

ROBOTS Rumble!

MULTI-VEHICLE / BLUETOOTH CONTROL / MOBILITY LAUNCH KIT



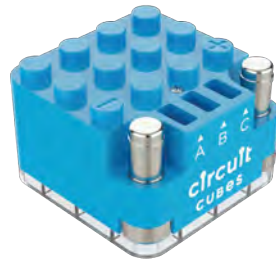
circuit
CUBES

MEET THE CUBES!

Bring your toys to life with Circuit Cubes, the electronic building blocks that add power, motion, and light to your creations. Designed by STEM teachers, Circuit Cubes can turn a light on, power a motor, or make wheels spin — plus, they work with your LEGO® bricks.

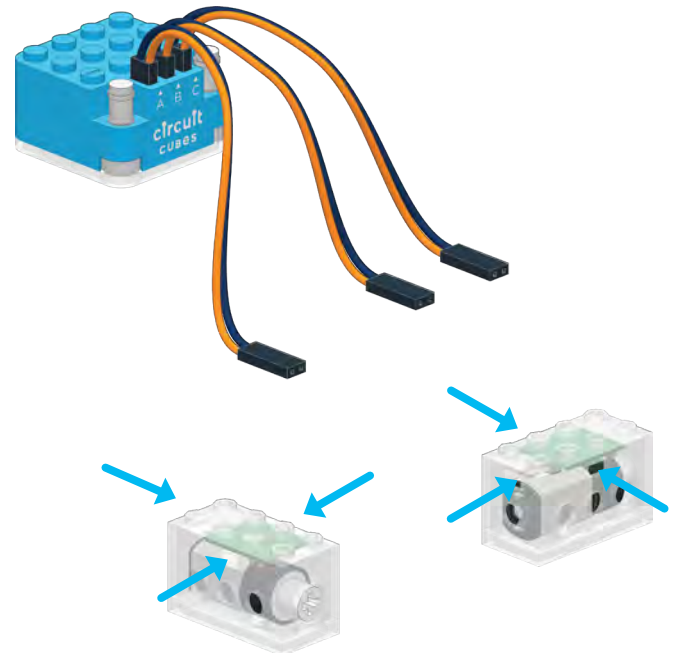
BLUETOOTH

The Bluetooth Cube can function like a standard Battery Cube to power all the outputs at the same time with the 3-way switch in the ON position. Move the switch to the Bluetooth position for broadcast mode [flashing blue LED] to pair the Cube with your device. Once connected [solid blue LED], you can control the three outputs [A | B | C] independently using the app.



CUBITS

Cubit Geared Motors are compact and powerful. The tiny planetary gears inside reduce the high speed motor to about 160 RPMs (rotations per minute) to provide torque to gears, wheels, etc. Three (3) ports around the Cubit Geared Motor allow maximum versatility to connect the wires from the Bluetooth Cube.



BATTERY MODE



Flip the switch to the right to power your creation in standard battery mode. A solid green light [●] indicates that the Bluetooth Cube is powered on. Outputs [A | B | C] are on, and you cannot control voltage.

PROTECT

Your Bluetooth Cube has short circuit protection for when you cause a shortage. Power will be disabled and the top LED will flash green [●] and blue [●]. You will hear a beeping sound until the short is removed.

CHARGING

To charge your Bluetooth Cube, plug the provided USB cable into the charging port on the side, and connect it to a standard USB port. The LED will turn red [●] while charging and green [●] when charging is complete.

BLUETOOTH MODE



You can control the three outputs [A | B | C] independently with the Circuit Cubes app. Each output allows you to control and power different parts of the build. Similar to the metal posts on the Cubes, each output has positive and negative polarity. This makes the Motor move, either clockwise or counterclockwise.

BLUETOOTH [●]

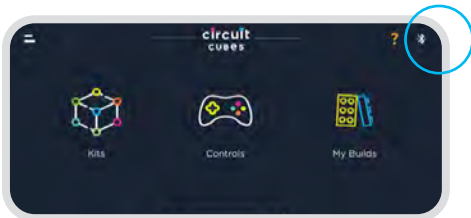
Flip the switch to the left to control your creation via the free Circuit Cube app — find it in the Apple App Store or Google Play Store.

PAIRING

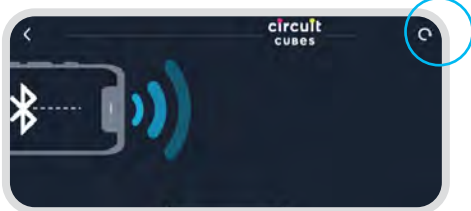
A blinking blue light indicates that the Bluetooth Cube is pairing with your device. When the light is solid blue [●], it's connected.

DEVICE PAIRING

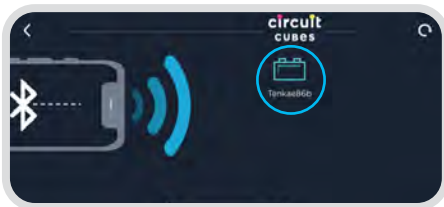
1 Download the free Circuit Cubes app from the Apple or Google Play stores. 2 Turn on your device's Bluetooth and set the Bluetooth Battery to the Bluetooth icon. 3 In the Circuit Cubes app, press the Bluetooth icon in the upper right corner of the home screen. 4 If no Cubes appear, tap the refresh icon. 5 Tap the Cube you wish to control.



BLUETOOTH
ICON



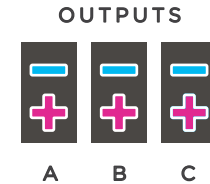
REFRESH
ICON



TAP CUBE

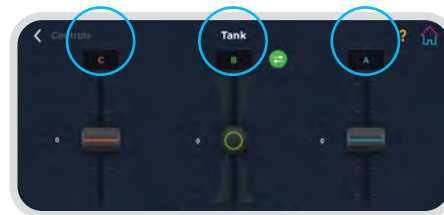
OUTPUTS

The Bluetooth Cube has three outputs [A | B | C]. In Bluetooth Mode, output A and the metal posts are the same, and are linked when powered on.

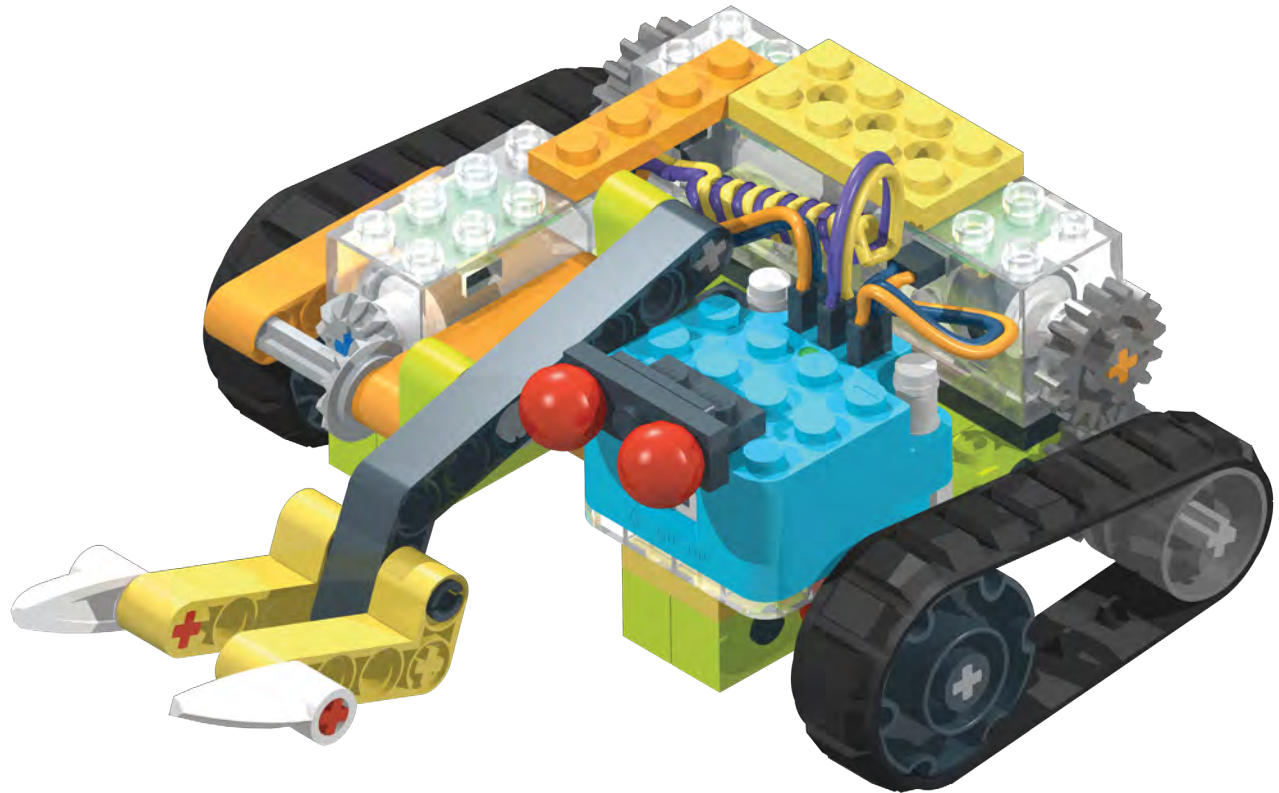


CONTROLS

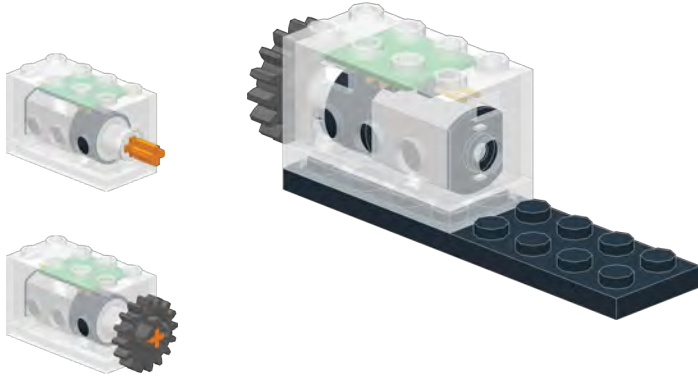
Power the three outputs [A | B | C] using Tank, Tinker, Gamepad or Code in the Controls section of the App. The correct output settings to control each build is located at the end of each section.



XR-B1



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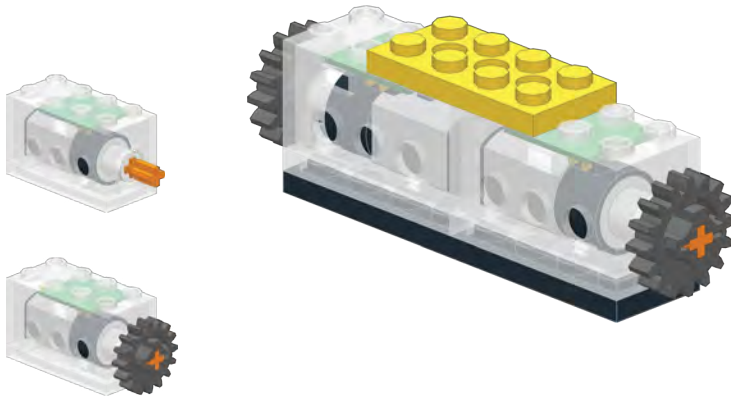
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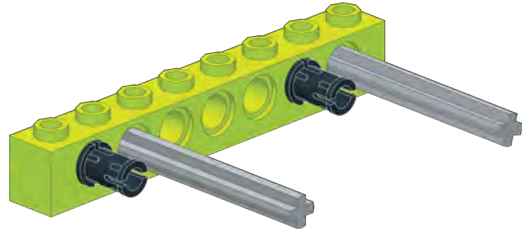
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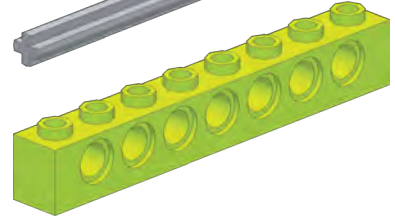
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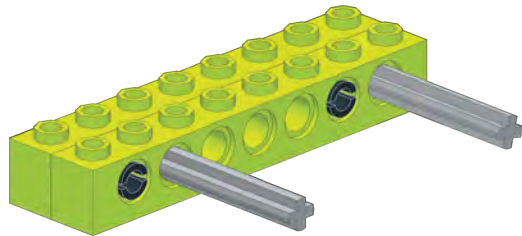
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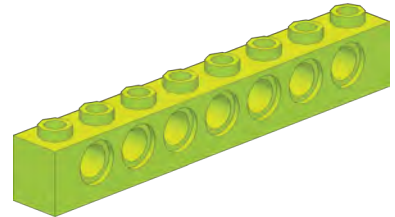
1:1 SCALE



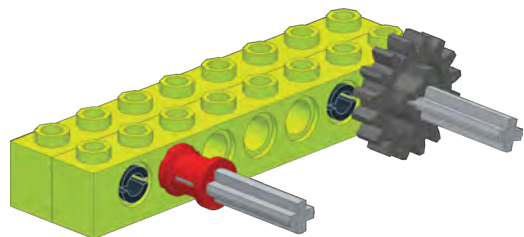
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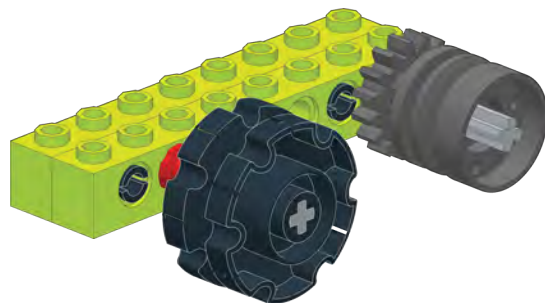
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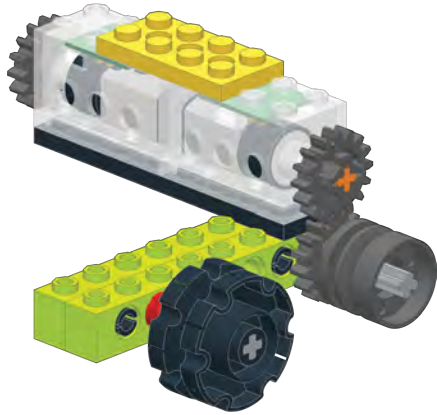
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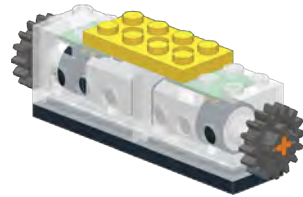
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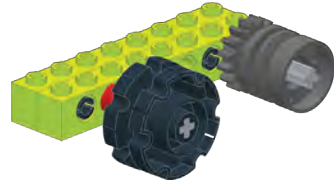
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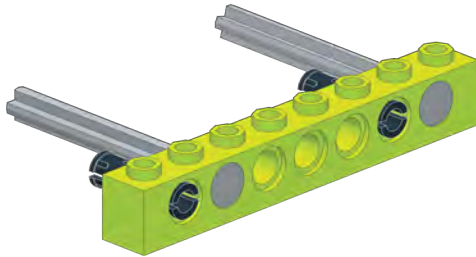
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1:1 SCALE



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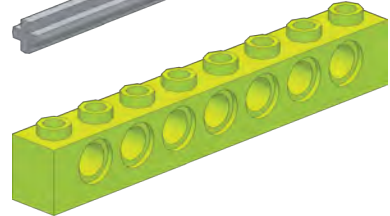


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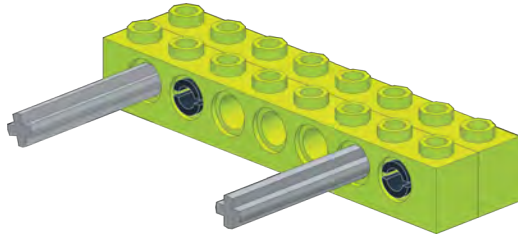
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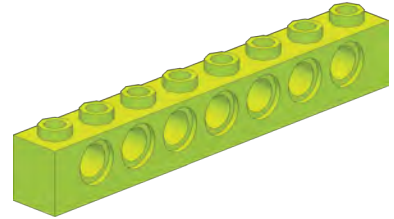
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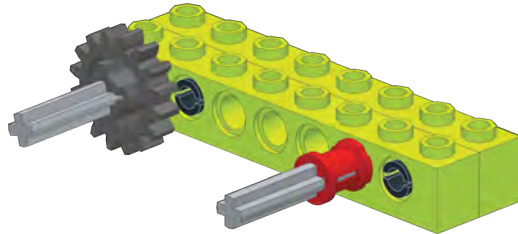
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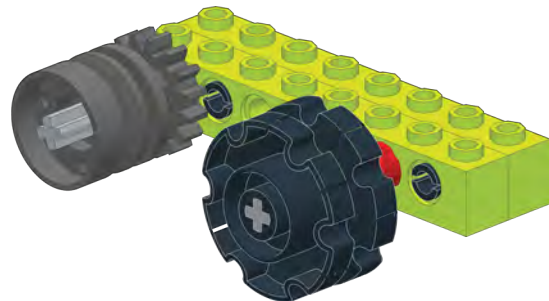
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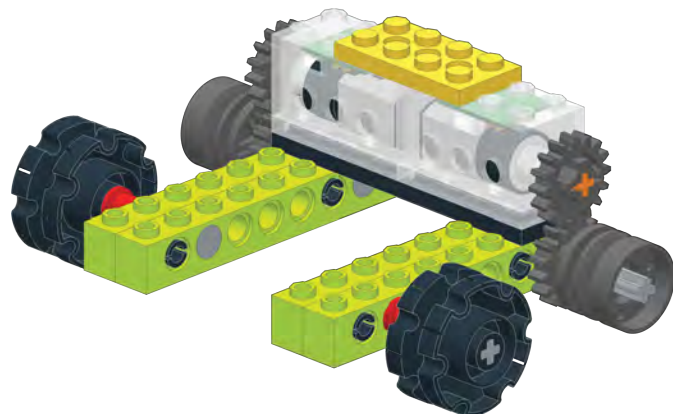
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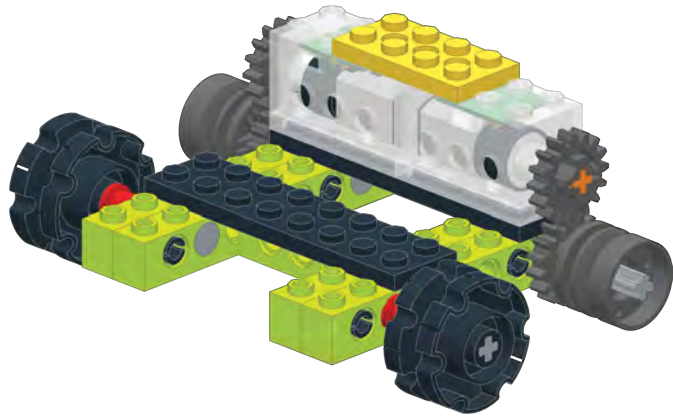
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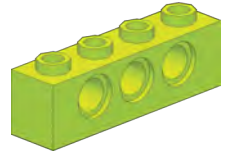
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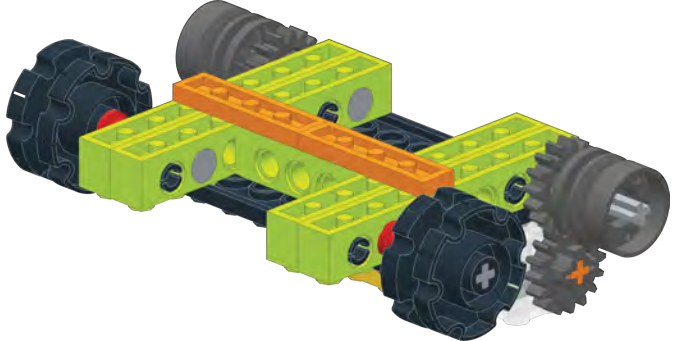
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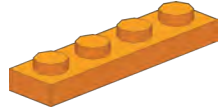
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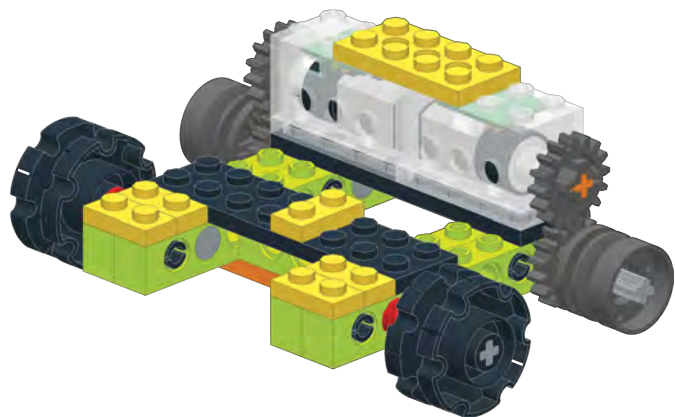
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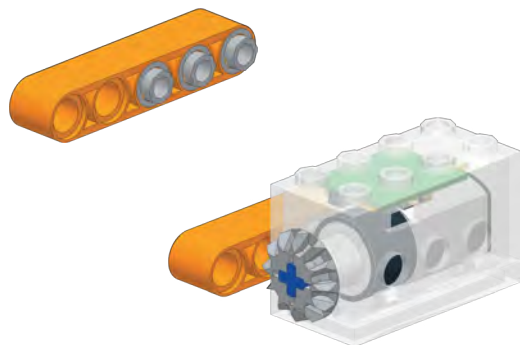
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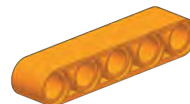
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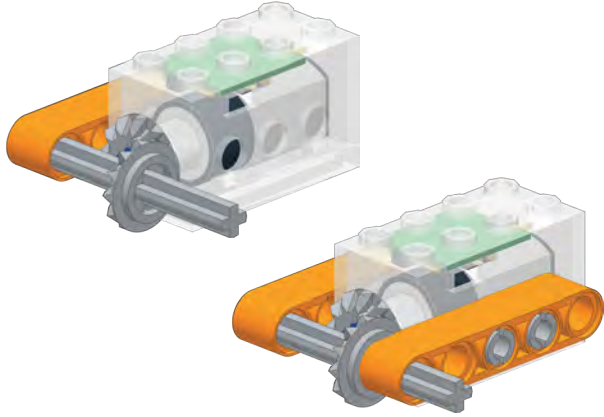
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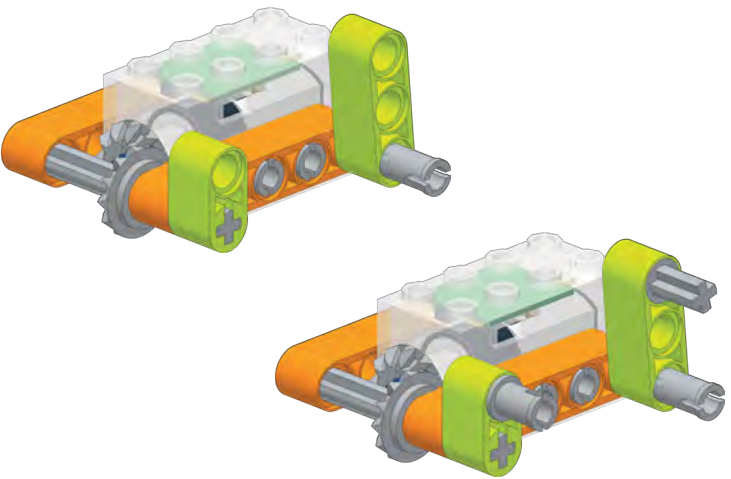
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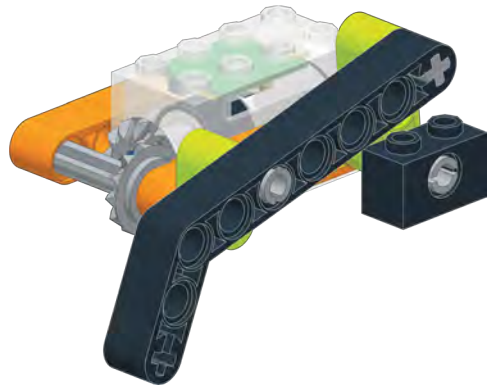


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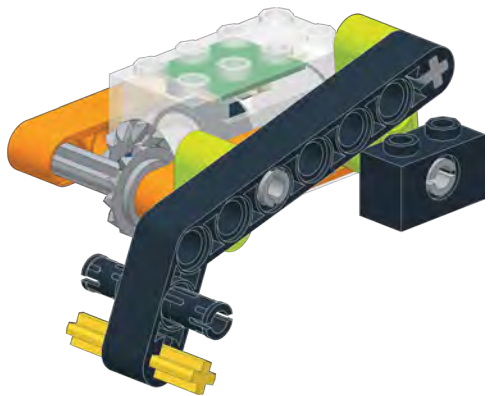
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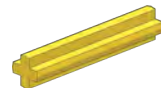
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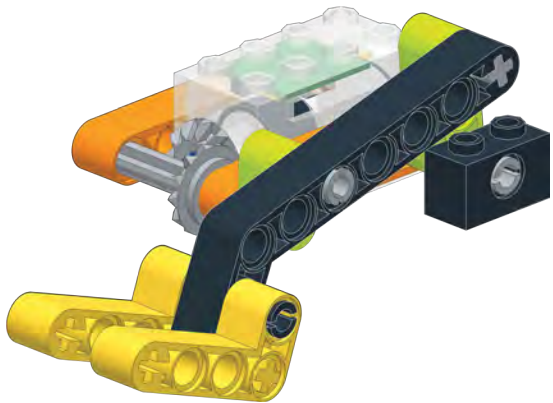
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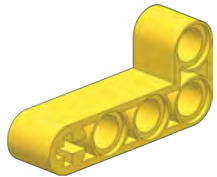
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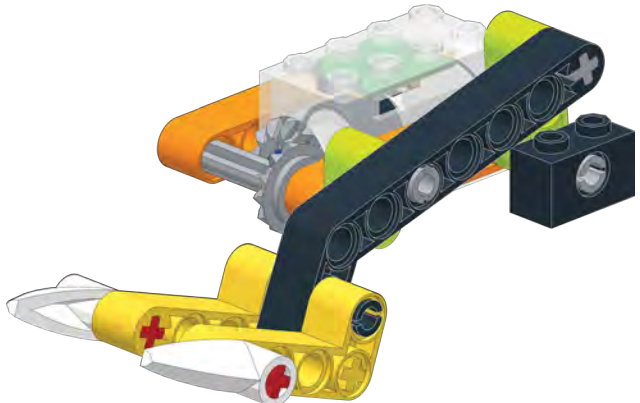
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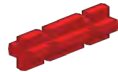
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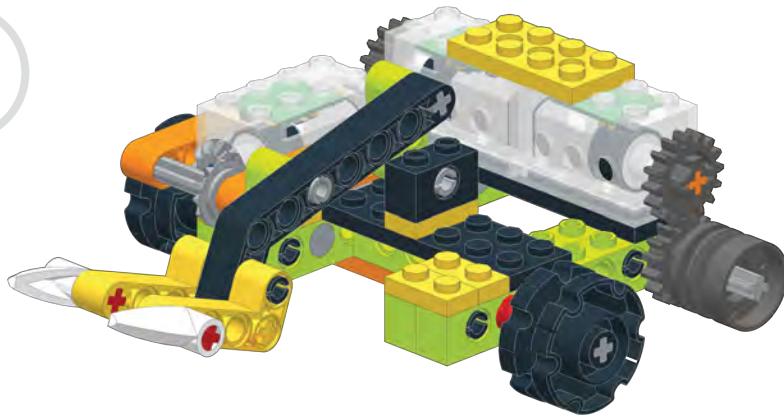
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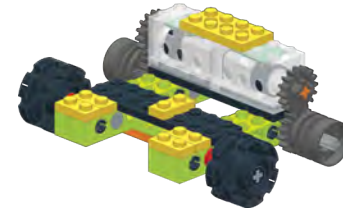
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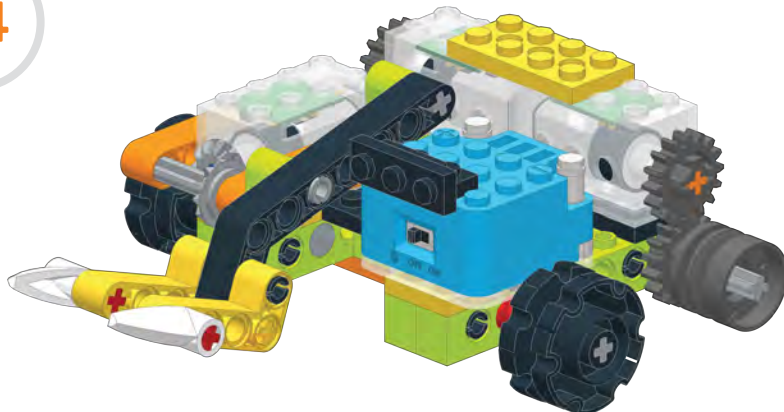
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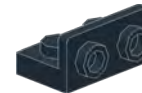
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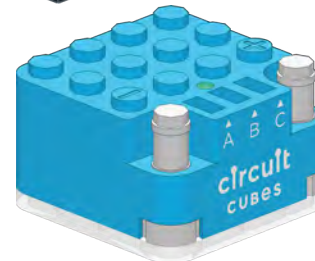
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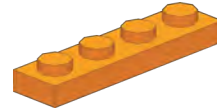
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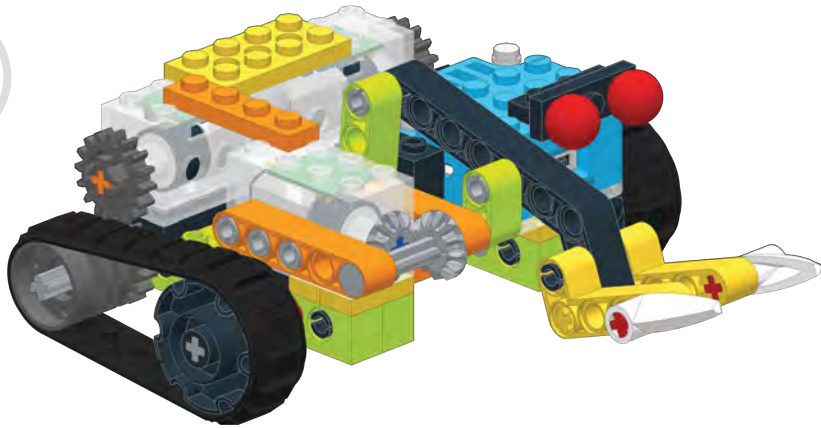
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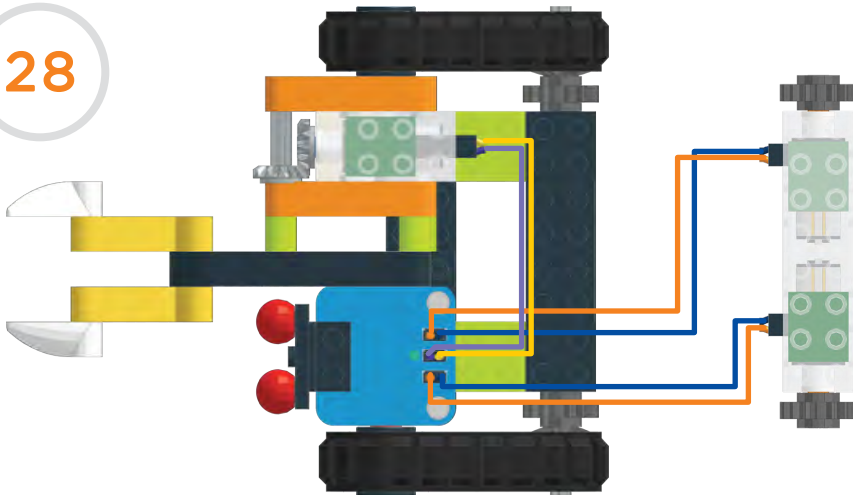
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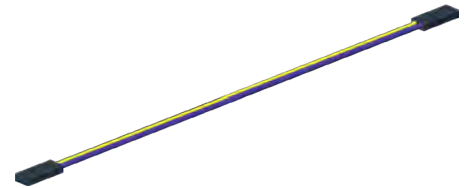
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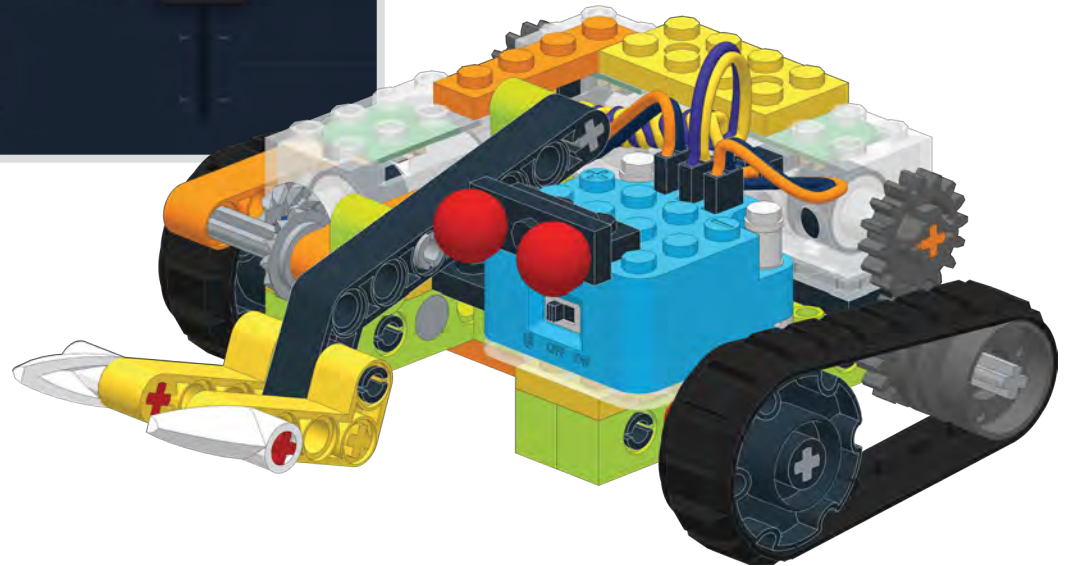
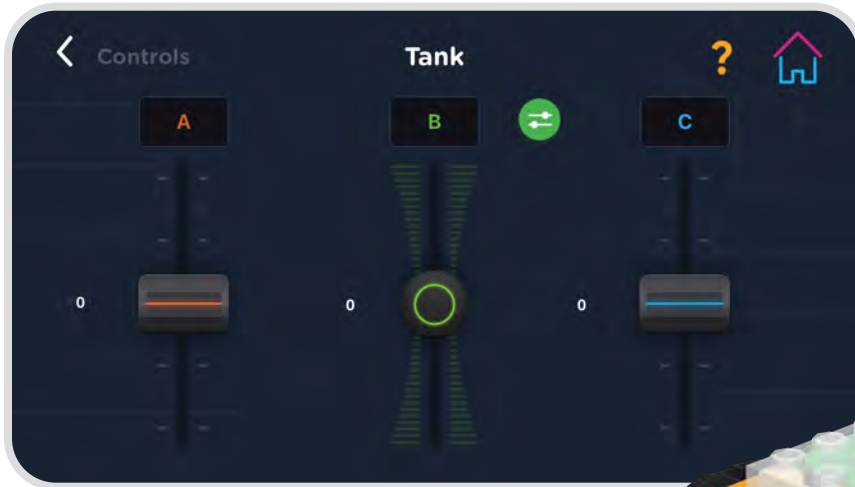
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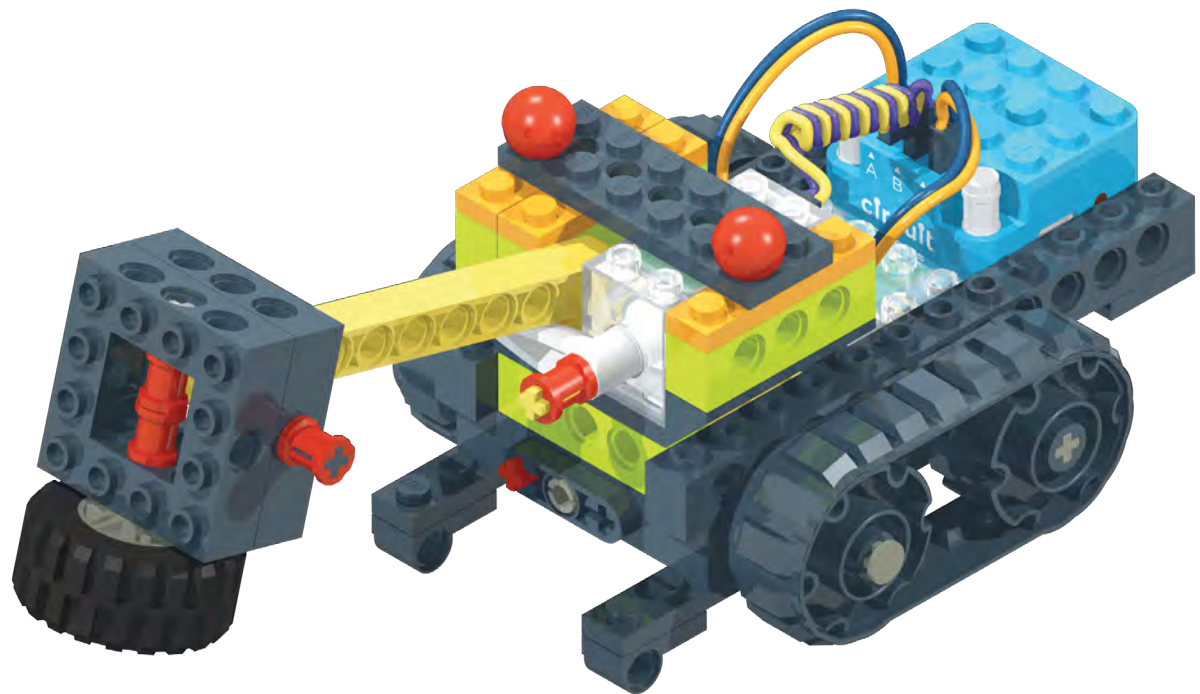
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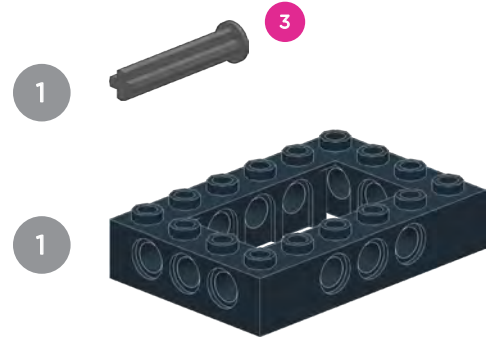
XR-B1 CONTROLS



XR-B2



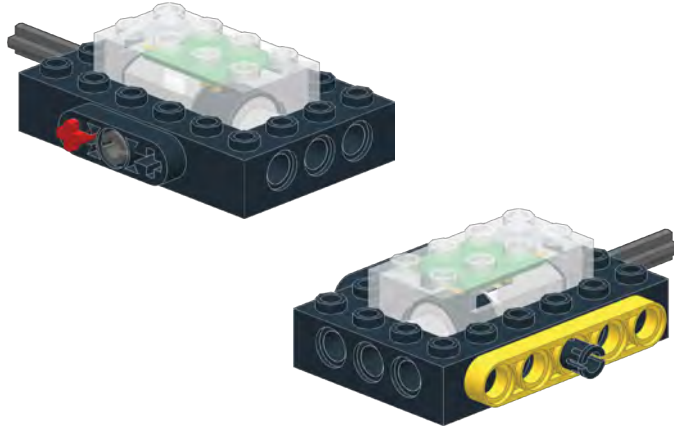
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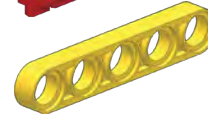
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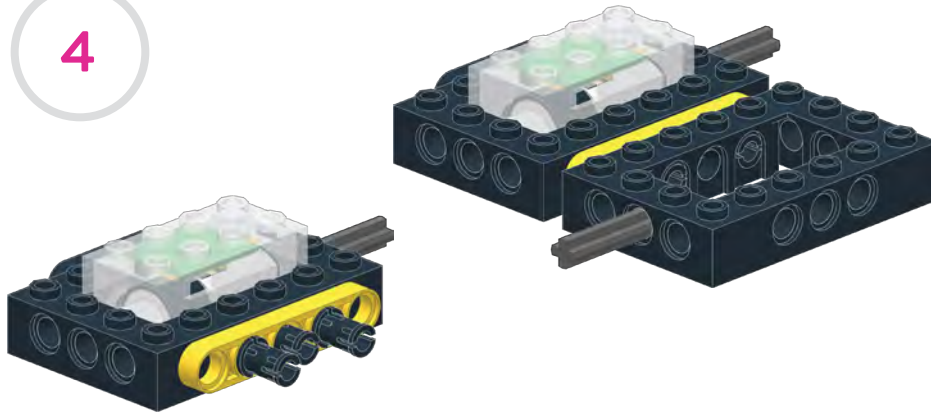


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1:1 SCALE

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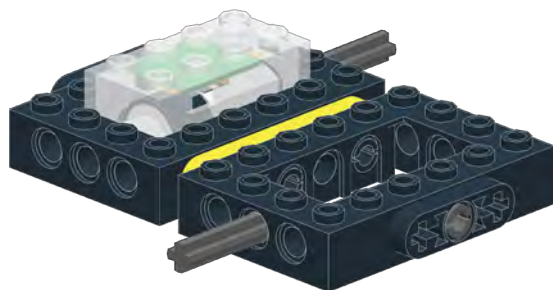


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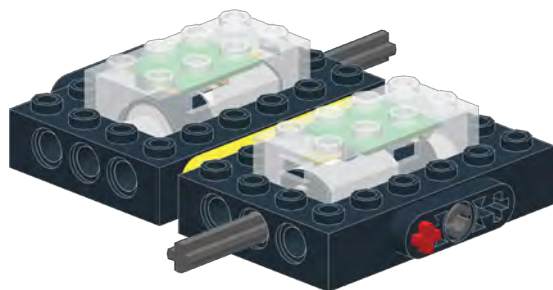
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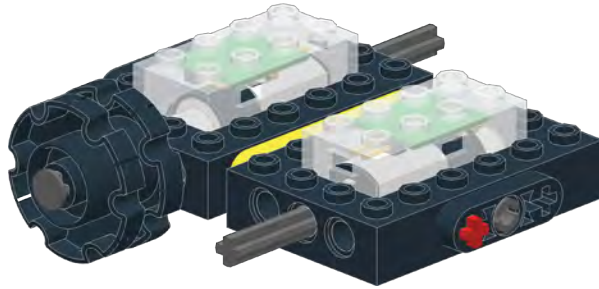
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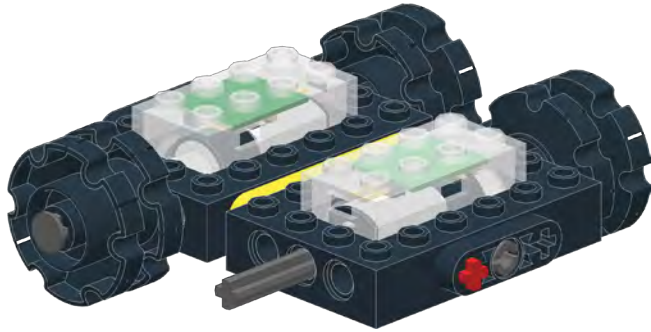
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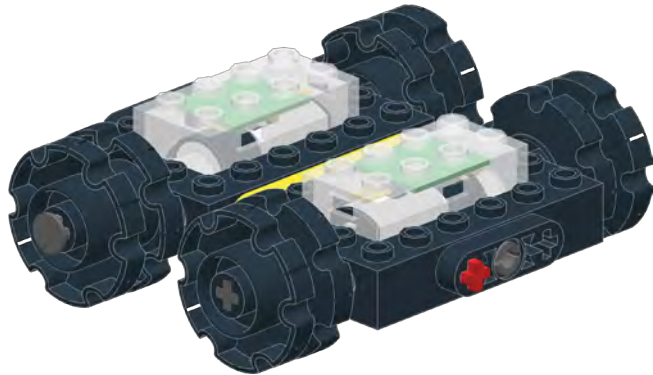


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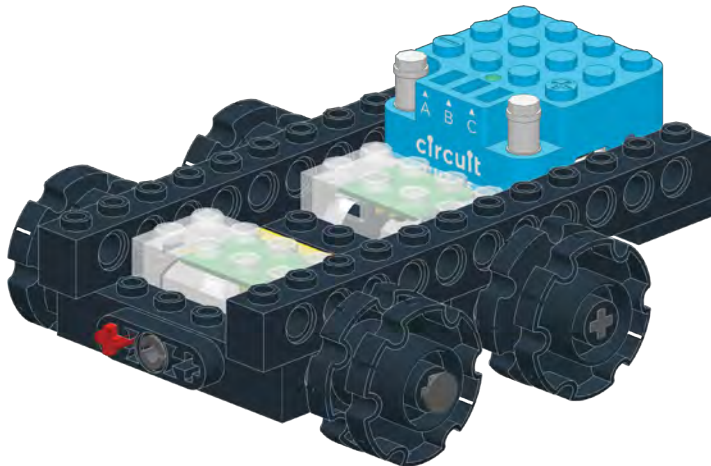
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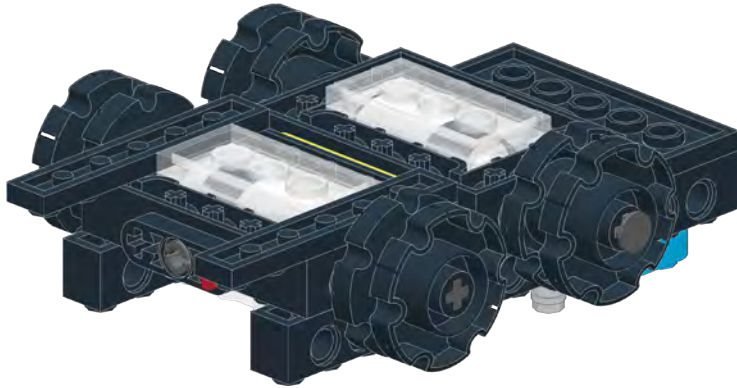
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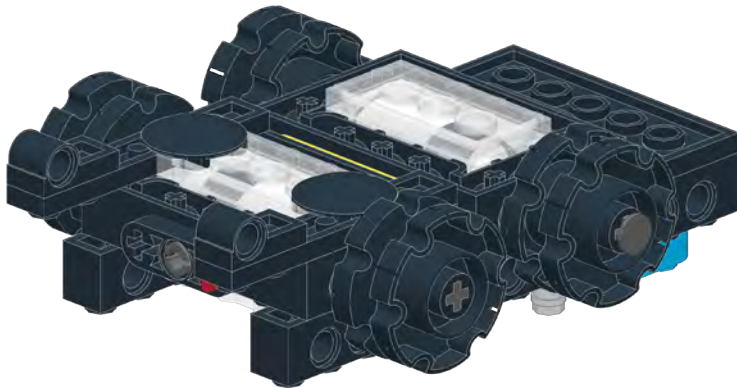
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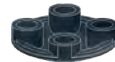
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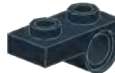
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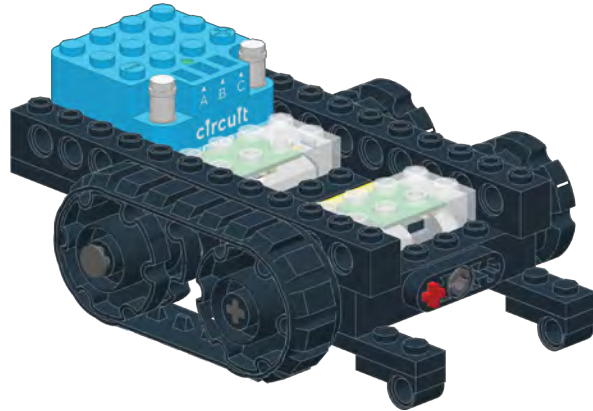
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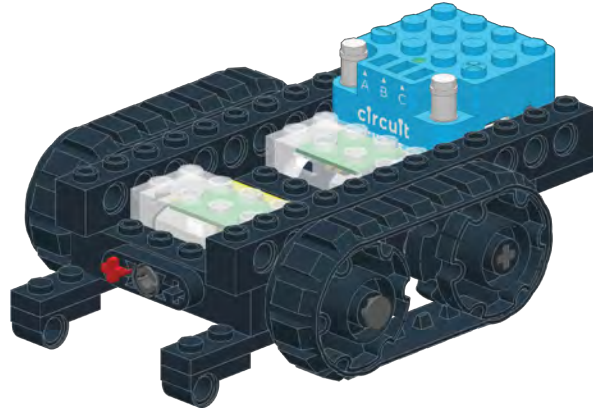
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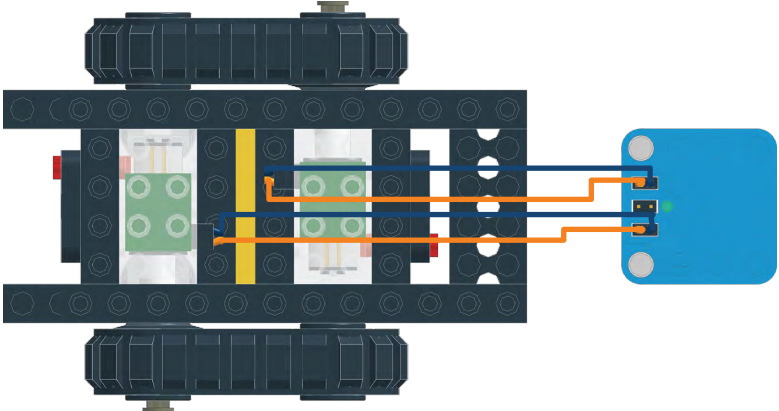
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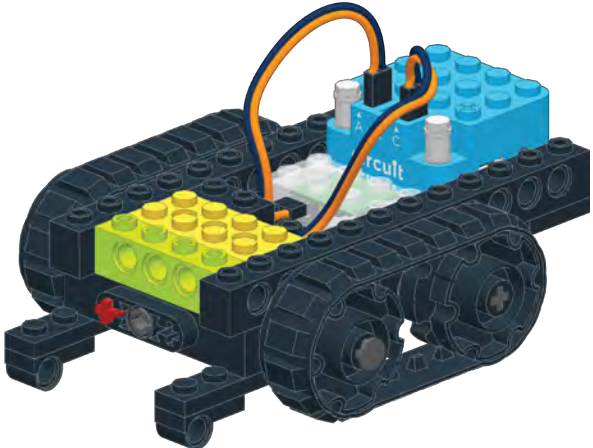
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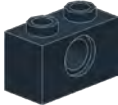
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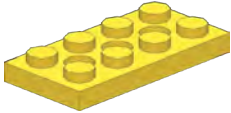
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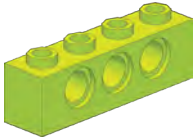
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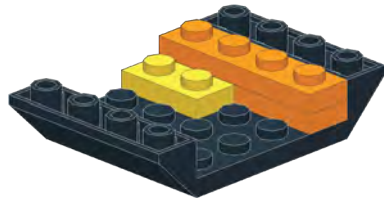
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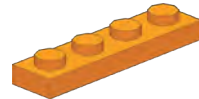
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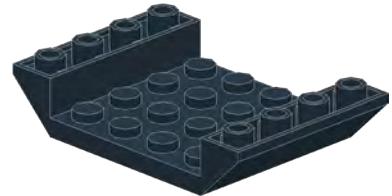
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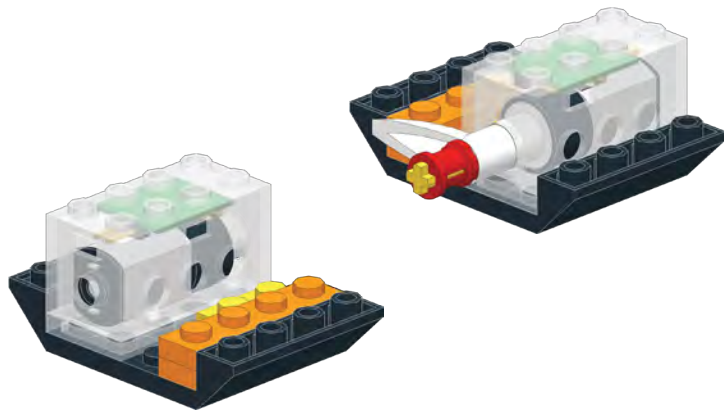
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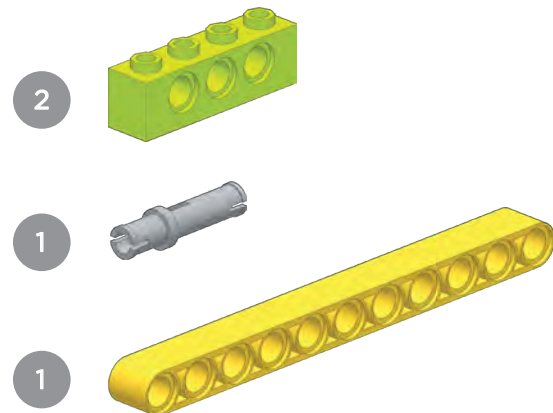
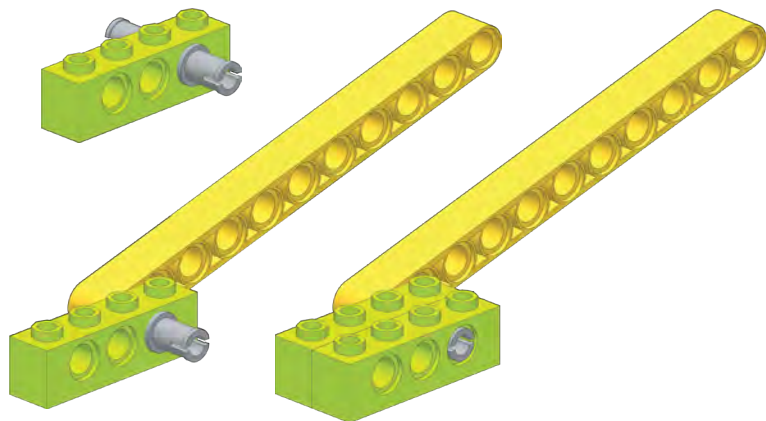
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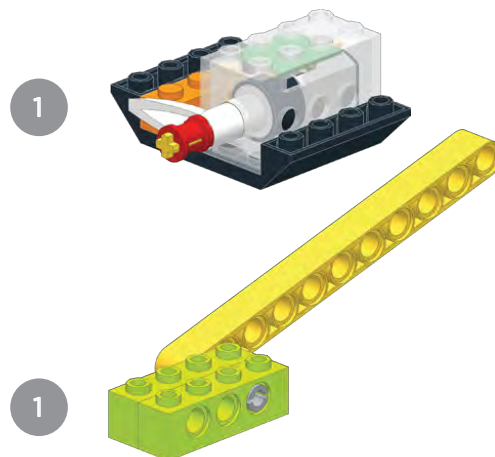
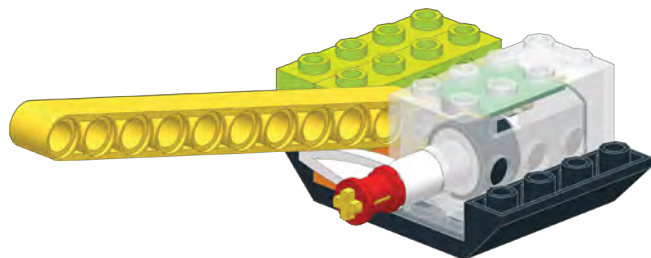
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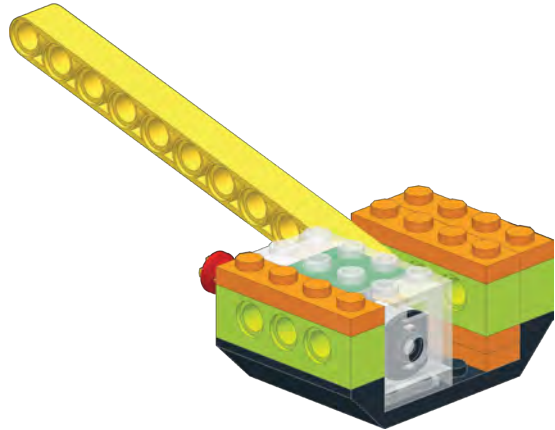
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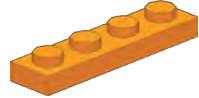
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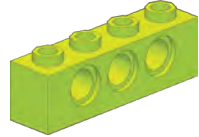
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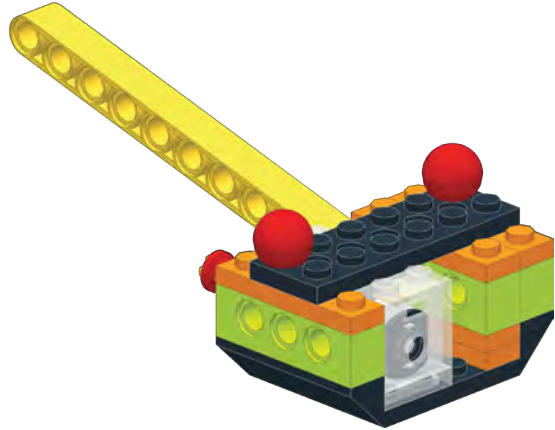
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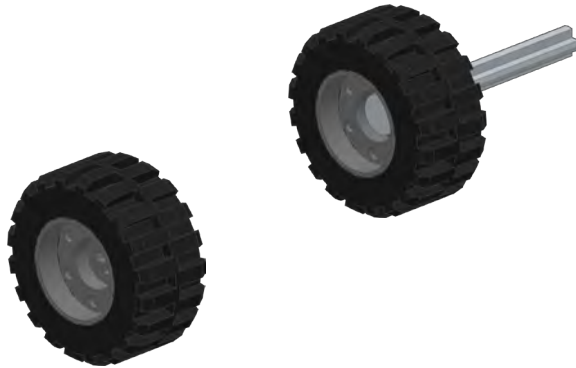
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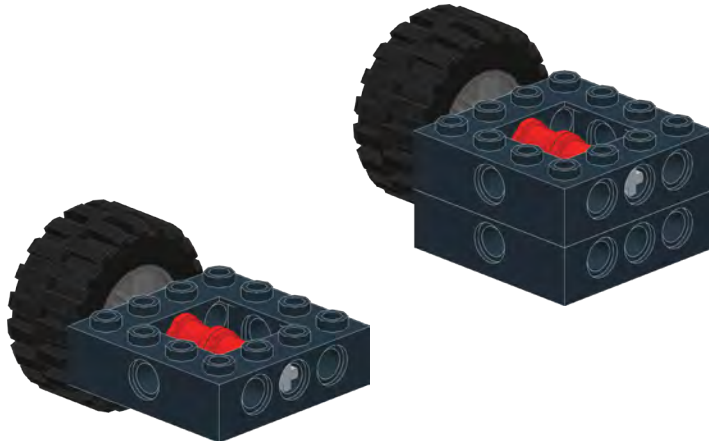


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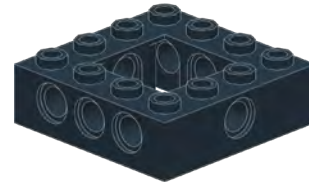
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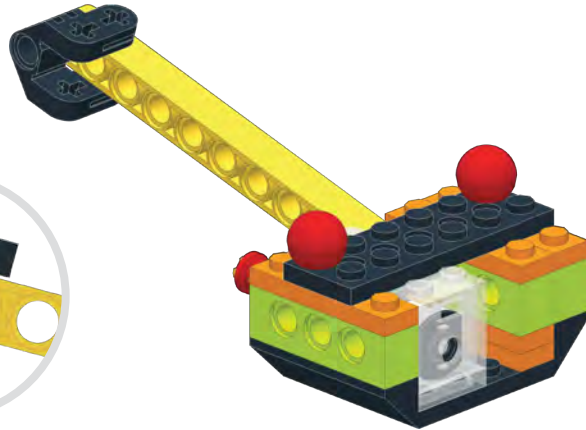
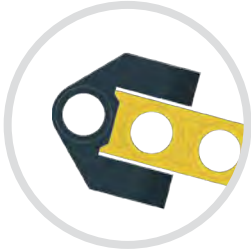
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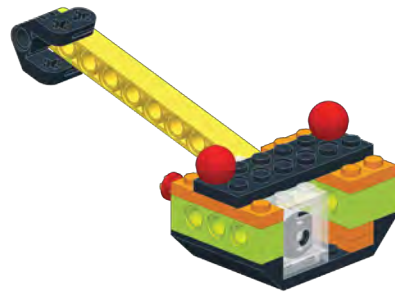
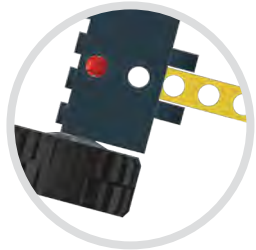
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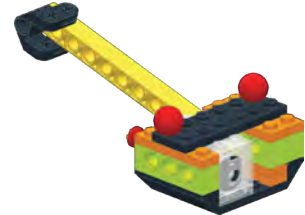
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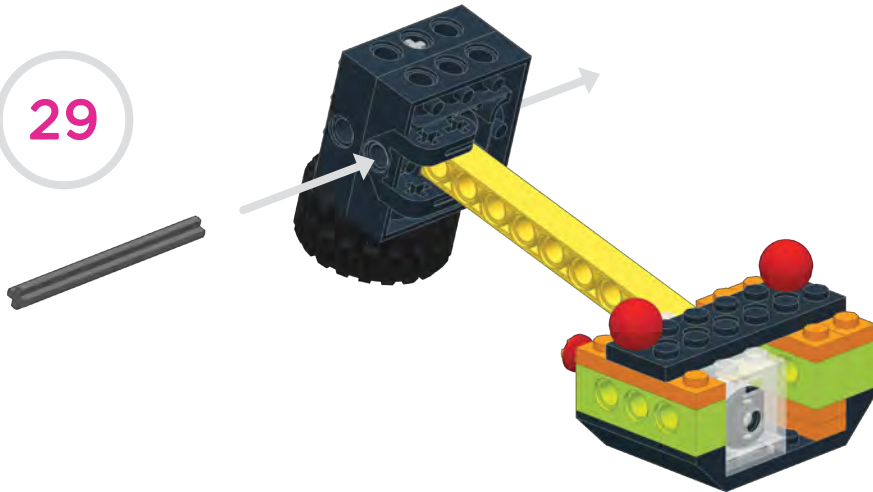
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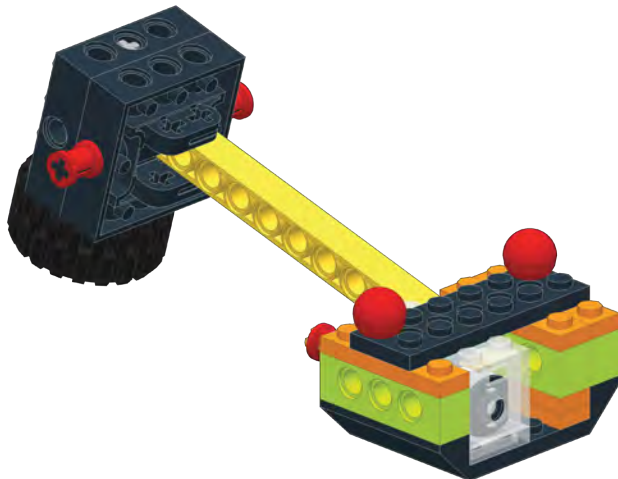
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1:1 SCALE

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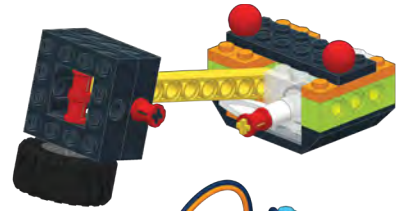
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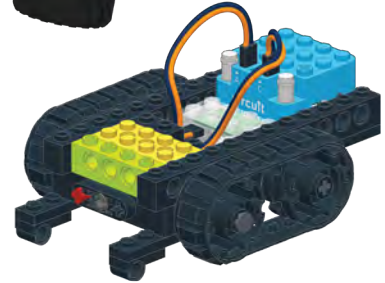
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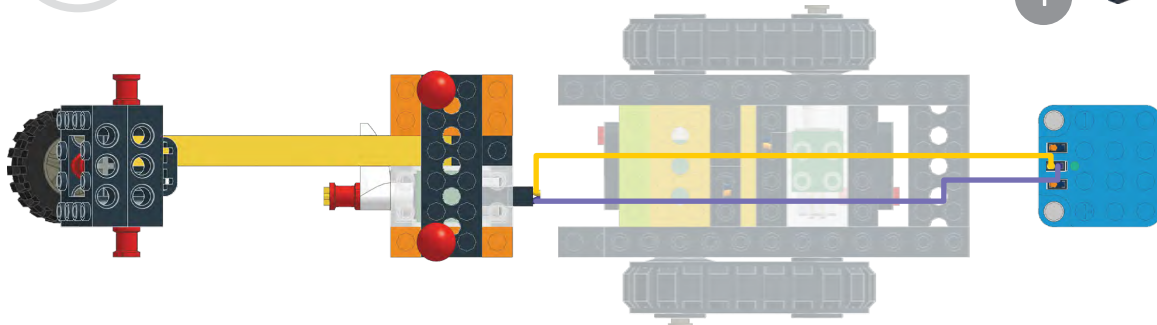
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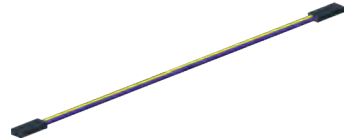
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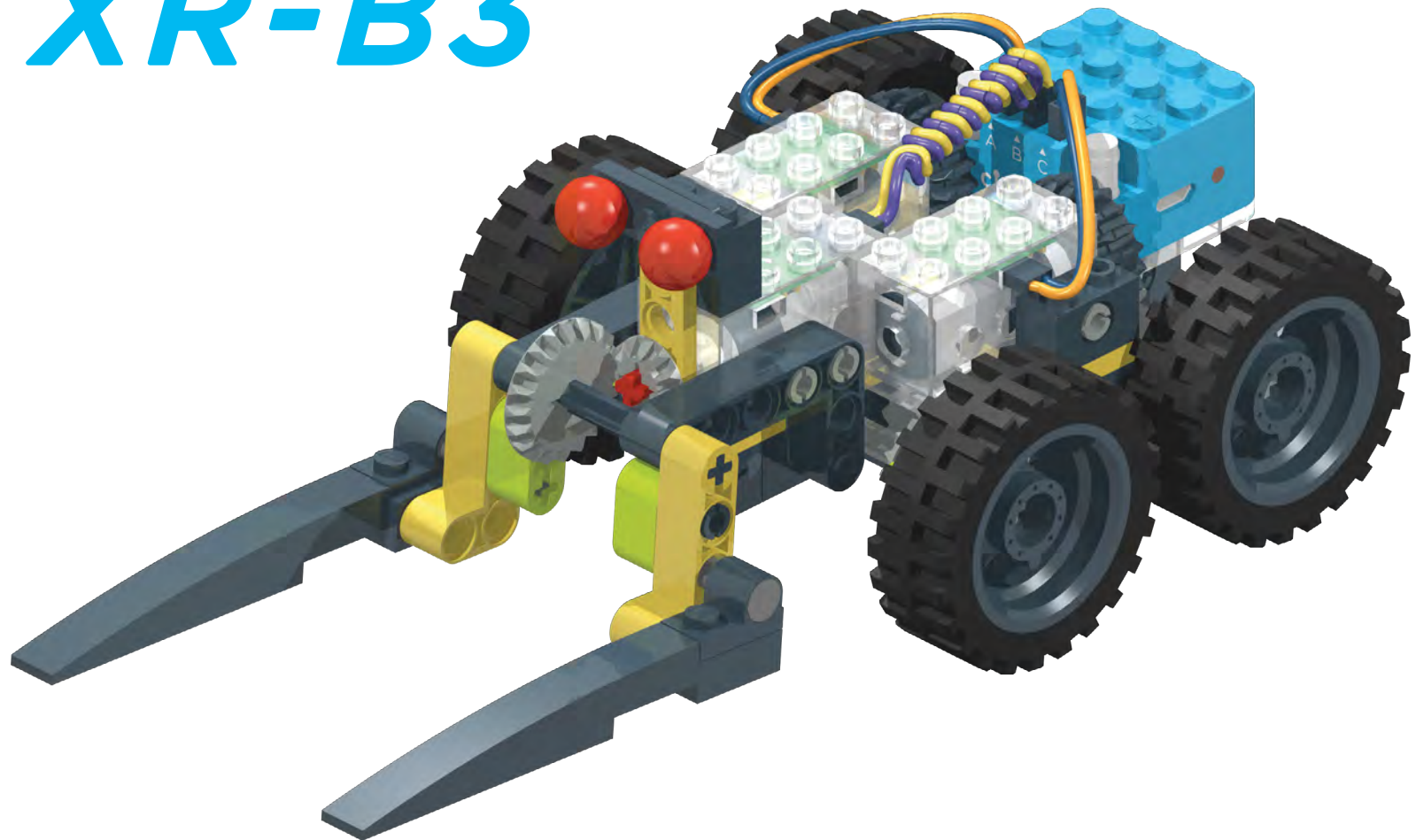
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XR-B2 CONTROLS



XR-B3



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1:1 SCALE



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1:1 SCALE



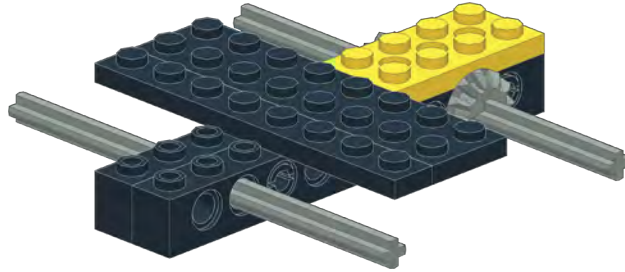
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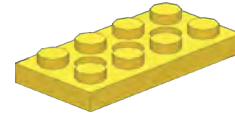
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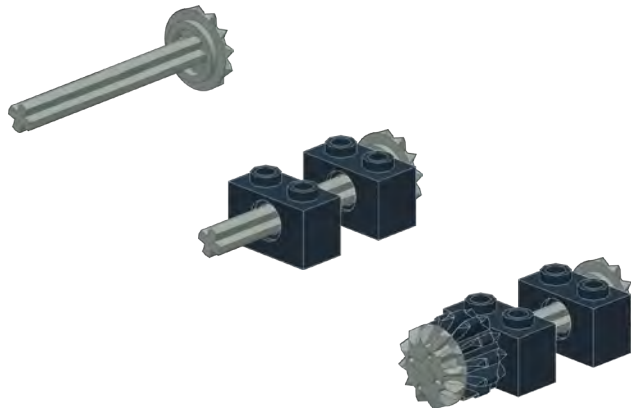
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1:1 SCALE



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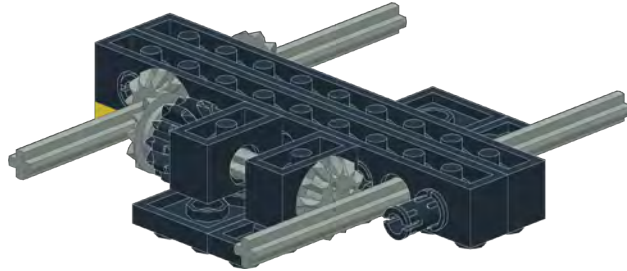


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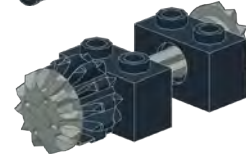
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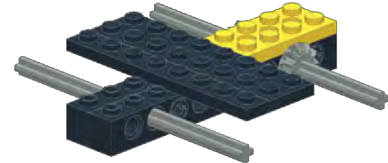
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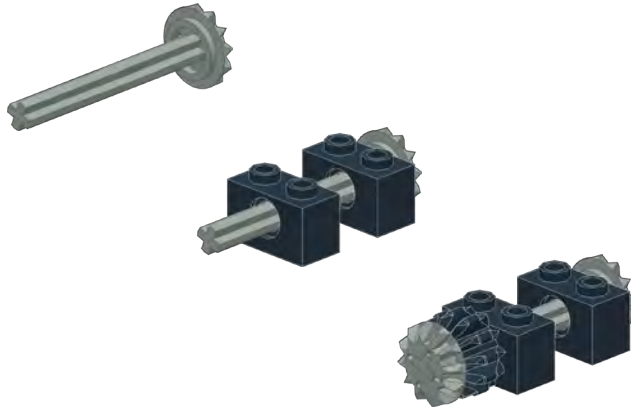
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1:1 SCALE



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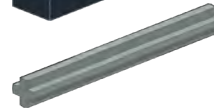


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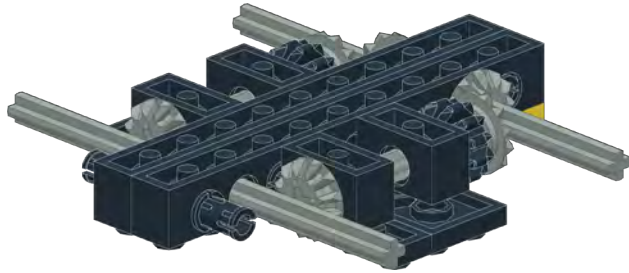


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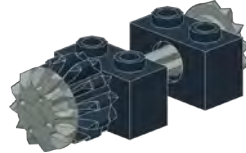
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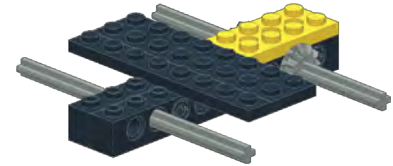
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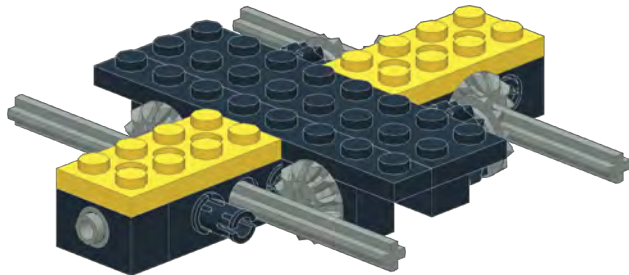
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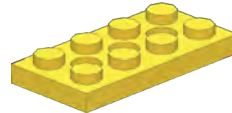
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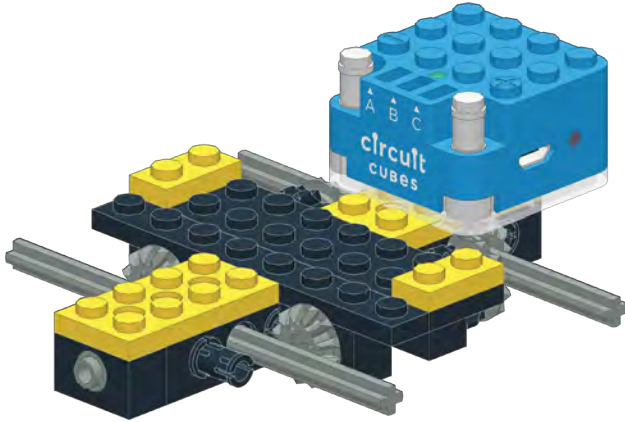
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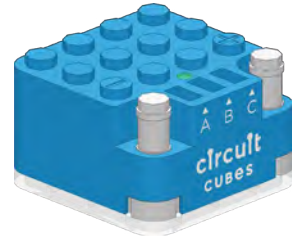
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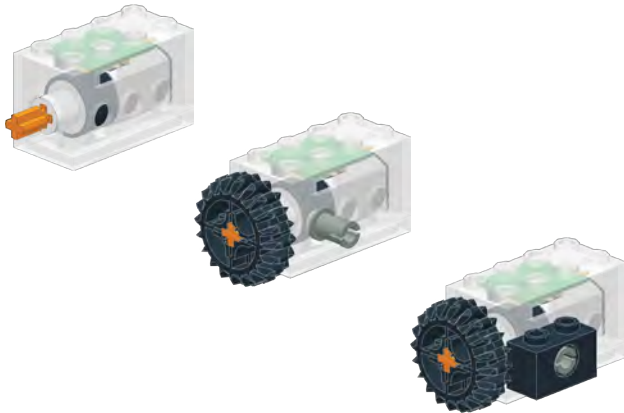
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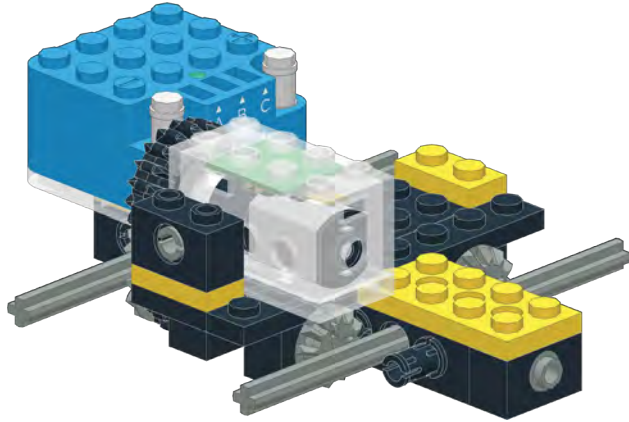
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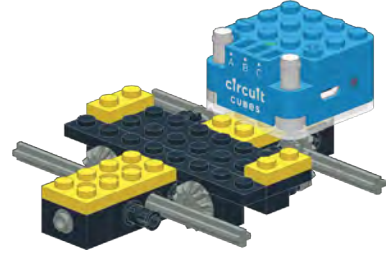
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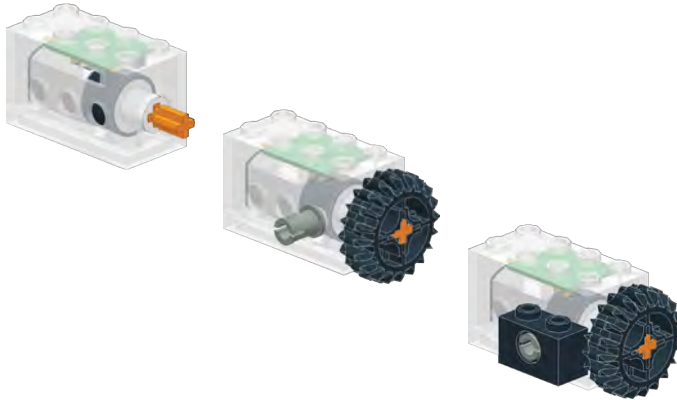
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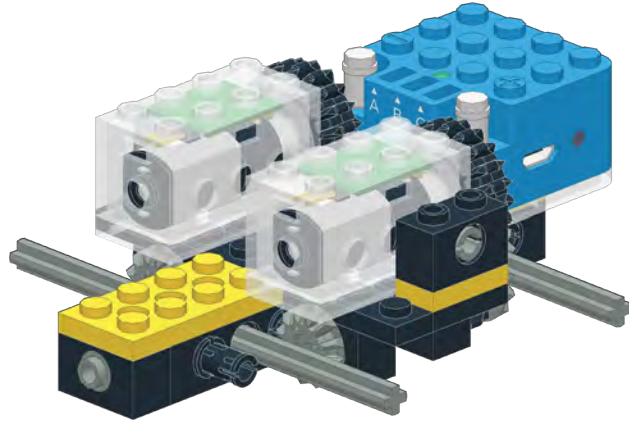
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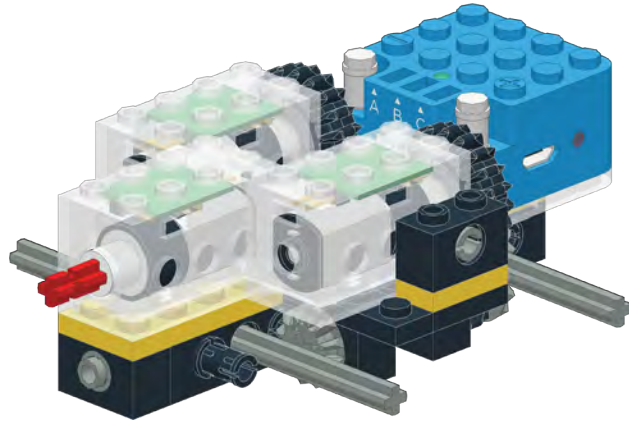
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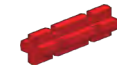
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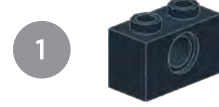
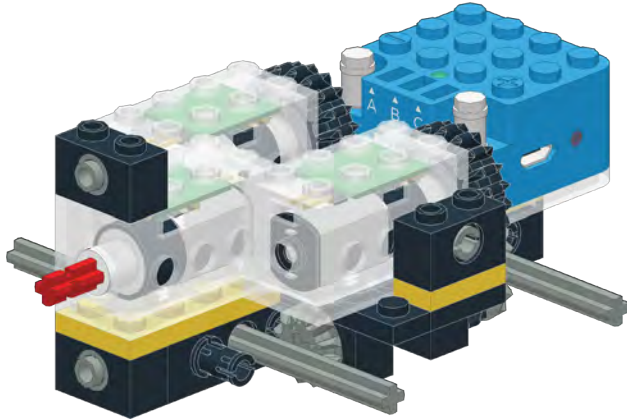
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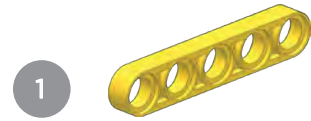
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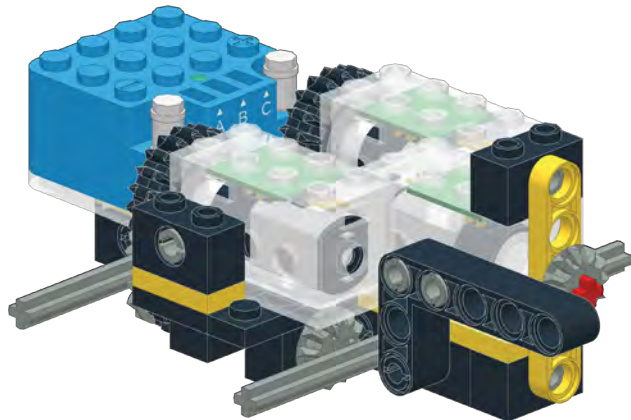
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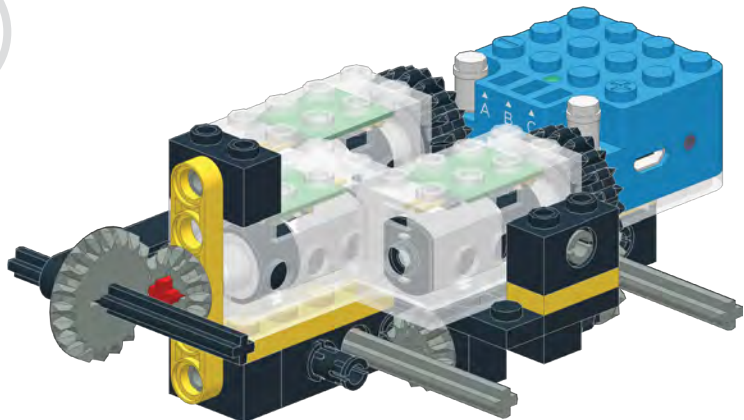


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1:1 SCALE 

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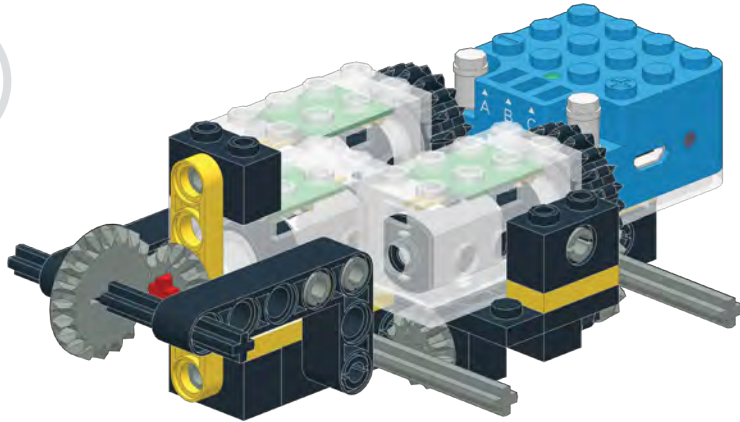


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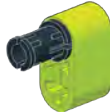
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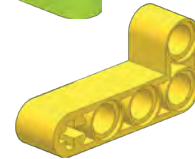
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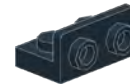
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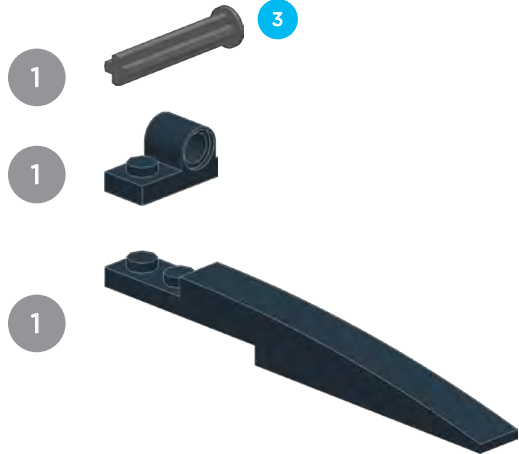
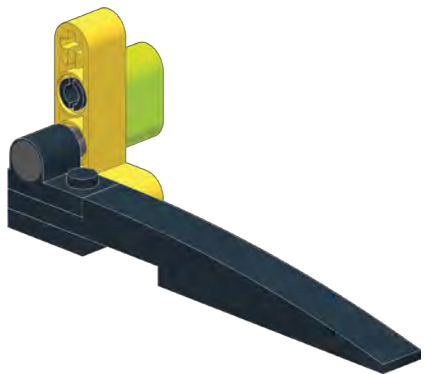
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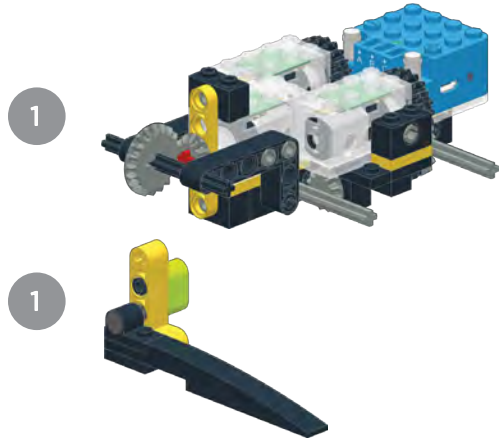
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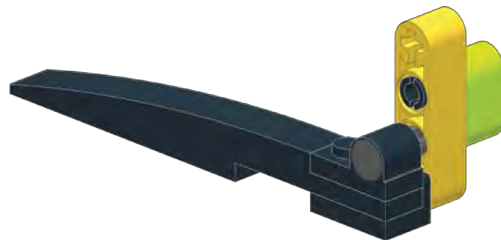
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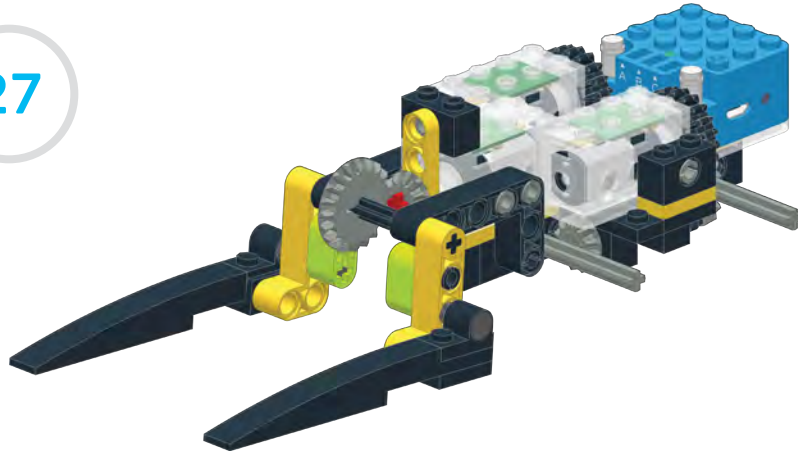
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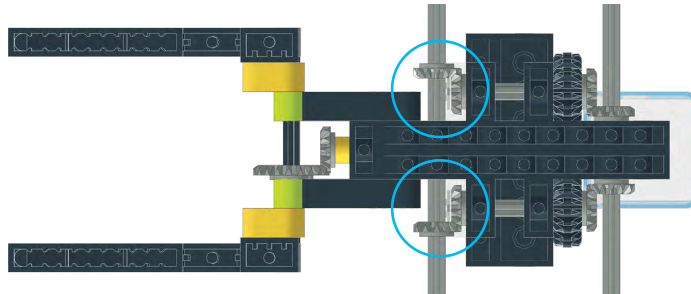
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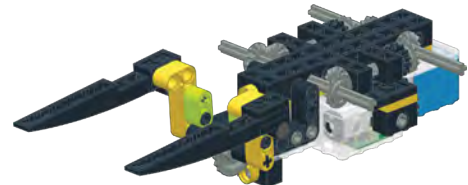
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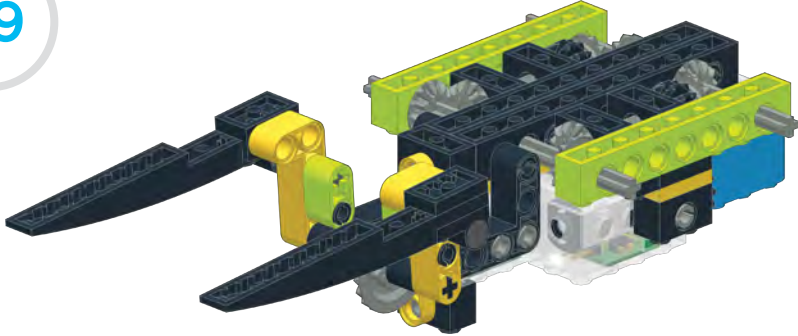
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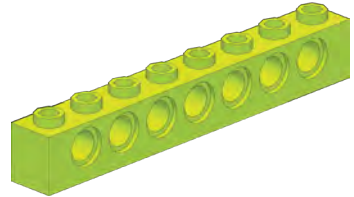
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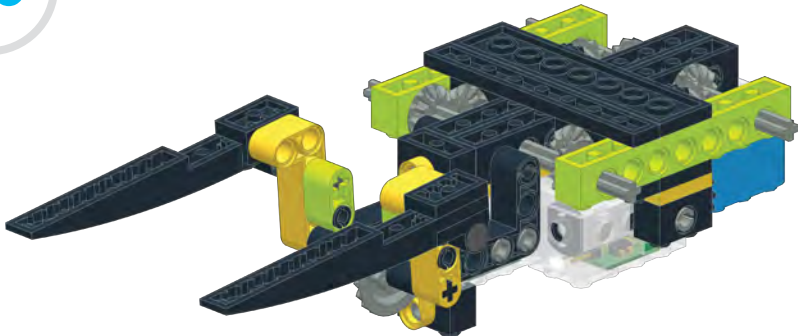
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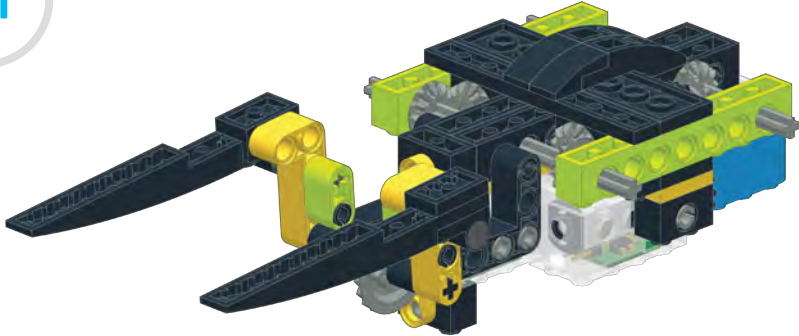
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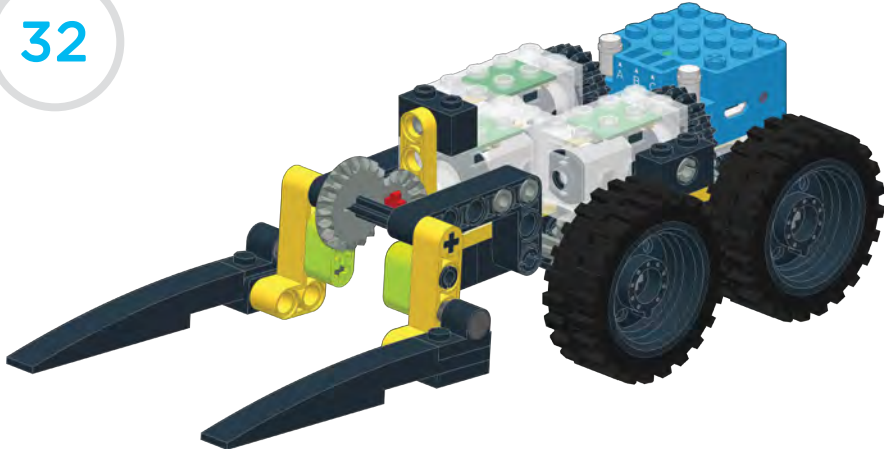
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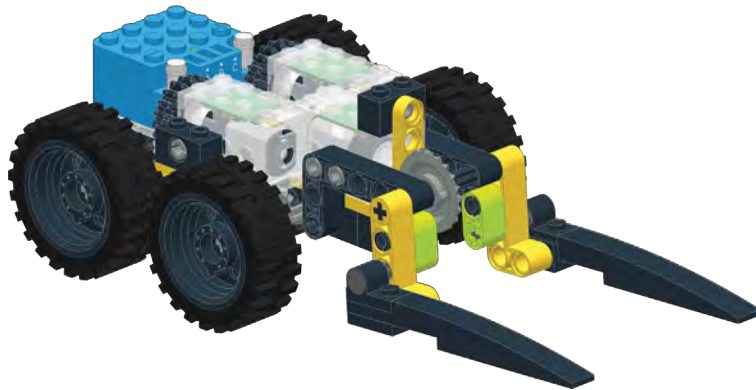
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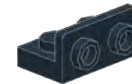
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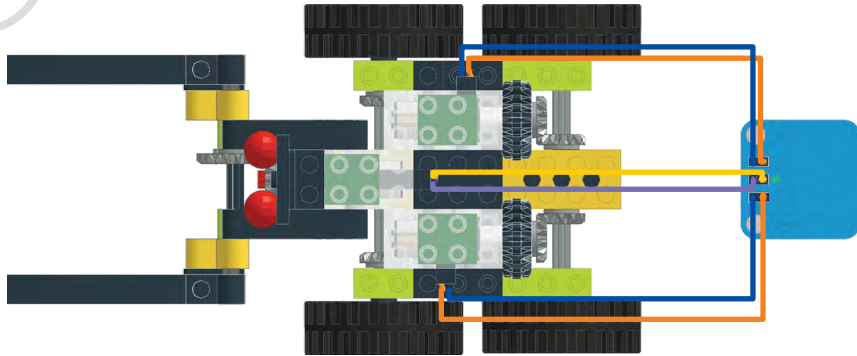
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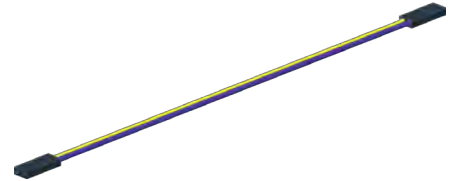
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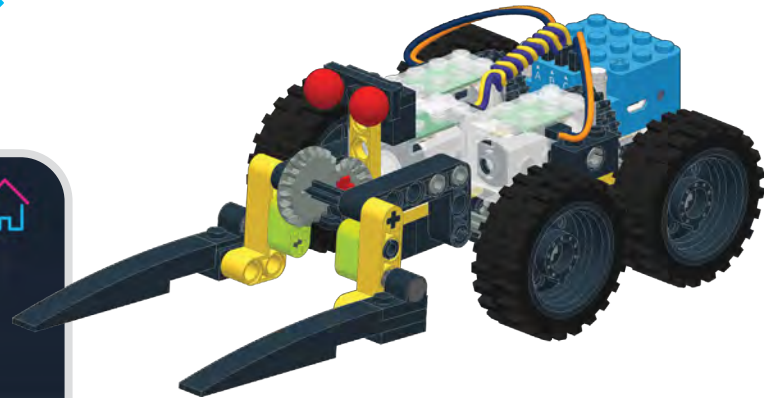
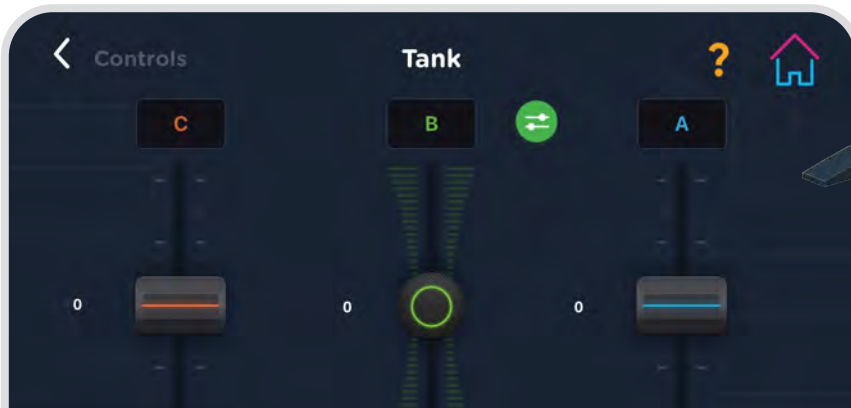
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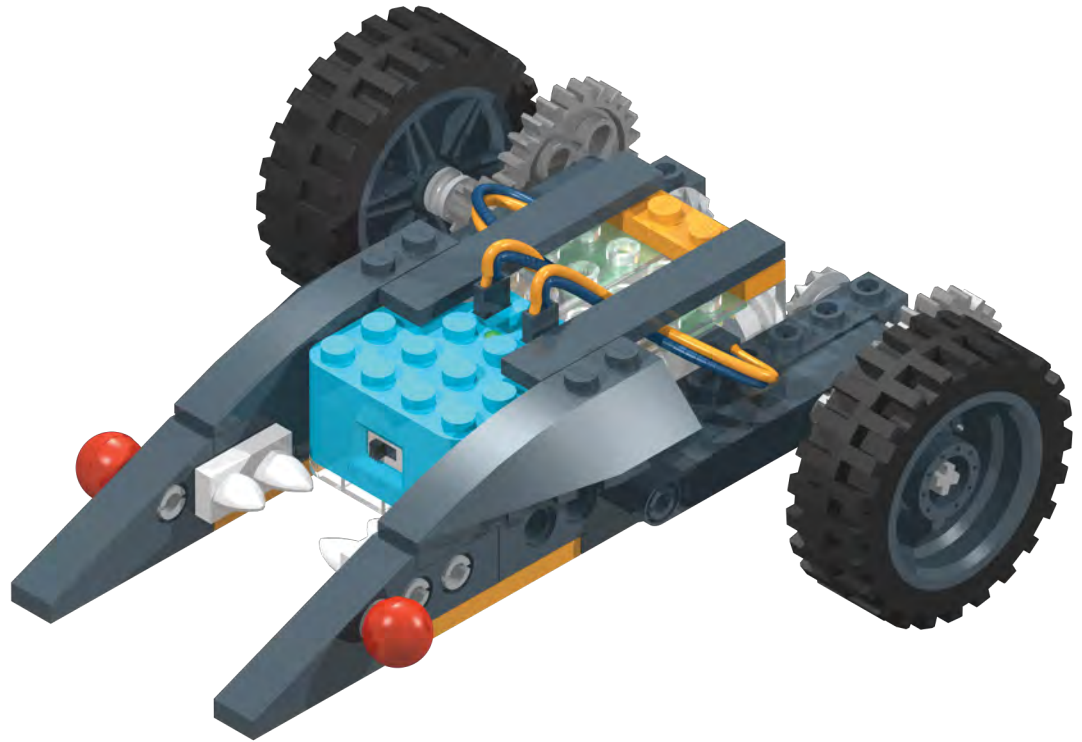
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XR-B3 CONTROLS



XR-B4



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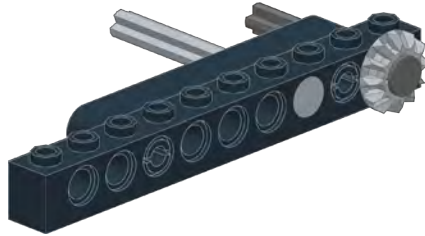
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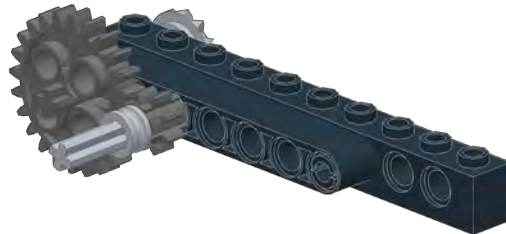
1:1 SCALE



1:1 SCALE



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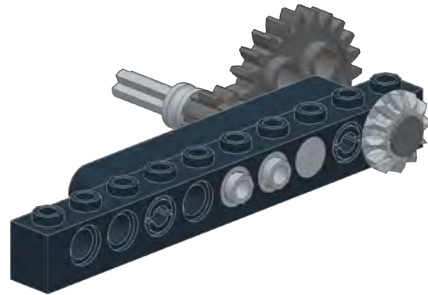
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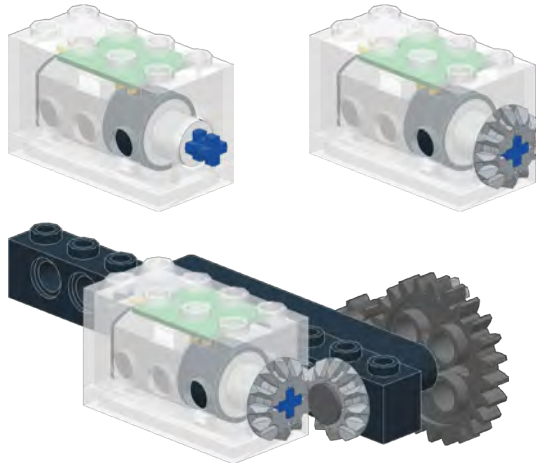
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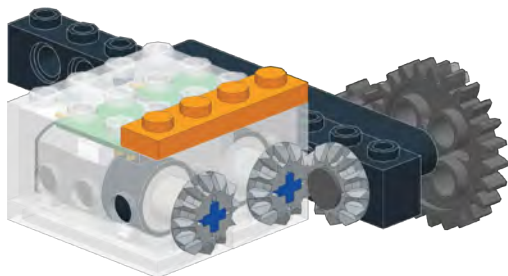
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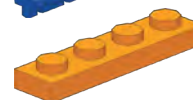
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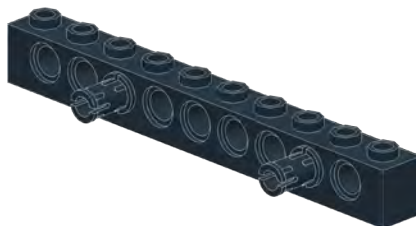
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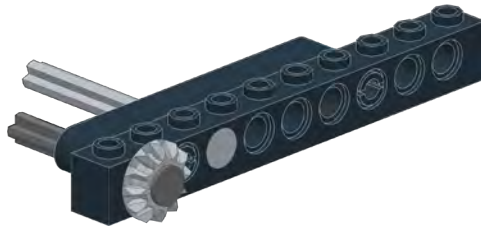
1:1 SCALE



1:1 SCALE



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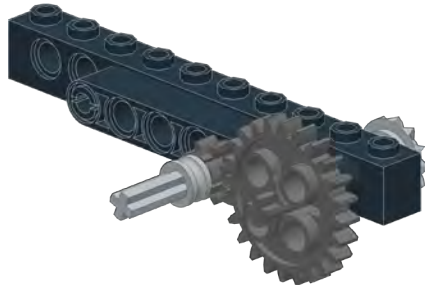


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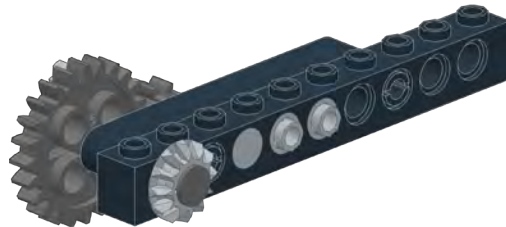
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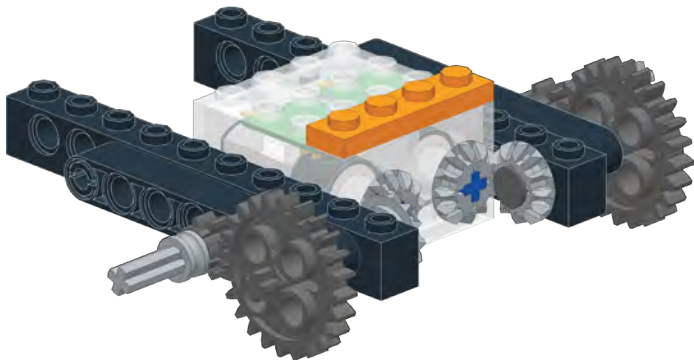
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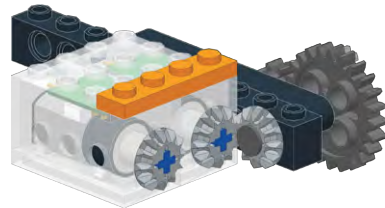
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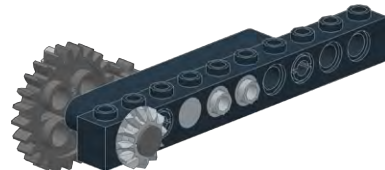
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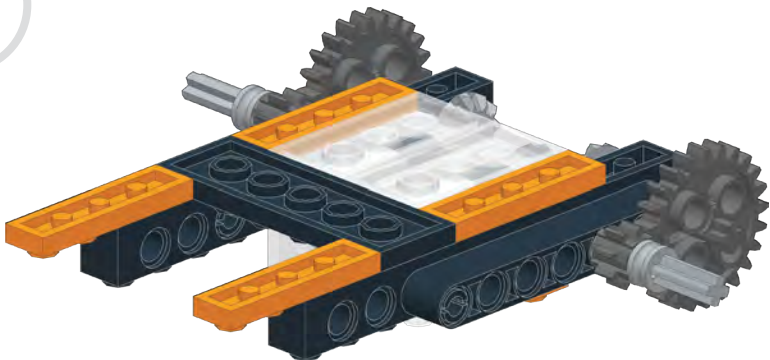
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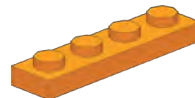
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14



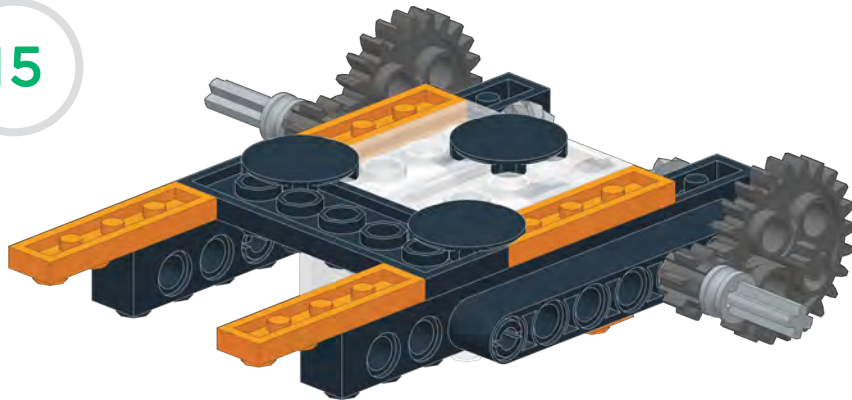
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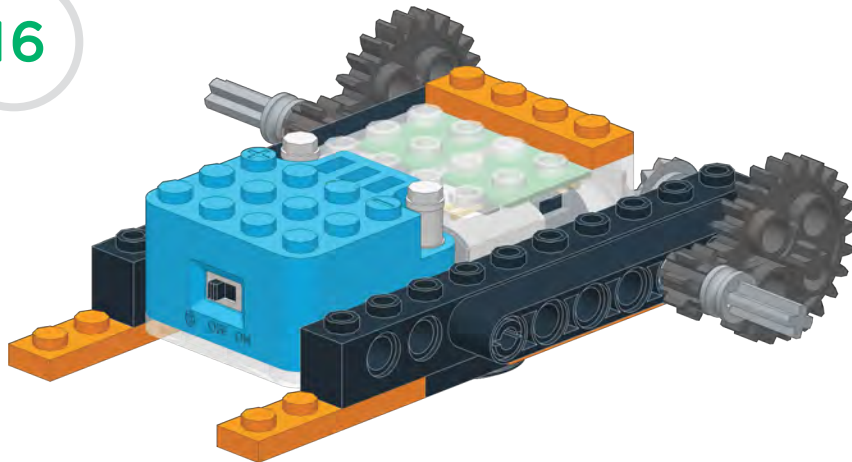
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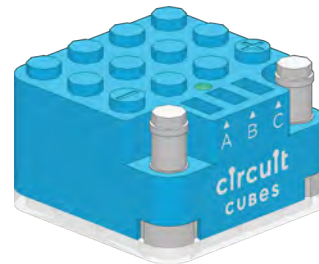
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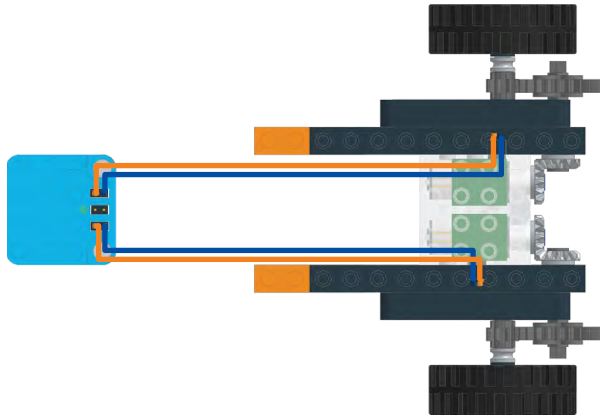
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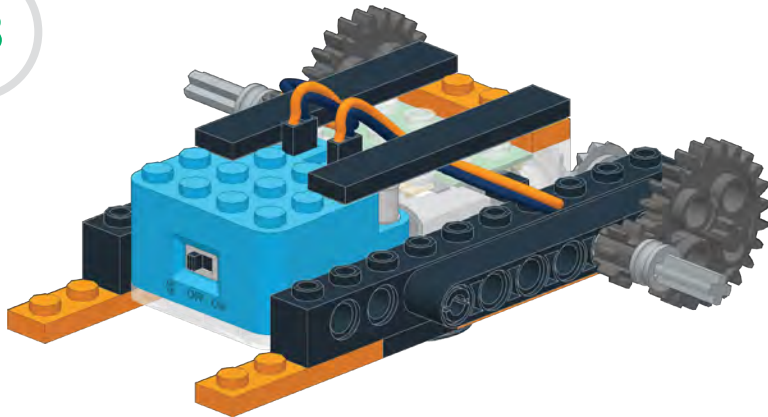
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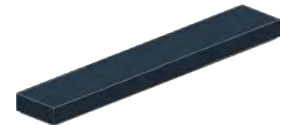
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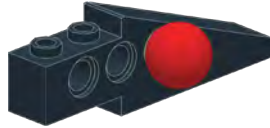
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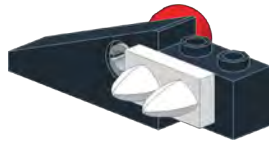


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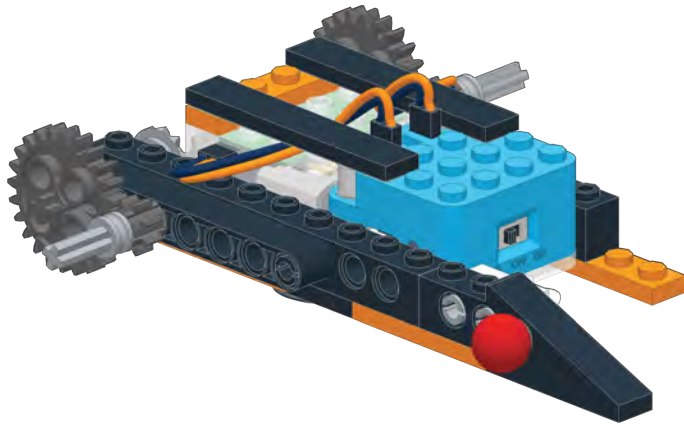
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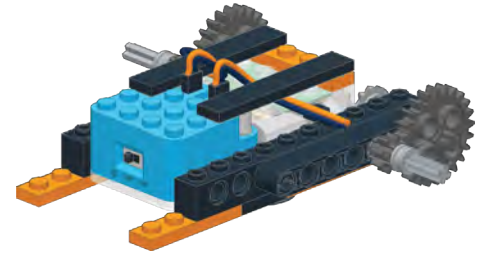


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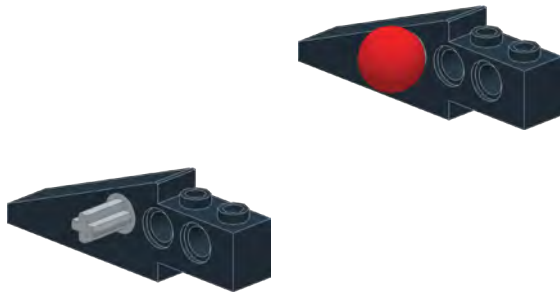
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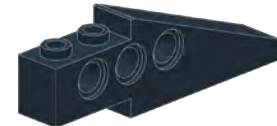
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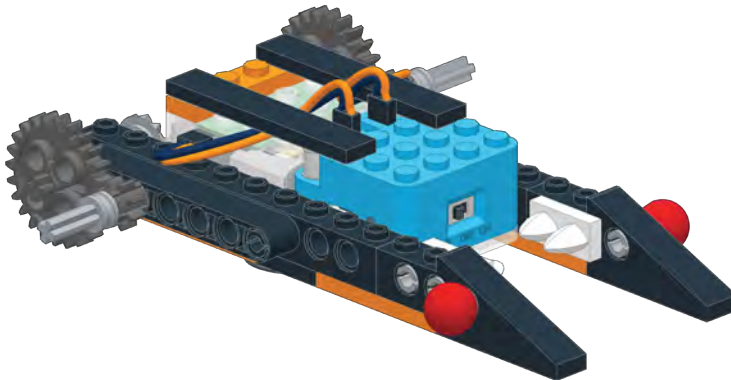
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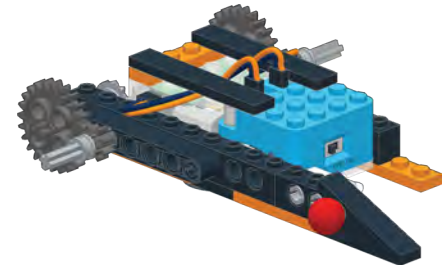
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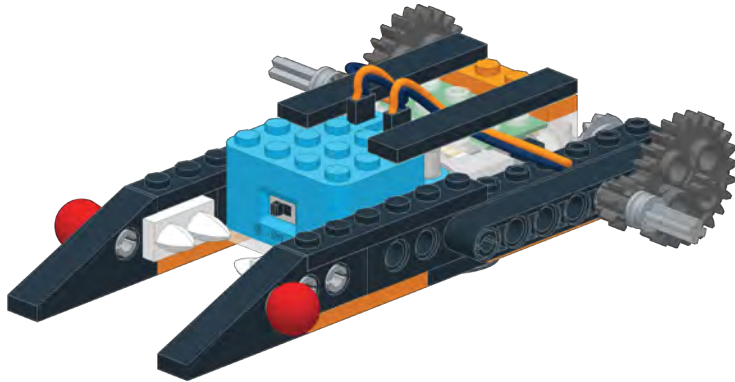
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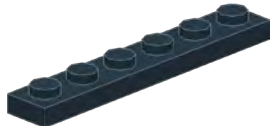
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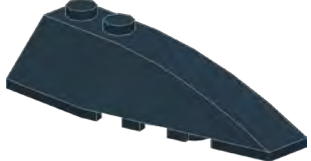
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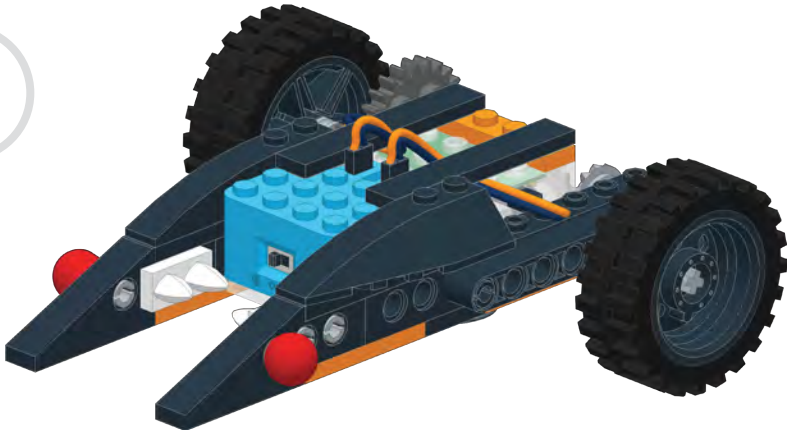
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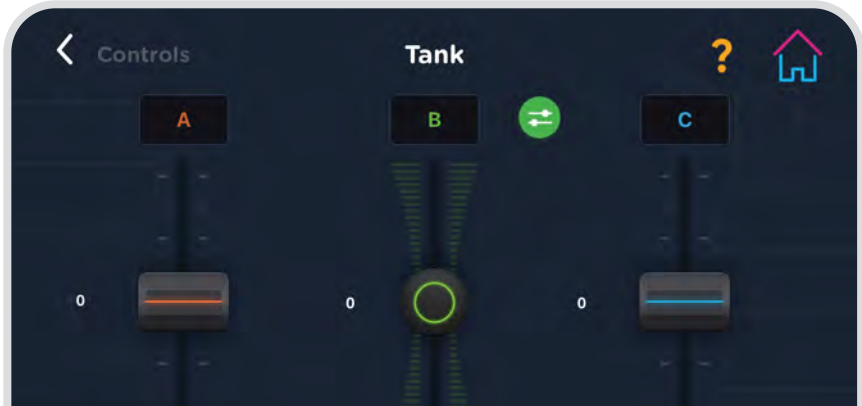
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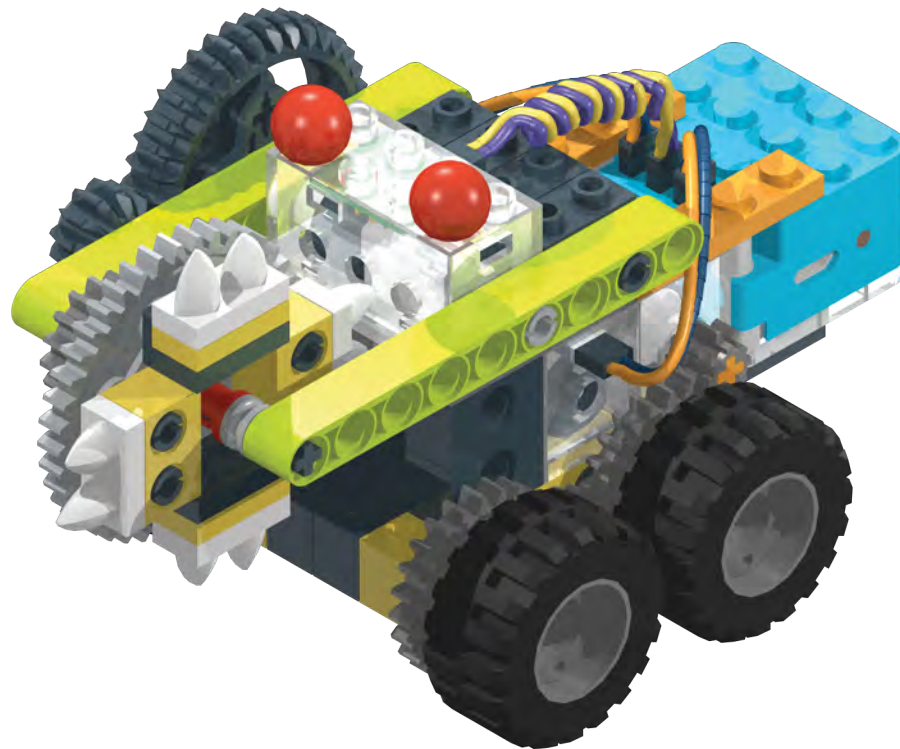
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XR-B4 CONTROLS



XR-B5



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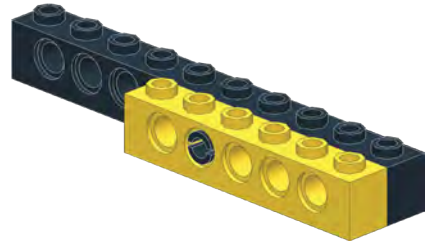
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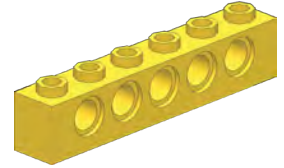
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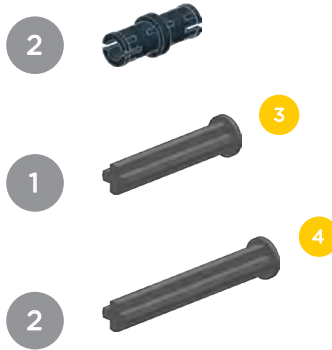
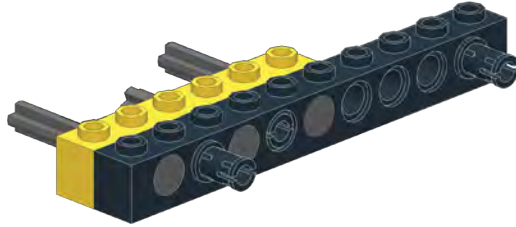
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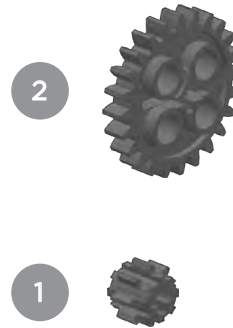
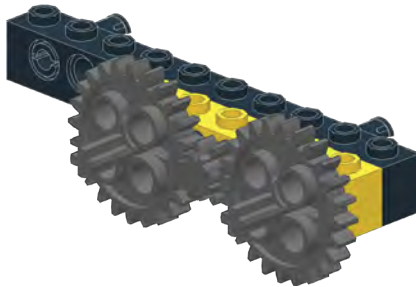
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1:1 SCALE



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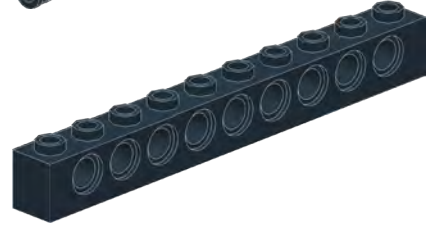
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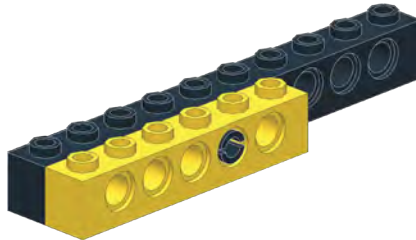
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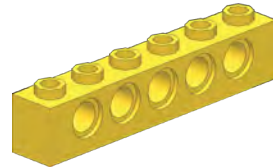
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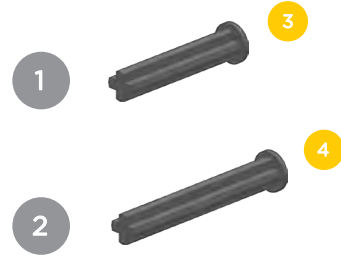
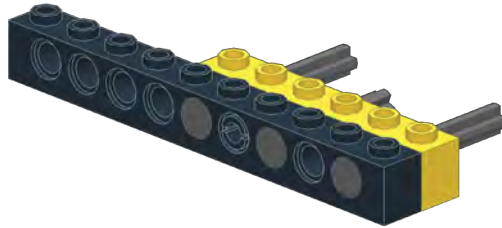
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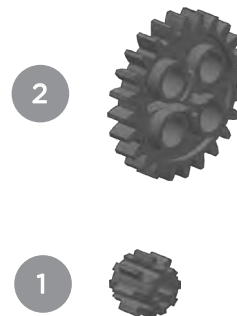
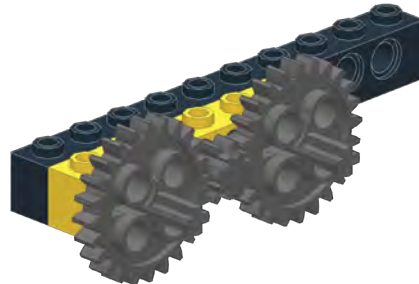
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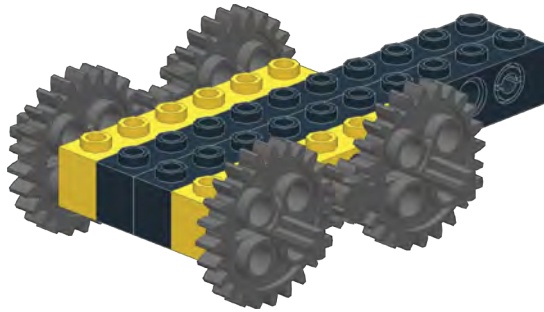
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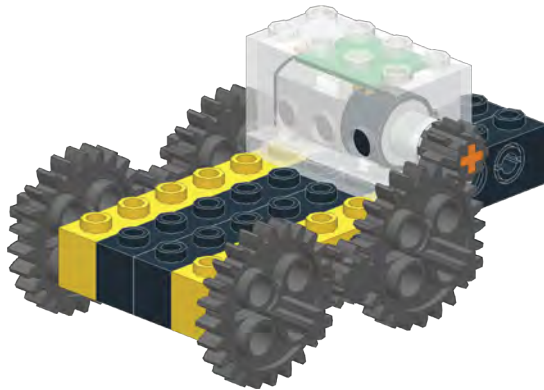
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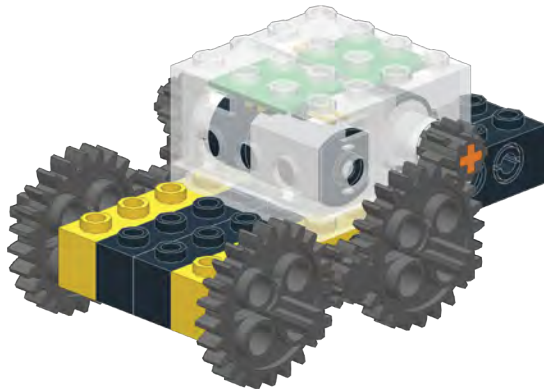
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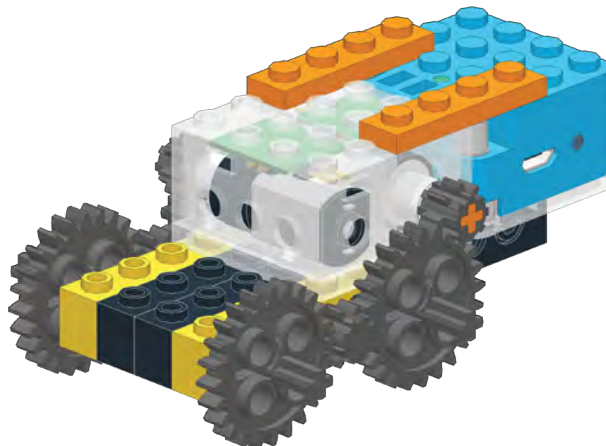
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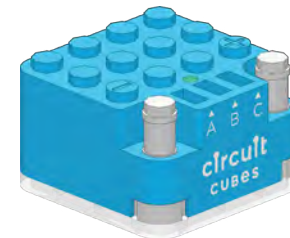
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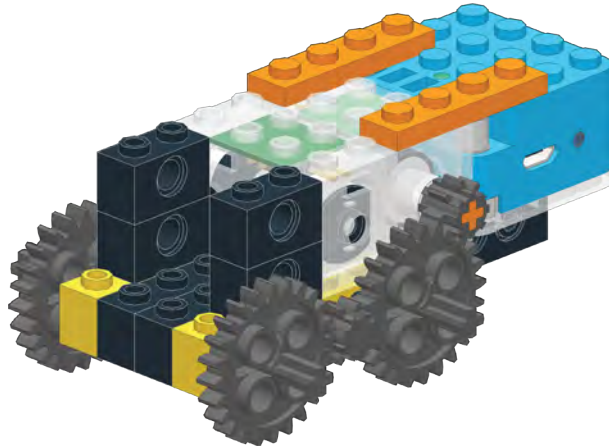
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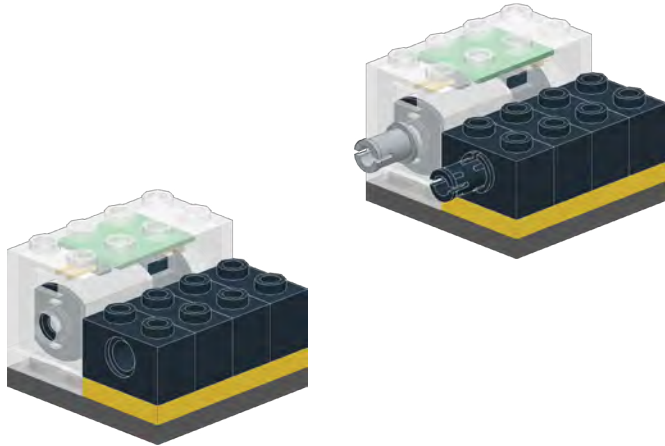
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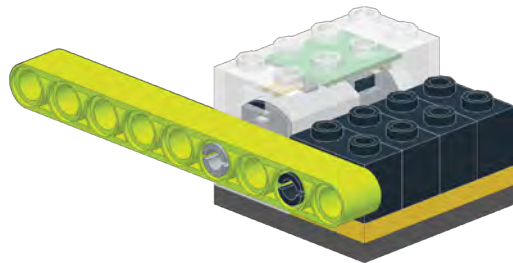


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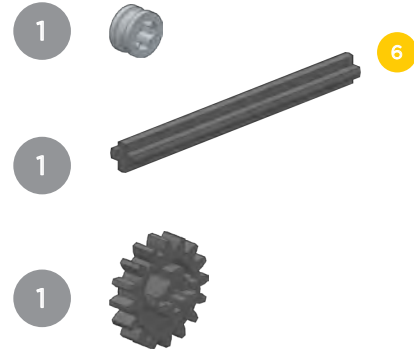
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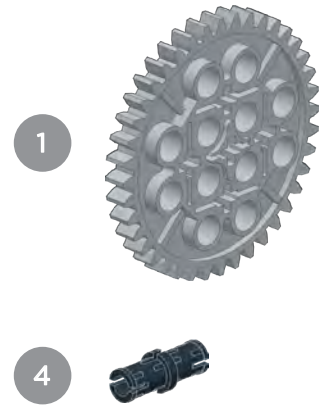
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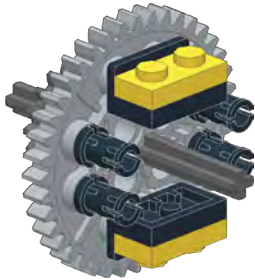


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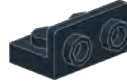
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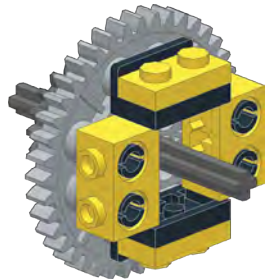
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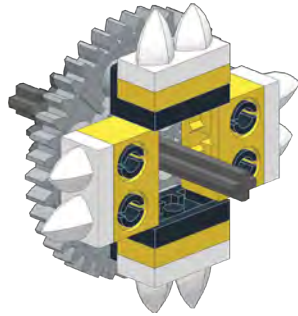
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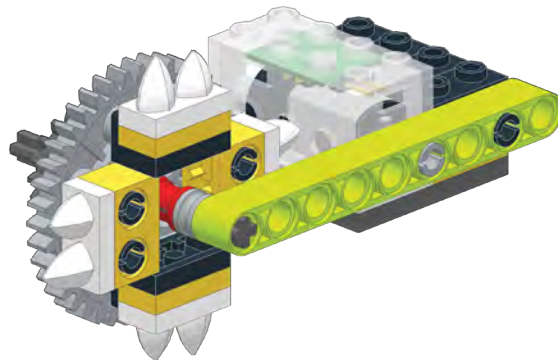
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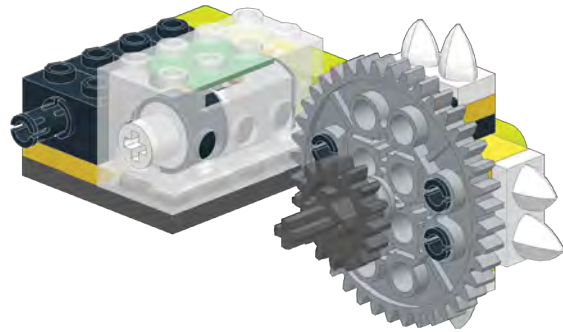
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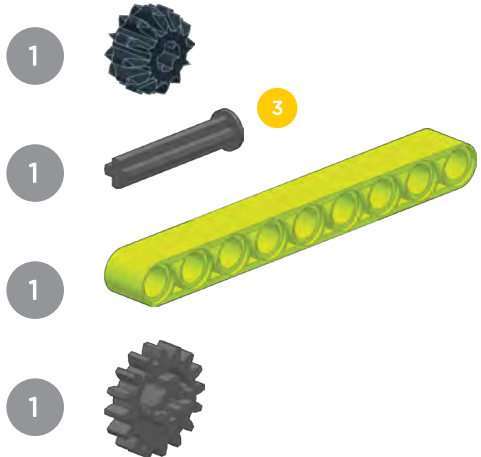
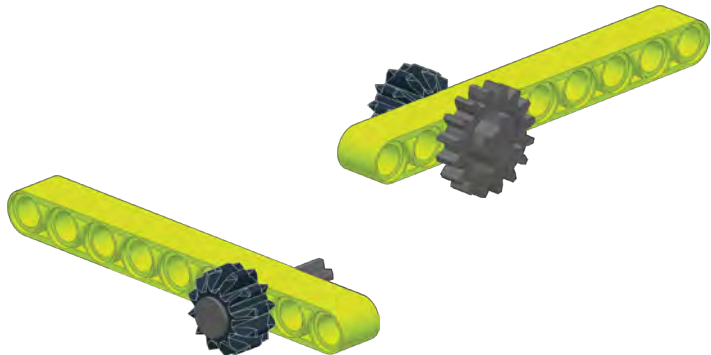


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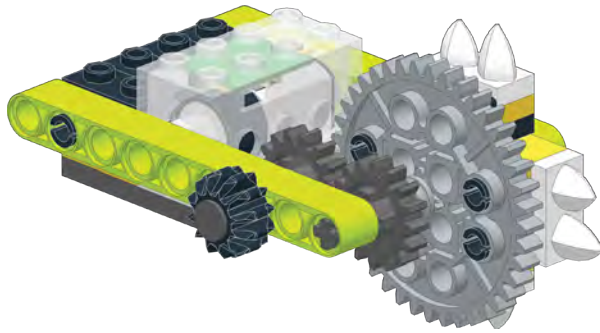


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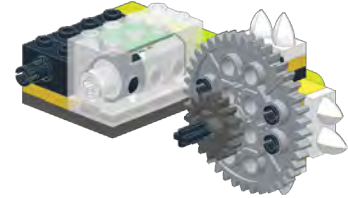
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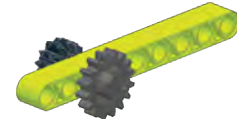
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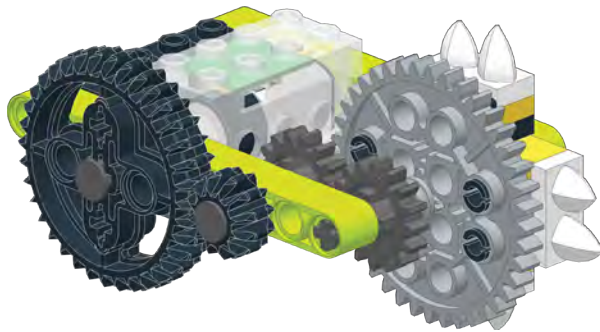


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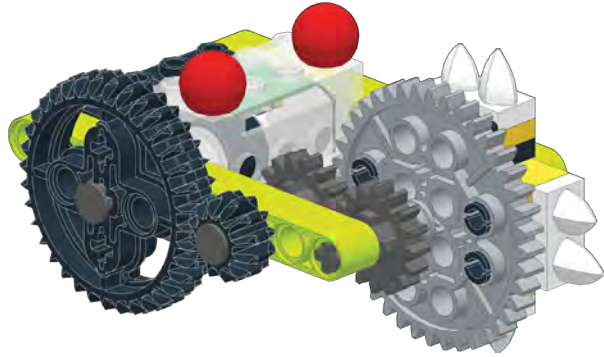
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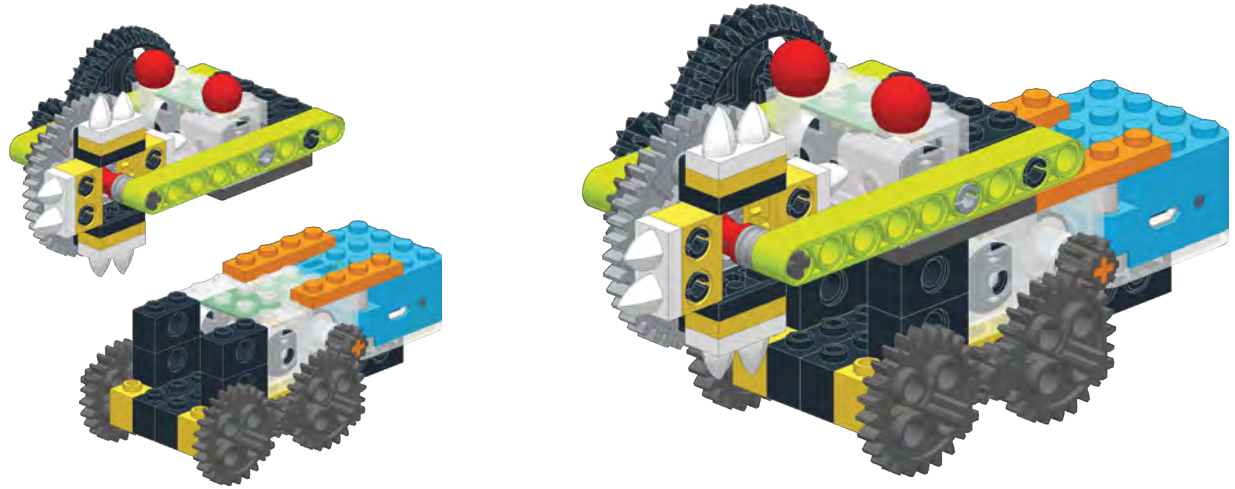


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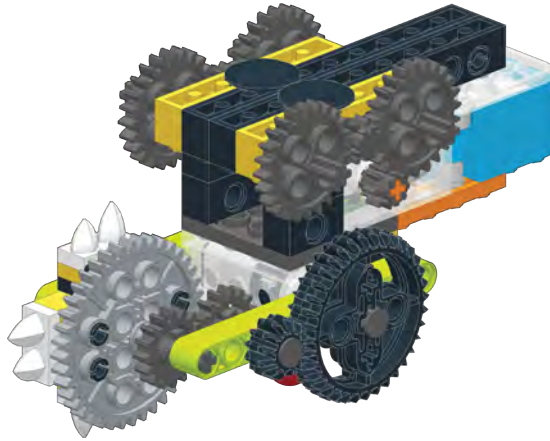


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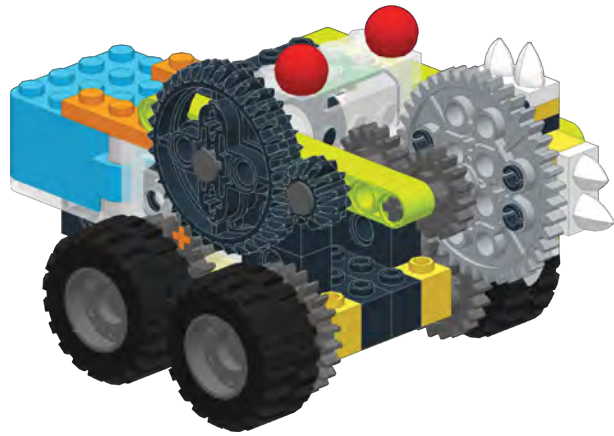
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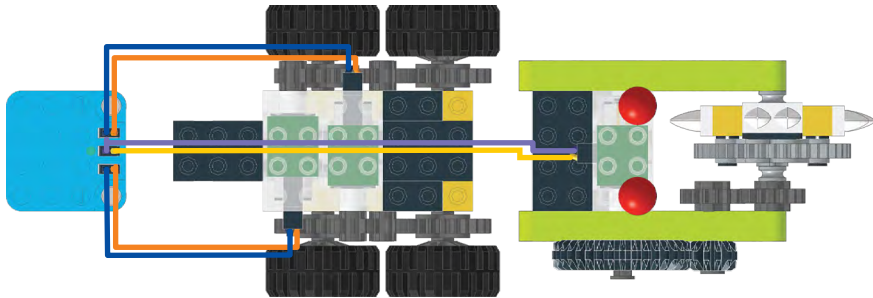
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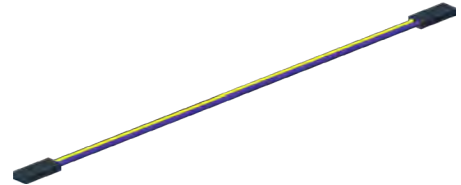
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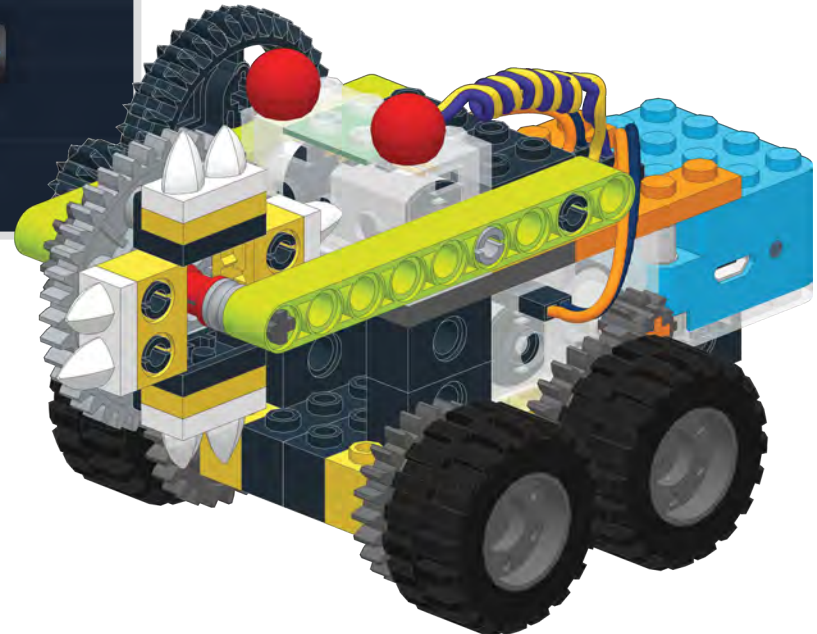
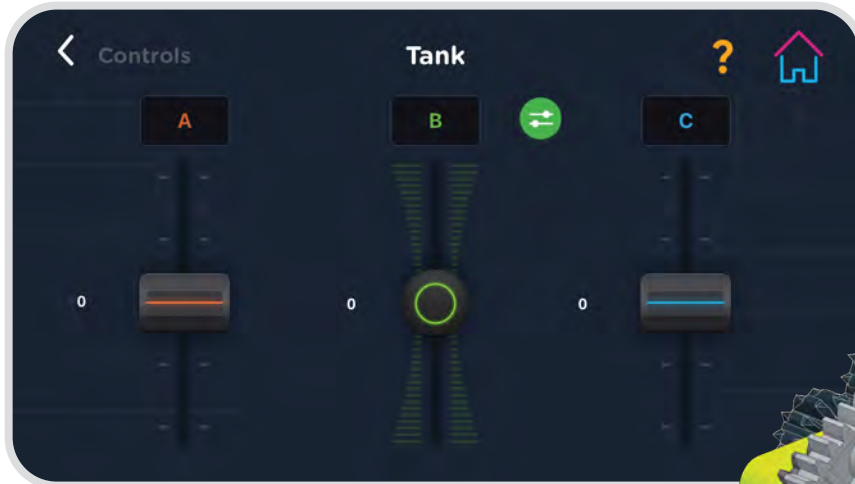
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2



XR-B5 CONTROLS



GAMEPLAY

THE PLAY Two robots clash in a head-to-head match, as they attempt to disable their opponent. Each match consists of three 2-minute rounds. A robot can win a match by KNOCKOUT or DECISION.

WIN BY KNOCKOUT If a robot becomes unresponsive during a match, the opposing robot backs away, and a verbal countdown from 10 begins. If the damaged robot is unable to resume before the end of the countdown, the opposing robot is declared winner of the match by KNOCKOUT.

WIN BY DECISION If there is no KNOCKOUT, each round will be scored on a 7-point system based on 3 criteria:

DAMAGE INFLICTED • 3 POINTS

The robot that inflicts the most damage will be awarded 3 points.

INITIATING ACTION • 2 POINTS

The robot judged the most aggressive in pushing the action during the round will be awarded 2 points.

TACTICAL • 2 POINTS

The robot that best demonstrates the ability to utilize multiple offensive and defensive maneuvers will be awarded 2 points.

The robot with the most points after 3 rounds is declared the winner by DECISION.

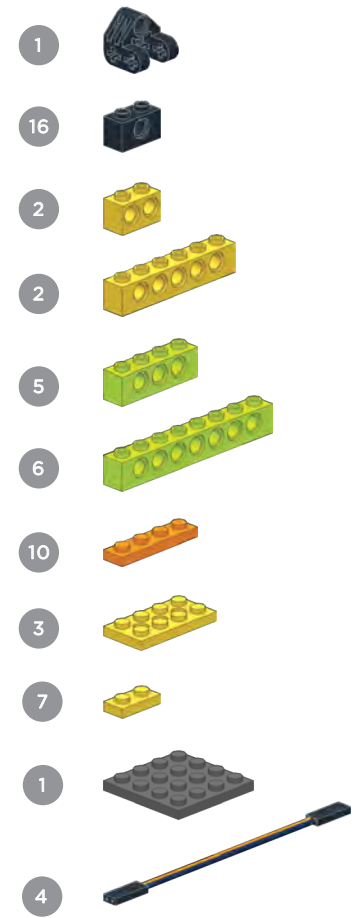
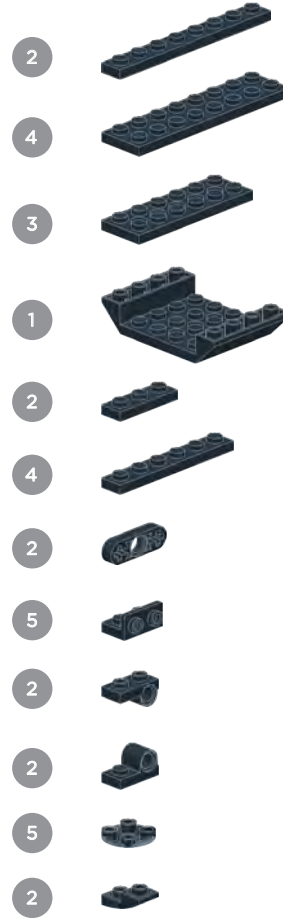
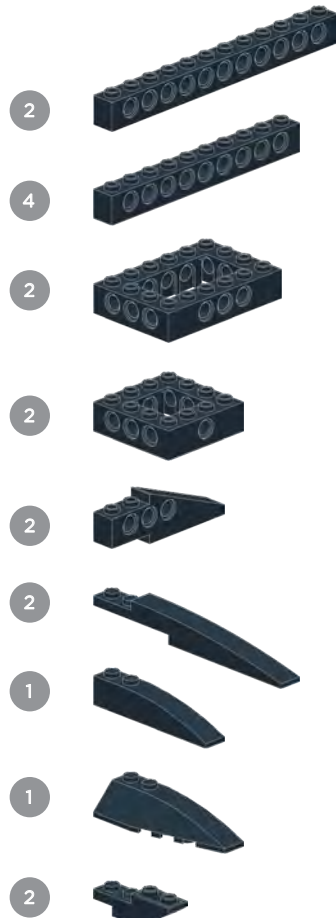
SIMULTANEOUS KNOCKOUTS In the event that both robots become disabled simultaneously, a countdown from 10 begins. If neither robot responds by the end of the 10 second count, the match is declared a draw.

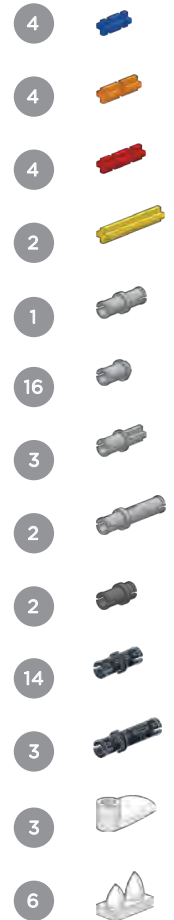
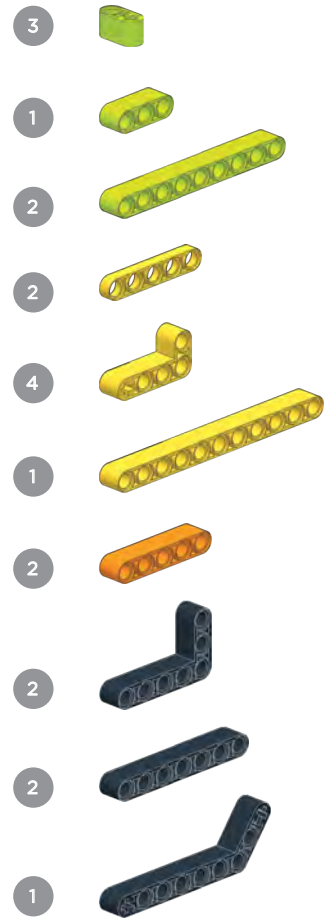
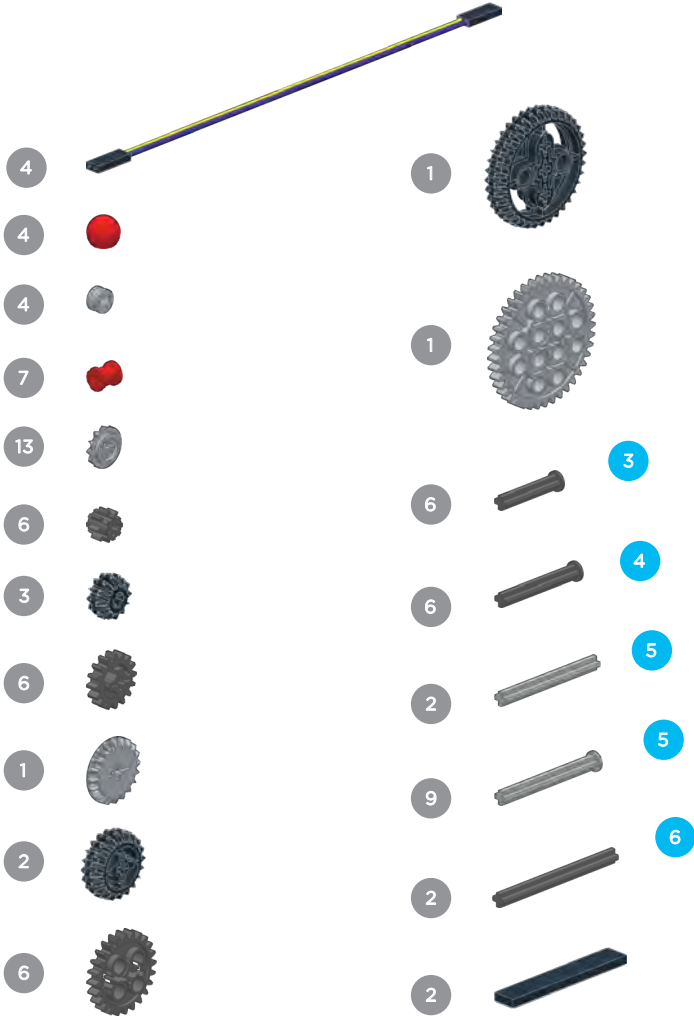
Circuit Cubes is all about fun and adventurous play, so we encourage you to create your own rules for ROBOTS RUMBLE!

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PARTS





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CONTACT For help with your Circuit Cubes or other questions, please email: support@circuitcubes.com.

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