

LaserCon Merlin-Jr

Main Board Dip-Switch Set-Up Chart

Use with Firmware V1.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

Default 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

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 II"

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

Default Startup Game

Dragon's Lair B6=OFF, B7=ON

Dragon's Lair II B6=ON, B7=OFF

Space Ace B6=OFF, B7=OFF

Error Codes

If your game fails to start, check the Player-1 score area for error codes:

E1-E3: Communication error with Dexter.

Check ribbon cable for proper connection.

Check SD card on Dexter is fully inserted and Dexter is powered on.

Hold down "mode" on Dexter for 5 seconds (set Dexter to Auto Detect).

E1 - Command/Ready signal from player remains HIGH

E2 - Status signal from player stays LOW

E3 - Status signal from player stays LOW after a HIGH

E4 - LD I/O PORT error (U20, U21)

Main control board is defective.

Player ribbon installed backwards (red stripe must be on pin-13 side).

E5 - Dexter version error - (Use Dexter Manager to update Dexter firmware)

E6 - No Merlin menu discs - (Download and install the "Merlin Menu V2" disc)

E61 - No Merlin menu V2 disc - (Download and install the "Merlin Menu V2" disc)

E7 - No game discs loaded in Dexter

E8 - No usable game discs loaded in Dexter

Contact <http://laserdisc-replacement.com/> to obtain DL and SA laserdisc images.

E9 - No INT or RTC signal. - (Main control board is defective)

E10 - RAM test failure - (Main control board is defective)

E11 - Dexter failed to switch to SuperMode communications

E21-E25 - EPROM checksum failure - (Replace EPROM)

E21 – U1 checksum error

E22 – U2 checksum error

E23 – U3 checksum error

E24 – U4 checksum error

E25 – U5 checksum error

If you have any error codes, questions, or comments, contact me at
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