

# InterGame

THE OPERATORS' NUMBER ONE CHOICE

THE SPECIALIST GAMES AND GAMING BUSINESS MAGAZINE

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**Kicking off  
with a bang**  
**EAG International  
2016**

**Tip of  
the ICE-berg**  
Gaming show  
bigger than ever



**What's in store?**  
Likely trends this year

OFFICIAL INTERNATIONAL PUBLICATION







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## IAAPA Attractions Expo NOVEMBER 16-20 US



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- 1: Luchi Nelson (second right) and the Brunswick Bowling team
- 2: Jeff Judson and Joe Sladek, Skee-Ball
- 3: CPI's Gary Massey, Greg Elder and Mike Bocelli
- 4: Michael Green, UDC, and Wayne Snihur, American Changer
- 5: Domenico Defazio, David Paderni, Faro Games, George Petro, Play Mechanix and John McKenzie, Bandai Namco
- 6: James Anderson Bandai Namco and Yuhanis Nawasreh, Warehouse of Games
- 7: BMC Universal Technologies' Paula Tully (left), VP of sales - media-kiosk, and Heidi Schwarzli (second left), vice president, with two of their customers
- 8: Peter Lisnyi, MagicPlay
- 9: Brent Dyer and Michael Conejo, Allied Bowling
- 10: Jason Caricato, Julie Caricato, Cindy Seide, Rachael Humphrey, Mitchell Gold, Sylvia Rand from Indoor Playgrounds
- 11: Guillaume Gallant, Alterface
- 12: Francois Lachance and Jeff Evangelista, Adrenaline Amusements
- 13: Carey Robertson, International Play
- 14: Link Pendley, Valley Dynamo, and Georges Elias, Robert's Group
- 15: Josep Tarres, Digital Centre
- 16: Yulong Wang, Unlimited Snow
- 17: Kjeld Erichsen, Bandai Namco, and Alkan Demir, Jomsan
- 18: Hamod Knaan, My Baby, and Tom Kane, Betson
- 19: Patrick Lamb and Greg George, Severn Lamb
- 20: Bertazzon's Michele and Patrizia Bertazzon and Angelo Signorotto
- 21: Kiran Karanki, Semnox
- 22: Ali Dube, Barron Games
- 23: Alyssa Chawgo, Anna Zykina-Bacorn and Greg Bacorn Barron Games
- 24: Terry Fawdington and Ahmet Solmaz, Switch International



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## MOTOGP ARCADE GAME – RAW THRILLS



**RAW Thrills** showed its fully licensed **MotoGP** arcade game at **IAAPA**. Players lean into turns on a MotoGP motorcycle seat as they race against famous riders like Valentino Rossi, Jorge Lorenzo and Marc Marquez at one of 10 MotoGP circuits from around the world. The game utilises an HD display, player camera and wind simulator to provide a more immersive experience. Online connectivity allows riders to compete against up to eight other players, as well as compare their stats with the worldwide competition.

## MONSTTRUCK – LAIV

**SPANISH** vending specialist **Laiv** has released a new range of capsule toys, the **Monsttruck**, themed on the popular 4x4 modified cars. The collectable vehicles are available in a variety of colours and each comes with its own launching mechanism. The toys fit into 68mm capsules and are available in packs of 100.



## STAIRWAY TO HEAVEN – INSTANCE AUTOMATICS

**INSTANCE** Automatics is demonstrating its new **Chupa Chups** vending machine, **Stairway to Heaven**, at **EAG 2016**. Players press the button to determine how many lollipops they win, from one to four. The mechanism then lifts the prize up the moving stairlift, down the win chute and into the catcher. Ian Eason, director at Instance Automatics, said: "This is a brand new concept in vending the popular Chupa Chups lollipops, a great game for children and adults alike and I am delighted that we are the exclusive European agent for this new, innovative design."



## MEDIA-KIOSK – BMC UNIVERSAL TECHNOLOGIES

**DESIGNER** and manufacturer of product dispensers **BMC** has unveiled its newest vending machine. The **Media-Kiosk**, which updates the company's long-standing **Beaver** gumball machine, gives consumers control over the selection and quantity of their snacks, which are dispensed in a hygienically sealed bag stamped with nutritional information. The machine has a 65ins HD screen with customisable advertising graphics, and also includes software that captures critical consumer data, such as facial response, approximate age and demographic.



## VARIOUS – OM VENDING

**SPAIN-based** manufacturer and distributor **OM Vending** has unveiled a new line of products for 2016. Its new interactive

kiddie rides, **The Pony** and **TT Bike**, are ideal for entertaining young children, as the child can control the ride to interact with the monitor on the machine. **Super Car**, **Baby Car**, **Go Fishing** and **Jurassic War** are interactive video games that can be configured to give a prize or tickets. The child can use the controls on the machine to drive around a circuit, catch fish or shoot invading dinosaurs with real balls. **Fast and Win** and **The Frogs** are reflex games ideal for competing with friends. Children use a hammer to hit the frogs in the latter, and use their hands to switch off lights in **Fast and Win**. **Toy Shop** and **Toy Shop XL** are both vending cranes of different sizes that give a prize every time. OM's new prize cranes, **Prize Time** and **La Pinza**, offer a traditional crane game experience. All cranes offer a range of prizes, including plush and electronic devices.



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