

Money Machine Instructions

Video on How to Set Up/Tear Down (6 min): <https://youtu.be/ai2Kt78cTVw>

Setup:

1. Set up money machine on a flat surface near 2 grounded electric outlets. Use 2 helpers to set up.
2. Unroll the money machine.
3. Plug the blowers into 2 grounded electric outlets. Set blowers side by side. Don't turn them on yet.
4. Find the small round inflatable tube part of the vinyl. Slide it around the yellow blower nozzle and secure tightly so minimal air escapes.
5. Find the rectangular opening in the vinyl, (next to the above tube). Velcro securely to larger blower.
6. Have a 2nd person in place to guide the inflatable properly into place as it inflates, so it doesn't twist. Turn on the yellow blower. The money booth inflates. It should look something like the photo below.
7. Put cash, play bills, coupons, or whatever you wish into the booth. 50-60 seems to work well.
8. Turn on the big blower. Make sure the bills blow around well. There are 3 different speed settings. If they don't blow around properly, be sure both blowers are on straight, & that minimal/no air is escaping.

Operation:

1. Attendant explains guidelines to the participant.
2. Attendant has participant wear protective goggle to protect eyes.
3. Attendant unzips the door, lets participant in, then zips up the door.
4. Attendant encourages the audience to count down time out loud and cheer for the participant.
5. Attendant turns on the big blower, blowing bills around. Participant grabs for bills.
6. After the allotted time, attendant turns off the big blower. Unzip the door, get goggles, let participant out.
7. Note: Yellow blower runs continuously to keep unit inflated. Bigger blower just runs when someone is inside, as it blows the money around.

Different Game Rules You May Wish to Use:

Some things to consider:

- Are you going to let participants in continuously? Every 30 or 60 minutes? Other? Make sure your attendant is available whenever you want to use it.
- Do you want to use cash, play bills, coupons, or other? In our experience, cash, play bills, and coupons on 20# (normal weight office paper) blow fine. Card stock probably will not blow around very well.
- Usually people try to grab as many bills as they can. However, you can also award 1 bill (or coupon)—the 1 they like most. So a participant grabs a bill, then must decide whether to keep it or try for another.
- Time frame: 30 seconds is most common. You could do 15-20, 60, or whatever.

Some ideas:

- If giving out cash, you might put in a lot of low denominations, a few middle denominations, & 1-2 high denominations. If the high ones are grabbed early, they won't be available for the others, unless you replenish. Same with coupons—if your big prize is grabbed early, it won't be available for the others. Perhaps have 3-4 big prize coupons. Put 1 in at a time. When it's picked, put in another.
- If you grab 1-4 bills, you get prize A. 5-9 bills: A or B. 10 or more bills: A, B, or C.
- Here are some guidelines to govern how many bills they grab. You can add these as you go along if people are grabbing too many:
 - No using your shirt to catch them like a parachute.
 - No holding bills against your body. Can only use your hands.
 - Cannot grab bills off the ceiling or floor.



Teardown:

- Remove coupons or bills.
- Roll money machine neatly & fairly tightly.
- Wrap electric cord neatly around blowers.
- Return to Abra-Kid-Abra Mon-Fri 8:30am-4pm. Call ahead to be sure we won't be out on an errand.