

* These Switch Settings are for the MultiROM card ONLY - Keep with machine.

DRAGON'S LAIR Rev. A, B, C, Beta & DL #1
DIP switch settings chart:

A. Attract Mode Sound

Always on B0=ON, B1=ON
Always off B1=OFF
Plays every 8th time B0=OFF, B1=ON

B. Number of Coins Required for One Credit

2 A0=ON, A1=ON
3 A0=ON, A1=OFF
3 A0=OFF, A1=ON
free play A4=OFF

C. Number of Lives Per Credit

3 A5=ON, B2=ON
5 A5=OFF, B2=ON
Unlimited lives for testing purposes B2=OFF

D. Playtest and Diagnostics

Normal operation A3=ON, A7=ON
Playtest for engineering use A3=OFF
To run diagnostics, set A7 to ON, and
power up the game. After you hear
two beeps, turn A7 to OFF. Turn A7
back to ON to end diagnostics. A7=first ON, then OFF

E. Game Difficulty

Easy B7=OFF
Easy at the onset of every game, difficulty increases to
hard when a player survives 9 consecutive scenes. A2=ON, B4=OFF, B7=ON
Easy at the onset of every game, difficulty increases to
hard when a player survives 5 consecutive scenes. A2=ON, B4=ON, B7=ON
Hard A2=OFF, B4=ON, B7=ON

F. Pay-As-You-Go

Pay-as-you-go disabled The game ends when won A6=ON
Player must deposit more money to continue playing after
2/3 of the game is finished. If the player has less than
3 Dirks, he receives one additional Dirk. The game ends
when won A0=ON, A1=ON, A6=OFF, B5=ON, B6=ON
Player must deposit more money to continue playing after
2/3 of the game is finished. The player receives no
additional Dirks. The game ends when won A0=ON, A1=ON, A6=OFF, B5=ON, B6=OFF
Player must deposit more money to continue playing three
times during the game. If the player has less than
3 Dirks, he receives one additional Dirk. Player may
deposit more coin(s) to continue again from the beginning
after the game is won A0=ON, A1=ON, A6=OFF, B5=OFF, B6=ON
Player must deposit more money to continue playing three
times during the game. No additional Dirks are awarded.
Player may deposit more coin(s) to continue again from
the beginning after the game is won A0=ON, A1=ON, A6=OFF, B5=OFF, B6=OFF

G. Disc Player Model Selection

Pioneer PR-7820 B3=ON
Pioneer LD-V1000 B3=OFF

DRAGON'S LAIR Rev.D

DIP switch settings chart:

A. Attract Mode Sound

Always on B0=ON, B1=ON
Always off B1=OFF
Plays every 8th time B0=OFF, B1=ON

B. Number of Coins Required for One Credit

2 A0=ON, A1=ON
3 A0=ON, A1=OFF
3 A0=OFF, A1=ON
free play A4=OFF

C. Number of Lives Per Credit

3 A5=ON, B2=ON
5 A5=OFF, B2=ON
Unlimited lives for testing purposes B2=OFF

D. Playtest and Diagnostics

Normal operation A3=ON, A7=ON
Playtest for engineering use A3=OFF
To run diagnostics, set A7 to ON, and
power up the game. After you hear
two beeps, turn A7 to OFF. Turn A7
back to ON to end diagnostics. A7=first ON, then OFF

E. Game Difficulty

Easy B7=OFF
Easy at the onset of every game, difficulty increases to
hard when a player survives 9 consecutive scenes. A2=ON, B4=OFF, B7=ON
Easy at the onset of every game, difficulty increases to
hard when a player survives 5 consecutive scenes. A2=ON, B4=ON, B7=ON
Hard A2=OFF, B4=ON, B7=ON

F. Pay-As-You-Go

Pay-as-you-go disabled The game ends when won A6=ON
Player must deposit more money to continue playing after
2/3 of the game is finished. If the player has less than
3 Dirks, he receives one additional Dirk. The game ends
when won A0=ON, A1=ON, A6=OFF, B5=ON, B6=ON
Player must deposit more money to continue playing after
2/3 of the game is finished. The player receives no
additional Dirks. The game ends when won A0=ON, A1=ON, A6=OFF, B5=ON, B6=OFF
Player must deposit more money to continue playing three
times during the game. If the player has less than
3 Dirks, he receives one additional Dirk. Player may
deposit more coin(s) to continue again from the beginning
after the game is won A0=ON, A1=ON, A6=OFF, B5=OFF, B6=ON
Player must deposit more money to continue playing three
times during the game. No additional Dirks are awarded.
Player may deposit more coin(s) to continue again from
the beginning after the game is won A0=ON, A1=ON, A6=OFF, B5=OFF, B6=OFF

G. Disc Player Model Selection

Pioneer PR-7820 B3=ON
Pioneer LD-V1000 B3=OFF

DRAGON'S LAIR Rev.E, F2 & DLE 1.1

DIP switch settings chart:

A. Attract Mode Sound

Always on B0=ON, B1=ON
Always off B1=OFF
Plays every 8th time B0=OFF, B1=ON

B. Number of Coins Required for One Credit

2 A0=ON, A4=ON
3 A0=OFF, A4=ON
free play A4=OFF

C. Number of Lives Per Credit

3 A5=ON, B2=ON
5 A5=OFF, B2=ON
Unlimited lives for testing purposes B2=OFF

D. Playtest and Diagnostics

Normal operation A3=ON, A7=ON
Playtest for engineering use A3=OFF
To run diagnostics, set A7 to ON, and
power up the game. After you hear
two beeps, turn A7 to OFF. Turn A7
back to ON to end diagnostics. A7=first ON, then OFF

E. Game Difficulty

Easy B7=OFF
Easy at the onset of every game, difficulty increases to
hard when a player survives 9 consecutive scenes. A1=OFF, A2=ON, B4=OFF, B7=ON
Easy at the onset of every game, difficulty increases to
hard when a player survives 5 consecutive scenes. A1=OFF, A2=ON, B4=ON, B7=ON
Easy at the onset of every game, difficulty increases to
very hard when a player survives 9 consecutive scenes. A1=ON, A2=ON, B4=OFF, B7=ON
Easy at the onset of every game, difficulty increases to
very hard when a player survives 5 consecutive scenes. A1=ON, A2=ON, B4=ON, B7=ON
Hard A1=OFF, A2=OFF, B7=ON
Very Hard A1=ON, A2=OFF, B7=ON

F. Pay-As-You-Go

Pay-as-you-go disabled The game ends when won A6=ON, B5=ON
Pay-as-you-go disabled. The game starts again from the
beginning when won. A6=ON, B5=OFF
Player must deposit 2 or 3 coins (depending on A0) to
continue playing once, after 2/3 of the game is
finished. The game ends when won A6=OFF, B5=ON
Player must deposit 2 or 3 coins (depending on A0) to
continue playing three times during the game, and may
deposit more coin(s) to continue again from the
beginning after the game is won A6=OFF, B5=OFF
If pay-as-you-go is on and the game is set for 3 Dirks
per credit:
If the player has less than 3 Dirks, he receives one
additional Dirk after depositing coins to continue the
game at any time during the first game. No extra Dirks
are awarded after the first game is won. B6=ON
No extra Dirks awarded B6=OFF

G. Disc Player Model Selection

Pioneer PR-7820 B3=ON
Pioneer LD-V1000 B3=OFF

DLE 2.1S - Standard Play
DIP switch settings chart:

A. Attract Mode Sound

Always on B1=ON
Always off B1=OFF
Plays every 8th time B0=OFF, B1=ON
Narrator voice on B4=ON
Narrator voice muted B4=OFF

B. Number of Coins Required for One Credit

1 A0=OFF, A1=OFF, A4=ON
2 A0=ON, A1=ON, A4=ON
3 A0=OFF, A1=ON, A4=ON
4 A0=ON, A1=OFF, A4=ON
free play A4=OFF

C. Number of Lives Per Credit

3 A5=ON, B2=ON
5 A5=OFF, B2=ON
Unlimited lives for testing purposes B2=OFF

D. Playtest and Diagnostics

Normal operation A3=ON, A7=ON
Playtest for engineering use A3=OFF
To run diagnostics, set A7 to ON, and
power up the game. After you hear
two beeps, turn A7 to OFF. Turn A7
back to ON to end diagnostics. A7=first ON, then OFF

E. Game Mode

Standard B7=ON *Required for display
Prototype (requires 2002 disc) B7=OFF

F. Pay-As-You-Go

Pay-as-you-go disabled The game ends when won A6=ON, B5=ON
Pay-as-you-go disabled. The game starts again from the
beginning when won. A6=ON, B5=OFF
Player must deposit 1 or 2 coins (depending on A2) to
continue playing once, after 2/3 of the game is
finished. The game ends when won A6=OFF, B5=ON, A4=ON
Player must deposit 1 or 2 coins (depending on A2) to
continue playing two times during the game, and may
deposit more coin(s) to continue again from the
beginning after the game is won A6=OFF, B5=OFF, A4=ON
The player receives one additional Dirk after depositing
coin(s) to continue (during first game only). B6=ON
No extra Dirks awarded B6=OFF
The price to continue is 1 coin A2=ON
The price to continue is 2 coins A2=OFF

G. Disc Player Model Selection

Pioneer PR-7820 B3=ON
Pioneer LD-V1000 B3=OFF

DLE 2.1P - With Prototype Scenes
2002 Limited Edition Disc Required
DIP switch settings chart:

A. Attract Mode Sound

Always on B1=ON
 Always off B1=OFF
 Plays every 8th time B0=OFF, B1=ON
 Narrator voice on B4=ON
 Narrator voice muted B4=OFF

B. Number of Coins Required for One Credit

1 A0=OFF, A1=OFF, A4=ON
 2 A0=ON, A1=ON, A4=ON
 3 A0=OFF, A1=ON, A4=ON
 4 A0=ON, A1=OFF, A4=ON
 free play A4=OFF

C. Number of Lives Per Credit

3 A5=ON, B2=ON
 5 A5=OFF, B2=ON
 Unlimited lives for testing purposes B2=OFF

D. Playtest and Diagnostics

Normal operation A3=ON, A7=ON
 Playtest for engineering use A3=OFF
 To run diagnostics, set A7 to ON, and
 power up the game. After you hear
 two beeps, turn A7 to OFF. Turn A7
 back to ON to end diagnostics. A7=first ON, then OFF

E. Game Mode

Standard B7=OFF
 Prototype (requires 2002 disc) B7=ON *Required for display

F. Pay-As-You-Go

Pay-as-you-go disabled The game ends when won A6=ON, B5=ON
 Pay-as-you-go disabled. The game starts again from the
 beginning when won. A6=ON, B5=OFF
 Player must deposit 1 or 2 coins(depending on A2) to
 continue playing once, after 2/3 of the game is
 finished. The game ends when won A6=OFF, B5=ON, A4=ON
 Player must deposit 1 or 2 coins(depending on A2) to
 continue playing two times during the game, and may
 deposit more coin(s) to continue again from the
 beginning after the game is won A6=OFF, B5=OFF, A4=ON
 The player receives one additional Dirk after depositing
 coin(s) to continue (during first game only). B6=ON
 No extra Dirks awarded B6=OFF
 The price to continue is 1 coin A2=ON
 The price to continue is 2 coins A2=OFF

G. Disc Player Model Selection

Pioneer PR-7820 B3=ON
 Pioneer LD-V1000 B3=OFF

Space Ace Rev.A, A2, A3

DIP switch settings chart:

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A. Attract Mode Sound		
Always on	B0=ON, B1=ON
Plays every 8th time	B0=OFF, B1=ON
Always off	B1=OFF
B. Number of Coins Required for One Credit		
2	A0=ON, A4=ON
3	A0=OFF, A4=ON
free play	A4=OFF
C. Number of Lives Per Credit		
3	A5=ON, B2=ON
5	A5=OFF, B2=ON
Unlimited lives for testing purposes	B2=OFF
D. Playtest and Diagnostics		
Normal operation	A3=ON, A7=ON
Playtest for engineering use	A3=OFF
To run diagnostics, set A7 to ON, and power up the game. After you hear two beeps, turn A7 to OFF. Turn A7 back to ON to end diagnostics.		
A7=first ON, then OFF		
E. Game Difficulty Level*		
Difficulty will increase when a player survives 3 consecutive scenes		
	B4=ON
Difficulty will increase when a player survives 5 consecutive scenes		
	B4=OFF
Fast Difficulty increase	B7=ON
Slow Difficulty increase	B7=OFF
F. Skill Level Selection		
Normal Mode (control panel skill level buttons are enabled)		
	B5=ON, B6=ON
Always SPACE ACE skill level	B5=ON, B6=OFF
Always CAPTAIN skill level	B5=OFF, B6=ON
Always CADET skill level	B5=OFF, B6=OFF
G. Disc Player Model Selection		
Pioneer PR-7820	B3=ON
Pioneer LD-V1000	B3=OFF

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Not Used: A1, A2, A6

SAE 1.0

DIP switch settings chart:

- A. Attract Mode Sound
Always on B0=ON, B1=ON
Plays every 8th time B0=OFF, B1=ON
Always off B1=OFF
- B. Number of Coins Required for One Credit
2 A0=ON, A4=ON
1 A0=OFF, A4=ON
2 credits at all times/free play A4=OFF
- C. Number of Lives Per Credit
3 A5=ON, B2=ON
5 A5=OFF, B2=ON
Unlimited lives for testing purposes B2=OFF
- D. Playtest and Diagnostics
Normal operation A3=ON, A7=ON
Playtest for engineering use A3=OFF
To run diagnostics, set A7 to ON, and
power up the game. After you hear
two beeps, turn A7 to OFF. Turn A7
back to ON to end diagnostics. A7=first ON, then OFF
- E. Game Difficulty Level*
Normal: when a life is lost, gameplay
resumes immediately after the point
the player died. The fatal move is
not replayed. B7=OFF
Hard: when a life is lost, gameplay
resumes back at the beginning of
the scene. All moves must be
replayed. B7=ON
- F. Skill Level Selection
Normal Mode (control panel skill
level buttons are enabled) B5=ON, B6=ON
Always SPACE ACE skill level B5=ON, B6=OFF
Always CAPTAIN skill level B5=OFF, B6=ON
Always CADET skill level B5=OFF, B6=OFF
- G. Disc Player Model Selection
Pioneer PR-7820 B3=ON
Pioneer LD-V1000 B3=OFF
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Not Used: A1, A2, A6, B4