

GLOBAL PACHINKO

PACHINKO & PACHISLOT

CHOOSE YOUR PLAYSTYLE

Four different game loops.
One uniquely Japanese
experience.

ENGLISH VISITOR GUIDE | 18+



TWO GAMES. FOUR LOOPS.

Pachinko uses Balls - small steel balls launched through a playfield.

In this guide, a Bonus is the main winning event that begins a reward sequence.

PACHINKO

PACHINKO WITH A MAIN SCREEN

Launch -> reveal -> Bonus

Cinematic cues and dramatic reveals

HANEMONO (WING MACHINES)

Trigger -> wings -> V -> Bonus

Physical movement and near-miss tension

Pachislot uses Tokens - reusable metal play pieces. Smart machines may show the count digitally.

PACHISLOT

BONUS-CENTERED PACHISLOT

Spin -> clues -> Bonus -> reset

Patterns, timing and compact reward cycles

AT (ASSIST TIME) PACHISLOT

Trigger -> AT -> upgrades -> end

Mode progression and longer reward runs

Modern machines may combine elements. Smart Pachinko and Smart Pachislot change how Balls or Tokens are handled; they are not separate game genres.

PACHINKO WITH A MAIN SCREEN

LAUNCH -> RESULT -> BONUS -> CONTINUE?

- 1 Launch Balls through the playfield.
- 2 A Ball enters the Center Pocket and starts an internal Draw.
- 3 The screen reveals the result with symbols, colors and character scenes.
- 4 Reach adds suspense before a possible Bonus. It is never a guarantee.
- 5 A Bonus starts reward rounds. Some continue in a fast mode called RUSH.



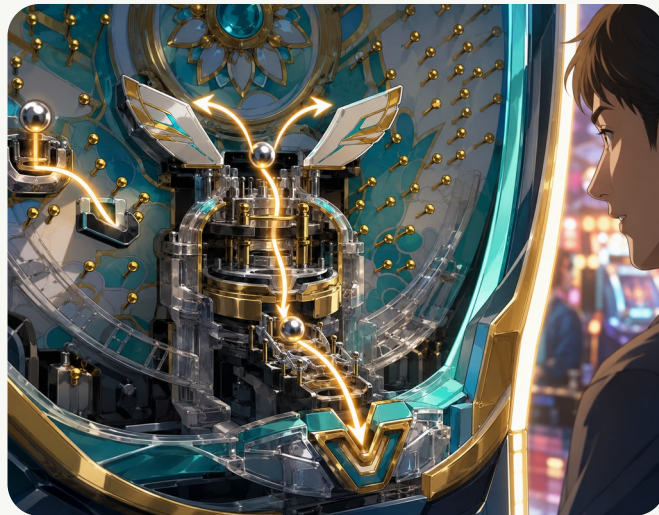
WHY GAMERS LIKE IT

The machine turns each hidden Draw into a dramatic reveal. Watch changing colors, stored-draw icons, character battles and rare routes. The fun is reading the build-up without mistaking excitement for a guarantee.

HANEMONO: WATCH THE BALL

TRIGGER -> WINGS -> V POCKET -> BONUS

- 1 Launch Balls through the pins toward a trigger pocket.
- 2 A trigger entry opens the machine's wings for a moment.
- 3 Another Ball may pass through the wings into the central mechanical feature.
- 4 Watch the Ball travel through visible routes inside the mechanism.
- 5 If it reaches the V pocket, the Bonus begins. Then the physical hunt starts again.



WHY GAMERS LIKE IT

Every bounce, opening and route is visible. The tension comes from the Ball's physical journey rather than a long screen reveal. It feels closer to pinball or an elaborate marble machine - immediate, tactile and full of near misses.

BONUS-CENTERED PACHISLOT

OFTEN CALLED A 'NORMAL TYPE' IN JAPAN

- 1 Set the Tokens and pull the Lever. One internal Draw begins.
- 2 Press the three Stop Buttons and read the Reels.
- 3 A lamp, sound or Reel pattern may reveal that a Bonus is ready.
- 4 Aim for the indicated Bonus Symbols if prompted. Ask staff if needed.
- 5 Play the Bonus, then return to the standard spin loop.



WHY GAMERS LIKE IT

The machine does not always shout the answer. You learn its tells, recognize patterns and sharpen your Stop Button timing. It is part rhythm game, part deduction game. The Bonus itself is the main reward phase.

ASSIST TIME (AT): BUILD THE RUN

FOLLOW NUMBERED STOP-ORDER PROMPTS

- 1 Play the standard spin loop and look for a trigger.
- 2 Some machines use a short Chance Zone (CZ). It does not guarantee AT.
- 3 AT begins. Follow the numbered Stop Button order to win Tokens.
- 4 Continuation checks and upgraded modes can extend the run.
- 5 AT ends. Return to standard play and begin the next hunt.



WHY GAMERS LIKE IT

The changing state of the whole run is the main attraction. Build momentum, unlock stronger modes, survive continuation checks and chase the next upgrade. For gamers, it can feel like a compact roguelite run played one spin at a time.

PACHINKO CONTROLS

Dispenser = the payment unit beside your seat. Six simple moves follow.

- 1 Choose an available machine.
- 2 Insert a bill or IC Card into the Dispenser beside the seat.
- 3 Press Ball Lending to receive Balls.
- 4 Turn the Handle gently.
- 5 Adjust until Balls travel steadily through the playfield.
- 6 Take your hand off the Handle to stop.



YOU CONTROL THE BALL FLOW. THE MACHINE CONTROLS THE DRAW.

Follow any large arrow shown by the machine. Never hit, shake or force the machine.

PACHISLOT CONTROLS

Credit = the playable Token count held inside the machine. Six simple moves follow.

- 1 Insert a bill or IC Card into the Dispenser.
- 2 Press Token Lending.
- 3 Insert 3 Tokens; press MAX BET.
- 4 Pull the Lever once.
- 5 Press each Stop Button once to stop the Reels.
- 6 If numbers appear, press the Stop Buttons in that order.



ONE LEVER PULL STARTS ONE INTERNAL DRAW.

Tokens are reusable metal play pieces. Credit is the Token count recorded inside the machine; it is separate from unused balance on an IC Card.



NEED HELP?

PRESS THE CALL BUTTON ONCE.

The Call Button alerts hall staff. Its location varies, but it is often near the machine's data display.

- 1 Stop safely and leave the controls alone.
- 2 Press once and stay at the machine.
- 3 Do not hit, reset or force anything.

SHOW STAFF:

This is my first time. Could you help me?

Please show me how to finish.
The machine stopped. Please check it.

FINISH CLEANLY. KEEP YOUR IC CARD.

FIVE SAFE STEPS

- 1 Stop play and check the displayed balance.
- 2 Press Return and take your IC Card or printed receipt.
- 3 Ask staff to count physical Balls or Tokens, or finish on the Smart Machine.
- 4 Take the card or receipt to the prize counter for Prize Exchange.
- 5 Keep every card and receipt until staff confirms you are finished.

UNUSED BALANCE

A Refund Machine returns unused balance from an IC Card. It does not count your play result.



PLAY LIKE A LOCAL

18+

You must be 18 or older. High school students may not enter or play.

- 01** Use only one machine at a time.
- 02** Do not touch another guest's seat, IC Card, Balls or Tokens.
- 03** Ask staff before taking photos or videos.
- 04** Do not hit, shake or force the machine.
- 05** Keep Balls and Tokens inside the hall.
- 06** If Sound or light feels uncomfortable, stop and ask staff.

SET A BUDGET. TAKE BREAKS. PRESS CALL WHENEVER YOU ARE UNSURE.

READY TO PLAY?

Pick the experience you want first.

CINEMATIC REVEALS

Pachinko with a Main Screen

VISIBLE BALL PHYSICS

Hanemono

CLUES, PATTERNS & TIMING

Bonus-Centered Pachislot

MODE PROGRESSION & LONG RUNS

AT Pachislot

LEARN THE LOOP. PICK YOUR STYLE. ASK WHEN UNSURE.