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# Introduction

Thank you for purchasing On-Core Pachinko. Here at On-Core, we strive to build quality, entertaining products, and hope you enjoy your game. The following gives you instructions for the game, along with contact information in the event you require technical support.

## Features

- \* Classic Pachinko emulates the original mechanical Japanese machines from the 70's and on.
- \* There are modes that control the starting number of balls, jackpots, and number of balls required to win the game.
- \* High Scores when playing in unlimited mode (Limited Balls = NO).

## Feedback

We encourage all users to provide us with comments, ideas, or improvements you would like to see in our software. Please do not hesitate to write to: [info@on-core.com](mailto:info@on-core.com) with any comments, requests, or simply to encourage us to build more great software.

## Technical Support

Please email us at: [support@on-core.com](mailto:support@on-core.com) with any issues. We will contact you as soon as possible to help you resolve any problems. Our technical support line is available Monday through Friday, from 10 AM to 6 PM Eastern Standard Time.

# On-Core Pachinko

Pachinko is a game that is somewhat similar to pinball machines in the United States . In Japan, Pachinko machines are used as gaming devices in Pachinko parlors, where people play to win prizes or money.

The original machines were totally mechanical. Our game emulates the early mechanical models. A bit of skill is involved to launch the ball to certain areas of the machine, but it also takes some luck to get the ball in a “wing” or “drop bucket” to receive a jackpot of balls from the bank. For more information check out: <http://en.wikipedia.org/wiki/Pachinko>

## How to Play

To play, move the lever downwards by swiping your finger over the lower section of the game from top to bottom and then lifting your finger to release the lever. How far down you pull the lever will determine how much force is used to launch the ball. The balls are launched up through the chute on the left and fall down from the top. You hit a jackpot when your ball falls into a “wing”, “drop bucket” or the center section of the game. The bank pays you with additional balls. When a ball enters a wing or the center section of the game, one or more wings will open. Wide open wings provide a much greater chance of a ball getting in to hit a jackpot.

When you get a ball in the center where the surfer is, not only will you earn more balls, one, two or all four of the wings will open depending upon where the ball hits the wave. Experiment with pulling the lever down different distances to learn how you can control the area into which the balls drop.

In default mode (*limited balls* in the bank) you win when the bank runs out of balls - you break the bank. Game is over if you run out of balls.

In the other mode (unlimited balls in the bank) the bank will never run out of balls to pay out when you hit jackpots. Game is over if you run out of balls.

If your pull is too weak, the ball may fall back down the chute. You will have to wait for the ball to fall back down all the way before shooting the next ball or they will collide at the bottom. When the ball falls all the way back down, you will hear a click and the *Balls Remaining* count will increase. Then you can launch another ball.

You can launch a maximum of two balls per second. If you try to launch more than that in one second, the lever will produce an 'empty' sound and no ball will be launched.

On rare occasions a ball may get stuck. If it does, the game will automatically try to push the ball into action. If that fails it will remove the ball and put it back into your Balls Remaining stash.

If you are finding the game too easy or too hard, you can change the *Settings* (see the *Settings* section to explain the various game options) to find a good balance of gameplay. You can start with more balls and increase the payout when you hit a jackpot. Once your skill increases, you can drop some of the settings back down to make it more challenging.

## **Instructions**

From the main menu, click on *Instructions* to learn about the game and how the *Settings* work.

## **High Scores**

High Scores only work when *Limited Balls* is set to *NO*. The high scores are broken down into six categories, which are based on the number of Balls Per Jackpot. Once you have received a number of Balls Awarded greater than the previous record, you will see the text in the upper right hand corner change from a red color to a green color while playing. If you lose the game or abort the game, it will prompt you to enter your name.

Note that if you change the *Balls Per Award* while playing it will stop tracking the high score for that game.

## SETTINGS

**Enable Sound:** You can have the game play the sound effects or turn them off completely by selecting YES or NO.

**Sound Volume:** Use this setting to lower or raise the volume of the sound effects.

**Balls To Start:** This is the number of balls you get when you start a new game. You can change the difficulty by varying the number of balls to start with. The default is set at 15, but you may change it from 5 to 50, in increments of 5.

**Balls Per Jackpot:** This is the number of balls the bank pays you whenever one of your balls enters a **wing** or **drop bucket**. You can change the number of balls for each jackpot. The values are: 3, 5, 10, 15, 20 or 25. Note: With jackpots greater than 10 it is very hard to lose and not as much of a challenge. The default value is 5.

**Limited Balls:** *Limited Balls* is the default. YES will appear in the setting column and this setting will fill the bank with the fixed amount of balls shown below in *Balls to Win*. If you set *Limited Balls* to NO, then the *Balls to Win* field will not be shown as there will be no limit to the number of balls in the bank. The game is over only if you run out of balls.

**Balls To Win:** This setting only appears when *Limited Balls* is selected. This setting fills the bank with a fixed number of balls when each new game begins. The default value is 500. The range is from 250 to 2500 in 250 increments.

Note: You can also listen to your music collection while you play Pachinko. Start your music in the iPod application before you launch Pachinko. Double pressing the "Home" button will bring up the iPod controls. Sound Effects can be disabled from the *Settings* panel *Enable Sound* option. Keep in mind, however, that this may decrease the games ability to play smoothly.