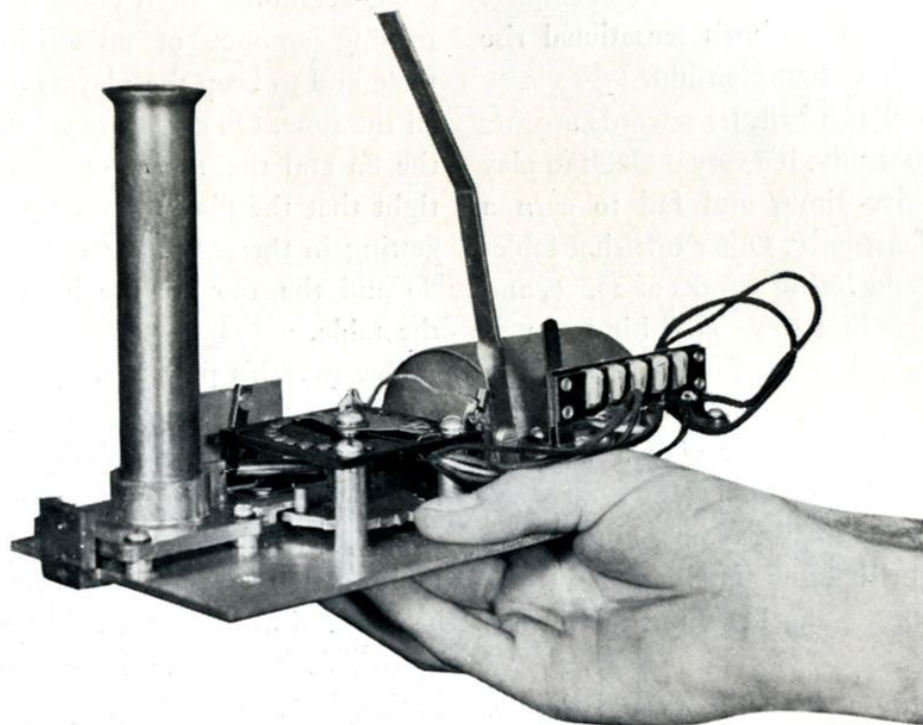


PEARL HARBOR



**Small simplified payout mechanisms of the solenoid type.
This unit does a sweet job.**



What Has It Got That Other One Shots Haven't?

The instant and universal success of Pearl Harbor has got the whole coin machine world gasping. Here's a table that in one month has risen to the very top of the pin table heap. Through what?

Operators aren't buying it out of mere loyalty for Mills. The cash box is the reason. Report after report pours into us telling how this remarkable table is earning \$80, \$100 and even \$150 a week in all parts of the country and subject to the competition of all other one shot tables. The one shot represents the apex of pin table earning power and Pearl Harbor has won first place over all other one shots.

How?

What has it got that other one shot tables haven't?

The answer is simple: everything that a good pin table should have, plus all the magic of a bell. Pearl Harbor is the pin table with the bell appeal.

One shots are the vogue because players want a quick decision. They want to play their money fast and arrive at a definite conclusion at once. Everything is for speed, speed, speed. The perfect one shot game is

not a game only, neither is it a reward machine only. It is a combination of both principles. There you have the complete reason for Pearl Harbor's sensational rise to the one shot championship.

Considered as a bell. Its rewards are frequent, easy, steady. It's very difficult to play this table five times and fail to earn a reward at least once. Other one shot tables frequently take losing streaks of 20, 30, and even 40 plays in a row. That kind of performance kills a player forever. Pearl Harbor instantly proves it's the table for him by showing him he can play a winning game *in his first few attempts*.

Frequency of small payouts. How essential in a bell! How fascinating in the Pearl Harbor one shot! 10's and 20's always available!

A skill shot at both the 40 and the 50. Something to aim at, something to tantalize, to agitate, to challenge the prowess of every player. And in the failure to make these holes by skill the ball is not lost but continues on its mercurial journey down the board to other happy harbors. Skill plus luck—a feature that you can't even find on the bell.

The game is made great by its two long shot holes—the 80 and the 100. These holes do not look hard to make and about 50% of the balls played make a bid for them—come close. That they can be made is shown by the record. On an average \$10 daily cash box income these holes are made about five times — that is, the 80 might be made about three times and

the 100 two, or the 100 three times and the 80 twice. The long shots win—quite often—certainly often enough to secure a rousing amount of advertising for the table and to keep the players on their toes all the time. On the average one shot table the 80 and the 100 have been pinned so tight that the player gives up all hope of getting in there. On the Pearl Harbor the 80 and the 100 are the hottest holes on the table.

One month's play in an enormous variety of locations has definitely proved this table's money making ability and its ability to give uninterrupted performance. Its simple, solenoid type of payout is surefire in its action (several improvements have been added to this standard type of payout by Mills), its snap and sound arouse glee in the players and serve as perpetual advertisements. Pearl Harbor WILL STAND THE HEAVIEST KIND OF PLAY WEEK IN AND WEEK OUT.

Where Pearl Harbor departs from the road laid out by other one shots is in its VARIETY OF ACTION. Every shot has the suspense and thrills of several ordinary shots,

all rolled into one intense, attention arresting, soul stirring play. No two shots are ever alike; you can play it a thousand times and never see a duplicated shot. In its variety of action lies the secret of its long life; its popularity growing steadily instead of diminishing with time.

Just like a bell, the longer it stays in a location the better it gets. We unreservedly recommend Pearl Harbor.



Hans Steffensen, in charge of Mills game production.