

DIRECT-PRIZE MERCHANDISER - 4 PLAYER ISLAND

Treasure Alliance X

Four players. One rotating treasure game.

Four independent play positions surround one rotating prize display. Players time a striker arm to knock down a visible small prize, collect five different monster colors, and work toward a hanging big prize.



4

independent
player positions

50 + 6

small + big
prizes

360 DEG

island-floor
visibility

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 targets

Colored monster targets and their attached small prizes rotate around the shared turntable.

2

Time the press

The player presses when the chosen target reaches the striker-arm position.

3

Collect five colors

A new monster color lights the player's board. Completing all five can release a big prize.

Why it works on the floor

The operating reasons behind the visible cabinet.

01

Four independent games

Each position has its own controls, payout setting, prize outlet, and five-color progress.

02

Two visible reward levels

Players can see approximately 50 small prizes and six central hanging big prizes.

03

Recorded unpaid prize

If the big-prize area is empty, the machine records the owed result for release after refill.

04

Built for island placement

The cabinet is intended for open circulation, four-side access, and strong floor visibility.

Operator view & specifications

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

DAY-TO-DAY OPERATING POINTS

01 Four independent games

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CONFIRMED PRODUCT DATA

MACHINE SIZE

W1540 x D1540 x H2235 mm

PACKING SIZE

W1590 x D1590 x H2050 mm

NET / GROSS

350 / 395 kg

POWER

650 W

VOLTAGE

110-220 V, market adjusted

SMALL / BIG PRIZES

Approx. 50 / 6

PAYOUT RANGE

0-100; factory setting 5

CBM

Approx. 5.18 m³

20GP / 40HQ

Approx. 4 / 9 units

CERTIFICATION

CE, UKCA

ORDER NOTE

Container loading is approximate and must be checked against the final packing plan 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

- Open FEC or arcade island positions
- Venues with circulation on four sides
- Operators wanting simultaneous multi-player activity
- Locations prepared for regular small- and big-prize refill

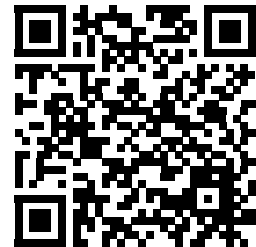


Confirm before production

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

- 1 Open floor and service clearance
- 2 Small- and big-prize size and weight
- 3 Payout settings and play price
- 4 Payment-system interface
- 5 Final packing and loading plan

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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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