

PACHINKO GAME INSTRUCTION

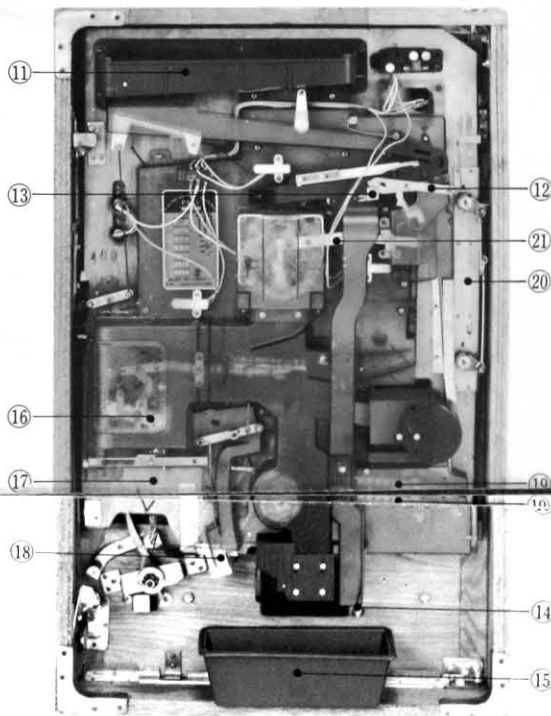
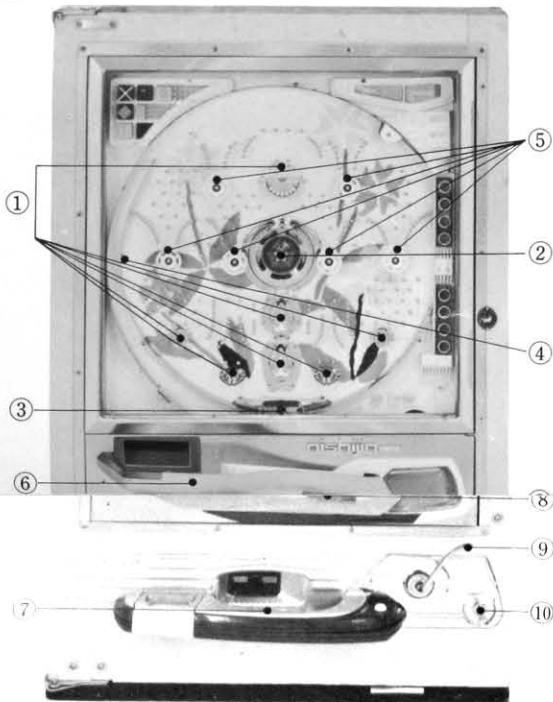
FOR NISHIJIN SEMI-AUTOMATIC TYPE

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.

(Hundred of varieties are available and your machine may not be identical to model shown below, but all mechanical principle is same.)

FRONT VIEW

REAR VIEW



- | | | |
|---------------------|----------------------|----------------------|
| 1. "Win" Holes | 5. Deflecting Wheels | 9. Shooting Lever |
| 2. Jack Pot | 6. Feeding Tray | 10. Finger Rest |
| 3. "Lost Ball" Exit | 7. Receiving Tray | 11. Supply Tray |
| 4. Guide Rail | 8. Release Bar | 12. Retrieving Lever |

- | | |
|------------------------------------|------------------------------------|
| 13. Retrieving Lever Lock | 17. Prize Delivery Actuator Pin |
| 14. Retrieving Exit | 18. Win Ball Exit |
| 15. Retrieving Receptacle Position | 19. Shooting Lever Spring Adjuster |
| 16. Prize Delivery Actuator | 20. Window Lock |
| | 21. Jackpot Flow Rail |

PLAYING RULE

THIS IS A GAME TO CHALLENGE FIFTEEN TO ONE CHANCE BY YOUR LUCK AND SKILL and there is no limit in playing rule. Therefore, you can enjoy the game in many ways — from self-entertainment to see how much you can win in a round of game to competition of skill among friends or family.

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.

PREPARATION FOR PLAY (See reverse when all prepared)

- Let the Pachinko game stand vertically by leaning the game backwards against wall or hard objects about 1/2 inch to one inch off the vertical. (Never lay flat).
- Open the front window by lifting up window lock (#20). Then lift out the plastic window plate and remove coverings on both sides. When the plastic is replaced in the panel, be sure to slide it in the grooves that closer to the face of the playing board.
- Check retrieving lever (#12) is in LOCK position, then put about 250 balls into supply tray (#11).
- Put about 50 balls into feeding tray (#6) which leads balls to shooting position one at a time.
- Adjust shooting lever spring (#19) enough to shoot balls upward into the game.
- Place the empty plastic ball container at retrieving receptacle position (#15) where can receive balls from both retrieving and win ball exits (#14 & 18).

HOW TO PLAY

- Press the shooting lever (#9) down and let it flip back, then a ball is shot upward into the playing board which will fall down through the nails, bouncing around and may hit one of the win holes (#1), otherwise retires through the lost ball exit (#3) down to retrieving exit (#14). Trajectory of the shot balls varies by shooting degree and may be adjusted by control of shooting power.
- When a ball hits a win hole (#1), 15 prize balls will be delivered into receiving tray (#7) striking the winning ball.
- When first 50 balls are exhausted, it can be end of a round and if your prize balls are more than 50, then you won the round. If you want to continue the game, refill the feeding tray (#6) with earned balls in the receiving tray (#7).
- In case the balls in the supply tray (#11) are exhausted, the machine automatically stops delivery of prize balls. It could be another determination of a round and if balls in your side (trays #6 & #7) are more than fifty, then you won the round. If you want to continue to play, refill from plastic container placed at the retrieving receptacle position (#15).
- When a ball stuck in the nails or between nails and front window, knock lightly on the window. If it necessary to remove the ball by fingers, open the window by lifting up the window lock (#20) in the back. (Be sure the front window is placed in grooves that closer to the face of the playing board).

AFTER PLAY

Remove all balls from the machine. Balls in the supply tray (#11) will be released from retrieving exit (#14) when the retrieving lever (#12) is lifted up at the left side end. (See reverse side illustration). Then, balls in the jackpot (#2) also be released by pushing the jackpot flow rail (#21). Balls in the feeding tray (#6) must be released to the storage tray (#7) through the passage by pressing release bar (#8) to rightwards. Balls in the storage tray (#7) must be removed by your hands. Balls must be cleaned by dry cloth after use. If rusted balls are used, they may stuck in the passageway, therefore, be sure clean balls after each use. Also, lubricate moving parts with machine oil once in a while, too. Then you can enjoy the game longer.

IMPORTANT !

1. Un-packing

Carefully remove all tapes that fasten rattling parts.

2. Lighting

Do not attempt to use house current for lighting.

3. Before Use

Do not use rusted balls. (Shake them in a used heavy sock is one way to clean them).

4. In Play

Do not shoot two balls at one time.

5. After Use

Remove all balls from the machine and clean them with dry cloth.

PACHINKO GAME INSTRUCTION

READ CAREFULLY BEFORE USE

**DO NOT WIRE FOR
AC OPERATION**

Re-Conditioned "NISHIJIN" Pachinko Machine

Distributed by:

NAGATO SHOKAI, INC.
P.O. BOX 102 Yokohama Port
Yokohama, Japan

ADDITIONAL INFORMATION

TEST CHECK BEFORE PLAY — WHEN YOU ARE ALL PREPARED FOR PLAY

1. Open the front window by lifting up the window lock (#20) and put one ball into any win hole and watch how to actuate it. The ball is rolling down through the channel and when it reach prize delivery actuator (#16), the weight of the ball shifts the balance to release 15 prize balls to the receiving tray (#7).

FOR QUESTIONS ON A KEY

You will find a key hole on the front right side frame and may wonder what it for.

It is only required at PACHINKO HALLS where the machines are installed on the wall for such case as to check rear mechanism.

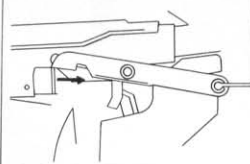
For your case, just turn around machine or go back side of machine, so that you do not need the key. PLEASE DO NOT MISUNDERSTAND AS IF YOU NEED A KEY TO OPEN THE FRONT WINDOW. To open the window, see paragraph 5 of "HOW TO PLAY".

FOR ILLUMINATION

Since the machine is built for use at Pachinko Halls where to be maintained 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 supply tray (#11). 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.)

RETRIEVING LEVER POSITION

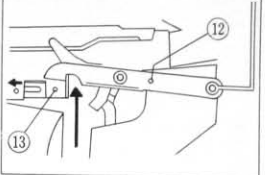
UNLOCK POSITION



ARROW DIRECTION TO LOCK

To lock, slide retrieving lever lock (#13) to rightwards

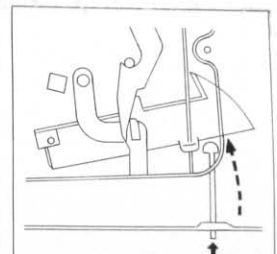
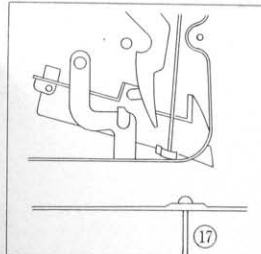
LOOK POSITION



ARROWS TO UNLOCK

To unlock, lift left side of the retrieving lever (#12) up and let retrieving lever lock (#13) slide-in leftwards

IN CASE THAT A WINNING BALL DOES NOT ACTUATE DELIVERY OF PRIZE BALLS



Push prize delivery actuator pin (#17) up

