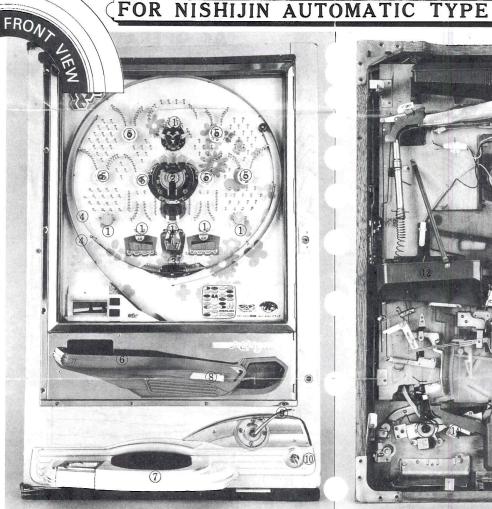
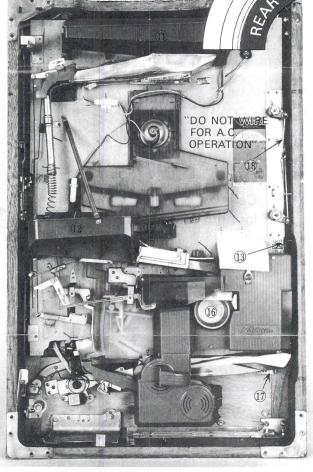
PACHING GAME INSTRUCTOR





ONLY



- "Win" Holes
- "Win" Illumination
- 4 Rail
- Deflecting Wheels
- 6. Ball Feeding/Receiving Tray
- Ball Storage Tray 7.
- Ball Release Bar
- 9. Shooting Lever
- 10. Finger Rest

- Top Ball Receptacle
- 12. Lower Ball Receptacle
- 13. Ball Retrieving Hook
- 14. Retreiving Exit
- 15. "Lost" Ball Wayout
- 16. Win Chime Bell
- 17. Shooting Lever Spring Adjuster
- 18. Window Lock



PACHINKO is a fascinating game and its mechanism is delicate. Therefore, please read the instruction carefully and know its mechanism for better enjoyment of the game.

UN-PACKING NOTICE

To prevent any damage in the mail, all moving parts which may rattle, are fastened by tapes. PLEASE REMOVE ALL TAPES BEFORE USE.

When you find balls are rusted, be sure clean them before use. Shake them in a used heavy sock is one way to clean them.

FOR ILLUMINATION

Since the machine is built for use at Pachinko Halls where to be maintenance by skillful technicians, its lighting does not fit for individual play at homes and we do not recommend to use lighting mechanism. However, if you wish to make the lighting devices work, please do not use house current, but 9 volts battery power (D.C.) connecting to the terminals located adjacent to upper ball receptacle. Then Center illumination works when a ball hit a win hole. (If you replace the illumination light bulb with regular screw type flash light bulb of 2.5V, then 3 volts battery power is sufficient for illumination.)

PREPARATION FOR PLAY

- 1. Let the Pachinko game stand vertically by leaning the game backwords against wall or hard objects about 1/2 to one inch off the vertical.
- 2. Put about 200 balls into top ball receptacle (#11). They are rolling down to lower ball receptacle (#12) through passage-way up to adequate quantity for play.
- 3. Put about 100 balls into ball feeding/receiving tray (#6) which leads balls to shooting position one at a time.
- 4. Adjust shooting lever spring (#17) enough to shoot balls upward into the game.

HOW TO PLAY

- 1. Press the shooting lever (#9) down and snap release, then a ball is shot upward into the game which will falls down through the nails, bouncing around and may hit one of the win holes (#1), otherwise retires through the lost exit (#3). Trajectory of the shot balls varies by shooting degree and may be adjusted by control of shooting
- 2. When a ball hits a win hole, 15 prize balls will be delivered into feeding/receiving tray (#6) and or storage tray (#7) striking the winning bell.
- 3. If you find the earned balls are accumulated over 100 on the feeding/receiving tray, release them to the storage tray below through the passage by pressing ball release bar (#8) to rightward and keep just enough balls to continue the play.
- 4. In case the balls in the back are almost exhausted, the machine automatically stops delivery of prize balls. This is end of a game and if you want to continue to play, return about 200 balls to the top ball receptacle, then you can play over again. 5. When a ball stuck in the nails or between nails and front window, knock lightly. If it necessary to remove the ball by hand, open the window by lifting up the window

AFTER PLAY

lock in the back (#18).

Remove all balls from the machine. Balls in the rear receptacles will be released from retreiving exit (#14) when the ball retrieving hock (#13) is lifted-up. Balls in the ball feeding/receiving tray (#6) must be released to the ball storage tray (#7) from where to be removed by your hands. Balls must be cleaned by dry cloth after use.

When balls are rusted, they may stuck in the passageway, therefore, be sure clean balls after use and clean the passageway with a brush once in a while. Also, lubricate moving parts with machine oil once in a while, too. Then, you can enjoy the game longer.





(ON REVERSE SIDE)
READ CAREFULLY BEFORE USE

DO NOT WIRE FOR AC OPERATION