ATTENTION!

This manual is for reference only. Each machine will be a little different depending upon model and manufacturer. All slot machines essentially program and play the same. Any questions can be directed to our technical support staff.

There is only ONE set of keys per machine. Locks and keys CANNOT be replaced. PLEASE keep your keys in a safe place.

Some machines will have a coin/hopper overflow bucket as in figure 2. This is not included in every machine. It depends upon availability and what is shipped to us. If you do not receive one it is because one was not available. If you wish, any small tub, bucket or cup can be used in its place.

PLEASE keep all packing material! If your machine needs to be returned for repairs, it must be packed as you received it. Especially the box and foam. We will not be responsible for poorly packaged returns being damaged.
INTRODUCTION

Congratulations on your purchase of an authentic Japanese Pachislo Skill-Stop Machine. The Machine you have just purchased has been thoroughly reconditioned to look and perform as it did in its original environment. With proper use and care, the Pachislo machine will provide hours of enjoyment for many years to come.

The following pages will outline the features and functions of your Pachislo Skill-Stop Machine.

IMPORTANT SAFETY PRECAUTIONS!

For your safety, it is important to read and understand all functions contained in the manual.

Like any electrical product, proper care and caution should be taken BEFORE attempting to operate this product.

Keep this and any other electrical products away from water, drapes, blinds, dried plants or any other flammable material.

DO NOT attempt to operate this machine if it is damaged. Thoroughly inspect your machine to insure all electrical components are properly connected BEFORE plugging unit into wall outlet. If you suspect damaged electrical components, STOP. DO NOT ATTEMPT TO PLUG POWER CORD INTO WALL SOCKET!!! Immediately contact the retailer where the machine was purchased for technical assistance.
GETTING STARTED

1. Place machine on a level surface.

2. With door key provided, unlock and open front door. (Depending on the model of machine, the door lock may be in a different location than specified in fig. 1.)

3. Inspect and familiarize yourself with the interior of the machine (see fig. 2 and 3).

4. Locate hopper mechanism (fig. 2) and pull slightly forward on handle to gain access to hopper chute. Fill hopper with 200-500 tokens. Push hopper back into place.

5. Insert power cord into standard 110V household outlet.

6. Locate power switch (fig. 4) and turn to the “on” position.

7. Close door.

8. “Insert Coin” light should be flashing. If not, please see troubleshooting guide for possible problems/solutions.

9. If desired push “credit/pay” button (fig. 1). “Credit Meter” will read “0”. Machine is now set to play in the “credit” mode. All subsequent “wins” will be credited to the meter.
GETTING STARTED con’t

10. Insert 1-3 tokens into token entry slot (fig. 1). The first token inserted will illuminate the #1 payline (center horizontal line). The second token inserted will simultaneously illuminate the #2 and #3 paylines (upper and lower horizontal lines). The third token inserted will illuminate the #4 and #5 paylines (two diagonal lines).

11. Pull reel start handle (fig. 1) down. Reels will start spinning.

12. Push “Stop” buttons (fig. 1) in any order, one at a time. Each corresponding reel will stop after the button has been released.

13. Any winning combinations displayed on the lines played will automatically be dispensed by the machine hopper (except when in the “credit” play mode).

14. If in the “credit” play mode, all “wins” will be accumulated on the “credit meter”, as well as the number of credits won displayed on the “win” meter. Please note: the “credit” meter has the capacity to accumulate 50 “credits”. The hopper will automatically pay any amounts over 50 “credits”.
FREE PLAY

Certain symbols on the reels of your Pachislo machine will allow the game to be played without the necessity of further tokens/coins or credits.

When these three symbols are lined up on an illuminated payline, the machine will automatically credit the previous played line/lines, as well as illuminate the “replay” light. Play the game as normal.

MINI BONUS GAME

During the course of normal play, certain symbols will result in what is termed the Mini Bonus Game. Unlike the Big Bonus Game, which is discussed later in this manual, the Mini Bonus Game will award the player with a guaranteed payout and lasts for only one addition play.

When the three Mini Bonus symbols are lined up on an illuminated payline, the flashing lights and music will signal the start of the Mini Bonus Game. Only one credit or token is needed to start play. After the player stops each reel, the corresponding winning symbols will result in a guaranteed number of credits/tokens being won.

After the machine cycles through the Mini Bonus Game, the lights will stop flashing and the music will stop and it will automatically revert back to the original game. It is not necessary to manually reset the machine.
**BIG BONUS GAME**

When three “7’s” are lined up on any illuminated payline, flashing lights and music will signal the start of the Big Bonus Game. Unlike an American slot machine where the jackpot is paid automatically, the Pachislo machine is programmed for exciting bonus play where the player is guaranteed numerous smaller jackpots. It is not uncommon for the Big Bonus Game to last for 5 minutes or longer.

At the start the Big Bonus Game it is necessary to insert three tokens/coins and play the game as you normally would. As the game progresses the machine will change from three tokens/coins play to one token play during the bonus round. Accompanying this change in game play will be a change in the music and flashing lights. The machine will alternate between these two bonus games for three rounds apiece.

The total payout for the Big Bonus Game varies from machine to machine, however the average payout is approximately 350 tokens/coins.

After completion of the Big Bonus Game it may be necessary in some models to manually reset the machine. To do this, insert the door key into the lock mechanism and turn. The machine will “save” all credits acquired while in the Big Bonus Game and be ready for additional play.

If at any time during the Big Bonus Game you elect to discontinue play, refer the “Reset Procedures” section in this manual for detailed instructions.
Figure 3

- Bulb Holders
- Coin Acceptor
- Speaker
- Reel Spin Switch Board
- Stop Button Boards
RESET PROCEDURES

During the course of play for one reason or another it may be required that the machine be “reset”. There are two different and separate reset procedures.

For minor resets, i.e. coin acceptor/hopper malfunction, completion of bonus game, etc., insert door key into lock mechanism and turn to the left (turning key to the right will unlock door). The machine should reset and be ready for play.

For major resets, i.e. RAM crash, power surge/outage or Big Bonus Game interruption, follow these steps:

1. Push machine switch to the “off” position
2. Turn/Push reset switch to the “on” position.
3. Push machine power switch to the “on” position.
4. Depress reel spin handle once and release.
5. Turn/Push reset switch to the “off” position.
6. Machine is now reset.
7. If machine is still not reset, repeat steps 1-6.
SETTING THE SKILL LEVEL

There are six different skill level settings programmed into the Pachislo machine. The most difficult skill setting is #1 with #6 being the easiest. What this translates into is the more difficult the skill setting the harder it is to line up a winning combination.

For maximum excitement and enjoyment each Pachislo has been factory set at skill level #6 (easiest). As the player becomes more advanced, it may be necessary to change the skill level setting. In order to change the skill level setting, the following steps are required.

1. Push the machine power switch to the “off” position.

2. Turn/Push reset switch to the “on” position.

3. Push the machine power switch to the “on” position.

4. Notice the number displayed in the LED display. It should read #3. This is normal. The default skill level setting on all Pachislo machine is “3”.

5. Push the momentary switch one (fig. 4) and notice how the number in the LED display increments “up”. Continue pushing the momentary switch until the desired skill level has been obtained.
6. Once the desired skill level is displayed on the LED push and release the handle start knob (fig. 1) 6 times. This locks the desired skill level in place.

7. Turn/Push the reset switch (fig. 4) to the “off” position.

8. DO NOT TURN THE MACHINE POWER SWITCH TO “OFF”!! Machine should now be ready for play.

9. If machine does not accept coins, repeat steps 1-8 or refer to the “Troubleshooting Guide” located in the back of this manual.

The following are approximate representations of payout percentages in relation to skill level settings:

- Setting #1  65%
- Setting #2  75%
- Setting #3  80%
- Setting #4  90%
- Setting #5  100%
- Setting #6  105%
TROUBLESHOOTING GUIDE

The following covers some of the problems you may encounter while playing the Pachislo machine.

Problem: *Machine is dead. No lights, no music, nothing.*

What to do: Check to make sure machine is plugged in and power switch is in the “on” position. Also check all fuses and/or circuit breakers (fig. 4) for blown fuses. Replace if necessary.

Problem: *Machine will not accept tokens/coins. Tokens/coins drop into bottom tray.*

What to do: Check to make sure that coin acceptor is properly connected. If coin acceptor is jammed, first clear jammed tokens/coins, then follow reset procedures (pg.11).

Problem: *Hopper did not payout properly or did not payout at all.*

What to do: Check to make sure that the hopper is properly connected. If the hopper is jammed, first clear the jammed tokens/coins, then follow reset procedures (pg.11).

Problem: *Machine keeps paying out tokens/coins. Music is playing and lights are flashing.*

What to do: This may be normal. Please see the Big Bonus Game section (pg.8).
TROUBLESHOOTING GUIDE con’t

Problem: *Reel spin will not activate the reels.*

What to do: Check to make sure that the reel spin switch (fig 3) is properly connected. Check the reel assembly (fig. 2) and make sure it is properly connected.

Problem: *Reels will not stop after “stop” buttons are depressed.*

What to do: Check to make sure that the buttons are all properly connected. Check fuse on skill stop control board (fig. 2).

Problem: *Machine will not play, “EE” is displayed on LED.*

What to do: Machine RAM memory has failed. Reset machine following Reset Procedures (pg.11).

**Common Error Codes**

“*HE*”- Hopper Empty – Fill hopper and reset machine.
“*CO*”- Coin Overflow Full – Empty bucket and reset machine.
“*CJ*”- Coin Jam – Check coin mech for stuck coin and reset machine.
“*E1-E4*”- Varies on different machines. Most common are coin mech and hopper errors. Reset machine and see if error returns. Call tech support if problem persists.