

# LaserCon - Merlin 1000

## Main Board Dipswitch Set-Up Chart

(Use with Firmware V1.x)

The purpose of this chart is to find a single dipswitch setting for the game's main control board that will work with all ROM versions.

You *must* fill in this chart and set your switches before starting the game.

Instructions:

Use the dipswitch charts included below to fill in the table.

(\*Please note that all switches have been changed from the factory original settings)

Fill in each row with your preferred settings.

Begin with the first row by filling in the switch settings which are common to all game versions. Then fill in the option settings which are unique to each game.

Use pencil.

Place: 1 for ON  
0 for OFF

When finished, each column must have only '1's or '0's

Copy those settings down to "Your Final Settings", and set the dip-switches on your main board.

	A0	A1	A2	A3	A4	A5	A6	A7	B0	B1	B2	B3	B4	B5	B6	B7
<b>Common Settings</b>																
<b>Dragon's Lair Rev. F2</b>																
<b>Dragon's Lair Enhancement 2.1</b>																
<b>Space Ace Rev. A3</b>																
<b>Space Ace Enhancement 1.0</b>																
<b>Your Settings</b>																

**\*Note:** The switch banks are printed with 1-8.

The circuit board is printed with 0-7.

**Ignore the incorrect numbers printed on the switch banks.**

## DIP-Switch settings chart

*LaserCon Merlin-1000*

### COMMON SETTINGS for all ROM sets:

#### A. Number of Coins Required for One Credit

1 ..... A0=OFF, A1=OFF  
2 ..... A0=ON, A1=OFF  
free play ..... A1=ON

#### B. Attract Mode Sound

Always on ..... A2=ON, A3=ON  
Plays every 8th time ..... A2=ON, A3=OFF  
Always off ..... A2=OFF

#### C. Number of Lives Per Credit

3 ..... A4=OFF, A5=ON  
5 ..... A4=OFF, A5=OFF  
Unlimited lives for testing purposes A4=ON

#### D. Laserdisc Player

Pioneer LD-V1000 ..... B6=OFF  
Pioneer PR-7820 ..... B6=ON

#### E. Boot-up ROM Selection Menu

Enabled: At power-on, the ROM selection screen is displayed. You may use the joystick to change the default game version. Default game starts after 10 second timer or by pressing sword. .... B7=ON

Disabled: The ROM Set is Fixed. The default game version\* starts immediately. .... B7=OFF

\*To Change the default game version:

Power off the machine. Set B7=ON. Power on.

Use control panel to select **and start** your desired game.

Power off the machine. Set B7=OFF.

Now whenever the game boots up, your selected game will be the default and will start automatically.

(Dragon's Lair version F2 is the default game for shipping.)

# Individual Game options:

## "DRAGON'S LAIR" Version-F2

### Game Difficulty:

Always Easy ..... B0=OFF

Easy at the onset of every game,  
difficulty increases to hard when a  
player survives 9 consecutive scenes. .... B0=ON, B1=OFF, B2=OFF, B3=OFF

Easy at the onset of every game,  
difficulty increases to hard when a  
player survives 5 consecutive scenes. .... B0=ON, B1=OFF, B2=OFF, B3=ON

Easy at the onset of every game,  
difficulty increases to very hard when a  
player survives 9 consecutive scenes. .... B0=ON, B1=ON, B2=OFF, B3=OFF

Easy at the onset of every game,  
difficulty increases to very hard when a  
player survives 5 consecutive scenes. .... B0=ON, B1=ON, B2=OFF, B3=ON

Always Hard ..... B0=ON, B1=OFF, B2=ON

Always Very Hard ..... B0=ON, B1=ON, B2=ON

## "Dragon's Lair Enhancement" Version 2.1

Attract Narrator voice on ..... A6=ON

Attract Narrator voice muted ..... A6=OFF

## "Space Ace" Version A3

### Game Difficulty Level

Fast Difficulty increase ..... A7=ON  
Slow Difficulty increase ..... A7=OFF

Difficulty will increase when a  
player survives 3 consecutive scenes ... B3=ON  
Difficulty will increase when a  
player survives 5 consecutive scenes ... B3=OFF

### Skill Level Selection

Normal Mode

(Space Ace cabinet with  
control panel skill level buttons) ..... B4=ON, B5=ON

(Dragon's Lair cabinet)

Always SPACE ACE skill level ..... B4=ON, B5=OFF  
Always CAPTAIN skill level ..... B4=OFF, B5=ON  
Always CADET skill level ..... B4=OFF, B5=OFF

## "Space Ace Enhancement" Version 1.0

### Game Difficulty Level

Easy: when a life is lost, gameplay  
resumes immediately after the point  
the player died. The fatal move is  
not replayed. .... A7=OFF

Hard: when a life is lost, gameplay  
resumes back at the beginning of  
the scene. All moves must be  
replayed. .... A7=ON

### Skill Level Selection

Normal Mode

(Space Ace cabinet with  
control panel skill level buttons) ..... B4=ON, B5=ON

(Dragon's Lair cabinet)

Always SPACE ACE skill level ..... B4=ON, B5=OFF  
Always CAPTAIN skill level ..... B4=OFF, B5=ON  
Always CADET skill level ..... B4=OFF, B5=OFF