

Super Deluxe

Semi-Automatic Pachinko Machine

Operating Instructions

IMPORTANT: Read carefully before use

Summary of Instructions

The Pachinko machine comes from a Pachinko parlor in Japan. It has been rough-framed so it can be played at once without further installation.

- A. Object of Pachinko: Using skill, propel steel balls into "pockets" for payoff--up to 15 balls. Pockets open and close as hit. Give all players the same number of balls to start game. Designate a time limit for each player and determine who has the most balls at the end of each period.
- B. Face designs may vary on different games.
- C. 9 or 10-volt transformers may be used but no power is required for operation.

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

1. Open window door by unlatching lever (16). Clean off any dirt or other substance that is on the glass.
2. There are no keys included with your machine. Key lock as been deactivated.
3. Before you feed balls into Feeder Tray (14) be sure that Ball Dump Lever (18) is closed (pushed to right in most machines).
4. Before machine is played push Reset Lever (19) up. Now Pachinko machine is in proper sequence.
5. Place machine so that it stands upright on a level surface (this is important for the game to play correctly)
6. Take your pachinko balls (300 are recommended) from Storage Tray (17) and load approximately 250 balls into Feeder Tray (14) and balance into Playing Tray (3).
7. Place empty Storage Tray (17) at position (17) for receiving mis-balls. When mis-balls fill Storage Tray (17), load approximately one-half of the balls into Feeder Try (14) and balance into Playing Tray (3). Repeat procedure.
8. To play, hold Playing Lever (11) with thumb while grasping bar with forefinger. Snap release by sliding thumb to the right of lever.
9. **Caution: Do not continue to flip balls when the Feeder Tray is empty. To prevent, jamming, keep balls in the Feeder Tray for payoffs.**
10. Smooth operation helps control the ball and permits fast play. Varying thumb pressure on the lever can develop skill.
11. To release balls from Playing Tray (3), remove Slide Bar (8) right to left, then balls will fall into Receiving Tray (13).
12. A Radio Shack 9-volt DC transformer may activate the lights. In addition, lights may be bought at Radio Shack. Use the 7.5-volt light bulb.

Figure 1

1. " Win Pocket"
2. Lock Tab (Located behing Plactic or Glass Door)
3. Playing Tray
4. Front Cover
5. Plastic or Glass Window Door
6. Ball Return Chute
7. Trip Lever (inside)
8. Slide Bar
9. Pinwheel
10. Anti Jam Bar
11. Playing Lever
12. Finger Rest Bar
13. Receiving Tray

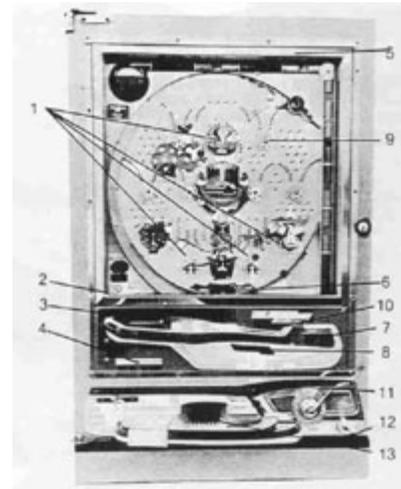


Figure 2

14. Feeder Tray
15. Battery or Transformer Pins
16. Plastic or Glass Window Door Locking Lever
17. Steel Ball Storage Tray
18. Ball Dump Lever
19. Reset Pin
20. Win Ball Exit Chute
21. Light Contacts
22. Wire Release
23. Payoff Lever
24. Win Storage Area
25. Light Cover
26. Light Socket

Caution: The machine will jam if you do not keep balls in Tray # 14. It is not defective.

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:

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 lifting up Wire (22), and pushing down on Lever (23). The balls will release easier if Chute (20) is tapped lightly. See Figure 3. You must remove all the balls from Chute (20).
3. Once you have removed all the balls from 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. If the machine is played for a long period of item with no balls in the Feeder Tray (14), it may become necessary to tilt the machine from side to side, tapping firmly on 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 moving Ball Dump Lever (18) to the left. The balls remaining in the jackpot area may be removed by pulling the Payoff Lever (23) down at the same time. 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).

Trouble Shooting and Servicing Procedures

1. If a ball ever is stuck in a Butterfly win hole, remove the ball and use a screwdriver to enlarge the prongs inside the Butterfly.
2. If balls will not stay in the rear of the machine, slide the tab on the Ball Dump Lever (18) to the right. See Figure 4. To lock slide Ball Dump Lever (18) to the right. Unlock position empties balls into Storage Bucket (17).
3. To Clean inside of Plastic or Glass Window Door (5), lift up Locking Lever (16) at the rear side of machine and gently open the Plastic or Glass Window Door (5).
4. To open Lower Front Cover (4), push down Lock Tab (2), which is located behind Plastic of Glass Window Door (5). Pull hinged Lower Front Cover (4) forward towards you to clean and inspect flow of balls to Trip Lever (7). This inner ball track is easily clogged by rug fuzz and dog hairs so keep it clear to insure trouble free service.

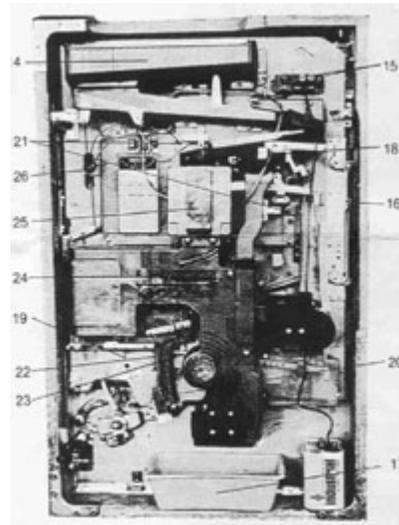


Figure 3

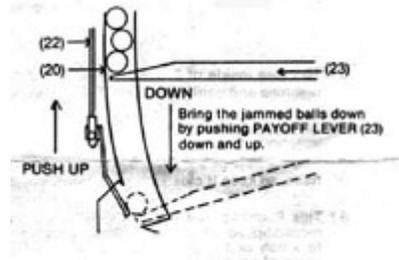


Figure 4

