

人生の1割くらいは、遊んでいい。

**NISHIJIN**

**VINTAGE MACHINE CATALOG**

About 10% of Life, Good Playing  
**NISHIJIN**

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## Foreword

There are hundreds of different models and manufactures of pachinko machines out there. At times it can be confusing to try to figure out what year a machine was built. Most machines have a tag that says when they were to be removed from parlors. However, that started in the mid 60's so machines built prior are near impossible to figure out when they were built.

I wanted to focus on one manufacturer that is the most commonly found in the US. So to help clean up this confusion I have assembled a substantial catalog on the Nishijin Co. to show what style machine was built when. Please note that some of these machines I had to give dates to based on the style and mechanics from certain time periods. So my dates might not be 100% exact but they are pretty darn close. I have also included some notes on every machine and a little information about each one. Also certain machines have information about their significance to the rest of the pachinko scene.

All in all I hope you are thrilled with this catalog. I have spent a lot of time collecting pictures and information from everywhere and even more time piecing it all together. I have found all this information very helpful personally and now can date a machine just by seeing the front or back. So study it well and you too could pick up this instant skill.

**-Max Faiman**  
Cofounder of Pachinko Boy

Sub Note: I own the rights to all the written information in this document. Some pictures I do not own and have been taken from various sources.



## Nishijin Company Information

The Nishijin Sophia Co. was founded in March 1951 by Mr. Shimizu in Kiryu prefecture. Although at that time in 1951 it wasn't called the Nishijin Company, Mr. Shimizu called the company Shimizu in Kiryu. The name Nishijin comes into play because Mr. Shimizu called the machines he built Nishijin Pachinkos. It wasn't until around March 1960 that the company grew the name Nishijin Co. and in December Shimizu adopted his friends company Sophia. Also, to date the two companies are still partnered up.

In around 1960 Nishijin Sophia was doing great business and was one of the biggest manufacturers in Japan. So in 1963 they decided to build a new factory in Osaka to help relieve the demand coming from the Tokyo factory.

Also in 1963 Nishijin developed an automatic ball feed system for parlors. They called it the "space pipe". They were the ones who decided to try to take over ball management of parlors and are still a major player in ball management today.

Some of Nishijin's History is still unknown as they didn't keep a very good record so some dates might change as more machines are discovered.



Mr. Shimizu on the right  
President of Sophia on the left



## **1951**

Rear mechanics: "B" style

Payout style: Unknown

Type: Single Shot

Name: Medal Ceremony

In 1951 this was the first Nishijin Pachinko made by the Shimizu Company. This machine was actually a prototype that they made and is the only one in existence. The back was completely made of tin and brass that was so thin that Shimizu hand cut it with scissors and soldered it all together himself. The machine most likely never saw a parlor and was used to start up the company and attract buyers.







## 1953

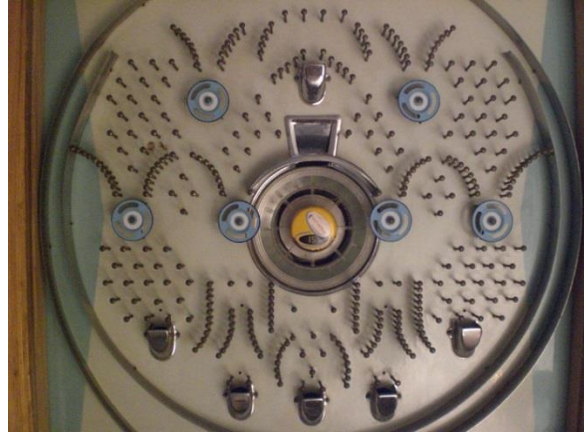
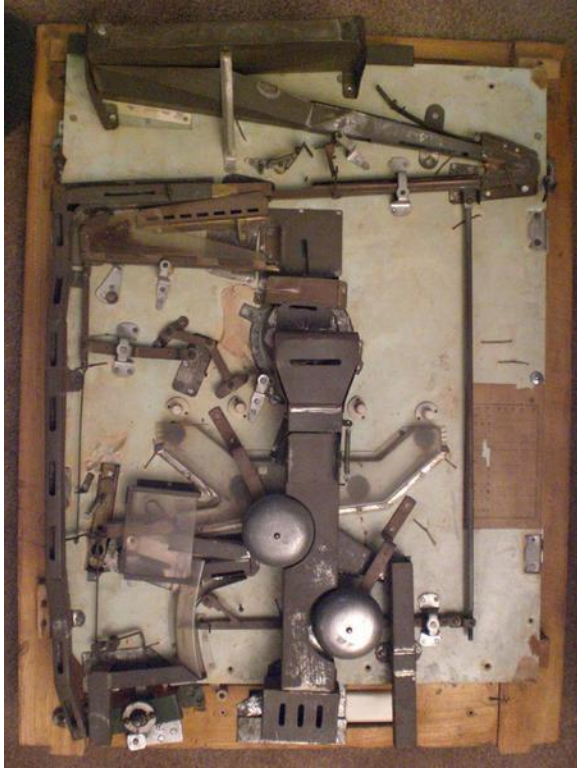
Rear mechanics: "B" style

Payout style: All 15

Type: Single Shot

In 1953 this was a fairly basic all 15 model Shimizu created. The coolest part of this machine was that it has a picture of a parlor with the word Ginza under it engraved on the plate where the player fed in the balls. This was probably done as a dedication to Shimizu's (or one of his favorite) parlors right on the Ginza strip.





## 1954

Rear mechanics: "B" style

Payout style: All 15

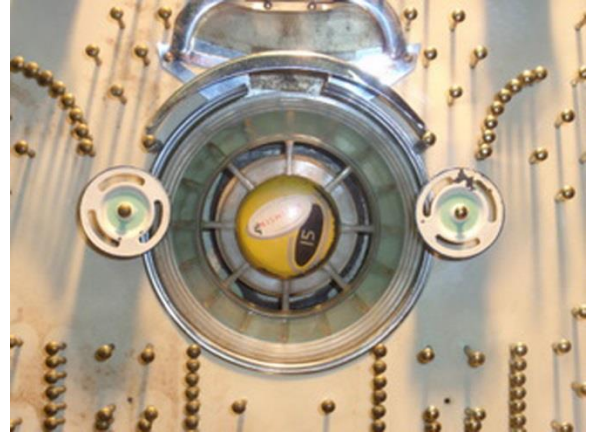
Machine type: Single Shot

This machine was very close to the 53 model Shimizu produced. The main difference is that on the front the plate where the player fed in balls (feed plate) changed to a simpler and streamlined tear drop shape; rather than the engraved metal plate. It is what makes this machine noticeable as it is made of light blue plastic.









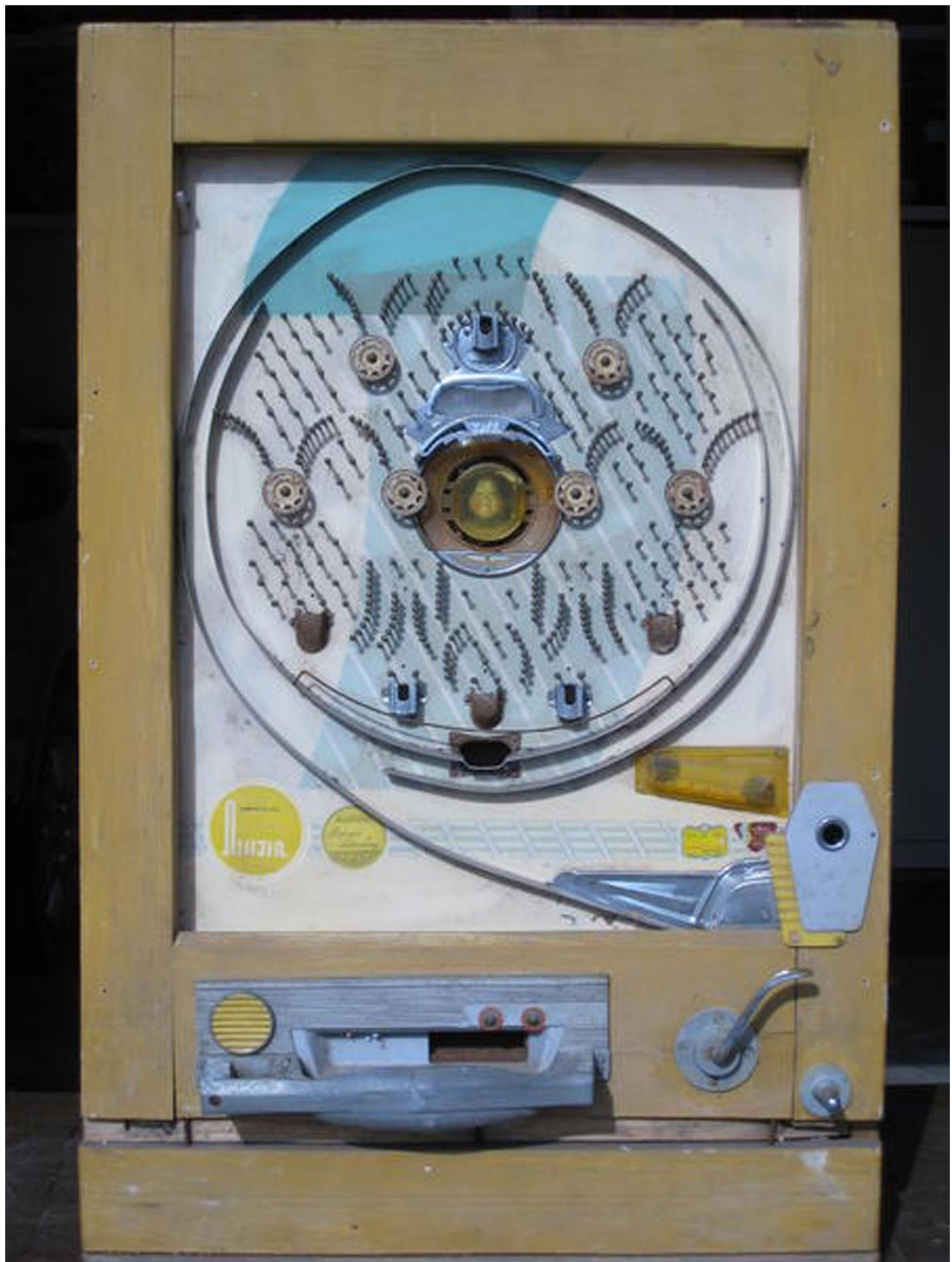
## 1955

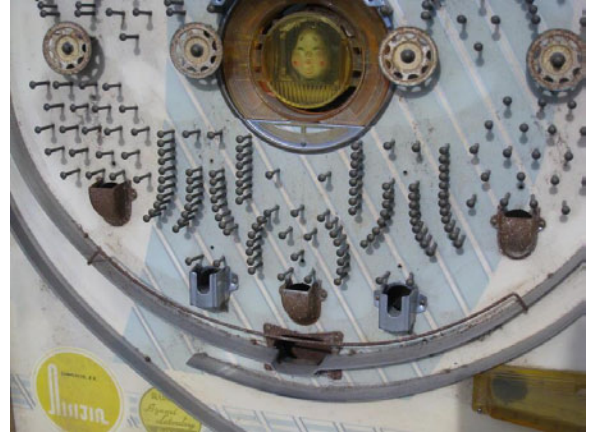
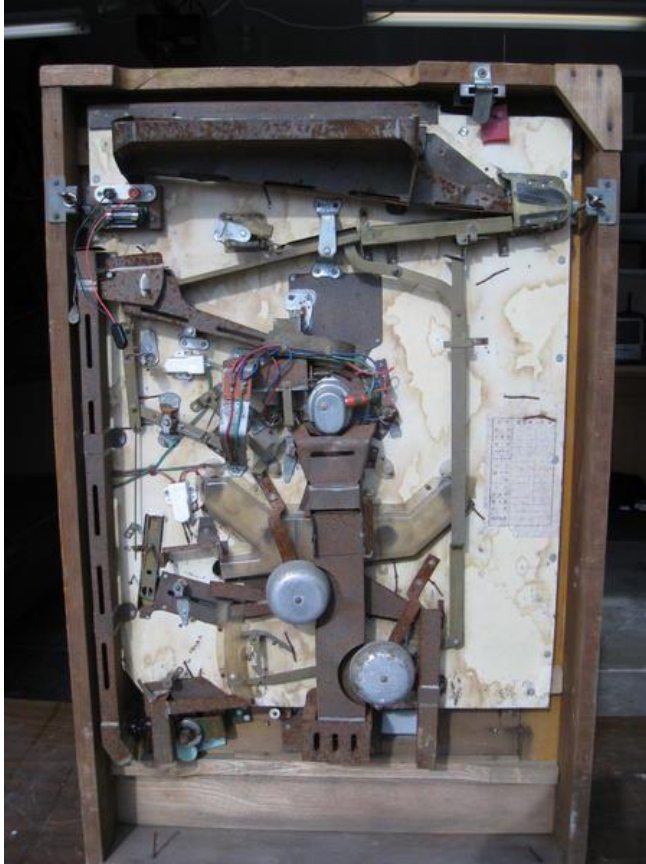
Rear mechanics: "B" style

Payout style: All 15

Machine type: Single Shot

This machine is exactly identical to the 1954 model. The only difference is that they changed blue and tan for a turquoise. The background on this machine has the same design as the 53 & 54 models but it has a green backing instead of blue. Also the plastic backer for the front tray became green instead of the tan seen in the 53 & 54 models; and the feed plate is green as-well.





## 1956

Rear mechanics: "B" style

Payout style: Unknown

Machine type: Single Shot

This machine is the first major change Shimizu made to the Nishijin. He went and completely redesigned the front of the machine with a beehive-honeycomb theme. He decided to use yellow as the main accent color on the front. Also this machine features a smiling head in the center which appears to light up when a jackpot is hit. This is one of the first machines that didn't have a basic lens in the center; and also one of the first with lights.





## **1957**

Rear mechanics: "B" style

Payout style: Unknown

Machine type: Single Shot

This machine is much similar to the 56 model. The main difference is that they went and redesigned the ball feed plate. Also they made some minor modifications to the lower tray surround, one of the biggest was that they casted it in plastic instead of aluminum. This machine also featured a little boy in the center that would light up.





## **1959**

Rear mechanics: Unkown

Payout style: Unkown

Machine type: Single Shot

This machine is completely unlike the 57 model; as everything on the front had been redesigned. The only thing that carried over from the 57 model is the aluminum tray. Also, this machine most likely had a model A style back to it. It is unknown how it actually functioned on the back side. But it was most likely the first model A machine produced. It also was one of the first machines that had a hinged front which is why you see a key hole on the right side of the machine.









## 1960

Rear mechanics: "B" style

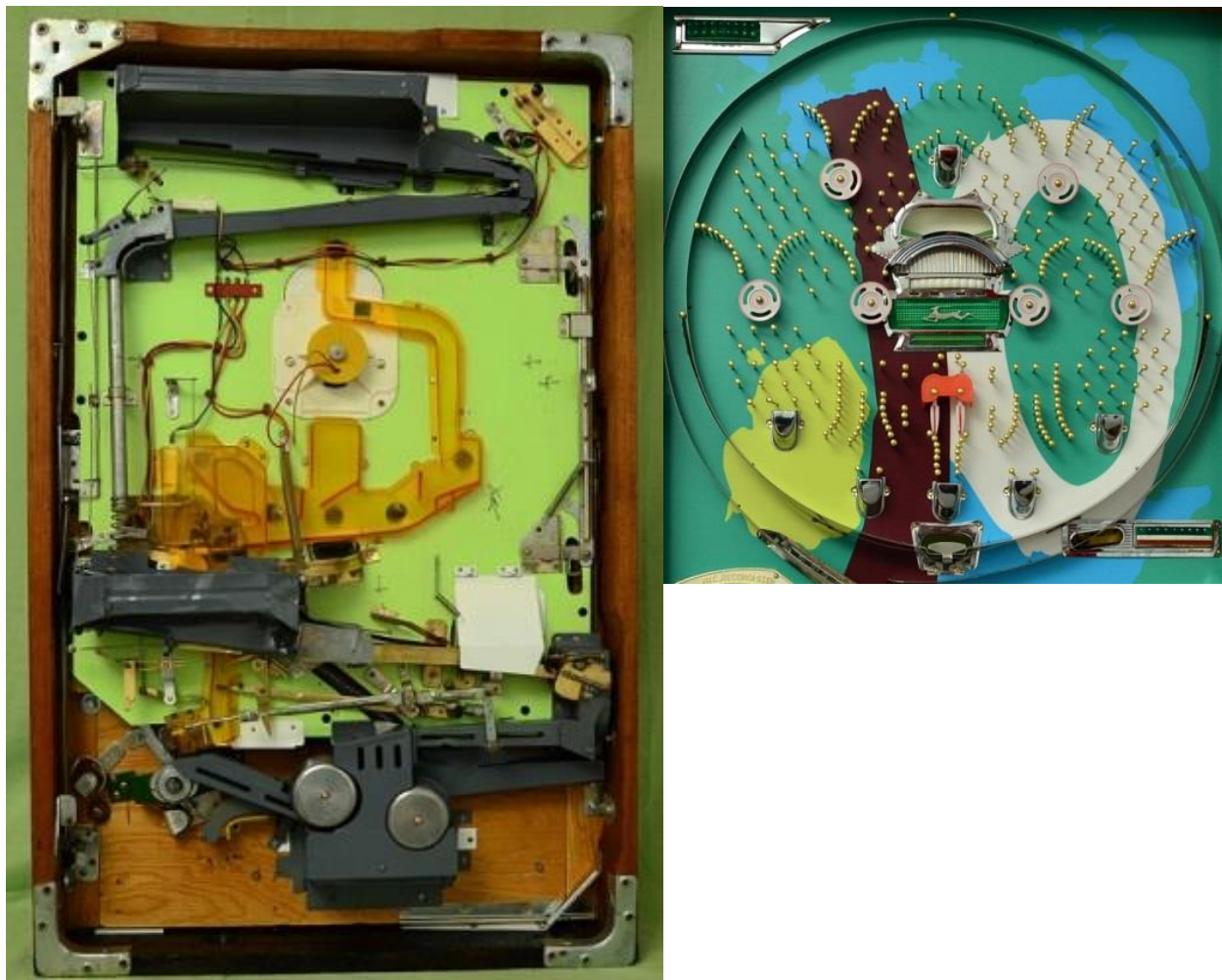
Payout style: Unknown

Machine type: Single Shot

This was probably one of the first machines built under the Nishijin Company name; as it sports Nishijin's new logo on its playfield. This machine also has a redesigned back with more plastic parts on it. Also they moved pieces around so it would be easier to wire lights into the machine.







**1961**

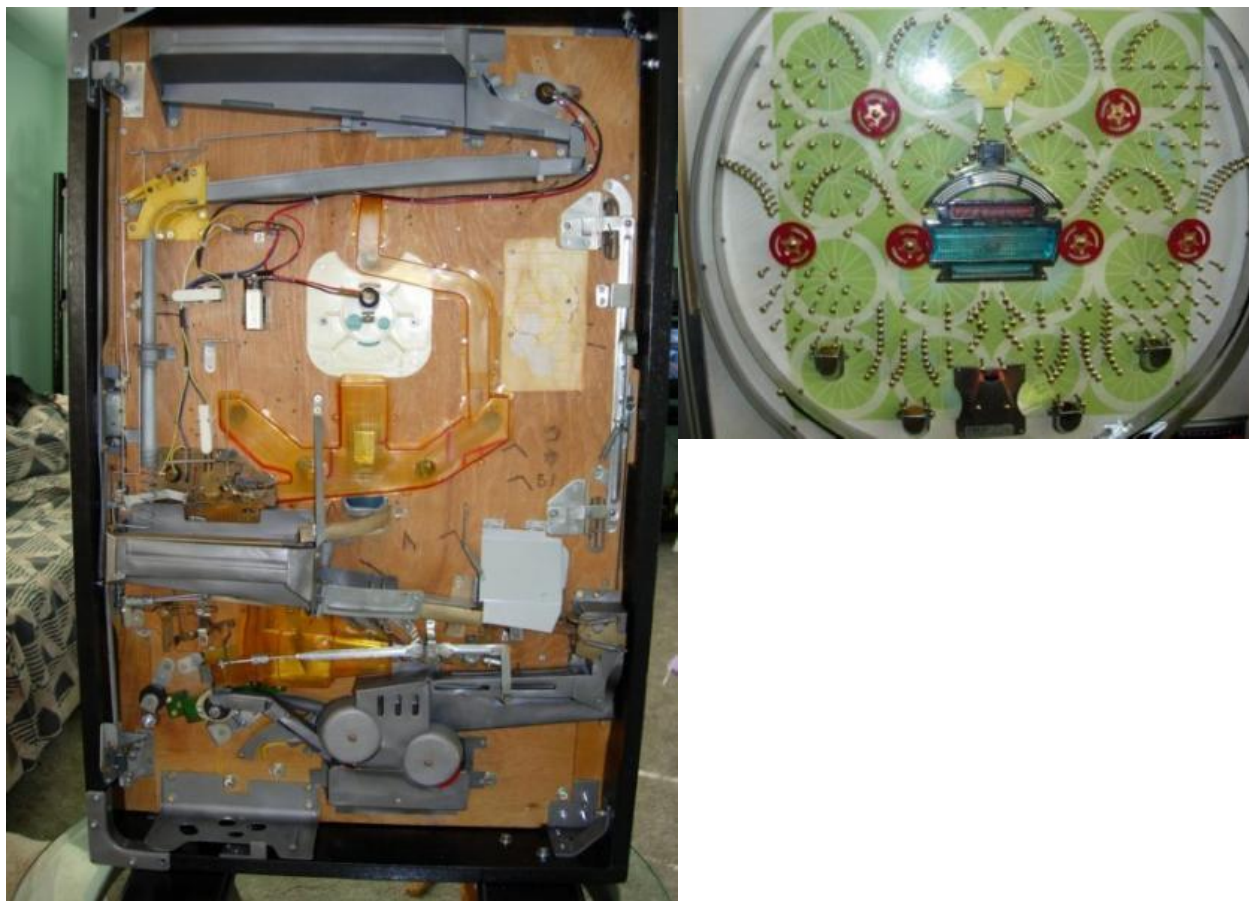
Rear mechanics: "A" style

Payout style: All-11

Machine type: Single Shot

This machine was one of the first to have the official model A back mechanics. The model "A" back was ahead of its time as workers were running behind the machines having to refill them. This way the workers didn't have to refill them and that parlors could put machines closer together.





## 1962

Rear mechanics: "A" Style

Payout style: All-11

Machine type: Single Shot

The 1962 model looked exactly like the 61 on the back. But the lower half of the front got completely redesigned. They got rid of the big rectangle lenses and went with ribbed pyramids. Also Nishijin went and completely redesigned the lower tray. This machine was also the first Nishijin to have a Tulip used on the playfield.







**1963**

Rear mechanics: "A" style

Payout style: All-11

Machine type: Single Shot

This machine is similar to the 62 models. However it utilizes the 62 lower front and they ditched the half-circle payout window and went with a full circle.









## 1964

Rear mechanics: "A" style

Payout style: All-11

Machine type: Single Shot

This machine is almost exactly the same as the 63 model. The only difference is there is a little more plastic on the back side. Also some parts start to get more detail incorporated into them.





## Early 1965

Rear mechanics: "A" style

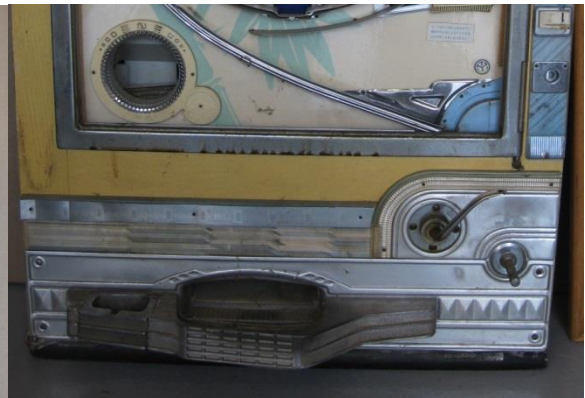
Payout style: All-11

Type: Single Shot

This machine is very similar to the 64 model. However, Nishijin did a subtle redesign to the front of the machine. They incorporated a box pattern above the tray and also switched the playfield lights to be triangles. Also the back used a little more plastic with more complex designs molded into them.







## Late 1965

Rear mechanics: "A" style

Payout style: All-11

Type: Single Shot

This machine was exactly the same as the early 65 model. The only difference is the back used almost all plastic parts and they introduced a new feed plate on the front (which was all plastic). Also the back was made of a light gray plastic instead of the typical blue that was used for almost 4 years.







## 1966

Rear mechanics: "A" style

Payout style: All-11

Type: Single Shot

This machine is exactly the same as the late 65 model. Here the only difference Nishijin made is they ditched the circle window and replaced it with a blue and white rounded triangle. This shape would be used for the next 2 years but in different colors. So the 66 machine is best known for the blue triangle window.









## **Early 1967**

Rear mechanics: "A" style

Payout style: All-11

Type: Single Shot

This machine didn't have many changes from the 66 model. The main difference is everything blue on the front got switched out for white. They also made new lenses for the playfield in the shape of shells. Also the plate behind the front tray got a slight redesign.





## **Late 1967**

Rear mechanics: "A" style

Payout style: All-11

Type: Single Shot Conversion

This machine is sorta special, as this is the first Single Shot Conversion machine that Nishijin made. What they did is they took the early 67 single shot and then fitted a second tray on the front to make it easier for the player to play the game. As it was hard to feed the balls in one at a time so the second tray made it easy because they would just roll into the shooter. These aren't the most attractive machines and the upper tray was only to dump balls into; as all the winnings still came out the lower tray.







## **Early 1968**

Rear mechanics: "A" style

Payout style: All-11

Type: Single Shot

After Nishijin had great success in 67 with selling a new single shot model then followed by a conversion they decided to stick with that. So the 68 model looked exactly like the 67 with the only difference of a color change and new playfield lenses. This machine was only to be followed by a single shot conversion of this model.







### **Late 1968**

Rear mechanics: "A" style

Payout style: All-11

Type: Single Shot Conversion

This is the conversion machine of the 68 single shot. Nishijin kept playing with designs on the upper trays to try to make it look nicer and function better.





## Early 1969

Rear mechanics: "A" style

Payout style: All-11

Type: Single Shot Conversion

As Nishijin introduced the conversion it quickly became more popular by the parlors. So Nishijin decided not to build and new single shot and decided to build conversions from all their left over parts from the last 4 years. So the 69 year could have many variations in the conversion machines.







## **Late 1969**

Rear mechanics: "A" style

Payout style: All-11

Type: Single Shot Conversion

This is the last year Nishijin decided to build conversion machines. As the pachinko business was picking up drastically and they decided to release something completely new for the next decade. But the late 69 model used the base of the 68 single shot and Nishijin fitted their upper tray on it. The upper tray and panel have been known to be found in other colors such as gray and clear. But the white and green is the most common.









### **Early 1970**

Rear mechanics: "A" style

Payout style: All-11

Type: Front Overflow

This machine was Nishijin's biggest redesign at that time. They went out and almost completely build a new machine; the front overflow shared no parts on the front with the single shots or the conversions. However, the back they only made slight changes to. One of which they made the win balls pay out to the upper tray and if the tray overfilled the balls would overflow to the lower tray. The early 70 model is noticeable because of its avocado green window around the shooter; and the light blue window in front of the payout see-saw.





## **Late 1970**

Rear mechanics: "A" style

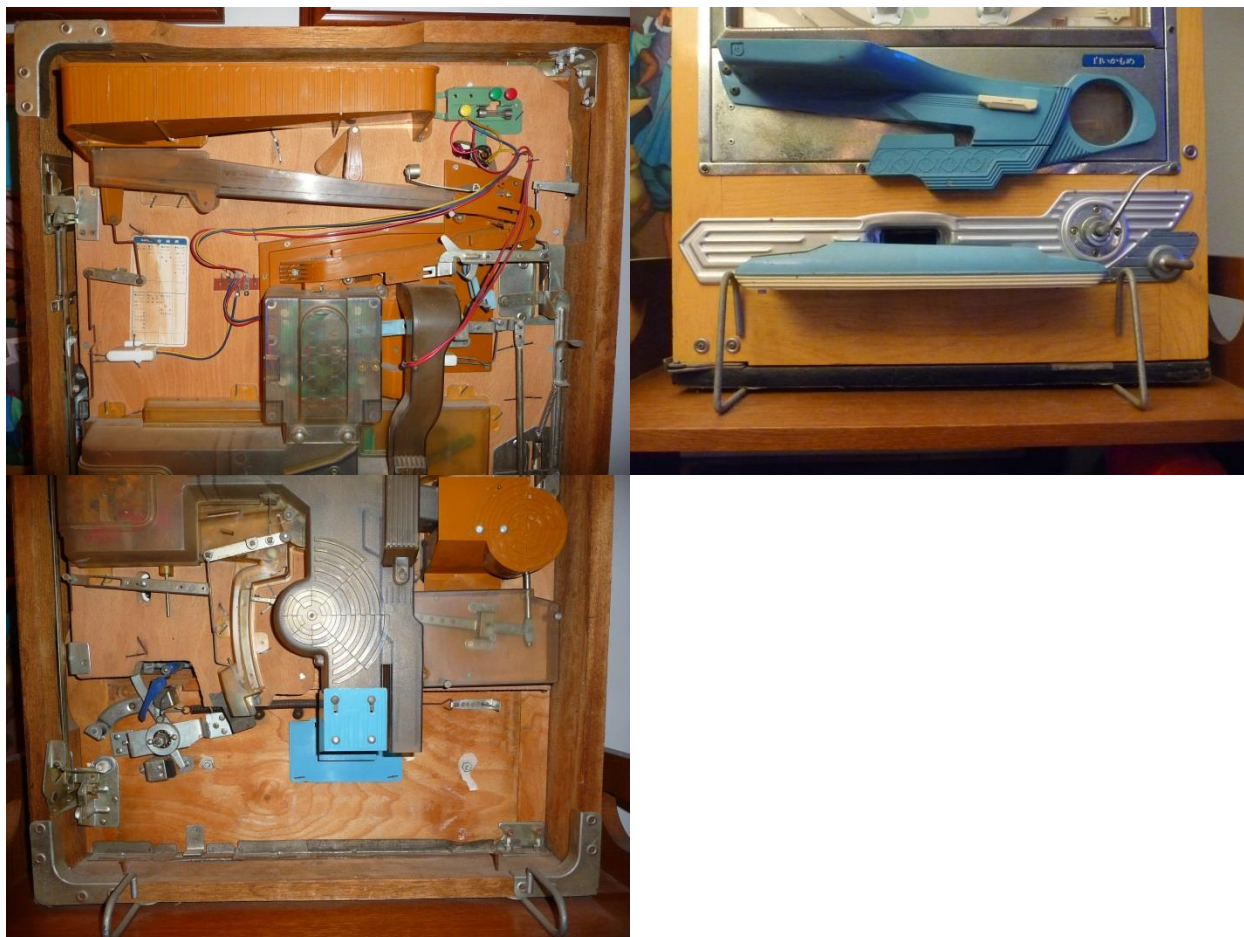
Payout style: All-11

Type: Front Overflow

Half-way through 1970 Nishijin decided to change the colors on the front overflow. They ditched the green window and dark blue upper tray and replaced them with turquoise colored versions. Also the window around the payout see-saw was changed to white. The upper tray has been known to also be found in brown, dark blue and dark green.







## Late 1970

Rear mechanics: "B" style

Payout style: All-11

Type: Front Overflow

This is a very odd ball machine Nishijin made. It combines the features of the front overflow with the same back design as the older single shots from the 50's. It isn't known for certain why Nishijin built this machine. Most likely it was because at this time parlors had ball feed systems installed so they went with the old model B design so parlors could put machines closer together and so they could accurately count how many wins a machine got. As the model A sent the win ball back to the player so the parlor had no clue how the machines were paying off.









**1971**

Rear mechanics: "A" style

Payout style: All-11

Type: Model A Osaka

This year Nishijin redesigned the front of the Front Overflow machine so the overflow chute fit behind the tray making it so there were fewer parts to break. The Osaka model was the first to be built in their new factory and used the same molds and plastics as the Tokyo model. The only difference is the sticker on the playfield near the expiration tag. The Osaka basic model has a detailed picture of a map with a red background; while the Tokyo model had multi-colored pills on it.







## 1971

Rear mechanics: "A" style

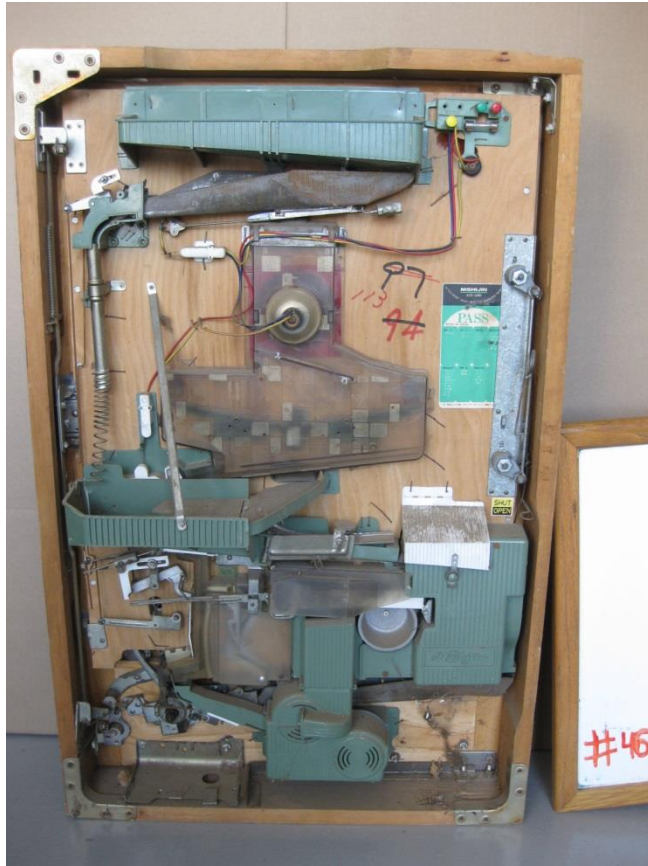
Payout style: All-11

Type: Model A Osaka Aoi Umi

While Osaka was building the same machines as the Tokyo factory they wanted to do something to make themselves different. So the Osaka factory produced a special version of the model A; the Aoi Umi version. Aoi Umi translates to Blue Sea. This explains why they used only navy blue colored plastic on the front of the machine. Also the back of the machine was made of black plastic instead of the typical green. And to make sure it is different they changed the playfield sticker color from red to blue. However, otherwise it is still the same machine as the Osaka and Tokyo models.







**1971**

Rear mechanics: "A" style

Payout style: All-11

Type: Model A Tokyo

This is the same machine as the base Osaka model with the only difference of the playfield sticker as stated above. It is unknown what the real name of the "model A" is as no one has ever seen an original catalog. The term Model A was coined by importers for the machine, others also refer to the model A as the model 1200 which was also used by importers.









## **Late 1971**

Rear mechanics: "B" style

Payout style: All-13

Type: Model B

While the model A was the most popular machine in 71 Nishijin also played with the model B again. They reintroduced it as the Front Overflow model in 1970. However, they wanted to add the technology of the Model A to it so they redesigned it as well. The 71 model is easily recognized by its bright green upper front tray and the purplish-blue back. Also some people also refer to the model B as the model 4200.





## 1972

Rear mechanics: "B" style

Payout style: All-11

Type: Model B

In 72 Nishijin decided to stop the production of the model A so they could focus on the model B as it was in higher demand than the model A. So the 72 model only had a few minor changes from the 71 model. The biggest of which is they made the back out of two main modular pieces while the 71 model was made up of 3 or 4. This machine is recognizable by its dark green upper front tray and black back plastic.







**1973**

Rear mechanics: "B" style

Payout style: All-11

Type: Model B Beautiful Day

In 73 Nishijin did a massive redesign to the front of the model B. They changed the upper tray to a simpler and rounder tray. The back was the same as the 72 model with the only difference of the plastic being brown instead of black. The 73 model is the most common in the US and made up most of the machines that were imported. This machine is recognizable by the words "SUPER DELUXE" followed by "It's A Beautiful Day" written out above the lower tray on the front.









**1973**

Rear mechanics: "B" style

Payout style: All-11

Type: Model B Super DX

It was still thought that the Osaka plant was still around in 73 as Nishijin produced 2 versions of the model B and 2 versions of the model A in 73. Which machine came out of what plant is hard to tell. The difference between the Super DX model and the Beautiful Day model is the badge above the lower tray. Otherwise they are the same. Though, occasionally some of the Super DX models used a yellow ball out light lens while other versions use a red lens seen here.







## 1973

Rear mechanics: "A" style

Payout style: All-11

Type: Model A Beautiful Day

It seems that many parlors were upset that Nishijin didn't release a new model A for 72. So to fill the gap they started producing them again in 73. They had designed front similar to the model B however, no pieces could be switched between the two. They also simplified the back of it.







**1973**

Rear mechanics: "A" style

Payout style: All-11

Type: Model A Super DX

This machine is the same as the Beautiful Day version but the difference is the sticker on the playfield as this model had a boat on it with a gold background. The Beautiful Day version had a black and blue striped heart. Another difference is the sticker on the window around the payout see-saw. The Beautiful Day has a whirlpool design English flag design on it while this model has an English flag design.







## 1974

Rear mechanics: "B" style

Payout style: All-11

Type: Model B

In 74 Nishijin did a redesign to the playfield of the model B. They got rid of the box lens; and replaced them with a rainbow lens in the upper left corner. They also added faux pachinko balls to the playfield in the lower right corner. They still used the Beautiful Day badge but they casted it in orange plastic and painted the words black instead of the white & blue on the 73 model. The back remained the same with the only difference is the lower portion the started to cast in white plastic instead of clear.







## 1974

Rear mechanics: "A" style

Payout style: All-11

Type: Model A

To keep up with demand Nishijin kept producing the model A. This machine was exactly the same as the 73 model on the back. But the front was totally different. It used the new trays that were to be used on the new 75 model. Also the playfield had a new and super basic ball out lens. They even went and made the Beautiful Day badge in the orange and black colors to match the model B. This would be the last time Nishijin made the basic model A. Also many of this model machine got converted into Computer Pachinkos when they were imported to the US.







**1974**

Rear mechanics: "B" style

Payout style: All-11

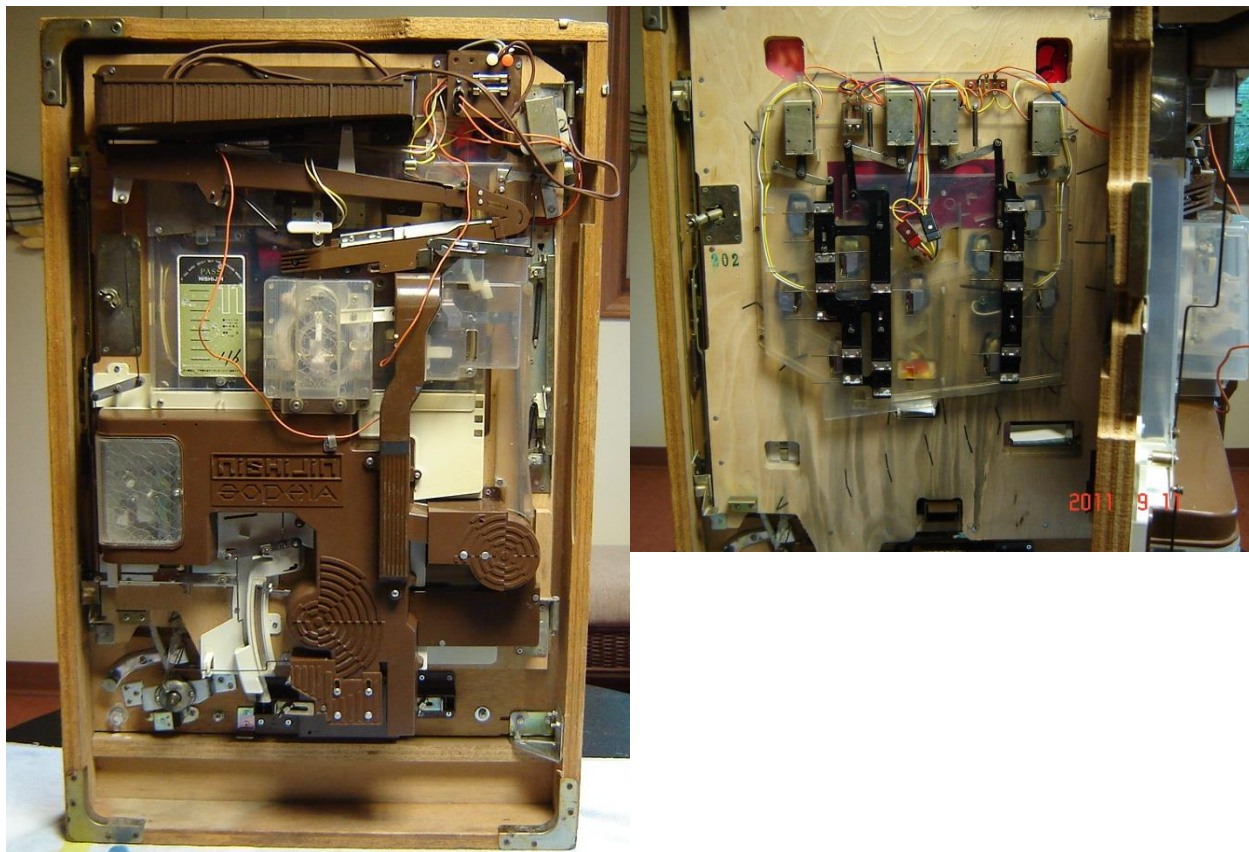
Type: Electro-mechanical model B

Name: Chinaman Powerflash

This is the first machine in Nishijin's idea of being on the cutting edge. They wanted to start a line of machines that combined more interactive features for the player. To do so they would go and add extra lights and solenoids to machines. These machines are very different from the normal model B as they require power to operate correctly and use both 24 and 10v. These machines were complete custom versions of the model B as they had to be redesigned on the back to fit the extra electronics and on the front to go better with the theme. This version of the power flash is the Chinaman. It is called that because it has a little man in the center that bobs side to side when a ball enters the top. Also if you got a ball in the heart shape pocket it would open all the tulips on the playfield and if you got it in the yellow it would close all tulips on that side. All other pockets acted as normal but would open any pockets below them.







**1974**

Rear mechanics: "B" style

Payout style: All-11

Type: Electro-mechanical model B

Name: Thunderbird Powerflash

The 1974 Thunderbird Powerflash is the second machine in Nishijin's electro-mechanical lineup. It functions almost exactly like the Chinaman Powerflash. If you get a ball in a yellow tulip it will close all pockets on that side. The orange & pink tulips still function like normal tulips. If you get a ball in the very top pocket it will open all tulips.







## Early 1975

Rear mechanics: "B" style

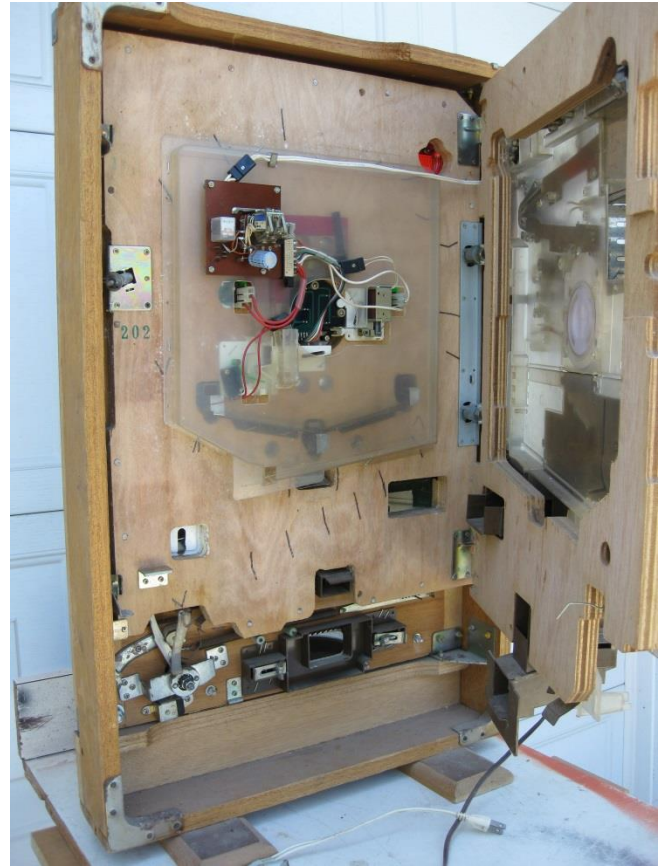
Payout style: All-11

Type: Model B

In 75 Nishijin did a whole redesign to the front of the machine. They gave it a very futuristic looking upper tray and lenses of many colors on the playfield. While a majority of the lenses didn't have lights behind them a few versions of this machine did get some extra lights for a total of 5 on the machine. They also put a red lens right behind the ball loader on some machines. The back had remained unchanged at this point.







## Early 1975

Rear mechanics: "B" style

Payout style: All-11

Type: Electro-mechanical model B

Name: Circuit Racer

In Nishijin's continuing line of electro mechanical machine this one is pretty neat. It is called a circuit racer and features a tire in the center that opens when a ball enters the center hole in the top pocket. When a ball passes through the green switches on either side of it, it will close the tire. Also the background was custom designed for the machine and featured actual images in it instead of the typical blob or flowers. Some of the items hidden in the background are 1970 Ford Capri Perana, Lotus 72A #12, Tyrrell 006 #5, Lancia Fulvia 1600 HF, and Sir Jackie Stewart.







## Early 1975

Rear mechanics: "B" style

Payout style: All-13

Type: Electro-mechanical model B

Name: UFO

The UFO machine is very similar to the Circuit racer. If you got a ball in the center hole on the top pocket it will make the alien pop out of his ship. And if a ball passes through one of the switches on the side it will make the alien go back in. The tulips and other pockets worked like normal. This machine also featured a custom background with UFOs and other space junk on it.







### **Early 1975**

Rear mechanics: "B" style

Payout style: All-11

Type: Electro-mechanical model B

Name: Piranha

This machine is like the UFO or Circuit Racer. While the center does feature a fish whose mouth opens and closes by solenoids; the only way to open them is to get a ball in the center hole of the top pocket. To close the mouth a ball must enter it.







## **Late 1975**

Rear mechanics: "B" style

Payout style: All-11

Type: Model B

In late 75 Nishijin decided to redesign the front of the model B again. They went and added smoke like accents to the playfield and added a new lower tray backer. They also started to cast some upper front trays in a bluish-turquoise plastic. They also started to use micro-switches to replace the leaf switches on the back.







## Late 1975

Rear mechanics: "B" style

Payout style: All-11

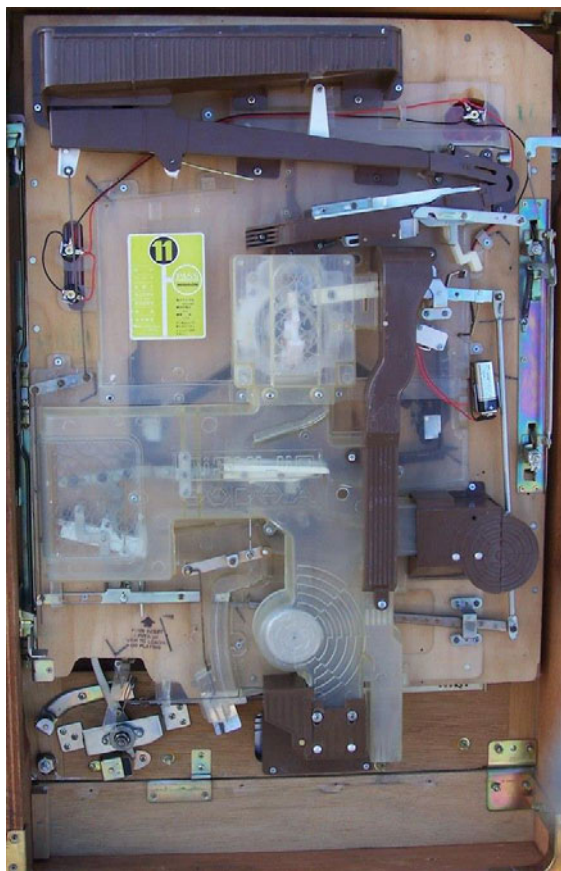
Type: Electro-mechanical model B

Name: Train

Here again in continuing their series Nishijin produced this model. It features a train in the center that has crossing gates that open and close and signals that blink. It like the circuit also has a custom background to fit the theme. Also it seemed very fitting for Nishijin to put this center in the late 75 machine with the smoke accents. However, it probably wasn't done on purpose. This machine is also one of the first to have Nishijin's new badge.







**1976**

Rear mechanics: "B" style

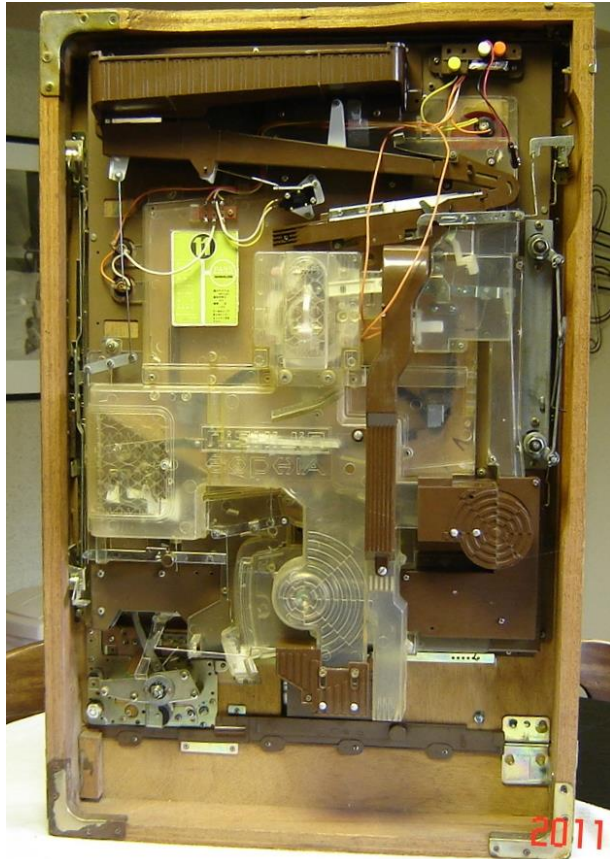
Payout style: All-11

Type: Model B

In 76 Nishijin did yet another redesign of the front of the model B. This was basically another Aoi Umi model as all the trays and plastics on the front were blue. The playfield also got some new lens with a geometrical theme.







**1976**

Rear mechanics: "B" style

Payout style: All-11

Type: Model B Ex-Change

In 76 Nishijin was playing with the model B and came up with this machine. They added a big metal plate to the back and mounted the mechanics on that. So the parlors could change out the playfields without having to remove the back of the machine. You undid a few latches and it would slide right out and all the mechanics wouldn't move. This way it let parlors update machines without actually having to remove the machine. However, Nishijin didn't really put this technology to use till 78.







**1976**

Rear mechanics: "A" style

Payout style: All-11

Type: Kanless

In 76 Nishijin also brought back the model A for the last time. They went and used the same molds from the late 76 machine but casted most the parts in pastel colors. The back they also went and redesigned and made it more complex then it needed to be. They went and built in a ball lifter that would lift the lose balls back up to the lower tray. They also tried to build in a counter so the parlors could keep track of the wins. These machines also had some pretty interactive centers that moved a lot but had no extra electronics (mainly because the extra electronics were in the machine itself).







## Early 1977

Rear mechanics: "B" style

Payout style: All-11

Type: Model B

The 77 model B featured yet another new front to it. This one they ditched almost all angles and tried to make everything rounded. The playfield also featured two circle lens (only the red one would light up though) and an orange sidebar with 2 lights behind it.







## Early 1977

Rear mechanics: "C" style

Payout style: All-11, 13, 15

Type: Model C

In 77 Nishijin debuted the model C. This machine was a big change from the model B. As it would become the basis for all of Nishijin's machines till the early 90's. The model C was very simplistic in design and Nishijin did such a good job packing it that holes were left for them to add electronics to which is why the early moderns used it. The other thing that Nishijin did is they built this machine with an adjustable payout see-saw. So if the machine had a background that was designed to win often they set it so it would pay fewer balls than a background that would win less often. They made it so it could be adjust to pay out 11, 13, or 15 balls. It seems that all the 77 models were set to pay out 11.







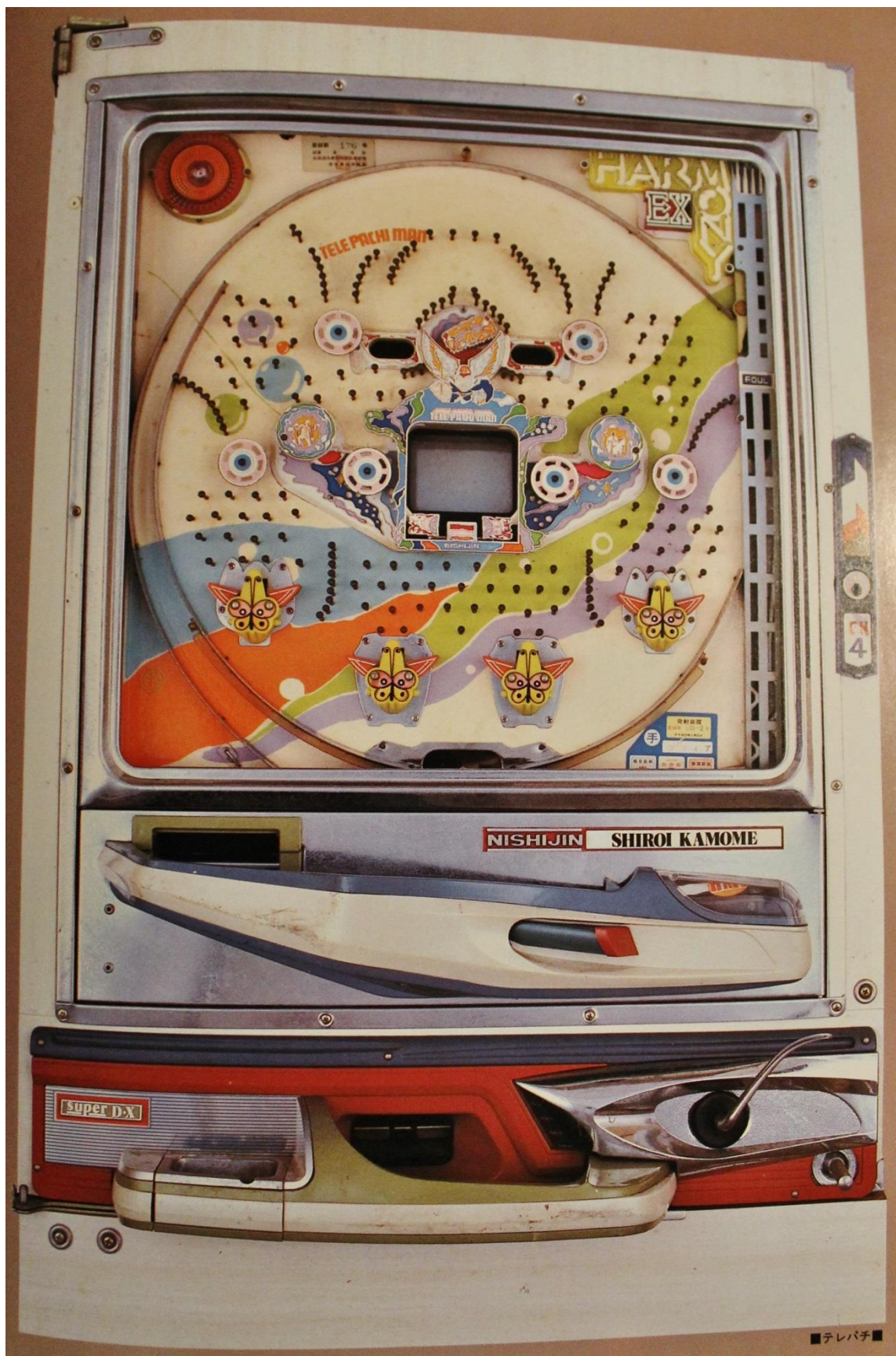
## Late 1977

Rear mechanics: "C" style

Payout style: All-11, 13, 15

Type: Model C

Later that year Nishijin did a slight redesign to the playfield on the model C. They ditched the orange lens and replaced it with a slotted tube. The purpose of this was because they took off the rebound bumper and added a gate to the tube. So if balls hit the gate hard enough they would fall in the tube and be returned to the player. Nishijin called it the Foul Lane. Also late 77 models had a new shooter assembly. They were now mounted on plates that would be used for the shooter knobs. The plates had extra holes that would be cut out and mounting points for the motor and extra spring and gear.





## **1977**

Rear mechanics: Unknown

Payout style: Unknown

Type: Electro Mechanical

Model: Unknown

Name: Tele-Pachi Man

This was Nishijin's biggest innovation in 77. They built a machine which incorporated and LCD display in it. This was a first as even getting a display that tiny to fit was an accomplishment in its self. It is unknown what the video was on it and what the back looked like as this is a rather rare machine. It was most likely something rather basic like a man waving. This technology was very ahead of its time as LCD displays didn't get put into most machines till the early 90's.







## Early 1978

Rear mechanics: "B" style

Payout style: All-11

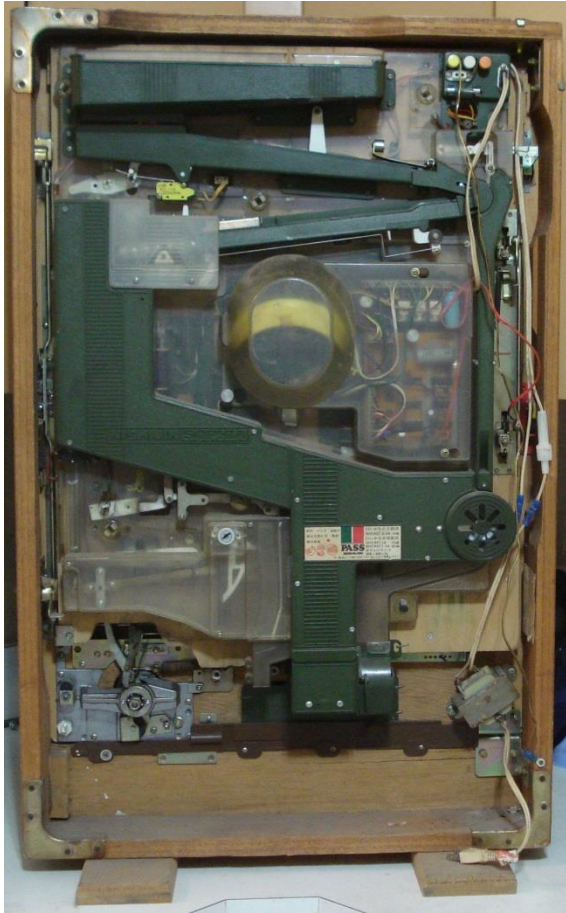
Type: Model B

The 78 model B still worked and looked the same as the 77 model. The only difference made was they added new features to the playfield. They ditched all the lenses and added the foul lane, star lens, and put on a transparent number lens. Also, 78 is when Nishijin started to use the Ex-Change feature as standard for the model B.









## Early 1978

Rear mechanics: "B" style

Payout style: All-11

Type: Electro Mechanical

Model: B or C

Name: Power Roulette

This is probably one of the coolest machines in Nishijin's Electro-mechanical series. It features a roulette wheel in the center that lights up. When you get a ball in any of the pockets above the wheel, it starts the lights in the wheel spinning. Then the player has to push the button on the side of the frame to stop the wheel. It will then land on either a 1, 3, or 5. If it lands on 1 it opens just the center tulip. If it lands on 3 it opens the top 3 tulips. If it lands on 5 it opens all tulips. This is one of the most desirable machines and is one of the hardest to find.







## Late 1978

Rear mechanics: "C" style

Payout style: All-11, 13, 15

Type: Model C

In 78 Nishijin did a slight design change to the front of the model C. They added some new badges and changed the colors around. Another cool feature of the model C is that it had a quick remove back. This feature was installed on the 77 model; it basically lets you remove the whole back by simply squeezing 4 or 5 knobs and then the back pops right off. It was also becoming common to see machines with motorized center features.







## Late 1978

Rear mechanics: "B" style

Payout style: All-11

Type: Model B

Later in 78 Nishijin added back some old features to the playfield. They pulled off the Foul Land and replaced the bumper and side lenses. Also, a funny thing is because they were building these machines at the same time as the model C they would grab parts from the C and put them on the B. So it isn't uncommon to see a model B with an all 13 or all 15 lens even though the machine paid out 11.







## 1979

Rear mechanics: "C" style

Payout style: All-11, 13, 15

Type: Model C

In 79 Nishijin brought back the molds for the 75 upper front trays. They also gave the machine a new playfield layout with palm trees surrounding the lenses. On the back they also added the special metal plate to mount the back on. So now the model C had inter-changeable backgrounds; and they even kept the quick remove back so you could still pull off the back if needed.





## **1980**

Rear mechanics: "C" style

Payout style: All-11, 13, 15

Type: Model C

In 1980 Nishijin did a massive change to the front of the machine. They tried to make everything with straight lines and bright colors. The playfields also got a very decorative touch and the backgrounds featured tons of color. At this point most companies were introducing their early moderns with electro-shooters so this would be the last year Nishijin used the flipper handle. And this is technically the last "vintage" machine made by Nishijin; from now on they were all classified as early moderns.





## **1981**

Rear mechanics: "C" style

Payout style: All-11, 13, 15

Type: Early Modern

This was one of the first early moderns made by Nishijin. They used the 80 frame and installed the electro-shooter and added sound to the machine. Also the center featured electronically powered actions and LED lights. This would become the standard throughout the 80's. Later they would add animated characters and objects that would move.

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