

# LaserCon Merlin-Jr

## ROM Board Modifications

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### Introduction

Merlin-Jr is a multigame ROM set for Dragon's Lair and Space Ace arcade machines. It allows you to play Dragon's Lair, Dragon's Lair II, and Space Ace, in your original arcade machine.

Merlin-Jr must be used with the Dexter laserdisc replacement player.

Merlin-Jr requires a hardware modification of the upper ROM board for the use of larger 27C256 (256Kbit) EPROMS.

### Parts

5 – 27c256 EPROMs – Programmed with the Merlin-Jr binaries which are part of this download package.

A bit of wire

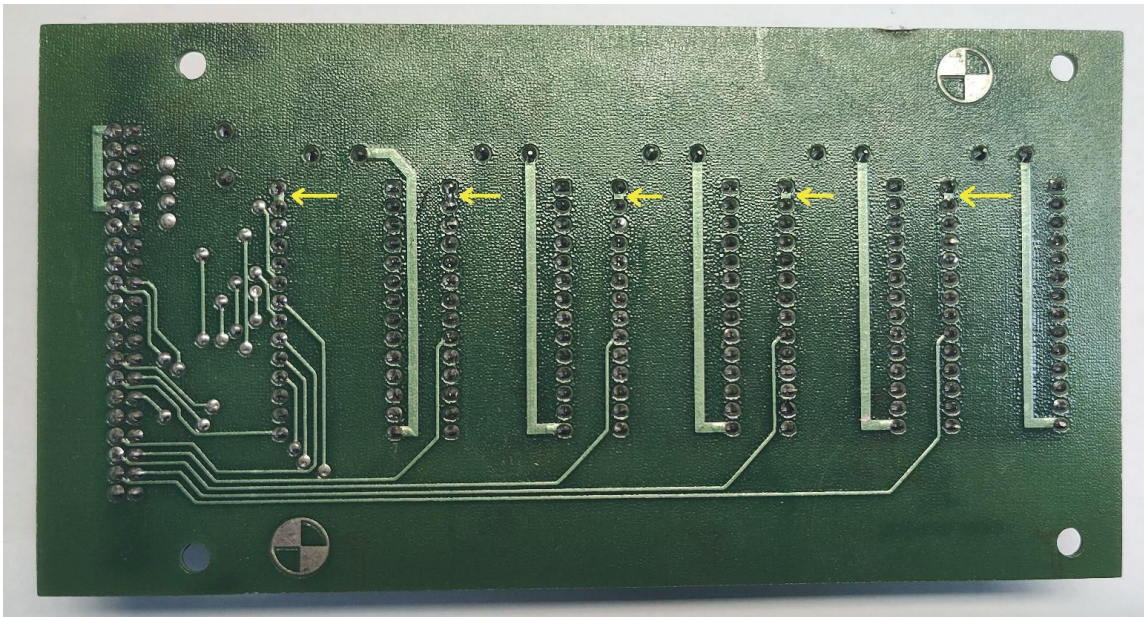
Soldering skill and tools.

### Procedure

Remove the upper ROM board from your Dragon's Lair or Space Ace boardset.

Remove the existing EPROM chips.

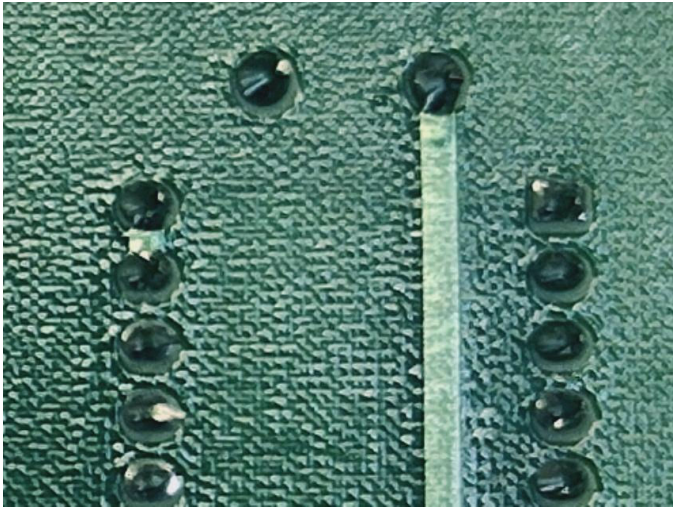
On the backside, locate the circuit bridge connecting pins 27 & 28 for each EPROM...





Cut out the small bit of circuit between the pins...

Before



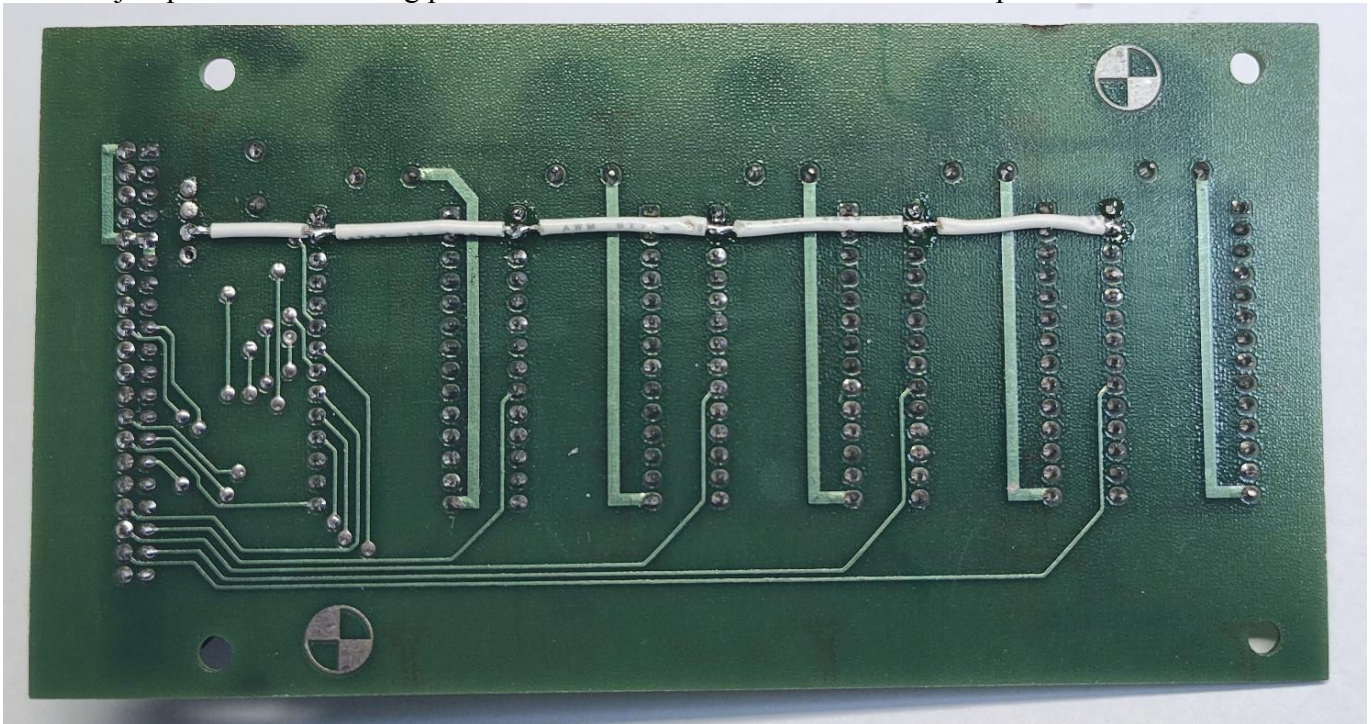
After



Repeat for all five EPROM sockets (U1 – U5).

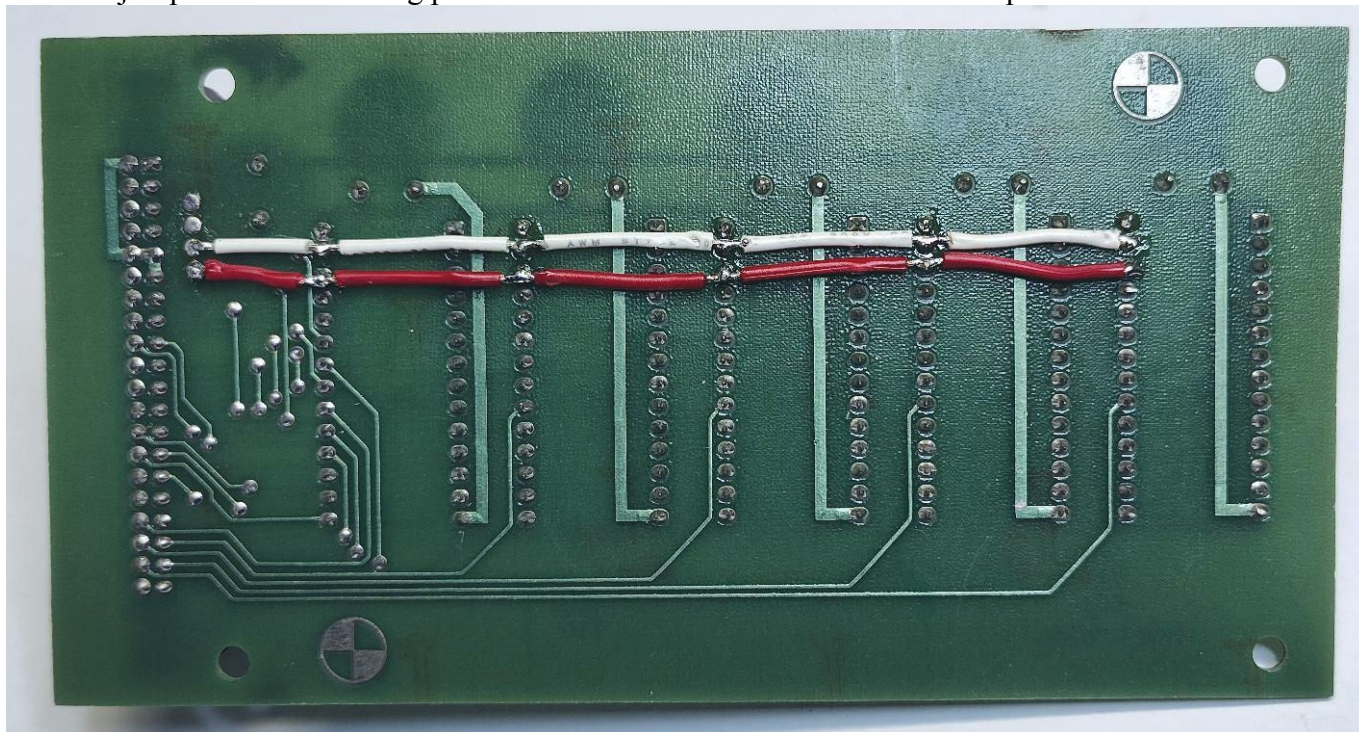
Take note of the 4 solder points in a vertical stack on the left side of the board.

Solder a jumper wire connecting pin-27 on all five EPROMs to the 3<sup>rd</sup> solder point down...





Solder a jumper wire connecting pin-26 on all five EPROMs to the 4th solder point down...



Board modification is complete.

Install your new Merlin-Jr EPROM set, and reassemble the board.

Set the dip-switches on the main board according to the included Merlin-Jr settings charts.

Enjoy the game!

## **NOTES**

Dexter must have the trilogy of laserdiscs (DL, DLII,SA) installed, along with the Merlin\_Menu\_V2 disc. You can get the 3 game discs from the Dexter purchase page...

<https://www.rulecity.com/dexterorder/DexterOrderWebApp.html>

You can get the Merlin Menu disc from this link...

[http://wood1st.com/LaserCon/Menu/Merlin\\_Menu\\_V2-10March2023.ldimg](http://wood1st.com/LaserCon/Menu/Merlin_Menu_V2-10March2023.ldimg)

These old ROM boards are known to have low quality chip sockets.

If you receive a checksum error code: E21 – E25, it may not be due to a faulty memory chip.

It's more likely that the sockets on your board need to be replaced. If you have the skill, consider doing a complete socket replacement as part of this modification.

If you have questions, you're welcome to email me: [shaun@wood1st.com](mailto:shaun@wood1st.com)