

PIN ASSIGNMENT

The following < > refers to the Coin Setting set to "INDIVIDUAL."

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)
<1P COIN> COIN 1	16 T	COIN 2 <2P COIN>
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
1P SW2	23 a	2P SW2
(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

SW1 : (Button_A) Jump etc.

SW2 : (Button_B) Dash etc.

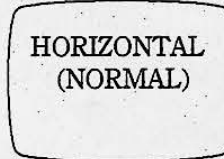
STICK CONTROL DIRECTIONS



PLAYER 1

PLAYER 2

MONITOR DIRECTION



HORIZONTAL FREQUENCY
15.7 kHz

STOP IMPORTANT!

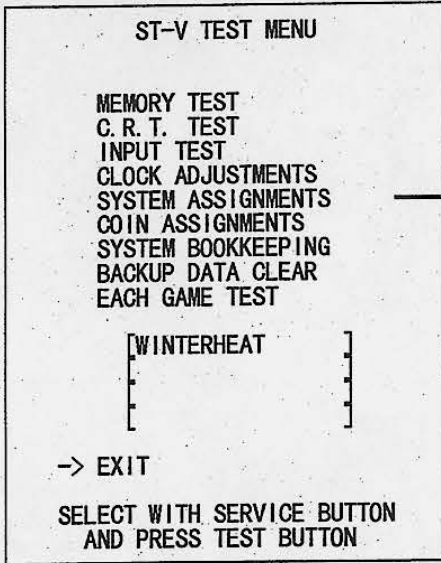
- Make sure that the power supply used for the cabinet has the following voltage / amperage capacity.
+5V: In excess of 3A +12V: In excess of 1.5A
Using a power supply with a capacity short of the above can damage cabinet components and parts such as the power supply, etc.
- The interlacing mode is used 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).

ST-V TEST MODE

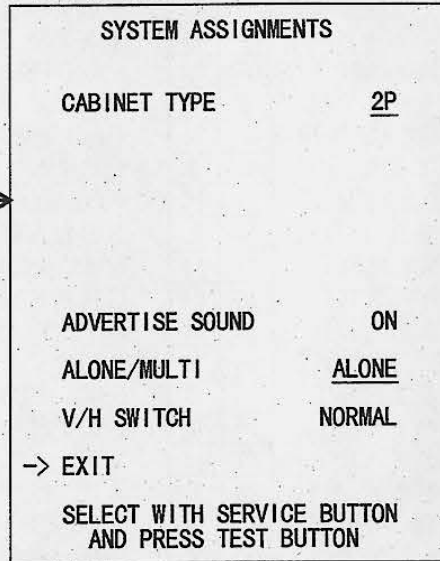
After the power is turned ON, push the TEST button to have the ST-V TEST MENU appear on the screen. Pressing the Service button causes the arrow -> to proceed to the next desired item. Bring the -> to the desired item and press the Test button.

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



OPERATION REQUIREMENTS OF THIS GAME:

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

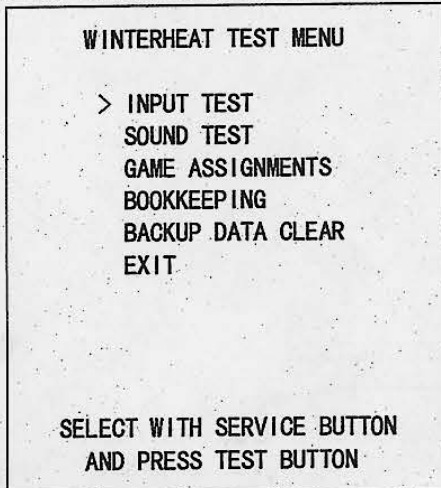
If the setting contents are different from the above requirements, the game can not be played, with error being displayed immediately after turning the power on and after exiting from the Test Mode.

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.

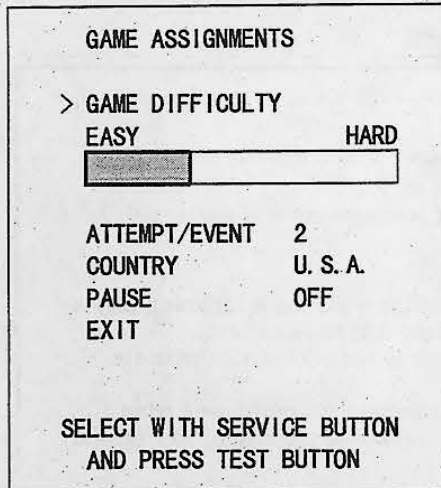
The above are the contents of settings made at the time of shipment.

EACH GAME TEST MENU SCREEN

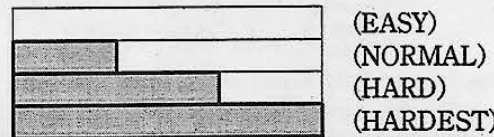


- INPUT TEST
This test displays the state of each switch on the control panel.
- SOUND TEST
This allows sound in the game to be tested.
- GAME ASSIGNMENTS
In this mode, the setting of game difficulty levels, etc., can be changed (refer to Fig. below).
- BOOKKEEPING
Allows for checking data such as game time / game frequency.
- BACKUP DATA CLEAR
Clears the contents of BOOKKEEPING and RANKING.

GAME ASSIGNMENTS SCREEN



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



- 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.