

LaserCon Arthur-Dx

Main Board Dip-Switch Set-Up Chart

Use with Firmware V4.x-V6.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 GAMES:

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 (testing purposes only) .. A4=ON

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.

Rotation using Enhanced Dragon's Lair Rev-G A6=ON, A7=OFF

Rotation using Factory Dragon's Lair Rev-F2 A6=ON, A7=ON

Individual Game options

"DRAGON'S LAIR" Revision-F2

Game Difficulty:

On-Screen selection menu enabled B0=OFF, B1=OFF, B2=OFF
At the start of each game "KNIGHT" = Very Hard
the player may select... "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" Revision-G

On-Screen difficulty selection is always used.

"DRAGON'S LAIR II & Super Don Quixote"

Bonus Lives Awarded

If set for 3 Lives (A5=ON):

Up to 6 bonus lives may be awarded throughout the game

If set for 5 Lives (A5=OFF):

Up to 4 bonus lives may be awarded throughout the game

Bonus Lives ON B3=ON

Bonus Lives OFF B3=OFF

"Space Ace" Revision A3

Easy difficulty 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

Skill Level Selection (Cadet, Captain, or Space Ace)

Use control panel skill level buttons only B5=OFF

Use on-screen selection menu and buttons B5=ON

"CliffHanger" No difficulty options.

B6 & B7 not used