

# Dragon's Lair - V8000 ROM set

For use with Pioneer LD-V8000/4000/2000 series players

## Main Board Dip-Switch Settings

**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)

### Number of Coins Required for One Credit

1 .....	A0=OFF, A1=OFF
2 .....	A0=ON, A1=OFF
free play .....	A1=ON

### Attract Mode Sound

Always on .....	A2=ON, A3=ON
Plays every 8th time .....	A2=ON, A3=OFF
Always off .....	A2=OFF

### Number of Lives Per Credit

3 .....	A4=OFF, A5=ON
5 .....	A4=OFF, A5=OFF
Unlimited lives (for testing only) .....	A4=ON

### High Scores (LD-V8000/4400/4300 only)

Enabled: .....	A6=ON
Disabled: .....	A6=OFF

\*Note - High Scores are cleared when machine is powered off.

(A7 not used)

## Game Difficulty

Use On-Screen selection menu ..... B0=OFF, B1=OFF, B2=OFF

At the start of each game                "KNIGHT" = Very Hard  
Player-1 may select ..... "SQUIRE" = Hard  
one of these options                "PAGE" = 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

(B3 - B7 not used)

---

**Error Codes** will display on the scoreboard if a failure is detected during bootup.

E9 - No Real Time Clock signal detected

E10 - RAM failure

E21 - U1 ROM Checksum error

E22 - U2 ROM Checksum error

E23 - U3 ROM Checksum error

E24 - U4 ROM Checksum error

E30 - Unable to communicate with laserdisc player