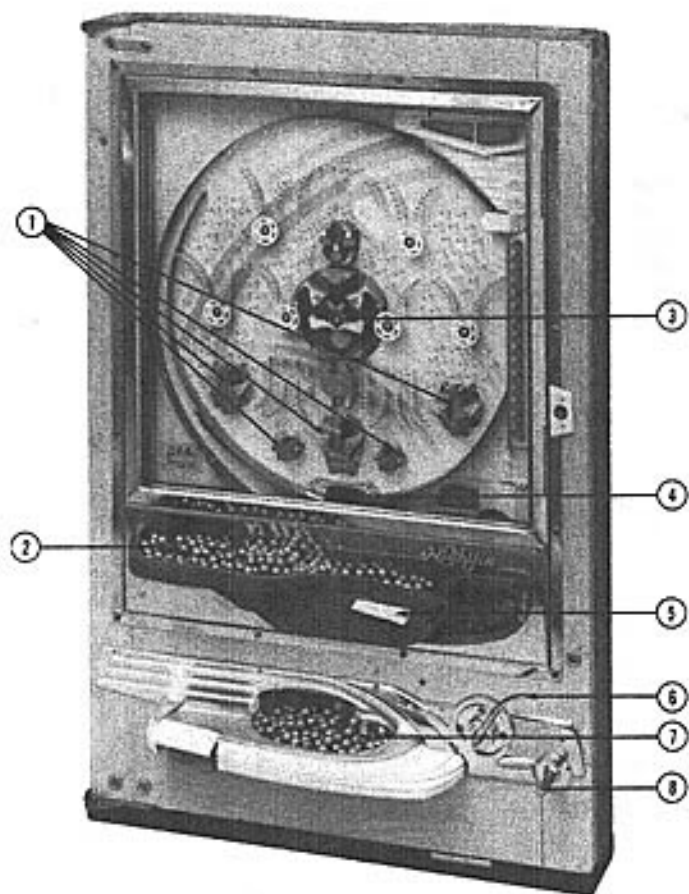


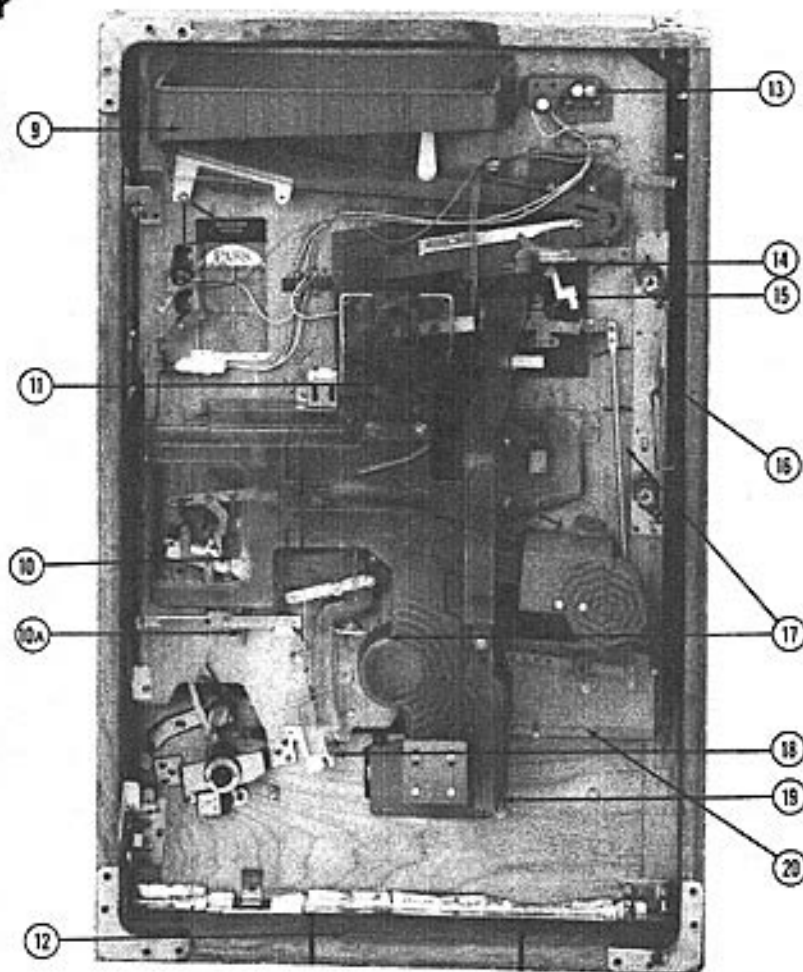
Nishijin Pachinko Machine

Instructions for

Model # 4200
(Includes 300 Balls)
Model # 1200
(Includes 100 Balls)



FRONT



REAR

PARTS LIST

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) Battery Pins

- (14) Dump Lever
- (15) Pay Off Locking Devices
- (16) Panel Locking Lever
- (17) Pay Off Lever
- (18) Jackpot Ball Channel
- (19) Lost Hole Channel
- (20) Playing Lever Spring

HOW TO SET UP YOUR PACHINKO MACHINE

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 tail end of the bracket 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 a stand assembly kit, you may order one directly from us -- see the Accessory Parts Order Form enclosed.

- Place your machine on a flat, LEVEL surface. NEVER LAY YOUR PACHINKO MACHINE FLAT (on its face or back).
- Open the front panel by lifting up HARD on the Panel Locking Lever (16). 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.
- CHECK - Be sure Dump Lever (14) is in shut position - all the way right. Then put approximately 85% of the balls into the Supply Tray (9). The Pay Off Locking Devices (15) will swing to the right. (See attached "Important Instruction Sheet") As you use the balls in the machine, the Pay Off Locking Devices (15) 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 (12) into the Supply Tray (9) and the machine will again be ready to play. The Locking Devices (15) act independently so both must be to the right. This procedure must be followed IMMEDIATELY after your machine stops paying off.
- 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 (18) 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.
- Balls which land in the Lost Ball Hole (4) are carried through the Lost Hole Channel (19) and land in the plastic cup which you have placed on the machine in the Storage Cup Position (12).
- When removing the balls entirely from the rear of your machine, push the Dump Lever Latch up and to the left. 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). Reposition Dump Lever (14) 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 (15) to the right and hold them, then push up and down continuously on the metal Payoff Lever (17) until no more balls fall into the plastic cup.
- 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

- 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.
- 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 pull the spring lock off the Nail (20) where it is attached, move right, and replace on the Nail.
- Balls are shot upward into 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.
- 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.
- 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).