

## LIGHT SPEED™ (BLUE)

*Light Speed is the lightning-fast game that'll push your skills to the limit! Turn the lights off by quickly tapping them to increase the challenge and rack up your score!*

1. Press the **BLUE** light to activate LIGHT SPEED from the main menu.
2. A light will turn on and the **Revolution** begins to tick. Tap the light and a positive DING! will play, while another light turns on.
3. Earn points by quickly turning off the lights. Miss and a BUZZ will sound.
4. At the end of the game, the Cube will announce your score and then return to the main menu.

## RAPID RECHARGE™ (YELLOW)

*Rapid Recharge challenges you to fully light up the Cube as quickly as possible! It may sound easy, but can you charge up all the lights before any fade out?*

1. Press the **YELLOW** light to activate RAPID RECHARGE from the main menu.
2. Two BEEPS will play and one light will turn on to start the game.
3. The light will begin to fade. Press it repeatedly to charge it up. The Cube will say the color while it is charging and CHARGED when the light is at full power.
4. Watch the other sides! The other lights will turn on and begin to fade, too. If a light is about to fade out, the Cube will say WARNING repeatedly.
5. If a light turns off, a BUZZ will sound and the Cube will return to the main menu.
6. Fully charge all six sides at the same time to win! The **Revolution** will announce the elapsed time and then return to the main menu.

## PATTERN PANIC™ (GREEN)

*Match wits with the **Rubik's Revolution** in Pattern Panic! Memorize the growing sequence and rapidly repeat it to conquer the Cube!*

1. Press the **GREEN** light to activate PATTERN PANIC from the main menu.
2. To begin the game, the Cube will announce a color and the light will briefly turn on.
3. Press the correct light to continue the game. The Cube will repeat the first color and add another one to the sequence.
4. If you press an incorrect light, a BUZZ will sound, the Cube will announce your score, and then return to the main menu.
5. Memorize and repeat the growing pattern to unlock new levels!

## CUBE CATCHER™ (SILVER)

*Cube Catcher is a pressure-packed race against the clock with a frenzy of lights! The more lights you turn off, the better your score, but be careful not to hit the unlit sides!*

1. Press the **SILVER** light to activate CUBE CATCHER from the main menu.
2. Two BEEPS will play and multiple lights will turn on to start the game.
3. Try to turn off as many lights as you can in 30 seconds! Each tapped light will play a positive DING!, while pressing an unlit side will make the Cube BUZZ.
4. At the end of the round, the Cube will announce your accuracy percentage. Score above 70% to unlock new levels!
5. If you get less than 70% correct, the Cube will say TRY AGAIN and then return to the main menu.

## MULTIPLAYER MADNESS™ (RED)

*Challenge your friends in Multiplayer Madness! As the game gets faster and faster, turn the light off and pass the Cube before time runs out! WINNER TAKES ALL!*

1. Press the **RED** light to activate MULTIPLAYER MADNESS from the main menu.
2. The **Revolution** will ask how many players want to join in the game. Press the color that corresponds to the correct number of players.
3. A light will turn on and the **Revolution** begins to tick. If you tap the light, a positive DING! will play and the Cube will direct the player to PASS THE CUBE to the next player.
4. In turn, the next player will have to search for the lit light and turn it off before passing the Cube to the next player in the game.
5. The players will continue to pass the **Revolution** until a player either taps the wrong light or does not hit the correct one in time. A BUZZ will sound and the Cube will announce that the player is out of the game.
6. The eliminated player will give the Cube to the next player in the circle and the next round will begin.
7. The last player left at the end of the game is the winner!

## CODE CRACKER™ (ORANGE)

*Hey supersleuth, can you crack the secret code? Using logic and reason, figure out the correct color sequence in the shortest time and fewest turns as possible.*

1. Press the **ORANGE** light to activate CODE CRACKER from the main menu.
2. Two BEEPS will play to begin the game.
3. To find the first color in the code, press one of the six lights. A DING! will play if it is correct, or a BUZZ will sound if it is not the first color in the sequence.
4. If you pressed the correct color, tap one of the remaining lights to find the next color in the code. If the next color is incorrect, all of the lights will turn off and you will have to reenter the correct lights in the code to continue.
5. Turn on all of the lights as quickly as possible in the correct sequence to crack the code! The **Revolution** will announce your elapsed time and the amount of turns needed to beat the game.
6. The Cube will then return to the main menu.

**INCLUDES SIX GAMES THAT TEST YOUR SPEED & YOUR SMARTS?**

To find out helpful tips and tricks that will help you master the *Revolution* as well as insider information that will reveal clues to the ultimate challenge, check out

[www.rubiksrevolution.com](http://www.rubiksrevolution.com)

Join the **Cube Nation!**<sup>™</sup> Share strategies and compare scores with other *Rubik's Revolution* players at

[www.thecubeneration.com](http://www.thecubeneration.com)

Review these instructions in other languages at

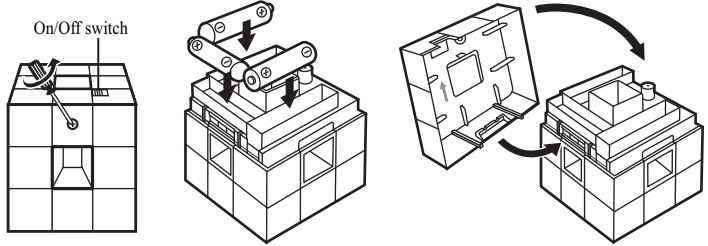
[www.rubiksrevolution.com](http://www.rubiksrevolution.com) or  
[www.technosourceusa.com](http://www.technosourceusa.com)

**SLEEP MODE:**

If the *Revolution* is idle for 60 seconds, the Cube will automatically enter 'sleep mode.' Press any of the six lights to reactivate the *Revolution*.

**BATTERY INSTALLATION**

- Unscrew the battery cover with a Phillips screwdriver (⊕).
- Insert 3 "AAA" (1.5V) batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment.
- Replace the cover by pointing the arrows engraved on the cover and base of the Cube in the same direction. Tilt the cover while lining up the tabs on the orange side of the cover with the slots on the orange side of the base. Swing the cover down to close it. If closed properly, the cover will snap into place.



**CAUTION:** Changes or modifications 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 experienced radio/TV technician for help.

**SAFETY BATTERY USAGE**

- Different types of batteries or new and used batteries are not to be mixed.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose the batteries in fire, batteries may leak or explode.
- Batteries should be replaced by an adult.
- Please keep details for future reference.
- Alkaline batteries are recommended.

**CAUTION**

- Adults should replace batteries.
- Not suitable for children under 3.
- May contain small parts.
- Do not dispose of batteries in fire; batteries may explode or leak.

**CARING FOR YOUR DEVICE**

- If the display becomes dim or malfunctions, replace the batteries.
- After replacing batteries, slide the ON/OFF switch to ON to ensure proper functioning. (In most cases, game malfunctions are due to weak batteries.)
- In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case, turn the Cube off and on by sliding the ON/OFF switch to reset the game.

**WARNINGS & PRECAUTIONS**

A very small portion of the population has a condition that may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. If you experience any of the following symptoms—dizziness, altered vision, eye or muscle twitching, involuntary movement, loss of awareness, disorientation, or convulsions—DISCONTINUE USE IMMEDIATELY and consult your physician.



Product specifications and colors may vary.  
Requires 3 "AAA" Batteries. (Included).

For more information, visit us at:  
[www.technosourceusa.com](http://www.technosourceusa.com)

© Rubik's®. All Rights Reserved. Rubik's® and Rubik's® Cube are registered trademarks of Seven Towns Ltd. Used under license.  
Manufactured for and distributed by Techno Source.  
Licensed by the Sharpe Company.  
[info@sharpeco.com](mailto:info@sharpeco.com)



© 2007 Techno Source. All Rights Reserved.  
30 Canton Road, Kowloon, Hong Kong  
Made in China

IM-3000B

PATENT PENDING

No. 3000, 3002, 3003, 3007, 3012, 3013, 3015

Ages 5 to 105!



An All New Spin on the World's #1 Cube!<sup>™</sup>



**INSTRUCTION MANUAL**

**RUBIK'S REVOLUTION<sup>™</sup>**

The *Rubik's Revolution* combines the challenge and fun you'd expect from the original Cube in an exciting electronic version that rewards fast hands and fast thinking! **It's an all new spin on the world's #1 Cube!**<sup>™</sup>

**GAME FEATURES**

Turn the *Revolution* on by sliding the ON/OFF switch on the red side to the ON position. Once the *Rubik's Revolution* tone plays, the Cube will announce each of the games, which range from speed games to brainteasers. Press one of the colored lights to select your desired game!

**Volume Control** – While the *Rubik's Revolution* tone plays, press the lights on the yellow & silver sides of the Cube simultaneously to enter the Volume Control mode. Press the **SILVER** light to increase the volume (4 is the loudest), or the **YELLOW** light to decrease the volume (1 is the softest). To select the desired volume and return to the main menu, press the lights on the yellow & silver sides of the Cube simultaneously.

**NOTE:** If you do not press any lights, the *Rubik's Revolution* will set the desired volume and return you to the main menu automatically.