

LaserCon Merlin-1000

Main Board Dip-Switch Set-Up Chart

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 #1 of SW2)

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:

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 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

Easy: Difficulty will increase to **hard** when a player survives 5 consecutive scenes B3=OFF

Hard: Difficulty will increase to **very hard** when a player survives 3 consecutive scenes B3=ON

Skill Level Selection

Space Ace cabinet:

Use control panel skill 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. B3=OFF

Hard: when a life is lost, gameplay resumes back at the beginning of the scene. All moves must be replayed. B3=ON

Skill Level Selection

Space Ace cabinet:

Use control panel skill 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