

PIRATE'S HOOK - UNIS

A NEW two-player redemption game has been launched by Chinese developer Universal Space. The game was given a debut at the Amsterdam EAS trade show in September. Pirate's Hook asks players to use a fishing reel device on the front of the machine to compete with the other player on a huge video screen. The screen depicts underwater targets to reel in, including treasure chests and other awards, all of which give different values of tickets. There is a bonus round, very good sound effects and a twin seat mounted in front.



Pictured with the new machine is Unis' Steven Tan

PIRATES OF MONSTER ISLAND - SEGA

THE latest version of Sega's hit game, Pirates of Monster Island, was given a debut at the Amsterdam EAS trade show in September. The game, which comes with a single-player cannon on the front, has a video game backdrop depicting a pirate ship. The redemption game asks players to aim and fire at a number of targets, knocking crates off the ship to win tickets or shooting at letters to complete the word 'compass' to get a spin on a giant bonus compass. There is also the Dragon's Den where huge quantities of tickets can be won. The game is played on a giant 42ins LCB screen in a pirate ship themed cabinet.



QUATTRO CUBE - SUZO-HAPP



Marc Aarts of Suzo-Happ with the new Quattro Cube

DUTCH parts specialist Suzo-Happ has launched the Quattro Cube, a new device to process tokens. The box-like structure accepts bills, currently in €5, €10, €20 and €50 bills, although it can be adapted for other currencies. It has four hoppers inside to handle the currency and to dispense tokens at a rate of 1,800 per minute from a 10,000-token capacity. The unit is best placed on a cashdesk of an arcade or FEC or any other location which needs a supply of tokens. The unit has a bookkeeping facility.

FLAPPY BIRD - BAY TEK



Gaeton Philippon of Bay Tek with Flappy Bird

THE original app game developed in Vietnam and a global blockbuster, has been transferred to a redemption machine by Bay Tek and released at the EAS trade show in Amsterdam, before it makes its American debut at IAAPA. Flappy Bird has the same 'pixilated' digital imagery as on the mobile APP, produced by the Bay Tek team in conjunction with the original creator of the game. "We are keeping it true as possible to the original," said Bay Tek's Gaeton Philippon. "On test, kids flocked to the game, so we know it is going to be a winner." The player uses a hit button to raise his flying bird over the chimney stacks to pick up awards, with a special award thrown in from time to time.

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