

IMPORTANT INFORMATION

- Do not place your hand in the claw machine.
- When refilling, keep the claw away from the opening to prevent damage to the unit.
- Do not overfill the machine. The claw needs room to freely move around.

SAFE BATTERY USAGE

- Use alkaline batteries for best performance and longer life.
- Use only the type battery recommended for the unit.
- Batteries should be replaced only by an adult.
- Insert batteries with the correct polarity (+ and –).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Do not short-circuit batteries.
- When not used for an extended time, remove batteries to prevent possible leakage and damage to the unit.
- Do not mix rechargeable and non-rechargeable batteries.
- Rechargeable batteries are to be removed from the toy before charging.
- Rechargeable batteries are to be recharged only under adult supervision.
- Do not recharge non-rechargeable batteries.
- Exhausted batteries are to be removed from the toy.
- Do not dispose of batteries in fire as they may leak or explode.

FCC COMPLIANCE

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Caution: Modifications not authorized by the manufacturer may void users authority to operate this device.

CAN ICES-3 (B)/NMB-3(B).



'Let's care for the environment!'

The wheelie bin symbol indicates that the product must not be disposed of with other household waste. Please use designated collection points or recycling facilities when disposing of the item. Do not treat old batteries as household waste. Take them to a designated recycling facility.

Please keep this manual as it contains important information.



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Claw machine

Age 5+

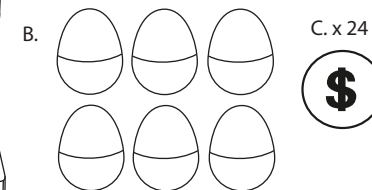
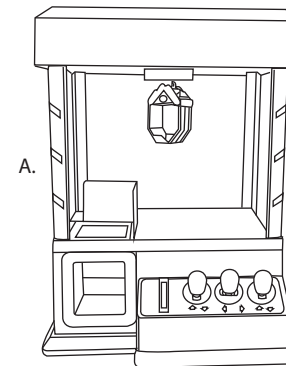
WARNING:
CHOKING HAZARD—Small parts.
Not for children under 3 years.

SKU: 555520

ADULT SUPERVISION REQUIRED

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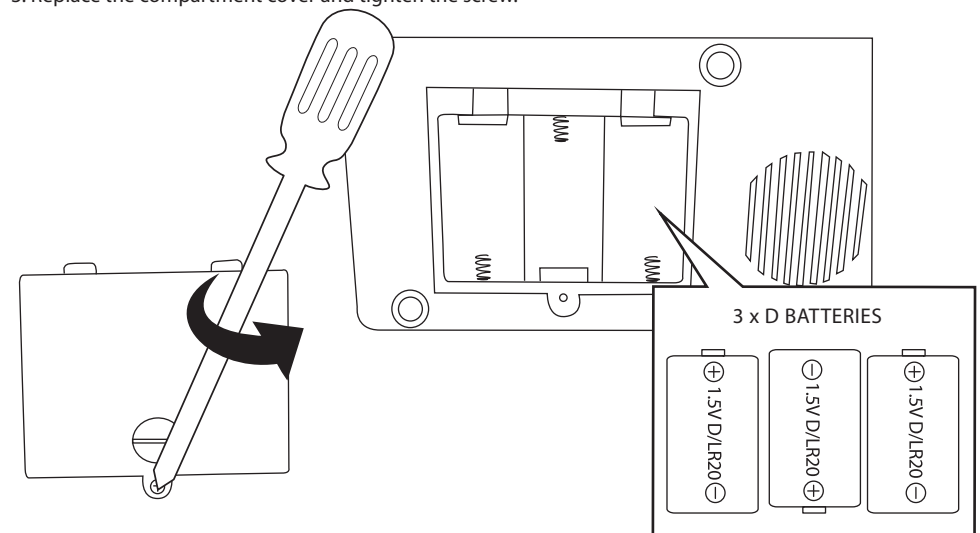
- A. 1 Claw Machine
- B. 6 Surprise Moj Moj™ Characters in capsules
- C. 24 Coins



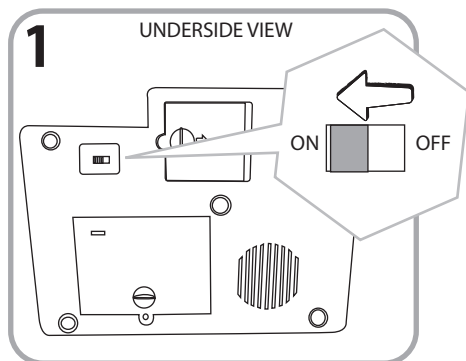
ADULT BATTERY INSTALLATION

Before playing, an adult must install fresh alkaline batteries (not included) in the unit. Here's how:

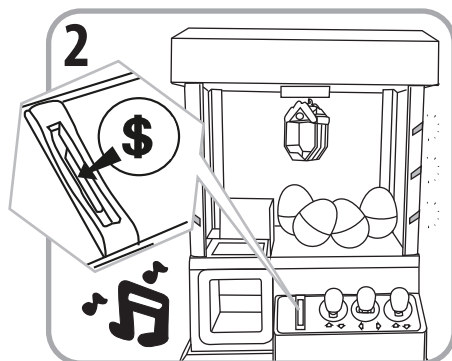
1. Using a Phillips screwdriver (not included) remove the screw and battery compartment cover from the under the claw machine.
2. Install three (3) 1.5V D (LR20) alkaline batteries (not included) making sure the (+) and (-) ends face the proper direction as indicated inside the battery compartment.
3. Replace the compartment cover and tighten the screw.



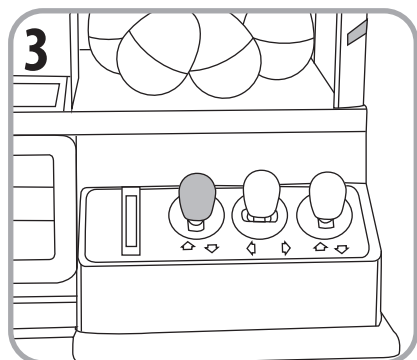
QUICK START



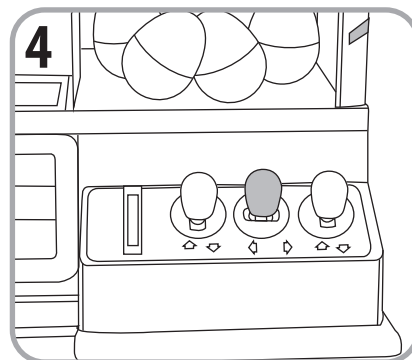
Move the switch to the ON position.



Insert one included coin into the slot on the front of the machine to start. A song will start playing, and the machine will light up. You have one minute to try to grab a prize with the claw.



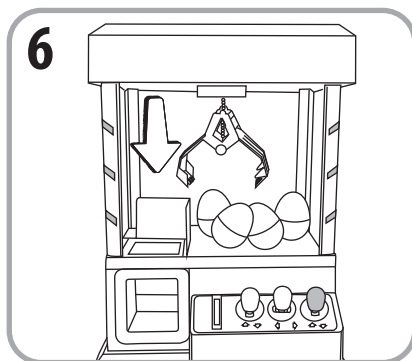
Use the far left knob to move the claw forward and backward.



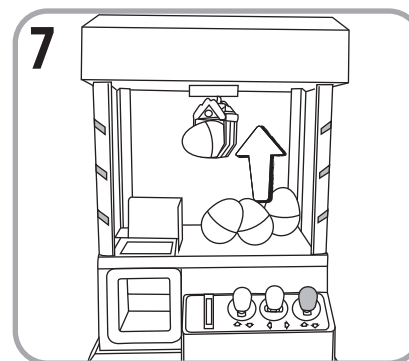
Use the middle knob to move the claw left and right.



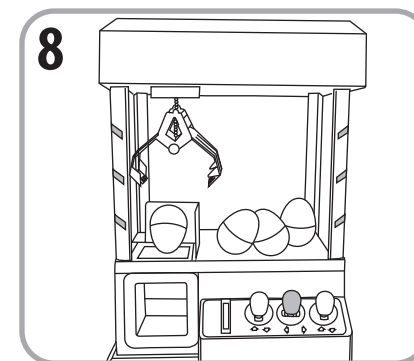
Use the far right knob to move the claw up and down. It will open and close as you move it up or down.



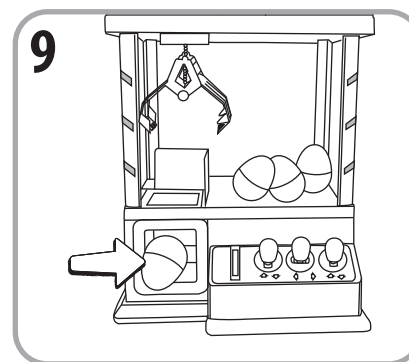
Drop the claw down to grab an item.



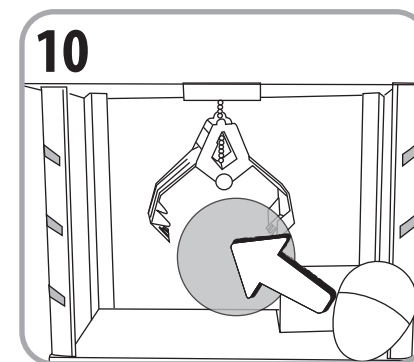
Bring the claw up to pick up the item.



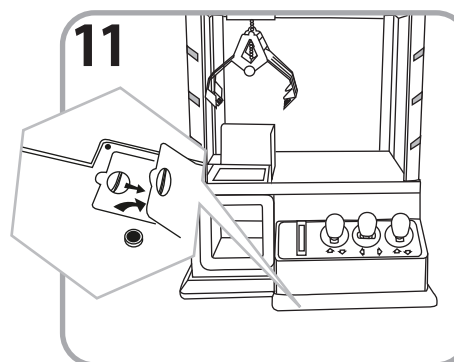
Move the claw over the chute, and bring the claw down to release the item into the opening.



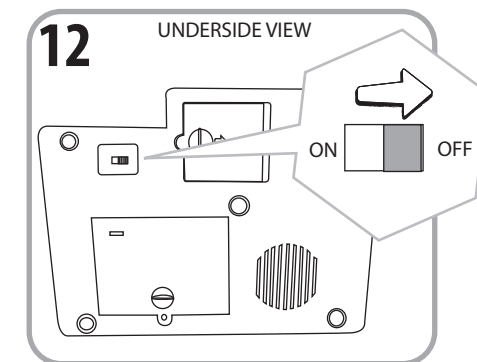
Grab your prize!



Refill the machine through the opening on the back of the unit. DO NOT OVERFILL.



Once you've used all the coins, open the door on the bottom of the machine to remove them.



Always turn the machine OFF after playing to conserve battery power.