Capsule / Gashapon Vending Kiosk — User Manual

This manual applies to:

- capsule vending gashapon dispenser with display
- capsule vending kiosk , branded gashapon dispenser
- capsule vending machine with built in poster lightbox
- capsule vending machine with built in shop window / display case
- COUNTER VENDING MACHINE FOR GASHAPON CAPSULES – LIGHTBOX premium
- gasha dispensing machine with changeable poster lightbox – gashagold series
- gashapon capsule vending machine with video screen – gashagold series
- METAL GASHAPON VENDING MACHINE COMBO POSTER + DISPLAY – gashagold series
- milkshake or bubble tea cup Capsule Gashapon Dispenser for events
- RENTAL capsule vending kiosk , full metal white with futuristic neon style lighting



The capsule (gashapon) vending kiosk dispenses capsules when the player inserts a coin and turns the wheel. This manual covers safe use, set-up, operation, the coin acceptor and the settings menu (including the alternative PCB menu on machines with the original internals).

> **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.

Contents

Disclaimer 1
Copyright 3
Other languages 4
Power supply and surge protection 4
Duty cycle and cooling breaks 4
Support and service 4
Machine description 5
Intended use 5
Unpacking and preparation 6
Commissioning 6
Operation of the machine 6
Decommissioning the machine 6
Coin acceptor training 6
How do I move through the menu? 8
Menu options 9
Menu settings 2 — parameter list 9
Frequently asked questions 10
Precautionary measures 10

Disclaimer

Made for Arcade makes no representations or warranties with respect to this manual and, to the maximum extent permitted by law, expressly limits its liability for any failure to conform to any warranty resulting from the replacement of this manual with another. In addition, Made for Arcade reserves the right to revise this publication at any time without obligation to notify any person of the revision.

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.

Made for Arcade and/or its affiliates or subsidiaries are not responsible or liable for any misuse of the information contained in this document. If you have any suggestions for improvements or changes, or have found any errors in this documentation, please let us know.

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).

Copyright

Copyright © Made for Arcade. All rights reserved. No part of this documentation may be reproduced, distributed or transmitted in any form or by any means, including photocopying, recording, or other

electronic or mechanical methods, without the prior written permission of the publisher. Send a request to the publisher for permission.

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:
Made for Arcade
Besterdstraat 9a, 5051HH Goirle, The Netherlands
Email: service@madeforarcade.com · Web: madeforarcade.com

Machine description

The gashapon vending kiosk is intended for domestic 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 game is based on chance and on the type of objects loaded — the player cannot influence which capsule is dispensed.



Capsule / gashapon vending kiosks.

Intended use

The gashapon vending kiosk is intended for home entertainment use only and is not designed or intended for commercial use. The minimum age for use is twelve; underage players should only use the machine under adult supervision.

Unpacking and preparation

Follow the unpacking instructions carefully to avoid damage. Remove the machine from its packaging, take out the key(s), open the doors with the corresponding key, and remove any loose products from inside (prize capsules, flyers or business cards). Check the coin box as well.

Commissioning

The machine operates on 220 volts / 50 hertz. Inspect the exterior and interior of the machine and the power cord for defects or damage — open all panels and doors and check for damage or loose connections. Do not connect the machine if anything is damaged. Close and lock all doors and panels with the keys provided, plug the power cord into the back of the machine and into a suitable outlet, and switch on at the back. The machine starts automatically.

Operation of the machine

By inserting a coin, the player receives a credit. When enough credits are added, the player spins the large wheel on the front of the machine and it dispenses a number of gashapon capsules (as set in the user menu).

Decommissioning the machine

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

Coin acceptor training

The coin acceptor is either empty or already trained for Made for Arcade coins. If it is empty and the machine is not set to free play, place a sample coin: push the “replace coin” slider up in the direction of the “remove backward” arrow and place a coin under the slider (see images). When a coin is inserted, the acceptor compares it with the reference coin; if they match, the coin is sent to the cash drawer and a credit is added on the display. Only use coins 18 to 29 mm in diameter and 1.6 to 2 mm thick.



The coin acceptor.



Push the slider up.


Place a sample coin under the slider.

How do I move through the menu?

The kiosk has a user menu to personalise the experience. To access it, open the door with the key, then remove the controller with buttons — be careful not to pull on the wires. Press the menu button (the middle button) while the machine is on. Use the 4 buttons on the controller to navigate:

- **Top (“up”):** move up in the menu.
- **Bottom (“down”):** move down in the menu.
- **Right (“+”):** increase the value of the selected option.
- **Left (“−”):** decrease the value of the selected option.



The controller — up / down / + / − buttons (middle button to enter/exit).

Display

1. In standby, the display shows the number of coins required for one game. 2. After successful payment, the player turns the knob/lever to receive a prize; if the knob is not turned within the set time, the capsule is dispensed automatically. 3. After the capsule comes out, the display returns to standby and shows the number of coins required again.



The display (price / standby readout).

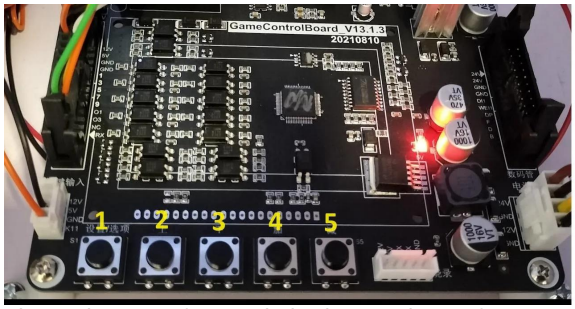
Menu options

Menu	Description	Parameters
Menu exit	Click this with the middle button on the controller to leave the menu	—
N (coins)	Number of coins required to play a game	0000–9999
Language	Language on the display	English, Chinese, Japanese
Autotime	Number of seconds in which the knob/lever can be turned	0001–0060

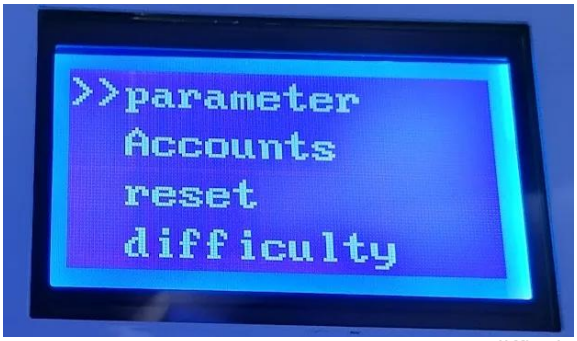
Menu settings 2 — parameter list

If the original internals are still present and the menu is opened a different way, follow these instructions. Open the door at the back of the machine with the key, then press the menu button (**1!**) while the machine is on — the button is on the printed circuit board. A main menu appears on the display.

1. Select option / open menu.
2. Move down.
3. Move up.
4. Change parameter up.
5. Change parameter down.



The main menu (opened via the PCB button).



Menu structure: parameter, accounts, reset, difficulty (not used).

The menu contains: **a)** parameter (set coins, volume, time, language), **b)** accounts, **c)** reset, **d)** difficulty — *not used*.

Parameter menu options

Parameter	Description
1 — coin	Number of coins needed to receive a gashapon capsule
2 — volume	Set the volume between 1 and 40
3 — time	Set the maximum playing time



The parameter settings screen.

Frequently asked questions

Can I turn the music off completely? Some larger models have an internal switch to mute the sound completely; smaller models can’t be switched off completely — set the volume to 1, or unplug the lead to the internal speaker (ensuring proper electrical isolation).

Can the machine be set to “free play”? Yes — see the menu options (set the coins-per-game to 0).

Precautionary measures

The machine is intended for indoor use only and is not designed for outdoor installation. When installing indoors, avoid:

- Wet areas.
- Flammable materials.
- Uneven surfaces.
- Blocking emergency exits, fire extinguishers or other emergency equipment — keep them easily accessible.
- Places with heavy vibration.

Do not make any changes to the machine without our permission, and always switch it off (as described above) during maintenance or when leaving it unattended, to avoid electric shock or short circuit.