



First of all: whenever you come across unfamiliar terms, look up the Glossary -- Open <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 must 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

Speed Racer 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 consist of the Trophy, the Watermelon, 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>.

	15 + Big Bonus
	
	3 + Regular Bonus
	12 (Trophy)
	5 (Watermelon)
	5
	2 (Cherry)
	Replay
During a bonus round	
	1 + Jac-in
	11
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 Trophy, 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.

Winning Signs

To win prizes, you catch winning signs displayed on the LCD and shoot the right symbols. In other words, you need to know a variety of machine actions that represent winning signs for oncoming prizes. Here are examples.

Signs for oncoming prizes (1)



When this normal scene changes, it's a sign for an oncoming prize.

(1) Mini car racing



If Go (the guy's name) wins, you also win a bonus round.

(2) The Black Military



When Go defeats all the black racers, you win a bonus round.

(3) Kurio (the boy's name) and Sanpei (the monkey's name)



Kurio and Sanpei come up with a winning symbol.

(4) The Sign Board



The sign board tells you what's coming.

(5) The desert.



When the background turns into the desert, it's a sign for "Go Go Time"!

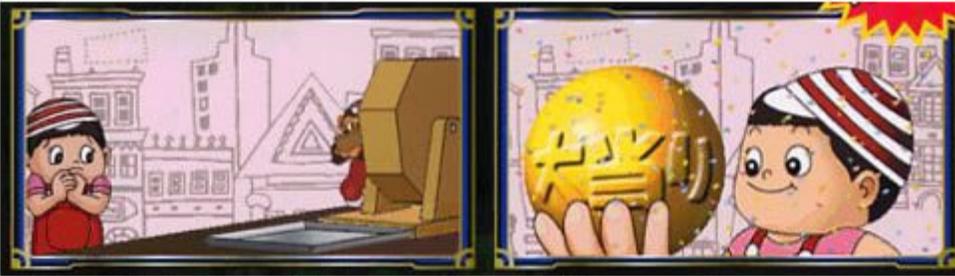
Signs for oncoming prizes (2)

(1) Mitchie's Kiss



When Mitchie throws a kiss, it may turn into a winning symbol in the heart!

(2) The Lottery



If Kurio (the boy's name) draws a golden ball in three games in a row, you win a bonus round!

(3) 777



When you get <777> on the LCD, you win a bonus round. This may last five games at most.

(4) Race



Two car appear and race. The color of winning car corresponds with an oncoming prize -- red-cherry, yellow-trophy, green-watermelon, and blue-replay.

Go Go Time

Go Go Time



It's a game mode -- once you enter the Go Go Time, the machine tells you which reel to stop so that you can win a replay or the Trophy (12 credits) without fail. The Go Go Time lasts 30, 50, or 100 games.



It shows you to stop the left reel.

During the GGT, you may enter a bonus round at the rate of 50% if you have the Trophy 3 times in a row.

To get more credits from a Big Bonus...

Here are tips to earn full-credits from the Big Bonus.

During the Big Bonus, you follow the arrow and win the full 379 credits!



Winning Run

If you are lucky, you can enter this game mode.



You may enter this game mode right after getting signs for a bonus round. During the Winning Run, the machine tells you which reel to stop so that you win a replay or the Trophy (12 credits). It lasts until you enter a bonus round.



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Reference

<http://www.pachinkomuseum.com>

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

<http://www.pachimaga.com>