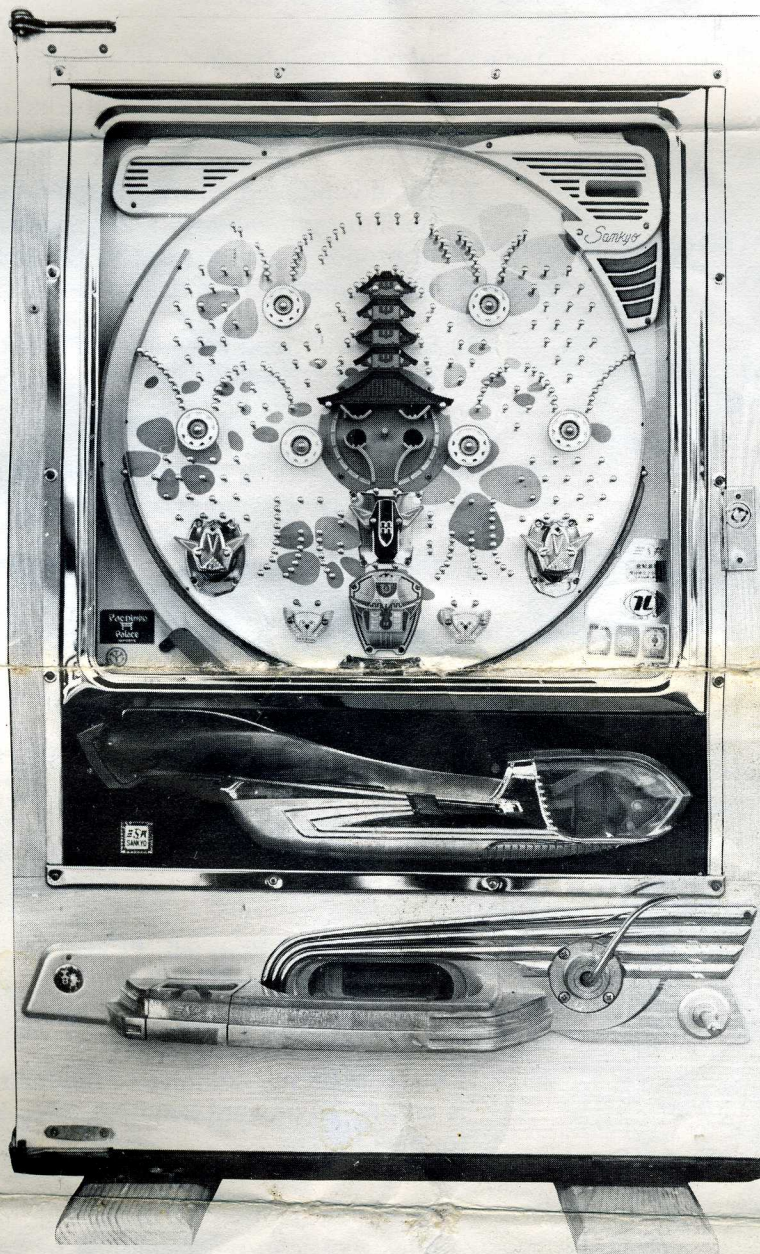


SEMI-AUTOMATIC PACHINKO MACHINE

OPERATING INSTRUCTIONS

IMPORTANT: Read carefully before use.



Pachinko  Palace Inc.

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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:

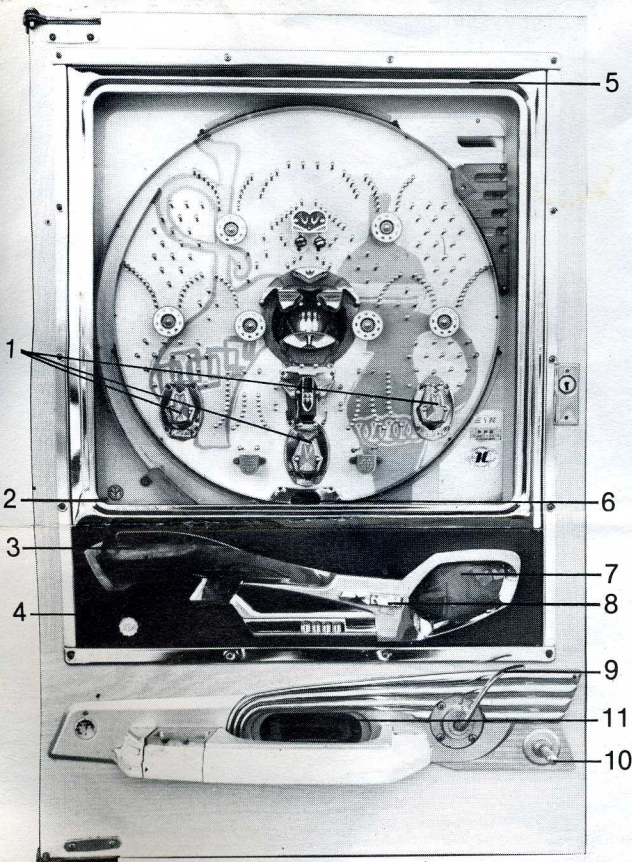
Using skill, propel steel balls into "pockets" for payoff—up to 15 balls. Pockets open and close as hit. Give all players the same number of balls to start game. Designate a time limit for each player and determine who has the most balls at the end of each period.

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) PLAYING LEVER
- (10) FINGER REST BAR
- (11) RECEIVING TRAY

FRONT



- 1.) Open window door by unlatching lever (14). Peel off plastic film from window. Please replace plastic window back in proper track (closest to the pins). Key lock has been deactivated. (There are no keys).
- 2.) Before you feed balls into FEEDER TRAY (12) be sure that BALL DUMP WIRE (16) is closed (pushed to left). (See diagram on page 4).
- 3.) Before machine is played, push the blue RESET BUTTON (17) 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 (15) and load approximately 250 balls into FEEDER TRAY (12) and balance into PLAYING TRAY (3).
- 6.) Place empty PLASTIC STORAGE TRAY (15) at position (15) for receiving mis-balls. When PLASTIC STORAGE TRAY (15) becomes filled by mis-balls, load approximately one-half balls into FEEDER TRAY (12) and balance into PLAYING TRAY (3). Repeat procedure.
- 7.) To play, hold PLAYING LEVER (9) 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 (11).
- 10.) No motors, batteries or electrical current is required to operate this unit.

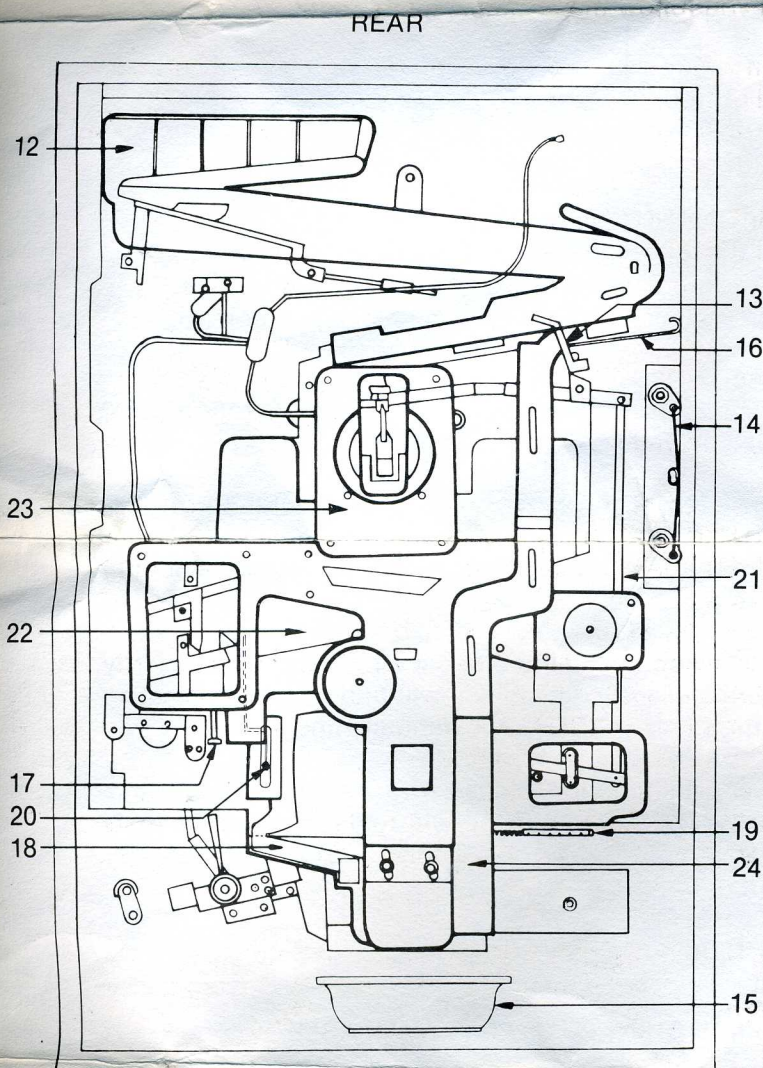
WARNING: Do not attempt to modify for house current hookup.

- (12) FEEDER TRAY
- (13) BALL DUMP CRANKS
- (14) PLASTIC WINDOW DOOR LOCKING LEVER
- (15) STEEL BALL PLASTIC STORAGE TRAY
- (16) BALL DUMP WIRE

- (17) RESET BUTTON(BLUE)
- (18) WIN BALL EXIT CHUTE
- (19) SPRING ADJUSTMENTS
- (20) BALL RELEASE NUT
- (21) PAYOFF BAR

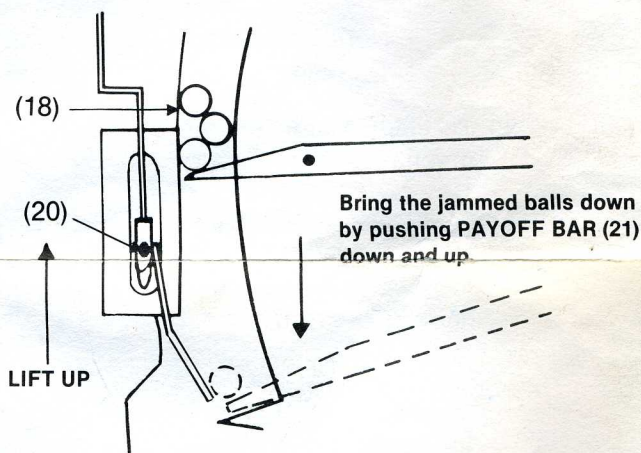
- (22) WIN STORAGE AREA
- (23) PAYOFF COVER
- (24) EXIT CHUTE

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 (12). If you do jam the machine, please follow these simple instructions:



1.) Put at least 150 balls in TRAY (12).

2.) Make sure there are NO balls in CHUTE (18). If there are balls in this chute, they must be removed by lifting up BALL RELEASE NUT (20), and pushing down on BAR (21). The balls will release easier if CHUTE (18) is tapped lightly. See diagram below. Make sure neither BALL DUMP CRANK (13) is touching the PAY-OFF BAR (21).



3.) Once you have removed all the balls from EXIT CHUTE (18), push the RESET LEVER (17) up, and the machine will automatically payoff all the win balls you have jammed in the WIN STORAGE AREA (22). If the machine is played for a long period of time with no balls in the FEEDER TRAY (12), it may become necessary to tilt the machine from side to side, tapping firmly on STORAGE AREA (22). This will clear the jammed balls. Repeat steps 1, 2, and 3 until the jam has been cleared.

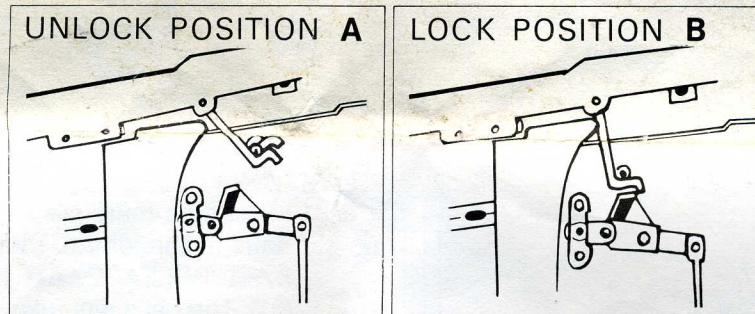
FIGURE 2

NOTE: Do not play with rusted or dirty Pachinko balls. Remove them from the machine by moving BALL DUMP WIRE (16) to the left. The balls remaining in the jackpot area may be removed by pulling the PAYOFF BAR (21) down at the same time. The balls may then be cleaned by shaking them in a heavy sock.

ATTENTION: Your Sankyo Pachinko has an anti-jam mechanism installed. If balls do not feed down to TRIP LEVER (7), this is an indication that FEEDER TRAY (12) is empty and your machine will not flip balls. Please fill FEEDER TRAY (12).

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 BALL DUMP WIRE (16) (above the pink tab) to the left. Release it and it will spring back.



ARROW DIRECTION TO LOCK

To lock slide BALL DUMP WIRE (16) to the left. Release it and it will spring back.

Unlock position empties balls into STORAGE BUCKET (15).

Notice that the Ball Dump Cranks move to the far right when in the unlock position (A)

- 3.) To clean inside of PLASTIC WINDOW DOOR (5), lift up LOCKING LEVER (14) at the rear side of machine and gently open the PLASTIC WINDOW DOOR (5).
- 4.) 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.
- 5.) This Pachinko machine was originally designed for commercial use in Japan. It has been expertly reconditioned. If you familiarize yourself with the rear of the machine you will find it is as fascinating to watch as it is to play. Oil the rear bearing of the PLAYING LEVER(9) annually and it will give you years of trouble free service.
In the rare exception that you are unable to clear a malfunction, please write Pachinko Palace Inc. for additional information. If you enclose a copy of your sales slip we will replace defective parts free of charge on an exchange basis.

OPTIONAL PACKAGE OF 200 EXTRA PACHINKO BALLS IS AVAILABLE.

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

LOCATIONS: California—Sacramento, San Mateo, San Diego, Canoga Park.
Washington— Seattle, (206) 641-5900.
Oregon—Portland.
New Jersey—Paramus, (201) 342-3171.
Georgia—Atlanta, (404) 321-4658.