

DIRECT-PRIZE MERCHANDISER - 1 PLAYER

Treasure Rush

One player. Full Treasure gameplay.

Treasure Rush brings rotating monster targets, striker-arm timing, five-color progress, and two visible prize levels into the smallest cabinet in the Treasure series.



1

player position

30 + 6

small + big prizes

370 W

power draw

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 attached small prizes rotate inside the cabinet.

2

Time the press

Pressing the button activates the striker arm at the selected moment.

3

Collect five colors

A successful target can award its prize and light a new color toward the hanging big prize.

Why it works on the floor

The operating reasons behind the visible cabinet.

01

Compact Treasure format

The full rotating-target concept fits locations that cannot place a four-player island cabinet.

02

Adjustable small-prize setting

The range is 0-100, with a factory setting of 5.

03

Two reward levels

Approximately 30 small prizes and six hanging big prizes remain visible during play.

04

Bill-acceptor option

Unlike the larger Treasure models, the standard Treasure Rush cabinet can support a bill acceptor.

Operator view & specifications

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

DAY-TO-DAY OPERATING POINTS

01 Compact Treasure format

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CONFIRMED PRODUCT DATA

MACHINE SIZE

W950 x D740 x H2155 mm

PACKING SIZE

W790 x D1000 x H2270 mm

NET / GROSS

152 / 195 kg

POWER

370 W

VOLTAGE

110-220 V, market adjusted

SMALL / BIG PRIZES

Approx. 30 / 6

PAYOUT RANGE

0-100; factory setting 5

CBM

Approx. 1.79 m3

20GP / 40HQ

Approx. 17 / 35 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

- Smaller FECs and arcade locations
- Shopping mall arcades
- Bowling centers
- Venues wanting Treasure gameplay without an island footprint

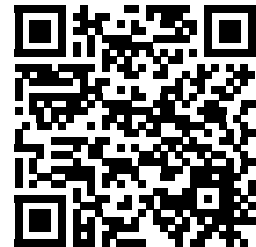


Confirm before production

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

- 1 Small- and big-prize size and weight
- 2 Play price and payout settings
- 3 Coin, card, or bill-acceptor setup
- 4 Refill routine and staff access
- 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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