

## DRAGON'S LAIR / SPACE ACE COMBO DIP SWITCH SETTINGS

For use **ONLY** with the **DL/SA Combo ROMs** or the **Space Ace DIP Switch Remap ROM**

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	Dragon's Lair (rev F2)	Space Ace
<b>A0</b>	ON - 2 Coins per credit or to continue OFF - 3 Coins per credit or to continue	ON - 2 Coins per credit OFF - 3 Coins per credit
<b>A1</b>	ON - The highest difficulty is 'very hard' OFF - The highest difficulty is 'hard'	Not Used
<b>A2</b>	ON - Always 'easy' at start of game OFF - Always 'hard' or 'very hard', per B7 & A1	Not Used
<b>A3</b>	ON - Normal OFF - Playtest for engineering use	ON - Normal OFF - Playtest for engineering use
<b>A4</b>	ON - Normal OFF - 2 credits at all times / free play	ON - Normal OFF - 2 credits at all times / free play
<b>A5</b>	ON - 3 Dirks per credit OFF - 5 Dirks per credit	ON - 3 lives per credit OFF - 5 lives per credit
<b>A6</b>	ON - Pay-as-you-go disabled OFF - Pay-as-you-go enabled	Not Used
<b>A7</b>	ON - Normal OFF - Diagnostics (turn OFF after 2nd beep)	ON - Normal OFF - Diagnostics (turn OFF after 2nd beep)
<b>B0</b>	ON - Attract audio plays continuously (per B1) OFF - Attract audio plays every 8 times (per B1)	ON - Attract audio plays continuously (per B1) OFF - Attract audio plays every 8 times (per B1)
<b>B1</b>	ON - Attract audio is enabled OFF - Attract audio is always off	ON - Attract audio is enabled OFF - Attract audio is always off
<b>B2</b>	ON - Normal OFF - Unlimited Dirks	ON - Normal OFF - Unlimited lives
<b>B3</b>	ON - Pioneer PR-7820 Laserdisc Player OFF - Pioneer LD-V1000 Laserdisc Player	ON - Pioneer PR-7820 Laserdisc Player OFF - Pioneer LD-V1000 Laserdisc Player
<b>B4</b>	ON - Difficulty increase with 5 scenes (harder) * OFF - Difficulty increase with 9 scenes (easier) *	ON - Difficulty increase with 3 episodes (harder) OFF - Difficulty increase with 5 episodes (easier)
<b>B5</b>	ON - <u>If A6 is ON</u> : The game ends when won. <u>If A6 is OFF</u> : The player must deposit 2 or 3 coins (depending on A0) to continue playing once, after 2/3 of the game is finished. OFF - <u>If A6 is ON</u> : The game starts again from the beginning when won. <u>If A6 is OFF</u> : The player must deposit 2 or 3 coins (depending on A0) to continue playing three times during the game, and may deposit more coins to continue again from the beginning after the game is won.	<b>B5 B6</b> ON ON - Normal (CP skill level buttons are enabled) ON OFF - Always SPACE ACE skill level OFF ON - Always CAPTAIN skill level OFF OFF - Always CADET skill level
<b>B6</b>	ON - <u>If A5 is ON and A6 is OFF</u> : 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 has been won. OFF - No extra Dirks awarded	
<b>B7</b>	ON - Higher difficulty levels are enabled OFF - The difficulty level will always be 'easy'	

**NOTE:** The original Space Ace DIP switch option for 'enable frame display' is no longer available.

\* **For Dragon's Lair:** When B7 is OFF, switches A1, A2, & B4 have no effect. When B7 is ON and A2 is OFF, switch B4 has no effect.