



User Guide

Version 1.10



Illuminati Magic

This page is intentionally blank

Contents

Overview	4
Important Notice	5
What's Included	6
Carry Case	7
Switching On/Off.....	10
Charging	11
System Architecture.....	13
Thumper.....	14
Vibrate Notifications	14
Adjusting Vibrator Settings	16
Notifier	18
Status Notifications	18
System Messages	19
Low Battery Notifications.....	19
Unifi App	20
Status Screen.....	20
Registered Mode	21
Unregistered Mode	23
FCC Caution:.....	24
Compliance Statement	25
Help and Support	26

Overview

The Unifi Dice are sophisticated electronic devices that transmit their orientation every time they change orientation, are moved¹, or detect the presence of a magnetic field². The dice are supplied as either a single die (with a choice of Red, White, or Black) or in a set of three, in a custom case that doubles as an automatic on/off switch.

As a result of being manufactured to strict specifications, the dice look and feel 100% authentic. Additionally, Black, White, and Red are internationally recognized dice colors that add to the legitimacy for your spectator.

The dice boast a host of advanced features, including:

- Available in either 16mm or 19mm.
- The dice are wirelessly charged, allowing the units to be completely sealed and waterproof, providing you years of reliable performances.
- Notification via a wireless thumper, miniaturized color LCD, or audio announcements using a hidden Bluetooth earpiece.
- Identification of the color and orientation for each die.
- Plain English voice announcements that eliminate the need to memorize complex vibration sequences.
- Notification of simultaneous, multiple dice rolls, identifying the color and history.
- The integrated magnetic field and motion sensor allow for the cleanest version of the “which hand” effect.
- Direct integration into Inject 2, Scribe, Time Prediction Devices, Prevision, Image Processor and the integrated fake search. The roll of the dice can automatically generate lotto numbers, license plate numbers, or even serial numbers for Scribe & Prevision.
- Professional carry case, with inbuilt sleep function.
- Each die is uniquely coded with an Electronic Serial Number (ESN), which assures no false notifications from any other devices.
- Apple iPhone and Apple Watch Integration provide visual identification of the results from all the rolled dice.

¹ The movement detection is disabled by default.

² The magnetic field detection is disabled by default.

Important Notice

The Unifi Dice utilize Lithium Polymer (LiPo) Batteries. LiPo Batteries are the latest in battery technology, enabling much higher capacity in a significantly reduced footprint. LiPo technology is used extensively in cellphones, wearable devices, and smartwatches.

If LiPo batteries become fully discharged, the battery becomes permanently damaged and will no longer charge.

As a precaution, once the battery level falls below 30% (the equivalent of six months battery life), then the dice will turn off.

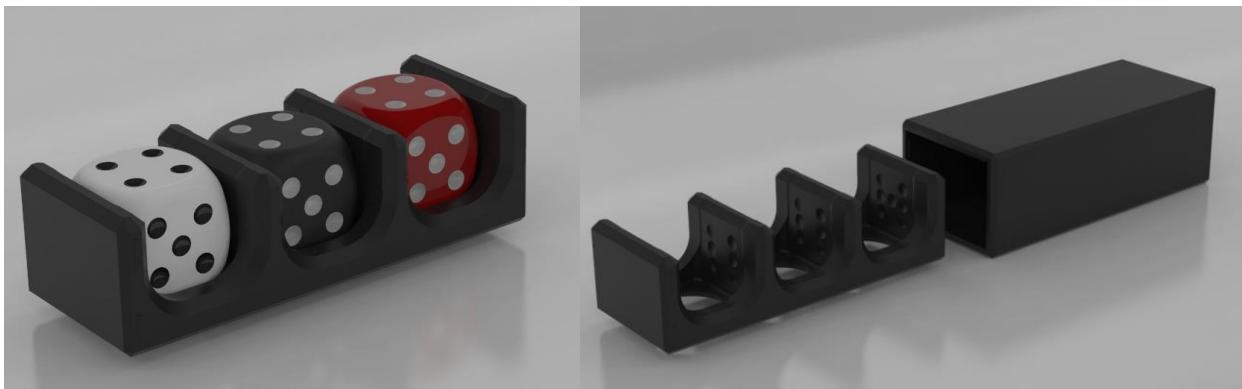
It is essential that you fully charge the dice at least once every three months. If you leave your equipment on the shelf for greater than six months without charging, you run the risk of the unit needing to be returned to Illuminati Magic for repair/replacement.

When fully charged, batteries will last up to 18 months before becoming discharged.

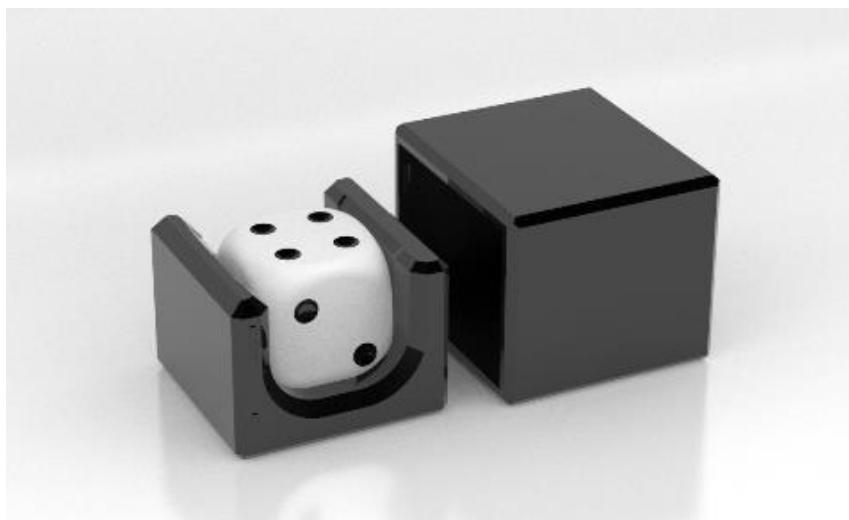
What's Included



Available as a triple dice set with one of each color Black, White & Red



Custom designed carry case (with magnetic on/off switching)



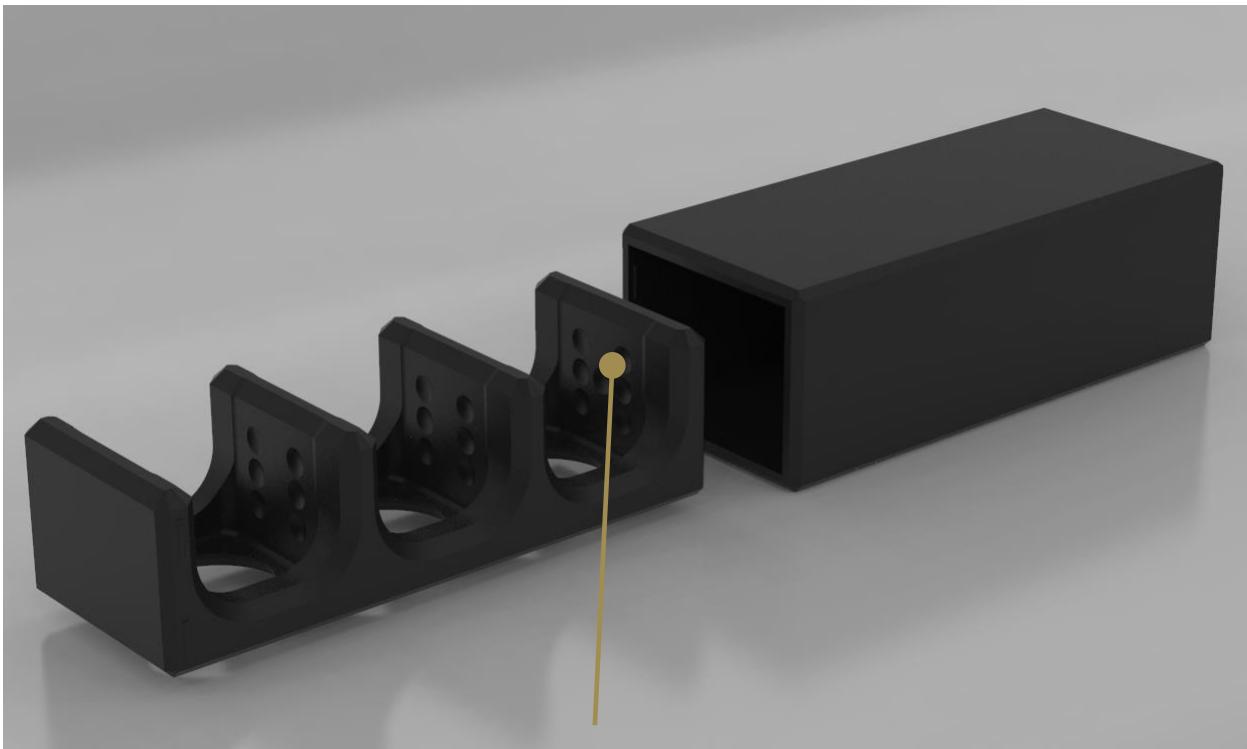
Available as a single die in a choice of Black, White or Red

Carry Case

The carry case consists of a dice holder (to hold either one or three dice) and a sliding cover that snaps closed to protect your dice.

Features of the carry case include:

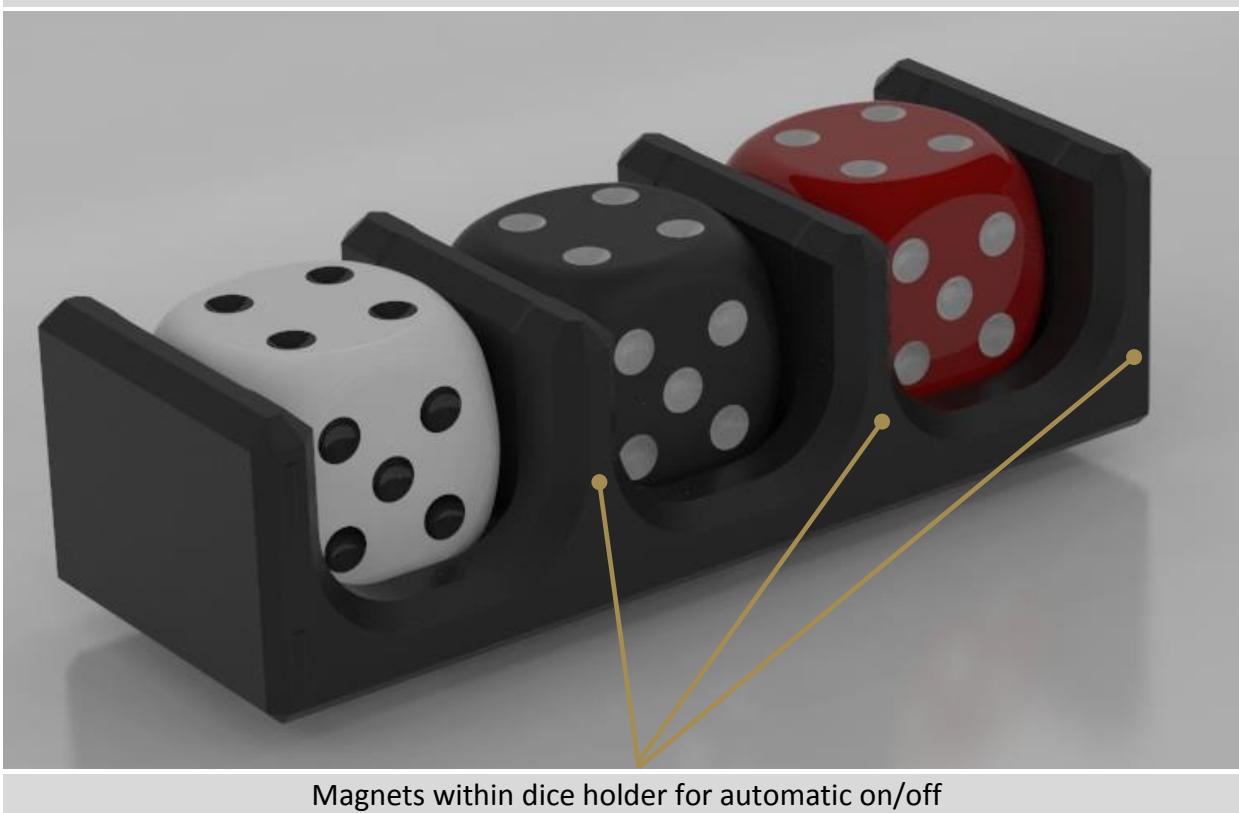
- A durable hard case to protect your investment.
- Magnets within the base to automatically turn the dice on/off.
- Discreet “tabs” on the dice holder to secure it within the cover.



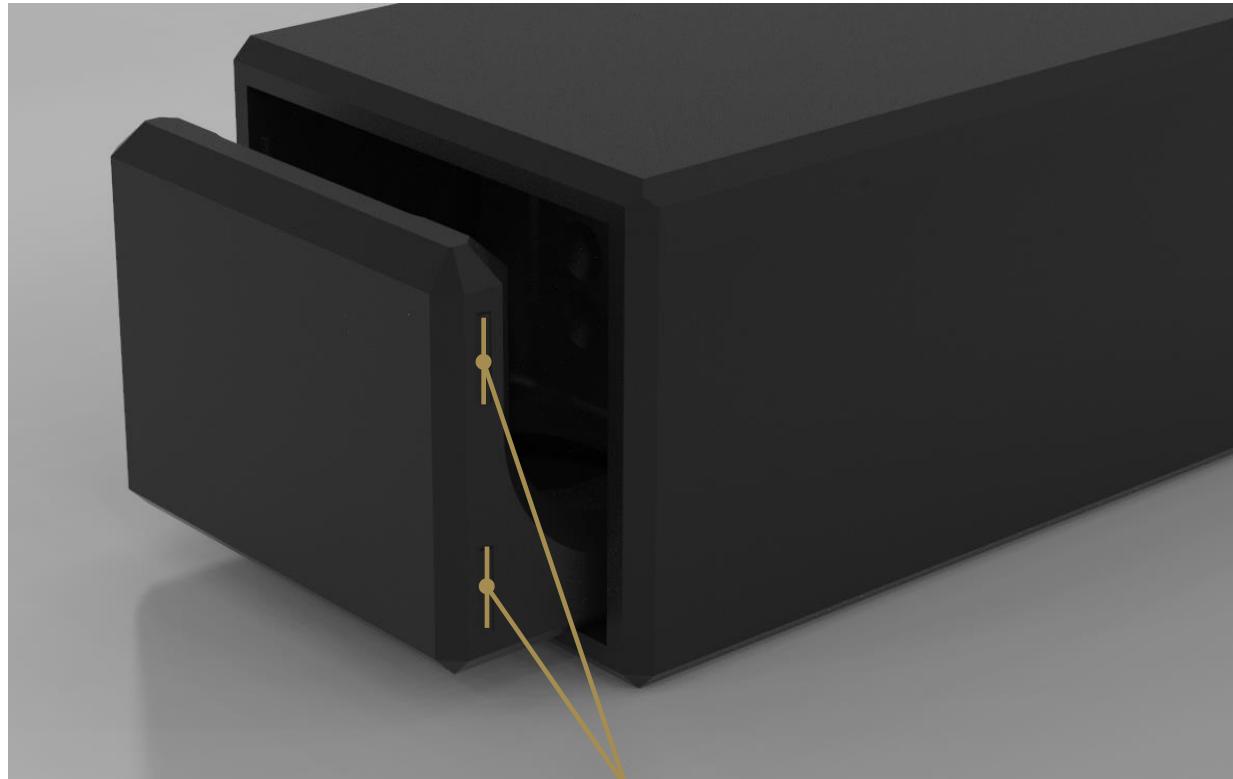
Indentations on internal dice holder (1 and 6) show the correct orientation to insert the dice into the holder



Indentations on internal tray dividers (1 and 6)
show correct orientation to insert dice into the holder



Magnets within dice holder for automatic on/off



Discreet "Tabs" to secure tray within cover

(Tabs are colored in this image to highlight their location)

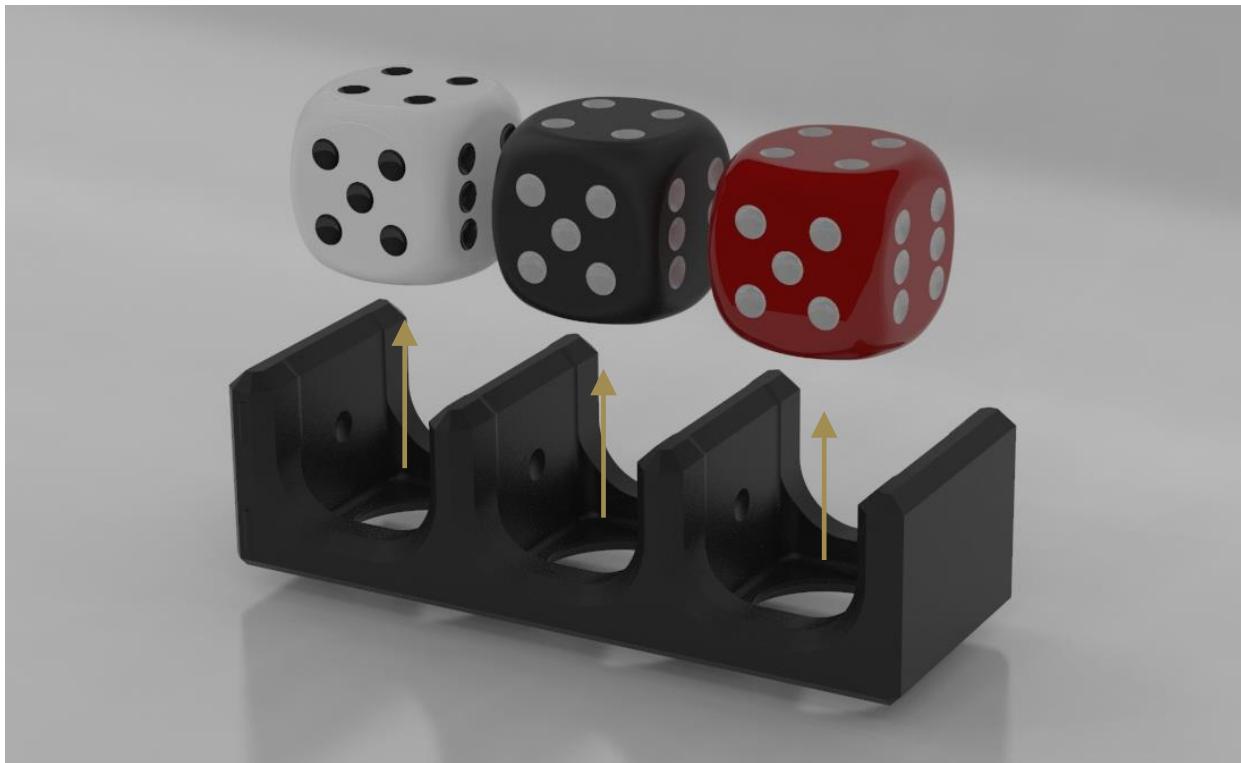
Switching On/Off

To turn the dice on, simply remove the dice from the carry case, and they will power up automatically.

To turn the dice off, place them in the carry case with the three (3) pip side facing down and the four (4) pip side facing up. Align the one (1) and six (6) pips with the corresponding indentations in the tray dividers, and the dice will power down after ten (10) seconds³.

Additionally, the dice have an inactivity timer; so that after sixty minutes⁴ of no activity, they will power down automatically. The dice have a magnetic field sensor so that when a magnetic field is applied for more than ten seconds, the dice will power down.

The magnetic on/off switch is located closest to the one (1) pip, and applying and removing a magnetic field from this area will “wake up” the dice from their sleep mode during a performance (for example, a PK ring can activate the dice).



³The default power down time is ten (10) seconds, however this may be factory programmed up to 18 hours.

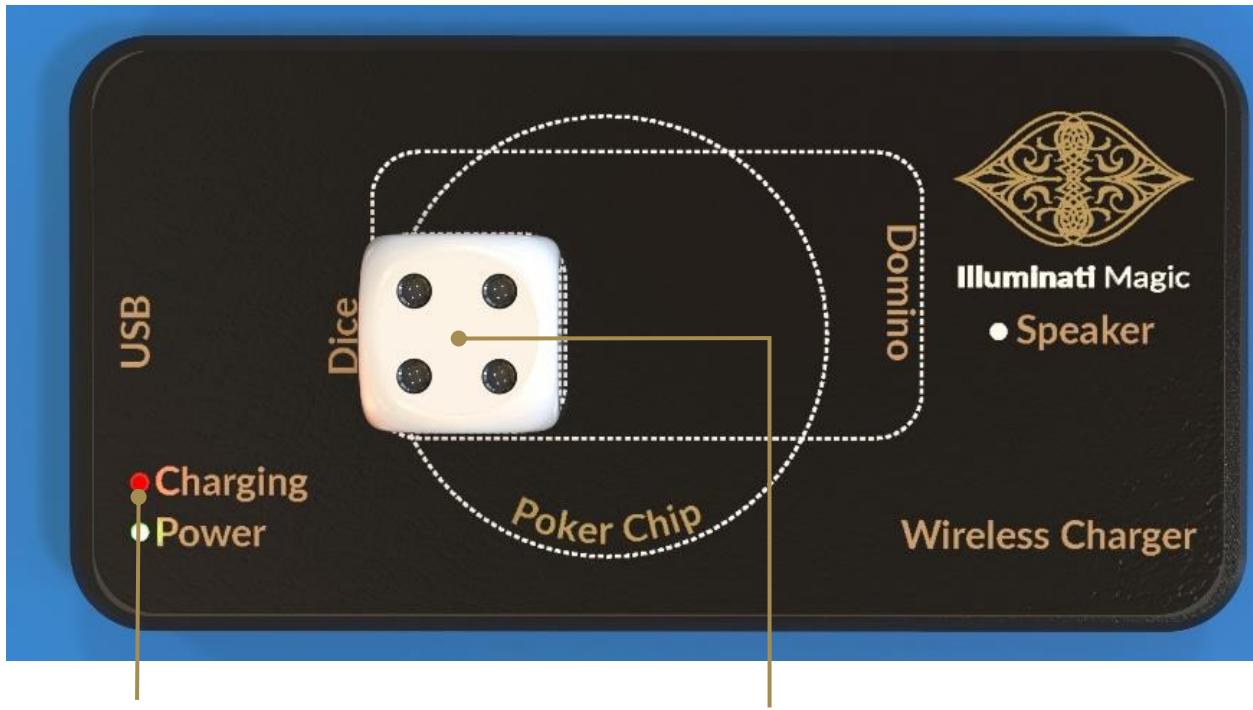
⁴The default sleep time time is sixty (60) minutes, however this may be factory programmed up to 18 hours.

Charging

The dice are wirelessly charged, using a technology called “Qi-Charging” (pronounced “chi”). The charging coil is located on the side with **three** pips on the die and should be placed directly on the gold circle, as indicated below:

- Place the die with the three (3) pips facing down on the die image of the charger.
- A correctly positioned die on the charger will be indicated by the Red “Charging” LED becoming illuminated.
- A die placed on the charger in an “On” state, will indicate a “Charging” message on the Notifier (if the die is off, it will still charge, but it will not transmit notifications to the Notifier).
- A fully charged die will provide two to three months of regular use.
- A full charge may take approximately two hours.





Red "Charging" LED confirms correct placement of dice

Dice must be placed with "3 pip side" facing down (4 pips facing up) on dice image of charger

The charging coils on the dice are very small, so it is crucial to align the charging coils precisely – if you hear constant beeping from the charger, this indicates that the die is not perfectly aligned on the charger.

System Architecture

It is beneficial to understand how the Unifi platform works – once you have a solid understanding of the system architecture, you will be able to develop your own unprecedented, mind-blowing routines.

The Dice, Dominoes, Poker Chips, Second Sight, Magneto, ColorSense, and Pen Sense all transmit on the “Industrial, Scientific & Medical” (ISM) band. Every Thumper and Notifier within range receives signals from the Unifi devices and responds accordingly.

You may have multiple Thumpers and Notifiers receiving the same message (for example, if you have a backstage assistant who needs to prepare a revelation for you).

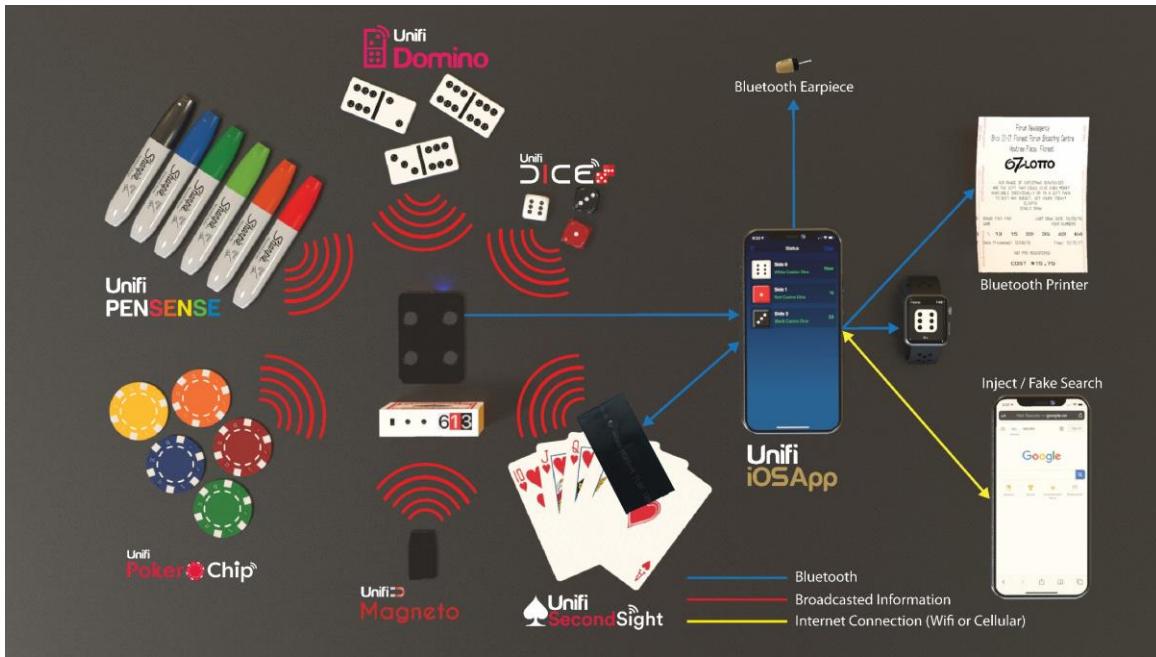
Additionally, Unifi utilizes Bluetooth Low Energy (BLE) – a bidirectional communications protocol that is used extensively in the technology industry.

Many electronic mentalism vendors utilize BLE as it provides an extremely reliable and open standard, permitting high levels of interoperability.

BLE is a “peer-to-peer” communications protocol – one device connected to another device and was not intended to be a broadcast protocol (hence why Unifi utilizes the ISM Band to broadcast signals).

The Thumper and Second Sight support both ISM Band and BLE communications, allowing them to communicate with the Unifi App.

The Unifi App integrates with the Apple Watch, enabling you to utilize your Apple Watch as a peek device as well as a remote control to send predictions to third-party platforms.



Thumper

The Thumper receives messages from Dice, Dominoes, Poker Chips, Pen Sense, ColorSense, Magneto, and Second Sight.

The Thumper will vibrate to indicate the result of the dice roll. To keep the vibrate sequences manageable, Unifi has adopted the vibrate sequences detailed below (regardless of whether the notification is triggered from a change in orientation, movement, or magnetic field).

If the Thumper detects a low battery on any Unifi device (or the Thumper has a low battery), the Thumper will generate a single long vibrate.

You can utilize the Unifi App or Notifier to determine which Unifi device caused the low battery notification.

Vibrate Notifications

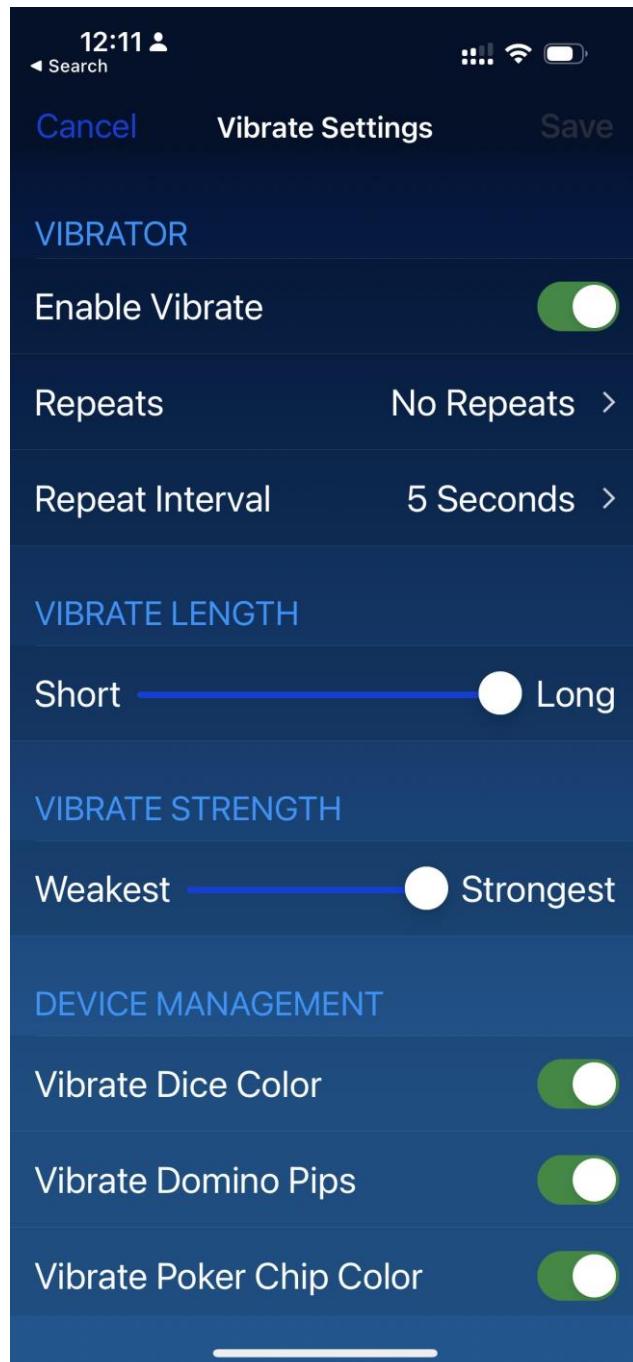
PRODUCT	VIBRATE SEQUENCE
---------	------------------

Dice	1.	.
	2.	..
	3.	...
	4.
	5.
	6.
Power On		..
Low Power		_
Power Off		_

Adjusting Vibrator Settings

The Thumper has an integrated vibrator that discreetly communicates signals to the performer. The Unifi devices transmit their signals multiple times, just in case there is interference that prevents the Thumper from receiving the message.

Every event is uniquely coded, which prevents duplicate signals from being processed by the Thumper.



Enable Vibrator

The Enable Vibrator option will enable or disable the onboard vibrator on the Thumper.

Even with the vibrator disabled, the Thumper will continue to process events from Unifi devices, but will not vibrate to indicate the result.

If you are utilizing the Unifi App or the Apple Watch to notify you as to the status of the events, then you may wish to disable the vibrator.

Number of Vibration Repeats

The Thumper may be programmed to repeat the vibrate sequences up to four additional times plus the original notification (i.e., a total of five vibrate sequences).

The Thumper will only vibrate the most recent event. For example, if the dice has rolled a three and the number of repeats is four (at 15-second intervals), then this will take 60 seconds. If the dice is rolled again within this time, then the latest result is vibrated, and the repeat sequence starts again.

Time Period between vibrates

The “Time Period between Vibrates” is the time between successive vibrate signals. The time period is the gap between one vibrate sequence finishing and the next (repeated) vibrate sequence commencing.

Vibrate Length

The “Vibrate Length” allows you to adjust the amount of time the Thumper will vibrate. The longer the vibrate sequence is, the easier it is to feel, but at the expense of speed.

The default times are 200ms for a short vibrate, 600ms for a long vibrate with a 200ms pause between the vibrate signals. There is a 1000ms gap between successive vibrate sequences.

Vibrate Strength

You can change the strength of the vibrate motor in the Thumper. The stronger the vibrate motor, the louder the vibrate motor is.

By default, the vibrate motor is set to the strongest vibrate sequence as the Thumper was developed to keep the noise levels to a minimum.

Device Management

You can turn the vibrator on and off, based upon the devices type (eg Dice, Domionoes and Poker Chips).

Notifier

Notifier receives messages from Dice, Dominos, Poker Chips, Pen Sense, Color Sense, Magneto, and Second Sight.

The most recent notification is displayed on the screen. For example, if the spectator rolls a Red dice with a result of three, then this will be displayed on the screen. If you then use Second Sight to scan an RFID playing card, this result will override the display.

Specific devices support a “grouping” mode, whereby the display will “split” into multiple segments. This mode is particularly useful for Dice, Dominoes, and Second Sight.

The order of the notifications is displayed based upon the power-up order of the dice. For example, if you power up the Black die first, then the Red die second, the order will be Black on the left and Red on the right.

Status Notifications

The dice is a sophisticated electronic device that transmits its orientation every time it is moved or detects the presence of a magnetic field (such as a PK Ring).

The dice can be programmed in a range of formats, including; Casino Pips, Classic Elements, Emoji, ESP Symbols, Rubiks Cube, Shapes, and Zodiac Symbols.

The Notifier will display the outcome of the dice roll, with the appropriate graphic, depending upon which style of dice you are using. The background color indicates the color of the dice.

If you roll multiple dice, the screen will split into multiple different segments, so that it can display the result from up to three different dice simultaneously.



System Messages

Whenever an Unifi device powers up or powers down, it sends a notification message to Notifier.

This includes the device type, its serial number, and battery status and enables you to test your devices in advance of your gig quickly.

When the dice turn on, they transmit the following information to the Notifiers:

- Power Up.
- Type of dice and color (e.g., “White Casino Dice” or “ESP Cube”).
- Current battery status (e.g., “Good,” “Low,” or “Critical”).
- Firmware Version (e.g., “Version 1.09”)
- The serial number of the dice (e.g., “S/N 1234”)
- Assigned description (e.g., “My Dice”)

Low Battery Notifications

Should the battery level fall below 20% for any Unifi device, then Notifier will display the device description, followed by the message “Low Battery.”

Unifi App

Status Screen

The Status Screen displays an icon of the device on the left-hand side, indicating the device type and configuration so that you can visually see the result.

Adjacent to the icon is a text description of the status, with the first line detailing the result and the second line indicating the description.

The description includes information that sometimes is not possible to communicate simply with the icon. For example, a Poker Chip programmed with the casino name of “Bellagio.”

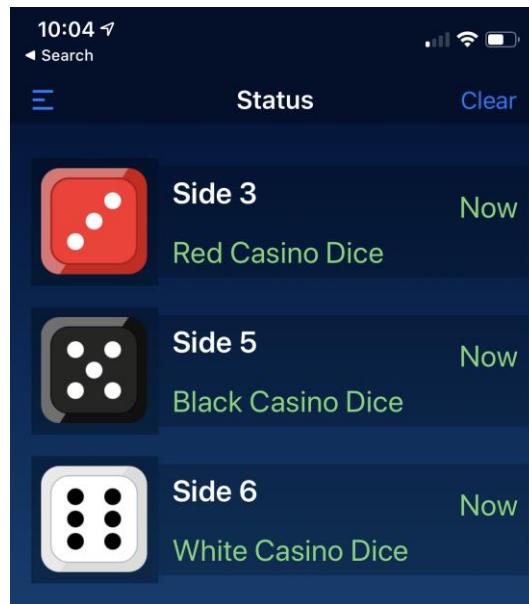
Additional information may be indicated on the first line, to indicate movement or magnetic field detection, depending upon which devices you are using.

A timer on the right-hand side indicates the length of time since the event occurred.

Tapping the “Clear” button in the top right will clear down all the current events on both the iPhone and Apple Watch display.

Additionally, all events have an “expiry time,” so that after the nominated period, events are removed.

You can adjust this expiry time in the iPhone/Apple Watch Options.



Registered Mode

Unifi may operate in registered or unregistered mode. Operating in registered mode is advantageous if you are performing at a venue with multiple performers using Unifi as it prevents “cross-talk” between other users of Unifi products.

Every Unifi device contains a unique Electronic Serial Number (ESN); this allows individual devices to be registered with your equipment and ignore transmissions from Unifi devices that are not yours.

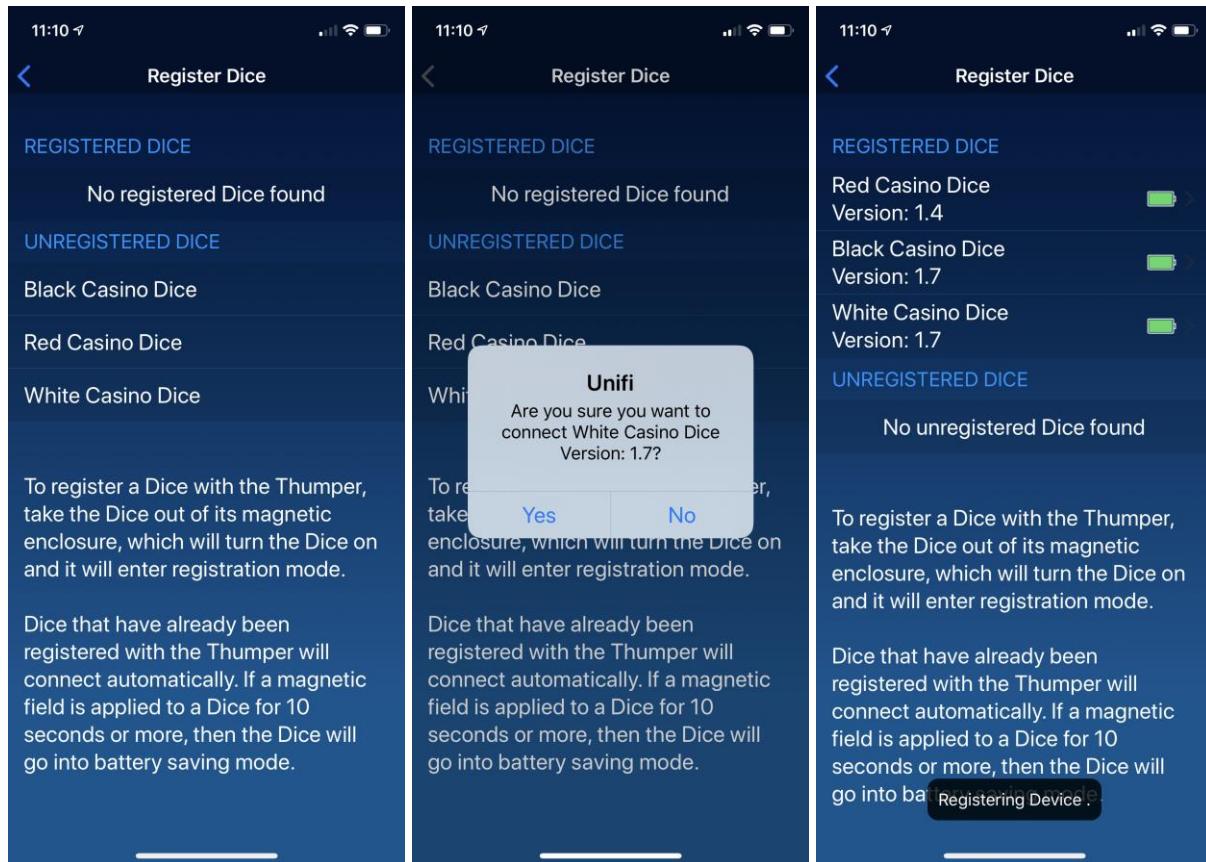
By default, Unifi operates in the unregistered mode so that it responds to all Unifi devices.

- If you want your Thumper and Unifi iOS App to ONLY respond to YOUR devices, then you run the system in registered mode.
- If you would like your Thumper and Unifi iOS App to respond to ANY Unifi device, then you run the system in unregistered mode.

Each time an Unifi device transmits, the Green LED on the Thumper will flash to indicate it has received the message. However, if the Unifi Device is not registered, then this transmission will be ignored.

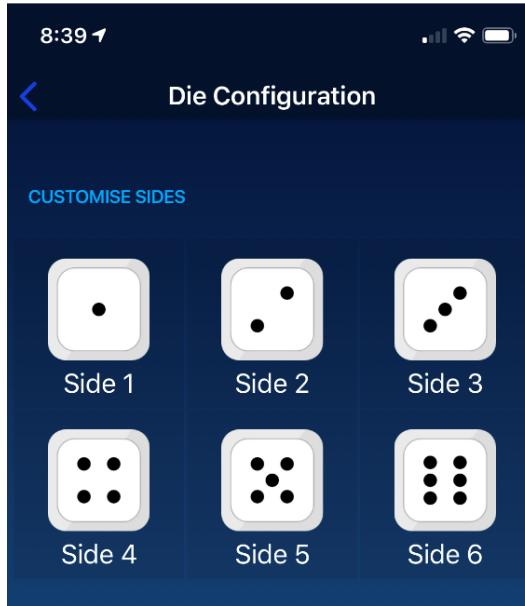
To run the system in registered mode:

1. Open the Unifi Thumper App.
2. Turn on your Thumper.
3. Pair your Thumper with the Unifi App:
 - a. Go to Settings→Devices→Thumper→Pair Thumper.
 - b. Under “UNPAIRED THUMPERS,” tap on the unpaired Thumper.
 - c. Tap on “Yes,” when asked, “Are you sure you want to connect THUMPER?”
4. Power up all dice.
5. Register each dice with the Unifi App:
 - a. Go to Settings→Devices→Dice/
 - b. Under “UNREGISTERED DICE” tap the dice you want to register.
 - c. Tap on “Yes” when asked “Are you sure you want to connect the Dice?”.
6. Go to Settings→Thumper→Settings and enable “Respond Only to Registered Devices.”
7. When operating in “Registered Mode,” only the registered devices will be transmitted to the Unifi App from the Thumper.



To register a dice with Unifi, take the dice out of its enclosure, and it will automatically turn on. Alternatively, you may turn the dice on by applying and then removing a magnetic field. The dice will appear in the unregistered dice section, and you will need to tap on the unregistered device to register it.

Tapping on the device will take you into the customization mode for the dice, where you may assign a custom URL to each outcome.



To unregister a die from your Unifi App, tap on the “Unregister Die” button at the base of the screen.

Once you unregister a device, you will need to go into unregistered mode again to be able to see this device again.



Unregistered Mode

In unregistered mode, the Unifi Thumper and Unifi iOS Application will respond to all Unifi devices within range.

To run the system in unregistered mode:

1. Go to Settings → Thumper → Settings and disable “Respond Only to Registered Devices.”

FCC Caution

Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Compliance Statement

Company: Allure Capital Pty Ltd ATFT
Buzzza Family Trust T/A Illuminati Magic
Product: Unifi Dice
Model: Dice
FCC ID: 2A85X-DICE

Manufactured in Australia



Illuminati Magic™

CE FCC E7588

www.illuminati-magic.com

Help and Support

If you require any assistance, please contact our support hotline at:

support@illuminati-magic.com.

We would also encourage you to register at our website at www.illuminati-magic.com and our Facebook Group.

The full Unifi manual is available at www.illuminati-magic.com/unifi-online-help.html

You may download the Unifi App by scanning this Quick Reference Code:





Illuminati Magic

© 2023 Allure Capital Pty Ltd ATFT Buzzza Family Trust T/A Illuminati Magic

All rights reserved.

Illuminati Magic and Unifi are registered trademarks of
Allure Capital Pty Ltd ATFT Buzzza Family Trust T/A Illuminati Magic, registered in the
United States and other countries.

Company and product names mentioned herein may be trademarks of their respective companies.

www.illuminati-magic.com