



Combo II

Refreshment Center

Perfect for locations
serving 30 - 50 customers!

Simplify your equipment for smaller locations with the **Combo II Refreshment Center**. Merging snack and drink merchandisers into one efficient machine, the **Combo II** houses a wide variety of products that will keep your locations happy. And the **Combo II** uses only one coin mechanism—making things simpler for your customers and for you.

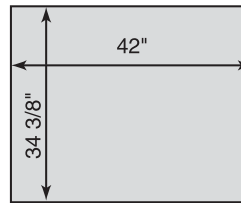
- Up to 27 selections of snacks and candy
- 6 selections of cans and bottles
- Simple controls—easy to use and clean
- Snack chiller option prevents chocolate from melting
- Tilt tray feature makes loading quick and uncomplicated
- Quality design and construction

Combo II Refreshment Center

Specifications

Combo II Snack & Cold Drink Vendor

Height:	72" (183 cm)
Width:	42" (106 cm)
Depth:	34 3/8" (87 cm)
Weight:	987 Lbs. (448 kgs)
Electrical:	115 VAC, 7 Amps (230 VAC, 3.5 Amps)
Selections:	6 Drinks; 27 Chips, candy and pastries
Capacity:	Cans – 312; Or Bottles – 144 Chip – 104 Candy – 157 Pastry – 21
Pricing:	Individual From \$0 To \$999.95
Currency Acceptance:	Multi-price Coin Acceptor and Coin Mechanism and \$1, \$5, \$10 & \$20 Bill Acceptor Standard
Refrigeration:	1/3 HP (115 VAC) 1/3 HP (230 VAC); R134a Refrigerant



Machine Footprint

FEATURES

- 7 snack trays
- Tilting first-in-first-out shelving
- Trays are re-configurable without tools for varied product widths
- Snack chiller option
- Capable of vending sodas, juices, sports drinks, milk and waters from 16.9 oz up to 24 oz
- Lighted product display for increased impulse sales
- Snap in display product holders
- Back lighted changeable point of sale window
- \$1, \$5, \$10 & \$20 bill acceptor standard
(Set for \$1 & \$5 from the factory)



Tilt out trays for easy first-in-first-out loading



Quick loading product stacks with convenient stowable case support rack



Simple snap in display product retainers



Lighted product display increases impulse sales



MDB compatible bill validator standard



Quick turn locking system