



Sep 17, 2005



Trigger Zone is a perfect model for family entertainment because of its friendly cartoon-based game play. The main character, "Patokichi - Patrol Guy" will bring out an exciting game for everyone from kids to grandpa/ma.

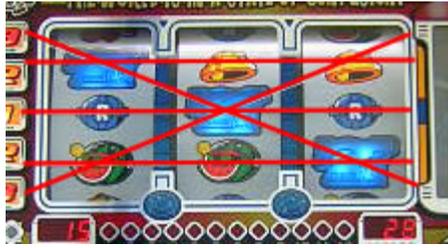
First of all: whenever you come across unfamiliar terms, look up the Glossary -- Open <www.bigbearpachisloshp.com> and click "[Glossary](#)" in the left column.

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

Trigger Zone offers two principal prizes -- a bonus round and small prizes. Small prizes consists of the Watermelon, the Bell, the Cherry, and a Replay. For the details of a Big Bonus, see "[Big and Regular Bonuses](#)" in the section "Pachislo World" on <www.bigbearpachisloshp.com>.

	15 + Big Bonus
	12 (Watermelon)
	8 (Bell)
	2 (Cherry)
	Replay
During a bonus round	
	15
	1
	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. is the Bell, paying out 8 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 the 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.

Hyper and Challenge Big Bonuses

Trigger Zone has two kinds of big bonus round. The difference is, the Hyper Big Bonus lets you get 15 credits every games without fail, whereas the Challenge Big Bonus needs you to guess the right reel to stop for 15 credits.



HYPER BIG

You can win 699 credits at most, 565 credits on average!



On the LCD, the machine tells you which reel to stop. You follow it and win the Bell, 15 credits. In this case you should stop the middle reel.



CHALLENGE BIG

You can win 699 credits at most, 400 credits on average! You have no guide. The rate you can win the Bell (15 credits) is one thirds -- Guess the right reel stop first. If you fail, you stil win the Cherry, 2 credit.

Winng the Hyper Big Bonus

Now you've got your hand on a bonus round.



If you are in the "Hyper Zone"

HYPER ZONE

If not...



HYPER ZONE

To enter the Hyper Zone, you have to get the "Trigger Ball" and crack a winning symbol out of it.

Starting the reels, you see the Trigger Balls coming up on the LCD.



Stop all the reels and crack out the winning symbol!



When you see this, you've lost...



Winning Symbol 1:

This means you've entered the Hyper Zone next 999 games. It may be 50G, 100G, 200G, or 999G!!



Winning Symbol 2:

This means you've entered the Hyper Zone next 99 minutes. It may be 3min, 10min, 20min, or 99G!!

There are three different Trigger Balls: red-white, silver, and gold ones. The gold ball has the highest rate of winning, the silver the second, and the red-white the third.



The Trigger Balls contain many messages.



Unlimited hyper games

Bonus round!

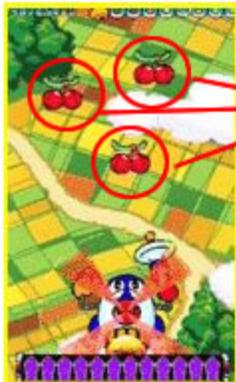
Hyper Big upcoming!



Machine Actions

Trigger Zone shows a lot of actions on the LCD. Don't miss out any prizes!

NAVIGATION



When winning symbols appear on the LCD, it may be a sign for corresponding prizes.

Cherry



Better chance to win! 



CHANCE BATTLE



You fight a variety of opponents.

You win!



When you win, you will have a prize next game.

You lose...



The prize you have corresponds with the opponent you fight.



SPECIAL BATTLE



You fight a variety of opponents.

You win!



When you win, you will have a prize next game.

You lose...



The prize you have corresponds with the opponent you fight.



Better prize!

Secret Actions

TRIGGER'S SECRET

1. Petit Attack

During the Jac Games in the Challenge Big Bonus, if you shoot the target, you will have a guide next game.



2. Strange Objects



When you see strange objects with regular Trigger Balls, you may have the longer Hyper Zone!



3. Energy Gauge



Whenever you have a battle, this guage indicates your power to beat the opponent.

4. The Third Stop



Keep pushing the right button at the third stop -- something may happen.

5. Watermelon



Winning the Watermelon is likely to lead to the Hyper Zone?

6. Biting Ball



The Trigger Ball bites you! A bonus round upcoming??

7. Weapons



A fist, missles, a light beam...
The more powerful it gets, the more likely you win??

8. Losing is winning?



It's not always good to win in the Chance Battle. You may get a bonus round when you lose to a certain character. What is it?...



9. Collecting balls



There is another way to enter the Hyper Zone. When you collect five balls <H>, <Y>, <P>, <E>, and <R>, you can enter the Hyper Zone!



10. Secret characters



There are some secret characters that lead you to the Hyper Big Bonus.



To get more credits from a Big Bonus...

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

Avoiding a Jac-in



When you see this on the LCD, it's a sign for a Jac-in. You can avoid it by stopping the reels from right to left.



Eye Shooting

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



[Gallery](#)

[Data](#)

[Owner's Manual](#)



Copyright © 2005 GAK Trading, Inc. All rights reserved.

Reference

<http://www.pachinkomuseum.com>

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

<http://www.pachimaga.com>