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After hours call: (803) 463-3939

Fun Spinner Machine

Included Items:

- Fun Spinner Machine
- Corrugated Liner
- Newspaper Bottom liner
- 5 x 7 cards
- 6 Paint Bottles w/Paint
- Extension Cord

Electrical Requirements:

- Maximum amp draw for the Fun Spinner Machine at 120 volts is 9 amps.
- The power supply cord is equipped with a machine ground (the tubular prong). For safety, always plug the machine into a grounded receptacle.
- You must have the Fun Spinner machine grounded! No exceptions!!!

Operating Instructions:

- Place the machine on a sturdy table or countertop with the controls facing the operator and the plexiglass lid opening towards the customer.
- Flip the switch in the back to the "On" position. Spinner will not turn while the lid is up.
- Place a card on the bracket inside the machine.
- Lower the lid- the spinner will start to turn.
- Allow the customer to choose one bottle of paint at a time and drip the paint through the slot in the clear lid.
- Remind them less is more- do not allow them to squeeze large amounts of paint into the machine. Be prepared to remove the paint from their hand if they do not follow directions.
- Have the customer drip the paint up and down the length of the slot for best results. 3 colors is usually optimal- more than that and everything tends to become brown!
- When the customer is satisfied with their painting, raise the lid and wait for the spinning to stop.
- Remove the card and place on a table or counter and allow to dry.

Shut Down Procedure

- Move the power switch to the "off position".
- Unplug the machine and coil the extension cord.
- Remove the paint bottles from their holders and wipe clean.
- Carefully remove the cardboard liner and underlying newspaper from the machine and discard.
- Wipe up all paint inside the machine, including paint that may have built up on the bracket.
- Wipe the lid and outside of the machine and remove all paint spills and splatters.
- Replace paint bottles in their holders