



TROUBLESHOOTING

1) IF THE CLAW CANNOT PICK UP CANDY/TOYS:

● Try removing some of the candy/toys. **OVER-FILLING** with candy/toys limits The Claw's maneuverability, preventing it from being able to pick up items. With less candy/toys The Claw can more easily grasp an item.

● Try using different types of candy/toys. The items may be too large, too small or too heavy.

2) IF ANY OR ALL OF THE CLAW FUNCTIONS DO NOT WORK:

● If weak, previously used batteries are used in the unit or batteries of different types and brands are used simultaneously, The Claw may not function properly. Be sure to use **NEW** batteries of the same type and brand. In many cases, fresh batteries will solve the problem and The Claw will function properly. Also, after a certain amount of use, even new batteries will weaken and will have to be replaced. The amount of time the unit will function properly between replacements will depend on how often the The Claw is used and the quality of the batteries.

3) IN THE EVENT THAT THE CLAW FAILS TO OPEN WHEN PLAYING FIRST TIME PLEASE TRY FOLLOWING :

- (a) Use the joystick to move the CRANE near the right side under the compartment which used to fill the prizes or candy.
- (b) Open the compartment on the top, reach inside and pull the chain gently up towards the opening.
- (c) Use your hands to gently open THE CLAW then release it and try again.

PLEASE NOTE: THIS ITEM IS NOT INTENDED TO BE USED AS A CANDY/TOY DISPENSER. IT IS A GAME OF CHALLENGE AND SKILL, JUST LIKE THE REAL ARCADE GAME. THEREFORE A CERTAIN DEGREE OF SKILL IS REQUIRED. NOT RECOMMENDED FOR CHILDREN UNDER 8 YEARS OF AGE, AS IT REQUIRES HAND/EYE COORDINATION. WHEN USING CANDIES USE WRAPPED CANDIES ONLY.

Item # 4885 ©J.S.N.Y. Made in China
For Ages : 8 yrs & up



WARNING:

**CHOKING HAZARD - Small parts.
Not for children under 3 yrs.**

1) Place 3 "D" batteries in the battery compartment (Diagram A). **DO NOT MIX ALKALINE, STANDARD (CARBON ZINC) OR RECHARGEABLE (NICKEL-CADMIUM) BATTERIES.**

2) Place prizes or candy in the compartment on top of The CLAW (Diagram B). **DO NOT OVER FILL.** The CLAW crane needs room to move about in order to function properly. Position the crane away from the opening when filling with prizes or candy, to avoid damage to the mechanism.

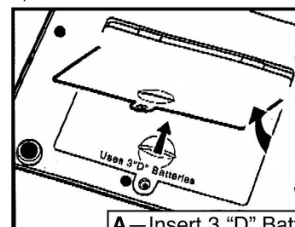
3) To begin playing, slide switch to the "ON" position at bottom of The CLAW (Diagram D). Place a token in the slot. (Diagram C) The music begins playing.

4) Use the three joysticks (Diagram C) to move the crane. From the left, Joystick 1 moves The CLAW Backward & Forward. Joystick 2 moves The CLAW Left & Right. Joystick 3 moves The CLAW Up and Down and also Opens and Closes The CLAW (Note: The CLAW **OPENS** as it goes Down & **CLOSES** as it goes UP). You have approximately 60 seconds to grab candy or prize before time is up and the game stops.

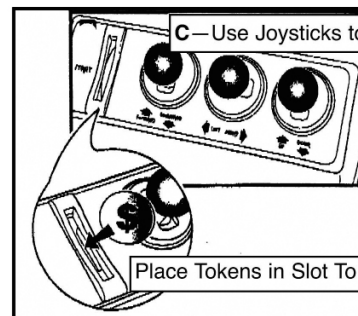
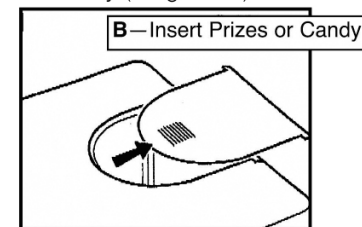
5) When candy or a prize is grabbed and dropped down the chute, there is a sound of applause and the play stops.

6) Insert another token to play again.

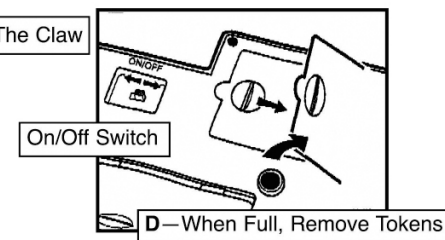
7) Remove tokens from bottom compartment when necessary (Diagram D).



A—Insert 3 "D" Batteries



Place Tokens in Slot To Play



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