Dragon Kingdom

MANUAL

⚠ **Warning**

* Please read the manual before installation and use.

* Please put the manual together with the machine.

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ACE AMUSEMENT

CONTENTS

Introduction to the Product

'Dragon Kingdom' is my company's new development of an indoor high-end simulation of the shooting amusement machine, the unique style of the flying dragon with a sense of adventure, streamlined colorful lighting design, dazzling; reasonable ergonomics design; will be the enemy down, there is a probability of obtaining the bullets of the other firearms, the game has a total of 5 kinds of firearms, the player can use the switching button to switch to the firearms obtained at any time. After defeating enough enemies, Flying Dragon will get enough energy, players can control Flying Dragon to release the powerful Flame Spit at any time, instantly destroying the enemies on the field. During the game, there will be events where the player can't use his weapon and needs to tap the button to get out of danger.

➤ Small machinery products;
➤ The game play is novel, exciting, highly interactive, and highly entertaining;
➤ The appearance design is artistic, the pattern is bright and delicate, and the materials are strong and endurable;
➤ Adopt integrated circuit, built-in program, stable working performance, good safety and reliability;
➤ Adapt to universal tickets;
➤ The standalone control computer is stable and reliable.

I Specifications and Technical Parameters

1) Operating voltage: AC220V - 240V, 50/60 Hz (or AC 110V±5%, 60Hz. For the specific voltage, see the nameplate on the machine).
2) Dimensions: W210 × D296× H276 (cm)
3) Maximum power: 2350W
4) Ambient condition: Temperature (indoors): 0℃～35℃;
5) Humidity: ≤90%;
6) Atmospheric pressure: 86Pa～106Pa.

⚠ **Warning:** After turning off the machine, please wait 1 minute if you want to turn it on.

II Accessory List

For the normal use of the machine, please open the package and carefully check whether the following items are included.

The accessory list is below:

Name	Version No.	No./Specification	Picture	QTY	Unit	Remark
Manual	A0			1	Copy	As per shipment requirement
AA33 Key	A0	AA33		2	Piece	Lottery door, coin door, maintenance door
AA32 Key	A0	AA32		2	Piece	Coin box door
"Li te"Fuse 5*20 10A	A0	20*5 10A		3	Piece	
Power cord	A0	1.8M		2	Piece	

Please open the package and check whether all accessories are included. If not, please contact the distributor of the machine for check.

III How to Move and Position the Machine

(I) How to Move the Machine

There are trundles under the machine. When moving the machine for a short distance, you should raise foot to make the trundles touch the ground and push the machine. As there will be danger of overturning when the foot hits obstacle on the ground, you should move the foot up as much as you can and pay attention to obstacles ahead and uneven places when moving the machine along the ground.

(II) How to Position the Machine

➢ Please place it on flat ground where it won't slide easily;
➢ Please use the following foot to fix the machine (as shown below)
1. Loosen the tightly locked nuts of the foot, tighten the bolts of the foot with a wrench, and keep the trundle approximately 5mm away from the ground.
2. Tighten the nuts clockwise and fix them.
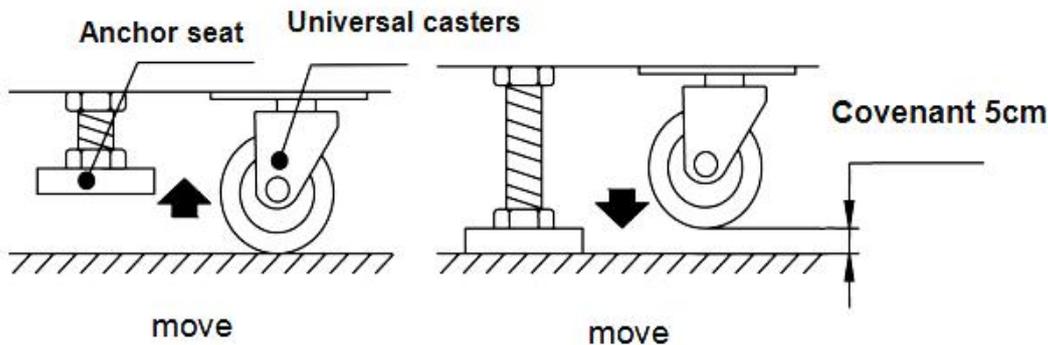
(III) Product Placement

Do not place the product in the following places:
➢ Place in which the machine may have condensate water or with high humidity;
➢ Place close to high-temperature objects;
➢ Place close to dangerous substances;
➢ Smooth or unstable place;
➢ Place close to equipment that may easily produce sparks;
➢ Place with heavy vibration;

⚠ **Caution:** Please unplug the power plug before moving to prevent accidents and faults.

Please take care not to damage the power cord during moving to prevent accidents and faults.
Please raise the foot to the maximum height before moving to prevent accidents and faults.

(IV) Installation Location Dimension

The machine should be placed according to the following dimensions for customers' safety and enough space to run the machine.

Game area:
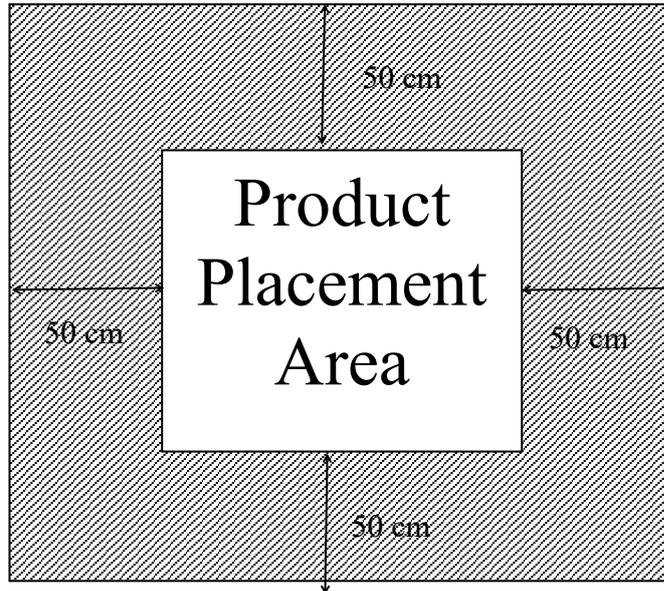
IV Wiring and Precautions

➢ Connect one end of the cable to the terminal box of the machine, and connect the other end to the socket.
➢ Connect the power supply according to the voltage (110V or 220V) on the label, or the machine might be damaged.
➢ Please confirm whether there is grounding in the socket to avoid unnecessary damage.
➢ If the grounding cannot be done through the socket, please try other methods.

Plug   Cable   Plug
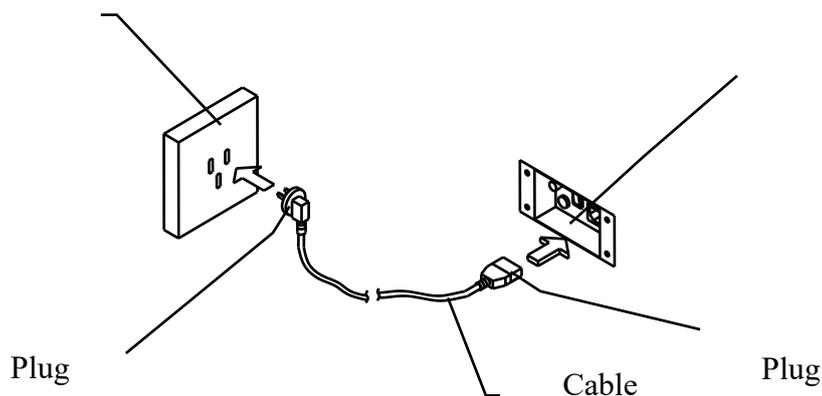
V Instructions on Game

(I) Game Logo/Standby Image

(II)　Basic Gameplay Guide

1. Other weapons will appear in the scene, with a total of 5 types, each having its own unique characteristics.

2. Dragon Skill: After defeating enough enemies, the dragon will gather sufficient energy. The player can then command the dragon to unleash a devastating Flame Breath at any time, instantly wiping out all enemies on the field.

3. Button Event: During gameplay, certain events will occur where players cannot use weapons. Instead, they must rapidly press buttons to escape danger.

(III) Game UI Instructions

1. Dragon Skill – Flame Breath: Indicates whether the skill is ready to use.

2. Current Weapon: Displays the currently available weapon.

3. HP、 Coins.

4. Combo.

5. Stage Score
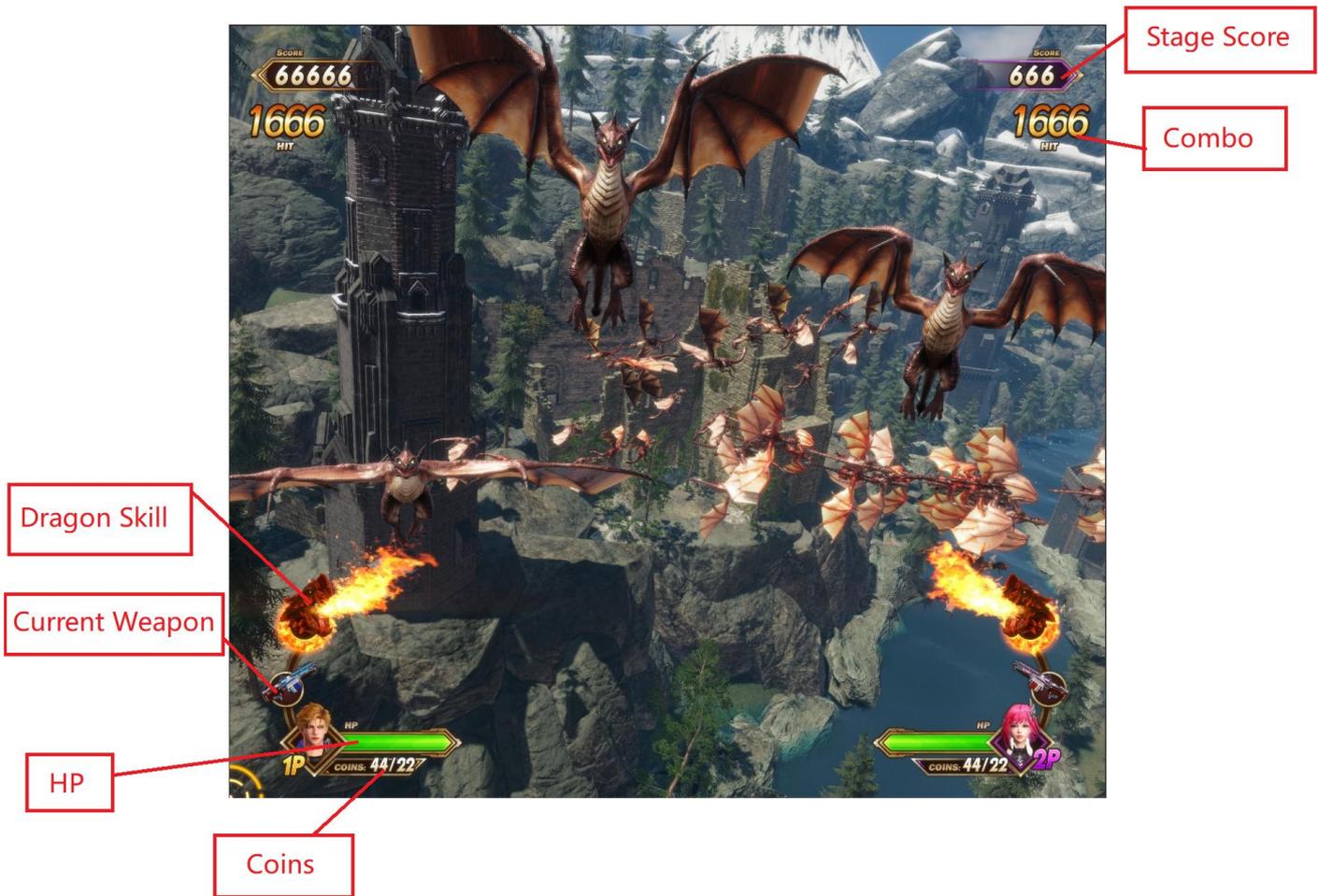
BOSS Gameplay Instructions

1. Boss comes up at last of every level. Boss will attack player.

2. The area off the circles is unbeatable. Shoot out the light circles within the limited time can reduce boss's HP dramatically.

3. Other enemies will appear too

4. Beat the Boss to be rewarded with high points

5. BOSS HP: Large, high HP, multiple means of attack

6. Light circles: When Boss starts to attack, red circles appear. Player needs to shoot out the circles to destroy boss's attack.

(IV)　Settlement Instruction

1. Settlement: Shooting Rate, number of enemies killed etc. Performance ranked.

2. Scores and tickets rewarded calculation.

3. Ranking: Performance ranking based on Stage Score, Enemies Defeated, Max Combo and levels accomplished is set with S, A, B, C.

(V)　Level Instruction

1. The game consists of 8 levels, The terrain and landforms also vary.

2. Average game time per level:8 minutes.

(VI)　Background Introduction

Level Design	Game Introduction
	Human towns are facing a dire crisis—the surrounding lands have been overrun by monstrous creatures of other races. Savage and malevolent, these creatures, led by various chieftains, continue to encroach upon human territory. The only force standing between humanity and annihilation is the Dragon Knight Order. As a member of this elite group of dragon riders, players must battle the invading monsters and defend the town at all costs!

	Withergash Chasm：The terrain here is treacherous. The Dragon Knights had long established an outpost in this area, but not long ago, reports emerged of a Zerg swarm sighting. Soon after... the outpost went dark.
	Ashrend Wastes：The mountains near the town have suddenly transformed into volcanoes!This cataclysmic shift has driven all the monsters in the region toward the town, forcing the Dragon Knights to act—immediately.
	Obsidian Thronereaver：Legend tells of a flame-wreathed demon that descended upon this land. In an instant, lush forests turned to ash, the earth cracked into scorched crimson, and the very air grew searing—raising the region's temperature to unbearable heights...

Rotmire Tide ： Reports from the coast grow ever more dire—The Zerg swarms grow bolder, their attacks more frequent. But now... something far worse emerges from the depths. A colossal monstrosity rises from the waves, casting its shadow over the shore.

Frostfang Trihorn： Deep in the frozen mountains, explorers have stumbled upon massive scales!

The howling winds carry what sounds like a monstrous roar... and none of the miners who ventured inside have returned.

VI Adjustment of the Game Program Setting
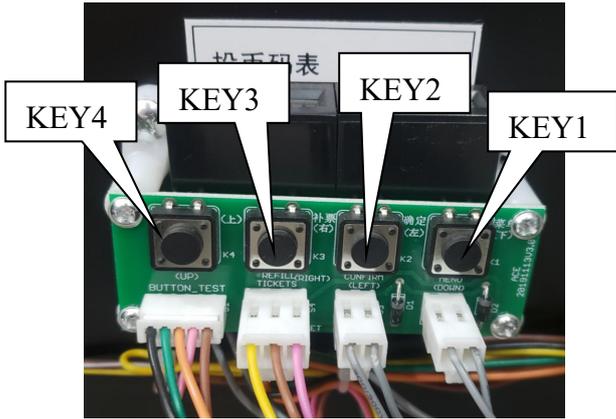
| Option	KEY1	Test (Choose)
	KEY2	Confirm (Replenish lotteries)
	KEY3	Confirm (Modify)
	KEY4	Return (Previous Step)

(I) Main Page

【Main page】
Revenue Data: Check the coins, tickets dispensed, and playtime etc.
Operation Setting: Set up the number of insert-coin per game, tickets-out, game difficulty, and other running sections.
Basic Function Settings: Set up the volume of the game, Standby music etc.
Hardware Test: Inspect the input and output function.
License Authorization: Input the CDKEY to activate the device.
Exit: Save and exit from the background.
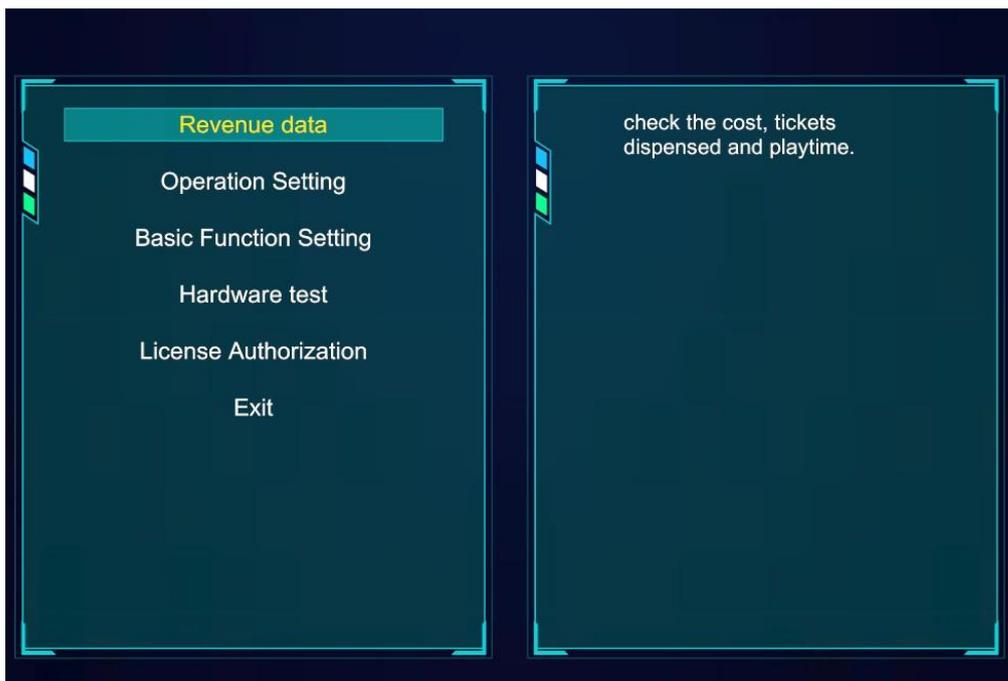
(II) Revenue Data

【Revenue Data】
Current Monthly Data Review (Confirm): Review the current monthly revenue data.
Historical Data Review (Confirm): Enter and select year to review revenue data by month; Select month to review everyday revenue data.
Clearance of the data (Confirm): Clear all the data, unrecoverable.
Clear the missing tickets (Confirm): Clear the missing tickets prompt.
Get back: Return to the background main page.
Total coins credits:
Total tickets dispensed:
Total Playtime:
Accumulated inserted coins(Data-clear disable):
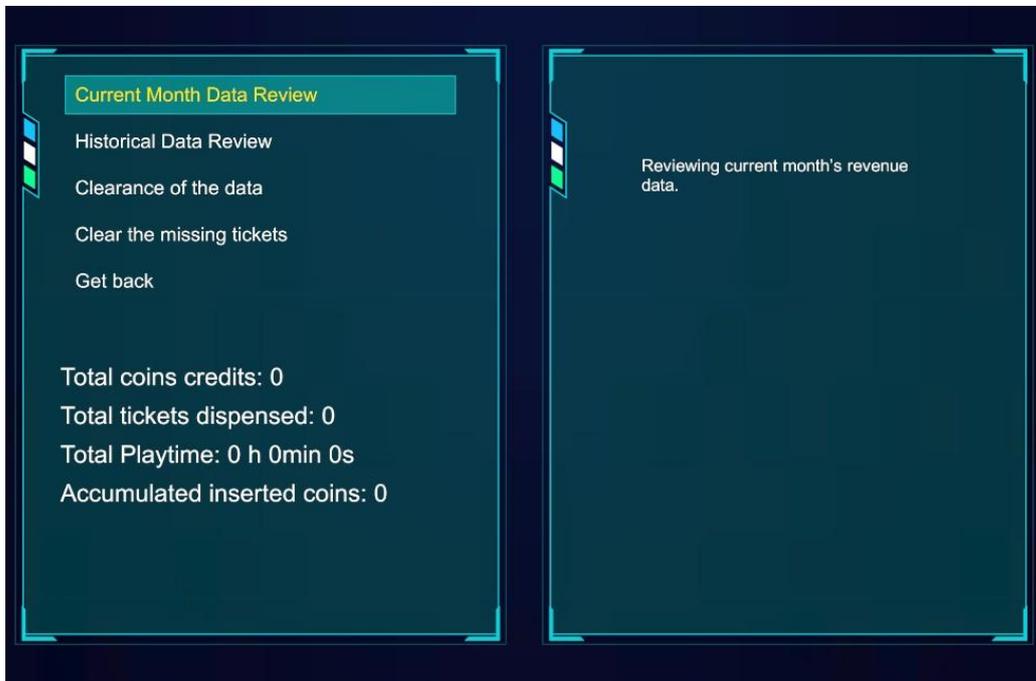
(III) Game Function Setting

【Game Function Setting】
Coins per round (1-99/ Free game): The amount of the coins determines how many times you can start a game.
Number of coins to continue (OFF/1-99): If the player inserts coins to continue within the limited time, then the game will continue with this number of coins (Usually the number should be smaller than "Coins per round").
Game Mode(Survival Mode/Time Mode): Set the game to either Survival Mode or Time Mode for play.
Game Time (60-300 seconds): Set up game time per round.
Tickets Payout Switch (ON/OFF): Set up ticket payout.
Tickets Payout Settings (50-10000 points/ticket): Set up points gained for 1 ticket.

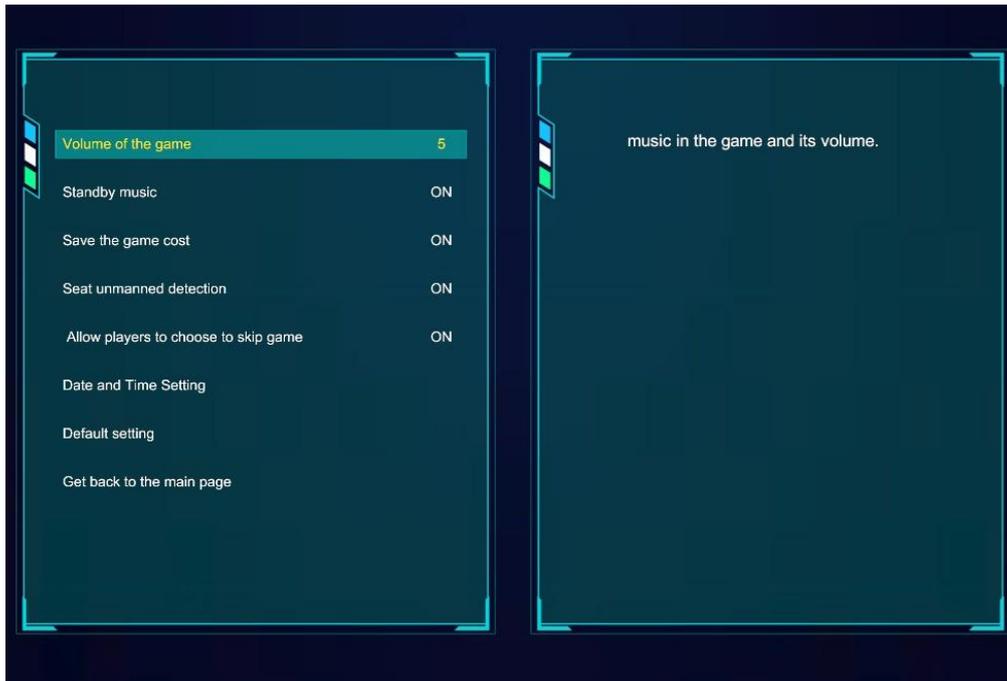| |
|---|
| **The maximum number of tickets payout (no upper limit/10-999 tickets):** If the player wins tickets more than the "highest number of tickets out", then it will be counted. |
| **Mercy tickets (0-999 tickets):** If the number of tickets won is less than the consolation tickets number, then it will be awarded as consolation number. |
| **Get back to the main page:** Return to the background main page. |
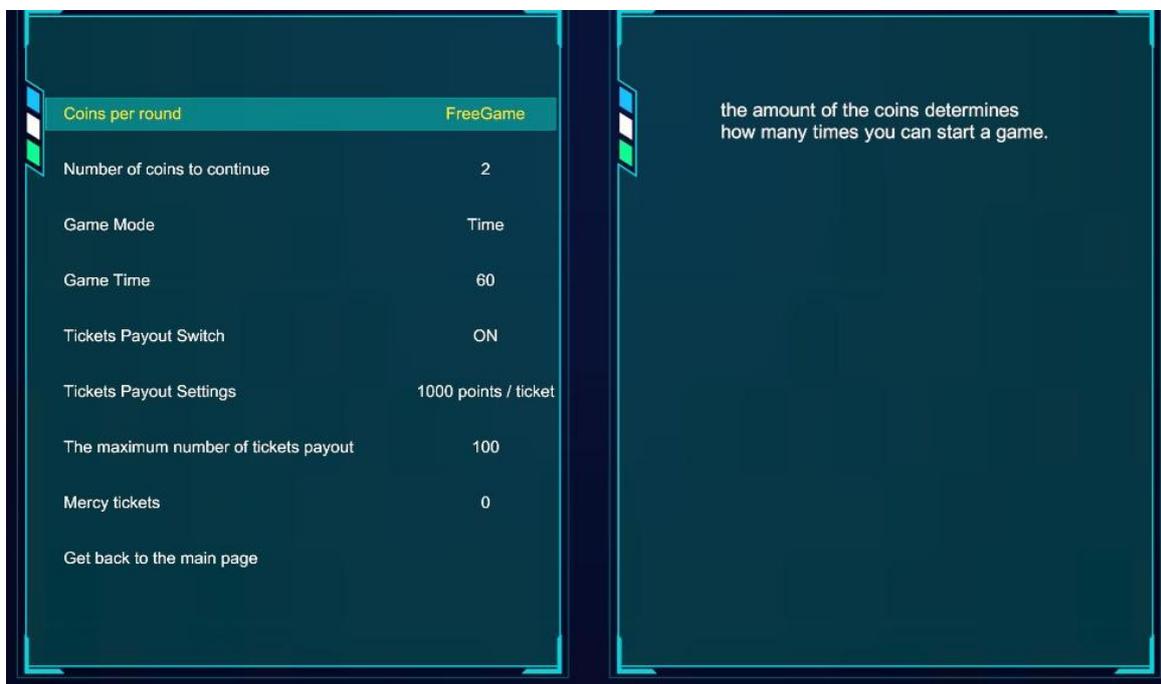
(IV) Basic Function Setting

【Basic Function Setting】
Game volume (OFF/1-10): Set up game music and volume.
Standby Sound (ON/OFF): Set up if sound is played or not when the title and standby picture are played.
Save the game coins (ON/OFF): Whether the game cost is saved after shutdown or outage.
Seat unmanned detection (ON/OFF): whether to turn off the dynamic when the seat is unmanned.
Skip animation switch (ON/OFF): Allow players to choose to skip game animations.
Default Setting (Confirm): All options in the background will recover to the factory settings.
Return to main page (Confirm): Return to the background main page.

Volume of the game	5
Standby music	ON
Save the game cost	ON
Seat unmanned detection	ON
Allow players to choose to skip game	ON
Date and Time Setting	
Default setting	
Get back to the main page	

music in the game and its volume.

(V) Hardware Test

【Hardware test】
Output Detection
Input Detection
Gun Calibration
Return to the main page
[Output Detection]
P1 Tickets out detection (5 ticket)
P2 Tickets out detection (5 ticket)
Gun Vibration (OFF/ON)
Gun Vibration (OFF/ON)
Gun Atmosphere light(OFF/ON/Flash)
Gun Atmosphere light(OFF/ON/Flash)
P1 screen light(OFF/ON)
P2 screen light(OFF/ON)
P1 start button light(OFF/ON)
P2 start button light(OFF/ON)
P1 fan(OFF/ON)
P2 fan(OFF/ON)
P1 seat vibration
P2 seat vibration
Airbag (closed/center/front left/front right/rear left/rear right)
Blow air(OFF/ON)
Emergency stop light(OFF/ON)

[Input Detection]
P1 Coin credits:0
P2 Coin credits:0
P1 Shooting button: OFF/ON
P2 Shooting button: OFF/ON
P1 start button: OFF/ON
P2 start button: OFF/ON
P2 Potentiometer: （0.00,0.00）
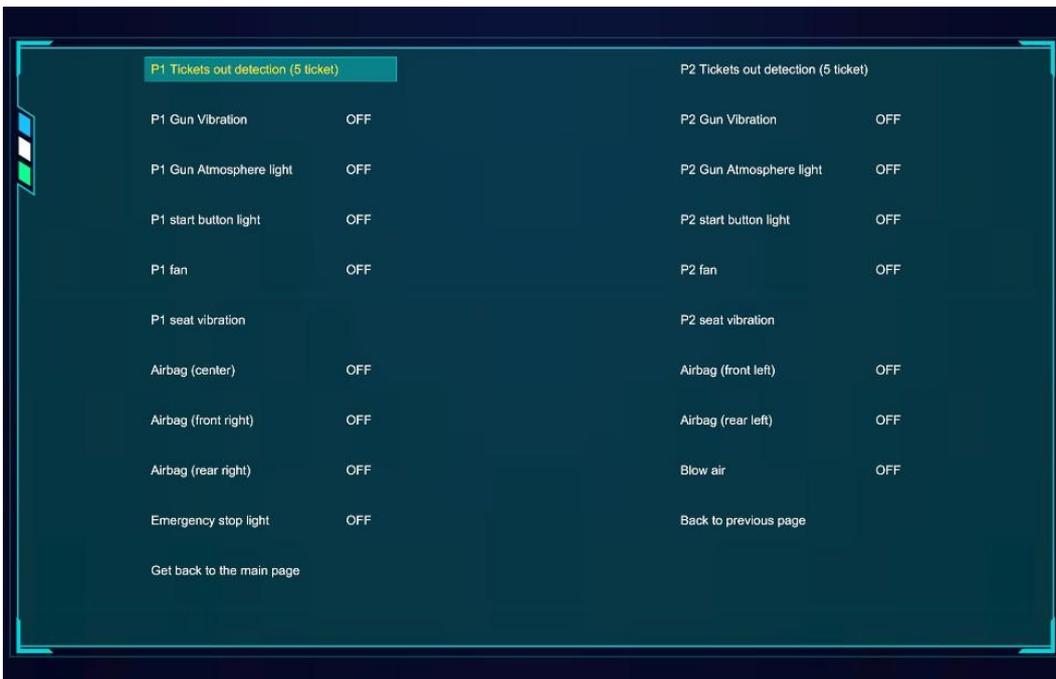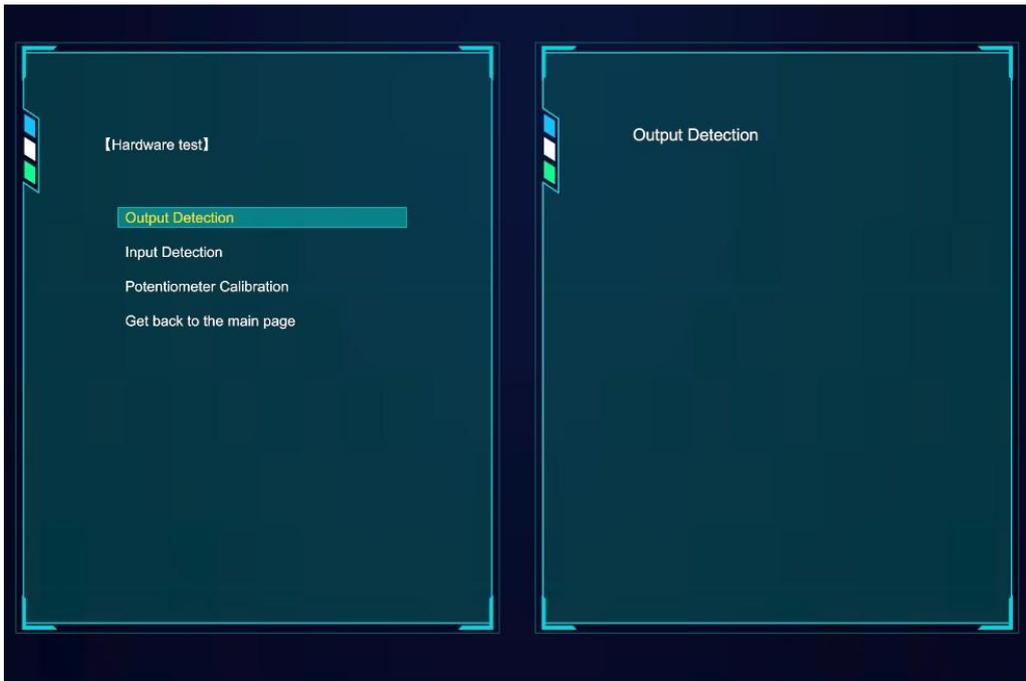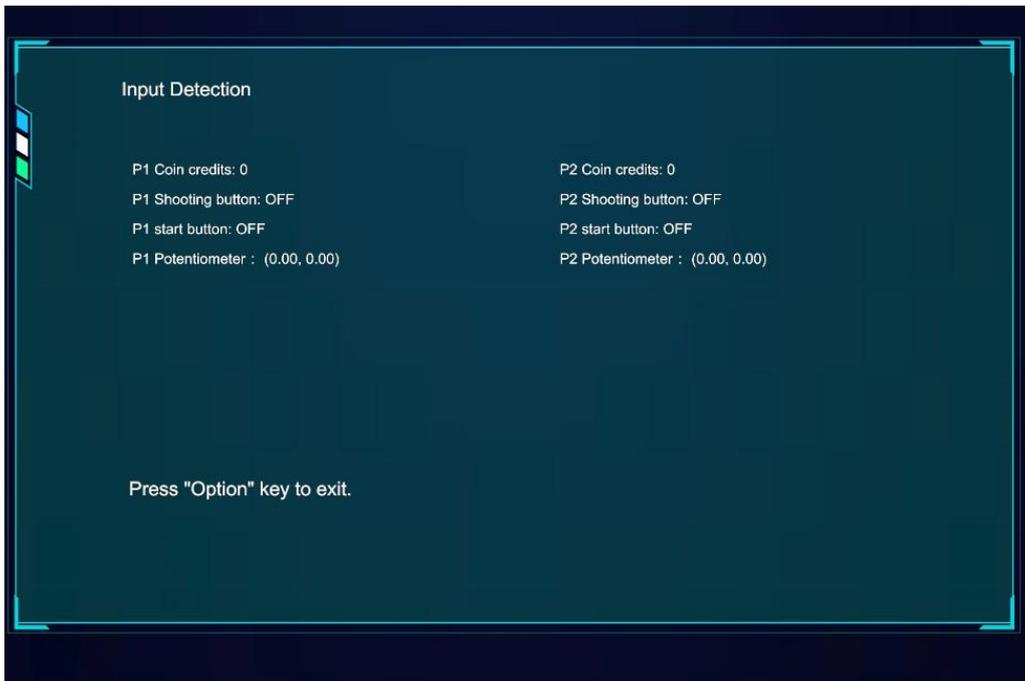
(VI) License Authorization

【License Authorization】
CDKEY
Activate
Return
Activation Accomplished. Valid period:4 days.
Activation Accomplished. Official Version.
Activation Failed
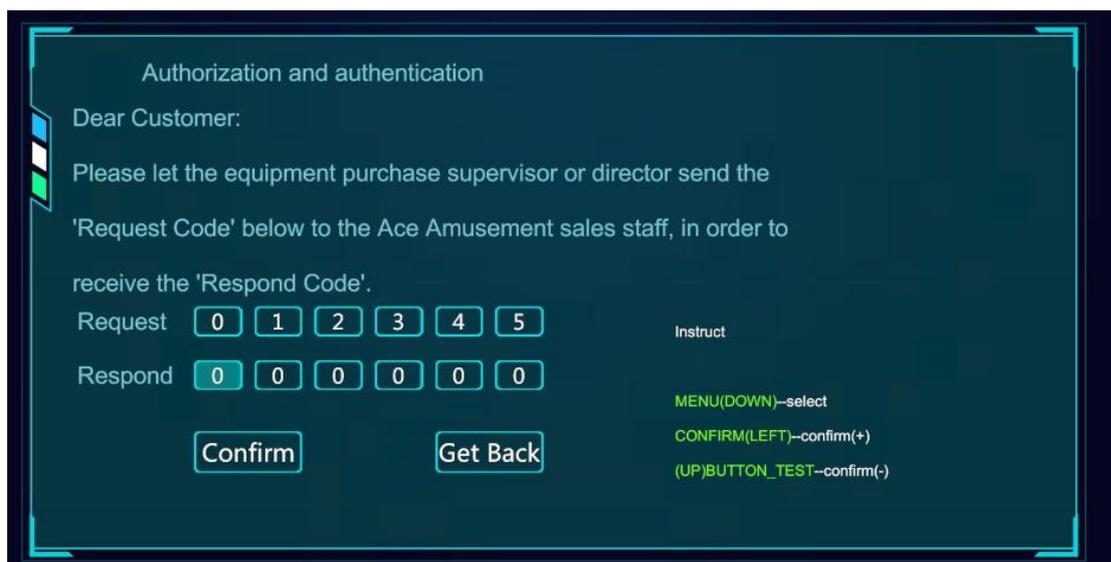
VII Fault Analysis and Maintenance

(I) Installation and Commissioning

➢ Please check the components according to the list to assemble components before installation.
➢ After installation, plug the cable and turn on the machine to check whether each part runs normally. If no, immediately turn off the machine for troubleshooting.

(II) Appearance Inspection

➢ To ensure the safe use of the machine, please check the following before startup.
➢ Whether the warning sign is intact, visible and stuck correctly.
➢ Whether parameters of power supply are consistent with the requirements of the machine.
➢ Whether screws of each component and components of the steering wheel are loose.
➢ Whether the connectors and terminals are loose.
➢ Whether the machine is placed stably; whether the adjustment of the casters and the top foot are proper.
➢ Whether the machine is placed in the proper area.

(III) Running Inspection

➢ Whether the speaker works normally.
➢ Whether the daylight lamp and the button light are on.
➢ Whether the image is clear and normal.

(IV) Maintenance

➢ Before operation, test run must be done before the machine is used.
➢ When there is dirt on the machine, wipe it with a soft cotton cloth with detergent.
➢ After the new machine has been used for one month, check whether each part runs normally.
➢ Often check the machine.
➢ The machine must be cleaned and maintained once a month.
➢ Screen PVC will crack and wear in the use process, please check and clean once in a week.

VIII Fault Analysis and Troubleshooting

| Fault phenomena	Main cause	Corrective action
After the machine is powered on,(the power supply fan works), but the display is not on.	The monitor is not energized.	Please reconnect the power cable or replace it with new.
	The signal wire of the display is not connected or damaged.	Please reconnect the signal wire or replace it with new.
After the machine is powered on, nothing happens and the screen is not lit.	The power supply is inconsistent with the machine's parameters.	Please check whether the power supply is consistent with the machine's parameters.
	Fuse is burnt out.	Please replace the fuse.
	The power supply is not connected.	Please confirm 110V~220V power supply is connected and the power switch is on
	The signal wire of the display is not connected or damaged.	The signal wire of the display is not connected or damaged.
The machine is not powered on.	Check whether the input of the 110V~220V power supply is right. The short circuit is not allowed.	Please check whether the voltage of the circuit board inside the machine is abnormal.
The control panel is not powered on	Check whether the output of 12V of the power supply box is normal.	Please adjust the cable to the correct position.
The display has no raster.	The cable of the display might fall off or be loosen due to vibration.	Please check the power supply circuit or replace the power line.
	The display is not on..	Turn on the machine again manually.
The power is off on the midway.	The circuit protector generates an action and the power switch is turned off (Note: The circuit protector cuts off the current when the abnormal current flows).	Please turn on the power switch again. When the circuit protector repetitively acts, it indicates that the machine is abnormal. Please contact the dealership.
After the product is powered on, the display is a white screen without any image or sound.	The host machine does not work.	Manually start the power start button of the host machine.
		The host power is bad or replaced.
		The motherboard memory bank is bad or replaced.
		The motherboard is bad. Please contact professional and manufacturer.
Pressing start key cannot start the game.	The start button holder is loose, and the switch line is loose.	The button holder is broken or replaced, the switch wire is pressed, and the start button switch is broken or replaced.

	The coin collector is damaged.	Replace coin collector.
No response to coin collector.	The signal line of the coin collector is loose.	Check if the signal line of the coin collector is loose.
	IO control board is damaged.	Replace IO control board.
Coins are blocked in the coin collector	The sample coin is not placed well.	Please check whether the sample coin is placed well, or try another sample coin.
	The coin slot is not aligned or deformed.	Please check whether the coin slot is aligned or deformed, and adjust coin slot.
	The coin collector is not assembled properly. The red braking bar above the coin collector is pressed.	Please re-insert it into the coin collector.
The coin collector does not score.	Check whether there is signal feedback.	Please re-connect the coin collector. It will make a sound if there is signal.
	The connected target board is not connected to the pull-up resistor.	Please connect the pull-up resistor.
	Check whether the token in the coin collector is the same with that inserted in the coin collector.	Please replace it with the proper token.
	The gear of the switch (normally on and normally off) is incorrect	Please check whether the gear of the switch (normally on, normally off) is correct.
	The socket outlet of the coin connector is in poor contact.	Please check whether the socket outlet of the coin connector is in poor contact.
The speaker does not make a sound.	Whether the circuit board of the power amplifier is powered on.	Please turn on the switch of the amplifier circuit board to power on
	The volume is too low.	Please turn the volume up.
	Whether the audio connection port falls off or is damaged.	Please re-connect the audio connection port.
	The circuit board of the power amplifier goes wrong.	Please replace the circuit board.
	The speaker goes wrong.	Please replace the speaker.
No lottery fed.	The ticket machine goes wrong or the switch is turned on wrongly.	Please replace the ticket machine or set the switch to the factory settings.

IX Error Message

COM1 ERROR

1. **Cause:** Disconnection with the IO board.
2. **Solution:** Restart the machine, and press the reset button on the IO board (there is only one button on the board).

TICKET ERROR

1P Tickets Owed:
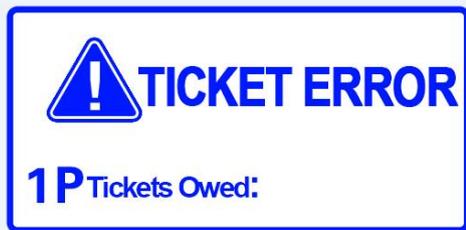
1. **Cause:** No enough lotteries, or the ticket machine is damaged.
2. **Solution:** Replenish lotteries; replace the ticket machine.

⚠ Warning:

➤ **Cut off the power supply for maintenance and repair of the machine.**
  To prevent short circuit, relevant personnel should cut off the power supply when touching internal components of the machine. If the operation requires power supply, it should meet the requirements of the manual.

➤ **Use proper parts for replacement.**
  Improper parts may cause short circuit, and damage of the main board and the components.

➤ **Do not disassemble, assemble and change the equipment randomly.**
  It may cause short circuit and machine failure, and even fire disaster.

➤ **Do not place vases, cups and containers with water, chemicals or heavy objects on the machine.**
  The spilt liquid may cause short circuit and damage of parts. Meanwhile, falling objects may injure people and damage the machine.

➤ **Do not place objects in the exhaust outlet of the machine.**
  The blocked exhaust **outlet** may cause temperature rise inside the machine, affect the normal operation of the game, and even damage the parts.

➤ **Do not repair the machine by yourself.**
  It may cause short circuit or malfunction and other failure.

X Instructions on Restoring U Disk

Method A : Using the Recovery System USB inside the game.

Step 1: **Power off** the game machine.

Step 2: Insert this software USB in the machine's computer (Figure 1)

Step 3: Turn on power again. The software would be upgraded automatically. (Figure 2)

Step 4: After about 20 minutes, after the software finished upgrade. The screen will show the picture as below. Please pull out the Software USB. (Figure 3)

Step 5: After remove the Software USB, the machine will upgrade the software automatically. It will need about another 20 minutes. Wait until the screen show the game program upgrade completed. **(Don't** power off during installing)

Step 6: Reset the Date and Time Date for better use. Done!

Method B : Program Quick Upgrade.

Step 1: Copy the upgrade program in a new empty USB.

Step 2: **Power On** the game machine.

Step 3: After the machine enter the game method, insert the new program USB in the machine's computer (Figure 1)

Step 4: The game will upgrade automatically. Do not pull out the USB or power off the game when see the (Figure 4) showing on the monitor.

Step 5: After some minutes,when the (Figure 5) showing on the monitor, remove the USB.

Step 6: Power on the machine again, the program will be upgraded successfully.

Figure 4

Figure 5

⚠ The above technical parameters are subject to change without prior notice

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