

LaserCon Arthur-8000

Main Board Dip-Switch Settings

Use with Arthur-8000 Firmware V2 - V3.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. High Scores (LD-V8000/4400/4300 only)

Enabled: A6=ON
Disabled (Clear High Scores): A6=OFF

D. ROM Selection Screen

Enabled: A7=ON

At power-on, the ROM selection screen is displayed for 10 seconds. You may use the joystick to change the default game. 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 screen.

Disabled: A7=OFF

The default game version starts immediately.
The ROM version can not be changed. Operator must set the default game prior to setting A7 OFF.

(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

"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

"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.