Money Grabber / Whirlwind Machine — User Manual

This manual applies to:

- BLOWER whirlwind machine hurricane rescue * RENTAL *
- Money Blower & Cash Grabber Machine for Brand Activations



The Money Grabber (whirlwind / “hurricane rescue”) machine is an open-fronted blower cabinet: a fan whirls lightweight items — paper play-money notes, ping-pong balls and similar — around a chamber, and the player reaches in through a safety chute to grab as many as they can before the timer runs out. This manual covers safe use, filling, set-up, the coin comparator, the fan-power adjustment and maintenance.

> **Caution:** fill only with light items (paper notes, ping-pong balls) and never overfill — an overfilled chamber is too heavy for the fan to lift and the game won’t work. Always supervise; keep long hair, scarves and loose jewellery clear of the chamber while the blower runs.

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
Safety and risks 5
Specifications 5
Unpacking and preparation 6
Filling the machine 6
Setting the fan power 6
Train coin comparator 6
Commissioning (turning on) 7
Operation 7
Maintenance 7
Frequently asked questions 7
Decommissioning (taking out of service) 8
Precautionary measures 8

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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.

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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,

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Machine description

The Money Grabber — also known as a whirlwind, cash-cube or “hurricane rescue” machine — is an open-fronted cabinet with a clear chamber and a blower (fan) in the base. When a game starts, the fan whirls lightweight items around the chamber; the player reaches in through a safety chute and grabs as many as possible before the countdown reaches zero. It is designed with an **open front**, so — unlike a fully enclosed cash-booth — there is no claustrophobic cubicle to step into and no risk of clothing, skirts or hair being drawn into an enclosed cabin. The buyer can influence the experience through the fan-power adjustment and the game settings.

Intended use

The Money Grabber is intended for domestic entertainment use and is not designed or intended for commercial use. It must never be left in operation unattended — it must always be supervised by a competent adult. The minimum age for use is 14 years; underage players should only use the machine under the direct supervision of an adult. Use indoors only.

Safety and risks

Using the machine may involve certain risks. Before use, ensure everyone involved understands the risks and the machine’s limitations. The open-front design avoids the hazards of an enclosed booth (no entrapment, no enclosed air-blast on the face), but the chamber still contains a running fan and fast-moving air while a game is active:

- Keep **long hair, scarves, ties and loose jewellery** clear of the chamber while the blower runs.
- Reach in only through the safety chute, and only with your hand and forearm — never put your head inside the chamber.
- Fill only with the recommended **light, soft items** (paper notes, ping-pong balls). Never load coins, hard, sharp or heavy objects that could be thrown around or injure a hand.
- A competent adult must always supervise and be able to stop play immediately in an unexpected situation.

Specifications

Type	Open-front whirlwind / blower prize cabinet

Placement	Indoor use only
Power	Standard mains outlet — see the rating plate on the machine
Fill items	Lightweight paper play-money notes, ping-pong balls and similar light items
Minimum age	14 (under-14 only under adult supervision)

Unpacking and preparation

1. Carefully remove the Money Grabber from its crate or packaging.
2. Remove all packaging materials such as foam, plastic or cardboard.
3. Locate the key(s) and open the cabinet; remove any loose items packed inside.
4. Check for any loose or damaged cables before switching on. If you see damage, contact the service team first.

Filling the machine

Fill the chamber only with **light items** — paper play-money notes, lightweight ping-pong balls and similar. **Do not overfill.** If there are too many items (or items that are too heavy), the fan cannot lift them and they will simply sit at the bottom instead of whirling around — the game will not work properly. Start with a modest amount, run a test, and add a few more only if the items move freely in the airflow.

Setting the fan power

The blower strength is adjustable with a **potentiometer (potmeter) inside the cabinet**. Open the cabinet with the key, locate the potmeter, and turn it to increase or decrease the airflow:

- Too little power — the items barely lift; turn the fan power up.
- Too much power — items are flung too hard and are hard to grab, or escape the chamber; turn the fan power down.

Adjust together with the fill quantity until the items whirl in a lively but controllable way. Always switch the machine off and unplug it before reaching inside to adjust, then close and lock the cabinet before playing.

Train coin comparator

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. When a coin is inserted, the acceptor compares it with the sample; if they match, the coin is sent to the cash drawer and a credit is added. Only use coins 18 to 25 mm in diameter and 1.6 to 2 mm thick.

Commissioning (turning on)

Inspect the exterior and interior of the machine and the power cord for defects or damage; do not connect anything damaged. Close and lock the cabinet, plug the power cord into a suitable mains outlet, and switch on at the back. The machine starts up automatically (you may hear the fan briefly on start-up).

Operation

The game runs as follows:

1. The player **inserts a coin** (or a credit is added).
2. The machine **counts down** to the start of the round.
3. The **safety chute opens** and the blower switches on, whirling the items around the chamber.
4. The player **reaches in through the chute and grabs** as many items as possible.
5. When the countdown reaches **zero, the blower stops and the chute closes** again, ending the round.

Only reach into the chamber through the chute while the game is active, and withdraw your hand before the countdown ends and the chute closes.

Maintenance

Service the machine every 4 hours of use, or at least once a week for light use. Switch off and unplug before opening the cabinet.

Visual inspection of wiring and the blower

Check the fan, the chute mechanism and all internal parts and cables for damage, dust build-up, breakage or abnormal behaviour. Keep the fan intake clear of dust and stray items so airflow is not restricted.

Frequently asked questions

The items won’t whirl around — what’s wrong? Most often the chamber is overfilled or the items are too heavy. Remove some, use lighter items, and/or turn the fan power up on the potmeter inside the cabinet.

What should I fill it with? Light paper play-money notes, lightweight ping-pong balls and similar light, soft items. Never use coins or hard/heavy objects.

Is it safe — like the enclosed cash booths? The open-front design avoids the enclosed-cubicle hazards (no booth to be shut into, no face-level air blast, no clothing/hair entrapment in a cabin).

Normal care still applies — keep long hair and loose items clear of the running fan.

Decommissioning (taking out of service)

Switch the machine off at the back and remove the plug from the socket so the power supply is completely disconnected. Do not leave the machine unattended while it is connected to the power supply.

Precautionary measures

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

- Wet areas.
- Flammable materials.
- An uneven surface.
- Placement near emergency exits, fire extinguishers or other emergency equipment — keep them easily accessible.
- Places with heavy vibration.

Do not make any changes to the machine, and always switch it off and disconnect the power during maintenance or when leaving it unattended, to prevent electric shock or short circuit.