

# LaserCon Merlin-8000

## Main Board Dip-Switch Settings

Use with Firmware Version A1

**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: .....	A6=OFF

#### E. ROM Selection Menu

Enabled: At power-on, the ROM selection screen is displayed for 10 seconds. You may use the joystick to change the default game version. 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 Menu... A7=ON

Disabled: The default game version starts immediately, and the ROM version can not be changed. .... A7=OFF

**To Change the default game:** Power on the machine with dipswitch A7=ON. Select and Start your desired game. 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 one 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

## "Space Ace"

### **Game Difficulty:**

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 will increase to HARD ..... B4=OFF  
Difficulty will increase to VERY HARD ..... B4=ON

### **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 can be used with the Space Ace cabinet  
and control panel buttons do still operate.

**"Cliffhanger":** No difficulty settings.