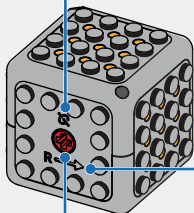


MOTOR CUBE

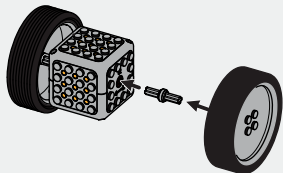
NOTE

: Gyro sensor
Connect with the mark displayed on top.



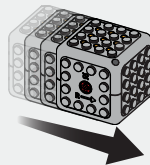
NOTE

Insert wheelbar into  to connect wheel and motor cube.

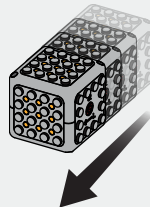



NOTE


: Motor progression direction
the direction where the tip of arrow points is forward.

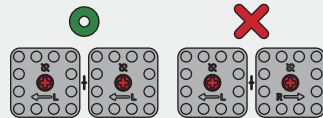


R :
This side faces right
when seen from the
front.



L :
This side faces left
when seen from the
front.

When building things like a car that moves
in the same direction by connecting more
than 2 motor cubes, place the cubes so
that  on the cubes point to the same
direction.

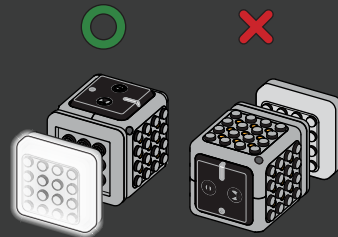


Lighting Cube

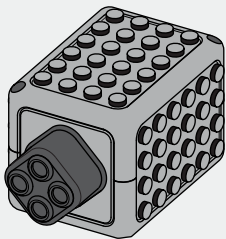


NOTE

To use lighting cube, connect other
cubes to the back side of lighting cube. If
you attempt to connect it to the front
side, lighting cube won't work.

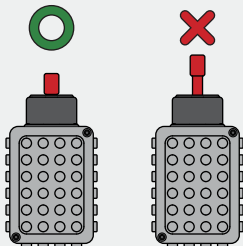


CANNON CUBE



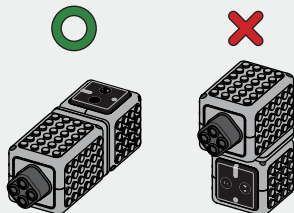
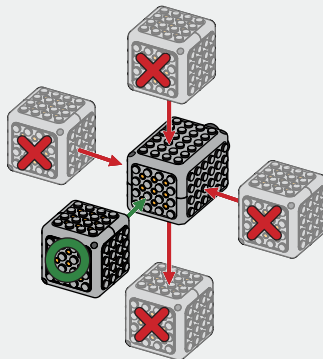
NOTE

Insert cannon balls provided into the holes of Cannon cube, one ball in each hole. Push cannon balls until you hear click sound.



NOTE

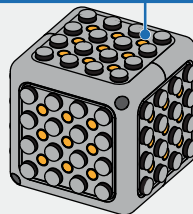
To use cannon cube, connect other cube to the back side of cannon cube. If you connect cubes to other sides than the back side, it is impossible to send signals so it does not move.



SUB CUBE

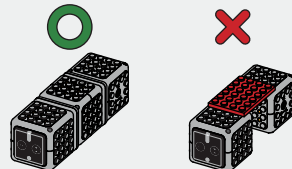
NOTE

All the 6 sides are of the same shape and it is possible to connect to cube.

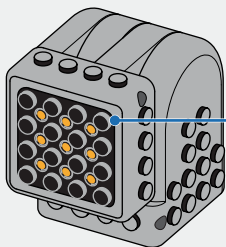


NOTE

If you want to make the connection of cubes longer, use Sub cubes in the connecting point. If you connect without cubes, signal will not be sent and therefore it won't work.

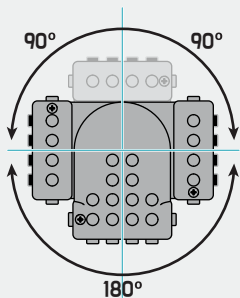


ANGLE CUBE



⚠ NOTE

Angle cube can rotate 90° left to right from angle cube's central point. It can rotate 180° in total per side.



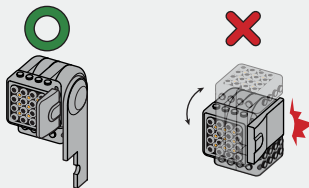
⚠ NOTE

There is one black side. Look at colors to make sense of direction when assembling.



⚠ NOTE

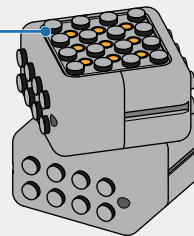
Take caution when connecting angle cube or rotation cube to blocks or cubes as rotating points of cubes can be broken or loose.



⚠ NOTE

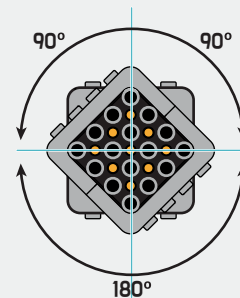
Do not move motion cubes/motor cube, angle cube, rotation cube) by force as this can cause internal malfunction.

ROTATION CUBE



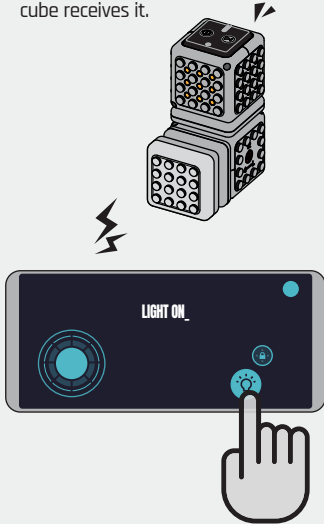
⚠ NOTE

Rotation cube can rotate 90° left to right from the rotation cube's central point. Can rotate 180° in total per side.



CUBE'S OPERATING PROCESS

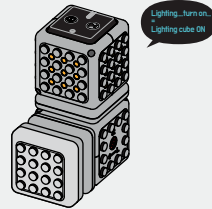
1 When mobile app gives an order, window cube receives it.



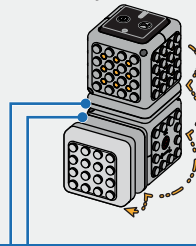
! NOTE

1 window cube should be connected.

2 Window cube analyzes the order.

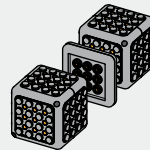


3 Window cube sends signals to all the cubes that are connected and looks for the necessary cube.

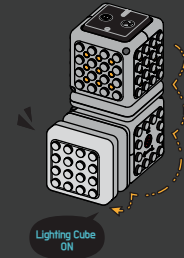


! NOTE

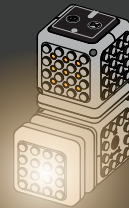
Insert bridge or Sub Cube to connect between cubes.



4 Window cube delivers the order that it received from the relevant cube.



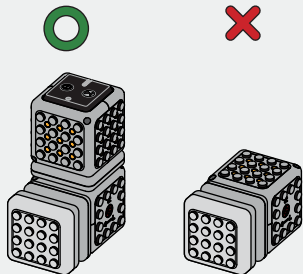
5



DOES CUBE NOT MOVE?

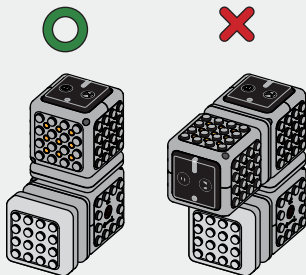
IS WINDOW CUBE OUT OF CONNECTION?

Window cube acts as a brain. Without this brain, other cubes cannot work so it has to be a part of the assembly



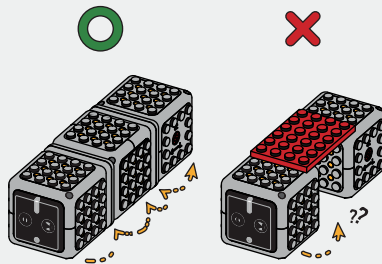
DID YOU CONNECT MORE THAN 2 WINDOW CUBES?

Only 1 window cube should be connected in the final work.



IS THERE ANY EMPTY SPACE BETWEEN CUBES?

If you leave space between cubes and connect it with blocks like Lego (hereinafter referred to as Lego), signals won't be sent and it won't work.



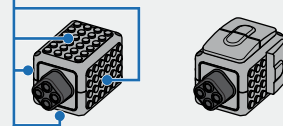
DID YOU CONNECT TO THE SIDE THAT DOESN'T METAL PIN?

You should connect the sides of cubes that have metal pins in order for window cube to send signals.

NOTE

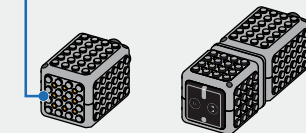
The sides without metal pin

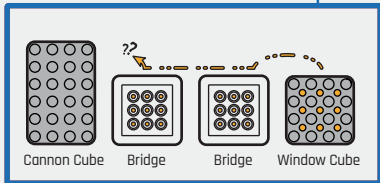
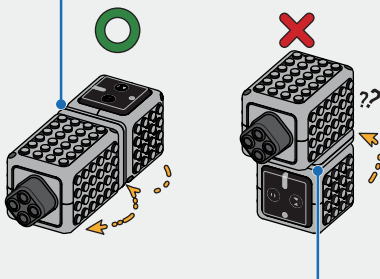
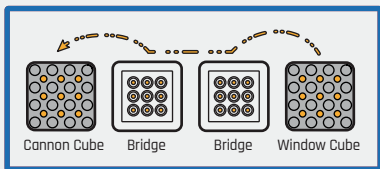
 used to connect parts for fixing or decoration such as Lego or external brick.



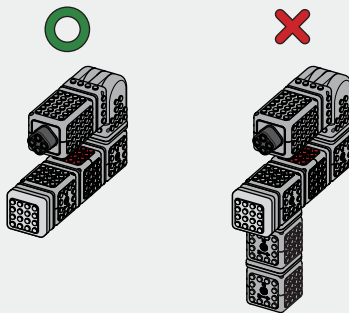
The sides with metal pin

 used to receive the signals that Window cube sends.





There are limited number of cubes that Window cube send signals to, which is 6 cubes (except Window cube, Bridge, Sub cube). Connecting more than 6 cubes won't work or can cause malfunction.



Window cube	1	⊕
Sub cube	0	⊕
Bridge	5	⊕
other cubes	5	⊕

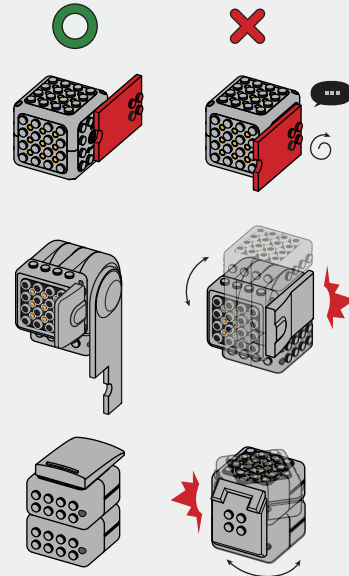
Window cube	1	⊕
Sub cube	0	⊕
Bridge	7	⊕
other cubes	7	⊗

⚠ WARNING

To prevent product's damage, do not connect more than 6 cubes (except bridge) to Window cube. Connecting more than 8 cubes can lead to overheating so it won't work.

DID YOU CONNECT BLOCKS IN THE DIRECTION OF CUBE'S MOVEMENT?

There shouldn't be any obstacles in the direction that motor cube, angle cube, rotation cube are moving.

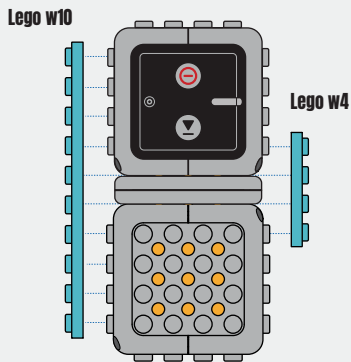


DID YOU CONNECT MORE THAN 6 CUBES?

CUBE + LEGO

Fasten tightly by using Legos when connecting motion cubes(motor, angel, rotation) for safety. Use fixing blocks when connecting to prevent parts loosening.

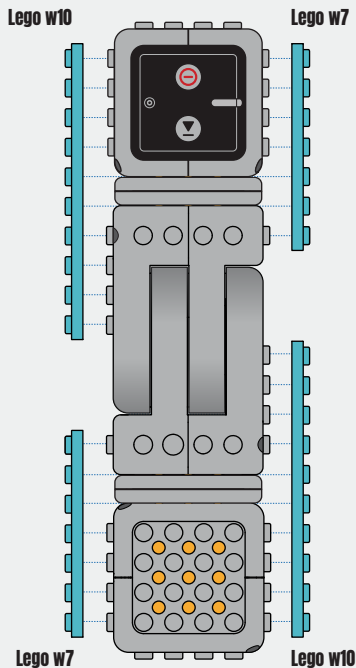
BASIC FIXING PRINCIPLE



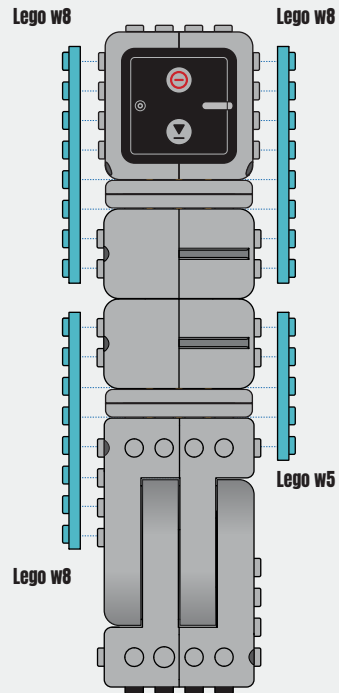
NOTE

Use 4-10 lengths of Legos.

FIX ANGLE CUBE



FIX ROTATION CUBE



NICK

Dynamic Wheeler Kit Burning Cannon Kit Classic Kit



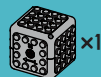
×1

Window Cube



×1

Bridge



×1

Motor Cube



×1

Nick Brick Pack



×1

Nick Brick Pack



×1

Nick Brick Pack



×2

Nick Brick Pack



×1

Nick Brick Pack



×1

Nick Brick Pack



×1

Nick Brick Pack



×1

Nick Brick Pack



×2

Nick Brick Pack



×2

Nick Brick Pack



×1

Nick Brick Pack



×1

Nick Brick Pack



×2

Wheel



×2

Wheel bar

