THE PARTY MACHINE

ALSO AVAILABLE WITH NEW SMART START TECHNOLOGY™

FROM THE MAKERS OF THE ORIGINAL CASH CUBE

Great for birthday parties/promotions!

Rugged Powder Coated Steel Frame!

Colorful and Festive Graphics!

Allow Us To Make Your Next Event Something Special, Call Today!

New Blower Design Blows 250 Bills!

Portable and Programmable!

Call us for details!

FUN INDUSTRIES INC.
627 15th Ave.
East Moline, IL 61244
Toll-free 1-800-747-1144
Local 309-755-5021
Fax 309-755-1684

FUN INDUSTRIES INC.
TRAVELER MONEY MACHINE

IMPORTANT: PLEASE READ BEFORE OPERATING THIS MACHINE

1. After removing your machine from its shipping carton and pallet, open the main door of the machine and remove the contents inside of the unit for inspection. These contents should include the accessories pouch (remote control, goggles, fabric sheets, “Stock-it-Pocket” and instructions), optional vinyl cover and rotating beacon. After inspecting the accessories, place them back inside the unit for later use.

accessories

2. Now tip the machine over on all four wheels **(assistance may be required).** You are now ready to move the unit to its event location. **We recommend using an assistant when loading or unloading the machine from its transportation vehicle.** Once at the event location, install the red beacon (if equipped) to the lid of the machine. You will find pre-wired terminals to connect and velcro to hold the beacon in place.

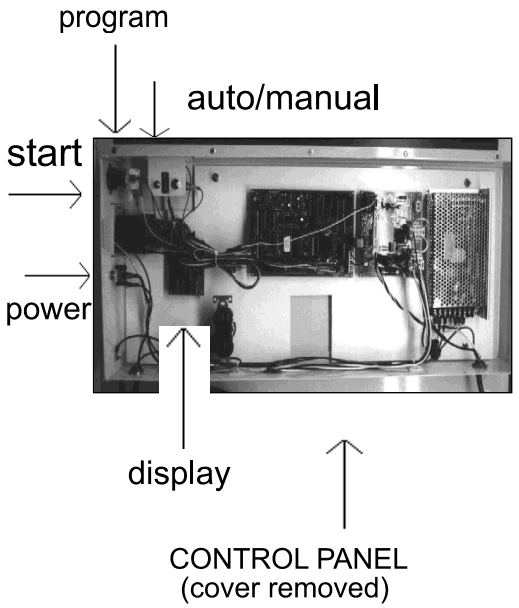
mount beacon

3. Stand the unit upright and plug in the main power cord located at the rear of the unit. Make sure to use a power source rated for a minimum of 15 amps**. *NOTE: EXTENSION CORDS ARE NOT RECOMMENDED!**

4. You will now need to crumple your money or coupons similar to the illustration pictured at the right. The machine will not circulate the bills properly if they are left flat or rolled up too tight. While crumpling the bills, throw them into the machine on the floor through the main door. After you have filled your machine with **up to 150 pieces**, insert one fabric sheet into the machine as well. This reduces the amount of static build-up in the machine, which can be harmful to the electronics and cause your programming to falter. Simply pull the fabric sheet out before a contestant enters the machine.

ALWAYS USE A FRESH FABRIC SHEET WHILE DISPLAYING YOUR MACHINE

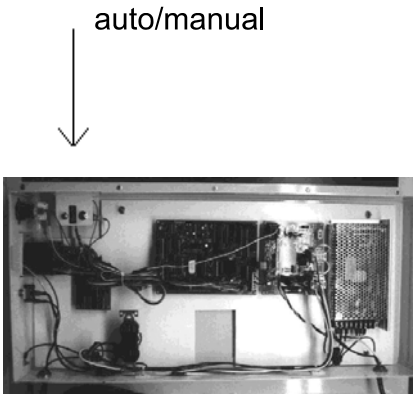
5. Now step to the rear of the machine and turn the main power switch on. Unlock the control panel door to check that the program settings are what you desire. To program the machine, push the small program button inside the control panel. Every press of this button will advance you through each of the program options. The option number is displayed on the top two digits of the display and the setting is displayed on the bottom four digits. To change the setting of any particular option, press the yellow start button located on the outside of the panel near the power switch. After advancing past the last program option, the machine will go back to regular operating mode. The program options are explained below and a quick reference chart is located on the inside rear control box door. Notice the auto/manual switch located in the control box as well. This switch changes your machines operation from manual mode to automatic mode. *Manual mode* is what you would normally run when contestants are being placed inside the machine. *Automatic mode* allows the machine to continually cycle on and off. This is used for displaying or promoting the machine.



PROGRAM OPTIONS

OPTION	DESCRIPTION	FACTORY SETTING	MAXIMUM	INCREMENTS BY
#1	Manual mode run time	15	60	1
#2	Automatic mode run time	15	60	1
#3	Automatic mode pause time	20	600	10
#4	Ropelight with blower on (1=flash, 0=steady burn)	1	1	1
#5	Ropelight with blower off (1=on, 0=off)	1	1	1
#6	Ropelight flash timer (milliseconds)	150	2000	50

6. Your machine should now be ready for operation. Before placing a contestant inside the unit, turn the auto/manual switch in the rear control panel to manual mode and get your contestant prepared to enter the machine.



***ALL CONTESTANTS NEED TO WEAR SAFETY GOGGLES OR ANOTHER FORM OF EYE PROTECTION.**

If you are using the "Stock-it-Pocket" for your event, now is a good time to hang it in the slot on the outer front wall. The "Stock-it-Pocket" helps limit the amount of bills a contestant keeps, for it is quite difficult to shove the money through the slot on the front wall. After explaining your particular rules (see rules sheet) to the contestant, open the door and place them inside the machine. Once ready, press the yellow start button on the control panel. After the blower has completed its cycle and all bills have fallen to the floor, help your contestant exit the machine and remove the "Stock-it-Pocket" from the unit. **Repeat these simple steps with each new contestant and expect your event to be a success!!!**

7. After your event is over, it is now time to prepare the unit for its return home. First remove all bills or coupons left over on the floor of the machine. Also if used, remove the "Stock-it-Pocket" from the front wall. Next unplug the main power cord and wrap it to the bracket on the rear of the machine. Remove the beacon (if used) and make sure that **all accessories** (see paragraph 1) are enclosed in their original package and place them on the floor of the unit. Now tip the machine over on its wheels **(assistance may be required)** and install the vinyl cover (optional). With the machine on all four wheels, move it to its transportation vehicle and have someone assist you loading the machine. Once you return home with the machine you may want to clean and prep it for your next event.

IF YOU REQUIRE FURTHER ASSISTANCE
PLEASE CALL US AT 1-800-747-1144
Monday thru Friday, 9am to 4 pm CST

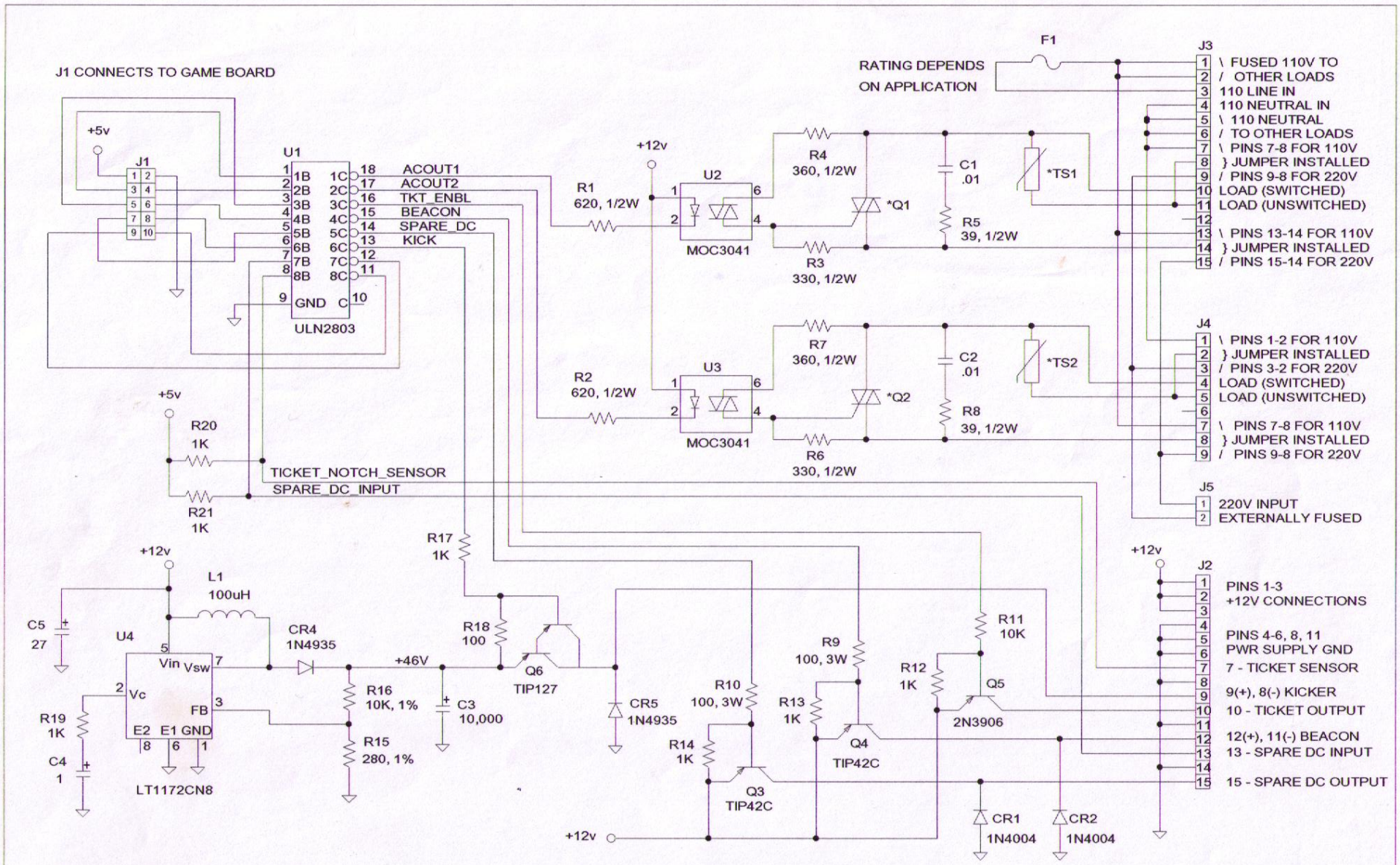
TROUBLESHOOTING TRAVELER MONEY MACHINE

SYMPTOM	POSSIBLE SOLUTION
1. NO POWER	**A. Check that main cord is plugged in.** **B. Check that power switch is on.**
2. NOT BLOWING PROPERLY	**A. Check blower cord connection to the right of the rear blower box.** **B. Check that money or coupons have been crumpled.** **C. Check that the intake on the blower is not blocked and that the vents on the ceiling and walls are open as well.** **D. Check that no more than 150 pieces are in machine.**
3. FRONT DISPLAYS NOT WORKING	**A. Check the connections at the side and top of each display, they may have worked loose during transportation.**
4. ERRATIC OPERATION	**A. This is usually caused by static electricity. You may have to spray the machine with "Static Guard" aerosol and reprogram your settings. *Always use a fresh fabric sheet when displaying machine to reduce static buildup.***

CLEANING

We recommend using a mild detergent or glass cleaner with a soft cloth for cleaning. Your machine is manufactured with an abrasion resistant coating but if not treated correctly you may damage the finish. A soft cloth is the key to cleaning your machine. Replacement panels are also available from our factory. You may also need to remove the front deflector on the floor of the machine for periodic cleaning.

IF FURTHER ASSISTANCE IS NEEDED, PLEASE CALL
1-800-747-1144 M-F 9am-4pm



DRAWING NOTES:

UNLESS OTHERWISE NOTED, RESISTOR VALUES ARE IN OHMS

UNLESS OTHERWISE NOTED, CAPACITOR VALUES ARE IN MICROFARADS

ALL COMPONENTS ARE NOT INSTALLED ON ALL BOARD ASSEMBLIES. SEE APPLICABLE BILL OF MATERIAL

Q1, Q2, TS1, TS2 (IF USED) DEPEND ON GAME AND VOLTAGE. SEE APPLICABLE BILL OF MATERIAL

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SC1770 Output Board Assemblies

Revision: A

April 26, 1996

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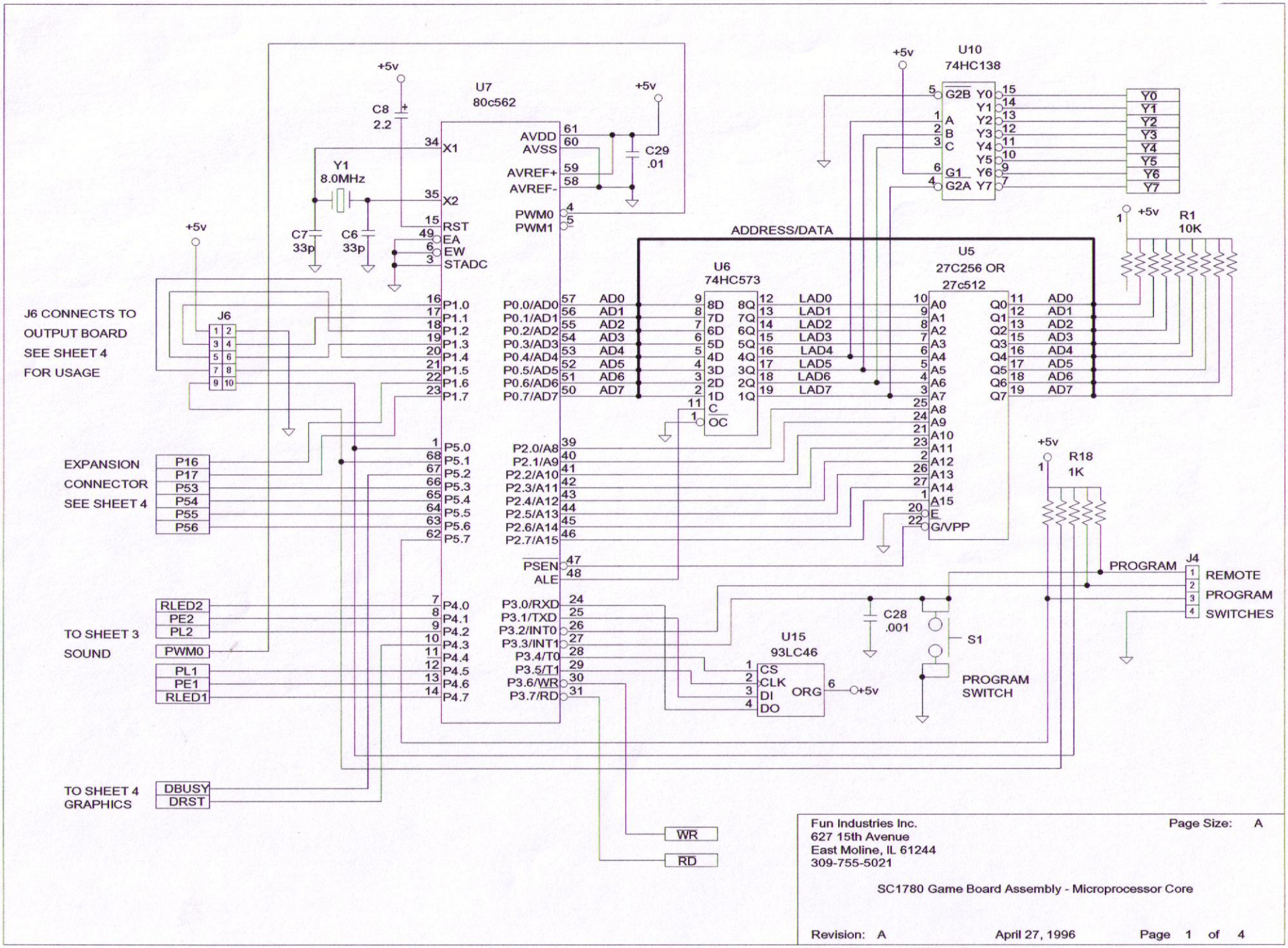
U7
80c562
U10
74HC138
U6
74HC573
U5
27C256 OR
27c512
U15
93LC46
+5v
C8
2.2
Y1
8.0MHz
C7
33p
C6
33p
C29
.01
AVDD
AVSS
AVREF+
AVREF-
X1
X2
RST
EA
EW
STADC
PWM0
PWM1
ADDRESS/DATA
R1
10K
R18
1K
J6
J6 CONNECTS TO
OUTPUT BOARD
SEE SHEET 4
FOR USAGE
EXPANSION
CONNECTOR
SEE SHEET 4
P16
P17
P53
P54
P55
P56
TO SHEET 3
SOUND
RLED2
PE2
PL2
PWM0
PL1
PE1
RLED1
TO SHEET 4
GRAPHICS
DBUSY
DRST
P1.0
P1.1
P1.2
P1.3
P1.4
P1.5
P1.6
P1.7
P5.0
P5.1
P5.2
P5.3
P5.4
P5.5
P5.6
P5.7
P4.0
P4.1
P4.2
P4.3
P4.4
P4.5
P4.6
P4.7
P0.0/AD0
P0.1/AD1
P0.2/AD2
P0.3/AD3
P0.4/AD4
P0.5/AD5
P0.6/AD6
P0.7/AD7
P2.0/A8
P2.1/A9
P2.2/A10
P2.3/A11
P2.4/A12
P2.5/A13
P2.6/A14
P2.7/A15
PSEN
ALE
P3.0/RXD
P3.1/TXD
P3.2/INT0
P3.3/INT1
P3.4/T0
P3.5/T1
P3.6/WR
P3.7/RD
WR
RD
LAD0
LAD1
LAD2
LAD3
LAD4
LAD5
LAD6
LAD7
AD0
AD1
AD2
AD3
AD4
AD5
AD6
AD7
Y0
Y1
Y2
Y3
Y4
Y5
Y6
Y7
C28
.001
S1
PROGRAM
SWITCH
PROGRAM
J4
REMOTE
PROGRAM
SWITCHES
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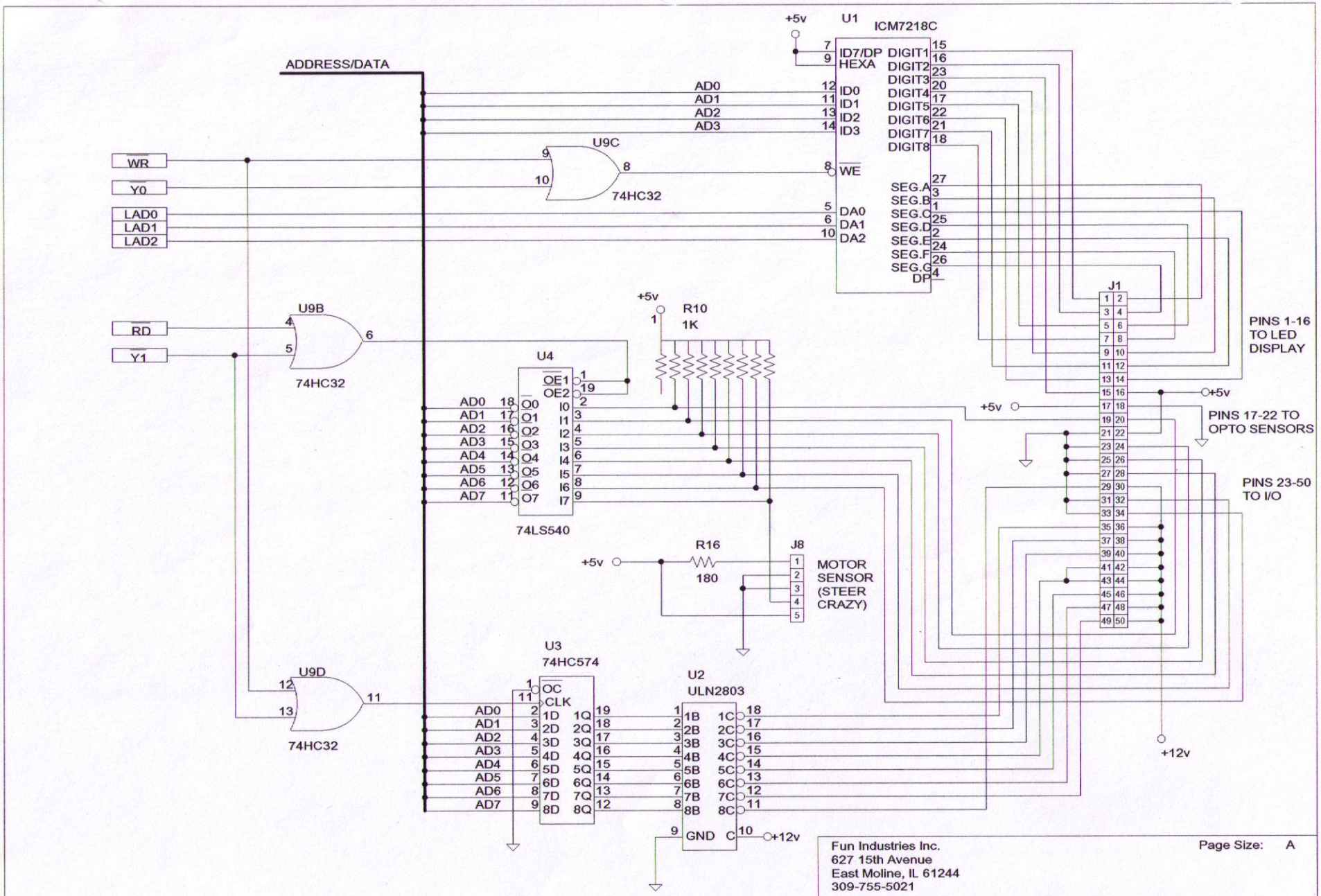
SC1780 Game Board Assembly - Microprocessor Core
Revision: A
April 27, 1996
Page 1 of 4



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SC1780 Game Board Assembly- I/O and LED Display

Revision: A

April 27, 1996

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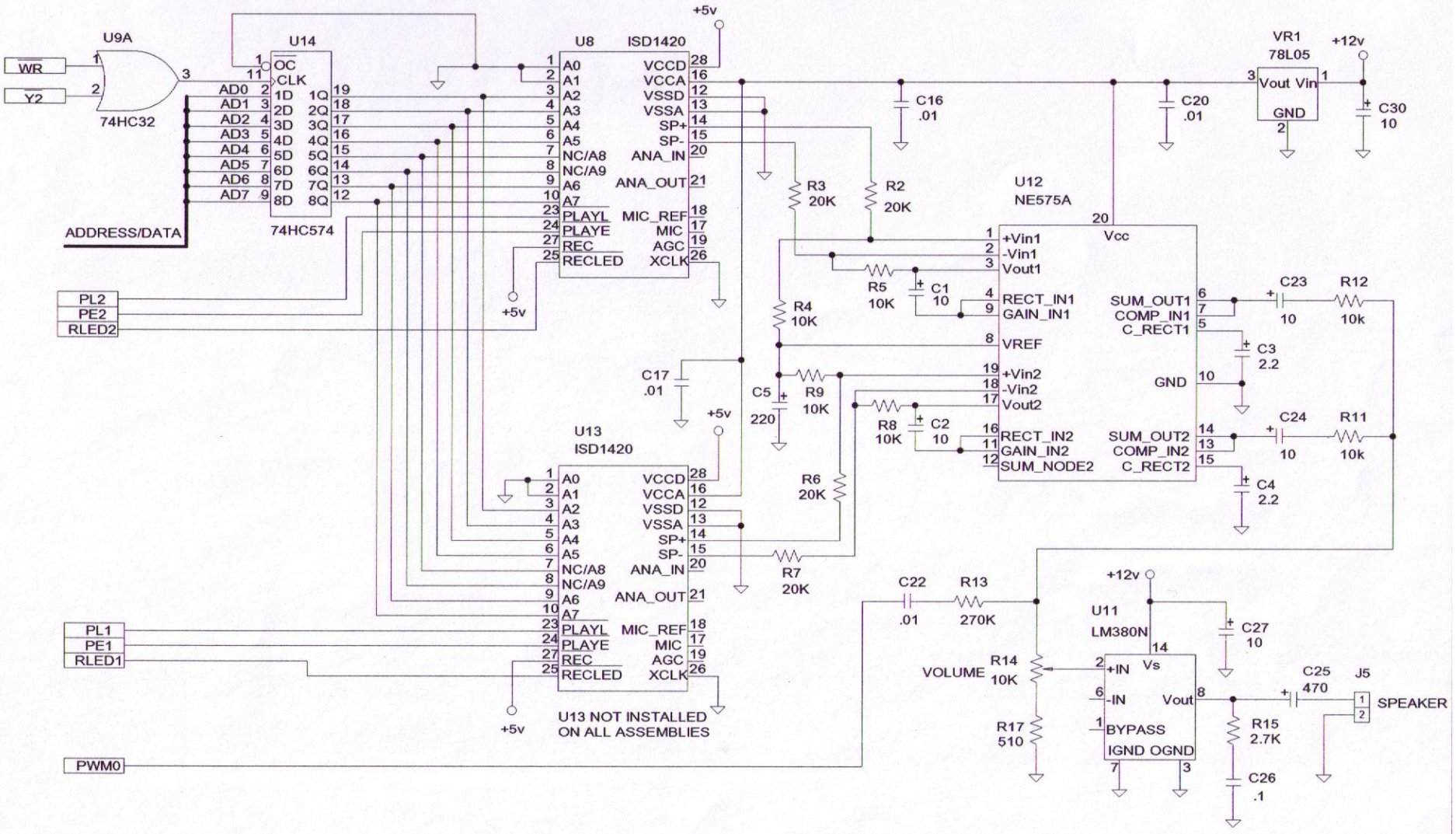

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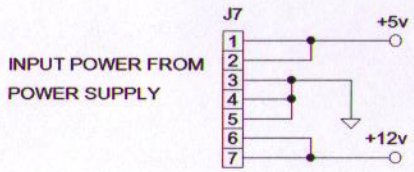
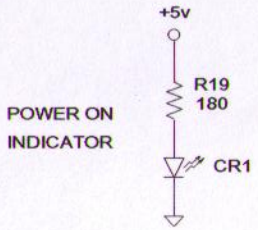
SC1780 Game Board Assembly - Sound Circuitry

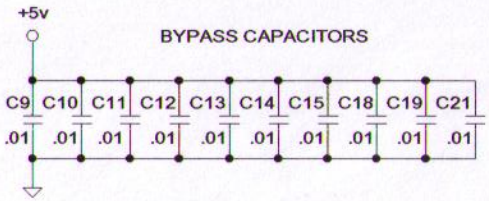
Revision: A

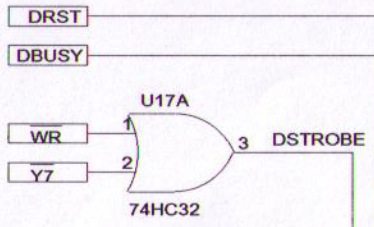
April 27, 1996

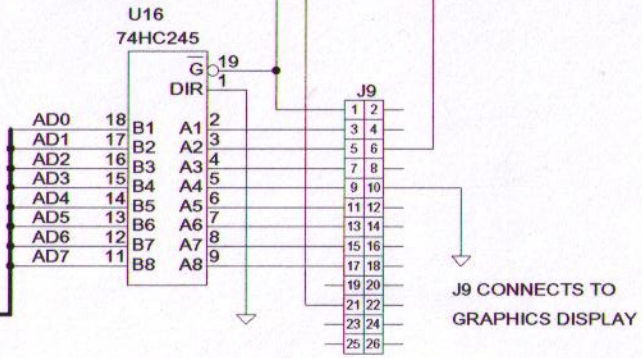
UNLESS OTHERWISE NOTED:
RESISTANCE VALUES ARE IN OHMS
CAPACITANCE VALUES ARE IN MICROFARADS



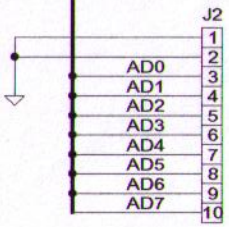


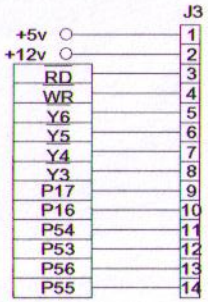






ADDRESS/DATA





NORMAL USAGE FOR OUTPUT BOARD CONNECTOR - J6

PIN 1 - +5 VOLTS
PIN 2 - GND (SIGNAL COMMON)
PIN 3 - AC OUTPUT 1 (PLAYWHEEL, VEND, OR BLOWER MOTOR)
PIN 4 - AC OUTPUT 2 (TRAVELLER LIGHTS , SPARE, OR NOT INSTALLED)
PIN 5 - TICKET VENDOR ENABLE
PIN 6 - BEACON
PIN 7 - SPARE DC OUTPUT (NOT INSTALLED)
PIN 8 - KICKER OUTPUT (IF APPLICABLE)
PIN 9 - TICKET NOTCH SENSOR
PIN 10 - SPARE DC INPUT

J2 AND J3 PROVIDE CONNECTIONS TO FUTURE EXPANSION DAUGHTERBOARD

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SC1780 Game Board Assembly - Power, Graphics, Expansion Connector