## ST-V CARTRIDGE

# TERRA DIVER

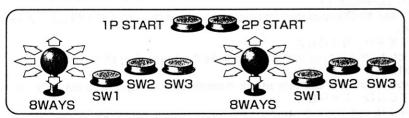
## PIN ASSIGNMENT

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

# (AMMA)

(UAIVIIVIA)									
PARTS SIDE		6 300	SOLDER SIDE						
GND	1	Α	GND						
GND	2	В	GND						
+ 5 V	3	C	+ 5 V						
+ 5 V	4	۵	+ 5 V						
( NOT USED)	5	Е	( NOT USED )						
+ 1 2 V	6	F	+12V						
( NOT USED)	7	Ι	( 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	Μ	( NOT USED )						
RED	12	2	GREEN						
BLUE	13	Ĺ	SYNC.						
GND(SYNC.)	14	R	SERVICE						
TEST	15	S	( NOT USED )						
<1P COIN>COIN 1	16	ा	COIN 2<2P COIN>						
1P START	17	כ	2P START						
1P UP	18	>	2P UP						
1P DOWN	19	8	2P DOWN						
1P LEFT	20	X	2P LEFT						
1P RIGHT	21	Y	2P RIGHT						
1P SW1	22	Z	2P SW1						
1P SW2	23	а	2P SW2						
1P SW3	24	b	2P SW3						
( NOT USED )		С	( NOT USED )						
( GAME SELECT )		d	( PAUSE )						
GND		е	GND						
GND	28	f	GND						
56P P=3.96mm									

#### STICK CONTROL DIRECTIONS



PLAYER 1

PLAYER 2

SW1: Shot & Laser

SW 2 : Bomber SW 3 : Change laser

**SCREEN** 

Horizontal

Horizontally synchronized frequency 15.7kHz



## 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 [ [ [ [ ] ]

SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON SYSTEM ASSIGNMENTS

CARINET TYPE	1 P	2 P	3 P	4 P	1
CABINET TYPE	×	0	×	×	1
ALONE/MULTI	ALONE		MULTI		1
ALGNE/MOLIT	0		×		1

Screen display Yes/No Selection

COIN ASSIGNMENTS

COLN	CHITE	TYPE	COMMON	INDIVIDUAL
COTIN	CHOIL		0	0

This game can be played with the  $\bigcirc$  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.)

· BOOKKEEP ING

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

0123456789ABCDEF

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

PLAYER STOCK BOMBER STOCK EXTEND TYPE

PAUSE SW

NO EXTEND 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.