

Featuring the
GLI Approved ARK-65
6-Seat Gaming Cabinet

GamingArts®

in association with

JUMBO
TECHNOLGY CO., LTD
present



***An Entirely NEW Gaming Experience
for the North American Market***



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GAME OPERATION

Ocean Phoenix™ features the Fantastic Four Beasts: *the Mighty Phoenix*, *the Elegant Mermaid*, *the Ancient Crocodile*, and *the Flawless Octopus*. Each of the beasts is designed to give maximum satisfactory of visual and sound effects through their unique performances. Moreover, there are also three powerful weapons that the players can get in the game to increase their chances to successfully capture the beasts and win high payouts.

The game is available for up to 6 players at the same time. Each player can observe other players' gaming, including game credits but not influence the game. The operation panel is shown below. No. 1 is the joystick. It can control the direction of the cannon, and the player can press + or - buttons (2) to increase or decrease the bet, and the value will show on the panel (6). The player can click on the flag figure (4) to switch the language. Click on the game rule button (5) to check the game help. Press the fire button (7) to fire manually or Auto Fire button (3) to start the auto fire. The auto fire function can fire 5 bullets per second; manually fired can fire up to 7 bullets per second.



After firing a bullet, the credits will be deducted in advance (the same as ETC Bet Time) until the bullet hits the target, and confirms whether the player killed the target. The maximum bet is 100 (the maximum bet may vary from the settings).

The FANTASTIC FOUR



The Mighty Phoenix



When a player wins the Mighty Phoenix, either Phoenix payout-state or Phoenix winning-state will be triggered. When the payout-state is triggered, the player can receive 150 or 250 randomly. During the winning-state, the initial payout is 50 for the bet X1 and starts the Phoenix feature game. The Mighty Phoenix may radiate either a yellow light or a purple light. If the player triggers the final state, the Mighty Phoenix will start the big award performance and the game scene will switch to lava. During the feature game, the player has a chance to win linked fishes. The final credits will be calculated on the player's cannon. When the feature game is completed and all fishes and bullets will be unfrozen and all players can continue the game.



The Ancient Crocodile



When a player wins the Ancient Crocodile, the Ancient Crocodile feature game will be triggered. The initial payout multiplier is 50x. The Ancient Crocodile will pounce on the fire ball, and the multiplier will increase 50x each time. The total payout is the multiplier multiplied by the bet.

The FANTASTIC FOUR



The Elegant Mermaid



When a player wins the Elegant Mermaid, either the Mermaid partial-win or all-win will be triggered. When the partial-win is triggered, the player wins the random number of linked fishes on the field. When the all-win is triggered, the player can receive 50 for the bet X1 and starts the feature. The Elegant Mermaid will turn most fishes on the field into bubbles. If the copy feature is triggered, all bubbles will be copied again. The copy feature can be triggered twice only. After the performance, the total payout will show on the player's cannon. During the feature game, the player has a chance to win linked fishes. When the feature game is completed, all fishes and bullets will be unfrozen and all players can continue the game.



The Flawless Octopus



Tentacles will appear if the player enters the octopus scene. The player must clear all tentacles and the Flawless Octopus will show up. During the feature game, the player can use the joystick to select one of the three positions and start the roulette. The total payout is the multiplier multiplied by the bet. When the feature game is completed, all fishes and bullets will be unfrozen and all players can continue the game.

ADVANCED WEAPONRY



The Drill Cannon



When wins a Drill Cannon, the player can receive 25 credits for bet X1, three free Drill Canon bullets and start the feature game. The player can press the fired button to play the feature game. Cumulative credits will show on the screen. The final credits will be calculated as the Drill Cannon is completed. The Drill Cannon cannot hit the Drill Cannon, Shotgun Cannon and Laser Cannon.



The Shotgun Cannon



When wins a Shotgun Cannon, the player can receive 25 credits for bet X1, 60 free Shotgun Cannon bullets and start the feature game. The player can press the fired button to play the feature game. Cumulative credits will show on the screen. The final credits will be calculated as the Shotgun Cannon is completed. The Shotgun Cannon cannot hit the Drill Cannon, Shotgun Cannon and Laser Cannon.

WEAPONRY & PAYS



The Laser Cannon



When wins a Laser Cannon, the player can receive 25 credits for bet X1, one free Laser Cannon bullet and start the feature game. The player can press the fired button to play the feature game. Cumulative credits will show on the screen. The final credits will be calculated as the Laser Cannon concludes. The Laser Cannon cannot hit the Drill Cannon, Shotgun Cannon and Laser Cannon.

Paytable



80X



40X



30X



20X



18X



15X



12X



8X



6X



5X



4X



4X



3.6X



3X



3X



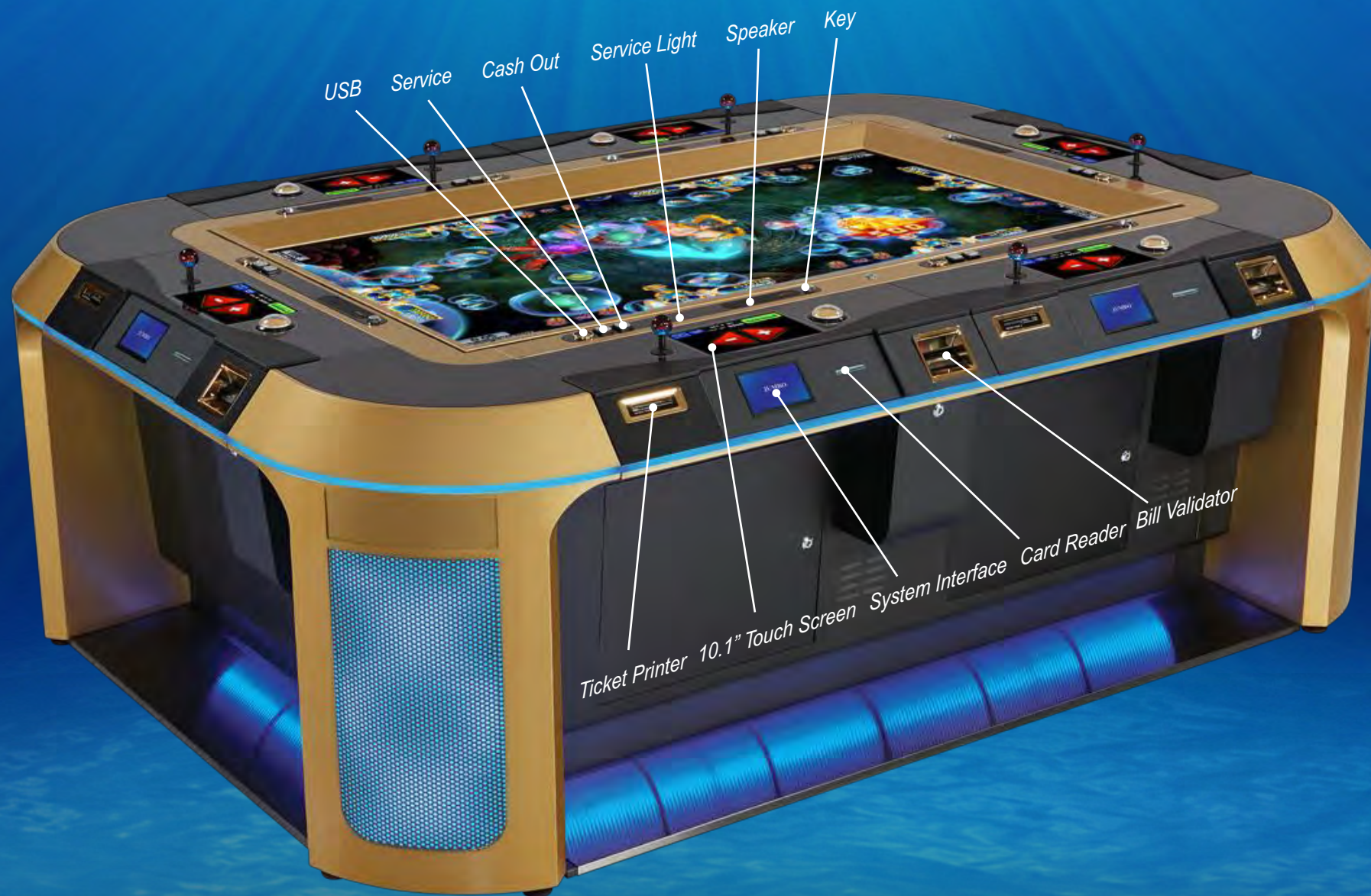
2X



1.6X

ARK-65

Six-Seater Cabinet

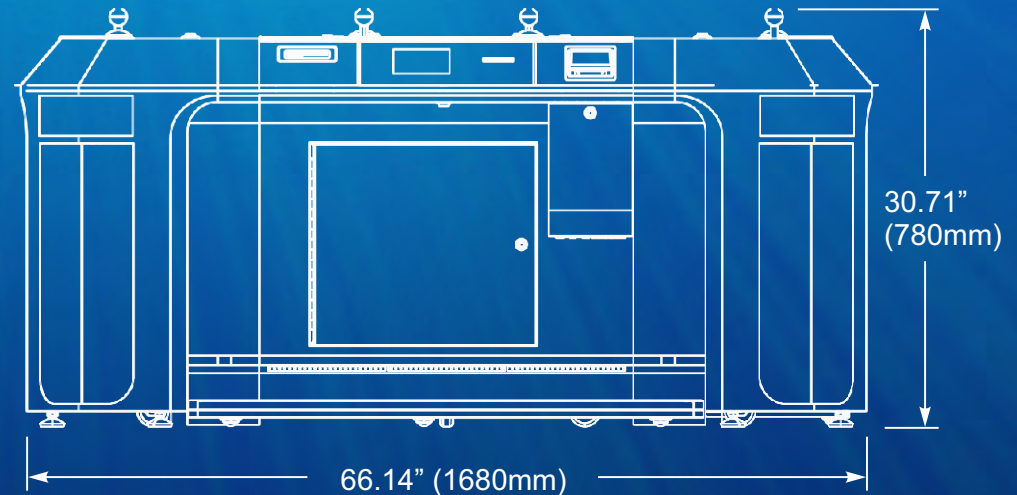




TECHNICAL SPECIFICATIONS

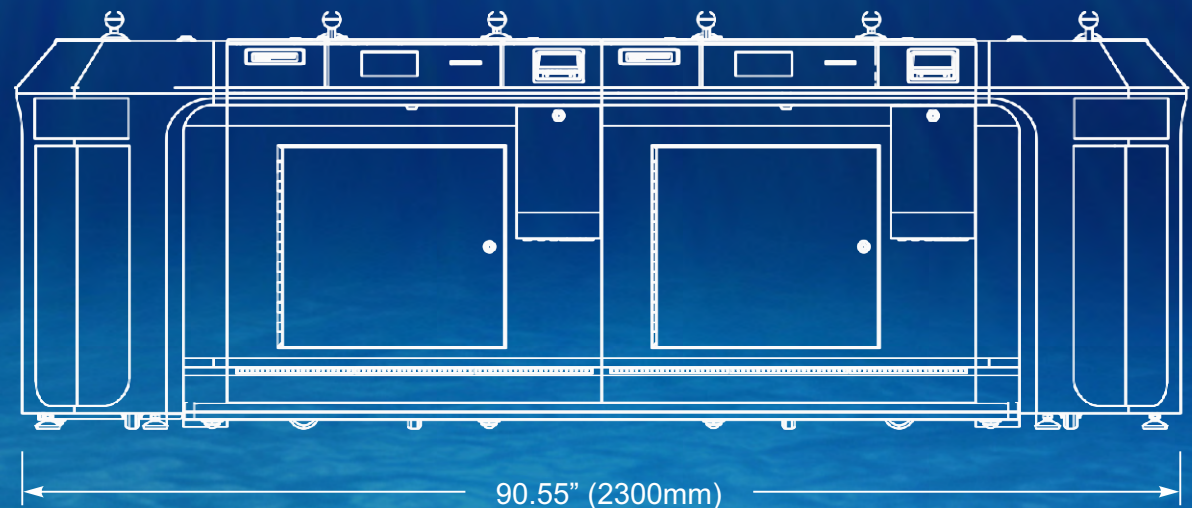
Technical Specifications

Display: 65" 1920 x 1080 Full HD
Touch Screen: 10.1" touch screen panel
Audio: Amp 4.1
Power Required: 110VAC/220VAC
Support Devices: Future Logic, TransAct,
JCM, MEI



Dimensions & Weight

Height: 30.71" (780mm)
Length: 90.55" (2300mm)
Width: 66.14" (1680mm)
Weight: 1,574 lbs. (714Kg)



For further information, contact your Gaming Arts Sales Representative today!