LaserCon Arthur-1000

Main Board Dip-Switch Set-Up Chart

Use with Firmware V1.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 game ROM is displayed
    on the scoreboard. 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

"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 at first.

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

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