# What's New?!

## *A Sneak Peek at Some of the New Games & Attractions Heading to Orlando*

This is surely not an all-inclusive list of everything that'll be new on the trade show floor in Orlando, but it will give you a good idea of what to expect in much of the coin-op and FEC attraction sectors. We asked manufacturers to give us details on all the games and machines making their U.S. debut at IAAPA. There are some in the list that may have been shown before as prototypes or were announced earlier in the year. Also, note that some game and attraction makers like to surprise attendees, so be on the lookout for other gems on the show floor. Here, in mostly their own words, is what you need to know:

## AVS Companies

**www.avscompanies.com**
**Booth S1209**




**DSM Arcade**
**Mystery Game**

**Shipping: Q1 2027**

Following the success and online popularity of *Perfect Pour: Pabst Blue Ribbon Edition,* DSM Arcade is preparing to unveil its next amusement release at IAAPA Expo. The new title, which remains a surprise until the trade show, "aims to continue the company's tradition of distinctive, engaging arcade experiences," they say.




**MusBox Karaoke Booth**
Interactive Karaoke Attraction

**Shipping: Now**

*MusBox* brings the excitement of karaoke to entertainment venues in a self-contained booth experience. Designed to encourage social interaction and guest participation, the attraction offers operators an alternative entertainment experience that complements traditional arcade games.

[Editor's Note: Also in the AVS booth will be ***John Wick: Continental Pursuit*** (Blue Motion Games), ***Custom Case Kiosk*** (Amusement Source Int'l), ***Perfect Pour: Pabst Blue Ribbon Edition*** (DSM Arcade) and *Butts on Things Crane* (Alan-1).]

## Alan-1

**www.alan-1.com**
**Booths S3431, S5600**



**Black Widow Recharged**
Video Game

**Shipping: January**

*Black Widow Recharged* brings Atari's classic twin-stick shooter back to the arcade as a fast-paced 2-player experience featuring modern neon visuals, dual-joystick controls, power-ups and increasingly intense enemy waves. Players battle swarms of insects, destroy eggs before they hatch and tackle unique "Challenge Waves" while playing solo, competitively or cooperatively to chase higher scores. Integrated Major League eSports (MLeS) adds leaderboards, tournaments, achievements and cross-game progression, while interactive lighting, shaker motors, wind effects and optional ticket redemption bring the action beyond the screen.




**Breakout Infinity**
Video Redemption

**Shipping: This Month**

*Breakout Infinity* transforms Atari's legendary brick-breaking classic into a 2-player sit-down arcade experience, featuring precision spinner controls, strategic Bit Control, power-ups and 128 waves of gameplay. An oversized Mirror FX display combines dual screens and mirror glass to create a dramatic layered 3D effect, while dedicated player stations, integrated seating and illuminated controls deliver a premium presentation. Players can also complete operator-adjustable challenges to win exclusive physical Atari and Alan-1 collectible cards.




What's New?!

**Butts on Things Megaspin**
Video Redemption
**Shipping: Q1 2027**

*Butts on Things Megaspin* is a colorful single-player game that brings the absurd and collectible world of Butts on Things to the arcade floor. Players spin the digital wheel to chase winning outcomes, tickets and physical Butts on Things collectible cards dispensed directly from the cabinet. Simple spin-based gameplay, fast sessions, humorous character artwork and an ongoing card-collecting chase create an approachable experience designed to encourage repeat play.

**Turbo Curling: Arctic Rush**
Video Redemption
**Shipping: December**




*Turbo Curling: Arctic Rush* brings the strategy and skill of curling to the arcade as a 2-player physical and digital sports experience, where players slide a weighted curling stone before taking control of its movement on screen. Dedicated sweep controls let players influence the stone's distance and direction, combining throwing strength, accuracy and timing as they compete in solo or head-to-head play. The game features dual HD displays, dynamic commentary, a built-in camera and leaderboards, and ticket redemption.

**Quantum Recharged**
Video Game
**Shipping: January**

*Quantum Recharged* brings Atari's classic concept back to the arcade as a fast-paced single-player experience built around precision trackball controls, loop-based combat and competitive high-score play. Players surround enemies with increasingly ambitious loops while using Quantum Surge, Dash and Entropy Bomb abilities to balance risk, survival and higher scoring opportunities. This "recharged" game also offers integrated MLeS.

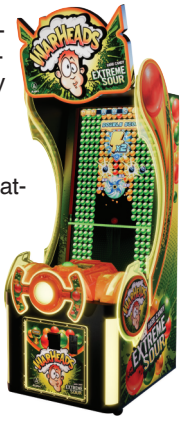



**Ring Pop Drop**
Redemption
**Shipping: December**




*Ring Pop Drop* is a fast-paced single-player redemption game that brings the colorful Ring Pop candy brand to the arcade in a simple, timing-based skill challenge. Players watch the moving drop position and use a one-button control to release at just the right moment, with precision determining where the drop lands and how many tickets they win.

**Warheads**
Video Redemption
**Shipping: December**




*Warheads* blends physical and digital gameplay using a real ball, interactive touchscreen, actuating bar and steering yoke. Players tilt the bar to guide the ball across the screen, testing their timing, accuracy and control as they hit digital targets, build their score and earn tickets. A built-in camera captures each player's "Extreme Sour Face" and displays it alongside their high score on the leaderboard, bringing the personality of the brand directly into the experience.

## Amusement Products

**www.amusementproducts.com**
**Booth S4873**




**Octane**
Gas-Powered Go-Kart
**Shipping: Q1 2027**

Amusement Products is reintroducing gas-powered go-karting to its commercial lineup with their new *Octane* go-kart. Developed for operators who continue to prefer traditional gas-powered racing, Octane combines commercial-grade construction, operator-friendly features and a lower initial investment than electric platforms. It's available with either a Honda GX200 6-horsepower engine or Honda GX270 9-horsepower engine, paired with an electric starting system, centrifugal wet multi-disc clutch, cog-belt final drive, hydraulic self-adjusting disc brake and commercial welded alloy-steel frame. The kart is designed for drivers at least 52" tall and 8 years old and has a typical operating speed of about 18 mph, topping out at 22 mph.

## Amusement Source Int'l.

**www.amusementsourceinternational.com**
**Booth S3864**

**Miraculous**
Video Game
**Shipping: Summer 2027**




The "global phenomenon" *Miraculous* is powering up for the arcade floor in an all-new licensed game from Amusement Source International, developed in collaboration with International Games System Co. and Wahlap Technology. It combines the entertainment brand with colorful, action-driven gameplay designed for both solo and cooperative play. One or two players choose from five Miraculous heroes and battle through six waves of enemies, collecting hero orbs and powering up their characters before taking on an epic final boss. An interactive "Miracle Box" spinning-wheel experience adds another hands-on element, allowing players to trigger special surprises throughout the adventure.

## Andamiro

**www.andamirousa.com**
**Booth S1800**

**Circus Ring**
Prize Merchandiser
**Shipping: January**




*Circus Ring* brings a "fresh approach to the emerging hook-and-ring merchandiser cate-

gory," the company says, combining simple, intuitive gameplay with precision skill. Players use two controls to position and lower a tethered ring, attempting to catch a hook that lifts a prize door and releases the reward. The colorful, circus-themed cabinet accommodates four prize positions, multiple ring sizes and adjustable difficulty levels. Featuring Dream Funs' innovative ring-reset mechanism, *Circus Ring* is offered exclusively in the U.S. by Andamiro USA in its single-player configuration.




**Disney's Mickey & Friends**
Coin Pusher
**Shipping: February**

This game is a major new Disney-licensed coin pusher featuring six player stations and a combination of mechanical action and collectible card play. Players use joystick-directed coin placement to activate checker targets, raise animated balloons and trigger "Mini Spin" and "Big Spin" bonus events. A rotating character-plate mechanism releases collectible cards onto the playfield. Featuring Mickey Mouse and five beloved Disney characters, the attraction offers two distinct collectible card series, each with its own set-completion bonus, adding depth and repeat-play appeal.




**Dragons**
Redemption
**Shipping: Now**

Inspired by DreamWorks Animation's *How to Train Your Dragon*, *Dragons* introduces an arcade concept Andamiro calls "pushinko," combining pachinko-style ball action with traditional pusher mechanics. Players launch balls through an upper peg field, triggering bonus opportunities that feed the action below. The 2-player attraction features interactive "Dragon Chance" bonus play, a moving ball-pusher mechanism and 13 collectible character cards.

**Nickelodeon Kart Racers Arcade**
Racing Game
**Shipping: December**

Console-style racing comes to the arcade floor with *Nickelodeon Kart Racers Arcade*, featuring 24 character karts and 12 colorful racecourses. Players compete as favorites from SpongeBob SquarePants, Teenage Mutant Ninja Turtles and other Nickelodeon franchises, using power-ups, shortcuts and slime-themed obstacles. Now featuring production software version 1.00, the game supports up to eight linked cabinets for competitive multiplayer racing. A 43" HD display, force-feedback steering and responsive pedals complete this family-friendly racing attraction.






**Pump It Up PHOENIX 2**
Dance Simulator
**Shipping: Now**

*Pump It Up PHOENIX 2* advances the iconic five-panel dance simulation platform with expanded content, online features and integration with *Pump It Up R!SE*. The latest installment features more than 600 songs, new step charts, online matching, enhanced player rankings and a refreshed interface. Players can access traditional Arcade Mode or the new "R!SE Mix" experience. Available in Andamiro's 55" LX cabinet, *PHOENIX 2* also supports upgrades for compatible existing Pump It Up machines.

The software is available in upgrade kits and new *Pump It Up LX* cabinets.

## Apple Industries

**www.appleindustries.com**
**Booth S1400**

**Star Wars Galactic ID**
Photo Booth
**Shipping: Now**

*Star Wars Galactic ID* is an immersive photo experience that places guests directly into the Star Wars universe. With a quick photo capture, each user receives a personalized, in-world ID card featuring their image within authentic *Star Wars*-inspired designs. From Resistance and First Order to pilots, bounty hunters and more, "each card feels like a true piece of the galaxy far, far away – making it a highly collectible keepsake fans will want to take home and share."




## Bandai Namco

**bandainamco-am.com**
**Booths S4409, S4609 & S4809**




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**Resident Evil 2 Arcade**
Deluxe Video Shooter
**Shipping: Q1 2027**

Bandai Namco, under license from Capcom, will debut its arcade gun-shooting version of *Resident Evil 2* at IAAPA, one of the most globally popular titles in the blockbuster Resident Evil franchise.

"As an iconic title, it strongly appeals to both hardcore fans and horror entertainment enthusiasts alike, encouraging first-time players to try the game," said Bandai Namco. "Thanks to the strong pull of this brand, the machine stands out as a centerpiece of the venue, drives high player turnover, and greatly contributes to the facility's energy."

Said the factory, "As an arcade-exclusive machine, it's all about providing the 'ultimate hands-on experience.' The game comes with a huge 75" monitor and a 5.1-channel surround sys-

tem, plus a blowback-style handgun controller that gives you a sharp kick when you shoot, delivering precise shooting action. Physical gimmicks like floor vibrations and air blasts that react to in-game action, giving you a high-quality, immersive experience that hits all your senses."

Uniquely, the *Resident Evil 2 Arcade* cabinet has a back panel and side curtains that make it hard for anyone outside the game to see the extreme visuals, allowing it to be safely installed even in family-friendly facilities with young children.

## Bay Tek

**www.baytekent.com**
**Booth S3417**




### Connect 4 Skee-Ball
Alley Roller
**Shipping: Q1 2027**

Two classic games collide in one exciting new multiplayer experience! *Connect 4 Skee-Ball* puts a fresh spin on the traditional *Skee-Ball* alley by turning every roll into a strategic move. Players go head-to-head and skillfully place their shot as they race to connect four.

### ICEE Prize Plunge
Merchandiser/Crane
**Shipping: Now**

*ICEE Prize Plunge* is a customizable, skill-based attraction that puts players' abilities to the test for a chance to win redeemable




ICEE cups and other prizes. Operators can "customize prize options and signage, and offer ICEE drinks, attraction passes, tickets and licensed merchandise while creating an engaging experience that drives participation and revenue."

### Pop the Lock Prize Vault
Merchandiser
**Shipping: This Month**




In this game, players put their timing and precision to the test as they race to pop the lock and win. With eye-catching prizes and thrilling gameplay, it's an "irresistible attraction designed to drive excitement, engagement and repeat play."

### SpongeBob Bikini Bottom Blast
Video Redemption
**Shipping: Q1 2027**

*SpongeBob Bikini Bottom Blast* brings fast-paced action to life as players team up with SpongeBob and Patrick in classic Bikini Bottom adventures. With colorful visuals, beloved characters and engaging multiplayer gameplay, it's a family-friendly experience built for repeat play.




## CandyMachines.com

**www.candymachines.com**
**Booth W1578**







### Gumball Drop & Rainbow Rush
Bulk Vending
**Shipping: Spring 2027**

These two colorful new prototypes bring a "fresh look" to traditional bulk vending. They're designed to vend gumballs, candy and toy capsules from a single attractive, space-efficient cabinet, combining "classic vending economics with modern merchandising appeal."

### Lucky Loot
Prize Redemption
**Shipping: Spring 2027**




The company's new 31" *Lucky Loot* prize machine "delivers a bold new addition" to their expanding amusement line-up, and is "designed to attract players and create engaging prize-winning experiences."

## Coastal Amusements

**www.coastalamusements.com**
**Booth S3717**

### Amazing World
Crane
**Shipping: December**




*Amazing World* brings a colorful space theme to Coastal Amusements' new 30" crane platform. Its compact footprint, vibrant illuminated cabinet and familiar claw gameplay creates an eye-catching prize machine suited for plush and merchandise while offering operators a new look for a proven arcade format.

### Claw Bot
Crane
**Shipping: December**




*Claw Bot* adds another fresh new look to the company's 30" crane lineup. It features robot-themed artwork, bright cabinet illumination and classic claw-machine gameplay.

### Dino Attack
Laser Shooter
**Shipping: Spring 2027**




*Dino Attack* is the new and improved evolution of Coastal Amusements' Dinosaur Era. The 3-player laser shooter has updated graphics, and new levels and dinosaur-filled environments where players

battle side-by-side through fast-paced shooting action. It's designed for competitive and cooperative group play.



**Giant Tug Of War**
Ticket Redemption
**Shipping: Spring 2027**

*Giant Tug Of War* puts players head-to-head with a powerful giant in this interactive strength challenge. Players select from six difficulty levels before attempting to pull the giant across the playfield as quickly as possible. Powered by an air compressor, the game awards tickets based on completion time.



**Hang Man**
Ticket Redemption
**Shipping: Spring 2027**

*Hang Man* challenges players to see how long they can hold on. After the player steps onto the platform, sensors automatically lower the bar to the appropriate height before lifting the player a few inches off the ground. Wind effects and light vibrations add to the experience as players try to hang on as long as possible. Longer hang times earn more tickets.

**Kool-Aid Flavor Wheel**
Ticket Redemption
**Shipping: Spring 2027**

*Kool-Aid Flavor Wheel* brings the iconic Kool-Aid Man to a colorful new redemption game. Players pull the lever




and watch the Kool-Aid Man spin around a wheel of different flavors, trying to land on the "BONUS" space for a big ticket payout.




**Safe Sliders**
Redemption
**Shipping: Spring 2027**

*Safe Sliders* builds on the cabinet concept of *Hot Wheels Ultimate Speedway* with an all-new redemption experience. Players slide a puck beneath numbered targets to crack combinations to the safe, earning more tickets as they unlock additional codes. The redesigned game features a 65" monitor, a smaller overall cabinet and an updated pallet and shipping configuration for more efficient transportation.



**Zombie Smash**
Redemption
**Shipping: Spring 2027**

*Zombie Smash* is an interactive redemption game that challenges players to throw a light ball at zombies as they pop up across the playfield. Consecutive hits trigger the "Boss Zombie" in the center for an opportunity to score bonus points, creating fast-paced gameplay with "plenty of action and replay value."

## Digital Centre

**www.dc-image.com**
**Booth S419**






**AI Photo Booth Technology**
Software
**Available: This Month**

Digital Centre is introducing its proprietary, in-house AI technology, developed specifically for its photo booths. The technology works offline without requiring an internet connection or third-party AI servers, generates photo transformations in approximately three seconds and eliminates additional per-photo AI service fees. Guests can transform their photos into a wide variety of fictional characters, and discover different results with every session and enjoy seasonal designs throughout the year.

## Elaut Group

**www.elaut-group.com**
**Booth S3000**

**CrabZilla Strikes**
Coast to Coast Entertainment
Video Redemption
**Shipping: TBA**

*CrabZilla Strikes* combines a fish-shooting video game and




coin mechanics. Players aim at and capture underwater creatures on-screen while unlocking bonus rewards on the physical, coin playfield. Designed for 2-player competitive gameplay, *CrabZilla Strikes* "immerses players in a vibrant underwater world filled with giant sea creatures, bonus challenges and exciting reward opportunities," Elaut said. It also features multiple reward levels, a three-level "Super Wheel" bonus and the "Coin Goblet" bonus.



**E-Claw 2.0 Cosmic**
Elaut Large Prize Crane
**Shipping: Q1 2027**

This newly introduced crane builds on Elaut's *E-Claw 2.0* machine. The *Cosmic* cabinet is specifically designed for larger prizes like footballs, oversized plush and premium licensed merchandise. The company's *E-Claw 2.0 900* 1-player model will also be shipping in Q1 2027 and its 2-player version is shipping now.

## ICE

**www.icegame.com**
**Booths S4009, S4209**



**ICEBALL X**
Redemption
**Shipping: Now**

*ICEBALL X* puts a fresh spin on the classic alley roller with a redesigned playfield, new scoring challenges, dynamic LED lighting and evolving audio. Players aim to hit all five X pockets to complete the X and unlock the X bonus. Play solo or link 2–4 games for "The Great Race," an exciting multiplayer competition featuring color-coded lighting, animated racers and a winner celebration.

## IGPM/Kalkomat

**www.igpmgroup.com**
**Booth S1203**



**Boxer Camera**
Boxer
**Shipping: Now**

IGPM adds to its extensive selection of boxing machines with this one which features a camera. It can takes pictures and short videos of the players in action, throwing their best punches, and shows them on the game's display (scoreboard). It's also included in the company's online boxing game tournament and can store players' pictures.

## JET Games

**www.jetgamesusa.com**
**Booth S1407**




**Baby Shark**
Kiddie Ride
**Shipping: December**

*Baby Shark* is a colorful and interactive kiddie ride attraction that features vibrant ocean graphics, exciting motion and engaging underwater gameplay. Its cheerful design makes it a perfect addition to FECs, shopping malls and arcades, JET Games says, attracting young visitors and encouraging repeat play.




**DIY T-Shirt Machine**
Vendor
**Shipping: January**

Players simply choose their shirt and size, upload personal photos directly from their mobile device or select artwork from an extensive design library, then use built-in AI tools to enhance, edit and transform their images into a T-shirt. Once the design is complete, the shirt is printed out on the spot.




**G.I. Joe Tank Assault**
Video Shooter
**Shipping: January**

*G.I. Joe Tank Assault* is a 2-player motion game that "puts players right at the heart of the battlefield." Players team up to help the "All-American Hero" defend the nation against powerful enemies in an adrenaline-charged mission. With immersive motion technology, high-definition graphics and iconic branding, JET Games says *G.I. Joe Tank Assault* "delivers a thrilling, high-impact arcade adventure designed to attract players and keep them coming back for more."




**On The Level**
Ticket Redemption
**Shipping: December**

*On The Level* is a fast-paced skill game where players use a real construction level to guide a virtual ball through obstacles, hazards and power-ups. The company says the game is "easy to learn and challenging to master."

**Robo Shot**
Video Game
**Shipping: December**

*Robo Shot* is a 4-player shooting experience that delivers 3D action without the need for goggles or headsets. Players choose from multiple levels and blast their way through the intense challenges. Whether playing solo or going head-to-head with up to four players, the company says *Robo Shot* "delivers nonstop excitement, friendly competition and incredible replay value."




## LAI Games

**www.laigames.com**
**Booths S200, S400**



**Asphalt 9 DX Plus**
Racing Game
**Shipping: Now**

*Asphalt 9 DX Plus* brings licensed supercar racing to an 85" vertical 4K display with a pneumatic motion seat. "Expanded cars and tracks add replay value, while panoramic attract sequences across linked screens create a striking showcase," said LAI Games. "Cars vs. Bikes" racing lets players compete against *Moto Blitz DX Plus* riders, and an optional ticket redemption setting gives operators added flexibility. The cabinets can be linked up to four, or up to eight when paired with *Moto Blitz DX Plus.*




**City Hunter**
Coin Pusher/Ticket Redemption
**Shipping: Q1 2027**

*City Hunter* combines coin pushing with an on-screen monster battle in this compact 2-player cabinet. Players launch coins into target holes to trigger character attacks, then push coins and bonus balls off the playfield to earn tickets and power up their attacks. A "Party Mode," escalating boss battles and "Super Bonus" events build the excitement.




**Demon Hunter 1892**
Video Shooter
**Shipping: Q1 2027**

*Demon Hunter 1892* takes players into a steampunk version of Victorian London for a 4-player shooting adventure. Substantial metal gun controllers and pneumatic trigger feedback "give the action a premium feel, while active dodge mechanics keep players involved." Five hunters offer distinct skillsets, and randomized five-stage sequences and choice-driven multiple endings give players reasons to return.




**Dragon Wall**
Marble Pusher/Ticket Redemption
**Shipping: Now**

*Dragon Wall* combines classic pusher action with "interactive shooting and digital match-3 gameplay." Players build a towering physical "Coin Wall," trigger special bonuses and launch giant balls down the illuminated "Dragon Hill" for a chance to topple the wall.



**Moto Blitz DX Plus**
Racing Game
**Shipping: Now**

*Moto Blitz DX* Plus combines an 85" vertical display with a 5D motion platform for immersive motorcycle racing. Players choose from 18 bikes and race across 23 tracks. "Cars vs. Bikes" racing lets players compete against *Asphalt 9 DX Plus* riders. Like that game, operators can also enable ticket redemption on this one. Identically, the cabinets can be linked up to four, or up to eight when paired with *Asphalt 9 DX Plus.*

[Editor's Note: LAI Games will also show *HYPERGRID*, the turnkey 1- to 6-player active play social attraction. It started shipping this summer.]

## Laserforce

**www.laserforcetag.com**
**Booth S2881**



**Laserforce Fusion**
Laser Tag Phaser
**Shipping: Now**

*Fusion* is Laserforce's new phaser-only system, perfect for soft play facilities, mobile laser tag, cruise ships or small laser tag setups. There's zero vesting required and built-in safety features like a secure nylon wrist strap, two-hand detection technology and drop-detection accelerometers.

## Pipeline Games

**www.pipelinegames.com**
**Booths S4020, S4220**




**Pushin' Prizes**
Prize Merchandiser
Shipping: Now

This single-player mechanical prize machine features "brand-new novel game mechanics," Pipeline said. Players time and control a mechanical arm to push visible prize boxes suspended between two layers of glass. The friction makes the boxes rotate rather than simply slide out, and a box may turn several times before it falls off the ledge into the prize shoot. Players can see their progress with each attempt. The patent-pending prize boxes are included and give operators flexibility in merchandising.

**Zoo Locker**
Crane
**Shipping: Now**




This animal-themed cabinet brings rubber animal prizes to the familiar crane format. The bright cabinet features colorful zoo animals and a clear view of the prize area.

## QubicaAMF

**qubicaamfbowling.com**
**Booths S4757, S4855**



**Fly'n Ducks with Neoverse**
Duckpin Bowling
**Available: Now**

Played on shorter lanes with smaller balls and distinctive duckpins, *Fly'n Ducks* delivers all the fun, competition and social energy of bowling in a compact, space-efficient format. QubicaAMF said it's ideal for FECs, hotels, bars, restaurants and other venues where traditional installations may not be practical. Now, the experience has been elevated by integration with Neoverse, the company's immersive LED wall that features dynamic visuals, interactive gameplay and customizable themes.

## Raw Thrills

**www.rawthrills.com**
**Booths S2907, S3007, S3207**




**Godzilla Kaiju Wars Pro**
Video Game
**Shipping: January**

The Raw Thrills hit *Godzilla Kaiju Wars* is now available in a compact environmental *Pro* cabinet for all locations. Intense 2-player action features five levels and a boss battle. The game has a 65" 4K display, Thrill-D GigaSound, and an eye-catching animated 92" "Godzilla Attacks" illuminated attraction wall.

## SEGA

**www.segaarcade.com**
**Booths S4602, S4803**




**Go Go Ducky**
Redemption
**Shipping: This Month**

*Go Go Ducky* is a ball-rolling, derby-style experience. A 4-player game, it features a bright 75" screen that displays four rubber ducks as they race to the finish line. To propel their duck forward in the race, players must skilfully roll balls into scoring holes to increase their duck's speed.




**House of the Dead Reawakened**
Virtual Reality
**Shipping: Q1 2027**

*House of the Dead Reawakened* marks SEGA Amusements International's most ambitious VR title to date. This 2-player, attendant-free horror experience is built to be a floor's anchor attraction, the company said. You can read all about it in this month's cover story.

**Match It**
Prize Merchandiser
**Shipping: Q1 2027**

This game brings the classic charm of mechanical flip numbers to life. Players must stop the numbers and try to line up three matching numbers, with combinations such as 1-1-1, 2-2-2 and 3-3-3 to win the prize displayed on the corresponding shelf.




**Prize Mart**
Prize Merchandiser
**Shipping: Q1 2027**

This 2-player prize game incorporates classic pinball-style plunger gameplay with a twist. Players must pull back and release the plunger to launch the ball toward a




series of illuminated zones with different colored holes offering different prize tiers. Once a ball lands in a prize zone, a new prize is added to the playfield, pushing the existing prizes towards the winning zone.




**Shooting Carnival**
Redemption
**Shipping: Q1 2027**

With this one, SEGA is bringing the sights, sounds and thrills of the classic fairground shooting gallery to the arcade floor. Inspired by vibrant carnivals, fireworks and fairground attractions, the company said the game's artwork, LED lighting and eye-catching centrepiece are designed to grab attention from across a venue. Players use pneumatic carnival-styled rifles to knock down a variety of interactive targets, each delivering unique mechanical reactions including spinning, bouncing and falling effects.

**The Floor is Lava**
Redemption
**Shipping: Q1 2027**

Players roll balls across a "lava-filled" playfield, aiming for the target at the back to

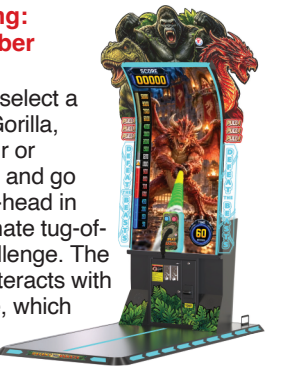



rack up points. While this sounds simple enough, large gaps representing the lava stand in the way. Luckily, there are three independently moving platforms that form a safe pathway across the danger zones. Every roll requires careful timing and precision to line up the platforms and guide the ball safely across into the target. Roll too early or too late and the ball drops into the lava filled voids, which means lower scores.

## Smart Industries

**www.smartind.com**
**Booth S3016**

**Defeat the Beast**
Video Redemption/Sports
**Shipping: November**



Players select a beast (Gorilla, Dinosaur or Dragon) and go head-to-head in the ultimate tug-of-war challenge. The beast interacts with the rope, which moves in and out as players try to accumulate points. The cabinets can be linked together for competitive play.

**Demo Kings**
Interactive Video Redemption
**Shipping: December**

Demo Kings delivers high-energy arcade action with a construction-inspired theme,




dramatic destruction effects, and an exciting challenge that keeps players coming back, Smart stated.




**Island Golf**
Mini-Golf Arcade Novelty/Sports
**Shipping: December**

Island Golf puts the familiar fun of mini-golf into the arcade experience. Players aim for the holes and compete for their best scores as they enjoy the colorful, island-themed cabinet. There are 10 physical golf holes to aim at, up to four players can have a go, and there's also a single-player mode.




**Knock'Em Blocks**
Hammer-Whacking Ticket Game
**Shipping: November**

This competitive hammer game was built for 2-4 players. Each must test their timing and accuracy as they knock down blocks and compete for exciting prizes. There are multiple prize award tiers up for grabs.




**Mega Claw**
Crane
**Shipping: December**

Mega Claw has the power to lift prizes weighing up to 25 pounds. From video game consoles and laptops to premium electronics and oversized prizes, Smart Industries said the crane "opens the door to an impressive selection of high-value rewards."




**Ticket Mania**
Ticket Redemption
**Shipping: December**

Ticket Mania combines the thrill of dropping coins toward moving targets with exciting bonus opportunities and competitive multiplayer action. In this 4-player cabinet, players aim for ticket awards, activate the bonus wheel and build the "FRENZY POWER METER" to unleash "FRENZY TIME" for all active players.

## Stern Pinball

**www.sternpinball.com**
**Booth S3216**




**AC/DC Remastered**
Pinball Machine
**Shipping: Now**

*"AC/DC* is one of the most iconic and beloved music-themed pinball games of all time, with a legacy that has resonated with players for more than a decade," said Seth Davis, the president and CEO of Stern Pinball. "With *AC/DC Remastered,* we're proud to honor what made the original machine a classic while introducing refined updates and enhancements that bring this beloved game to a new generation of players." The game features an all-new redesigned lower playfield and three new timed modes: "Oi Mania," "Thunder Ramps" and "High Voltage." (Stern will also show *Fallout, Transformers: More Than Meets the Eye* and *Pokemon.)*

## Team Play

**www.teamplayinc.com**
**Booth S1003**

**Madballs Crane**
Crane/Vending Machine
**Shipping: Q1 2027**



Team Play calls this the first "arcade game, crane and vending machine all in one." Players start by playing a video game on the 55" monitor. Depending on the outcome, they can receive a small prize through a unique 2" prize vending machine, or a chance to choose a larger prize from the crane. The fully-licensed Series 1 Madballs are available now in 2", 4" and 18" sizes.

## TouchMagix

**www.touchmagix.com**
**Booth S217**

**Knock 'A' Duck**
Ticket Redemption
**Shipping: Now**

It's simple – knock down all the ducks to win tickets. Bigger prizes can be earned by winning more tickets. The game features operator-adjustable difficulty and also has progressive duck speed, an anti-cheating foul line sensor, and a traditional carnival bell to note: "We have a winner!"







**Mystery Game**
Be sure to stop by booth S217 to see this new game revealed live, for the first time. [TouchMagix is also showing *Boxed Up, Crazy Prize, Minions Bullseye Mania, Pickleball Toss, Pop It* and *Treasure Chest.*]

## US Fun Machines

**www.usfunmachines.com**
**Booths S611, S720, S1037**




**DUMIBLOO Origins**
Crane/Prize Redemption
**Shipping: January**

*DUMIBLOO Origins* turns a crane game into a collectible character adventure. Each plush comes in a mystery blind bag, so every win reveals a character from the ever-growing DUMIBLOO universe. The game features a glowing, custom-designed cabinet, original characters and a collector checklist.



**Fruit City**
Crane/Prize Redemption
**Shipping: January**

*Fruit City* brings a colorful world of fruit characters to the crane game, with a growing collection of interactive plush. Each "Fruit Mania" blind bag holds a surprise character, and the plush itself is a touch-sensitive musical toy. Players can make music solo, with friends or choose the music, giving each character an interactive life beyond the prize machine. New characters will continue to expand the collection.



**G-QUACK**
Crane/Prize Redemption
**Shipping: January**

*G-QUACK* brings "street-style energy" to the crane game with "neon lighting and bold graffiti artwork." Each blind bag holds a surprise 2" rubber duck, with new characters adding to the collection over time. The 6" ducks can also be ordered separately.



**Lil' Beast**
Crane/Prize Redemption
**Shipping: January**

*Lil' Beast* features a friendly, mischievous character, slime-inspired details and vivid green lighting. Available in medium and large sizes, it offers locations a distinct way to present plush prizes and bring a little "monster personality" to their game floor.



**Popzoo**
Crane/Prize Redemption
**Shipping: January**

*Popzoo* ia a carnival-inspired game that invites players to "Pop It, Pick It" and discover a surprise plush in every blind bag. Each character pops out of its own popcorn bucket, making the prizes fun to reveal and collect. Like other cranes from US Fun Machines, the character lineup will continue to grow.

## UNIS

**www.unistechnology.com**
**Booths S907, S1007**



**Godzilla vs Mechagodzilla**
Marble Pusher
**Shipping: Now**

*Godzilla vs. Mechagodzilla* brings the iconic kaiju rivalry to the arcade in a 2-player marble pusher experience. Combining ball launching, collectible Godzilla cards, bonus challenges and jackpot opportunities, the game delivers "engaging physical gameplay with a recognizable entertainment IP."



**Hello Kitty and Friends Prize Island**
Prize Machine
**Shipping: December**

*Hello Kitty and Friends Prize Island* combines crane gameplay, prize pushing and bonus rewards in a colorful, 4-player arcade attraction. Featuring beloved characters, the game offers multiple ways to win, including collectible prizes and jackpot opportunities. Players use the crane to grab and drop prizes into the target zone for a chance to activate the bonus wheel. Special features like "Win All Prizes" and "Shopping Spree" add excitement and encourage repeat play, UNIS said.

**King of Cards**
Prize Machine
**Shipping: Now**



*King of Cards* is a collectible card-winning game where players time their strikes to knock rotating card packs into the prize chute. There's also a chance to unlock an additional bonus prize. The cabinet features four player stations, eye-catching lighting and flexible prize options.



**Portal Pix**
Interactive Photo Kiosk
**Shipping: This Month**

*Portal Pix* transforms photo-taking into a "fun, interactive experience where players capture, customize and print personalized photo cards to collect, trade or share." Kiosk users can choose from a variety of themed frames, characters and playful scenes to create their keepsakes. A 27" touchscreen makes customization easy, while an animated digital character with expressive animations and voice guidance adds personality to the experience.



**Ticket Treasure**
Redemption
**Shipping: Now**

*Ticket Treasure* combines crane and pusher gameplay in this 4-player arcade attraction. Players time a button press to swing the crane and grab RFID ticket rolls, then win rolls pushed over the playfield edge. A bonus light-stop challenge offers a chance to win the center plate prizes.

## UPlay America

**www.uplayamerica.com**
**Booth S810 (Pro-Games Poland)**



**Boxer TV**
Boxer
**Shipping: This Month**

This boxer is equipped with an integrated screen and camera, allowing players to

see their results and compete for a place in the ranking. It also features a live leaderboard, which encourages players to challenge existing scores.



**Hammer 2**
Hammer Machine
**Shipping: This Month**

This is Uplay's next generation of their classic *Hammer* machine. *Hammer 2* features taller and slimmer construction, which they said gives it "a stronger presence and makes it highly visible from across the venue." It's also foldable for operator transportation.

## vrCAVE

**www.vrcave.ca**
**Booth W1333**




**The Spy Who Escaped Me**
VR Escape Room
**Available: Spring 2027**

This is vrCAVE's 11th VR escape room, all of which come in at a 45-minute runtime and allow for 2-6 players. In *The Spy Who Escaped Me,* players must infiltrate an evil villain's volcano lair, use their spy gadgets to solve puzzles and ultimately prevent the villain blowing up the moon. The game will soft launch on PCVR hardware in late 2026 and fully launch on all hardware next spring.

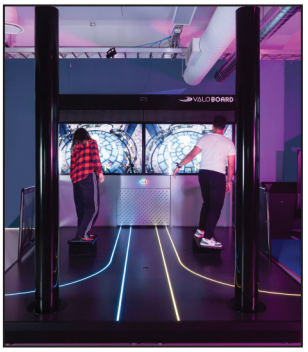
## Valo Motion

**www.valomotion.com**
**Booths S5487, S5688**



**Groundfall**
Mixed Reality
**Shipping: Now**

In May, Valo Motion revealed their new unmanned *Groundfall* attraction. Described as the "mixed reality version of the floor-is-lava game," it's available on ValoArena and as a dedicated, retrofit-friendly product for 4-10 players.



**ValoBoard**
Mixed Reality
**Shipping: Q1 2027**

This unattended attraction combines multiple board sports and features three games – *Sunset Skaters, Trickpunk Snowboarding* and *Spinblades.* It's the company's first game built around a physical controller. Players shift their weight to steer, lean to aim and jump to dodge obstacles.

[Editor's note: Turn to page 93 to read about the feature on Valo Motion's 10th anniversary.]

## VEX Solutions

**www.vex-solutions.com**
**Booth S4873 (Amusement Products)**

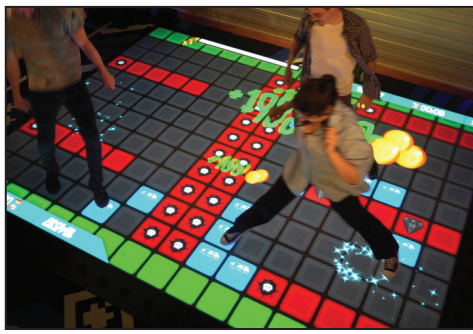



**VEX PartyDash**
Mixed Reality
**Shipping: Q1 2027**

*PartyDash* is a highly active, dual-screen mixed-reality experience. Players see themselves projected in real-time on a massive front screen while the interactive LED floor lights up beneath their feet for fast-paced, full-body gameplay. VEX Solutions calls it 100% attendant-free and the attraction does not require wearables of any kind.

Have you caught all of the RePlay Podcast episodes? Watch them here!





**VEX SmashDash**
Interactive Floor
**Shipping: Q1 2027**

*SmashDash* is a high-definition interactive floor attraction "designed to break the limits of basic illuminated grids." By using a true LED display, VEX Solutions says it "unlocks authentic, fast-paced video game mechanics right under the players' feet." Up to 12 players can enjoy the attraction simultaneously.

## Zero Latency VR

**www.zerolatencyvr.com**
**Booth S5681**




**Jumanji: The Lost Levels**
VR Experience
**Available: December**

Made in conjunction with Sony Pictures, Zero Latency's *Jumanji: The Lost Levels* will be added to their experience library on Dec. 4. It's the company's first fully hand-tracked title, meaning no controllers. Groups are pulled into the game, take on avatars like Dr. Bravestone and play through it as a team.