

LaserCon Merlin-Dx

Main Board Dip-Switch Set-Up Chart

Use with Firmware V2.x-3.x

Note: The circuit board is printed with A0-A7 and B0-B7.

The switch banks are printed with 1-8. **Ignore the incorrect #s printed on the switch banks.**

(Example: Switch A0 in these charts, is #1 of SW2)

COMMON SETTINGS:

Number of Coins Required for One Credit

1	A0=OFF, A1=OFF
2	A0=ON, A1=OFF
free play	A1=ON

Attract Mode Sound

Always on	A2=ON, A3=ON
Plays every 8th time	A2=ON, A3=OFF
Always off	A2=OFF

Number of Lives Per Credit

3	A4=OFF, A5=ON
5	A4=OFF, A5=OFF
*Unlimited lives	A4=ON

(*not available for DL2)

Game Changing

Disabled

Selected game is fixed and cannot be changed..... A6=OFF, A7=OFF

Manual mode

During the attract sequence of any game, Hold Left and Sword/Fire for 2 seconds. Use the joystick to select your desired game. Press Sword/Fire to begin A6=OFF, A7=ON

Auto-rotation

Manual mode is active, **and** the selected game will play its attract sequence through two cycles. If no game is started, the active game will auto-change to the next available game in your Dexter system. Once a game is started, that game will remain active until the attract sequence has played through twice without interruption, then game rotation will automatically resume.

Auto - using Enhancement ROMs..... A6=ON, A7=OFF

Auto - using Factory ROMs..... A6=ON, A7=ON

Individual Game options

"DRAGON'S LAIR" Version-F2

Game Difficulty:

On-Screen selection menu enabled B0=OFF, B1=OFF, B2=OFF
At the start of each game
the player may select...

"KNIGHT" = Very Hard
"SQUIRE" = Hard
"PAGE" = Easy

Always Easy B0=ON, B1=OFF, B2=OFF
Always Hard B0=OFF, B1=ON, B2=OFF
Always Very Hard B0=ON, B1=ON, B2=OFF

Easy at the onset of every game,
difficulty increases to **hard** when a
player survives 9 consecutive scenes. B0=OFF, B1=OFF, B2=ON

Easy at the onset of every game,
difficulty increases to **hard** when a
player survives 5 consecutive scenes. B0=ON, B1=OFF, B2=ON

Easy at the onset of every game,
difficulty increases to **very hard** when a
player survives 9 consecutive scenes. B0=OFF, B1=ON, B2=ON

Easy at the onset of every game,
difficulty increases to **very hard** when a
player survives 5 consecutive scenes. B0=ON, B1=ON, B2=ON

"Dragon's Lair Enhancement" Version 2.1

Attract Narrator voice on B3=ON
Attract Narrator voice muted B3=OFF

"Space Ace" Version A3

Game Difficulty Level

Easy at first, then...

Difficulty will increase to **hard** when a
player survives 5 consecutive scenes B4=OFF

Difficulty will increase to **very hard** when a
player survives 3 consecutive scenes B4=ON

"Space Ace" Version A3 (continued)

Skill Level Selection

Normal Mode - **Space Ace cabinet only**

Use control panel skill level buttons B5=OFF

On-Screen

Use on-screen selection menu B5=ON

Note - On-Screen menu is required for the Dragon's Lair cabinet, and can be used with the Space Ace cabinet. The Space Ace control panel skill buttons still function when using the On-Screen menu.

"Space Ace Enhancement" Version 1.0

Game Difficulty Level

Easy: B4=OFF

When a life is lost,
game play resumes immediately after the point
where the player died.
The fatal move is not replayed.

Hard: B4=ON

When a life is lost,
game play resumes back at the beginning of
the scene. All moves must be replayed.

Skill Level Selection

Normal Mode - **Space Ace cabinet only**

Use control panel skill level buttons B5=OFF

On-Screen

Use on-screen selection menu B5=ON

Note - On-Screen menu is required for the Dragon's Lair cabinet, and can be used with the Space Ace cabinet. The Space Ace control panel skill buttons still function when using the On-Screen menu.

(Optional Game)

"Dragon's Lair II Enhancement - Time Warp" Version 1.0

Bonus Life Award

If set for 3 Lives (A5=ON):

no extra lives	B6=OFF, B7=OFF
Every 50,000	B6=ON, B7=OFF
Every 60,000	B6=OFF, B7=ON
Every 70,000	B6=ON, B7=ON

If set for 5 Lives (A5=OFF):

no extra lives	B6=OFF, B7=OFF
Every 70,000	B6=ON, B7=OFF
Every 80,000	B6=OFF, B7=ON
Every 100,000	B6=ON, B7=ON