

PHYSICAL-BALL REDEMPTION GAME - 1 OR 2 PLAYERS

Colorful Air 2

Guide air balls into the holes before time runs out.

Colorful Air 2 uses a flexible lifting-slide mechanism to guide air-propelled balls into target holes. One or two players race the timer, build a score, and chase the JP Bonus through hands-on physical play.



1-2

competitive
players

JP

high-score
bonus

100+

reported US
chain installs

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

Aim the launcher

Each player uses the flexible tube launcher to direct an air-propelled ball.

2

Score against the clock

Players guide balls into the target holes and build the highest possible score.

3

Chase the JP Bonus

High scores unlock the bonus target and give repeat players another reason to compete.

Why it works on the floor

The operating reasons behind the visible cabinet.

01

Physical, screen-free play

The moving balls and hands-on launcher are visible to nearby players.

02

Head-to-head format

Two-player competition can turn a short play into a social challenge.

03

Adjustable game settings

Scoring sensitivity and JP Bonus frequency can be tuned in the operator menu.

04

Established installation record

The product page reports more than 100 units installed at Chuck E. Cheese locations in the USA.

Operator view & specifications

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

DAY-TO-DAY OPERATING POINTS

01 Physical, screen-free play

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02 Head-to-head format

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CONFIRMED PRODUCT DATA

MACHINE SIZE

D2415 x W1054 x H2418 mm

NET WEIGHT

309 kg

POWER

1036 W

PLAYERS

1-2

CABINET PACK

D1680 x W1050 x H1770 mm

DECOR / SEAT PACK

D880 x W1220 x H2100 mm

CBM

Approx. 5.37 m³

20GP / 40HQ

Approx. 4 / 14 units

PACKING

Carton packing

CERTIFICATION

CE, UKCA

ORDER NOTE

The installation statement is a product-page reference, not a performance guarantee. Results depend on location, settings, price, and traffic.

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 redemption arcades
- Operators wanting two-player competition
- Locations seeking a physical alternative to screen games
- Venues with sufficient depth and player clearance

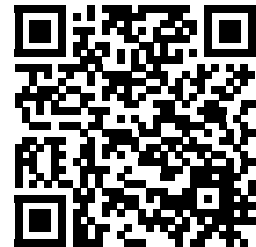


Confirm before production

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

- 1 One- or two-player operating plan
- 2 Ticket-system interface
- 3 JP Bonus and sensitivity settings
- 4 Cabinet depth and seat clearance
- 5 Destination electrical requirements

VIEW THE CURRENT PRODUCT PAGE



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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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