DRAGONS-LAIR-PROJECT.COM
For use **only** with the **Space Ace DIP Switch Remap ROM** or the **DL/SA Combo ROMs**.
Developed by Dave Hallock, Jeff Kinder, and Jeff Kulczycki - April 9 , 2002

SPACE ACE DIP SWITCH REMAP SETTINGS - grouped by function

A. ATTRACT MODE SOUND

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

B. NUMBER OF COINS REQUIRED FOR ONE CREDIT

2	A0=ON, A4=ON
3	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 LEVELS

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. VIDEODISC PLAYER MODEL SELECTION

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

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

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SPACE ACE DIP SWITCH REMAP SETTINGS - sorted by switch number

	ON	**OFF**
A0	2 coins required per credit	3 coins required per credit
A1	Not Used	Not Used
A2	Not Used	Not Used
A3	Normal	Playtest mode for engineering use
A4	Normal	2 credits at all times / free play
A5	3 lives per credit	5 lives per credit
A6	Not Used	Not Used
A7	Normal	Diagnostics mode - 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.
B0	If B1 is ON: Attract mode sound is always present.	If B1 is ON: Attract mode sound plays only every 8th time.
B1	Attract mode sound is enabled.	Attract mode sound is always off.
B2	Normal	Unlimited lives for testing purposes
B3	Pioneer model PR-7820 videodisc player	Pioneer model LD-V1000 videodisc player
B4	Difficulty will increase when a player survives 3 consecutive scenes.	Difficulty will increase when a player survives 5 consecutive scenes.
B5 B6 ON ON - Normal Mode (control panel skill level buttons are enabled) ON OFF - Always SPACE ACE skill level OFF ON - Always CAPTAIN skill level OFF OFF - Always CADET skill level		
B7	Fast difficulty increase	Slow difficulty increase

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DRAGON'S LAIR / SPACE ACE COMBO DIP SWITCH SETTINGS

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	Dragon's Lair (rev F2)	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 - The highest difficulty is 'very hard' OFF - The highest difficulty is 'hard'	Not Used
A2	ON - Always 'easy' at start of game OFF - Always '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 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)
B1	ON - Attract audio is enabled OFF - Attract audio is always off	ON - Attract audio is enabled OFF - Attract audio is always off
B2	ON - Normal OFF - Unlimited Dirks	ON - Normal OFF - Unlimited lives
B3	ON - Pioneer PR-7820 Laserdisc Player OFF - Pioneer LD-V1000 Laserdisc Player	ON - Pioneer PR-7820 Laserdisc Player OFF - Pioneer LD-V1000 Laserdisc Player
B4	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)
B5	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.	**B5 B6** 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
B6	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	
B7	ON - Higher difficulty levels are enabled OFF - The difficulty level will always be 'easy'	ON - Fast difficulty increase OFF - Slow difficulty increase

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.