

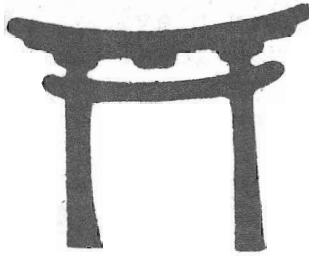
Pachinko Palace

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Sacramento, CA 95821

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San Mateo, CA 94403

20117 Vanowen
Canoga Park, CA 91306

7928 University Ave
La Mesa, CA 92041



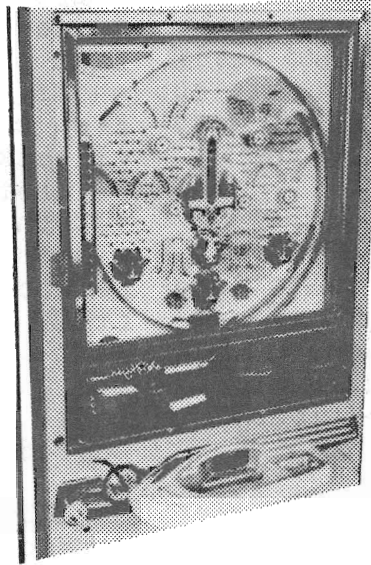
HISTORY OF PACHINKO

Pachinko has been played all over the Orient ever since 1947. 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



A FANTASTIC GIFT FOR
ANY OCCASION!

AN EXCITING FAMILY
ENTERTAINMENT GAME

* 15 BALL JACKPOTS!

* LIGHTS FLASH!

* BELLS RING!

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.

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 the best to use when you have a big party with many people wanting to play

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 jackpots scored within the 10 shots

Alternate turns as each player shoots his 10 balls

As soon as the machine is empty, or if there are no more balls left in the playing tray to shoot, the game is over

Total the number of jackpots scored for each player

OBJECT

To score more jackpots than your opponent

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

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!