



First of all: whenever you come across unfamiliar terms, look up the Glossary -- Open <[www.bigbearpachisloshop.com](http://www.bigbearpachisloshop.com)> and click "[Glossary](#)" in the left column.

### Game

You insert three tokens, hit the spin knob, and push the reel stop buttons. This sequence is called a "Game." Let's say, "You may need 20 games to get a Big Bonus" -- This means you need to repeat this sequence 20 times until you win a Big Bonus

### 3 Bet and 5 Wining Lines




You put in three tokens or credits (Max Bet) to spin the reels. A max bet gives you five lines to get a winning combination. Five winning lines are:









### Winning Combinations and Prizes

Hyper Rush offers two principal prizes -- a bonus round and small prizes. A bonus round divides into a Big Bonus and a Regular Bonus, and small prizes consists of the Watermelon, the Bell, the Cherry, and a Replay. For the details of a Big Bonus and a Regular Bonus, see "[Big and Regular Bonuses](#)" in the section "Pachislo World" on <[www.bigbearpachisloshop.com](http://www.bigbearpachisloshop.com)>.

	15 + Big Bonus
	15 + Regular Bonus
	12 (Watermelon)
	8 (Bell)
	2 (Cherry)
	Replay
During the Big Bonus	
	15
	15
	15

	1 + Jac-in
During Jac Games	
	15
	

Let's say, you've got  on one of five lines. At this point you win 15 credits and enter a Big Bonus. Likewise, when you have , you get 15 credits and enter a Regular Bonus.  is the Watermelon, paying out 12 credits.  is called "Cherry" -- when you have a cherry on the left reel, you win two credits no matter what symbols you have on the right and middle reels.  is a symbol "Jac."  is a prize "Replay" in normal game mode and a "Jac-in" during a bonus round.

How to Win?

Understand you never win a Regular or a Big Bonus out of blue -- you must go through a winning process. That is, you play "Normal Games" first, get a "Winning Sign," and move on to "Stand-by Games" that offer you chances to win a Regular or a Big Bonus. For details, see "[How to Win?](#)" in the section "Pachislo World." Also see "[Winning Signs and Small Prizes](#)" to win small prizes.

The Twin Big Bonus System

Hyper Rush has two kinds of the Big Bonus -- "Hyper Big" and "Challenge Big."

#### Twin Big Bonus System

When you hit <777>, the 4th reel starts spinning, and if it stops the red <7> you will enter the Hyper Big Bonus. If you get the blue <7>, you will enter the Challenge Big Bonus.



The Hyper Big Bonus pays out about 540 credits on average, 669 credits at most.



The Challenge Big Bonus pays out about 360 credits on average, 669 credits at most.

Before talking about difference between the Hyper and Challenge Big Bonuses, you need to understand this rule -- During a bonus round you can get 15 credits only when you shoot the right combination. That is, when you start spinning the reels, the machine has already decided what combination should be the right one. For example, if it is a blue <7>, you can get 15 credits only when you stop a blue <7> on the right reel.



You win 15 credits when you hit one of these combinations -- but it must be the right one!

### Hyper Big Bonus

During the Hyper Big Bonus, the 4th reel tells you which color of <7> you should nail on the right reel so that you can win 15 credits easily.



Once you nail the <7>, you can win 15 credits no matter how you stop the middle and left reels.



Here is a trick to nail the <7> you want.



Red - Focus on the pink edge!



Blue - Aim at the dark blue!



White -- Shoot it when you see the illumination inside the reel!

When you see the 4th reel <7> shining in three colors, it's a sign for a Jac-in.



You can avoid a Jac-in by stopping the reels from right to left.



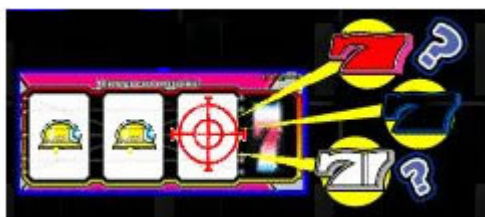
You enter the Jac games by stopping the reels from left to right.

### Challenge Big Bonus

You have to depend on your hunch to get the right combination for 15 credits...



The 4th reel keeps illuminating in three colors...



### Winning Signs

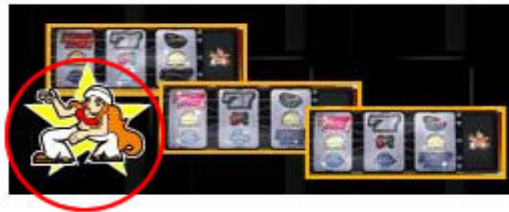
To enjoy Hyper Rush to the fullest, you need to know a variety of machine actions on the 4th reel that shows winning signs for oncoming prizes. Here are examples.



#### Machine Actions on the 4th Reel

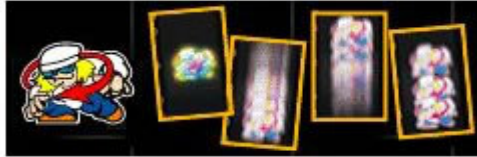
##### **HIKARU FLASH**

When the guy, named "Hikaru" appears on the 4th reel, you will see the reel lights flash after all the reels stops. A certain pattern of flashing is a sign for an oncoming bonus round!

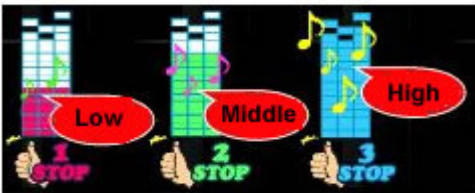


##### **T.J. ACTION**

When the guy, "TJ" appears, the 4th reel starts spinning in an unpredictable way. If you get the <7>, it's a sign for an oncoming bonus round.



##### **LEVEL GAUGE**



You may see the level gauge getting taller as you stop the reels. If it reaches the top, it's a sign for a bonus round!

##### **JUKEBOX**



The Jukebox is a sign for an oncoming prize. If you see red one, you may win a bonus round pretty soon!

#### Machine Actions on the 4th Reel (2)



When the 4th reels spins and stops the shining <7>, you will win a bonus round in no time!



The 4th reel also tells you oncoming small prizes.



After a bonus round, the level gauge appears and indicates how many credits you have won. If you win more than 600 credits, the machine play a special song!

#### Eye Shooting

To enjoy Hanabi Hyakkei to the fullest, you might want to try the eye shooting. For details, see "[Eye Shooting](#)" in the section "Pachislo World."



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Reference

<http://www.pachinkomuseum.com>

<http://www.pachinkovillage.ne.jp>

<http://www.pachimaga.com>