

Ocean Star III 6P Luxury (leisure version) User Manual

Product name: Ocean Star III

Developed and manufactured by Guangzhou Sealy Electronic Technology Co., Ltd

About the manual

The manual is aimed at helping users to know more about Ocean Star III using details and the do's and don'ts, and helping users to solve the common problems that may occur when they play. Besides, user can also get more information of the product by other methods. Your valuable opinions and advice will be greatly appreciated.

Identifying instruction used in the manual and product

For user usage convenience, there are identifying instructions in the manual and pasted on the product.

Logo of Ocean Star III



CATALOGUE

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I Technical specification

Working voltage: 220VAC

Rated power: $\leq 770W$ (for a single unit)

Size: 1750mm (L)* 1250mm (W) X*700mm (H)

Weight: 150kg

Note:

!Do not use hard objects knocking or scratching the screen;

!Products need routine maintenance, contact professionals if problem occurs;

!Since the horizontal screen, always keep the screen surface clean;

!Should ticket error shown, check the ticket storage and refill new tickets in time.

II Introduction of the product feature



Figure 1.0



Figure 1.1



Figure 1.2

- *Six players enjoy together;
- *Ocean theme, more gorgeous game scene;
- *Players will get tickets when catch fish;
- *High resolution 55"LCD display;
- *New added abundant function;
- *Fresh audio feeling.

III Game introduction

The section introduces the game playing mode and related detailed information. Please read the following carefully if this is the first time you use the product.

Player firstly inserts coins, then use joystick to control the direction of the gun. Press the "Fire" button to shoot out nets to catch fish and hit the targets to get tickets. The bigger rate fishes you get, the more tickets you will gain and the longer game time and more mini

games you will have.

Feature function: King fish, lightning effect, hungry shark, alloy strength, biochemical bullet, super weapon, combined fish, big whale.

1 How to play

1) Player inserts coins and presses the “start” button (the original strengthen button) to start the game and plays in the given time. (Game time and coin value can be set in the backstage setting)

2) During the game time, player can shoot fishes and no limit to the gun power. Note that some fishes are easy to shoot and some are difficult. (time reminder and scores shown on the screen)

3) When the game is finished, player will gain the tickets which will be counted based on the player scores. The all six players' score will be ranked every time they play, the top ten will be shown in the ranking list. Should player's score is high enough to rank in the list after the very time he play, he will gain additional bonus based on his ranking.

Ranking list screen shot:



RANK	SCORE	REWARD
1	50000	100
2	48000	60
3	46000	40
4	44000	20
5	42000	20
6	40000	20
7	38000	20
8	36000	20
9	34000	20
10	32000	20

Figure 2.1

2 Feature functions

During the game, six players will have their feature functions, like king fish (figure2.3),

lightning effect (figure 2.4), hungry shark (figure 2.5), alloy strength (figure 2.6), biochemical bullet (figure 2.7), super weapon (figure 2.8), combined fish (figure 2.9) and big whale (figure 2.10).



Figure 2.3



Figure 2.4

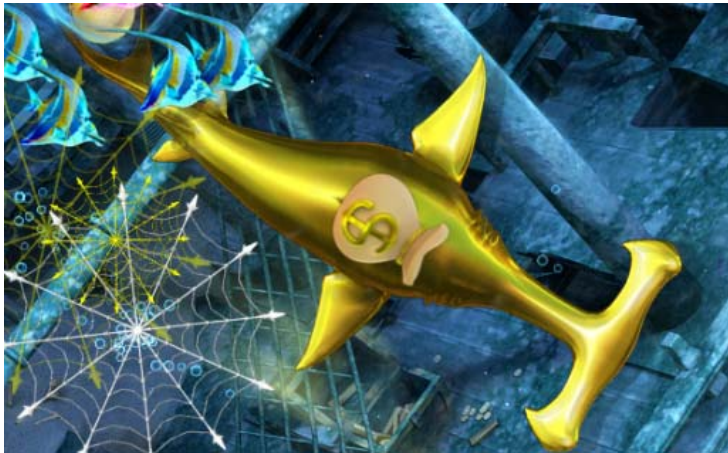


Figure 2.5



Figure 2.6



Figure 2.7

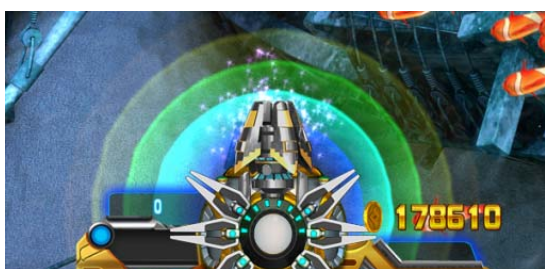


Figure 2.8



Figure 2.9

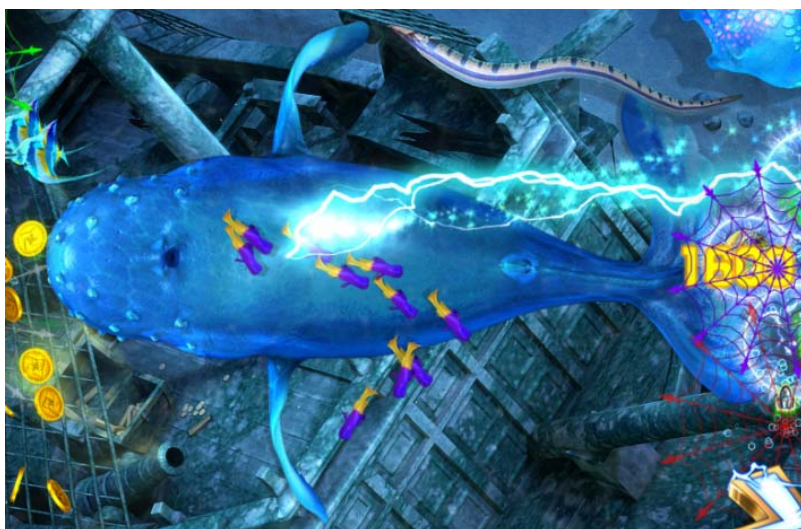


Figure 2.10

IV User guidance of hardware (game computer kit section)

1. Main content

Game computer (figure 3.1)

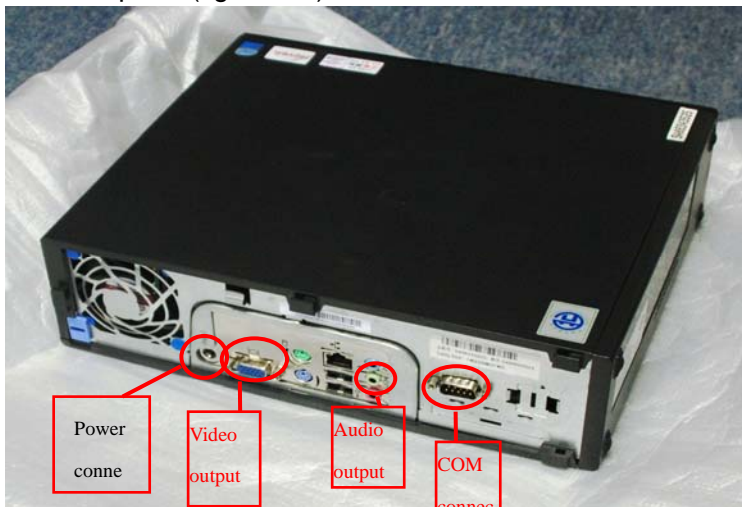


Figure 3.1 game computer and connector

Button and ticket return control panel A (figure 3.2)

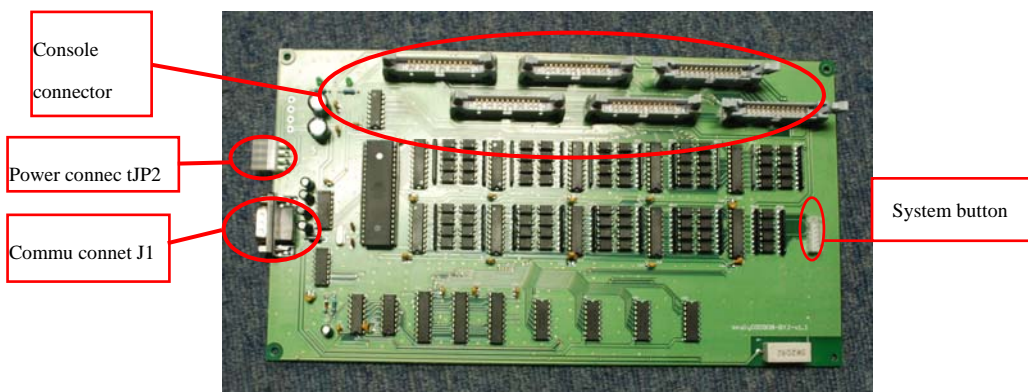


Figure 3.2 button and ticket return control panel A and connector

2. Installation and connection

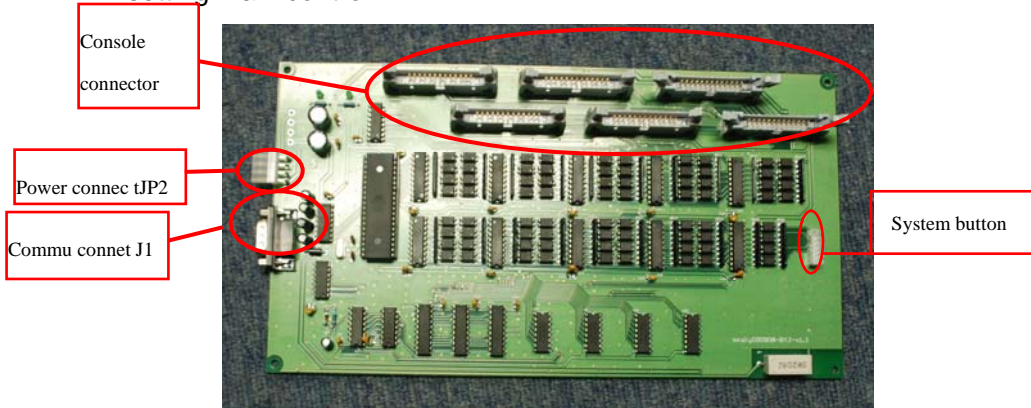
The machine needs three powers and they should meet the following requirements:

	Power parameter
Button panel power	5V 3A,12V 3A

Audio power amplifier power	12V 3A
Ticket-return machine drive power	24V 8A

List 1.1

There are connectors for PLAY1, PLAY2, PLAY3, Play4, PLAY5, PLAY6 and MAIN, they are corresponding to player 1, player 2, player 3, player 4, player 5, player 6 and audit setting main control.



Connectors PLAY1~6 are connectors with 26 feet, shown as below figure.

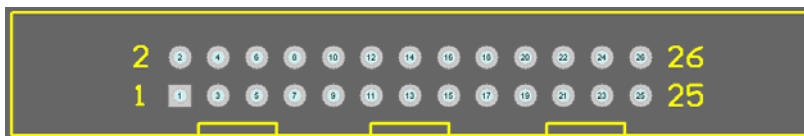


Figure 3.3 the number order on the connector of the PCB

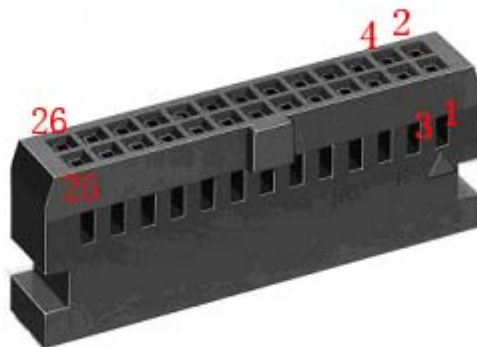


Figure 3.4 wire connector illustration

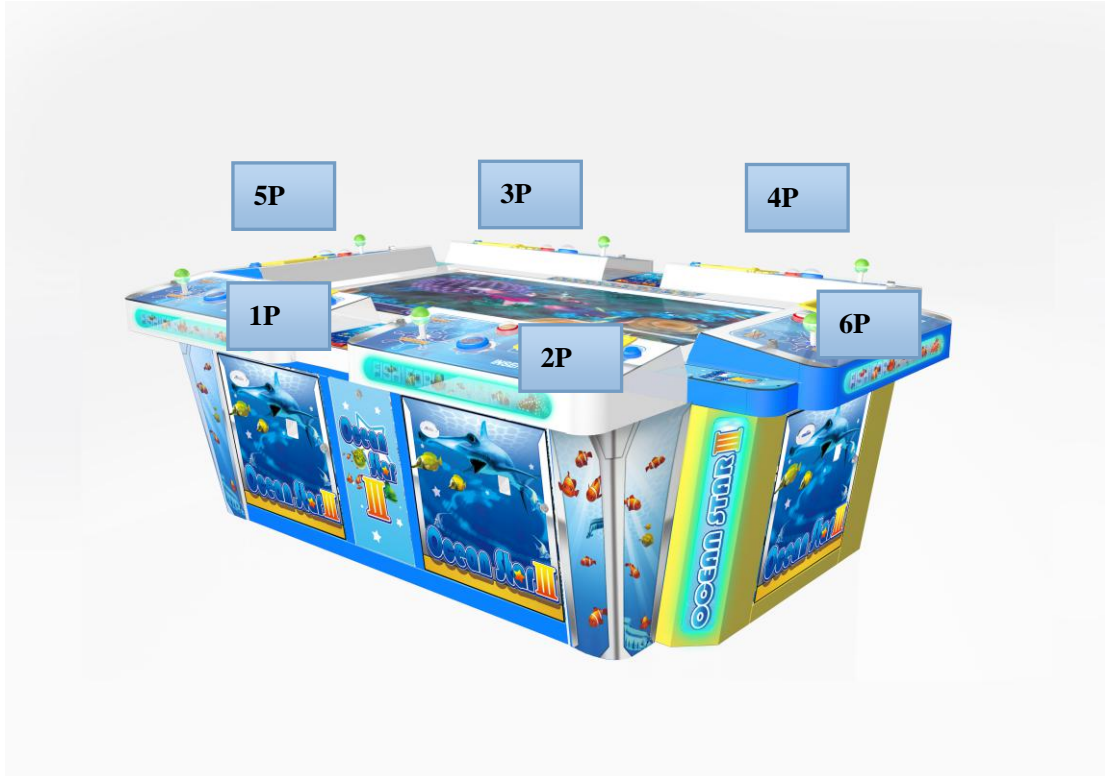
Definition of the wire connector on the above figure:

dow n	righ t	fire	Coins of key	Quic k retr eat	Ticket return feedback	Ticket return control	Strengthe n bullet button light	+12V	+12V	grou nd	grou nd	grou nd
2	4	6	8	10	12	14	16	18	20	22	24	26
1	3	5	7	9	11	13	15	17	19	21	23	25
up	left	Stren	Coin	Quic	Ticket	Ticket	Fire	+12V	+12V	+5V	grou	grou

		gthen bullet	signal	k out	return feedback	return control	button light				nd	nd
--	--	-----------------	--------	-------	--------------------	-------------------	-----------------	--	--	--	----	----

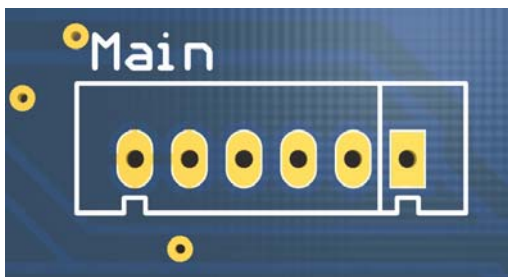
List 1.2

Place definition of the player:



MAIN connector illustration:

Figure 3.5 Main connector



1	2	3	4	5	6
gr ou nd	gro und		sta rt	aud it	set

Power source connector

Power source connector illustration:

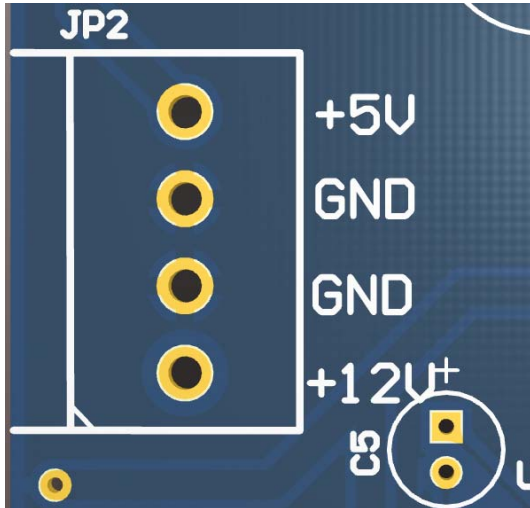


Figure 3.6 power source connector definition

Serial connector

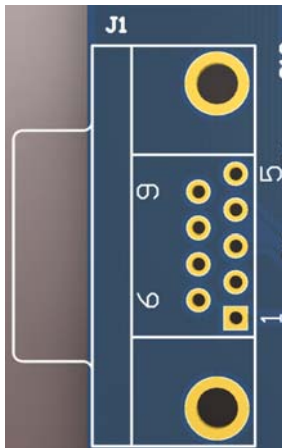


Figure 3.7 serial connector

The serial connector links with the PC by the crossed serial connector wire which has two mother connectors on both ends.

V Machine installation

The main power switch locates at the side box, only the administrator can operate.

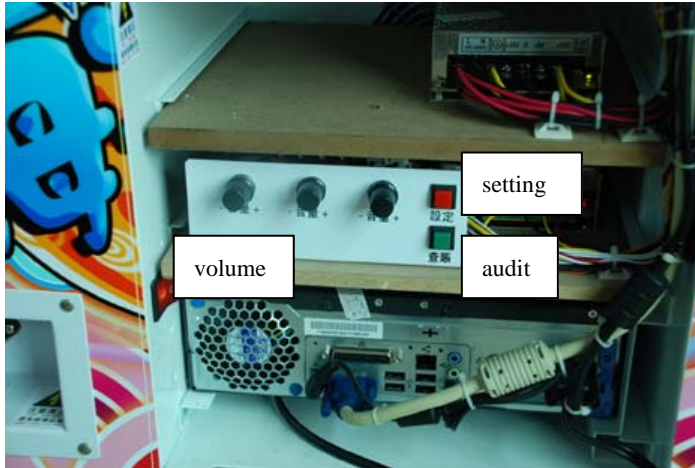


Figure 3.9 main power switch

When the screen is in need of repair or for other reasons to be opened, remove the two guard plates of the pull-ring on both sides of the screen and then two people (or more than two) lift the pull-ring at the same time to lift the screen and loosen the wire connector of VGA at the same time.



Figure 3.10 pull-ring on both sides of the screen

When the volume needs to be adjusted, open the side box and adjust the volume on the power simplifier control panel.



Figure 3.11 volume adjusting button

If find coin stuck in the slot, stop inserting coins and push inward the rod below the slot.



Figure 3.12 rod below the slot on the console

If there occurs coin-stuck situation, it may cause by transportation or other reasons, resulting in loose coin channel and inaccurate installation, remove the console panel and fix or regulate the position of the coin channel with a screwdriver.



Figure 3.13 coin channel position

VI User setting instruction

The section is about user setting in the Ocean Star III. If this is your first time to use the product, please carefully read the following instruction, which will show the user setting for the Ocean Star III, so that help the users to learn and understand the details of Ocean Star III quickly.

1 Enter into setting menu

When playing, press “setting” button to enter into the password input interface (show as figure 4.1). The default password is “000000” if you don’t change your password.

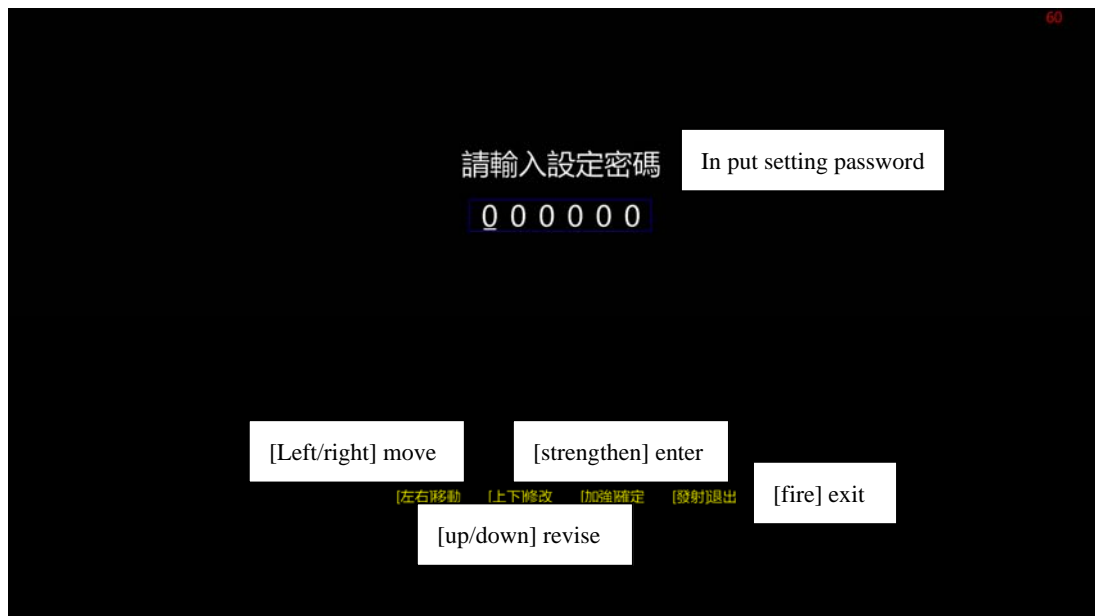


Figure 4.1

Setting interface illustration:

Game setting



Figure 4.2

Only when you input the correct password, can you enter into the interface as figure 4.3 shows.



Figure 4.3

There are settings in the interface including number of guns of per coin, number of coins per press button, game difficulty, maximum strengthening, minimum strengthening, background music, foreground music, bullet speed, game mode, number of lottery per coin, language, player number, screen, clarification of data and modified Password.

Number of guns per coin: the number of guns for each coin;

Number of coins per press: the number of coins for every pressing of button;

Game difficulty: the difficulty setting, the greater the value, the higher degree of difficulty;

Maximum strengthening: restrictions of the gun strengthening up value;
 Minimum strengthening: restrictions of the gun strengthening down value;
 Background music: switch background music;
 Foreground music: switch the foreground music;
 Bullet speed: setting speed of the bullet;
 Game mode: select mode;
 Number of tickets per coin: calculate number of Lottery;
 Language setting: set language;
 Player number: setting of 4-8 players paly on line;
 Screen setting: image resolution setting;
 Clarification of data: clear data and restart;
 Modified password: modify password.

Audit instruction

Enter into audit menu

When playing, press “setting” button to enter into menu, select “audit” to enter audit menu.(show as figure 4.4)

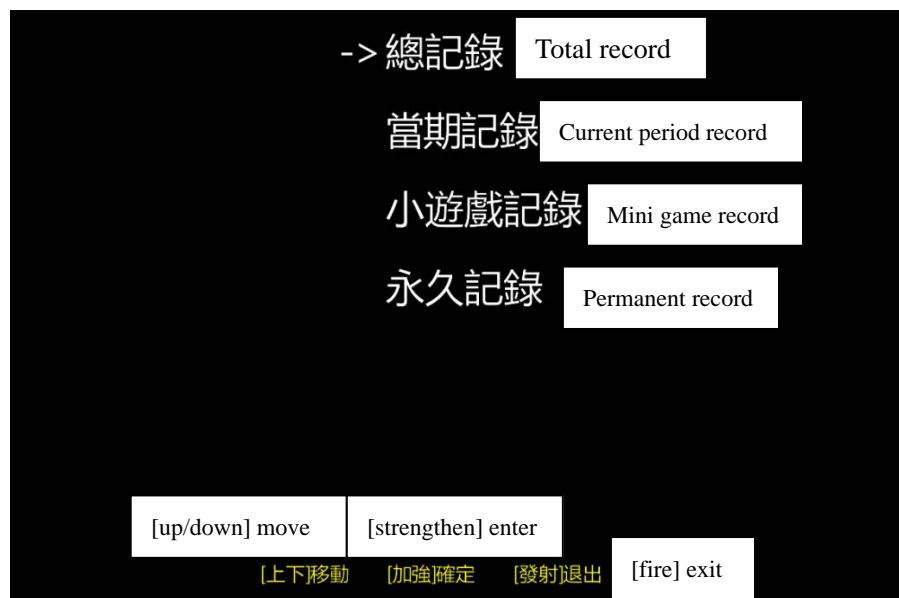


Figure 4.4

Audit menu instructions

Audit menu includes total record, current period record, mini game record and permanent record.

Total record: record player total gaming record, game time and start-up time. (show as figure 4.5)

總記錄 (1)

總機					
總投幣數	7800	總出票數	0		
總進炮數	780000	總出炮數	0		
總玩炮數	89000	總贏炮數	244338		
營業額	7800	射擊次數	3006		
總遊戲時間	0 小時 22 分 34 秒				
總開機時間	0 小時 23 分 21 秒				

[左右翻頁] [發射]退出

Figure 4.5

Current period record: records of last and current periods, making it convenient and clear when staff hands over to next shift. (show as figure 4.6)

當期記錄

	總機	1號機	2號機	3號機	4號機	5號機	6號機
總投幣數	7800	1300	1300	1300	1300	1300	1300
總出票數	0	0	0	0	0	0	0
總進炮數	780000	130000	130000	130000	130000	130000	130000
總出炮數	0	0	0	0	0	0	0
營業額	7800	1300	1300	1300	1300	1300	1300
射擊次數	3006	501	501	501	501	501	501

上期記錄

總投幣數	0	0	0	0	0	0	0
總出票數	0	0	0	0	0	0	0
總進炮數	0	0	0	0	0	0	0
總出炮數	0	0	0	0	0	0	0
營業額	0	0	0	0	0	0	0
射擊次數	0	0	0	0	0	0	0

[加強]清除 [發射]退出

Figure 4.6

Mini game record: record occurrence rate and bonus of mini game. (show as figure 4.7)

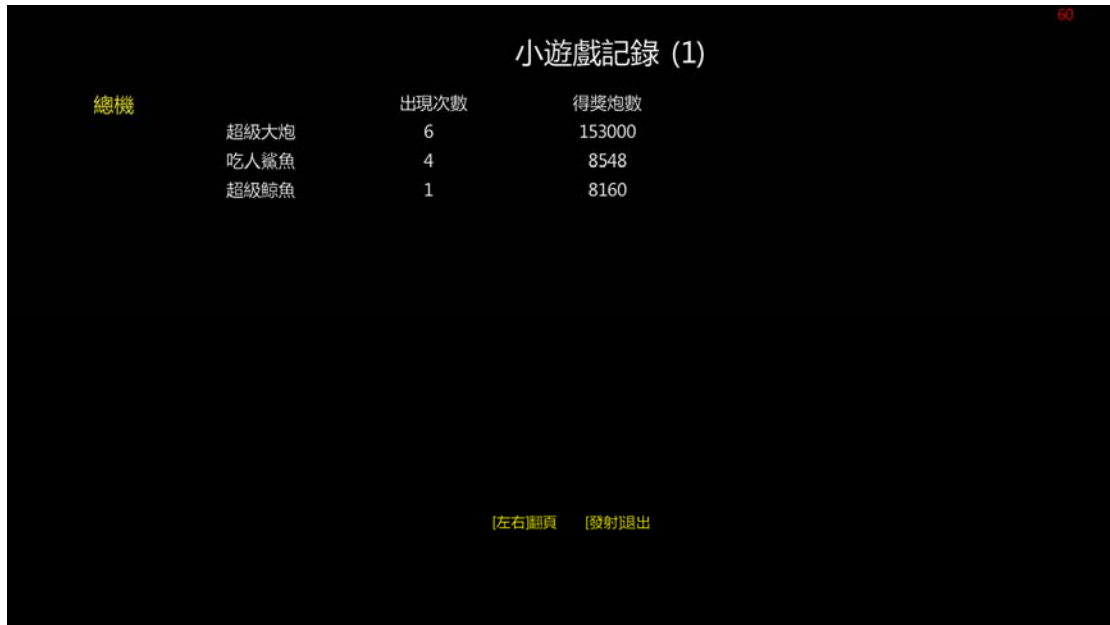


Figure 4.7

Permanent record: record the player numbers of permanent refunding and permanent coin credits. (show as figure 4.8)



Figure 4.8

These entries were recorded with the relevant data and the version number, as shown in figure 4.2 where " OCEAN STAR 4A03 029-40103-000-000000" indicates that this is the 2014 version published on January 13th. OCEAN STAR 4A03 shows product code, 029 represents the version number, 40103 represents the date (4 means 2014, 01 means January, 13 means 13th), No. 000, said distributor No., 0000000 shows the machine number.

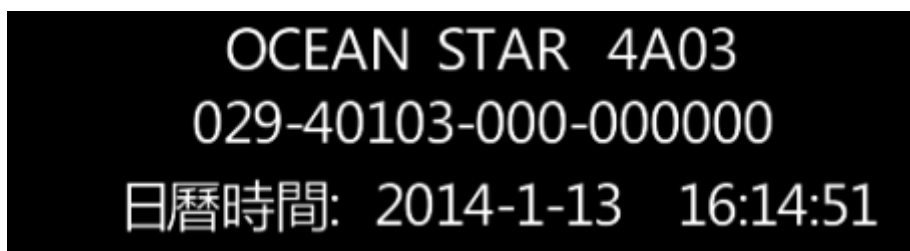


Figure 4.9

VII Common faults and solutions

The section is to introduce you the common faults and their solutions of the machine.

Common fault	cause	solution
When machine energized, no respond nor bright screen	<ol style="list-style-type: none"> 1. improper power source 2. blown fuse <ol style="list-style-type: none"> 1. check VGA signal wire whether properly linked if the "no signal" reminder keep showing for more than one minute 	<ol style="list-style-type: none"> 1. check power source whether suit for the machine 2. replace fuse 2. make sure 220VAC power supply and power switch keep ON, check screen signal wire whether well connected
When machine energized, with normal sound, but no image nor raster	Burnout of fuse	<ol style="list-style-type: none"> 1. check working voltage of the scan panel whether normal or not 2. replace same model fuse
Image shown but no sound	<ol style="list-style-type: none"> 1. minimum of volume 2. damage of loudspeaker 	<ol style="list-style-type: none"> 1. turn up the volume 2. replace the damaged loudspeaker
No respond after coin inserted	<ol style="list-style-type: none"> 1. coin not completely inserted 2. improper coin 3. damaged slot 4. drop of slot wire 5. check whether voltage of slot mouth is 2V and d-c 	<ol style="list-style-type: none"> 1. insert coin again 2. replace sample coin in the slot 3. replace slot 4. once when connected 5. once when connected
No ticket comes out and there shows "no ticket"	<ol style="list-style-type: none"> 1. ticket used up 2. ticket stuck at the ticket exit 	<ol style="list-style-type: none"> 1.refill ticket 2.clear ticket exit 3.once when connected

warning”	3. when refund ticket, please check light of lottery driver A mini-board whether light, if not light, check the control signal. If light, check whether the lottery driver A mini-board and refund lottery motor are ok.	
Lotteries get out, but not counting, causing machine alarms	Feedback signal line and the board are not properly connected	once when connected
Players without taking any action, but gun shot automatically	1. something pressed on the fire button 2. fire button stuck	1. move away the items 2. pull out the fire button
Audit not matched with the revenue	2. slot eats coins 3. lottery refund machine improper connection	1. replace lottery refund machine 2. check lottery refund signal and weld again for better connection

List 2.1