

MANUAL



GRAB CRANE





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All relevant national, regional and local safety regulations must be followed when installing and using this machine. For safety reasons and to ensure compliance with the documented system data, the components may only be repaired by the manufacturer.

If machines are used for applications with technical safety regulations, the relevant instructions must be observed. Failure to observe this information may result in personal injury and/or damage to the machine.

Please note: this machine is for use in the home and is explicitly not suitable, made or intended for commercial use.



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Other languages

This is the English user manual or an automatic translation thereof. Manuals in other languages may be available upon request.

Support and service

For more information, service, technical support, ordering user manuals or for other information and/or questions, please contact:

HomingGame
Co.,Ltd

<https://www.gametube.hk>

Whatsapp:0086-18688409495

\Of by email via hominggame224@gmail.com

Machine description

The grab crane fairground machine is intended for use as entertainment in the home and is not designed for commercial use.

The minimum age for use is 12 years. Underage players should only use the machine under the direct supervision of an adult.

The game is based on the player's dexterity as well as the type of objects placed in the machine intended for claw grasping. The player can also influence the game by enabling and disabling various options in the user menu.

intended use

The grip machine is intended for use as entertainment in the home environment and is not designed or intended for commercial use.

The minimum age for using the machine is twelve years. Underage players should only use the machine under the supervision of an adult.

unpacking the machine and preparing it

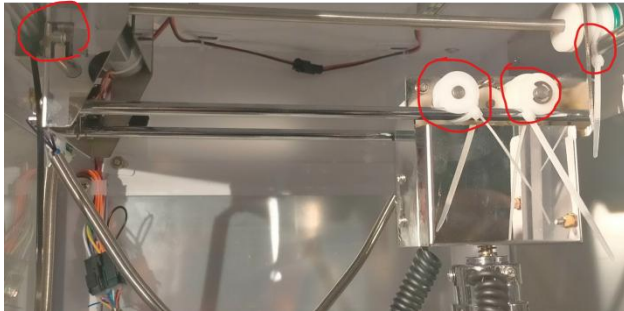
Follow the unpacking instructions carefully to avoid damage to the machine!

Preferably use side cutters or nail scissors to cut the drawstrings. The drawstrings are in hard-to-reach places. Make sure that machine parts do not move while cutting ties and that electrical cables are not accidentally cut!

remove the keys from the joystick



open the main access door and carefully cut the 4 to 6 ≤ 6 ties that hold the running gear in place. Do not use straight knives or saws, but use sharp side cutters or a hook knife.




Commissioning

The grab crane operates on 220 volts Or 110V / 50 hertz. Inspect the outside and inside of the machine as well as the power cord for defects or damage. To do this, open all panels and doors and pay particular attention to damage or loose connections of electrical wiring and components. Do not connect the machine if the machine, wiring, components or connection cable are damaged. Close all doors and panels of the machine and lock them with the enclosed keys. After checking, insert the supplied connection cable into the back of the machine and plug the plug into a proper socket. Then turn on the switch at the back of the machine.

The machine starts up automatically. The claw may be moving to the zero point at the front left of the machine.

Operation of the machine

By pressing the joystick on the machine in a certain direction, the gripper in the machine follows this direction of movement along the X axis (left-right) or Y axis (front-back). When the joystick is released, the gripper stops moving in the X and Y axis direction. If you now operate the large push button, the gripper will drop down and perform a squeezing movement. If an object is under the gripper, it may be picked up by the gripper and brought



back to the starting point of the machine (front left). Here the grab will open and throw any item taken into a compartment where the player can remove the item from the machine.

The machine can be set at various points in a user menu to increase or decrease the chance of successfully returning an object.

taking the machine out of service

Turn off the switch on the back of the machine. Remove the plug from the socket so that the power supply to the machine is completely interrupted. Do not leave the machine unattended while it is connected to the power supply.

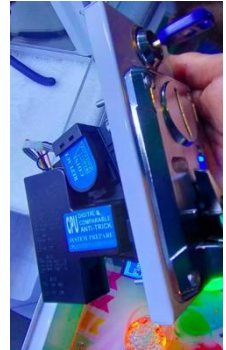
coin acceptor training

The coin acceptor in your machine is either empty or has already been trained for made for arcade coins. If the coin acceptor is empty and the machine is not set to free play, a sample coin must first be placed in the coin acceptor.

To place a sample coin in the taster, the “replace coin” slider must be pushed up in the direction of the “remove backwards” arrow and a coin must be placed under the slider (see image)

When inserting a coin, the coin acceptor compares the inserted coin with the sample coin. If the coins are equal, the inserted coin is removed to the cash drawer and a credit is added in the user display.

Only insert coins with a diameter of 18 to 25 mm. and a thickness of 1.6 to 2 mm.



Periodic maintenance

Follow the periodic maintenance instructions carefully to prevent damage to the machine! Particular attention should be paid to periodically unrolling the claw rope. Failure to follow this claw-rope procedure can lead to motor seizing, smoke formation or overheating of the motors and electronics. Jamming of mechanisms is not covered by the warranty.

The Grab Crane must be provided with periodic maintenance every 4 hours of use or at least once a week for light use. To do this, take the following measures and apply the following actions:

Visual inspection of cabling and mechanisms:

check all internal parts for damage, breakage and abnormal behavior. The unpredictable movements of the mechanisms in conjunction with the unpredictability of the player or user can cause the claw or prizes to get stuck somewhere or inadvertently pull on cables and mechanisms.

claw-rope procedure:

This procedure prevents jamming of rollers, pulleys and motors, burning out of motors or smoke formation in the machine and must be strictly followed to prevent damage to the machine. While playing with the machine, the rope is rolled up and unwound several times, making it possible, for example, for the rope to cross itself and strangle itself tighter and tighter until everything gets stuck. Therefore, go through this procedure very regularly, but at least once every 4 playing hours and once a week.

1. Make sure the claw is in the rest position (above the prize tunnel on the left front)
2. Go to menu option "G" and choose "GO DOWN", now press the large play button. The claw goes down and the rope is completely unwound. Then the rope winds up again (in the wrong order) until the claw is back up and the machine stops.
3. Go to menu option "G" and choose "GO UP", now press the large play button. The claw goes down and the rope is completely unwound. Then the rope winds up again (in the correct order) until the claw is back up and the machine stops.
4. Now check whether the rope unwinds and rewinds smoothly and quickly again. If necessary, repeat this procedure several times. If the rope runs stiffly, the motor

will be overloaded and will eventually fail. Then stop the procedure and first solve the problem that is causing the rope to run stiffly.



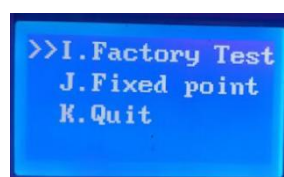
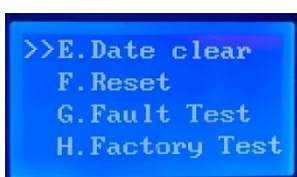
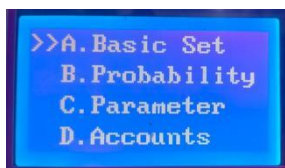
coiled rope and fully uncoiled rope

menu settings - parameter list

The grab crane contains an extensive user menu to fully personalize the machine experience. To access the menu, the door with the coin acceptor must first be opened with the key.

Then press the “secret” menu button while the machine is on/operating. The button is located in a panel behind the coin acceptor, near the red illuminated on/off switch. A main menu will now appear on the display.

Use the joystick up and down to move through the main menu and sub-menus Use the joystick left and right to change menu options Press the large “start” button to confirm selections



MENU OPTION A : BASIC SET

```
>>A1. CoinGame:01  
A2. Time: 30S  
A3. Volume: 25  
A4. Prize out:F
```

```
>>A5. Crane POS:F  
A6. AirGrap: On  
A7. Sensor: On  
A8. Shake: Off
```

```
>>A9. F2P: Off  
A10. Lanuage/中  
A11. MusinSong0  
A12. BG Music:3
```

A1 : Set the number of coins needed to play 1 game

A2: time a player is allowed to play per game or per coin amount (A1).

A3 : Set the volume of the background music and the winners tunes

A4----- do not use, always leave it set to "F".

A5----- do not use, always leave it set to "F".

A6: whether the claw can also grab the air when pressing the start button again while moving

A7: price sensor detection:

- Off - the infrared lock in the prize bin is disabled
- On - the infrared lock in the prize bin counts the number of prizes won and possibly gives a winners tune when a prize falls.

A8: shaking during movement

- ON: machine claw will shake while raising a prize (less chance of winning)
- OFF: no shocks during transport to the winners box


A9 : F2P (free to play)

- OFF: insert coins to play
- ON: Play for free without having to insert coins

A10 : language setting

A11: music / tune while playing (choice from 0 to 5)

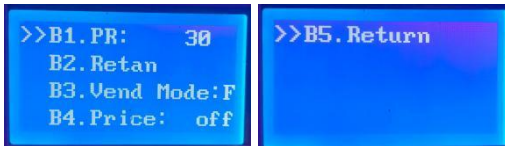
A12: background music / tune in idle mode (choice from 0-5)



A13 : --- not used

A14 : return to the main menu

MENU OPTION B : probability settings



B1: price ratio - the ratio between the number of games played and the number of prizes paid out. Set the ratio lower to pay out more prizes, or higher to make it harder for the player to win. A ratio of 5 means that a prize can be paid out every 5 games. The other 4 times the claw will be a bit weaker, making it more likely to lose the prize.

B2 : --- do not use (Retan)

B3: --- do not use, leave at "F" (random mode)

B4: whether the player can play again if no prize has been won?
number of prizes per session

B5 : back to main menu

MENU OPTION C : PARAMETER

```
>>C1.S.Claw40.0V
C2.S Time:0.6S
C3.W.Claw 4.0V
C4.L&G&U 11.0V
```

```
>>C5.AI Mode: M
C6.Rope L: 40
C7.F&B: Faster
C8.L&R: Faster
```

```
>>C9.U&D: Faster
C10.Delay 0.5S
C11.Release 00
C12.B.Delay 0
```

C1: clamping force of the claw - do not exceed 38 volts!

The higher the voltage, the more clamping force the claw has, the better the prizes are grasped

C2: the time in seconds that clamping force C1 is maintained

C3: clamping force of the claw after period C2 has expired - do not exceed 38 volts! The lower the voltage, the greater the chance that the claw will still drop the prize during transport

C4: clamping force of the claw during movements

C5 : Intelligence mode

- M : manual - machine follows the settings as set by the user in the menu (preferred setting)
- A : automatic - the machine automatically weakens the claw force based on where the claw is located in the machine

C6: length of the rope - height of the claw above the table


smaller number = claw won't go down as far to pick up a prize

C7: speed of the carriage to the front and back

C8: speed of the carriage to the left and right

C9: speed of the claw down and up

C10: pause while grabbing a prize while claw is in the lowest position (longer pause gives the claw the opportunity to get a better grip on a prize)



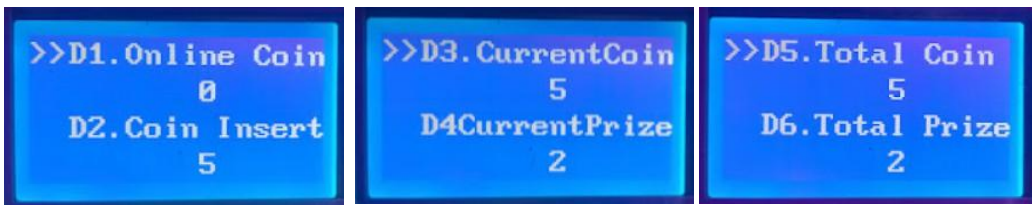
C11: distance from the claw to the carriage in rest position. Larger number -> the claw will wobble more during transport

C12 :

C13 :

C14 : back to main menu

MENU OPTION D : ACCOUNTS



D1: total number of online coins (app - not in use)

D2: total number of coins inserted

D3: total number of coins in this session

D4: total number of prizes in this session

D5: total general number of coins received

D6: total general prizes paid out (sensor must be on to measure)

D7 : back to main menu

MENU OPTION E : DATE CLEAR

E1 : reset the date

E2 : back to main menu



MENU OPTION F : RESET

F1: factory reset - all values return to factory settings

F2 : back to main menu

MENU OPTION G

options to move the machine in different directions via manual control.

Used to test things and to go through the claw-rope procedure.

MENU OPTION H , I , J : FACTORY TEST

Settings to test the operation of the machine. These menu options are not suitable for end users and are used by the supplier and the factory. The options are therefore not explained further here.

MENU OPTION K : QUIT

K : exit all menus / return to game menu



Frequently Asked Questions

Can I turn off the music completely?

Some large grab crane models have a switch inside to turn off the sound completely. The small grab cranes cannot be completely switched off. Set the volume to 1 and set the background music to 0.

Can the machine also be set to “play for free”?

Yes, that's possible. Set menu option A9 to “ON”

My grab crane looks different, do I have the correct manual?

All HomingGame grab cranes to date contain the same controller. This manual is suitable. Minimal deviations in the naming of menu options are possible due to version differences.

The claw goes down very slowly. What can I do ?

The rope may have crossed while pulling the claw up. Set the rope length at menu option “C6” to an extremely long time and let the claw move up and down a few times by playing. If necessary, help with your hand to gently pull the rope down until it runs smoothly again.