

PHYSICAL SHOOTING REDEMPTION GAME - 1 PLAYER

Shooting Master

Aim. Shoot. Master the stage.

Shooting Master uses real balls and physical targets rather than a screen-based light gun. Four progressive stages increase the challenge, and clearing all four unlocks the Super Bonus and ticket payout.



4

progressive
stages

1

player position

2

standing or
seated formats

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

Take aim

The player uses the physical gun to aim at fixed or moving targets, with optional laser assistance.

2

Clear the stage

Hitting enough targets advances the player to the next, more difficult stage.

3

Win the Super Bonus

Clearing all four stages unlocks the Super Bonus and ticket result.

Why it works on the floor

The operating reasons behind the visible cabinet.

01

Physical feedback

Real balls and mechanical targets create a tactile experience that is visibly different from video shooting.

02

Progressive difficulty

Four stages give improving players a clear reason to continue.

03

Two footprint choices

Operators can select the standing cabinet or add the seat for player comfort.

04

Redemption integration

Ticket output connects the game to an existing prize-counter workflow.

Operator view & specifications

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

DAY-TO-DAY OPERATING POINTS

01 Physical feedback

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02 Progressive difficulty

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CONFIRMED PRODUCT DATA

STANDING SIZE

D2790 x W900 x H2040 mm

SEATED SIZE

D3358 x W900 x H2040 mm

NET WEIGHT

284 kg / 327 kg seated

POWER

1000 W

PLAYERS

1

PACKING

Carton packing

20GP

8 standing / 6 seated

40HQ

16 standing / 14 seated

CERTIFICATION

CE, UKCA

UL MARKETS

Requirements reviewed on request

ORDER NOTE

Container quantities and market-specific electrical or certification requirements should be reconfirmed before shipment.

Fit the machine to the venue

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

WHERE IT MAY FIT

- FECs seeking a tactile skill game
- Redemption arcades
- Bowling and indoor entertainment centers
- Venues choosing between standing and seated play

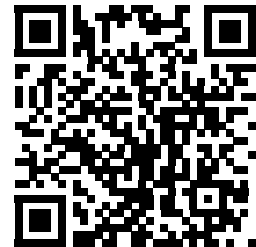


Confirm before production

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

- 1 Standing or seated configuration
- 2 Ticket-system interface
- 3 Target sensitivity and stage setup
- 4 Available depth and player clearance
- 5 Destination safety 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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