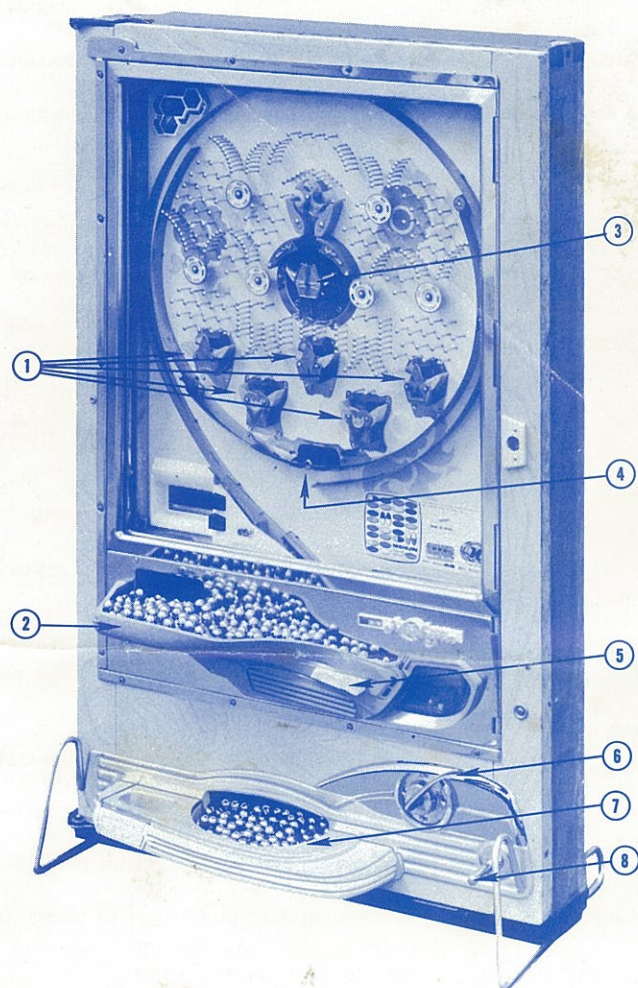
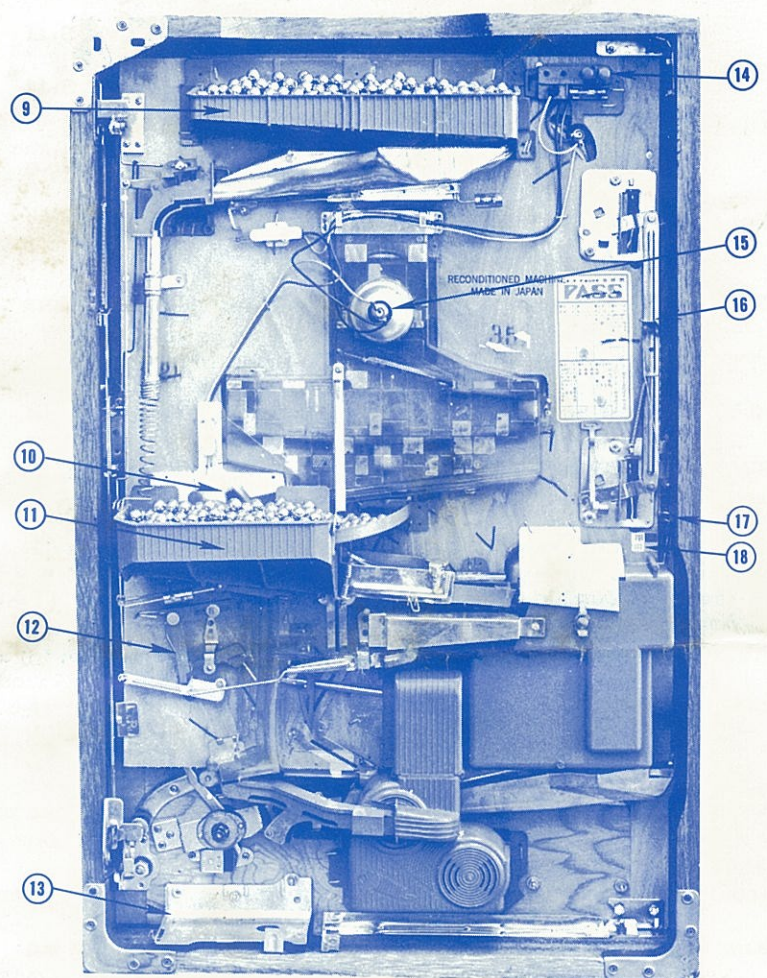


Nishijin Automatic Pachinko Machine



FRONT



REAR

PARTS LIST

Face designs will vary but parts identification will remain the same.

- | | | |
|--------------------------|--------------------------|---------------------------|
| (1) Win Pockets | (7) Receiver Tray | (13) Plastic Cup Holder |
| (2) Feeding Tray | (8) Finger Rest Bar | (14) Battery Pins |
| (3) Win Pocket | (9) Supply Tray | (15) Jackpot Light |
| (4) Lost Hole | (10) Pay Off Actuator | (16) Panel Locking Lever |
| (5) Feeding Tray Release | (11) Reward Storage Tray | (17) Dump Lever |
| (6) Playing Lever | (12) Interlocking Device | (18) Open/Close Nameplate |

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 tall 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 (16). Lift out the plastic face plate and remove coverings. Replace the plastic in the grooves closest to the game playing surface (when front panel is closed) or 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 diagrams D and E on the back of this booklet.
5. When a ball enters a Win Pocket (1), it falls down and actuates the Pay Off Actuator (10). 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 (15) will flash on when battery attachment is connected. See 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 holder 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 mechanism.
9. In Japan your machine was mounted into the wall so the back of the machine was accessible to a parlor 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 than one at a time if you wish - and fall downward through guiding nails moving left and right irregularly on their own and "sometimes" enter 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).

Your machine has been manufactured by Nishijin, the largest PACHINKO.

different playing boards.

the ad, do not be alarmed. This is part of the fun of PACHINKO -- many
If the face of your machine is different from the one you saw on display or in

of PACHINKO.

the machine's operation. This will unquestionably add to your enjoyment
plays. We suggest you do this once or twice to familiarize yourself with
to figure out how it works by watching the back of the machine as someone
Your machine is delicate -- however it is not complicated. It is easy for you

YOUR PACHINKO MACHINE

have to do is develop the PACHINKO touch to become a fan!

that tests both your skill and the dexterity of your fingertips. And all you
exciting, and a great way to relieve frustration. It's a relaxing pastime
What do the Japanese see in PACHINKO? Just one flick of the lever is fun,
moment! In fact, 170 Pachinko Parlors are reserved strictly for children.
Pachinko Arcades -- and at least 800,000 Japanese playing at any given
faster than its falling steel balls! Today in Tokyo you'll find almost 8,000
PACHINKO began in Japan in 1950, and crazily swept through the country

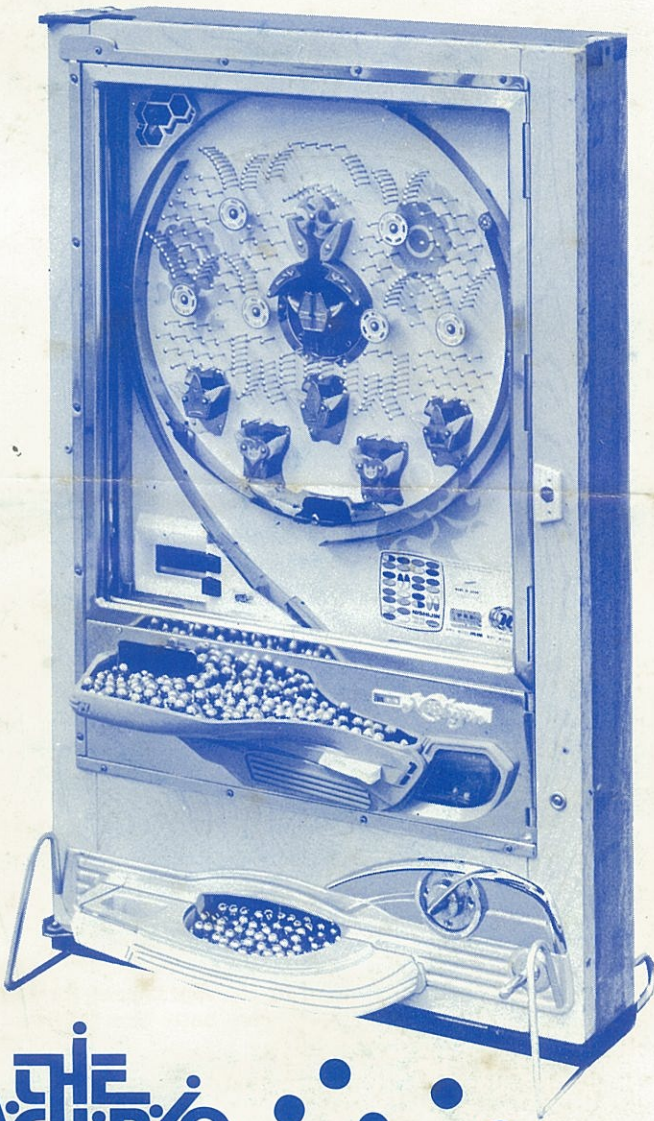
national sport.

And PACHINKO is the game of Japan. In fact, it is more like the Japanese
name of their game.

like "PA CHIN KO", so the Japanese coined the word PACHINKO for the
balls as they drop and hit each other at the bottom of the machine sounds
mazes, spinning wheels, falling into jackpots. The noise made by the steel
PACHINKO! It's the sound. Steel balls springing through gold nail

ALL ABOUT PACHINKO

PACHINKO



THE
PACHINKO
FACTORY

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150 South Los Robles, Suite 740
Pasadena, California 91101, (213) 795-4770

© 1975, THE PACHINKO FACTORY

IT'S PACHINKO -- JAPAN'S ALL AMERICAN GAME!

IT'S FASCINATING. IT'S EXCITING. IT'S FUN.

from you!

Make up your own rules and send them on to us. We would love to hear

stop. The true gambler will not be able to stop until he is cleaned out.
most wins. Or, let the person continue to play until he thinks it's time to
they must try to accumulate as many balls as possible. The person with the
PACHINKO is great at parties! Give each guest 25 balls. Within 60 seconds
jackpot will return you 15 prize balls.

sometimes have five or six balls up on the playing board at one time. Each
machine and continue to flip the lever until you decide to quit. The Japanese
There are no set rules or way to play PACHINKO. Simply activate the

RULES FOR PLAYING PACHINKO

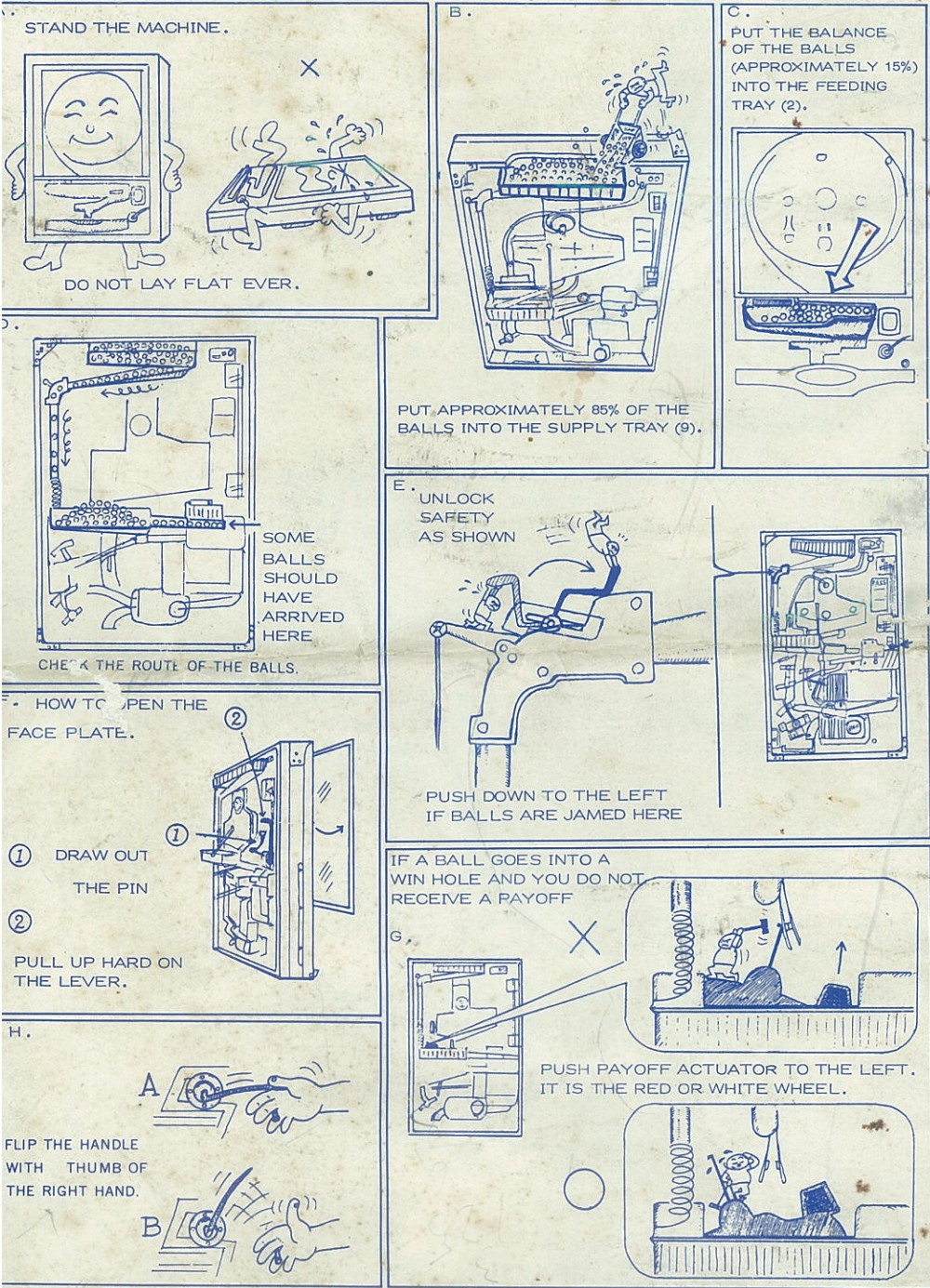
light.

on the back of the machine are only for the "jackpot" light and the "empty"
the weight of the steel balls and the force of gravity. The wires connected
No electrical source is needed to play PACHINKO. It works completely by

inside this booklet.

of perfect performance left, if you carefully follow the operating instructions
reconditioned. Less than two years old, your PACHINKO has many years
from one of the famous parlors along the Ginza of Tokyo and completely
No other brand offers this valuable feature. It has been removed directly
balls which do not go into a jackpot recirculate in the machine for future use.
manufacturer in Japan. It is an AUTOMATIC machine which means that the

SERVICING INSTRUCTIONS



IF YOU FLIP THE HANDLE AND NOTHING HAPPENS, FLIP THE HANDLE WHILE LOOKING AT
THE BACK OF THE MACHINE, BOTTOM LEFT HAND CORNER. THE METAL WIRE THAT IS MOVING
WITH THE LEVER SHOULD BE PUSHING THAT CLEAR PIECE OF PLASTIC BACK AND FORTH. IF IT
IS NOT, MOVE THE PLASTIC OVER THE WIRE AND TRY IT.