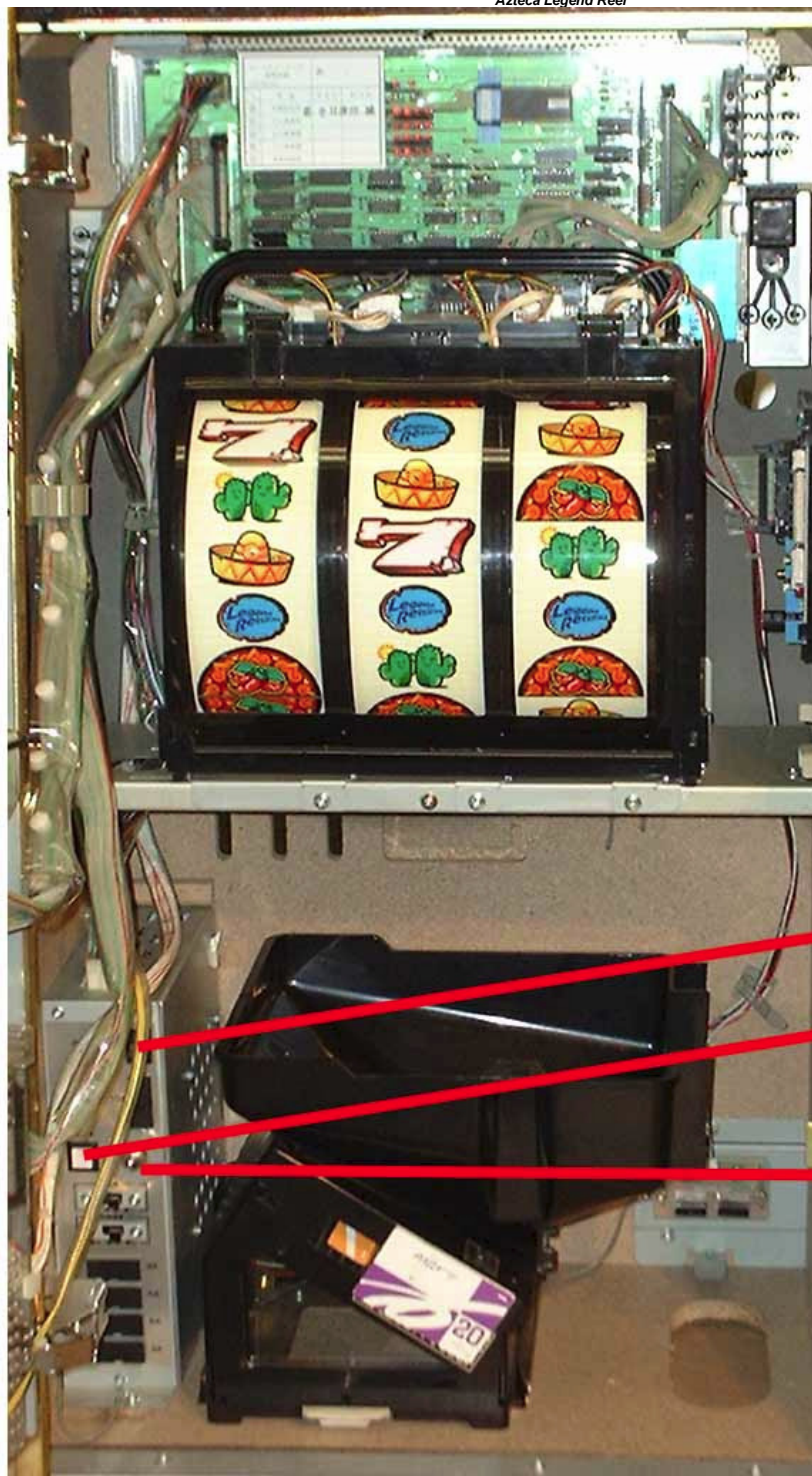
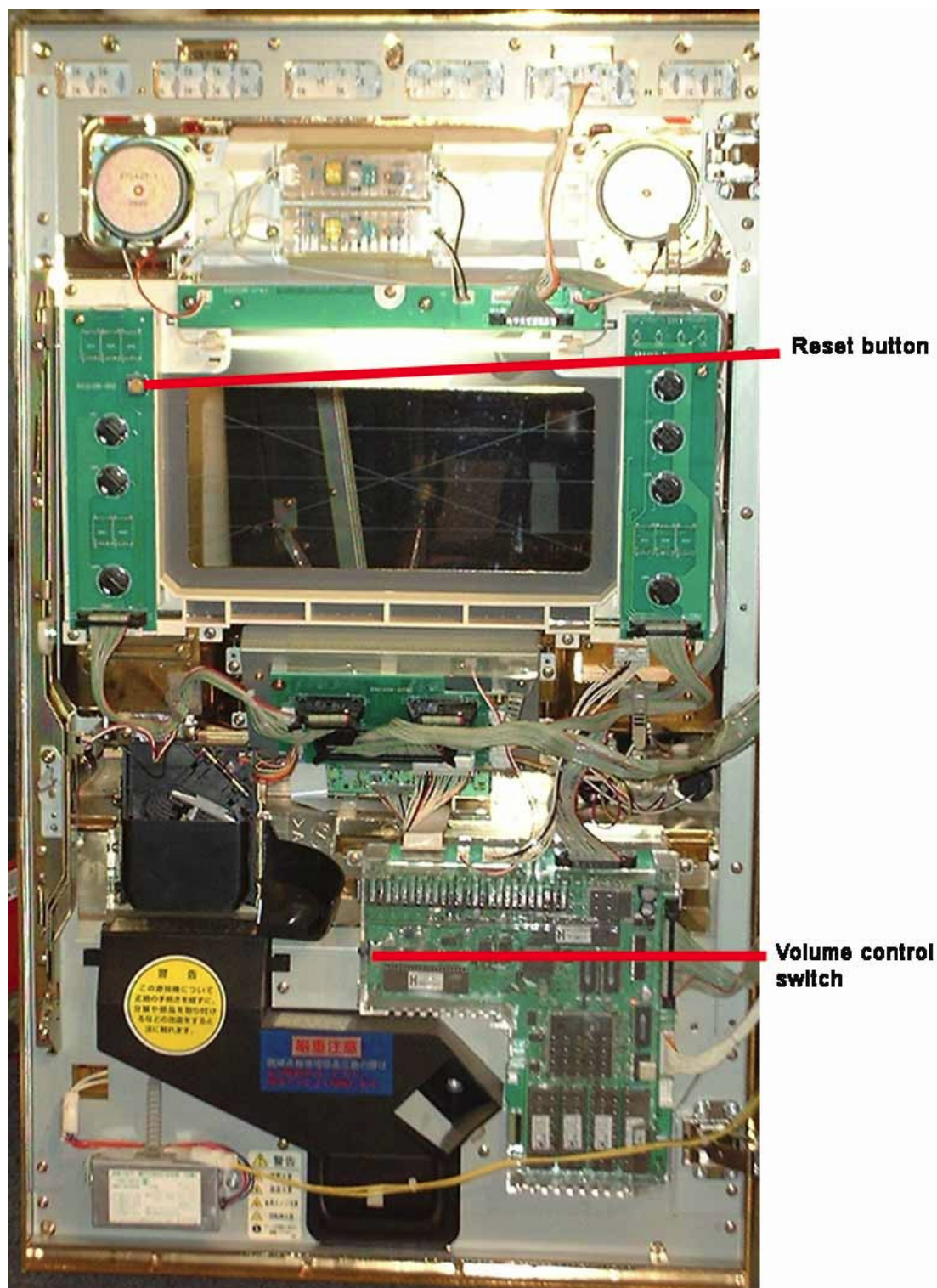


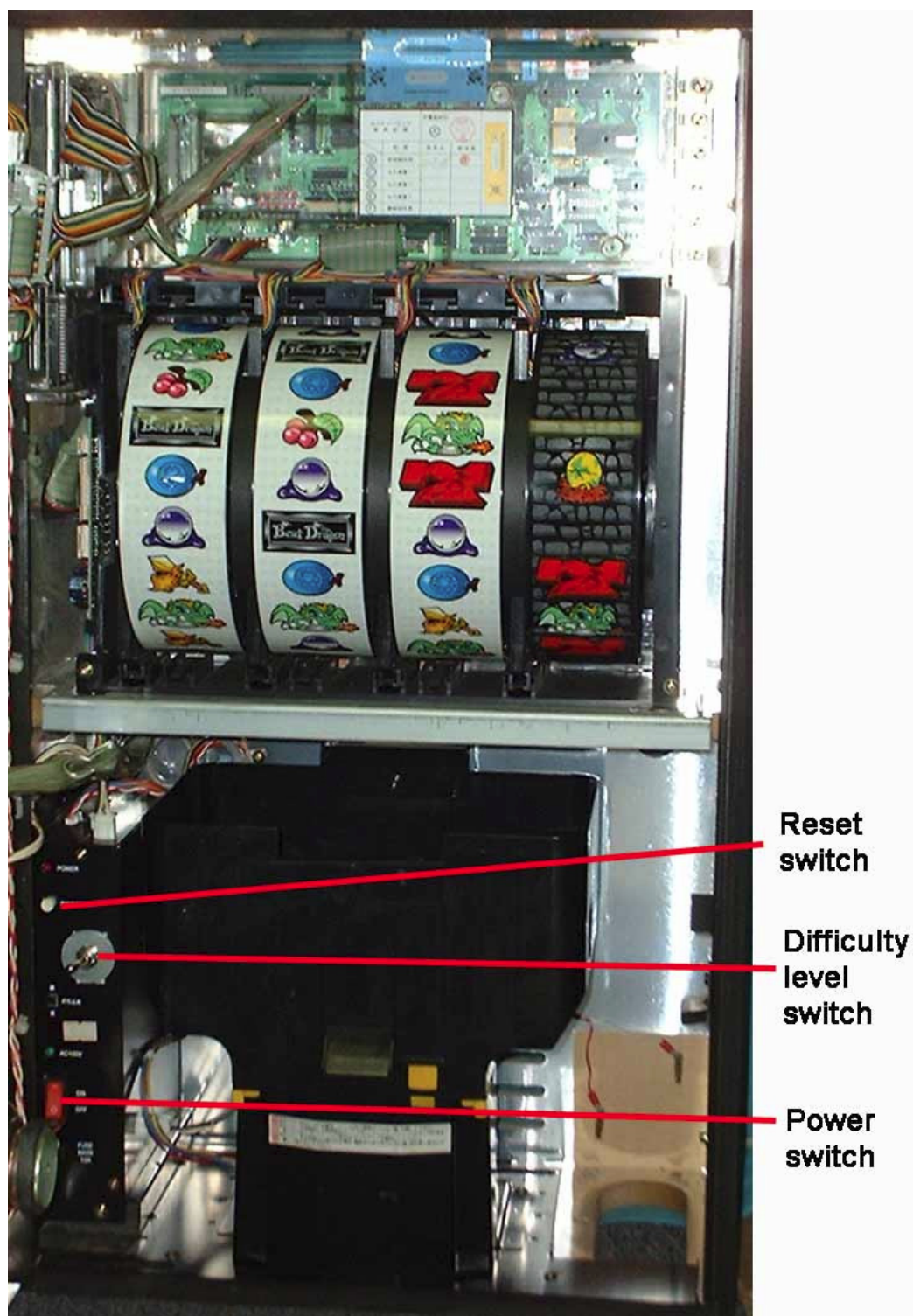
PachisloAndPachinko.Com

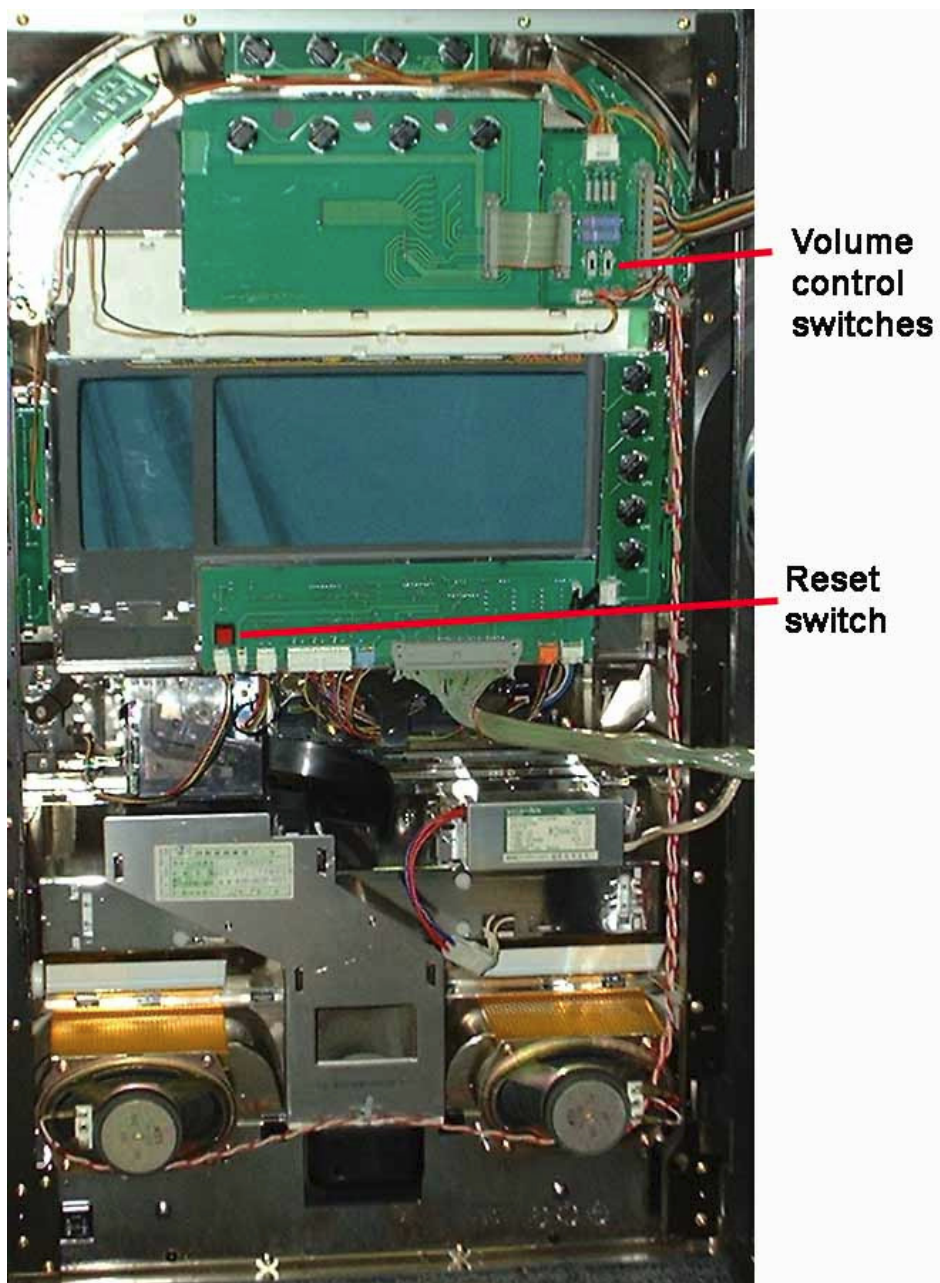
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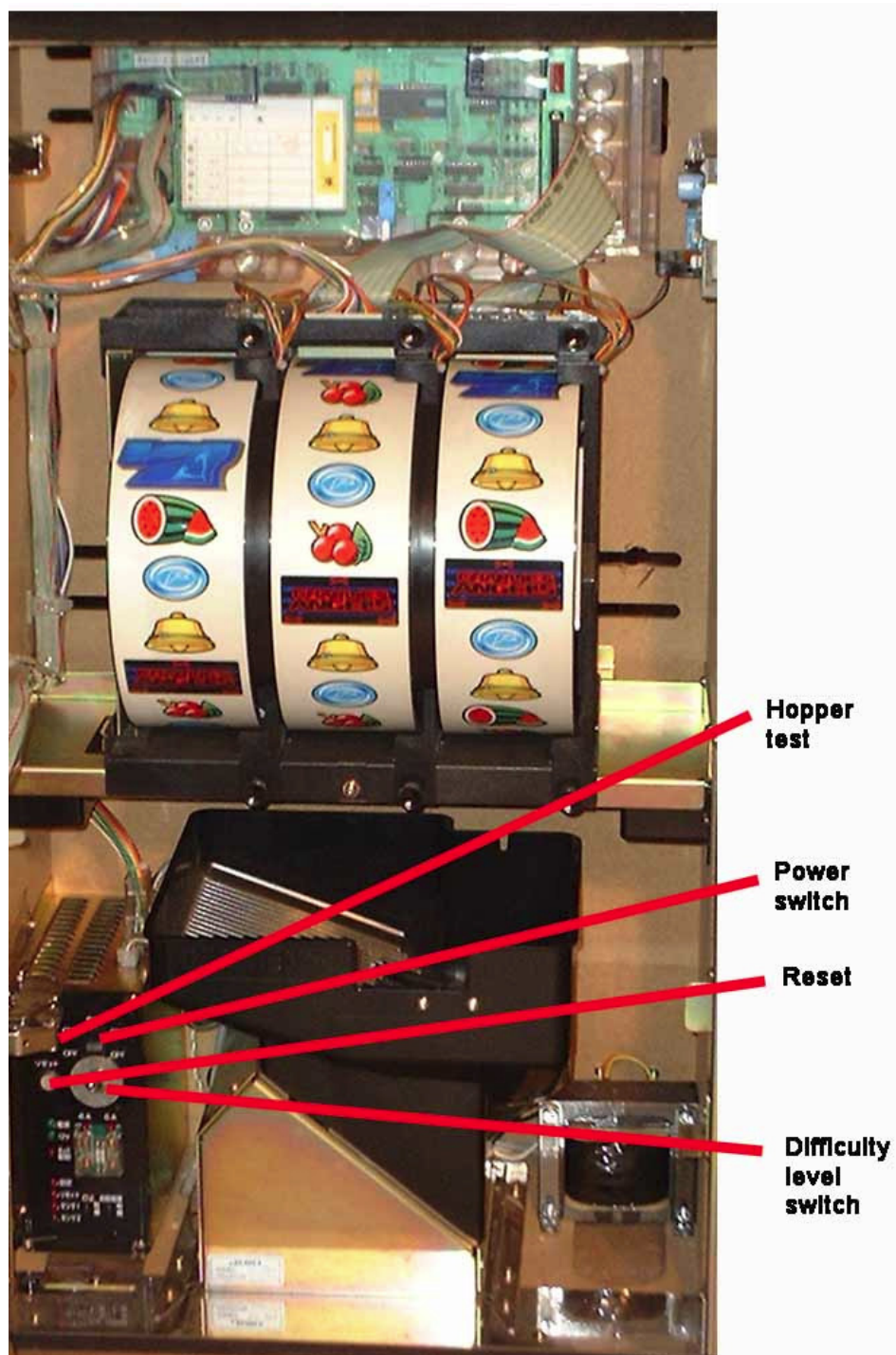


Beat The Dragon Reel

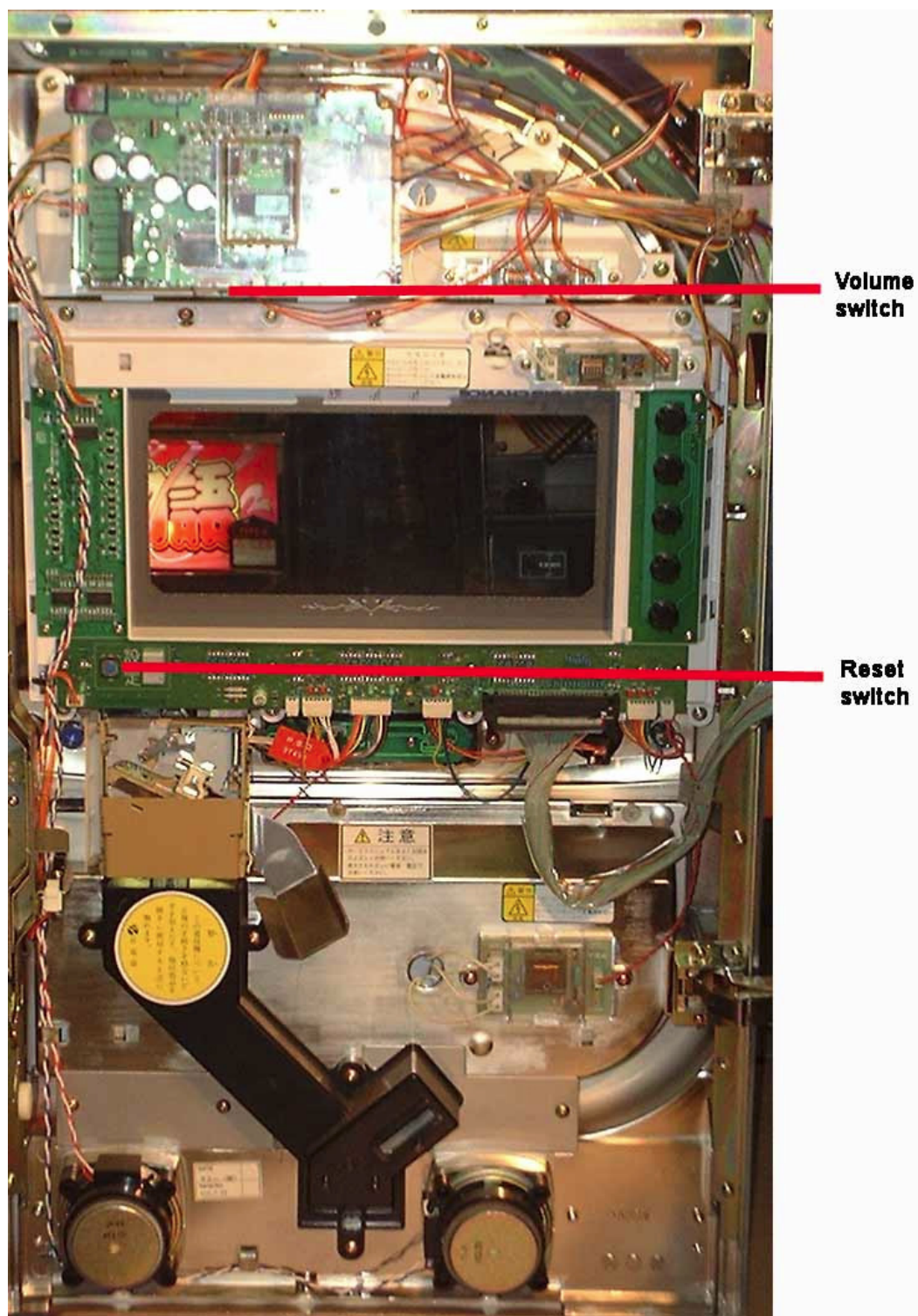
*Beat The Dragon Door*



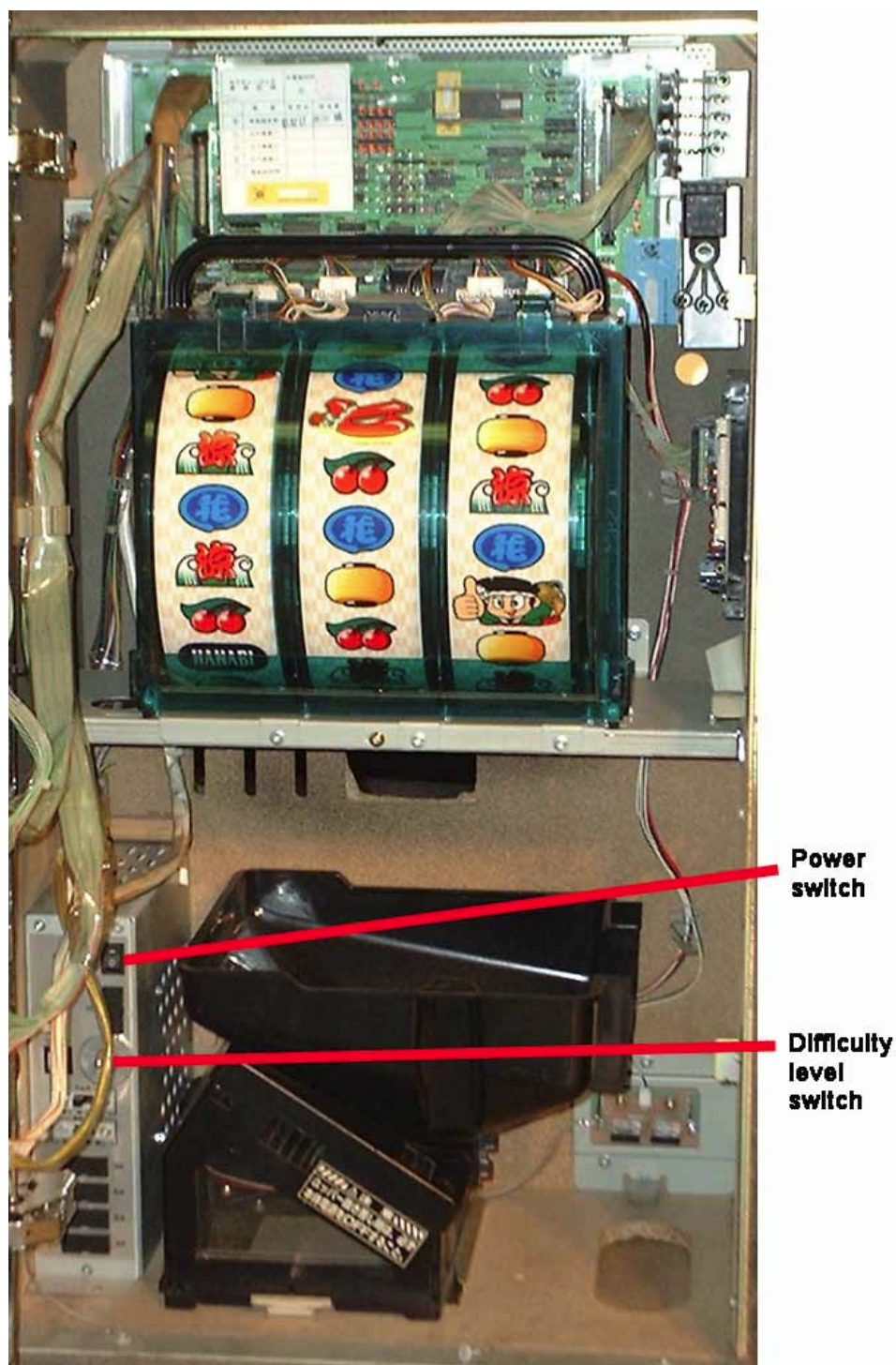
Charles Angels Reel



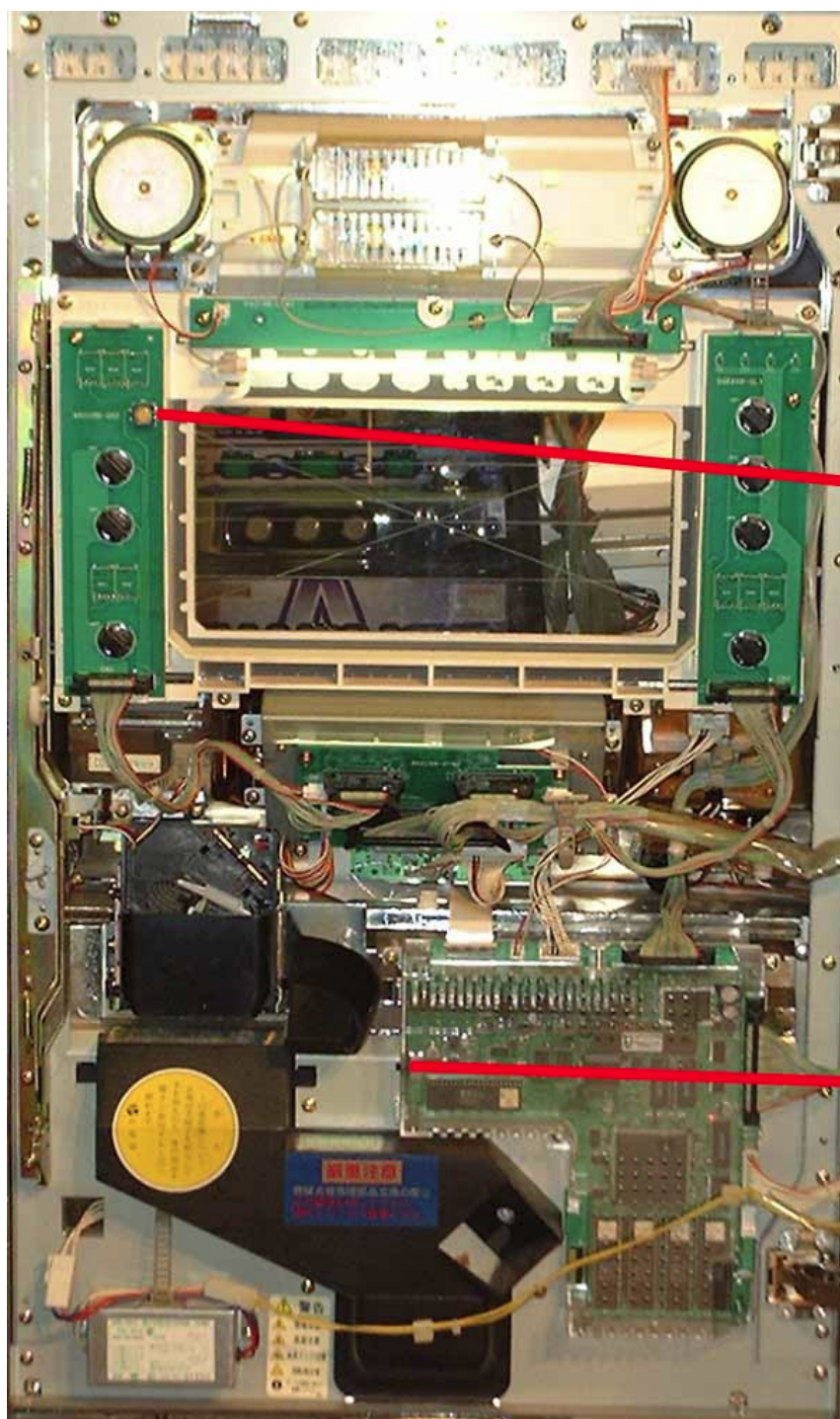
Charles Angels Door



Donchan Blue / Red Reel



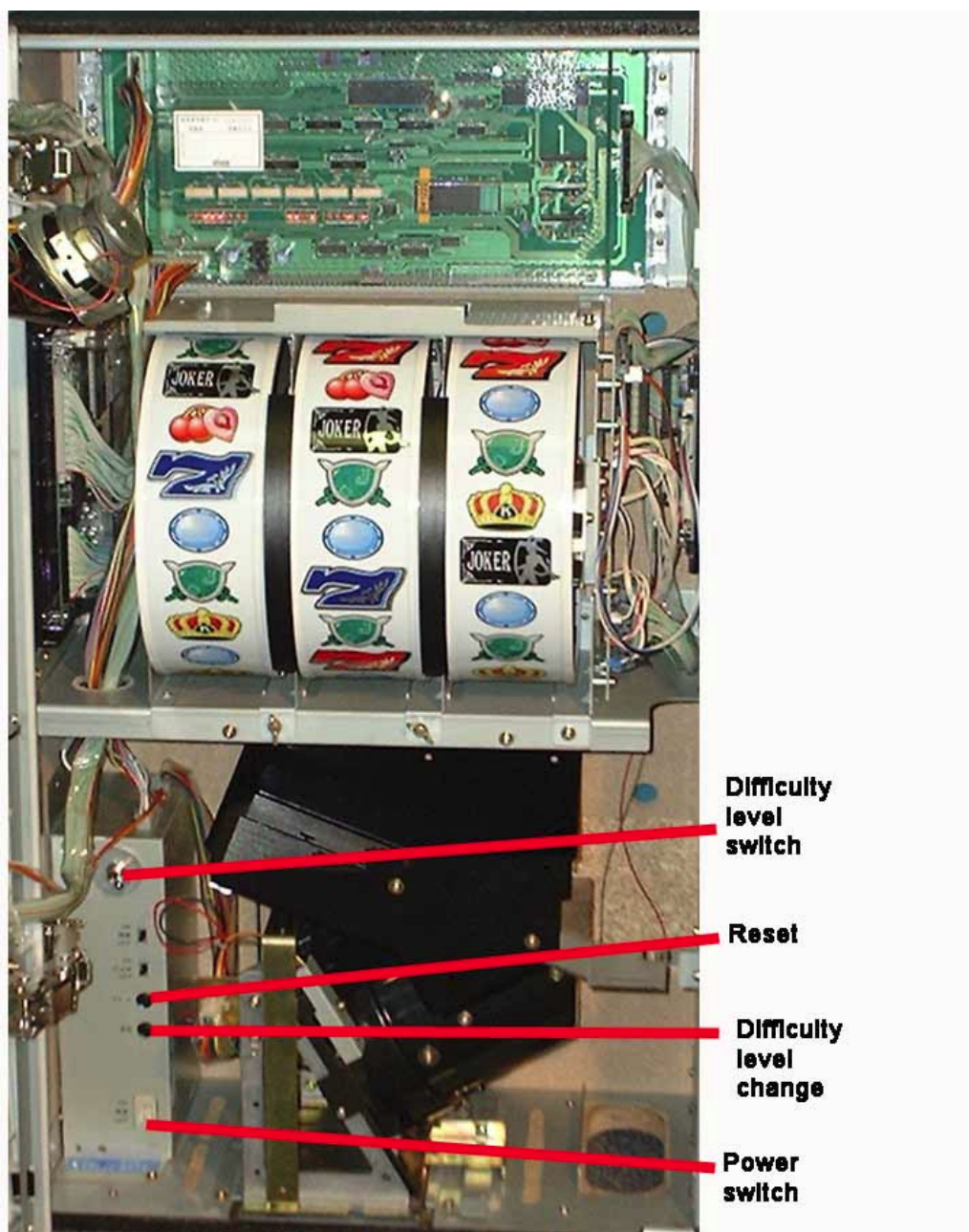
Donchan Blue / Red Door



**Reset
switch**

**Volume
control
switch**

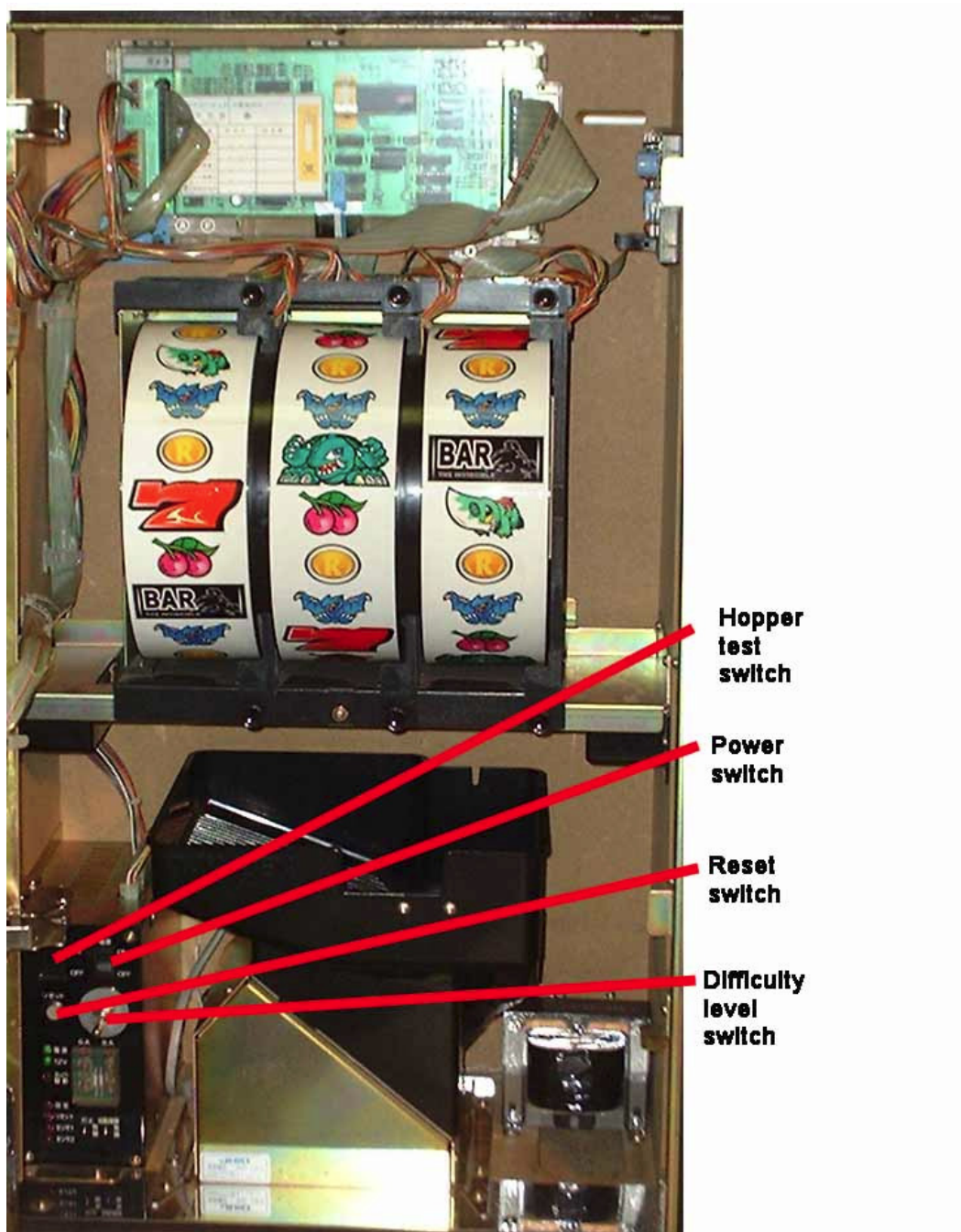
Fever Queen Reel



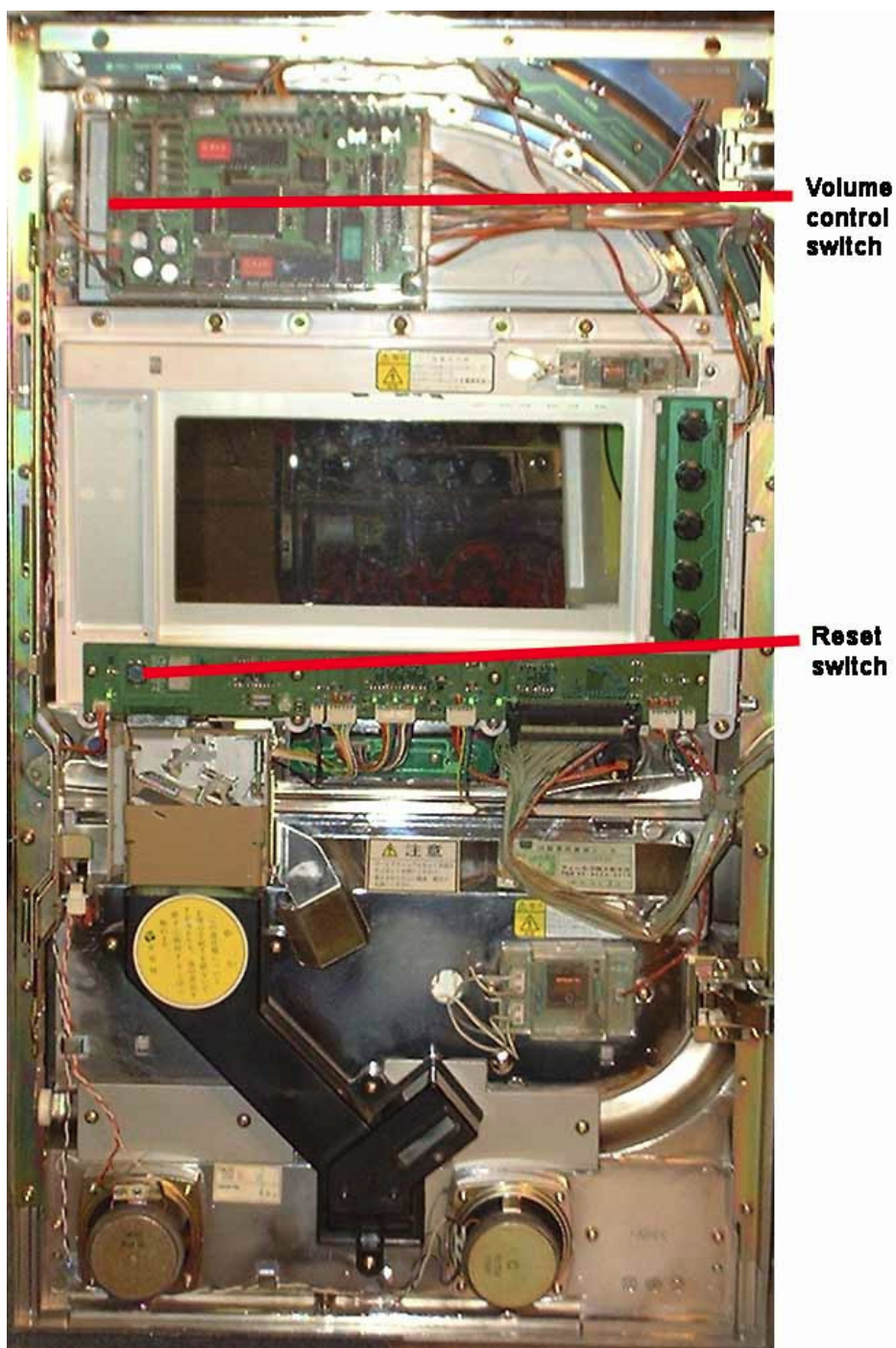
Fever Queen Door

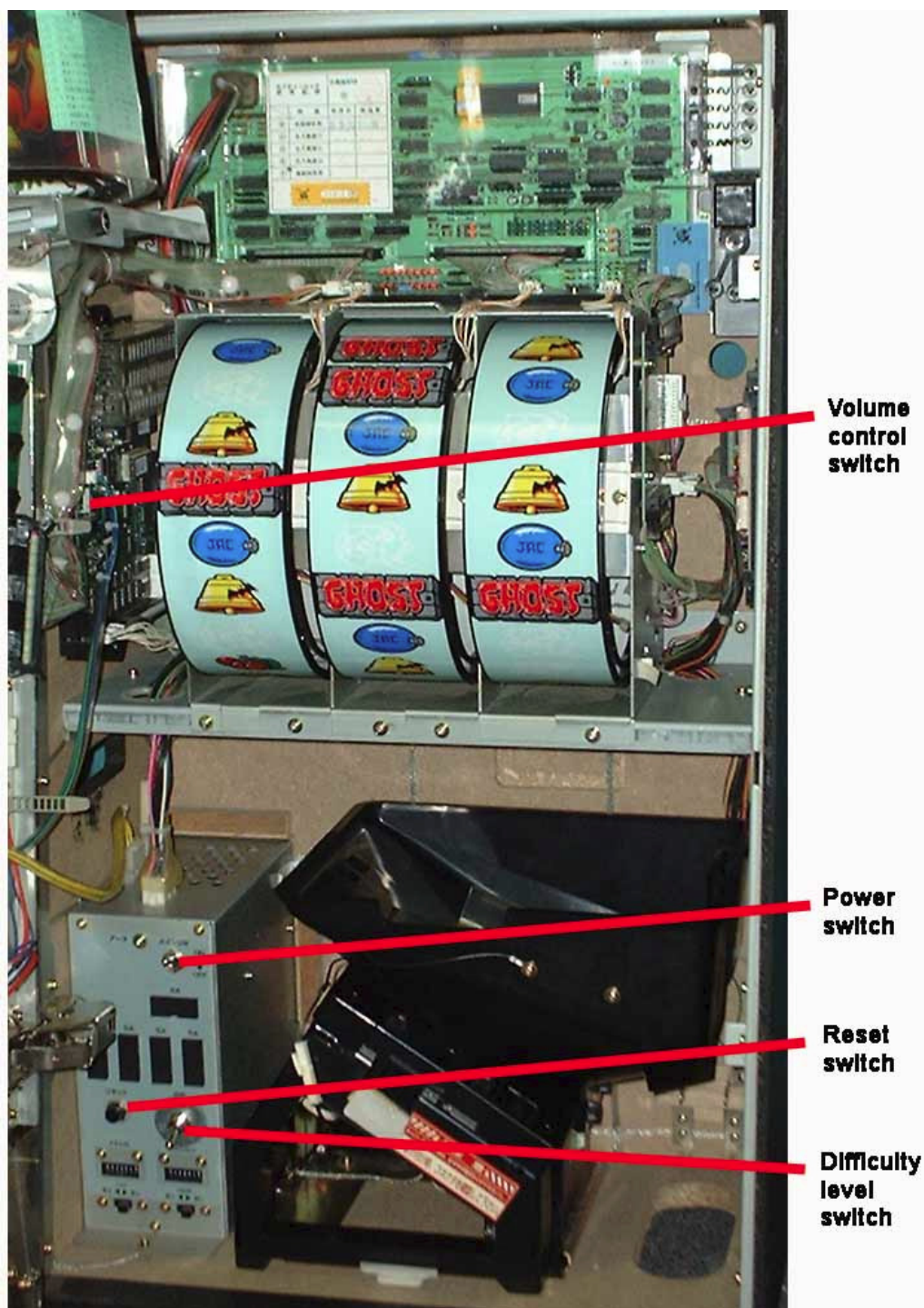


Camera Reel

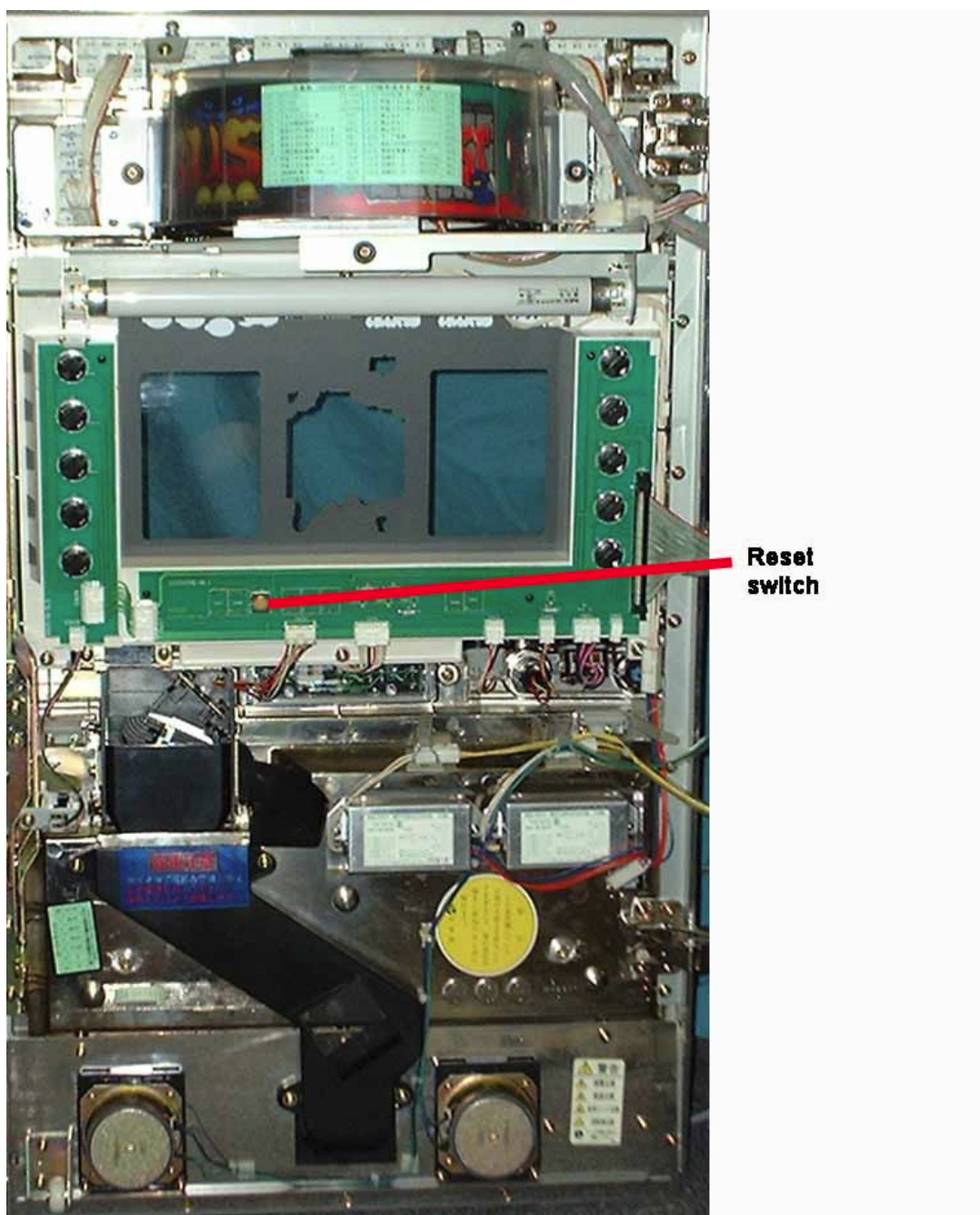


Camera Door

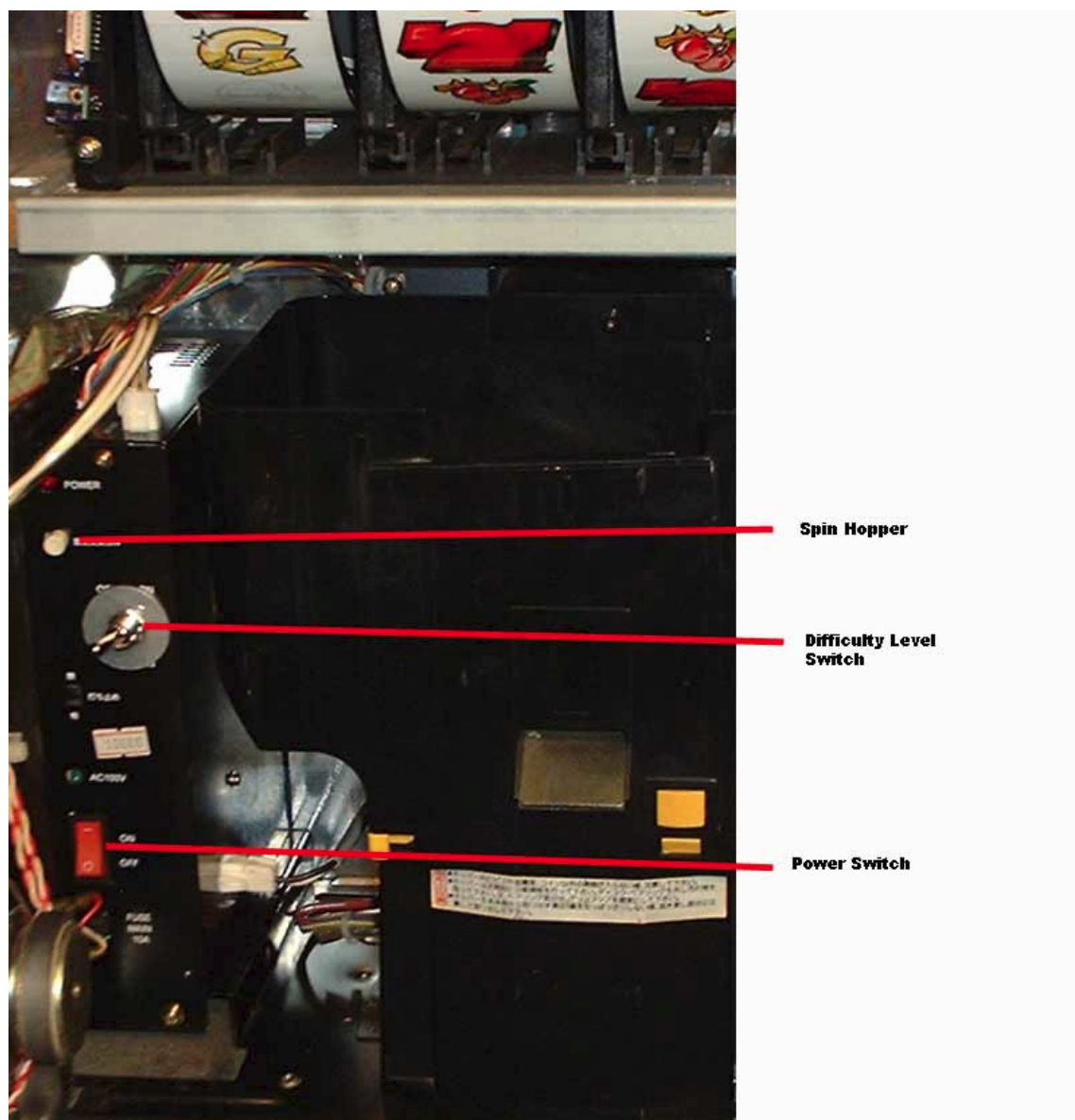
*Ghost Rush Reel*



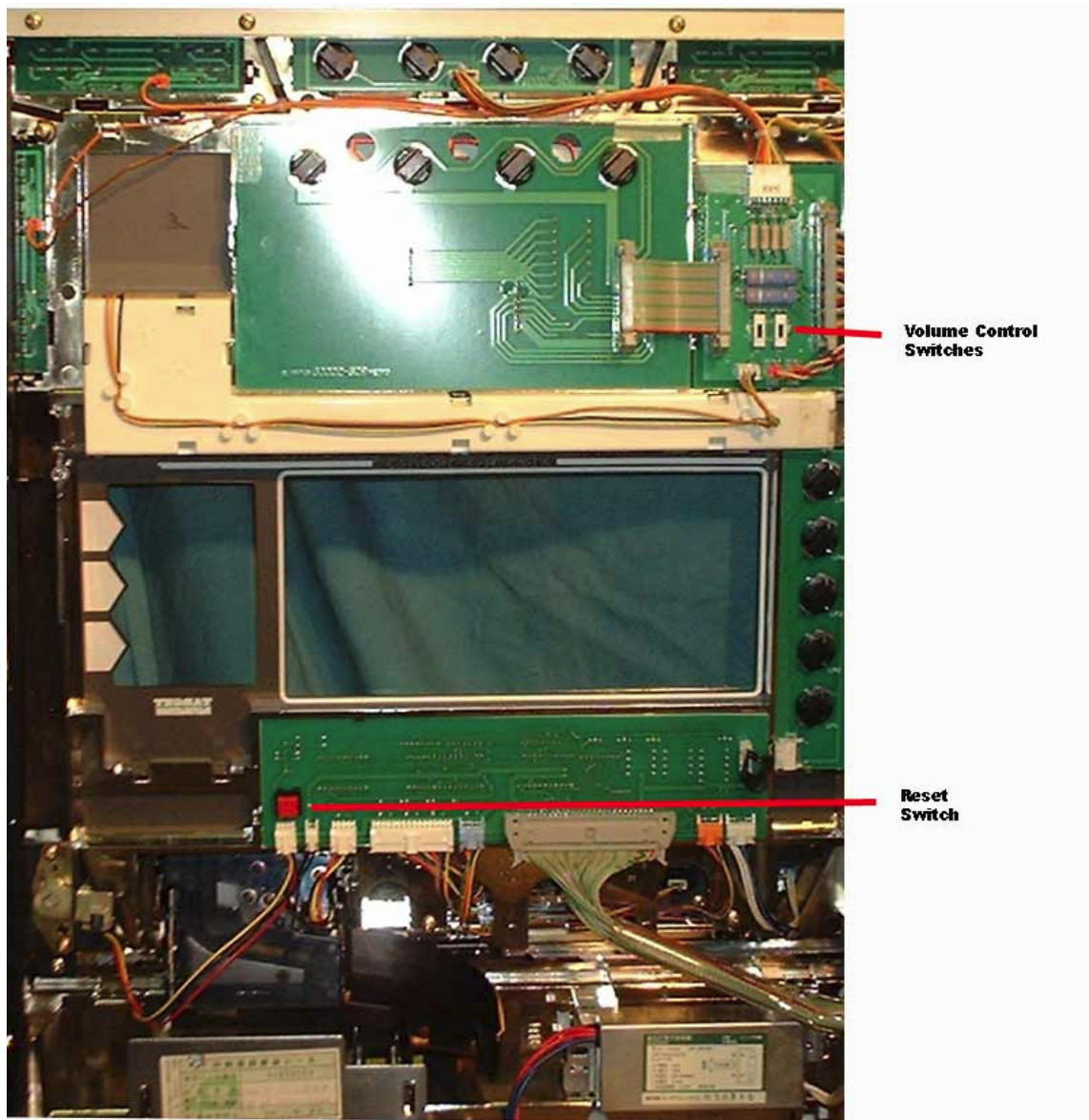
Ghost Rush Door



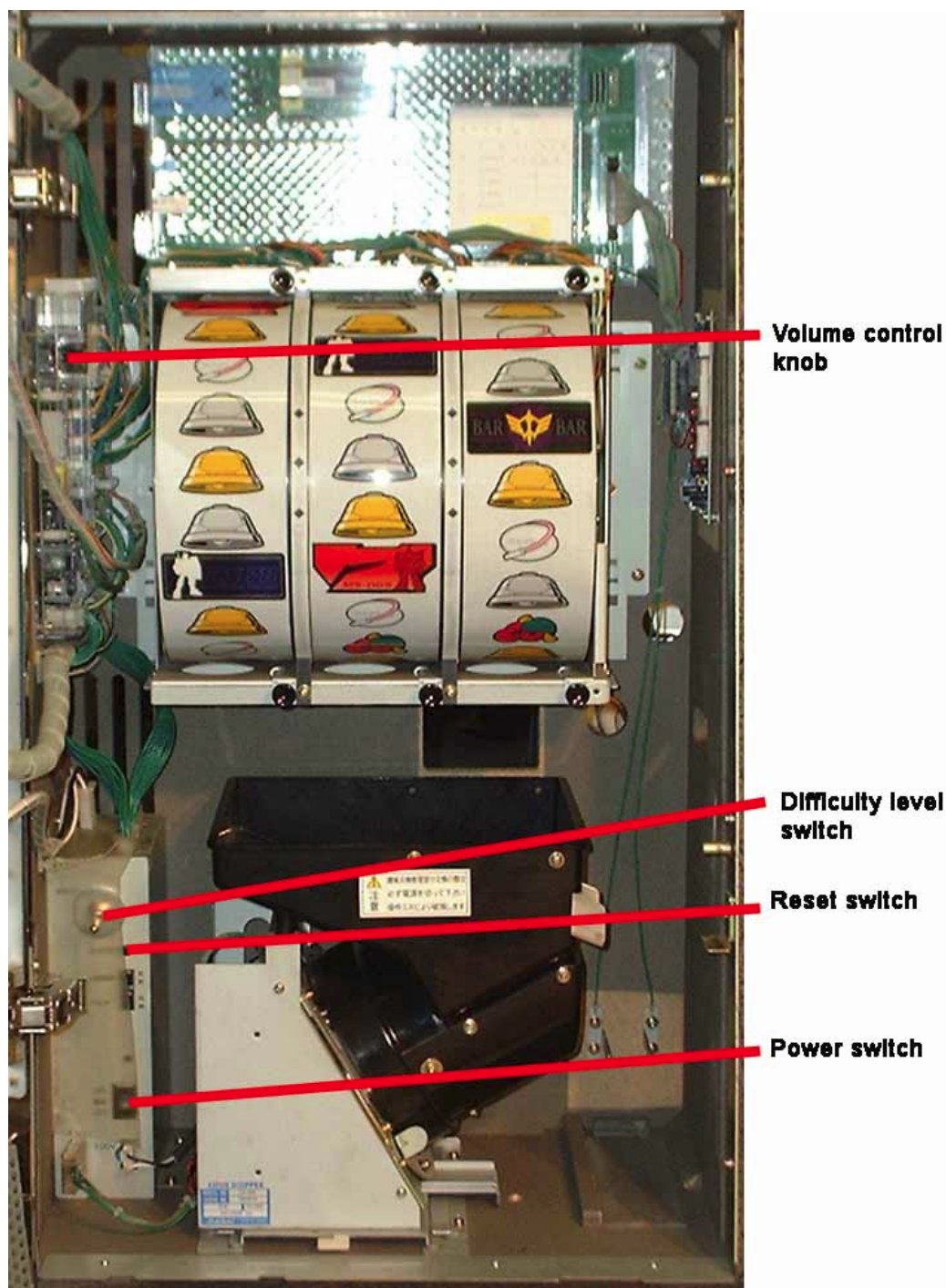
Golgo 13 Reel

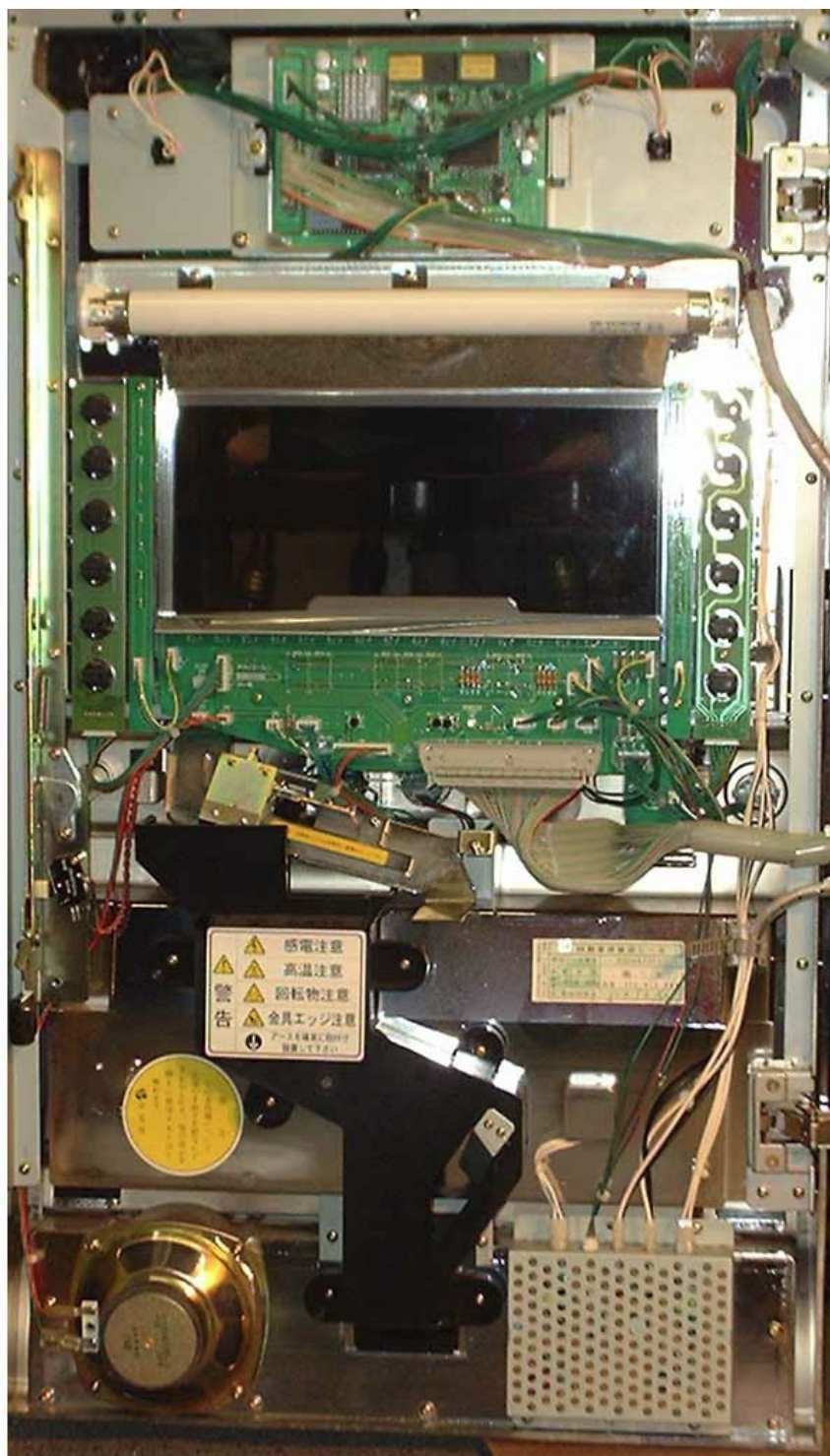


Golgo 13 Door

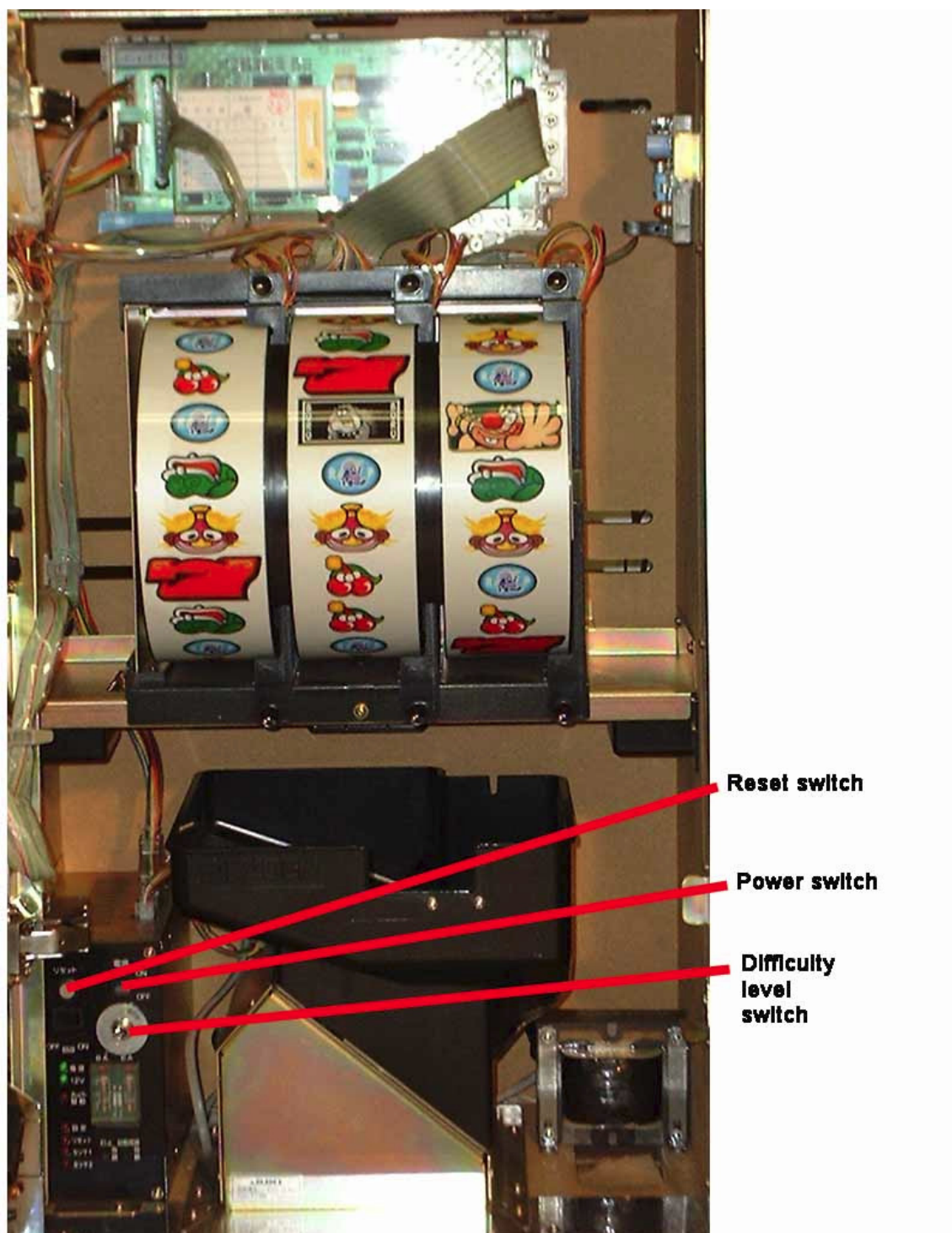


Gundam Reel

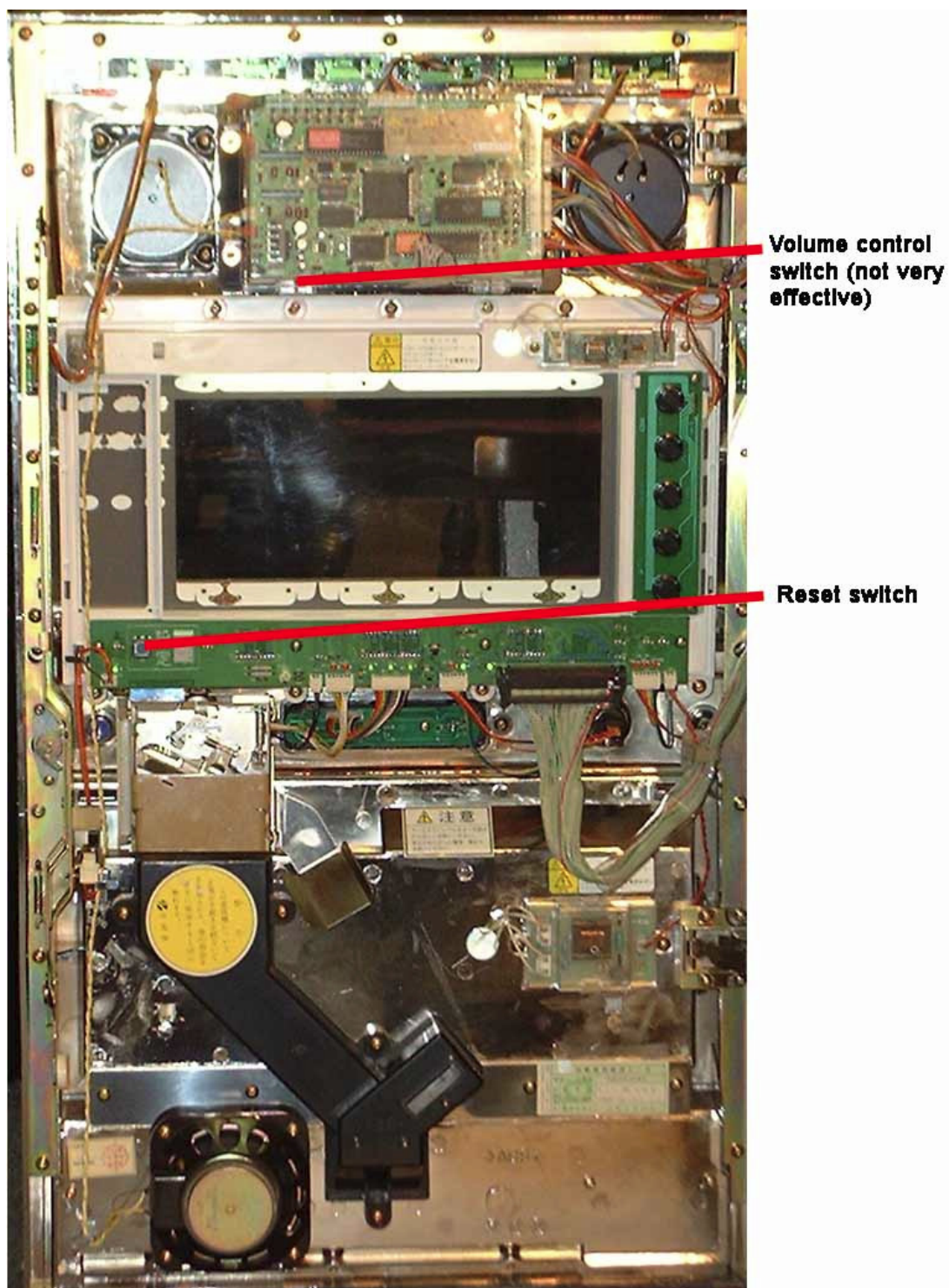
*Gundam Door*



hakushondaimao Reel (Genie)



hakushondaimao Door (Genie)



Hard Boiled Reel



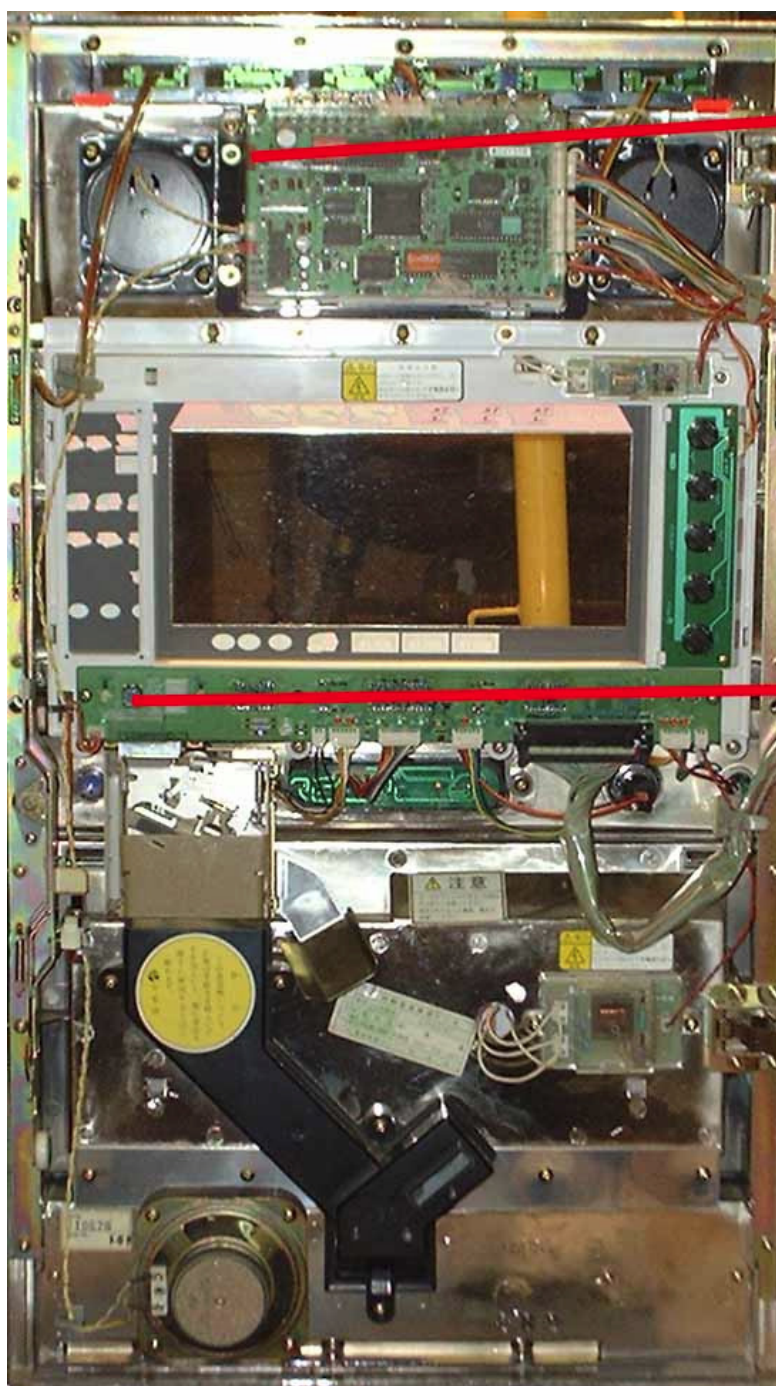
Hopper test

Power switch

Reset button

Difficulty level switch

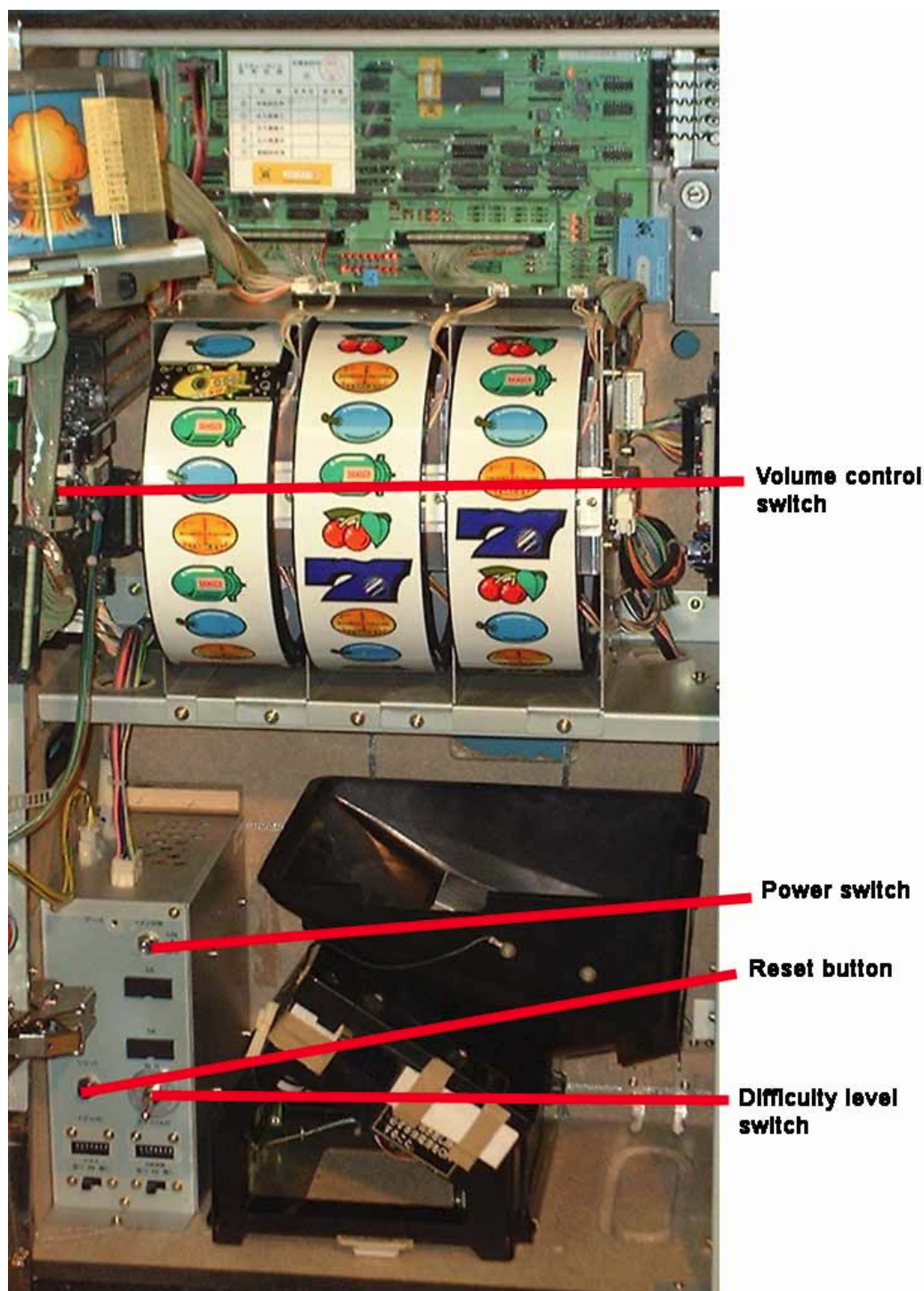
Hard Boiled Door



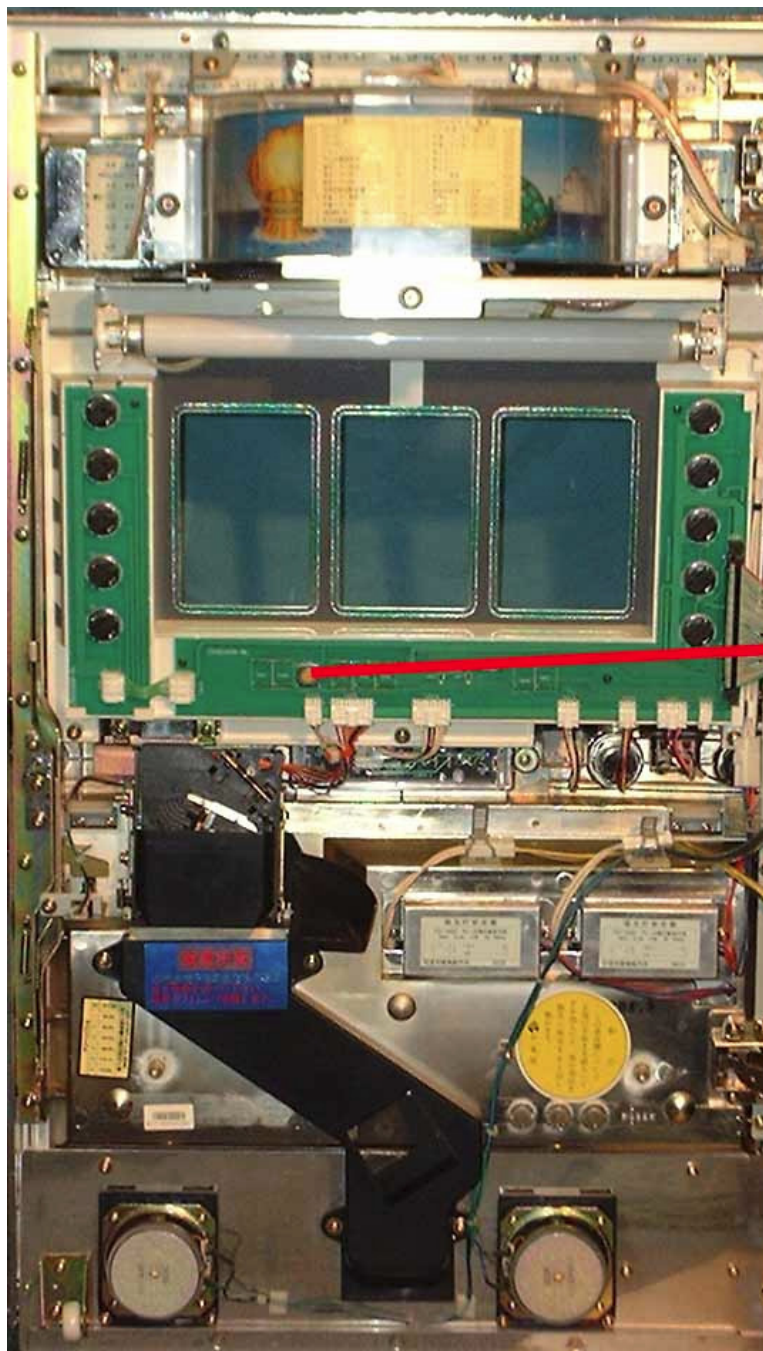
**Volume control
switch (may be
ineffective)**

Reset switch

Marine Battle Reel

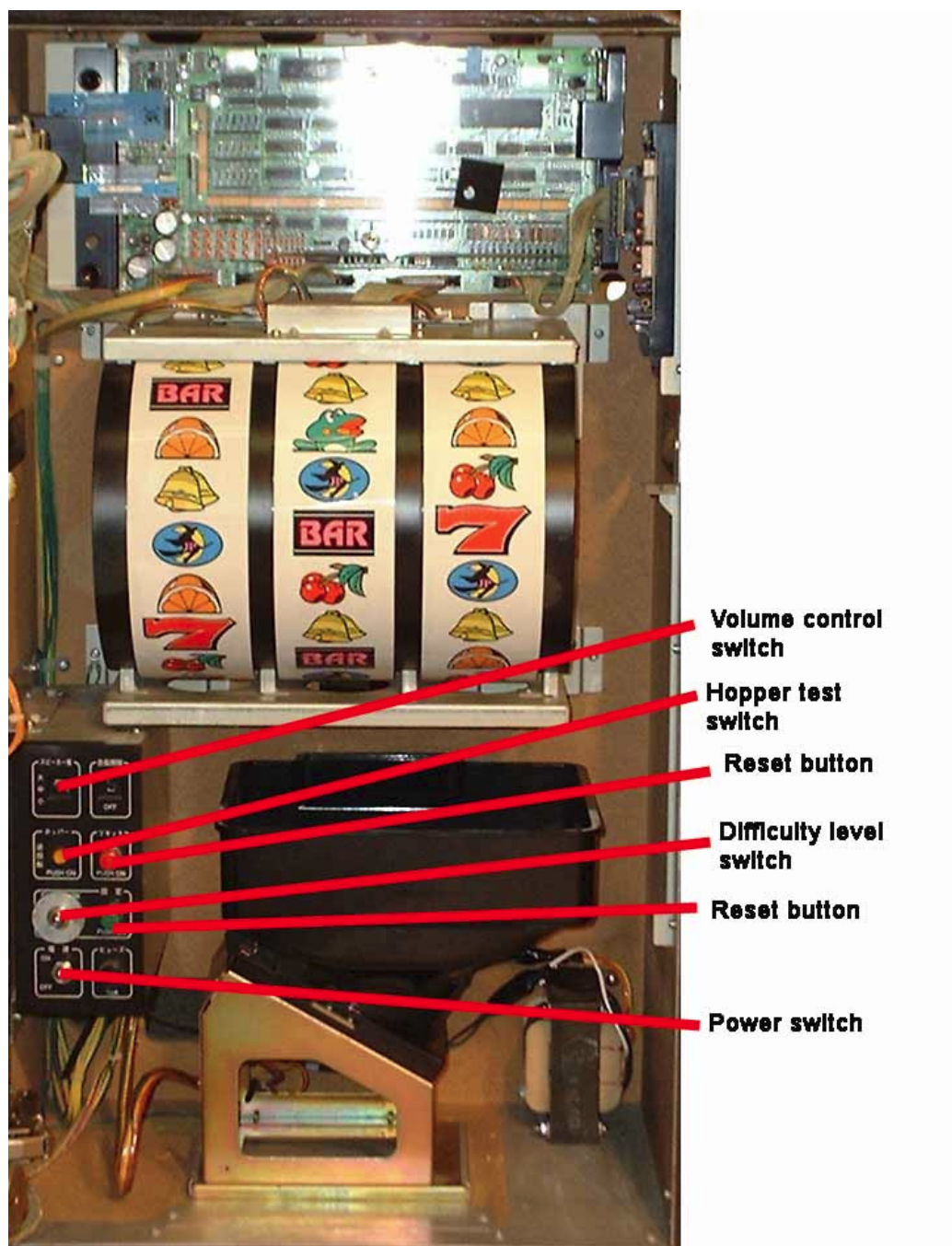


Marine Battle Door

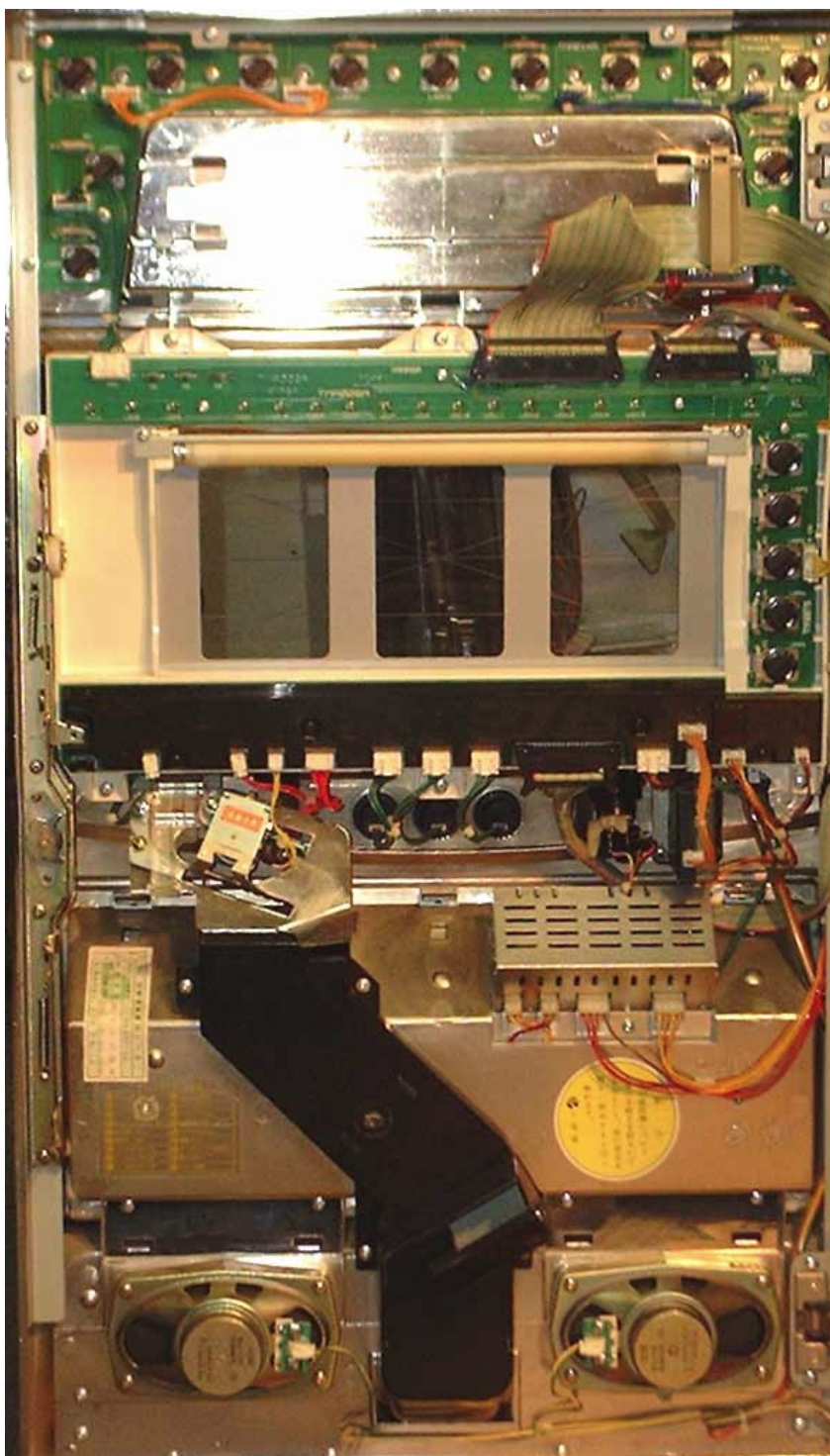


Reset button

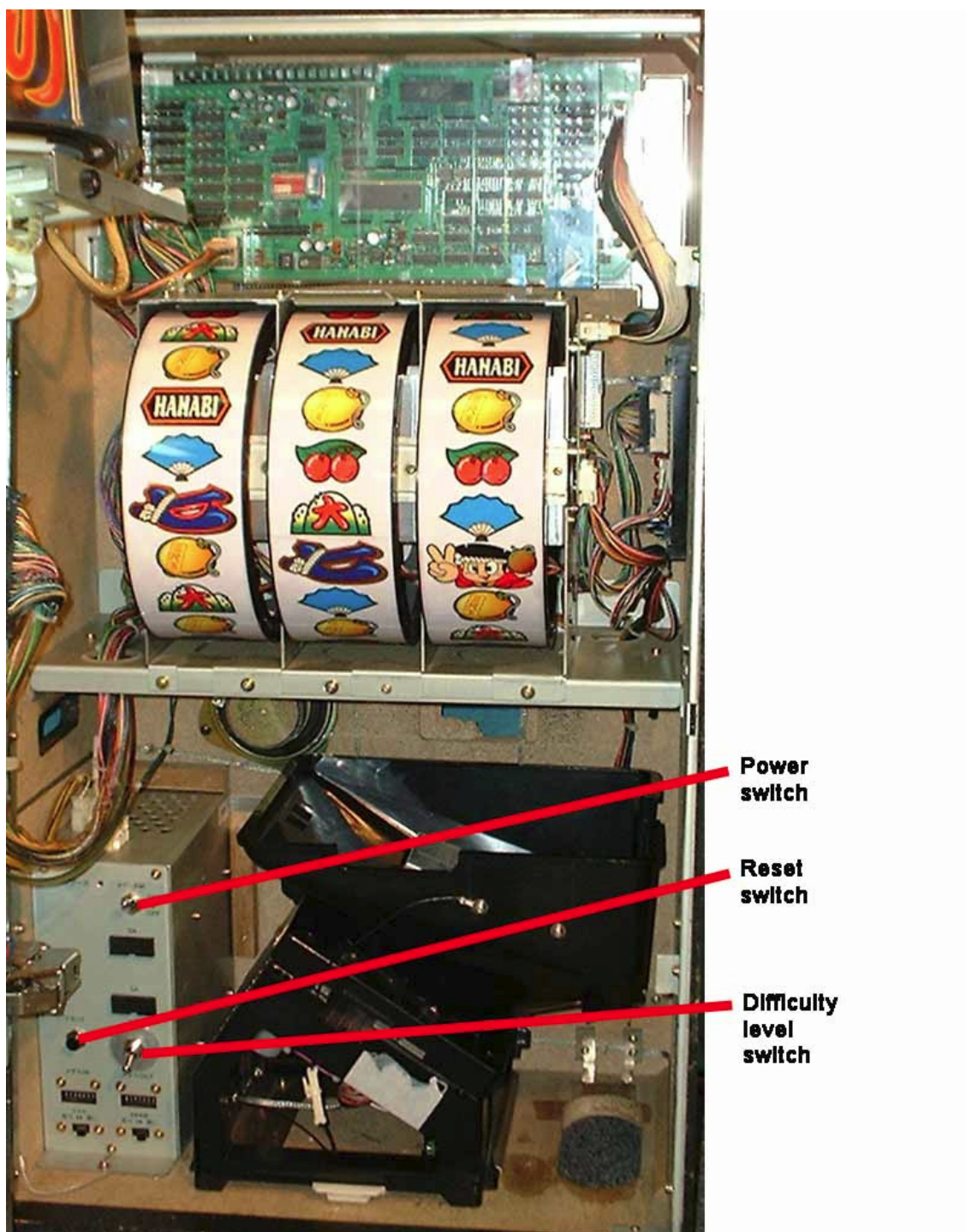
New Pulsar Reel



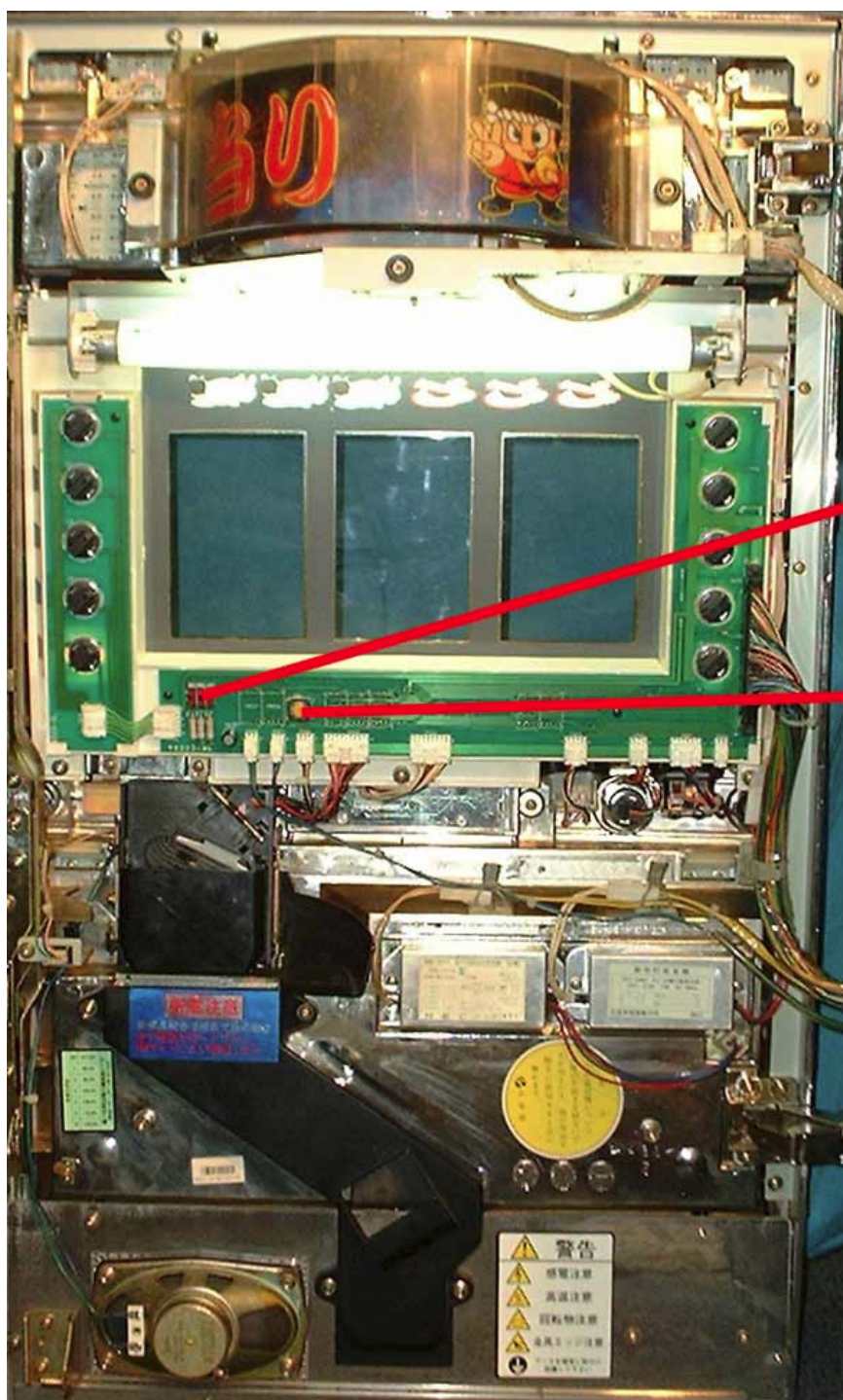
New Pulsar Door



O Hanabi Reel



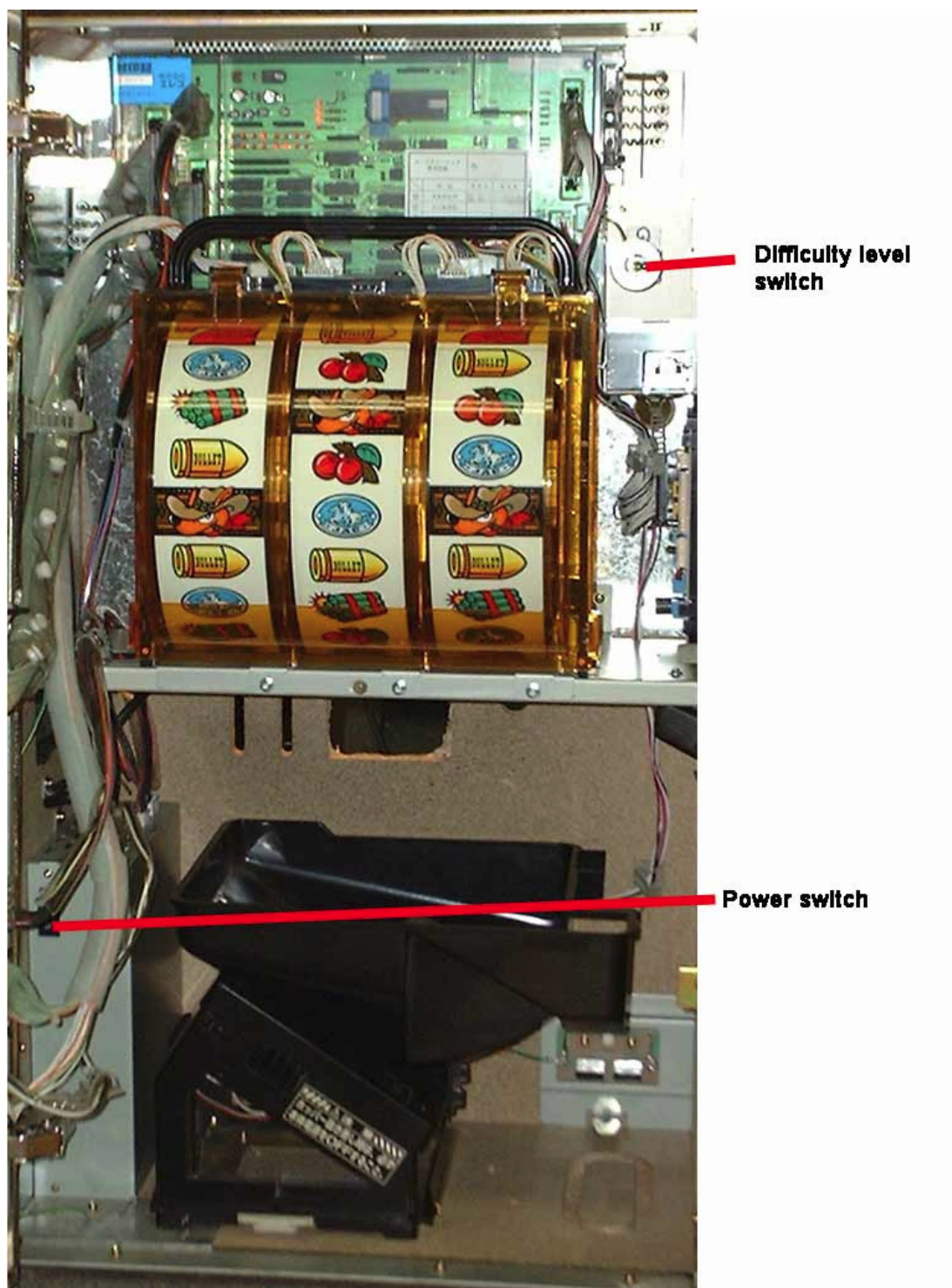
O Hanabi Door



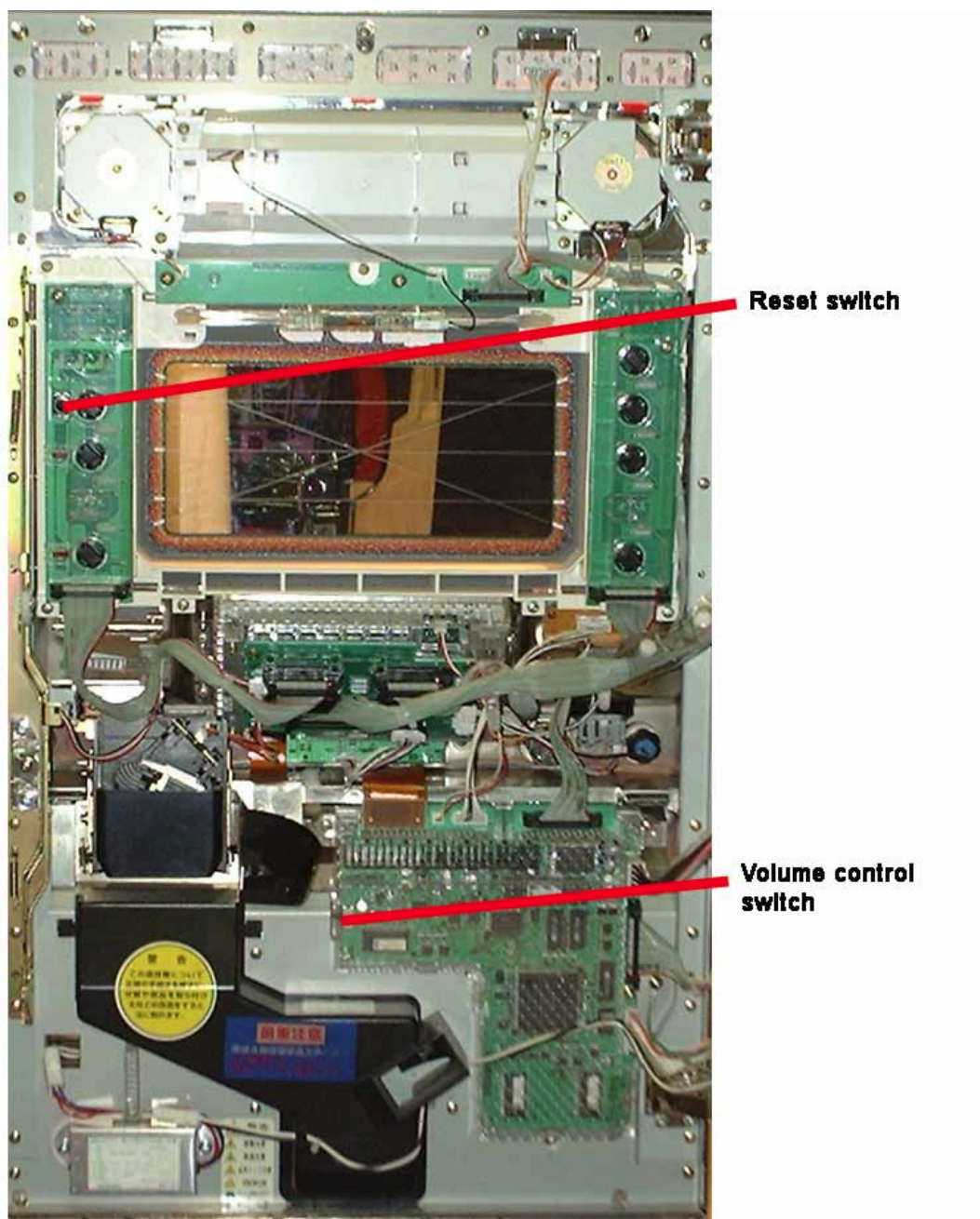
**Volume
control
switches**

**Reset
button**

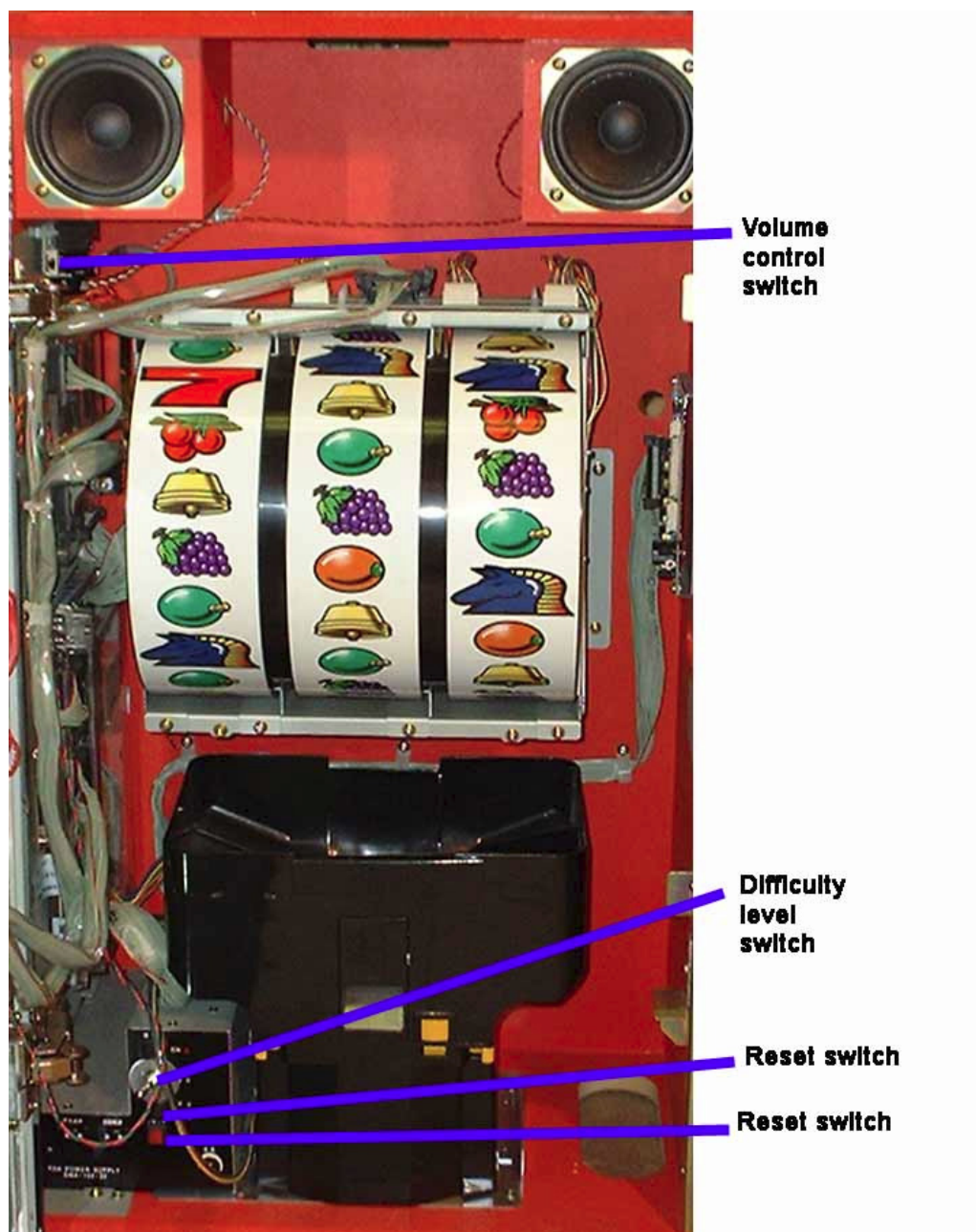
Outlaw Reel



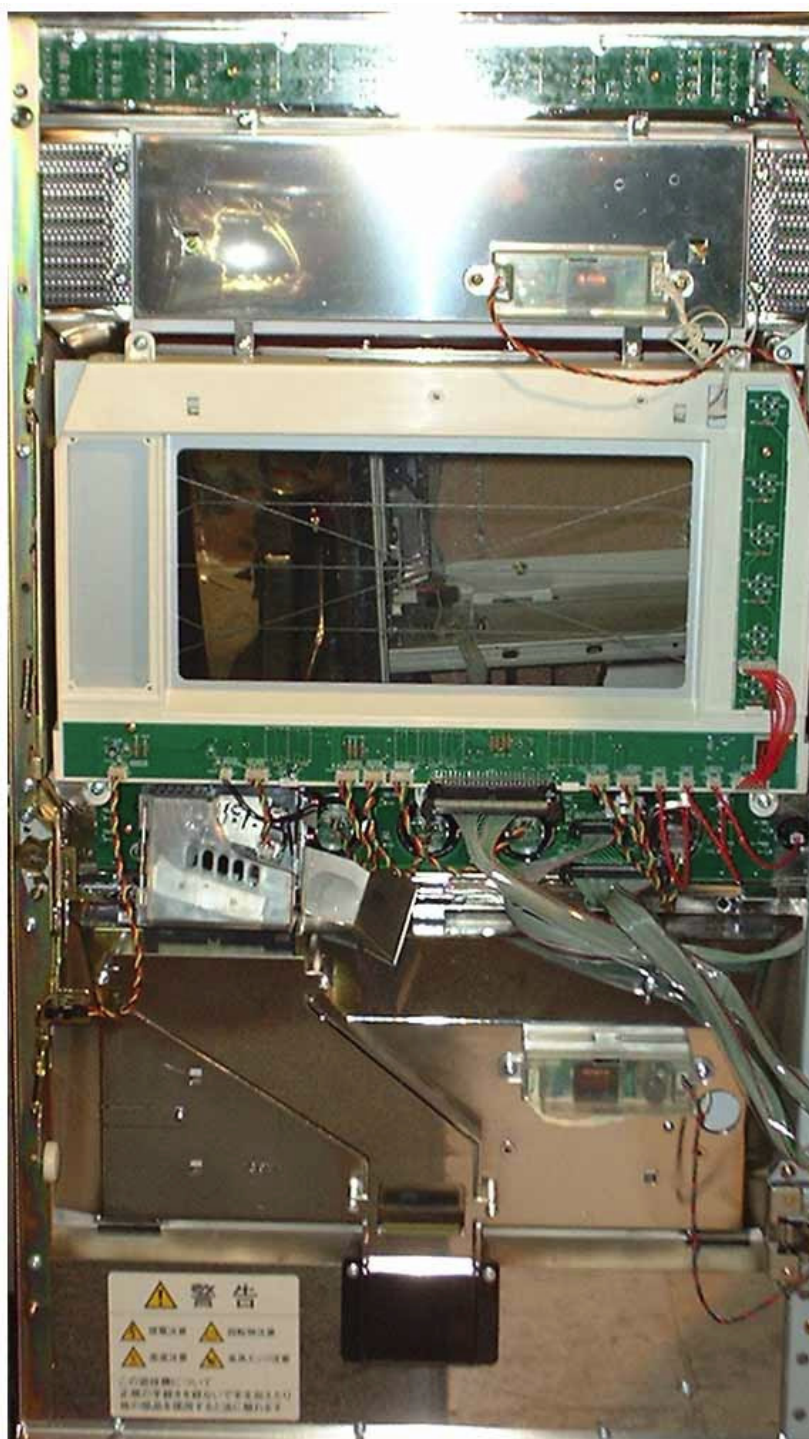
Outlaw Door



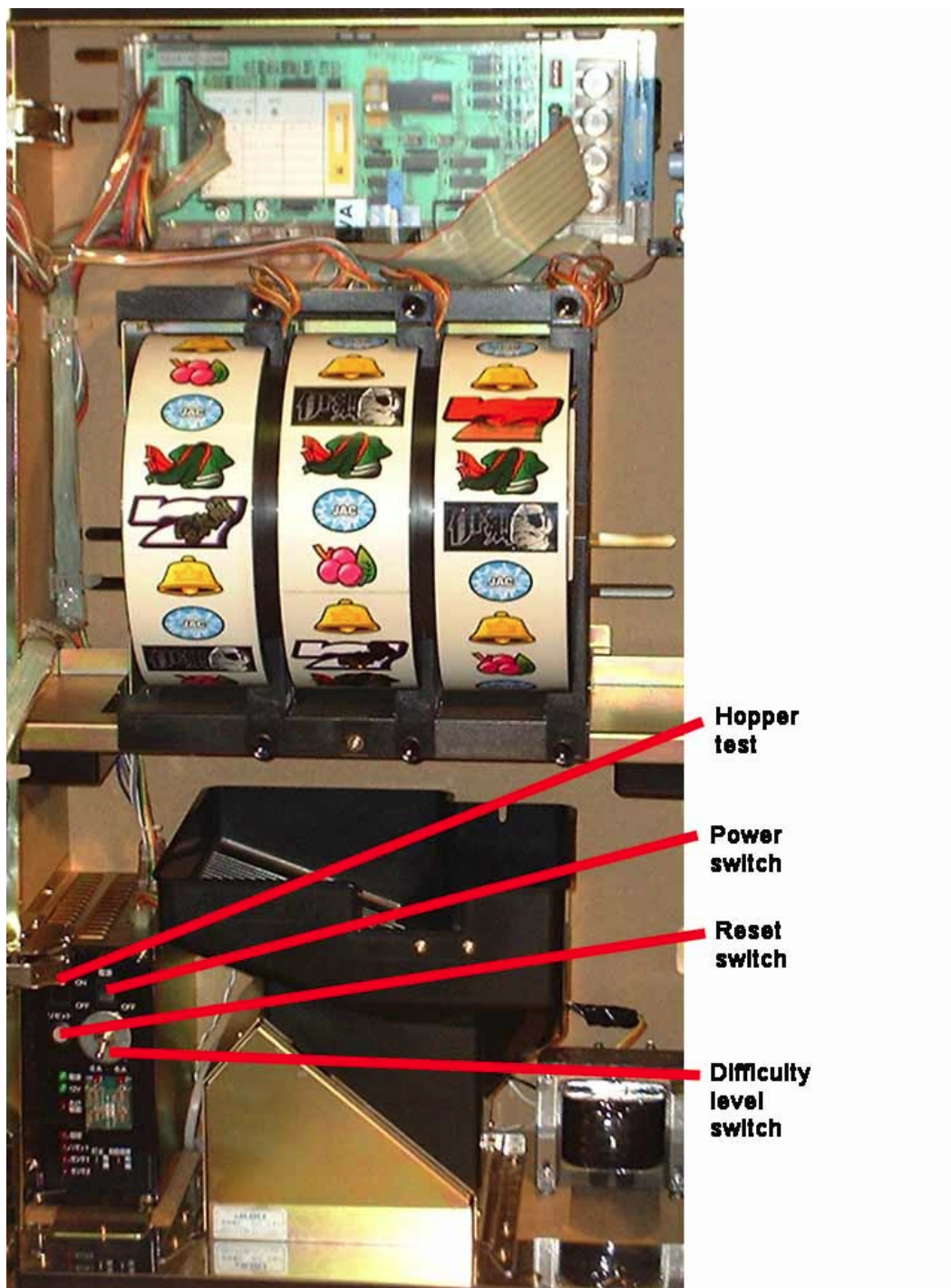
Pegasus Alpha Reel



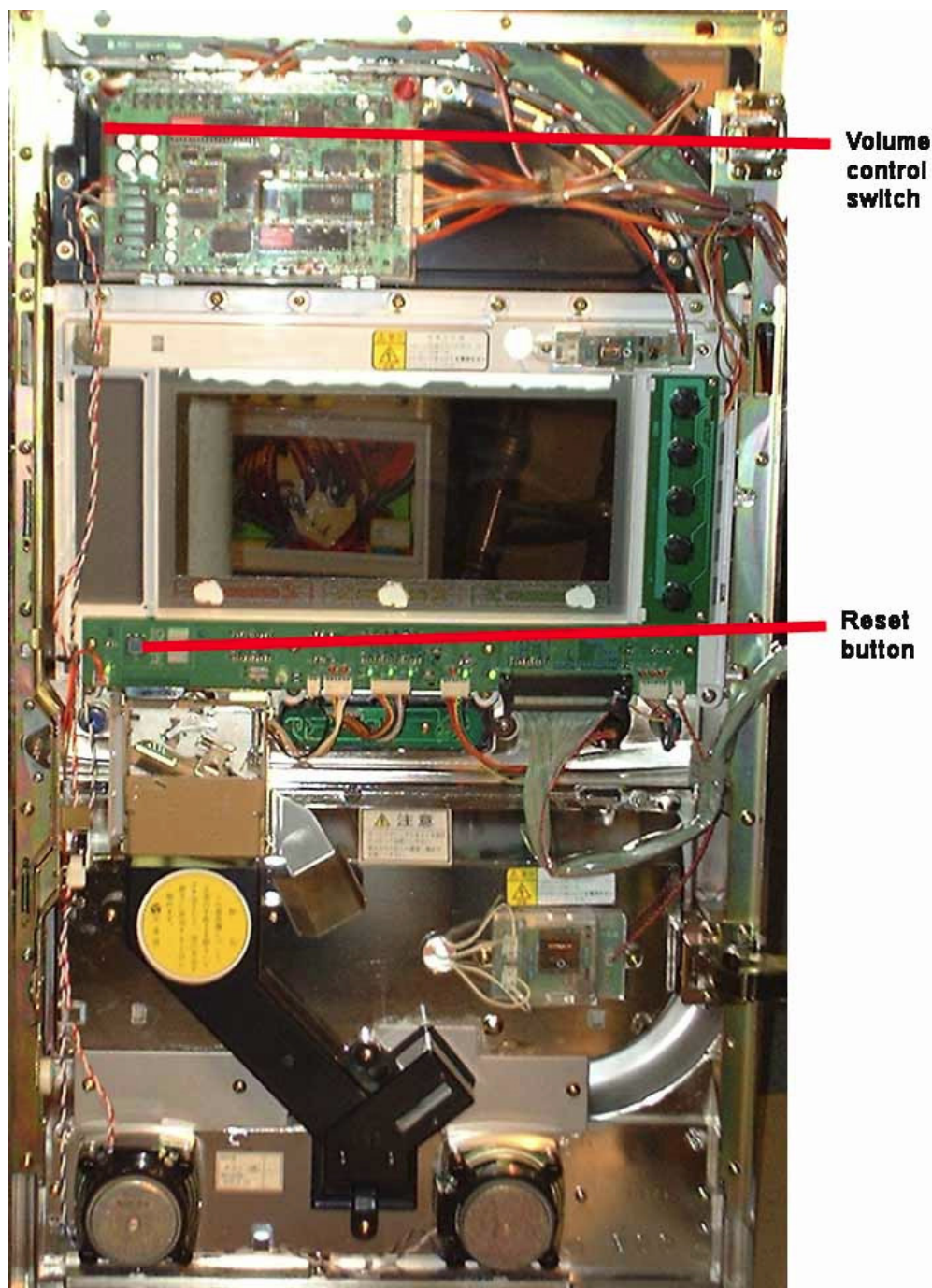
Pegasus Alpha Door



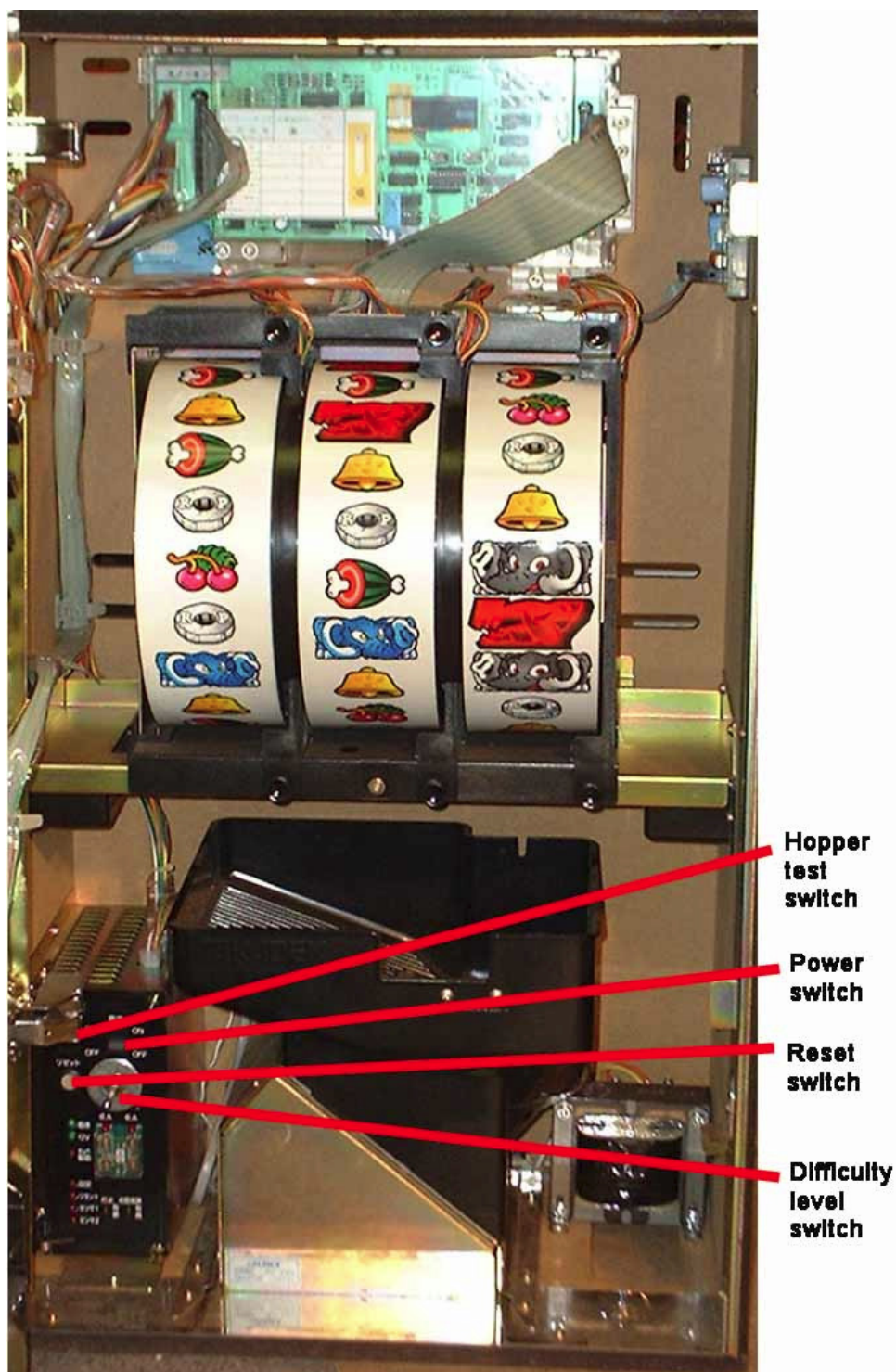
Slotter Kintaro Reel



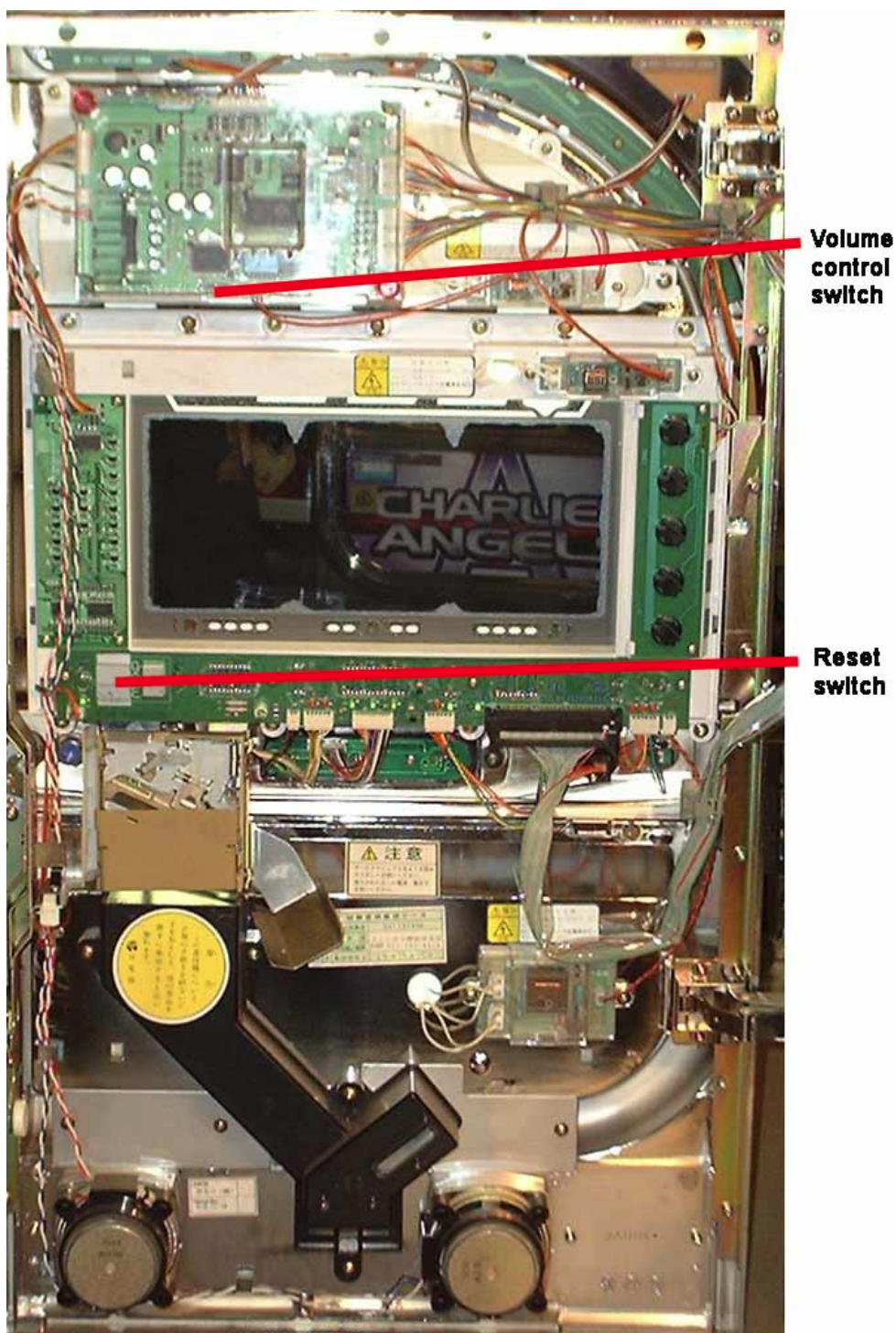
Slotter Kintaro Door



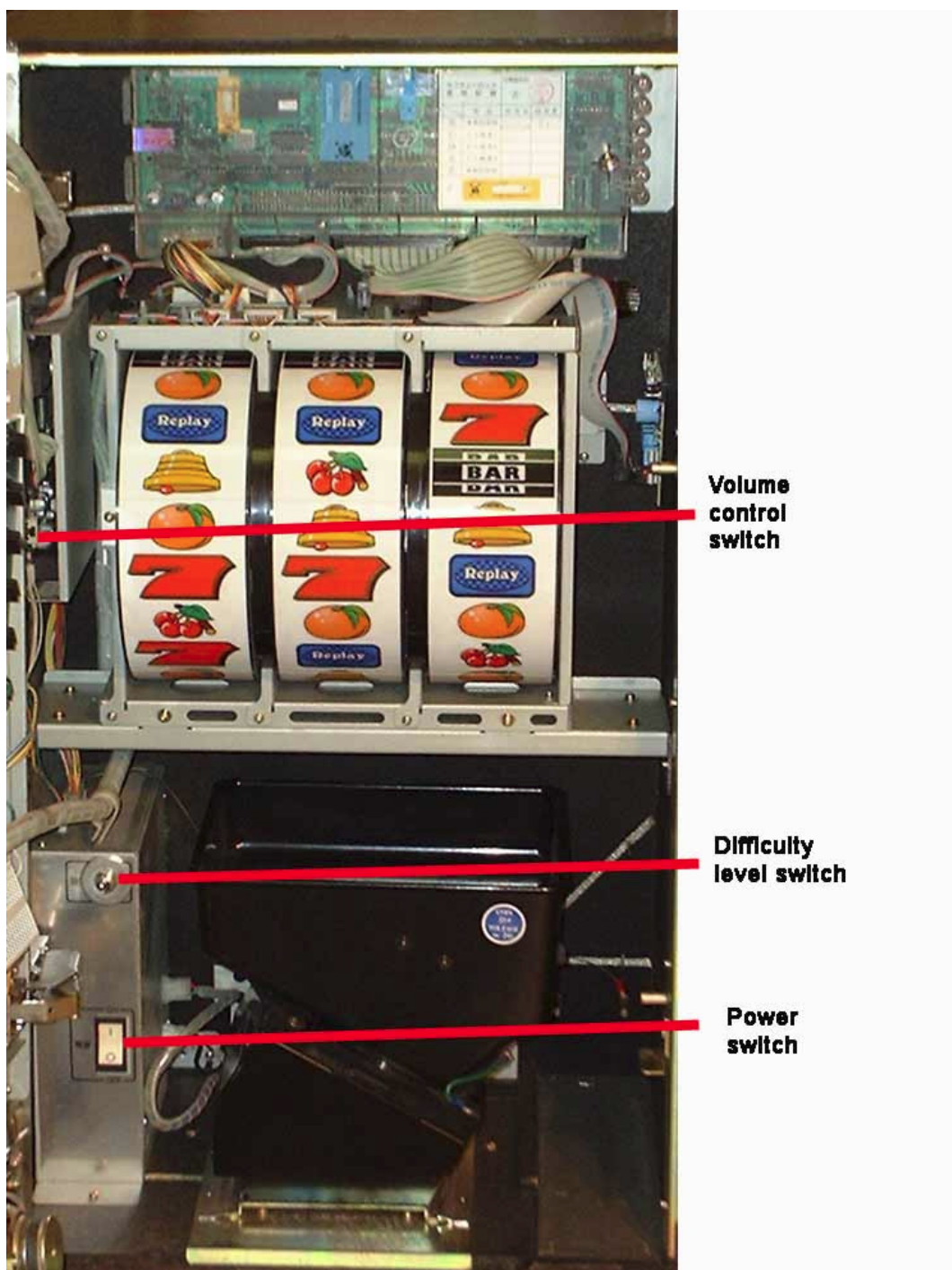
Snow King Reel



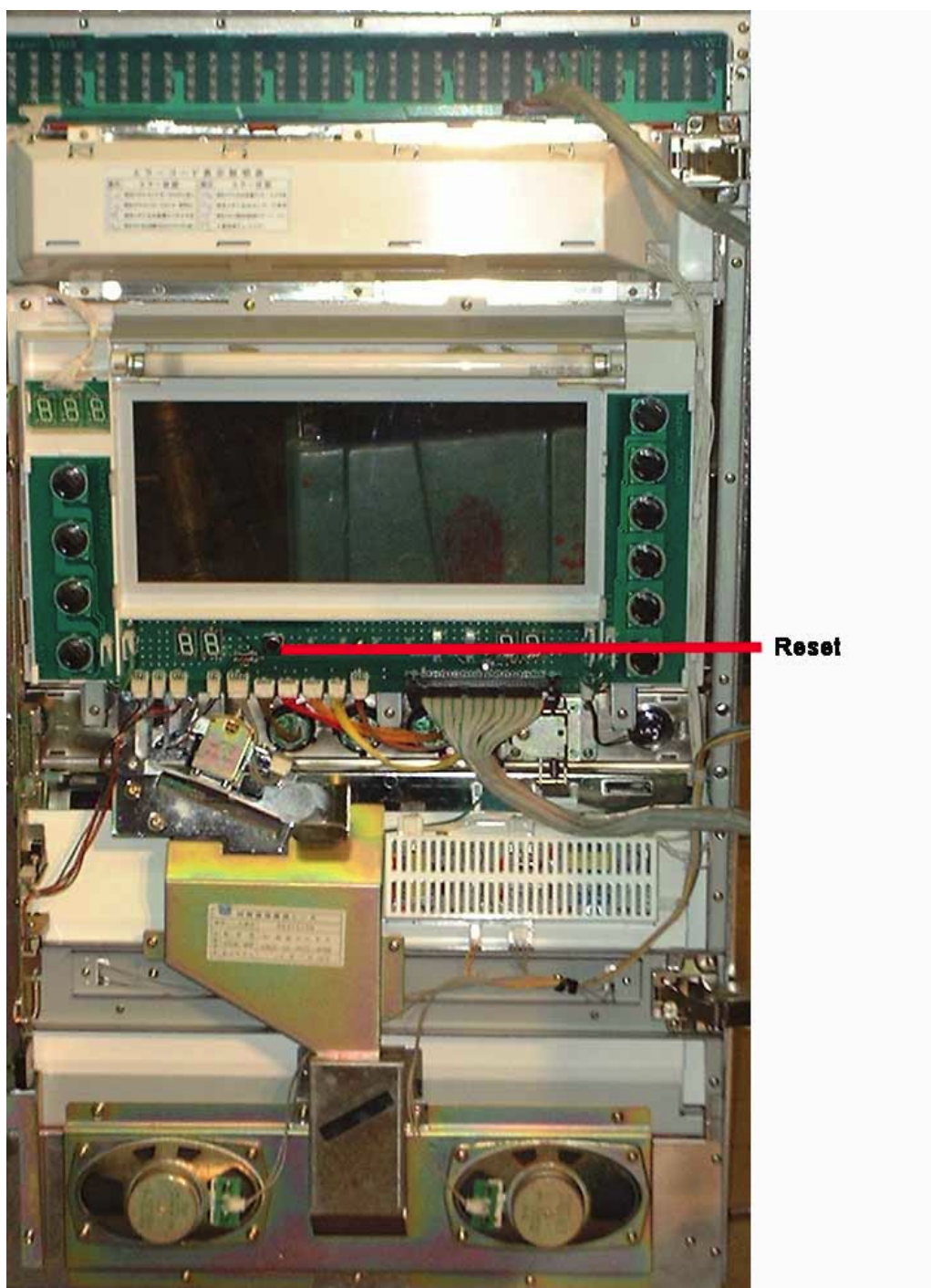
Snow King Door



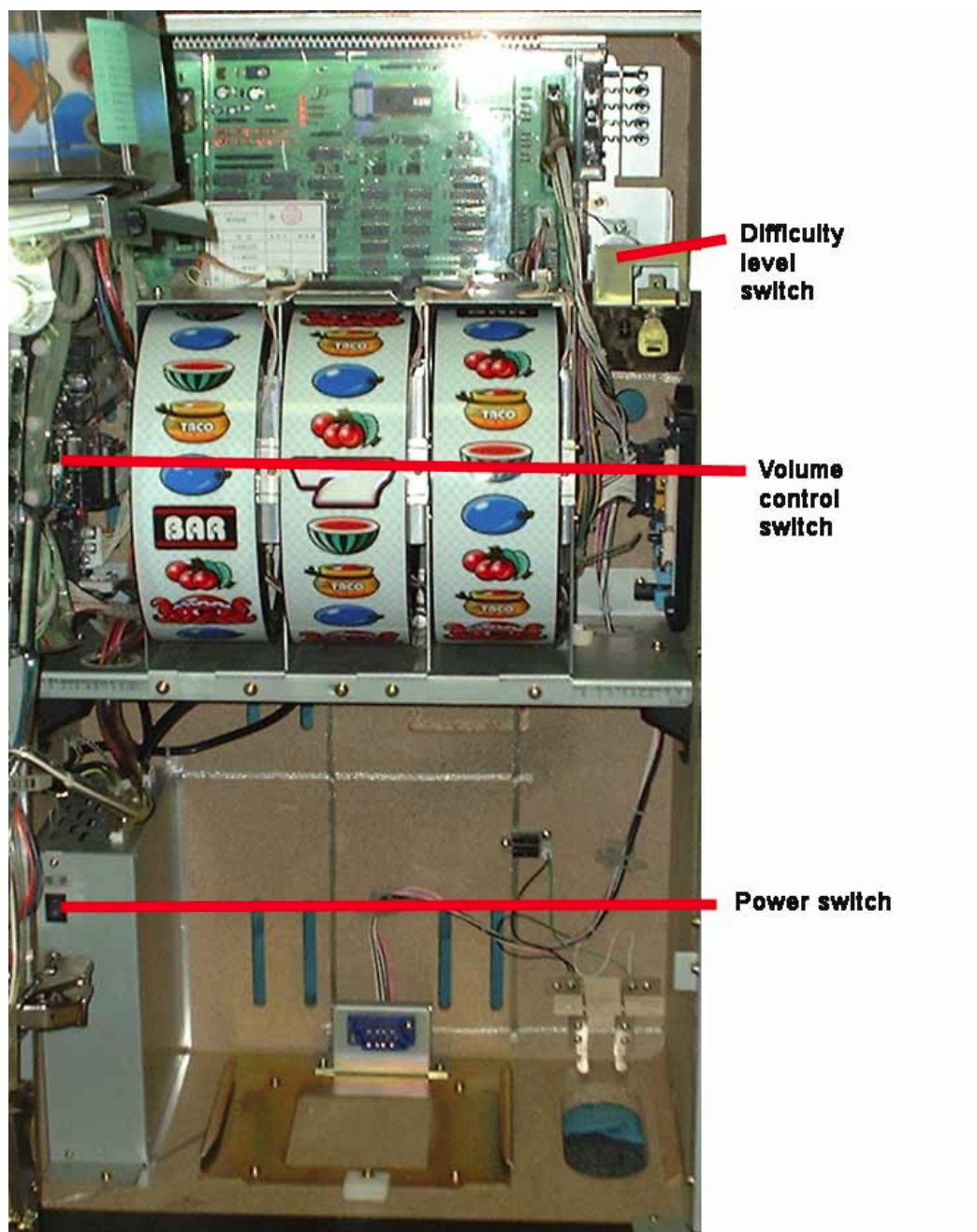
Speed Racer Reel



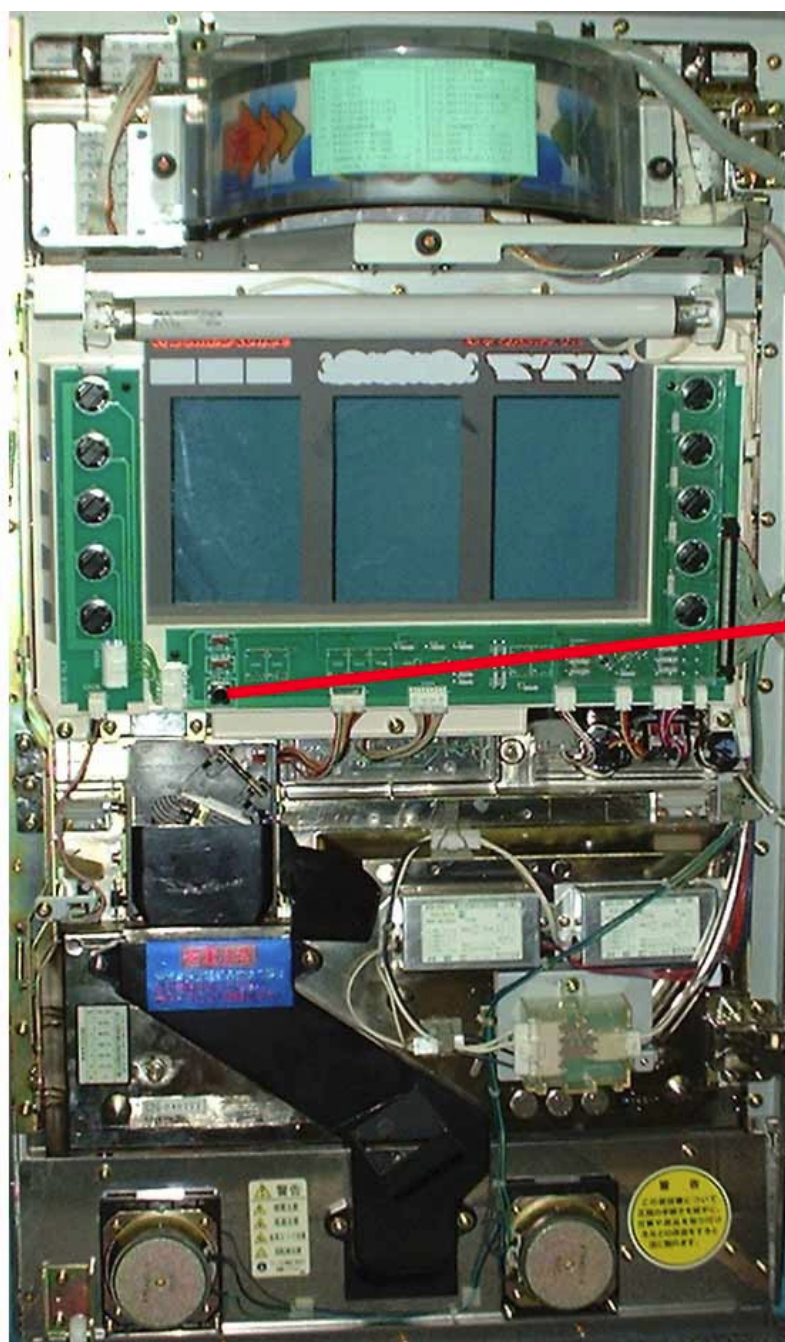
Speed Racer Door



Taco Slot Reel

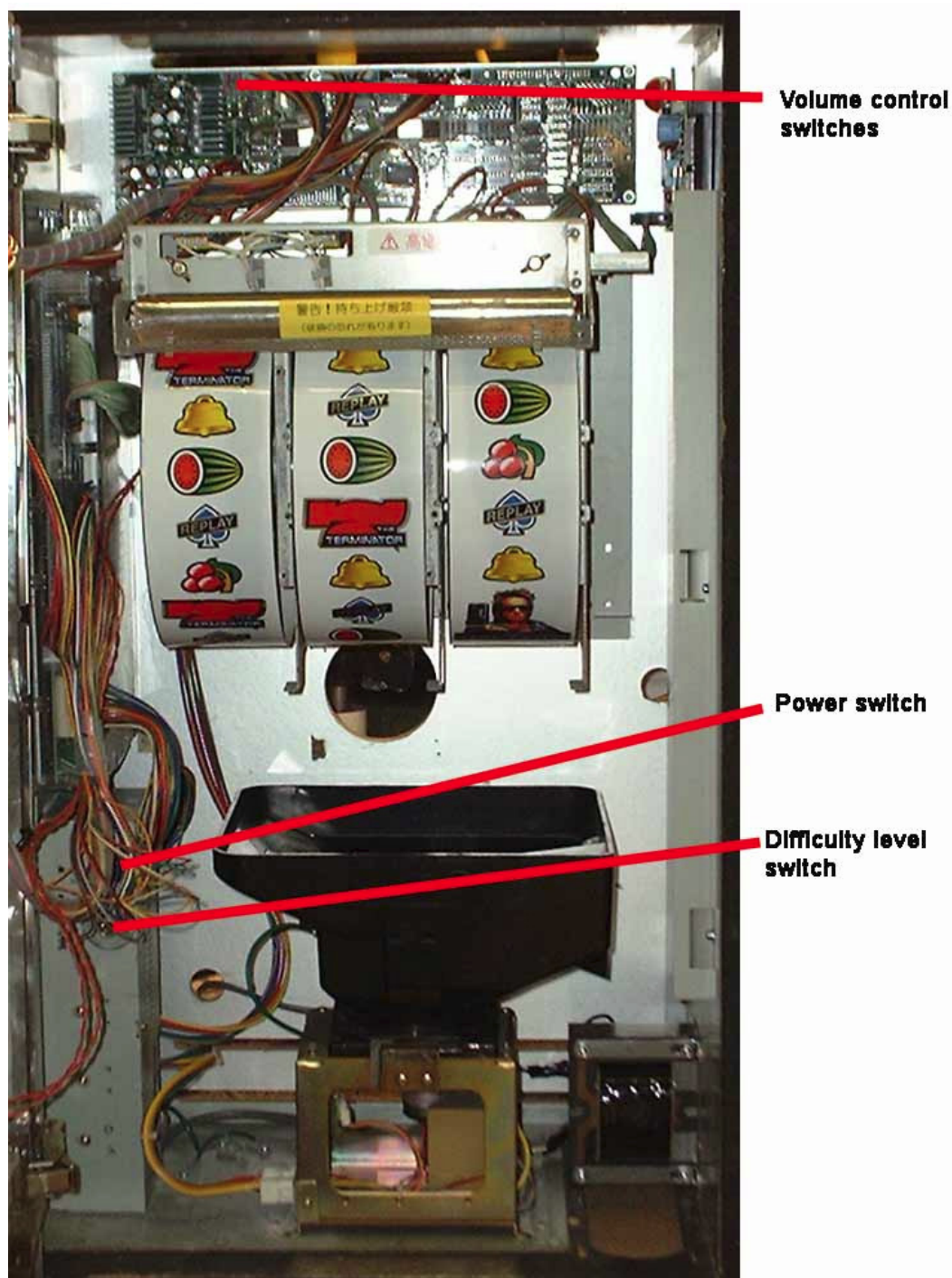


Taco Slot Door



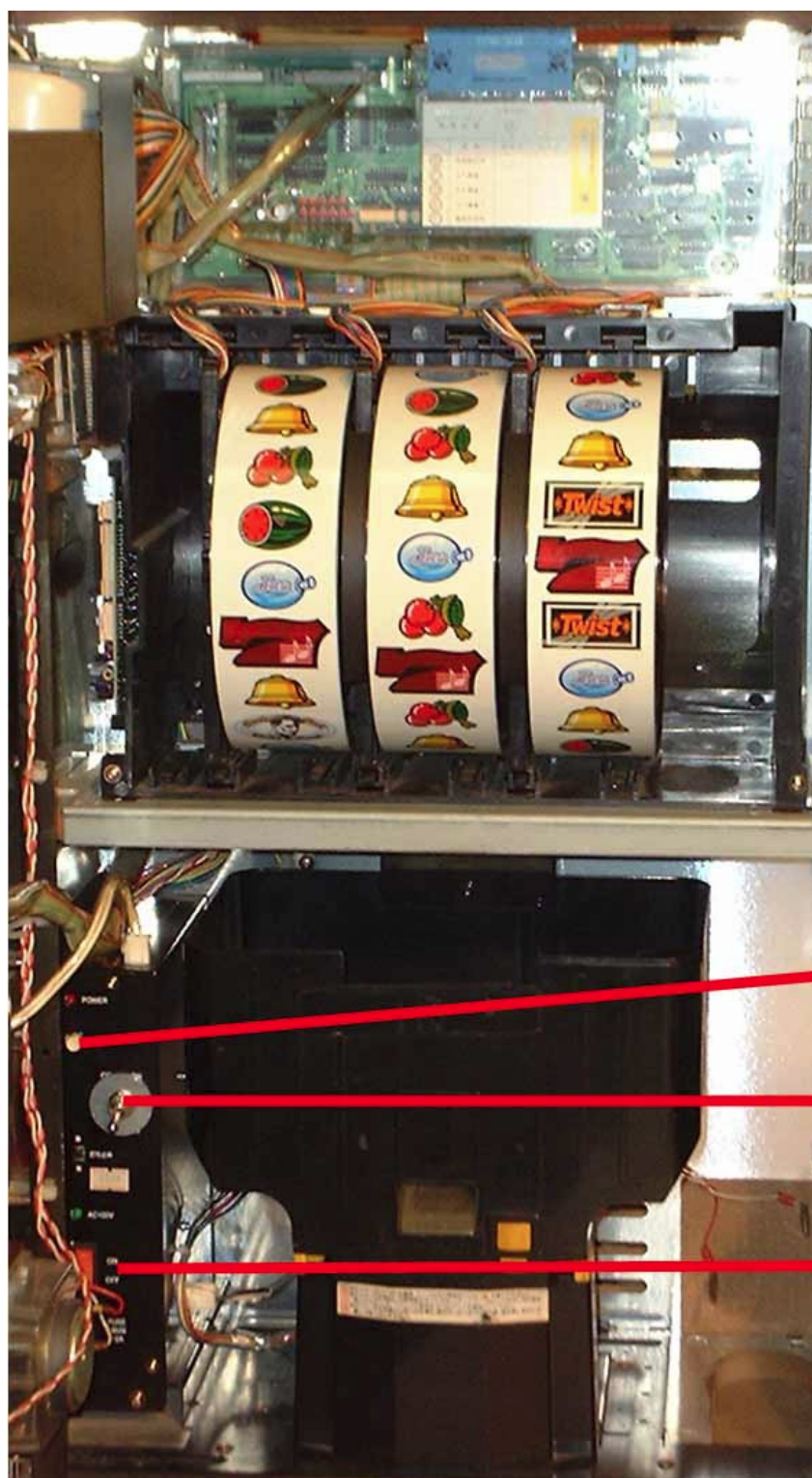
Reset switch

Terminator Reel



Terminator Door

*Twist Reel*

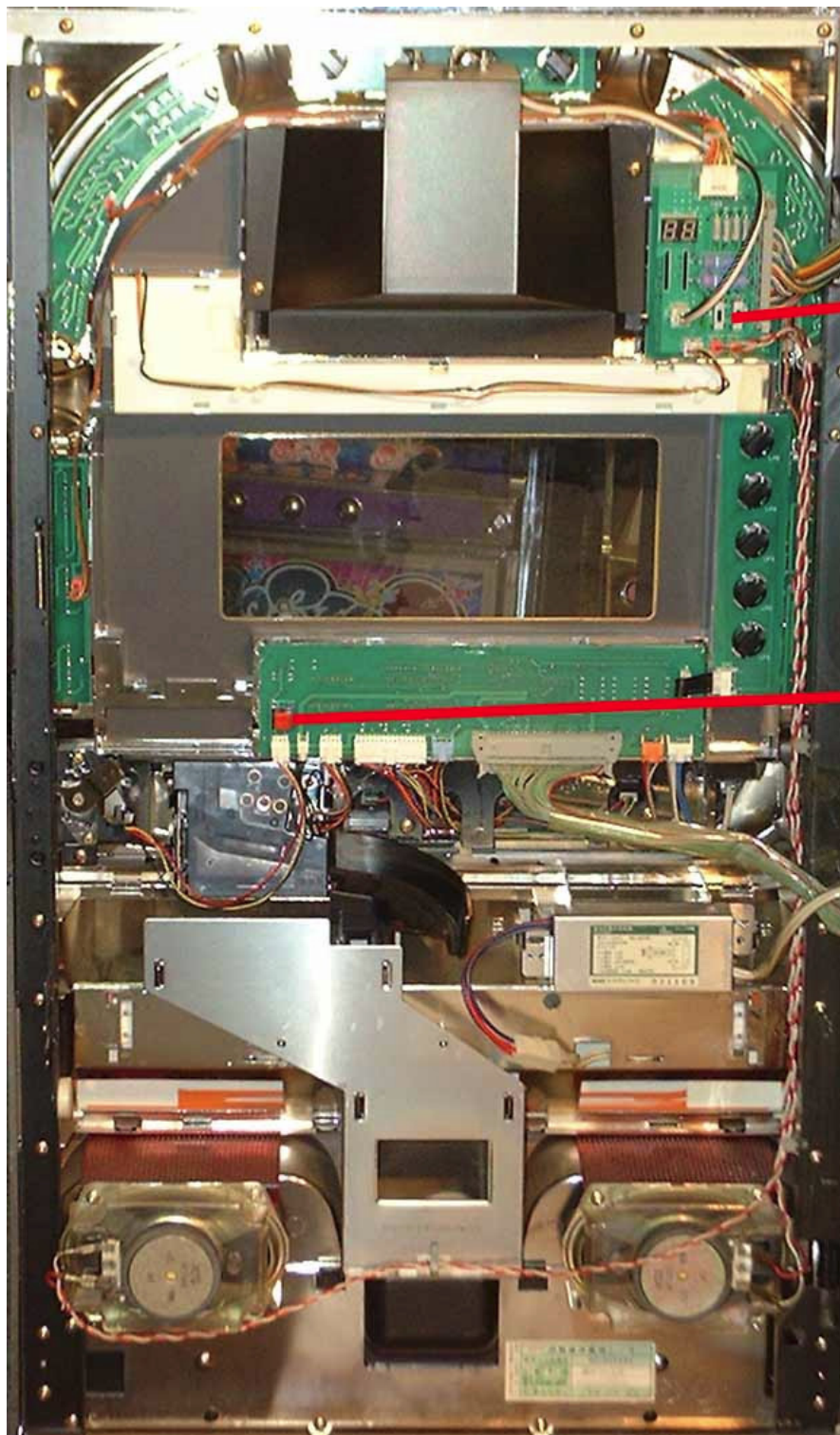


**Reset
switch**

**Difficulty
level
switch**

**Power
switch**

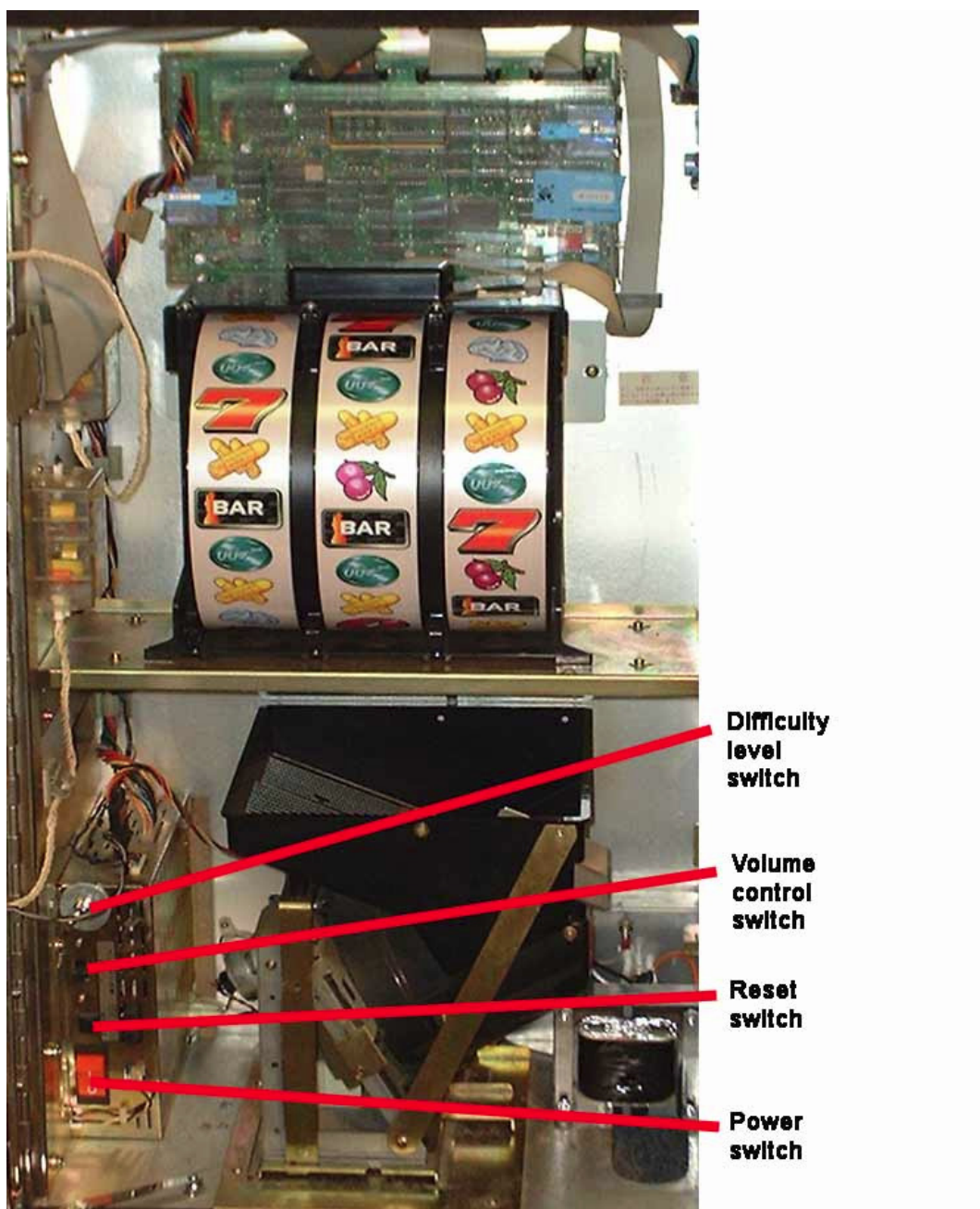
Twist Door



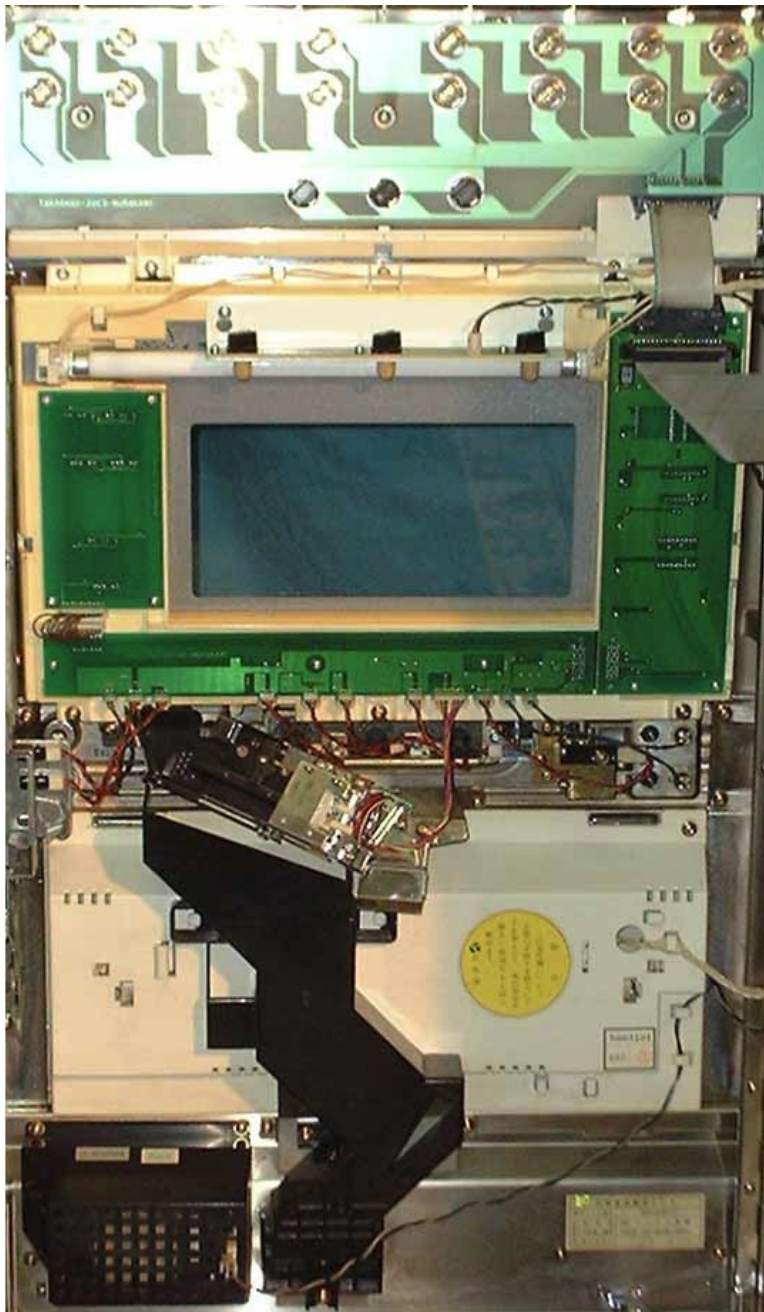
**Volume
control
switches**

**Reset
switch**

007 Reel



007 Door



Dear Customer,

Firstly many thanks for purchasing your Pachislo Machine from us, we hope it brings you many years of enjoyment.

This machine has been imported from Japan, where it was used in a Japanese game room for up to 2 years. (According to Japanese law, the machine must be removed from service before its 2 year old mark.). Accordingly, you will find some scratches on the wood, metal, and plastic. During its refurbishing process, we do our best to fix these, but some marks will remain. Your machine should provide you with many years of enjoyment, and needs practically no care. However, please take the time to read through this manual to get a better understanding of your machine.

! We would first like to give you a little safety reminder. On some machines, a transformer is installed to convert the machine to UK voltage. Even when you power the machine "off", the transformer is still connected to line voltage, and running. When you aren't using the machine, we **strongly** encourage you to unplug the machine..

Also if your machine has an external transformer when plugging the two pin charger into it please make sure you also connect the loose

green wire into the top of the transformer as this is your earth wire.

We would also like to remind you that this is a skill based amusement device only. Tokens are awarded based on the operators' skill. The tokens provided hold no value, and you shouldn't attempt to give them a value. You should not attempt to trade the tokens for money, and you should not attempt to give out prizes based on token payout. You should not use this device in a public place, such as bar, restaurant, or store (other than selling it) without consulting a lawyer. As sold, these machines are please help keep them that way by not abusing your ownership!

The first thing to do...

The very first thing you should do is reread the first page. We know you're anxious to play with your game, but we feel its "that" important.

Second, you should perform the following 2 procedures. One of them deals with opening your machine without a key; the second deals testing your coin hopper. Neither of the following procedures is mandatory, but it will make things easier should you have a problem in the future.

Before you begin, make sure that your machine is unplugged.

Exercise 1:

The goal in this exercise is to practice opening your door when you lock the key inside. Trust us - it happens! It's not too big a deal on our machines; you really don't need to do this. And, if you're older, frail, or have large arms, you might not be able to. Why?

Because: If you have the 'flat' type key, you can turn the lock open with a screwdriver. If you have the 'round' type lock, you can head down to your hardware store and get a new plumbers radiator key. Or, you can try the following procedure. Performing it now, when you have the key, will make it all the easier when you don't!

First, insert the key into the lock, and turn it to the right to open the door. Now that the door is open, you want to focus your attention on the inside of the door. Turn the key to the right and notice which parts move on the latching mechanism. Notice the 'hooks'. They will either move up or down, depending on the locking mechanism. Your mission, is to be able to move one of the hooks while the door is closed. You can do this by either reaching in through a) a hole in the back of the machine b) a hole in the bottom of the machine. Practice a bit - it is possible on every machine, as we need to do it to get in!

Exercise 2: (Much simpler, we promise!)

Assuming you performed exercise 1, your door is already open. If not, open it now using the key. The goal in this exercise is to familiarize yourself with the hopper. In the event you get a hopper jam, you want to know ahead of time if you can turn the hopper wheel by hand, and in which direction you can turn it.

First, you want to practice removing the hopper from the machine. On some machines, the hopper has a little 'catch' on the front, or side of the hopper that you need to depress in order to remove the hopper. Some hoppers just pull straight out; other hoppers have a connecting wire. You'll need to remove the connecting wire if your machine has one - it should just pull out, although some have connectors that need to be squeezed in the right place. Now that the hopper is out of the machine, you want to reach inside the hopper and try spinning the hopper 'wheel' clockwise. (For those of us old enough to remember, the hopper wheel looks like a rotary telephone dial. For those not old enough to remember rotary - you're lucky! But the hopper wheel will look like a rotating multi-disc cd changer draw.) Don't fret if you can't spin it; some of them don't let you turn it clockwise by hand. Now, try turning the wheel counter clockwise. Record your results below. In the event you get a hopper jam, you want to know ahead of time if you can turn the hopper wheel by hand, and in which direction you can turn it

.My hopper wheel lets me turn it clockwise: (yes or no)_____

My hopper wheel lets me turn it counterclockwise: (yes or no) _____

Differences from a UK Fruit Machine

Your pachislo machine functions similar to a fruit machine, but there are some notable differences:

- There is no "lever" or "arm" as is typical to a fruit machine. In order to start the game, you depress the small "start game" handle. Usually, you can move the handle either up or down, but on some games you must move it down to start the reels spinning.

- The machine is skill based. If you watch the reels, you should be able to see the colours of the different symbols as they fly by. You have to press the 'stop reel' button when you think you have a winning symbol.

- Payouts are much smaller. By Japanese law, the most the machines can only pay out is a 15:1 ratio. (The machine can only return 15 coins for every coin wagered.) You can still hit jackpots, though. When you hit 777 (or a similar jackpot combination), the machines goes into a bonus round mode. You usually get at least 24 spins, where you are guaranteed a payout for each spin. More about this later...

- 4th reels or lcd screen - Many models have a 4th reel, or lcd screen on them. The 4th reel or lcd screen randomly activates to provide special features. Sometimes, you will be 'luckier' as the machine 'helps' you hit. Other times, the feature will activate and you will be guaranteed to hit on that spin. Other times... you get nothing! (but it sure does help build the suspense!)

The parts

Now, lets describe some of the standard buttons on the outside of the game. See the diagram on the next page for a reference model.

Coin slot - Insert tokens here. If the game is in 'credit' mode, the game will store up to 50 credits. If the game is in 'cash' mode, it will only store up to 3 credits.

Coin return button - If you put a token in and it doesn't register, it may be stuck. Try depressing this as a first solution.

"Start Game" Handle - Depress this down (or sometimes up) in order to start the reels spinning.

Stop reel buttons - Press these buttons to stop the reels.

Keyhole - This server a dual purpose. Turn the key to the right to open the door. Turn the key to the left, and it activates a reset. This reset only works in some cases. (For example, after some coin jams it may be necessary to use this reset feature. There is another reset button inside the game. The button inside the game will reset more types of errors.)

Credit meter - This shows how many credits you have accumulated in the game. Pachislo games only store up to 50 credits. If you have 50 credits on the meter and insert an extra coin, it will fall through the machine and land in the tray at the bottom. If you have 50 credits on the meter and hit a winning combination, the hopper will pay out the winning coins depositing them in the coin tray at the bottom of the machine.

"Win" meter - This meter shows the amount of tokens won on the last spin of the reel.

"Bonus" meter - This counter is used during the jackpot rounds. It alerts you as to how many spins you have left.

'Bet 1' or 'Bet 2' buttons - These buttons bet 1 or 2 credits, and activate 1 or 3 paylines respectively. More on these paylines below...

Max bet button - This deducts 3 credits from your credit total, and activates all 5 paylines.

Cash / Credit button - This changes the game mode from 'cash' to 'credit', or vice versa. In cash mode, the game will only hold

up to 3 credits, and winnings are paid out immediately. In credit mode, credits can be accumulated up to a total of 50. If you have credits stored and you change to 'cash' mode, all of the stored credits are immediately paid.

Now, lets take a look at some of the parts on the inside of the game.

Hopper - this holds, and pays out coins.

Volume Switch - There are 3 positions: low, medium and high. Note: some machines are very LOUD, even in the 'low' position.

Power Switch - This powers the game on and off. On games where a transformer is installed, the transformer is still ON, even when this switch is powered off. We "strongly" recommend that you use an external power strip with a switch on it to power your game off.

Transformer - This converts the voltage from 240v (UK wall current) down to the 24v /110v needed by the pachislo machine.

Light Bulbs - self explanatory.

Coin Path - This is the path that a token rolls down on its trip to the hopper. You should depress the 'coin return button' and watch what happens.

Reset switch - This clears the game of simple errors, and is also used during the 'level select' procedure.

Difficulty Level switch - This puts the game into the difficulty selection mode.

There are likely to be 1 or 2 more switches in the game that don't seem to do anything. These switches are most likely used in the Pachislo game rooms, and really shouldn't affect the enjoyment of your machine.. (One of the switches mostly likely makes the game need a reset after it hits a jackpot)

You can see some of the typical locations of parts in these diagrams. In contrast to the front panel where everything is right in front of you, locating switches on the inside can be a little tricky.

Note: The volume switch is very tricky to find on some models! Here's a hint if you don't have the model specific information. The volume switch always has 3 positions - and it's usually the only switch in the game that has 3 positions on it.

Using your machine

First, start by inserting the key, opening the door, and putting some coins in the hopper. We recommend putting in about half of the coins you receive. (If you hit the jackpot on the 1st few spins, the hopper will run empty and you'll have to put more coins in to continue your jackpot play.)

Close the door, and then plug the machine into the wall outlet. If you don't immediately see the game on, reopen the door, and locate the power switch on the power supply. Turn it on and then reclose the door.

We recommend playing the game in 'credit' mode. Depress the cash/credit button. Sometimes this button is labelled 'Cancel'. You should see a "0" appear on the credit meter. If not, try pressing the button for a longer period of time. (2-3 seconds). This will dispense any credits stored in the game. Now, try pressing the 'cash/credit' button again.

In Credit mode, you can deposit up to 50 coins in the machine.

Depress either the '1 bet', '2 bet', or max bet button. This will subtract the appropriate amount of coins from the credit meter, and activate the paylines. Playing 1 coin activates the middle payline. Playing 2 coins activates all 3 horizontal paylines. Playing 3 coins activates all 3 horizontal paylines, and also the diagonal paylines. There are a few exceptions to this. Some games will only allow the reels to spin when 3 coins are played.

There are a few games that have "odd" paylines. For example, on the Ghost Rush model, 3 in a row does not win. You have to get the top or bottom position on the 1st reel, middle position on the 2nd reel, and top or bottom position on the 3rd reel. Faust (another model), as another example, expands on this - there are seven paylines total; the two 'odd' paylines as used in Ghost Rush, plus all 5 normal paylines.

After you have deposited credits, and bet, depress the 'spin reels' handle. After the reels start spinning, press the 'stop reels' buttons one at a time. If you have a winning combination, you are paid the appropriate amount of credits. If you are playing in 'cash' mode, the credits are deposited in the tray immediately. If you are playing in 'credit' mode, the machine adds credits to the meter. You can cash out the credits at any time by depressing the 'cash/credit' button. (Sometimes, this is labeled as the cancel button.) You may need to hold this button for 2-3 seconds in order for the payout to begin.

One of the winning combinations is always the 'replay' symbol. When you have a replay pending, the 'replay' light will be lit on the machine. The machine will not allow you to insert coins when the replay symbol is lit.

Some games have a 'chance light' or 'lucky' symbol. On other games, you will notice the header lights flashing for no apparent reason. When this light is lit, it usually means that the machine is feeling extra generous, and it is easier to hit a winning combination. Or, the machine may be letting you know that you are about to hit the jackpot soon. Each machine is a little different; it will probably take a long time for you to master yours!

Jackpot Round

There are two types of jackpots; the bonus game, and the big chance game. In the bonus game, you will usually get 8 spins that are guaranteed to payout. You'll know when you hit the bonus rounds, even if you aren't looking. The lights on the machine usually go crazy, and the machine starts playing lots of music.

The big chance game is usually the combination of 3 bonus rounds. When you hit the big chance game, you are usually given 30 spins. During these 30 spins, you need to hit a certain combination (usually the replay symbols) to get into the bonus round. When you hit the bonus round, you usually get 8 spins in a row that are guaranteed to win. You can win up to 3 bonus rounds during the big chance game. You can still win tokens during the 30 spins, even when you aren't in the bonus round (and its usually easier to hit; you become 'extra lucky'.)

Once you are in the bonus round, you have to complete it. Even turning the machine off won't get rid of it. (However, you can try the master reset procedure; this may work)

After a bonus or big chance game has been played, the 'game over' light might be lit. Sometimes, the letters 'oF' will be displayed in the credit meter. You will have to insert the key, and turn it to the left to clear this message. You won't be able to continue playing until you do.

On some types of machines, you can enter a 'challenge game' after hitting the jackpot. During the challenge game, you are given a large number of spins (100 or so) where you are extra lucky, and it's easier to hit winning combinations.. (Sometimes music will be playing, sometimes there will be a 'countdown' on an led/lcd panel). Once you enter a challenge game, you must play all the spins.

Routine Maintenance

Eventually, one of the lights on your machine will go out. To change the bulb, first unplug the machine or turn the power off. Next, grip the black plastic base of the bad bulb, and twist it to the left. You should then be able to pull it out. Pull the bulb straight out of the plastic socket. Replace it with a good bulb, and reinsert the plastic socket into the machine. Push the socket while turning to the right, and it should lock into place.

Cleaning

Use a "gentle" cleaner or water when you want to clean the wooden cabinet. A smooth damp rag will do. You can use windex, or any other type of glass cleaner to clean the metal or plastic parts. Car polish works wonders on the plastic and metal. You can "buff" scratches out of the plastic with a little polish and a rough rag. When used on metal pieces, it's a lot tougher to buff out scratches, but it will leave the metal with a beautiful shine.

Changing the skill level on your pachislo machine

This procedure also acts as a 'master' reset. If you experience any errors on your game that you can't clear; do this procedure.

- 1) Open the door, and turn the power switch off. (You can also unplug the machine.) The machine *must* be off when you start for this procedure to work.
- 2) Flip the difficulty level switch to the opposite position.
- 3) Power the machine on. Either on the 'credit', 'win meter', or 'bonus meter' will be a number from 1 to 6. This is the difficulty level. "1" is the hardest level; "6" is the easiest level. (Sometimes, the difficulty level will be shown on an lcd panel on the inside of the door.)
- 4) Press the 'reset' button to change the skill level. You should notice the difficulty level increase by 1 each time you press the button. If it doesn't increase, you're pressing the wrong button. If you notice a "0" displayed, then you haven't initiated the level change procedure correctly. Repower the machine off, and start again from step 1.
- 5) When the machine is set to the difficulty level you want, depress the 'start game' handle once.
- 6) Flip the difficulty level switch to the opposite position. You should immediately hear the click of the coin mechanism engage, and the level (1-6) should disappear from the 'credit' or 'win' meter.

What do the skill levels actually mean? This varies by model. Even different models by the same manufacturer will vary greatly! Usually though, at least on levels 5 and 6, the machine will pay out more tokens than it takes in (on average, over a long period of time.) Some machines have a coin counter meter on the power supply. If your machine has one, you can see how many coins were inserted into the machine, and how many tokens the machine paid out.

If you have any problems, try the procedure again..

Troubleshooting your pachislo machine

There aren't really too many things that can go wrong with your machine.

My machine has no power.

First, make sure the machine is plugged in, and the power switch inside the game is turned on.. Don't laugh. We've had it happen before.

Second, make sure the outlet is still good. Take another appliance, and plug it into the same outlet.

Next, check the fuses inside the game. It is possible that one of them has blown. Unplug the machine from the wall. You will have to check the fuses one by one. Remove one of the fuses from the power supply and visually examine it. You shouldn't see any breaks in the wire. (Even if you don't see any breaks, one may still be present. You really need a multimeter, or continuity tester to check the fuse properly). If you don't see any obvious flaws, replace the fuse and move on to the next one. Some power supplies will only have one fuse; others may have up to 5.

My Machine has an error displayed on one of the front panels:

E1,E2,E3,E4,E5,E6,HE,CJ, etc

If you have any type of error displayed, the machine won't take any coins, and you won't be able to spin the reels. It may or not be playing a musical 'alert' to tell you that something is wrong. There are several possible causes for this, but since the solution is similar for all of them, we lump them all into this one question. Basically, we want to clear the error condition, and then press the reset button. Sometimes, the key can be turned to the left to do the reset; other times you will have to open the door and press the reset button. And still other times, you will have to perform the master reset procedure (also known as the level change procedure).

First, was the machine in the process of paying out coins? If so, it may be a simple case of the hopper being empty (HE error). Open the machine, and look in the hopper. If it's empty, add some coins, press the reset button, and then close the door.

Most of the time though, the error is related to a coin jam either in the coin path, or hopper.

Some games have a better coin check mechanism than other. If a token is slightly out of round, it may have triggered its 'false detection' circuit. (Yes, if you've painstakingly read every page on this manual you'll notice that we said elsewhere that these machines don't perform any checking. We'll, we lied. A very few models do perform a very rudimentary check.). To fix this error, insert your key into the keyhole, and turn it to the left.

Coins may be jammed in the 'coin path'. Try pressing the 'coin return' button and see if any coins fall out. If they do, you may need to insert your key, and turn it to the left to clear the error condition.

Even if the coin return button doesn't do anything, there may still be coins jammed. Open the door by turning the key to the right, and check the coin return

path. There may be a plastic piece covering the pathway, but it is usually translucent and you can see if any coins are jammed without removing anything. If there are any coins jammed, remove them and then press the reset button.

Was the machine in the process of paying out, or about to pay out? Then you probably have a hopper jam. If there are a bunch of coins in the hopper, you will need to remove some of them. The goal is to see if you are able to spin the hopper 'reel' by hand. Some hoppers will let you turn them, others will not. Some hoppers will only let you spin them counterclockwise. (You need to be able to turn it clockwise to eject coins, but even if you can only turn it counterclockwise, you will know that it isn't jammed.) If you performed the procedure in the front of your manual, you already know the answers to these questions. If you know that your hopper wheel lets you turn it in a specified direction, try turning it now. Almost all hoppers will let you turn them in at least one direction.

Yes, Yes, but what do the error codes really mean?

Ok. Here's what we know.

oF - You hit a jackpot, and the machine needs to be reset. Try turning the key to the left. If that doesn't work, then try the inside reset button.

HE - Hopper empty - your hopper needs more coins

HO - Hopper out - same as HE (or hopper isn't connected to the machine)

CJ - Coin Jam - check the coin path

CE - Changer Error - Either you have a bad token which triggered the bad coin detection circuit, or there is too much dirt buildup along the coin path. Examine the base of the path that the coin rolls down. If it looks very dirty, scrape it off with a small screwdriver or knife.

E1 - Unknown

E2 - Changer Error

E3 - Hopper Error

E4 - Hopper Error

E5 - Hopper Error

E6 - Ram error? - Do the master reset procedure

One of the reels is spinning slowly; sometimes it speeds up.

First, unplug the machine and then open the door. Try spinning the reel? Does it feel like it spins smoothly? Compare it by spinning another reel. It's possible that the motor is worn.

The game over light on my machine is flashing. I can't insert tokens.

This happens after a jackpot hit. You'll have to insert the key, and turn it to the left to clear the flashing light.

Why do I keep seeing the wait light flash?

This is normal. You'll see this light if you tend to spin the reels quickly. The game makes you wait a few seconds in-between spins. If you are one of the rapid fire players, you'll also notice that you can't stop the reels until they completely come up to speed. (Some models check to make sure the reels are spinning at the correct speed - if you try to slow them down manually after they've already been up to speed, it sets off the alarm!)

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