Main Board Dipswitch Set-Up Chart for use with the LaserCon "Merlin" board (Firmware V1.0)

The purpose of this chart is to find a single dipswitch setting for the Dragon's Lair / Space Ace main board that will work with all ROM versions. You *must* fill in this chart and set your switches before starting the game.

Instructions:
Use the *included* dipswitch charts to fill in the table. (Many switches have been changed from the originals)
For each revision set, fill in its row with your preferred settings.

Use pencil.   Place: 1 for ON,   0 for OFF,   X for "don't care / not used"

When finished, each column must have only '1's or '0's (ignore the 'X's).

Copy those settings down to "Your Final Settings", and set the dip-switches on your main board.

	A0	A1	A2	A3	A4	A5	A6	A7	B0	B1	B2	B3	B4	B5	B6	B7
Dragon's Lair - Rev. F2		X						X				X				
Dragon's Lair Enhancement 2.1				X				X				X				X
Space Ace – Rev. A3		X	X	X			X							X		X
Space Ace Enhancement 1.0		X	X	X			X						X	X		X
Your Settings																

"DRAGON'S LAIR" Version-F2   *LaserCon - Merlin*
DIP-Switch settings chart:

A. Attract Mode Sound
    Always on ···························· B0=ON, B1=ON
    Always off ··························· B1=OFF
    Plays every 8th time ·············· B0=OFF, B1=ON

B. Number of Coins Required for One Credit
    2 ································· A0=ON, A4=ON
    3 ································· A0=OFF, A4=ON
    free play ························· A4=OFF

C. Number of Lives Per Credit
    3 ································· A5=ON, B2=ON
    5 ································· A5=OFF, B2=ON
    Unlimited lives for testing purposes B2=OFF

D. Game Difficulty
    Always Easy ··························· B7=OFF
    Easy at the onset of every game,
     difficulty increases to hard when a
     player survives 9 consecutive scenes. ····· A3=OFF, A2=ON, B4=OFF, B7=ON
    Easy at the onset of every game,
     difficulty increases to hard when a
     player survives 5 consecutive scenes. ····· A3=OFF, A2=ON, B4=ON, B7=ON
    Easy at the onset of every game,
     difficulty increases to very hard when a
     player survives 9 consecutive scenes. ····· A3=ON, A2=ON, B4=OFF, B7=ON
    Easy at the onset of every game,
     difficulty increases to very hard when a
     player survives 5 consecutive scenes. ····· A3=ON, A2=ON, B4=ON, B7=ON
    Always Hard ··························· A3=OFF, A2=OFF, B7=ON
    Always Very Hard ····················· A3=ON, A2=OFF, B7=ON

E. Pay-As-You-Go
    Pay-as-you-go disabled The game ends when won ··········· A6=ON, B5=ON
    Pay-as-you-go disabled. The game starts again from the
     beginning when won. ································ A6=ON, B5=OFF
    Player must deposit 2 or 3 coins(depending on A0) to
     continue playing once, after 2/3 of the game is
     finished. The game ends when won ·················· A6=OFF, B5=ON
    Player must deposit 2 or 3 coins(depending on A0) to
     continue playing three times during the game, and may
     deposit more coin(s) to continue again from the
     beginning after the game is won ·················· A6=OFF, B5=OFF
    If pay-as-you-go is on and the game is set for 3 Dirks
     per credit: If the player has less than 3 Dirks, he receives one
     additional Dirk after depositing coins to continue the
     game at any time during the first game. No extra Dirks
     are awarded after the first game is won. ·············· B6=ON
    No extra Dirks awarded ····························· B6=OFF

Not Used: A1, A7, B3

"Dragon's Lair Enhancement" Version 2.1   *LaserCon - Merlin*
DIP-Switch settings chart:

A. Attract Mode Sound
    Always on ···························· B0=ON, B1=ON
    Always off ··························· B1=OFF
    Plays every 8th time ················ B0=OFF, B1=ON
    Narrator voice on ··················· B4=ON
    Narrator voice muted ··············· B4=OFF

B. Number of Coins Required for One Credit
    1 ·································· A0=OFF, A1=OFF, A4=ON
    2 ·································· A0=ON, A1=ON, A4=ON
    3 ·································· A0=OFF, A1=ON, A4=ON
    4 ·································· A0=ON, A1=OFF, A4=ON
    free play ························· A4=OFF

C. Number of Lives Per Credit
    3 ································· A5=ON, B2=ON
    5 ································· A5=OFF, B2=ON
    Unlimited lives for testing purposes B2=OFF

D. Pay-As-You-Go

    Pay-as-you-go disabled The game ends when won········· A6=ON, B5=ON
    Pay-as-you-go disabled. The game starts again from
     the beginning when won. ···························· A6=ON, B5=OFF

    Player must deposit 1 or 2 coins(depending on A2) to
     continue playing once, after 2/3 of the game is
     finished. The game ends when won ················· A6=OFF, B5=ON, A4=ON

    Player must deposit 1 or 2 coins(depending on A2) to
     continue playing two times during the game, and may
     deposit more coin(s) to continue again from the
     beginning after the game is won ·················· A6=OFF, B5=OFF, A4=ON

    The player receives one additional Dirk after depositing
     coin(s) to continue (during first game only). ············· B6=ON
    No extra Dirks awarded ································· B6=OFF

    The price to continue is 1 coin ··························· A2=ON
    The price to continue is 2 coins ·························· A2=OFF

Not Used: A3, A7, B3, B7

"Space Ace" Version A3   *LaserCon - Merlin*
<u>**DIP-Switch settings chart:**</u>

A. Attract Mode Sound
    Always on ···························· B0=ON, B1=ON
    Plays every 8th time ··············· B0=OFF, B1=ON
    Always off ························· B1=OFF

B. Number of Coins Required for One Credit
    2 ································· A0=ON, A4=ON
    3 ································· A0=OFF, A4=ON
    free play ························· A4=OFF

C. Number of Lives Per Credit
    3 ································· A5=ON, B2=ON
    5 ································· A5=OFF, B2=ON
    Unlimited lives for testing purposes B2=OFF

D. Game Difficulty Level*
    Difficulty will increase when a
    player survives 3 consecutive scenes B4=ON
    Difficulty will increase when a
    player survives 5 consecutive scenes B4=OFF
    Fast Difficulty increase   ·········· A7=ON
    Slow Difficulty increase   ·········· A7=OFF

E. Skill Level Selection
    Normal Mode (control panel skill
     level buttons are enabled) ········ B3=ON, B6=ON
    Always SPACE ACE skill level ········ B3=ON, B6=OFF
    Always CAPTAIN skill level ·········· B3=OFF, B6=ON
    Always CADET skill level ··········· B3=OFF, B6=OFF

Not Used: A1, A2, A3, A6, B5, B7

"Space Ace Enhancement" Version 1.0   *LaserCon - Merlin*
DIP-Switch settings chart:

A. Attract Mode Sound
      Always on ···························· B0=ON, B1=ON
      Plays every 8th time ··············· B0=OFF, B1=ON
      Always off ························· B1=OFF

B. Number of Coins Required for One Credit
      2 ································· A0=ON, A4=ON
      1 ································· A0=OFF, A4=ON
      2 credits at all times/free play ···· A4=OFF

C. Number of Lives Per Credit
      3 ································· A5=ON, B2=ON
      5 ································· A5=OFF, B2=ON
      Unlimited lives for testing purposes B2=OFF

D. Game Difficulty Level
      Normal: when a life is lost, gameplay
        resumes immediately after the point
        the player died. The fatal move is
        not replayed. ·················· A7=OFF
      Hard: when a life is lost, gameplay
        resumes back at the beginning of
        the scene. All moves must be
        replayed. ······················ A7=ON

F. Skill Level Selection
      Normal Mode (control panel skill
        level buttons are enabled) ······· B3=ON, B6=ON
      Always SPACE ACE skill level ········ B3=ON, B6=OFF
      Always CAPTAIN skill level ········· B3=OFF, B6=ON
      Always CADET skill level ··········· B3=OFF, B6=OFF

....

Not Used: A1, A2, A3, A6, B4, B5, B7