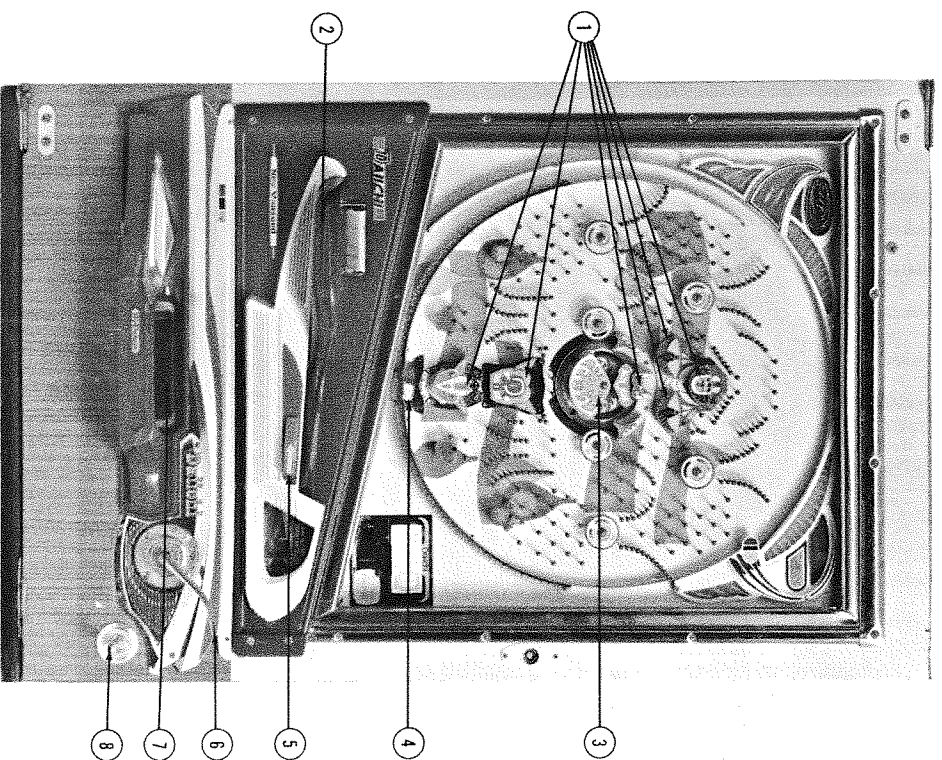
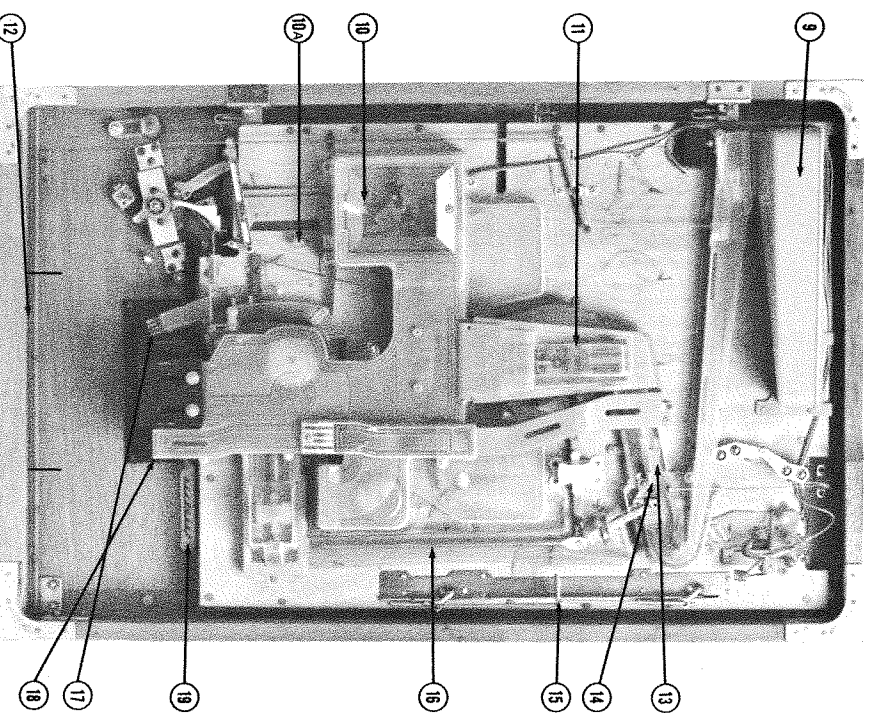


Daichi Pachinko Machine



FRONT



PARTS LIST

REAR

Face designs will vary but parts identification will remain the same

- (1) Win Pockets
- (2) Feeding Tray
- (3) Win Pocket
- (4) Lost Ball Hole
- (5) Feeding Tray Release
- (6) Playing Lever
- (7) Receiver Tray

- (8) Finger Rest Bar
- (9) Supply Tray
- (10) Pay Off Actuator
- (10A) Correcting Bar
- (11) Interlocking Device
- (12) Storage Cup Position

- (13) Dump Lever
- (14) Dump Lever Lock
- (15) Panel Locking Lever
- (16) Pay Off Lever
- (17) Jackpot Ball Channel
- (18) Lost Hole Channel
- (19) Playing Lever Sprting

HOW TO SET UP YOUR PACHINKO MACHINE FOLLOW THE STEPS BELOW "AS LISTED"

1. If your machine includes the stand assembly kit, turn the machine upside down so that the top is resting on the floor and the back of the machine is facing you. Take the two stand brackets and place them on the bottom of the machine with the washers facing in towards each other and the center of the machine. The tall end of the brackets must be in front of the machine. Attach the brackets to the bottom of the baseboard with the enclosed flat head wood screws. If your machine did not include the stand assembly kit, you should contact your Pachinko retailer in order to purchase one. We suggest that you attach your machine to some type of support as the machine has a tendency to tip over when full of balls.
2. Place your machine on a flat, LEVEL surface. NEVER LAY YOUR PACHINKO MACHINE FLAT (on its face or back).
3. Open the front panel by lifting up HARD on the Panel Locking Lever (15). Lift out the plastic face plate and remove the protective covering from both sides of the plate. Replace the plastic in the grooves that are closest to the game playing surface when the front panel is closed.
4. The Dump Lever (13) and (14) must be locked. Push the plastic part (14) left so that it locks under the Dump Lever (13). Put approximately 85% of the balls into the Supply Tray (9). When your supply of balls in the Supply Tray (9) gets too low an automatic locking device will actuate itself. Your machine will then stop paying off. All you need to do is pour the balls gathered in the storage cup (12) into the Supply Tray (9) and the machine will again be ready to play. This procedure must be followed IMMEDIATELY after your machine stops paying off.
5. When a ball enters a win pocket it falls down and actuates the Pay Off Actuator (10). The Interlocking Device (11) opens and sends 14 prize balls to the Feeding Tray (2) and the jackpot ball falls through the Jackpot Ball Channel (17) and will land in the plastic cup which you have placed on the machine in the Storage Cup Position (12). As the balls are delivered to the Feeding Tray (2), the bell rings -- NO POWER SOURCE IS NEEDED FOR THIS.
6. Balls which land in the Lost Ball Hole (4) are carried through the Lost Hole Channel (18) and land in the plastic cup which you have placed on the machine in the Storage Cup Position (12).
7. When removing the balls entirely from the rear of your machine, pick up Dump Lever (13) and hold it. Do not release it otherwise the balls that are falling through the machine may damage the mechanism. Balls in the Supply Tray (9) pass through the machine and are discharged into the plastic cup which you have placed in the Storage Cup Position (12). Then release the Dump Lever (13) and slide plastic part (14) left until it hooks under Dump Lever (13), so that when you reload your machine the balls do not fall all over the floor.
8. 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 (6) to be sure no balls are in the playing mechanism.

HOW TO PLAY PACHINKO

1. Put approximately 15% of the PACHINKO balls into the Feeding Tray (2). Push down on the Playing Lever (6) 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 (9), the machine will automatically lock and the game will not pay off. Always be sure that there are balls in the Supply Tray (9). This is the first thing to check if your machine does not run properly.
2. Shooting the balls into different positions on the playing board varies according to how hard you push down on the Playing Lever (6), and the position of the fingers on the Finger Rest Bar (8). To adjust the tension on the Playing Lever (6) pull the spring lock off the Nail (19) where it is attached, move right, and replace on the nail.
3. Balls are shot upward onto the playing board - more than one 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.
4. When the balls get low in the Supply Tray (9), refill from the Plastic Cup in position (12) 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 (5) to your left. The balls will fall into the Receiver Tray (7).