

Pack Vending Machine Owner's Manual

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THINKING OUTSIDE THE CAPSULE
WWW.BRANDVENDINGPRODUCTS.COM



The Contents

The contents of your new pack machine include:

- The pack vending machine (top & bottom)
- 8 screws
- 4 weights
- TV Remote
- Set of vending keys
- Power Cord



1 Top & 1 Bottom of unit



4 weights



8 screws

NOTE: If your hobby station came assembled the 8 screws are already attached to the unit!



1 TV Remote



1 set of vending keys



1 power cord

NOTE: Your Hobby Station pack vending machine may have already arrive assembled! If so, skip ahead to page 6 (Loading the packs into the machine.)

Assembling Your New Pack Vending Machine

The tools you will need:



1: Philips Screwdriver

1: 6.5 mm Socket Wrench

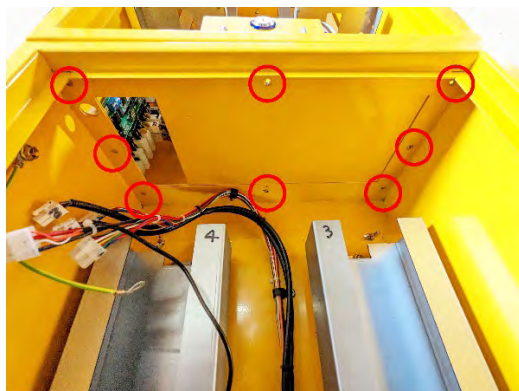
Step 1:

Start by lifting the top half of the unit and placing it on top of the bottom half. Open the back using your keys to remove the two back panels.



Step 2:

From the bottom half attach the 8 screws upward into the top. It is recommended to not tighten the screws all the way until all 8 are in.



Step 3:

Snake all the wires from the bottom half up into the top half of the unit.



Bottom Half

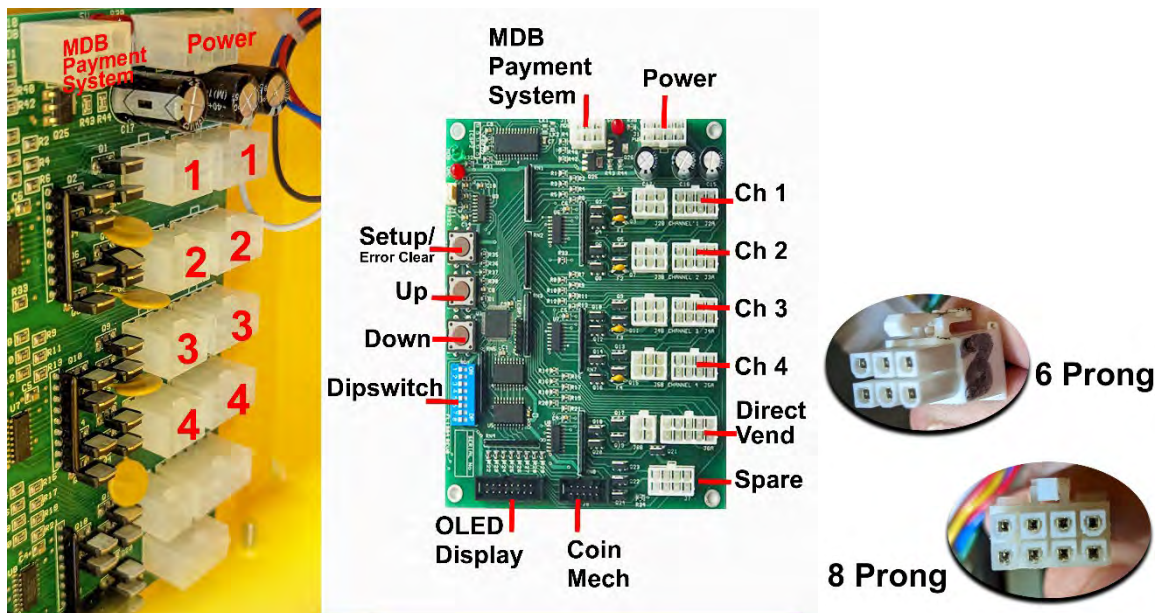


Top Half

Step 4:

Now take the 8 connectors with numbers on them and follow this diagram. Notice there are connectors with 6 prongs and ones with 8 prongs. Connectors 1+2 may already be connected.

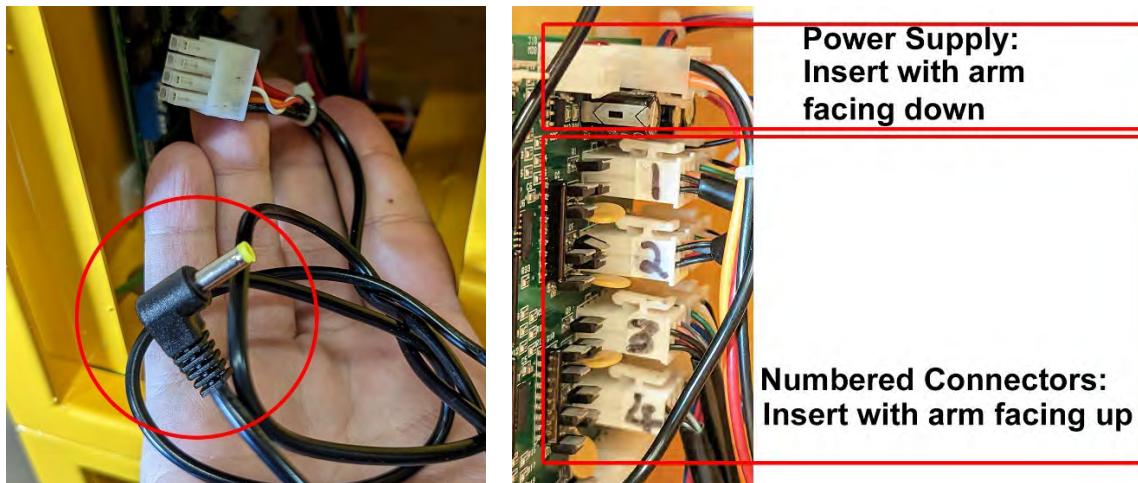
(NOTE: Numbered Connectors are inserted with the arm connector facing up and on the power supply the arm connector is facing down)



Step 5:

Next find the power supply. This one isn't numbered but it's the one with the power supply that goes up to the TV monitor. Connect the power supply by using the same diagram in step 4.

(NOTE: Numbered Connectors are inserted with the arm connector facing up and on the power supply the arm connector is facing down)

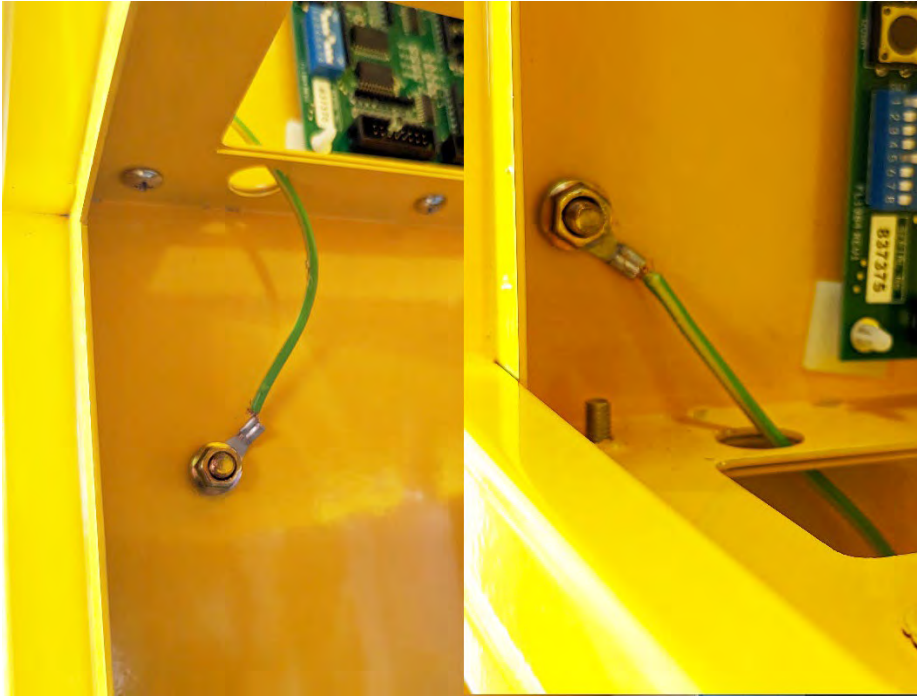


Next connect the power supply up to the tablet and don't forget to tuck the wire behind the channel to make sure it doesn't get snagged.



Step 6:

Lastly look for the ground wire located on the side of the bottom half. Snake it up to the top half and attach it into the top half of the unit using a 6.5 mm socket wrench



That's it, your new pack vending machine is assembled.

Loading The Packs Into The Machine

The unit can vend 4-14 card packs.

Note: A 16 card pack will require a small adjustment please contact the manufacturer for more information

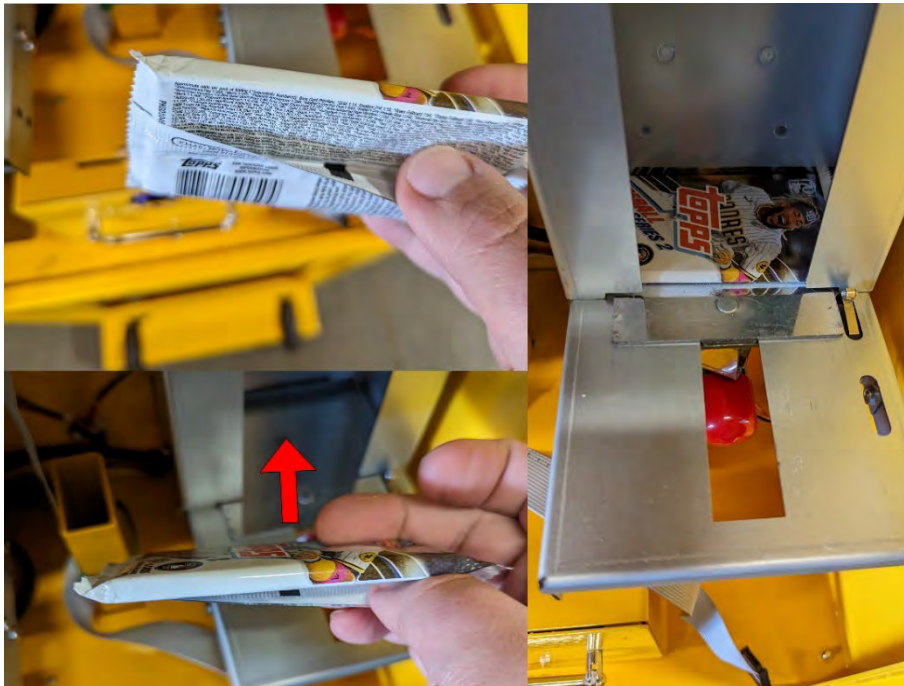
Step 1:

Open the back using your keys to remove the two back panels.



Step 2:

When loading the packs into the machine make sure to face the opening of the bottom of the pack to be facing you so when the pack is vended it doesn't get caught.

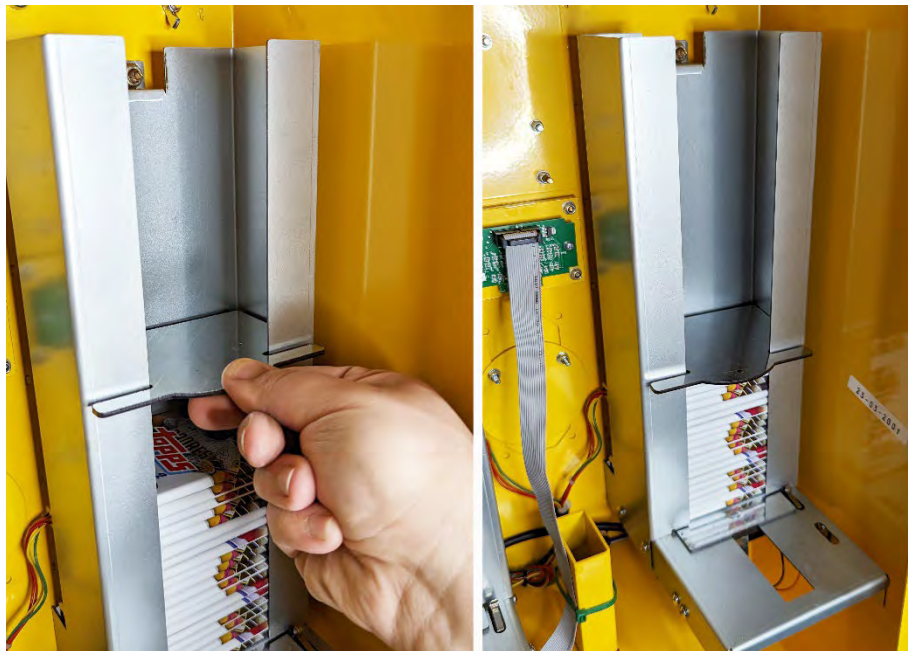


Note: Please DON'T load oversized hanger packs with large packaging



Step 2:

Lastly slide the weights down onto each of the pack channels. The weights serve a couple purposes one it applies pressure to the gravity feed of the channel which helps vend the packs properly. Secondly the weights activate a sensor that lets the machine know the channel is out of stock and won't continue to vend when it touches the bottom of the channel.



Adjusting The Price Of Your Packs

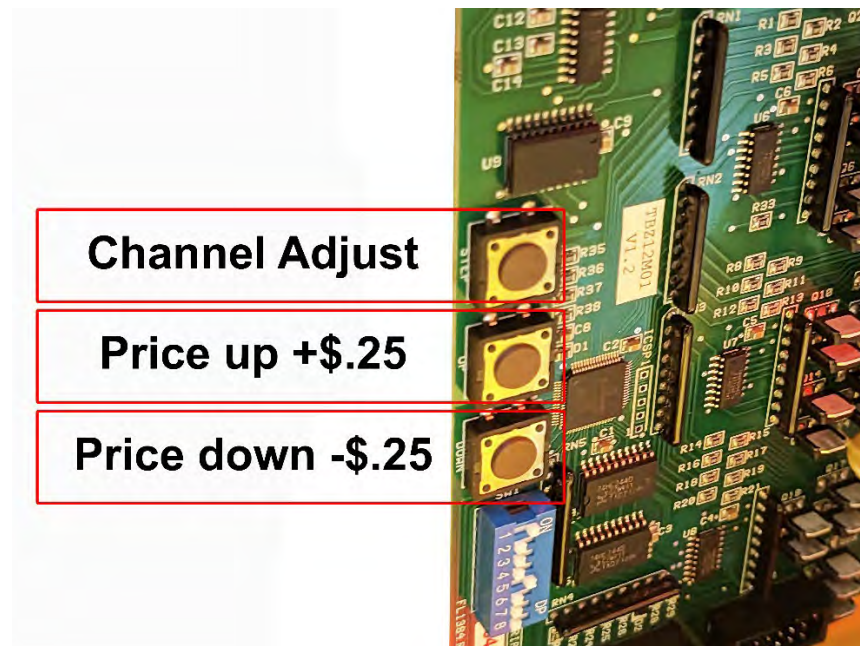
Step 1:

Open the back on the top half of the unit using your keys and remove the back panel.



Step 2:

The machine must be powered on to change the price. Next, you're looking for these three board buttons. The top one adjusts the channel. The other two board buttons adjust the price.





NOTE: Channels 5 – 12 are only used if you have 3 machines daisy chained together otherwise, for one machine you only need to adjust channels 1-4. When adjusting the price, you must cycle through all the other channels to get back to 1-4. Channels 5-12 are still accessible even with one machine

Step 3:

Hit the top board button to select which channel's price you want to adjust, go to the corresponding channel, and set your price.

NOTE: After \$9.75 the display will show \$A.00 this equals \$10.00 after 9.00 letters are used in place of numbers A=\$10, B=\$11, C=\$12, D=\$14, etc.



NOTE: On the 1st gen boards the system is as shown in step 3. However, 2nd gen boards will have the price just displayed as the number and not as letters.

Loading The Printed Displays

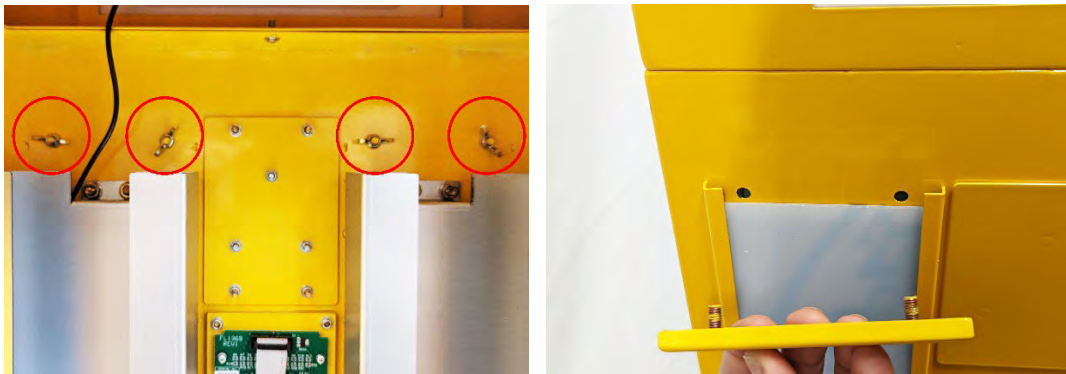
Step 1:

Open the back using your keys to remove the two back panels.



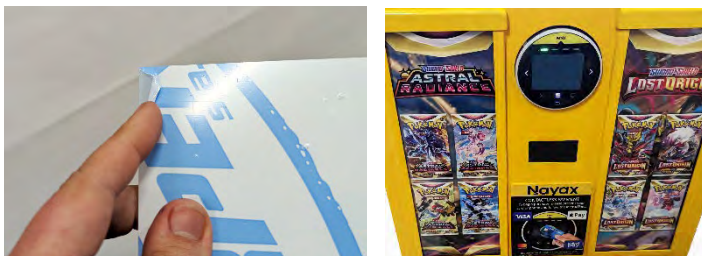
Step 2:

Simply unscrew the hand twist bolts for each pack channel. Now you can pop the cover off the front of the display holder.



Step 3:

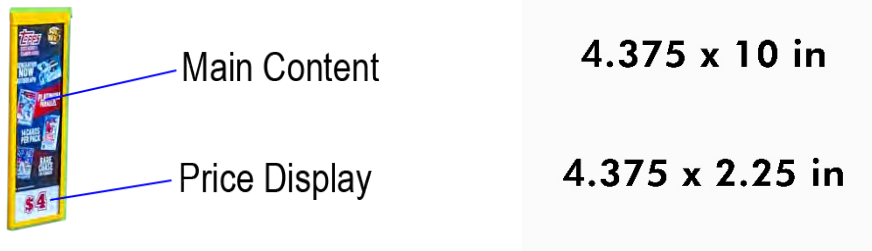
Slide out the plexiglass and peel off the protective vinyl wrap on both sides. Insert the printed display and slide the plexiglass back in pop the cover on and seal it up.



Creating Custom Displays

Creating your own display inserts opens the door to a nearly limitless amount of point-of-sale product possibilities, allowing you to expand your product line and ultimately increase your bottom line.

We've included a template for making your own printed displays



Included in this document (*shown on the following pages*):

- Main content - insert template
- Price display - insert template
- 24 price insert cut-outs (\$2 thru \$25 ready to print)

Note: Price Inserts and an extra template located at the end of this manual
Go to <https://www.brandvendingproducts.com/manuals-media/>
For more displays for easy printing!

For 8.5 x 11" Printers

1. Download the Microsoft Word Document for the desired insert.

[Pack Vending Machine - Insert Guide 4.5 x 10.docx](#) (Main content)

[Pack Vending Machine - Insert Guide 4.5 x 2.5.docx](#) (Price display)

NOTE:

If using a design software such as Photoshop or Illustrator, download the template images here:

[Brand Vending-Insert Print Area Guide 4.5 x 2.5 Price.png](#)

[Brand Vending-Insert Print Area Guide 4.5 x 10 Main Content.png](#)

2. When the download is complete, navigate to the folder the file was downloaded to (*if unsure check your **DOWNLOADS** folder*).

3. Open the file.
4. Use either Microsoft Word or your preferred graphics program to add text, images, etc. to achieve desired results.

NOTE:

When using MS Word, the template image is watermarked onto the page, so it will not interfere with layout options.

ATTENTION:

SAVE. SAVE YOUR WORK OFTEN!

5. When satisfied with your layout, save the file, then print your finished insert template design at **100% size**.
6. With the printed result, cut your design out of the template **using the referenced cut line** as a guide.

NOTE:

A paper cutter often yields the best results.

7. To display the price of the to-be-vended product along with the main content, find the page, later in this document, which corresponds to the desired selling price. Print that page at **100% size**.
8. With the printed result, cut the price display out of the page **using the rectangular box outline** as a guide.

NOTE:

A paper cutter often yields the best results.

9. You should now have two cut-to-size prints. Use Scotch tape (*or similar*) to attach the bottom of the larger 10" insert to the top of the smaller price insert.

NOTE:

Its easiest to place both cut-to-size inserts face down on a clean, flat surface. Apply tape to the back (blank side). Essentially attaching the two pieces together to make one insert with both content and price connected.

10. From the POS section on the front of the machine the insert will be used, remove the 1/8" thick clear plastic sheet from the insert guide brackets (*slide upwards*).

11. Place the insert behind the clear sheet, align them with each other and hold them together while sliding them both back into the insert guide brackets (*slide down*).

Congratulations! You have just created and installed custom Inserts for display in your Pack Vending Machine!

Reference links:

[https://www.brandvendingproducts.com/product/topps-trading-card-vending-](https://www.brandvendingproducts.com/product/topps-trading-card-vending-station/Pack_Vending_Machine_Insert_Template_Use_Instructions.docx)

[station/Pack_Vending_Machine_Insert_Template_Use_Instructions.docx](https://www.brandvendingproducts.com/product/topps-trading-card-vending-station/Pack_Vending_Machine_Insert_Template_Use_Instructions.docx)

https://www.brandvendingproducts.com/product/topps-trading-card-vending-station/Pack_Vending_Machine_Insert_Guide_4_5_x_10.docx

https://www.brandvendingproducts.com/product/topps-trading-card-vending-station/Pack_Vending_Machine_Insert_Guide_4_5_x_2_5.docx

[https://www.brandvendingproducts.com/product/topps-trading-card-vending-station/Brand_Vending-Insert_Print_Area_Guide](https://www.brandvendingproducts.com/product/topps-trading-card-vending-station/Brand_Vending-Insert_Print_Area_Guide_4_5_x_2_5_Price.png)

[_4_5_x_2_5_Price.png](https://www.brandvendingproducts.com/product/topps-trading-card-vending-station/Brand_Vending-Insert_Print_Area_Guide_4_5_x_2_5_Price.png)

[https://www.brandvendingproducts.com/product/topps-trading-card-vending-station/Brand_Vending-](https://www.brandvendingproducts.com/product/topps-trading-card-vending-station/Brand_Vending-Insert_Print_Area_Guide_4_5_x_10_Main_Content.png)

[Insert_Print_Area_Guide_4_5_x_10_Main_Content.png](https://www.brandvendingproducts.com/product/topps-trading-card-vending-station/Brand_Vending-Insert_Print_Area_Guide_4_5_x_10_Main_Content.png)

Larger printers or for professional prints we also have a template for those who can print on 11 x 17 paper to create the main content and display all on one page!

HobbyStation_DisplayTemplate_11x17.psd

HobbyStation_DisplayTemplate_11x17.pdf

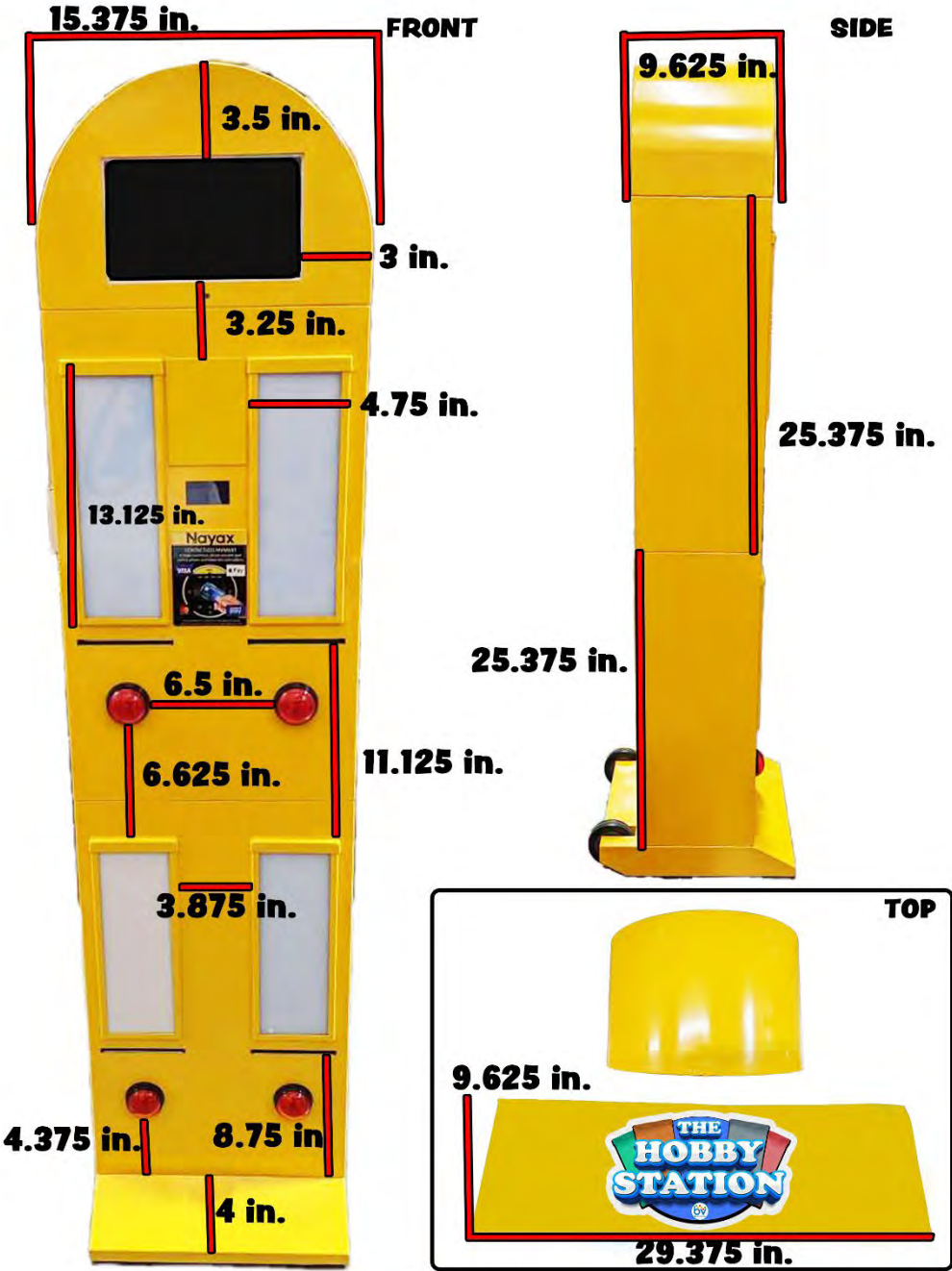
HobbyStation_DisplayTemplate_11x17.png

All available at:

<https://www.brandvendingproducts.com/manuals-media/>

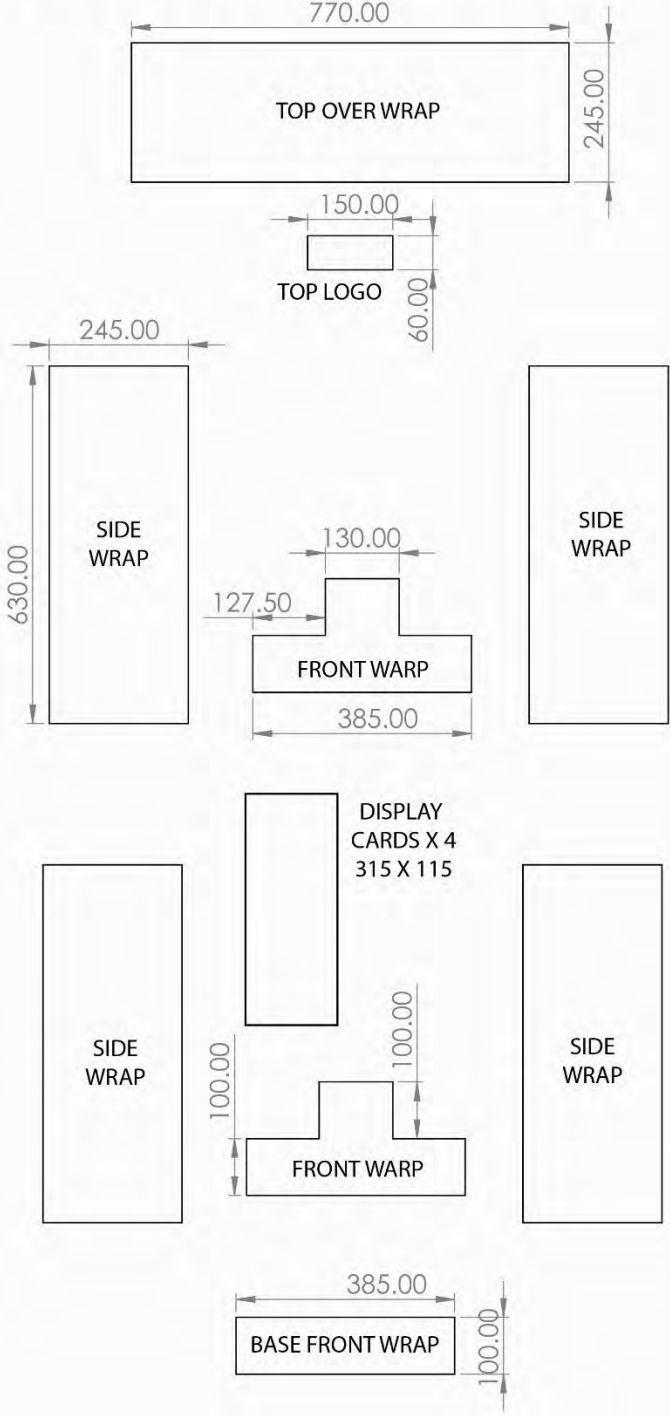
Sticker Guide

You also can create your own stickers using the following surface area diagrams



Inches

TRADING CARD MACHINE ARTWORK PANELS



Millimeters

Dipswitch Options

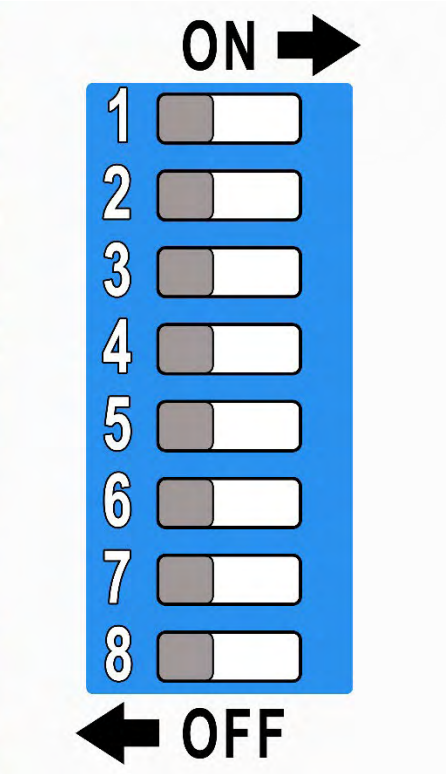
Step 1:

Open the back on the top half of the unit using your keys and remove the back panel.



Step 2:

Locate the dipswitch it has 8 numbered switches that can be turned on or off. These switches control various options based on how you have the switches set.



Note: The dipswitch is only read when the machine powers up. Therefore, if any alterations are made to the switch settings, it is necessary to power down the machine and then switch it back on.

Switches 1+ 2 control the payment method. These do not necessarily disable a connected payment device, but merely suppress or enable the appropriate display messages

- No Cash No Contactless Payments: **1: OFF; 2: OFF**
- Cash Payments Only: **1: ON; 2: OFF**
- Contactless Payments Only: **1: OFF; 2: ON**
- Cash and Contactless Payments: **1: ON; 2: ON**

Switch 3 controls the push button light settings during the machine's "Attract mode," which initiates when the machine idles with no vends or credits

- Push Button Lamp Buttons DON'T FLASH: **3: OFF**
- Push Button Lamp Buttons FLASH every 7mins: **3: ON**

Switches 4 + 5 controls the currency method.

- Set Machine for £GBP: **4: OFF; 5: OFF**
- Set Machine for €Euro: **4: ON; 5: OFF**
- Set Machine for \$USD: **4:OFF; 5: ON**
- Not Valid: **4: ON; 5: ON**

Switch 6 controls the payment method of coin/token
Optional if coin mech attachment is installed.

- Set Machine for Coins **6: OFF**
- Set Machine for Tokens **6: ON**

Switch 7 toggles **FREE VEND** mode. Free Vend overrides all Product Price settings, effectively making them zero. However, any pre-programmed price settings remain in memory, and will be restored the next time the machine is powered-up with Dipswitch pole 7 off.

- Set Machine Turn OFF Free Vend **7: OFF**
- Set Machine Turn ON Free Vend **7: ON**

Switch 8 Puts the machine into "service mode" this will display on the front of the machine. Service mode allows an engineer to operate the machine without having to use cash or contactless payments.

The display will show “SERVICE MODE” as well as the normal credit display, and other messages generated during idle and vend cycles etc.

Pressing the **SETUP UP** button adds £0.10 to credits (or €0.10 or \$0.25)

Pressing the **SETUP DOWN** button press adds £1.00 to credits (or €1.00 or \$1.00)

In this mode, credits obtained, and products dispensed are not counted or reported via the Contactless reader.

- Service Mode OFF: **8: OFF**
- Service Mode ON: **8: ON**

Vending Channel LED Light Illumination

Each Vending Channel has LED lights that serve to both attract and to quickly identify any issues that may be present.



Green Light



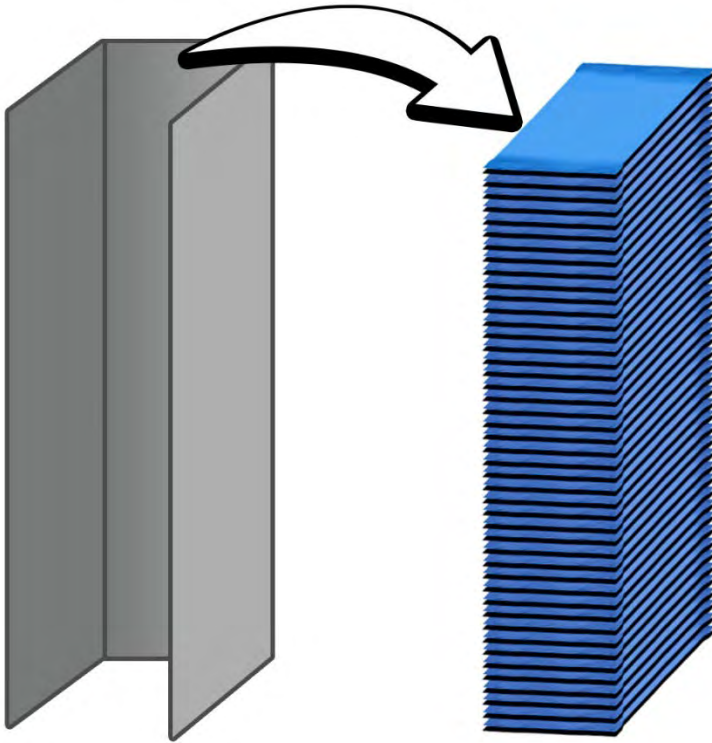
Red Light

VEND SLOT ILLUMINATION – QUICK GUIDE

- Green, solid light.
 - product available for purchase
- Green, flashing light.
 - vend in progress.
- Red, solid light.
 - product stock empty
- Red, flashing light.
 - vend error – For more on vending errors. Refer to the “Troubleshooting – RED Light Error State” section

Troubleshooting - Fixing Channel Pack Jam

If there is a physical jam, simply clear the channel and reload the packs into the channel and don't forget the weight!



NOTE: If no physical jam is present but the machine is in an error state – Refer to the “Troubleshooting – RED Light Error State” section

Troubleshooting - Red Light Error State

If a vend cycle fails to complete (due to a product jam etc.) within a certain timeframe, a Vend Error state is generated.

The Vend Slot will flash red, and further use of that channel is inhibited until the machine is attended to. Other channels remain available for purchase.

For CASH sales the display will show "VEND ERROR PENDING" as soon as the error occurs, and again periodically during the normal display cycling. This display is evidence to an attendant that a user has paid for a product which has failed to vend from the channel whose slot is flashing red.

For CONTACTLESS sales the display will show "VEND ERROR PENDING" as soon as the error occurs. If the Contactless Reader, then successfully refunds the purchase price automatically to the payment media, the message will not be shown again, indicating to an attendant that the user has been refunded already. If the Contactless Reader fails to refund the purchase price, "VEND ERROR PENDING" is shown again periodically during the normal display cycling as evidence to an attendant that a user has paid for a product which failed to vend from the channel whose slot is flashing red.

To clear VEND ERRORS an attendant should first resolve any product / vend mechanism jam etc. that may have occurred.

Note: that the offending mechanism may have stopped part way through the cycle, and it may be necessary to perform a dummy vend to reset the mechanism to its normal rest position (product may or may not be dispensed, depending on which point in the cycle that the error occurred.)

The attendant can then press the SETUP STEP (ERROR CLEAR) button to clear the red flashing slot lamp(s) and re-enable all channels for purchase. Alternatively, the machine can be powered down for a few seconds before switching back on.

Loading New Videos

Step 1:

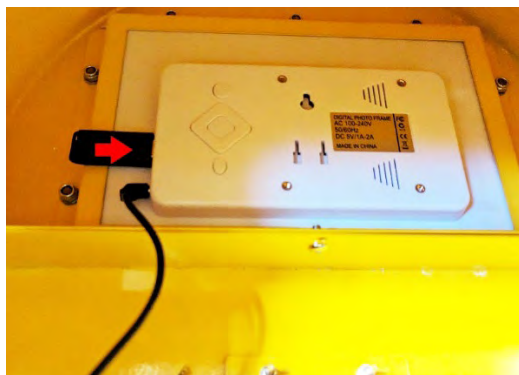
Open the back on the top half of the unit using your keys and remove the back panel.



Step 2:

Simply plug a USB drive with the videos into the back of the tablet. Videos should auto start and loop on their own.

NOTE: If your videos don't load try condensing the file size as much as possible they can't be very large files



Video Format 1280 x 720

- Supports RM, RMVB, MKV, MOV, M4v, MPG, FLV, PMP, AVI, VOB, DAT, MP4, 3GP, video file format playback

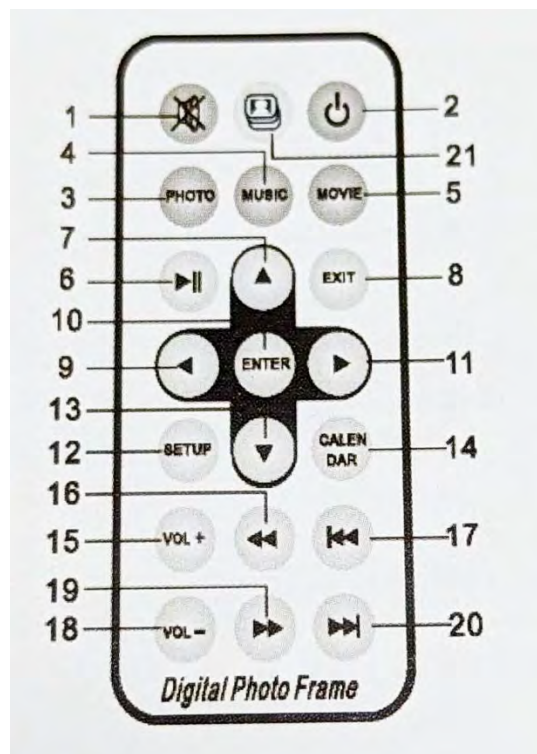
Note: Multiple videos can be loaded onto the USB drive and the Monitor will automatically loop through all the videos. If one video is too large or there is an issue it will automatically move onto the next video on the USB drive

The TV Monitor

Power Supply: DC 5V 1.5A 2A

Features

- Supports JPEG, BMP format picture browsing, supports image rotation, scaling; supports auto play with multiple special effects; supports background music playback.
- Clock and calendar display: supports calendar, month calendar and clock display.
- Supports MP3, MP2, MP1, WMA, OGG, APE, FLAC, AC3, RA, AAC, and other audio file format playback.
- Supports RM, RMVB, MKV, MOV, M4v, MPG, FLV, PMP, AVI, VOB, DAT, MP4, 3GP, video file format playback
- Can set for system parameters and functions
- Supports built-in TF card auto copy the file
- Supports a large variety of cards, including SD, MMC, etc. and supports software upgrading via SD card
- Supports USB 2.0 can be configured as USB OTG; supports a large variety of U disk, MP3 and other devices
- Supports infrared remote control



Key Features of the Remote Control

- 1 – Mute: Press to turn off the sound when playing; press again to re-open the sound
- 2- Standby: Press to enter into standby mode when playing; press again to return
- 3- Photo: Picture playback shortcuts
- 4- Music: Music playback shortcuts
- 5- Movie: Movie playback shortcuts
- 6- Play/Pause: Play/Pause
- 7- Up: Cursor up key
- 8- Exit: Return key
- 9- Left: Cursor left key
- 10- Enter: Confirm key
- 11- Right: Cursor right key
- 12- Setup: Settings shortcut
- 13- Down: Cursor down key
- 14- Calendar: Clock and calendar shortcuts
- 15- Vol +: Increase the sound volume
- 16- <<: Rewind key
- 17- Previous: Move to previous picture, song, or video
- 18- Vol -: Decrease the sound volume
- 19- >>: Fast forward key
- 20- Next: Move to next picture, song, or video
- 21: Photo + Music play shortcuts

MDB System - Credit Card Payment System

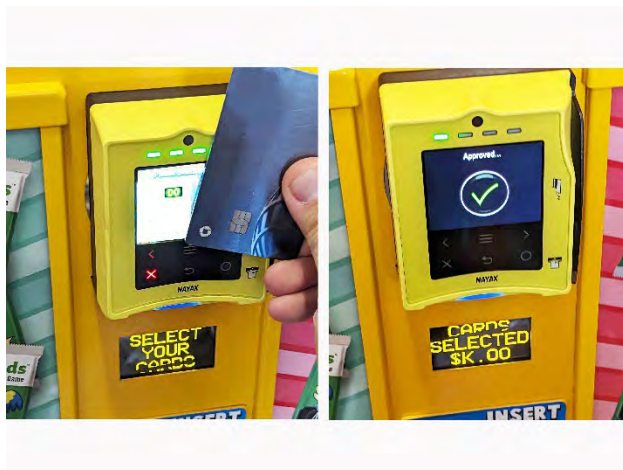
Your new Pack Vending Machine comes equipped with an MDB system, a contactless credit card reader that accepts most major forms of swipe, tap, or inserted payment methods.

Brand Vending Products is NOT affiliated with Nayax or KioSoft
To use their system's you must set up a new account with either Nayax or KioSoft depending on which MDB System you chose with your machine.

NAYAX – MDB



Step 1: Tap the screen and select a product.



Step 2: Pay for the Product.



Step 3: Collect the Product.

Please set up a Nayax account so you can begin processing payments!

<https://www.nayax.com/>

https://www.nayax.com/business_type/vending/

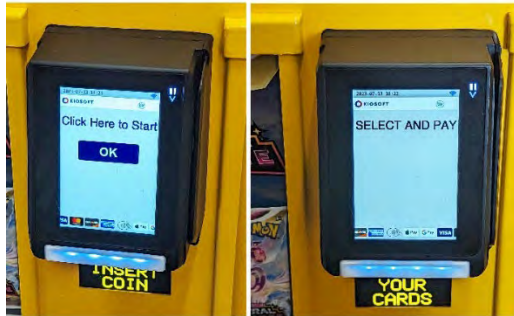
<https://www.nayax.com/contact-support/>

Nayak: On Boarding Support 1.410.666.3800

Harry Kolsky harry@nayak.com 1.410.666.3800 ext 1113

or cell at 1.410.302.9015

KioSoft – MDB



Step 1: Tap the screen and select a product.



Step 2: Pay for the Product.

Step 3: Collect the Product.

Please set up a KioSoft account so you can begin processing payments!

<https://www.kiosoft.com/>

For Technical Support:

888-546-7638

support@kiosoft.com

For KioSoft on Boarding Support:

Jack Donnelly

jack.donnelly@kiosoft.com.

508-558-2516

Replacing A Channel

The tools you will need:



1: 10 mm Socket Wrench (recommended to have a long extension)

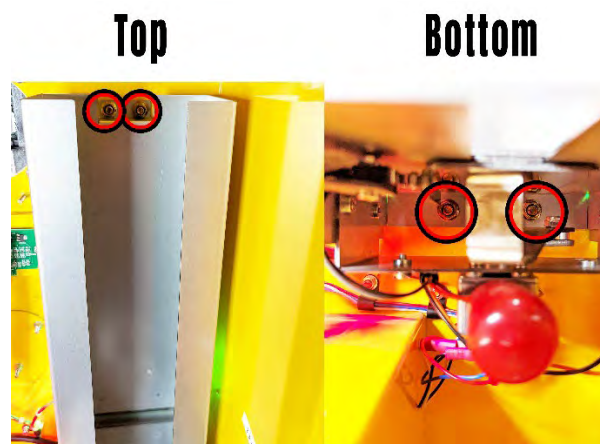
Step 1:

Open the back using your keys to remove the two back panels.



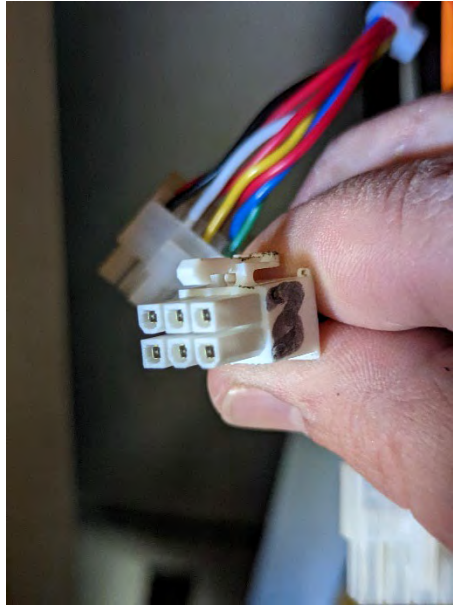
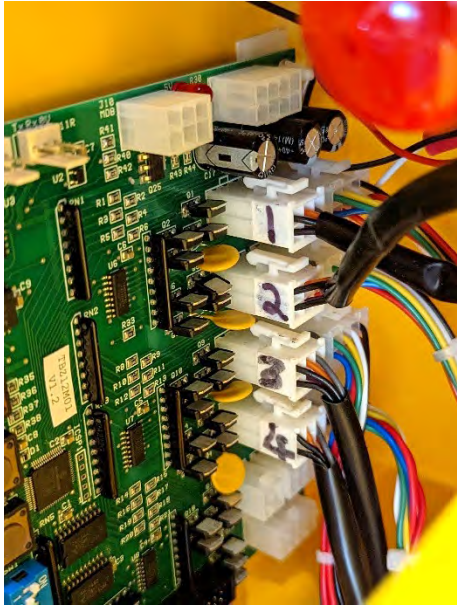
Step 2:

Now simply remove four 10mm nuts off the channel. Two are located on the top and two are located on the bottom. We recommend using a socket wrench with an extension.

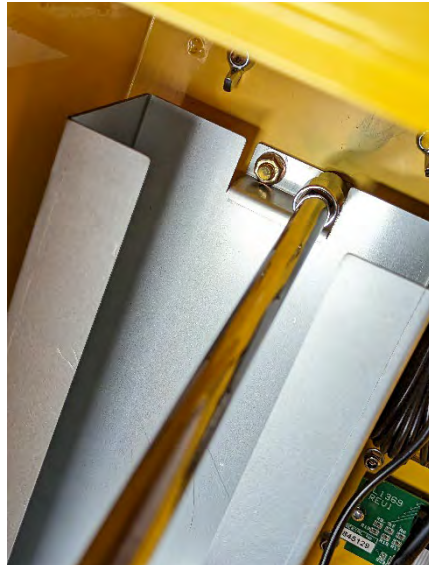


Step 2:

DON'T FORGET to unplug the channel pull out the corresponding **6 PRONG** connector to the corresponding channel

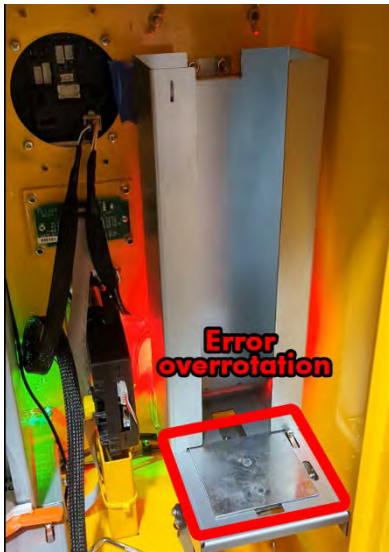
**Step 2:**

Now simply pull out the whole channel and swap it out for your new channel. Plug it in and reattach the four 10mm nuts.



Troubleshooting - Fixing Channel Over Rotation

If the channel is over rotating and not going back to its default position the channel will error out. This over rotation is due to a misaligned sensor and is easy to adjust.



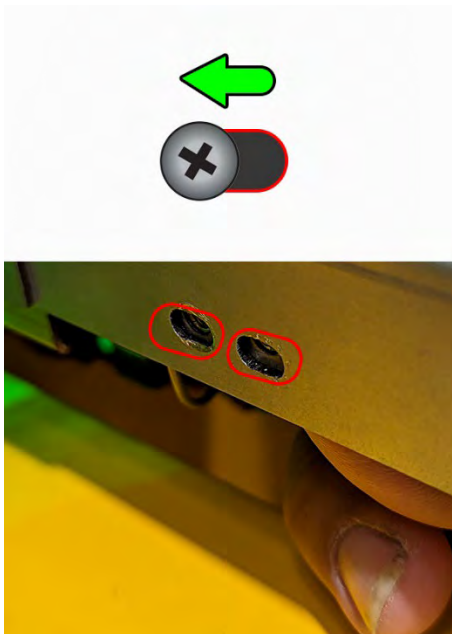
Step 1:

You just need a screwdriver and loosen the following two screws. You don't need to remove them completely all we want is to slide the sensor towards the front of the machine.



Step 2:

Once you slide the sensor bar to the front most position, tighten it all up and test the machine again. This should have corrected the over rotation.



NOTE: This is an example of the machine's sensor for visual purposes, but you don't need to remove it just slide it forward.

Hints And Tips

Helpful hints with your Pack Vending Machine - There are a couple of moving parts in the vending machine. We would like to go over them with you this will help keep your machine functioning longer

1. **The lock and Key** – This is a two piece part and should never be over tightened. The machine being an all metal machine is secure when the lock is snug. The lock is made with 4 metal pins that determine the combination of the lock. When the lock is over tightened it puts undue pressure on these pins and may cause damage to them. If damage occurs the pins will seize and not allow the lock to come undone. **Do Not Over Tighten The Locks.** The pins in the lock that make up the code are pushed up by springs. When the key is inserted it depresses these springs and the pins forming the code that allows the lock to turn. These springs will continue to put pressure on the key pushing the key upwards. You need to make sure the key is always depressed so that the lock turns smoothly. If the key gets hung up due to not the right compression it may break the key or the pins. Pay close attention to this so that the key does not freeze up in the lock or breaks rendering it unusable. The locks come with 2 ways or 4 ways to get the key out. Sometimes the key will be pushed out in these areas sometimes causing you to try to turn the key harder without the depression need. The key never needs to be force to turn. It should always turn smoothly and you need to just adjust the key to allow it to do so. The key comes with a code engraved in the handle with a color code sleeve. There are 3 locks and 3 keys per machine. Keep the number and the color of the sleeve handy in case you ever lose your keys. There is a record being kept of what your key code is and for us to help replace the locks and keys you will need to identify those 2 pieces of information. The locks will last longer if you take some food grade machinery grease like AMSOIL X-Treme Food Grade Grease NLGI#2, with a tooth pick, and put some grease in the thread area of the lock. This will allow the lock to go on smoother and not get stuck due to over tightening. This process is mandatory and will help with wear and tear on the locks and keys and only needs to be done once. (You can find the food grade grease on Amazon.com under the search of “food grade grease” .

2. **The Coin Mechanism** – Once a year (depending on usage) or as often as needed you should tighten up the screws on the back of the coin mechanism. Make sure you **do not over tighten** these screw. Making them snug is all that is needed. The coin mechanism is a high quality all metal mechanism that is made to drop through all smaller coins. If someone puts in a penny, nickel, or dime the mechanism is made to allow them to fall into the cash drawers of your machine. Make sure you read the instructions on the mechanism so you are able to work with the mechanisms if the occasion requires.

2. **Test the Machine** – Don't forget to test the machine after every service. It's a good practice to run a couple quarters thru each mech to make sure its vending properly.

Want your own Pack Vending Machine?
Scan the code and learn how!



Additional Technical support help and questions?

www.BrandVendingProducts.com

sjochim@brandvendingproducts.com

Toll Free: 800-967-3048



PACK VENDING MACHINE

Custom Insert Resources

Instructions, Templates & Print Files



PACK VENDING MACHINE

INSERT TEMPLATE USE INSTRUCTIONS



This guide is intended to help get you started with the creation, output and installation of custom Pack Vending Machine product display inserts.

Creating your own display inserts opens the door to a nearly limitless amount of point-of-sale product possibilities, allowing you to expand your product line and ultimately increase your bottom line!

Your Pack Vending Machine can be configured from 4 to 12 product selections simultaneously by attaching additional units.

This document and its templates can be found online here as a MS Word document file (DOCX):

[Pack Vending Machine Insert Template Use Instructions](#)

Included in this document (*shown on the following pages*):

- Main content - insert template
- Price display - insert template
- 24 price insert cut-outs (\$2 thru \$25 ready to print)



NOTE:

These ready-made files can be found in the last 25 pages of this document.

INSTRUCTIONS

1. Download the Microsoft Word Document for the desired insert.

[Pack Vending Machine - Insert Guide 4.5 x 10.docx](#) (Main content)

[Pack Vending Machine - Insert Guide 4.5 x 2.5.docx](#) (Price display)

NOTE:

If using a design software such as Photoshop or illustrator, download the template images here:

[Brand Vending-Insert Print Area Guide 4.5 x 2.5 Price.png](#)

[Brand Vending-Insert Print Area Guide 4.5 x 10 Main Content.png](#)

2. When the download is complete, navigate to the folder the file was downloaded to (*if unsure check your **DOWNLOADS** folder*).
3. Open the file.
4. Use either Microsoft Word or your preferred graphics program to add text, images, etc. to achieve desired results.

NOTE:

When using MS Word, the template image is watermarked onto the page, so it will not interfere with layout options.

ATTENTION:

SAVE. SAVE YOUR WORK OFTEN!

5. When satisfied with your layout, save the file, then print your finished insert template design at **100% size**.
6. With the printed result, cut your design out of the template **using the referenced cut line** as a guide.

NOTE:

A paper cutter often yields the best results.

7. To display the price of the to-be-vended product along with the main content, find the page, later in this document, which corresponds to the desired selling price. Print that page at **100% size**.
8. With the printed result, cut the price display out of the page **using the rectangular box outline** as a guide.

NOTE:

A paper cutter often yields the best results.

9. You should now have two cut-to-size prints. Use Scotch tape (*or similar*) to attach the bottom of the larger 10" insert to the top of the smaller price insert.

NOTE:

Its easiest to place both cut-to-size inserts face down on a clean, flat surface. Apply tape to the back (blank side). Essentially attaching the two pieces together to make one insert with both content and price connected.

10. From the POS section on the front of the machine the insert will be used, remove the 1/8" thick clear plastic sheet from the insert guide brackets (*slide upwards*).
11. Place the insert behind the clear sheet, align them with each other and hold them together while sliding them both back into the insert guide brackets (*slide down*).

Congratulations! You have just created and installed custom Inserts for display in your Pack Vending Machine!

Reference links:

https://www.brandvendingproducts.com/product/topps-trading-card-vending-station/Pack_Vending_Machine_Insert_Template_Use_Instructions.docx

https://www.brandvendingproducts.com/product/topps-trading-card-vending-station/Pack_Vending_Machine_Insert_Guide_4_5_x_10.docx

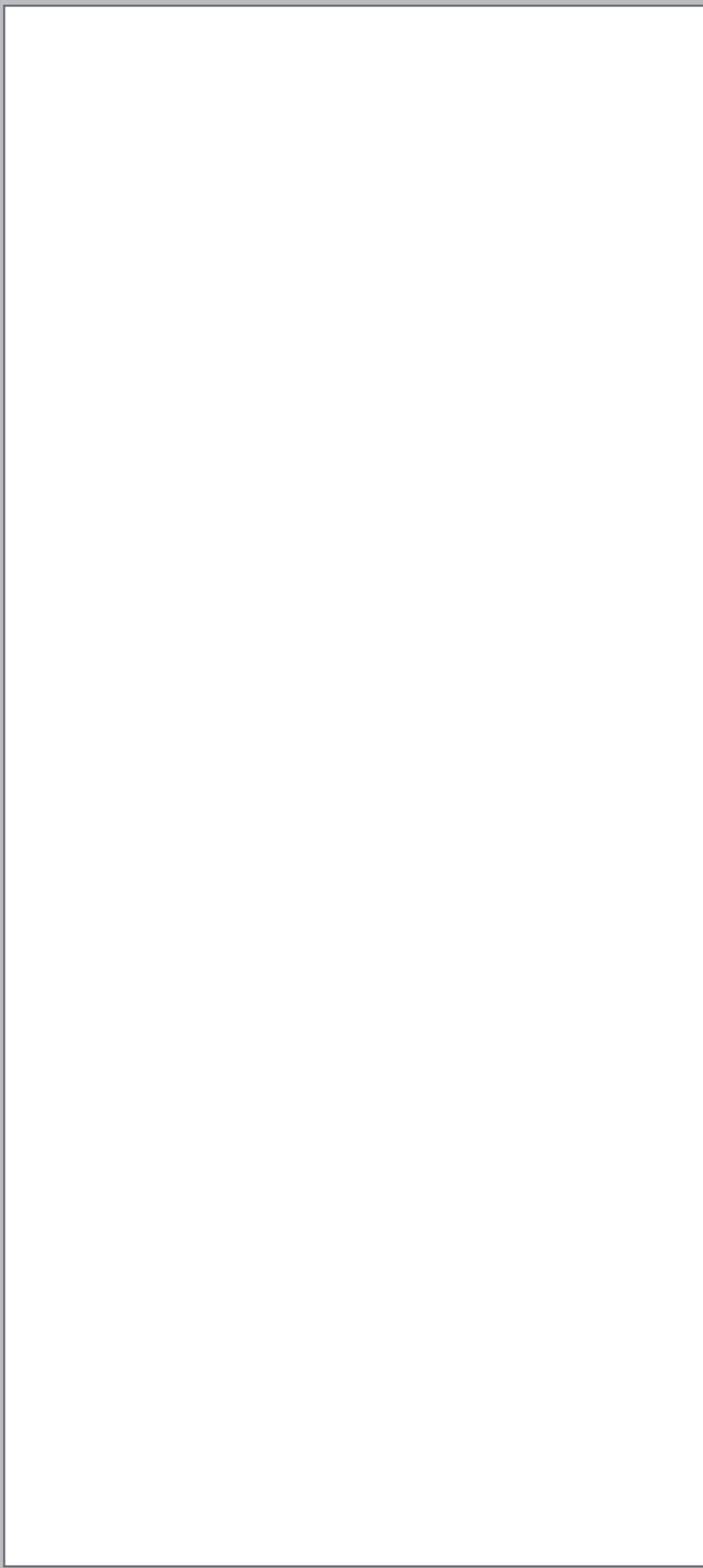
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https://www.brandvendingproducts.com/product/topps-trading-card-vending-station/Brand_Vending-Insert_Print_Area_Guide_4_5_x_2_5_Price.png

https://www.brandvendingproducts.com/product/topps-trading-card-vending-station/Brand_Vending-Insert_Print_Area_Guide_4_5_x_10_Main_Content.png

PRINT AREA GUIDE FOR TOPPS VENDING MACHINE

4.5" X 10" MAIN CONTENT INSERT



Place content
inside white
area



CUT LINE



PRINT AREA GUIDE FOR TOPPS VENDING MACHINE

4.5" X 2.25" PRICE INSERT

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CUT LINE

Place content
inside white
area



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