

LaserCon Merlin-Dx

Main Board Dip-Switch Set-Up Chart

Use with Firmware V1.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:

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 Rotation

Enabled A6=ON

At power-on, the default game will start and 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.

Disabled A6=OFF

The default game remains active until manually changed.

To Manually Change the default game:

During the attract sequence of any game, Hold Left and Sword/Fire for 4 seconds. Use the joystick to select your desired game. Press Sword/Fire to begin.

Use Factory Versions in Game Rotation A7=ON

Use Enhancement Versions in Game Rotation A7=OFF

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

"Dragon's Lair Enhancement" Version 2.1

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

"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

"Space Ace" Version A3 (continued)

Skill Level Selection

Normal Mode - **Space Ace cabinet**

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 either cabinet if desired.

"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**

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 either cabinet if desired.

(Optional Game)

"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