

LaserCon - Merlin 8000

Main Board Dipswitch Set-Up Chart

(Use with Firmware V3.x)

The purpose of this chart is to find a single dipswitch setting for the game's main control board that will work with all ROM versions.

You **must** fill in this chart and set your switches before starting the game.

Instructions:

Use the dipswitch charts included below to fill in the table.

(*Please note that all switches have been changed from the factory original settings)

Fill in each row with your preferred settings.

Begin with the first row by filling in the switch settings which are common to all game versions. Then fill in the option settings which are unique to each game.

Use pencil. Place: 1 for ON
0 for OFF

Copy those settings down to "Your Final Settings", and set the dip-switches on your main board.

	A0	A1	A2	A3	A4	A5	A6	A7	B0	B1	B2	B3	B4	B5	B6	B7
Common Settings																
Dragon's Lair Rev. F2																
Dragon's Lair Enhancement 2.1																
Space Ace Rev. A3																
Space Ace Enhancement 1.0																
Your Settings																

***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 is SW2 #1)

DIP-Switch settings chart

LaserCon Merlin-8000

COMMON SETTINGS for all ROM sets:

A. Number of Coins Required for One Credit

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

B. Attract Mode Sound

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

C. Number of Lives Per Credit

3 A4=OFF, A5=ON
5 A4=OFF, A5=OFF
Unlimited lives for testing purposes A4=ON

(note - A6 & A7 are not used.)

D. Boot-up ROM Selection Menu

Enabled: At power-on, the ROM selection screen is displayed. You may use the joystick to change the default game version. Default game starts after 10 second timer or by pressing sword. B7=ON

Disabled: The ROM Set is Fixed. The default game version* starts immediately. B7=OFF

*To Change the default game version:

Power off the machine. Set B7=ON. Power on.

Use control panel to select **and start** your desired game.

Power off the machine. Set B7=OFF.

Now whenever the game boots up, your selected game will be the default and will start automatically.

(Dragon's Lair version F2 is the default game for shipping.)

Individual Game options:

"DRAGON'S LAIR" Version-F2

Game Difficulty:

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

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

"GENTRY" = Easy

"Dragon's Lair Enhancement" Version 2.1

Attract Narrator voice on B6=ON

Attract Narrator voice muted B6=OFF

"Space Ace" Version A3

Game Difficulty Level

Difficulty will increase when a
player survives 3 consecutive scenes ··· B3=ON

Difficulty will increase when a
player survives 5 consecutive scenes ··· B3=OFF

Fast Difficulty increase ··········· B4=ON

Slow Difficulty increase ··········· B4=OFF

Skill Level Selection

Normal Mode

Space Ace cabinet

Use control panel skill level buttons ········· B5=OFF

On-Screen

Dragon's Lair cabinet

Use on-screen selection menu ··········· B5=ON

Note - On-Screen menu can be used with either cabinet if desired.

"Space Ace Enhancement" Version 1.0

Game Difficulty Level

Easy: when a life is lost, gameplay
resumes immediately after the point
the player died. The fatal move is
not replayed. ··········· B4=OFF

Hard: when a life is lost, gameplay
resumes back at the beginning of
the scene. All moves must be
replayed. ··········· B4=ON

Skill Level Selection

Normal Mode

Space Ace cabinet

Use control panel skill level buttons ········· B5=OFF

On-Screen

Dragon's Lair cabinet

Use on-screen selection menu ··········· B5=ON

Note - On-Screen menu can be used with either cabinet if desired.