LaserCon Arthur-Dx

<u>Main Board Dip-Switch Set-Up Chart</u>
Use with Firmware V1.0 - 2.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)

<u>COMMON SETTINGS:</u>

```
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 ·················· A4=ON
     (*not available for DL2)

Game Changing
   Disabled
     Selected game is fixed and cannot be changed········ A6=OFF, A7=OFF

   Manual mode
    During the attract sequence of any game, Hold Left and
    Sword/Fire for 2 seconds. Use the joystick to select your
    desired game. Press Sword/Fire to begin ············ A6=OFF, A7=ON

   Auto-rotation
    Manual mode is active, and the selected game will play its attract
    sequence through two cycles. If no game is started, the active
    game will auto-change to the next available game in your Dexter
    system. Once a game is started, that game will remain active until
    the attract sequence has played through twice without interruption,
    then game rotation will automatically resume.

    Auto - using Enhancement ROMs··················· A6=ON, A7=OFF
    Auto - using Factory ROMs····························· A6=ON, A7=ON
```

<u>Individual Game options</u>

<u>"DRAGON'S LAIR" Version-F2</u>

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

<u>"Dragon's Lair Enhancement" Version 2.1</u>

Attract Narrator voice on ······························· B3=ON
Attract Narrator voice muted ···························· B3=OFF

<u>"Space Ace" Version A3</u>

Game Difficulty Level
Easy at first, then...

Difficulty will increase to **hard** when a
      player survives 5 consecutive scenes ············ B4=OFF

Difficulty will increase to **very hard** when a
      player survives 3 consecutive scenes ············ B4=ON

"Space Ace" Version A3 (continued)

Skill Level Selection
Normal Mode - **Space Ace cabinet only**
Use control panel skill level buttons ················· B5=OFF

On-Screen
Use on-screen selection menu ························· B5=ON

Note - On-Screen menu is required for the Dragon's Lair cabinet, and
can be used with the Space Ace cabinet. The Space Ace control
panel skill buttons still function when using the On-Screen menu.

"Space Ace Enhancement" Version 1.0

Game Difficulty Level

Easy: ··· B4=OFF
When a life is lost,
game play resumes immediately after the point
where the player died.
The fatal move is not replayed.

Hard: ··· B4=ON
When a life is lost,
game play resumes back at the beginning of
the scene. All moves must be replayed.

Skill Level Selection
Normal Mode - **Space Ace cabinet only**
Use control panel skill level buttons ················· B5=OFF

On-Screen
Use on-screen selection menu ························· B5=ON

Note - On-Screen menu is required for the Dragon's Lair cabinet, and
can be used with the Space Ace cabinet. The Space Ace control
panel skill buttons still function when using the On-Screen menu.

"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