DRAGON'S LAIR DIP SWITCH SETTINGS

For dedicated Dragon's Lair machine, using ROM revision A, B, C, D, or E

Attract Mode and Joystick Sound

Point	Position	Function
B0	Off	Sound on every 8th attract mode sequence.
B1	Off	No sound during attract mode sequences.
B3	Off	Joystick feedback sound on.

Number of Coins Required for one Credit

A1	A0	# of coins
On	On	2
On	Off	3
Off	On	3
Off	Off	Not Used

Number of Dirks per Credit and Length of Play

Point	Position	Number of Dirks per Credit
A5	On	3 Dirks
A5	Off	5 Dirks
B2	Off	Unlimited Dirks for Testing Purposes.
A4	Off	2 Credits at all times / Free Play.

Playtest and Diagnostic

Point	Position	Function
A3	Off	Playtest switch for engineering use.
A7	First On, then Off	Diagnostics. To run diagnostics, set A7 to the ON position, and power up the game. Wait until you hear two beeps. The second beep indicates that the disc player has been initialized. After the second beep, turn A7 to OFF, and run diagnostics. To rerun diagnostics, press the RESET button, Sw 3 on the PC board.

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Game Difficulty Levels

A2	B4	B7	Difficulty Level
On/Off	On/Off	Off	Easy.
On	Off	On	Difficulty is dependent upon player's ability. Easy at the onset of every game, play automatically increases in difficulty when a player survives 9 consecutive sequences of challenges.
On	On	On	Difficulty is dependent upon player's ability. Easy at the onset of every game, play automatically increases in difficulty when a player survives 5 consecutive sequences of challenges.
Off	On	On	Hard.

Pay-as-you-go Play Options

A0	A1	A6	B5	B6	Option
On/Off	On/Off	On	On/Off	On/Off	Pay-as-you-go setting is off. A specific number of coins must be deposited before game play begins. Game then plays from start to finish without interruptions.
On	On	Off	On	On	Game play stops once, 2/3 of the way to the dragon's lair. At this time, the player must deposit more money if he wishes to continue. After the required amount of money is deposited, play resumes from the interruption point. If the player has less than three Dirks at the point of interruption, he receives one additional Dirk when play resumes. In this option, the game ends when the player finishes the dragon's lair sequence.
On	On	Off	On	Off	Game play stops once, 2/3 of the way to the dragon's lair. At this time, the player must deposit more money if he wishes to continue. After the required amount of money is deposited, play resumes at the interruption point. The player receives no additional Dirks in this option. The game ends when the player finishes he dragon's lair sequence.
On	On	Off	Off	On	Game play stops at three regular intervals. At each pause, the player must deposit more money if he wishes to continue. After the required amount of money is deposited, play resumes at the interruption point. If the player has less than 3 Dirks at the point of interruption, he receives one additional Dirk when play resumes. In this option, the game does not end after the dragon's lair sequence. Instead, after the dragon's lair sequence, the player must deposit additional coins to prolong play. Play begins again at the first sequence. (No extra Dirks are awarded after the dragon's lair sequence).
On	On	Off	Off	Off	Game play stops at three regular intervals. At these times, the player must deposit more money if he wishes to continue. After the required amount of money is deposited, play resumes at the interruption point. In this option, the player receives no additional Dirks at any time. The game does not end after the dragon's lair sequence. Instead, after the dragon's lair sequence, the player may deposit additional coins to prolong play. Play begins again at the first sequence.