



PACHINKO!

PINBALL

AN EXCITING HOME ENTERTAINMENT GAME

- ◎ LIGHTS FLASH!
- ◎ BELLS RING!
- ◎ 15 BALL JACKPOTS!

PLAY ACTION

An Exciting, Fast Playing, and Challenging game. Flip the lever to send pachinko balls into the machine. Watch the balls spin and fall through wheels and a maze of pins. Hit a win slot, and JACKPOT! Bells Ring, Lights Flash, and 15 more pachinko balls are payed-off.

OBJECT

Each player starts the game with 20 to 30 pachinko balls to shoot with, and a bank-full of balls to score from. Then, shooting the balls into the playing field, he attempts to earn more pachinko balls from the game by scoring jackpots than he loses to the machine by missing the jackpot slots.

SKILL

The technique of varying thumb pressure and snap-release action of the playing lever can enable the player to increase his chances of scoring jackpots. With a little practice, any player can improve his skill.

COMPETITION

It's fun to test your skills against another player. Whoever wins the most jackpots during the game is the WINNER! Amaze your friends at your coordination and dexterity.

CONSTRUCTION

This is an authentic Pachinko Pinball game imported direct from one of 8,000 Pachinko Arcades in Japan. No coins are used. It has a simple gravity-operated mechanism so there are no motors or electrically-operated parts to wear out. Fully and unconditionally guaranteed by our own expert, factory-trained personnel. Made of Wood, Metal, and High-Impact Plastic.

USES

It's a unique and exciting party game everyone in the family can enjoy. It's so versatile that you can play it at children's parties or play it in your wet-bar at home. It's also a fantastic conversation piece and a wonderfully decorative and attractive addition to any Game Room or Family Room. Adds life and color to any home.

THE PACHINKO STORY

Pachinko has been played all over the Orient ever since 1947 when it was originally designed to be a diversionary or entertaining game for the Japanese. Since 1947, the game has taken on many different uses for play.

Just after World War II, pachinko was played by many Japanese war refugees and the prizes were part of a subsidization program for them — almost the same as a food stamp program subsidizes the needy here in the United States. The bigger the winner, the more commodity goods one could get. This way, the Japanese pride was not tarnished by accepting charity. The Japanese society frowned upon accepting any form of charity. But by playing pachinko, they felt that they had been personally responsible for earning their own food. The players would take the balls and redeem them for either food items or coupons worth so much toward the purchase of food.

After Japan made her speedy recovery from the ravages of war, the game took on another characteristic for play. It was played much the same as games found on the American carnival midway. Pachinko was played just for fun and

the most popular prizes were American cigarettes and other cherished imported items.

In the early 1960's the Japanese pachinko parlors became much closer to true gambling casinos. The game was played not only for prizes, but for money. However, because of underground connections, the game was accused of being fixed. Many Japanese were losing their entire weekly paychecks by playing pachinko, whereas, before, they were winning enough to support themselves.

In the late 1960's the Japanese government stepped in and prohibited the pachinko parlors from paying off in money. This significantly reduced the underground's interest in the operation of pachinko parlors. This meant that the pachinko parlors reverted back to the way they had operated in the 1950's. Today, the pachinko parlors are actually family entertainment centers with bright lights and lively colors. The whole family plays pachinko several hours a week. The parlors look very much the same as American bowling alley entertainment centers and penny arcades.

TYPES OF PACHINKO

SEMI-AUTOMATIC (non-recirculating)

The simplest mechanical, gravity-operated type. The entire operation of the machine is powered by gravity. Any lights are operated by a 6-volt battery. As the game is being played, each ball that is shot into the game will drop out the back into a receiving tray. Each jackpot that is paid to the front comes from a separate bank of balls. Once the bank of balls has emptied by scoring all the jackpots from it, the player re-loads the bank from the receiving tray in the back of the game to start the next game. PRICE RANGE: \$29.95 for the oldest game available to the U.S. without a jackpot lighting system, to the newest mechanical game available to the U.S. (6 months) and the most jackpot lights at **\$5495**

AUTOMATIC (recirculating)

A more sophisticated mechanical, gravity-operated type. This game has an additional RE-CIRCULATING tray built on the back which eliminates the need for a separate "receiving tray" as with the Semi-Automatic type. This feature makes the game completely self-contained. All the balls stay within the game as it is being played. Each ball shot goes into the re-circulating tray and each jackpot is paid to the front from the same circulating tray. This way the balls are being re-played until the player wins more from the re-circulating tray than he loses to it, and then re-loads for the next game. The game can be played much longer without re-loading because of the re-circulation of the balls. PRICE: **\$7995**

ELECTRIC SEMI-AUTOMATIC (Non-recirculating)

This is a plug-in electrical Pachinko. No batteries are needed and it includes a 24-volt transformer. The playing board on this type is electrical and features penalty pockets making the play of the game more competitive and challenging than the mechanical Pachinkos. The player attempts to keep scoring by avoiding one of several penalty pockets. PRICE: **\$8950**

ELECTRIC AUTOMATIC (recirculating)

The latest game from Japan. It features an electric re-feeding system and automatic push-button game re-set to start the next game. It also has an electric bell system which is designed to reduce the noise level of the play of the game. PRICE: **\$9995**

EXCLUSIVE TRADE-IN POLICY GUARANTEE

All Pachinko Palace Imports, INC. locations across the U.S. have a very liberal Trade-in-Policy so that you can keep as up-to-date as the parlors in Japan.

"Within the guarantee of the pachinko that you buy, you have the option of trading your game for another more sophisticated game. The FULL PURCHASE PRICE of your original game can be applied towards the purchase of any more sophisticated game within your original game's guarantee. Also, each time you trade, the machine for which you traded carries its own guarantee starting on the date of the trade." In this way, you are always able to keep your guarantee in effect and play the latest games.

SUGGESTED RULES FOR PLAYING

One of the nicest things about a pachinko is the fact that there are no definitive rules for playing. Its use is limited only by the imagination of the individual players. But just to get you started in enjoying your game, we have devised several different games you may like to try:

GAME A

Starting the game:

- 1) Empty all the pachinko balls into your plastic storage cup
- 2) Put 20 balls in playing tray
- 3) Put the remainder in the Feeder Tray

Keep track of the time played. Play by shooting the balls into the machine and attempt to get the balls into 'win' pockets. If you win all the balls from the machine, or if you lose all the balls to the machine, the game is over. Repeat steps 1 through 3 for the next game.

OBJECT

The best player (or winner) is determined by the player who can win all the balls from the machine in the least amount of time.

GAME B

Start the game in the same manner as in Game A. Set a time limit of 5 minutes per game.

OBJECT

To win more balls out of the machine than any other player within the 5 minute game.

This game is best to play with a small number, 2 to 4, players.

GAME C

Start the game in the same manner as in Game A. Each player is allowed only 10 shots per turn. Keep track of the total number of jackpot balls scored within the 10 shots. Alternate turns as each player shoots his 10 balls. Total the number of jackpot balls scored for each player. Whoever has the most left after his turn is the winner.

OBJECT

To score more jackpot balls than your opponent.

This game is the best to use when you have a big party with many people wanting to play.

GAME D

Start the game in the same manner as in Game A. Each player has a choice of how long he wants to play until he cashes in his balls. Set up a prize valuation system determined by the total number of balls redeemed.

Example: 50 balls = Soft Drink
100 balls = Beer
200 balls = Mixed Drink

Beating machine = Any drink in the house!

OBJECT

To earn as many prizes as you can. Earn your hangover!

* ALL TRADE-IN'S MUST BE ACCOMPANIED BY ORIGINAL SALES RECEIPT

* All Prices Subject To Change Without Prior Notice

PACHINKO ACCESSORY KIT

	List Price
300 PACHINKO BALLS	\$7.47
6-VOLT BATTERY	2.25
6-VOLT BULB	.40
1-28" WIRE	.28
4-BASE SCREWS	.24
1-PACHINKO BASE	1.99
TOTAL VALUE	\$12.63
SPECIAL KIT PRICE	\$9.59

Pachinko Palace
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OPEN DAILY 11-6 - THURS. & FRI. TIL 8

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