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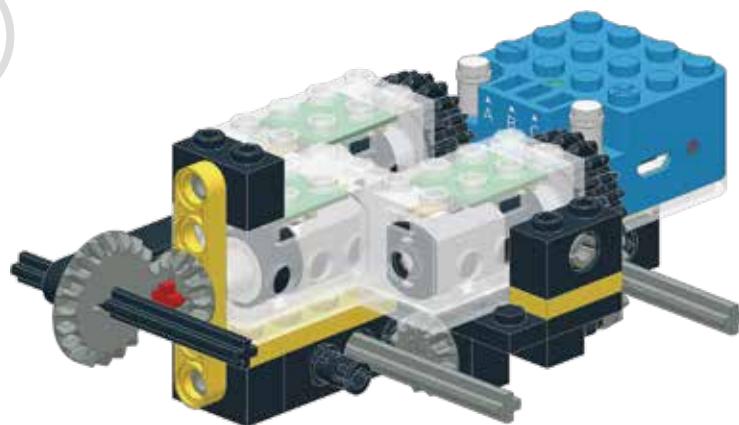


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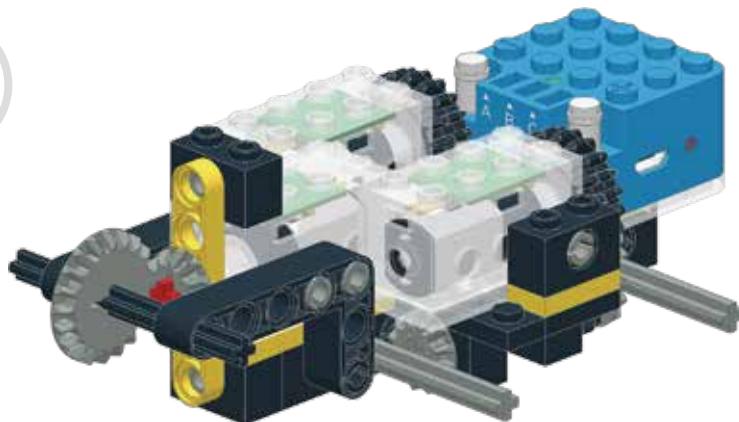


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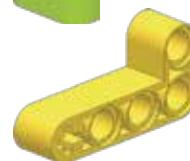
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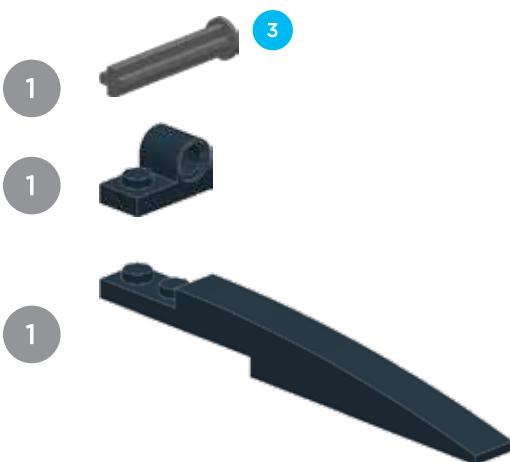
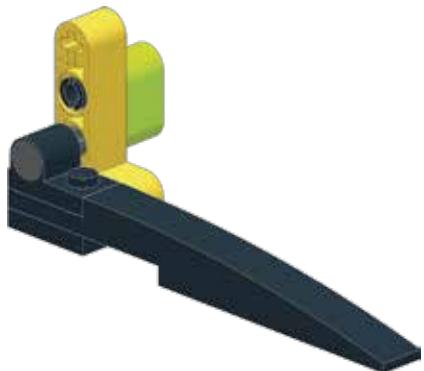
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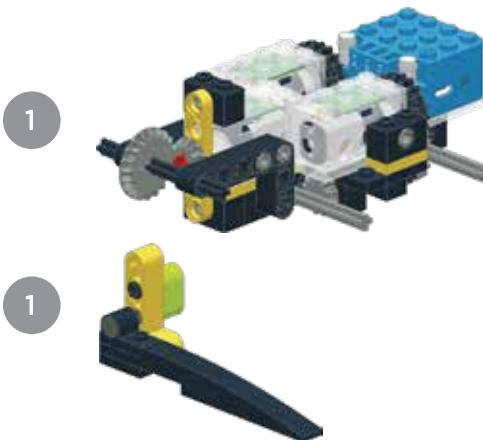


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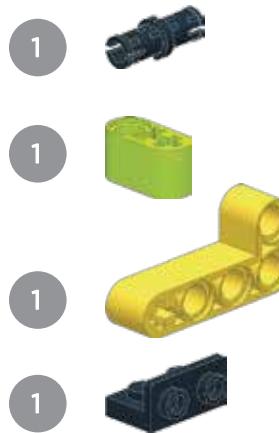


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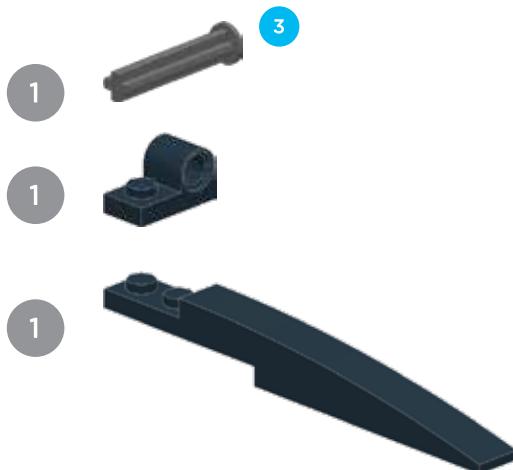
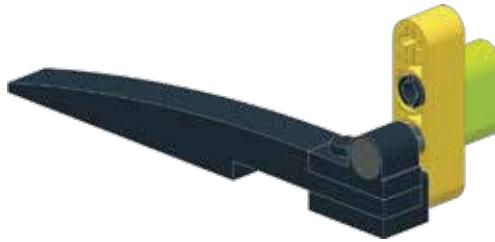


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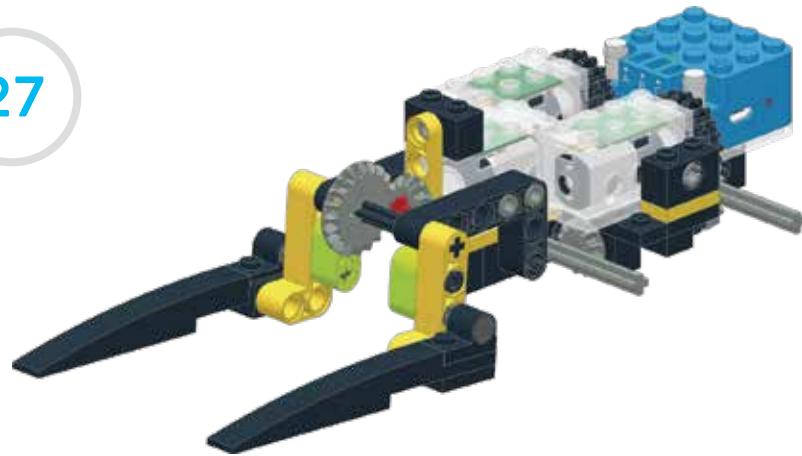


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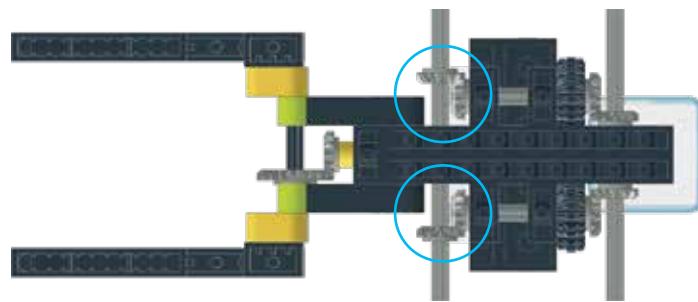
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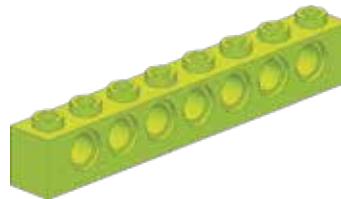
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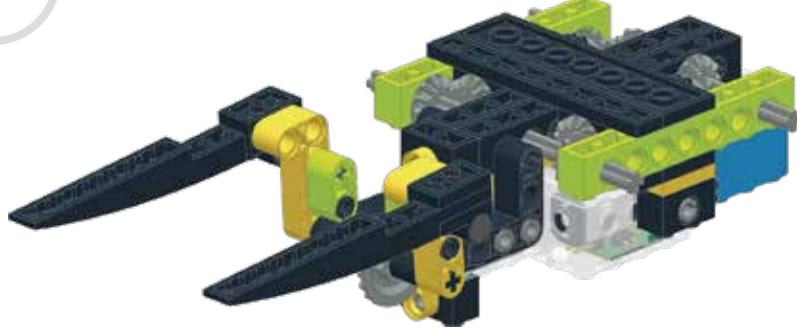
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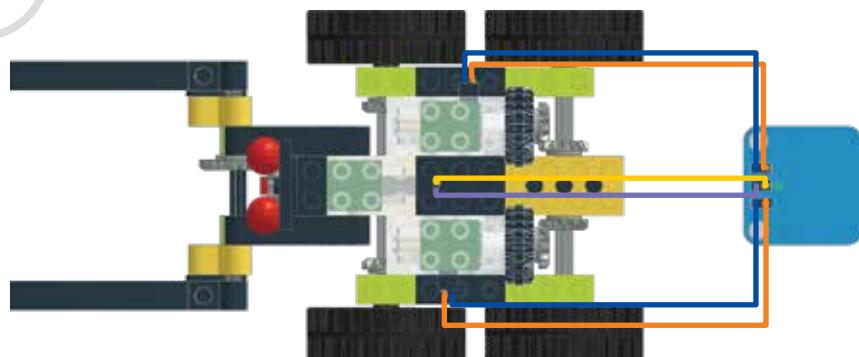
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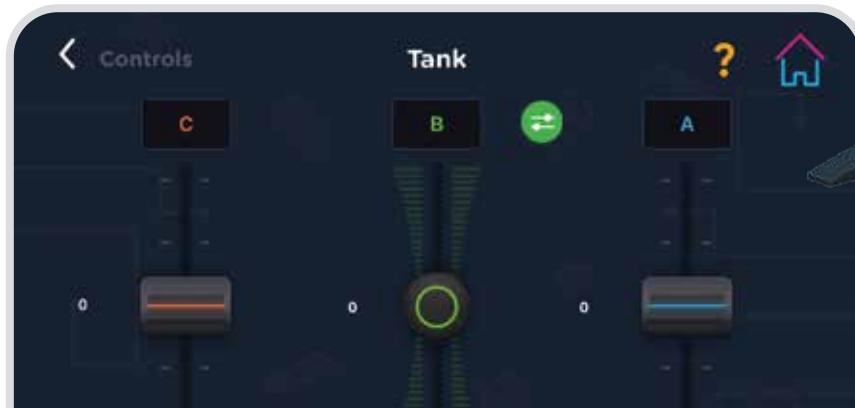
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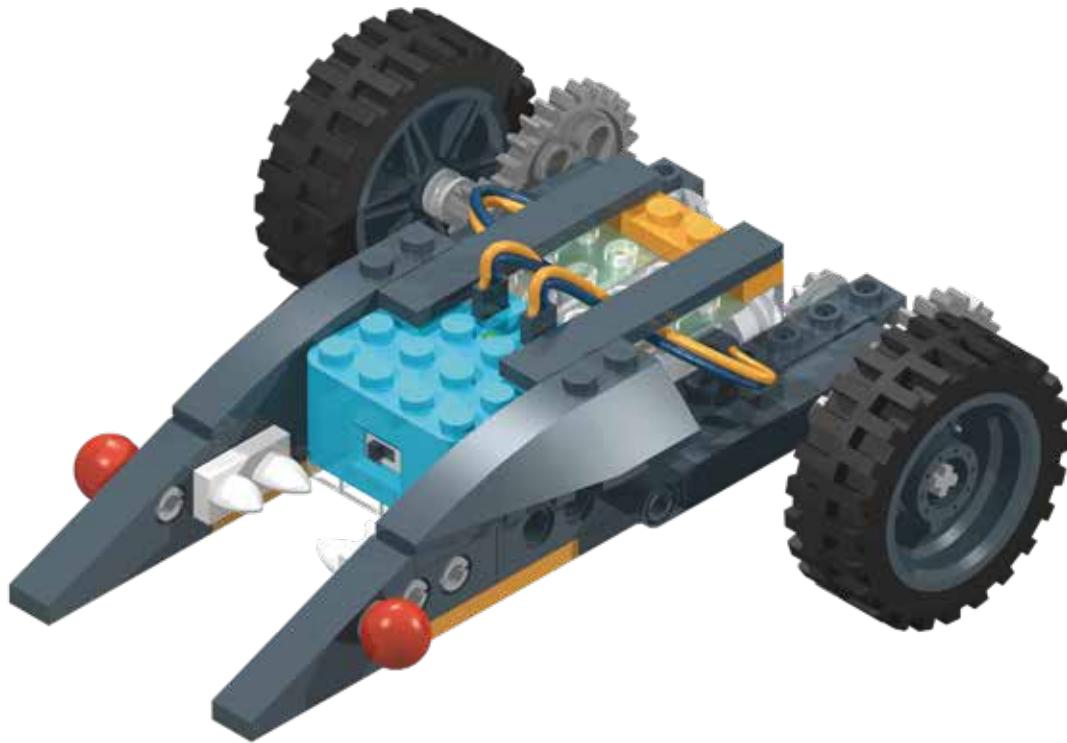
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XR-B3 CONTROLS



XR-B4



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1:1 SCALE

1:1 SCALE

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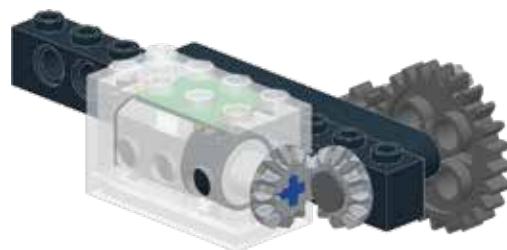
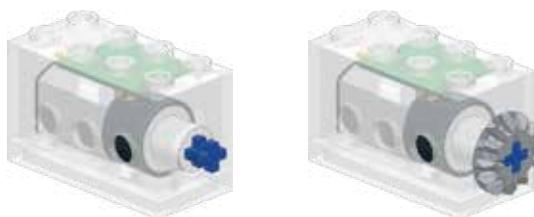
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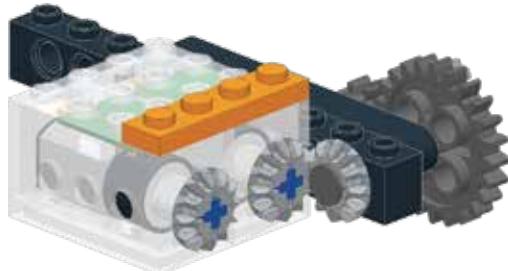
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1:1 SCALE

1:1 SCALE

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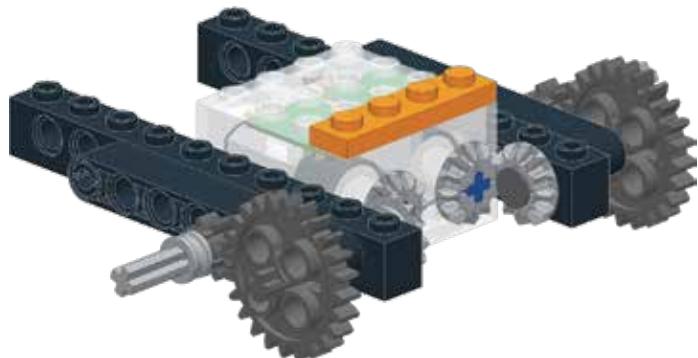
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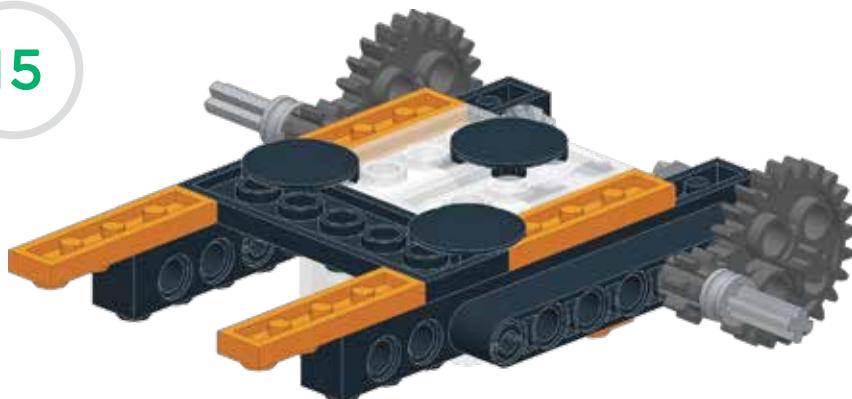
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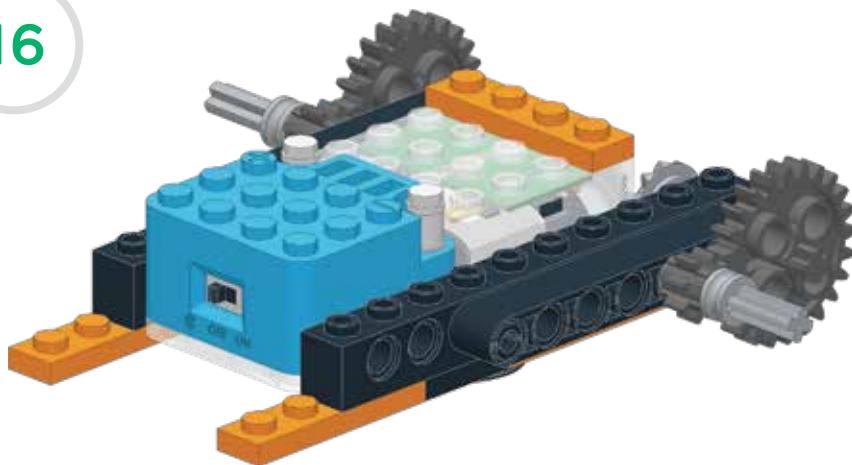
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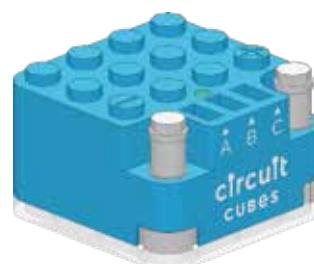
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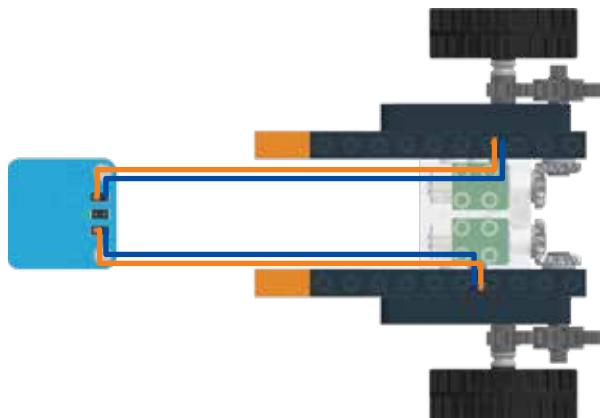
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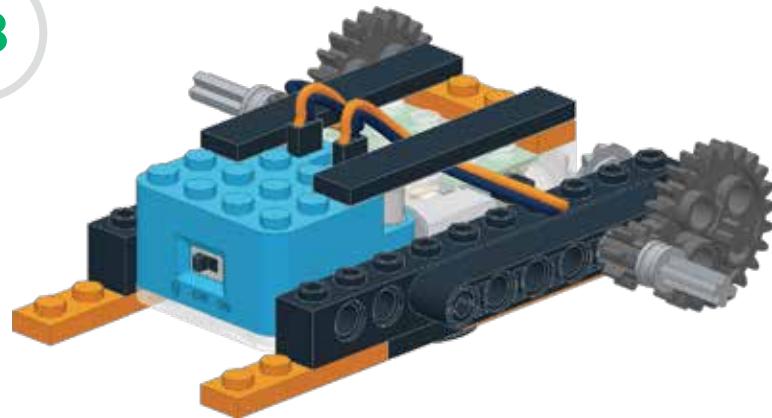
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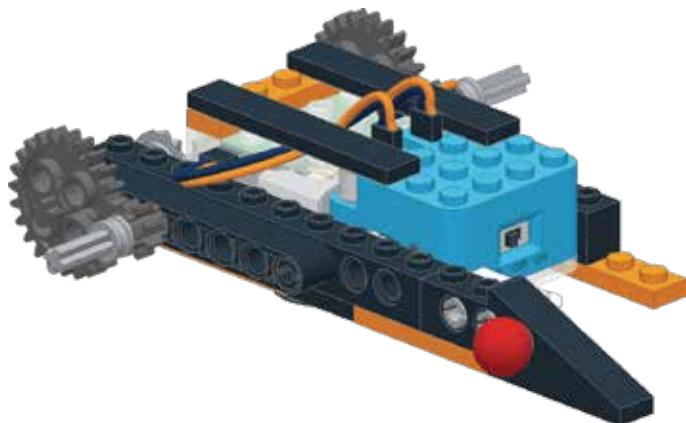
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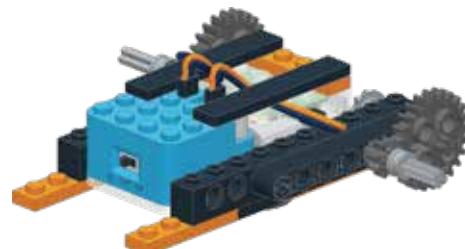
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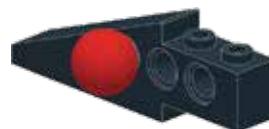
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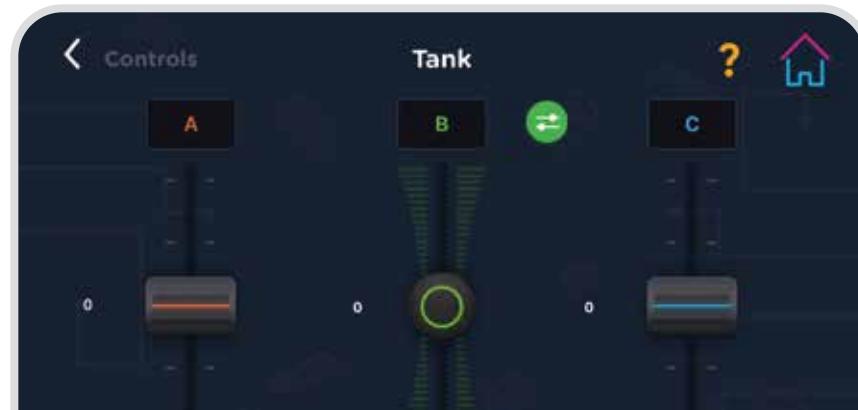
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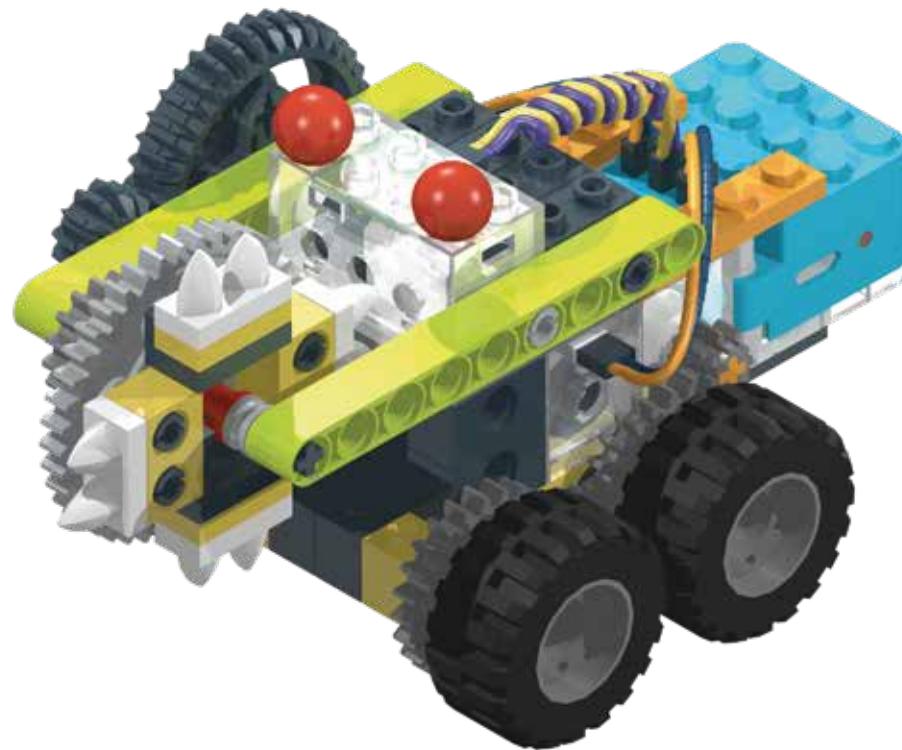
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XR-B4 CONTROLS



XR-B5



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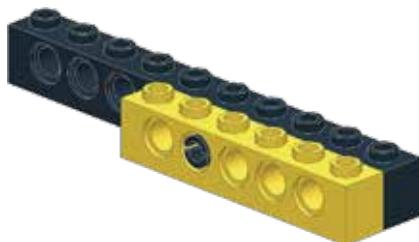
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1:1 SCALE



1:1 SCALE



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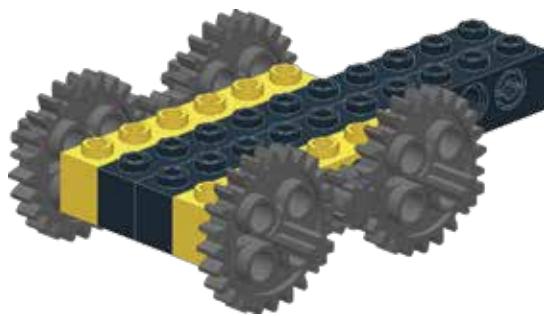
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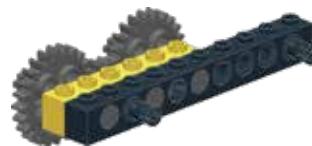
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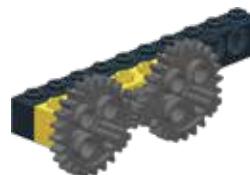
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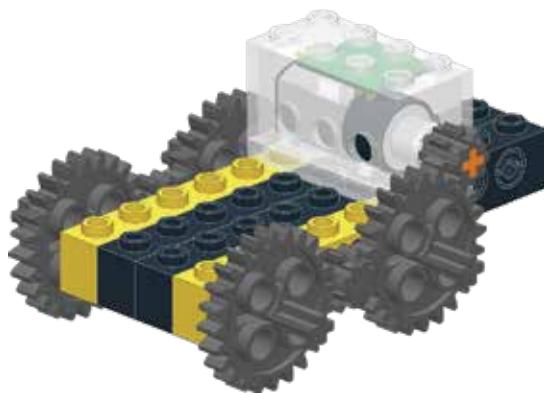
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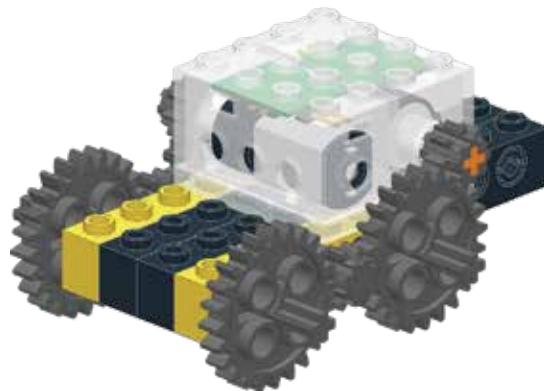
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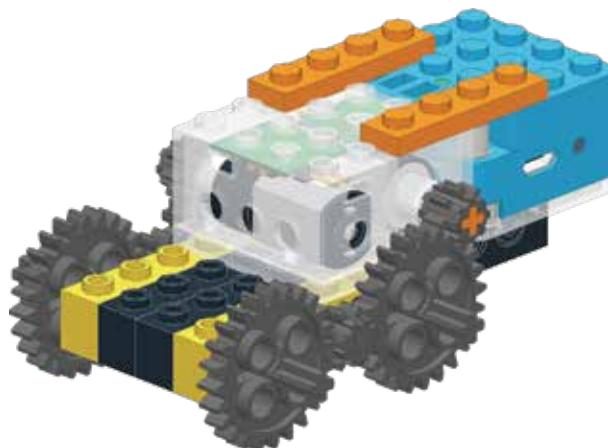
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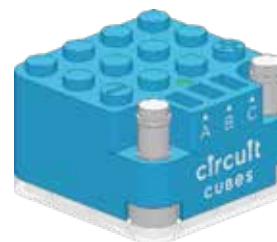
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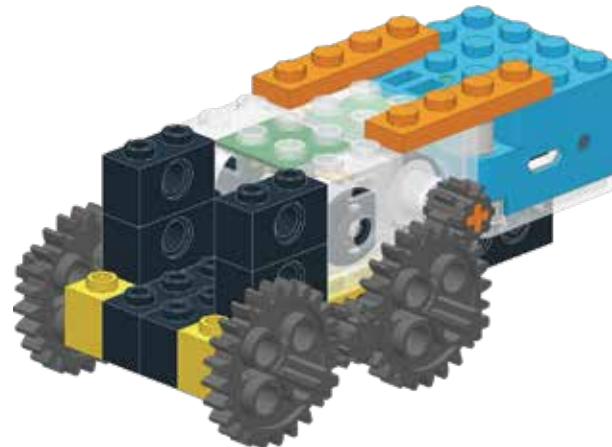
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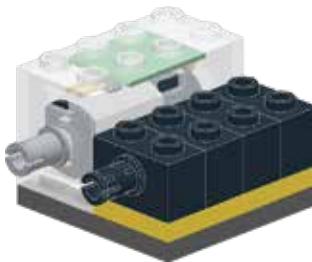
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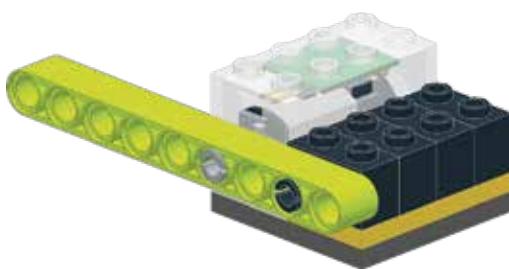
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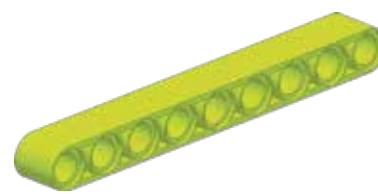
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1:1 SCALE

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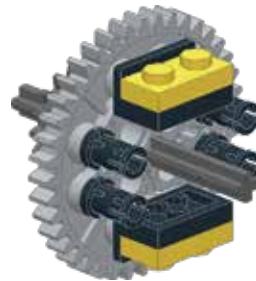
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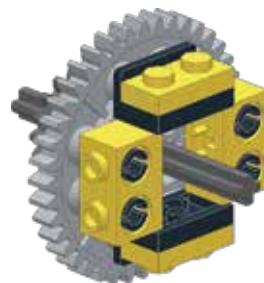
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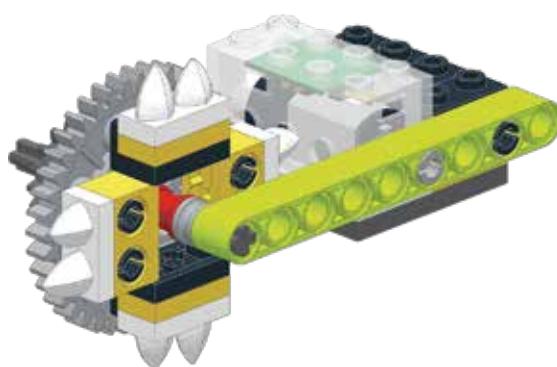
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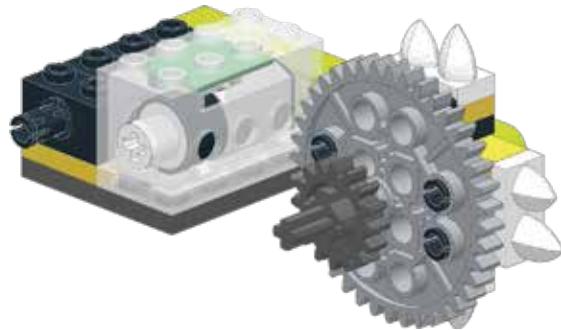
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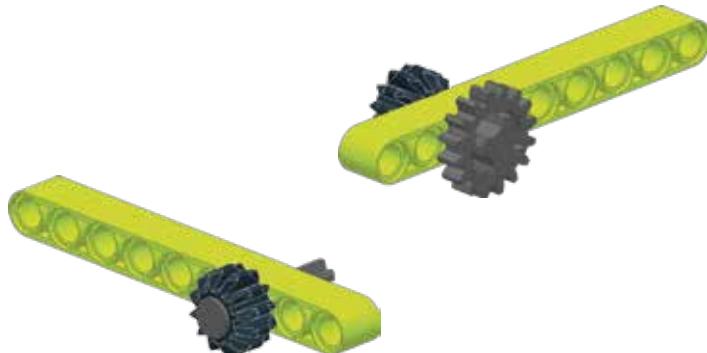


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1:1 SCALE

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1:1 SCALE



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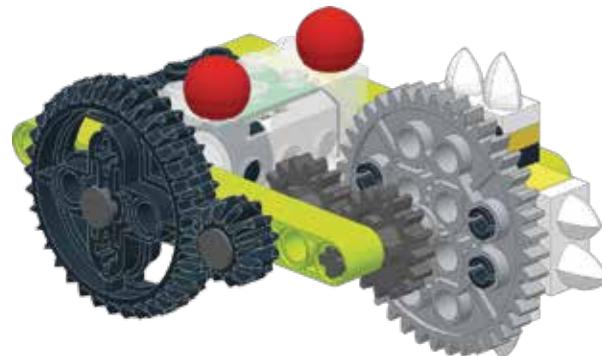
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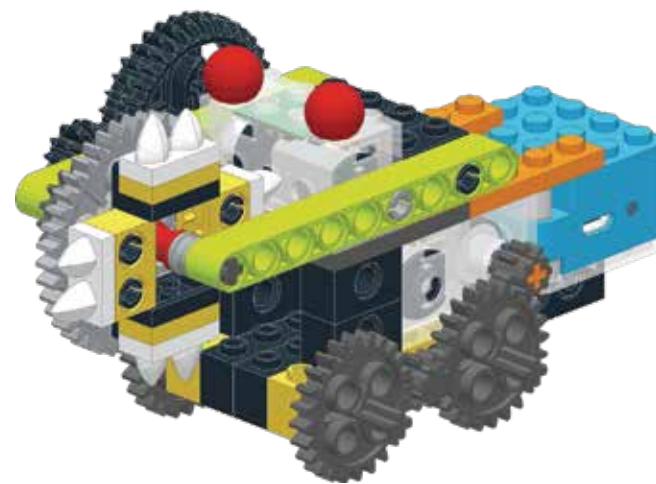
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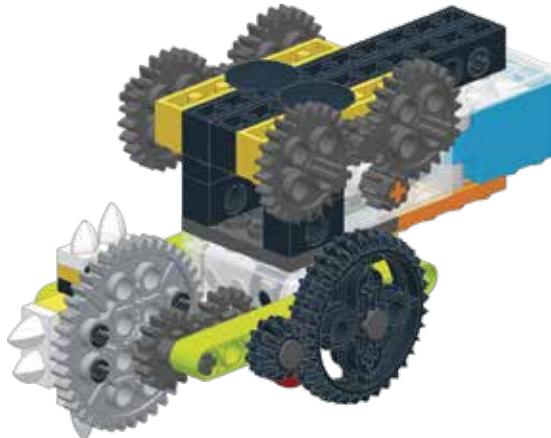
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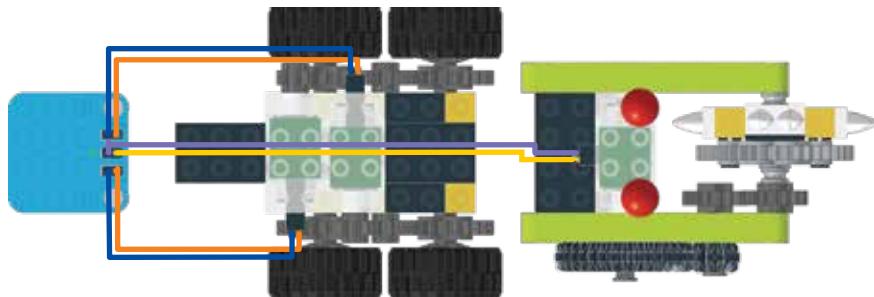
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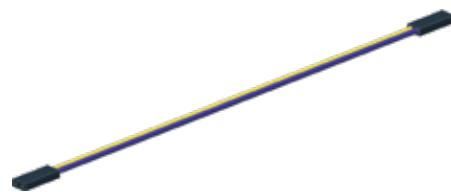
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XR-B5 CONTROLS



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 INFILCTED • 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.

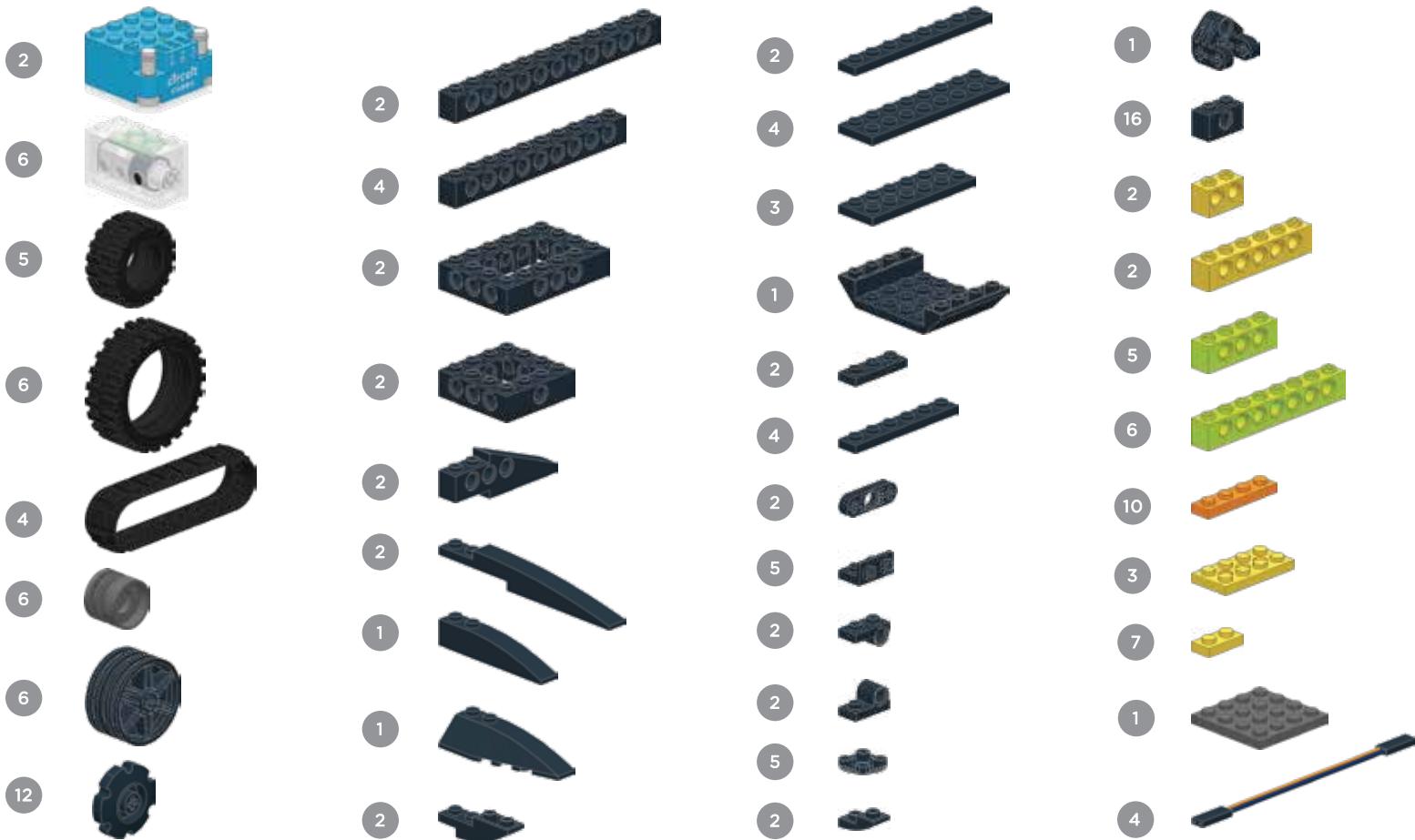
SIMULTANEOUS KNOCKOUTS In the event that both robots become disabled simultaneously, a countdown from 10 begins. If neither robot responds by the end of the 10 second count, the match is declared a draw.

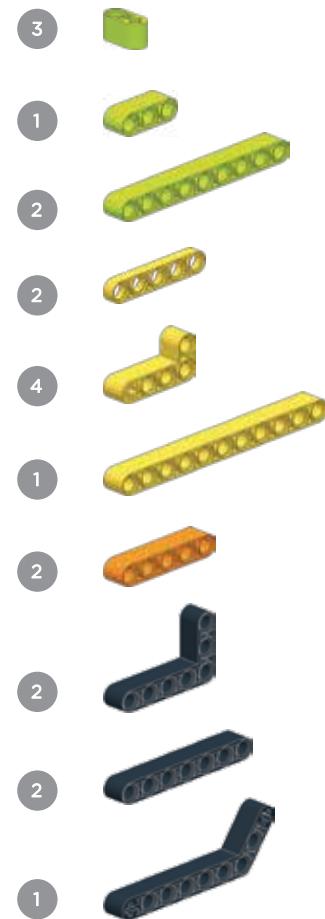
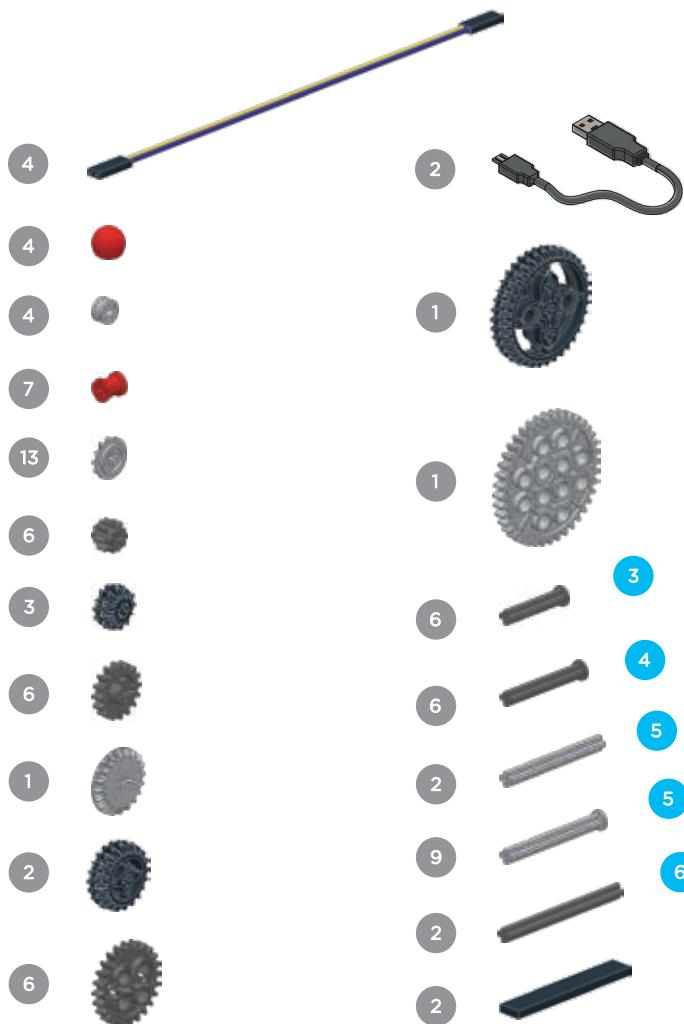
Circuit Cubes is all about fun and adventurous play, so we encourage you to create your own rules for ROBOTS RUMBLE!

**FOLLOW @CIRCUITCUBES ONLINE FOR
BUILD INSPIRATION OR VISIT OUR BLOG
AT CIRCUITCUBES.COM/BUILDS**



PARTS





LEGAL

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COMPLIANCE Regulatory Compliance Information, FCC Compliance Statement: 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

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

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