

RePlay Magazine Instant E-News

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UNIS Launches *Fruit Mania Xtreme*

UNIS Games recently launched *Fruit Mania Xtreme*. Originally debuted at the 2012 IAAPA, the game is a variation of the firm's companion title *Fruit Mania SD*.

This video-style pusher machine offers the player skill-based excitement with rapid coin shooting action and simple game play, says the game factory. Players aim and shoot coins at the rotating fruits to drain their health bars and the fruits will turn into treasure boxes, falling onto the platform. Each time coins/boxes drop into the Winning Zone, the player wins tickets. When coins/boxes drop into the Prize Wheel Trigger, it activates the Prize Wheel for a chance to win more tickets or receive special items.



"This great game seems to have captured the imagination of players everywhere. Every aspect of the machine's design and its performance is popular," said Steven Tan, GM at UNIS. Find out more at www.universal-space.com.

RePlay Survey: Redemption and the Law

Operators around the U.S. remain focused on the issue of amusement redemption prizes, specifically statutory and regulatory limits on the types of games and prizes that can be utilized for either ticket or direct (merchandisers and cranes) redemption.

New laws and enforcement actions dominate industry news. Several national chains that offer amusement redemption have also been sued for allegedly violating gaming laws and fair business practice statutes.