

PACHINKO



HOW TO PLAY PACHINKO

1. Put approximately 15% of the pachinko balls into the feeding tray(2). Push down on the playing lever(5) with the thumb of your right hand and let it flip back up. Now the game is ready to play. If there are not enough balls in the supply tray(8), the machine will automatically lock and the game will not pay off. Always be sure that there are balls in the supply tray(8). This is the first thing to check if your machine does not run properly.
2. Shooting the balls into different position on the playing board varies according to how hard you push down on the playing lever(5), and the position of the fingers on the finger rest bar(7). To adjust the tension on the playing lever pull the spring lock off the nail(21) where it is attached, move right and replace on the nail. If it is not easy for you to gain the prize balls, adjust the nail above the win pocket(1) slight widely with a small hammer or a small plier.
3. Balls are shot upward into the playing board — more than at a time if you wish — and fall downward through guiding nails moving left and right irregularly on their own and “sometimes” entering a win pocket, as you wish.
4. When the balls get low in the supply tray(8), refill from the plastic storage cup(14) and continue to play. If you run out of balls in the feeding tray(2), refill from the same plastic cup.
5. To remove the balls from the feeding tray(2) slide the feeding tray release(4) to your left. The balls will fall into the receiving tray(6).
6. Don't use any oil for cleaning the balls.

CAUTION

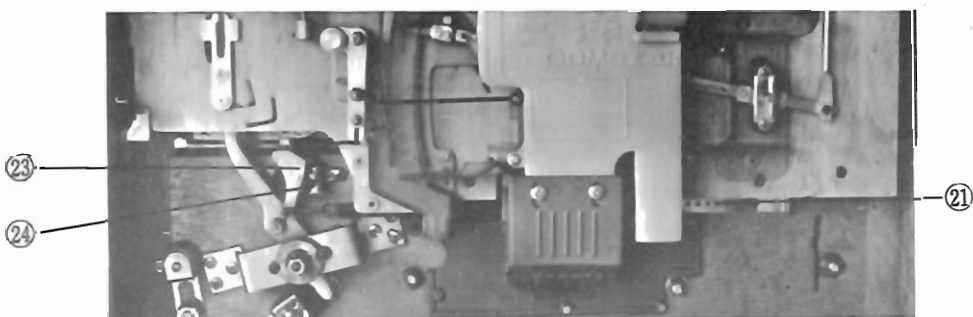
NO ELECTRICAL SOURCE IS NEEDED TO PLAY PACHINKO. Gravity does the job by pulling the steel balls through the machine. The steel balls thereby activate a series of springs and levers making the PACHINKO perform. The light built into your PACHINKO machine is not set up to operate. This light was designed to briefly activate when a player hits a jackpot, but since it was designed to operate on 10 volt Japanese wiring system (which is not available in the United States) no provision has been made to activate this system.

CAUTION! DO NOT HOOK UP THESE WIRES TO REGULAR 120 VOLT HOUSEHOLD CURRENT - RESULTS WOULD BE EXTREMELY DANGEROUS.

7. If balls won't shoot up playing board.

Check position of metal spring actuator(24). Photo # 1 below shows the correct position in relation to the plastic ball release(23). If the spring has sifted from the right side of the plastic release to the left side — push all the way down on the playing lever and slide plastic release over metal spring actuator.

PHOTO # 1



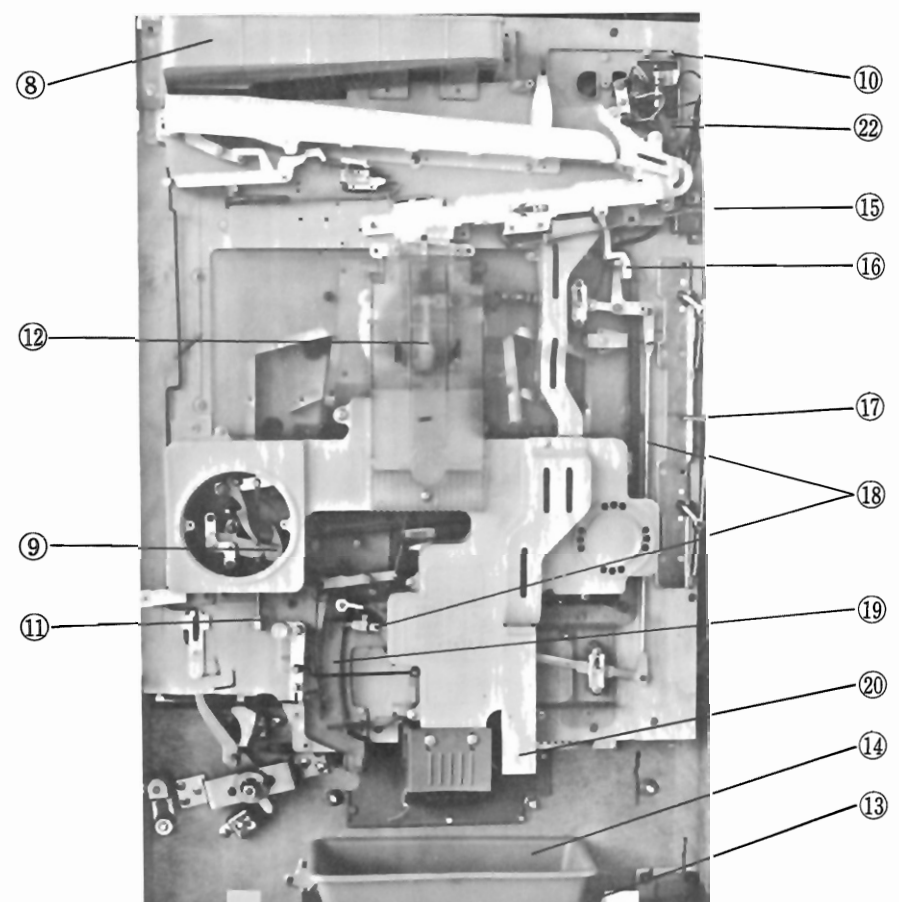
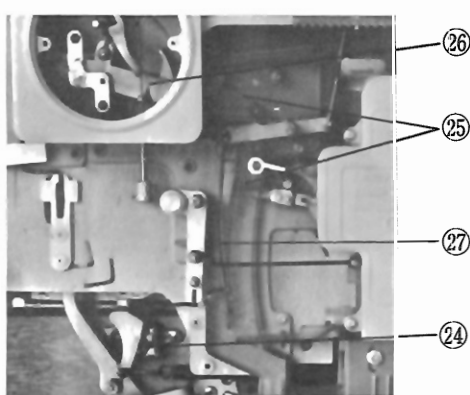
8. If the jackpot won't payoff.

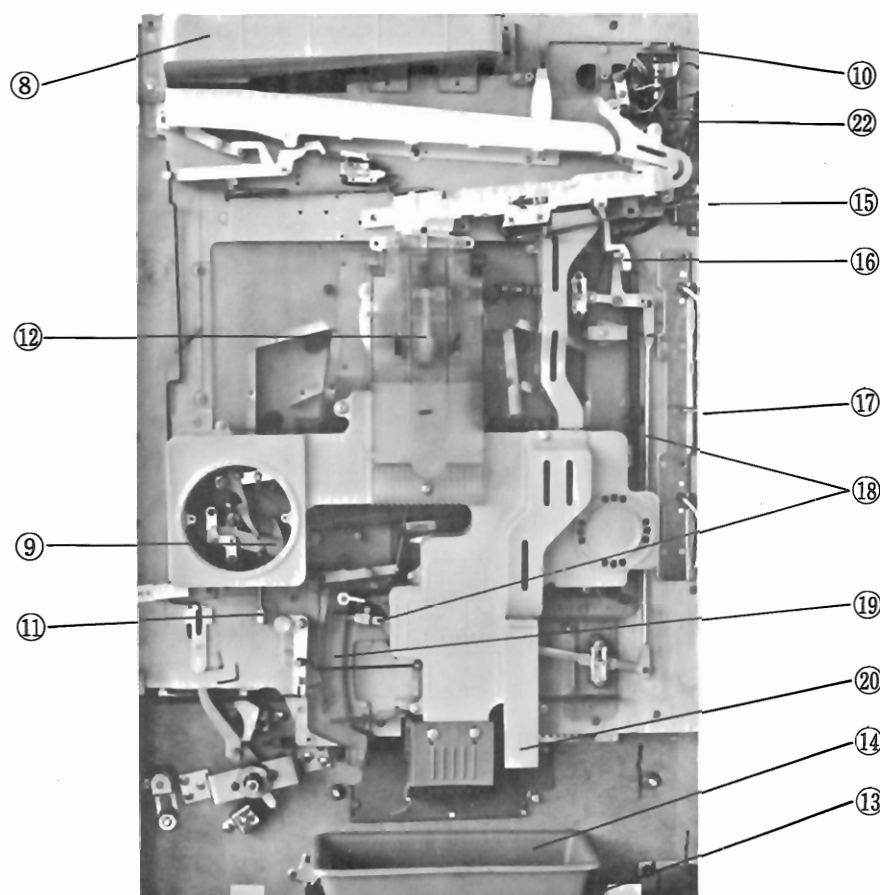
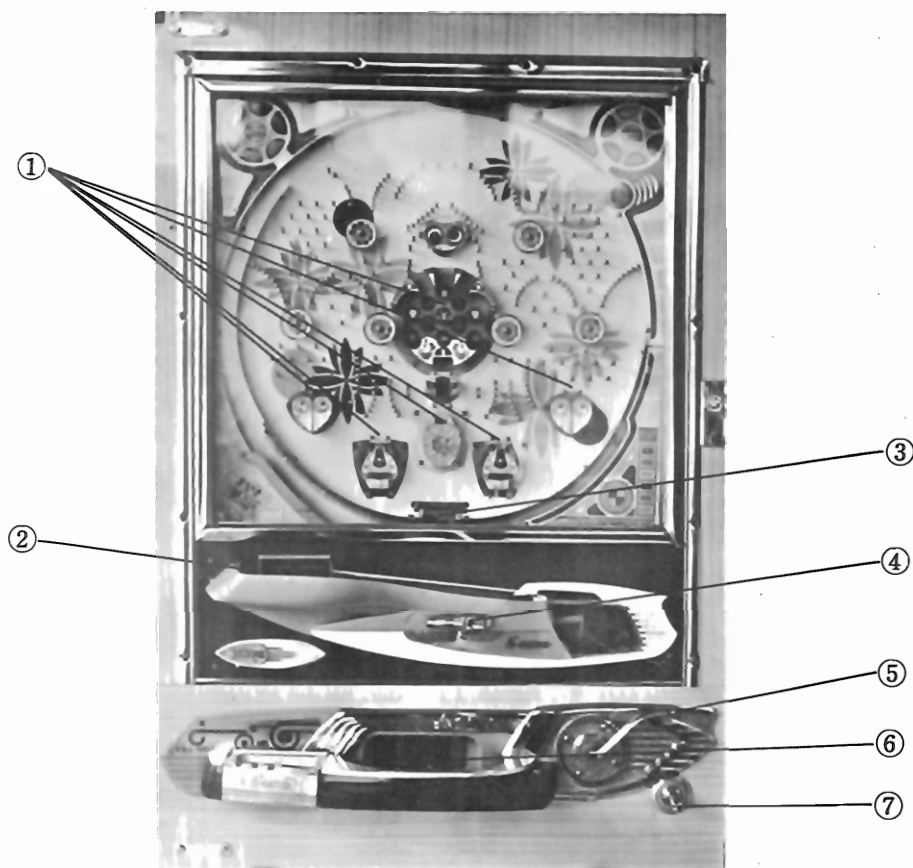
If there are plenty of balls in supply tray(8) and the payoff locking device(16) are swung to the right and are not resting on the metal arm directly below them — then it must be concluded that there are balls jammed in the areas marked “25” on photo # 3 below. Make a fist and bang hard all over this plastic covering to dislodge balls. This may have to be done than once. You should hear them rolling loose and see them backing up in the window marked “26” in photo # 3 below. Now they must be fed out of the machine. This is accomplished by opening the dump lever(15) on your machine so that the payoff lever(18) is able to move freely. Next work the correcting bar (11) pushing it up each time a ball is dislodged. As the balls roll into the jackpot ball channel(19) pull up on the paper clip staped wire marked “27” on photo # 3 below. Keep at it, you'll eventually clean out all of the balls.

PHOTO # 2



PHOTO # 3



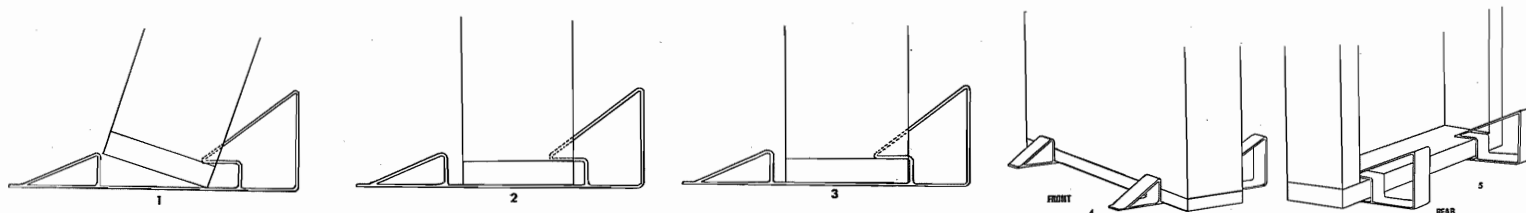


Face designs will vary but parts identification will remain the same.

- | | | |
|--------------------------|-----------------------------|----------------------------|
| (1) Win Pockets | (9) Pay off Actuator | (17) Panel Locking Lever |
| (2) Feeding Tray | (10) Battery Pins | (18) Pay Off Lever |
| (3) Lost Ball Hole | (11) Correcting Bar | (19) Jackpot Ball Channel |
| (4) Feeding Tray Release | (12) Interlocking Device | (20) Lost Ball Channel |
| (5) Playing Lever | (13) Storage Cup Position | (21) Playing Lever Spring |
| (6) Receiver Tray | (14) Storage Cup | (22) Ball Stopper Fork |
| (7) Finger Rest Bar | (15) Dump Lever | (23) Plastic Ball Release |
| (8) Supply Tray | (16) Pay Off Locking Device | (24) Metal Spring Actuator |

HOW TO SET UP YOUR PACHINKO MACHINE

- Place your machine on a flat level surface. Take the two metal stand brackets and place them on the bottom of the machine as illustrated #1 to #5. The large triangle must be placed closely to the rear frame by pushing the bracket by hand #5. And move the bracket as close to the edges of the machine as possible. Put vinyl coverings over bottom of stand brackets to prevent marring furniture or other surfaces. Never lay your pachinko machine flat (on its face or back).



- Open the front panel by lifting hard on the panel locking lever(17). Lift out the plastic face plate and remove the protective covering from both sides of the plate, and if the plate has no covering then ignore this paragraph. Replace the plastic in the grooves that are closest to the game playing surface when the front panel is closed.
- Dump lever (15) is always in shut position by spring but please check. Otherwise the balls stored in the supply tray(8) flow down automatically and are discharged into plastic storage cup(13) through the ball channel. Then put approximately 85% of the balls into the supply tray(8). The pay off locking devices(16) will swing to the right. As you use the balls in the machine, the pay off locking devices(16) will swing back to the left. Your machine will then stop paying off. All you need to do is pour the balls gathered in the storage cup(13) into the supply tray(8) and the machine will again be ready to play. The locking devices(16) act independently so both must be to the right. This procedure must be followed immediately after your machine stops paying off.
- Before you begin to play — push correcting bar(11) up. This action will move the pay off actuator(9) from a downward sloping position to an upward sloping position. If the supply tray(8) runs dry your machine will not pay off when you get a jackpot and the jackpot balls will jam in the back. The first time your machine does not pay off when you hit a jackpot — put more balls in supply tray(8) as mentioned in #3, and the unpaid jackpot will automatically pay off. But if you wait and jackpot balls begin to collect on the back of the machine they will jam in the back.
- When a ball enters a win pocket it falls down and actuates the pay off actuator(9). The interlocking device(12) opens and sends 15 prize balls to the feeding tray(2) and the jackpot ball falls through the jackpot ball channel(19) and will land in the plastic storage cup(14) which you have placed on the machine in the storage cup position(13). As the balls are delivered to the feeding tray(2), the bell rings — no power source is needed for this.
- Balls which land in the lost ball hole(3) are carried through the lost hole channel(20) and land in the plastic storage cup(14) which you have placed on the machine in the storage cup position(13).
- When removing the balls entirely from the rear of your machine, push the dump lever(15) to the left. Balls in the supply tray(8) pass through the machine are discharged into the plastic storage cup(14) which you have placed in the storage cup position(13). Reposition dump lever(15) — take your hand off from the dump lever — now so that when you reload your machine the balls do not fall all over the floor. To remove the balance of the balls, move the interlocking devices(16) to the right and hold them, then push up and down continuously on the metal pay off lever(18) until no more balls fall into the plastic storage cup(14).
- Every so often take all of the balls out of the machine and clean them with a soft, lintless cloth like an old T-shirt. This will prolong the life of your machine. Never transport pachinko in its box without first removing all of the balls from inside the machine. Flip the playing lever(5) to be sure no balls are in the playing mechanism.