

DIRECT-PRIZE MERCHANDISER - 1 PLAYER

Push Tower 1 Player

Five prize levels. One shared payout system.

Push Tower presents several prize values in one compact cabinet. The player selects a height, waits for the rotating prize to reach the front, and presses for one push. Each level can use its own threshold while all five share one accumulated payout pool.



5

rotating prize levels

50

approx. prize positions

1

shared payout pool

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

Choose the height

The joystick moves the pusher up and down to select one of the five prize levels.

2

Watch the rotation

The prize tower keeps turning, so the player waits for the chosen prize to reach the front.

3

Push once

Pressing the button moves the pusher forward once. A prize that drops into the chute is won.

Why it works on the floor

The operating reasons behind the visible cabinet.

01

Five prize tiers

Different levels can carry different prize values without using five separate cabinets.

02

Shared payout logic

Each level has its own threshold, but coin-in accumulates across the full cabinet.

03

Visible merchandising

Players see the available prizes and staff can quickly identify levels that need attention.

04

Continues after one level empties

An empty level does not prevent the other levels from remaining in operation.

Operator view & specifications

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

DAY-TO-DAY OPERATING POINTS

01 Five prize tiers

Different levels can carry different prize values without using five separate cabinets.

02 Shared payout logic

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CONFIRMED PRODUCT DATA

MACHINE SIZE

W800 x D1166 x H2376 mm

NET WEIGHT

227 kg

POWER

450 W

PRIZE LEVELS

5

CAPACITY

Approx. 50 positions

SUGGESTED PRIZE

Approx. 11 x 11 x 15 cm

DETACHED CONSOLE PACK

W1150 x D870 x H2090 mm

CONSOLE ATTACHED PACK

W1260 x D870 x H2090 mm

20GP LOADING

12 detached / 10 attached

40HQ LOADING

26 detached / 22 attached

ORDER NOTE

The marquee is removed for both packing options. Loading figures refer to the control panel detached / attached. No tickets, e-tickets, or bill acceptor. Test prize samples before production.

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 staffed commercial arcades
- Shopping mall arcades
- Operators merchandising several prize values
- Locations needing a compact direct-prize cabinet

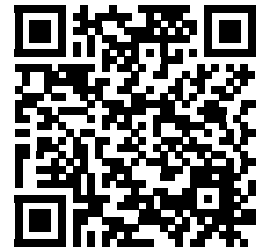


Confirm before production

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

- 1 Prize type, dimensions, and surface stability
- 2 Target prize value for each level
- 3 Play price and payout thresholds
- 4 Coin or card-reader interface
- 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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