DecAthlete

STV CARTRIDGE

SEGA VIDEO GAME SYSTEM TM

PIN ASSIGNMENT

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

COMPONENT SIDE (JAMMA) SOLDER SIDE

COMPONENT SIDE	No	Ltr	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 : Jump, Throw, etc.
SW2 : Run

STICK CONTROL DIRECTIONS

1P START O   O 2P START

SW1 SW2   SW1 SW2

8 WAYS   8 WAYS
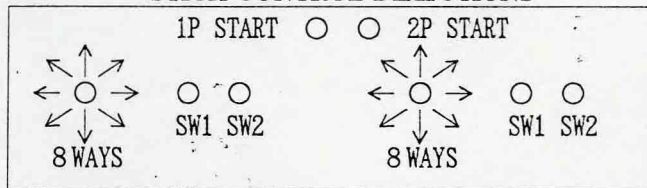
PLAYER 1   PLAYER 2

MONITOR DIRECTION

HORIZONTAL (NORMAL)
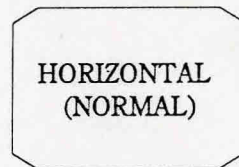
HORIZONTAL FREQUENCY 15.7kHz

🛑 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 particuiar 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).

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STV CARTRIDGE

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, refre to ST-V SERVICE MANUAL.

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

      [DECATHLETE      ]
      [                ]
      [                ]
      [                ]

    -> EXIT

    SELECT WITH SERVICE BUTTON
      AND PRESS TEST BUTTON
```

SYSTEM ASSIGNMENTS SCREEN

```
        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 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 abobe 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 abobe are the contents of settings made at the time of shipment.

EACH GAME TEST MENU SCREEN

```
      DECATHLETE TEST MENU


    > INPUT TEST
      SOUND TEST
      GAME ASSIGNMENTS
      BOOKKEEPING
      BACKUP DATA CLEAR
      MEMORY TEST
      EXIT




    SELECT WITH SERVICE BUTTON
      AND PRESS TEST BUTTON
```

· 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.
· MEMORY TEST
Check the CARTRIDGE's MEMORY ICs. (IC2-6)

GAME ASSIGNMENTS SCREEN

```
        GAME ASSIGNMENTS


    > GAME DIFFICULTY
      EASY            HARD
      [____|____]


      ATTEMPT/EVENT    3
      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. Some events such as 100-METER DASH have no relationship with this setting.

· COUNTRY   (U.S.A., ASIA, EUROPE and 12 countries)
When set to 12 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.
For details, refer to page 3/3.

· PAUSE   (OFF, ON)
This sets PAUSE Yes or No by turning the SW on to PIN NO d of 56P Connector as follows:

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THE CHARACTERS THAT CAN REPLACE SPECIFIC ONE AMONG THE 8 CHARACTERS:

	When set to any one of U.S.A., ASIA and EUROPE:		When set to any one of ITALY, SPAIN, GREECE, BELGIUM, PORTUGAL, SWITZERLAND, BRAZIL, ARGENTINA, MEXICO, CANADA, TAIWAN, and KOREA:			
(1)	Rick Blade America (USA)		Upper: Name of Character Lower: Nationality			
(2)	Ellen Reggiani France	→	Gina Angeli Italy	Pilar Jimenez Spain		
(3)	Karl Vain Germany					
(4)	Robin Banks UK (England)					
(5)	Aleksei Rigel Russia	→	Nikos Papandreu Greece	Jef Jansens Belgium	Carlos Alves Portugal	Giorgio Ronanni Switzerland
(6)	Femi Kadiena Jamaica	→	Carmen Campos Brazil	Monica Juarez Argentina	Maria Sanchez Mexico	Katherine Leonhart Canada
(7)	Joe Kudou Japan					
(8)	Li Huang China	→	Mei−Fang Chang Taiwan	Young−Bin Kim Korea		

For example, if COUNTRY is set to ITALY, Ellen Reggiani of France changes to Gina Angeli of Italy (name and national flag graphics will change).
The character graphics, however, will not change.

The seven character other than the character of the country set will remain intact.