



Purple Dragon Legend Manual

1. Brief Introduction

Purple Dragon Legend: Purple dragon Legend is a dedicated 8 player video redemption game, which is the next English version addition to the Ocean King series, featuring loads of fun sea creature characters and exciting games!

The cabinet features 8 control panels with joystick and push button controls, vibrant LED lighting, a large LCD screen with improved 3D rendered graphics from the previous version. The graphics bring each stage and character to life in this vibrant and fast paced game.

Ocean King 2 Ocean Monster Plus includes seventeen species of fish up for grabs, plus fun crabs for mini games, three JUMBO sized fish, and four epic BOSS characters! The aim of the game is for players to use their guns and it's three settings ('Normal', 'Accelerated', and 'Aim for the Target') to catch as many fish as possible within the time frame of the game!

The fish characters award players different point values depending on their size and difficulty, and values can also be affected by mini games. The values are also have two operator adjustable settings: High Odds and Low Odds.

The different fish players can catch include: Fugu, Clown Fish, Butterfly Fish (these three are also JUMBO fish), Lionfish, Flying Fish, Spearfish, Lantern Fish, Devilfish, Lobster, Octopus, Sea Turtle, Saw Shark, Shark, Imperial Whale, Killer Whale, Blazing Dragon, Thunder Dragon, and Fire Dragon Turtle. The Boss characters are super tough and are known as the Almighty Octopus, Emperor Crab, Darkness Monster, and Ancient Crocodile.

Ocean King 2: Ocean Monster Plus also features several fun and exciting mini-games, some of which star the crab characters, which appear at random throughout the game and include both multiplayer and single player games. Mini-games include:

-Drill Crab – when caught the Drill Crab fires multiple drills around the playfield, giving players more chances to catch fish. After a while the drill explodes affecting and/or catching even more fish within range.

-Super Bomb Crab – catching a Super Bomb Crab will trigger the chained bomb attack in a wide explosion, affecting all fish on the playfield at the time, making them much easier to catch.

-Laser Crab – players who catch the Laser Crab will be rewarded with a special Laser Beam weapon for a limited time only – it's a one shot weapon though, so use it wisely!

-Vortex Fish – catching one of the following fish will trigger the Vortex effect and suck all the other fish of it's kind on the playfield into a whirl pool: Flying Fish, Lionfish, Lantern Fish, Clown Fish, Spearfish, Butterfly Fish, Flatfish, Fugu, Lobster, Octopus, Sea Turtle, and Saw Shark.

-Lightning Chain – catching one of the following fish will trigger the lightning chain effect and start catching other fish automatically until it runs out: Clown Fish, Flying Fish, Butterfly Fish, Lionfish, Fugu, Flatfish, Spearfish, Lobster, and Octopus. Players receive the value of all fish caught.

-Fire Storm – is a one player game awarded at random, in which the player will receive a flamethrower that causes extreme damage to fish and multiplies their values. The weapon is available for a limited time only, though players can also obtain additional time and multiply their score during the game.

-Golden Treasures – this multiplayer game gives players a special searchlight to look for the Imperial Whale and the Golden Fish. Catching these fish will award high scores to players, and they may also get a roulette treasure box that adds in or multiplies the total scores.

-Thunder Dragon - the Thunder Dragon when caught releases a Jackpot feature. This not only awards points for the Thunder Dragon but also causes a thunder storm to happen that affects the entire playfield catching all small to medium value fish on the playfield and damaging bigger ones.

-Fast Bombs - is a random free single player game in which the player can press shoot for a continues attack of bombs on fish, but only for a limited time.

Ocean King 2: Ocean Monster Plus Arcade Machine is the next video redemption arcade game in the Ocean King series and builds on the elements that have made the series so popular. This machine, like its predecessors, is a high earning machine in a variety of locations, and is fun for players of all skill levels!

2. Matters need attention

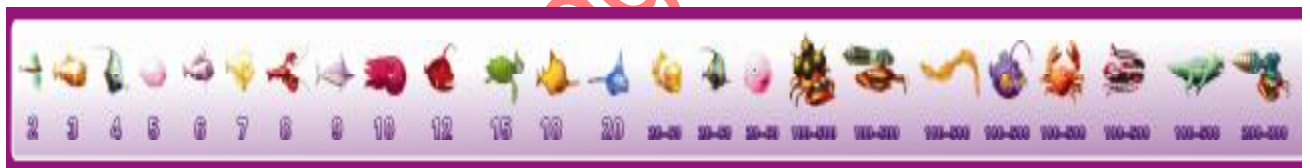
Matters need attention in Installation

- 1) Installing or removing this product, please contact the relevant technical personnel first.
- 2) The product is applied indoor, avoiding wet places.
- 3) The product should not be installed in the below places:
Places are wet or leaking
Places with the greenhouse facilities directly affecting.
Places with the floor tilt, uneven or vibration.
- 4) Be in AC220V, with the wire holed greater than 10A
- 5) Please don't place the outlet on the floor otherwise it may lead to an accident.
- 6) Please don't use the outlet with many pins, it may lead to fire hazard or electric shock










WWW

3. Game Introduction



The image shows a screenshot of the 'Ocean King 2' fishing game interface. The interface is colorful and features various icons and text in Chinese. A red dragon logo is visible in the top left corner. The game title '海王2' (Ocean King 2) is prominently displayed at the top center. Below the title, there is a section titled '1. Games introduction'. The main part of the image shows a control panel with several buttons and a joystick. Red lines point from these controls to labels below the panel: 'Joystick', 'Ticket out button', 'Weapon Change button', 'Shoot button', and 'Insert coin hole'. The background of the game interface is a vibrant blue and yellow pattern with various fish and sea creatures.

1. Games introduction

- Games operation

Joystick

Ticket out button

Weapon Change button

Shoot button

Insert coin hole

Insert coin hole:insert the coin to increase the ticket

Joystick:Can change the tube direction to aim the fish and catch the fish
pull down the joystick 2 times can change the weapon.

Shoot Button:Aim the target to press this button shoot the bullet to hunter the fish, press the button continuously,the bullet speed will faster

Weapon Change button:Can change the bullet power


Ticket out button: Ticket out subsection,press 1 time payout 100 tickets, hold on button 2 seconds,payout all the tickets.


03
海王2


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Play instruction:

- 


▶ Insert the token to increase the credits
- 

▶ Press the button ,can change the bullet level of power(*times)
- 

Normal speed Faster speed Lock the target

▶ Pull down the joystick 2 times can change the weapon
- 

▶ Control the joystick direction,can adjust the gun tube direction

▶ Press the shoot button continuously can fast shooting speed
- 

▶ When the bullet shoot and catch the fish ,will award the relevant credits



Fish Type

Enter system>System setting.can find have small& Big 2 kinds of multiple fish rate.can ajust the fish kinds rate

Small Ratio

Fish	 Ghana Fish	 clownfish	 butterfly fish	 Far East Puffers	 Snailfish	 Flounder	 lobster	 Sailfish	 octopus
Ratio	2	3	4	5	6	7	8	9	10
Fish	 lantern fish	 turtle	 Mosaic gulper shark	 Manta Ray	 bomb crab	 electromagnetism crab	 Drill crab	 giant fish	
Ratio	12	15	18	20					10~30
Fish	 Shark	 Killer Whale	 Leviathan	 Fire Dragon	 Deep Sea Octopus	 overlord crab	 Night Monster	 Prehistoric Giant Crocodile	
Ratio	20~60	30~100	100	100~250	100~500				

Big Ratio

Fish	 Ghana Fish	 clownfish	 butterfly fish	 Far East Puffers	 Snailfish	 Flounder	 lobster	 Sailfish	 octopus
Ratio	2	3	4	5	6	7	8	9	10
Fish	 lantern fish	 turtle	 Mosaic gulper shark	 Manta Ray	 bomb crab	 electromagnetism crab	 Drill crab	 giant fish	
Ratio	12	15	18	20					20~60
Fish	 Shark	 Killer Whale	 Leviathan	 Fire Dragon	 Deep Sea Octopus	 overlord crab	 Night Monster	 Prehistoric Giant Crocodile	
Ratio	30~100	60~200	350	100~500	100~800				

海王2

POSTER REVENGE M.V

• Small games introduction

1. **Chain Explosion Crab**



- ▶ **revised Bomb Crab weapon that explodes 3 times, moving around the screen with each explosion! This is capable of killing all fish in range with a maximum of x10 credits.**



2. Electromagnetism crab



- ▶ The player can adjust the direction to shoot the electromagnetism gun can kill the fish in the range of shooting



3.  Drill crab



- ▶ **Drill Cannon – ricochets around the screen, damaging and/or killing everything in it's path and explodes once it stops moving.**



4. Chain Thunder



► Above picture fish will apper the chain thunder



- Get Thunder fish can award the Chain thunder
- To get the 9 kinds of fish. The chain thunder will chain and catch the fish continuously ,till the chain thunder finish.



5. Cyclone fish



▶ Above picture shows fish will appear cyclone fish



▶ When catch the cyclone fish, will catch all the same kinds of cyclone fish ,and ingulf whirlpool,and kill all.

海王2 MONSTER REVENGE MY

6. Flamestrike De-Buff



appearing at random, players must shoot the weapon within the time limit and they will be eligible to get Double Score or Extension of Shooting time.
(Only for the random single player)

System menu

Menu navigation

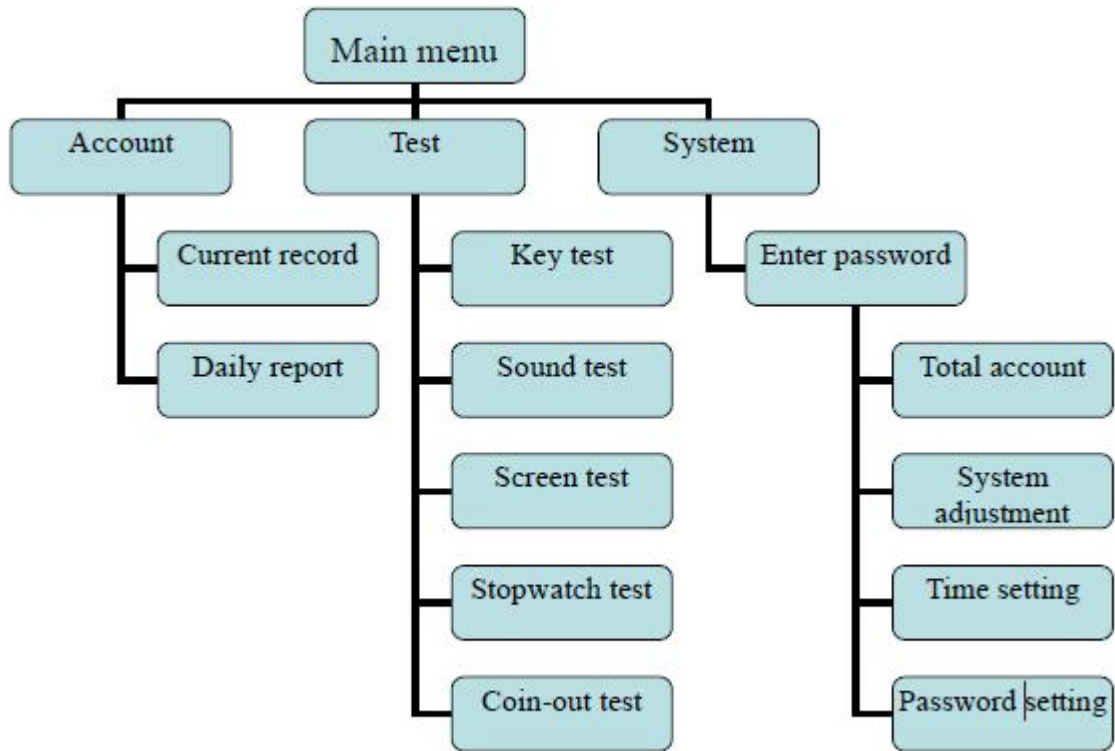
press “system” key to enter the system menu

Notes: in order to avoid the problem caused by artificial operation in the game, the following conditions are added to the program:

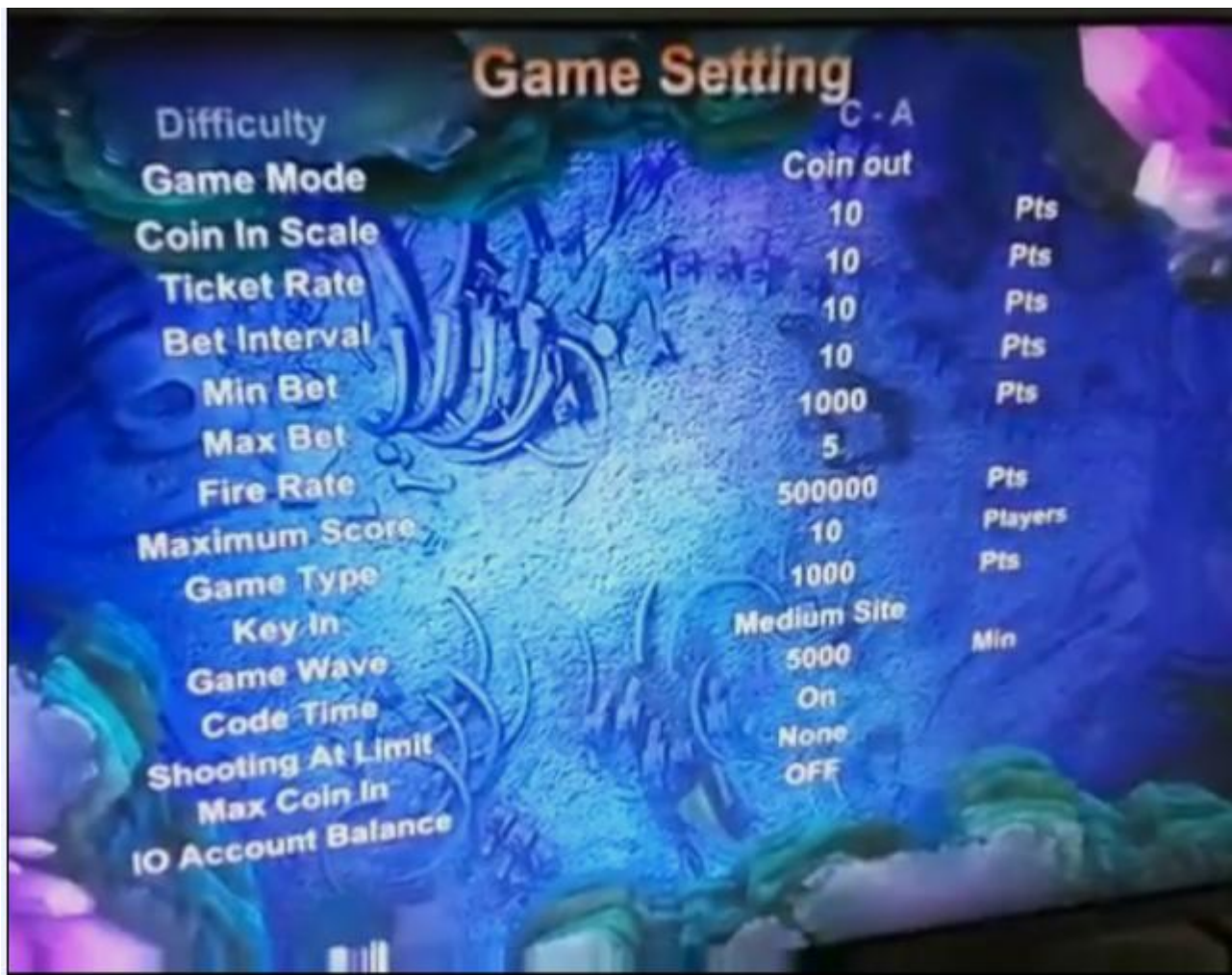
1. During operation of coin-out machine or lottery machine in the game, it is unable to enter the system menu.
2. Within 10s after the player’ s transmitting, it is unable to enter the system menu.
3. During the operation of any additional game, it is unable to enter the system menu

Menu structure diagram

Main menu



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Current record: for the inquires of total point-in, point-out, coin-in, coin-out etc. of current and previous periods, the shihfat ndover

record can be updated in this page.

Daily report: provide the total point-in and point-out of recent 6 weeks for inquiry on daily basis.

Test against various hardware devices of the machine table.

Key test: test whether the keys and control levers on the machine table are in normal operation.

Sound test: inspect whether the voice output is normal

Screen test: inspect whether the screen display is normal

Stopwatch test: inspect whether each stop watch is normal

Enabling/disabling test: inspect whether the coin collector, coin-out machine and lottery machine devices are normal.

System

Before entering the “system” page, it is required to input password, the preset password of the system is 12 0”

After inputting password, enter the system page

Total

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Use the joystick "up" or "down" to move the cursor."Right" or "Left to

1. **adjust the content**
2. **System setting to ajust the content**

Adjustment Item	Range	Default
Game Difficulty	1~10	4
Max bullet	8 / 12 / 20 / 30 / 40 / 50 / 60 / 70 / 80 / 99 / 100 / 150 / 200 / 250 / 300 / 350 / 400 / 450 / 500 / 999 / 1000	1000
Min bullet	1~10 / 20 / 30 / 40 / 50 / 99 / 100 / 150 / 200 / 250 / 300 / 350 / 400 / 450 / 500 / 999 / 1000	10
Bullet interval	1~50	1
Coin Rate	1 / 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10 / 20 / 30 / 40 / 50 / 100 / 150 / 200 / 250 / 300 / 350 / 400 / 450 / 500 / 550 / 600 / 650 / 700 / 750 / 800 / 850 / 900 / 950 / 1000	1 coin 50 points
Key in/out function	on.off	on
Key in rate	10 · 20 · 30 · 40 · 50 · 100 · 150 · 200 · 250 · 300 · 350 · 400 · 450 · 500 · 1000 · 2000 · 3000 · 4000 · 5000 · 10000	1000
Key out rate	1 · 10 · 20 · 30 · 40 · 50 · 100 · 150 · 200 · 250 · 300 · 350 · 400 · 450 · 500 · 1000 · 2000 · 3000 · 4000 · 5000 · 10000	1
Operation Mode	Win point to return coin; press key to return coin;press key to return coin;win point to return lottery;press key to return lottery win coin to press coin and lottery	Win point to return coin
Ticket Rate	1 · 2 · ... · 10分1张 20 · 30 · ... · 100分1张 200 · 300 · ... · 1000分1张	100 points 1 ticket
Points uper limit	100000 · 150000 · ... · 500000 · 600000 · ... · 2000000	500000
Syystem blast	200000 · 300000 · ... · 2000000 · 2500000 · ... · 5000000	1000000

Restore default value: recall various settings to the default value

Storage and leaving: leave after storage, return to the system page

Leaving: leave without storage, return to the system page

Note:

1. Changing the coin rate will clear Credit and the token not disabled
2. Changing the lottery rate will clear the lottery not disabled
3. Changing the operation mode will clear Credit and the token and lottery not disabled
4. Game difficulty: the larger the number, the more difficult the game will be
5. System blast: when the credit reach the system blast setting credits, the system will appear system blast message, at this moment, insert coin will pay out automatically, the player can not play the machine unless through the key out or pay out coin to unlock the blast state.

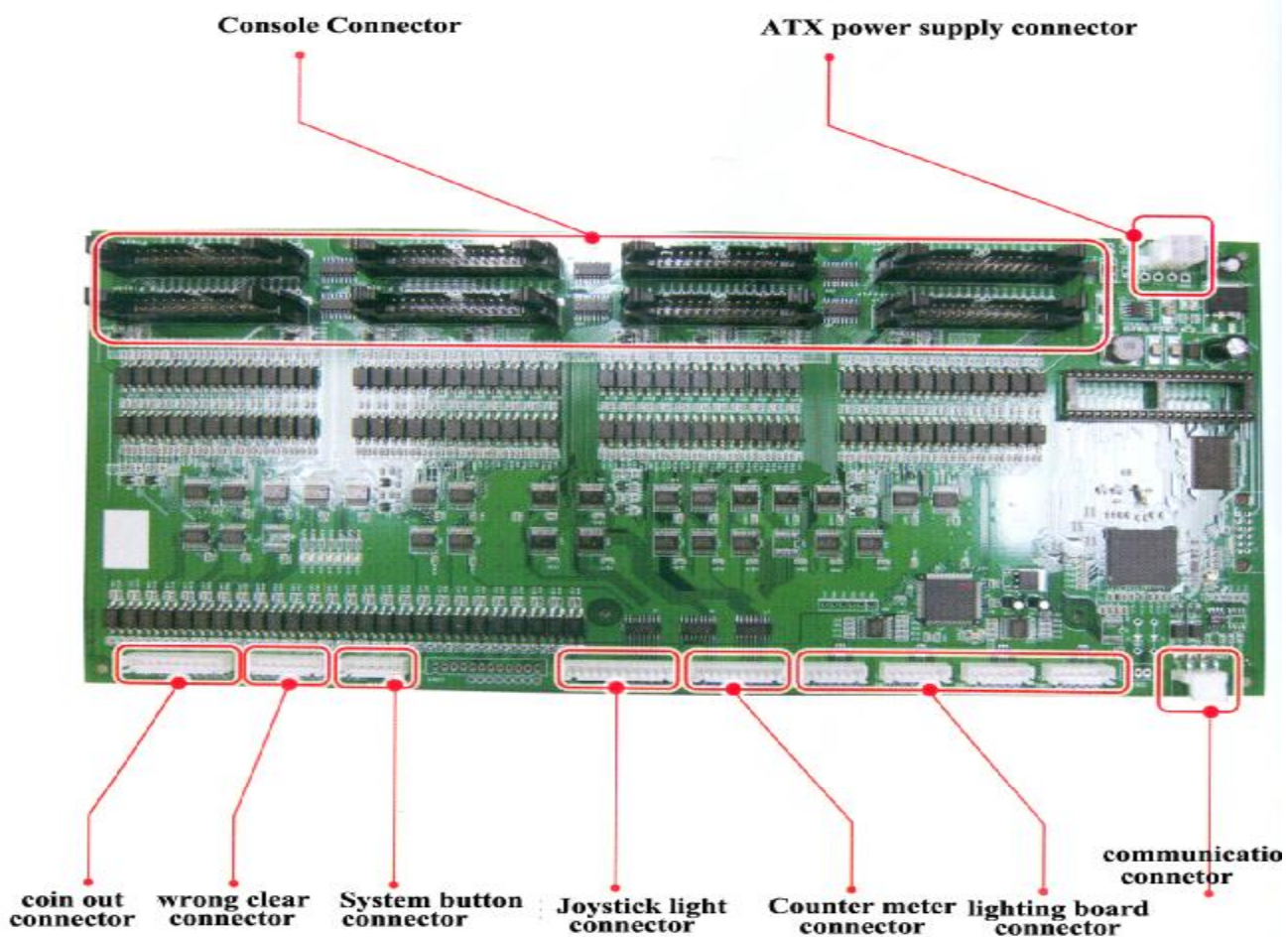


3. IO board installment instruction

Control board connector instruction

Power supply : 12V 8.5A supply the IO board power voltage

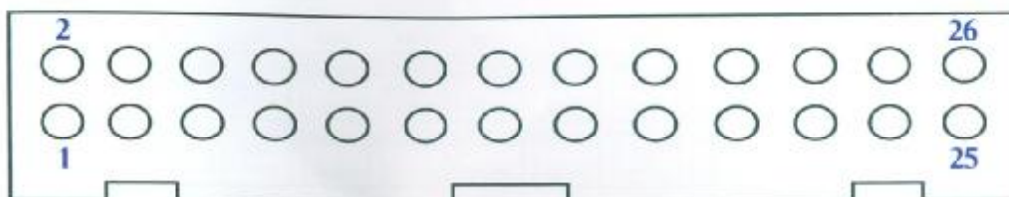
Power supply : 24V Supply the hopper control board power voltage



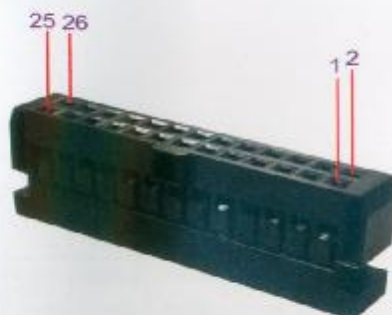


• Console connector

▶ Circuit board conneter digital arrange group



▶ Connection port



▶ 1P(CON17)

2	4	6	8	10	12	14	16	18	20	22	24	26
方向_下 P130	方向_左 P132	发射键 P134	开分键 P136	退币控制 _反转 P138 ○	退币反馈 P140	退币控制 _正转 P142 ○	押分键灯 P144 ○	+12V	+12V	GND	GND	GND
方向_上 P129	方向_右 P131	押分键 P133	投币信号 P135	洗分键 P137	退票反馈 P139	退票控制 P141 ○	发射键灯 P143 ○	+12V	+12V	+5V	GND	GND
1	3	5	7	9	11	13	15	17	19	21	23	25

▶ 2P(CON13)

2	4	6	8	10	12	14	16	18	20	22	24	26
方向_下 P66	方向_左 P68	发射键 P70	开分键 P72	退币控制 _反转 P74 ○	退币反馈 P76	退币控制 _正转 P78 ○	押分键灯 P80 ○	+12V	+12V	GND	GND	GND
方向_上 P65	方向_右 P67	押分键 P69	投币信号 P71	洗分键 P73	退票反馈 P75	退票控制 P77 ○	发射键灯 P79 ○	+12V	+12V	+5V	GND	GND
1	3	5	7	9	11	13	15	17	19	21	23	25



▶ 3P(CON18)

	2	4	6	8	10	12	14	16	18	20	22	24	26
方向_下	方向_左	发射键	开分键	退币控制_反转	退币反馈	退币控制_正转	押分键灯						
P147 I	P149 I	P151 I	P153 I	P155 O	P157 I	P159 O	P161 O	+12V	+12V	GND	GND	GND	
方向_上	方向_右	押分键	投币信号	洗分键	退票反馈	退票控制	发射键灯						
P146 I	P148 I	P150 I	P152 I	P154 I	P156 I	P158 O	P160 O	+12V	+12V	+5V	GND	GND	
	1	3	5	7	9	11	13	15	17	19	21	23	25

▶ 4P(CON14)

	2	4	6	8	10	12	14	16	18	20	22	24	26
方向_下	方向_左	发射键	开分键	退币控制_反转	退币反馈	退币控制_正转	押分键灯						
P82 I	P84 I	P86 I	P88 I	P90 O	P92 I	P94 O	P96 O	+12V	+12V	GND	GND	GND	
方向_上	方向_右	押分键	投币信号	洗分键	退票反馈	退票控制	发射键灯						
P81 I	P83 I	P85 I	P87 I	P89 I	P91 I	P93 O	P95 O	+12V	+12V	+5V	GND	GND	
	1	3	5	7	9	11	13	15	17	19	21	23	25

▶ 5P(CON19)

	2	4	6	8	10	12	14	16	18	20	22	24	26
方向_下	方向_左	发射键	开分键	退币控制_反转	退币反馈	退币控制_正转	押分键灯						
P163 I	P165 I	P167 I	P169 I	P171 O	P173 I	P175 O	P177 O	+12V	+12V	GND	GND	GND	
方向_上	方向_右	押分键	投币信号	洗分键	退票反馈	退票控制	发射键灯						
P162 I	P164 I	P166 I	P168 I	P170 I	P172 I	P174 O	P176 O	+12V	+12V	+5V	GND	GND	
	1	3	5	7	9	11	13	15	17	19	21	23	25



▶6P(CON15)

	2	4	6	8	10	12	14	16	18	20	22	24	26
方向_下	方向_左	发射键	开分键	退币控制_反转	退币反馈	退币控制_正转	押分键灯	+12V	+12V	GND	GND	GND	
P98 I	P100 I	P102 I	P104 I	P106 O	P108 I	P110 O	P112 O						
方向_上	方向_右	押分键	投币信号	洗分键	退票反馈	退票控制	发射键灯	+12V	+12V	+5V	GND	GND	
P97 I	P99 I	P101 I	P103 I	P105 I	P107 I	P109 O	P111 O						
	1	3	5	7	9	11	13	15	17	19	21	23	25

▶7P(CON20)

	2	4	6	8	10	12	14	16	18	20	22	24	26
方向_下	方向_左	发射键	开分键	退币控制_反转	退币反馈	退币控制_正转	押分键灯	+12V	+12V	GND	GND	GND	
P179 I	P181 I	P183 I	P185 I	P187 O	P189 I	P191 O	P193 O						
方向_上	方向_右	押分键	投币信号	洗分键	退票反馈	退票控制	发射键灯	+12V	+12V	+5V	GND	GND	
P178 I	P180 I	P182 I	P184 I	P186 I	P188 I	P190 O	P192 O						
	1	3	5	7	9	11	13	15	17	19	21	23	25

▶8P(CON16)

	2	4	6	8	10	12	14	16	18	20	22	24	26
方向_下	方向_左	发射键	开分键	退币控制_反转	退币反馈	退币控制_正转	押分键灯	+12V	+12V	GND	GND	GND	
P114 I	P116 I	P118 I	P120 I	P122 O	P124 I	P126 O	P128 O						
方向_上	方向_右	押分键	投币信号	洗分键	退票反馈	退票控制	发射键灯	+12V	+12V	+5V	GND	GND	
P113 I	P115 I	P117 I	P119 I	P121 I	P123 I	P125 O	P127 O						
	1	3	5	7	9	11	13	15	17	19	21	23	25



• **Power connector (CON21) :**



1	GND	GND	2
3	+12V		4

• **Counter meter connector (CON7) :**



9	8	7	6	5	4	3	2	1
○	○	○	○	○	○	○	○	○
TEST4	TEST3	TEST2	TEST1	Count D	count c	count b	count a	+12V

• **Joystick lamp connector (CON8) :**

11	10	9	8	7	6	5	4	3	2	1
			N_OUT7	N_OUT6	N_OUT5	N_OUT4	N_OUT3	N_OUT2	N_OUT1	N_OUT0

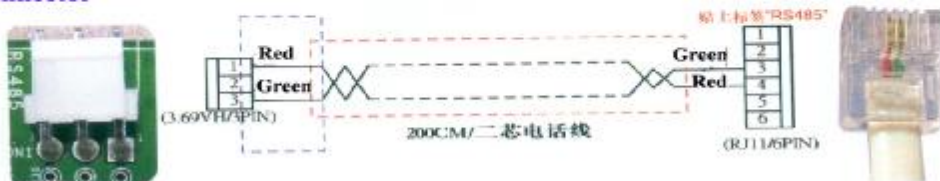
• **Wrong Clear button connector (CON11) :**

8	7	6	5	4	3	2	1
L8P_	L7P_	L6P_	L5P_	L4P_	L3P_	L2P_	L1P_
wrong clear	wrong clear	wrong clear	wrong clear	wrong clear	wrong clear	wrong clear	wrong clear

• System button(CON10) :
connector



• Signal (CON1) :
connector



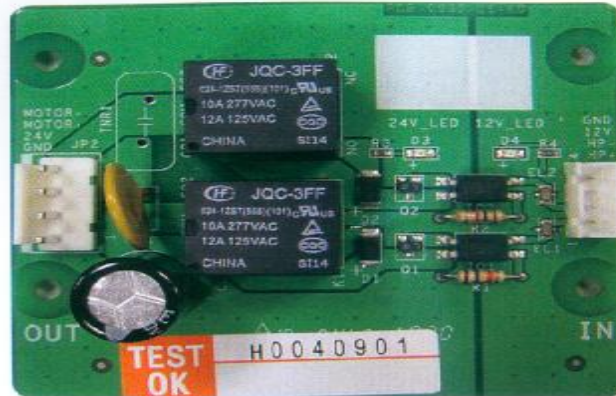
Pls use the hot melt glue or freezing material to stronger proceed in the joint.

• Coin out connector(CON12) :





• Coin out /hopper keysets

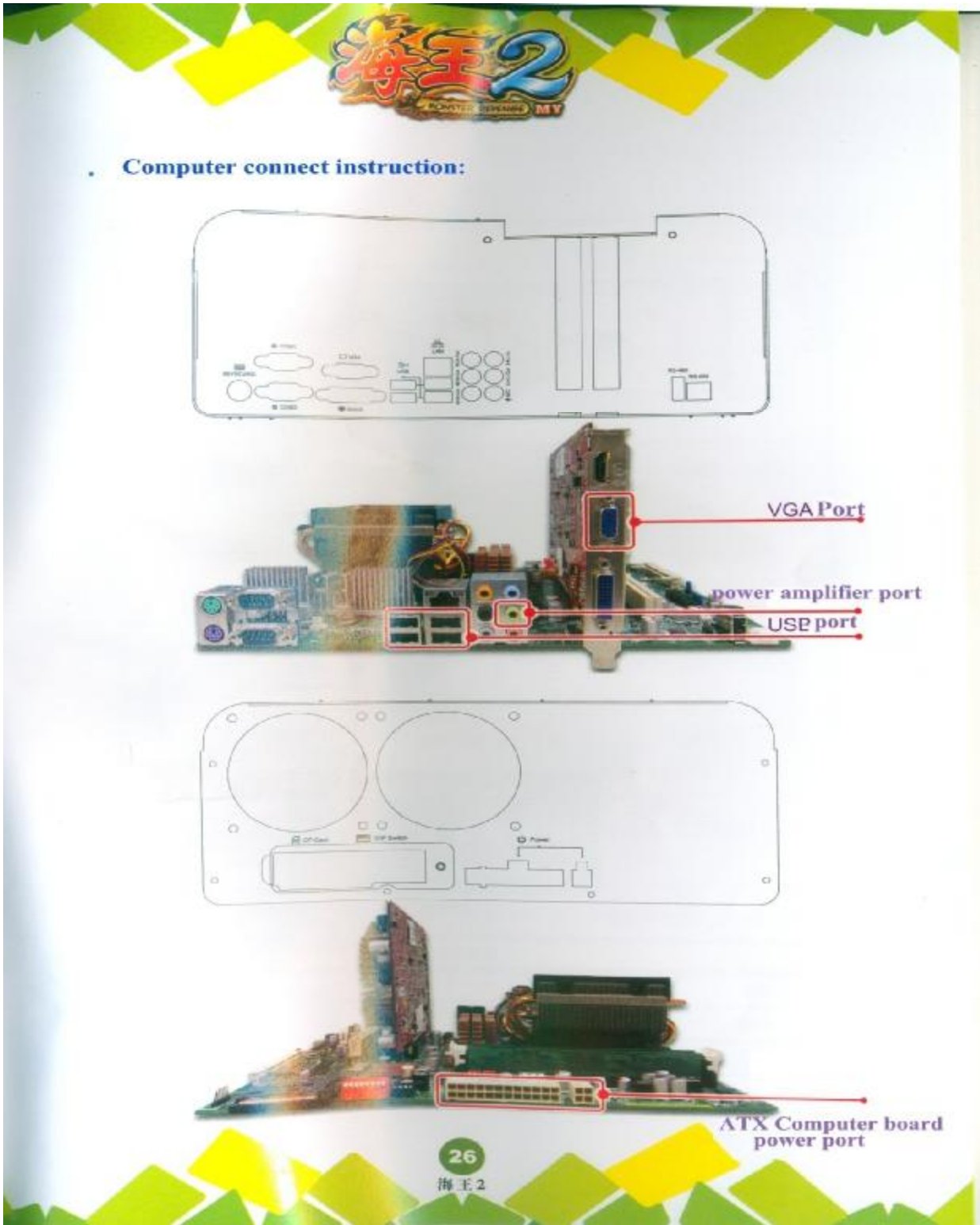


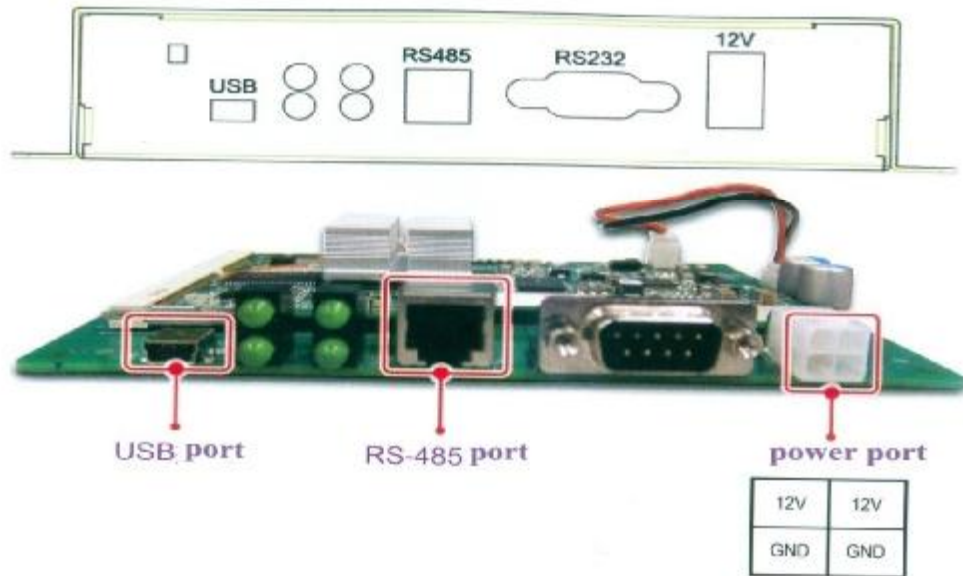
4	3	2	1
GND	+12V	motor control reverse	motor control corotation

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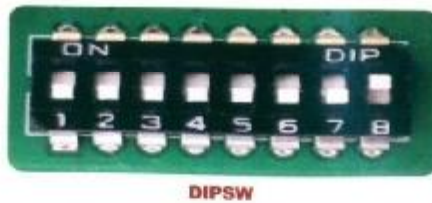
4	3	2	1
motor negative electrode	motor positive pole	+24V	GND

JP2





• Game mode choose:



SWITCH SETTING								
Mode	1	2	3	4	5	6	7	8
6 players	-	-	-	-	-	-	OFF	OFF
8 players	-	-	-	-	-	-	OFF	ON

Fault elimination

Fault code	Elimination method
E-01	Please inspect whether the coin machine is clamped by the token or whether the signal switch of coin machine is plugged incorrectly, after eliminating the token clamped, press "key in" to clear the error state
E-02	Please inspect whether the coin-out machine is clamped, especially the outlet, after eliminating the token clamped, press "key in" to clear the error state and continue returning the coin
E-03	Please supplement token for the coin-out machine, after supplementation, press "key in" to clear the error state and continue returning the coin
E-04	Please inspect whether the lottery machine is clamped by lottery, eliminate the lottery clamped, press "key in" to eliminate the error state and continue returning the lottery
E-05	Please supplement lottery for the lottery machine, after supplementation, press "key in" to clear the error state and continue returning the lottery
E-06	CREDIT error, it means that abnormality occurs to the mainframe memory, the machine should be restarted, restarting will be implemented automatically
E-07	Account record has been up to the upper limit, please press "system" key to enter the system menu and implement system resetting
E-08	Please inspect whether the wiring connection between the mainframe and machine table device control board, please restart the machine after confirming that there is no error.

Other notes:

1. Upper limit of CREDIT under various operation modes

(1) Win point to pay out the coin(coin out) and win point to pay out lottery(ticket out): when CREDIT is reach max,continue insert coin will pay out automatically.

(2) press button to pay out coin:

A.when credit reach the max,continue insert coin will pay out automatically.

B.win points save it into the credit,if reach the max credits, will payout the coin

c.win points pay out the lottery ,press button payout lottery

exceed the max points ,coin will not pay out.

2. Under the mode of "win point to pay out coin" or "win point pay out coin and

lottery” .when player shoot the bullet,award the points not enough for coin rate,balance points will save into the credit.

3. After restarting, the game will cancel all additional games and the main game will continue proceeding.

How to play

How To Play (general Play):

- Insert coins and start game.
- Move the joystick to controls the direction of the gun tube, while the 'Weapon Change' button alters the size of the fishing nets and type of gun tube used. Each tube has varying levels of power.
- Aim the fish you want to catch and press "SHOT" button to catch fish.
- Catch more fish, more coins or tickets rewards to player.

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