ST-V CARTRIDGE

TERRA DIVER

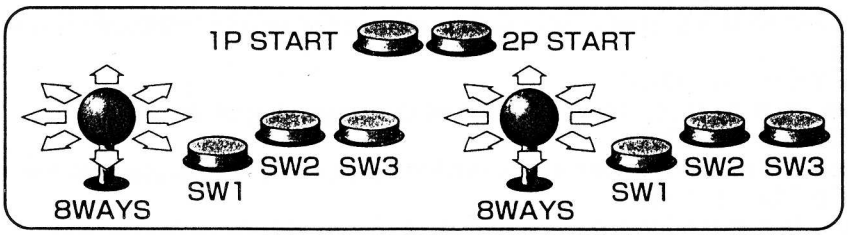
PIN ASSIGNMENT

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



PLAYER 1 PLAYER 2

SW1 : Shot & Laser
SW2 : Bomber
SW3 : Change laser

SCREEN

Horizontal

Horizontally synchronized
frequency 15.7kHz

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RAIZING

TERRA DIVER

ST-V TEST MENU SCREEN

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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
	×	○	×	×

ALONE/MULTI	ALONE	MULTI
	○	×

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
```

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

- 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.
  When set to ON, you can increase or reduce the level of difficulty at each stage.
- 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.