

LaserCon Arthur-8000

Main Board Dip-Switch Settings

Use with Arthur 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 SW2 #1)

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. ROM Selection Menu

At power-on, the ROM selection screen is displayed for 10 seconds. You may use the joystick to change the default game version. Default game starts after a 10 second timer or by pressing sword.

You may also change the default game during the attract sequence of any game by holding Left and Sword/Fire for 4 seconds. This will bring up the selection Menu.

Enabled: A7=ON

Disabled: The default game version starts immediately.
The ROM version can not be changed. A7=OFF

To Change the default game:

Power on the machine with dipswitch A7=ON. Select and Start your desired game. Power off and set A7 as desired.
(Dragon's Lair version F2 is the default game for shipping.)

Individual Game options:

"DRAGON'S LAIR" Version-F2

Game Difficulty:

On-Screen selection menu enabled B0=OFF, B1=OFF, B2=OFF
At the start of each game
the player may select...

"KNIGHT" = Very Hard

"SQUIRE" = Hard

"GENTRY" = 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

"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

Difficulty will increase when a
player survives 5 consecutive scenes B3=OFF

Difficulty will increase when a
player survives 3 consecutive scenes B3=ON

Difficulty increase to HARD B4=OFF

Difficulty increase to VERY HARD B4=ON

Skill Level Selection

Normal Mode - **Space Ace cabinet**

Use control panel skill level buttons B5=OFF

On-Screen

Use on-screen selection menu B5=ON

Note - On-Screen menu can be used with either cabinet if desired.

"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. B4=OFF

Hard: when a life is lost, gameplay
resumes back at the beginning of
the scene. All moves must be
replayed. B4=ON

Skill Level Selection

Normal Mode

Space Ace cabinet

Use control panel skill level buttons B5=OFF

On-Screen

Dragon's Lair cabinet

Use on-screen selection menu B5=ON

Note - On-Screen menu can be used with either cabinet if desired.