

NISHIJIN AND SANKYO MODELS

SEMI - AUTOMATIC PACHINKO MACHINE

OPERATING INSTRUCTIONS



IMPORTANT: READ CAREFULLY BEFORE USE

SUMMARY OF INSTRUCTIONS

This Pachinko machine comes from a Pachinko parlor in Japan and has been reconditioned 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 the steel balls into "pockets" for a payoff of up to 15 balls. Pockets open and close as they are hit. Give all players the same number of balls to start the game. Designate a time limit for each player and determine who has the most balls at the end of each time period.

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

C. Electrical power is required to operate. Instructions on page 2 are common for all machines. Nishijin back is on page 3. Sankyo back is on page 4. If machine has no power, check fuse in power cord line.

- (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 (inside)
- (8) Slide Bar
- (9) Ball Empty Light
- (10) Anti Jam Bar (inside door)
- (11) Playing Knob
- (12) Jackpot Trigger
- (13) Ball Empty Tray

FRONT

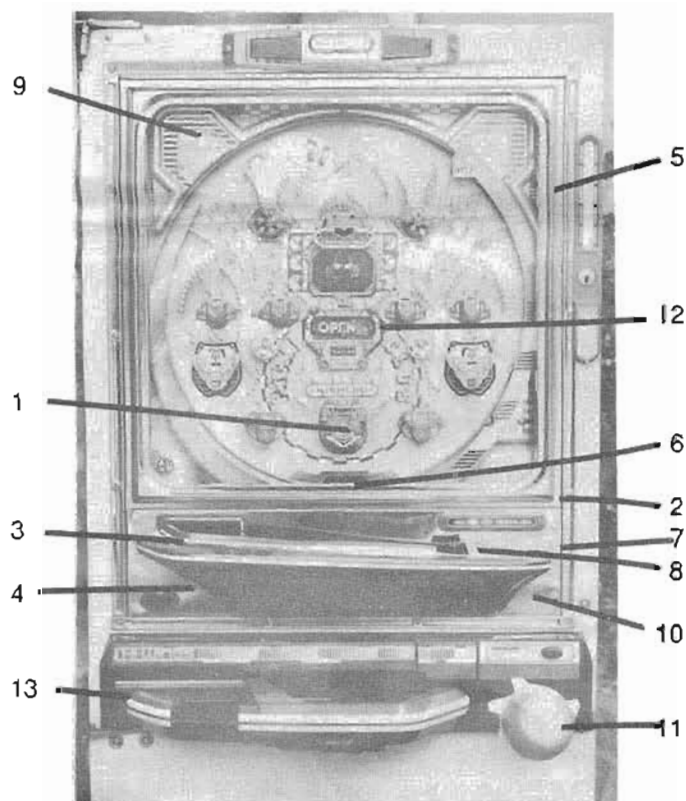


FIGURE 1

11) To open lower front cover (4) open window as in paragraph 8. Push down silver LOCK TAB (2) which is located on the top right side of the LOWER FRONT COVER (4). Pull hinge toward you to clean and inspect flow of balls. Rug fuzz and animal hair can easily clog this ball track. Keep it clean to insure trouble free service.

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

1) Plug machine into 110 volt outlet. (extension cord not included)

2) Before you feed the balls into FEEDER TRAY (14) on Nishijin, be sure that BALL DUMP BAR (18) is closed (pushed down). On the Sankyo push up the DUMP BALL LEVER (18)

3) Before Nishijin machine is played push reset (yellow wire 19) down. On Sankyo, push yellow lever (19) down and back up. If this step is not done the machine will not payoff.

4) Remove the steel balls from the bag and load approximately 250 balls into the FEEDER TRAY (14) and the remainder into the PLAYING TRAY (3).

5) Place empty STORAGE TRAY (17) in position as shown to receive mis-balls. When BALL EMPTY LIGHT (9) comes on reload the balls back into the FEEDER TRAY (14). Repeat this procedure as necessary.

6) To play, hold PLAYING KNOB (11) turn white or chrome ring while keeping pressure on the silver strip on the knob. Main jackpot will activate tunes when pocket 1 and 12 are hit in sequence.

7) To remove balls from the Nishijin machine push yellow Ball Dump Bar (18) down. To reset, push again. On Sankyo models, push yellow BALL DUMP LEVER (18) UP. To reset, push up again. The balls remaining in the jackpot can be removed by following the instructions on pages 3 or 4 for the particular machine.

8) To open window door on Nishijin unlatch yellow LOCKING LEVER (16) by raising lever up and pushing end in toward front PLAYING KNOB (11). On Sankyo model, push down on lever (16) and open front window.

9) ATTENTION: The ball empty light will come on and the machine will not flip balls if the FEEDER TRAY (14) is empty. Please keep FEEDER TRAY (14) full at all times.

10) To release balls from the PLAYING TRAY (3) push SLIDE BAR (8) to the left, then the balls will fall to the EMPTY TRAY (13).

- (14) FEEDER TRAY
- (15) POWER CORD
- (16) WINDOW DOOR LOCKING LEVER (YELLOW)

- (17) STEEL BALL STORAGE TRAY
- (18) BALL DUMP WIRE/BAR (YELLOW)
- (19) RESET WIRE (YELLOW) PULL CORD
- (20) WIN BALL EXIT CHUTE

- (21) JACKPOT PAYOFF STORAGE
- (22) WIRE JACKPOT RELEASE (YELLOW)
- (23) PAYOFF BAR
- (24) JACKPOT STORAGE AREA

CAUTION: Reset wire (19) must be pushed down on left side as in step 3, page 2. If the left side of this lever is not lower than the right side, the machine will not payoff (See diagram below). PULL yellow string to reset machine.

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

**Nishijin
Rear**

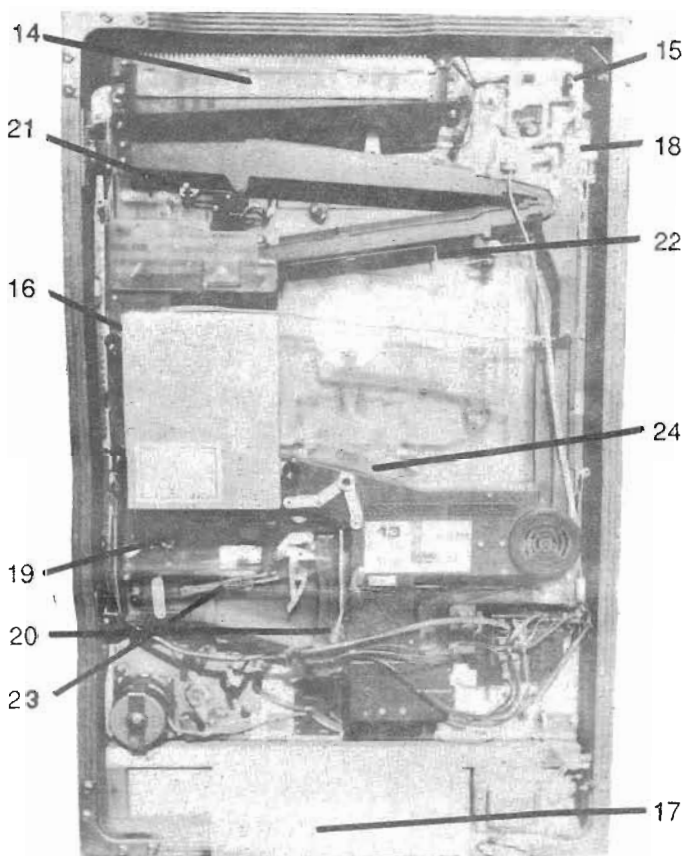
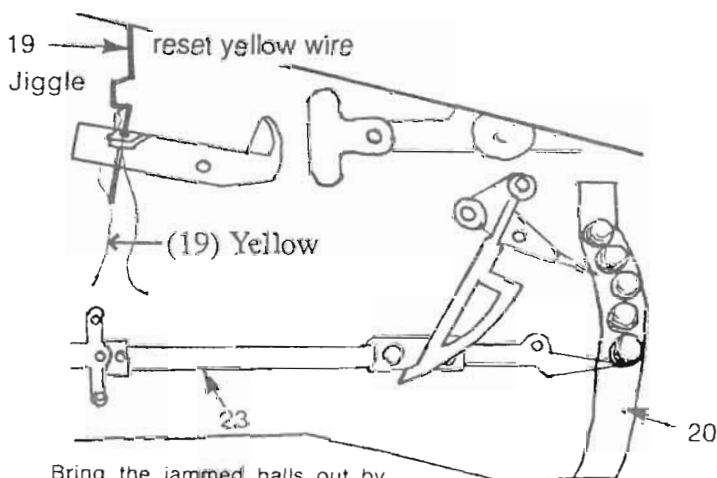


Figure 2

- 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 pushing WIRE (22) to the right, and then pushing down on PAYOFF BAR (23) while jiggling RESET WIRE (19) up and down. See diagram below: You MUST remove all the balls from CHUTE (20).



Bring the jammed balls out by pushing Jackpot Bar (23) down and up while pushing up and down on Wire (19).

- 3.) Once you have removed all the balls from EXIT CHUTE (20), push the RESET WIRE (19) up, and the machine will automatically pay off all the win balls you have jammed in the JACKPOT 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 JACKPOT 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 pushing BALL DUMP WIRE (18) down. The balls remaining in the jackpot area may be removed by pushing WIRE JACKPOT RELEASE (22) to the right and pushing down on PAYOFF BAR (23). The balls may then be cleaned by shaking them in a heavy sock.

ATTENTION: On super deluxe models, the Anti Jam Bar will come down when you are out of balls, this is an indication that FEEDER TRAY (14) is empty and your machine will not flip balls. Please fill FEEDER TRAY (14).

- (14) Feeder Tray
- (15) Power Cord
- (16) Window Door Locking Lever (Yellow)
- (17) Steel Ball Storage Tray
- (18) Ball Dump Lever (Yellow)
- (19) Ball Reset Lever (Yellow)

- (20) Win Ball Exit Chute
- (21) Ball Release Screw (Yellow) Vertical Wire
- (22) Jack-Pot Swing Door (Yellow)
- (23) Payoff Metal Pin (Yellow)
- (24) Jack-Pot Cranks (White)
- (25) Win Storage Area

CAUTION: RESET LEVER (19) MUST BE PUSHED DOWN AND BACK UP AS IN STEP 3, PAGE 2, OR THE MACHINE WILL NOT PAY OFF.

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 the FEEDER TRAY (14). If you do jam the machine, please follow these simple instructions.

**Sankyo
Rear**

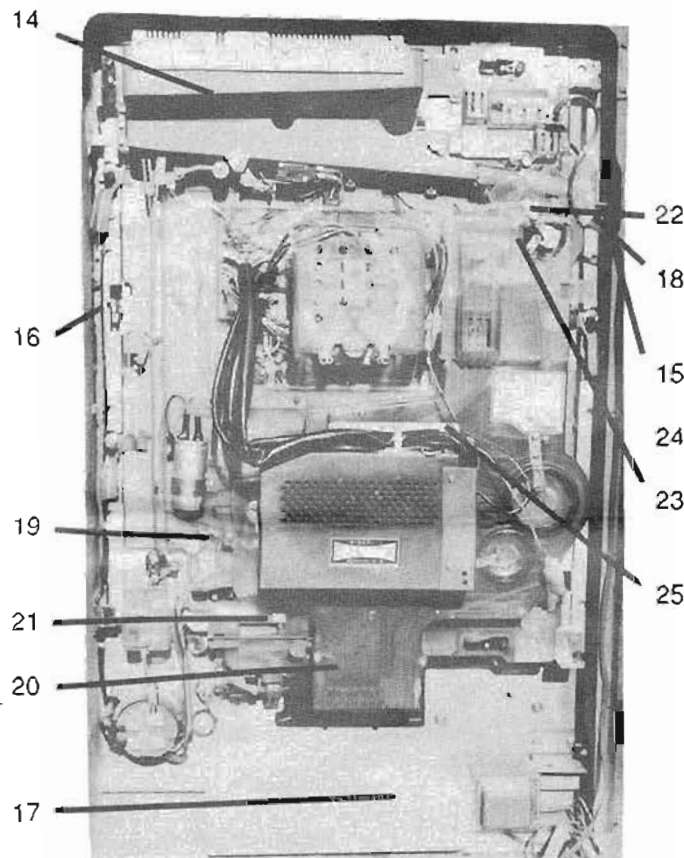
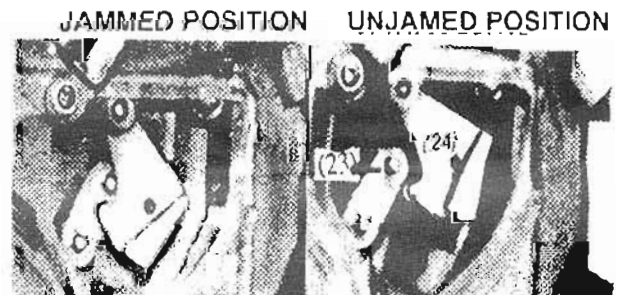


FIGURE 3

1) Put at least 150 balls in tray (14).

2) Swing jackpot SWING DOOR (22 yellow) up so you can reach the payoff METAL PIT (23) and the JACKPOT CRANKS (24). See figure 3 below:

3) Make sure there are no balls in the CHUTE (20). If there are balls in this chute, they must be removed by pushing up and down on the BALL RELEASE SCREW (21 yellow) while pushing down on PAYOFF METAL PIN (23 yellow). The balls will release easier if the CHUTE (20) is tapped firmly. Make sure METAL JACKPOT CRANK (24 white) is touching the PAYOFF METAL PIN (23) while moving up and down. See figure 3 below.



**PUSH CRANK RIGHT TO CLEAR JACKPOT PIN:
PUSH PIN DOWN TO CLEAR JACKPOT:**

Once you have removed all the balls from the 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 (25).

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 the STORAGE AREA (25). 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 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 cleared by shaking them in a heavy sock.

ATTENTION: Your Sankyo Pachinko has an anti-jam mechanism installed. If the balls do not feed down to the TRIP LEVER (7), this is an indication that the FEEDER TRAY (14) is empty and your machine will not fill balls. Please fill FEEDER TRAY (14).