

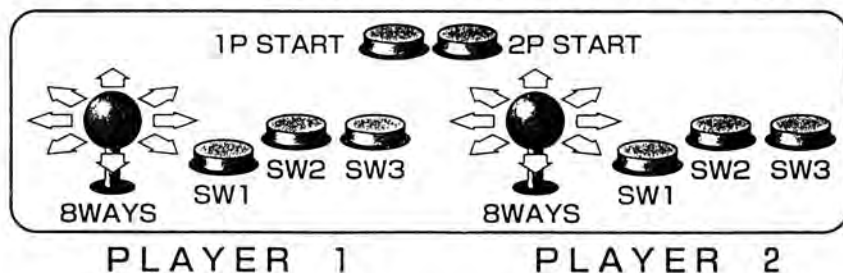
## PIN ASSIGNMENT

The function in < > applies when you have selected "INDIVIDUAL" in the "COIN CHUTE TYPE" menu.

## (JAMMA)

| PARTS SIDE       |    |   | SOLDER SIDE      |
|------------------|----|---|------------------|
| GND              | 1  | A | GND              |
| GND              | 2  | B | GND              |
| +5V              | 3  | C | +5V              |
| +5V              | 4  | D | +5V              |
| (NOT USED)       | 5  | E | (NOT USED)       |
| +12V             | 6  | F | +12V             |
| (NOT USED)       | 7  | H | (NOT USED)       |
| COIN METER 1     | 8  | J | COIN METER 2     |
| (COIN LOCKOUT 1) | 9  | K | (COIN LOCKOUT 2) |
| SPEAKER(+)       | 10 | L | SPEAKER(-)       |
| (NOT USED)       | 11 | M | (NOT USED)       |
| RED              | 12 | N | GREEN            |
| BLUE             | 13 | P | SYNC.            |
| GND(SYNC.)       | 14 | R | SERVICE          |
| TEST             | 15 | S | (NOT USED)       |
| <1P COIN>COIN 1  | 16 | T | COIN 2<2P COIN>  |
| 1P START         | 17 | U | 2P START         |
| 1P UP            | 18 | V | 2P UP            |
| 1P DOWN          | 19 | W | 2P DOWN          |
| 1P LEFT          | 20 | X | 2P LEFT          |
| 1P RIGHT         | 21 | Y | 2P RIGHT         |
| 1P SW1           | 22 | Z | 2P SW1           |
| 1P SW2           | 23 | a | 2P SW2           |
| 1P SW3           | 24 | b | 2P SW3           |
| (NOT USED)       | 25 | c | (NOT USED)       |
| (GAME SELECT)    | 26 | d | (PAUSE)          |
| GND              | 27 | e | GND              |
| GND              | 28 | f | GND              |
| 56P P=3.96mm     |    |   |                  |

## STICK CONTROL DIRECTIONS



SW 1 : Shot & Laser  
 SW 2 : Bomber  
 SW 3 : Change laser

## SCREEN

Horizontal

Horizontally synchronized  
 frequency 15.7kHz

## ST-V TEST MENU SCREEN

ST-V TEST MENU

MEMORY TEST  
C.R.T. TEST  
INPUT TEST  
CLOCK ADJUSTMENTS  
SYSTEM ASSIGNMENTS  
COIN ASSIGNMENTS  
SYSTEM BOOKKEEPING  
BACKUP DATA CLEAR  
EACH GAME TEST

{ TERRA DIVER }  
{ }  
{ }  
{ }

-> EXIT

SELECT WITH SERVICE BUTTON  
AND PRESS TEST BUTTON

### SYSTEM ASSIGNMENTS

| CABINET TYPE | 1P    | 2P | 3P    | 4P |
|--------------|-------|----|-------|----|
|              | x     | ○  | x     | x  |
| ALONE/MULTI  | ALONE |    | MULTI |    |
|              | ○     |    | x     |    |

Screen display  
Yes/No Selection

### COIN ASSIGNMENTS

| COIN CHUTE TYPE | COMMON | INDIVIDUAL |
|-----------------|--------|------------|
|                 | ○      | ○          |

This game can be played with the ○ settings shown above.  
Contents that have been reset are stored when you have finished exiting the ST-V TEST MENU.  
For setting items not shown in the display above and for fuller details on how to set, be sure to refer to the ST-V Service Manual.

## EACH GAME TEST MENU SCREEN

TEST MENU

INPUT TEST  
SOUND TEST  
GAME ASSIGNMENTS  
BOOKKEEPING  
BACKUP DATA CLEAR

->EXIT

SELECT WITH SERVICE BUTTON  
AND PRESS TEST BUTTON

- **INPUT TEST**  
This lets you perform an input test on the control panel.
- **SOUND TEST**  
This lets you run an output test to check the sound released during the game.
- **GAME ASSIGNMENTS**  
This lets you select the relative level of difficulty of the game and check the contents.(See below.)
- **BOOKKEEPING**  
This lets you check details such how many games you have played, your playing time, and the game contents.
- **BACKUP DATA CLEAR**  
This clears (cancels) all ranking (high score) and bookkeeping data.

## GAME ASSIGNMENTS SCREEN

GAME ASSIGNMENTS

->GAME DIFFICULTY 4( NORMAL )  
DIFFICULTY OFFSET OFF  
EASY.....MIDDLE.....HARD  
0 1 2 3 4 5 6 7 8 9 A B C D E F

STAGE 1\*\*\*  
STAGE 2\*\*\*\*\*  
STAGE 3\*\*\*\*\*  
STAGE 4\*\*\*\*\*  
STAGE 5\*\*\*\*\*  
STAGE 6\*\*\*\*\*

PLAYER STOCK 3  
BOMBER STOCK 3  
EXTEND TYPE NO EXTEND  
PAUSE SW OFF  
INVINCIBLE MODE OFF  
ADDITIONAL MODE ON  
CONTINUE ON  
DEFAULT SETTING  
EXIT

SELECT WITH SERVICE BUTTON  
AND PRESS TEST BUTTON

- **GAME DIFFICULTY**  
Is used to set basic degree of difficulty of the game.
- **DIFFICULTY OFFSET**  
Is used to set whether you want to set the level of difficulty at each stage. When set to OFF, the level of difficulty can be set only by using GAME DIFFICULTY.
- **PLAYER STOCK**  
Is used to the player stock number at the beginning of the game.
- **BOMBER STOCK**  
Is used to set the bomber stock number appearing on the player's machine.
- **EXTEND TYPE**  
Is used to set the increase in play stock when set score is reached.
- **PAUSE SW**  
Is used to set whether or not you want to have pauses associated with the 56P connector d pin.
- **INVINCIBLE MODE**  
Is used to select the no-enemy mode for checking to on or off.
- **ADDITIONAL MODE**  
Is used to set whether or not you want to use the special functions associated with button input status at the beginning of the game.
- **CONTINUE**  
Is used to set whether or not you want the CONTINUE function.
- **DEFAULT SETTING**  
Is used to restore all settings above to the initial condition.

The above contents are different from those applicable at the time of shipment of the game machine.†