

DIRECT-PRIZE MERCHANDISER - 2 PLAYERS

Push Tower 2 Player

**Two play stations. Five levels.
One wide prize display.**

Push Tower 2 Player places two independent control positions in front of five rotating prize levels and 100 visible prize positions. Each player chooses a height, times the rotating display, and pushes merchandise toward a dedicated prize outlet.



2

player positions

5

rotating prize
levels

100

visible prize
positions

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 a prize level

Each player uses the joystick to move the pusher up or down across the five rotating levels.

2

Watch the prize arrive

The tower keeps rotating, so the player waits until the selected merchandise reaches the front.

3

Make one push

Pressing the button sends the pusher forward once. A prize that drops into that player's outlet is won.

Why it works on the floor

The operating reasons behind the visible cabinet.

01

Two-player frontage

Two control positions let friends play side by side and give the cabinet a wider presence on the floor.

02

One hundred positions

Five rotating levels provide 100 visible prize positions across the complete cabinet.

03

Flexible prize tiers

Operators can merchandise different prize values by level and set the operating plan around the actual prize mix.

04

Separate prize outlets

Each player position has its own delivery path, keeping the result clear during simultaneous play.

Operator view & specifications

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

DAY-TO-DAY OPERATING POINTS

01 Two-player frontage

Two control positions let friends play side by side and give the cabinet a wider presence on the floor.

02 One hundred positions

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CONFIRMED PRODUCT DATA

MACHINE SIZE

W1600 x D1198 x H2597 mm

NET WEIGHT

397 kg

POWER

800 W

PRIZE LEVELS

5

CAPACITY

100 prize positions

SUGGESTED PRIZE

Approx. 11 x 11 x 15 cm

DETACHED CONSOLES PACK

W1690 x D1100 x H2100 mm

CONSOLES ATTACHED PACK

W1690 x D1290 x H2100 mm

20GP LOADING

6 detached / 4 attached

40HQ LOADING

14 detached / 9 attached

ORDER NOTE

The marquee is removed for both packing options. Loading figures refer to the control panels detached / attached. Confirm the chosen method in the quotation and loading plan.

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 wanting side-by-side direct-prize play
- Locations with room for a wider merchandise cabinet



Confirm before production

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

- 1 Prize type, dimensions, and surface stability
- 2 Prize value and mix for each level
- 3 Play price and payout settings
- 4 Payment-system interface
- 5 Control panels detached or attached for shipping

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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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