**STICK CONTROL DIRECTIONS**

- **1P START**
- **2P START**
- **SW1**, **SW2**, **SW3**

**PLAYER 1**

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

**PLAYER 2**

- **SW1**, **SW2**, **SW3**

**SCREEN**

- Horizontally synchronized frequency 15.7kHz
ST-V CARTRIDGE

TERRA DIVER

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

<table>
<thead>
<tr>
<th>CABINET TYPE</th>
<th>1P</th>
<th>2P</th>
<th>3P</th>
<th>4P</th>
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<tbody>
<tr>
<td>X</td>
<td>O</td>
<td>X</td>
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ALONE/MULTI

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<tr>
<th>ALONE</th>
<th>MULTI</th>
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COIN ASSIGNMENTS

<table>
<thead>
<tr>
<th>COIN CHUTE TYPE</th>
<th>COMMON</th>
<th>INDIVIDUAL</th>
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Screen display
Yes/No Selection

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

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.
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.

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