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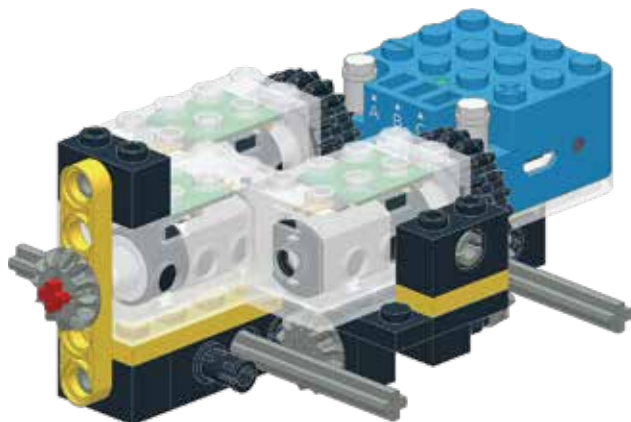
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1:1 SCALE



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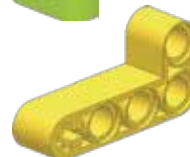
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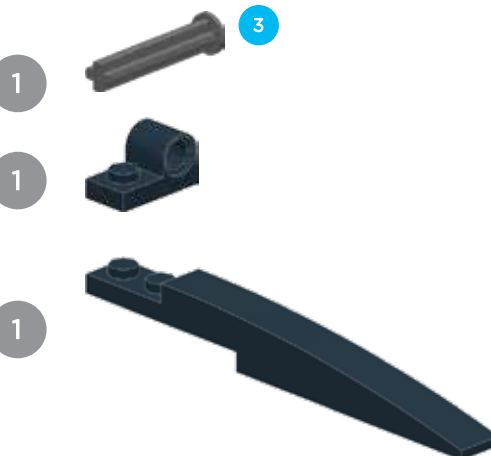
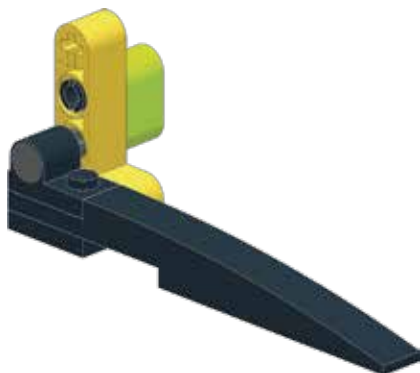
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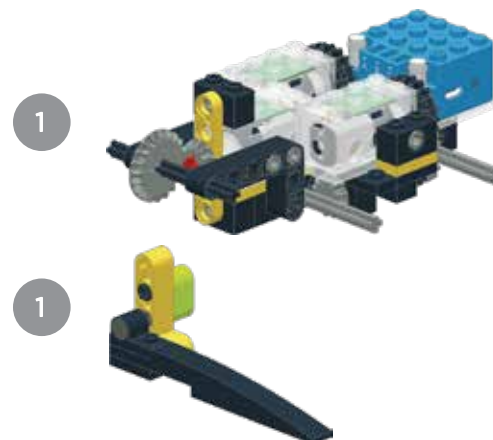
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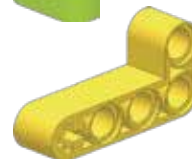
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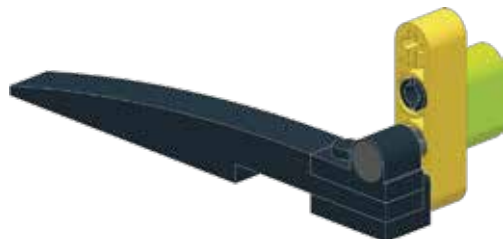
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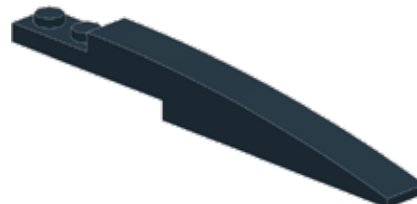


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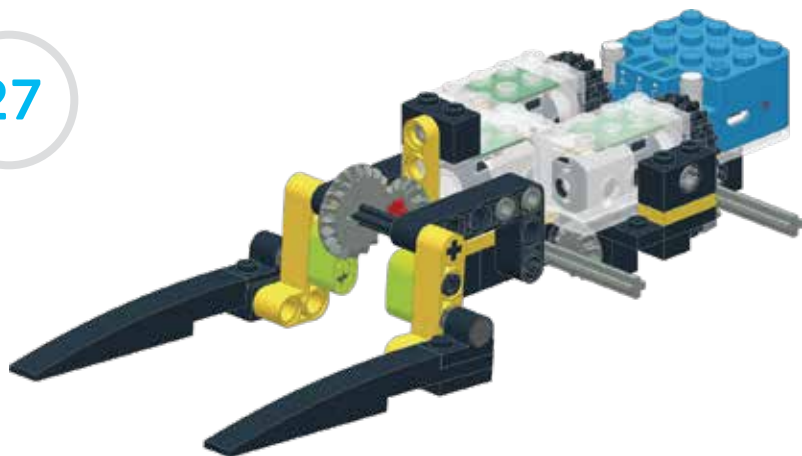
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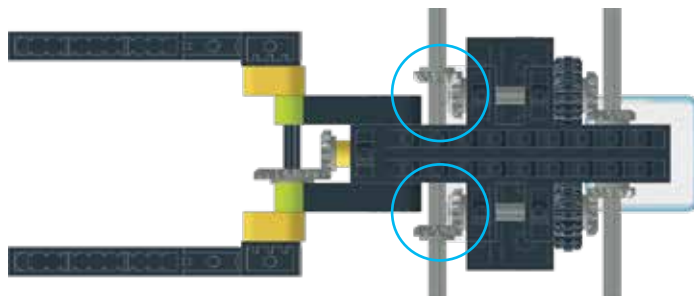
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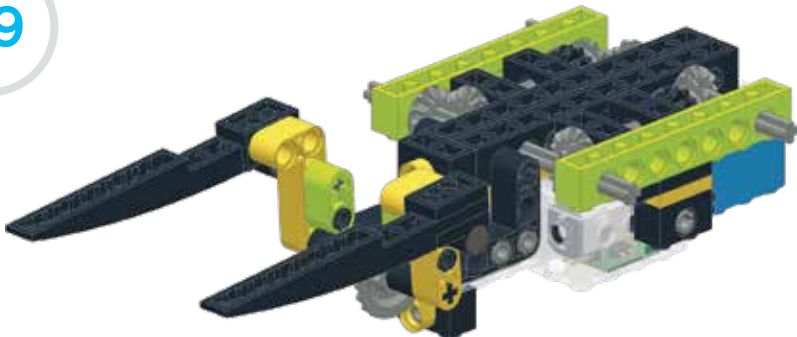
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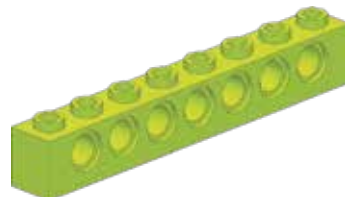
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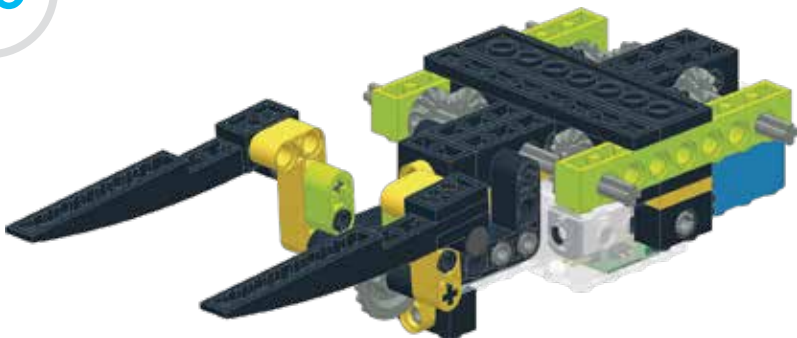
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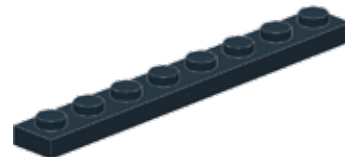
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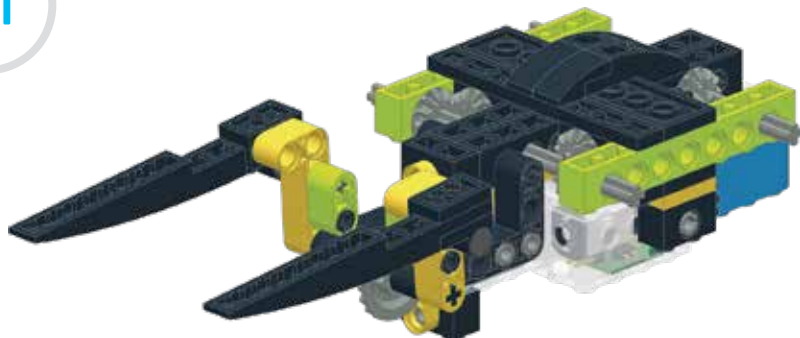
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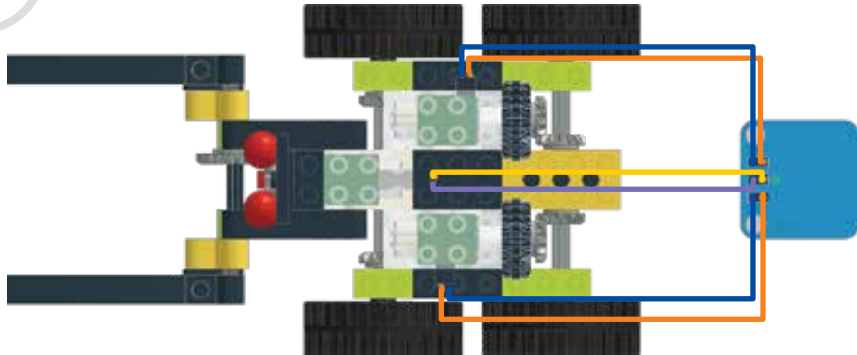
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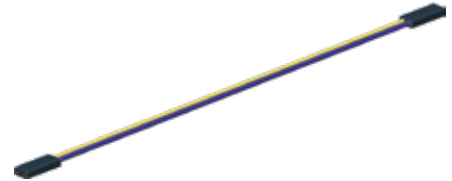
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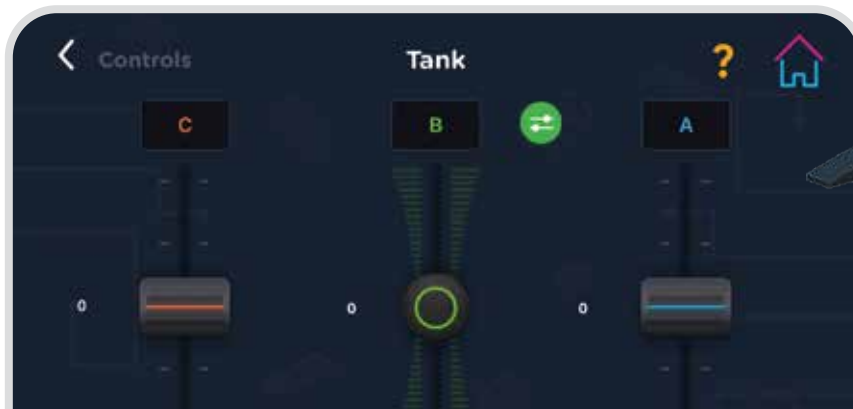
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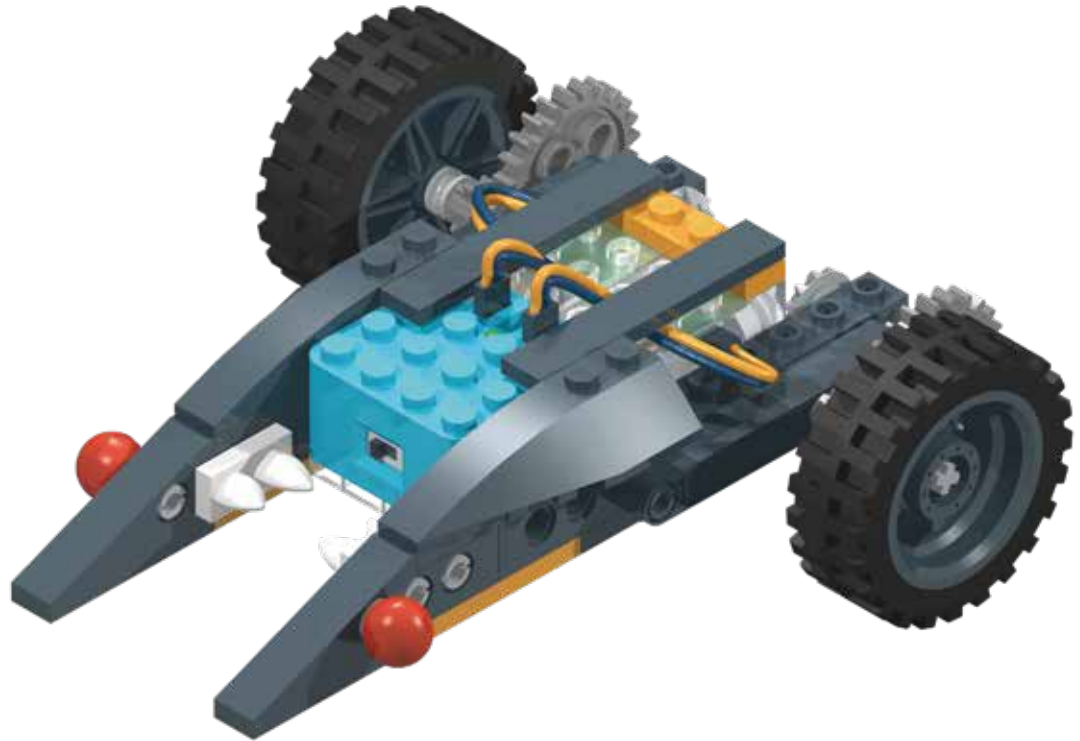
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# XR-B3 CONTROLS



# *XR-B4*



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1:1 SCALE



1:1 SCALE



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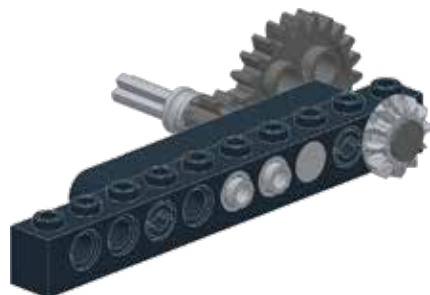
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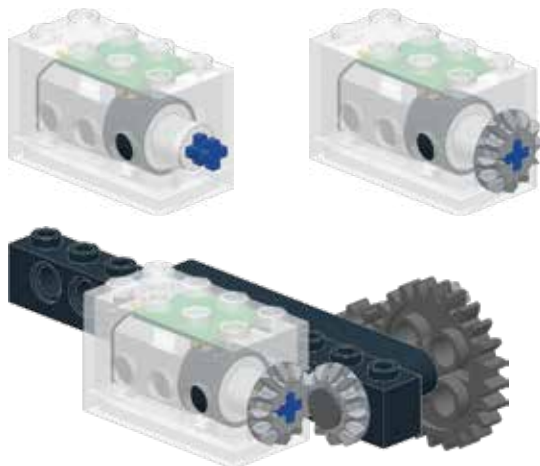
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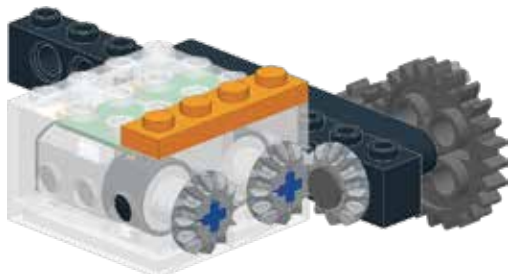
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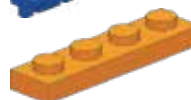
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1:1 SCALE



1:1 SCALE



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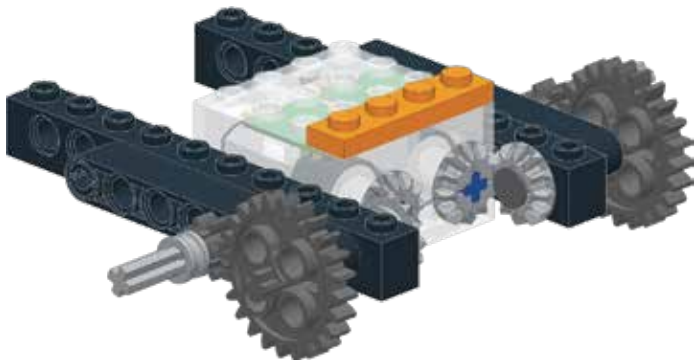
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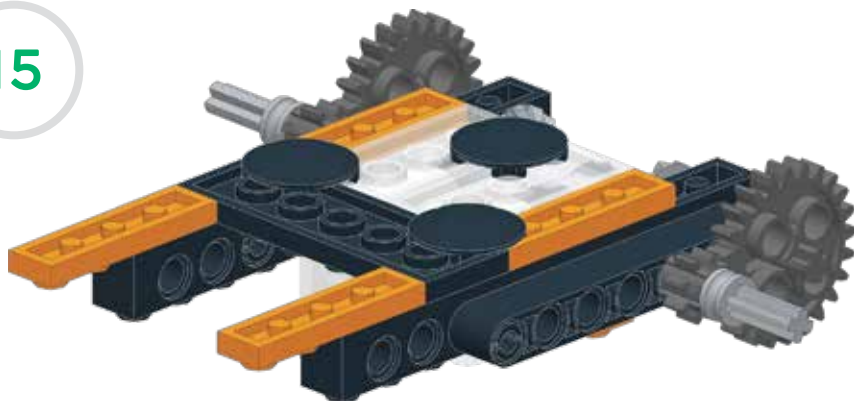
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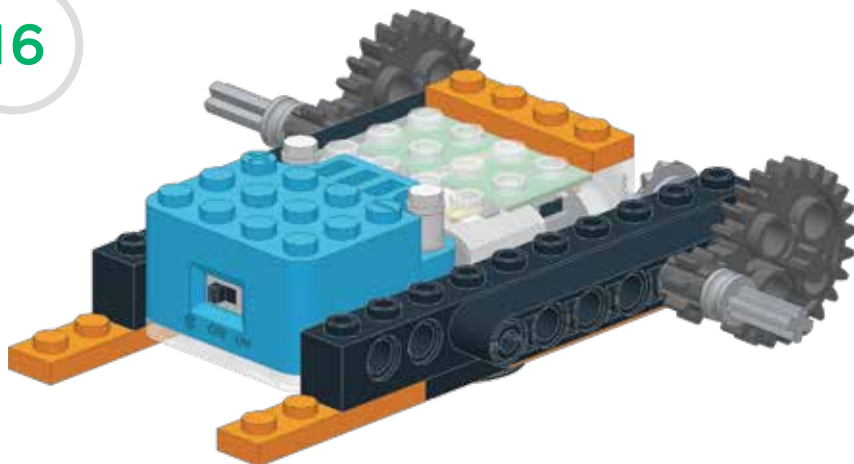
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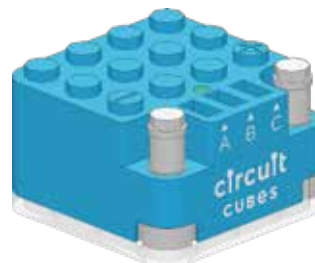
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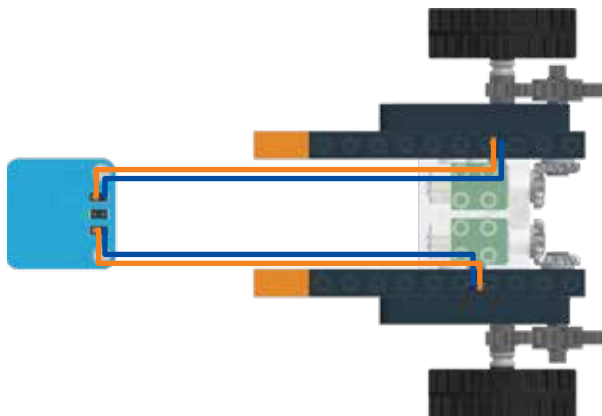
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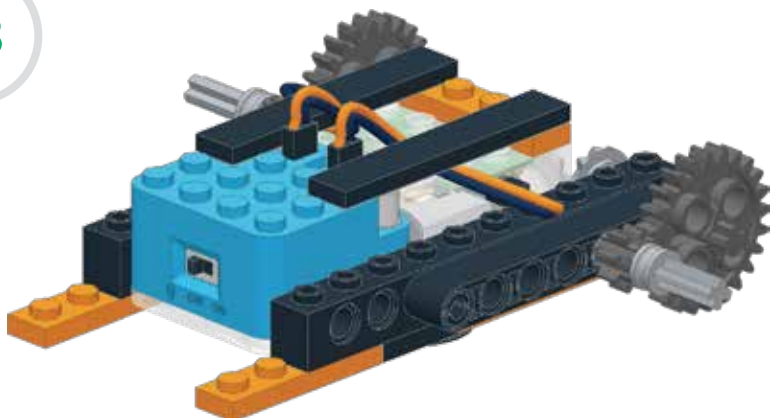
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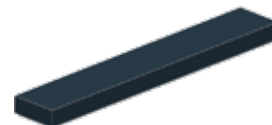
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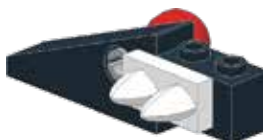
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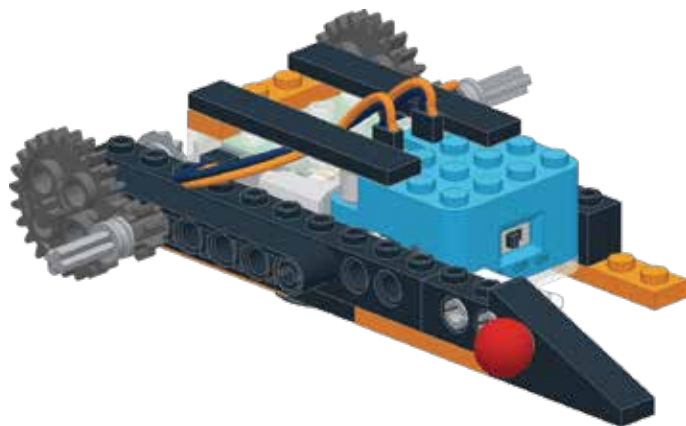
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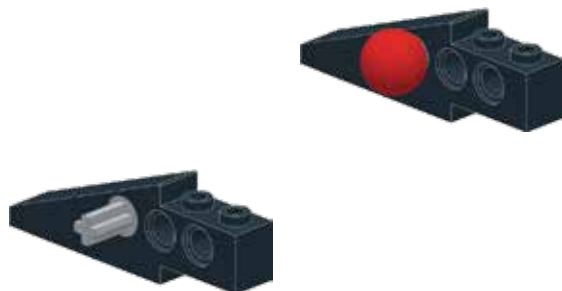
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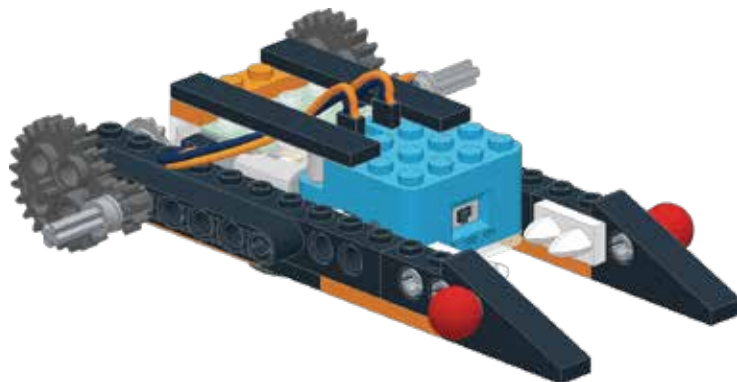
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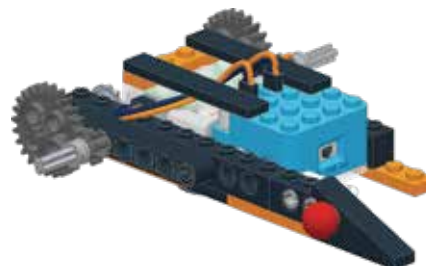
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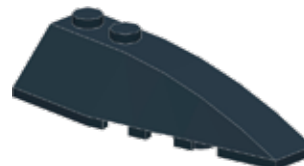
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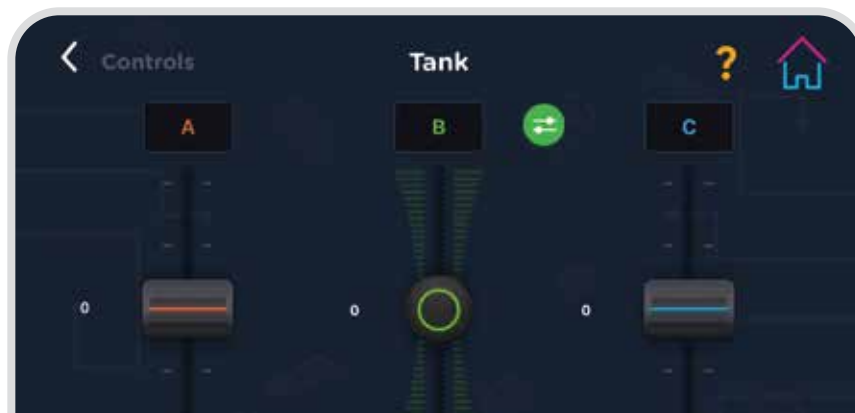
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## XR-B4 CONTROLS



# *XR-B5*



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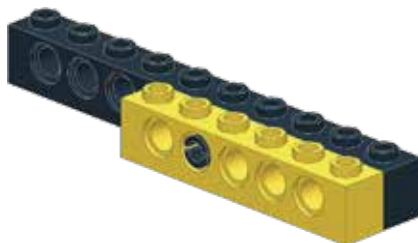
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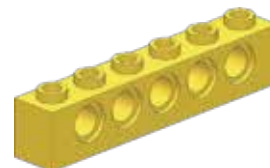
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1:1 SCALE



1:1 SCALE



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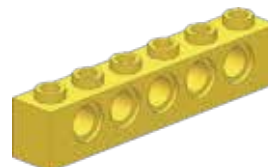
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1:1 SCALE



1:1 SCALE



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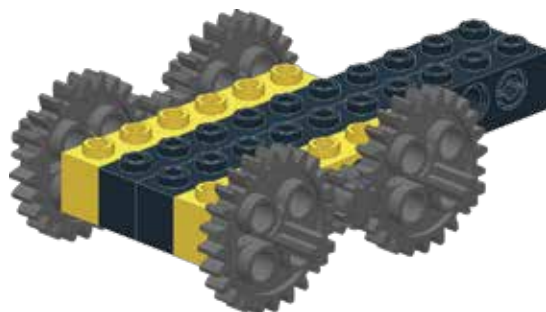
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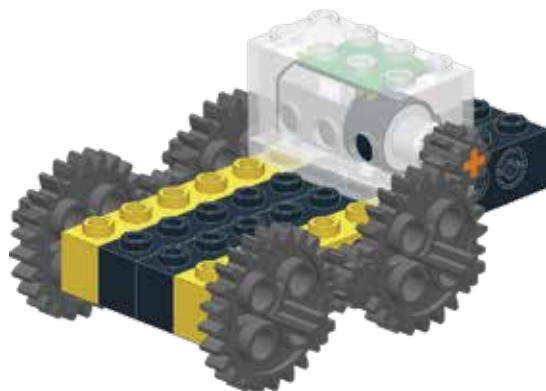
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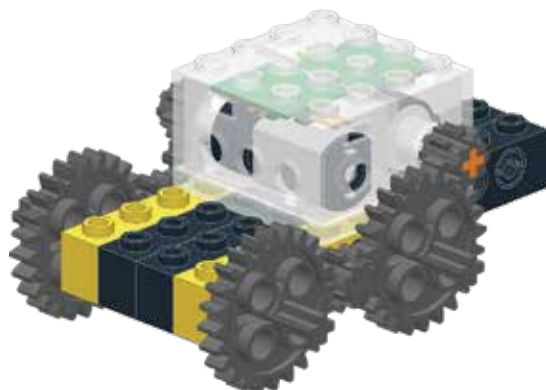
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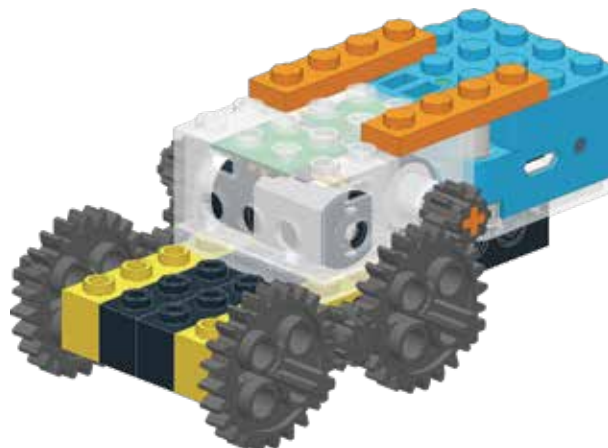
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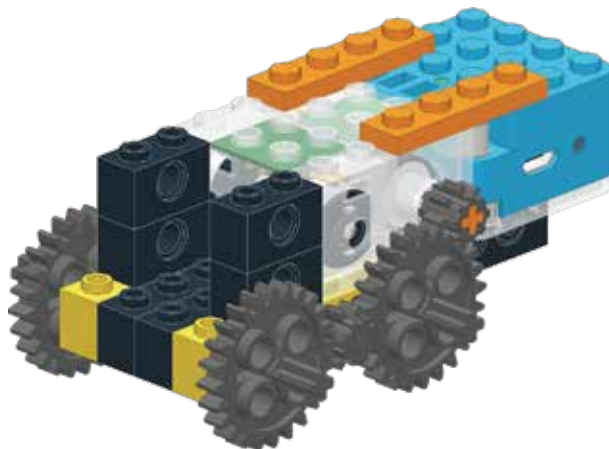


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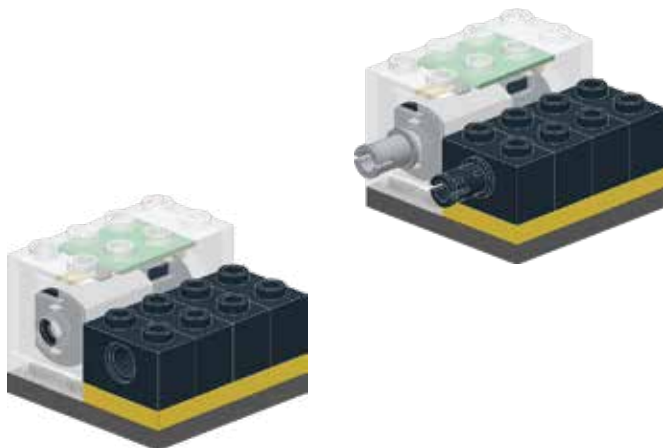
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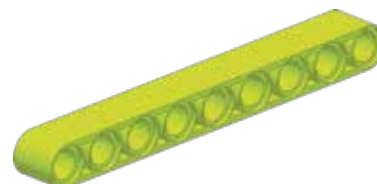
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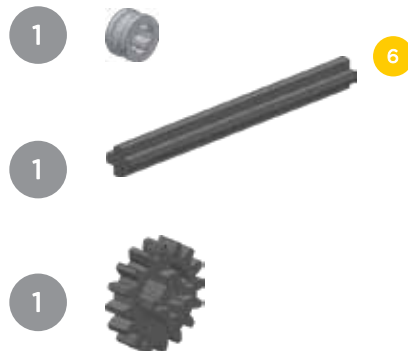
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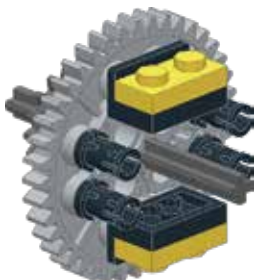


1:1 SCALE

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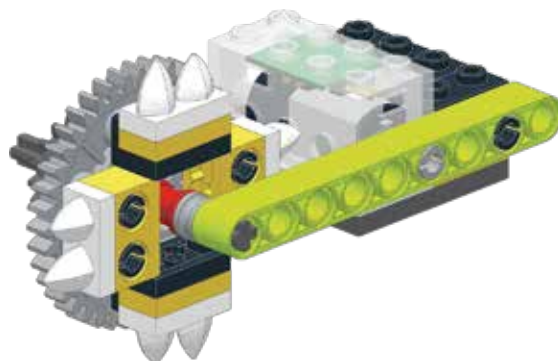
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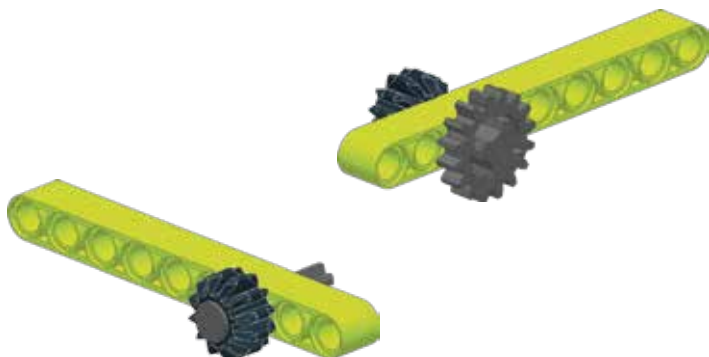
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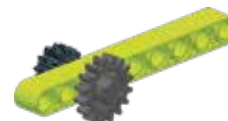
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1:1 SCALE



26



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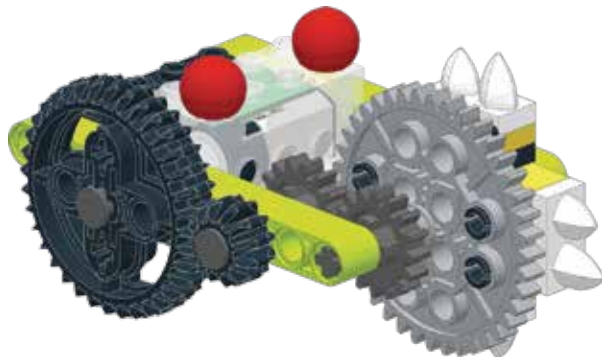


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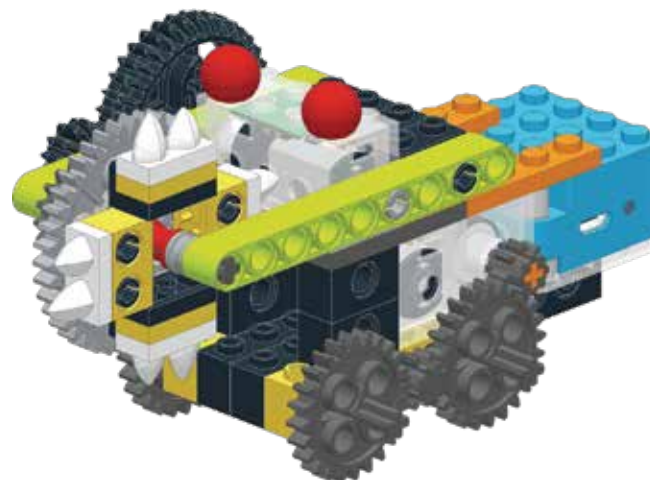
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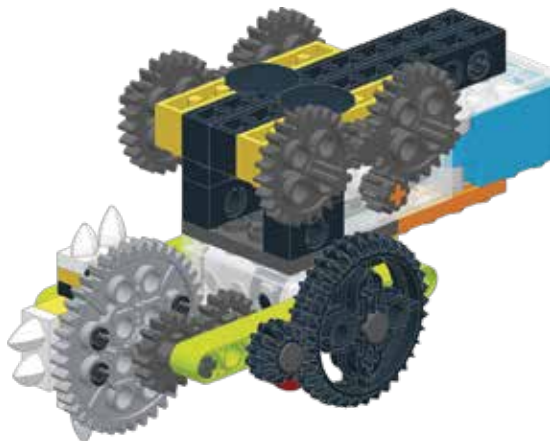


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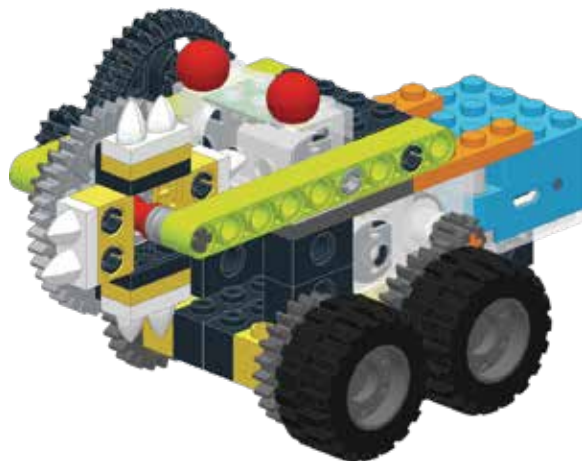
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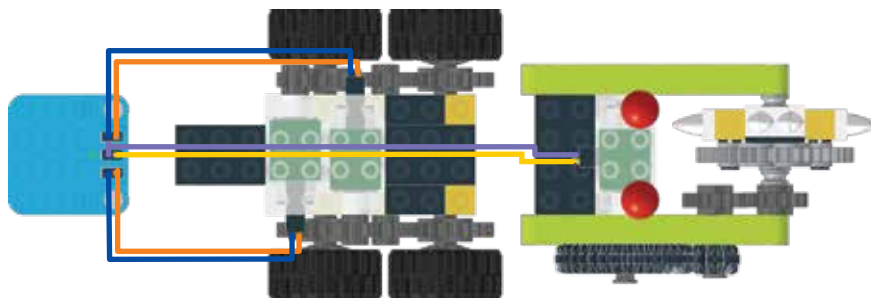
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# XR-B5 CONTROLS



# 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 INFLICTED • 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.**

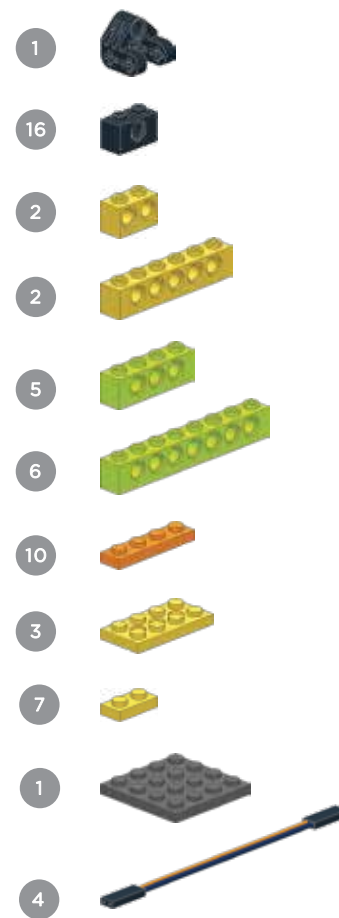
**SIMULTANEOUS KNOCKOUTS** In the event that both robots become disabled simultaneously, a countdown from 10 begins. If neither robot responds by the end of the 10 second count, the match is declared a draw.

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

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# PARTS





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**SAFETY** Handle Circuit Cubes with care. They contain sensitive electronic components, including batteries, and can be damaged or cause injury if dropped, burned, punctured, crushed, disassembled, or if exposed to excessive heat or liquids. Do not use damaged Circuit Cubes.

**BATTERIES** The battery is non-replaceable. Do not attempt to replace the batteries yourself. You may damage the batteries, which can overheat and cause injury. Do not expose battery to water or allow the battery to get wet. Circuit Cubes are only intended to work with one Battery Cube in a circuit — parts may fail if you add multiple Battery Cubes in a circuit.

**DISPOSAL** The lithium-ion polymer in your Bluetooth Cube should be recycled by Tenka Inc. or an authorized service provider. For more information about Tenka Inc. lithium-ion batteries, go to: [circuitcubes.com/pages/cubecare](https://circuitcubes.com/pages/cubecare).

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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

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: 1) Reorient or relocate the receiving antenna. 2) Increase the separation between the equipment and receiver. 3) Connect the equipment to an outlet on a different circuit from the receiver. 4) Consult the dealer or an experienced radio/TV technician for help. Important: Changes or modification to this product not authorized by Tenka Inc. could void the electromagnetic compatibility (EMC) and wireless compliance and negate your authority to operate the product. This product has demonstrated EMC compliance under conditions that include the use of Tenka Inc. peripheral devices.

**WARNING** This product contains chemicals known to the State of California to cause cancer and birth defects (or other reproductive harm). **WARNING** Choking hazard — small

parts. Not for children under 3 years. **WARNING** This product contains small magnets. Swallowed magnets can stick together across intestines, causing serious injuries. Seek immediate medical attention if magnets are swallowed or inhaled. **WARNING** This toy is only intended for use by children over the age of 8 years.

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