WinterHeat

PIN ASSIGNMENT

The hollowing '<' > refers to the Coin Setting set to "INDIVIDUAL." (JAMMA)

<table>
<thead>
<tr>
<th>COMPONENT SIDE</th>
<th>SOLDER SIDE</th>
</tr>
</thead>
<tbody>
<tr>
<td>GND</td>
<td>GND</td>
</tr>
<tr>
<td>GND</td>
<td>GND</td>
</tr>
<tr>
<td>+5V</td>
<td>+5V</td>
</tr>
<tr>
<td>+5V</td>
<td>+5V</td>
</tr>
<tr>
<td>(NOT USED)</td>
<td>(NOT USED)</td>
</tr>
<tr>
<td>+12V</td>
<td>+12V</td>
</tr>
<tr>
<td>(NOT USED)</td>
<td>(NOT USED)</td>
</tr>
<tr>
<td>COIN METER 1</td>
<td>COIN METER 2</td>
</tr>
<tr>
<td>(COIN LOCKOUT 1)</td>
<td>(COIN LOCKOUT 2)</td>
</tr>
<tr>
<td>SPEAKER (+)</td>
<td>SPEAKER (-)</td>
</tr>
<tr>
<td>(NOT USED)</td>
<td>(NOT USED)</td>
</tr>
<tr>
<td>RED</td>
<td>GREEN</td>
</tr>
<tr>
<td>BLUE</td>
<td>SYNC.</td>
</tr>
<tr>
<td>GND (SYNC.)</td>
<td>SERVICE</td>
</tr>
<tr>
<td>TEST</td>
<td>(NOT USED)</td>
</tr>
<tr>
<td>&lt;1P COIN&gt;COIN 1</td>
<td>COIN 2&lt;2P COIN&gt;</td>
</tr>
<tr>
<td>1P START</td>
<td>2P START</td>
</tr>
<tr>
<td>1P UP</td>
<td>2P UP</td>
</tr>
<tr>
<td>1P DOWN</td>
<td>2P DOWN</td>
</tr>
<tr>
<td>1P LEFT</td>
<td>2P LEFT</td>
</tr>
<tr>
<td>1P RIGHT</td>
<td>2P RIGHT</td>
</tr>
<tr>
<td>1P SW1</td>
<td>2P SW1</td>
</tr>
<tr>
<td>1P SW2</td>
<td>2P SW2</td>
</tr>
<tr>
<td>(NOT USED)</td>
<td>(NOT USED)</td>
</tr>
<tr>
<td>(NOT USED)</td>
<td>(NOT USED)</td>
</tr>
<tr>
<td>(NOT USED)</td>
<td>(NOT USED)</td>
</tr>
<tr>
<td>GND</td>
<td>GND</td>
</tr>
<tr>
<td>GND</td>
<td>GND</td>
</tr>
</tbody>
</table>

5.6P P = 3.96 mm

SW1: (Button_A) Jump etc.
SW2: (Button_B) Dash etc.

STICK CONTROL DIRECTIONS

PLAYER 1

PLAYER 2

IMPORTANT!

- Make sure that the power supply used for the cabinet has the following voltage/amperage capacity.
  +5V: In excess of 3A  +12V: In excess of 1.5A

Using a power supply with a capacity short of the above can damage cabinet components and parts such as the power supply, etc.

- The interlacing mode is used in this game.
  - Among SEGA's cabinets, MEGALO50 and SUPER MEGALO 2 are not compatible with the interlacing display mode and therefore, the screen display of these cabinets will not be satisfactory due to noise, etc.
  - When using this game in cabinets other than SEGA's, if that particular cabinet is not compatible with the interlacing display mode, the screen display will not be satisfactory.
    For details, please contact the cabinet manufacturer or the place where the cabinet was purchased from.
  - Even if a cabinet compatible with the interlacing display mode is used, the screen will slightly flicker or blur.
    This, however, is not the malfunctioning of the IC Board or the cabinet.

- Note that this game does not correspond with the Versus CITY Billboard display (7-seg., and WINNER LAMP).
WinterHeat  SEGA SPORTS

ST-V TEST MODE

After the power is turned ON, push the TEST button to have the ST-V TEST MENU appear on the screen. Pressing the Service button causes the arrow ➔ to proceed to the next desired item. Bring the ➔ to the desired item and press the Test button.

For the detailed explanations and precautions as regards each test, setting items as per SYSTEM ASSIGNMENTS, etc., and operation method, refer to ST-V SERVICE MANUAL.

ST-V TEST MENU SCREEN

SYSTEM ASSIGNMENTS 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

[WINTERHEAT ]

→ EXIT

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

SYSTEM ASSIGNMENTS

CABINET TYPE

2P

ADVERTISE SOUND
ON

ALONE/MULTI
ALONE

V/H SWITCH
NORMAL

→ EXIT

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

Operation Requirements

This is the SYSTEM ASSIGNMENTS, the CABINET TYPE is set to 2P and ALONE/MULTI is set to ALONE.

If the setting contents are different from the above requirements, the game can not be played, with error being displayed immediately after turning the power on and after exiting from the Test Mode.

The contents of settings made at the time of shipment meet the operation requirements.

When this game is connected to the ST-V Main Board to which another game was connected, if an error is displayed, the contents of settings as per SYSTEM ASSIGNMENTS may have not met the operation requirements of this game.

Each Game Test Menu Screen

WINTERHEAT TEST MENU

→ INPUT TEST
This test displays the state of each switch on the control panel.

→ SOUND TEST
This allows sound in the game to be tested.

→ GAME ASSIGNMENTS
In this mode, the setting of game difficulty levels, etc., can be changed (refer to Fig. below).

→ BOOKKEEPING
Allows for checking data such as game time / game frequency.

→ BACKUP DATA CLEAR
Clears the contents of BOOKKEEPING and RANKING.

GAME ASSIGNMENTS SCREEN

GAME ASSIGNMENTS

> GAME DIFFICULTY
EASY HARD

ATTEMPT/EVENT 2
COUNTRY U.S.A.
PAUSE OFF
EXIT

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

GAME DIFFICULTY (Game difficulty is set in 4 steps.)
The higher the difficulty is, the higher the value of QUALIFY becomes.

(EASY) (NORMAL) (HARD) (HARDEST)

→ ATTEMPT/EVENT (1, 2, 3)
Sets the trial frequency. (SKI JUMPING)

→ COUNTRY (U.S.A., ASIA, EUROPE and 10 countries)
When set to 10 countries other than the U.S.A., ASIA and EUROPE, the character corresponding to the country set replaces the specific character among the 8 initial characters that can be selected.

PAUSE (OFF, ON)
This sets PAUSE Yes or No by turning the SW on to PIN NO d of 56P Connector as follows:
OFF - Even if the SW is on, PAUSE will not function.