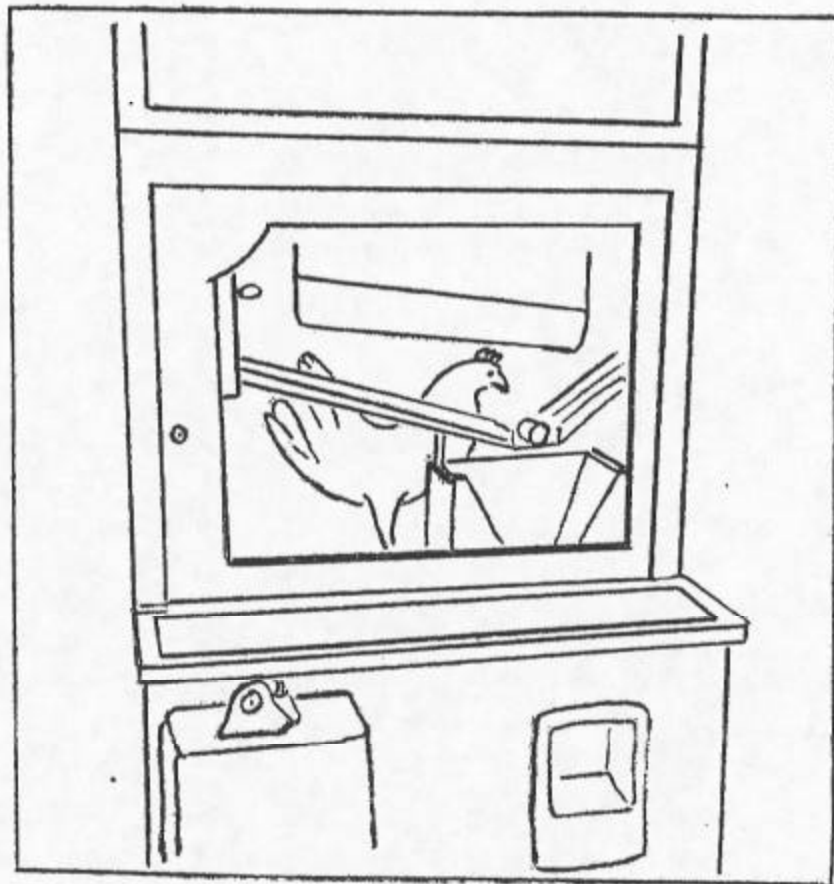
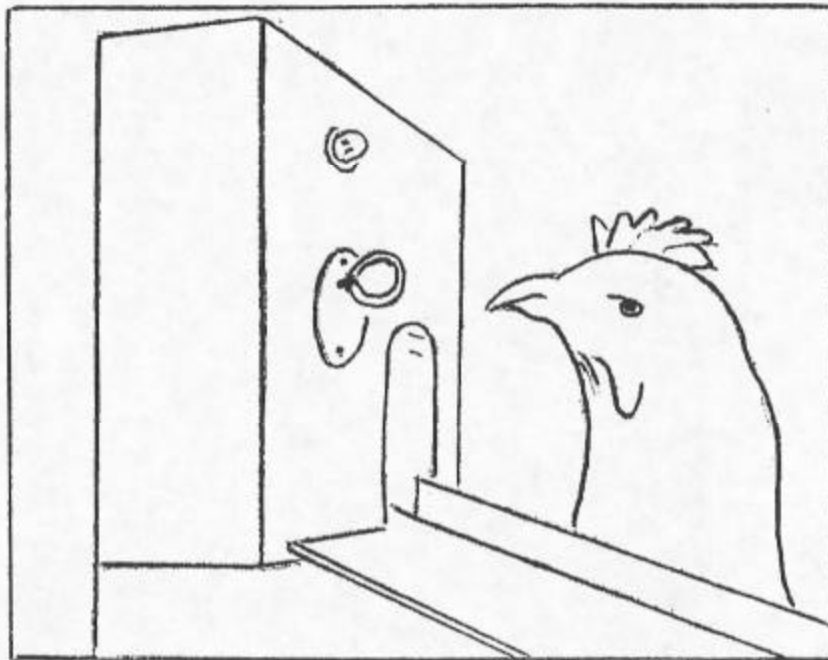


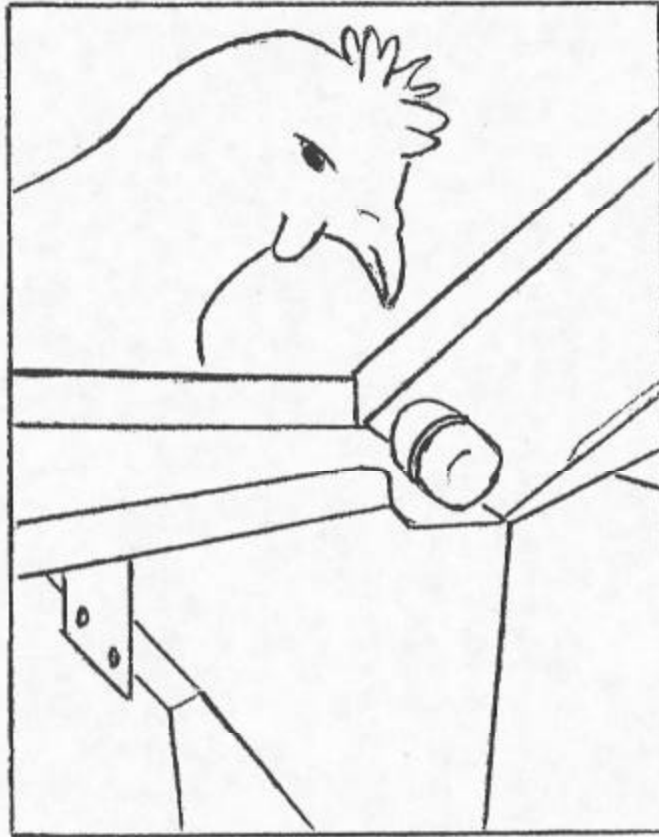
INSTRUCTIONS
CAPSULE VENDOR





The Capsule Vendor is a completely self-contained unit. It is mounted on casters for easy servicing and is $24\frac{1}{2}$ " wide and 36" deep.

When a customer puts the appropriate coin into the coin box, a red signal light appears above the rubber loop at the upper left side of the chicken's compartment. The chicken pulls the loop and a capsule is delivered from the compartment above.



The capsule rolls down the slide and comes to rest above the hopper at the lower right. The chicken pecks the capsule into the hopper, and it falls out to the customer.

As the capsule goes through the hopper it strikes a switch to operate the feeder and to turn off the apparatus until the next customer comes along.

TESTING

The power cord is to be brought out through the lower back door of the vendor. As soon as the coin box is mounted, the unit can be plugged in and tested.

Testing is easier with the front window open. Drop the proper coin into the coin box. The red signal light should come on.

Pull the rubber loop. A capsule should roll down the stainless steel slide.

Drop the capsule through the hopper. As the capsule goes through, the feeder should fire.

THINGS YOU NEED TO KNOW ABOUT THE VENDOR

The Capsule Vendor unit makes use of the working parts of a standard "Victor" vendor. These parts have been installed so that they can be driven by an electric motor. When the red signal light is on, the chicken can pull the rubber loop to make the motor drive the vendor mechanism to drop one capsule down to the slide.

Occasionally, the vendor fails to drop a capsule on the first pull. When this happens, the red light automatically comes on again in five seconds and allows the chicken to try again.

Sometimes a chicken may make a mistake. She may peck a capsule too hard so that it misses the hopper and bounces out on the floor of the cage, or she may even deliberately pick up a capsule and drop it on the floor. Here again, the red light will soon come on again and give the chicken another chance.

You will see that, once the coin or coins are inserted, the unit stays "alive" until a capsule is actually delivered to the customer.

Behind the long door above the front window is the compartment containing the vendor mechanism, the motor, and the control box. The control box is at the right.

On top of the control box is the coin counter, a push button, and a gadget that looks like a radio tube.

The push button lets you test the equipment without putting in coins. Pressing the button starts the action, but does not register on the coin counter.

When the chicken releases a capsule from the top compartment, the capsule may come down fast and roll all the way down the stainless steel slide, or the capsule may drop more slowly and stop part way down the slide. The chickens are trained to send the capsule on its way no matter where it may stop on the slide. This variety adds to the "show" value of the act, we believe.

Once in a while, a capsule may jam in the rotating part of the vendor mechanism and keep it from turning. This rotating part can be seen at one end of the bottom of the capsule compartment. If the mechanism jams, the motor will shut off in a few seconds. In a few more seconds, the motor will try again. The motor will continue to turn on and off until the jam is cleared.

Capsule Vendor

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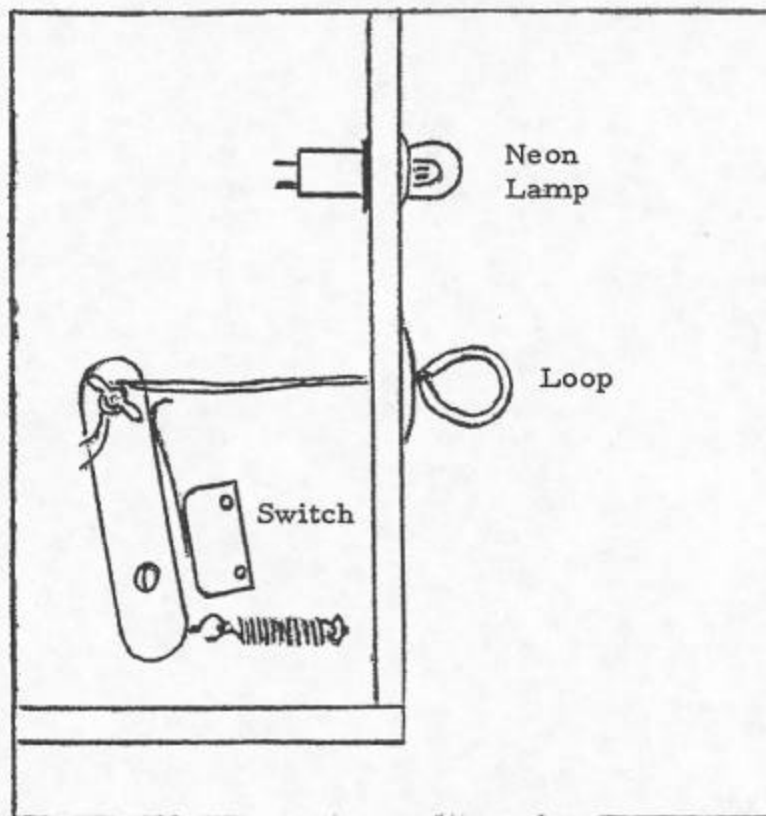
Almost always, a jam clears automatically, but if the motor is heard to be buzzing on and off for any fairly long time (like two minutes or more), it will be necessary to dig down to the bottom of the capsule compartment and pull out the stuck capsule.

Once in a long while a capsule may get caught at the bottom of the delivery hopper (this is the hopper the chicken pecks the capsule into). A stuck capsule may hold the delicate feeder switch closed. If this happens, open the front window and gently poke the stuck capsule down.

A jam, either in the top compartment or the lower hopper, is likely to be caused by parts of a broken capsule. It's a good idea to watch out for broken capsules when you fill the machine.

The capsule supply should be checked fairly often. Unlike the Postcard Vendor, the Capsule Vendor will not return coins when it runs low on merchandise.

The capsule compartment will hold 500 capsules. No more than 500 should be put in. If too many are loaded in, the lid will press down on them and possibly cause a jam in the mechanism.



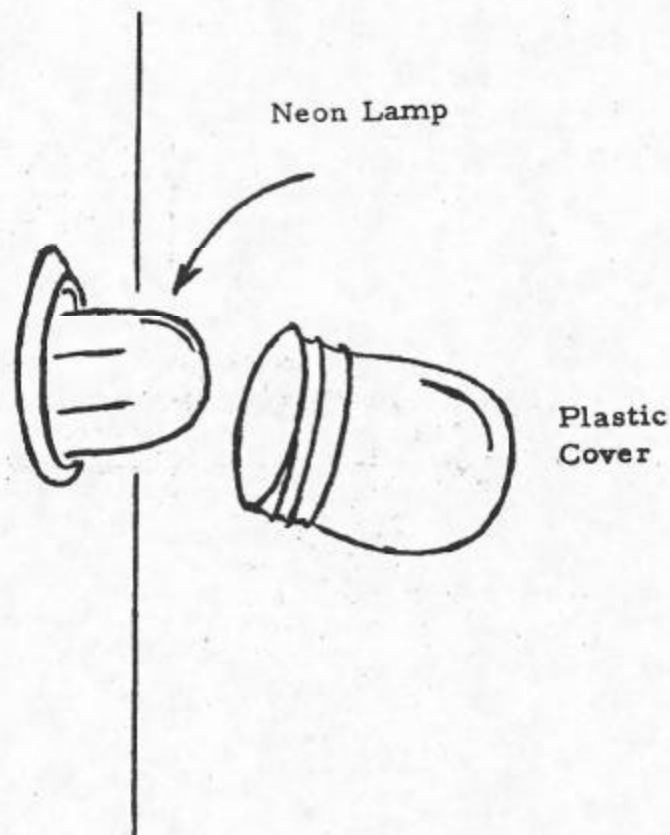
MINOR REPAIRS AND ADJUSTMENTS

The rubber loop, pulled by the chicken, will eventually break unless it is replaced when it or its string show signs of serious wear.

To replace the loop, open the front window and then swing out the front panel of the little box at your upper left.

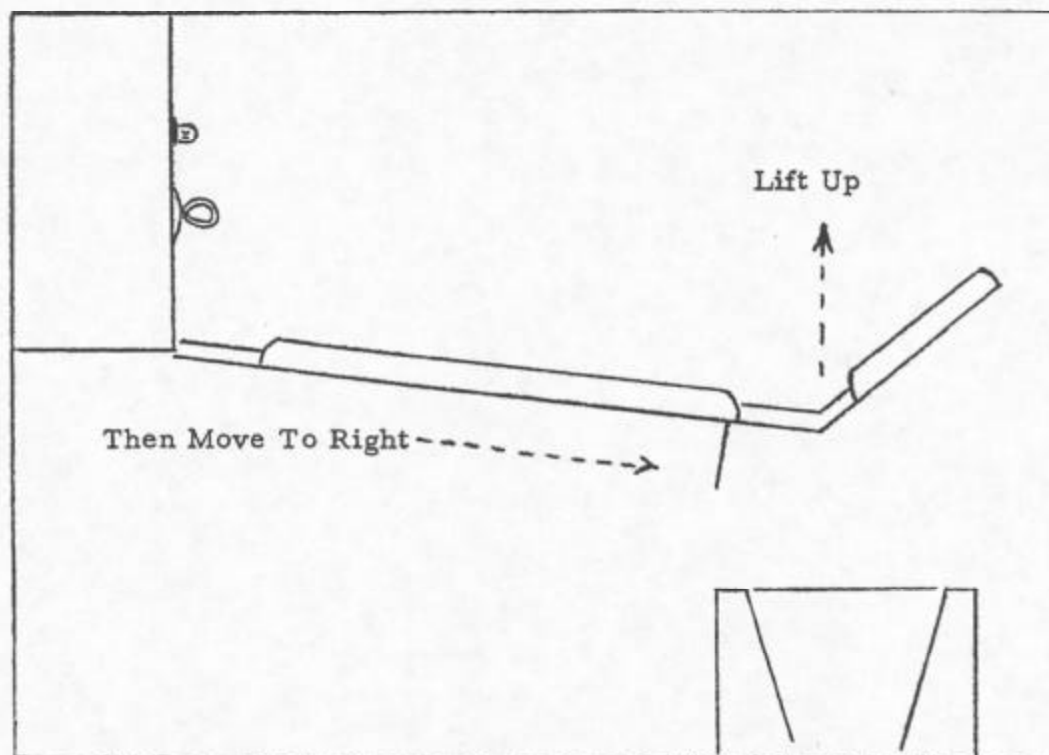
The loop string is fastened to a wooden lever by a wing nut. The string should be adjusted so that about a one inch pull on the loop will click the switch.

CAUTION: DON'T GET A SHOCK. UNPLUG THE MACHINE BEFORE YOU WORK ON IT.



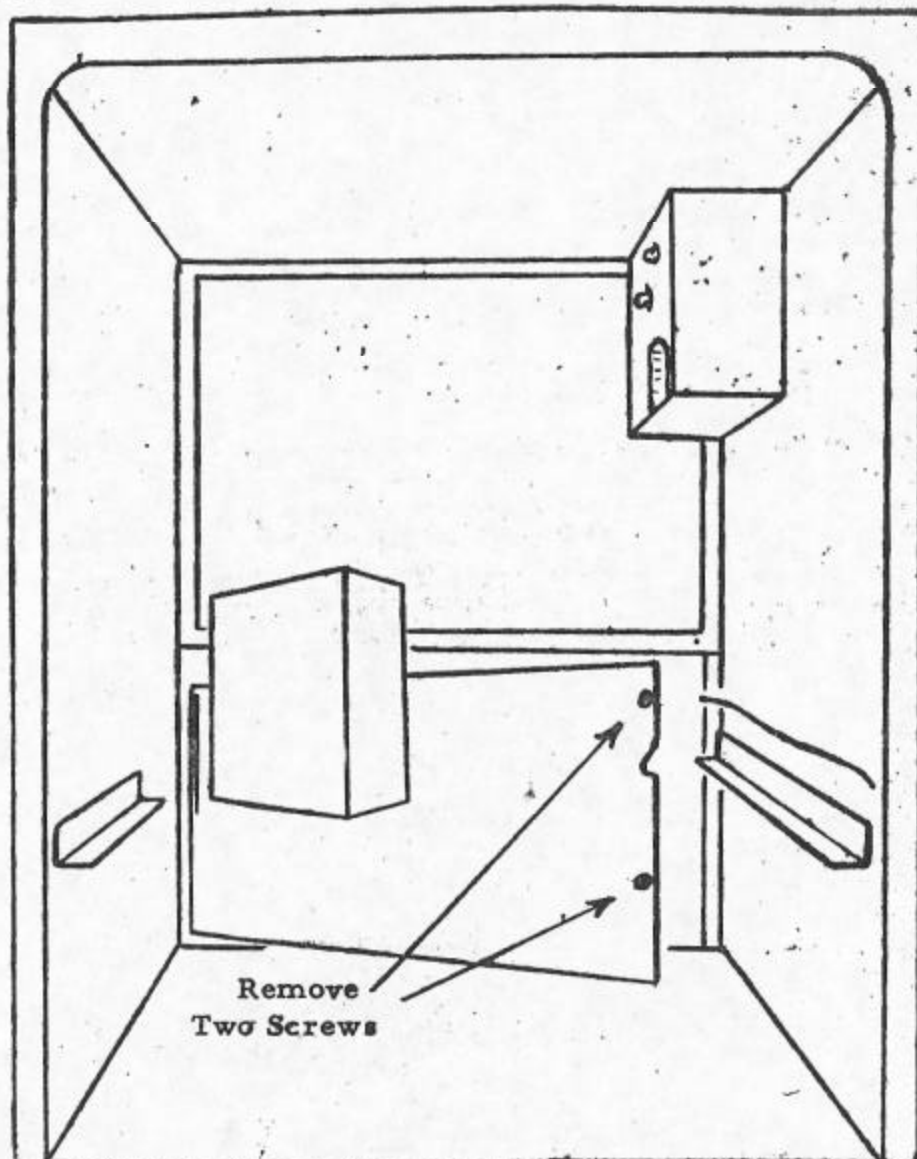
The red neon signal bulb should be replaced immediately if it burns out. A chicken may be seriously confused if she is allowed to work without the signal.

To remove a burned out bulb, unscrew its plastic cover, push in on the bulb and turn it counterclockwise, then pull it out. The bulb is type NE-51H. A spare was packed with the vendor.

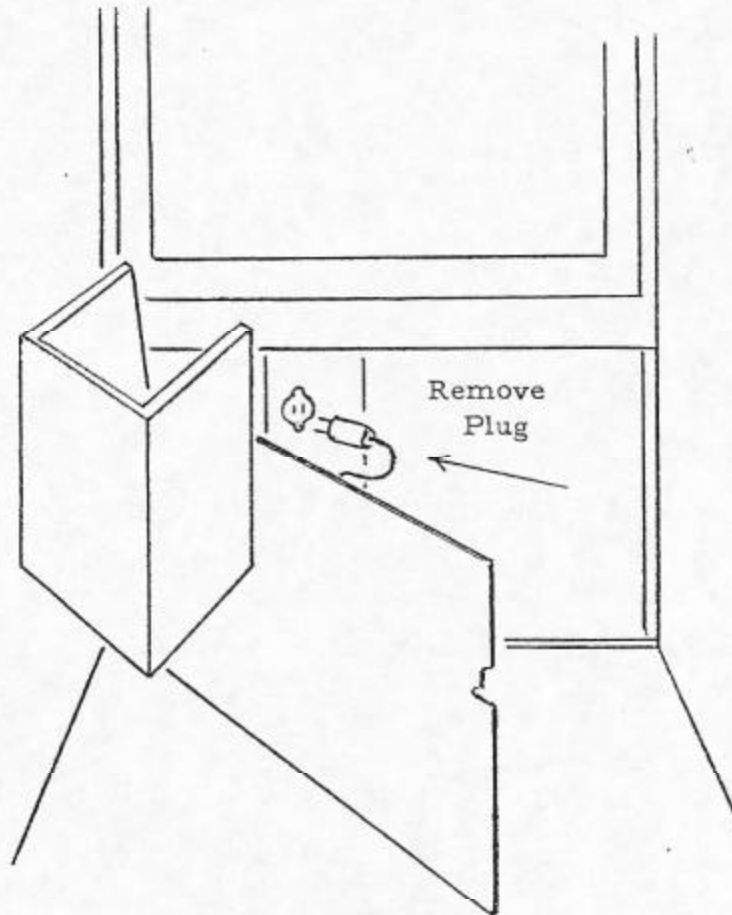


The feeder switch is mounted down inside the hopper assembly. If you need to get at it:

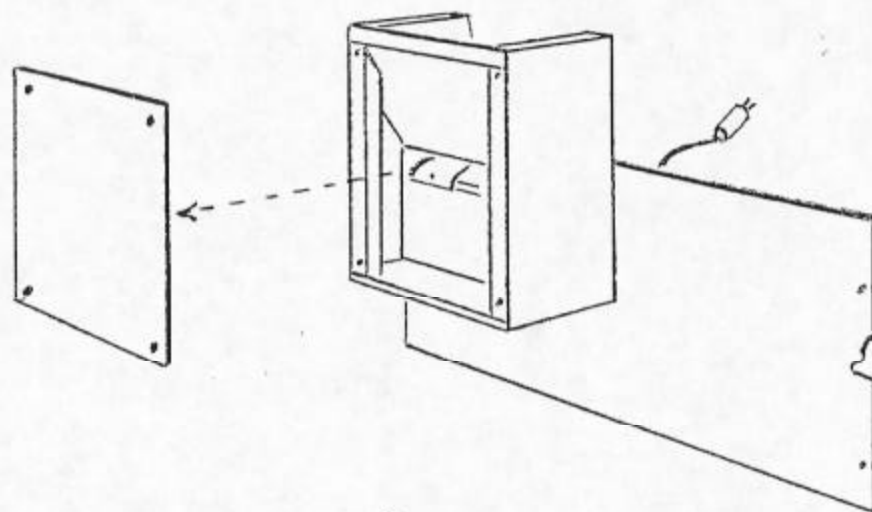
- 1) Open the back door of the unit and pull out the wire floor and the dropping tray.
- 2) Unfasten the spring that connects the stainless steel slide to the hopper below it.
- 3) Lift the hopper end of the slide and pull the slide away from the box.



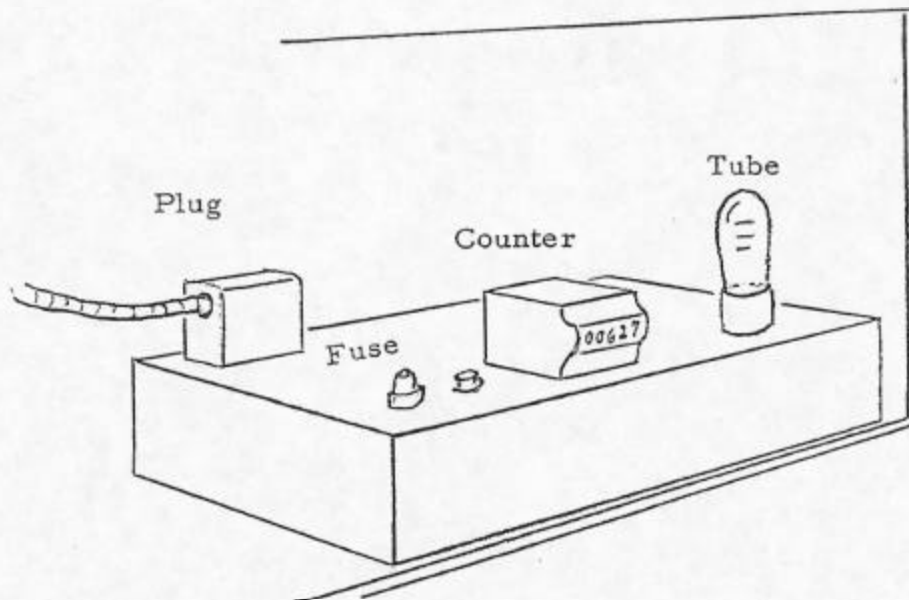
- 4) From inside the chicken's compartment, remove two wood screws at the lower right side of the front of the compartment.
- 5) Gently, pull back on the hopper. The whole hopper assembly, including the panel at the front of the compartment, will come loose. The right end of the panel will start back first. The left end fits into a slot and is not held by screws. When you have pulled the right end back a few inches, work the hopper assembly to the right to remove the panel from the slot.



- 6) You will see that electric wires connect the hopper assembly to the black box, visible behind the hopper panel. Pull the round plug from the black box to disconnect these wires, and take the hopper assembly completely out.

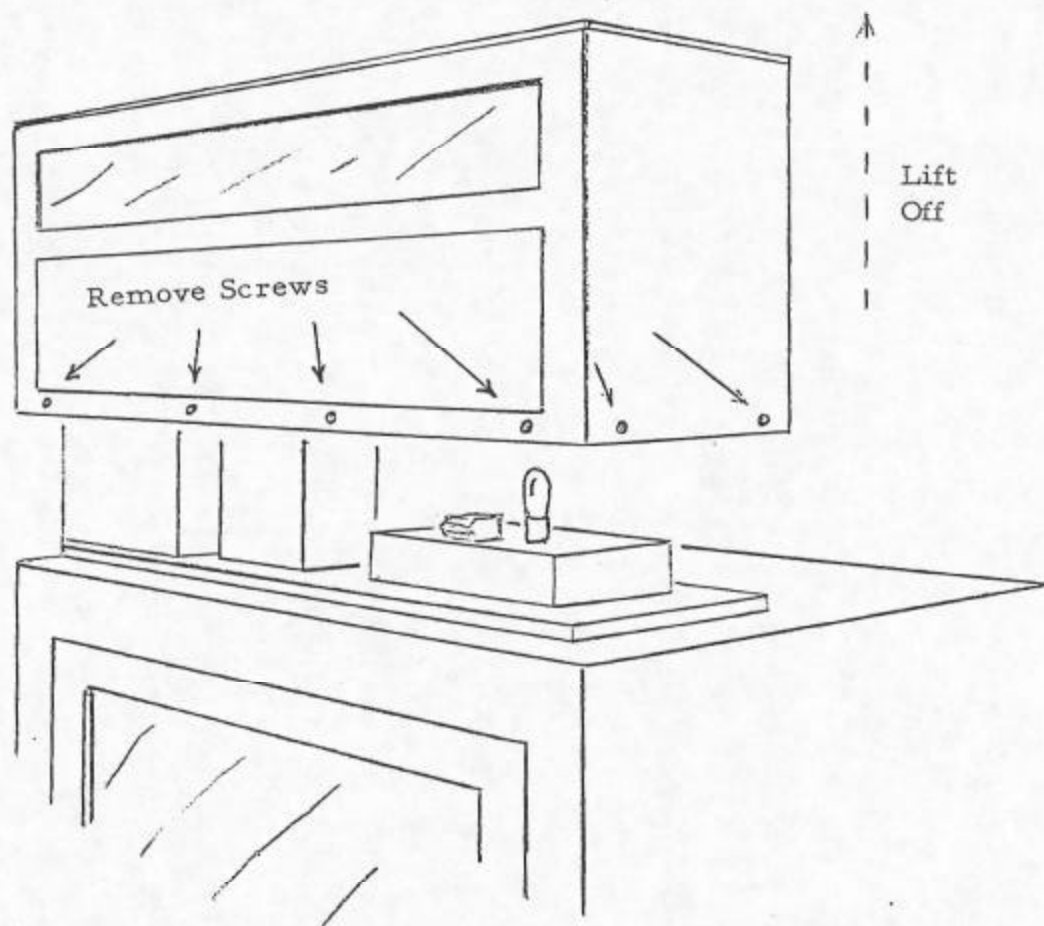


- 7) Take off the backpanel by removing the wood screws around the edge of the panel. The switch mechanism can then easily be examined. Its operation can be checked by dropping capsules through the hopper.



The glass tube on the control box is not a radio tube, but a sealed timing device. It controls all the timed actions of the machine. It turns on the red light again if the chicken makes a mistake, for instance. It also controls the unjamming feature. It fits into a regular "octal" tube socket and is easy to replace. A spare ("Amperite" delay relay, type 115 C 5) was packed with the machine.

A five ampere fuse is screwed into the top of the control box next to the toggle switch. This is the same kind of fuse that is used on the other coin acts ("Littelfuse" 3AG, 5 amp., or "Buss", AGC, 5 amp.).



If it should ever be necessary to get at the capsule dispensing mechanism, remove the cover of the assembly from the top of the chicken's compartment. Take out all the screws around the base of the cover, then lift the cover off. It fits snugly so gently prying may be necessary.

Animal Behavior Enterprises, Inc.
4800 Albert Pike
Hot Springs National Park, Arkansas 71901
Phone 501/767-5055 or 767-5056