LaserCon Merlin-Dx

Main Board Dip-Switch Set-Up Chart
Use with Firmware V5.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 - Time Warp"
Bonus Lives Awarded
```
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
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.