

CAPSULE PRIZE GAME - 1 PLAYER

Capsule Rock

Simple timing. Visible capsule prizes.

The player watches 100 mm capsules move around a rotating platform and presses just before one reaches the sweeping arm. The arm takes a moment to move, so the player must anticipate the capsule position rather than wait for direct alignment.



150

approx. capsule
capacity

100 mm

standard capsule
size

1

player position

WE DON'T BUILD MACHINES FOR WAREHOUSES.

We build for real arcade floors, real staff routines, and real player decisions.

How it plays

Three steps the player can understand from the cabinet.

1

Watch the capsules

The 100 mm capsules move continuously around the rotating platform.

2

Time the press

The player presses before the chosen capsule reaches the sweeping-arm path.

3

Guide it to the chute

The flat sweeping paddle moves across the platform and guides a well-timed capsule toward the outlet.

Why it works on the floor

The operating reasons behind the visible cabinet.

01

Understood in seconds

The visible prize and one-button action reduce the explanation needed from staff.

02

Timing-based, not direct vend

The payout setting creates a prize opportunity; the player still needs to time the sweep.

03

Automatic platform refill

After a win, the upper storage section releases another capsule onto the platform.

04

Compact one-player format

It is the smallest placement option in the Capsule Rock, Dash, and Pop series.

Operator view & specifications

What staff manage, what procurement needs, and what should be confirmed.

DAY-TO-DAY OPERATING POINTS

01 Understood in seconds

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CONFIRMED PRODUCT DATA

MACHINE SIZE

D917 x W770 x H2364 mm

PACKING SIZE

D1000 x W860 x H1970 mm

NET / GROSS

146 / 186 kg

POWER

450 W

VOLTAGE

Adjusted for destination

CAPSULE SIZE

100 mm

CAPACITY

Approx. 150 capsules

CBM

Approx. 1.69 m3

ENVIRONMENT

Indoor commercial use

CERTIFICATION

CE

ORDER NOTE

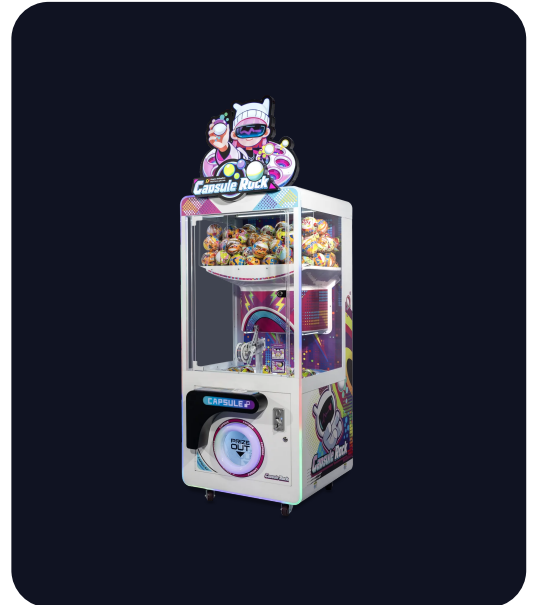
Actual capacity can vary slightly with capsule loading. The machine still requires normal cleaning, checks, and periodic refill.

Fit the machine to the venue

A useful quote starts with the operating plan, not only the cabinet name.

WHERE IT MAY FIT

- FECs and shopping mall arcades
- Smaller staffed game locations
- Operators already sourcing 100 mm capsules
- Floors needing a compact visible-prize game

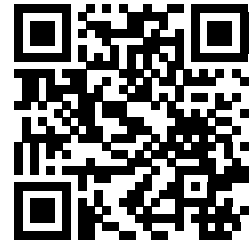


Confirm before production

These details affect setup, prize cost, service access, and shipment planning.

- 1 Capsule dimensions and prize contents
- 2 Play price and payout setting
- 3 Payment-system interface
- 4 Daily refill and floor-check routine
- 5 Voltage and destination requirements

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Tell us how your venue operates.

Share the floor space, payment system, play price, and prize or ticket plan.

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