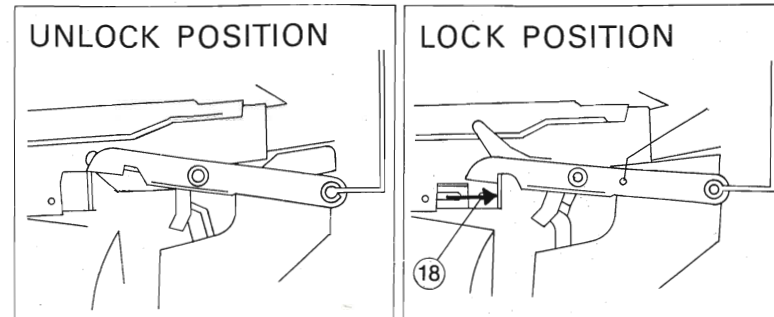


TROUBLE SHOOTING AND SERVICING PROCEDURES

- 1.) IF A BALL EVER GETS STUCK IN A Butterfly win hole, remove the ball and use a screwdriver to enlarge the prongs inside the Butterfly.
- 2.) If balls will not stay in the rear of the machine, slide the pink tab on the BALL DUMP LEVER (18) to the right. See diagram below.



ARROW DIRECTION TO LOCK
To lock slide BALL DUMP LEVER (18) to the right
Unlock position empties balls into STORAGE BUCKET (17).

- 3.) In the event the center jackpot light does not light when you get a ball in the win hole, or the TRAY EMPTY LIGHT (9) does not light when the machine is empty, check the following:
 - a. Check both the battery and the wire connections for good electrical continuity.
 - b. The battery pin fuse may be bad, check and replace with fuse or aluminum foil.
 - c. Check for loose or burned out light bulbs in the light sockets and replace with 6 volt lantern bulb.
 - d. Check to see that LIGHT CONTACTS (21) are touching and are not corroded or bent. Clean and bend the copper contacts as required.
- 4.) To clean inside of PLASTIC WINDOW DOOR (5), lift up LOCKING LEVER (16) at the rear side of machine and gently open the PLASTIC WINDOW DOOR (5).
- 5.) To open LOWER FRONT COVER (4), push down LOCK TAB (2), which is located behind PLASTIC WINDOW DOOR (5). Pull hinged LOWER FRONT COVER (4) forward towards you to clean and inspect flow of balls to TRIP LEVER (7). This inner ball track is easily clogged by rug fuzz and dog hairs, so keep it clear, to insure trouble free service.

OPTIONAL ACCESSORY KIT

AN ACCESSORY KIT IS AVAILABLE. With this installation, your Pachinko lights will be activated. Kit consists of:

- a. 6 volt battery
- b. two 6 volt bulbs
- c. one 28 inch wire
- d. 100 steel Pachinko balls

To install the light bulbs, remove the 3 screws on LIGHT COVER (25), remove cover, and replace the large bulb. Remove LIGHT SOCKET (26) and replace bulb. Place battery in position in Figure 2 and hook wire from both terminals to BATTERY PINS (15).

Pachinko Palace or Pachinko House will assist you with any questions you may have with your unit.

LOCATIONS: California—Sacramento, San Mateo, San Diego, Canoga Park.

Florida—Miami

Opening Soon in Atlanta, Ga. and Dallas, Texas.

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SEMI-AUTOMATIC PACHINKO MACHINE

OPERATING INSTRUCTIONS

IMPORTANT: Read carefully before use.



Pachinko Palace Inc.

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(415) 341-4121

SUMMARY OF INSTRUCTIONS

This Pachinko machine comes from a Pachinko parlor of Japan and has been completely rebuilt and checked out. It has been rough-framed so it can be played at once without further installation.

A. Object of Pachinko Game:

Using skill, propel steel balls into "pockets" for payoff—up to 15 balls. Pockets open and close as hit. Give all players the same number of balls to start game. Designate a time limit for each player and determine who has the most balls at the end of each period.

B. Face designs may vary on different games, but part identification remains the same.

Your Pachinko machine will give you many hours of enjoyment if you follow these simple instructions:

- (1) "WIN" POCKET
- (2) LOCK TAB (LOCATED BEHIND PLASTIC WINDOW DOOR)
- (3) PLAYING TRAY
- (4) FRONT COVER
- (5) PLASTIC WINDOW DOOR
- (6) BALL RETURN CHUTE
- (7) TRIP LEVER
- (8) SLIDE BAR
- (9) TRAY EMPTY LIGHT
- (10) TRAY EMPTY FLAG
- (11) PLAYING LEVER
- (12) FINGER REST BAR
- (13) RECEIVING TRAY

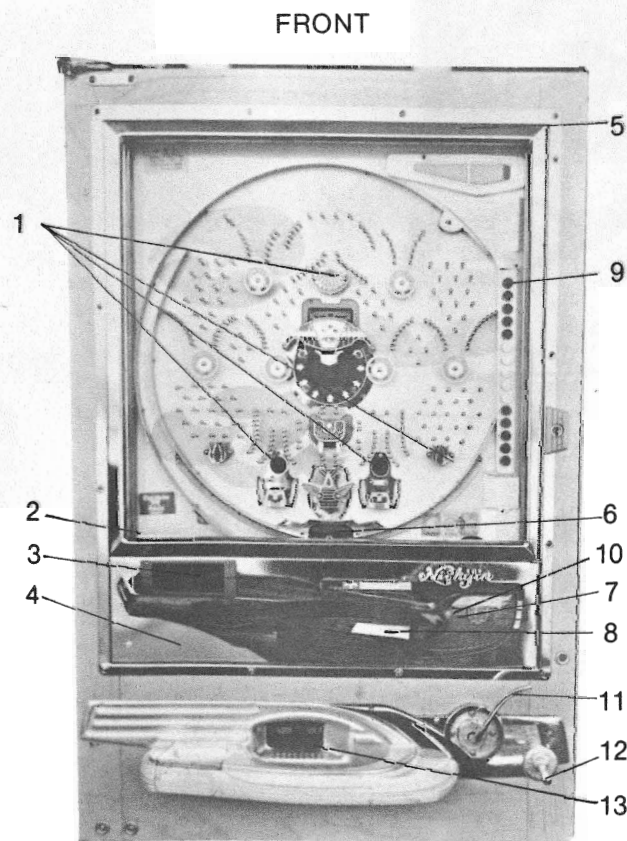


FIGURE 1

- 1.) Open window door by unlatching lever (16). Peel off plastic film from window (Key lock has been deactivated. There are no keys.)
- 2.) Before you feed balls into FEEDER TRAY (14) be sure that BALL DUMP LEVER (18) is closed (pushed to right in detent).
- 3.) Before machine is played, push RESET LEVER (19) up. Now Pachinko machine is in proper sequence.
- 4.) Place machine so that it stands upright on a level surface.
- 5.) Remove poly-bagged steel balls (300 pieces) from PLASTIC STORAGE TRAY (17) and load approximately 250 balls into FEEDER TRAY (14) and balance into PLAYING TRAY (3).
- 6.) Place empty PLASTIC STORAGE TRAY (17) at position (17) for receiving mis-balls. When PLASTIC STORAGE TRAY (17) becomes filled by mis-balls, load approximately one-half balls into FEEDER TRAY (14) and balance into PLAYING TRAY (3). Repeat procedure.
- 7.) To play, hold PLAYING LEVER (11) with thumb while grasping bar with forefinger. Snap release by sliding thumb to the right of lever.

CAUTION: Do not continue to flip balls when the Feeder Tray is empty. To prevent jamming, keep balls in the feeder tray for payoffs.

- 8.) Smooth operation helps control the ball and permits fast play. Skill can be developed by varying thumb pressure on the lever.
- 9.) To release balls from PLAYING TRAY (3), remove SLIDE BAR (8) right to left, then balls will fall into RECEIVING TRAY (13).
- 10.) Batteries are not shipped with Pachinko machines, but the game can be played without electric power. However, it is more exciting when the lights are operating.

WARNING: Do not attempt to modify for house current hookup. USE BATTERY ONLY.

- | | | |
|--|--------------------------|-----------------------|
| (14) FEEDER TRAY | (19) RESET LEVER | (24) WIN STORAGE AREA |
| (15) BATTERY PINS | (20) WIN BALL EXIT CHUTE | (25) LIGHT COVER |
| (16) PLASTIC WINDOW DOOR LOCKING LEVER | (21) LIGHT CONTACTS | (26) LIGHT SOCKET |
| (17) STEEL BALL PLASTIC STORAGE TRAY | (22) WIRE RELEASE | |
| (18) BALL DUMP LEVER | (23) PAYOFF LEVER | |

IMPORTANT: If the machine does not payoff when a "WIN" pocket is hit, it is not defective. It is an indication that there are no payoff balls in FEEDER TRAY (14). If you do jam the machine, please follow these simple instructions:

- 1.) Put at least 150 balls in TRAY (14).
- 2.) Make sure there are NO balls in CHUTE (20). If there are balls in this chute, they must be removed by lifting up WIRE (22), and pushing down on LEVER (23). The balls will release easier if CHUTE (20) is tapped lightly. See diagram below.

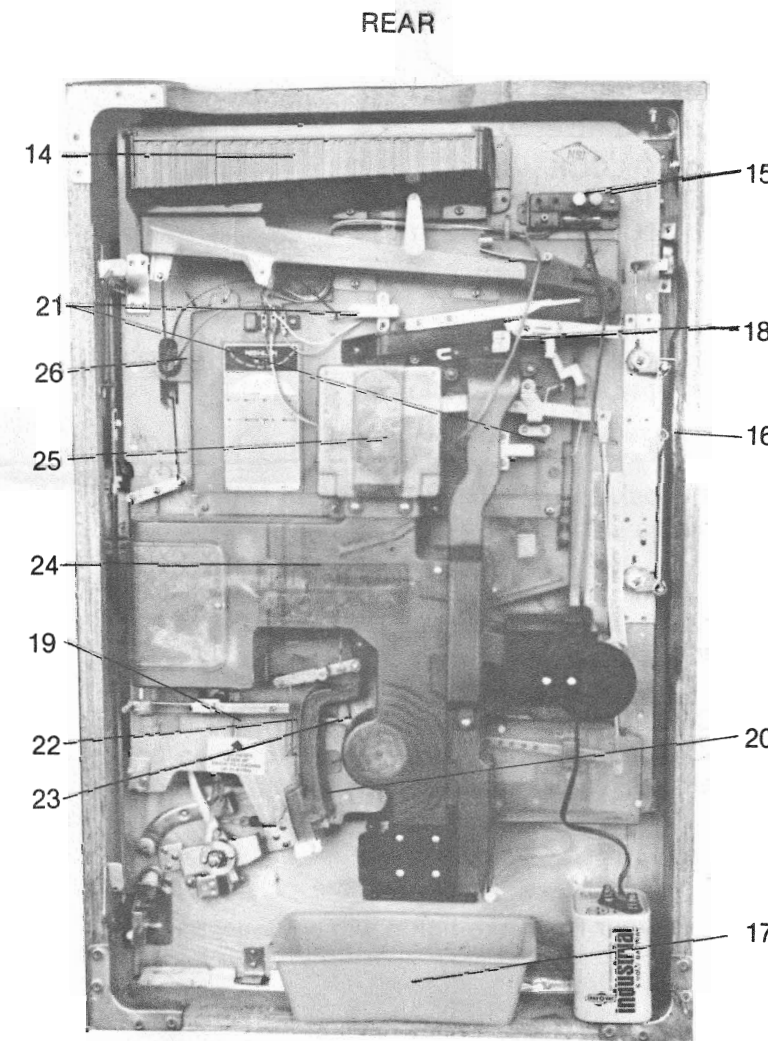
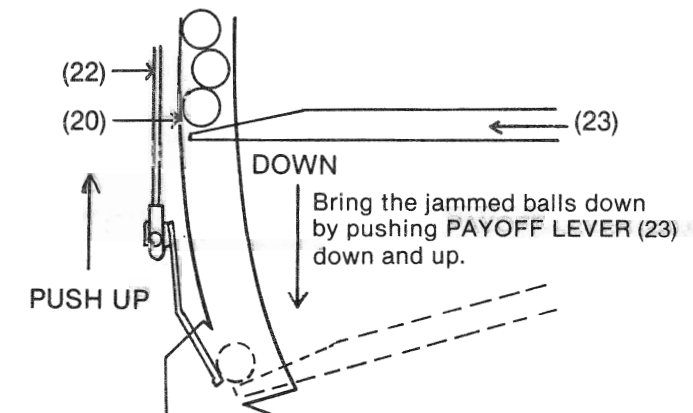


FIGURE 2



- 3.) Once you have removed all the balls from EXIT CHUTE (20), push the RESET LEVER (19) up, and the machine will automatically pay off all the win balls you have jammed in the WIN STORAGE AREA. If the machine is played for a long period of time with no balls in the FEEDER TRAY (14), it may become necessary to tilt the machine from side to side, tapping firmly on STORAGE AREA (24). This will clear the jammed balls. Repeat steps 1, 2 and 3 until the jam has been cleared.

NOTE: Do not play with rusted or dirty Pachinko balls. Remove them from the machine by moving BALL DUMP LEVER (18) to the left. The balls remaining in the jackpot area may be removed by pulling the PAYOFF LEVER (23) down at the same time. The balls may then be cleaned by shaking them in a heavy sock.

ATTENTION: On super models, the TRAY EMPTY LIGHT is in the upper left hand corner. If this comes on and the tray empty flag is down, this is an indication that FEEDER TRAY #14 is empty and your machine will not flip balls. Please fill FEEDER TRAY #14.

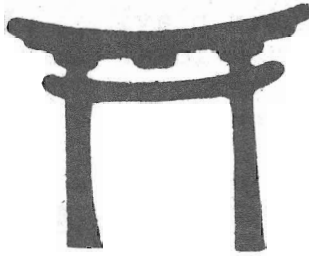
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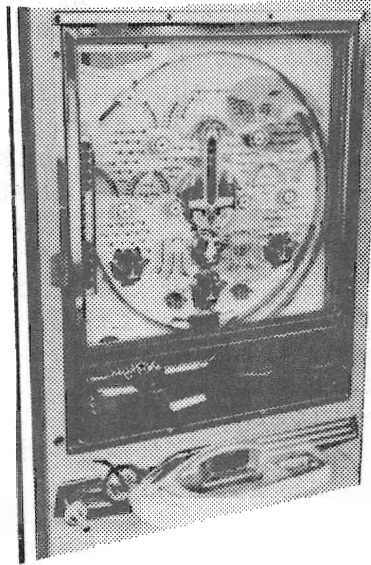
HISTORY OF PACHINKO

Pachinko has been played all over the Orient ever since 1947. It was originally designed to be a diversionary or entertaining game for the Japanese. Since 1947, the game has taken on many different uses for play.

Just after World War II, pachinko was played by many Japanese war refugees and the prizes were part of a subsidization program for them -- almost the same as a food stamp program subsidizes the needy here in the United States. The bigger the winner, the more commodity goods one could get. This way, the Japanese pride was not tarnished by accepting charity. The Japanese society frowned upon accepting any form of charity. But by playing pachinko, they felt that they had been personally responsible for earning their own food. The players would take the balls and redeem them for either food items or coupons worth so much toward the purchase of food.

After Japan made her speedy recovery from the ravages of war, the game took on another characteristic for play. It was played much the same as games found on the American carnival midway. Pachinko was played just for fun and the most popular prizes were American cigarettes and other cherished imported items.

In the early 1960's the Japanese pachinko parlors became much closer to true



A FANTASTIC GIFT FOR
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AN EXCITING FAMILY
ENTERTAINMENT GAME

* 15 BALL JACKPOTS!

* LIGHTS FLASH!

* BELLS RING!

gambling casinos. The game was played not only for prizes, but for money. However, because of underground connections, the game was accused of being fixed. Many Japanese were losing their entire weekly paychecks by playing pachinko, whereas, before, they were winning enough to support themselves.

In the late 1960's the Japanese government stepped in and prohibited the pachinko parlors from paying off in money. This significantly reduced the underground's interest in the operation of pachinko parlors. This meant that the pachinko parlors reverted back to the way they had operated in the 1950's.

Today, the pachinko parlors are actually family entertainment centers with bright lights and lively colors. The whole family plays pachinko several hours a week. The parlors look very much the same as American bowling alley entertainment centers and penny arcades.

One of the nicest things about a pachinko is the fact that there are no definitive rules for playing. Its use is limited only by the imagination of the individual players. But just to get you started in enjoying your game, we have devised several different games you may like to try:

GAME A

Starting the game:

- 1) Empty all the pachinko balls into your plastic storage cup
- 2) Put 20 balls in playing tray
- 3) Put the remainder in the Feeder Tray

Keep track of the time played
Play by shooting the balls into the machine and attempt to get the balls into 'win' pockets
If you win all the balls from the machine, or if you lose all the balls to the machine, the game is over

Repeat steps 1 through 3 for the next game.

OBJECT

The best player (or winner) is determined by the player who can win all the balls from the machine in the least amount of time.

GAME B

Start the game in the same manner as in Game A
Set a time limit of 5 minutes per game

OBJECT

To win more balls out of the machine than any other player within the 5 minute game

This game is the best to use when you have a big party with many people wanting to play

GAME C

Start the game in the same manner as in Game A

Each player is allowed only 10 shots per turn

Keep track of the total number of jackpots scored within the 10 shots

Alternate turns as each player shoots his 10 balls

As soon as the machine is empty, or if there are no more balls left in the playing tray to shoot, the game is over

Total the number of jackpots scored for each player

OBJECT

To score more jackpots than your opponent

This game is best to play with a small number, 2 to 4, players

GAME D

Start the game in the same manner as in Game A

Each player has a choice of how long he wants to play until he cashes in his balls

Set up a prize valuation system determined by the total number of balls redeemed

Example: 50 balls= Soft Drink
100 balls= Beer
200 balls= Mixed Drink
Beating machine= Any drink in the house!

OBJECT

To earn as many prizes as you can
Earn your hangover!