

# MAX PAYOUT!



## **Max Payout** 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.

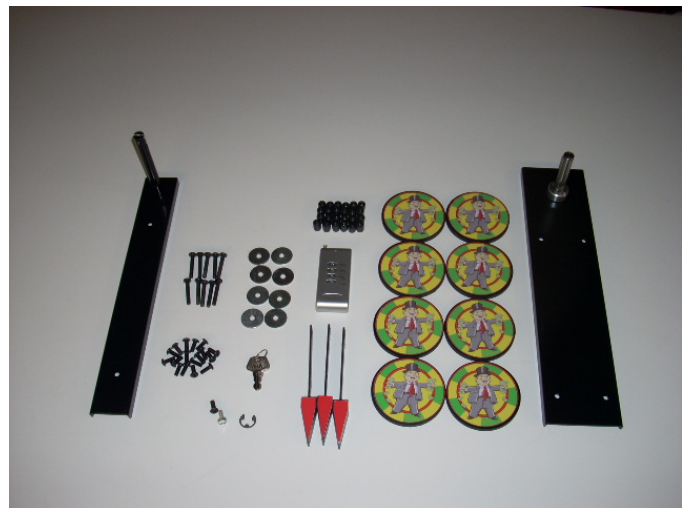
## TOOLS REQUIRED FOR ASSEMBLY

- (1)- Standard Screwdriver
- (1)- Phillips Screwdriver
- (1)- 1/8" Allen Wrench

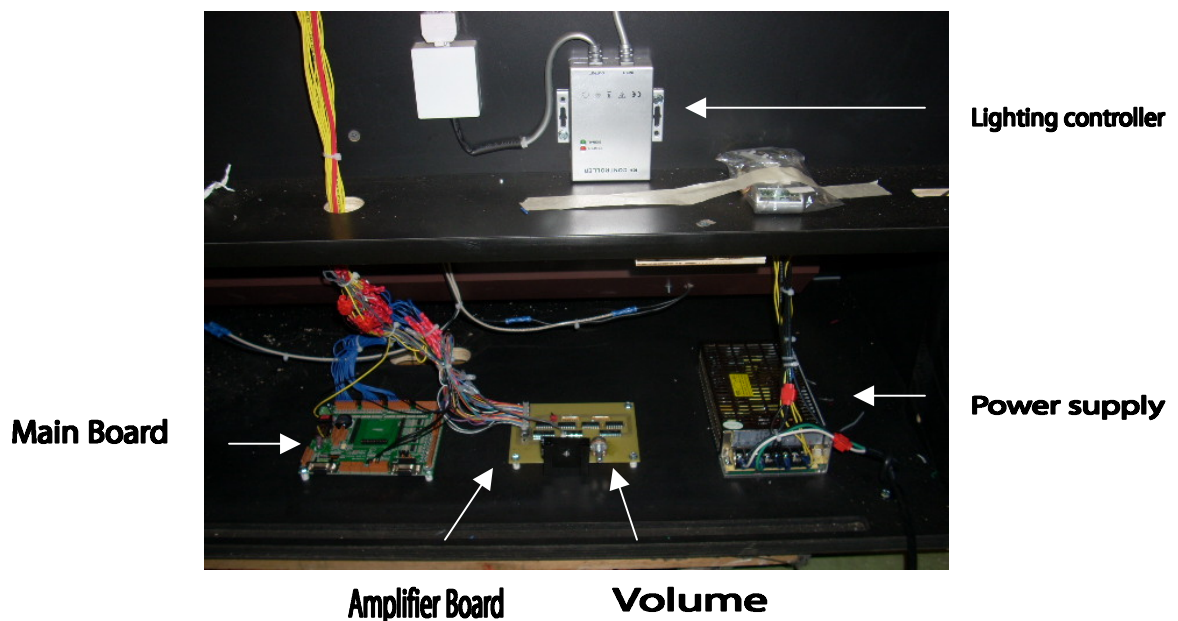


## LOOSE PARTS LIST

- (10)-1" Screws
- (8)-Fender Washers
- (18)- 1/2" Screws
- (1)- Clicker Shaft Bracket
- (1)- Wheel Shaft Bracket
- (1)- Wheel C-Clip
- (3)- Wheel Clickers
- (24)- Wheel Pin Caps
- (1)- Set Player Chips
- (1)- Light Remote Control
- (1)- Door Key



## ELECTRONIC CONTROLS



## ASSEMBY INSTRUCTIONS

1. After removing the crate door, insert one hand into the hole in the bottom cabinet base and slide the base out, and stand the unit upright. See figure A, B & C.



**Fig. A**



**Fig. B**



**Fig. C**

2. Remove the rest of the game components from the crate and place them on the crate lid for later use during assembly. See figure D.



**Fig. D**

3. Attach the semicircular legs to each lower side of the cabinet using (8) 1" screws and fender washers. After starting all of the screws, fully tighten them. See figure E.



**Fig. E**

4. Attach the Max Payout upper header to the top of the cabinet using (2) 1" screws. Have an assistant hold the header in place while you get the screws started in the two predrilled holes above the "Bust" panel area. Do not fully tighten at this time. See figure F.



Fig. F

5. Connect the electrical connectors at the rear of the header panel. See figure G.



Fig. G

6. Attach both side panels to the main cabinet using 1/2" screws. The triangular brackets on the side panels will line up with the threaded inserts on the sides of the cabinet. Do not fully tighten at this time. See figure H.



Fig. H

7. Attach the mending plates from each rear side of the upper header to the side panels with 1/2" screws. See figure I. **You may now fully tighten all of the screws for the header and side panels while at the same time taking care to make sure all of the seams are flush and fit well against each other.**



Fig. I



8. Plug the LED light strip connectors into the wall plates on both sides of the main cabinet. See figure J.



**Fig. J**

9. From the rear, attach the wheel clicker shaft bracket to the left side lighting panel. This bracket has two holes and will line up with the threaded holes near the top of the panel. Use (2) 1/2" screws and tighten. See figure K.



**Fig. K**

10. Attach the wheel bracket to the same panel using (4) 1/2" screws. The bracket will line up with the 4 threaded holes about 15" below the clicker shaft bracket. Fully tighten. See figure L.



**Fig. L**

11. Remove the printed panel from the wheel. This is done by removing the (4) screws on the face of the wheel. After removing the screws, lift the printed panel off of the wheel and pins and set aside with the screws. See figure M.



**Fig. M**

12. Lift the wheel and gently slide it over the wheel shaft. Push it on the shaft until the rear hub makes contact with the collar on the shaft. Then attach the C-clip to the slot on the shaft to hold the wheel in place. See figures N & O.



Fig. N

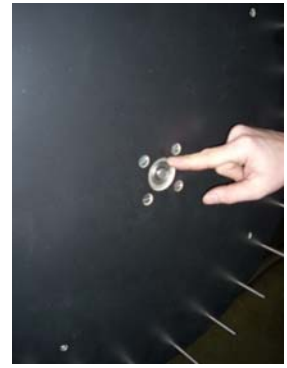


Fig. O

13. Now reattach the printed panel to the face of the wheel using the (4) screws that were removed earlier. Make sure to align the mounting holes in the printed plate with the threaded holes on the wheel before sliding over the pins. Now push the black pin caps over each pin on the wheel. See figures P & Q.



Fig. P



Fig. Q

14. Remove the wheel clicker screw from the clicker shaft and insert the clicker into the slot on the shaft and replace the screw and fully tighten. See figure R. **Your machine is now assembled.**



Fig. R

15. Your machine may need to be moved to its' final location. We recommend using a furniture dolly. Tip the machine forward and slide the dolly under the cabinet. Once the machine is in place, open the rear door and route the power cord through the notch in the door. Plug in the power cord and turn on the power with the switch on the side of the cabinet below the start button See figures S & T.



Fig. S

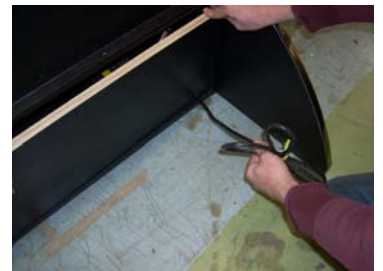


Fig. T

# 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 reward. Replace the bulb and twist back in place. Replace the rear cover.



### 2. Change Display Lamp:

To change the fluorescent display lamp, remove the front plastic panel screws with an allen wrench, replace bulb and reattach the panel. The bulb starter may need replaced as well and is located inside the rear lower cabinet.



### 3. 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.

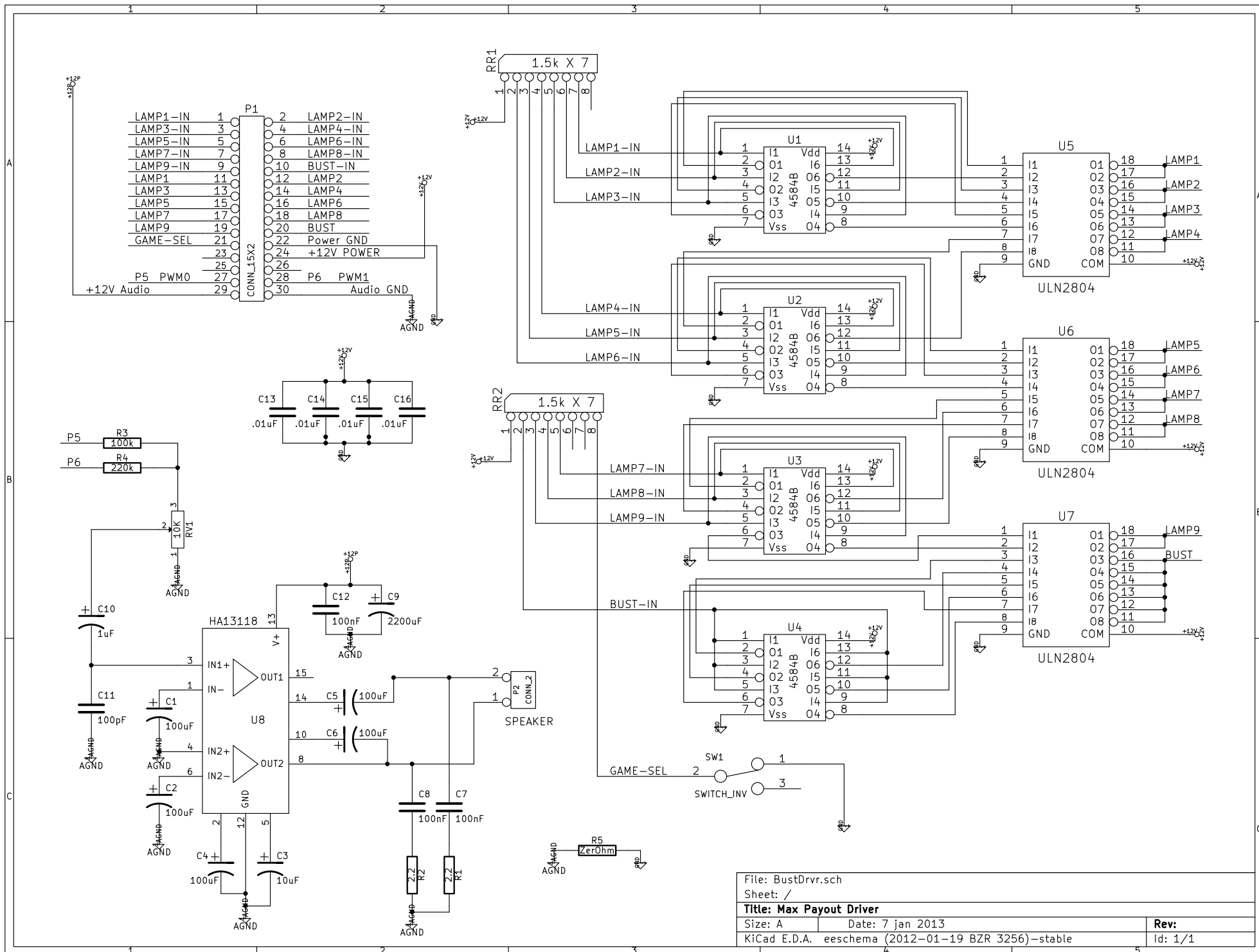


### 4. Change the Upper Prize Plaques:

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.







File: BustDvr.sch  
 Sheet: /  
**Title: Max Payout Driver**  
 Size: A Date: 7 jan 2013  
 KiCad E.D.A. eeschema (2012-01-19 BZR 3256)-stable  
 Rev: Id: 1/1

