

## DRAGON'S LAIR / SPACE ACE COMBO DIP SWITCH SETTINGS - April 9, 2002

### For Dragon's Lair or Space Ace machines

Developed by Dave Hallock, Jeff Kinder, and Jeff Kulczycki

NOTE: The following chart is to be used **ONLY with the Dragon's Lair / Space Ace Combo ROMs or the Space Ace DIP Remap**. If you have a standard Space Ace setup, please refer to the Space Ace DIP switch chart taken from the Space Ace manual.

	Dragon's Lair (rev F)	Space Ace
A0	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
A1	ON - very hard (only when B7 = ON) OFF - Normal	Not Used
A2	ON - Always easy at start of game OFF - Hard or very hard per B7 & A1	Not Used
A3	ON - Normal OFF - Playtest for engineering use	ON - Normal OFF - Playtest for engineering use
A4	ON - Normal OFF - 2 credits at all times / free play	ON - Normal OFF - 2 credits at all times / free play
A5	ON - 3 Dirks per credit OFF - 5 Dirks per credit	ON - 3 lives per credit OFF - 5 lives per credit
A6	ON - Pay-as-you-go disabled OFF - Pay-as-you-go enabled	Not Used
A7	ON - Normal OFF - Diagnostics (turn OFF after 2nd beep)	ON - Normal OFF - Diagnostics (turn OFF after 2nd beep)
B0	ON - Attract Mode audio plays continuously OFF - Attract Mode audio plays every 8 times	ON - Attract Mode audio plays continuously OFF - Attract Mode audio plays every 8 times
B1	ON - Attract Mode audio is enabled OFF - Attract Mode audio is always off	ON - Attract Mode audio is enabled OFF - Attract Mode audio is always off
B2	ON - Normal OFF - Unlimited Dirks	ON - Normal OFF - Unlimited lives
B3	ON - Pioneer PR-7820 Laser Disc Player OFF - Pioneer LD-V1000 Laser Disc Player	ON - Pioneer PR-7820 Laser Disc Player OFF - Pioneer LD-V1000 Laser Disc Player
B4	ON - Difficulty increase with 5 scenes OFF - Difficulty increase with 9 scenes	ON - Difficulty increase with 3 episodes OFF - Difficulty increase with 5 episodes

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

### For Dragon's Lair or Space Ace machines

Developed by Dave Hallock, Jeff Kinder, and Jeff Kulczycki

NOTE: The following chart is to be used **ONLY with the Dragon's Lair / Space Ace Combo ROMs or the Space Ace DIP Remap**. If you have a standard Space Ace setup, please refer to the Space Ace DIP switch chart taken from the Space Ace manual.

<b>B5</b>	<p>ON - If A6 is ON: The game ends when won. If A6 is OFF, the player must deposit 2 or 3 coins (depending on A0) to continue playing once, after 2/3 of the game is finished.</p> <p>OFF - If A6 is ON, the game starts again from the beginning when won. If A6 is OFF, 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.</p>	<b>B5 B6</b> ON ON - Normal Mode (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>	<p>ON - If A5 is ON and A6 is OFF: 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.</p> <p>OFF - No extra Dirks awarded</p>	
<b>B7</b>	<p>ON - Increase in difficulty is enabled OFF - The difficulty level will always be easy</p>	<p>ON - Fast difficulty increase OFF - Slow difficulty increase</p>

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