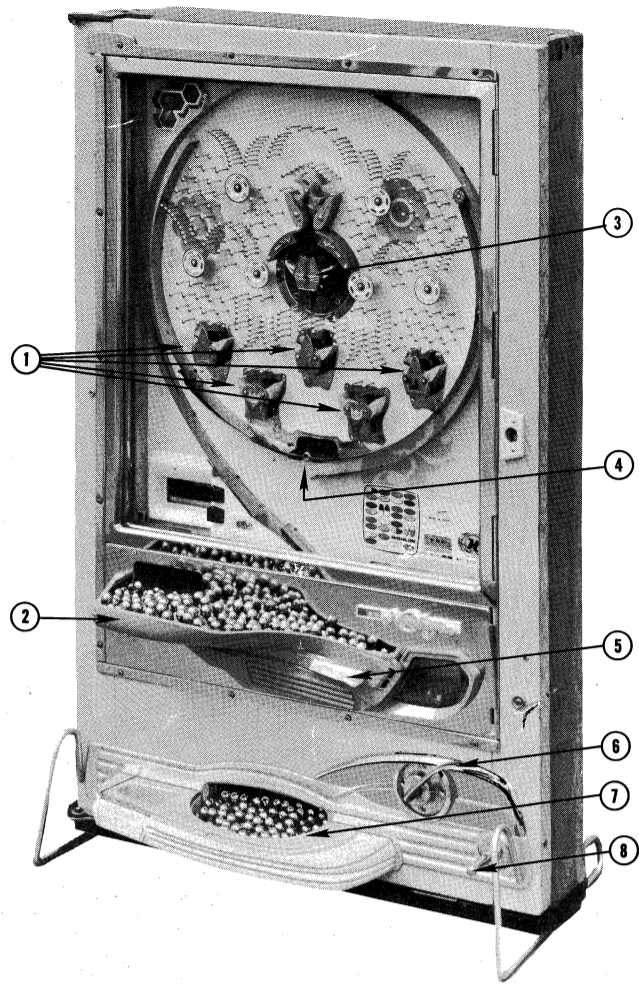
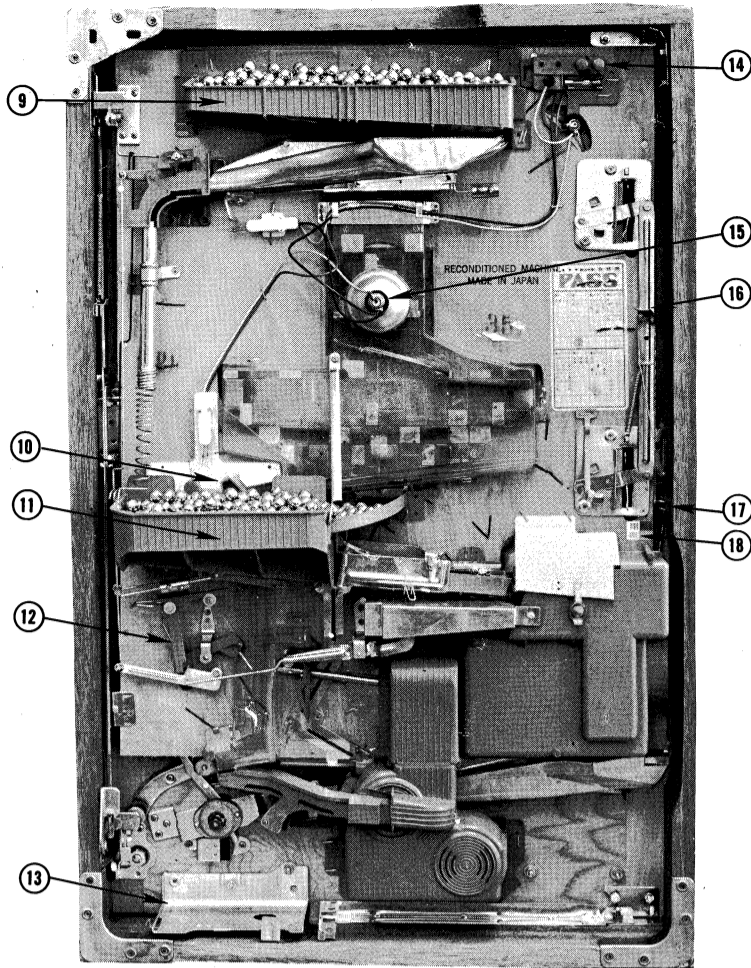


# Pachinko Machine



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 ACTUATE YOUR PACHINKO MACHINE

1. Place your machine on a flat - LEVEL surface. Attach your stand. See separate stand instructions. Unwrap the steel balls and save the plastic cup.
2. Open the front panel by lifting up HARD on the panel locking lever (16). Lift out the plastic face plate and remove paper 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.
3. CHECK - Be sure Dump Lever (17) is in shut position - up. Then put approximately 450 balls (85%) 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.
4. When a ball enters a win pocket 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 the bell rings -- no power source is needed for this. The win light (15) will flash on if a battery attachment is connected.
5. Balls which land in the lost hole (4) are carried to the reward storage tray (11) for future use.
6. 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 500 balls.
7. 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 Pachinko in its box without first removing ALL of the balls from inside the machine. Flip the playing lever to be sure no balls are in the playing mechanism.

## HOW TO PLAY PACHINKO

1. Put approximately 50 Pachinko Balls (15%) 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. 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. 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).
5. 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).



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