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.
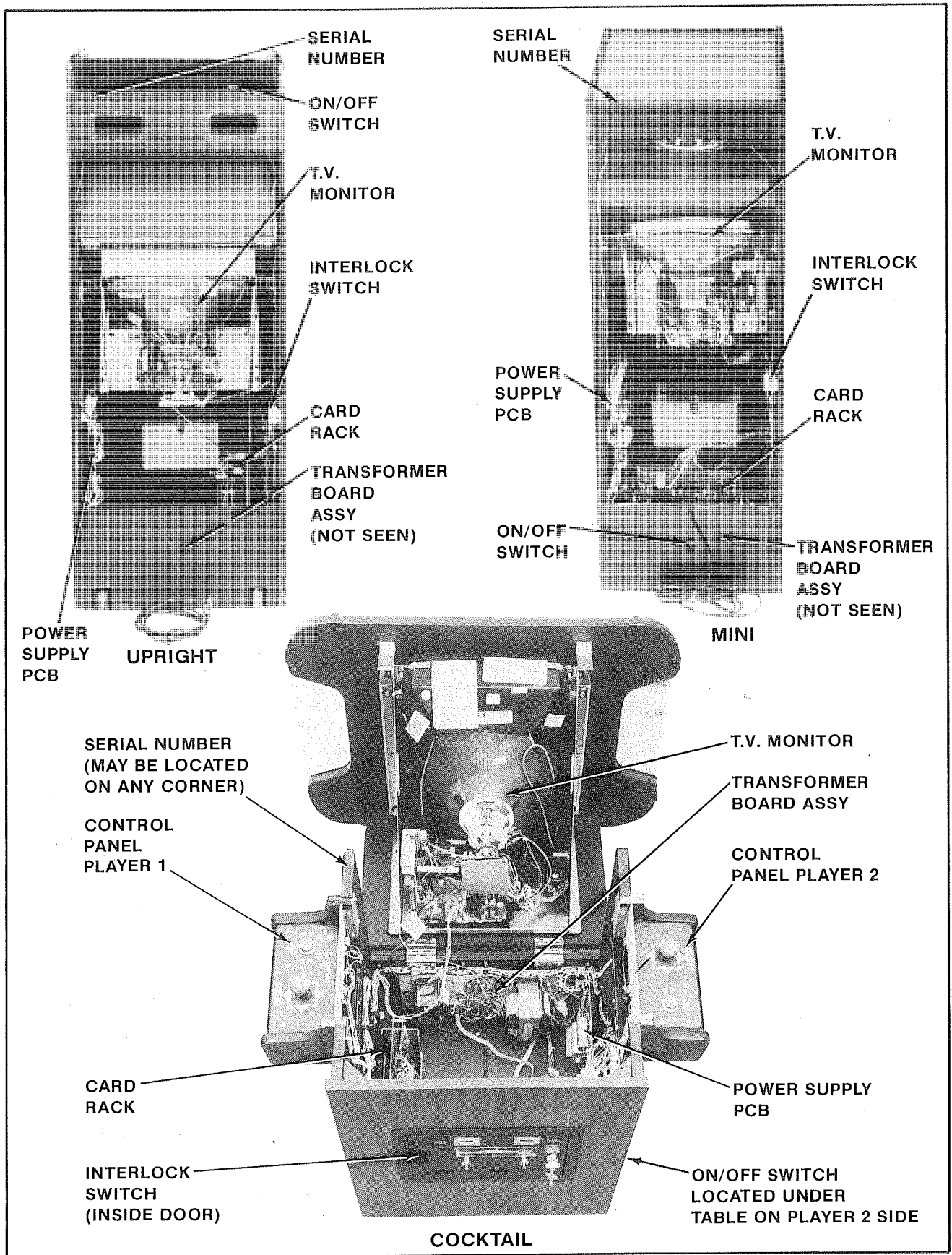   - Check each interlock switch for proper operation.

SERIAL NUMBER

ON/OFF SWITCH

T.V. MONITOR

INTERLOCK SWITCH

CARD RACK

TRANSFORMER BOARD ASSY (NOT SEEN)

POWER SUPPLY PCB

UPRIGHT

SERIAL NUMBER

T.V. MONITOR

INTERLOCK SWITCH

POWER SUPPLY PCB

CARD RACK

ON/OFF SWITCH

TRANSFORMER BOARD ASSY (NOT SEEN)

MINI

SERIAL NUMBER (MAY BE LOCATED ON ANY CORNER)

CONTROL PANEL PLAYER 1

T.V. MONITOR

TRANSFORMER BOARD ASSY

CONTROL PANEL PLAYER 2

CARD RACK

POWER SUPPLY PCB

INTERLOCK SWITCH (INSIDE DOOR)

ON/OFF SWITCH LOCATED UNDER TABLE ON PLAYER 2 SIDE

COCKTAIL

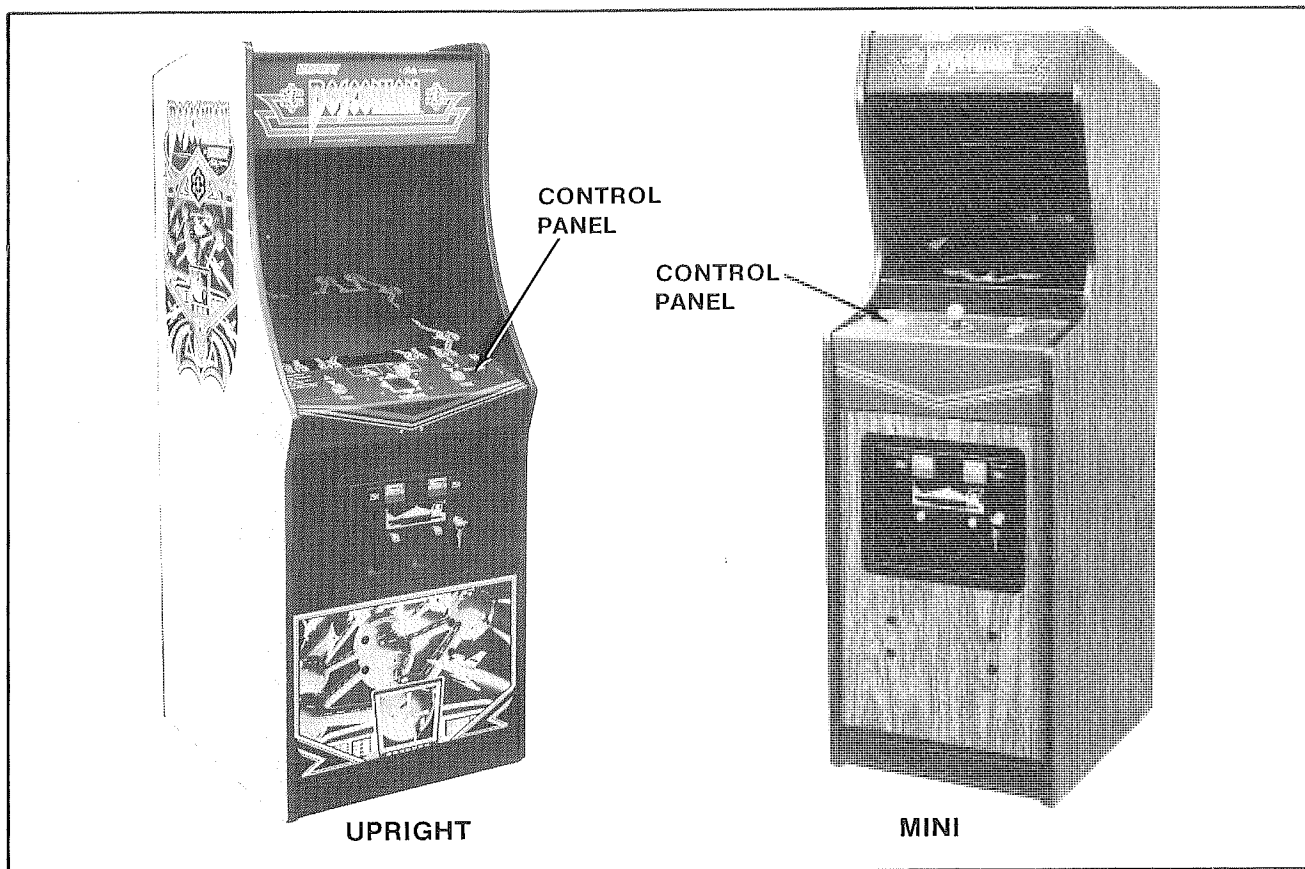Figure 2 Location of serial number, interlock switch, on/off switch & major subassemblies

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.
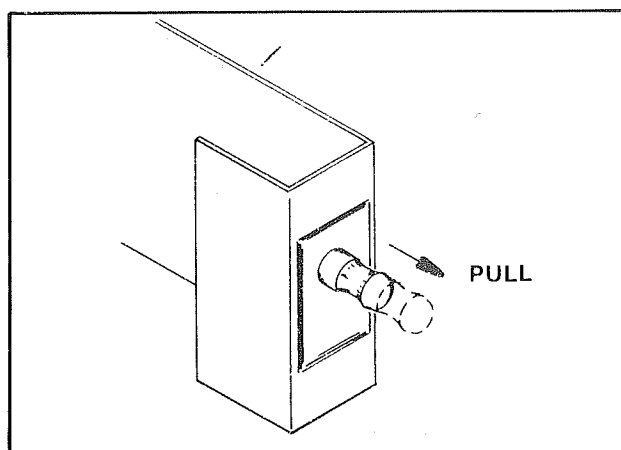

Figure 4 Interlock switch operation

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.
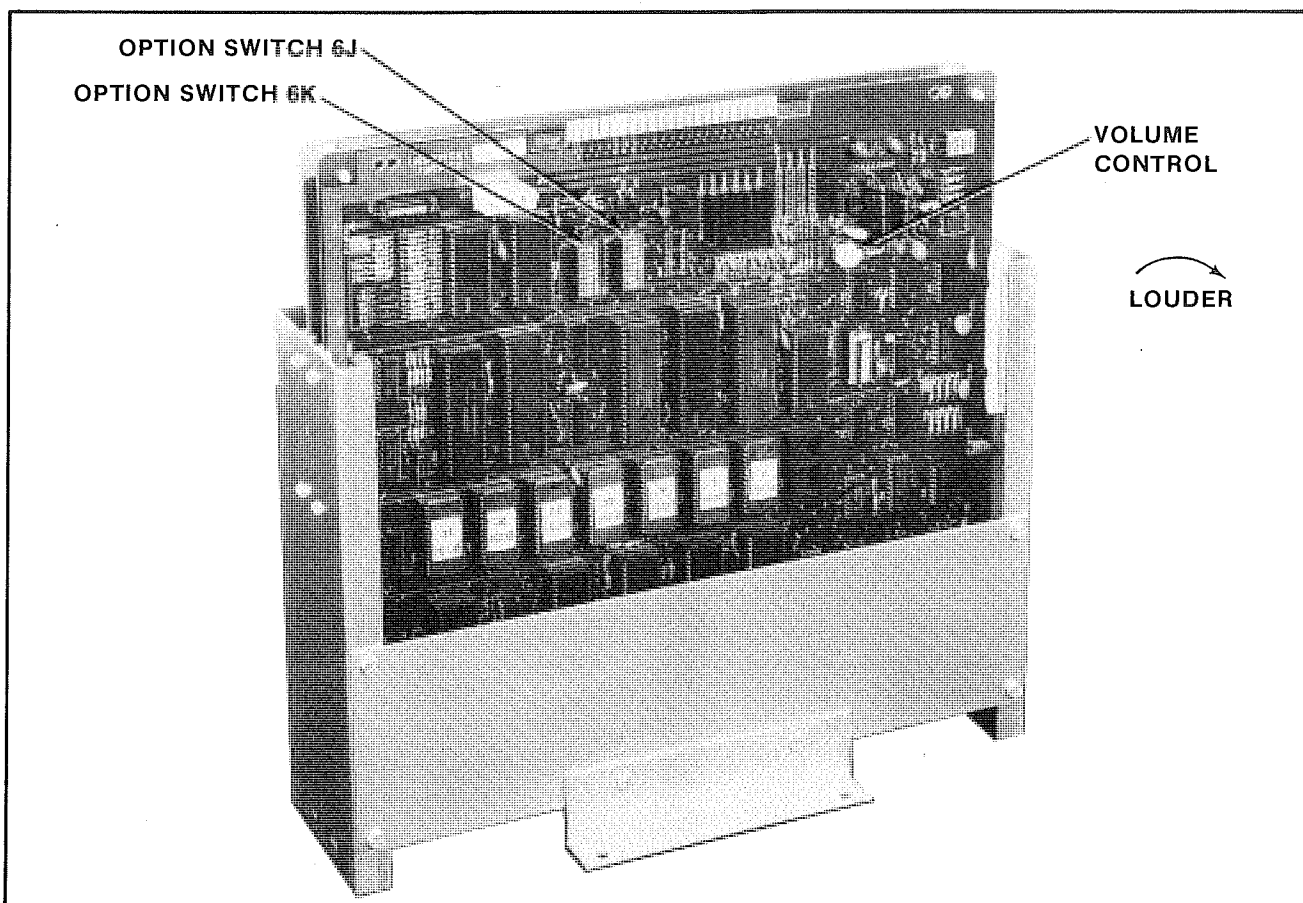

OPTION SWITCH 6J
OPTION SWITCH 6K
VOLUME CONTROL
LOUDER

Figure 5 Location of option switches and volume control

BOSCONIAN

OPTION SWITCH SETTINGS

DIP SWITCH 6J

	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
1 PLAYER GAME PRESS THE 1 PLAYER START BUTTON 1, 2, 3, or 5 FIGHTERS **2 PLAYER GAME** PRESS THE 2 PLAYER START BUTTON 1, 2, 3, OR 5 FIGHTERS **EACH**	OFF						NOT	USED
1 PLAYER GAME PRESS THE 1 PLAYER START BUTTON 1, 2, 3, OR 5 FIGHTERS **1 PLAYER GAME** **WITH 3, 5, 7, OR 11 FIGHTERS** PRESS THE **2 PLAYER** START BUTTON	ON						NOT	USED

DIFFICULTY LEVEL SETTINGS — "B" IS THE EASIEST AND "C" IS THE MOST DIFFICULT

	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
RANK "A" — STANDARD LEVEL OF DIFFICULTY	OFF	OFF					NOT	
RANK "B" — EASIEST LEVEL OF DIFFICULTY	OFF	ON						USED
RANK "C" — HARDEST LEVEL OF DIFFICULTY	ON	OFF					NOT	
RANK "AUTO" — (MEASURES PLAYERS SKILL LEVEL)	ON	ON						USED

	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
NO GAME CONTINUATION FEATURE.				ON			NOT	
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"**.				OFF				USED
GAME PROVIDES SOUND IN **ATTRACT MODE**						ON	NOT	
GAME **DOES NOT** PROVIDE SOUND IN **ATTRACT MODE**						OFF		USED
FREEZE VIDEO (MONITOR PRESENTATION STOPS MOVING)							ON	NOT
MONITOR OPERATES NORMALLY					/		OFF	USED

COIN COUNTER

	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
ONE WAY							NOT	ON
TWO WAY							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

		SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
FREE PLAY		ON	ON	ON					
4 COINS	1 CREDIT	OFF	ON	ON					
3 COINS	1 CREDIT	ON	OFF	ON					
2 COINS	1 CREDIT	OFF	OFF	ON					
2 COINS	3 CREDITS	ON	ON	OFF					
1 COIN	3 CREDITS	OFF	ON	OFF					
1 COIN	2 CREDITS	ON	OFF	OFF					
1 COIN	1 CREDIT	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	1st SHIP	30000				ON	ON	OFF		
2nd SHIP	70000	2nd SHIP	120000								
AND EVERY	70000										
1st SHIP	15000	1st SHIP	20000				ON	OFF	ON		
2nd SHIP	50000	2nd SHIP	70000								
AND EVERY	50000										
1st SHIP	15000	1st SHIP	30000				ON	OFF	OFF		
2nd SHIP	50000	2nd SHIP	100000								
		AND EVERY	100000								
1st SHIP	10000	1st SHIP	15000				OFF	ON	ON		
2nd SHIP	50000	2nd SHIP	70000								
AND EVERY	50000										
1st SHIP	30000	1st SHIP	30000				OFF	ON	OFF		
2nd SHIP	100000	2nd SHIP	80000								
AND EVERY	100000	AND EVERY	80000								
1st SHIP	15000	1st SHIP	20000				OFF	OFF	ON		
2nd SHIP	70000	2nd SHIP	100000								
AND EVERY	70000										
1st SHIP	20000	1st SHIP	30000				OFF	OFF	OFF		
2nd SHIP	70000	2nd SHIP	120000								
		AND EVERY	120000								
NO BONUS SHIPS GIVEN WITH THIS SETTING							ON	ON	ON		

DETERMINES NUMBER OF SPACE FIGHTERS PLAYER BEGINS GAME WITH:

	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
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.
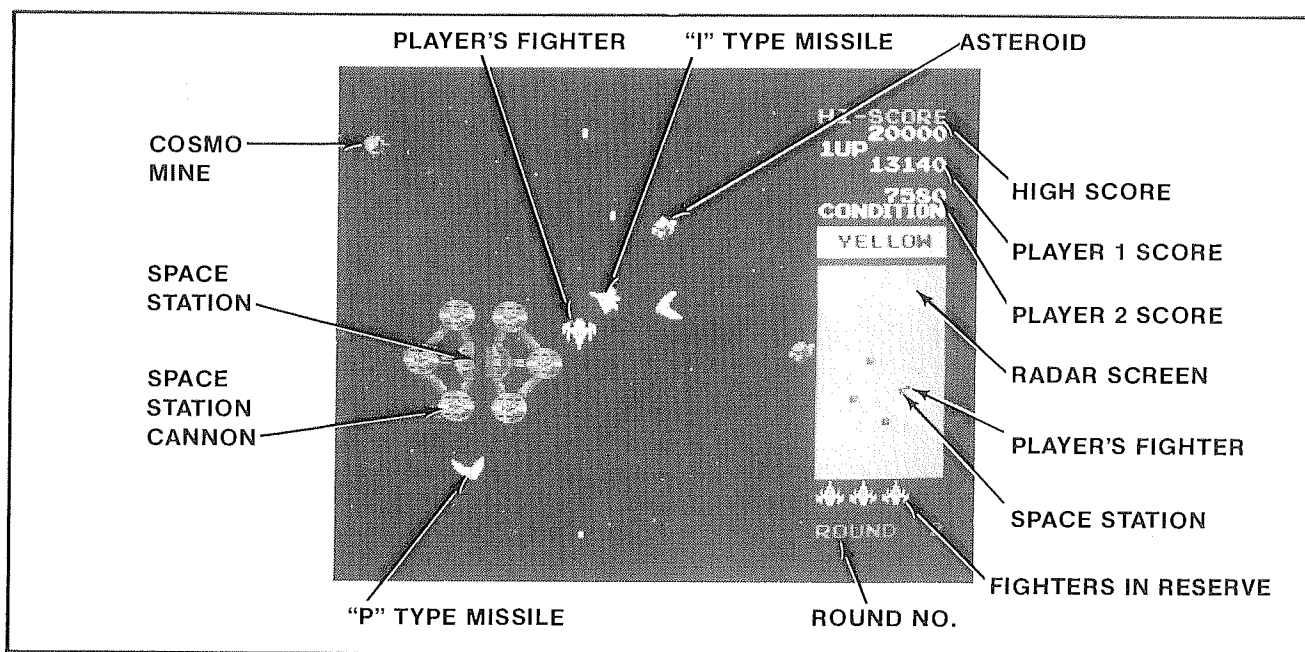

PLAYER'S FIGHTER   "I" TYPE MISSILE   ASTEROID

COSMO MINE

HIGH SCORE

PLAYER 1 SCORE

SPACE STATION

PLAYER 2 SCORE

SPACE STATION CANNON

RADAR SCREEN

PLAYER'S FIGHTER

SPACE STATION

FIGHTERS IN RESERVE

"P" TYPE MISSILE   ROUND NO.

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.

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.

c) Repeat Step 2 with a different button or switch, etc. and — "SOUND 02" changes to "SOUND 03" and it is heard — and so on.

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.
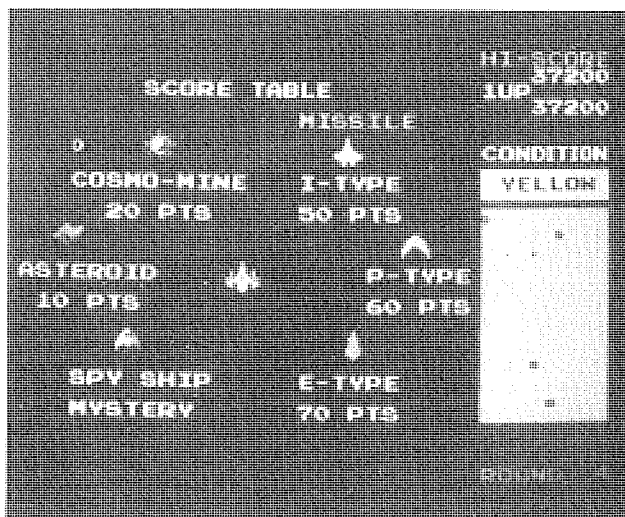
ATTRACT MODE

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:

DISPLAY 1

DISPLAY 2

- 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.
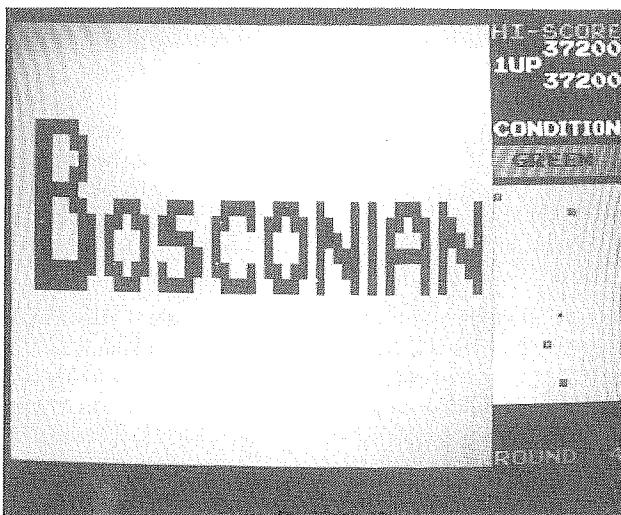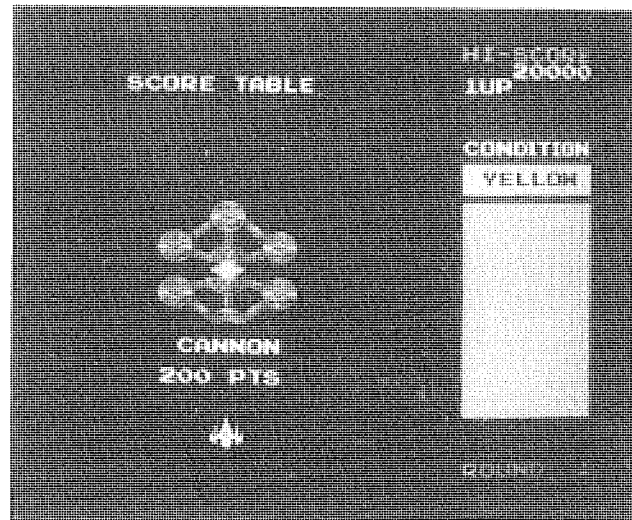

DISPLAY 3a
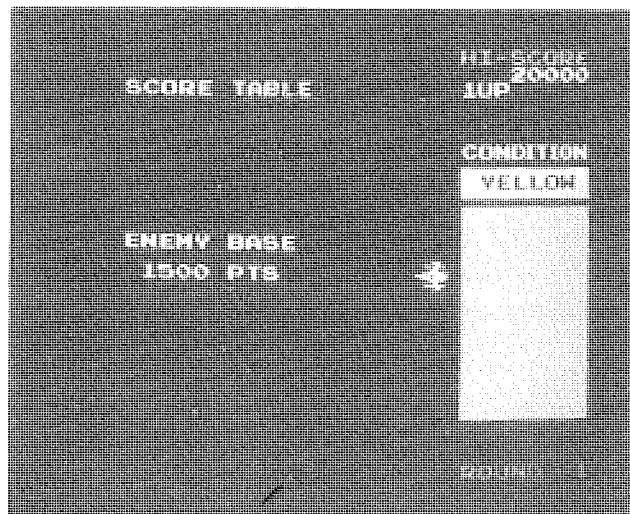
DISPLAY 3b

- 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.
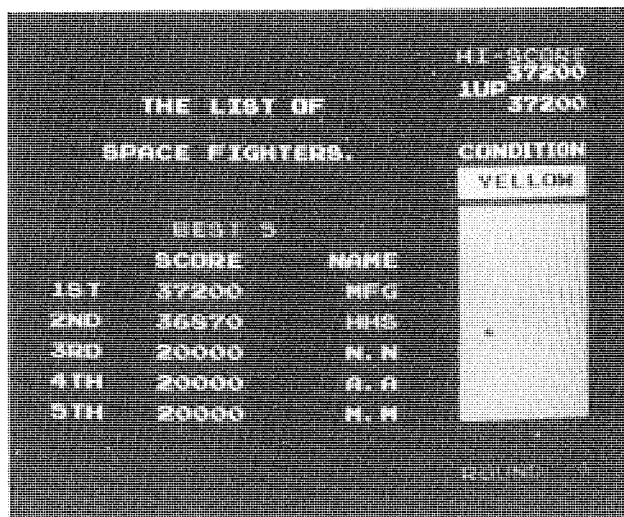
DISPLAY 5

● 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.
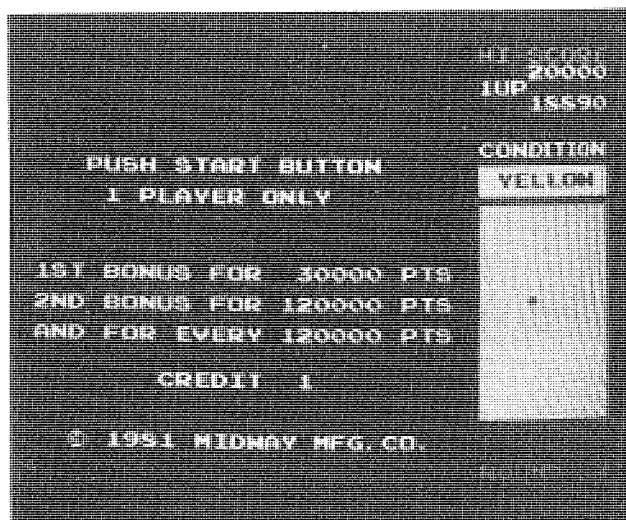
READY-TO-PLAY MODE

1. The Ready-To-Play mode starts when enough coins have been accepted for a 1 or a 2 player game.

2. The Ready-To-Play mode ends when either the "1 PLAYER" or the "2 PLAYER" push button is pressed.

3. In the Ready-To-Play mode, the game will give the above display **centered on** the monitor screen.

4. If no START button is pressed, the game will hold the above display on the screen indefinitely.

PLAY MODE

1. 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.

2. 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.

3. 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.

4. 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.)

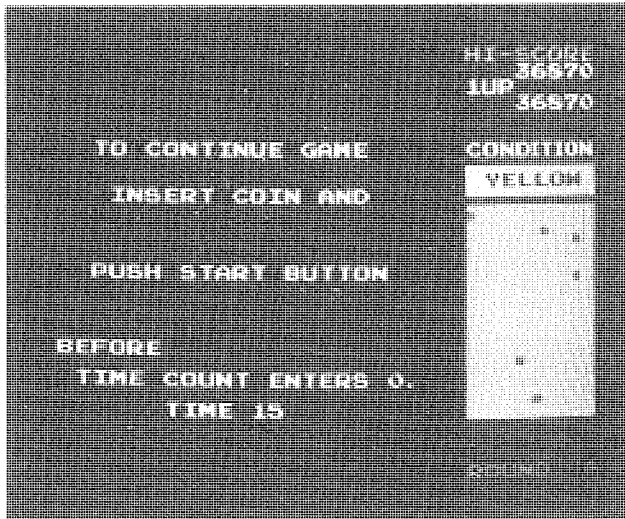"GAME CONTINUATION FEATURE" HAS **NOT** BEEN SELECTED:

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.
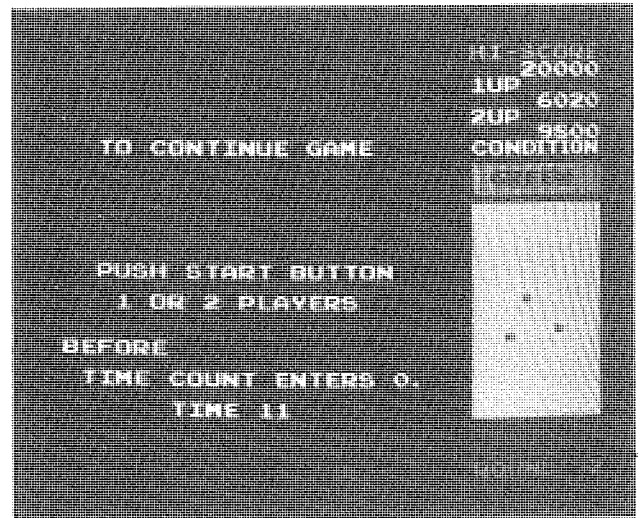

After this display, the game will go into the High Score/Initial mode immediately. If your score was not the highest of the day, but was still one of the "BEST 5", the game will go directly to the High Score/Initial mode presentation. If your score is not high enough to cause the game to go into the 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 ONLY enough credits left in the game's memory for a **ONE** PLAYER GAME, the above message is modified to read as follows:

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:
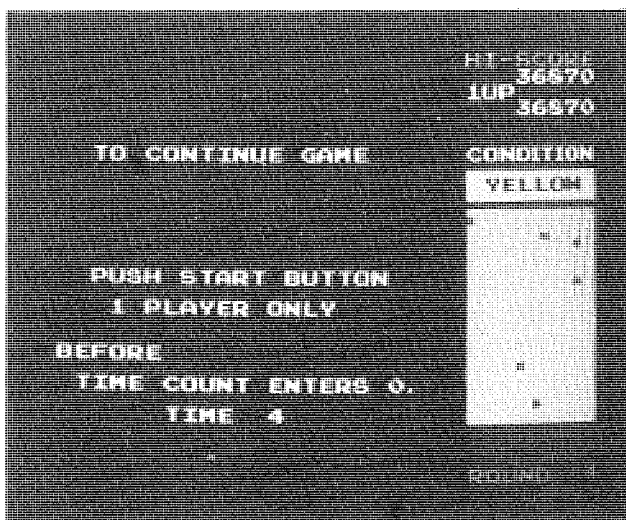

If you decide to exercise any of the above options BEFORE the 15 second time limit runs out, your score will be set BACK to ZERO "0", the ROUND number that you were in when your last space fighter was destroyed will REMAIN THE SAME, and play will begin in the same sequence as it has for all previous 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:
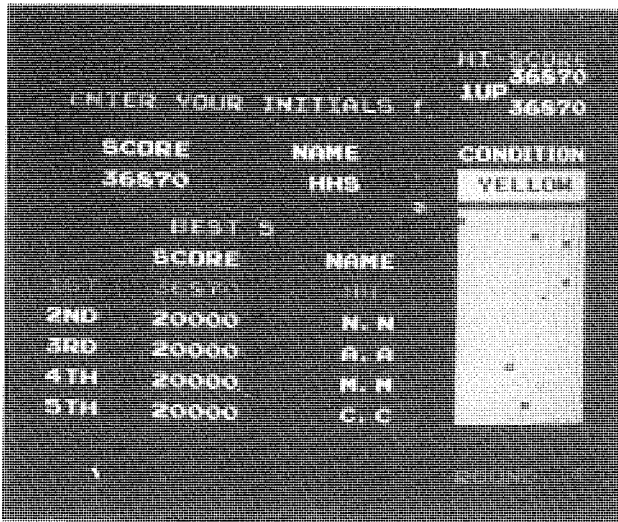
When in the High Score/Initial mode, there are three "A"'s under the top "NAME" heading on the screen. The first "A" is red and flashing on and off. The other two "A"'s are white. Farther down the screen under the "BEST 5" heading, your score has been entered in bright green and the space for your initials 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.