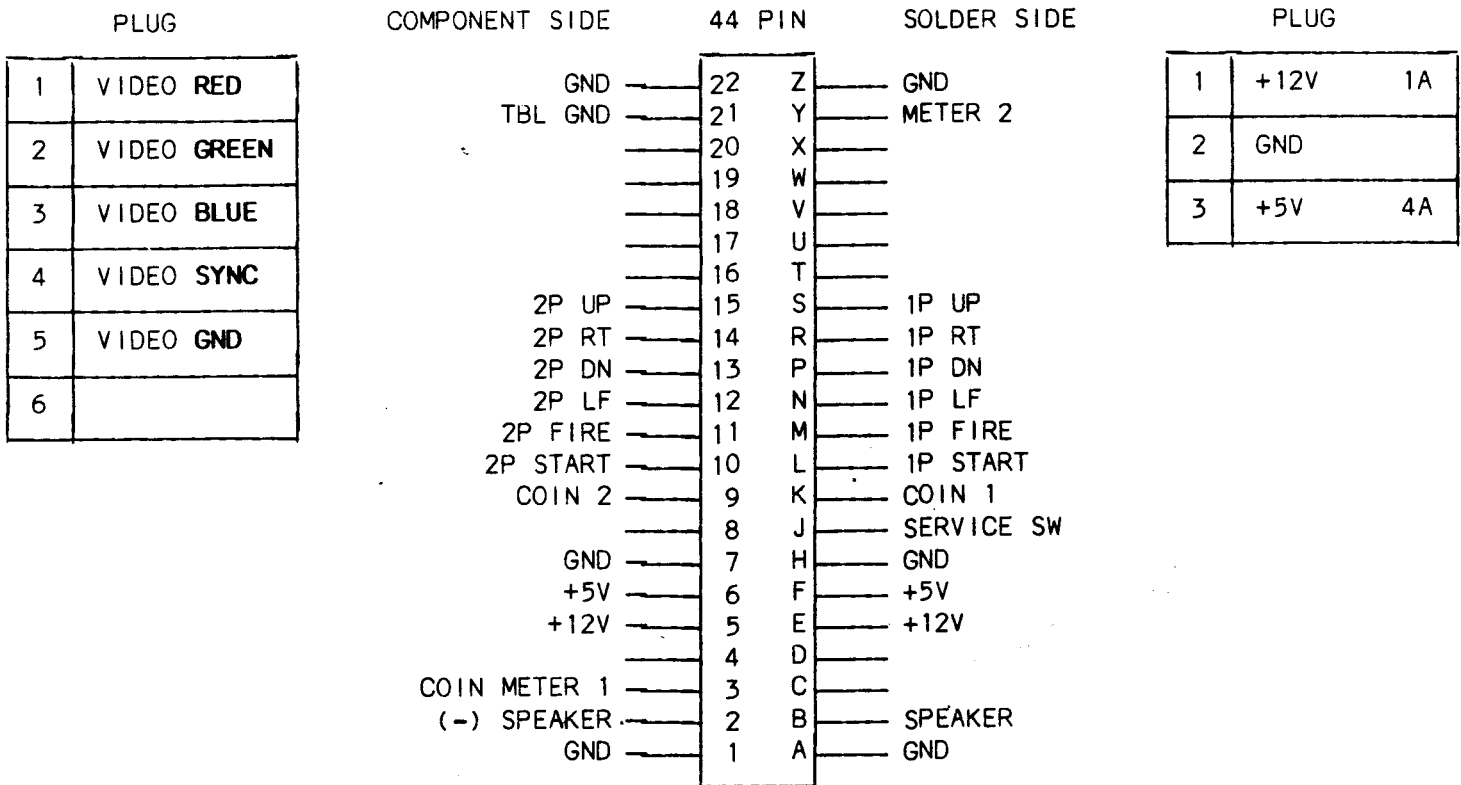


G A L A G A I I I G E N E R I C C O N V E R S I O N K I T

M 0 5 1 - 0 0 B 8 6 - A 0 0 4

Pin-out information follows:



Power supply information shown at right:

POWER SUPPLY VOLTAGES AND CURRENT SPECS.	
VOLTAGE	CURRENT
DC 5 VOLTS	4 AMPS
DC 12 VOLTS	1 AMP

GAME USES A 8 WAY JOYSTICK AND A FIRE BUTTON.

MODIFY YOUR CONTROL PANEL AS NEEDED TO ACCEPT THE ABOVE CONTROLS; APPLY THE GENERIC CONTROL PANEL OVERLAY TO THE TOP SURFACE OF YOUR CONTROL PANEL AND CUT OUT THE NECESSARY HOLES; INSTALL THE CONTROLS TO YOUR NEWLY MODIFIED CONTROL PANEL.

CENTER YOUR GAMES OLD HEADER ON THE NEW OVER-SIZE HEADER PROVIDED IN YOUR KIT; DRAW A LINE AROUND IT AND CUT OUT YOUR NEW HEADER; TRIM IT FOR PROPER FIT IN YOUR GAME.

INSTALL THE NEW GAME PLAY INSTRUCTION CARD WHERE IT WILL BE PLAINLY VISIBLE AND WILL NOT BLOCK THE PLAYER'S VIEW OF THE GAME.

APPLY GENERIC SIDE DECALS TO GAME; TRIM TO FIT AS DESIRED. WE SUGGEST THEY BE TRIMMED BACK ONE INCH FROM FRONT EDGE OF CABINET TO DISCOURAGE THEIR BEING PEELED BACK BY PATRONS.

G A L A G A I I I

OPTION SWITCH SETTINGS - DIP SWITCH "A"

//////////////////////////////////////VARIOUS GAME PLAY OPTIONS//////////////////////////////////////

NUMBER OF FIGHTERS GAME BEGINS WITH		<u>SW#1</u>	<u>SW#2</u>	<u>SW#3</u>	<u>SW#4</u>	<u>SW#5</u>	<u>SW#6</u>	<u>SW#7</u>	<u>SW#8</u>
* 3 FIGHTERS		OFF	OFF				NOT		
2 FIGHTERS		OFF	ON				USED		
4 FIGHTERS		ON	OFF				OFF		
5 FIGHTERS		ON	ON				OFF		
COIN #1 - NUMBER OF COINS PER CREDIT		<u>SW#1</u>	<u>SW#2</u>	<u>SW#3</u>	<u>SW#4</u>	<u>SW#5</u>	<u>SW#6</u>	<u>SW#7</u>	<u>SW#8</u>
* 1 COIN 1 CREDIT				OFF	OFF		OFF		
1 COIN 2 CREDITS				OFF	ON		OFF		
2 COINS 1 CREDIT				ON	OFF		OFF		
3 COINS 1 CREDIT				ON	ON		OFF		
SOUND		<u>SW#1</u>	<u>SW#2</u>	<u>SW#3</u>	<u>SW#4</u>	<u>SW#5</u>	<u>SW#6</u>	<u>SW#7</u>	<u>SW#8</u>
* SOUND IN ATTRACT MODE						OFF	OFF		
NO SOUND IN ATTRACT MODE						ON	OFF		
COIN #2 - NUMBER OF COINS PER CREDIT		<u>SW#1</u>	<u>SW#2</u>	<u>SW#3</u>	<u>SW#4</u>	<u>SW#5</u>	<u>SW#6</u>	<u>SW#7</u>	<u>SW#8</u>
* 1 COIN 1 CREDIT							OFF	OFF	OFF
1 COIN 2 CREDITS							OFF	OFF	ON
2 COINS 1 CREDIT							OFF	ON	OFF
3 COINS 1 CREDIT							OFF	ON	ON
* INDICATES FACTORY RECOMMENDED SETTINGS							PART NO. M051-00C41-C007		

G A L A G A I I I

OPTION SWITCH SETTINGS - DIP SWITCH "B"

////////////////////////////////////VARIOUS GAME PLAY OPTIONS////////////////////////////////////

SELF-TEST MODE	<u>SW#1</u> <u>SW#2</u> <u>SW#3</u> <u>SW#4</u> <u>SW#5</u> <u>SW#6</u> <u>SW#7</u> <u>SW#8</u>
* NORMAL TEST	OFF ON
"RANK" = DIFFICULTY LEVEL OF PLAY	<u>SW#1</u> <u>SW#2</u> <u>SW#3</u> <u>SW#4</u> <u>SW#5</u> <u>SW#6</u> <u>SW#7</u> <u>SW#8</u>
EASIEST LEVEL OF PLAY 1 * 0 STANDARD LEVEL OF PLAY PROGRESSIVELY 2 3 MORE 4 DIFFICULT 5 LEVELS OF 6 PLAY 7	OFF OFF ON OFF OFF OFF OFF ON OFF OFF ON ON ON OFF OFF ON OFF ON ON ON OFF ON ON ON
** ROUND ADVANCE	<u>SW#1</u> <u>SW#2</u> <u>SW#3</u> <u>SW#4</u> <u>SW#5</u> <u>SW#6</u> <u>SW#7</u> <u>SW#8</u>
* NORMAL ADVANCE	OFF ON
BONUS SHIPS AWARDED AT:	<u>SW#1</u> <u>SW#2</u> <u>SW#3</u> <u>SW#4</u> <u>SW#5</u> <u>SW#6</u> <u>SW#7</u> <u>SW#8</u>
1st @ 30,000; 2nd @ 100,000 & every 200,000 1st @ 30,000; 2nd @ 150,000 1st @ 30,000; 2nd @ 100,000 & every 300,000 1st @ 30,000; 2nd @ 100,000 & every 150,000 1st @ 30,000; 2nd @ 100,000 & every 100,000 * 1st @ 30,000; 2nd @ 80,000 & every 100,000 1st @ 50,000; 2nd @ 150,000 & every 200,000 1st @ 50,000; 2nd @ 150,000 & every 150,000	OFF OFF OFF OFF OFF ON OFF ON OFF OFF ON ON ON OFF OFF ON OFF ON ON ON OFF ON ON ON

** BY TURNING "ON" THE OPTION SWITCH WHILE "PARSEC" IS BEING INDICATED ON THE SCREEN, YOU CAN ADVANCE THROUGH THE "ROUNDS". PUSH THE ONE PLAYER CONTROL LEVER FORWARD (PLAYER NUMBER ONE UP SWITCH IS "ON") TO INDICATE THE NUMBER. THE INDICATED ROUND NUMBER WILL APPEAR ON THE MONITOR SCREEN WHEN THE OPTION SWITCH IS TURNED "OFF".

* INDICATES FACTORY RECOMMENDED SETTINGS	PART NO. M051-00C41-C007
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BALLY/MIDWAY'S GALAGA 3

U.R. #0B86

PROGRAMED PART NUMBERS

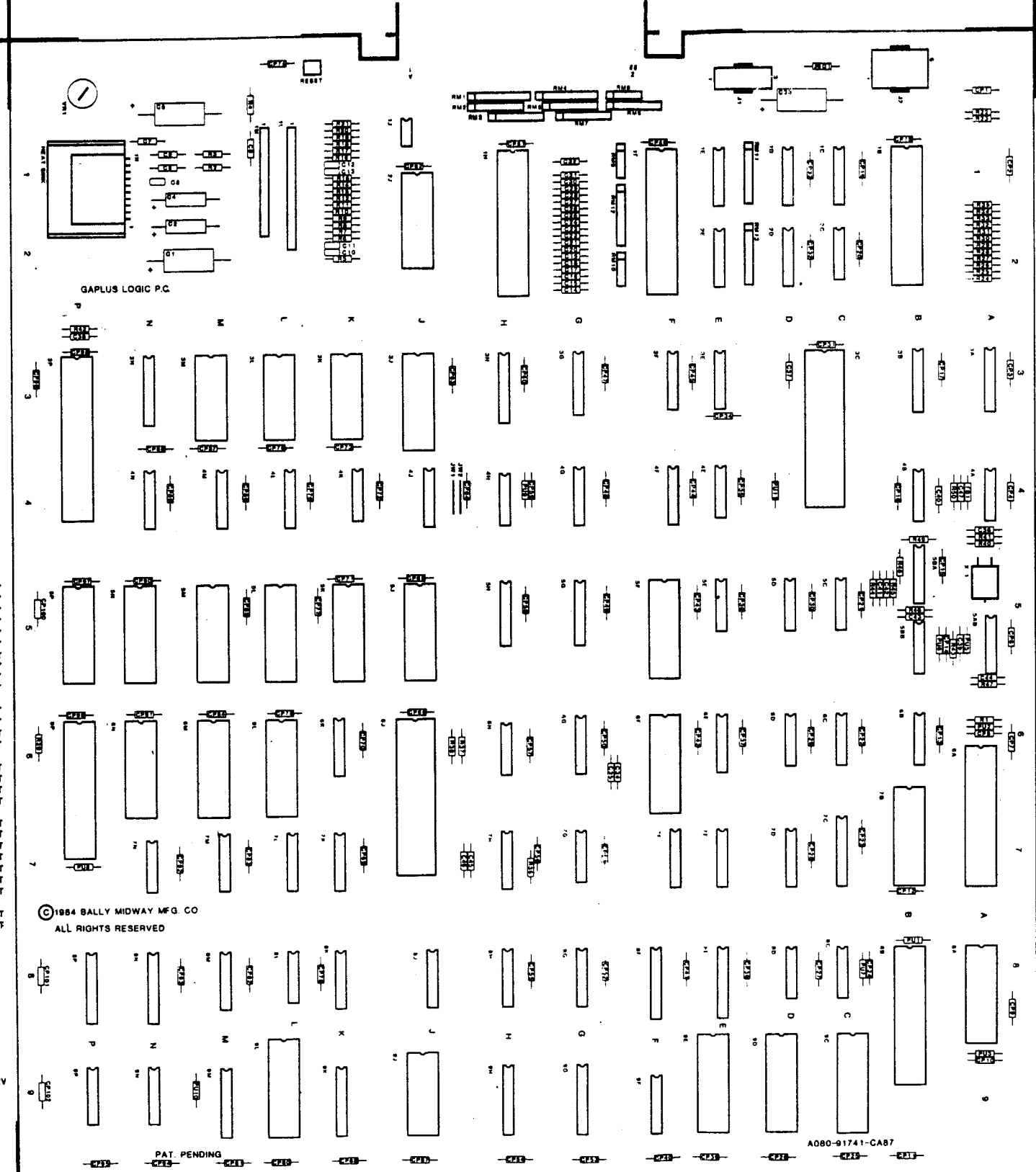
UNPROGRAMED LOGIC BD. A082-91741-BA87
PROGRAMED GALAGA 3 LOGIC BD. A084-91741-BA86

POS.	MIDWAY PART NUMBER
8N	0A87-00803-0003
3E	0C41-00803-0002
3F	0C41-00803-0003
1D	0A87-00803-0006
2D	0A87-00803-0007
1C	0A87-00803-0008
4F	0A87-00803-0009
8G	0A87-00803-0010
7B0	0A87-00803-0011
9C1	0A87-00803-0012
9D2	0A87-00803-0013
9E3	0A87-00803-0014
9L4	0C41-00803-0001
6N5	0A87-00803-0016
6M6	0A87-00803-0017
6L	0A87-00803-0018
5N	0A87-00803-0019
5L	0A87-00803-0020
5M	0A87-00803-0021
5K	0A87-00803-0022

11/16/84	RELEASE FOR PRODUCTION	

DESIGNATION LIST

Table with 4 columns: DESIGNATION NO., DESCRIPTION, DESIGNATION NO., DESCRIPTION. Lists components like ICs, resistors, capacitors, and sockets.



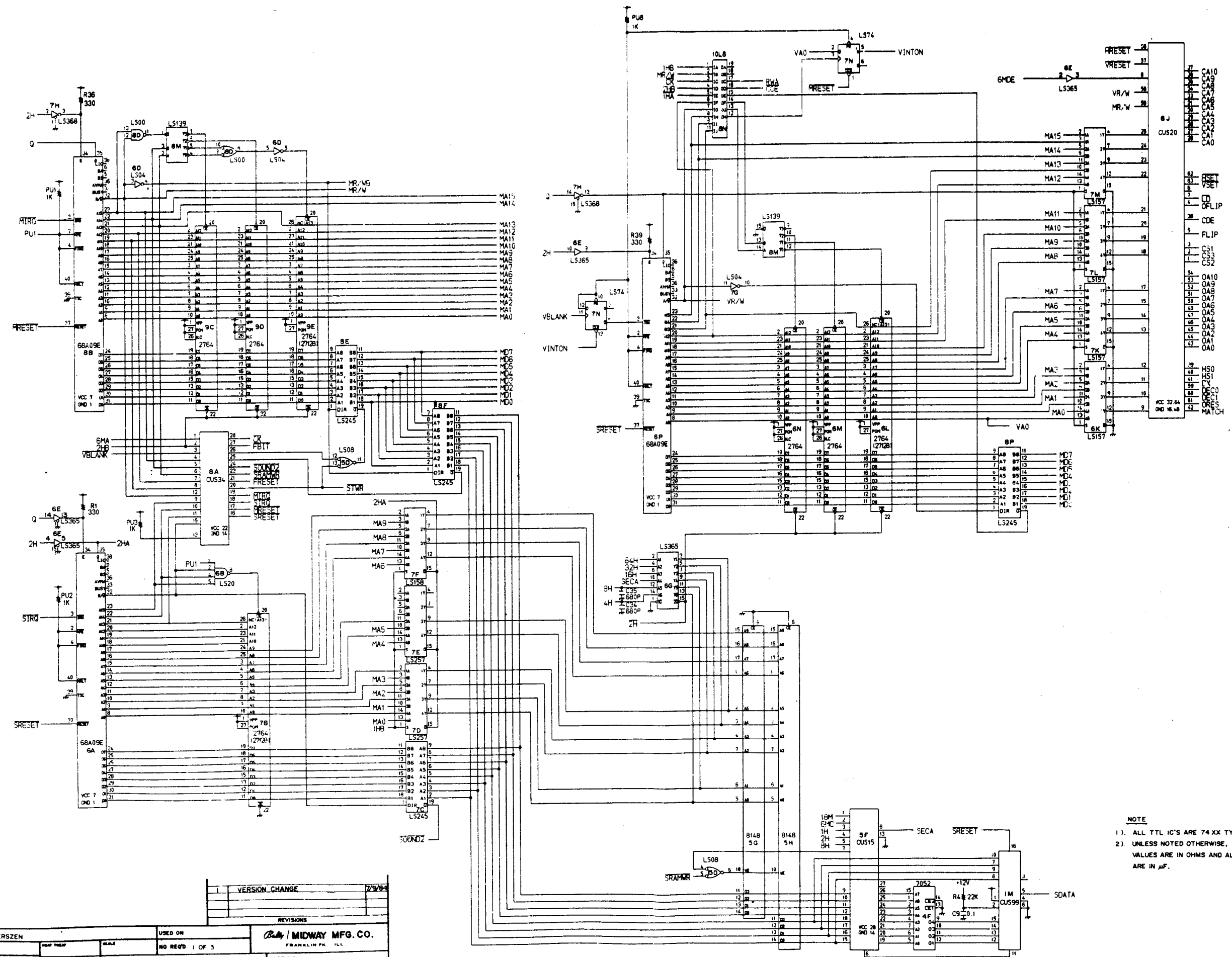
CROSS REFERENCE LIST

Table with 7 columns: DESCRIPTION, QTY, DESIGNATION NO., PART NUMBER, DESCRIPTION, QTY, DESIGNATION NO., PART NUMBER. Maps components between different part numbers.

NOTE: EPROM CHART IN BACK OF CATALOG.

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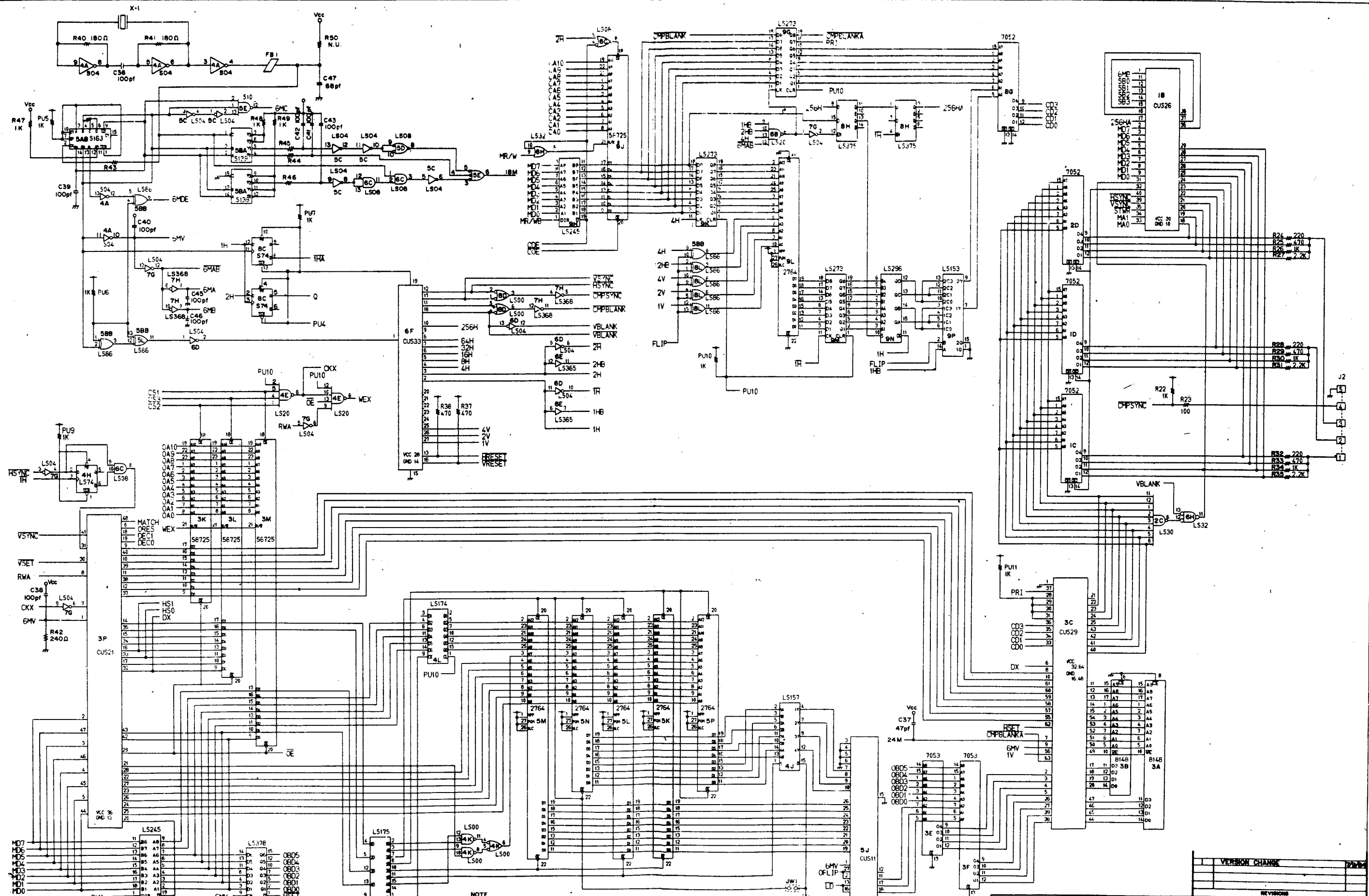
Technical drawing footer containing Bally/Midway Mfg. Co. logo, drawing title 'ASS'Y DRAWING GALAGA3 LOGIC BD.', and revision information.



NOTE
 1). ALL TTL IC'S ARE 74XX TYPE.
 2). UNLESS NOTED OTHERWISE, ALL RESISTOR VALUES ARE IN OHMS AND ALL CAPACITORS ARE IN μF .

VERSION CHANGE	DATE

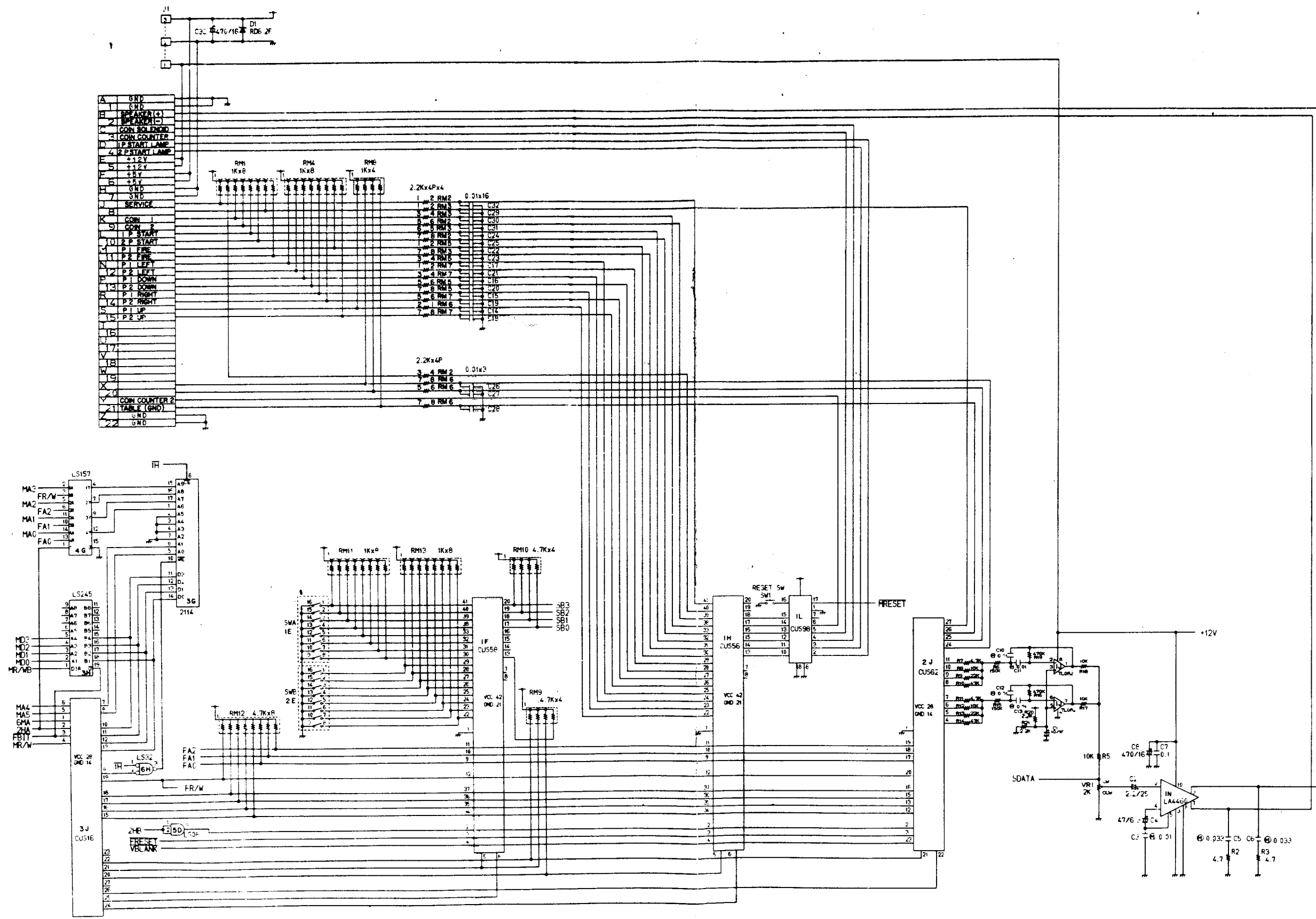
PROJECT ENG: JERRY SZERSZEN	USED ON: NO REVD 1 OF 3	REVISIONS: Betty / MIDWAY MFG. CO.
DO NOT SCALE	SCALE: 1/8" = 1"	FRANKLIN, PA. U.S.A.
DATE: 11-20-84	SCHEMATIC DRAWING: GALAGA 3 LOGIC P.C.	PART NO: M051 - 00886 - A006
	AOB4 - 91741 - AB86	



NOTE
 1) WHEN ROM LOCATION 5P IS USED, JW1 IS OMITTED JW2 MUST BE JUMPED.
 2) ALL TTL IC'S ARE 74XX TYPE.
 3) UNLESS NOTED OTHERWISE, ALL RESISTOR VALUES ARE IN OHMS
 AND ALL CAPACITORS ARE IN pF

PROJECT ENG. JERRY SZERSZEN		USED ON	
DO NOT SCALE DIMS	DATE	NO. REQ'D	2 OF 3
Schematic Drawing		PART NO.	
GAL 16A 3-LOGIC B-C		FRANKLIN ILL.	

VERSION CHANGE	REVISIONS



NOTE
 1) ALL TTL IC'S ARE 74XX TYPE.
 2) UNLESS NOTED OTHERWISE, ALL RESISTOR VALUES ARE IN OHMS AND ALL CAPACITORS ARE IN μF .
 3) $\text{\textcircled{M}}$ DENOTES POLYESTER FILM CAP.

VERSION CHANGE	DATE

PROJECT ENG. JERRY SZERSZEN	USED ON	NO REV'S .3 OF 3	REVISIONS
DO NOT SCALE DWG.	DATE 11/20/84		
DWG TOLERANCES UNLESS SPECIFIED:		SCHMATIC DRAWING	PART NO MO51 - 00B86 - A006
		GALAGA 3 LOGIC P.C. A084-91741-ABB6	

Bally / MIDWAY MFG. CO.
FRANKLIN, PA. U.S.A.