

LaserCon - Merlin 1000

Main Board Dipswitch Set-Up Chart

(Use with Firmware V2.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

Easy at the onset of every game,
difficulty increases to hard when a
player survives 9 consecutive scenes. B0=ON, B1=OFF, B2=OFF, B3=OFF

Easy at the onset of every game,
difficulty increases to hard when a
player survives 5 consecutive scenes. B0=ON, B1=OFF, B2=OFF, B3=ON

Easy at the onset of every game,
difficulty increases to very hard when a
player survives 9 consecutive scenes. B0=ON, B1=ON, B2=OFF, B3=OFF

Easy at the onset of every game,
difficulty increases to very hard when a
player survives 5 consecutive scenes. B0=ON, B1=ON, B2=OFF, B3=ON

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

Always Very Hard 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