

Space Ace – 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.

Game Difficulty:

Difficulty will increase when player survives 5 consecutive scenes	B4=OFF
Difficulty will increase when player survives 3 consecutive scenes	B4=ON

Difficulty will increase to HARD	B5=OFF
Difficulty will increase to VERY HARD	B5=ON

Skill Level Selection (Cadet, Captain, or Space Ace)

Use control panel skill level buttons only	B6=OFF
Use on-screen selection menu and buttons	B6=ON

(A7,B0,B1,B2,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-E25 - ROM Checksum error (E21:U1, E22:U2, E23:U3, E24:U4, E25:U5)

E30 - Unable to communicate with laserdisc player