

NEW

Elite Hollywood

sky's the limit



Standard Lights

The Elite Cash Cube Money Machine for discriminating locations.

For the ultimate Money Machine Presentation, Fun Industries Inc. proudly presents the Elite Hollywood Cash Cube Money Machine. Designed for upscale locations, the Elite Hollywood features a sleek, modern brushed metallic finish guaranteed to enhance any Money Machine promotion. The Elite Hollywood also features plush carpeting and state-of-the-art electronics to ensure reliability.

Features

- Strip lighting with 4 different standard colors.
- Multi-functional message board.
- Plush carpeting.
- Inside halogen lights.
- Caster wheels.
- Automatic attract mode.
- Sets up without tools.
- Transports easily.
- Digital timer/digital operation.
- "Stock-it-pocket".
- Industrial grade blower.
- Optional custom finishes available.

Dimensions and wt. H - 96" X W - 40" X L - 84" / Wt. 500 lbs.

Shipping crate size: H - 46" X W - 48" X L - 86" / Wt. 750 lbs.

FUN
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ASSEMBLY INSTRUCTIONS FOR HOLLYWOOD/ELITE CASH CUBES

ATTENTION: DO NOT PLUG MAIN POWER CORD IN UNTIL ALL CONNECTIONS HAVE BEEN COMPLETED

- 1. Assemble the Cash Cube as described on the following page of this pamphlet with the exception of steps #7 and #8.** *These steps involve routing the front display cable and plugging in the overhead lighting cord and must be done last.* After assembling the Cash Cube to this status, return to this page and continue to step #2.
- 2. Place the corner posts on the machine.** With the extra lengths of ropelight laying on the lid of the machine, hook the cornerposts over the upright corner angles and slide them into the brackets at the bottom of the base. *Note that the front corners have 2 ropelights in them and the rear cornerposts only have 1 ropelight. Also the rear cornerposts are not symmetrical and must be placed on the proper side of the unit.*
- 3. Place top panel on machine lid.** You will need an assistant and a step ladder for this. Have your assistant lift the top panel to you. Rest the panel on the lid of the machine with the electronic message board facing forward. Gently guide it down and over the cornerposts. Make sure that the cornerpost ropelights are not pinched between these pieces. Once the top panel is in place, connect the corner ropelights to the prewired connectors at each corner of the top panel. *Be careful not to damage the connector pins when attaching them together.*
- 4. Plug upper power cords in.** Route the overhead lighting cord (originating in steel box near front of machine lid) through the hole in the rear of the top panel. This cord must be plugged into the uppermost outlet on the duplex receptacle at the top of the rear machine panel (see Cash Cube outlets illustration). Now route the 2nd power cord on the upper panel through the hole at the rear and plug it into the lower outlet of the duplex outlet on the rear wall. This powers the ropelighting and message board. *Note: If these cords are plugged into the opposite positions, your ropelighting and message boards will not operate correctly.*
- 5. Route front display cable.** Locate the front display cable stored in the control panel on the rear wall of the machine. Route the small connector end of the cable up through the center of the control panel, through the hole on the upper rear panel, across the lid of the machine and down through the slot in the lid above the front display. Then step inside the Cash Cube and gently plug the connector into the top center of the display with the notch on the connector facing forward.
- 6. Examine all connections.** Once all connections have been made, plug the main power cord in and turn the machine on. You are now ready to program (see program options) and operate the Cash Cube.

IF ASSISTANCE IS NEEDED CALL 1-800-747-1144

CASH CUBE ASSEMBLY INSTRUCTIONS

1. After removing all components from the shipping crate, place the machine base in a location with ample space for assembly. The lid of the machine is shipped on the machine base, lift it off and set it aside.
2. Peel all of the protective film from each panel. Use a utility knife to score the film near the corners of the back door to help the removal.
3. Have an assistant help you stand the rear wall/door assembly in place. It should be placed directly in front of the carpeted step and centered between the floor angles.
4. While your assistant holds the rear wall upright, slide the clear side panels in place with the ventilation slots toward the rear.
Note: Using a wide strip of tape at the top corners will help you hold the walls in place for final assembly.
5. Now stand the front panel in place. For proper reference, be sure that the LED display is in the upper corner of the front panel.
6. Step inside the Cash Cube and have your assistant lift the lid over the side wall while you guide it into place. Be aware that the overhead lights should be towards the front panel. Once the lid is in place, remove any tape that may have been used on the outside corners and secure the walls to the lid and base by using the hardware provided in your accessories box.
7. Next you need to route the front display cable. It is located in the rear control panel on the back wall. Route it through the opening at the top of the control panel, up over the lid and down through the slot in the lid above the front display. Gently plug the cable into the display with the notch on the connector facing forward.
8. Plug the overhead lighting cord on the lid into the uppermost outlet receptacle above the control panel (see next page).
9. Plug the blower cord into the lowermost outlet receptacle below the control panel.
Note: Each duplex outlet has two circuits. If your components are plugged into the wrong receptacle they will be on constantly.
10. Insert the plastic front deflector inside the Cash Cube. It should be placed in front of the 45 degree angle mounted on the floor and rest against the front panel. Your money will not travel upward without this piece in place.
Note: Applying 2" clear tape where the edges meet the walls will prevent money from being trapped behind the deflector and when applied neatly is virtually invisible.
11. Now hang the "Stock-it-Pocket" on the slot of the front panel. You are now ready to insert your money or coupons and operate the machine.

Note: You must wrinkle the money when filling the machine to allow it to blow properly. Always use a fresh fabric sheet to control static electricity.

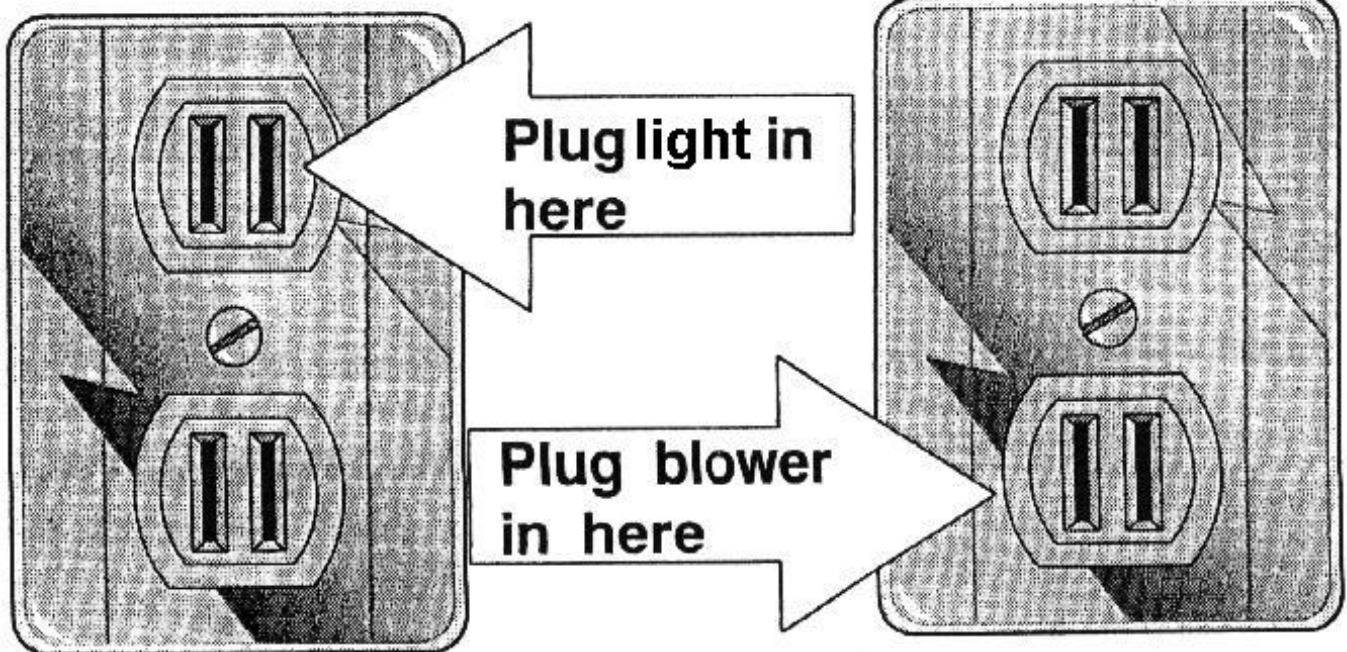
CASH CUBE CONTROLS

1. The main control board is located in the top left of the control box on the rear wall.
2. An extra L.E.D. display is located to the right of the main control board to assist in programming. (see next page for programming)
3. A 15 amp fuse is located at the fuse block on the output board below the main control board for all AC loads.
4. Two toggle switches and a push-button "START" switch are located on the right side of the control box. The top toggle switch controls automatic or manual running modes. When this switch is in the manual mode position the push-button "START" switch will be lit. The bottom toggle switch is the main power on-off. The push-button "START" switch controls the manual starting of the machine and setting the program of the main control board.

CASH CUBE OUTLETS

Top Outlet

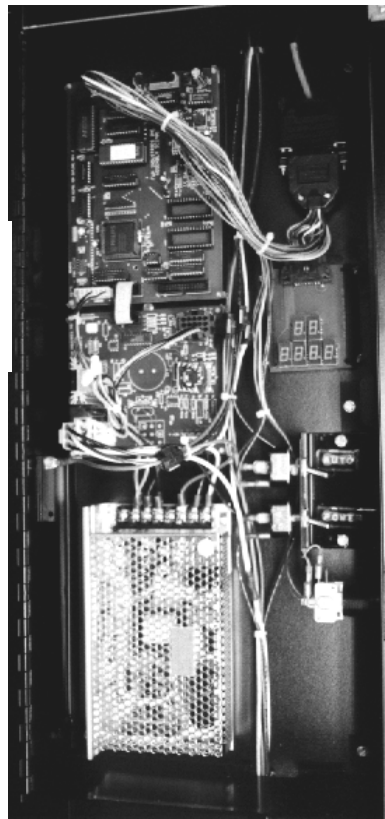
Bottom Outlet



PROGRAMMING

To change the program of your machine, push the button on the main control board labeled “PROGRAM”. It is located on the bottom left corner of the main board. Notice the LED display on the right side of the circuit boards. After pressing the program button the display will read 01 or program option #1 on the top two digits. This is the manual run time option. The value of this option is displayed on the bottom four digits. Change the setting by pressing the yellow “START” button near the power switch. Once you have the desired setting press the program button on the main board to return back to operating mode. You can only change the manual run time settings. The automatic run times are preprogrammed at 60 seconds on and 60 seconds off.

PROGRAM
BUTTON



LED
DISPLAY



START
BUTTON

CASH CUBE TROUBLESHOOTING

<u>SYMPTOM</u>	<u>POSSIBLE SOLUTION</u>
1. No power	A. Check that main power cord is plugged in and main power switch in control panel is on. B. Check main fuse on SC1770 output board in control panel. C. Check that circuit being used is live. D. <i>Do not use extension cords or plug high amperage equipment into the outlets of the machine.</i>
2. Blower runs constantly	A. Check that the blower cord is plugged into the <i>lowermost</i> outlet on the rear wall.
3. Money not circulating	A. Check that the front plastic deflector is in place. B. Check that the blower intake is not obstructed. C. Check that the money is wrinkled and not flat. D. Check that the 4-speed switch (if applicable) on the blower box is in proper position.
4. Front display inoperative	A. Check that the cable is plugged all the way into the display and the connection inside the rear control panel.
5. Overhead lighting always on	A. Check that the cords plugged into the upper duplex outlet are in the correct receptacle.
6. Erratic operation	A. Check that a fresh fabric sheet has been inserted with the money. This machine is very static-sensitive. If not kept under control it can damage the circuitry.

CLEANING YOUR CASH CUBE

The most important aspect of cleaning your Cash Cube is to use a soft cloth. Standard paper towels can be abrasive enough to scratch the plastic panels of your machine. We recommend using a mild detergent or glass cleaner with a soft cotton cloth. Replacement panels are available if desired.

MONEY MACHINE CONTESTANT RULES

(EXAMPLE ONLY)

- 1. Participant will have 15 seconds inside the machine to “GRAB FOR CASH”.**
- 2. Participant can keep all of the money they successfully stuff into the “Stock-it-Pocket” during their allotted time in the machine.**
- 3. All money must be caught as it flies through the air**
- 4. Participant may not:**
 - A. Pick up money off the floor**
 - B. Grab or trap money against the walls or ceiling**
 - C. Start before the machine is blowing**
 - D. Stuff money in their pockets or clothing**
 - E. Reach below the waist**
- 5. Any violation of these rules will forfeit all winnings**



WARRANTY REGULATIONS FOR FUN INDUSTRIES, INC.

All electronic components - including wiring harnesses, buttons, switches, transformers, digital countdowns, electronic eyes, solenoid, and printed circuit boards - are under factory warranty for 120-days, commencing 1-week from factory shipment date for all domestic shipments. If shipment is international, warranty shall commence 21-days after factory shipping.

Warranty will not cover normal wear and tear items such as light bulbs, or mechanical parts such as springs, firing pins, knobs, kicker feet, steering wheels, pedals, seats, cabinets, glass, plexiglass and targets.

All mechanical guns for vending games are warranted for 120-days.

Labor to repair any game is not covered by this warranty.

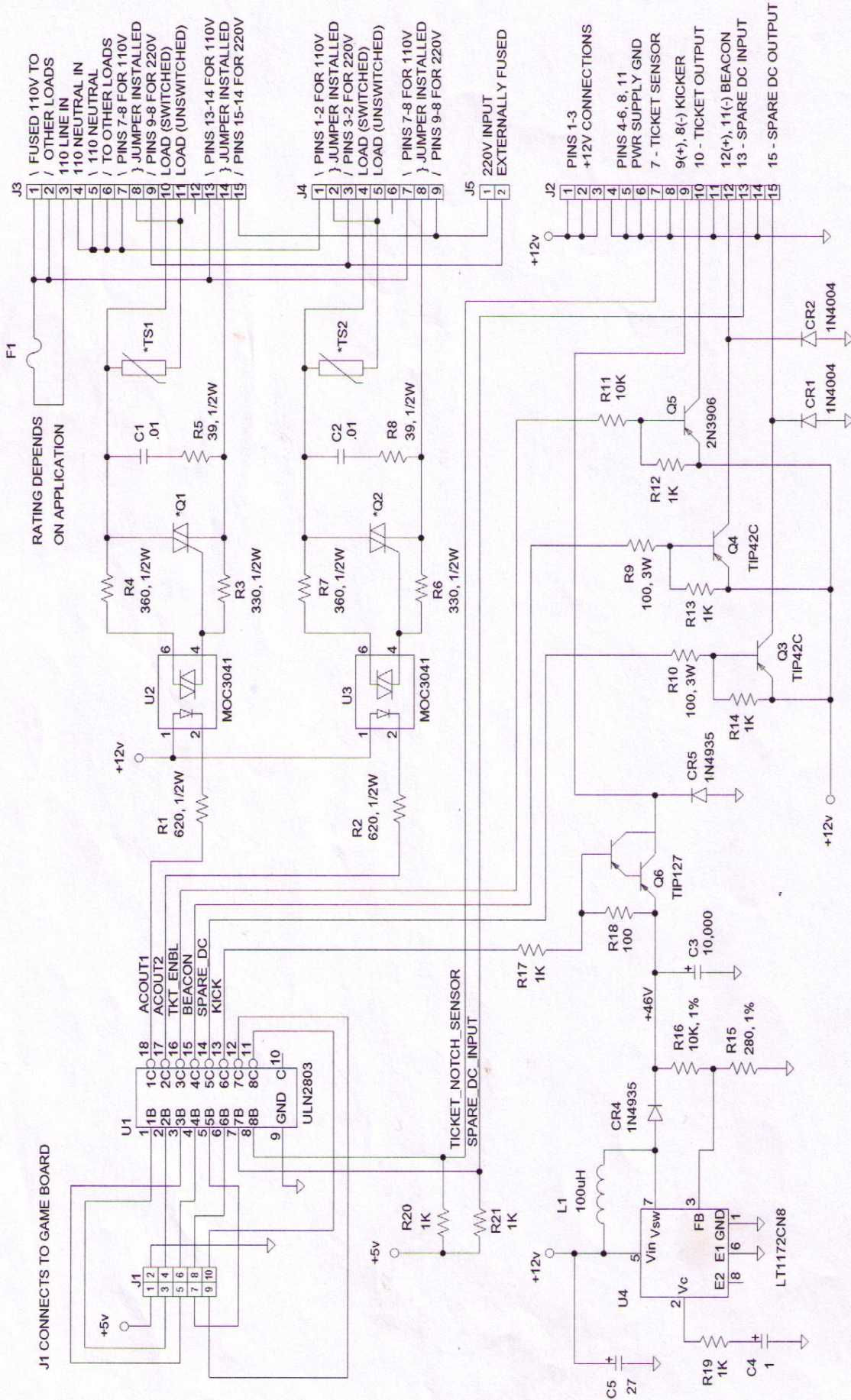
RETURN PARTS AND SPARES POLICY

All returned parts must have a RAN # (Return Authorization Number), or they cannot be accepted and credited to your account.

No warranty part will be exchanged for a replacement part until the defective part has been returned to Fun Industries. Advance shipping of warranty replacement parts will not be permitted without prior approval.

All warranty parts, non-warranty parts and spare parts must be paid in full prior to shipping. Open credit is not available for parts replacement. If advanced replacement shipping is pre-approved, payment must be made by a credit card prior to shipping. Upon receipt of the defective part, a credit memo will be issued against the charges placed on the credit card.

It is the responsibility of all customers to prepay shipping charges back to Fun Industries for warranty and non-warranty parts. Fun Industries will pay standard, ground domestic UPS shipping charges when returning warranty parts back to the customer. Shipping charges of non-warranty parts and spare parts are the responsibility of the customer. Customers requesting Overnight Delivery, 2nd Day Service or any other form of special shipping for warranty parts will be responsible for all shipping charges.



J1 CONNECTS TO GAME BOARD

1 12
2 3
3 4
4 5
5 6
6 7
7 8
8 9
9 10

10 ACOUT1
11 ACOUT2
12 TKT_ENBL
13 BEACON
14 SPARE DC
15 KICK
16
17
18

1 18
2 17
3 16
4 15
5 14
6 13
7 12
8 11
9 GND C 10
ULN2803

RATING DEPENDS ON APPLICATION

1 FUSED 110V TO OTHER LOADS
2 110 LINE IN
3 110 NEUTRAL IN
4 TO OTHER LOADS
5 PINS 7-8 FOR 110V JUMPER INSTALLED
6 PINS 9-8 FOR 220V LOAD (SWITCHED)
7 PINS 9-8 FOR 220V LOAD (UNSWITCHED)
8 PINS 13-14 FOR 110V JUMPER INSTALLED
9 PINS 15-14 FOR 220V JUMPER INSTALLED

J2 PINS 1-3 +12V CONNECTIONS

1 PINS 4-6, 8, 11 PWR SUPPLY GND
2 TICKET SENSOR
3 9(+), 8(-) KICKER
4 10 - TICKET OUTPUT
5 12(+), 11(-) BEACON
6 13 - SPARE DC INPUT
7 15 - SPARE DC OUTPUT

J3 1 220V INPUT EXTERNALLY FUSED

1
2

J4 1 PINS 1-2 FOR 110V JUMPER INSTALLED
2 PINS 3-2 FOR 220V LOAD (SWITCHED)
3 PINS 3-2 FOR 220V LOAD (UNSWITCHED)
4 PINS 7-8 FOR 110V JUMPER INSTALLED
5 PINS 9-8 FOR 220V JUMPER INSTALLED

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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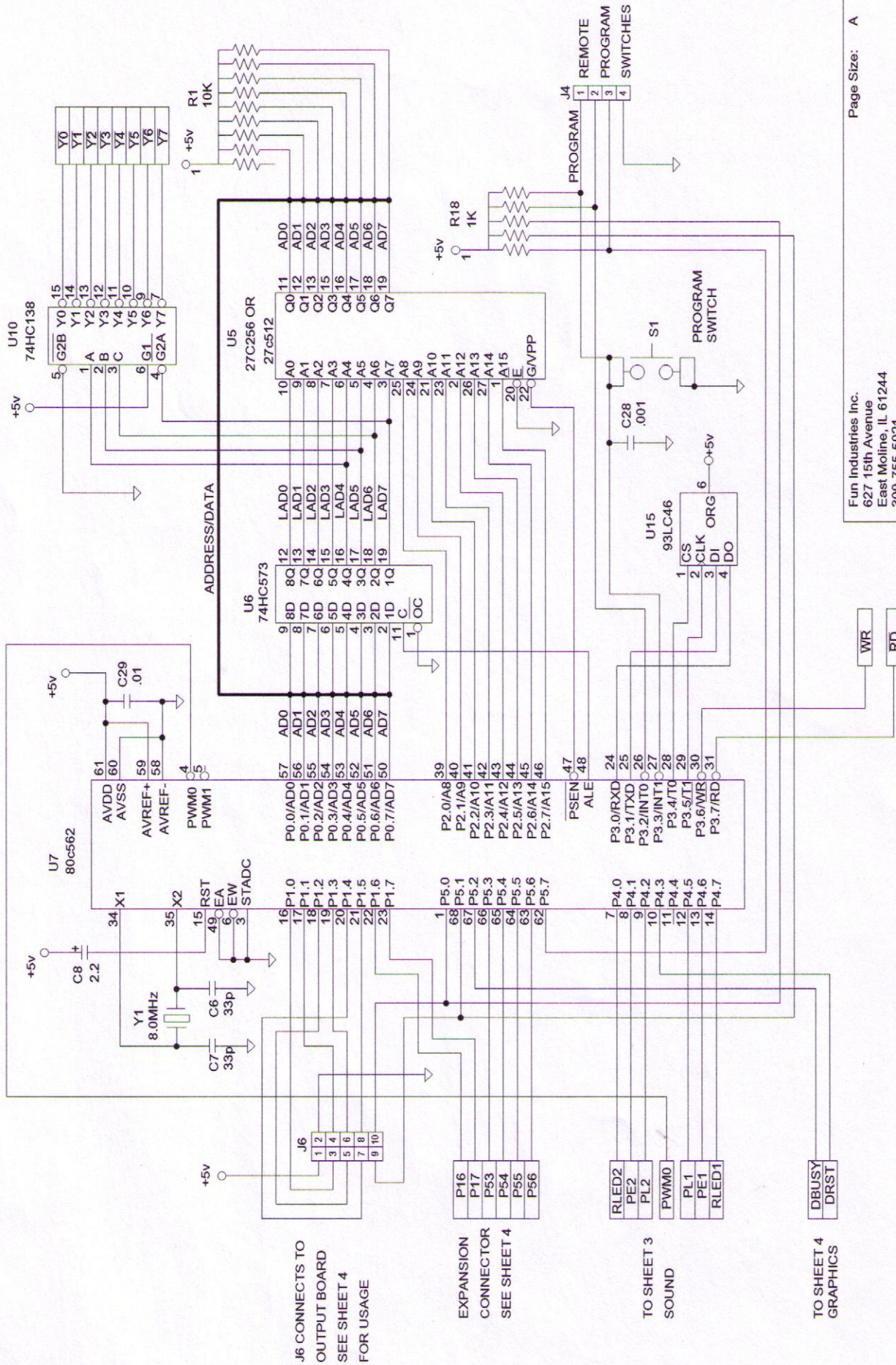
SC-1770 Output Board Assemblies

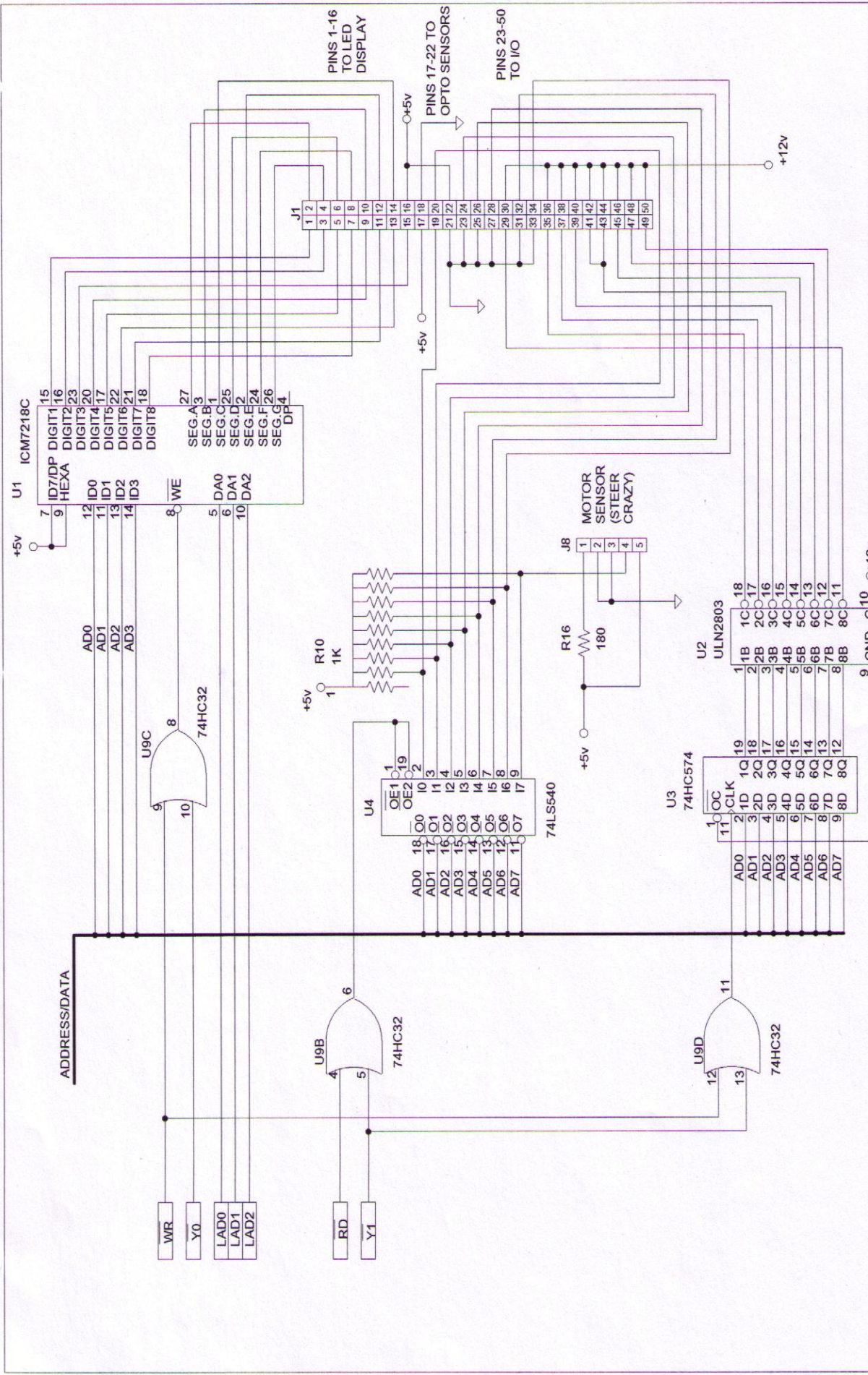
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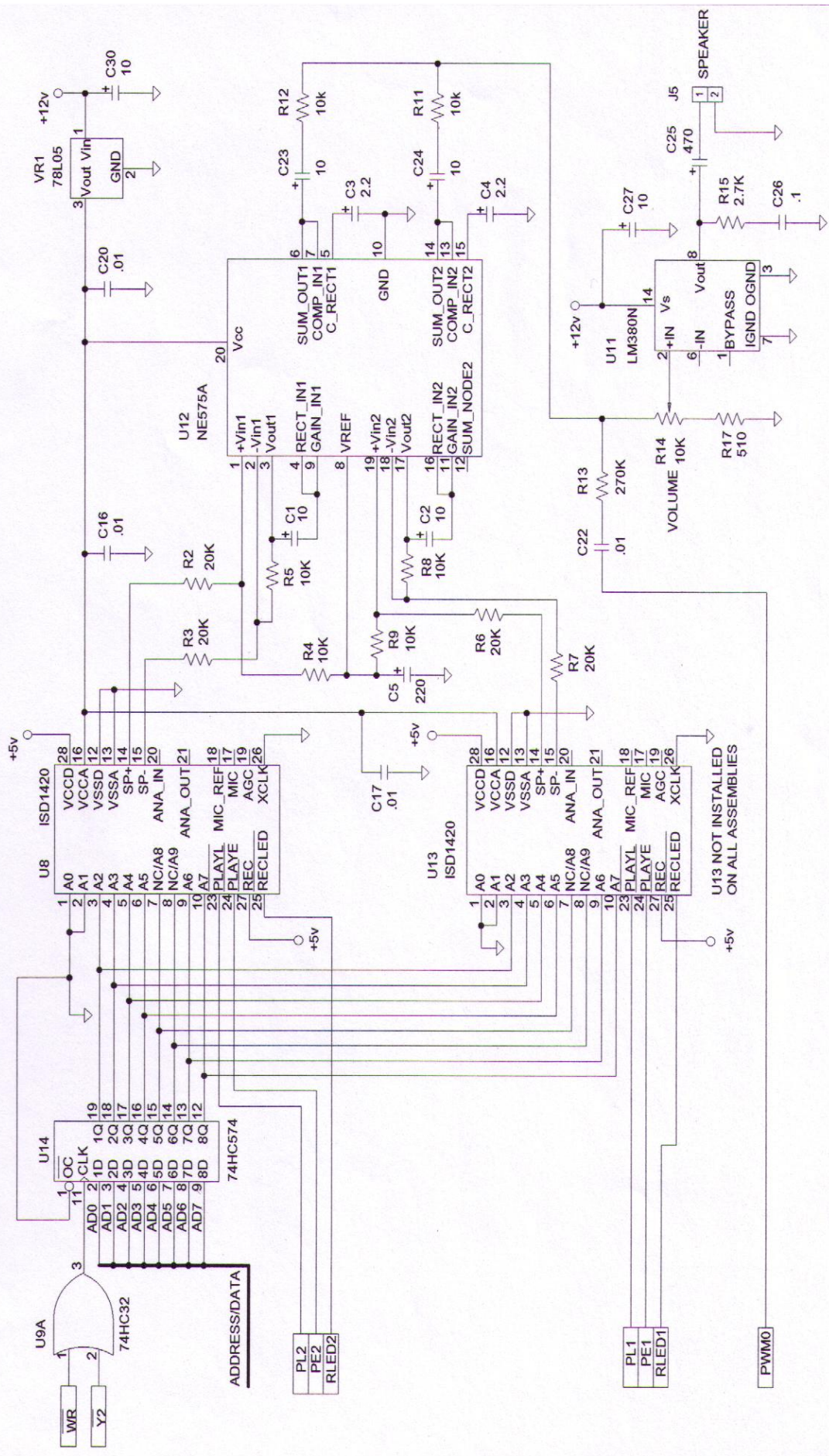
Revision: A

April 26, 1996

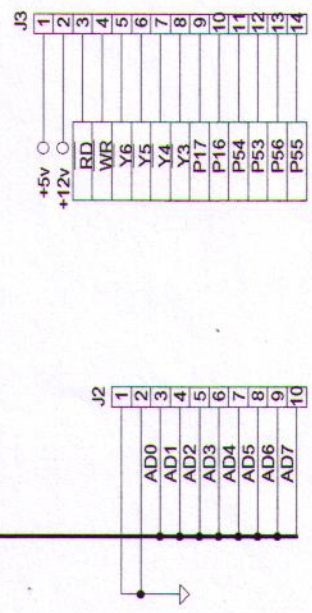
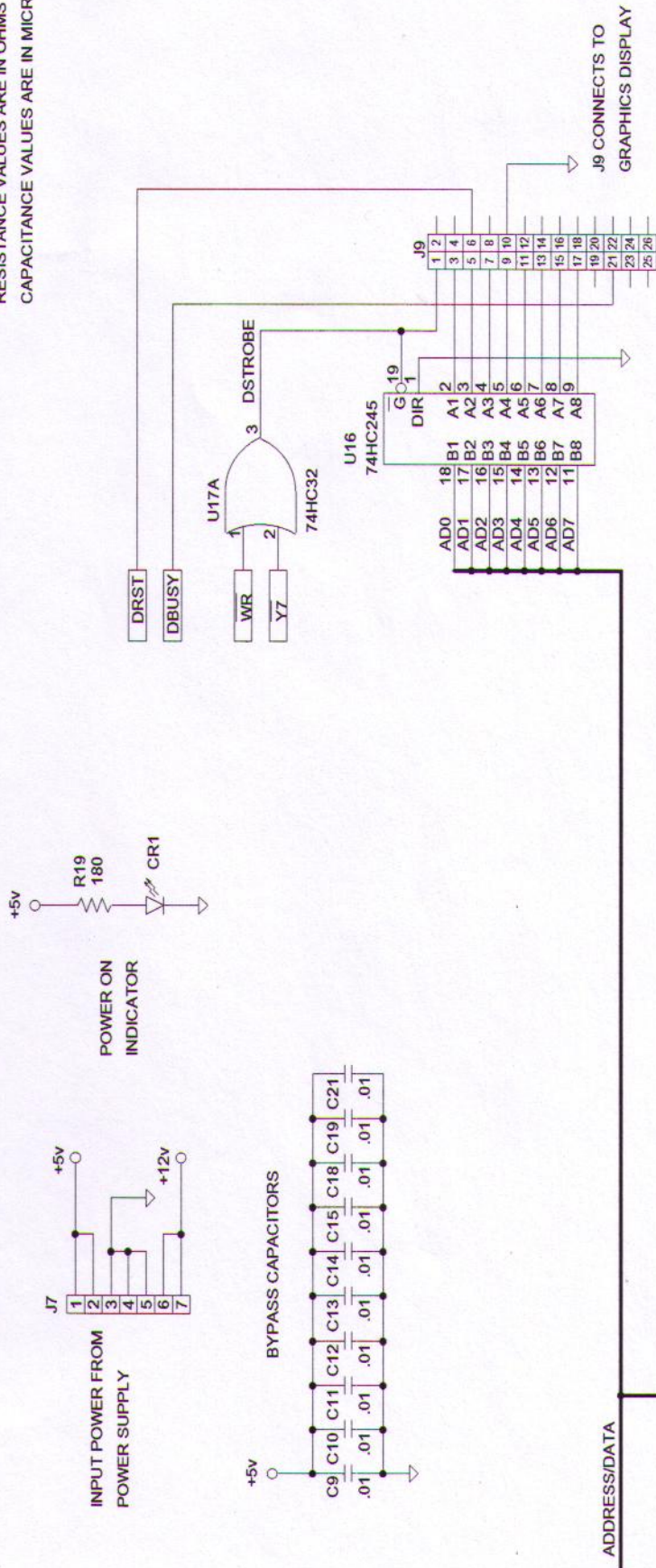
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UNLESS OTHERWISE NOTED:
RESISTANCE VALUES ARE IN OHMS
CAPACITANCE VALUES ARE IN MICROFARADS



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

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