

## Latest news and views

### ➤ Webak Coin launched at IMA

AUSTRIAN company Webak showed its dexterity and creativity by turning back the clock to resurrect an old mechanical game for beleaguered Austrian operators – and showed the latest of its multigame formats at the IMA show in Düsseldorf.

The Webak Coin is a simple wall-mounted 'Allwin' type game, as it used to be called 50 years ago. The player uses a trigger to flick a €1 coin around a vertical playdeck hoping by skill to get it into one of three holes to give €2, €3, €5 payouts or into a free play hole. Otherwise the coins stack up in a coin box.



Eveline Kreiner of Webak with the company's new wall-mounted Webak Coin game

The reason the company has produced Webak Coin is that its skill game character would enable operators to run the machine without a gaming machine licence in Austria. Currently the country is proposing to limit operating licences to three for each of its nine provinces, putting hundreds of small operators out of business.

At the same time, Webak showed two latest versions of its multigame cabinet, a slant-top version which was yet to be named, and its Wall Champion, which can contain a number of Webak top-earning games. Both models are designed for the German arcades business.

### ➤ Cummins-Allison sells direct to Ireland

CASH handling provider Cummins-Allison has started to offer direct sales and service to the Irish market. Barry O'Garman, who is based in Ireland, will be the company's dedicated member of staff for the market.

Speaking at the EAG Expo, O'Garman said that, although the economy hasn't been great recently, there are enough customers pushing through to make the move of going direct worthwhile.

The manufacturer had experienced a positive EAG Expo with some good customer enquiries and was planning on taking its new products to the AmEx show this month as *InterGame* went to print.



### ➤ Adrenaline European debut



NEWCOMER to the coin-op amusement industry Adrenaline Amusements from Canada presented its second title TouchFX on UDC's EAG Expo stand, receiving a great reaction from visitors across the three days.

There are three games available at present including Fruit Ninja, which is proving very popular with female players in particular. Jump Jump Soccer, which has been a huge success on smart phones, is also available and according to the company's Marc-Antoine Pinard hockey and tennis versions of the game will be introduced at a later stage in the year. The new game is available as a stand-alone terminal or multiplayer format and was due to go on test in the UK through UDC, when *InterGame* spoke to Pinard at the show. He also hinted that a bar version of the game could be in the pipeline following encouraging test results in the US.

"I've been really impressed with the EAG Expo," said Pinard. "We've seen lots of different people coming through the doors interested in our product. It is a gaming platform and not just one product, making it a sound investment that can be continuously updated with fresh content."

Also making a first time appearance on the UDC stand was Wheel of Fortune from Raw Thrills. The distributor is in the process of tailoring the game to suit the UK market, making adjustments to the questions. The game was expected to be ready for testing by spring when *InterGame* spoke to UDC's Matt Bland at the show.

Other products heading over from the US for the UK market through UDC included Coast to Coast's Friction video game kit, which will give any 'dead wood' CRT cabinet fresh appeal at an affordable price. On show in an old Time Crisis 2 cabinet at the show, the game uses high-resolution graphics and can work with two monitors using a splitter. Benchmark's new product range, which includes Monster Drop and Trap Door, was also on show, seen first at the IAAPA Attractions Expo in November, as was Feiloli's automatic candy floss vending machine.

Ahead of the new 10 pence coin being introduced in the UK in April, UDC presented its new 10p coin mech at the show, which handles both the new and existing 10p coins, giving operators plenty of time to start to install them and have their machines ready to accept both once they start to filter through.

According to UDC, while some older games use only the physical size of the coin to check if it's correct, many newer games use coin comparators that house a sample of the coin in question inside, to perform electronic checks. The drawback to this approach, is that the comparators only have room for a single coin, preventing players from spending their newer, or if switched over older, coins. The new mech has been thoroughly tested and works extremely quickly so it can be used for fast paced applications where many coins are inserted in rapid succession, such as a pusher or quick-coin game.

Staying with the cash handling theme, UDC also showed *InterGame* its new change machine, which is due to go into full production very soon. Featuring a touchscreen, it has a number of different change options available – it can change notes to coins as you would expect and then coins back to notes if needed.