

Display Hood Key # \_\_\_\_\_ Lower Cabinet Key # \_\_\_\_\_ Machine Serial # \_\_\_\_\_  
Money Compartment Key # \_\_\_\_\_ Software Version \_\_\_\_\_ QC Initials \_\_\_\_\_

# MAXIM™

## TICKET VENDING MACHINES Operator's Manual



**American Games, inc.®**  
A Pollard Banknote Company

AGI© 2003

# MAXIMUM Features

- ✓ Pull-tab ticket bins hold more than 700 tickets each.
- ✓ Bins accept ticket pricing up to \$9.75 in 25-cent increments.
- ✓ Ticket windows display each bin's game.
- ✓ Ticket prices are displayed with bright LEDs.
- ✓ Accepts \$1, \$5, \$10, and \$20 bills in all directions.
- ✓ Mounts to a wall (4200 only) or optional locking cabinet.
- ✓ Separately keyed money compartment.
- ✓ Credit display indicates amount of inserted money.
- ✓ Dependable electronic logic/software system that can be upgraded.
- ✓ Electronic auditing system.
- ✓ Easily programmed for different tickets.
- ✓ Non-resettable electronic and mechanical counters to track total dollar sales and total ticket sales.

## Specifications

**Model 8415:** 27" high x 43" wide x 15" deep. **Model 4215:** 27" high x 27" wide x 15" deep.  
**8415 Lwr.Cab.:** 36" high x 43.75" wide x 15.125" deep. **4215 Lwr.Cab.:** 36" high x 25.5" wide x 15.125" deep.  
Operating Supply Voltage: 117 VAC 60 Hz System: 95 to 130 VAC.  
Operating Ambient Temperature: 50°F to 120°F. INDOOR USE ONLY.  
Relative Humidity: 20% to 90% non-condensing.  
Operating Attitude: Vertical +/- 3 degrees.  
Storage Temperature: -22°F to 160°F.  
Unit Weight: 203 lbs. (8415); 135 lbs. (4215). Base Cabinet: 105 lbs. (8415); 75 lbs. (4215).  
Materials: Cabinet & Doors—Painted cold rolled steel construction.  
Door Glass—Shatter resistant lexan with scratch resistant coating.  
Bins—Galvneal.  
Ticket Size: 1 7/8" x 2 5/8"(min.) to 1 7/8" x 4 1/4" (max.)

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# Operations

## Opening, Loading Tickets, and Programming Bins

### NOTICE:

- AFTER UNPACKING, CAREFULLY INSPECT THE MACHINE FOR DAMAGE.
- READ THESE INSTRUCTIONS THOROUGHLY BEFORE YOU INSTALL.
- REMOVE ALL PACKING – INSIDE AND OUTSIDE THE MACHINE – BEFORE YOU PLUG IT IN.
- USE ONLY INDOORS.

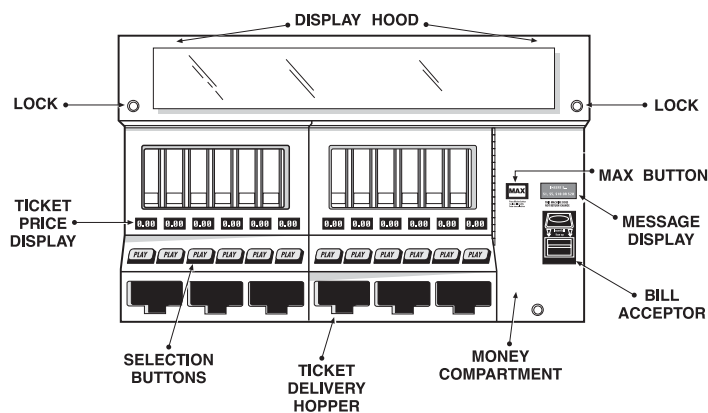
## 1. OPENING THE VENDING MACHINE

The keys to open the Maxim™ are attached to the electrical cord for shipping. To prevent access to the money compartment by unauthorized personnel, the Maxim™ is equipped with four locks. Two locks, one on each side of the display hood, are keyed alike and allow access to the ticket bin area. The other two locks, which allow access to the money compartment, are keyed alike, though differently from the display hood locks. (Figure 1)

Unlock the two locks on the front of the display hood. Pivot the display hood up and over the top. To open front doors, lift up on the door locking lever. (Figure 2)

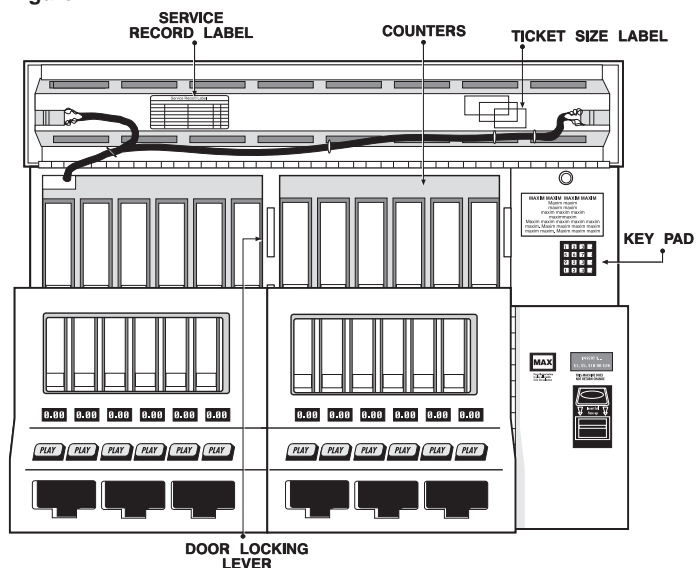
Remove the internal packing.

Figure 1



*On 8415, bins are numbered 1 through 12, left to right.  
On 4215, bins are numbered 1 through 6, left to right.*

Figure 2



## 2. SECURITY ALARM

The Maxim™ is equipped with a security alarm designed to activate after the hood has been opened. Enter your three-digit Personal Identification Number (PIN) within 20 seconds, or the alarm will sound.

**The manager PIN is factory set to 111.** (See Section 3, next page.)

If you have already set a new manager PIN, but have forgotten it, call your service provider for a one-time manager access code.

NOW YOU'RE READY TO INSTALL YOUR MAXIM™. IF MOUNTING TO A WALL (Model 4215 only), SEE THE INSTRUCTIONS INCLUDED WITH THE WALL MOUNTING BRACKETS. IF MOUNTING TO A MAXIM™ CABINET, SEE THE SETUP INSTRUCTIONS INCLUDED WITH THE CABINET.

### 3. PERSONAL IDENTIFICATION NUMBERS (PIN)

#### 1. Manager PIN

The manager PIN has access to all machine functions. **For security purposes, we recommend that you change the factory-set manager PIN 111**, by setting a new one of your own choosing.

#### 2. Employee PINs

Employee PINs are limited to basic machine operations and cannot access machine option settings. One employee PIN – 999 – is factory set. The manager may assign up to nine employee PINs.

#### 3. Changing, adding or deleting PIN information

To change, add or delete PIN information, enter the active manager PIN onto the keypad. Then press B–Misc. Information; then C–Settings Menu; then B–PIN Number Menu to access the menu at right (Figure 3). Now choose a function by pressing the corresponding key, and follow the instructions on screen.

A–Add PIN Number  
B–Delete PIN Menu  
C–Change Manager PIN  
D–Quit

Figure 3

**EXAMPLE:** You wish to add a new employee PIN. From the PIN Number Menu, press A–Add PIN Number. Select an open position from the nine positions shown. (An open position is represented by xxx.) Press the keypad number 1-9 that corresponds with the open position. Now choose a 3-digit PIN number, and enter those numbers. Now enter the employee's initials – say, G-R-A. Referring to the letters on each keypad number button, press 4, then the star key (\*) once to select the first of the three letters GHI. Press 7, then \* twice, to select the letter R. Press 2, then \* once to select A. The new employee PIN and initials are now set.

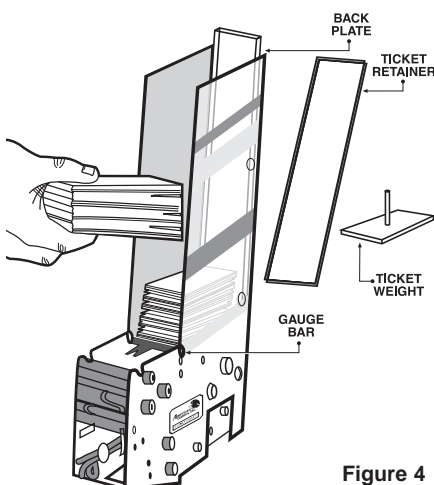


Figure 4

#### 4. LOADING TICKETS

1. With machine doors open, remove ticket retainer and weight. (Figure 4)
2. Adjust back plate for various ticket sizes (short, medium, or long).
3. Load approximately 10 tickets into the bin, making sure tickets are behind the gauge bar. Continue loading tickets until approximately 1/4"-1/2" from the top of the column. (The column holds approximately 700 tickets.)
4. Place weight on top of tickets.
5. Replace ticket retainer, making sure the bottom of the retainer is behind the gauge bar.

### 5. PROGRAMMING BINS

#### ... LOADING A NEW GAME INTO AN EMPTY BIN (changing price or size)

1. With display hood open, enter PIN, then press A-Ticket Menu (Figure 5).
2. Press C-Zero Out Bin's Inventory.
3. To zero out a bin's inventory, press the corresponding PLAY button, then the # key. (Press # twice to cancel.)
4. From the Ticket Menu, press A-Load Tickets.
5. Press the corresponding PLAY button. Press # to continue.
6. Enter new ticket cost in 25-cent increments, followed by the # key. Press A if correct.

A–Load Tickets  
B–Dispense Ticket  
C–Zero Out Bin  
D–Quit

Figure 5

**NOTE: Inventory must equal 0 before bin's ticket cost can be changed.**

7. Enter number of tickets put in bin followed by the # key. Press A if correct.
  8. Select short, medium, or long ticket size. Determine size by laying ticket on label on inside of top hood. Ticket does not have to be exact size.
  9. Check all entered information (Figure 6). Press # key.
  10. Press B, then A-Freely Dispense, then the corresponding PLAY button. Dispense 3-4 tickets to ensure proper vending.
- (Freely dispensed tickets do not affect inventory or reporting.) Press # key.

**BIN IS NOW READY TO BEGIN PLAY.**

Bin	Cards	Cost
006	1,000	2.00
Press # key to continue		

Figure 6

### ...ADDING TICKETS TO AN EXISTING GAME

1. With top hood open, enter PIN, then press A-Ticket Menu (Figure 5).
2. Press A-Load Tickets.
3. Press the corresponding PLAY button. Press # to continue.
4. Enter number of tickets added to bin, followed by the # key. Press A if correct.
5. Did the ticket size change? Press B for no.
6. Check all entered information (Figure 6). Press # key.
7. Press B, then A-Freely Dispense, then the corresponding PLAY button. Dispense 3-4 tickets to ensure proper vending. (Freely dispensed tickets do not affect inventory or reporting.) Press # key.  
**BIN IS NOW READY TO BEGIN PLAY.**

# Running Reports

## Utilizing the accountability functions of the Maxim™

### Onscreen Reporting

When printer is offline, follow these instructions:

1. Open machine, enter your PIN and press D-Report Menu. You will be shown an instruction screen for scrolling onscreen reports (Figure 7). Press any key to continue.
2. Choose from Inventory, Sales, or Audit reports. (These reports are detailed below.) Using the A and B keys, scroll through report text four lines at a time.
3. When end of report is reached, press A to return to top of report or B to exit report.

ONSCREEN REPORTING  
A– to Scroll Up  
B– to Scroll Down  
\*– to Exit Report

Figure 7

### To print reports, follow these instructions:

1. Open machine, enter your PIN, and press D-Report Menu.
2. Choose the report you wish to run. (Figure 8)

A–Inventory Report  
B–Sales Report  
C–Audit Report  
D–Quit

Figure 8

Inventory Report  
Fri Jun 8 98 04:37:58 PM  
Machine ID: 001  
Retail ID: 0

Bin	Tickets	Cost	Dollars
1	0	0.25	0.00
2	50	0.50	25.00
3	50	0.50	25.00
4	466	0.25	116.50
5	489	0.25	122.25
6	50	1.00	50.00

Total Inventory Value: \$338.75  
Grand Total \$37.75  
Grand Total Cards: 81

Configuration Info  
Site AG  
Version 12 4

Column Configuration  
1: 1 2: 2 3: 3  
4: 4 5: 5 6: 6

Bin Timing Information  
1:478 2:506 3:462  
4:448 5:502 6:474

Auto Reporting is ON

Figure 9

### A. INVENTORY REPORT

Shows current ticket inventory and value.  
*Press A to print.*

#### Includes:

- Bin numbers
- Ticket inventory
- Ticket cost
- Inventory value
- Grand total sales (non-resettable)
- Grand total cards (non-resettable)
- Configuration information – contained in the lower half of the report:
  - Software version in use
  - Column configuration
  - Bin timing

**B. SALES REPORTS:** From the Report Menu, Press **B** to access the Sales Report Menu.



Bin	Dollars	Count
1	38.00	38
2	20.50	41
3	15.00	15
4	21.00	21
5	0.00	0
6	6.50	13
Total Money \$		101.00
Total Count		128
Grand Total \$		129.25
Grand Total Cards:		244

**Shift Sales Report:** Shows total dollar & ticket sales since shift sales report was last run. *Press A to print.*

**IMPORTANT: This report was designed to be run every time money is removed. It will reset amounts to zero each time it is run. A “shift” is defined as the period of time that starts when the shift report is run and ends when it is next run. Total Money and Total Count reset to zero to begin the new “shift.” GRAND TOTALS DO NOT RESET.**

- Per-bin ticket counts
- Per-bin dollar sales
- Bin numbers
- Total shift money
- Total shift count
- Grand total sales (non-resettable)
- Grand total cards (non-resettable)

Bin	Dollars	Count
1	19.25	77
2	10.25	41
3	21.75	87
4	8.50	34
5	2.75	11
6	18.00	18
Total Money \$		80.50
Total Count		268
Grand Total \$		119.00
Grand Total Cards:		312

### Daily Sales Report:

Shows sales since beginning of business day. (Business Day Setting defaults to mid-night unless set otherwise. Refer to section 4: Miscellaneous Machine Settings.)

Press **B** to print.

- Bin numbers
- Dollar sales per bin
- Count sold per bin
- Total day's sales dollars
- Total day's sales count
- Grand total sales (non-resettable)
- Grand total cards (non-resettable)

These reports cover longer sales periods. The periods are defined as follows:

**1) This Week:** Sales since the most recent Sunday, starting at 12:00 A.M. (midnight).

**2) Last Week:** Sales over the last full week (Sunday-Sunday).

**3) Monthly:** Sales since the most recent Sunday, *plus* the last three full weeks. (NOT a calendar month)

## C. AUDIT REPORTS

Fri Jun 8 98 02:03:28 PM  
Test Vend Bin: 4 Count:1  
Fri Jun 8 98 02:03:28 PM  
Test Vend Bin: 5 Count:1  
Fri Jun 8 98 02:03:28 PM  
Test Vend Bin: 6 Count:1  
Fri Jun 8 98 02:08:09 PM  
Bin 2 was zeroed had 1024 tickets  
Fri Jun 8 98 02:08:19 PM  
Bin 2 was zeroed had 0 tickets  
Fri Jun 8 98 02:09:55 PM  
Price Change in Bin:2 to: 1.00  
Fri Jun 8 98 02:10:42 PM  
Added 1100 Card(s) to bin 2

### Print By Count:

Shows up to the last 100 audited functions. Enter number of previous audited functions you wish to list. Press # to print.

- Date and time for each entry
- PIN used when Maxim™ is opened and closed
- Tickets added
- Bins zeroed
- Price changes
- Power failures
- Bin lockouts

[illegible]

■ = Monthly Report   ■■■ = Last Week Report   ■■■■ = This Week Report

Page 5

Transaction Report  
Dollars Input: 20  
Quarters Input: 0  
Dimes Input: 0  
Nickels Input: 0  
Total Input: 20.00

Bin 1 # 0  
Bin 1 \$ 0.00  
Bin 2 # 17  
Bin 2 \$ 4.25  
Bin 3 # 0  
Bin 3 \$ 0.00  
Bin 4 # 21  
Bin 4 \$ 15.75  
Bin 5 # 0  
Bin 5 \$ 0.00  
Bin 6 # 0  
Bin 6 \$ 0.00  
Total \$ 20.00

Figure 14

### Transaction Report:

Shows the last transaction and how it was played.

#### Includes:

- Total money input
- Dollars played
- Total tickets and money played, by bin number

**Bin Totals Report:** Shows accumulative totals of tickets dispensed from each bin.

**Hood Door/ Cash Door Reports:** Shows up to the last 25 events when these compartments are accessed.

## Special Functions

### Bin Configuration, Bin Lockout, Freely Dispensing Tickets, Machine Settings

#### 1. BIN CONFIGURATION

The Maxim™ lets you configure multiple bins to play as one. This feature can be used to load an entire deal – or game – into the machine without having to reload, even if it is a large deal. For example, say you want to load an entire 2800-count deal. Since each bin holds more than 700 tickets, you configure bins 1-4 together as one column.

Now you would follow these steps:

1. Bins to be configured must first be zeroed.
2. Press B–Misc. Info., then C–Settings Menu, then A–Machine Options, then B–Set Column Config.
3. Press #, then on the keypad press the number of the bin you wish to change. (Bins are numbered left to right, starting with No. 1 at far left.) In this case you want to change bin No. 2. Press # again.
4. Enter bin number you wish to change it to – in other words, the number of the first bin in the configuration. In this case, you would press No. 1 on the keypad. Press #. This displays the configuration, the first two entries of which should read 1:1 and 2:1. Now press # again.
5. Repeat for bin 3 and 4. When finished press #, then the star key (\*).
6. Now program the first bin in the configuration – bin No. 1 in this case. All bins will take on the characteristics of the first bin in the bank of configured bins, such as ticket cost, size, etc. (You will need to input an inventory quantity for each bin.)
7. Bins are now configured.

**NOTE:** Tickets will vend randomly from each bin, until all bins are empty. Vending order will be random, regardless of which bin button is played. (This remains the case when one or more bins in the configuration runs out of inventory. The LED display goes blank, but the button remains active.)

#### 2. BIN LOCKOUT

Price LED will go out if one of the following happens:

**Out of Inventory:** If a bin has run out of inventory, open the machine and add more tickets to that bin. Then enter the amount of tickets added by following the steps outlined in section 5, “Adding Tickets to an Existing Game”. Now the price LED should come back on.

**Ticket Jam:** Open the machine, clear the ticket jam, and free vend 3-4 tickets. Price LED should come back on.

### 3. FREELY DISPENSING TICKETS

Use this function to clear ticket jams, or to count tickets for physical inventory. (Ticket count is displayed on screen and in audit report.) From Main Menu, press A-Ticket Menu; then B- Dispense Tickets, then A- Freely Dispense. Tickets that are freely dispensed do not affect inventory or reporting. Be sure to return freely dispensed tickets to the proper bins.

### 4. “END GAME” FEATURE

The End Game Feature was designed to allow the user to count tickets for physical inventory and simultaneously zero out the bins inventory. (Ticket count is displayed on-screen.) From Main Menu, Press A- Ticket Menu, then B- Dispense Tickets. Now Select B- End Game. When prompted, select desired bin to count.

### 5. MISCELLANEOUS MACHINE SETTINGS

From the Main Menu, press B-Misc Info to access the following display:

A-Time/Age Menu
B-Clear Current Credit
C-Settings Menu
D-Quit

Figure 15

**Time/Age Menu:** Press A to set machine time and date, set the legal age to play for your state, or set “Time Day Ends” to be used in reports. “Time Day Ends” is the time of day at which the business day ends.

**Clear Current Credit:** Press B.

Under Settings Menu (C), access the following settings:

**Set ID/Self Test:** From Settings Menu press A-Machine Options, then A-Set ID/Self Test. Now select one of the following: A) Retailer ID: Optional numbering system for multiple machines or locations. **WARNING: Changing this ID number deletes all inventory, pricing, and sales data, except grand totals.** B) Set Machine ID: Factory pre-set serial number. C) Self Test: This function is necessary only for diagnostic testing.

**Set Column Configuration:** See Page 6, item No. 1.

### 6. NORTH DAKOTA SOFTWARE

Some Maxims are equipped with a North Dakota software version. The North Dakota software was developed for requirements specific to the state of North Dakota. If your Maxim™ is equipped with North Dakota software, please note the following:

- Your Maxim comes with the 50 Ticket Count Minimum Feature enabled. This means the dispensing bins will lock-out when the inventory level reaches 50. To disable this feature, the following steps are required:
  - From the Main Menu, press A- Ticket Menu, then B- Dispense Tickets. Now select C- 50 Ticket Minimum. Choose A- On to enable or B- Off to disable. Select D- Quit to exit to previous menu.

## Q&A

### Answers to commonly asked questions.

#### 1. GENERAL

**Q. Can I reset the grand total to zero?**

A. No. The grand total remains in battery back-up memory for 10 years.

**Q. Will credit on the Maxim™ disappear when the machine is unplugged?**

A. No. Memory is retained for 10 years without being plugged in.

**Q. Why do the price display lights go off on some bins?**

A. This happens when a ticket jams or the inventory reaches 0. Run an inventory report.



**Q. Should I unplug the Maxim™ after business hours?**

A. You may, but it is not necessary.

**Q. If I unplug the Maxim™, will it hurt anything?**

A. No. Inventory, sales, and other important information is saved in battery back-up memory.

**Q. If the alarm sounds, do I have to call the police or security?**

A. No. The alarm alerts you only of any unauthorized entry. This is printed to the audit report.

**Q. How accurate is the inventory?**

A. It is accurate only if the correct inventory is added and free vended tickets are returned to correct bins.

**Q. What do I do if I forget my Personal Identification Number (PIN)?**

A. Contact your service provider for a one-time manager PIN. Enter this PIN, access the PIN Number Menu, and immediately select a new manager PIN.

**Q. Can the Maxim™ be set to dispense four tickets for \$1?**

A. No. One ticket per transaction only, unless the MAXIM button, which plays up to 20 tickets, is used.

**Q. Does the Maxim™ require a surge protector like most computers?**

A. No, but it is recommended.

**Q. Is a grounded outlet required?**

A. Yes. Static electricity absorbed from the machine needs a ground to dissipate the energy and to provide electrical safety.

**Q. What do I do when I freely dispense tickets to turn on the price display light, and then a customer plays and the light goes back off?**

A. Run an inventory report to check for zero inventory. If OK, freely dispense to clear any ticket jam.

**Q. Can I get an extra set of keys?**

A. Extra keys can be ordered from your service provider.

## **2. MENUS/PROGRAMMING**

**Q. How do I set the time?**

A. From the main menu, choose "Machine Options" then "Time Menu" and follow the instructions on screen.

**Q. What does "Set Time Day Ends" mean?**

A. This feature allows you to set a time other than midnight for your business day to end.

**Q. How do I clear credit?**

A. From the main menu, choose "Machine Options" then "Clear Current Credit."

**Q. Can I set ticket price to 10 cents?**

A. No. Ticket price must be in 25-cent increments.

**Q. How do I shut off the alarm?**

A. Input the correct PIN.

**Q. Why does the Maxim keep asking me to "Enter PIN #"?**

A. It has not received a valid PIN. If you have forgotten your PIN, call your service provider for a one-time manager PIN.

**Q. What is bin configuration?**

A. With the Maxim™, you have the ability to configure several bins together to act as one.

## **3. TICKETS**

**Q. Does it matter which way the tickets are loaded?**

A. No, but tab side down provides a better gripping surface for the belt. (Note: If your tickets are bowed, it is best to load tickets with bow up.)

**Q. What is ticket size?**

A. Each bin can be set to vend short, medium, or long tickets by adjusting the plate at the back of the bin. To determine ticket size, use the sizing label on the inside of the top hood.

**Q. Does the bar code or serial number have to come out first?**

A. No.

**Q. How do I add tickets into inventory?**

A. Open top hood, enter PIN, then choose "A-Ticket Menu" then "A-Load Tickets" and follow the instructions.

**Q. Do I have to put tickets in every bin?**

A. No.

**Q. Does free vending subtract from inventory?**

A. No. Return free vended tickets to the proper bins.

**Q. Does the bin have to have inventory to vend tickets?**

A. Yes, the inventory report must show tickets in inventory before tickets will vend.

**Q. If I use a “live” ticket in the display window, do I count it in inventory?**

A. It is recommended.

**Q. How do I correct my inventory if I accidentally zero a bin?**

A. When a bin is zeroed, it is saved to the audit report. Run the audit report to find out the quantity zeroed. Add this quantity back into the correct bin's inventory.

**Q. What do I do if a bin sells out and the inventory says there are tickets left?**

A. Zero the bin, then add correct inventory.

**Q. What do I do if the inventory reads 0 and there are tickets remaining?**

A. Add the tickets to inventory.

## **4. REPORTS**

**Q. How do I run a shift report?**

A. Open hood, enter PIN, then press “D-Report Menu” then “B-Sales Reports” then “A-Shift Report.” (Remember, this report resets its amounts to zero each time it is run.)

**Q. How do I run an inventory report?**

A. Open hood, enter PIN, then press “D-Report Menu” then “A-Inventory Report.”

**Q. I don't want to use the inventory feature. Can I turn it off?**

A. No. The inventory feature is required, as it adds to the Maxim™'s accountability.

**Q. How is “shift” defined in the context of reports?**

A. A “shift” is the period of time that starts when the shift report is run and ends when it is next run.

**Q. What is an audit report?**

A. This report tells when the Maxim™ is opened or closed, when prices or inventory are changed, etc.

**Q. What is a Hood Door/Cash Door Report?**

A. This report shows the last 25 occurrences when these compartments are accessed.

**Q. When I add tickets, should I run an inventory report?**

A. Yes. This way you can keep a hard copy for bookkeeping purposes. (Printer models only.)

**Q. When removing money from the machine, which report should I run?**

A. The shift report. It resets its sales totals to zero each time it is run. However, the grand total never resets.

**Q. Does the Monthly Report cover a calendar month?**

A. No. It covers the current week plus the previous three weeks.

## **5. BILL ACCEPTOR**

**Q. How do I clear a bill jam?**

A. Open slide door, remove bill box, press release rod on bottom of sensor module and remove. (See Page 11.)

**Q. Can the bill acceptor be set to accept bills face up in either direction?**

A. Yes. See Page 10 for instructions.

**Q. How many bills will the bill box hold?**

A. Approximately 600 bills.

## **6. PRINTER**

**Q. What do I do when the display screen reads “Printer Error”?**

A. Clear any paper jams. Make sure the printer has paper loaded. If it does, unplug the Maxim™ for 10 seconds to reset. If printer won't reset, locate on/off switch on printer, turn printer off, and plug in the Maxim™. Reports will print on the display screen.

# Bill Acceptor

## Features, Operation, Cleaning

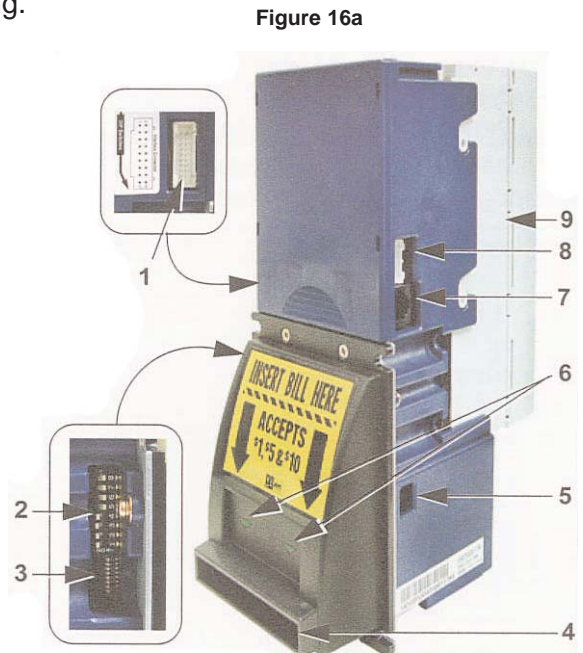
### 1. FEATURES

The JCM© DBV-303 Series Bill Acceptor\* included in your Maxim™ features:

- High Security.
- Snap-in modules for easy cleaning and on-the-spot servicing.
- Color LED indicators for simple fault diagnostics.
- 4-way acceptance.
- Option switches that allow for all or any of the following denominations: \$1, \$5, \$10, and \$20.

Figure 16a illustrates the primary components of the DBV-SOS Series Bill Acceptor.

1. 18-pin molex connector (on left side)
2. Red DIP Switch Block (on left side)
3. White DIP Switch Block (on left side)
4. Bill inserting/ dispensing slot
5. PCB Edge Connector (presently unused)
6. LED indicators
7. 8-pin RJ-45 interface port
8. RC-10 recycler communication port (on right side)
9. Cash Box (at rear)



DBV-303 Front Right View

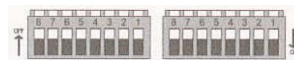
### 2. SETTING OPTION SWITCHES

The bill acceptor comes pre-set to accept \$1, \$5, \$10, and \$20 bills in all directions. To change settings, take the following steps:

1. Unplug the Maxim™
2. Set option switches (Figure 16b).

Figure 16b

DIP Switches



Upper DIP Switch Block Lower DIP Switch Block

Upper 8 Position (Red) DIP Switch Block settings are:

- |                      |                  |
|----------------------|------------------|
| 1. OFF = accept \$1  | ON = reject \$1  |
| 2. OFF = accept \$5  | ON = reject \$5  |
| 3. OFF = accept \$10 | ON = reject \$10 |
| 4. OFF = accept \$20 | ON = reject \$20 |
| 5. always = OFF      |                  |
| 6. always = OFF      |                  |
| 7. always = OFF      |                  |
| 8. OFF = normal      | ON = test mode   |

Lower 8 Position (White) DIP Switch Block settings are:

1. DIP Switches 2-7 always = OFF
2. DIP Switch 1 always = ON
3. DIP Switch 8 ON = Pulse I/F\*

\*See DBV-30X Operations Manual  
(Part No. 960-000103 Rev.) for Pulse I/F settings

### 3. REMOVING BILLS

Bills may be removed by opening the bill box lid, or by removing the bill box from the acceptor by pushing the tab at the top and sliding the bill box upward (Figure 17a).

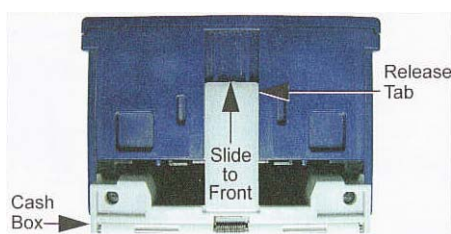


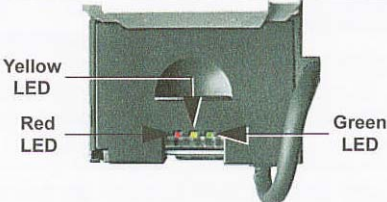
Figure 17a

#### Cash Box Removal

Slide the white release tab located on top of the DBV-303 forward (See Figure 17a) and pull the Cash Box up and out to remove it.

## 4. FLASH CODES

Located on the Sensor Module, a blinking light – depending on color and how many times it blinks – indicates one of the following: (Figure 17b)



Sensor Module Error Code Flash Indications

Number of Flashes			Diagnostic Description
Red	Yellow	Green	
OFF	OFF	SOLID	DBV / OK / READY
OFF	1	OFF	CASH BOX FULL / CHECK CASH BOX
2	OFF	OFF	STACKER ERROR / CHECK CASH BOX
3	OFF	OFF	NOTE JAMMED / CHECK NOTE PATH
OFF	4	OFF	NOTE JAMMED / CHECK NOTE PATH
OFF	10	OFF	CASH BOX POSITION / CHECK CASH BOX
OFF	OFF	1-8	LAST NOTE REJECTED / IF PROBLEM PERSISTS EITHER CLEAN NOTE PATH OR CONTACT JCM
OFF	OFF	9-10	LAST NOTE INHIBITED / REJECTED BY DBV OR HOST
OFF	OFF	11-15	LAST NOTE REJECTED / IF PROBLEM PERSISTS EITHER CLEAN NOTE PATH OR CONTACT JCM

Figure 17b

## 5. CLEARING JAMS AND CLEANING

Trapped bills, debris or dirt can result in poor bill acceptance or bill rejection. Remove bill box and sensor module (Figure 17c) to access bill path and clear any trapped bills or debris. Clean bill path plastic parts, rollers, and belts with a lint-free cloth moistened with a mild soap and water solution. **Do not use petroleum based cleaning solvents, alcohols, thinners, abrasive materials, scouring pads or stiff brushes for any cleaning.** The bill acceptor never requires lubrication.

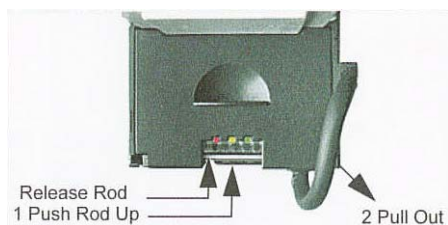


Figure 17c

# Maxim™ Cleaning Procedure

## 1. CLEANING THE OUTSIDE

The Maxim™ may be cleaned with any household, NON-ABRASIVE cleaning product.

## 2. MODULES

Paper dust is created as tickets are vended through the ticket modules. This dust can best be removed periodically (depending on the amount of play) by the use of a small portable vacuum cleaner or compressed air blower. In the event of extreme accumulation, it may be necessary to remove the ticket modules for cleaning.

## 3. BELTS

Clean belts with a solution of mild dish detergent and warm water.





## MAXIM Limited Warranty

American Games, inc., warrants the Maxim machine against defects in material or workmanship for a period of one (1) year from the date of the original purchase as follows:

**PARTS.** In the event of the failure of any part of the Maxim machine through defect in material or workmanship during the period of the warranty, new or rebuilt parts from an equivalent model will be exchanged for such defective parts for said one (1) year period from the original purchase.

**LABOR.** Labor for removal and installation of any such defective parts will take place at a service facility determined at the sole discretion of American Games, inc. and will be provided for said one (1) year warranty period by American Games, inc. or its authorized representative.

Carry-in or ship-in expense to reach said designated service facility will be the sole responsibility of the purchaser.

This warranty applies to the original purchaser only. Your warranty card should be completed and returned at once. A purchase receipt or other proof of date of original purchase will be required before performance under this warranty is rendered.

This warranty is limited solely to failure due to defects in materials or workmanship that occurred during normal use of the Maxim machine. This warranty does not cover damage that occurs in shipment or failures which result from accident, misuse, abuse, neglect, lack of normal maintenance, mishandling, misapplication, alteration, modification, malfunction caused by faulty tickets, service by anyone other than an authorized American Games, inc. representative, or damage that is attributed to acts of God.

**LIMITS AND EXCLUSIONS.** There are no express warranties except as listed above. This Warranty may be superseded based on contractual terms and the expressed terms there in and other terms implied through special purchases.

AMERICAN GAMES, INC. SHALL NOT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM THE USE OF THIS PRODUCT, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. ALL EXPRESS AND APPLIED WARRANTIES, INCLUDING THE WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE APPLICABLE WARRANTY PERIOD SET FORTH ABOVE. Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitations on how long an implied warranty lasts, so the above exclusions or limitations may not apply to you.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

If a problem with this product develops during or after the warranty period, you may contact American Games, inc. or its authorized representative.

For additional information, please contact:



504 34th Avenue • Council Bluffs, Iowa 51501

or call:  
1-800-874-2637

# Accessories



## Maxim™ Locking Cabinets

Just the thing for displaying your machine. Lots of storage room for extra pull-tabs and supplies. The 8400 cabinet includes built-in cubby for waste basket (not included). Constructed of solid, cold-rolled steel and painted to match your Maxim™. Adjustable feet for easy leveling.

### Also Available:

- Replacement Pull-Tab Bins
- Replacement/Reconditioned Parts

Call an American Games Sales Representative at  
**800-874-2637**  
for more information.

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For Maxim™ service, call 866-266-2946.



## Automatic Pull-Tab Counting Machine By American Games, Inc.

*The fastest, most accurate pull-tab counting method around!*

- *Virtually Zero Percent Error*
- *Unequaled Speed*
- *Quiet Action*
- *Compact Design*
- *Trouble-Free Maintenance*
- *Simple Setup*



*You'll Never Again Have to Count by Hand!*

	<u>Hand Counting</u>	<u>Accucounter</u>
1 Hour's Work	About 3,000 tickets	5,800 tickets
8 Hours' Work	About 24,000 tickets	206,400 tickets
416 Hours/Year (8 Hours/Week)	About 1,248,000 tickets	10,732,800 tickets

# QUALITY YOU CAN COUNT ON!



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