LaserCon Merlin-1000

Main Board Dip-Switch 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

When finished, each column must have only '1's or '0's

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 switch banks are printed with 1-8.
             The circuit board is printed with 0-7.
             Ignore the incorrect numbers printed on the switch banks.

DIP-Switch settings chart   *LaserCon Merlin-1000*

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

D. Laserdisc Player
       Pioneer LD-V1000 ················· A6=OFF
       Pioneer PR-7820 ················· A6=ON

E. 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 ROM Set is Fixed.
       The default game version* starts
       immediately. ························· A7=OFF

       *To Change the default game version:
       If the Selection Menu is enabled, at boot-up you can change
       the default game by moving the joystick up or down.
       Press SWORD/FIRE to select and start your default game.

       Alternatively, During the attract sequence of any game,
       holding LEFT and SWORD/FIRE for 4 seconds will activate
       the ROM Selection Menu.
       (Dragon's Lair version F2 is the default game for shipping.)

Individual Game options:

"DRAGON'S LAIR" Version-F2

Game Difficulty:

```
Always Easy ································· B0=OFF, 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 ····················· B6=ON
Attract Narrator voice muted ·················· B6=OFF
```

(This option is only available when running in LD-V1000 player mode)

"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 ············· B7=ON
    Slow Difficulty increase ············· B7=OFF

Skill Level Selection
    Normal Mode
      (Space Ace cabinet using
       control panel skill level buttons) ········· B4=ON, B5=ON

    (Dragon's Lair cabinet)
    Always SPACE ACE skill level ·········· B4=ON, B5=OFF
    Always CAPTAIN skill level ············ B4=OFF, B5=ON
    Always CADET skill level ·············· B4=OFF, B5=OFF

"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. ····················· B7=OFF
    Hard: when a life is lost, gameplay
      resumes back at the beginning of
      the scene. All moves must be
      replayed. ························· B7=ON

Skill Level Selection
    Normal Mode
      (Space Ace cabinet using
       control panel skill level buttons) ········· B4=ON, B5=ON

    (Dragon's Lair cabinet)
    Always SPACE ACE skill level ·········· B4=ON, B5=OFF
    Always CAPTAIN skill level ············ B4=OFF, B5=ON
    Always CADET skill level ·············· B4=OFF, B5=OFF