

# LaserCon Merlin-8000

## Main Board Dip-Switch Settings

Use with Firmware V4.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 SW2 #1)

### 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 ..... A4=ON  
(\*not available for DL2)

#### 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. .... A7=ON

Disabled: The default game version starts immediately. .... A7=OFF

#### **To Change the default game:**

Power on the machine with dipswitch A7=ON.

Or

During the attract sequence of any game, Hold Left and Sword/Fire for 4 seconds.

Use control panel to select **and start** your desired game.  
(Dragon's Lair version F2 is the default game for shipping.)

# 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

"GENTRY" = 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 ..... A6=ON

Attract Narrator voice muted ..... A6=OFF

### **(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

## "Space Ace" Version A3

### **Game Difficulty Level**

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

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

Difficulty increase to HARD ············ B4=OFF

Difficulty increase to VERY HARD ·········· B4=ON

### **Skill Level Selection**

Normal Mode - **Space Ace cabinet**

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

On-Screen

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

Note - On-Screen menu must be used with a Dragon's Lair Cabinet.

## "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.