



CATCHING DUCK

Catching Duck is a redemption arcade machine that combines precision, coordination, and excitement in a classic prize-winning game. The player controls the claw using the joystick, positioning it over the chosen prize and attempting to grab it before the game ends.

Its fun-themed design, RGB LED lighting, and tempered glass structure create strong visual appeal. The system allows different prize configurations, including win probability settings, adapting to the needs of each operator. It also accommodates prizes between 6 and 9 inches, offering flexibility for different types of toys and plush prizes.

SIZE: 81 × 90 × 200 CM

POWER: 300–400 W

VOLTAGE: 220 V

