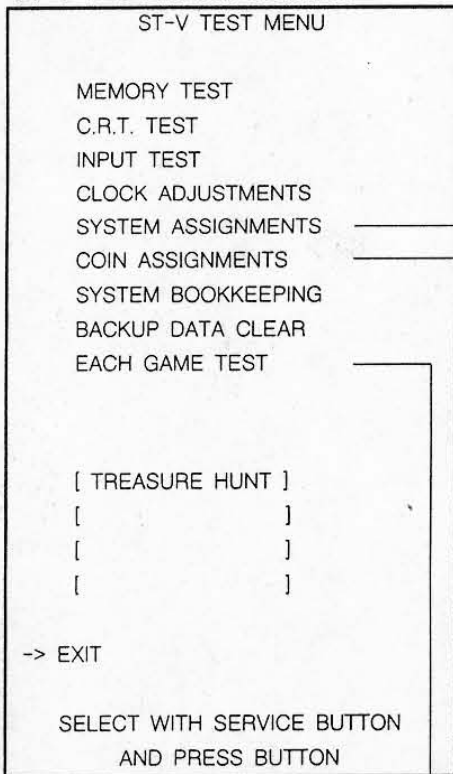


Operating manual for ST-V test mode

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

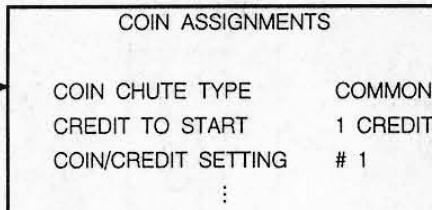


SYSTEM ASSIGNMENTS



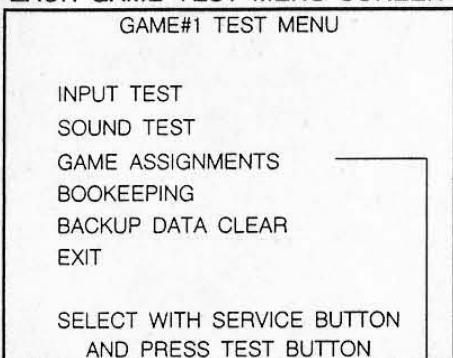
The 「CABINET TYPE」 of 「SYSTEM ASSIGNMENTS」 should be set as "2P", and 「ALONE/MULTI」 function should be set as "ALONE". If you set the items as different value, it may cause problem in playing game. If you find any error in playing games after changing with other normal game cartridge, please make certain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

COIN ASSIGNMENTS SCREEN



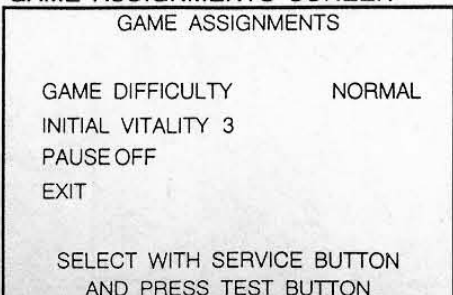
In case of setting 「CREDIT TO START」 as "2 CREDIT", you can not play the games unless "2 CREDIT" is counted after game is over. Please pay attention.

EACH GAME TEST MENU SCREEN



- 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 ASSIGNMENTS SCREEN



- 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.

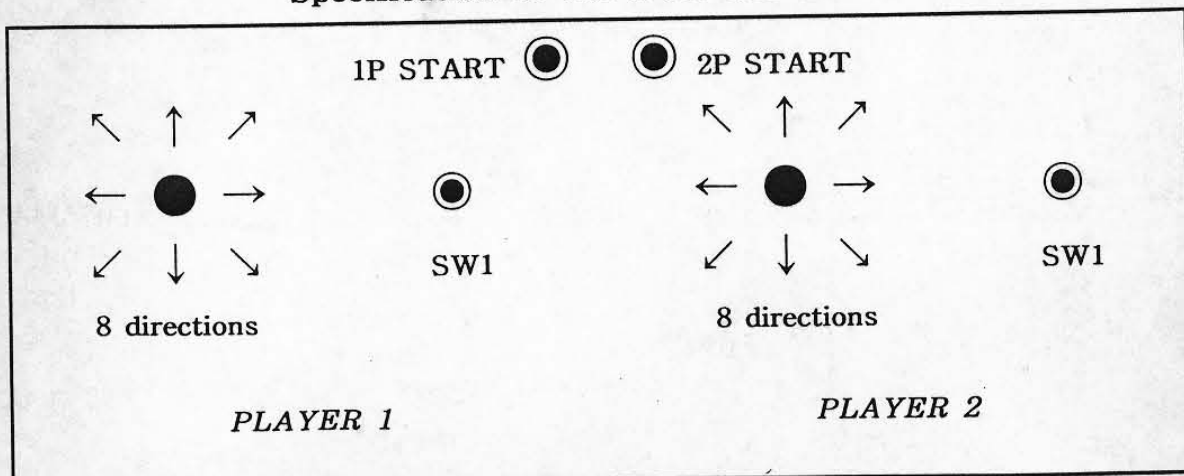
※The above setting value is the initial condition

PIN ASSIGNMENT

COMPONENT SIDE	(JAMMA)	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)
COIN 1	16 T	COIN 2
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
(NOT USED)	23 a	(NOT USED)
(NOT USED)	24 b	(NOT USED)
(NOT USED)	25 c	(NOT USED)
(NOT USED)	26 d	(PAUSE)
GND	27 e	GND
GND	28 f	GND

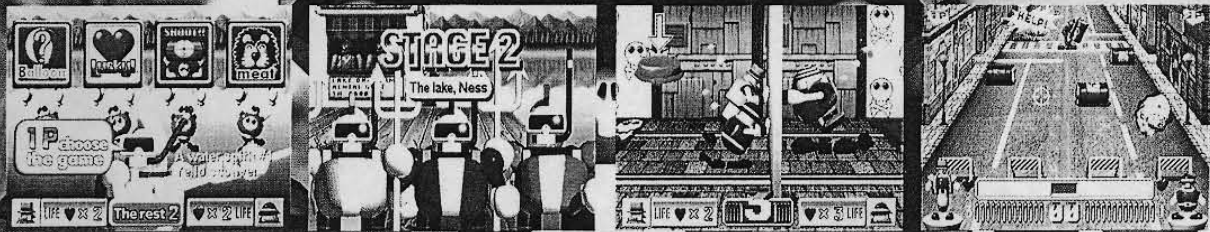
56P, P=3.96mm

Specification of the lever and button



TREASURE HUNT

Interesting 3D variety games
27 kinds of puzzle and action game!



Adventurer's reasoning power
to find out the treasure!!

I wonder if you solve all games!

SEGA Titan Cartridge

ST-V™
SEGA VIDEO GAME SYSTEM

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