Nishijin Automatic Pachinko Machine

PARTS LIST

How to Set up Your Pachinko Machine

1. Turn the machine upside down, so that the top of the machine 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 inward towards each other and the center of the machine. The tail end of the bracket must be in front of the machine. See the photo above for proper placement. Attach the brackets to the bottom of the baseboard with the enclosed flathead wood screws.

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 (18). Lift out the plastic face plate and remove covering. Replace the plastic in the groove closing to the game playing surface (when front panel is closed) on the balls will not go up the shooting rails properly.

4. CHECK – Be sure Dump Lever (17) is in Shut position – up. Then put approximately 85% of the balls into the Supply Tray (9). Some should pass through the tubes and stop in the Reward Storage Tray (11). If they do not, refer to diagram G on the back of this booklet.

5. When a ball enters a Win Pocket (1), it falls down and actuates the Pay Off Actuator (19). The Interlocking Device (12) opens and sends 14 prize balls to the Feeding Tray (2) and the Jackpot ball falls to the Receiver Tray (7). If this does not happen, refer to diagram G on back. As the balls are delivered to the Feeding Tray (2) the bell rings — no power source is needed for this. The Win Light (10) will flash on when battery attachment is connected. Separate battery pack instructions.

6. Balls which land in the Lost Hole (4) are carried to the Reward Storage Tray (11) for future use.

7. When removing the balls entirely from the rear of your machine, push down on the Dump Lever (17). Balls in both the Supply Tray (9) and the Reward Storage Tray (11) pass through the machine and are discharged into the plastic cup which you must place in the machine in position (13). The plastic cup fits awkwardly. This is because the cup must be larger than the hole to hold all the balls.

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 your 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 left in the playing mechanisms.

9. In Japan your machine was mounted into the wall so the back of the machine was accessible to a porter employee only by turning a special key and opening the entire frame of the machine. These keys, for obvious reasons, are not available to the general public, and since the back of your machine is easily accessible to you, a key is not provided.

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). Diagram H on the back shows the proper hand position.

3. Balls are shot upward into the playing board — more or less at a time if you wish — and fall downward through guiding rails moving left and right irregularly on their own and "sometimes" under a Win Pocket (1). When a ball enters a Win Pocket, 15 prize balls are returned. Otherwise the ball is taken into the Lost Hole (4) and returned to the back of the game.

4. If your machine fails to pay off, refer to diagram G on the back.

5. When the balls get low in the Supply Tray (9) refill from the Reward Storage Tray (11) and continue to play. If you run out of balls in the Feeding Tray (2) refill from the Reward Storage Tray (11).

6. To remove balls from the Feeding Tray (2), slide the Feeding Tray Release (5) to your left. The balls will fall to the Receiver Tray (7).