

Remotely controlled gaming system with prize-gripping manipulator comprises a housing with a playing area and prize objects, a gripping mechanism in the form of an electromechanical claw mounted above the playing area and capable of moving and gripping objects, a video camera positioned to capture an image of the playing area, a wireless communication module capable of receiving control commands and transmitting an image, and a container for storing prize objects. It additionally comprises a control server, functionally connected to the specified gripping mechanism, video camera and wireless communication module, and designed to receive confirmation of the user's deposit transaction, configure the parameters of the gaming session including the control time window, and provide control of the electromechanical claw only within the specified control time window.