LaserCon Merlin-Dx

Main Board Dip-Switch Set-Up Chart
Use with Firmware V5.x and V6.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 FOR ALL GAMES:

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.

   Rotation using Enhanced Dragon's Lair Rev-G ········· A6=ON, A7=OFF
   Rotation using Factory Dragon's Lair Rev-F2 ········· A6=ON, A7=ON

Individual Game options

"DRAGON'S LAIR" Revision-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" Revision-G

     On-Screen difficulty selection is always used.

"DRAGON'S LAIR II & Super Don Quixote"

Bonus Lives Awarded

If set for 3 Lives (A5=ON):
   Up to 6 bonus lives may be awarded throughout the game
If set for 5 Lives (A5=OFF):
   Up to 4 bonus lives may be awarded throughout the game
Bonus Lives ON·· B3=ON
Bonus Lives OFF ·· B3=OFF

"Space Ace" Revision A3

Easy difficulty 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)
     Use control panel skill level buttons only ·············· B5=OFF
     Use on-screen selection menu and buttons ················ B5=ON

"CliffHanger" No difficulty options._