

LaserCon Merlin-Dx

Main Board Dip-Switch Set-Up Chart

Use with Firmware 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 #1 of SW2)

COMMON SETTINGS:

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-rotation Enabled A6=ON, A7=ON

Individual Game options

"DRAGON'S LAIR" Version-F2

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

"Space Ace" Version A3

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

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.

"CliffHanger" No difficulty options.