Card Vending Machine — User Manual

This manual applies to:

- card vending machine for pokemon, tattoo, business card dispenser

The tabletop (bartop) card vending machine dispenses cards or tickets when the player inserts a coin and presses the button. This manual covers safe use, set-up, the coin comparator, periodic maintenance and the four-button settings menu, plus how to load cards into the machine.

> **Caution:** never leave the machine running unattended, and never run it for more than 10 hours continuously. After a maximum of 10 hours, switch it off (unplugged) for at least one hour.

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The information in this documentation contains general descriptions and/or technical characteristics of the performance of the machine mentioned in this documentation. This documentation is not intended as a substitute for, and should not be used to determine, the suitability or reliability of this machine for specific user applications.

It is the duty of such user or system integrator to carry out — in relation to the relevant specific application or use of the product — an adequate and complete risk analysis, evaluation and testing of the products.

Please note: all images used in this manual are for illustrative purposes only and may differ from the actual product. This is because the colours, dimensions and other properties of the actual product may differ from the image.

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All relevant national, regional and local safety regulations must be followed when installing and using this machine. For safety reasons and to ensure compliance with the documented system data, the components may only be repaired by the manufacturer.

If machines are used for applications with technical safety regulations, the relevant instructions must be observed. Failure to observe this information may result in personal injury and/or damage to the machine.

This machine is intended for entertainment purposes only. It is **not** intended for use for profit, for the wagering or payout of money, or for gambling or games of chance. Made for Arcade makes no representation or warranty that the use, installation or operation of this machine is permitted or lawful in any particular region, country, jurisdiction or venue. It is the sole responsibility of the buyer and/or end-user to ensure that their use of the machine complies with all applicable laws, regulations and licensing or permit requirements (including any gambling, gaming or amusement regulations).

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Other languages

This is the English user manual (or an automatic translation thereof). Manuals in other languages may be available on request.

Power supply and surge protection

Arcade and entertainment machines are computer-controlled and contain sensitive electronics. Mains power at events, venues and even ordinary outlets is frequently unstable or “dirty” — voltage spikes, surges, sags and brown-outs, flicker, overloaded or shared circuits, generators, long extension runs and the switching of nearby equipment can all push the supply outside the machine’s safe operating range.

You must always connect the machine through a good-quality surge protector, and — wherever the supply is unreliable or the machine must not lose power unexpectedly — through an uninterruptible power supply (UPS). These sensitive machines cannot tolerate power spikes, surges, brown-outs or sudden cut-offs.

Damage, data loss or malfunction caused by power-supply problems is **not covered by warranty**. Failure to use adequate power protection can lead to machine malfunction and, in some cases, a risk of fire or bodily harm. If you are unsure about your power supply, consult a qualified electrician before use.

Duty cycle and cooling breaks

Maximum continuous operating time: 10 hours. After a maximum of 10 hours, switch off and unplug the machine for at least one hour before resuming. Keep ventilation openings clear and follow the specified maintenance intervals. Machine-specific cooling instructions take priority. Reaction Ring machines require cooling breaks between sessions; the 10-hour limit does not permit continuous activation of their magnets.

Overheating from exceeding this duty cycle can cause reduced performance, premature wear, component failure and, in some cases, a risk of fire or bodily harm. Damage or malfunction resulting from continuous operation beyond these limits, or from inadequate cooling breaks, is **not covered by warranty**. Always keep air inlets and outlets clear and unobstructed.

Support and service

For more information, service, technical support, ordering user manuals, or for any other questions,

please contact:
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Email: service@madeforarcade.com · Web: madeforarcade.com

Introduction

Thank you for purchasing the Tabletop Card Vending Machine by Made for Arcade. This manual provides essential information for the installation, operation, maintenance and troubleshooting of your machine. Please read it carefully before use to ensure safe and reliable operation.



The tabletop card vending machine.

Machine description

The tabletop card vending machine is intended for home entertainment use only and is not designed for commercial use. The minimum age for use is 12 years; underage players should only use the machine under the direct supervision of an adult. The buyer can also influence the game by enabling and disabling various options in the user menu.

Intended use

The bartop card vending machine is intended for domestic entertainment use and is not designed or intended for commercial use. It must never be left unattended in operation — it must always be supervised by a competent adult. The machine must never be left in operation for more than 10 hours at a time; after a maximum of 10 hours, switch it off for at least one hour. The minimum age for use is twelve; underage players should only use the machine under adult supervision.

Risks when using the machine

Using or commissioning the machine may involve certain risks. Before use, ensure all parties involved are familiar with the risks and the machine’s limitations. The card vending machine, due to its operation and use, is never 100% predictable. Depending on player behaviour, the products placed in the machine, the position of the products and/or the menu settings, exceptional situations may arise that require immediate attention — for example a card that gets stuck or a user misusing the machine. Supervision must always be provided by a competent adult who can intervene immediately. Never run it for more than 10 hours continuously; afterwards switch it off completely for at least one hour with the plug removed.

Unpacking and preparing the machine

Follow the unpacking instructions carefully to avoid damage to the machine.

1. Carefully remove the card vending machine from the box.
2. Remove any packaging materials such as foam, plastic or cardboard.
3. Remove the key(s).
4. Open the doors with the corresponding key and remove any loose items from the machine — think of gifts like capsules, flyers or business cards.
5. Check for any loose or broken cables before turning on the machine. If you see loose or broken cables, first send a message to the service team.

Commissioning

The card vending machine operates on 220 volts / 50 hertz. Inspect the exterior and interior of the machine, as well as the power cord, for defects or damage. Open all panels and doors, paying particular attention to damaged or loose electrical wiring and components. Do not connect the machine if the machine, wiring, components or power cord are damaged. Close all doors and panels and lock them with the provided key(s). After checking, plug the included power cord into the back of the machine and into a suitable electrical outlet, then turn on the switch on the back. The machine starts automatically (the motor may move once during start-up).

Operation of the machine

The card dispensers are machines filled with cards / tickets. The prizes in the prize holder can vary depending on what the owner fills the machine with. By pressing the button, the player receives a card / ticket. The machine can be configured at various points in a user menu to adjust different aspects, such as the number of coins required to play a game.

Decommissioning the machine

First turn off the switch on the back of the machine. Then remove the plug from the socket to completely disconnect the power supply. Do not leave the machine unattended while it is connected to the power supply.

Train coin comparator

The coin acceptor in your machine is either empty or has already been trained for Made for Arcade coins. If the coin acceptor is empty and the machine is not set to free play, a sample coin must first be placed in the coin acceptor. To insert a sample coin into the tester, push the “replace coin” slider up in the direction of the “remove backward” arrow and place a coin under the slider (see image). When a

coin is inserted, the coin tester compares it with the corresponding coin; if they are the same, the inserted coin is emptied into the cash drawer and a credit is added. Only insert coins with a diameter of 18 to 25 mm and a thickness of 1.6 to 2 mm.



Push the slider up and place a sample coin under it to train the coin comparator.

Periodic maintenance

Follow the periodic maintenance instructions carefully to avoid damage to the machine. The card dispenser should be serviced every 4 hours in use, or at least once a week for light use.

Visual inspection of wiring and mechanisms

Check all internal parts for damage, breakage or abnormal behaviour. The unpredictable movements of the mechanisms, combined with the unpredictability of the player or user, can cause prizes to get stuck or unintentionally pull on cables and mechanisms.

Controls & menu navigation

The card vending machine features a user menu to personalise the machine experience. To access the menu, first open the door with the key. The machine has four buttons for menu access and configuration:

- **Button 1:** scroll up.
- **Button 2:** scroll down.
- **Button 3:** enter edit mode / enter menu.
- **Button 4:** save & exit.



The control board — the four menu buttons run along the bottom edge.

Entering the menu

1. Press **Button 3** to enter the menu.
2. Use **Button 1** (up) or **Button 2** (down) to navigate through the menu items.
3. When you reach the parameter you want to change, press **Button 3** to enter edit mode, then adjust the value with Button 1 (up) or Button 2 (down). When you are done, press Button 3 again to go back to the main menu.
4. When all adjustments are complete, press **Button 4** to save the settings and return to the main screen.

Menu options

Description	Parameters
Need score	Leave it on “1”
Gift — amount of cards a person gets with 1 game	1–9999
Music — adjust the loudness of the sounds	0–9999
No key	Leave on “0”
1 coin N score — amount of coins needed for a game	0–9999
Giftstate	Leave on “0”

Param set: Need score, Gift, Music.

Param set: No Key, 1 coin N score, GiftState.

Fill your cards in the yellow container inside the machine.

The yellow card container inside the machine — load your cards here.

Precautionary measures

The machine is intended for indoor use and is not intended for outdoor installation. Avoid the following when installing the machine indoors.

General warnings

- Avoid inserting foreign objects into the coin slot or dispensing chute.
- Avoid wet areas.
- Avoid flammable materials.
- Avoid an uneven surface.
- Avoid places with heavy vibration.

Electrical safety

- Ensure the power supply matches the machine’s rating.
- Do not operate with damaged power cords.
- Always switch off the machine as described earlier in this manual during maintenance or when leaving it unattended, to avoid electric shock or short circuit.

Mechanical risks

- Do not place fingers inside the dispensing slot during operation.

Operator responsibilities

- Train staff on safe use.
- Do not place the machine near emergency exits, fire extinguishers or other emergency

equipment, so that they are always easily accessible.
- Do not make any changes to the machine.