


## We value your privacy

We and our [partners](#) store and/or access information on a device, such as cookies and process personal data, such as unique identifiers and standard information sent by a device for personalised advertising and content, advertising and content measurement, audience research and services development. With your permission we and our partners may use precise geolocation data and identification through device scanning. You may click to consent to our and our 1469 partners' processing as described above. Alternatively you may access more detailed information and change your preferences before consenting or to refuse consenting. Please note that some processing of your personal data may not require your consent, but you have a right to object to such processing. Your preferences will apply to this website only. You can change your preferences or withdraw your consent at any time by returning to this site and clicking the "Privacy" button at the bottom of the webpage.

Please note that this website/app uses one or more Google services and may gather and store information including but not limited to your visit or usage behaviour. You may click to grant or deny consent to Google and its third-party tags to use your data for below specified purposes in below Google consent section.

[MORE OPTIONS](#) [AGREE](#)

 This article is over 15 years old and may contain outdated information

No, not Unidentified Flying Objects. We're talking about "crane games" here. Anyone that's played them knows how much of a bitch it is to actually nab something with the claws. My advice? Look for loops to hook into, and think about nudging rather than lifting.

An advantage even better than my sage advice will come to visitors of a new Japanese Sega arcade. At the soon-to-open Sega World Kokoe Amagasaki, UFO catcher players will actually get to handle sample prizes before playing. This will let them devise strategies by giving them an idea of how the prize feels. They'll also get some idea of where to draw the line at credit insertion. For example, if it's a junk plushie, you know to stop at \$5.

You know one I see all the time in Japan that's not worth going after? A big-assed bag of chips. After about 2 credits, you could have already bought your own non-stale bag.

[via [Andria Sang](#)]

[Arcade](#)

---

*Destructoid is supported by our audience. When you purchase through links on our site, we may earn a small affiliate commission.*

[Learn more about our Affiliate Policy](#)

More Stories To Read

related content

Author

×



[Dale North](#)

Gamers live here.



[About Us](#)

[Contact Us](#)

[Ethics](#)

[Terms of Service](#)

[Privacy Policy](#)

Sign up for the Destructoid newsletter

By subscribing you agree to our [Terms of Service](#) and [Privacy Policy](#)  
2025, Destructoid Powered by GAMURS Group