




WARNING

1. The product is not suitable for children under 3 years old.
2. The product contains small parts and electronic components. Adults should guide and supervise children in the correct use of the product to prevent ingestion or choking.
3. The product shall only be used with a transformer or a power supply for it.
4. The transformer or power supply is not a toy or model.
5. This product does not need to be cleaned with liquid, and please use a clean and soft dry cloth to wipe.
6. Keep the product away from the sources of ignition and keep it in dry place in case of the damage.
7. The power supply used with the electric toy shall be regularly examined for damage to the supply cord, plug, enclosure or other parts, and in the event of damage, it shall not be used until the damage has been repaired.
8. Do not connect the wire to the output socket.
9. The product is not to be connected to more than the recommended number of power supplies.
10. This product is only to be connected to equipment of Class II. 
11. The instruction must be retained since it contains important information.

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

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.

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.

Frequency: 2426MHz Transmission Power: <10mW For RED

ATTENTION

1. Don't use chemical reagents like alcohol and ammonia water to clean the product.
2. Take off the pieces from the board according to each step when assembling.
3. Cut the parts along the edge with cutting pliers and then grind them carefully with a sandpaper stick.
4. Please carefully read the instruction book when assembling and keep it properly for later verification.
5. For some complicated steps, please scan the QR code with remind for assembling videos.
6. There is a little difference between several parts and the pictures on instruction, subject to parts number.
7. Pieces marked "+" are spare parts on boards.
8. The QR code on the cover is the after-sales certificate, and please do not alter it.

Please contact us on Facebook or email if you have any questions.

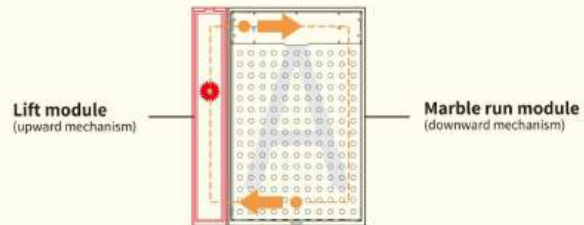
***CUSTOMER SERVICE**

ROKR Facebook: @rokrofficial Email: service@robotime.com



Product Display

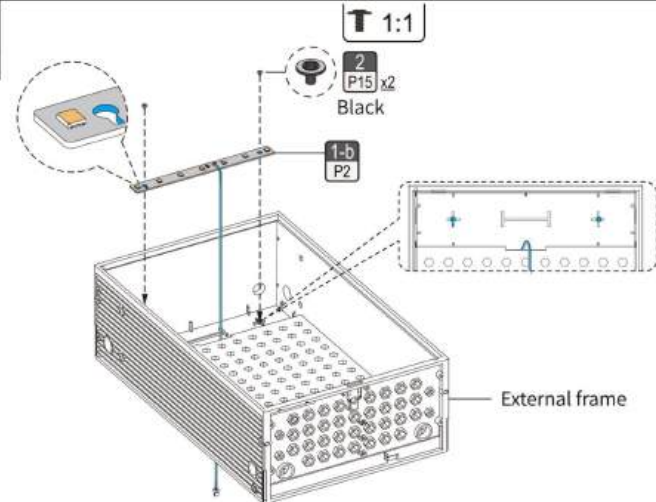
Gameplay Instruction



The Parallel World products contain **marble run modules** and **lift modules**.
(The orange line is an illustration of the route of marble after assembling.)

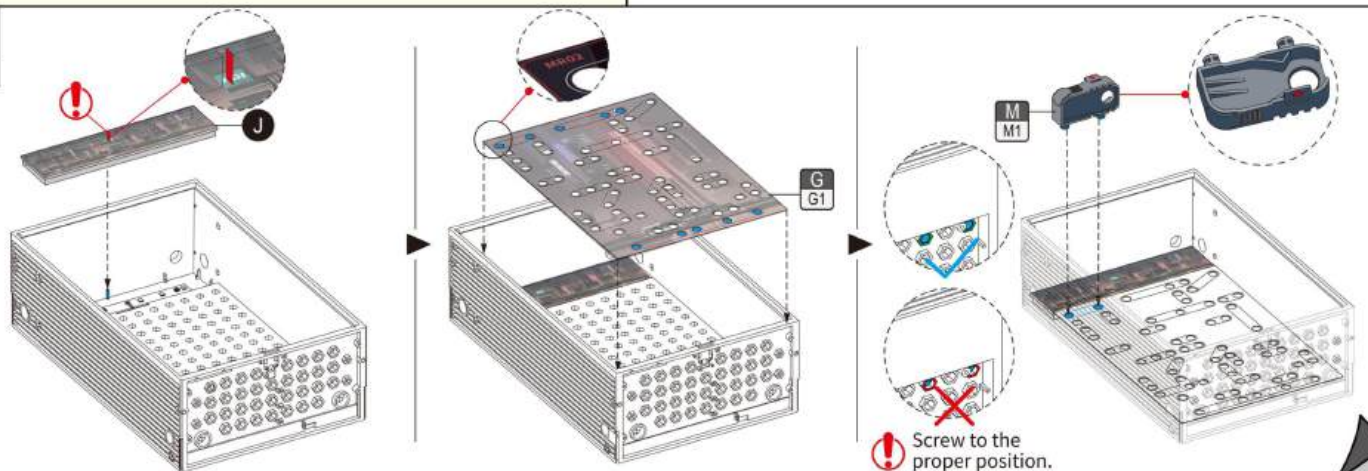
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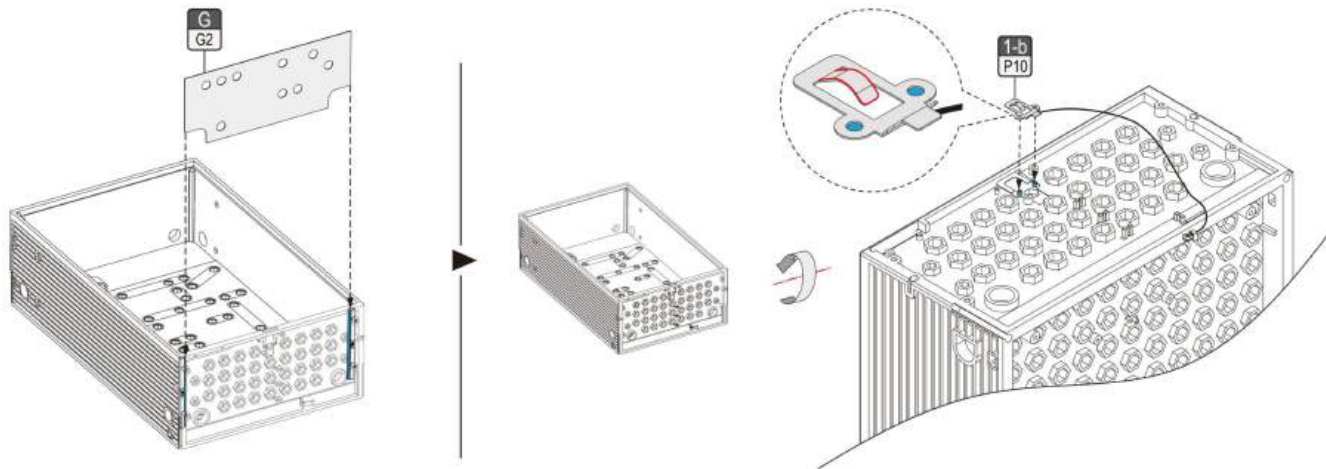
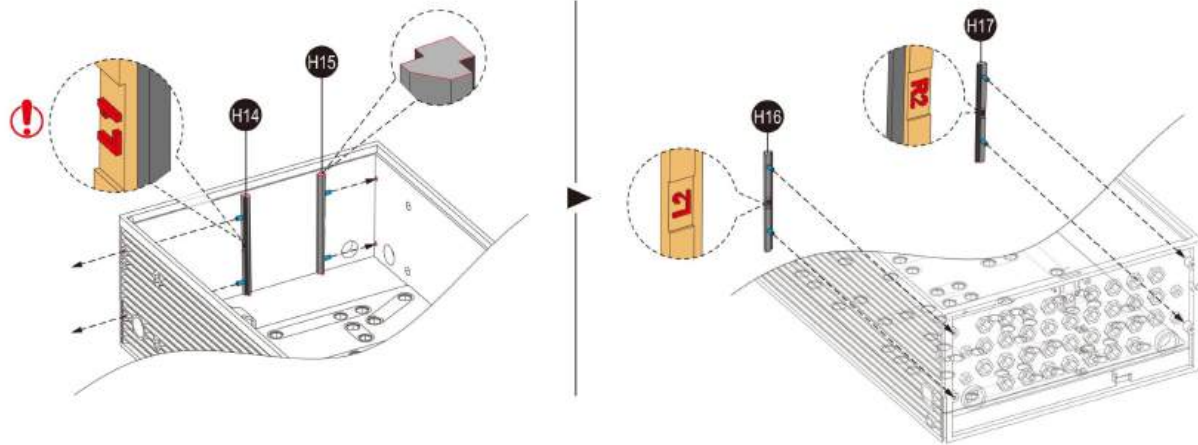
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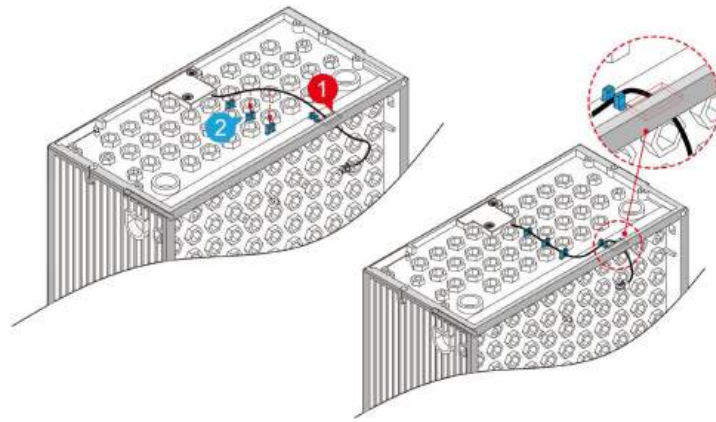
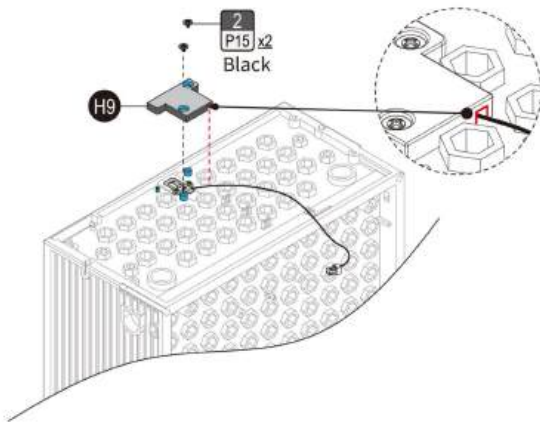
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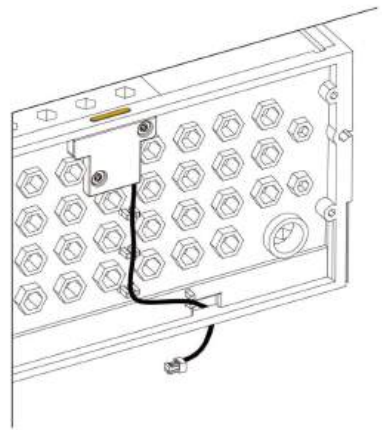
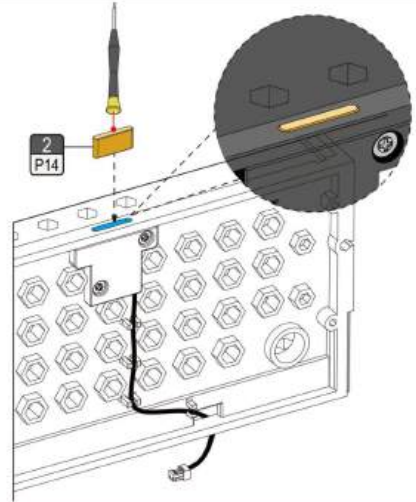
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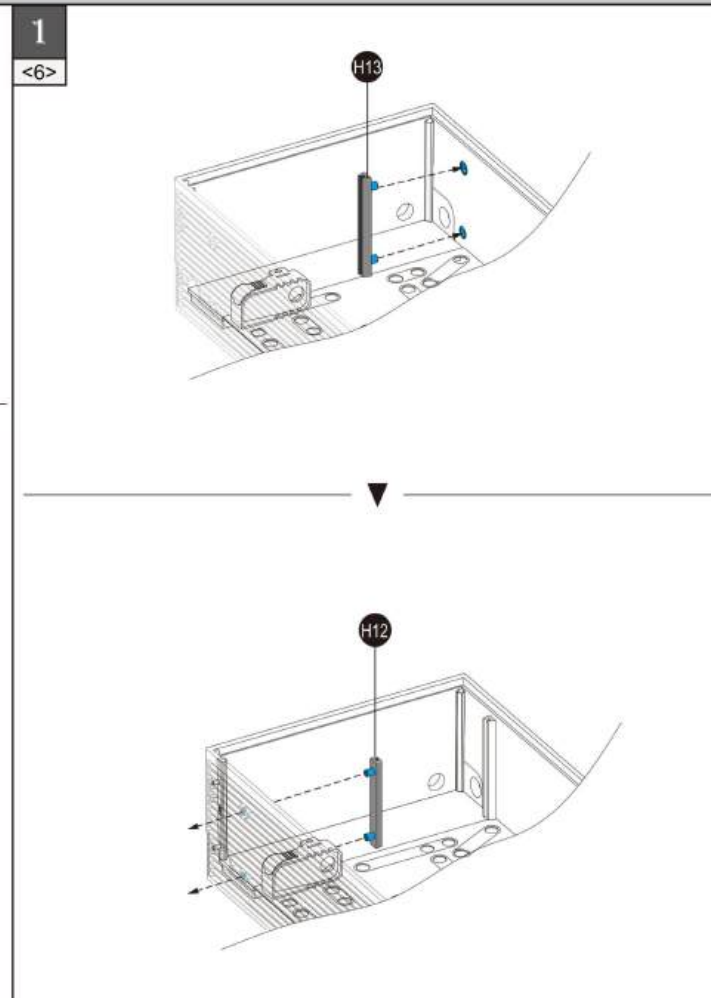
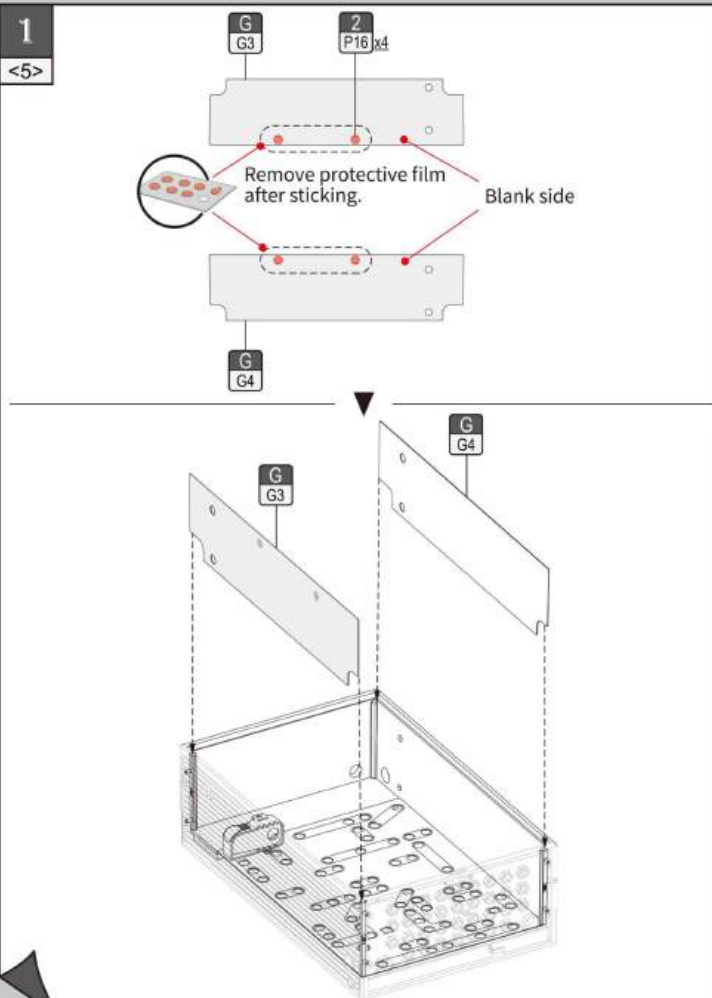
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2
P15 x2
Black
H9

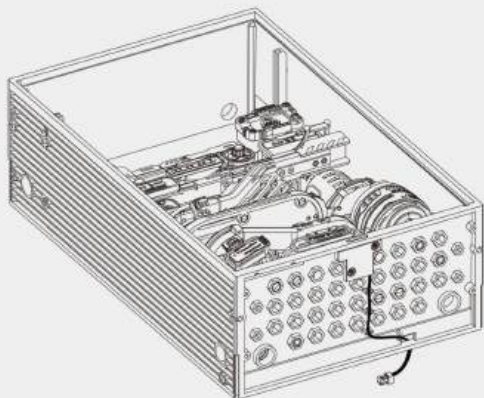


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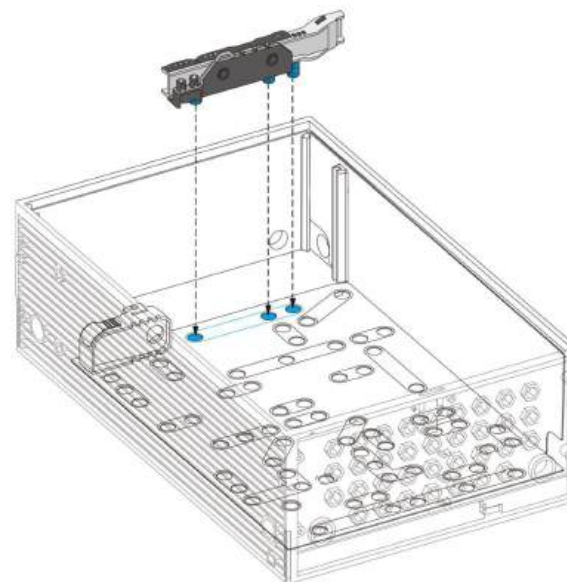
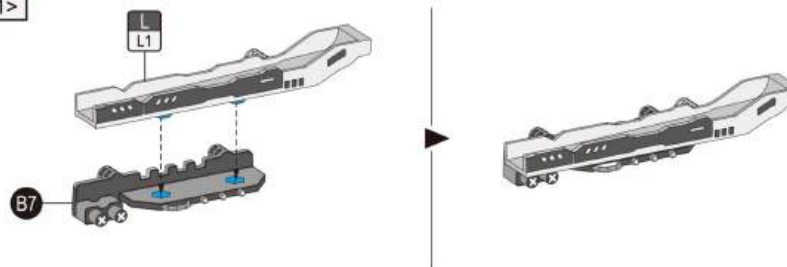




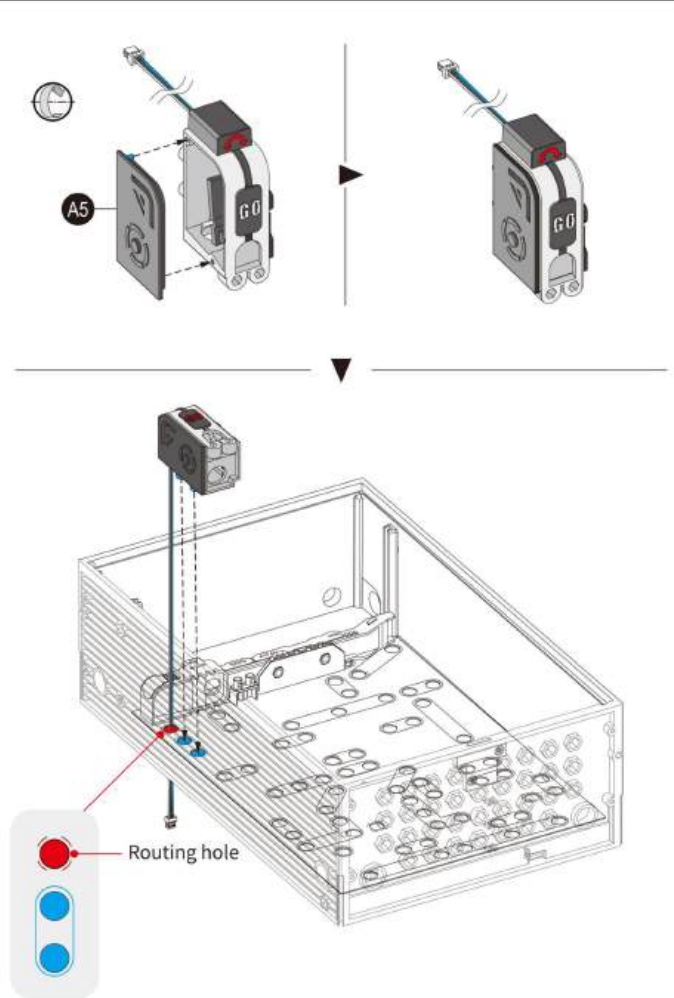
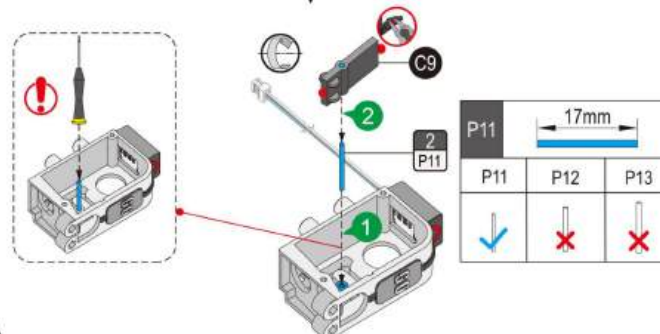
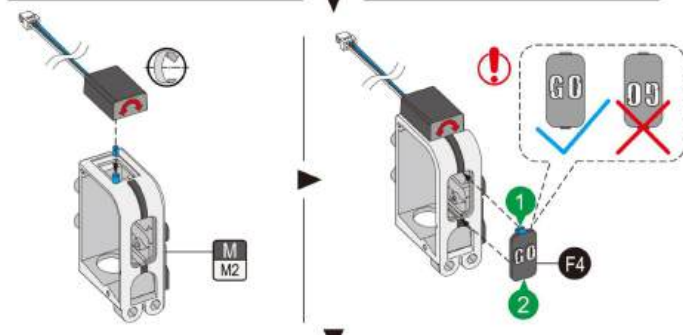
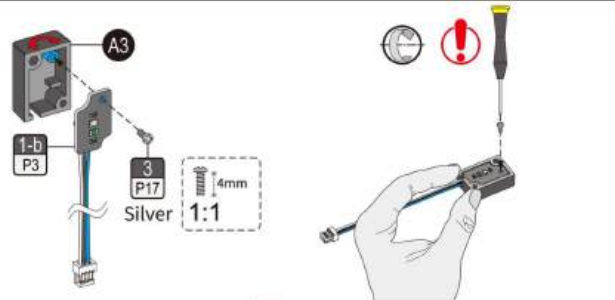
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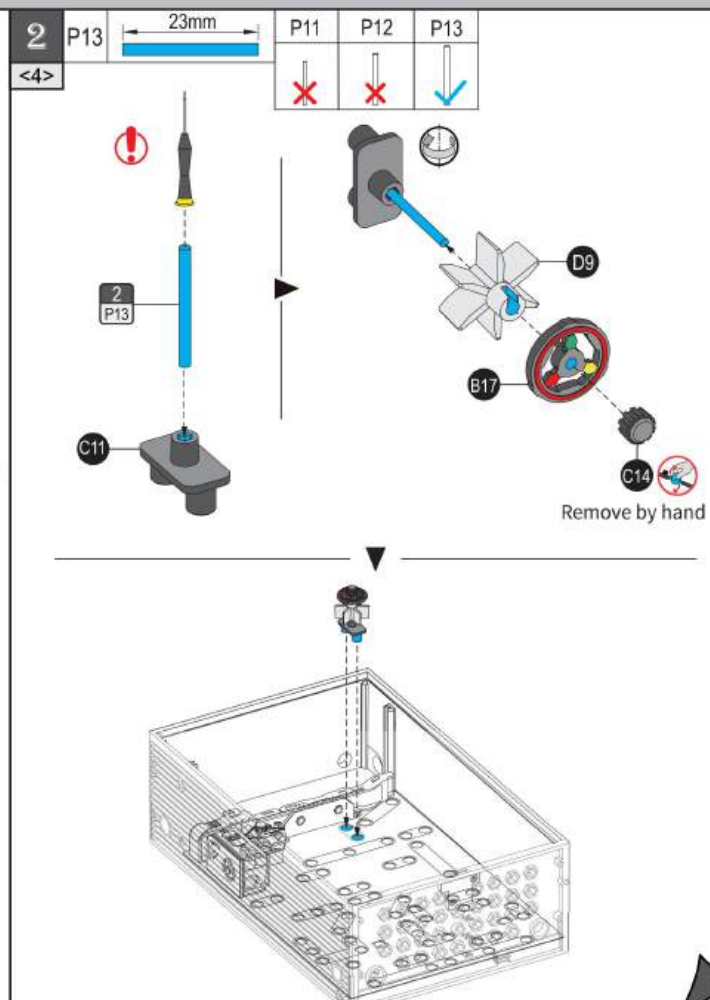
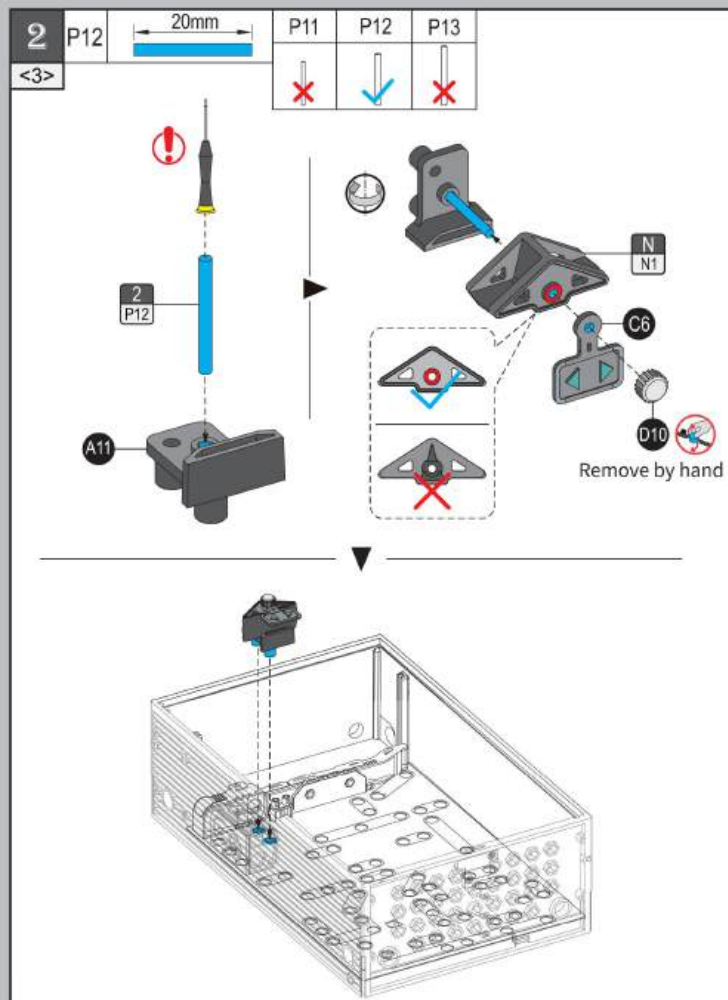


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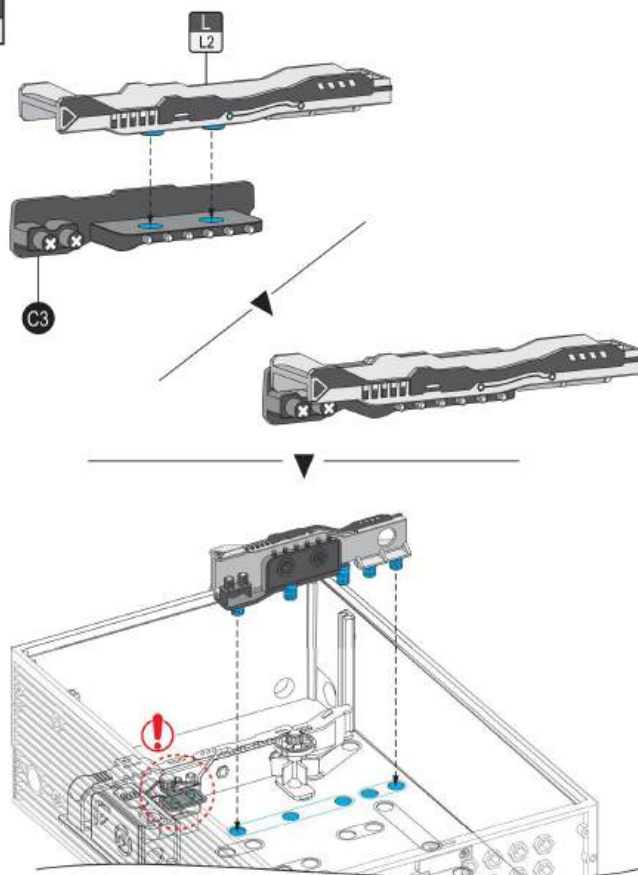


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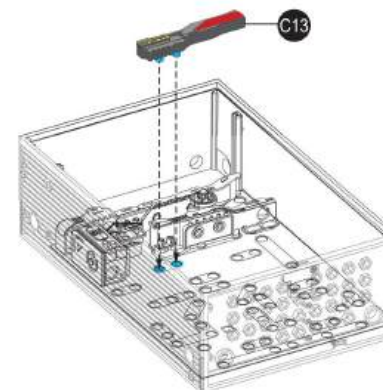




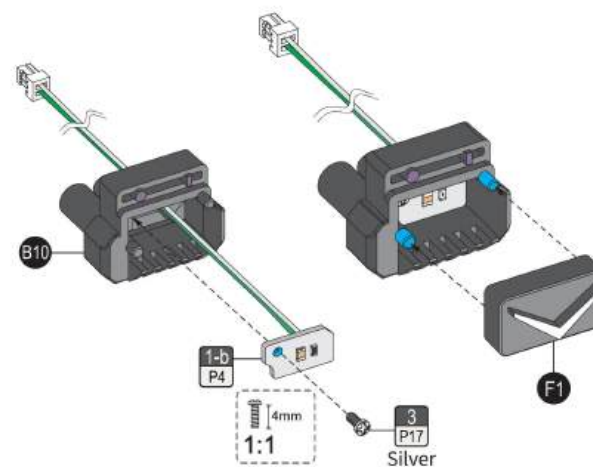
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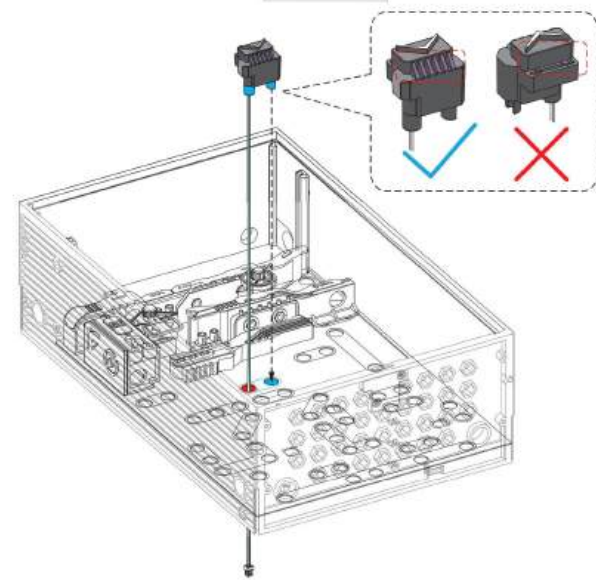
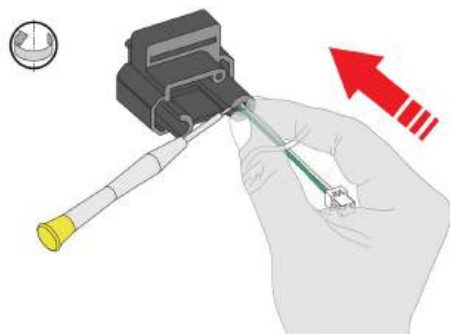


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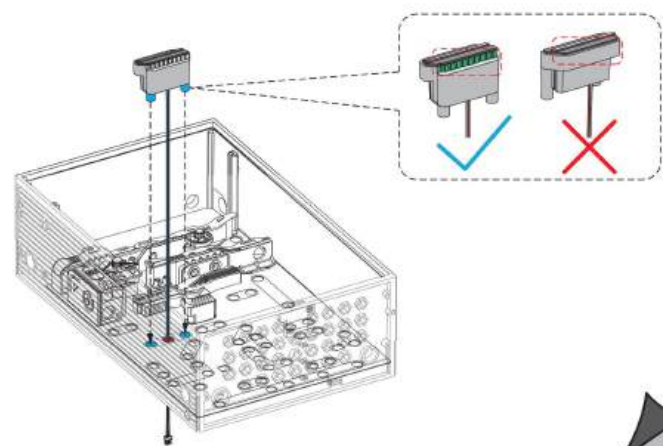
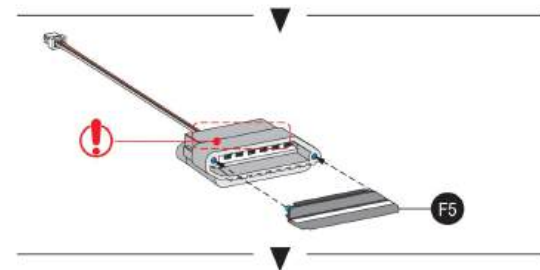
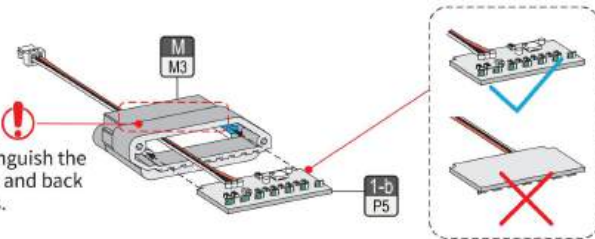
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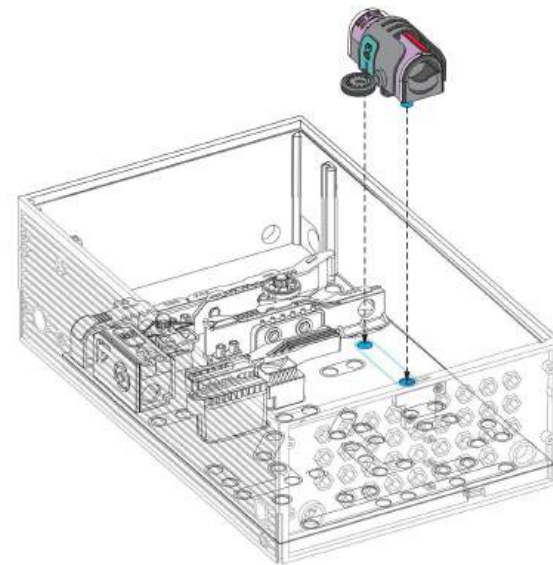
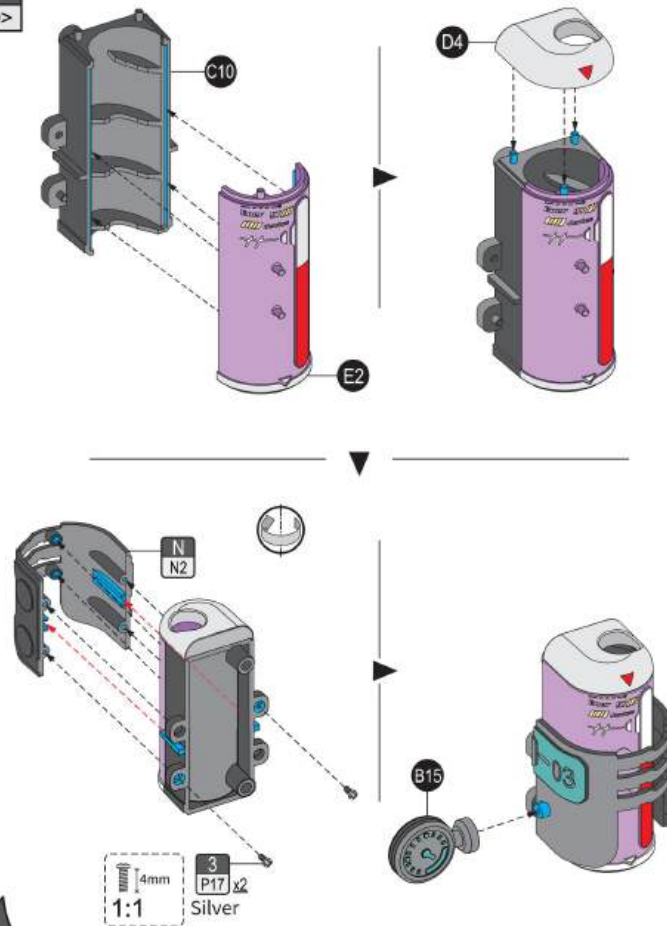
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! Distinguish the front and back parts.



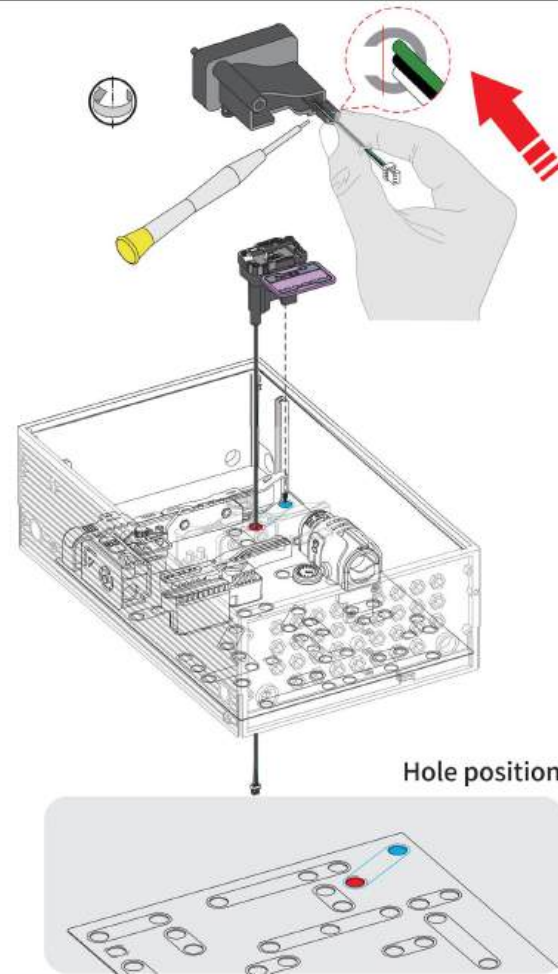
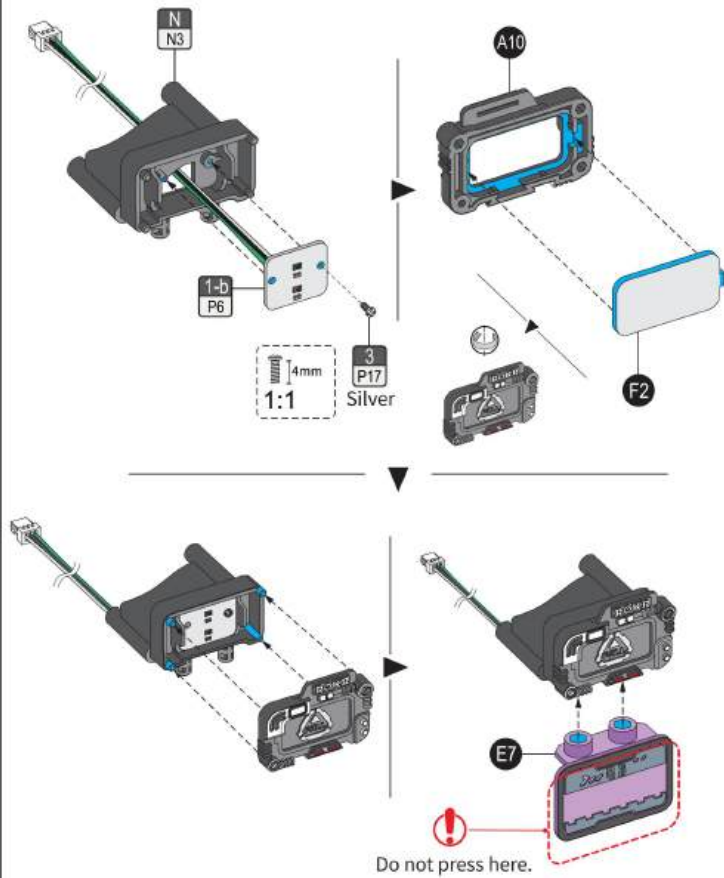
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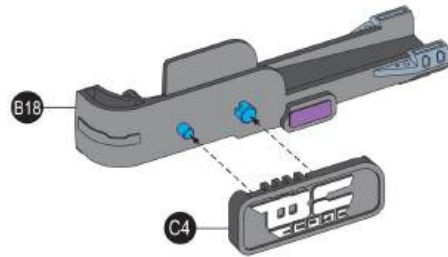
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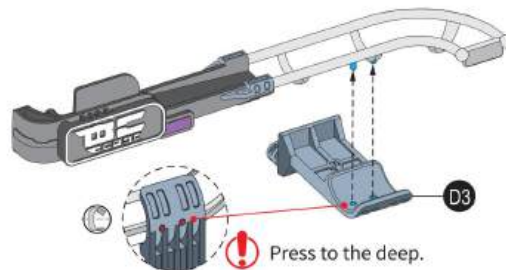
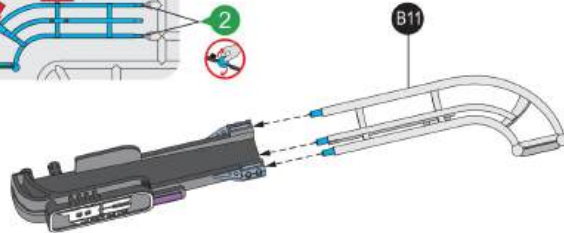


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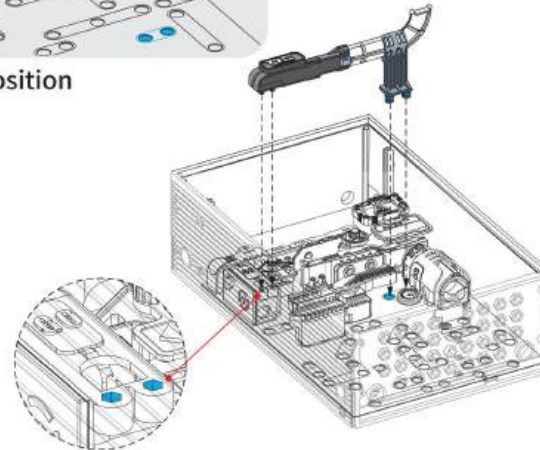
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Removing sequence

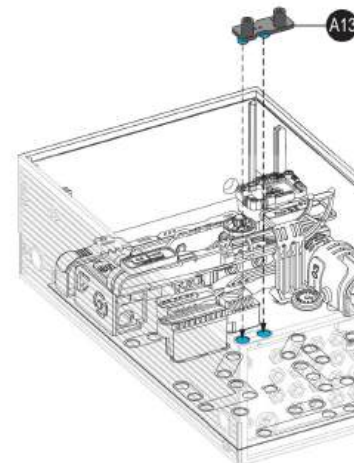


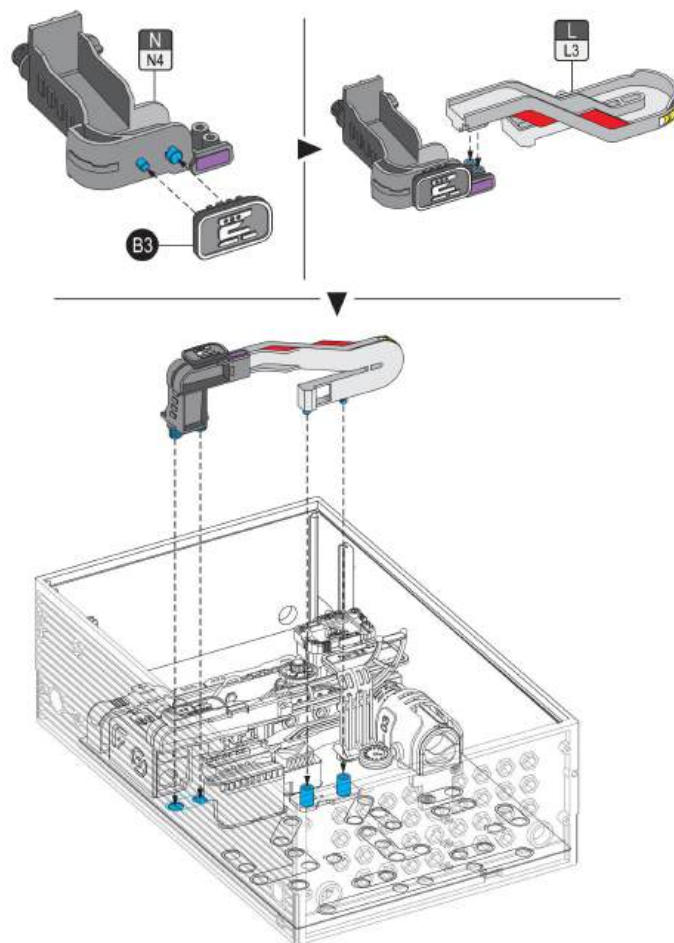
Hole position



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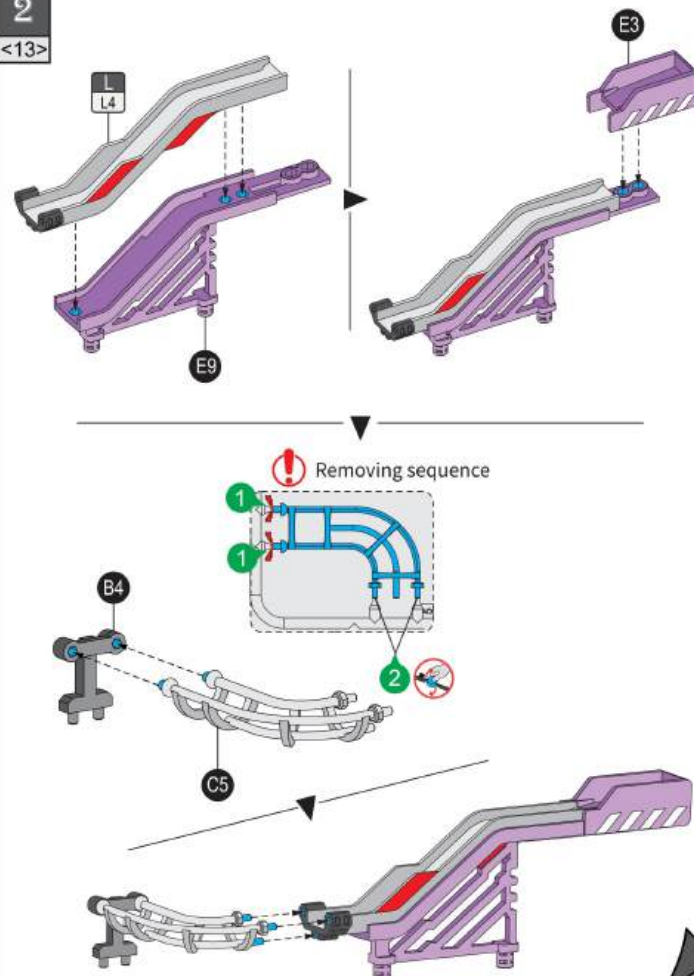
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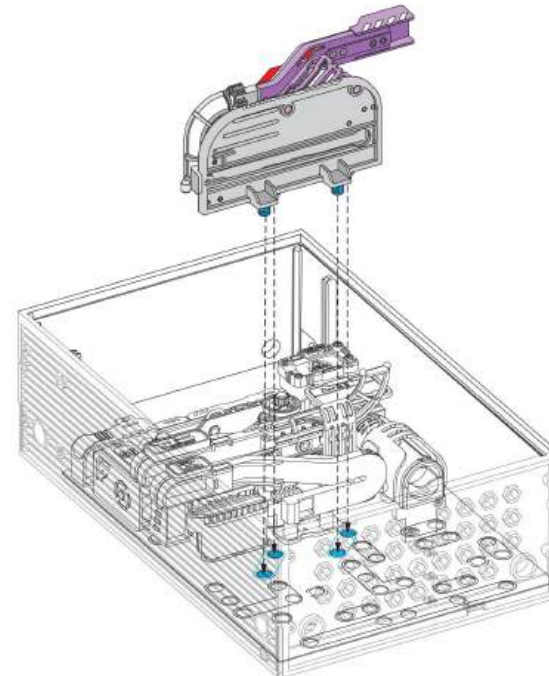
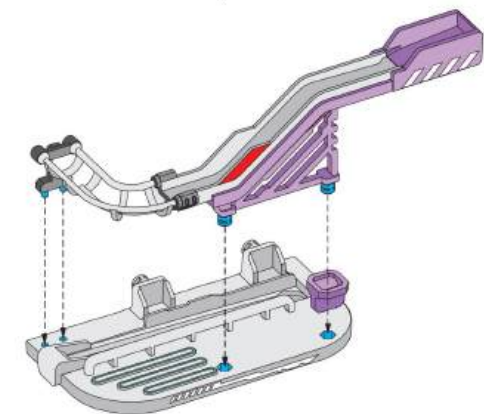
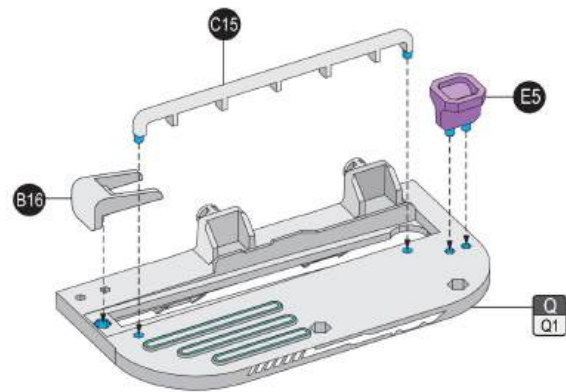




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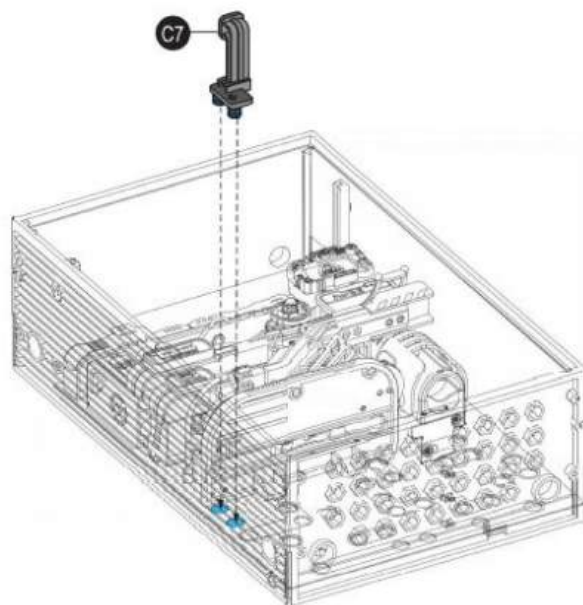
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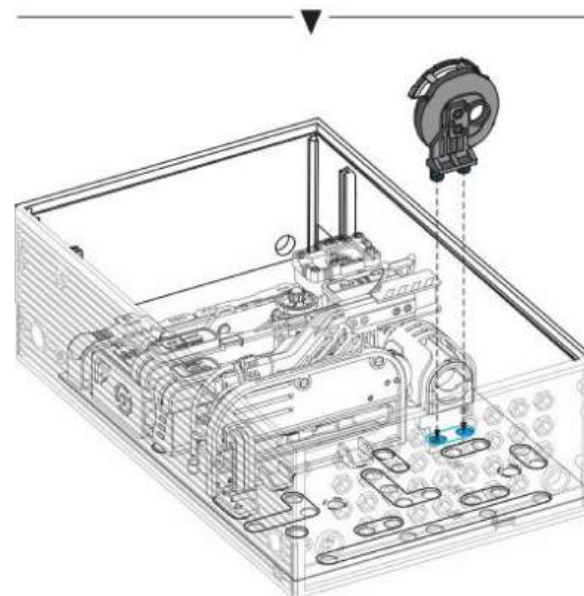
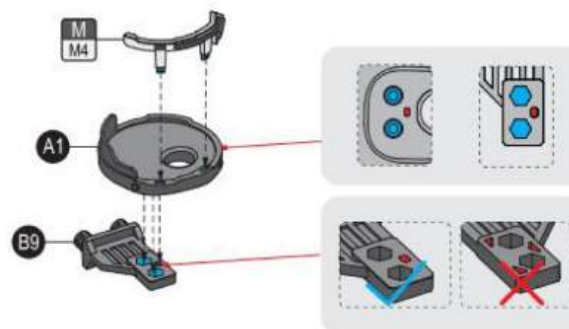
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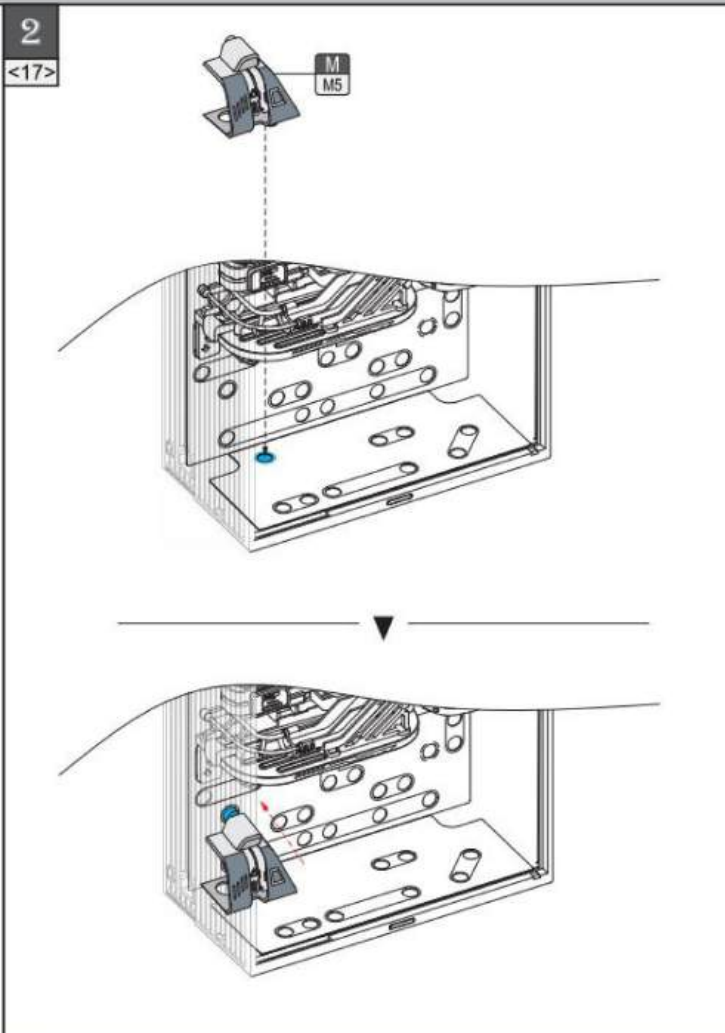
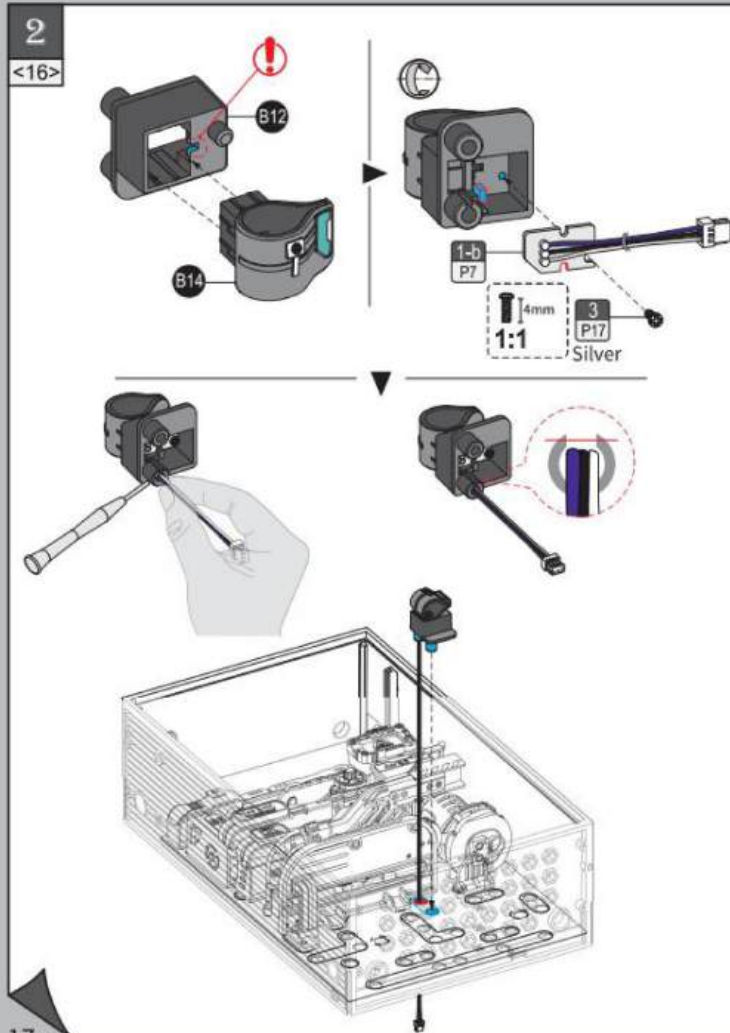
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In this instruction

Assembly B: P18 right, P20 right, P26 right
Assembly C: P19 left, P20 lower left, P26 left
Assembly D: P19 right, P20 right, P26 right

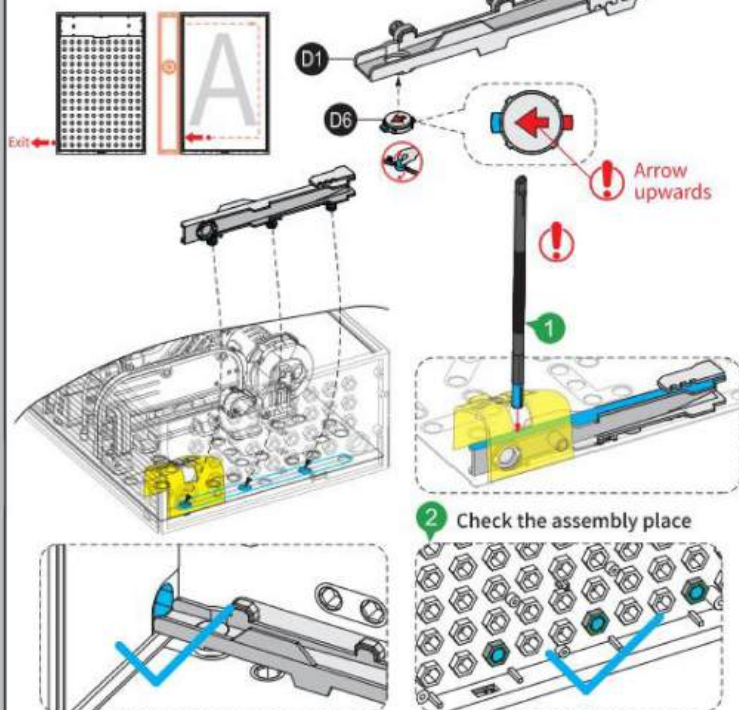
Before assembly, circle the relevant steps first for easy reference.

2

Basic gameplay

(Assembly method for Position A)

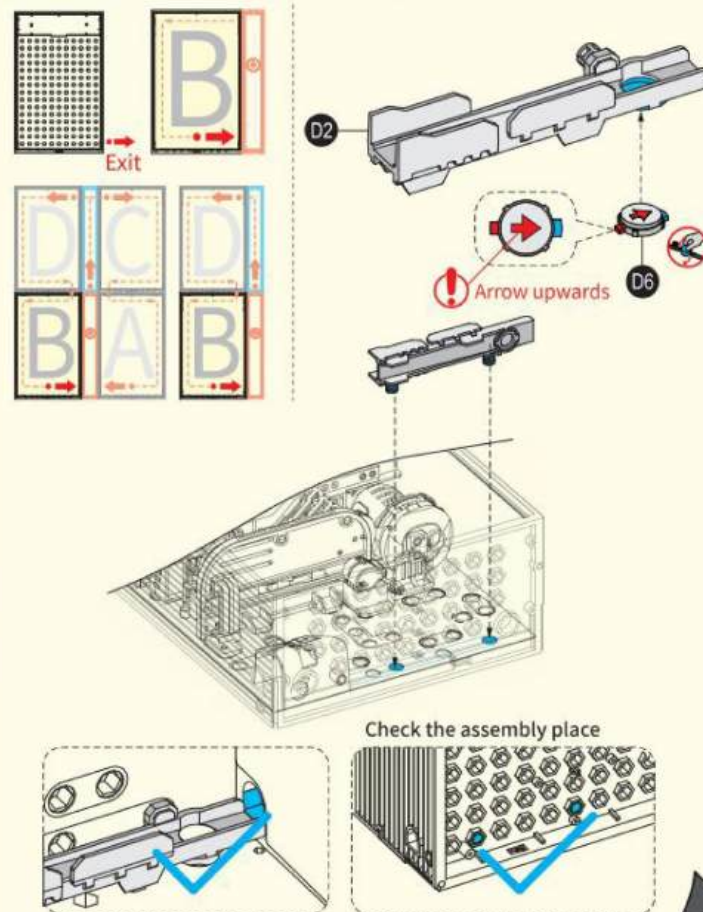
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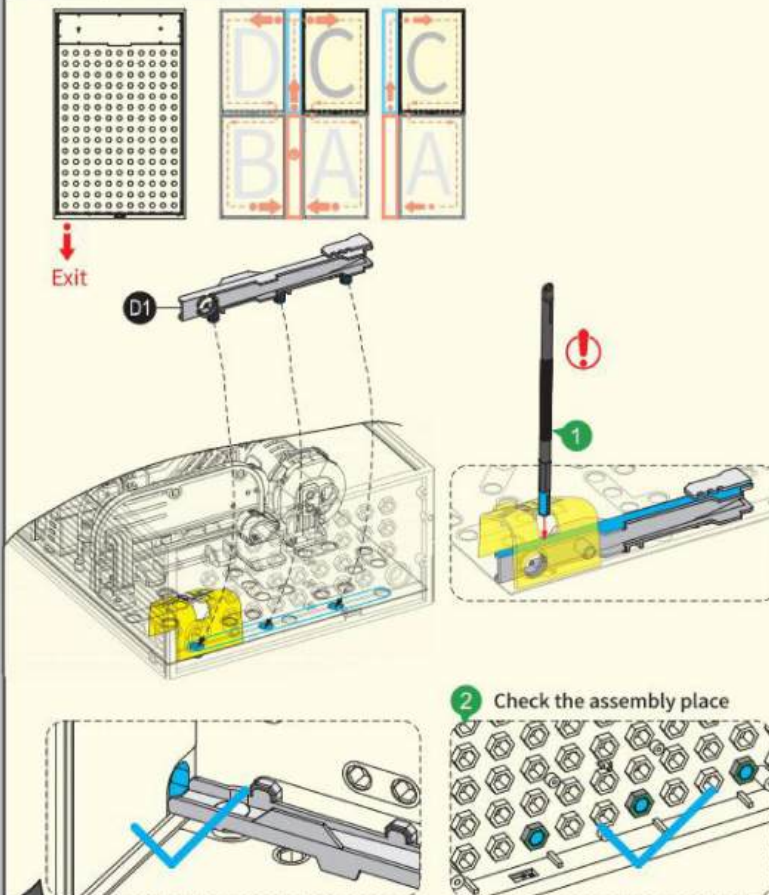
Advanced Play - Module Extension

(Skip it if not needed.)

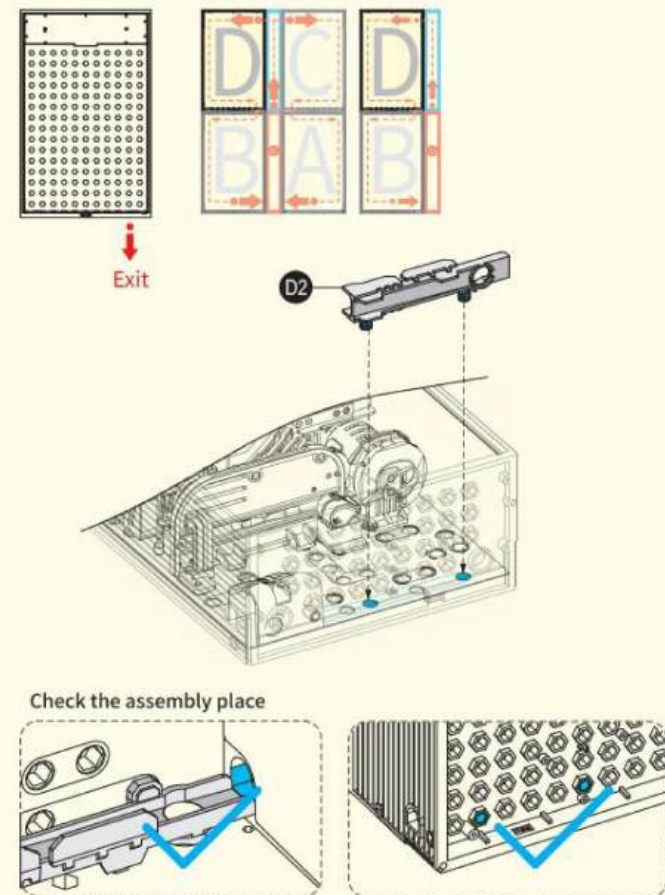
(Assembly method for Position B)



Advanced Play - Module Extension
(Skip it if not needed.)
 (Assembly method for **Position C**)

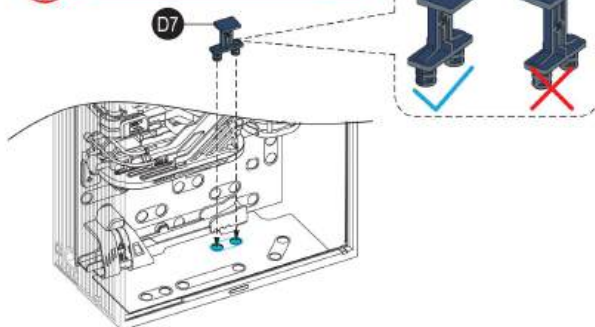


Advanced Play - Module Extension
(Skip it if not needed.)
 (Assembly method for **Position D**)

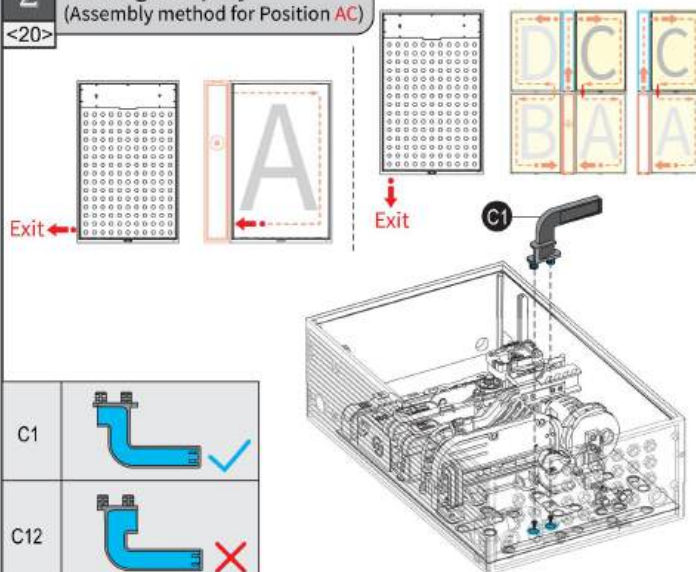


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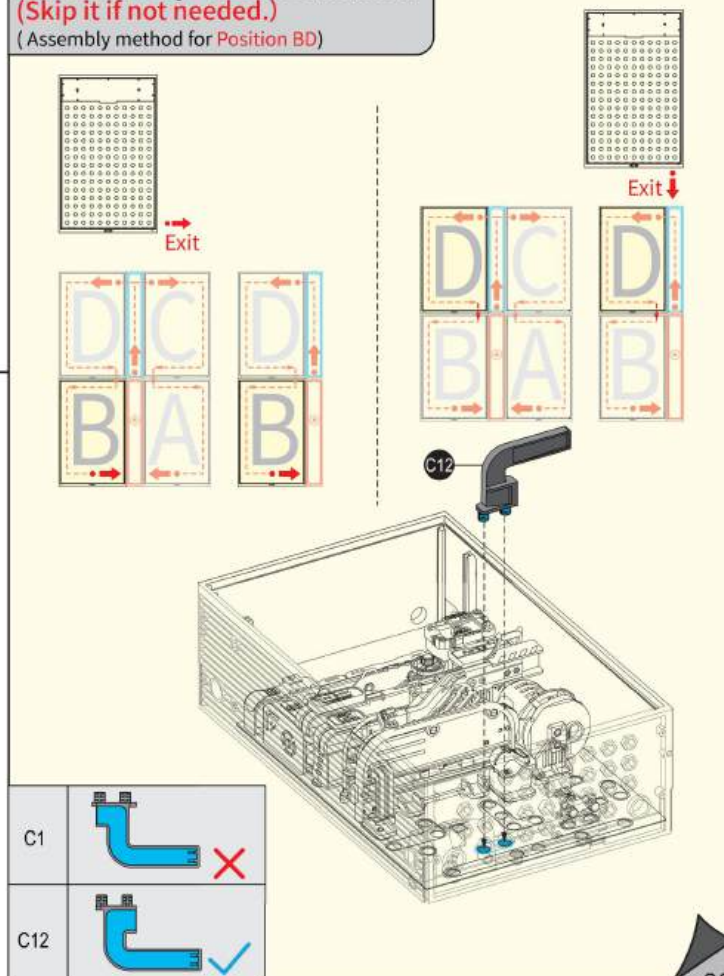
Don't omit assemble this part.



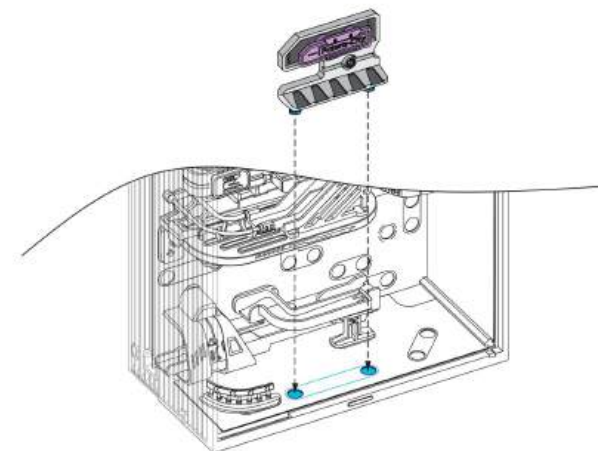
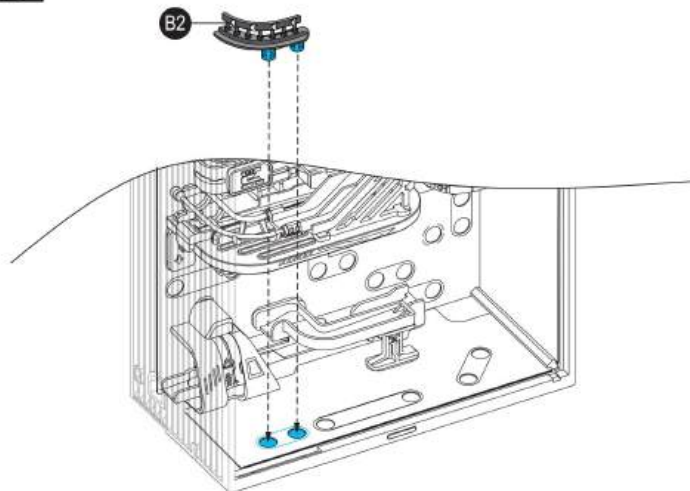
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<20> **Basic gameplay**
(Assembly method for Position AC)



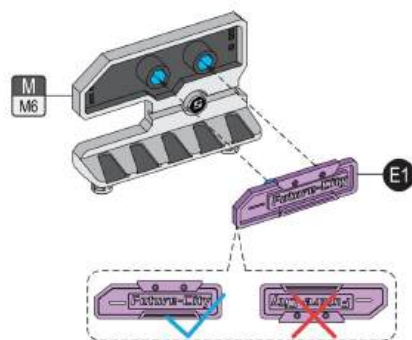
Advanced Play - Module Extension
(Skip it if not needed.)
(Assembly method for Position BD)



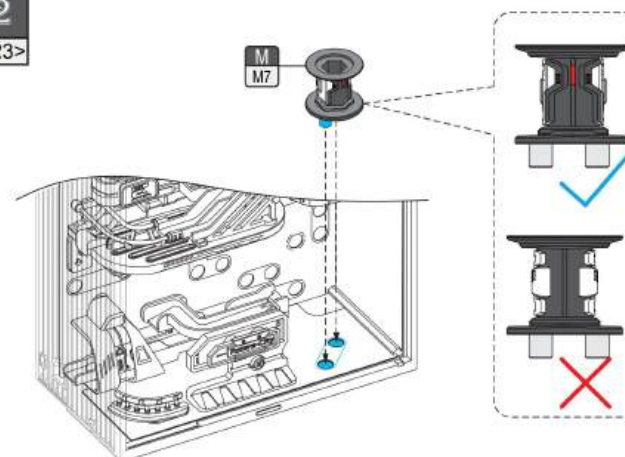
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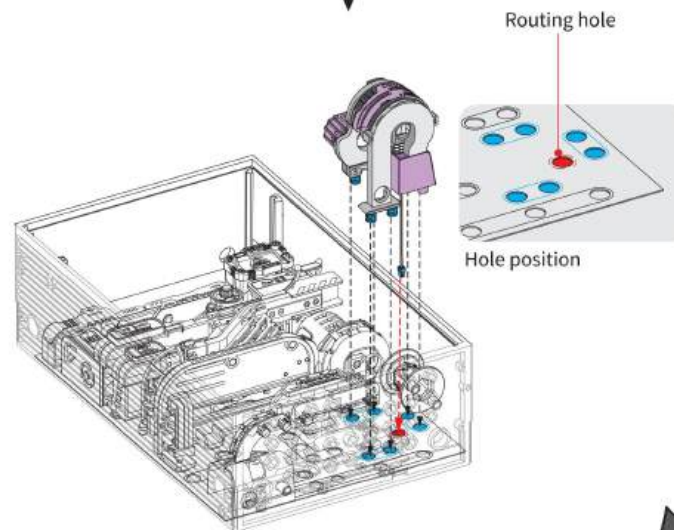
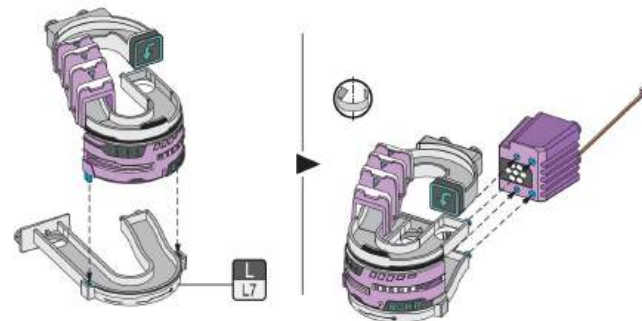
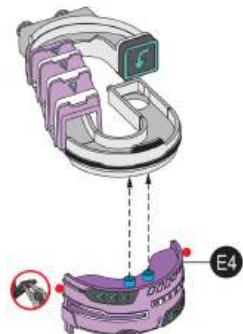
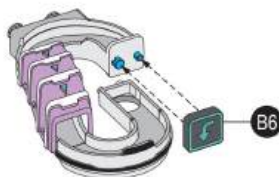
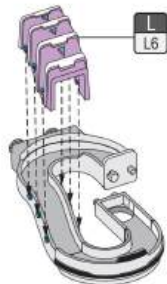
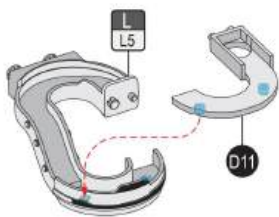
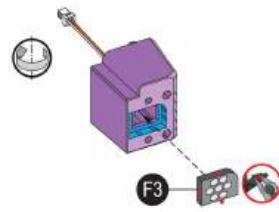
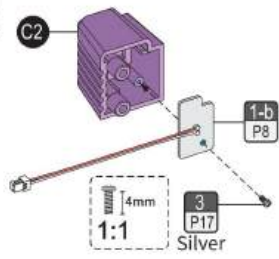
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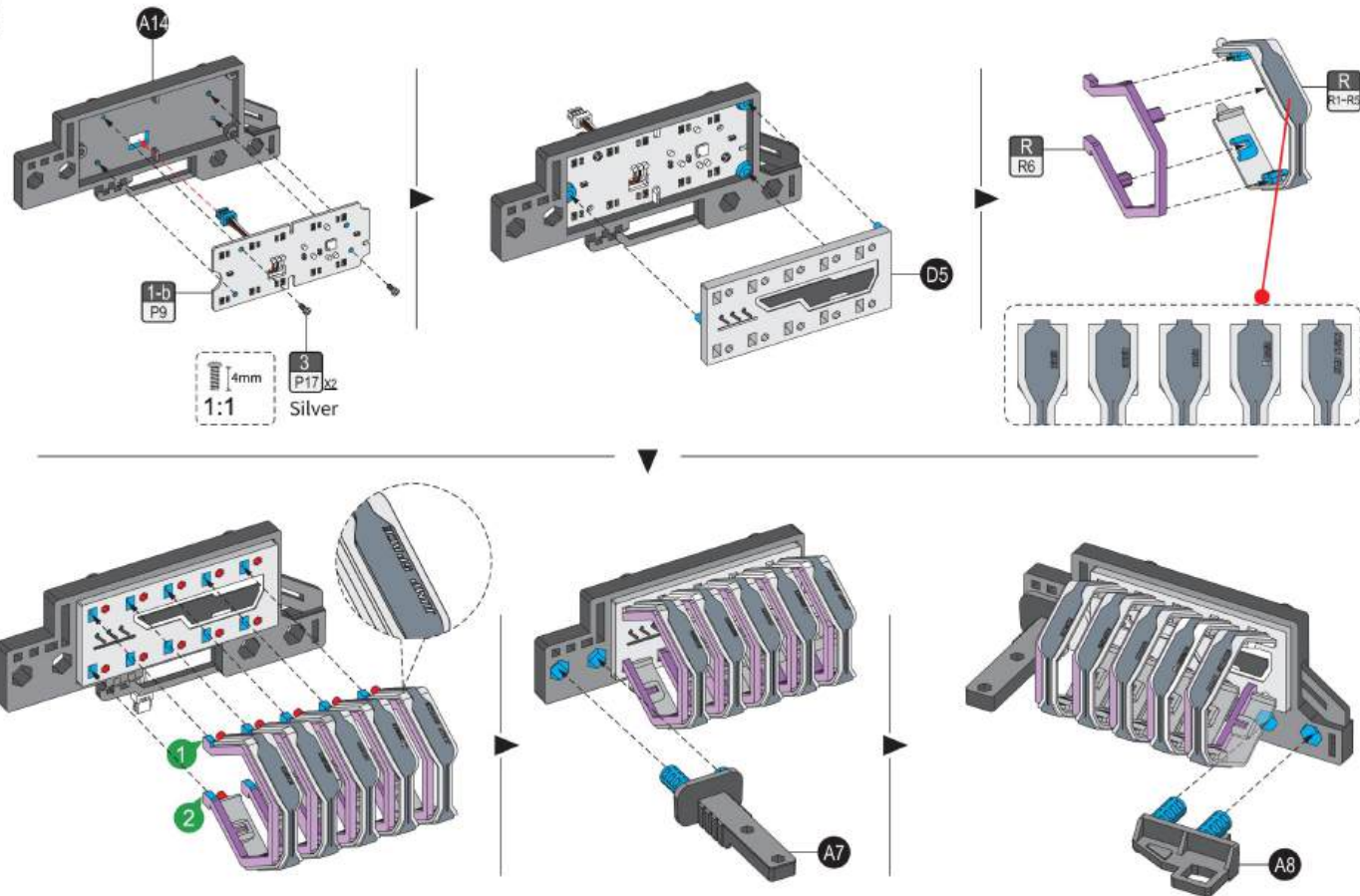


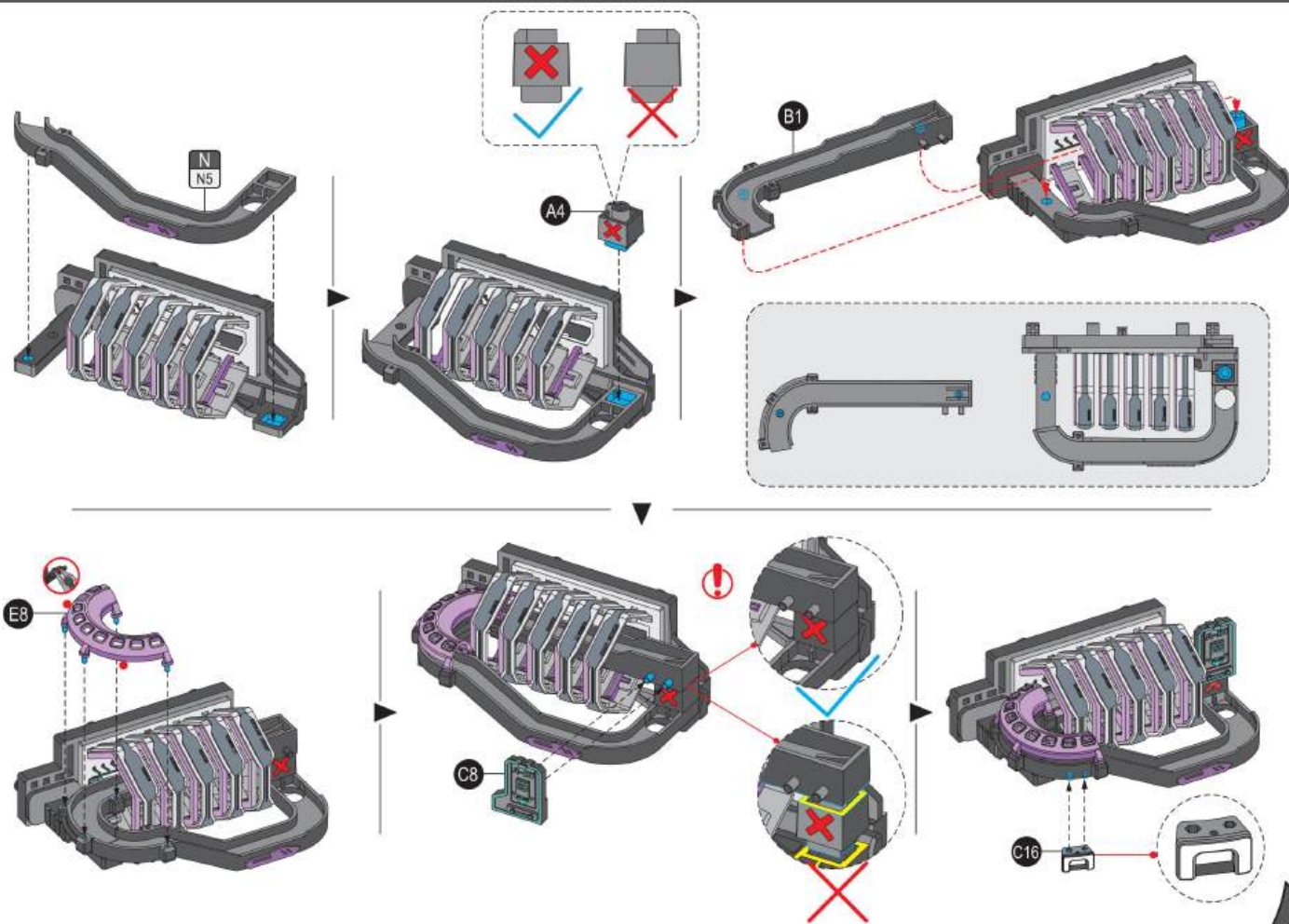
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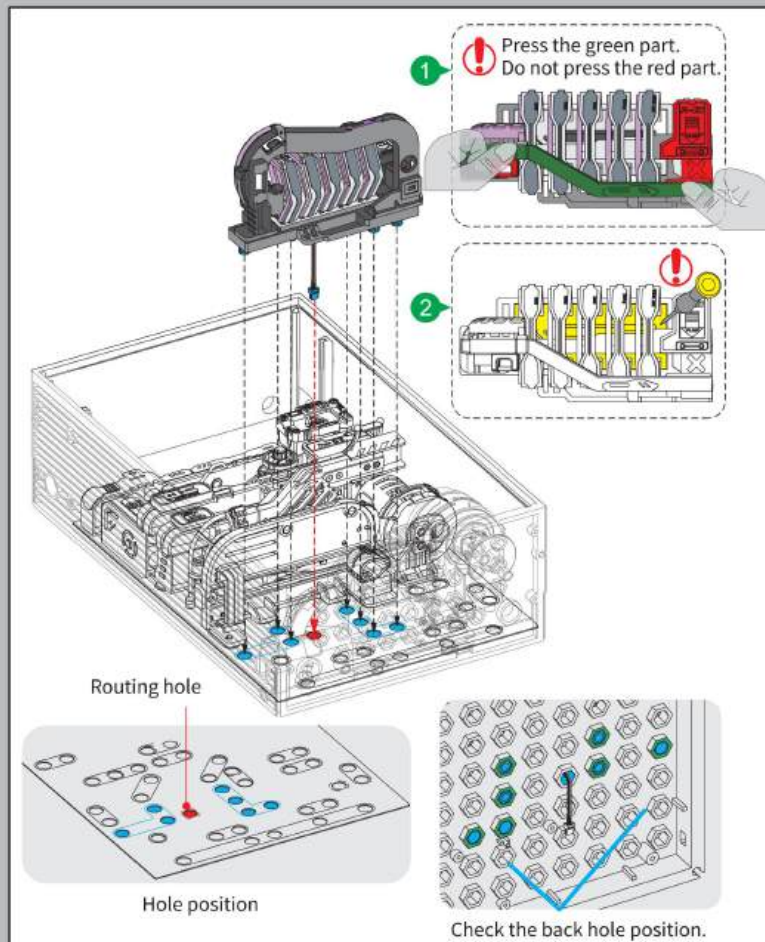


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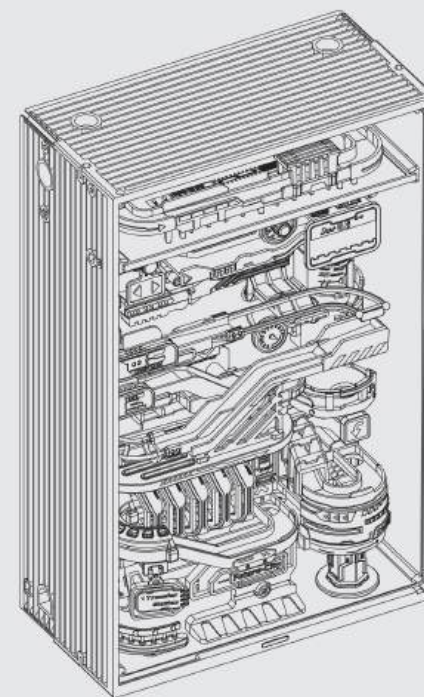
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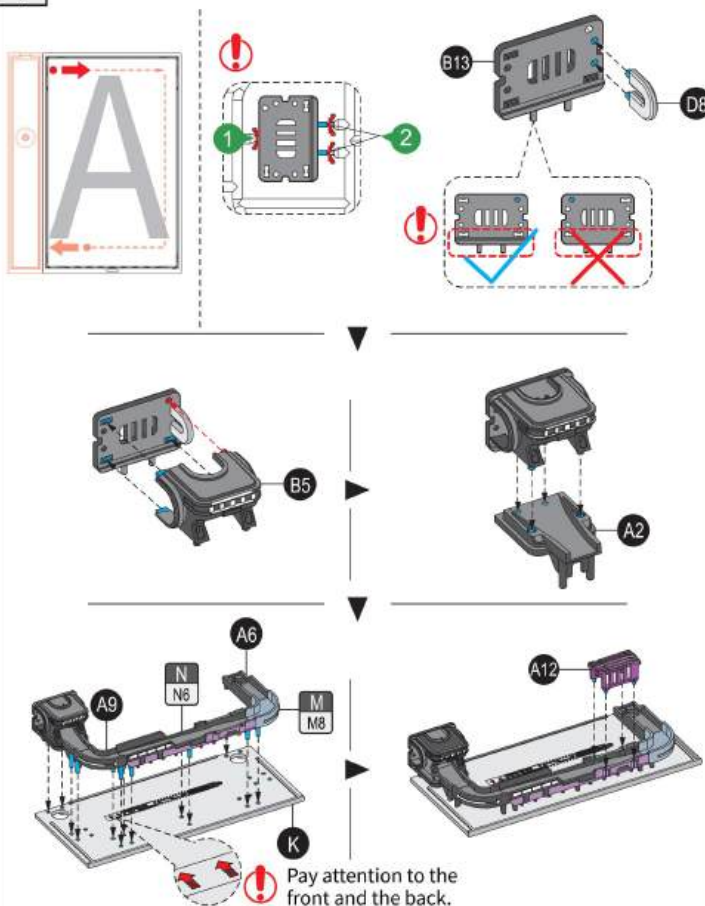


3 Completion

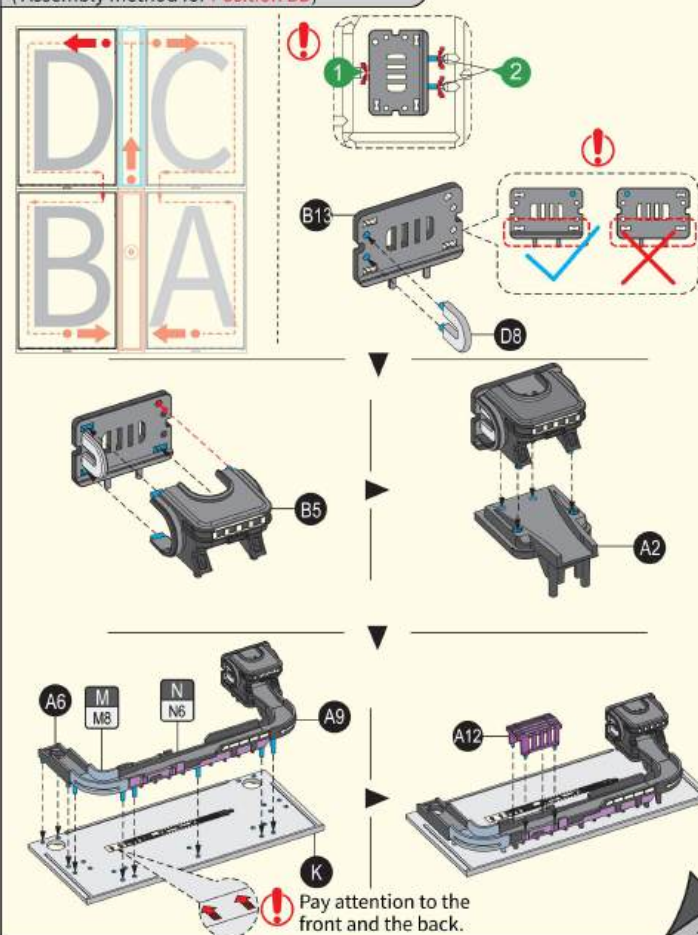


3 Basic gameplay (Assembly method for Position AC)

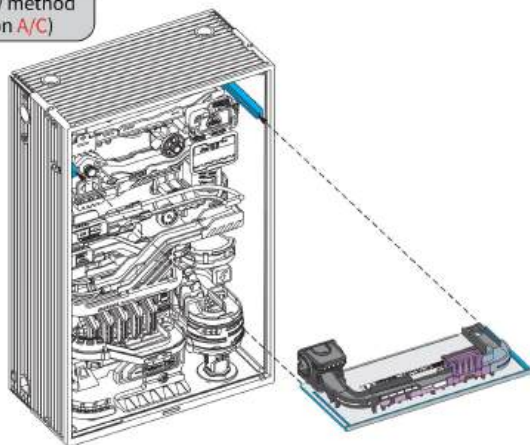
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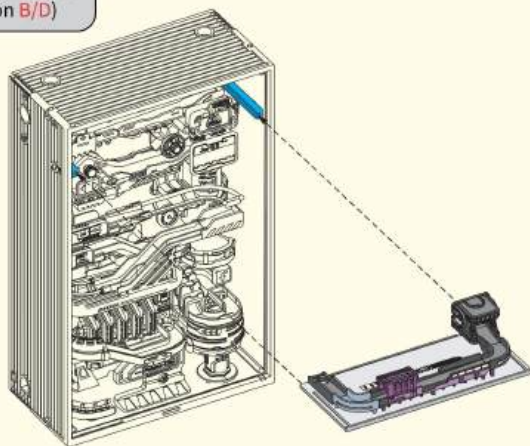
Advanced Play - Module Extension (Skip it if not needed.) (Assembly method for Position BD)



(Assembly method
for Position A/C)

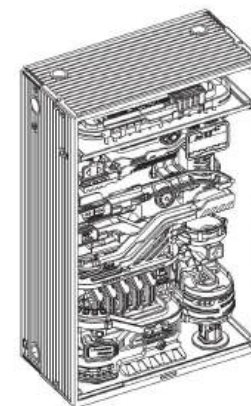
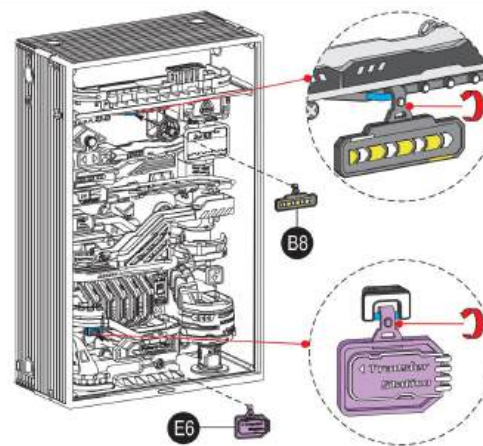


(Assembly method
for Position B/D)



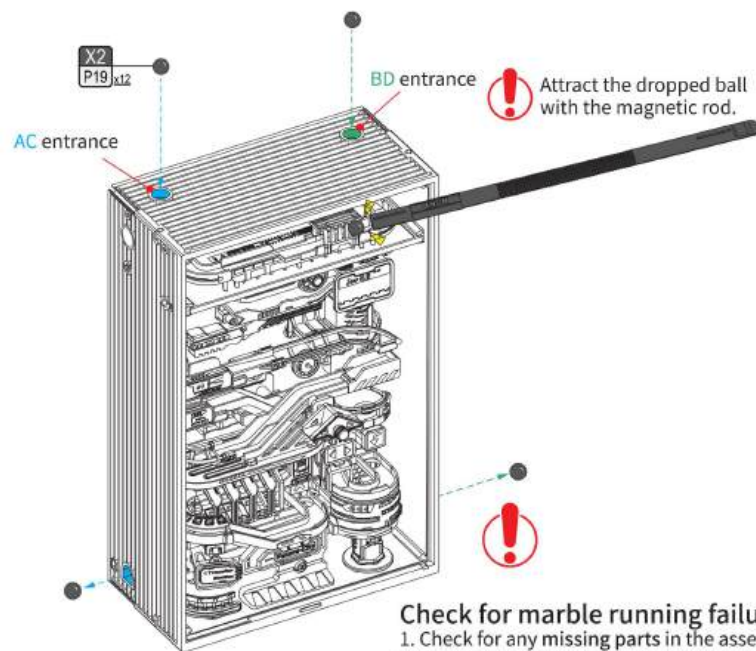
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4 Test marbles' running

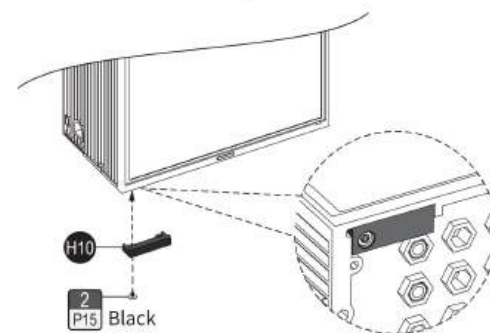
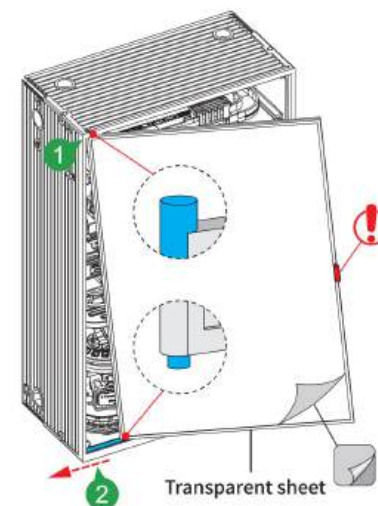
Put 12 marbles in sequence into the entrance at intervals of 1-2 seconds and observe if they can come out from the exit.
(Put too many marbles quickly may get stuck.)



Check for marble running failure:

1. Check for any missing parts in the assembly.
2. Check if the part column is assembled in place.
It should be flushed with the hole surface.
3. All tracks should be connected in place.

5



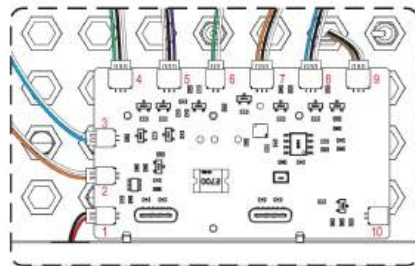
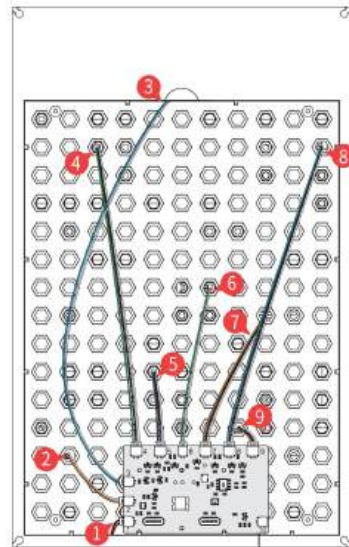
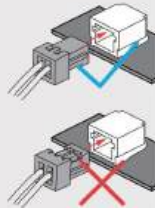
T 1:1

6

<1>



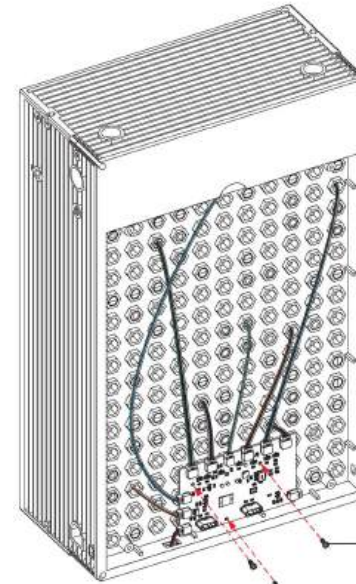
Distinguish the
terminal direction.



1-10
P1

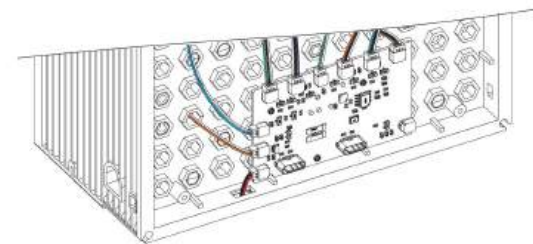
6

<2>



4mm
1:1

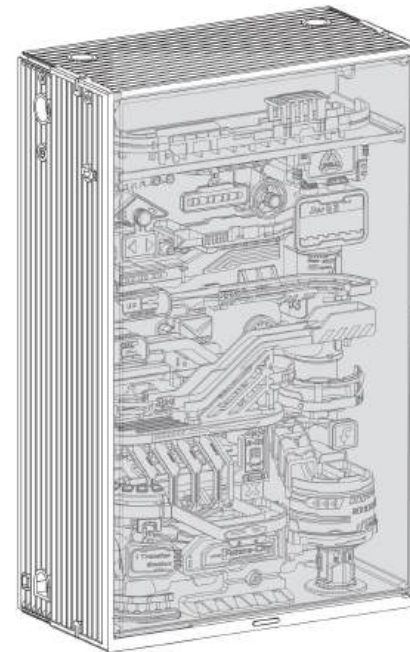
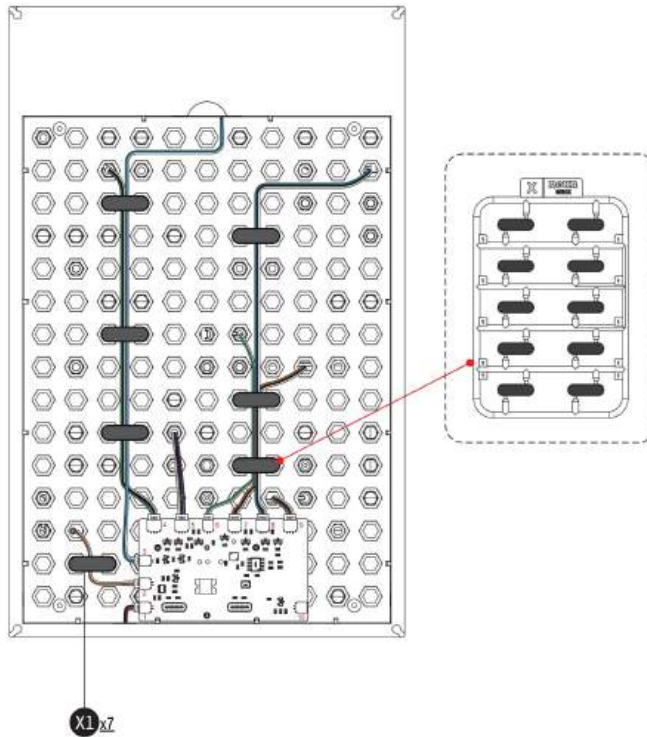
3
P17 3 Silver



6

<3>

! Secure the wire with the sticker as shown.



The marble run module is completed.

7

Basic gameplay

(Assembly method for **Position A**)



Lift A

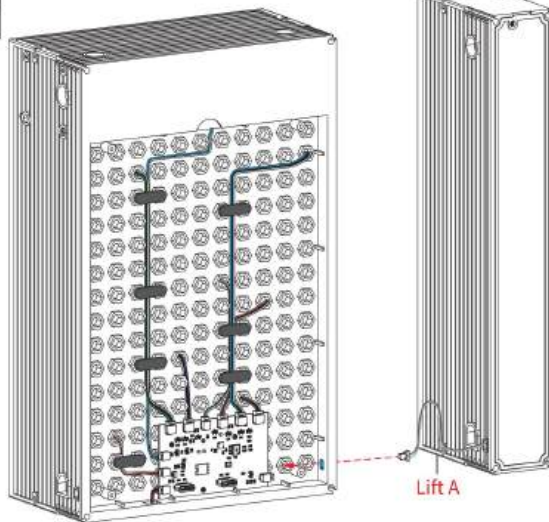


(Refer to the assembly instruction of Lift .)



7

<1>



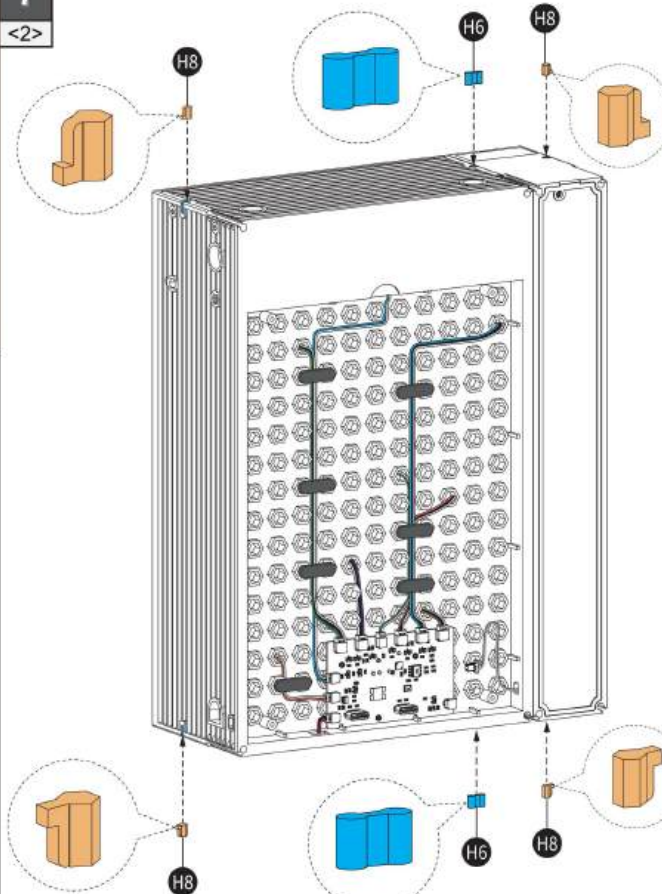
Lift A



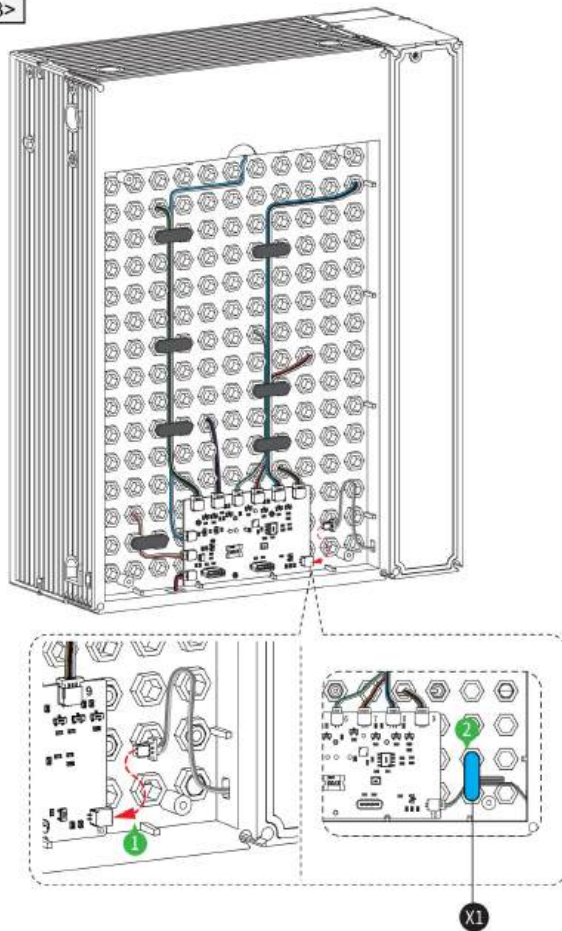
Back

7

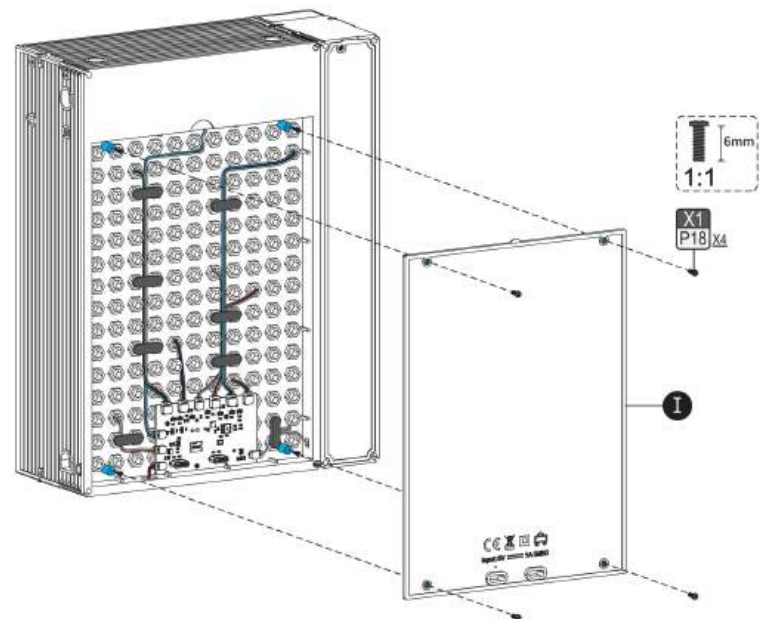
<2>



7
<3>

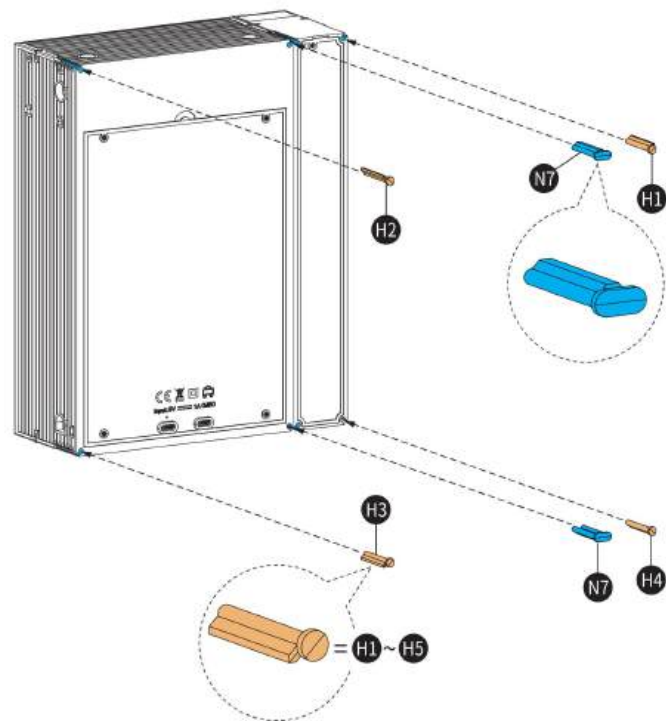


7
<4>

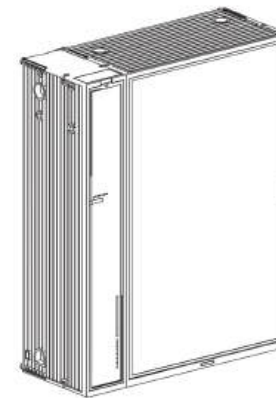


7

<5>



It is recommended to use a regular adapter.
Specification: Input: 5V ~ 2A



Complete for the basic play.



MARBLE RUN

MR02 THE FUTURE CITY

Attention:

1. 2 modes:

- Marble rolling: The light flashes, the Lift works and marbles begin to run cyclically. It will automatically power off after running for 10 minutes.
- Lighting display: The light flashes, the Lift stops and marbles stop running. It will not automatically power off.

2. Switch on/off:



Touch the button of any marble run module can control all connected modules.

3. Please keep the tool kit of the product well for later maintenance.
4. Keep the remaining parts well for extension playing.

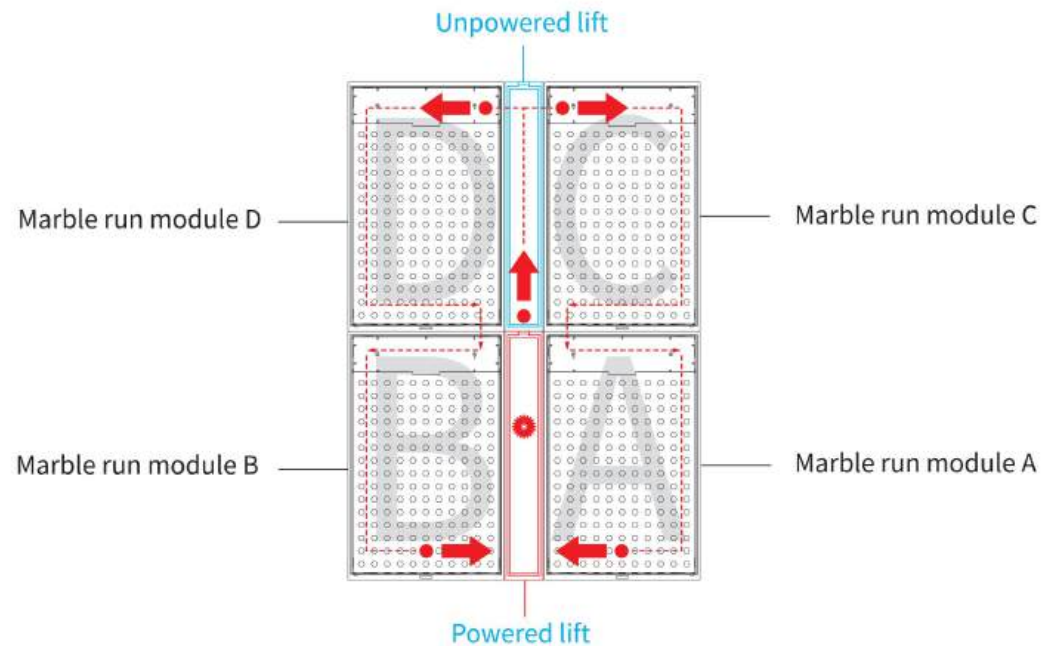


Advanced Play - Module Extension

ASSEMBLY
INSTRUCTIONS



Advanced Play - Module Extension Instruction



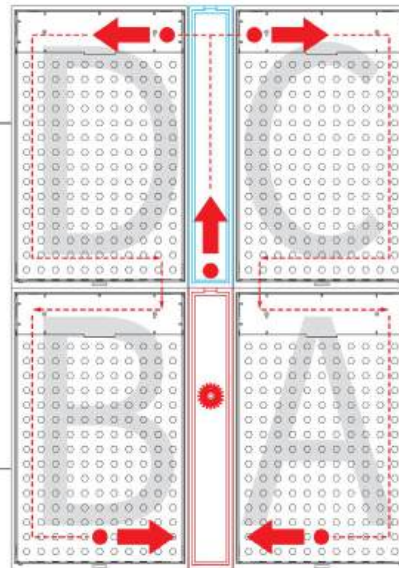
- One system for advanced play includes 2 lift modules and 4 marble run modules as shown.
- Assembling methods for lift and marble run module at different positions are different, please assemble lift and marble run module according to the instruction.

The Future City - Position Switching Instruction for Marble Run Module



Scan for switching
position D into
position A, B, C

Position D



Position C



Scan for switching
position C into
position A, B, D



Scan for switching
position B into
position A, C, D

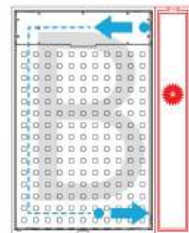
Position B

Position A



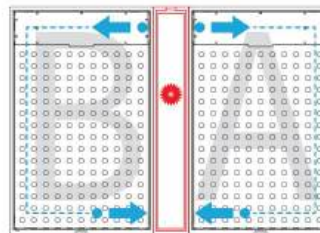
Scan for switching
position A into
position B, C, D

Assembly instruction for 5 kinds of common advanced play



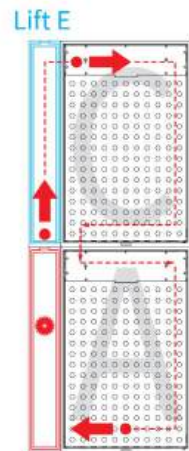
8
Page 39-40

Lift B



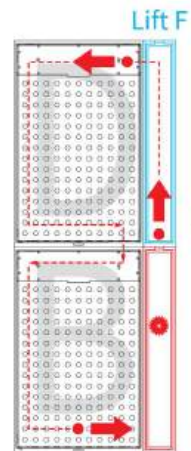
9
Page 41-42

Lift C



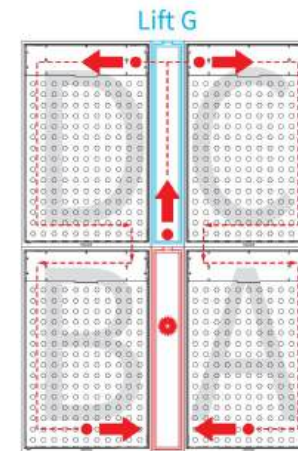
10
Page 43-44

Lift D



11
Page 45-46

Lift D

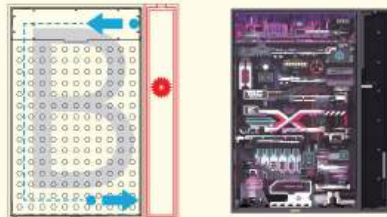


12
Page 47-49

Lift D

8

Assembly Instruction for Advanced Play - Module Extension (Assembly method for Position B)



Lift B

(Refer to the assembly instruction of Lift)

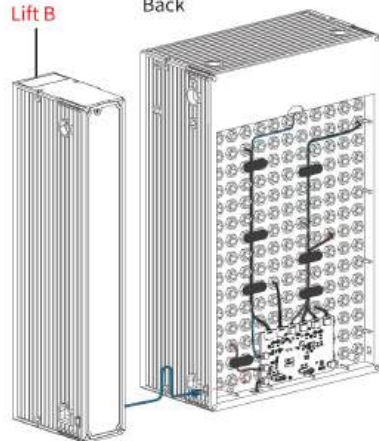
8

<1>



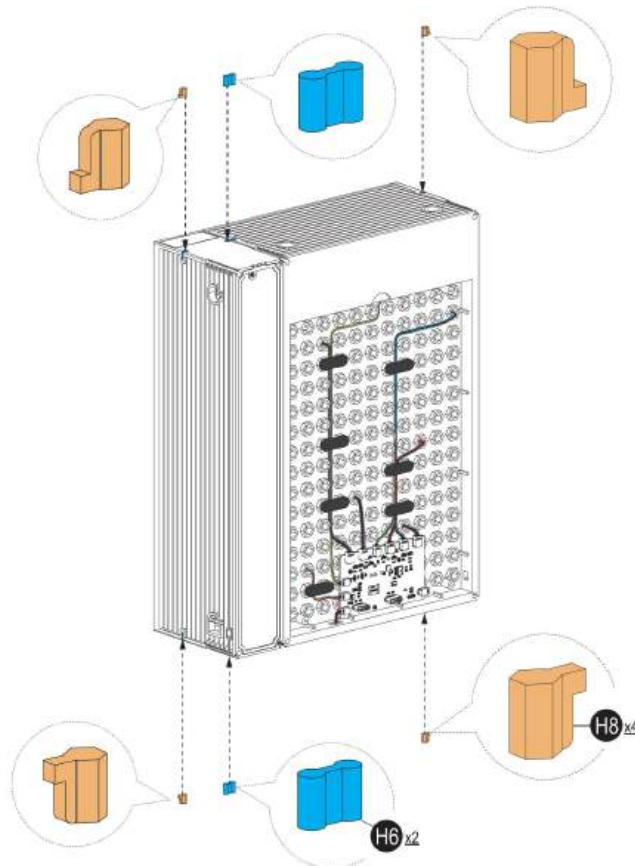
Back

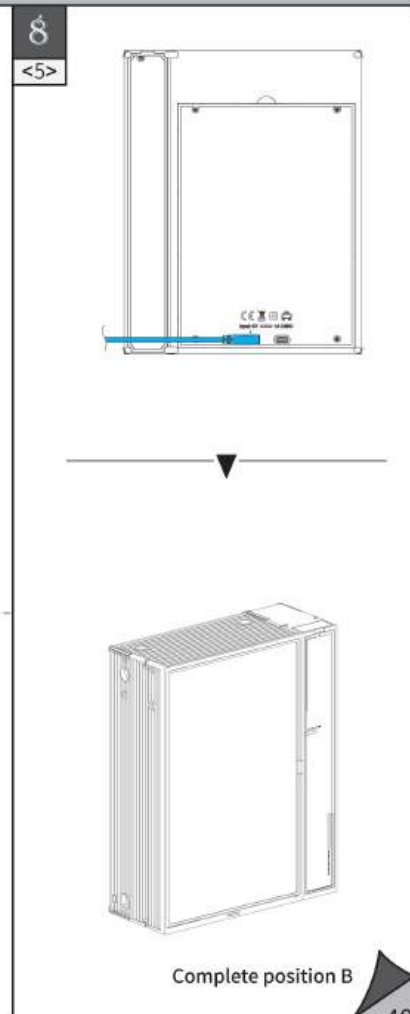
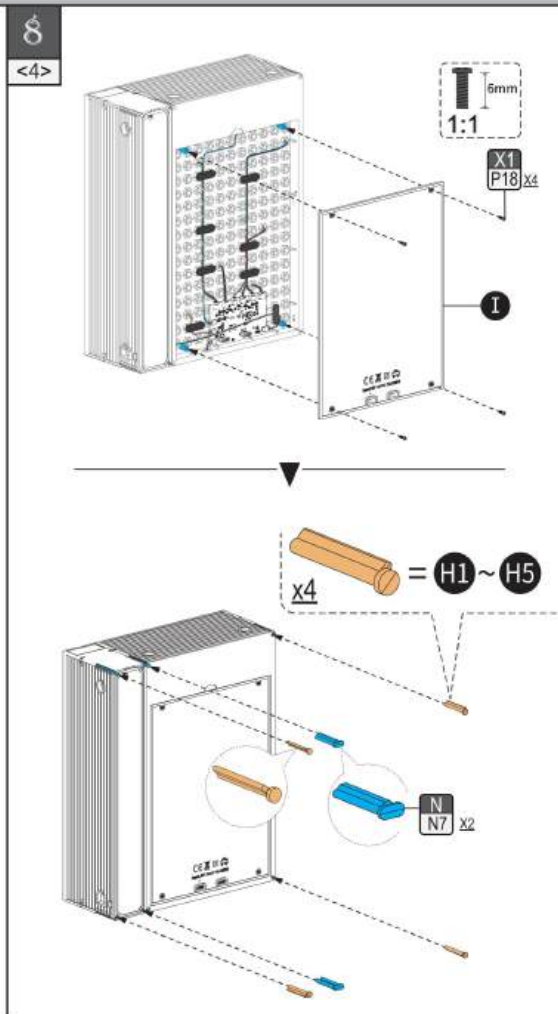
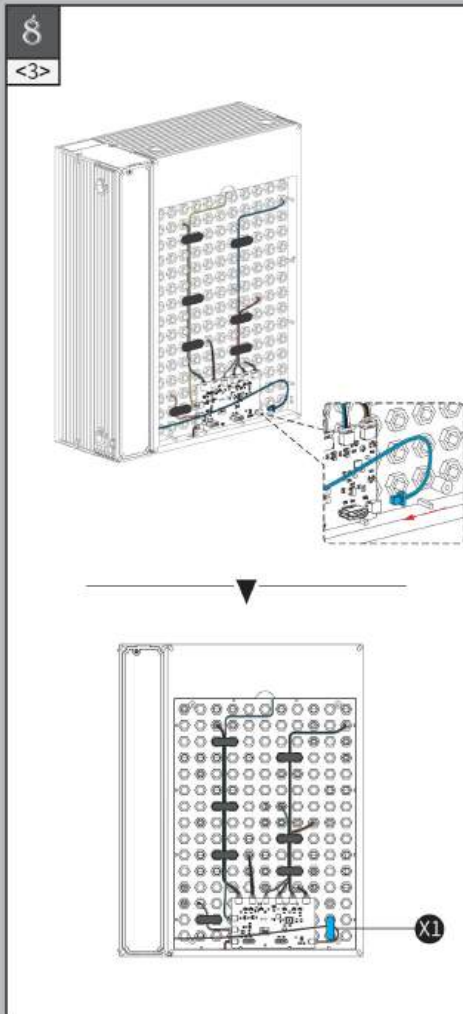
Lift B



8

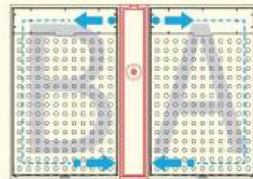
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9

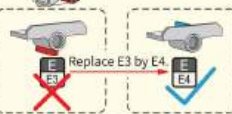
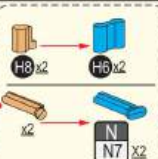
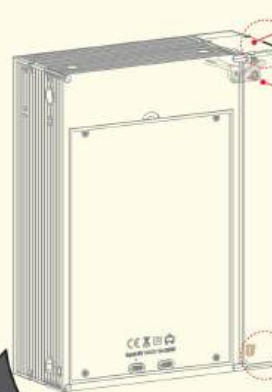
Assembly Instruction for Advanced Play - Module Extension (Assembly method for Position AB)



Lift C
((Refer to the assembly instruction of Lift))



Remove and replace corresponding parts of A: (Skip it if no needed.)



Replace E4 refer to the Lift Instruction

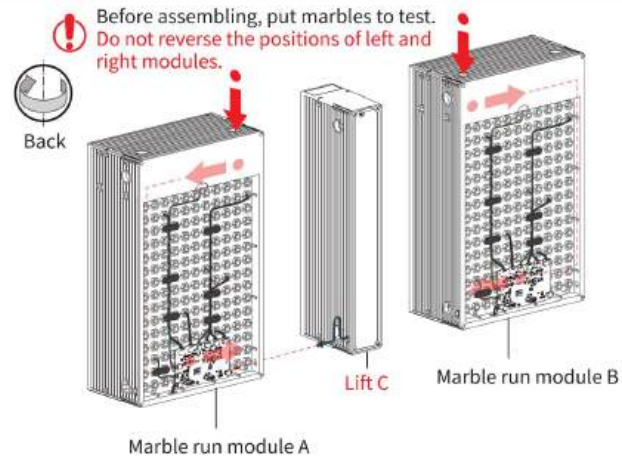


Video for A dismantling/ replacing

- 41 -

9

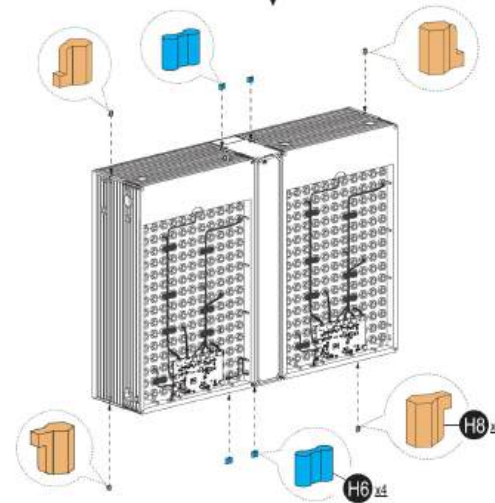
<1>



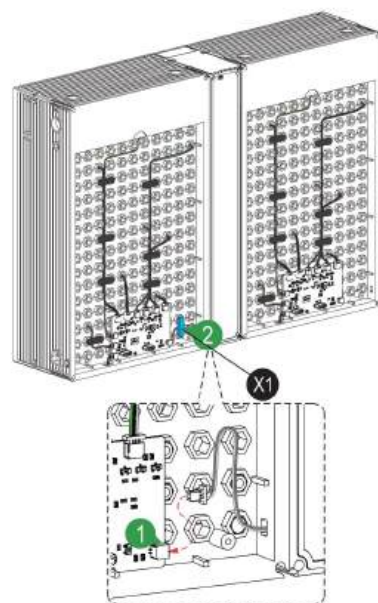
Marble run module A

Lift C

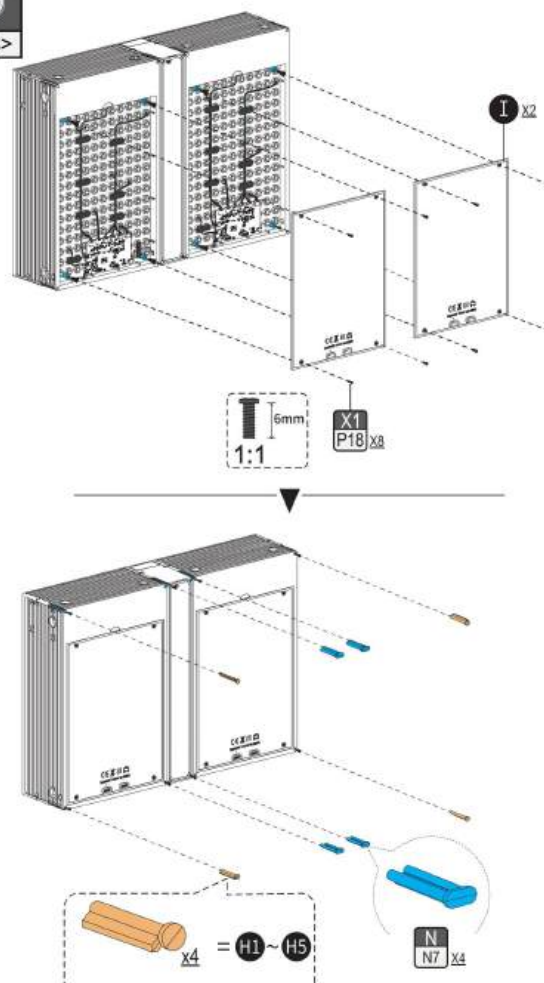
Marble run module B



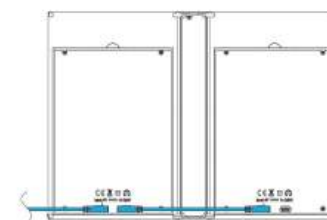
9
<2>



9
<3>

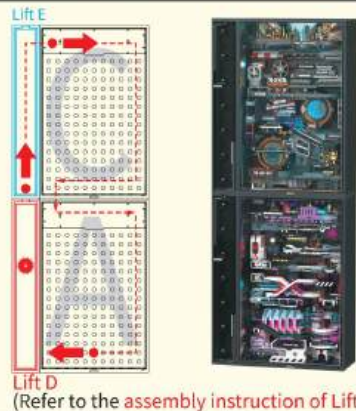


9
<4>

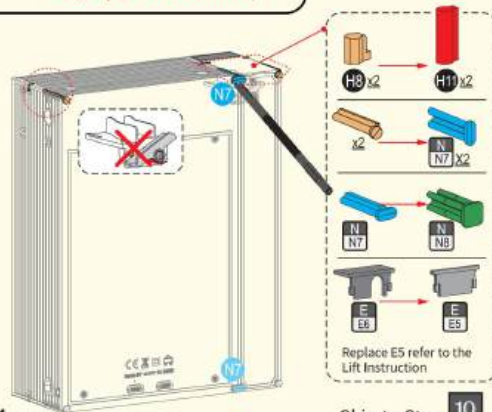


Complete position AB

10 Assembly Instruction for Advanced Play - Module Extension (Assembly method for Position AC)

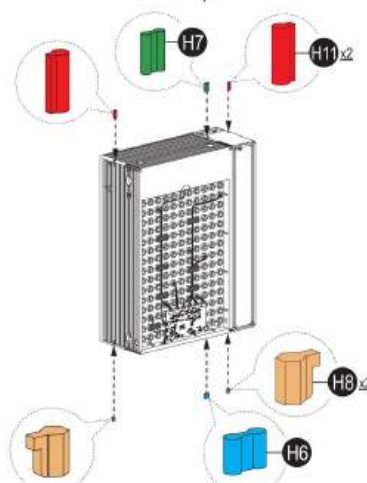
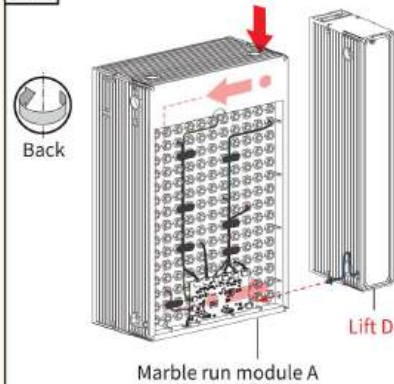


Remove and replace corresponding parts of A: (Skip it if no needed.)

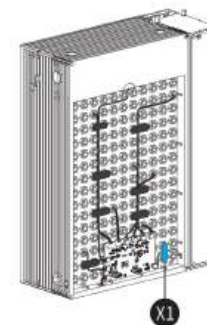
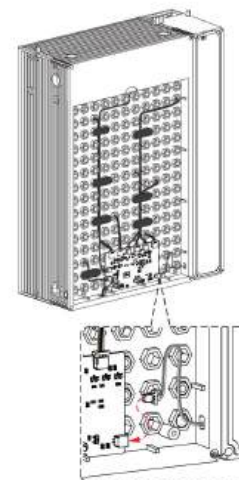


Skip to Step 10
<> after dismantling.

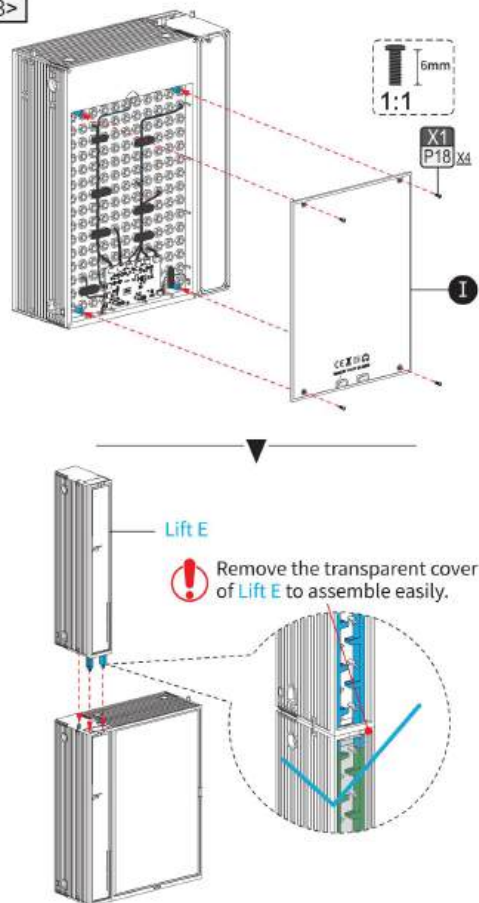
10 <1> Check the direction of the track.



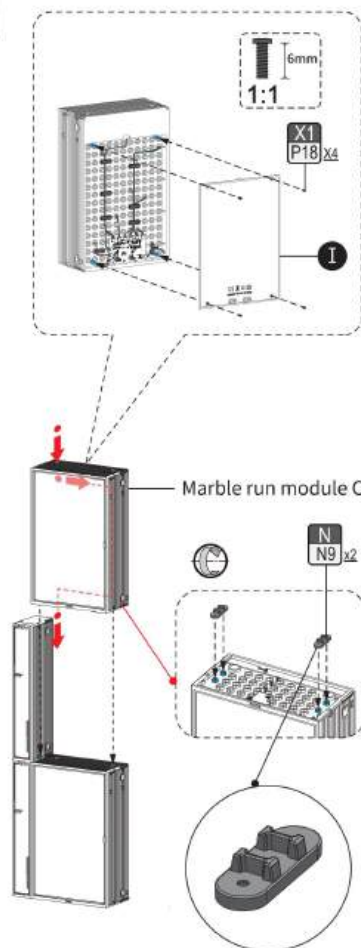
10 <2>



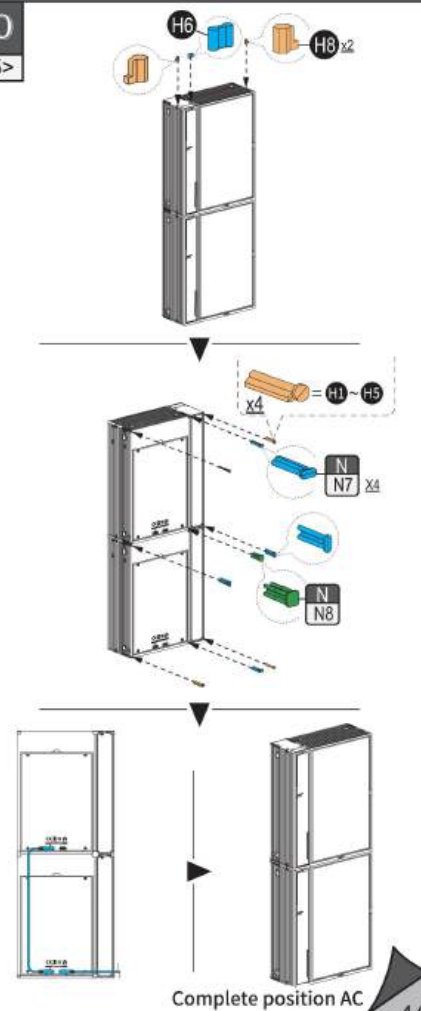
10
<3>



10
<4>

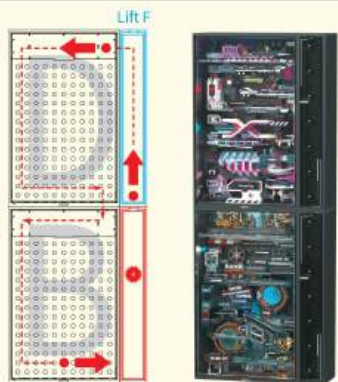


10
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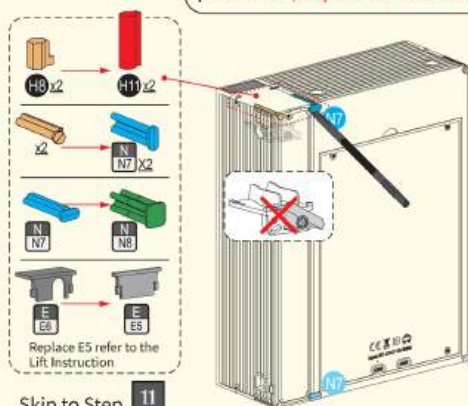
11

Assembly Instruction for Advanced Play - Module Extension (Assembly method for Position BD)



Lift D (Refer to the assembly instruction of Lift.)

Remove and replace corresponding parts of B: (Skip it if no needed.)

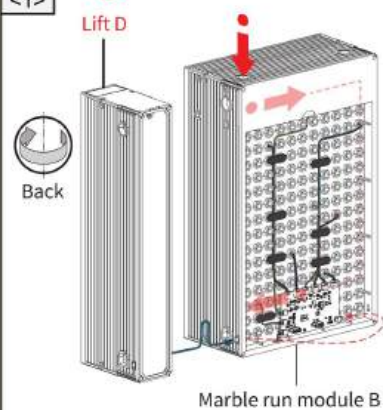


Skip to Step 11
<3> after dismantling.

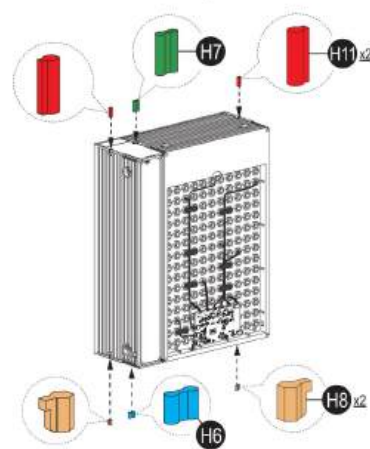
11

<1>

Check the direction of the track.

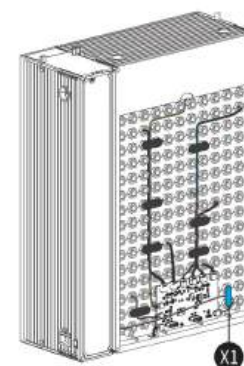
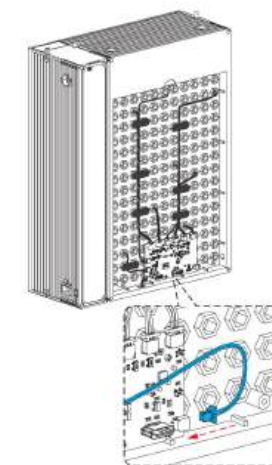


Marble run module B

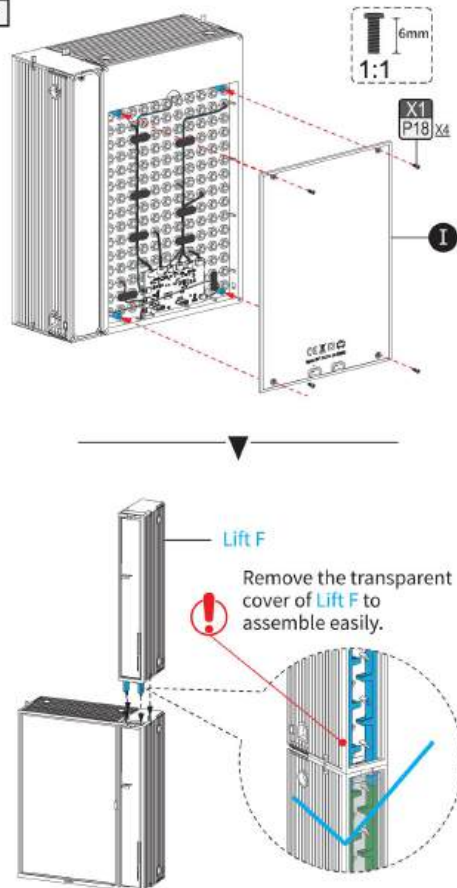


11

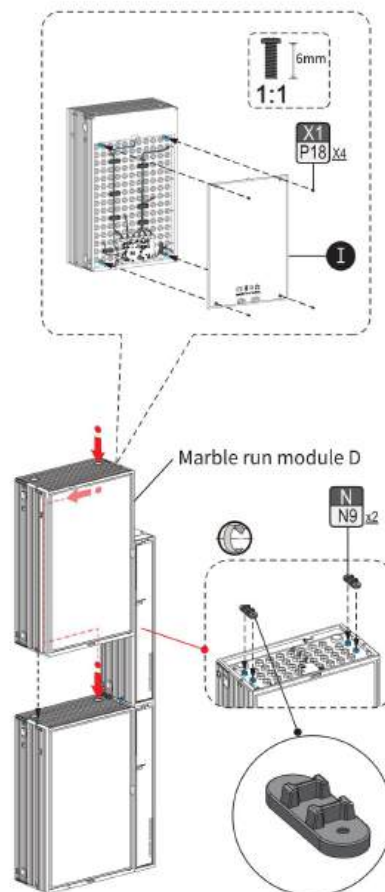
<2>



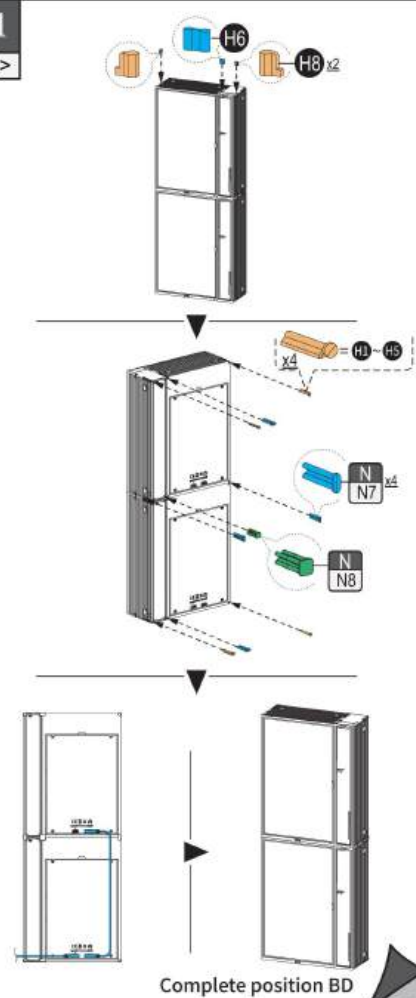
11
<3>



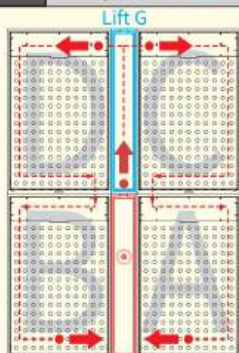
11
<4>



11
<5>

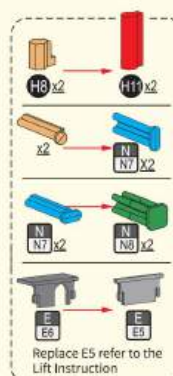
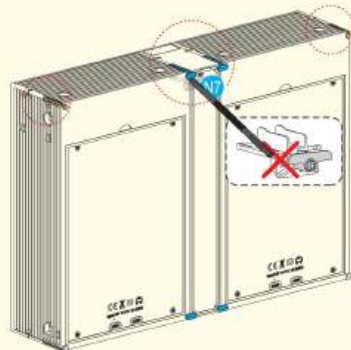


12 Assembly Instruction for Advanced Play - Module Extension (Assembly method for Position ABCD)



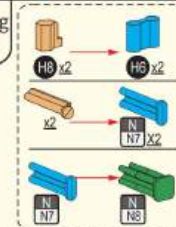
Lift D
(Refer to the assembly instruction of Lift.)

Remove and replace corresponding parts of AB: (Skip it if no needed.)



Skip to Step 12 after dismantling.

Remove and replace corresponding parts of AC: (Skip it if no needed.)



Replace E4 refer to the Lift Instruction



Video for AC dismantling/replacing

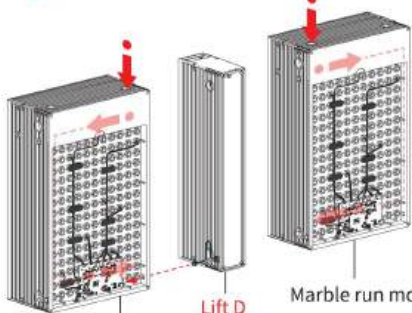
12

<1>



Back

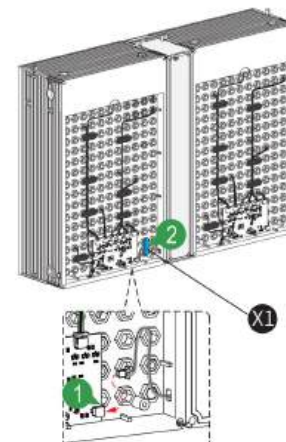
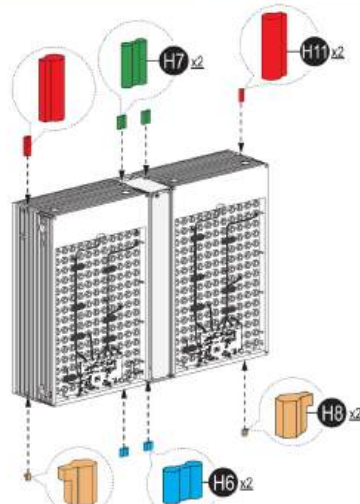
Check the direction of the track.



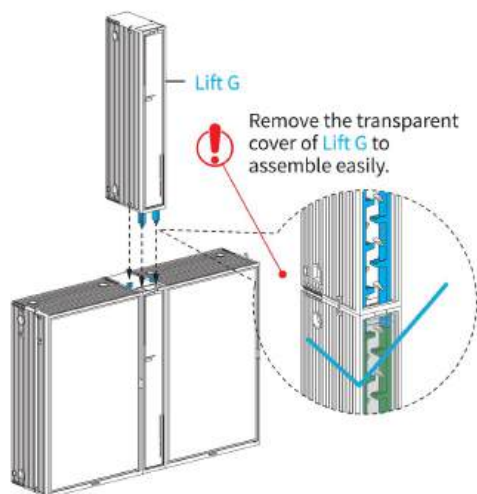
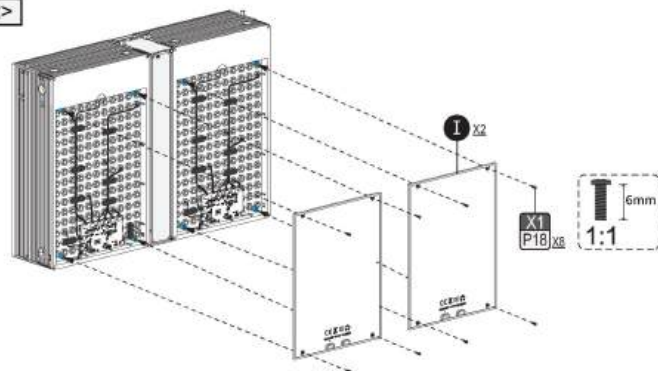
Marble run module A

Lift D

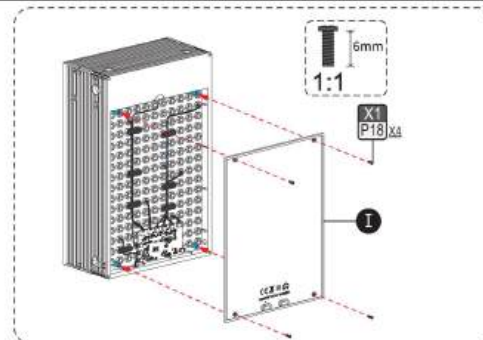
Marble run module B



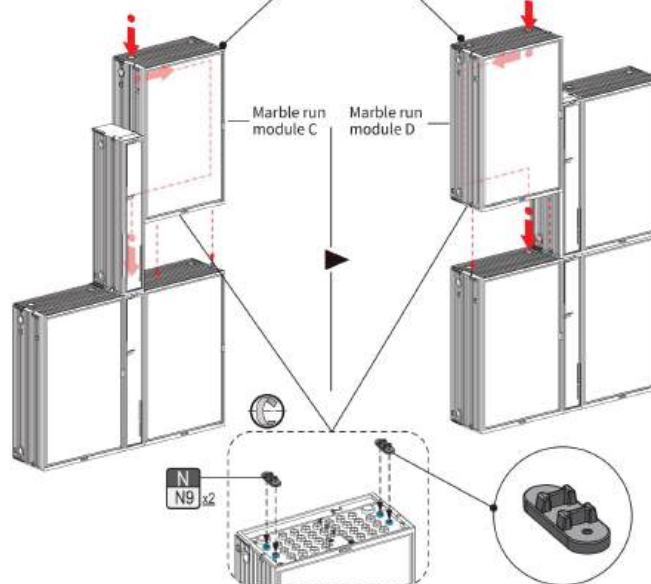
12
<2>



12
<3>

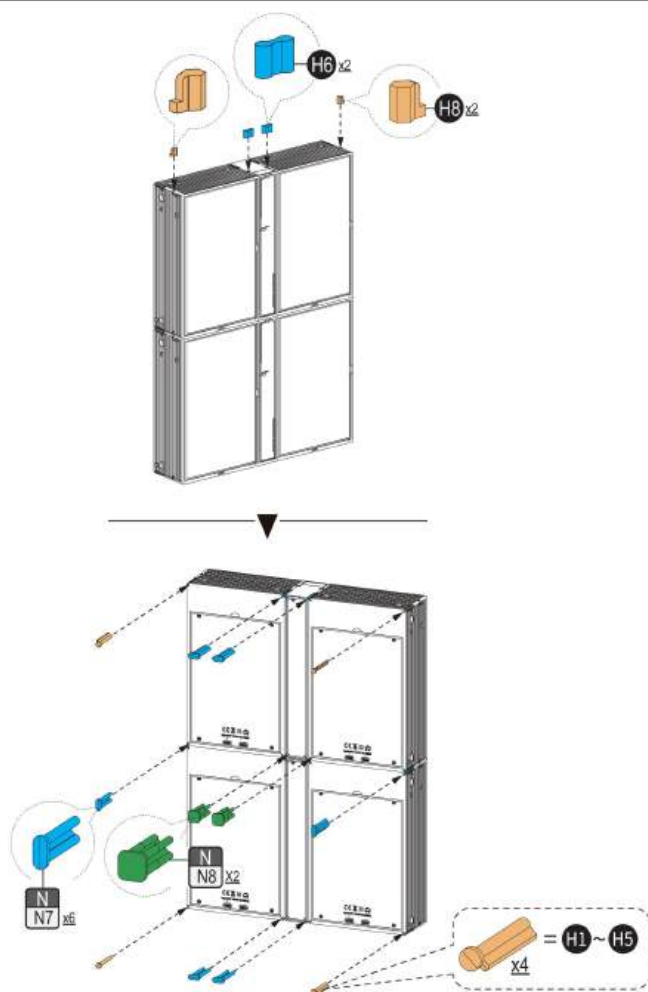


Check the direction of the track.



12

<4>



12

<5>



Complete.



Module Swap

Video for dismantling/
replacing in Advanced play

Attention:

1. 2 modes:

- Marble rolling: The light flashes, the Lift works and marbles begin to run cyclically. It will automatically power off after running for 10 minutes.
- Lighting display: The light flashes, the Lift stops and marbles stop running. It will not automatically power off.

2. Switch on/off:



Touch the button of any marble run module can control all connected modules.

3. Please keep the tool kit of the product well for later maintenance.
4. Keep the remaining parts well for extension playing.

PARALLEL WORLD MARBLE RUN



ROKR

 **PARALLEL WORLD**

MARBLE RUN

MR02 *THE FUTURE CITY*



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