

# MAX PAYOUT JR!



**Max Payout Jr.**  
by  
Fun Industries Inc.  
**Machine Manual**

Thank you for your purchase of our Max Payout promotional game. The following pages will assist you with assembly and operation of your machine.

For technical support call 1-800-747-1144.



## LOOSE PARTS LIST

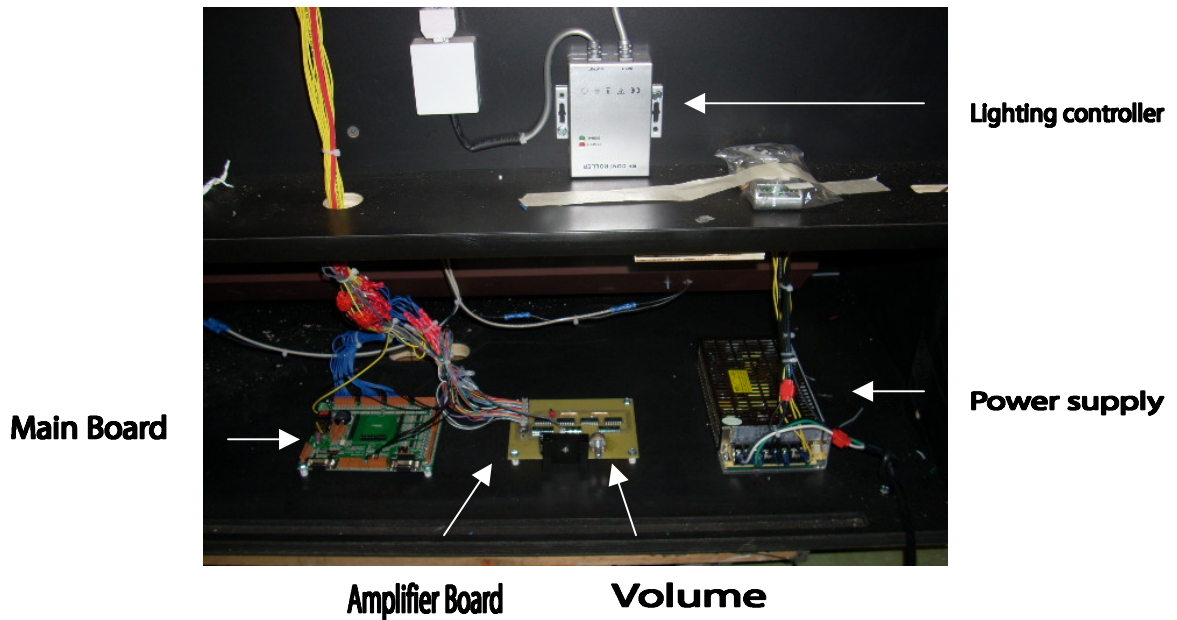
- 1-Main Cabinet (A)
- 1-Printed Wheel (B)
- 2-Cabinet Legs (C)
- 4-Corner Brackets (D)
- 1-Wheel Bracket (E)
- 1-Wheel C-clip (F)
- 1-Clicker Bracket (G)
- 2-Side Panels (H)
- 1-Header Assy. (J)
- 1-Set Player Chips (K)
- 1-Light Remote Control (L)
- 2-Clickers (M)
- 1-Clicker Screw (N)
- 22-1/2" button head screws (O)
- 10-1" Phillips screws (P)
- 12-Wheels pins, nuts and caps (Q)
- 1-Power Cord (R)

## TOOLS REQUIRED FOR ASSEMBLY

- (1)- Standard Screwdriver
- (1)- Phillips Screwdriver
- (1)- 5/16" Nutdriver
- (1)- 3/8" Wrench
- (1)- 1/8" Allen Wrench



## ELECTRONIC CONTROLS



# ASSEMBLY INSTRUCTIONS

1. After removing all components from their shipping cartons, place the machine cabinet on a level surface and attach a cabinet leg to each lower side of the main cabinet using (8) 1" phillips screws.  
Do not fully tighten. (Fig. A)



Fig. A

2. Locate the two pre-drilled holes in the main cabinet above the "BUST" plaques and attach the cabinet header to the top of the main cabinet with the prize plaques facing forward using (2) 1" Phillips screws.  
Do not fully tighten. (Fig. B)



Fig. B

3. Attach the lighted side panels to each side of the main cabinet with (12) ½" button head screws and (4) side panel plates. Attach the plates to the side panels first in the holes marked "side panel brkt". Note that there are left and right side plates. Do not fully tighten. (Fig. C)



Fig. C

4. Secure the mending plates at the top of each side panel to the header panel by loosening the screws holding the plates to the side panel and sliding them over the threaded holes in the header panel and attach using (4) ½" button head screws.  
You may now tighten all fasteners used in steps 1 thru 4.



Fig. D

5. Plug the side panel lighting connectors (4) into the receptacles on each side of the main cabinet. (Fig. E)



**Fig. E**

6. Connect the header panel electrical connectors together on the top of the main cabinet. (Fig. F)



**Fig. F**

7. Attach the wheel clicker bracket to the rear of the right side panel using the two holes at the top of the panel marked "clicker brkt" with (2) ½" button head screws. Make sure the clicker shaft is facing forward. Fully tighten the screws. (Fig. G)



**Fig. G**

8. Attach the wheel bracket to the same panel below the clicker bracket using the (4) holes marked "wheel brkt" with (4) ½" button head screws. Make sure the wheel shaft is facing forward. Fully tighten the screws. (Fig. H)



**Fig. H**

9. Remove the printed art panel from the spinning wheel by removing the (4) screws holding it on and set the art panel and screws aside temporarily. (Fig. I)



**Fig. I**

10. Mount the wheel on to the wheel shaft with the bearing hub facing rearward. Slide the wheel rearward until it contacts the steel collar on the shaft. Attach the wheel “C-clip” to the groove cut around the front of the shaft. This will hold the wheel in place. (Fig. J)



**Fig. J**

11. Attach the (12) clicker pins and (12) cap nuts to the wheel. Fully tighten. (Fig. K)



**Fig. K**

12. Reattach the art panel to the front of the wheel with the (4) screws that were set aside in step 9. Make sure to line the mounting holes in the art panel with the mounting holes in the wheel. Tighten the screws. (Fig.L)



**Fig. L**

13. Attach the (12) plastic wheel caps to the end of each clicker pin. (Fig. M)



**Fig. M**

14. Attach the clicker to the clicker shaft above the wheel by sliding the flat end of the clicker into the slot of the shaft and fully tighten the clicker screw through the hole in the shaft with a 5/16" nutdriver. (Fig. N)



**Fig. N**

15. Plug the main power cord into the socket on the left side of the main cabinet. (Fig. O)

Your machine should now be ready for operation. See the "Maintenance" page for lighting and volume adjustments.



**Fig. O**

**FOR TECHNICAL ASSISTANCE, CALL OUR TOLL-FREE NUMBER  
800-747-1144 OR EMAIL SALES@FUNINDUSTRIES.COM**

# GAME PLAY

Max Payout is an exciting promotional machine that allows you to reward your customers with a unique experience. The player's main objective is to reach the highest level of prize possible without going "Bust" or running out of player chips.

With each new player, the game operator pushes the "Start" button on the side of cabinet. *\*Note: On initial power up, allow the machine to sit several seconds before resetting the "Start" button.* This "shuffles" the output of each of the 20 buttons. With each start sequence, the 20 buttons will light either one of the prize lights at the top of the cabinet or the "Bust" lamp. Thus, with each new play, 11 of the 20 buttons will light the "Bust" lamp while only 9 of the 20 buttons will light a prize lamp. The center prize light at the top of the cabinet is always the "Max Payout" prize. When this prize is hit the red strobe beacon will flash as well.

The player first spins the wheel to determine how many chances he gets to play. The game operator awards the player with the same number of player chips as indicated on the wheel. The player must then turn in one chip at a time to press any of the 20 buttons on the board. The player may choose to stop and take his prize at any time or continue as long as he has chips remaining. The player may also continue to play after going "Bust" as long as he has chips remaining. The player cannot press the same button twice or a warning tone will sound. This prevents them from claiming a prize that may have been forfeited earlier.



1. Operator Pushes Start



2. Player Spins the Wheel



3. Player is Awarded Chips



4. Player Pushes Buttons



# MAINTENANCE

## 1. Change Button Lamps:

The 20 play button led lamps may periodically need replaced. Remove the rear access panel with an 1/8" allen wrench. Twist the lamp holder and pull rearward. Replace the bulb and twist back in place. Replace the rear cover.



## 2. Adjust LED Lighting Features:

The LED strip lighting speeds and functions may be adjusted using the remote control. Make sure you are within 10 feet of the machine.



## 3. Change the Upper Prize Plaques:

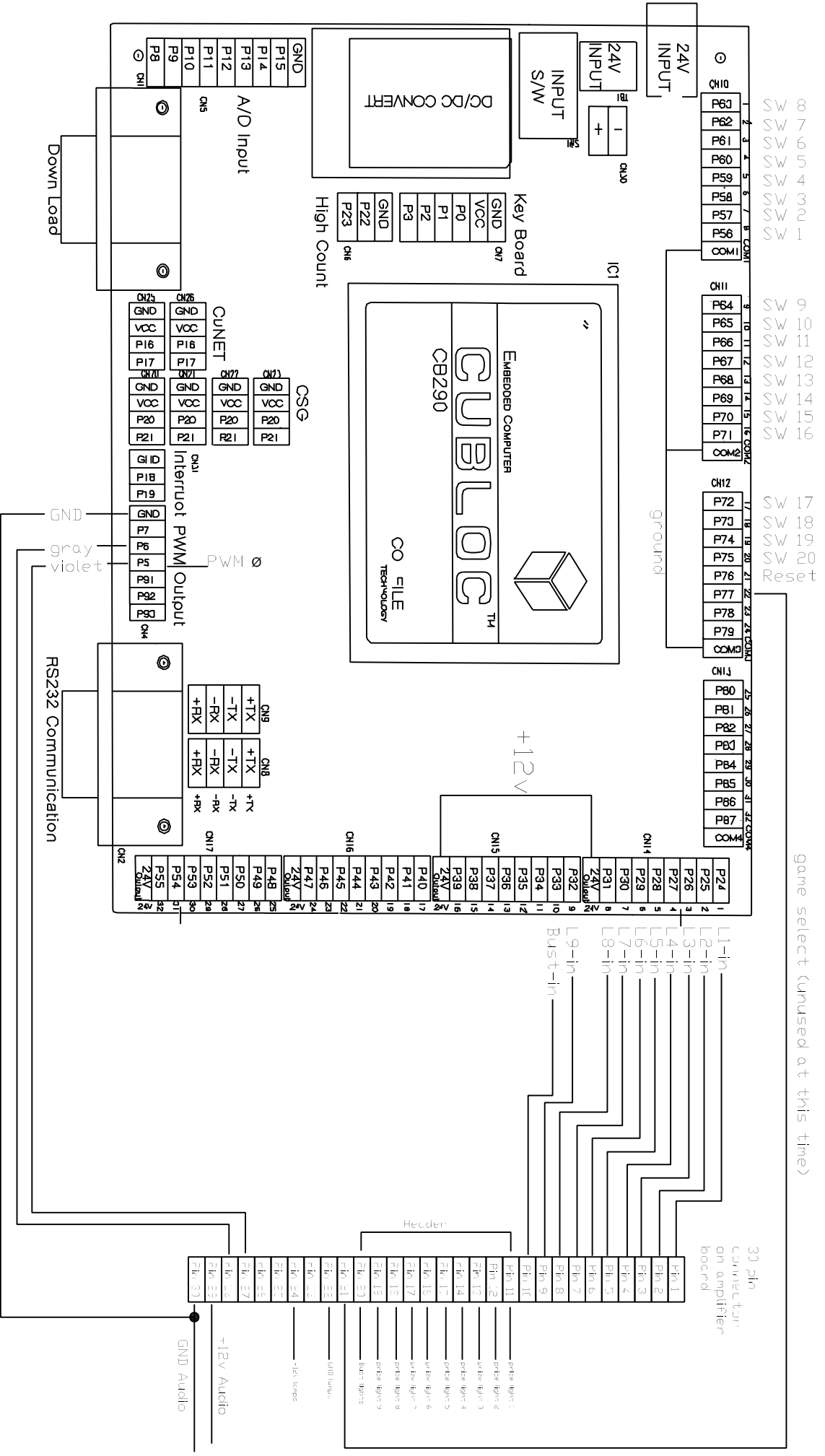
The upper prize display plaques may be changed by removing the retaining screws with an allen wrench. Keep in mind that the center plaque is always the "Max Payout" prize.



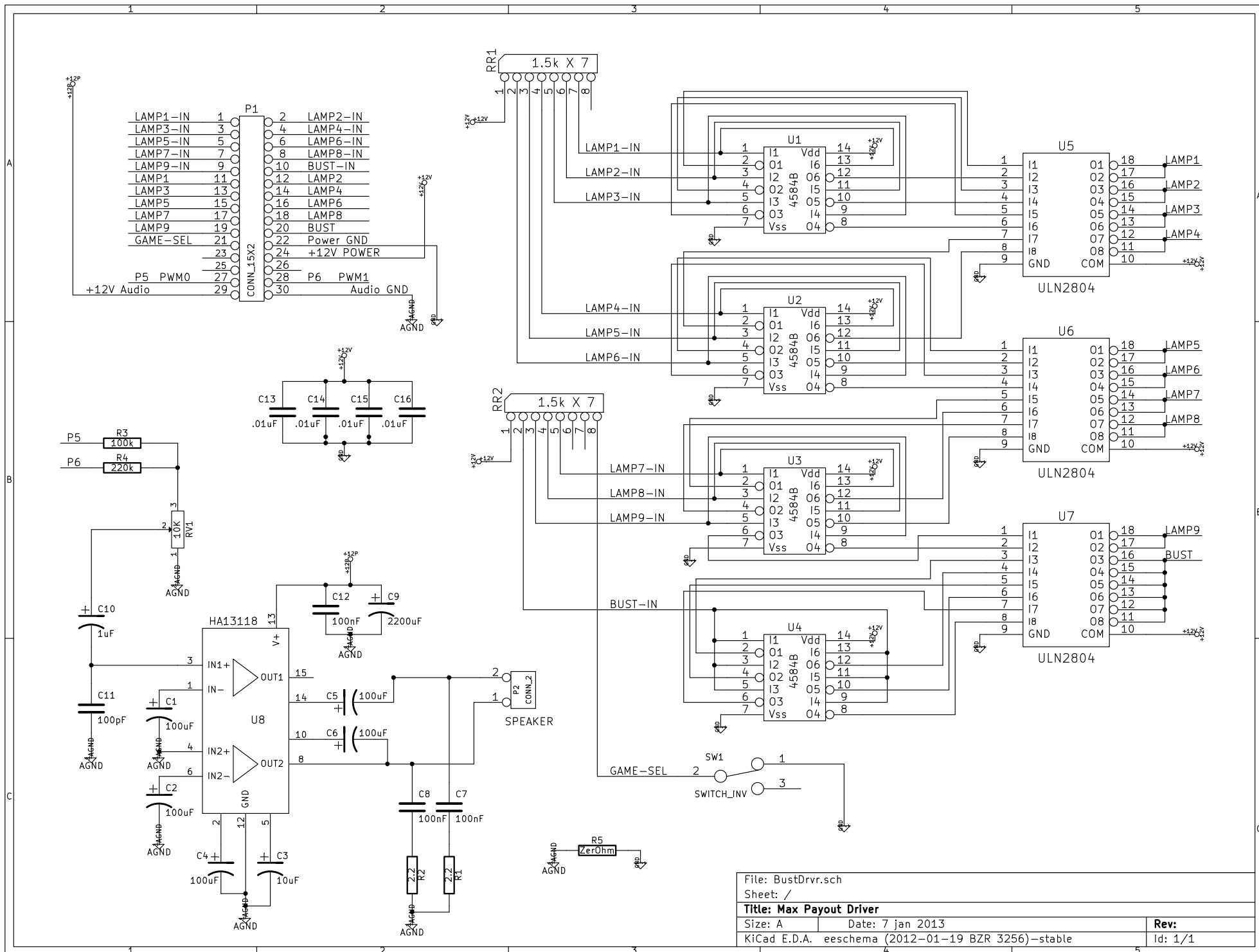
## 4. Adjust the volume:

To adjust the volume, locate the hole at the bottom of the rear panel. You may need a small screwdriver to turn the knob inside the hole.





game select (unused at this time)



File: BustDvr.sch  
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 KiCad E.D.A. eeschema (2012-01-19 BZR 3256)-stable  
 Rev: Id: 1/1