

LaserCon Arthur-8000

Main Board Dip-Switch Settings

Use with Arthur-8000 Firmware V4.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 (for testing only) A4=ON

D. High Scores (LD-V8000/4400/4300 only)

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

E. ROM Selection Menu

Enabled: A7=ON

At power-on, the ROM selection screen is displayed.

You may use the joystick to select your desired game,
or wait 10 seconds for the default game to start.

Changing the game ROM also requires the change of laserdisc.

During the attract sequence of any game, you may return to
the selection menu by holding Left and Sword/Fire for 2 seconds.

Disabled: A7=OFF

The default game starts immediately.

The game ROM can not be changed from the control panel.

To Change the default game you must first turn dipswitch A7=ON,
Select your desired game ROM, change the laserdisc, and press
Sword/Fire to start the game. Then power off and set A7 as desired.

Individual Game options:

"DRAGON'S LAIR"

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

"DRAGON'S LAIR II - Time Warp"

Bonus Lives Awarded

If set for 3 Lives (A5=ON):

A bonus life is awarded at the completion of each scene

If set for 5 Lives (A5=OFF):

A bonus life is awarded at the completion of each scene 3-6

Bonus Lives ON B3=ON

Bonus Lives OFF B3=OFF

"Space Ace"

Game Difficulty:

Difficulty will increase when player

survives 5 consecutive scenes B4=OFF

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

"Cliffhanger": No difficulty settings.

B7 not used.