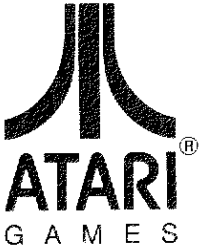
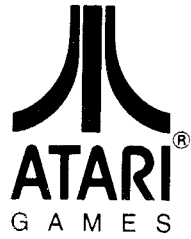


Operators Manual
with Schematic Diagrams



**Galaga '88 is engineered and designed by Namco Ltd.
Manufactured by Atari Games. Trademark © Namco 1987.*



Galaga '88*

Operators Manual

**Engineered and designed by Namco Ltd. Manufactured by Atari Games.
Trademark © Namco 1987.*

© 1988 by Atari Games Corporation.

All rights reserved.

No part of this publication may be reproduced by any mechanical, photographic or electronic process, or in the form of a phonographic recording, nor may it be stored in a retrieval system, transmitted, or otherwise copied for public or private use, without permission from the publisher.

The game play, all graphic designs, this technical manual, its accompanying schematic diagrams, and the display manual are protected by the U.S. Copyright Act of 1976.

This Act provides for increased penalties for violating federal copyright laws. Courts can impound infringing articles while legal action is pending. If infringers are convicted, courts can order destruction of the infringing articles.

In addition, the Act provides for payment of statutory damages of up to \$250,000 in certain cases. Infringers may also have to pay costs and attorneys' fees and face an imprisonment of up to five years.

Atari Games Corporation will aggressively enforce its copyrights against infringers. We will use all legal means to immediately halt any manufacture, distribution, or operation of a copy of video games made by us. Anyone who purchases such copies risks forfeiting such a game.

Published by:
Atari Games Corporation
675 Sycamore Drive
P.O. Box 361110
Milpitas, California 95035

Printed in the U.S.A **3S**

Table of Contents

| | | |
|----------|---|---|
| 1 | Set-Up | |
| | How to Use This Manual | 1 |
| | Game Play | 1 |
| | Maximizing Earnings..... | 1 |
| 2 | Self-Test | |
| | Game Options Screen..... | 2 |
| 3 | Game Conversion | |
| | Remove the Control Panel..... | 3 |
| | Disassemble the Control Panel..... | 3 |
| | Remove the Decal..... | 3 |
| | Apply the New Decal | 3 |
| | Install Hole Plugs (for Dragon Spirit Games)..... | 3 |
| | Install the Control Panel Hardware..... | 3 |
| | Install the New Bezel..... | 4 |
| | Change the Attraction Graphics | 4 |
| | Remove the Game PCB | 5 |
| | Convert the Game PCB..... | 5 |
| | Replace the Game PCB..... | 5 |
| 4 | Illustrated Parts Lists and Schematics | |
| | Galaga '88 A.D.S. Game Statistics | |
| | Warranty | |

List of Illustrations

| | | |
|----------|---|----|
| Figure 1 | Converted Dragon Spirit Control Panel..... | 4 |
| Figure 2 | Constructing the Bezel..... | 5 |
| Figure 3 | Jumper Orientation | 6 |
| Figure 4 | Game Board Conversion | 7 |
| Figure 5 | Galaga '88 ROM PCB Assembly | 9 |
| Figure 6 | Galaga '88 Schematic Diagrams (8 sheets)..... | 14 |

List of Tables

| | | |
|---------|---|---|
| Table 1 | Game Specifications | 1 |
| Table 2 | Game Option Settings | 2 |
| Table 3 | Game PC Board ROMs for Galaga '88 | 6 |
| Table 4 | RAM/ROM Error Messages..... | 6 |

Chapter 1 Set-Up

How to Use This Manual

This manual is written for game operators and service personnel, and provides information for setting up, playing, testing, and maintaining your Galaga '88 game. The manual is divided into the following chapters:

- Chapter 1 contains set-up and game play information.
- Chapter 2 contains self-test procedures.
- Chapter 3 contains conversion procedures.
- Chapter 4 contains the kit parts list and the game PCB parts list.

Table 1 Game Specifications

| Characteristic | Specification |
|-------------------|---------------------------------------|
| Power Consumption | 124 V-A at 120 V |
| Temperature | +5° to +38° C (+37° to +100°F) |
| Humidity | Not to exceed 95% relative |
| Line Voltage | 102 to 132 VAC, 60 Hz (U.S. games) |
| Width | 26.75 in. (70 cm) |
| Depth | 34.38 in. (87 cm) |
| Height | 70 in. (178 cm) |

Game Play

This section of the manual describes the theme of the Galaga '88 game and the game play features.

Introduction

Galaga '88 is an updated version of the old favorite, Galaga, with more invaders and more player firepower. Galaga '88 gives players a chance to once again repel the invaders from the Galagan Kingdom. One or two players can try their hand at fighting the invaders. This time the Galagans have four more allies, each with unique weapons and defenses that a player must overcome.

By destroying special enemies or obstacles the player can get "items." When a player has two items, he can warp to another sector to confront more Galagan ships with new strategies. In the Challenge Rounds, the player shoots down as many invaders as possible as the Galagans dance to a waltz, tango, march or jazz tune.

Attract Mode

In the attract mode, the game cycles through the title

screen, the high score screen, and game play screens that give hints for playing Galaga '88.

Game Play

The player selects single or dual ship power. The objective is to destroy all the Galagan foes in each of the 29 sectors of the galaxy, with each sector more difficult than the last.

Unique Features

- **More opponents.** In addition to Boss, Goei and Zago, the original Galagan crew, Don, Nin, Ban, and Gan have been added. Each of the Galagans has a unique way of challenging the players.
- **Different types of ships.** Players can choose single or dual ships (if the game option is set for dual and single). When the player retrieves a dual ship from the Boss's tractor beam, it turns into a triple ship with ten times the power of a single ship.
- **Challenge Rounds.** In the Galaga '88 Challenge Rounds the Galagan invaders dance to a waltz, tango, Sousa march or jazz tune, while the player shoots down Galagans to earn bonus points.
- **Warping to a new sector.** By destroying particular enemies or obstacles and capturing two of their items, the player can warp to the next sector.
- **Player challenge.** Each sector has different mix of Galagans with different strategies to be overcome.
- **Win back captured ships.** The player can win back ships captured in the Boss Galaga's tractor beam. When the player destroys the Boss, the ships are released. If the player retrieves them, the ships become dual ships if they were single and triple if they were double.
- **High Score Mode.** Upon completing a game, a player can enter his initials if he is among the top eight scorers on the game.

Maximizing Earnings

The key to maximum earnings is striking a midpoint on game times. Game times must be short enough so that player turnover is high. Conversely, game times must be long enough to give a player a good value and insure repeat play (repeat play is crucial to longevity). Galaga '88 gives the operator the flexibility to tune game difficulty and enough statistics to make adjustments.

If collections seem low or are dropping off, first check all player controls and coin mechanisms for proper operation.

The options below help insure shorter game play time with maximum game revenue, as well as longevity at any location by generating continuous player interest.

- **Game continue option.** Allows the player to continue at the last stage completed at the end of a game.
- **Five difficulty levels of game play.** Select the level you need for your location.

- **Four extended play selections.** Choose at what point level the player is permitted to continue the game.
- **Number of Fighters.** Choose the number of fighters (or lives) the player receives at the beginning of each game.

Chapter 2 Self-Test

The Galaga '88 game has two ways to enter the Self-Test mode. If you turn on the self-test switch, and then turn on the game power, a RAM/ROM test is performed before you enter the Self-Test. If you turn on the self-test switch when the game is in the Attract Mode, you go directly to the Self-Test. If you turn off the self-test switch, the game returns to the Attract mode.

For more information on entering the self-test, the self-test screens and the RAM/ROM tests, see your Pac-Mania* or Dragon Spirit* operator's manual.

The Game Options and the A.D.S. screens have been changed for the Galaga '88 game and are described below.

Game Options Screen

The Game Options, shown in Table 2, indicates the current settings of the coin and game options, and lets you change these settings. This table shows the options and the default (recommended) settings.

A.D.S. Screens

To see the A.D.S. (Auto Data Sampling) Screen, turn DIP switches 3 and 5 on while the game is in the Attract mode.

The game automatically gathers the information for the A.D.S. screens. You do not need to set any switches. The game resets the data screen after each time you leave the A.D.S. screens.

The first screen shows the following statistics:

- **On Time**—The time the game has been turned on in hours, minutes, and seconds.
- **Play Time**—The time the game has been played in hours, minutes, and seconds.
- **Games**—Total number of games played. Each game is the time between the first player starting and both players dying, regardless of time or number of quarters inserted.
- **1P Games**—Total games played as one-player games.
- **2P Games**—Total games played as two-player games.

- **High Score**—Highest player score.

The second screen shows the length of all games played.

Table 2 Game Option Settings

| Option Name | Available Settings |
|--|---|
| Coins to start | 1♦, 2, 3, 4, 5, 6, 7, 8, 9 Coin(s) for |
| (Coin Mech 1) | 1♦, 2, 3, 4, 5, 6, 7, 8, 9 Credits |
| Coins to start | 1♦, 2, 3, 4, 5, 6, 7, 8, 9 Coin(s) for |
| (Coin Mech 2) | 1♦, 2, 3, 4, 5, 6, 7, 8, 9 Credits |
| Music in attract mode | Sound On♦ Sound Off |
| Cabinet type | A B C♦ |
| Video display orientation (flip) | On♦ Off |
| Fighters (lives) | 1, 2, 3♦, 4, 5 |
| Extended play granted at: | A (1st @ 50,000 points; 2nd @ 140,000; 3rd @ 300,000; 4th @ 480,000) B (1st @ 40,000; 2nd @ 120,000); 3rd @ 240,000; 4th @ 360,000) C (1st @ 40,000; 2nd @ 120,000); 3rd @ 240,000)♦ D (1st @ 50,000; 2nd @ 140,000) |
| Game difficulty (rank) | A (Easiest) B (Easier) C (Medium) D (Harder)♦ E (Hardest) |
| Game continuation | On♦ Off |
| Fighter selector | On (Single & Dual)♦ Off (Single Only) |
| ♦ <i>Manufacturer's recommended settings</i> | |

*These games are engineered and designed by Namco Ltd. Manufactured by Atari Games. Trademark © Namco 1987.

Chapter 3 Game Conversion

Remove the Control Panel

WARNING

To avoid electrical shock, turn off the game before performing any maintenance procedures.

1. Unlock and open the upper coin door.
2. Reach up through the upper coin door opening and release the two spring draw latches located under the control panel on each side of the cabinet.
3. Grasp the control panel on the top edge (next to the display shield) and tilt the panel up slightly. Remove the panel from the front edge of the cabinet. Stand the control panel on its back edge by placing it in the wood slots located under the control panel on each side of the cabinet.
4. Disconnect the control harness connector from the Game PCB and disconnect the green ground wire.
5. Lift the control panel from the cabinet.

Disassemble the Control Panel

1. Disconnect the wiring harness from all of the switches and the joystick.
2. Use a 15/16-inch open-end wrench to remove the stamped nuts holding the pushbutton leaf switches on the control panel.
3. With a 3/8-inch nut driver, remove the lock nuts that hold the joystick assembly on the control panel.
4. Remove the one- and two-player start switches. Hold the black bezel on the player side and turn the switch underneath counterclockwise.

Remove the Decal

1. After you remove the hardware from the control panel, remove the decal.

CAUTION

Do the following procedure on a clean work surface so you do not get dirt on the surface of the control panel.

2. Start heating the decal in one corner with a heat gun or hair dryer. Pull up gently on that corner. Do

not melt the decal! By applying heat and gently pulling up on the decal, you should be able to peel the decal off. (You can remove the decal without heating it, but it is more difficult.)

Apply the New Decal

1. Clean the control panel to remove any adhesive that is still on it. Use a lint-free cloth (**not** a paper towel) wetted with isopropyl alcohol to remove the adhesive. Clean the control panel as many times as necessary to remove any remaining adhesive.
2. Position the Galaga '88 decal so that the holes in the decal line up with the holes in the control panel.

NOTE

If you have a Dragon Spirit game, the two 1-3/16-inch holes for the bomb pushbuttons will be covered by the Galaga '88 decal. (See Figure 1.) Hole plugs are provided for these holes, but first install the decal.

3. Start attaching the decal by peeling off the backing on the top long edge of the decal. Keeping the holes lined up, and keeping the top edge straight, press the decal down. Continue peeling off the backing and pressing the decal down on the control panel.

Install Hole Plugs (for Dragon Spirit Games)

1. After the decal is completely attached, turn the control panel over. Use a sharp knife and cut out the decal over the two decal-covered pushbutton holes.
2. Push a hole plug into each hole from the front of the control panel. (See Figure 1.) Bend the tabs in each hole plug until they are flat against the control panel. This will keep the plugs from being pried out.

Install the Control Panel Hardware

1. Put the two pushbutton switches back into the holes. Tighten each stamped nut with a 15/16-inch open-end wrench.

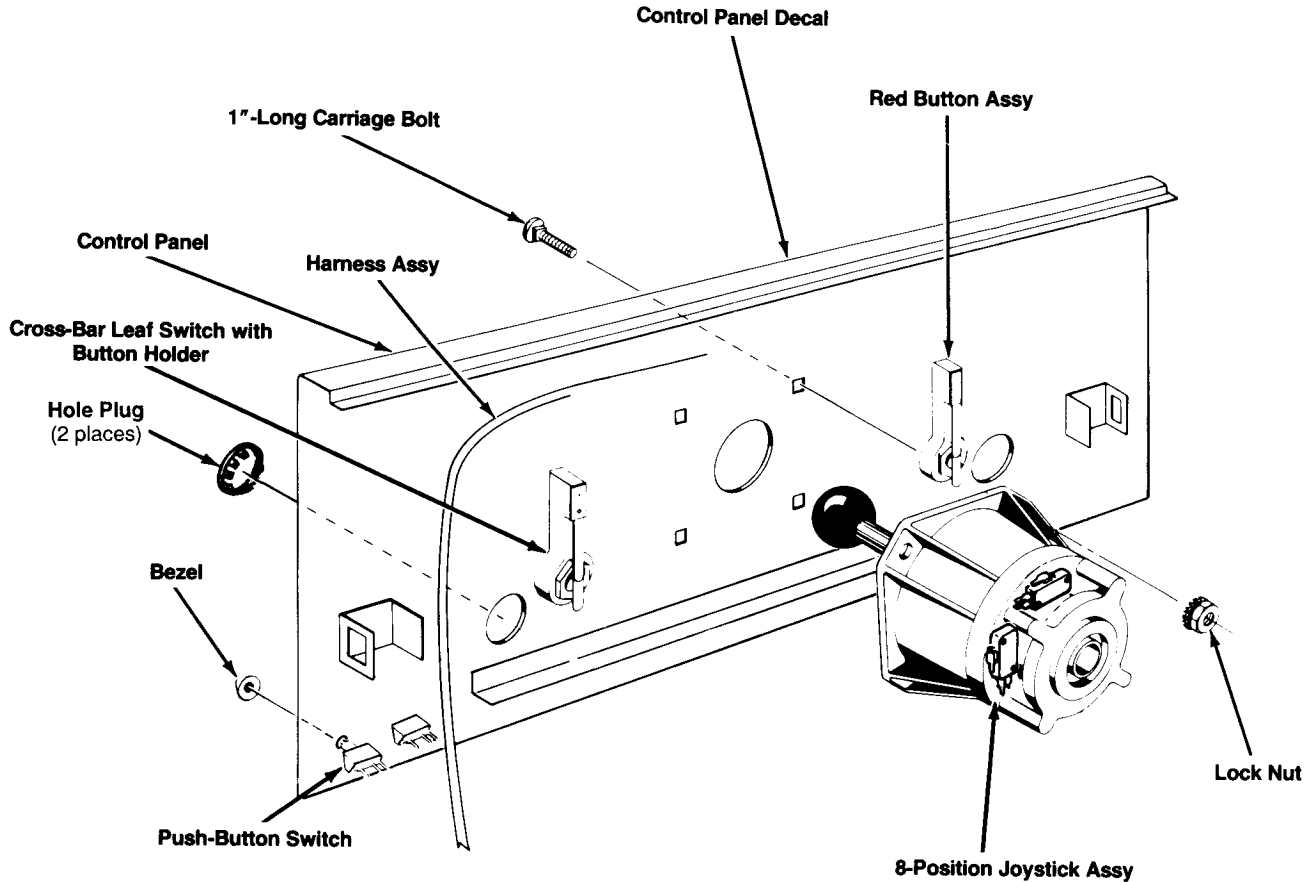


Figure 1 Converted Dragon Spirit Control Panel

2. Put the bezels for the 1- and 2-player switches back on the control panel and screw the pushbuttons back into them.
3. Put the joystick back on the control panel, and use a 3/8-inch wrench to tighten the four nuts that hold the joystick on the control panel.
4. Reconnect the harness wiring to the switches and the joystick (**Dragon Spirit games only:** Using tie wraps, tie back the wiring for the two switches you removed.) Reconnect the green ground wire.
5. Put the 24-inch strip of black adhesive-backed tape on the edge of the control panel where the control panel rests against the display shield.

Install the New Bezel

Two bezel pieces are included in your conversion kit. Each piece has covered tape on the back at one end. This tape attaches to the opposite side of the other bezel piece. See Figure 2.

1. Peel the cover off the tape on one bezel piece. At-

- tach the tape the other bezel piece end without tape on it. Connect the other ends.
2. Remove the control panel as described above.
3. Remove the video display shield.
4. Remove the existing bezel from the foam tape that holds it in place.
5. Install the Galaga '88 bezel. Use the pieces of white foam tape in the kit to attach it to the game.
6. Replace the video display shield.
7. Install the control panel.

Change the Attraction Graphics

1. Turn off the game power.
2. Remove the three screws in the retainer on the top of the cabinet. Remove the retainer.
3. Remove the attraction shield. The shield has foam tape on the front and back edges.

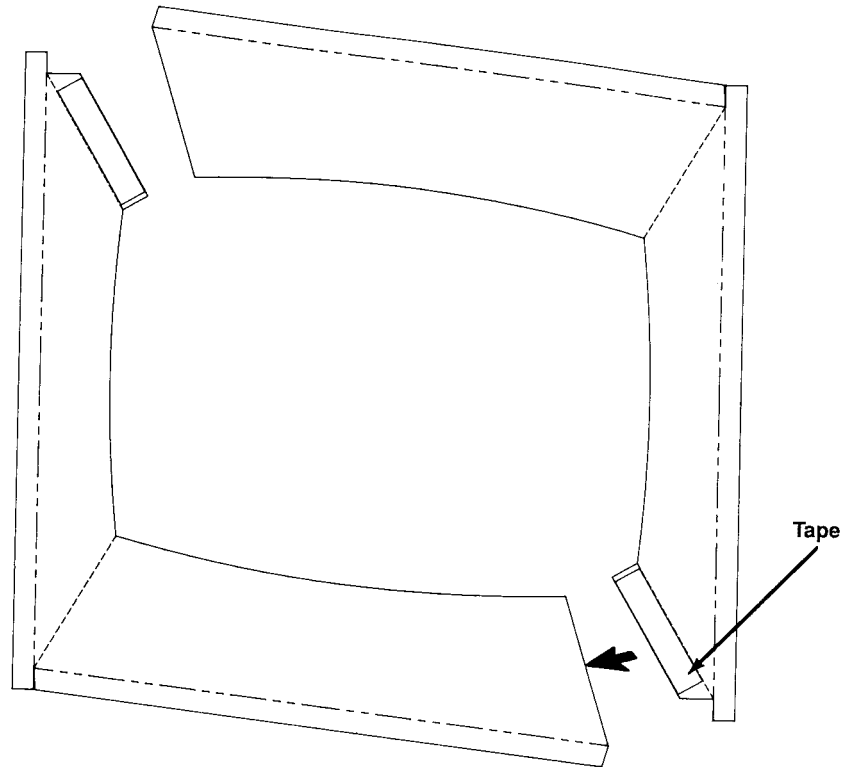


Figure 2 Constructing the Bezel

4. Remove the old attraction graphics film and discard it.
5. **Pac-Mania Games Only:** Discard the Pac-Mania attraction shield and replace it with the shield included in the Galaga '88 kit.
6. Slide the attraction shield into place.
7. Put the Galaga '88 attraction graphics film over the shield.
8. Put on the retainer over the attraction graphics and tighten the the three screws holding the retainer.

Remove the Game PCB

1. Turn the cabinet power off.
2. Unlock and remove the front access panel from the cabinet.
3. Disconnect the harness connectors from the End PCB.

CAUTION

We recommend that only a qualified service technician convert the Game PCB. The PC board and the IC sockets can be easily damaged.

4. Use a Phillips screwdriver to remove the screws and washers holding the Game and End PCBs to the cabinet.

5. Holding the front edge of the Game PCB, slide it forward out of the slotted guide.

Convert the Game PCB

1. Put the game board set on a work bench with the larger ROM PCB (the Game PCB) facing up.

CAUTION

If you reverse the direction of any ROMs you can destroy them and perhaps destroy the PC board as well.

2. Remove the dust accumulated on the PC board by using compressed air or a soft brush.
3. Assemble the ROMs as listed in Table 3.
4. Figure 3 shows what ROMs must be removed, added, and replaced. Pac-Mania board changes are indicated by **R** for replace and **A** for add. Dragon Spirit board changes are indicated by \mathcal{R} for replace, \mathcal{A} for add and \mathcal{D} for delete.
5. Remove the Pac-Mania and Dragon Spirit ROMs indicated in Figure 4. Using the number stamped on the Galaga '88 ROMs, Table 3, and Figure 3, replace and add the Galaga '88 ROMs to the board. Be sure that all the ROMs are oriented the correct way.
6. Insert the ROM from the right end of the socket.

Table 3 Game PC Board ROMs for Galaga '88

| Location | Description | Part No. | Location | Description | Part No. |
|----------|------------------------------|-------------|----------|------------------------------|-------------|
| A4 | IC, EPROM, Galaga '88, VOI-0 | 136062-1119 | E9 | IC, ROM, Galaga '88, OBJ-2, | 136062-1110 |
| B4 | IC, EPROM, Galaga '88, VOI-1 | 136062-1120 | F9 | IC, ROM, Galaga '88, OBJ-3 | 136062-1111 |
| E4 | IC, EPROM, Galaga '88, VOI-2 | 136062-1121 | H9 | IC, ROM, Galaga '88, OBJ-4 | 136062-1112 |
| F4 | IC, EPROM, Galaga '88, VOI-3 | 136062-1122 | K9 | IC, ROM, Galaga '88, OBJ-5 | 136062-1113 |
| H4 | IC, EPROM, Galaga '88, VOI-4 | 136062-1123 | A10 | IC, EPROM, Galaga '88, SND-0 | 136062-1106 |
| K4 | IC, EPROM, Galaga '88, VOI-5 | 136062-1124 | B10 | IC, EPROM, Galaga '88, SND-1 | 136062-1107 |
| A8 | IC, ROM, Galaga '88, CHR-0 | 136062-1114 | F10 | IC, Custom, 153 | 99-090358 |
| B8 | IC, ROM, Galaga '88, CHR-1 | 136062-1115 | H10 | IC, EPROM, Galaga '88, PRG-0 | 136062-1101 |
| E8 | IC, ROM, Galaga '88, CHR-2 | 136062-1116 | K10 | IC, EPROM, Galaga '88, PRG-1 | 136062-1102 |
| F8 | IC, ROM, Galaga '88, CHR-3 | 136062-1117 | P10 | IC, EPROM, Galaga '88, PRG-5 | 136062-1103 |
| U8 | IC, ROM, Galaga '88, CHR-8 | 136062-1118 | S10 | IC, EPROM, Galaga '88, PRG-6 | 136062-1104 |
| A9 | IC, ROM, Galaga '88, OBJ-0 | 136062-1108 | T10 | IC, EPROM, Galaga '88, PRG-7 | 136062-1105 |
| B9 | IC, ROM, Galaga '88, OBJ-1 | 136062-1109 | | | |

When you plug in the ROM, be sure that none of the pins are bent or broken.

7. Check to be sure that the jumpers are oriented as shown in Figure 3.

Replace the Game PCB

1. Before reinstalling the board, check the orientation and location of each ROM to be sure it is inserted correctly.
2. Connect the End and Game PCBs together.
3. Holding the front edge of the Game PCB, slide it into the slotted guide in the cabinet.
4. Connect the harness connectors to the End PCB.
5. Use a Phillips screwdriver to tighten the screws and washers holding the Game and End PCBs to the cabinet.
6. Be sure that the top PCB is fully inserted into the bottom PCB edge connectors and that the ground strap is properly connected to the ground plane.

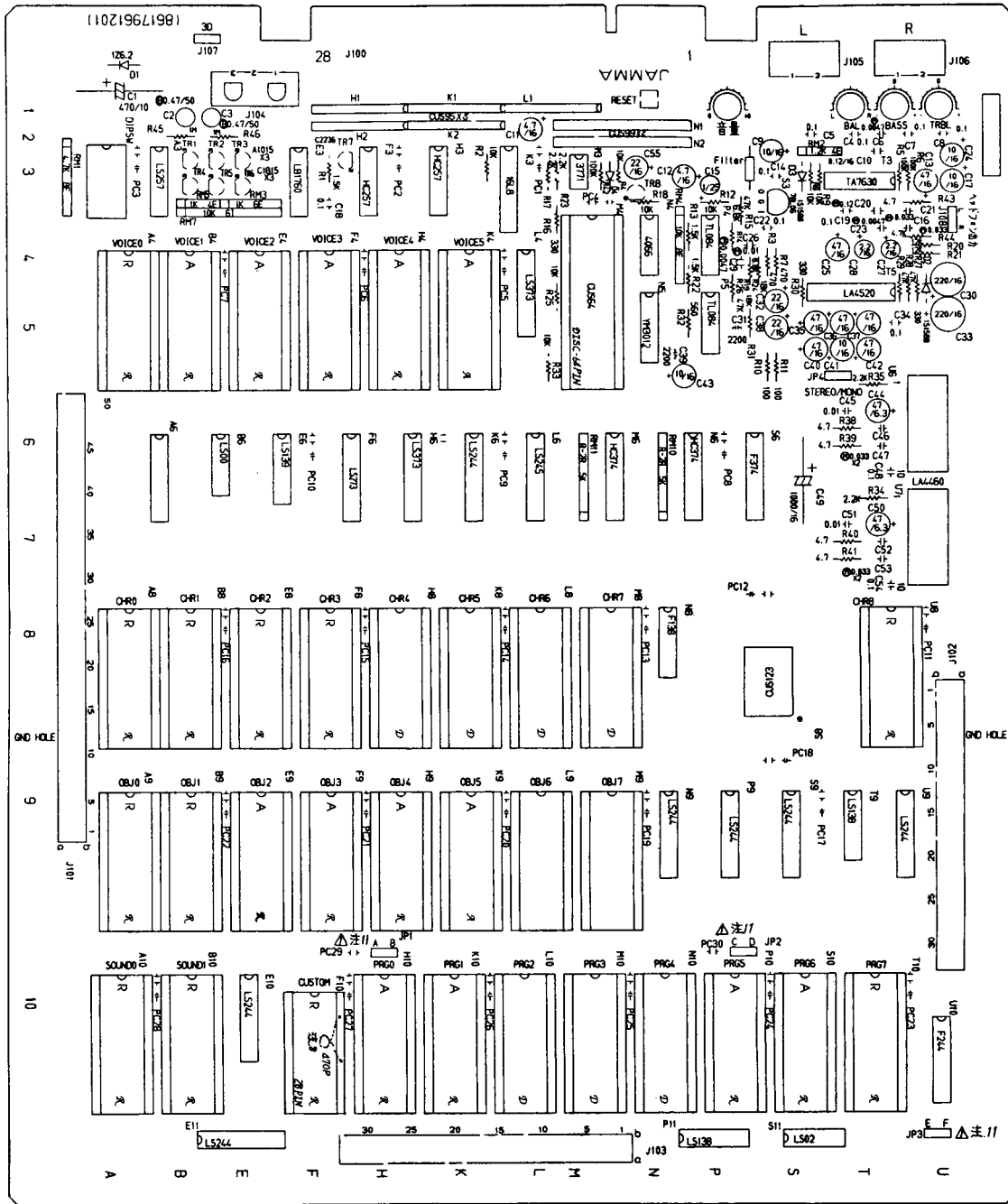
| ROM | | | JP1 | JP2 | JP3 | | | |
|-----|---------|------|-----|------|-----|------|---|----------|
| 容量 | 種類 | A | B | C | D | E | F | 例 |
| 28 | 512K EP | 0222 | 0 | 0222 | 0 | 0222 | 0 | 27512 |
| 28 | 1M MASK | 0222 | 0 | 0222 | 0 | 0222 | 0 | |
| 32 | 1M EP | 0222 | 0 | 0222 | 0 | 0222 | 0 | HN27C301 |
| 32 | 2M MASK | 0222 | 0 | 0222 | 0 | 0222 | 0 | |
| | 4M MASK | 0222 | 0 | 0222 | 0 | 0222 | 0 | |

Figure 3 Jumper Orientation**Table 4 RAM/ROM Error Messages**

| Error Message | Possible Bad Integrated Circuit |
|----------------|---|
| ROM 0 Error | ROM at location H10 on the ROM PCB |
| ROM 1 Error | ROM at location K10 on the ROM PCB |
| ROM 2 Error | ROM at location L10 on the ROM PCB |
| ROM 3 Error | ROM at location M10 on the ROM PCB |
| ROM 4 Error | ROM at location N10 on the ROM PCB |
| ROM 5 Error | ROM at location P10 on the ROM PCB |
| ROM 6 Error | ROM at location S10 on the ROM PCB |
| ROM 7 Error | ROM at location T10 on the ROM PCB |
| RAM 1 Error* | RAM at location B2, D2, or E2 on the CPU PCB |
| RAM 2 Error | RAM at location D6 or E6 on the CPU PCB |
| RAM 3 Error | RAM at location S5 on the CPU PCB |
| RAM 4 Error | RAM at location H1 on the CPU PCB |
| RAM 5 Error | RAM at location L5 on the CPU PCB |
| RAM 6 Error* | RAM at location B2, D2, or E2 on the CPU PCB |
| RAM 7 Error | RAM at location D6 or E6 on the CPU PCB |
| I/O Error 64** | RAM at location H1 on the CPU PCB, or the I/O Processor at location M4 on the ROM PCB |

**Either of these error messages may be accompanied by a four-digit number. Look at the first of the four lines and ignore the bottom three lines. Also ignore the fact that the entire screen may be upside down. This four-digit number may indicate one specific integrated circuit is bad, as follows:
If the number is between 0002 and 0802, this indicates location B2.
If ABCD is between 0804 and 1002, this indicates location D2.
If ABCD is between 1004 and 1802, this indicates location E2.*

***If this error message is accompanied by a four-digit number, look at its left two digits. If those digits are 02, this indicates the RAM at location H1 is bad. If those digits are not 02, this indicates the I/O Processor at location M4 is bad.*



Explanation of Symbols

| Letter | Meaning |
|--------|---|
| A | Add ROM to Pac-Mania board. |
| R | Replace ROM on Pac-Mania board. |
| A | Add ROM to Dragon Spirit board. |
| R | Replace ROM on Dragon Spirit board. |
| D | Delete and remove ROM from Dragon Spirit board. |

Figure 4 Game Board Conversion

Chapter 4 Illustrated Parts Lists

Galaga '88 Conversion Kit (A045166-01) Parts List

| Part No. | Description |
|-------------|--|
| 038158-01 | Product ID Label |
| 044827-01 | Attraction Shield |
| 045167-01 | Attraction Film with Graphics |
| 045168-01 | Control Panel Decal |
| 045169-01 | Half Bezel for Video Display |
| 136062-1101 | IC, EPROM, Galaga '88, PRG-0, H10 |
| 136062-1102 | IC, EPROM, Galaga '88, PRG-1, K10 |
| 136062-1103 | IC, EPROM, Galaga '88, PRG-5, P10 |
| 136062-1104 | IC, EPROM, Galaga '88, PRG-6, S10 |
| 136062-1105 | IC, EPROM, Galaga '88, PRG-7, T10 |
| 136062-1106 | IC, EPROM, Galaga '88, SND-0, A10 |
| 136062-1107 | IC, EPROM, Galaga '88, SND-1, B10 |
| 136062-1108 | IC, ROM, Galaga '88, OBJ-0, A9 |
| 136062-1109 | IC, ROM, Galaga '88, OBJ-1, B9 |
| 136062-1110 | IC, ROM, Galaga '88, OBJ-2, E9 |
| 136062-1111 | IC, ROM, Galaga '88, OBJ-3, F9 |
| 136062-1112 | IC, ROM, Galaga '88, OBJ-4, H9 |
| 136062-1113 | IC, ROM, Galaga '88, OBJ-5, K9 |
| 136062-1114 | IC, ROM, Galaga '88, CHR-0, A8 |
| 136062-1115 | IC, ROM, Galaga '88, CHR-1, B8 |
| 136062-1116 | IC, ROM, Galaga '88, CHR-2, E8 |
| 136062-1117 | IC, ROM, Galaga '88, CHR-3, F8 |
| 136062-1118 | IC, ROM, Galaga '88, CHR-8, U8 |
| 136062-1119 | IC, EPROM, Galaga '88, VOI-0, A4 |
| 136062-1120 | IC, EPROM, Galaga '88, VOI-1, B4 |
| 136062-1121 | IC, EPROM, Galaga '88, VOI-2, E4 |
| 136062-1122 | IC, EPROM, Galaga '88, VOI-3, F4 |
| 136062-1123 | IC, EPROM, Galaga '88, VOI-4, H4 |
| 136062-1124 | IC, EPROM, Galaga '88, VOI-5, K4 |
| 99-090358 | IC, Custom, 153, F10 |
| 178225-001 | 1-13/16-inch Diameter Control Panel Hole Plug |
| 78-6900402 | 1/4-Inch-Wide x 1/8-Inch-Thick Foam Tape |
| TM-319 | Galaga '88 Operator's Manual (includes game self-test label and card for ordering side-panel decals) |

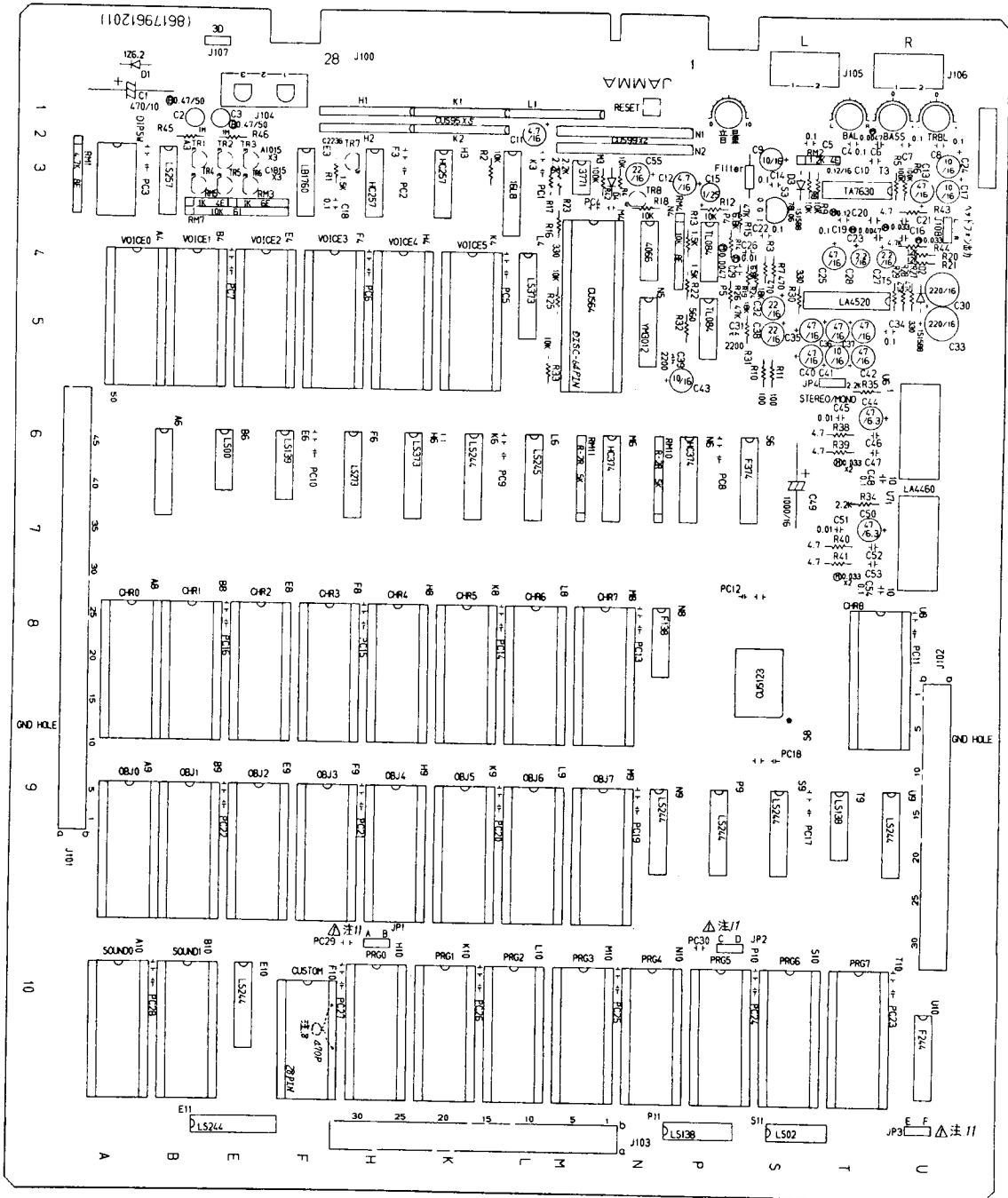


Figure 5 Galaga '88 ROM PCB Assembly
99-090359

Galaga '88 ROM PCB Assembly Parts List

| Part Number | Description |
|----------------------------|-----------------------------------|
| Integrated Circuits | |
| 99-090108 | IC, 74LS00 |
| 99-090117 | IC, 74LS138 |
| 99-090118 | IC, 74LS139 |
| 99-090124 | IC, 74LS245 |
| 99-090125 | IC, 74LS257 |
| 99-090126 | IC, 74LS273 |
| 99-090127 | IC, 74LS373 |
| 99-090128 | IC, 74LS374 |
| 99-090132 | IC, 74HC257 |
| 99-090155 | IC, Custom 95 |
| 99-090157 | IC, Custom 99 |
| 99-090158 | IC, DAC, YM3012 |
| 99-090160 | IC, Power Amplifier, LA4460 |
| 99-090244 | IC, 74LS244 |
| 99-090246 | IC, 4066 |
| 99-090248 | IC, Op-Amp, TL084CN |
| 99-090312 | IC, 74F02 |
| 99-090313 | IC, 74F138 |
| 99-090314 | IC, 74F244 |
| 99-090315 | IC, 74F374 |
| 99-090316 | IC, 74HC374 |
| 99-090317 | IC, Custom 64 |
| 99-090318 | IC, Custom 123 |
| 99-090319 | IC, PAL, 16L8B-2 |
| 99-090320 | IC, 78L06 |
| 99-090321 | IC, LA4520 |
| 99-090322 | IC, TA7630 |
| 99-090323 | IC, LB1760 |
| 99-090324 | IC, MB3771 |
| 99-090358 | IC, Custom 153, F10 |
| 136062-1101 | IC, EPROM, Galaga '88, PRG-0, H10 |
| 136062-1102 | IC, EPROM, Galaga '88, PRG-1, K10 |
| 136062-1103 | IC, EPROM, Galaga '88, PRG-5, P10 |
| 136062-1104 | IC, EPROM, Galaga '88, PRG-6, S10 |
| 136062-1105 | IC, EPROM, Galaga '88, PRG-7, T10 |
| 136062-1106 | IC, EPROM, Galaga '88, SND-0, A10 |
| 136062-1107 | IC, EPROM, Galaga '88, SND-1, B10 |
| 136062-1108 | IC, ROM, Galaga '88, OBJ-0, A9 |
| 136062-1109 | IC, ROM, Galaga '88, OBJ-1, B9 |
| 136062-1110 | IC, ROM, Galaga '88, OBJ-2, E9 |
| 136062-1111 | IC, ROM, Galaga '88, OBJ-3, F9 |
| 136062-1112 | IC, ROM, Galaga '88, OBJ-4, H9 |
| 136062-1113 | IC, ROM, Galaga '88, OBJ-5, K9 |
| 136062-1114 | IC, ROM, Galaga '88, CHR-0, A8 |

Galaga '88 ROM PCB Assembly Parts List, Continued

| Part Number | Description |
|-------------------|--|
| 136062-1115 | IC, ROM, Galaga '88, CHR-1, B8 |
| 136062-1116 | IC, ROM, Galaga '88, CHR-2, E8 |
| 136062-1117 | IC, ROM, Galaga '88, CHR-3, F8 |
| 136062-1118 | IC, ROM, Galaga '88, CHR-8, U8 |
| 136062-1119 | IC, EPROM, Galaga '88, VOI-0, A4 |
| 136062-1120 | IC, EPROM, Galaga '88, VOI-1, B4 |
| 136062-1121 | IC, EPROM, Galaga '88, VOI-2, E4 |
| 136062-1122 | IC, EPROM, Galaga '88, VOI-3, F4 |
| 136062-1123 | IC, EPROM, Galaga '88, VOI-4, H4 |
| 136062-1124 | IC, EPROM, Galaga '88, VOI-5, K4 |
| Resistors | |
| 99-090185 | Resistor, SIP, 4.7K Ω x 8, 1/8W |
| 99-090187 | Resistor, 4.7 Ω , 5%, 1/4W |
| 99-090189 | Resistor, 330 Ω , 5%, 1/4W |
| 99-090191 | Resistor, 470 Ω , 5%, 1/4W |
| 99-090192 | Resistor, 560 Ω , 5%, 1/4W |
| 99-090194 | Resistor, 4.7K Ω , 5%, 1/4W |
| 99-090195 | Resistor, 6K Ω , 5%, 1/4W |
| 99-090196 | Resistor, 10K Ω , 5%, 1/4W |
| 99-090199 | Resistor, 1 M Ω , 5%, 1/4W |
| 99-090200 | Resistor, 18 K Ω , 5%, 1/4W |
| 99-090253 | Resistor, SIP, 5K Ω , X 8 |
| 99-090255 | Resistor, 100 Ω , 5%, 1/4W |
| 99-090257 | Resistor, 2.2 K Ω , 5%, 1/4W |
| 99-090261 | Resistor, 47 K Ω , 5%, 1/4W |
| 99-090329 | Resistor, 1.5 K Ω , 1/4W, 5% |
| 99-090330 | Resistor, 12 K Ω , 1/4W, 5% |
| 99-090331 | Resistor, 100 K Ω , 1/4W, 5% |
| 99-090332 | Resistor, SIP, 1 K Ω , 1/8W |
| 99-090333 | Resistor, SIP, 1.2 K Ω , 1/8W |
| 99-090334 | Resistor, SIP, 1 K Ω , 1/8W |
| 99-090335 | Resistor, SIP, 10 K Ω , 1/8W |
| 99-090336 | Resistor, SIP, 10 K Ω , 1/8W |
| Diodes | |
| 99-090250 | Diode, 1S1588 |
| 99-090325 | Diode, 1S1885 |
| 99-090326 | Diode, 1Z6.2 |
| Capacitors | |
| 99-090174 | Capacitor, Ceramic, 0.01 μ F, 25V |
| 99-090175 | Capacitor, Ceramic, 0.1 μ F, 25V |
| 99-090269 | Capacitor, Electrolytic, 10 μ F, 16V |
| 99-090270 | Capacitor, Electrolytic, 47 μ F, 16V |
| 99-090337 | Capacitor, Ceramic, 2200PF, 25V |
| 99-090338 | Capacitor, .0047 μ F, 50V |
| 99-090339 | Capacitor, .033 μ F, 50V |
| 99-090340 | Capacitor, .12 μ F, 50V |

Galaga '88 ROM PCB Assembly Parts List, Continued

| Part Number | Description |
|----------------------|--|
| 99-090341 | Capacitor, .01 μ F, 50V |
| 99-090342 | Capacitor, 1 μ F, 25V |
| 99-090343 | Capacitor, Electrolytic, 47 μ F, 66.3V |
| 99-090344 | Capacitor, Electrolytic, 470 μ F, 10V |
| 99-090345 | Capacitor, Electrolytic, 2.2 μ F, 16V |
| 99-090346 | Capacitor, Electrolytic, 4.7 μ F, 16V |
| 99-090347 | Capacitor, Electrolytic, 22 μ F, 16V |
| 99-090348 | Capacitor, Electrolytic, 220 μ F, 16V |
| 99-090349 | Capacitor, Electrolytic, 1000 μ F, 16V |
| 99-090350 | Capacitor, Electrolytic, .47 μ F, 50V |
| Inductor | |
| 99-090274 | Inductor, 100 μ H, SP0406-101K |
| Transistors | |
| 99-090310 | Transistor, 2SA1015-Y |
| 99-090327 | Transistor, 2SC1815 |
| 99-090328 | Transistor, 2SC2236-Y |
| Miscellaneous | |
| 99-090351 | Potentiometer, 10K |
| 99-090352 | Switch, DIP, 8 Circuit |

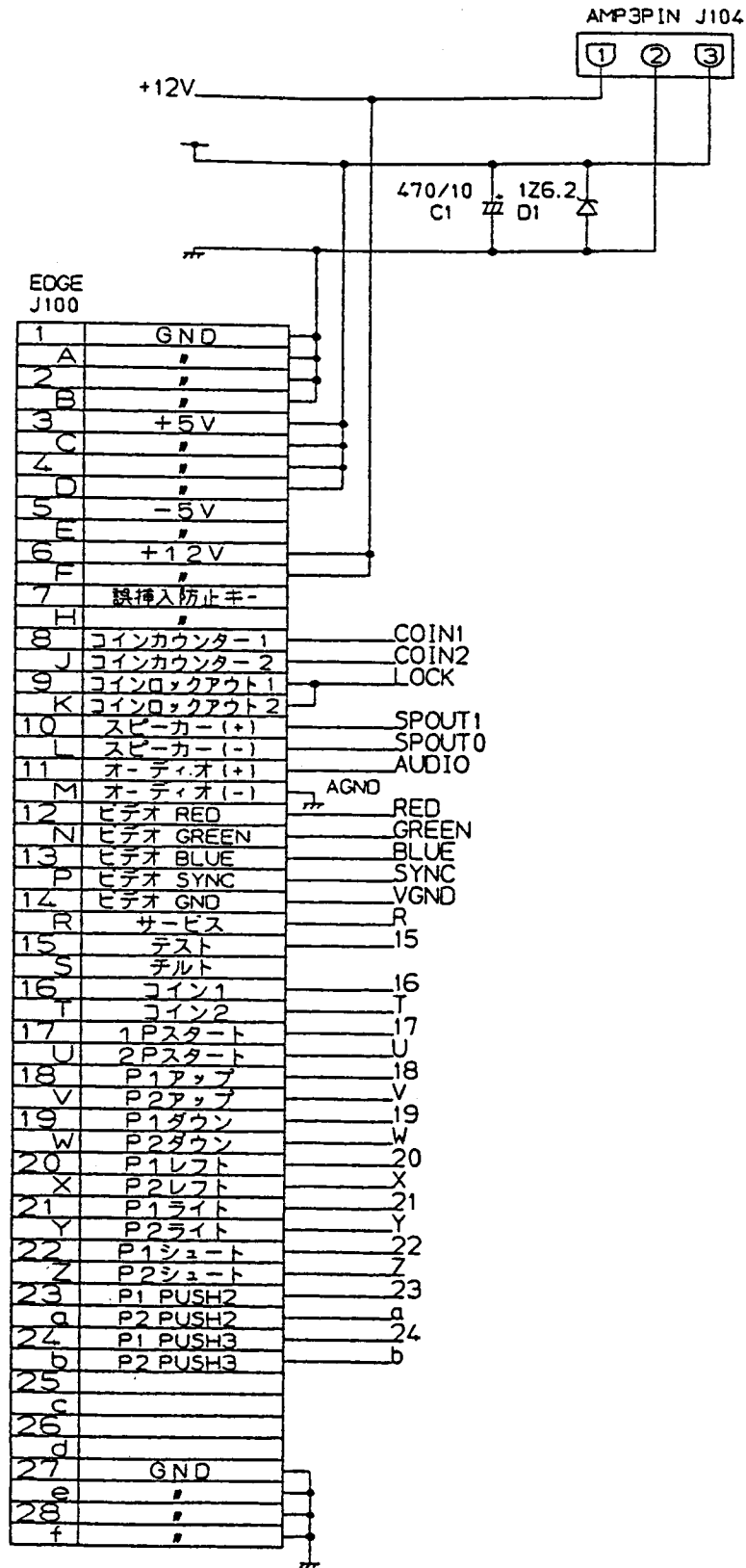
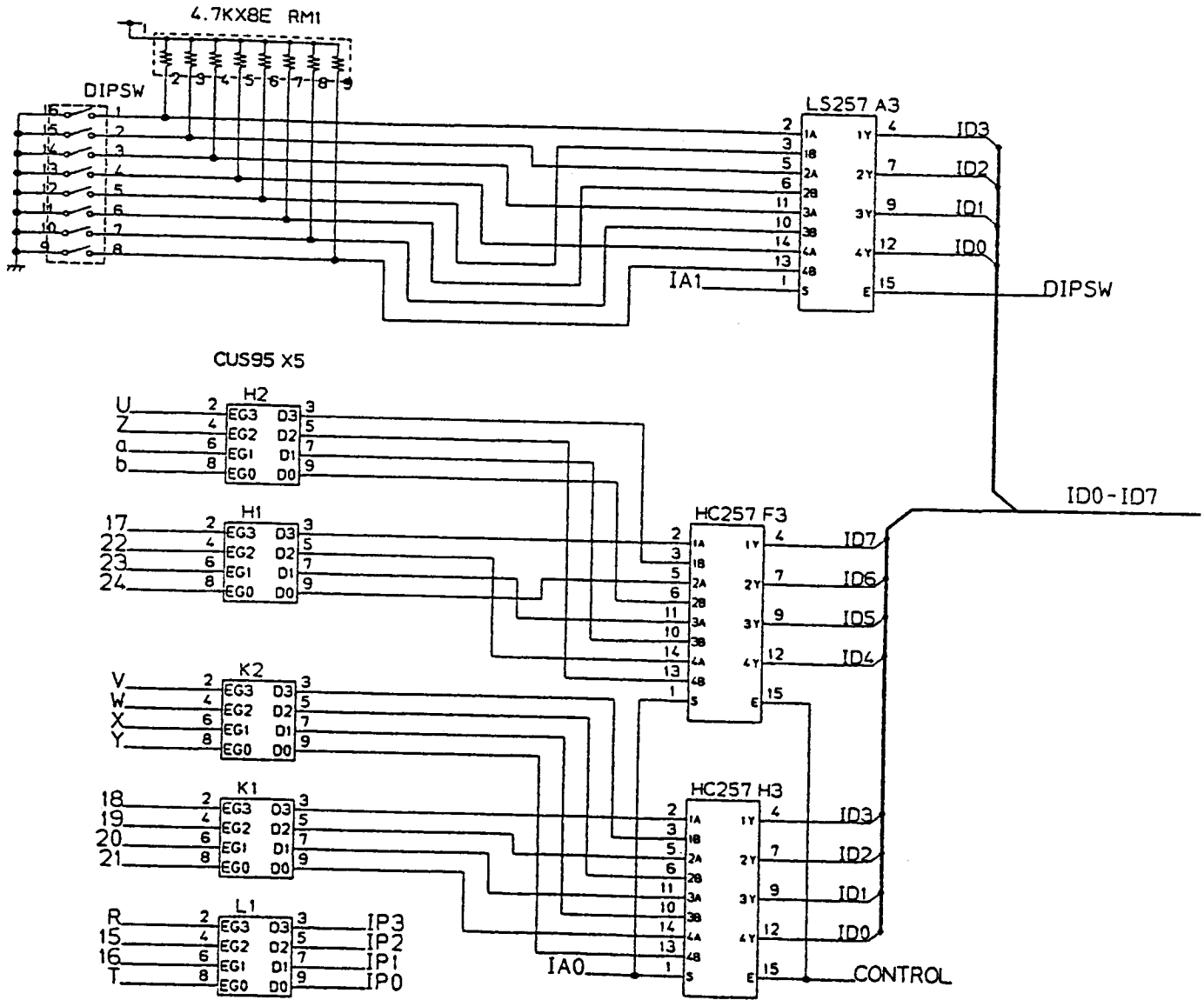


Figure 6 Galaga '88 Schematic Diagram
Sheet 1 of 8



EDGE CONNECTOR & SW INPUT

Figure 6 Galaga '88 Schematic Diagram, Continued
Sheet 1 of 8

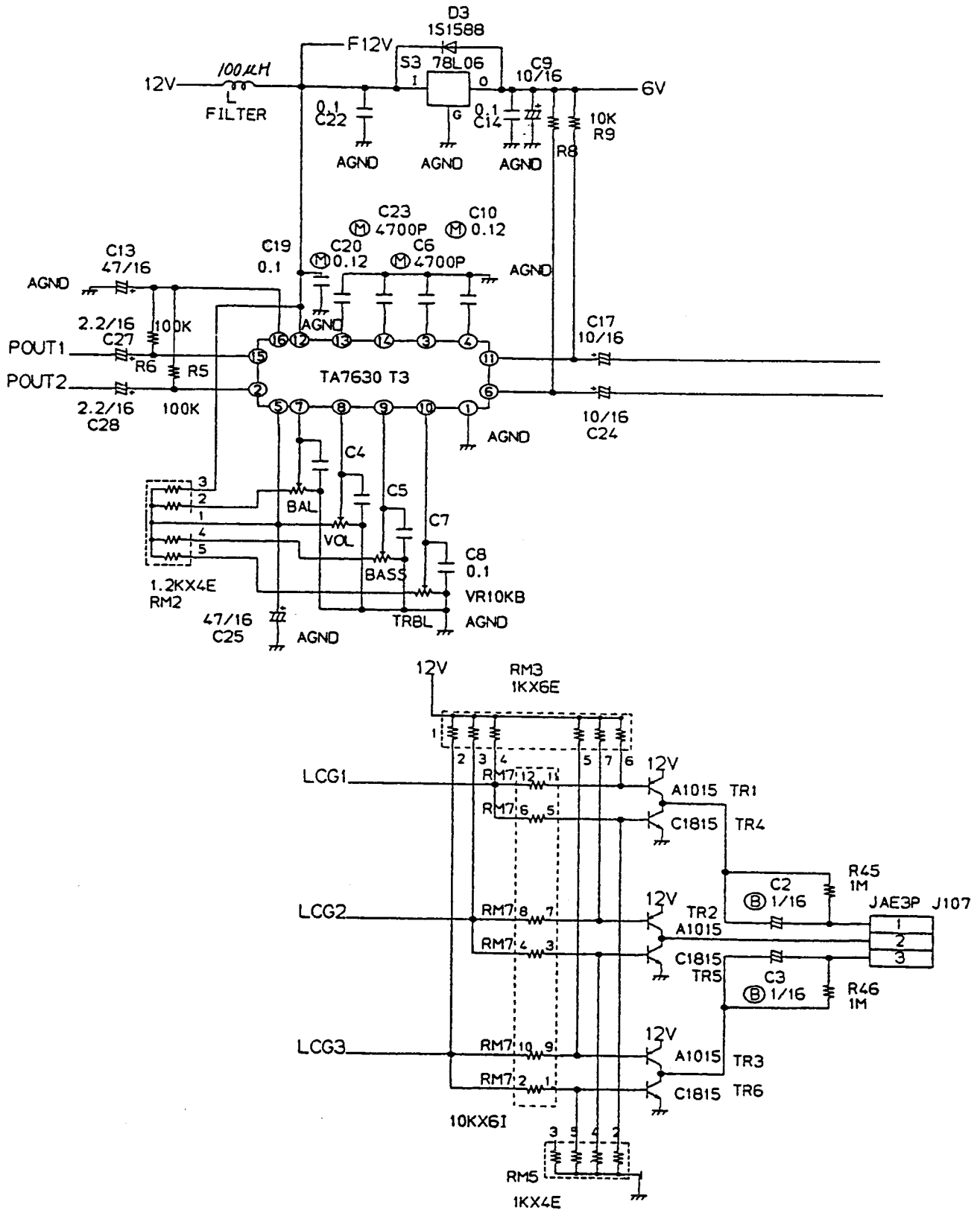
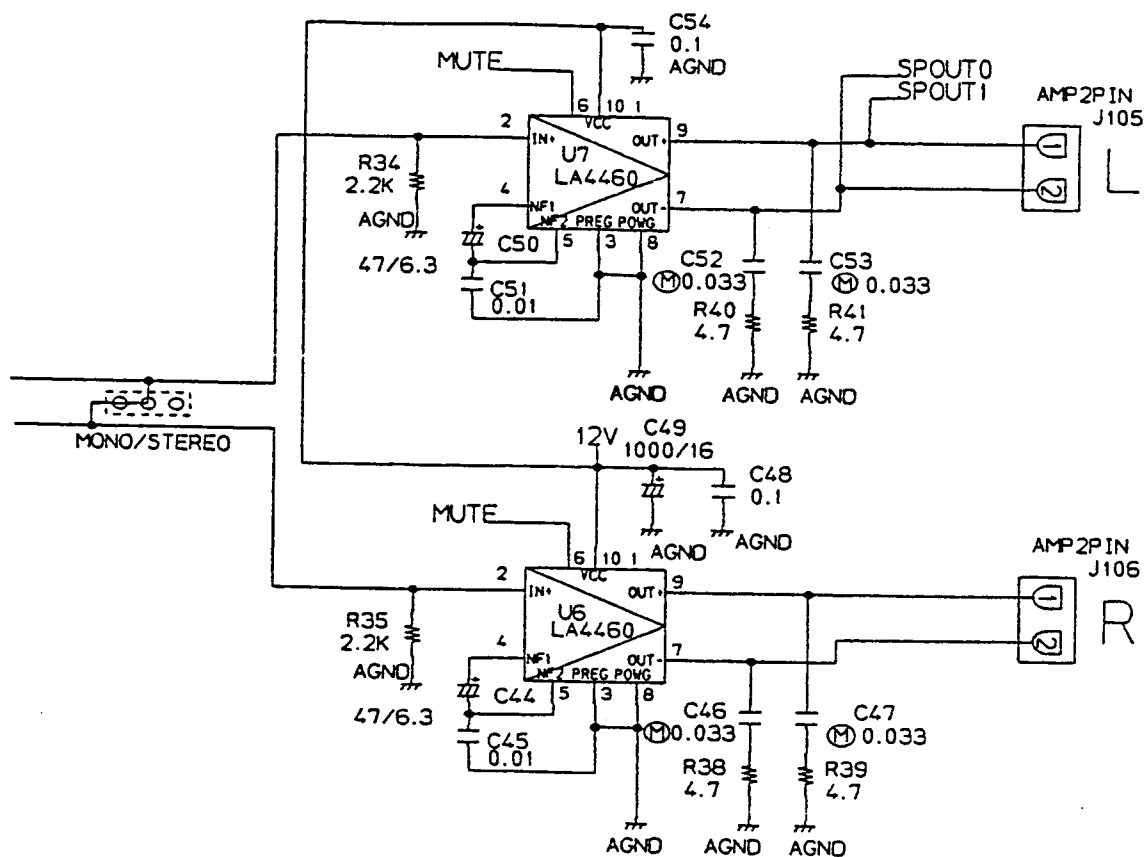


Figure 6 Galaga '88 Schematic Diagram
Sheet 2 of 8



AUDIO AMP & 3D GRASS DRIVER

Figure 6 Galaga '88 Schematic Diagram, Continued
Sheet 2 of 8

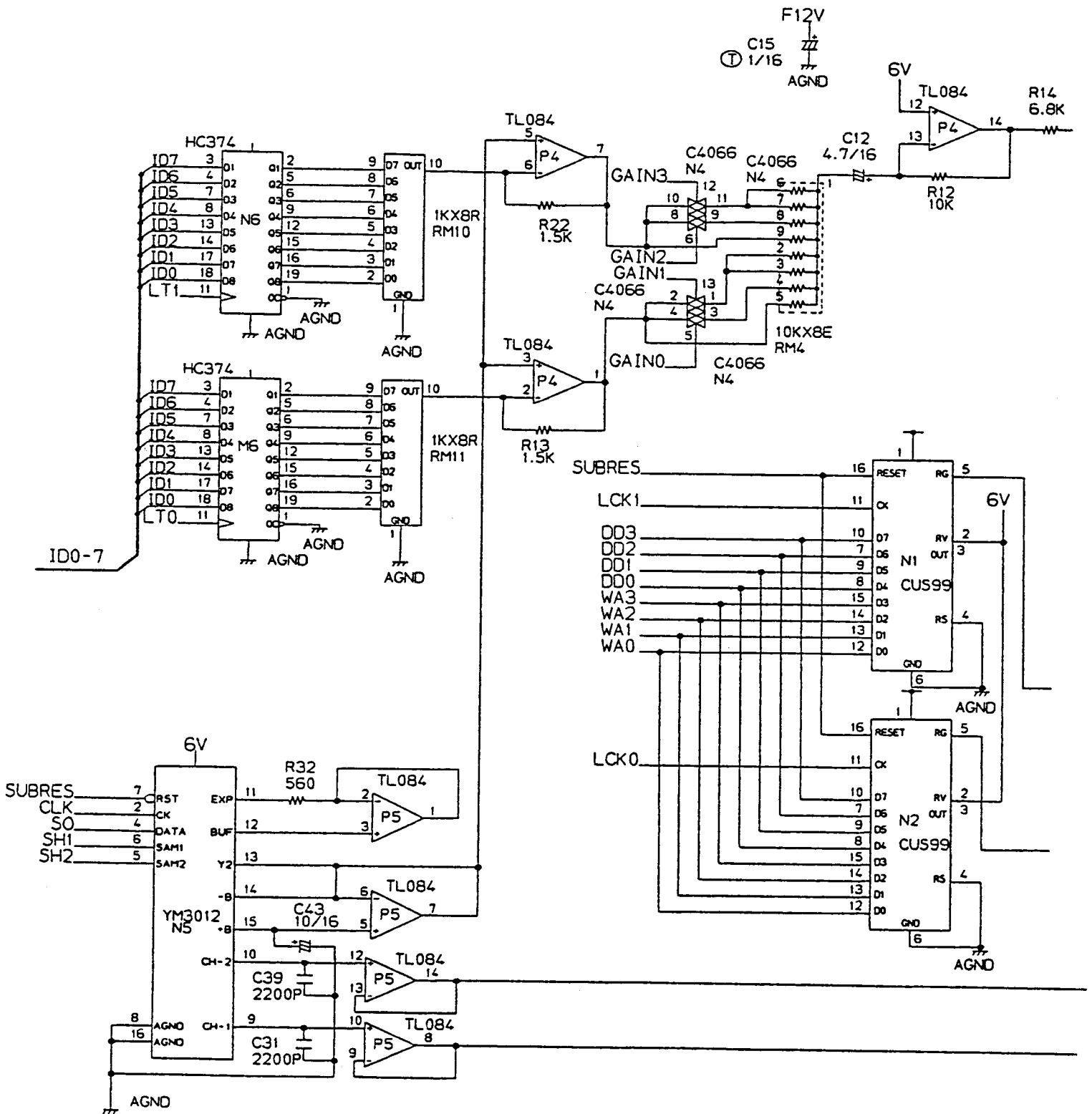
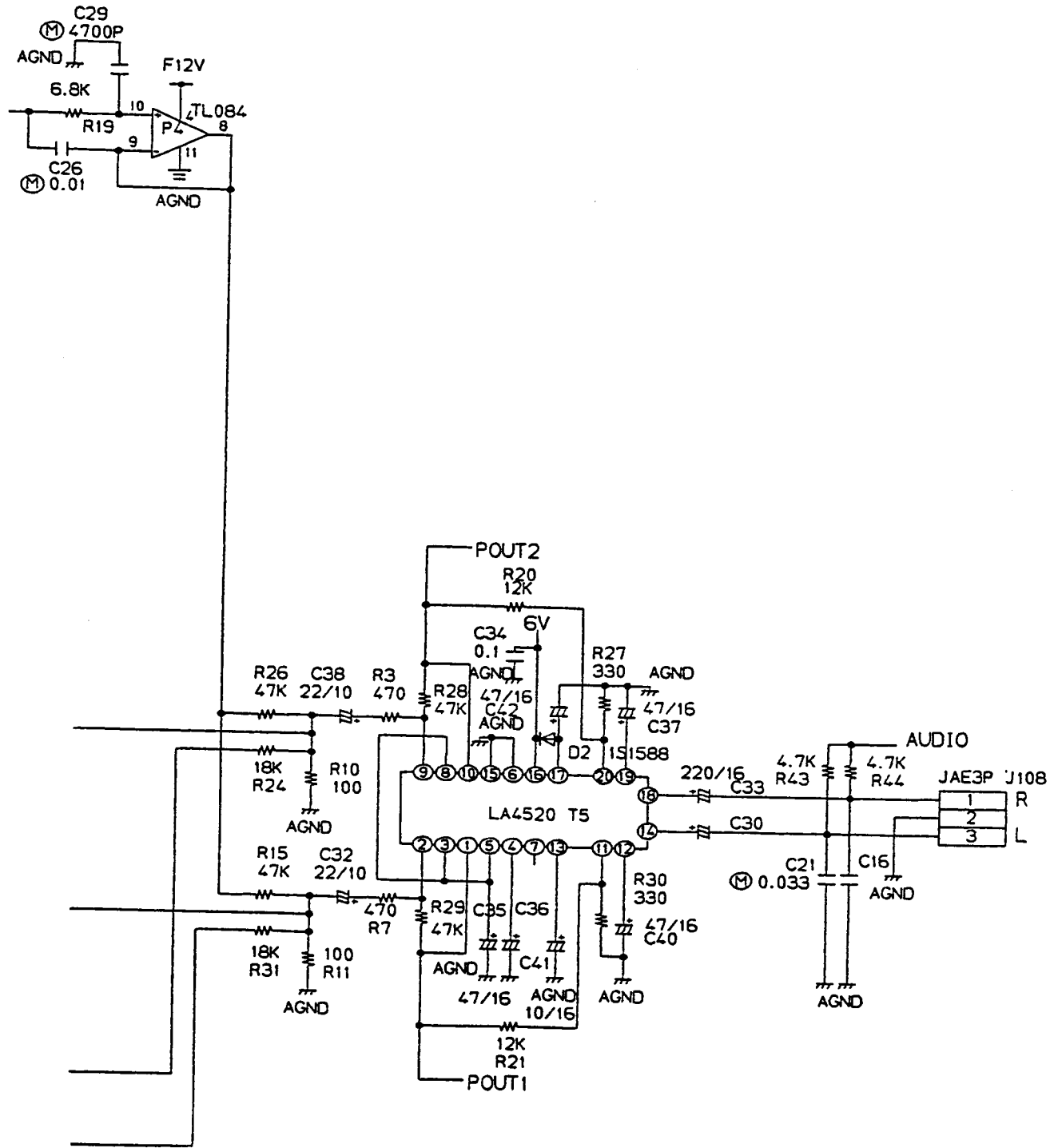


Figure 6 Galaga '88 Schematic Diagram
Sheet 3 of 8



SOUND MIX & HEAD PHONE AMP

Figure 6 Galaga '88 Schematic Diagram, Continued
Sheet 3 of 8

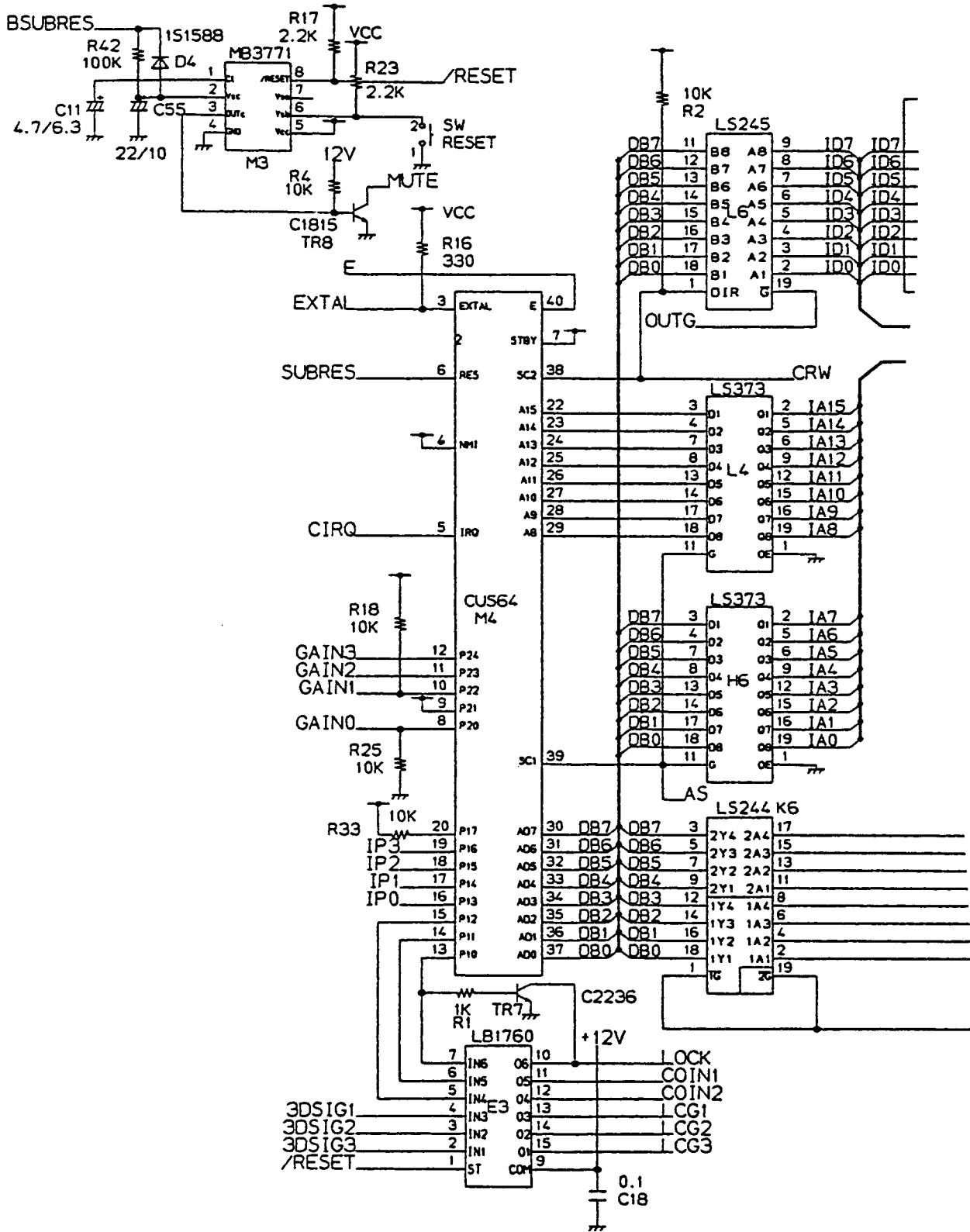
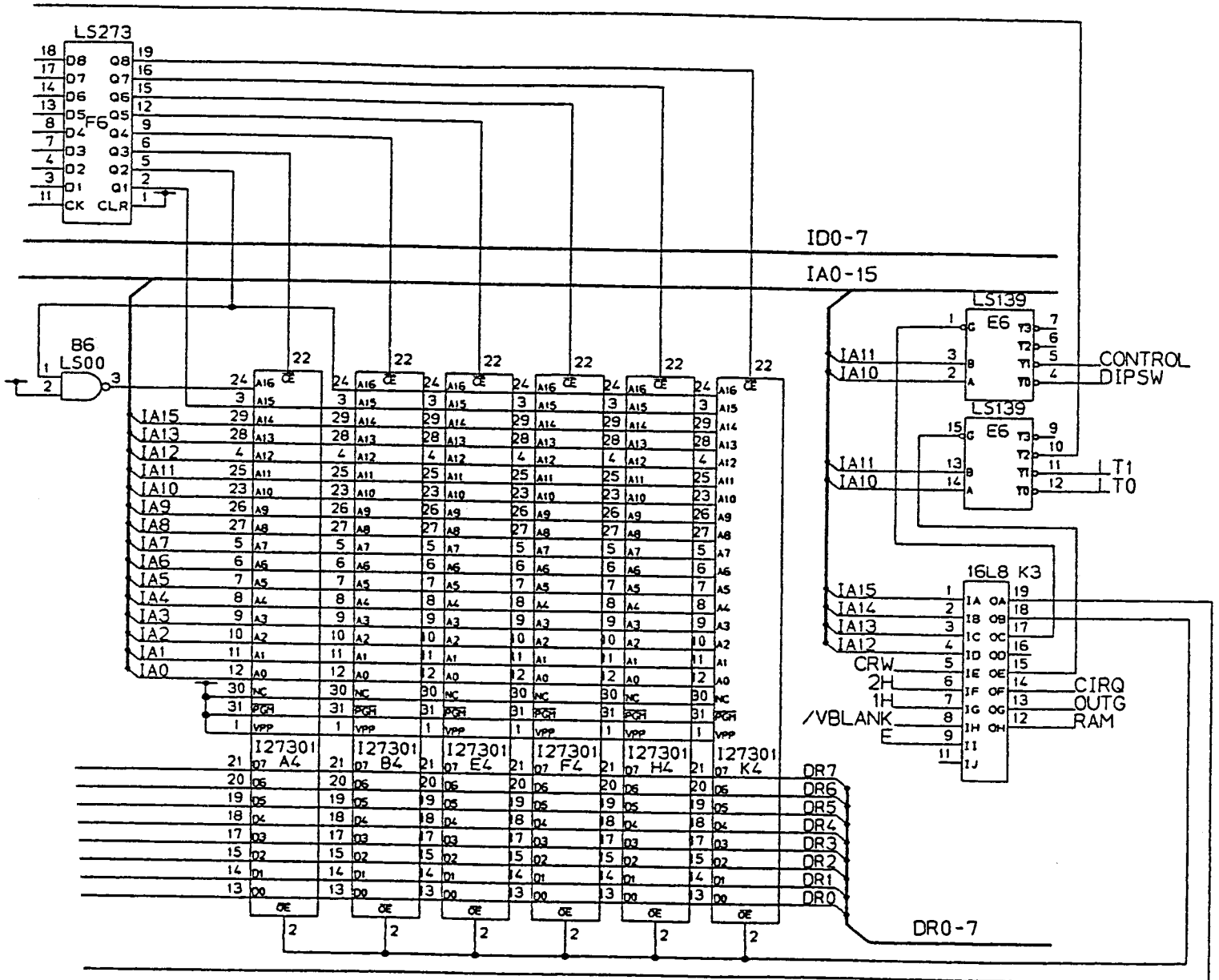


Figure 6 Galaga '88 Schematic Diagram
Sheet 4 of 8



RESET, VOICE ROM

Figure 6 Galaga '88 Schematic Diagram, Continued
Sheet 4 of 8

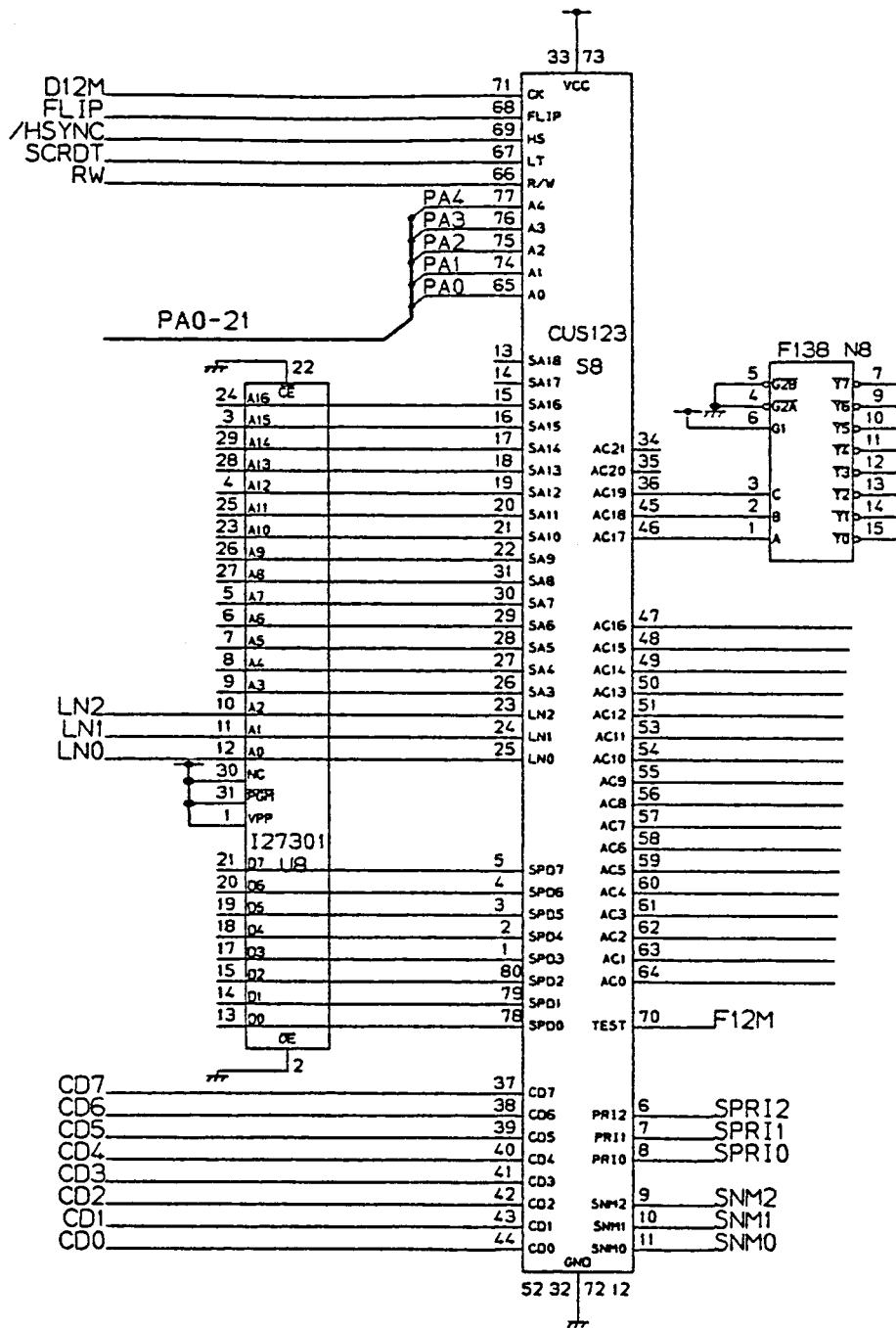
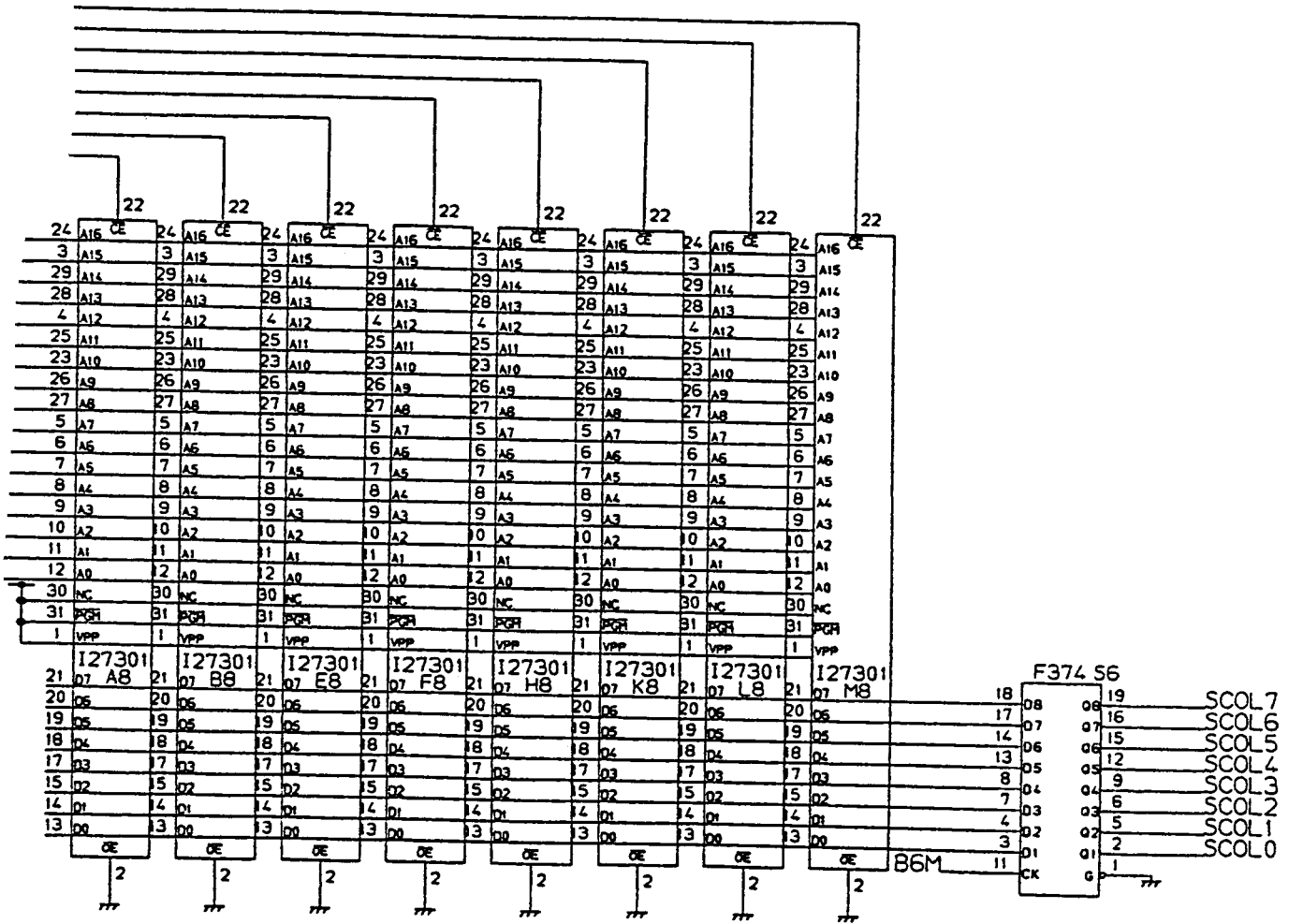


Figure 6 Galaga '88 Schematic Diagram
Sheet 5 of 8



SCROLL SCREEN CHARACTOR ROM

Figure 6 Galaga '88 Schematic Diagram, Continued
Sheet 5 of 8

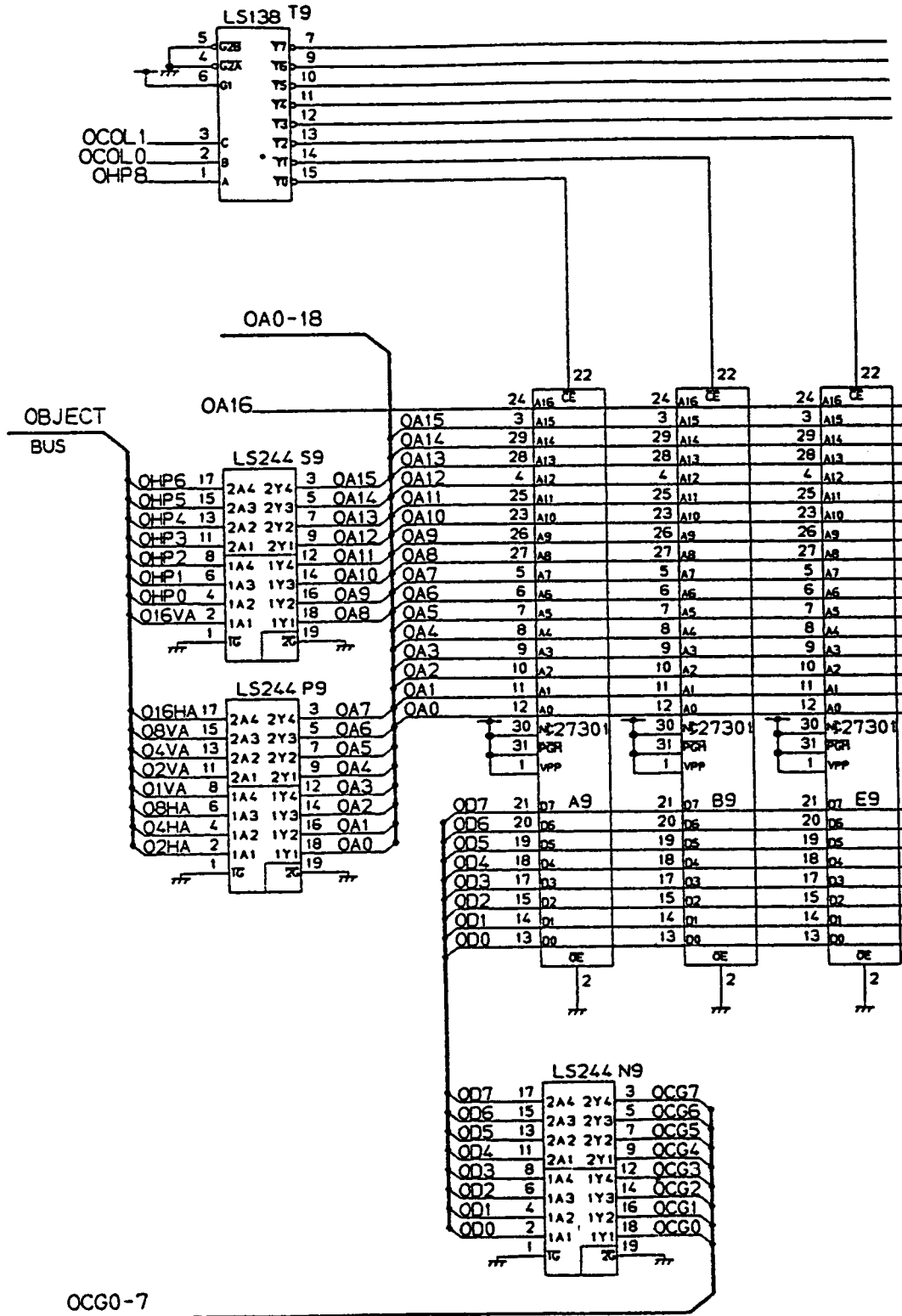
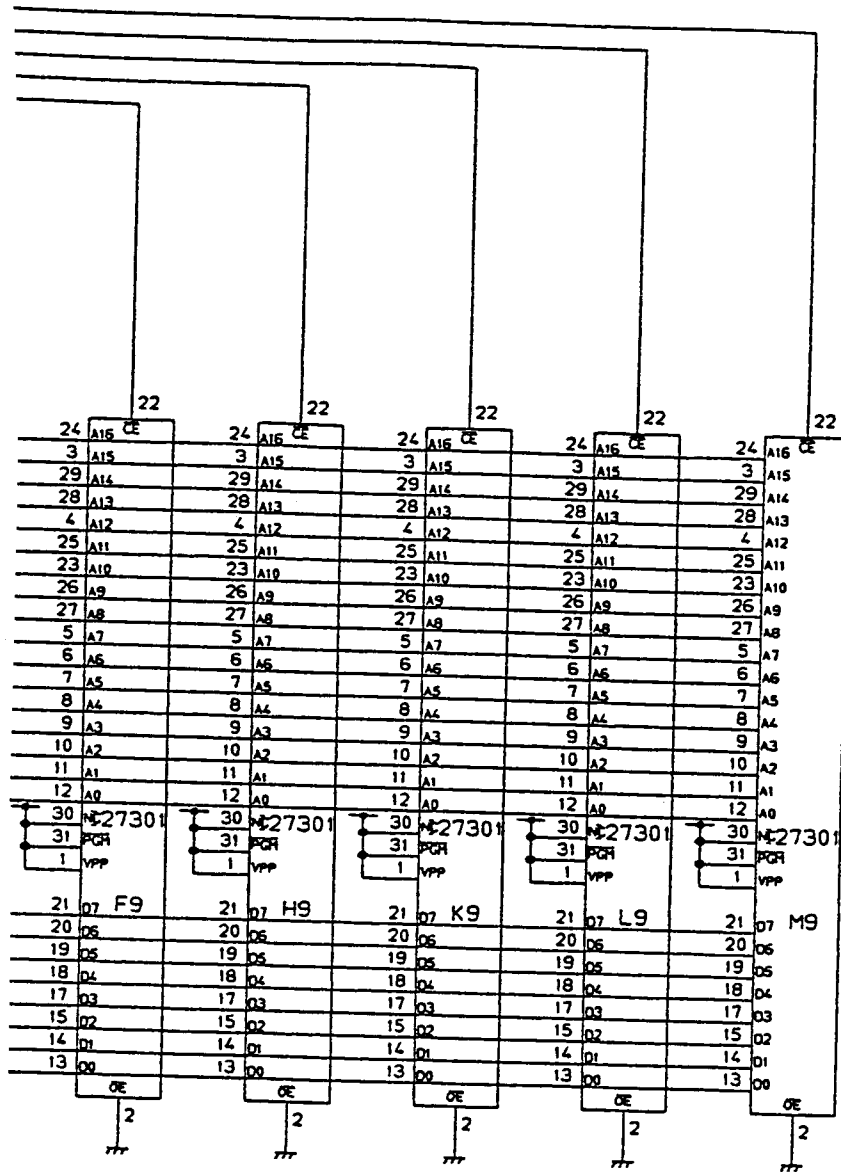


Figure 6 Galaga '88 Schematic Diagram
Sheet 6 of 8



OBJECT CHARACTER ROM

Figure 6 Galaga '88 Schematic Diagram, Continued
Sheet 6 of 8

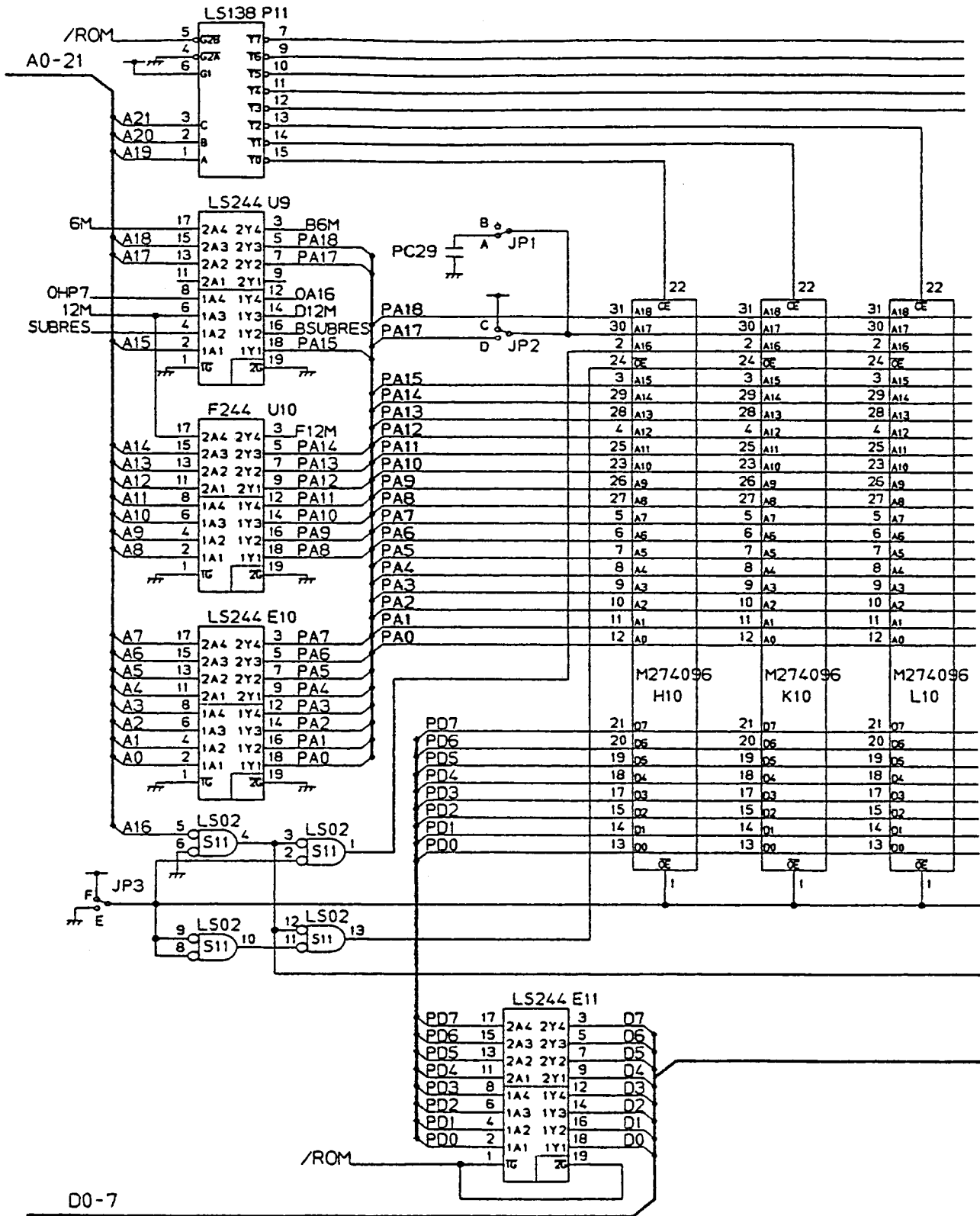
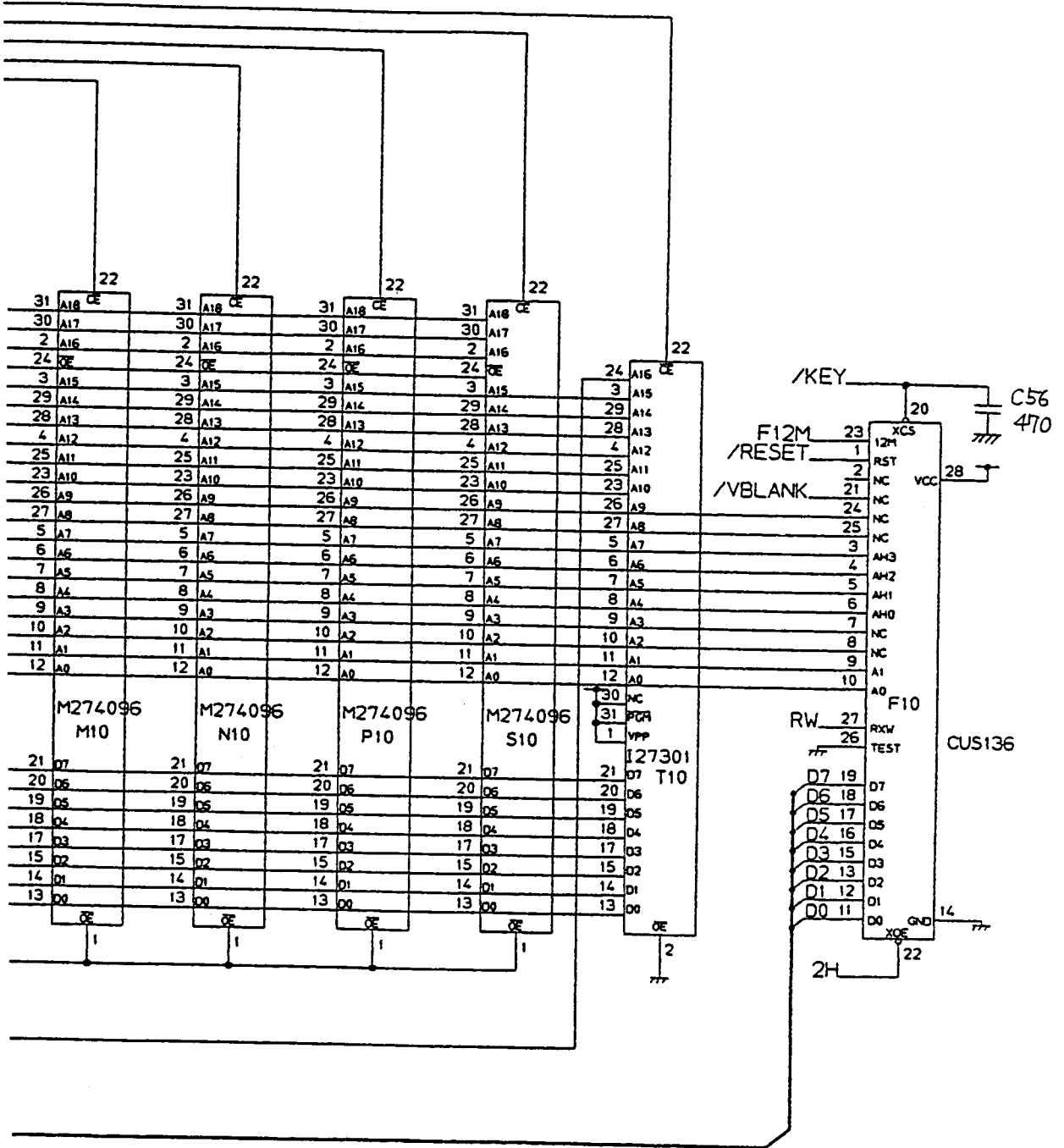


Figure 6 Galaga '88 Schematic Diagram
Sheet 7 of 8



PROGRAM ROM

Figure 6 Galaga '88 Schematic Diagram, Continued
Sheet 7 of 8

SND0-7. SNA0-13

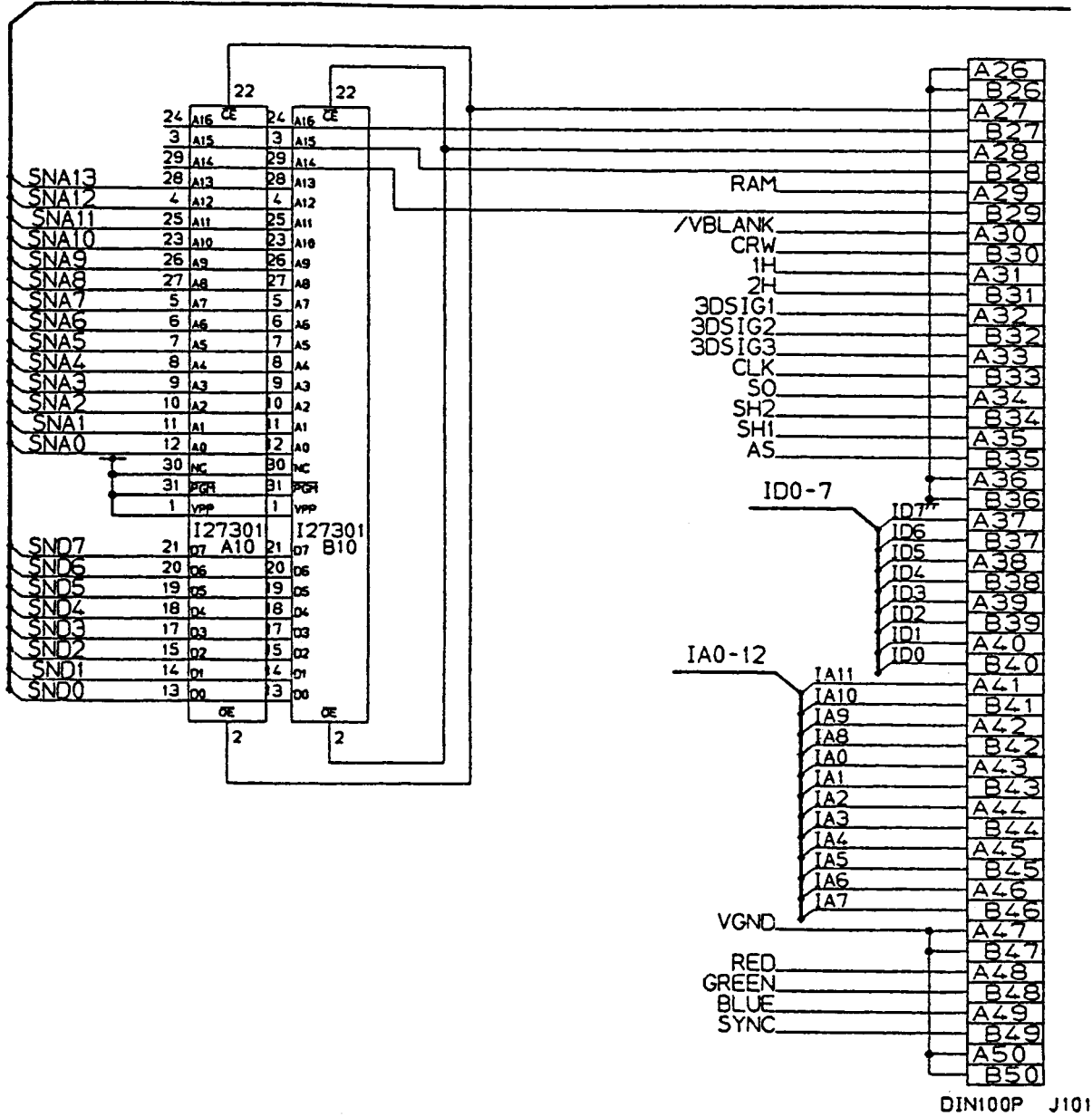


Figure 6 Galaga '88 Schematic Diagram
Sheet 8 of 8

