ELECTRONIC GAME

INSTRUCTION MANUAL

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BUTTON FUNCTIONS

- Light Show Catch Me
- Remember Me
- Volume
- Power Button Chase Me 2 Players Make Music

Follow Me

Folloŵ



REMEMBER









GAMES

Can You Catch Me?

At the beginning of the game a red square will light up on each side of the Cubik Cube. To win, you need to press all the red squares. Be careful! Don't press any of the green icons or you lose the game. Bonus blue icons will randomly appear during the game for only 3 seconds. If you can catch the blue squares you get 10 bonus points! As you catch the red squares, the faster you will need to be! Press and hold the "Catch Me" button to see if you can beat the highest score.

Can You Remember Me?

At the beginning of the game, all sides of the Cubik Cube will light up with a color. Correctly select the colors in the order they are called out. Each round adds another color to the sequence. The more colors you can remember in the pattern the higher your score will be. The game ends if you select the wrong color in the pattern. Press and hold the "Remember Me" button to see if you can beat the highest score.



Can You Follow Me?

At the beginning of the game, one side of the Cubik Cube will light up with 3 color patterns on the front panel. The other 3 panels will stay illuminated. Copy the pattern on each side. As you copy the patterns correctly, the faster you will need to be! Can you master all 7 levels? Press and hold the "Follow Me" button to see if you can beat the highest score.



Chase Me!

At the beginning of the game, a blue square will light up and red squares will follow. To win, you need to catch the blue square by pressing the red squares in the order they appear. As you chase the blue square, the faster you will need to be! Press and hold the "Chase Me" button to see if you can beat the highest score.



MODES

2 Player Mode



MAKE MUSIC

Play with a friend! The first player starts with the Cubik and has to press all 20 of the red squares as they randomly light up around the cube. Once completed, the Cubik will call out to pass the cube. Each round gets faster until a player cannot catch all 20 squares.

Lightshow

Music Ш

To start recording, press the red square. Compose your song by pressing any of the other squares on that side of the Cubik. To play your song back, press the red square again.

TIPS

Power ወ

Press the "Power On" button and hold for 2 seconds to turn Cubik off and on. To conserve battery, the Cubik will turn off if it's not used for 5 minutes!

Volume + []-

You can adjust the volume of Cubik by pressing the volume button. The volume will cycle through loudest to quietest levels as you press the button.

Scores

If you want to clear the scores, press and hold the volume button and the game you want to clear, at the same time.

BOX CONTENTS

1 x Manual 1 x Cubik Electronic Game 1 x Travel Bag & Clip

BATTERY INFORMATION

- Cubik takes 3 AAA batteries (Not Included).
- The battery compartment is at the bottom of Cubik and can be unscrewed.
- · Install batteries according to correct polarity.
- Do not mix old and new batteries.
- If the cube is dim or not working please install brand new batteries.
- When the batteries are low, you will hear a beep and a red light will flash, the cube will shut down, please replace the batteries.
- Removing the battery will reset the highest scores.





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