



Temporary Manual

Ver. 0.33



GETTING STARTED

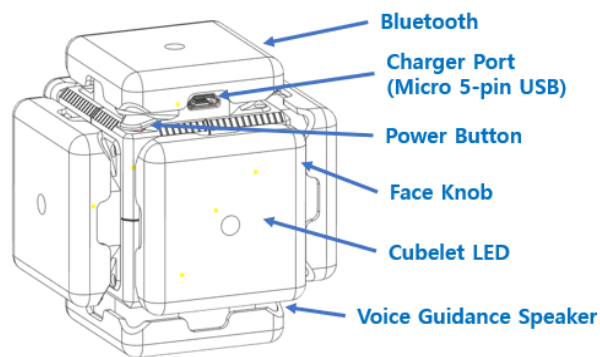
TOKTOK Cube is

TOKTOK Cube is the world's first digital LED-style AI Cube for speed-cubing.

You can understand the function without a manual with the help of the voice guide system. It also supports a variety of speed cubing puzzle games that both beginners and professionals can enjoy. When interlocking with the app, you battle AI to level up like a game, participate in online cube competitions, and compete with other cubers with cubing skills.

Welcome to TOKTOK Cubing World that you've never experienced before

Device layout



Turning the cube on and off

Press the power button briefly to turn on the cube. Press and hold the power button for 4 seconds to turn off the cube

Battery indicator

When the power is turned on by pressing the power button, the battery level of 0 (low) to 4 (high) is displayed on all six faces of the cube.

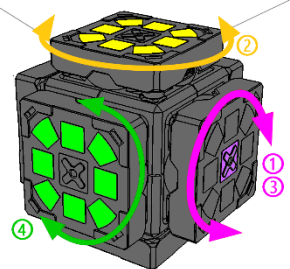
Selecting a mode (Same as eX-Mars Robot cube)

Users can play the cube without a mobile device.



When you turn the cube and press the power button briefly (less than 4 seconds), the cube turns to the home menu state.

- ① Turn the purple(orange) face



Video Guide

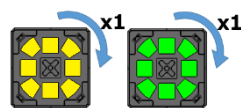


knob to change the number on the yellow face ② then rotate the yellow face knob 90 degrees to select the upper digit of the mode, and ③ turn the purple(orange) face to change the number on green face ④ then rotate the green face knob to select the lower digit of the mode

Return home mode

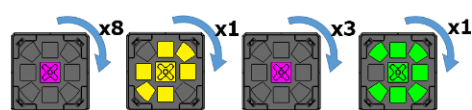
If you press and hold the power button for 1 second and then release it, it will be in a state where you can select another mode just like when you turned on the power

Let's run mode 00. (acts like a normal cube)



- 1) When the power is turned on, or in a state where you can select another mode by pressing and releasing the power button for 1 second, rotate the yellow face (0) 90 degrees and the green face (0) 90 degrees to activate mode 00.
- 2) Turning one face 90 degrees rotates the color pattern 90 degrees like a normal cube.
- 3) If you press and hold the power button for 0.5 seconds and then release it, the color of all 6 faces will be matched.

Let's run mode 83. (playing jingle bells)



- 1) Rotate the purple(orange) face so that the number on the yellow face is 8.
- 2) Rotate the yellow face (8) 90 degrees.
- 3) Rotate the purple(orange) face to change the number on the green face to 3.
- 4) Rotate the green face (3) 90 degrees to activate mode 83.
- 5) In Mode 83, the cube solves while playing Jingle Bells.

How to read the time record

Yellow ten digits of minutes
White unit of minutes
Red ten digits of seconds

Green unit of seconds
Purple(Orange) digits of milliseconds
Blue ten digits of milliseconds

For example, '01:43.79' means '1 minutes and 43.79 seconds'



TROUBLE SHOOTING

1. There is no beep sound when rotating any face

Try setting mode 96. (beep On)

2. There is no Voice sound

Try setting mode 94. (Voice On)

3. It does not respond to any input and cannot be charged

Wait at least 3 minutes and try again.

4. Voice language is not English

Try setting mode 97.

ADJUSTING TO TOKTOK CUBING

The method below is recommended because it has been verified by the pro cubers.

Step 1)Practice various finger tricks (T-Perm, H-Perm) in Mode00

Step 2)Adjust the rotation mechanism by solving simple puzzles in the order of Mode03 to Mode06.

Step 3) Pactice applying algorithms while solving simple scrambles. In Mode20 and 21,

Step 4) Solve repeatedly the cube with a fixed scramble in Mode27.

Step 5) Solve repeatedly the cube with a random scramble in Mode30.

Step 6) Use Mode tables to challenge various different puzzles.

MODES, FUNCTIONS

Mode Map

Mode Name	Mode	Descriptions
Learn basics	0 0	Scramble and solve manually
	0 1	Short move game (sequential)
	0 2	Short move game (random)
	0 3	Short move game leve 1
	0 4	Short move game leve 2
	0 5	Short move game leve 3
	0 6	Short move game leve 4
	0 9	Read the firmware version

Learn algorithm for beginner	1 0	Stage 1) Learn solving 8th algorithm for beginner
	1 1	Stage 2) Learn solving 7th algorithm for beginner
	1 2	Stage 3) Learn solving 6th algorithm for beginner
	1 3	Stage 4) Learn solving 5th algorithm for beginner
	1 4	Stage 5) Learn solving 4th algorithm for beginner
	1 5	Stage 6) Learn solving 3rd algorithm for beginner
	1 6	Stage 7) Learn solving 2nd algorithm for beginner
	1 7	Stage 8) Learn solving 1st algorithm for beginner
Beginner solving	2 0	Solve scramble of beginner stage 1
	2 1	Solve scramble of beginner stage 2
	2 2	Solve scramble of beginner stage 3
	2 3	Solve scramble of beginner stage 4
	2 4	Solve scramble of beginner stage 5
	2 5	Solve scramble of beginner stage 6
	2 6	Solve scramble of beginner stage 7
	2 7	Solve scramble of beginner stage 8
Master solving (3X3X3)	3 0	Solve slow scramble in normal mode
	3 1	Solve fast scramble in normal mode
	3 2	Solve scramble in 5 relay mode
	3 3	Solve scramble in half blind mode
	3 4	Solve scramble in full blind mode
	3 5	Solve scramble in time penalty mode
	3 6	Solve scramble in crazy time penalty mode
	3 7	Solve scramble in fewest moves mode
Review	4 0	Replay recent solving in mode 2x
	4 1	Replay recent solving in mode 3x
Music & Game	8 0	Intelligent Dice
	8 2	10's Complement Game - Math
	8 3	Jingle Bell -Music
	8 4	Random Multiplication Table Game - Math
	8 5	Happy Birth day to You - Music
	8 6	Congratulations1 - Music
	8 7	Congratulations2 - Music
Special Puzzles	6 6	X Puzzle Solving Mode
	6 7	Rectangle Puzzle Mode
	6 8	Rectangle Puzzle Solving Mode
Special Puzzles	7 0	User Makes scramble
	7 1	Solve the user's scramble
	7 3	2x2x2 Puzzle Cube Mode
	7 4	2x2x2 Puzzle Cube Solving Mode
	7 5	Plus Puzzle Mode
	7 6	Plus Puzzle Solving Mode
	7 7	Diamond Puzzle Mode
	7 8	Diamond Puzzle Solving Mode
	7 9	X Puzzle Mode
Settings	9 0~2	LED Brightness : low(0), mid(1), high(2)
	9 3~4	Voice off(3), Voice on(4)
	9 5~6	beep off(5),beep on(6)
	9 7~8	Language English(7), Korean(8)
	9 9	Custom Cube Color Setting mode*

* The color of the cube changes every time mode99 is set. (Orange, Color blindness, Purple)

(FCC Part 15.19)

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.

(FCC Part 15.21)

Any changes or modifications (including the antennas) to this device that are not expressly approved by the manufacturer may void the user's authority to operate the equipment.

(RF Exposure)

FCC RF Radiation Exposure Statement: This equipment complies with FCC RF Radiation exposure limits set forth for an uncontrolled environment.

This device and its antenna must not be co-located or operating in conjunction with any other antenna or transmitter.