Operating manual for ST-V test mode

Pressing the test button after connection of power source, it enters ST-V test mode. When the "ST-V TEST MENU" is displayed on the screen, press the service button to move the arrow sign ↑→↓. Press the test button at the position of item that you would like to set. How to set the test item is as follows, and for the notabilia, please refer to the ST-V service manual.

**ST-V TEST MENU SCREEN**

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

[ TREASURE HUNT ]

[ ]

[ ]

→ EXIT

SELECT WITH SERVICE BUTTON
AND PRESS BUTTON

**SYSTEM ASSIGNMENTS**

<table>
<thead>
<tr>
<th>CABINET TYPE</th>
<th>2P</th>
</tr>
</thead>
</table>

| ADVERTISE SOUND | ON |
| ALONE/MULTI | ALONE |

→ EXIT

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

The "CABINET TYPE" of "SYSTEM ASSIGNMENTS" should be set as "2P", and "ALONE/MULTI" function should be set as "ALONE". If you set the items as different value, it may cause problem in playing game. If you find any error in playing games after changing with other normal game cartridge, please make certain of the above set items.

In case of setting "CREDIT TO START" as "2 CREDIT", you can not play the games unless "2 CREDIT" is counted after game is over. Please pay attention.

**COIN ASSIGNMENTS SCREEN**

| COIN CHUTE TYPE | COMMON |
| CREDIT TO START | 1 CREDIT |
| COIN/CREDIT SETTING | # 1 |

**EACH GAME TEST MENU SCREEN**

| GAME #1 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 | NORMAL |
| INITIAL VITALITY | 3 |
| PAUSE OFF |
| EXIT |

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

The above setting value is the initial condition

- INPUT TEST
  Testing the input of the lever and button
- SOUND TEST
  Testing the sound of the game
- GAME ASSIGNMENTS
  Setting the degree of difficulty of the games
- BACKUP DATA CLEAR
  Initializing the ranking list

- GAME DIFFICULTY (EASY, NORMAL, HARD, VERY HARD)
  Setting the game's degree of difficulty
- INITIAL VITALITY (3, 4, 5)
  Setting the frequency of the incorrect answer per "1 CREDIT"
- PAUSE (OFF, ON)
  Setting whether using the pause function by the 56P connector, No. "d" pin input or not.
## PIN ASSIGNMENT

### COMPONENT SIDE (JAMMA) | SOLDER SIDE
--- | ---
GND | GND
GND | GND
+5V | +5V
+5V | +5V
(NOT USED) | (NOT USED)
+12V | +12V
(NOT USED) | (NOT USED)
COIN METER 1 | COIN METER 2
(COIN LOCKOUT 1) | (COIN LOCKOUT 2)
SPEAKER(+) | SPEAKER(-)
(NOT USED) | (NOT USED)
RED | GREEN
BLUE | SYNC.
GND(SYNC.) | SERVICE
TEST | (NOT USED)
COIN 1 | COIN 2
1P START | 2P START
1P UP | 2P UP
1P DOWN | 2P DOWN
1P LEFT | 2P LEFT
1P RIGHT | 2P RIGHT
1P SW1 | 2P SW1
(NOT USED) | (NOT USED)
(NOT USED) | (NOT USED)
(NOT USED) | (NOT USED)
(NOT USED) | (PAUSE)
GND | GND
GND | GND

56P, P=3.96mm

## Specification of the lever and button

**PLAYER 1**

![Diagram of 1P START and 1P DOWN controls]

**PLAYER 2**

![Diagram of 2P START and SW1 controls]

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