LaserCon Merlin-Dx

<u>Main Board Dip-Switch Set-Up Chart</u>
Use with Firmware V4.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)

<u>COMMON SETTINGS:</u>

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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.


     Auto-rotation Enabled ························· A6=ON, A7=ON
```

<u>Individual Game options</u>

"DRAGON'S LAIR" Version-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 II - Time Warp"
Bonus Lives ··· B3=ON
If set for 3 Lives (A5=ON):
   A bonus life is awarded at the completion of each scene
If set for 5 Lives (A5=OFF):
   A bonus life is awarded at the completion of each scene 3-6
No bonus lives awarded ································· 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

Skill Level Selection (Cadet, Captain, or Space Ace)
Normal Mode - **Space Ace cabinet only**
     Use control panel skill level buttons ···················· B5=OFF
On-Screen mode
     Use on-screen selection menu ····························· B5=ON

Note - On-Screen menu is required for the Dragon's Lair cabinet, and
     is optional with the Space Ace cabinet. The Space Ace control
     panel skill buttons still function when using the On-Screen menu.

"CliffHanger" No difficulty options.