

 **PARALLEL WORLD**

MARBLE RUN

MR02 THE FUTURE CITY

**ASSEMBLY
INSTRUCTION**



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.

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.

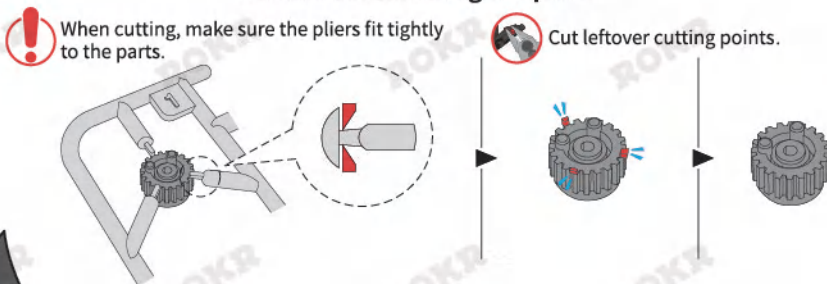


Product Display

*CUSTOMER SERVICE

ROKR Facebook: @rokrofficial Email: service@robotime.com Please contact us on Facebook or email if you have any questions.

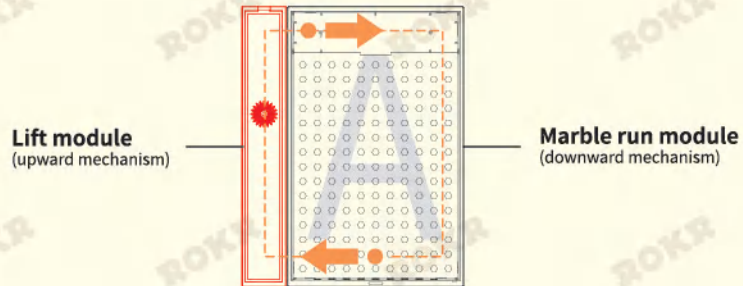
Instructions of using the pliers



Icon Illustration

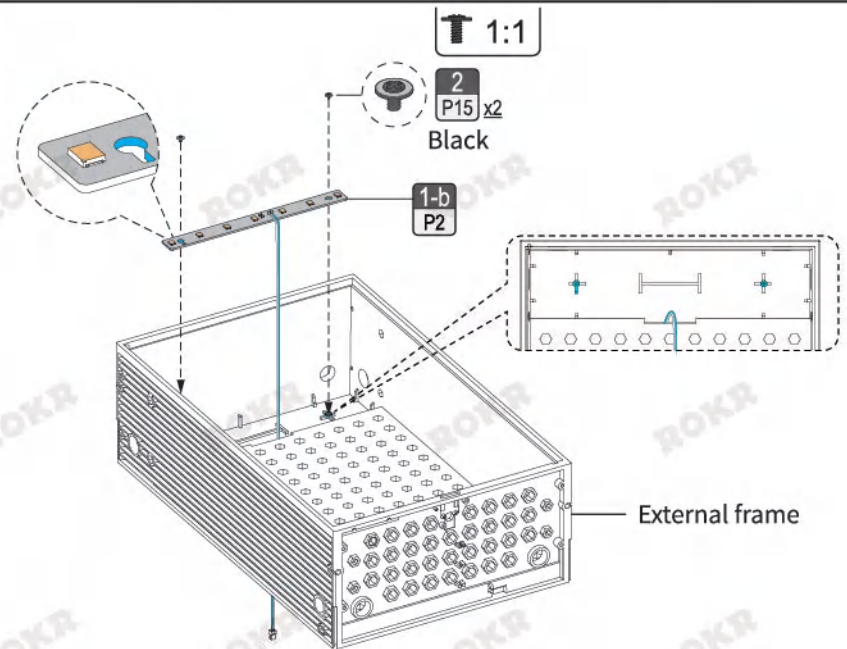
- | | | |
|---|---|---|
| 1 Step 1 | 2 Step 2 |  Cut leftover cutting points |
|  Perspective changed |  Remove protective film |  Remove by hand |
| 3 Part P20 in Bag No. 3 |  Use double-sided adhesive dot |  Special attention in assembly |

Gameplay Instruction

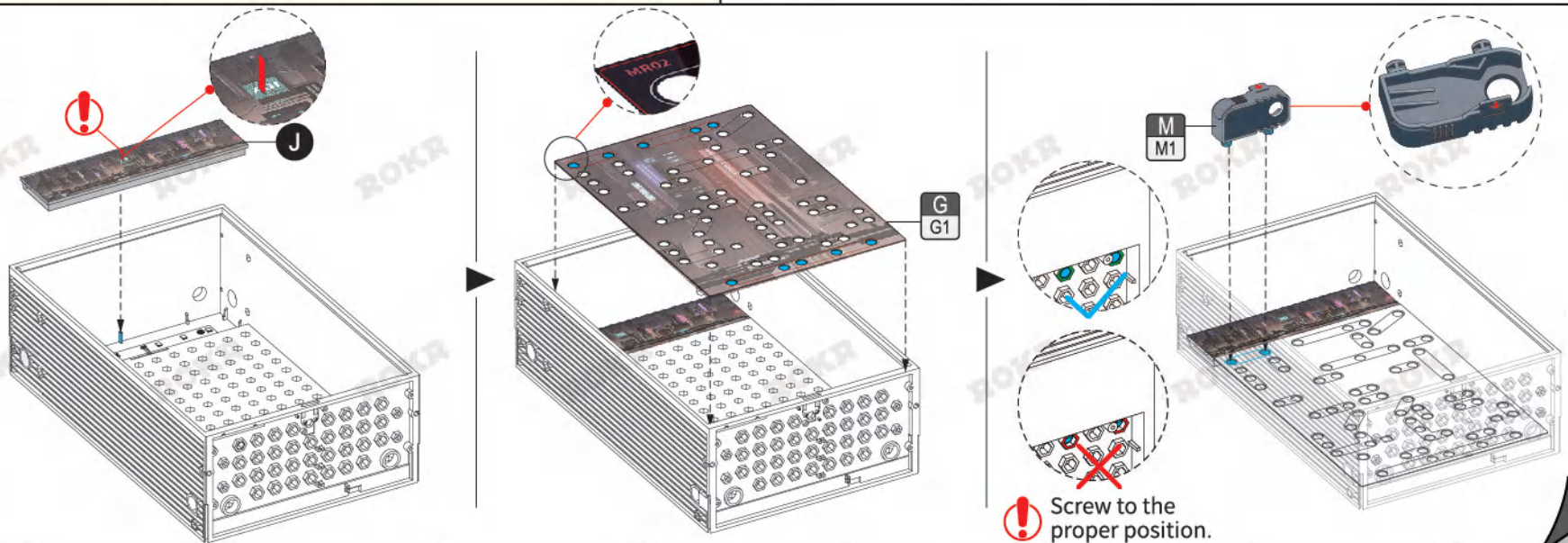


The Parallel World products contain **marble run modules and lift modules**.
 (The orange line is an illustration of the route of marble after assembling.)

1
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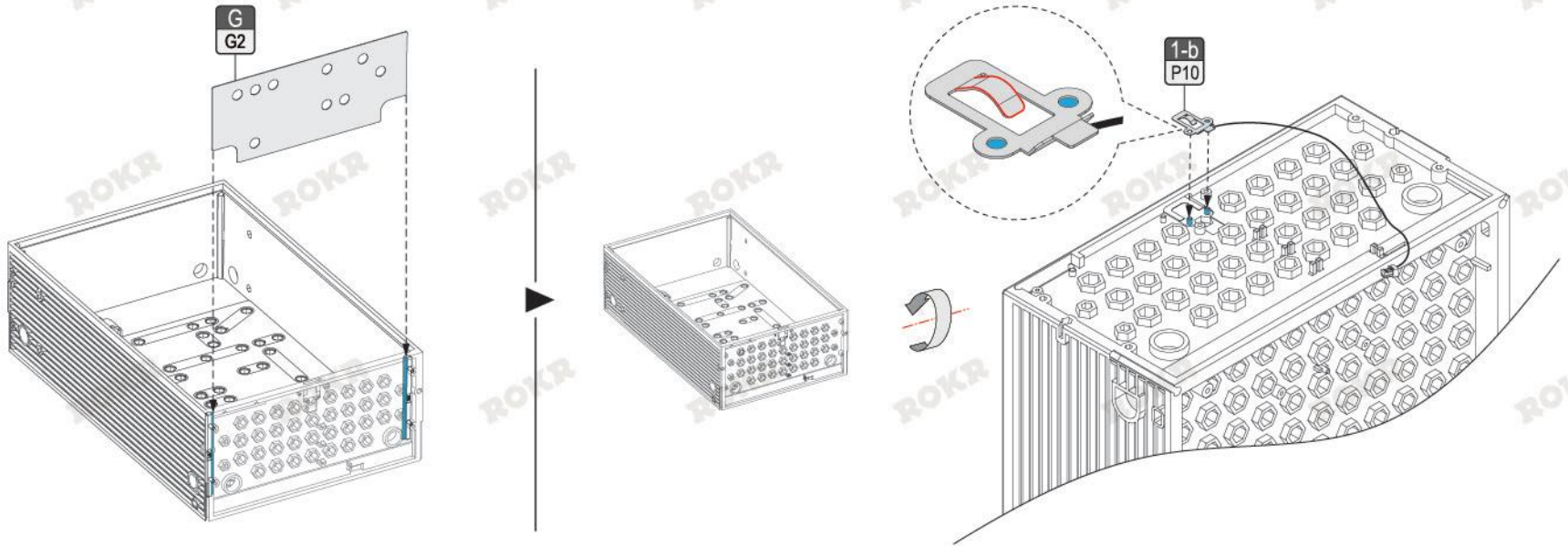
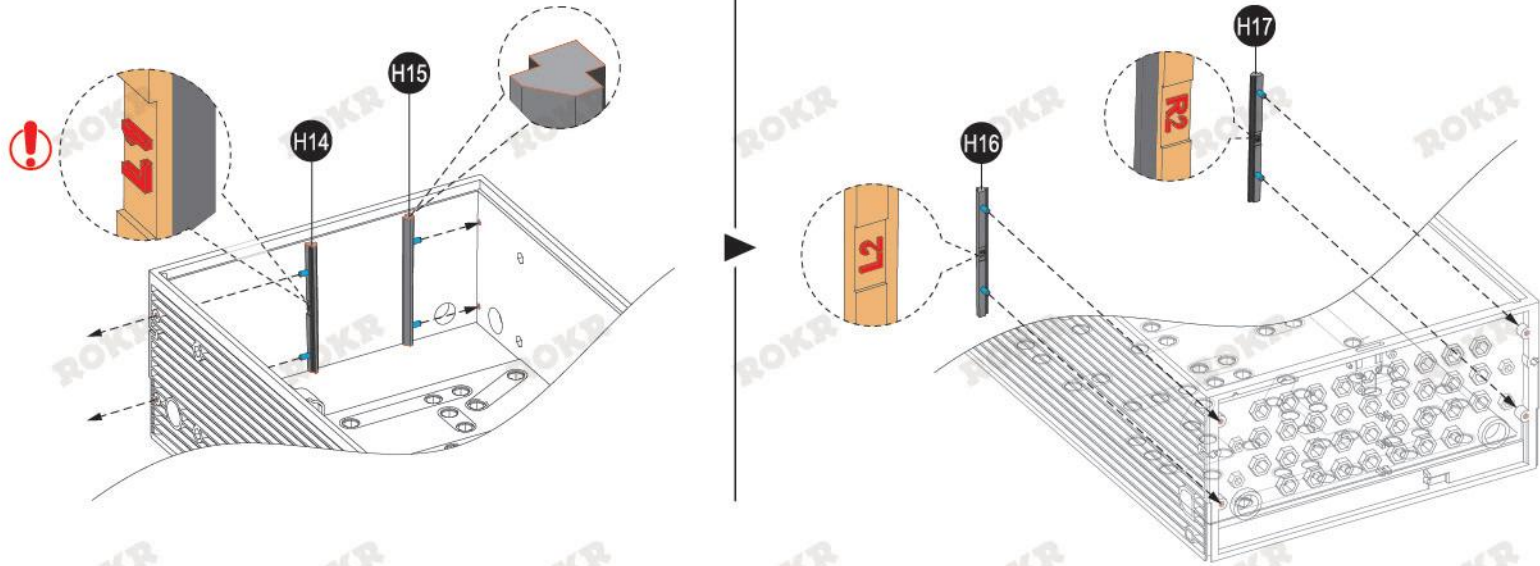
1
 <2>



! Screw to the proper position.

1

<3>



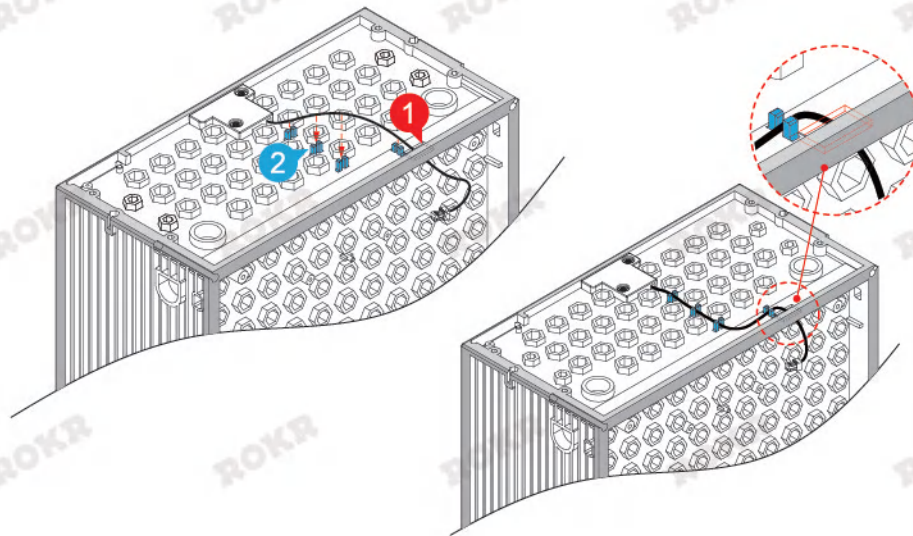
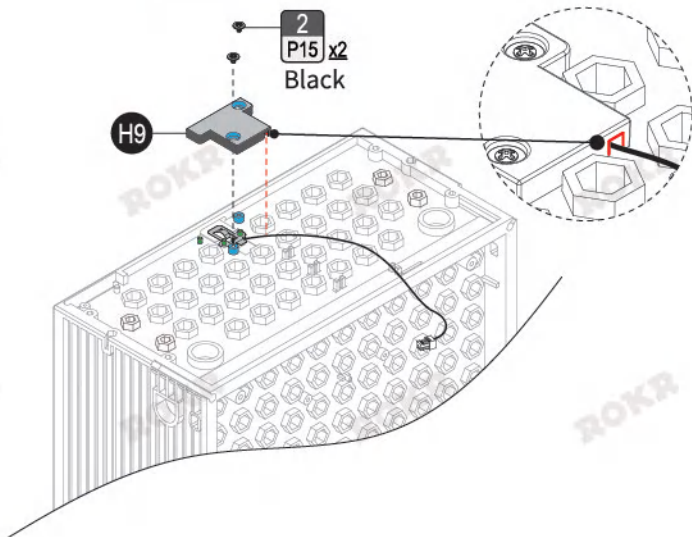
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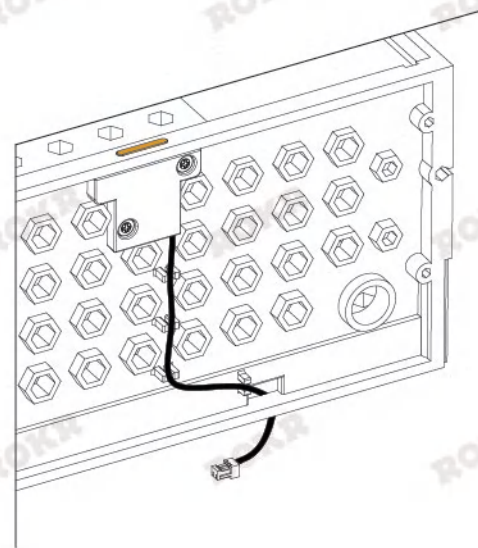
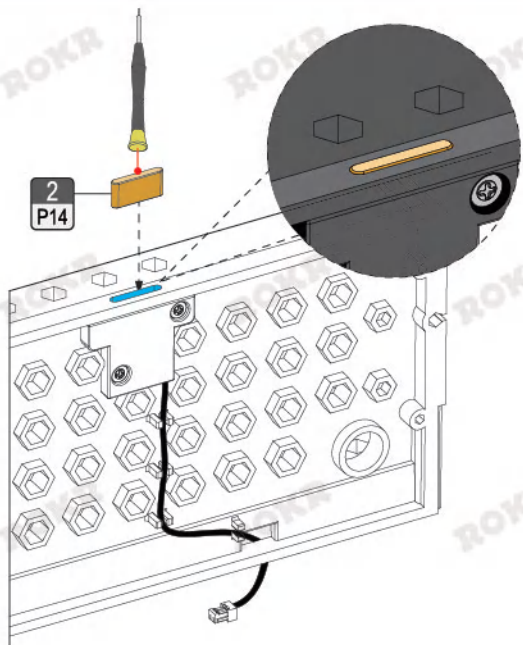
1:1

2
P15 x2
Black

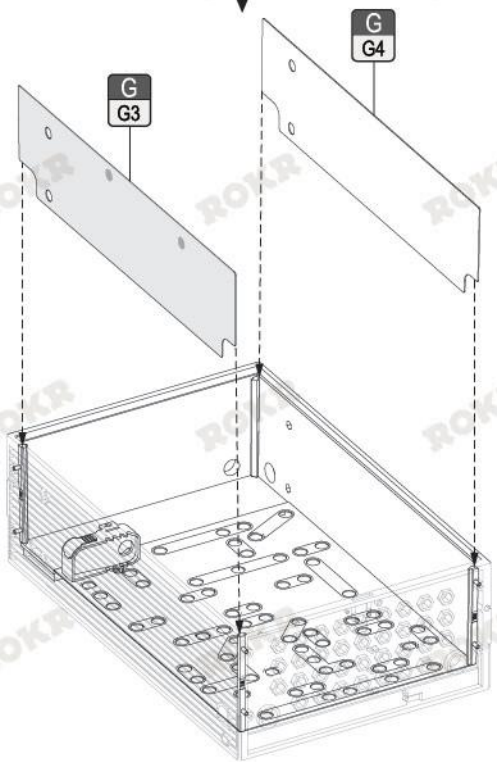
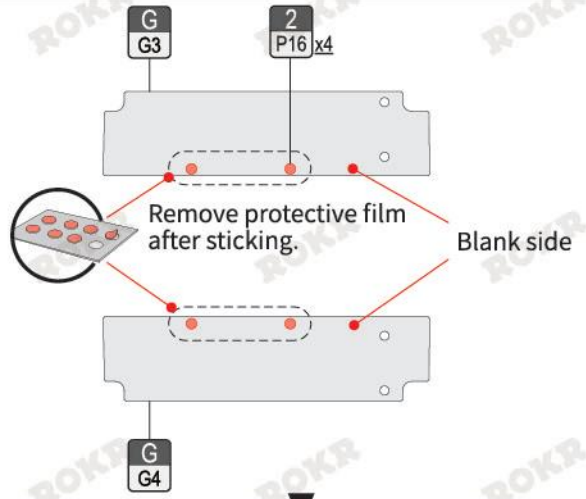
H9



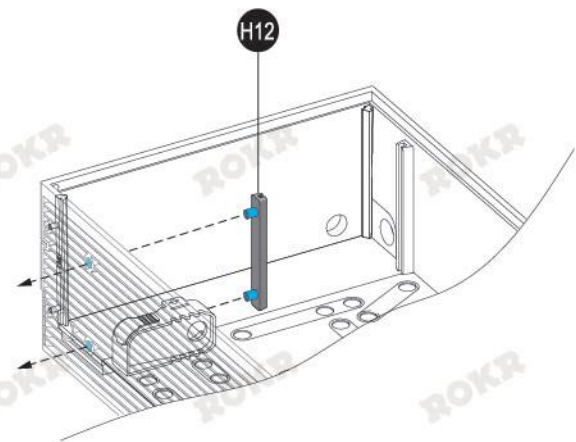
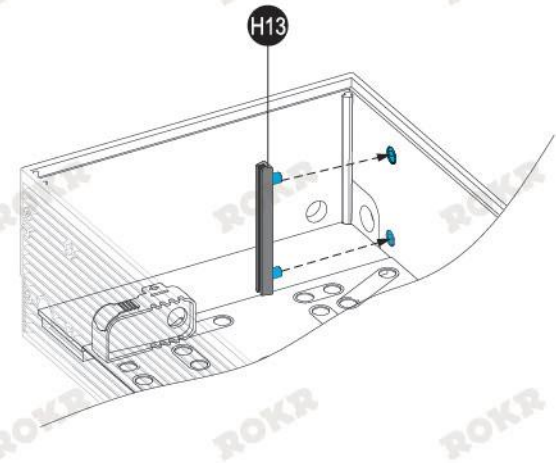
2
P14



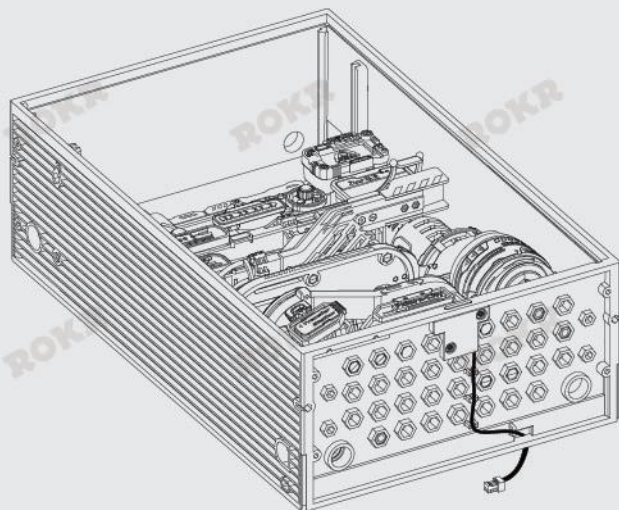
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1
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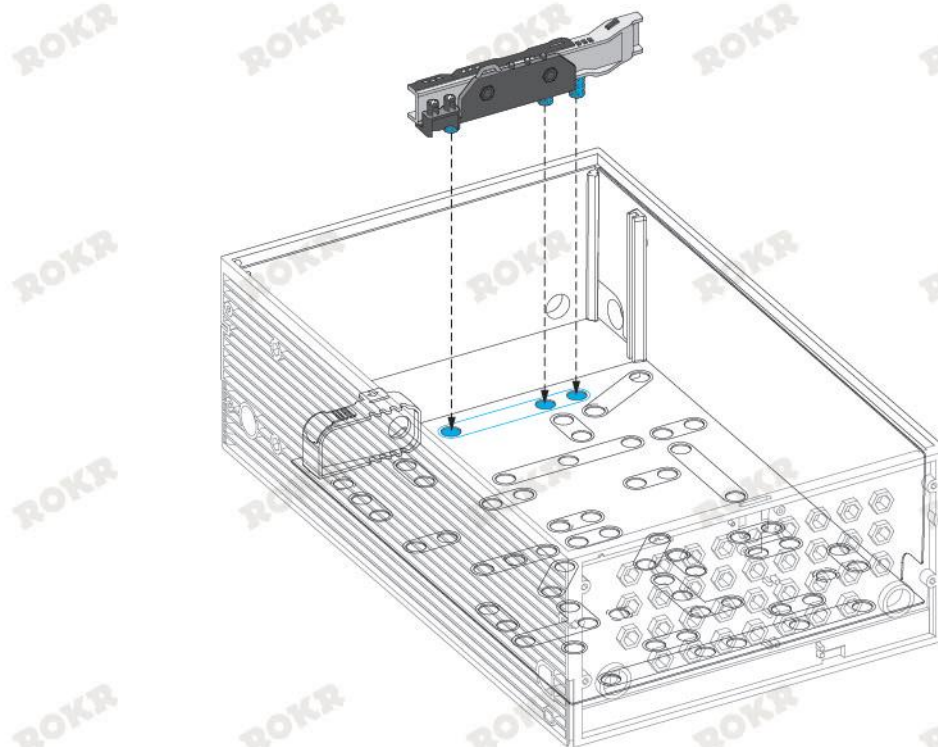
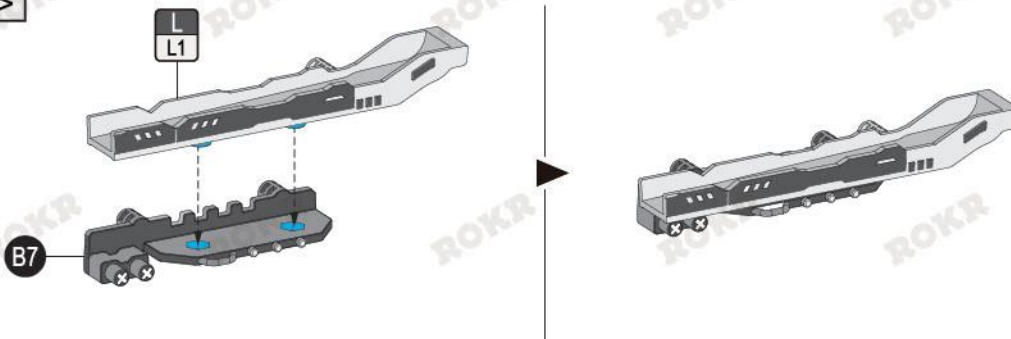


2 Completion



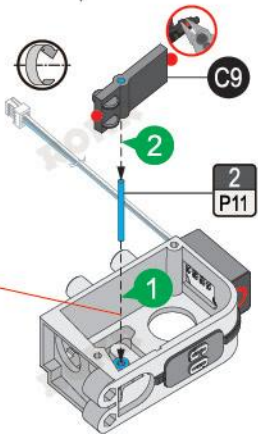
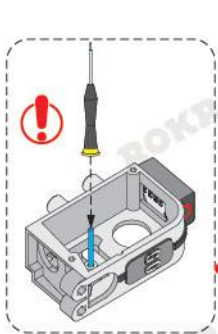
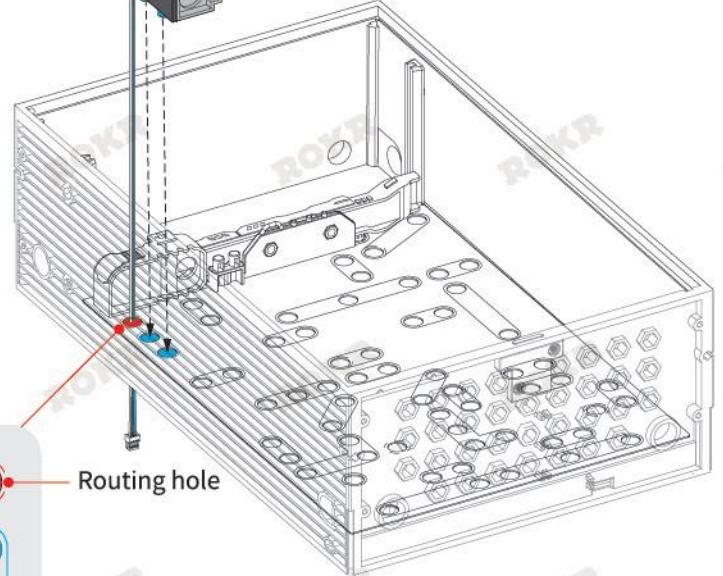
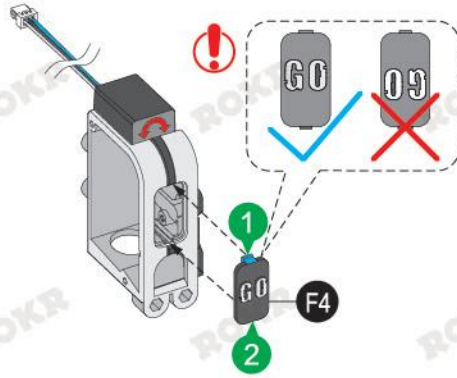
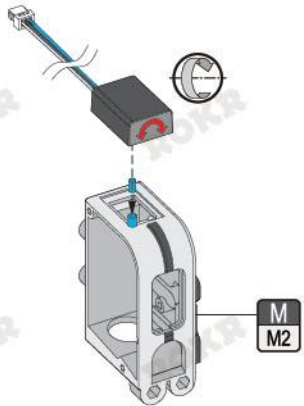
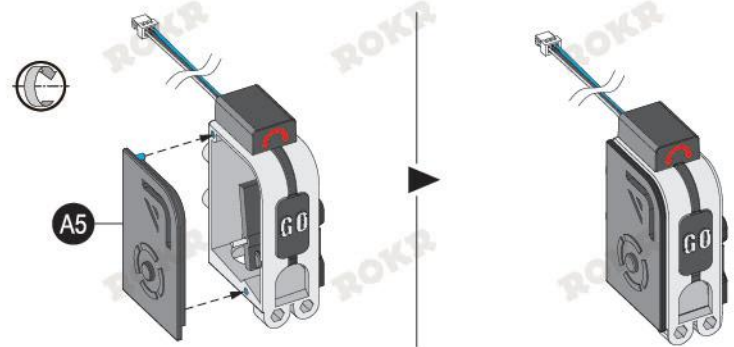
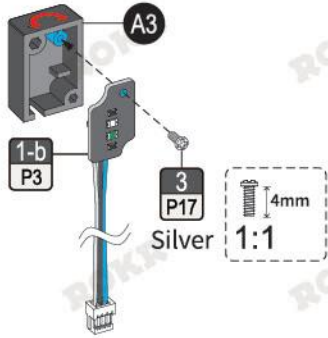
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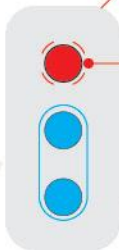


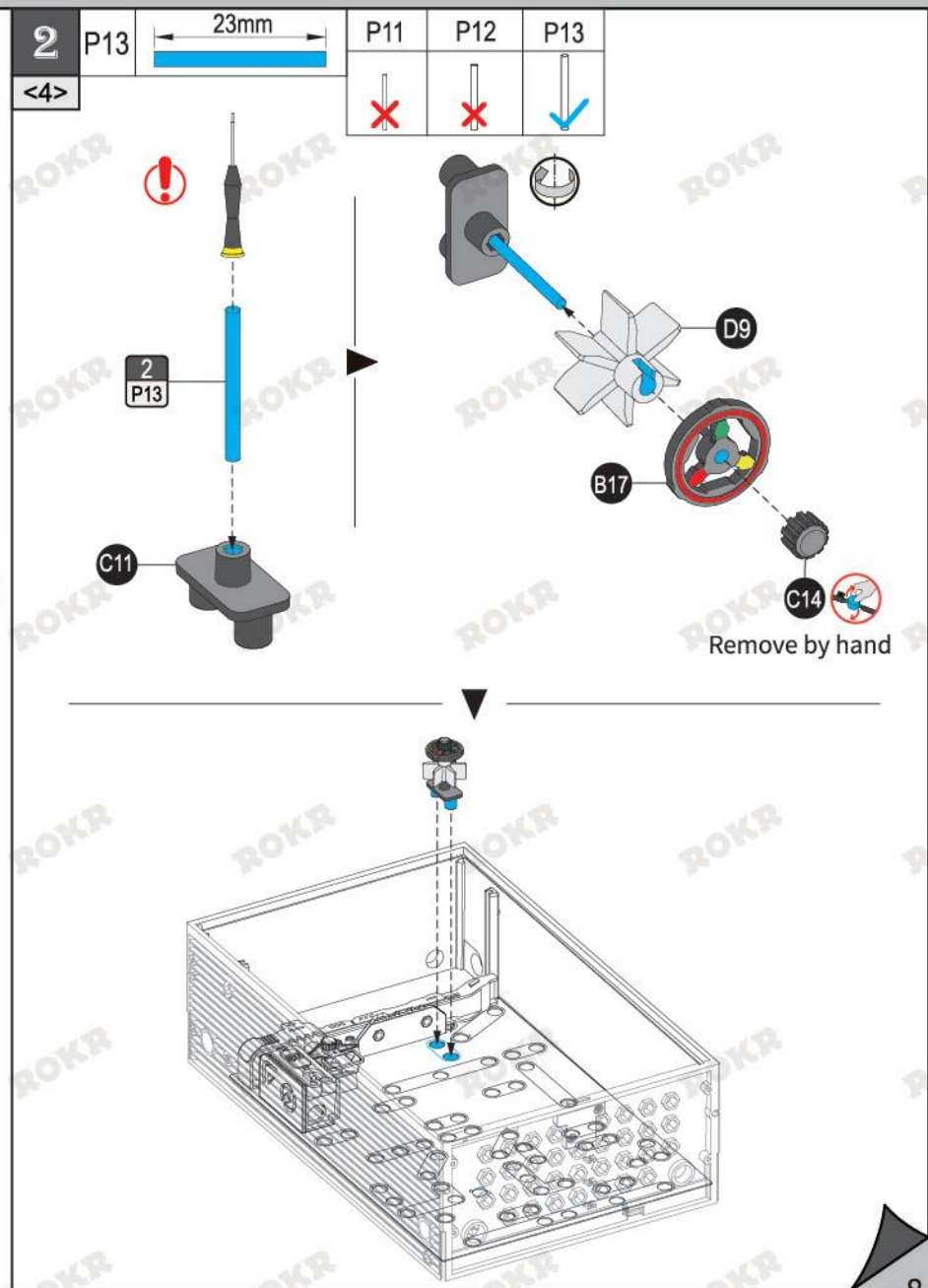
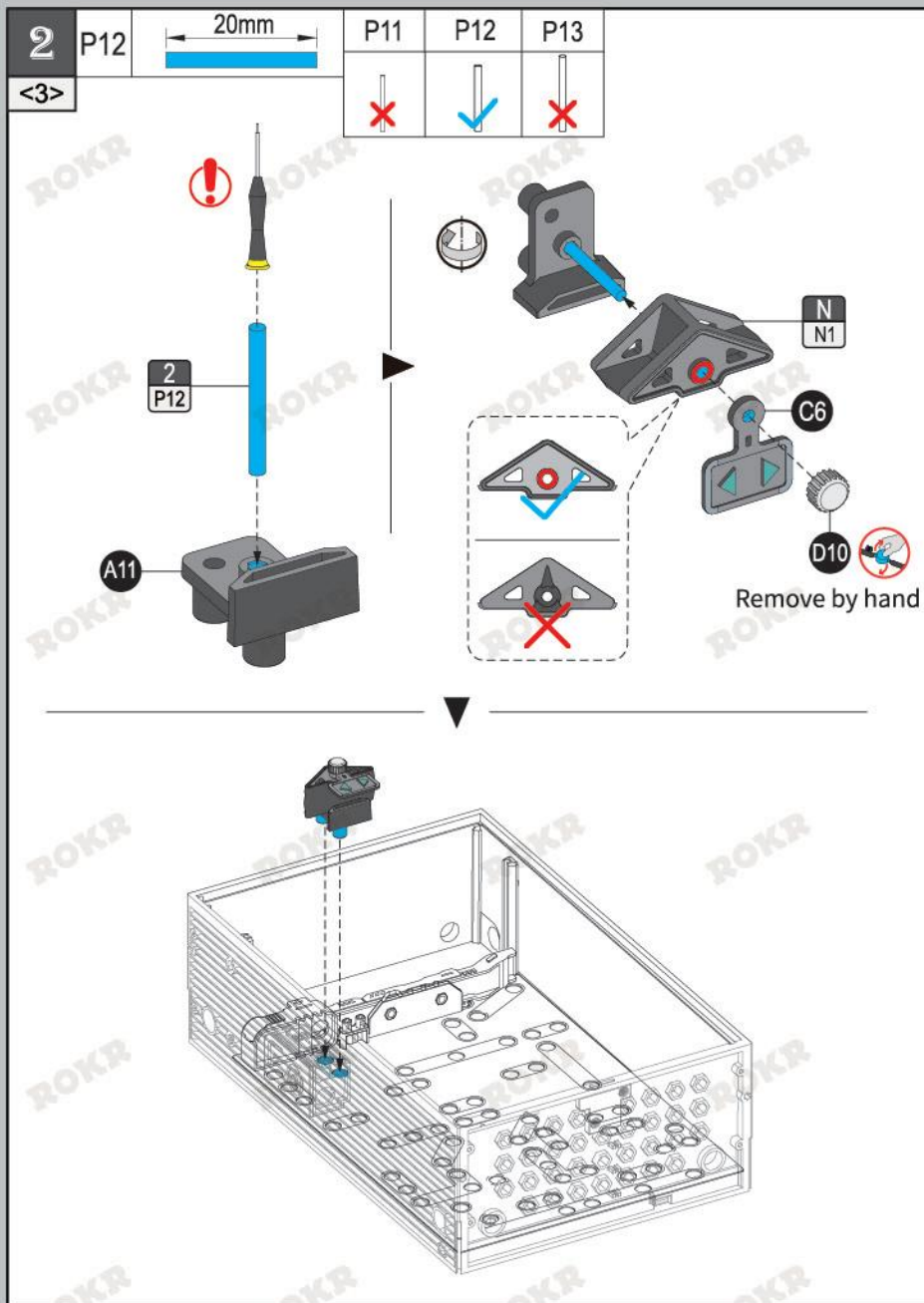
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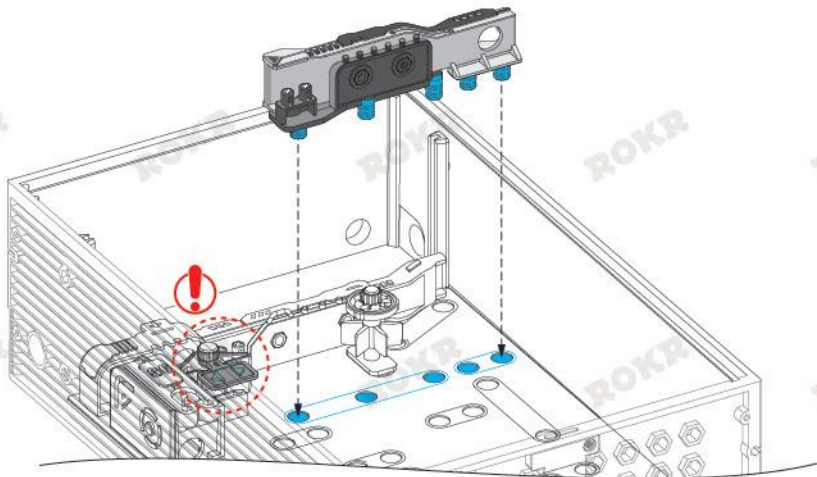
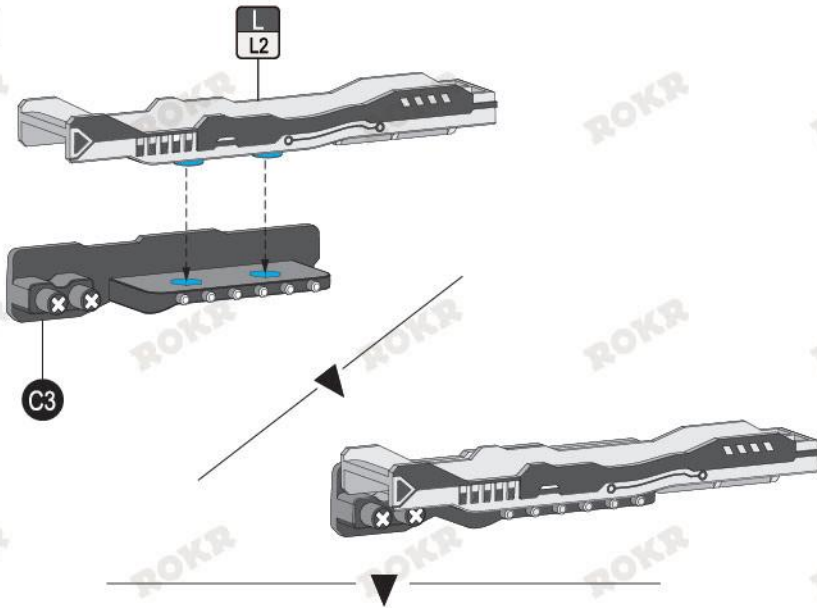
P11	17mm	
P11	P12	P13
↓	×	×





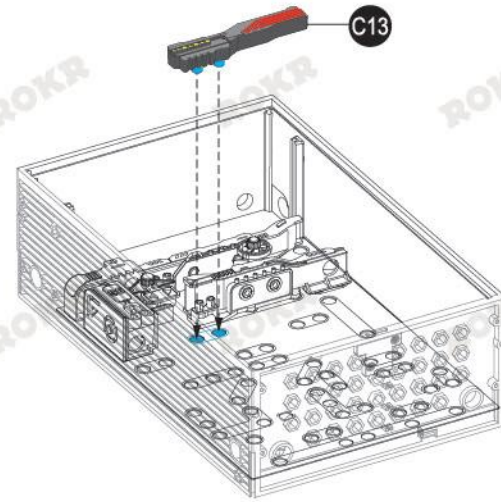
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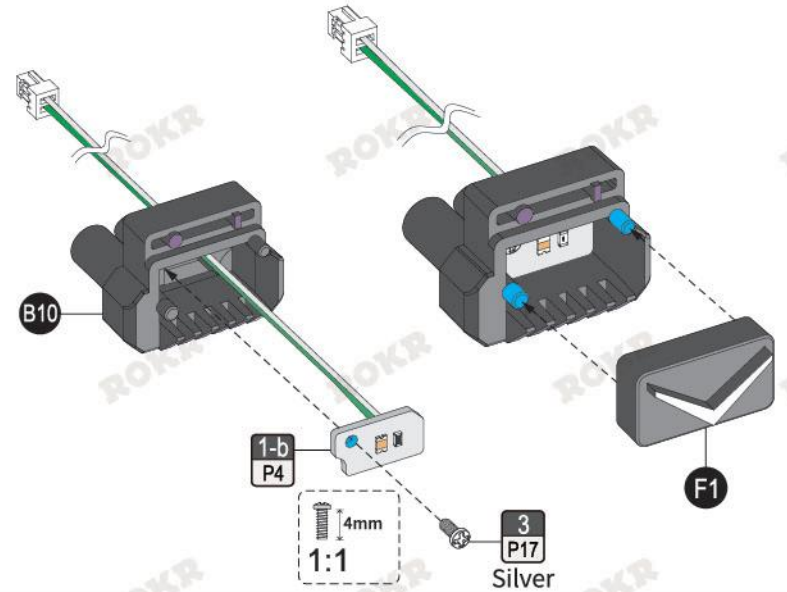
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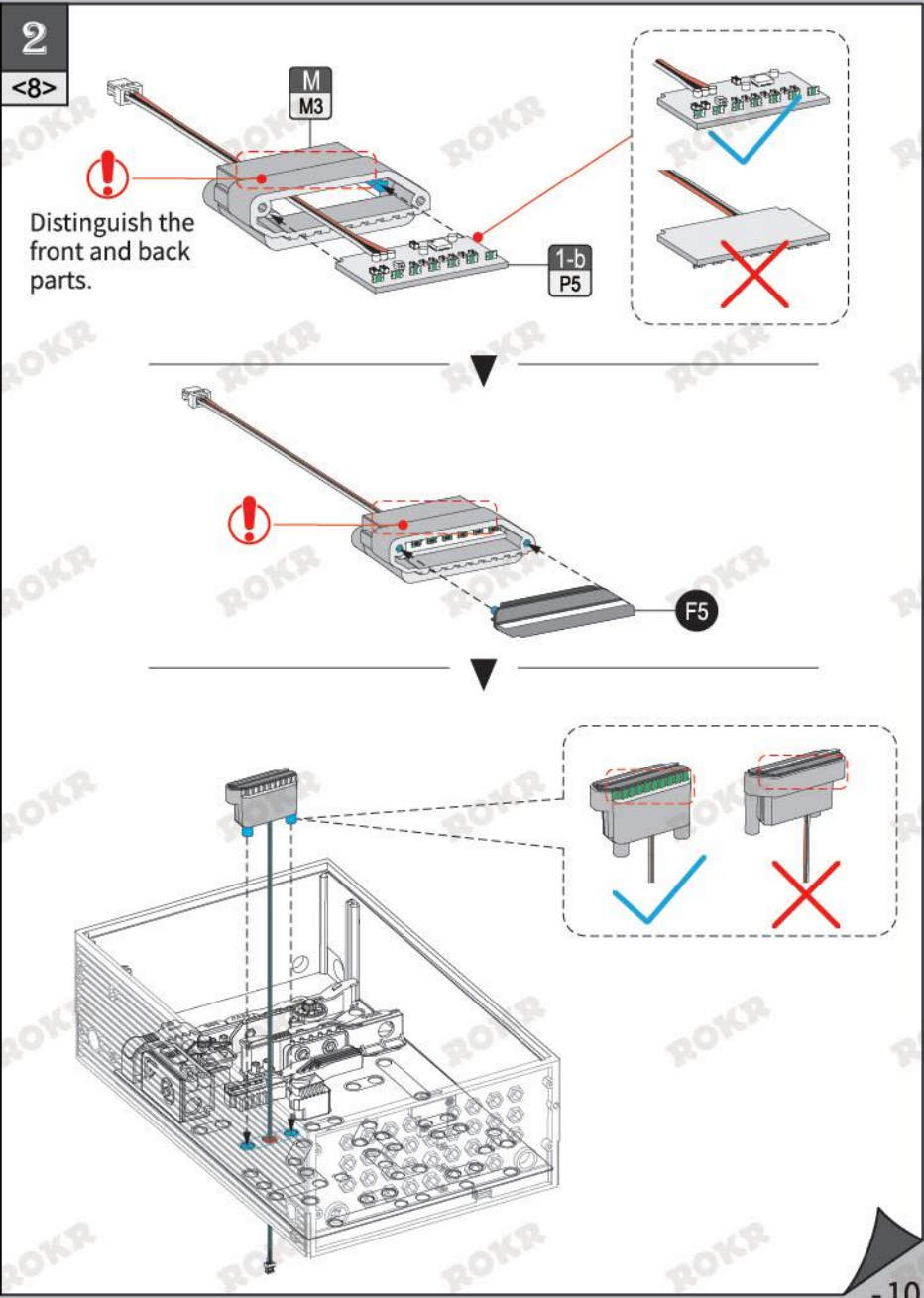
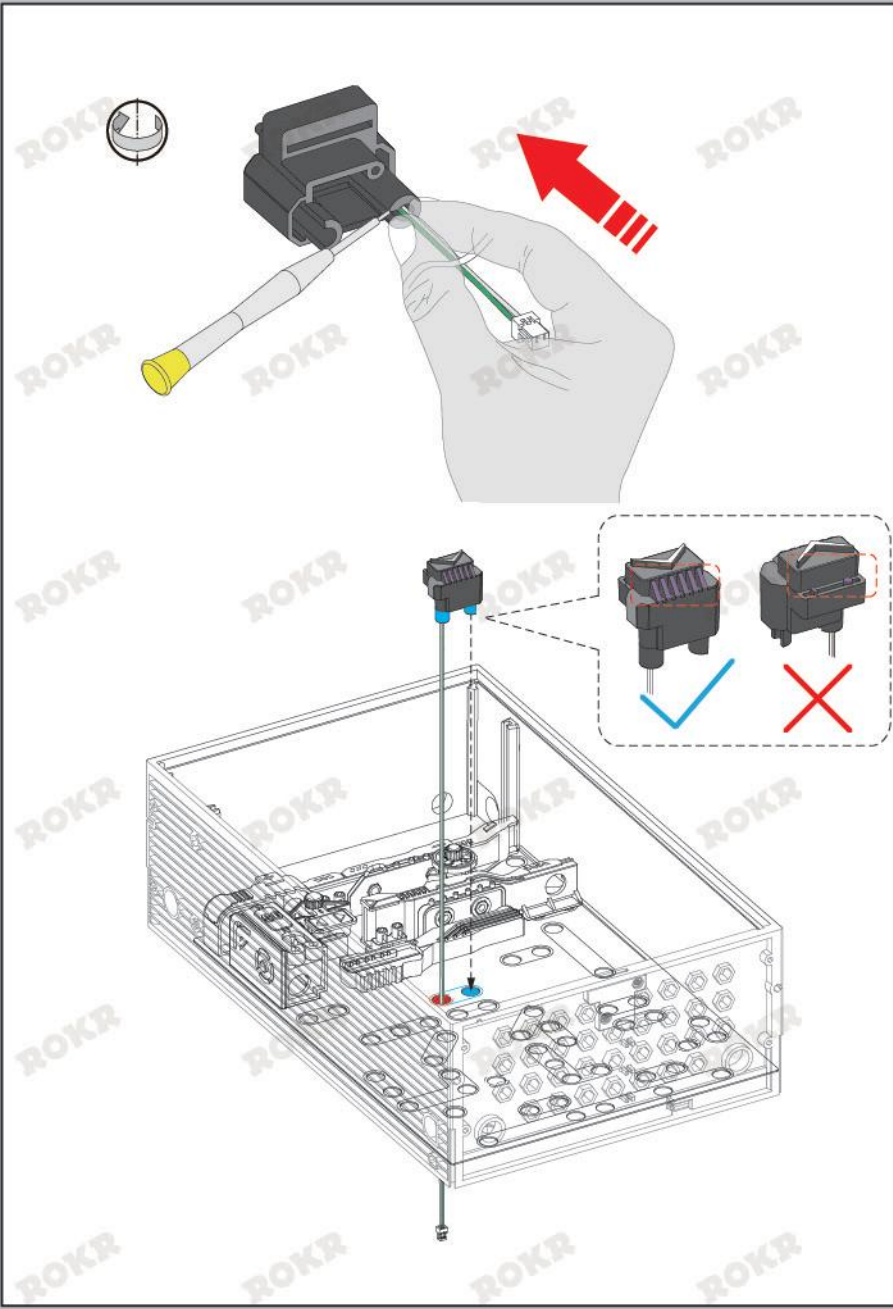
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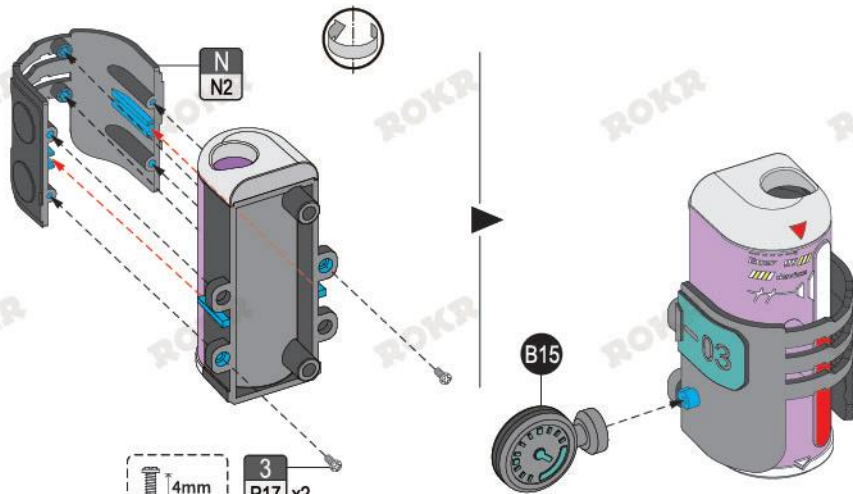
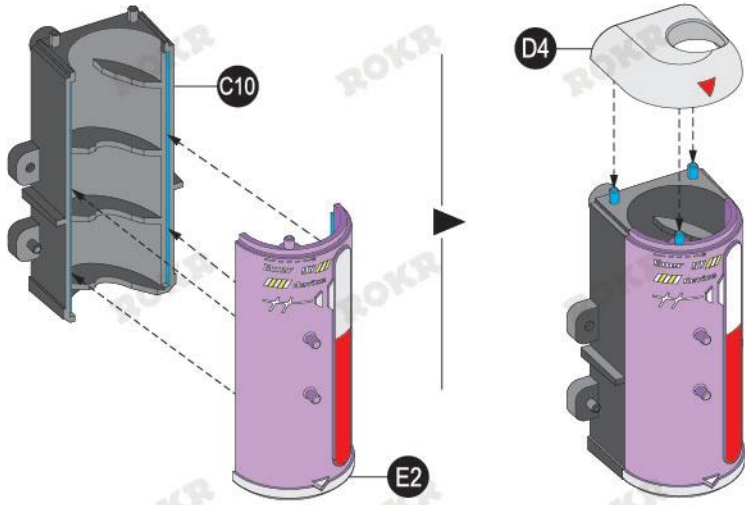
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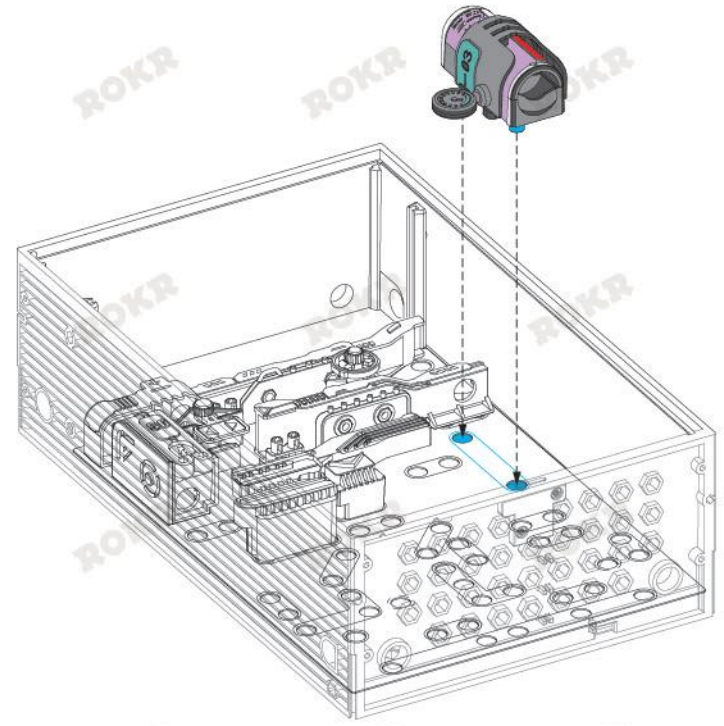
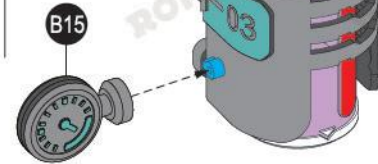


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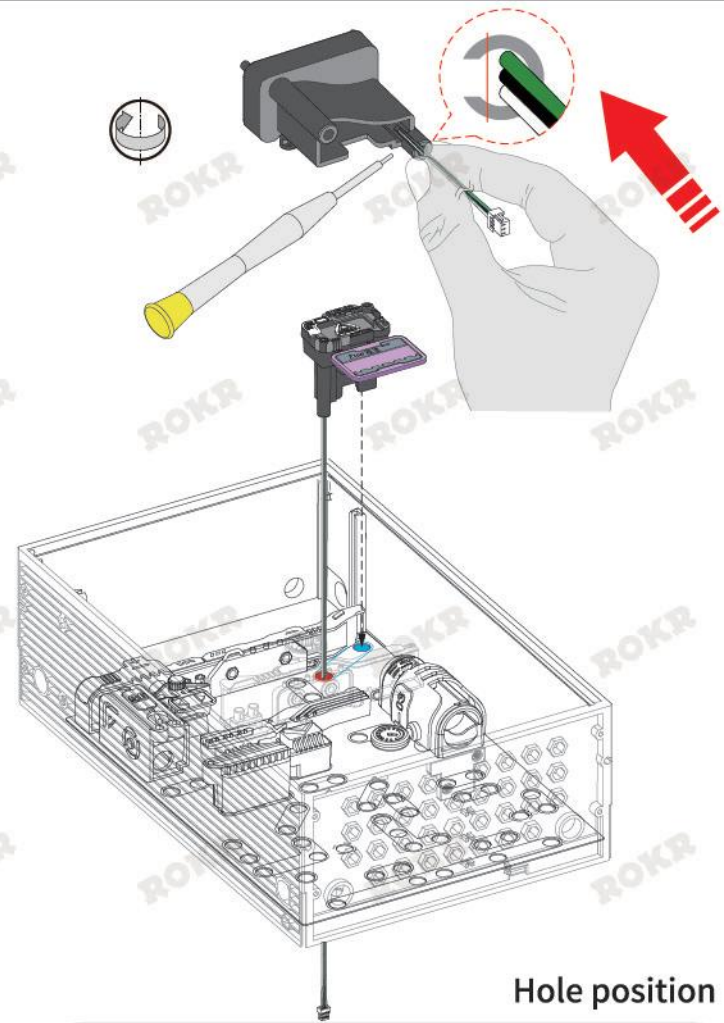
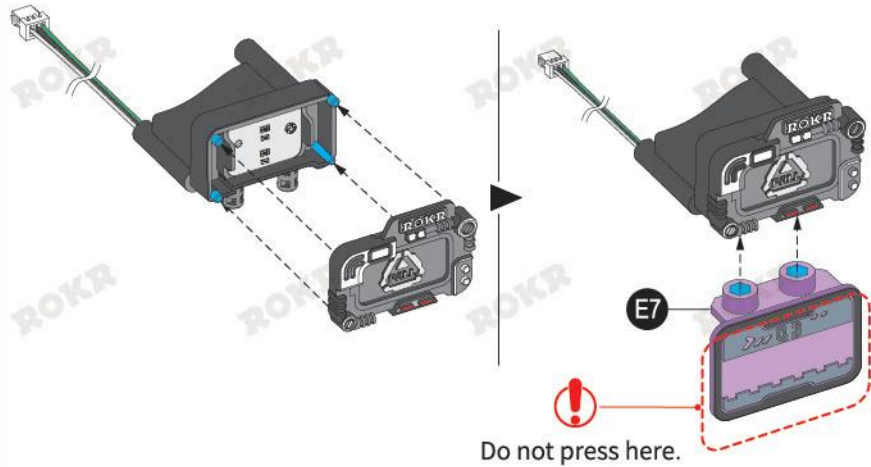
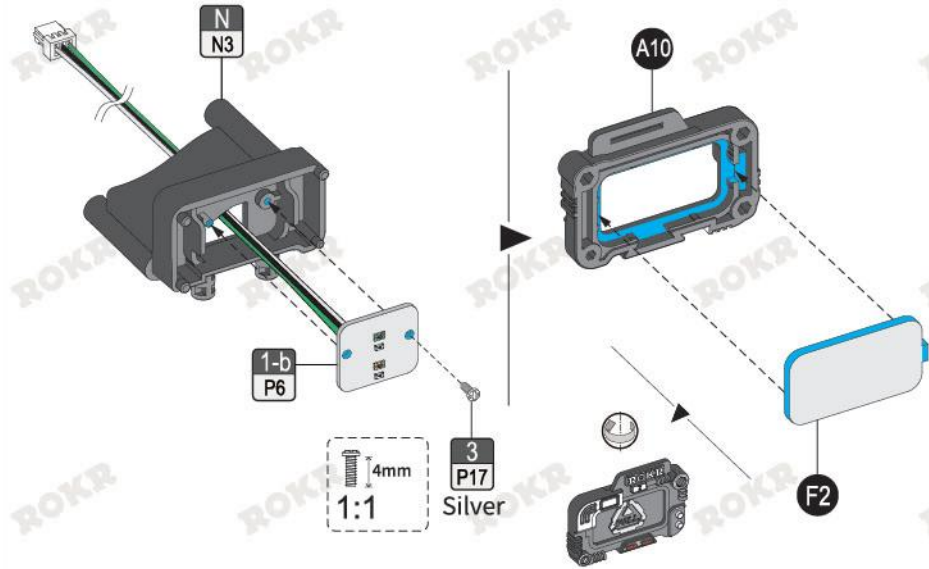


3
P17 x2
Silver
4mm
1:1



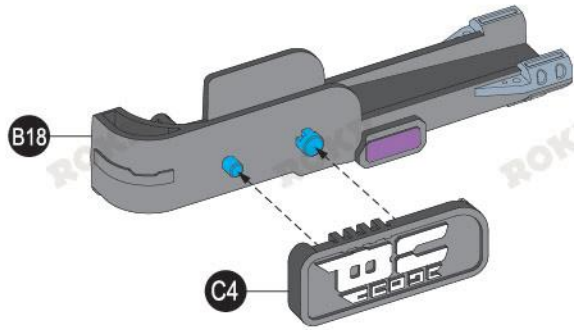
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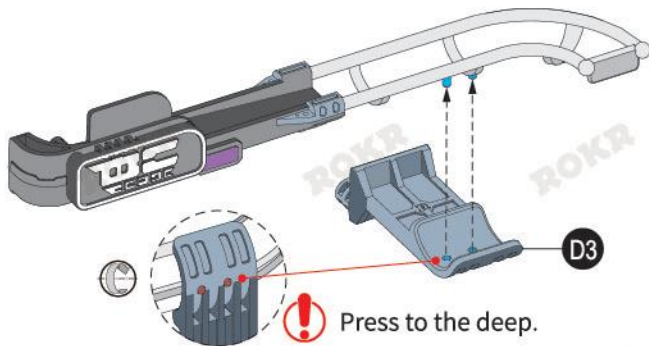
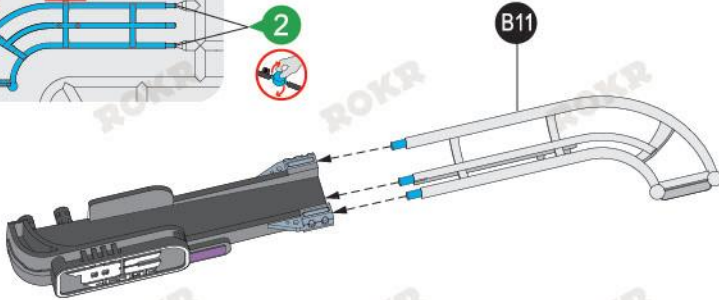
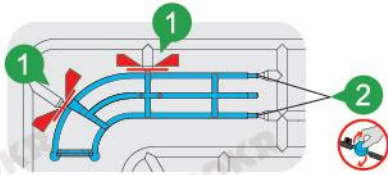


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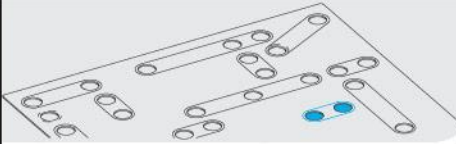
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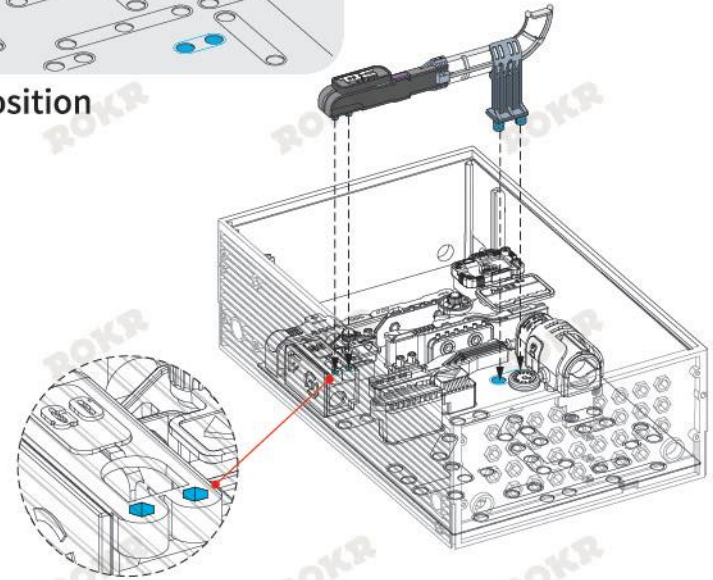
! Removing sequence



! Press to the deep.

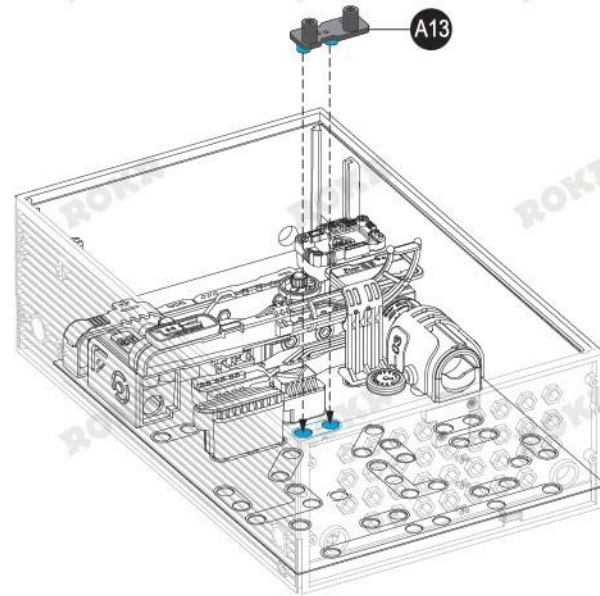


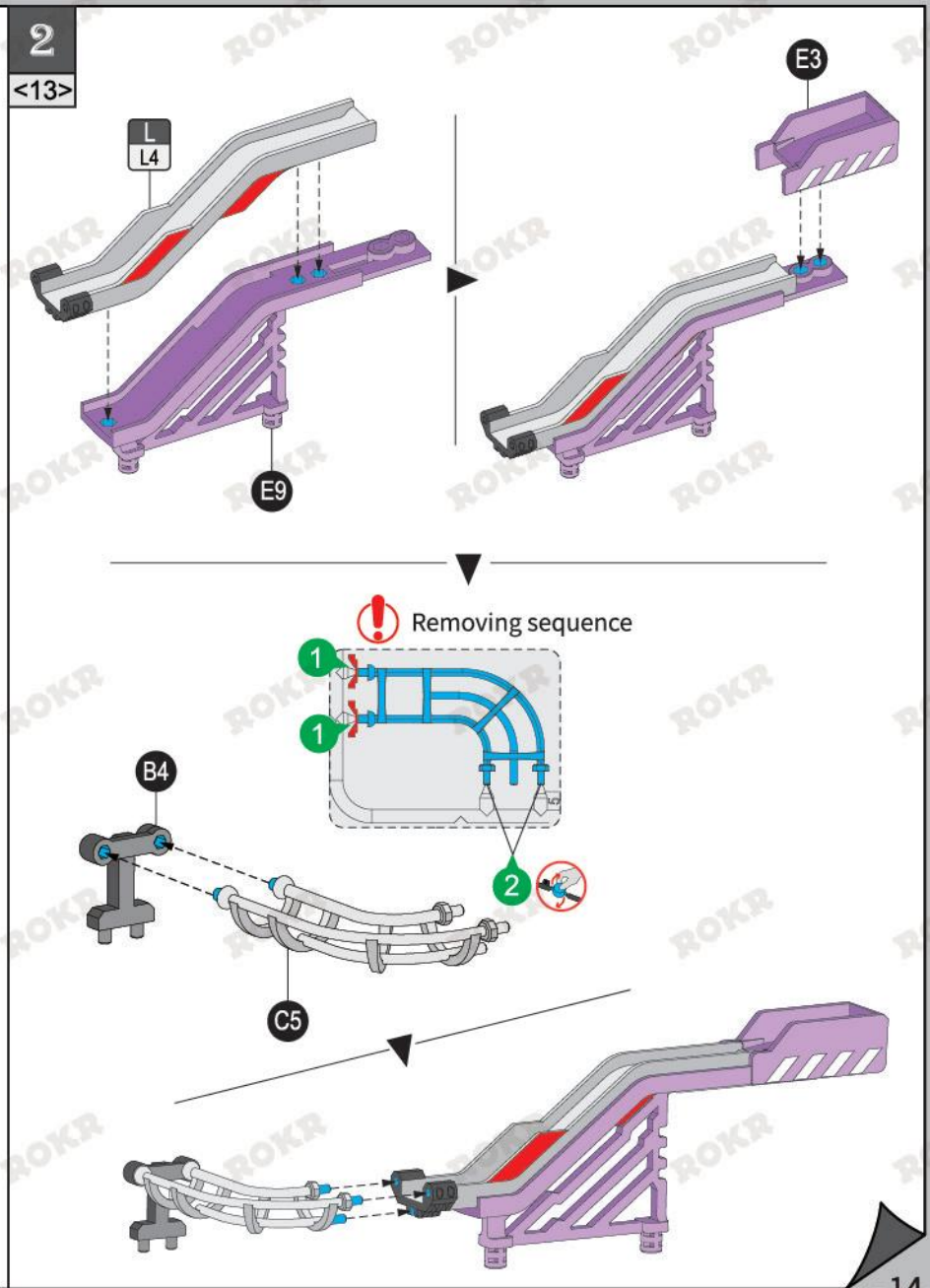
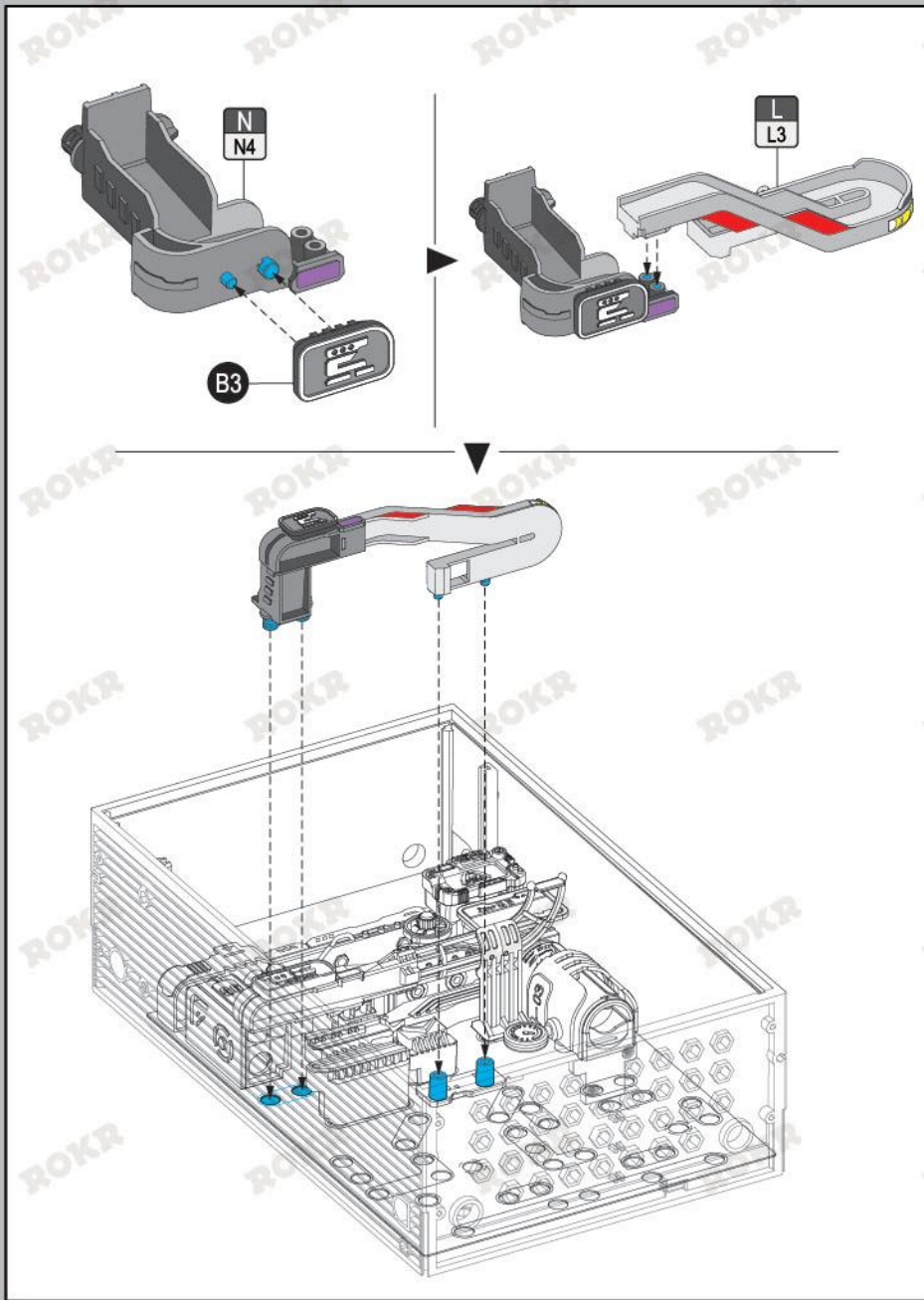
Hole position

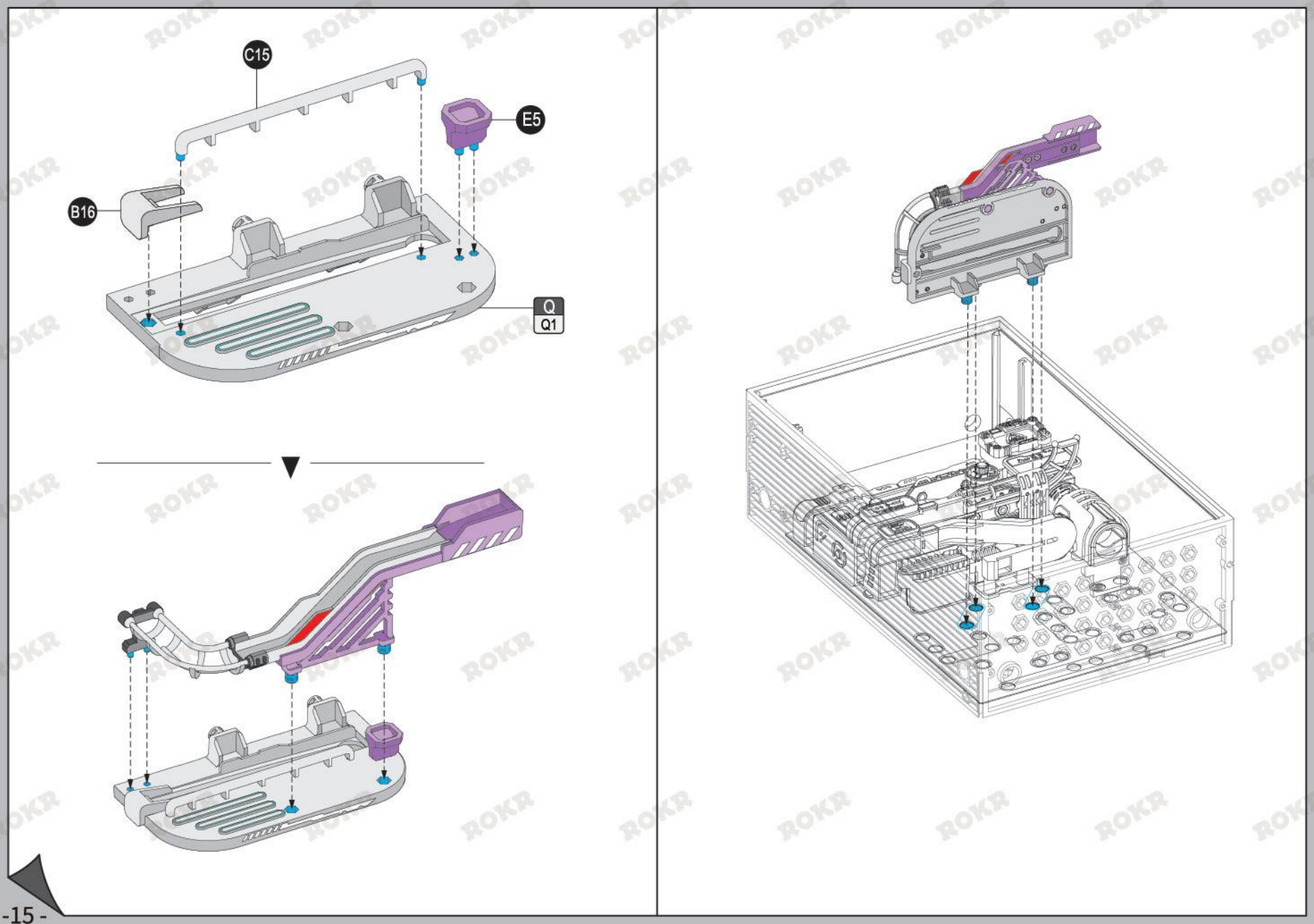


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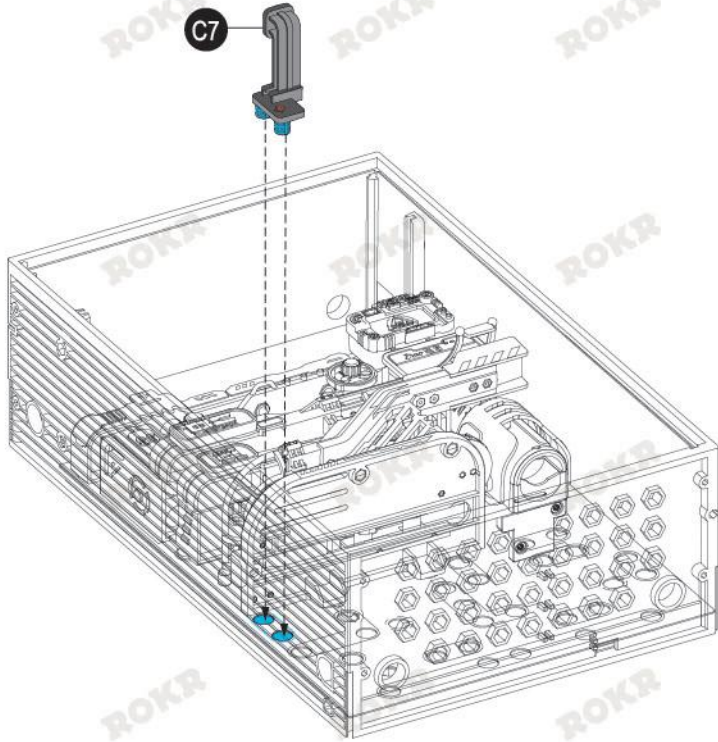






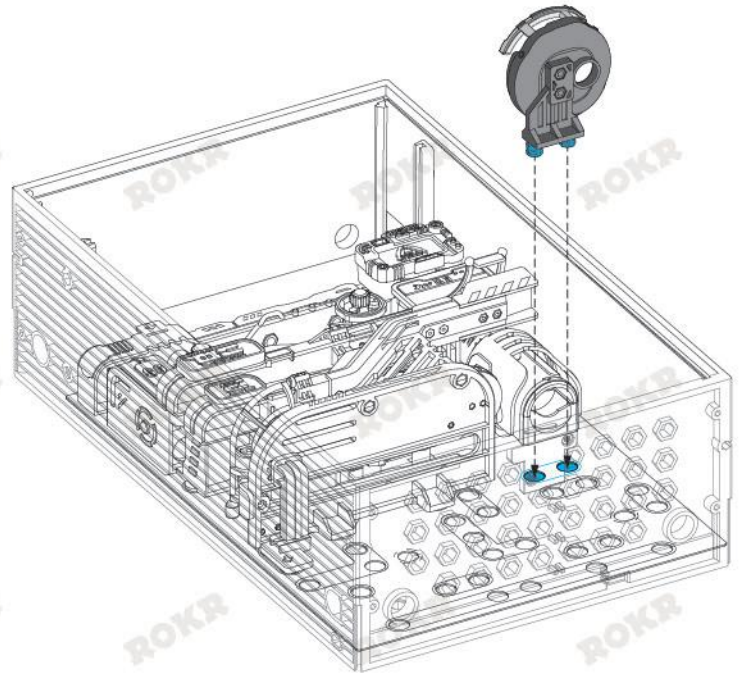
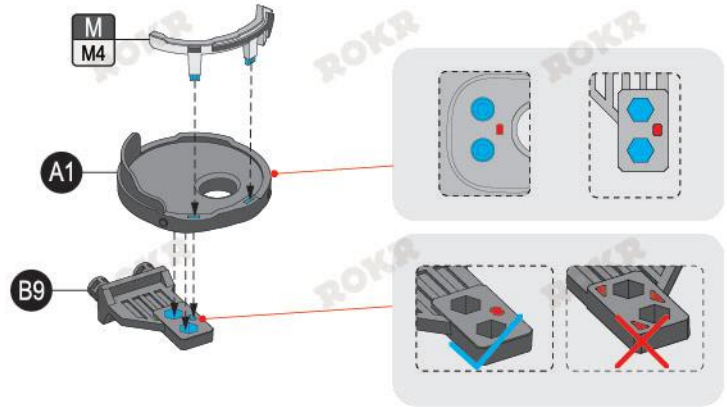
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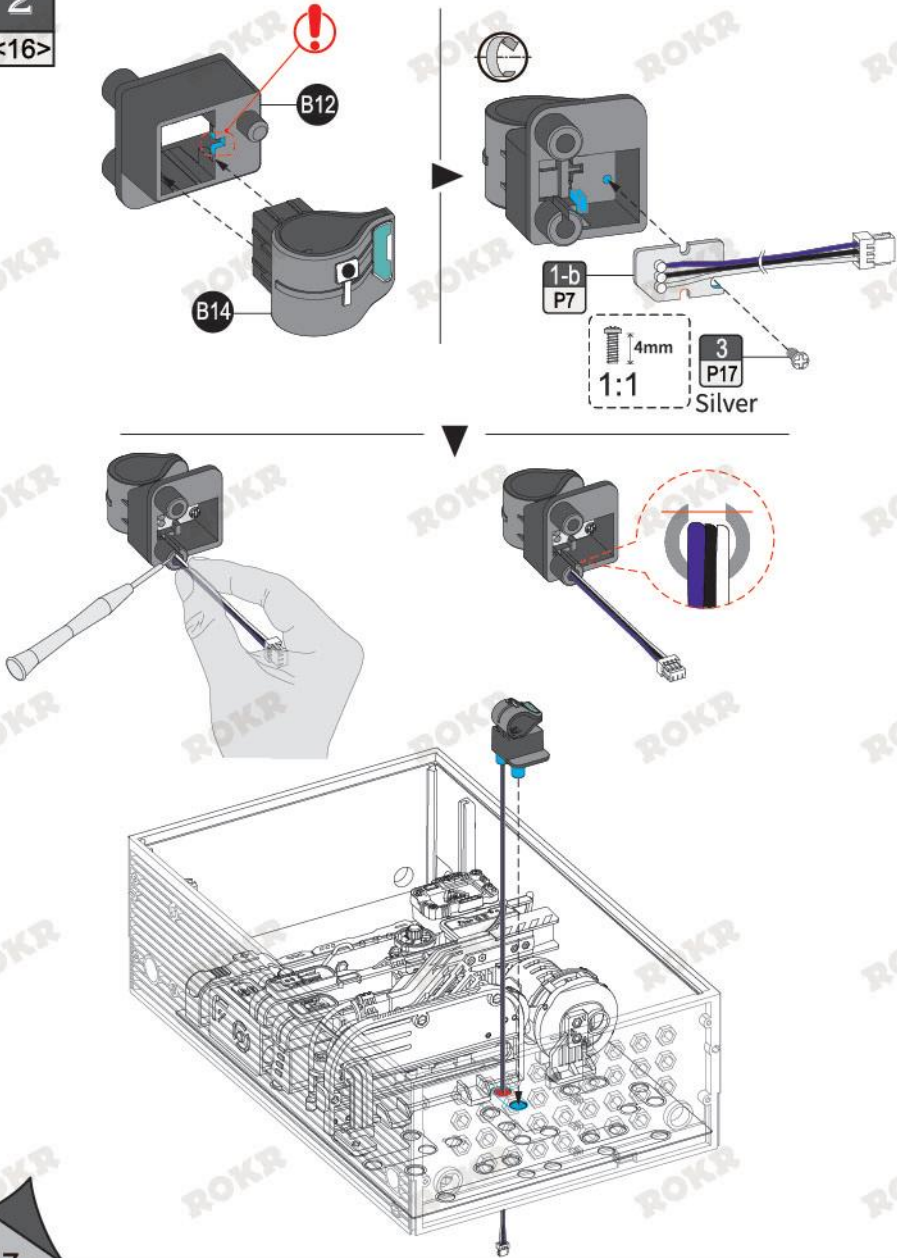
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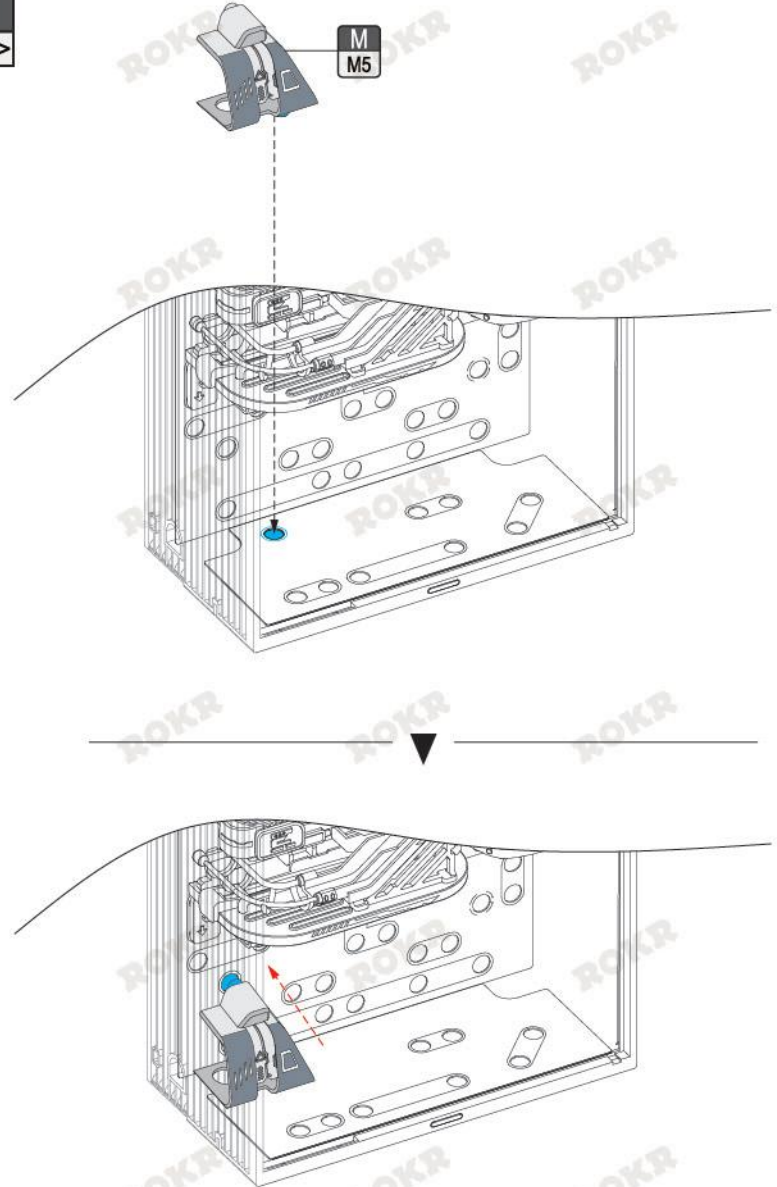
2

<16>



2

<17>





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

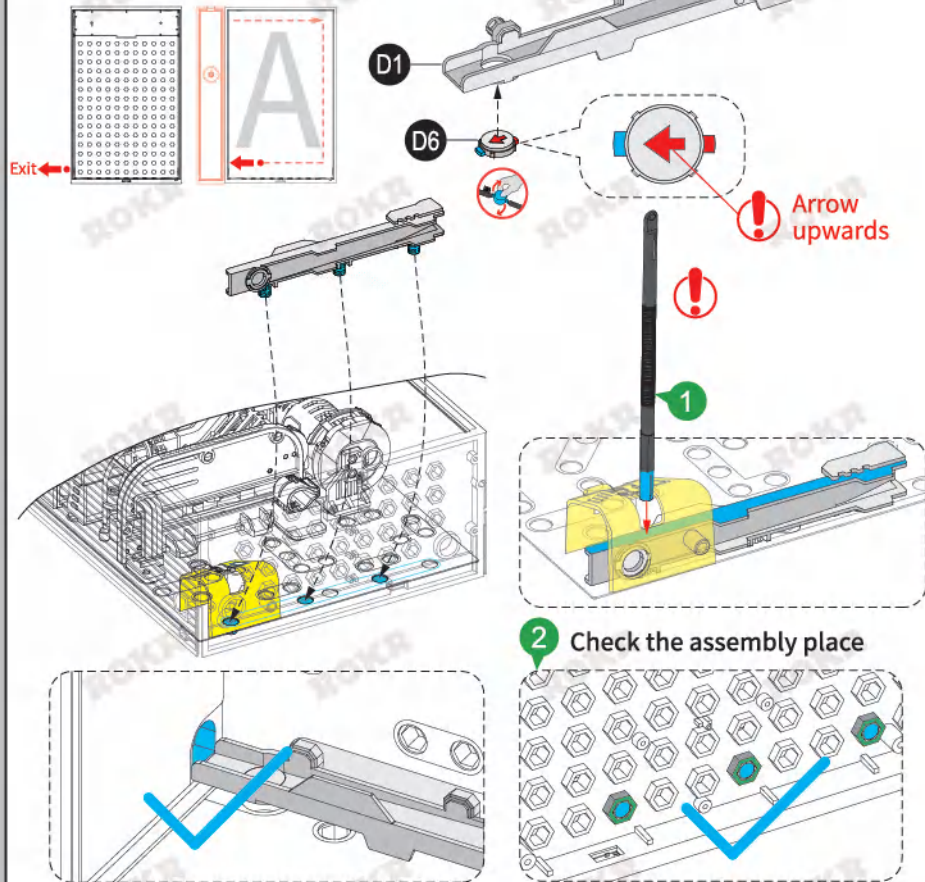
Before assembly, circle the relevant steps first for easy reference.

2

Basic gameplay

(Assembly method for Position A)

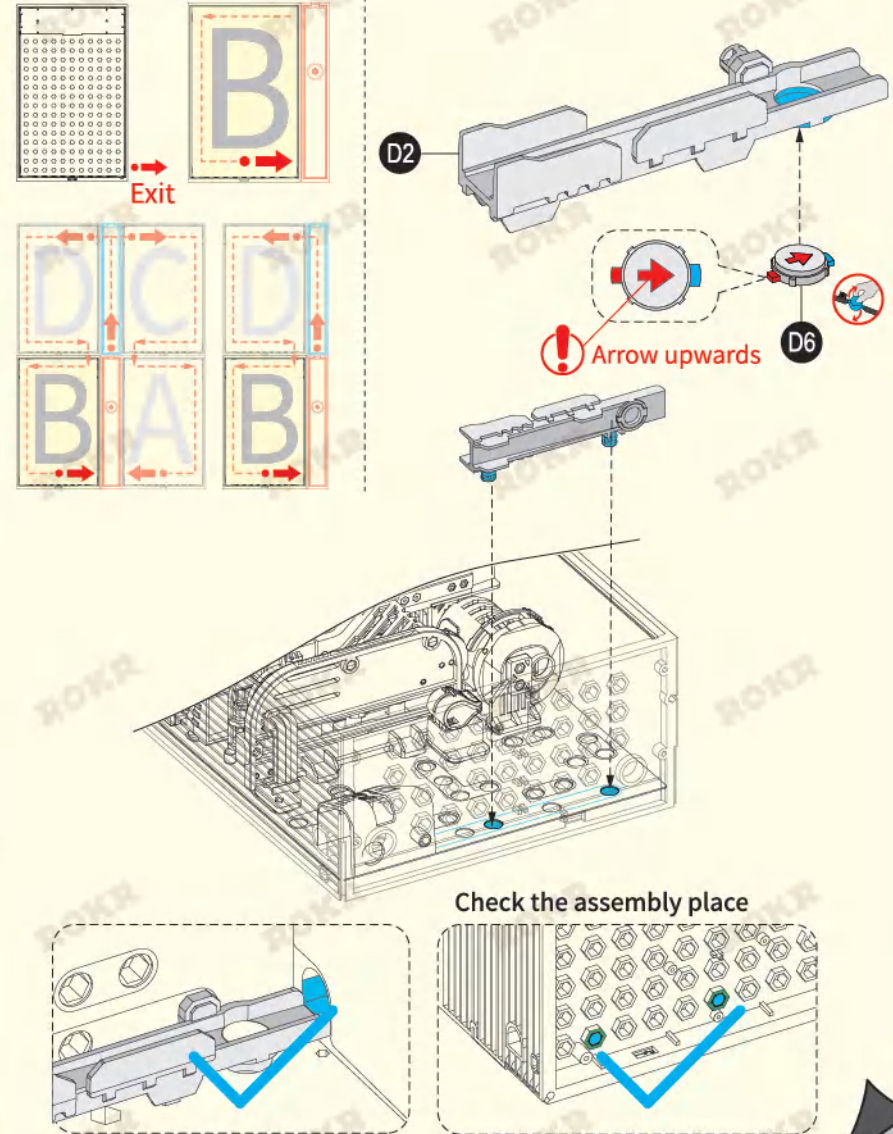
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Advanced Play - Module Extension

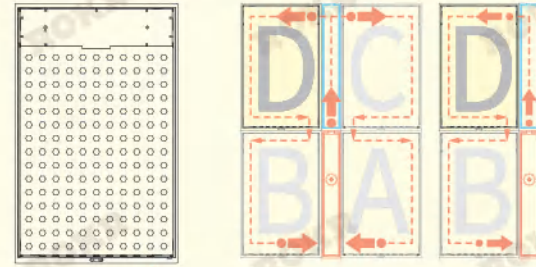
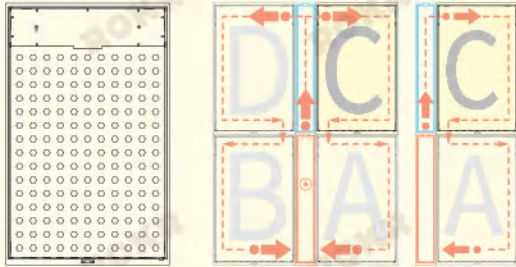
(Skip it if not needed.)

(Assembly method for Position B)



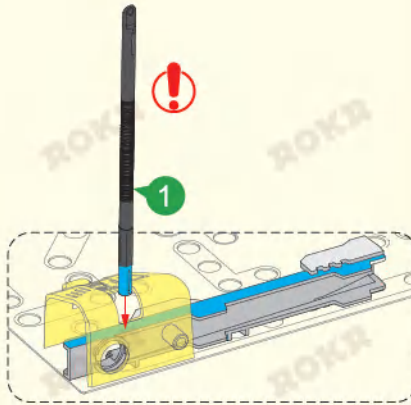
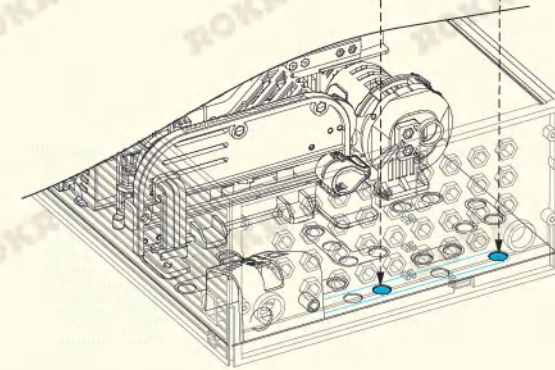
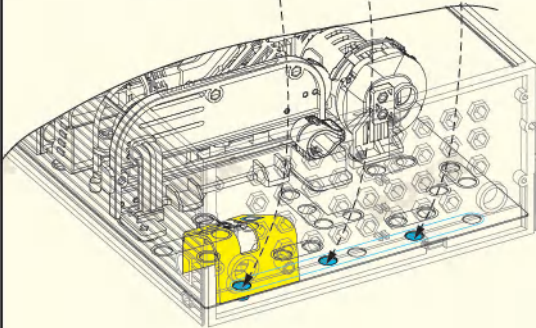
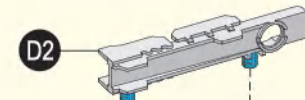
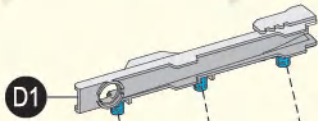
Advanced Play - Module Extension
 (Skip it if not needed.)
 (Assembly method for **Position C**)

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



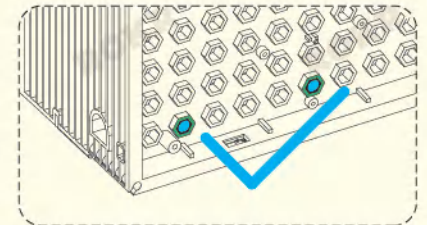
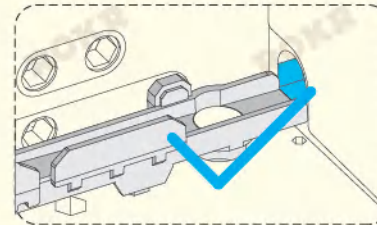
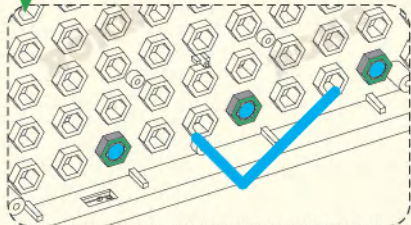
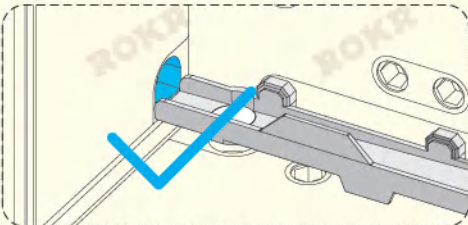
Exit

Exit



2 Check the assembly place

Check the assembly place



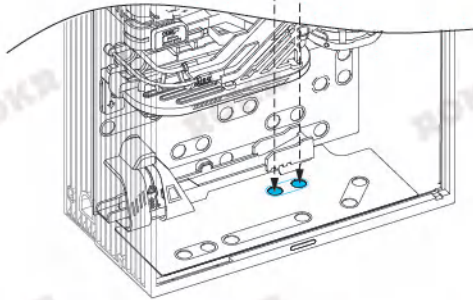
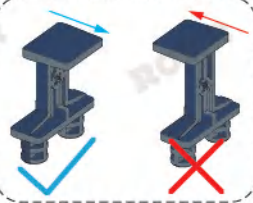
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<19>



Don't omit assemble this part.

D7

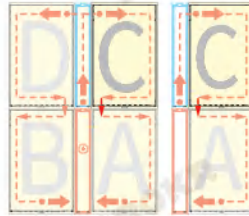
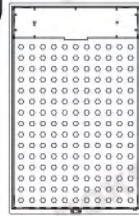
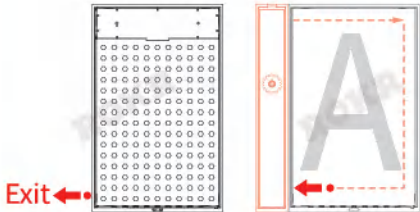


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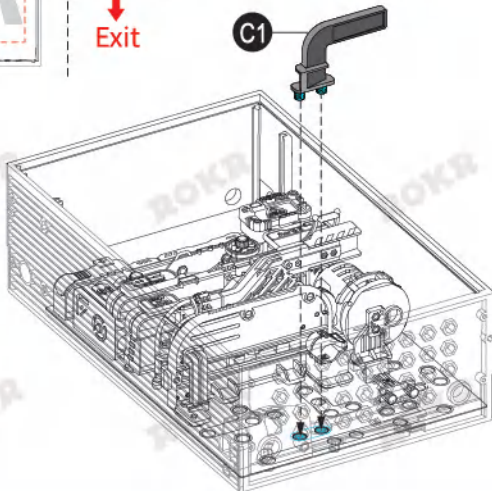
Basic gameplay

(Assembly method for Position AC)

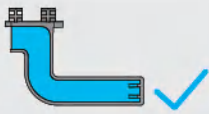
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C1



C1



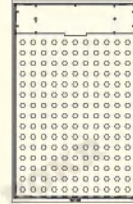
C12



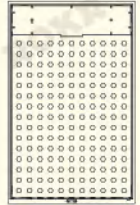
Advanced Play - Module Extension

(Skip it if not needed.)

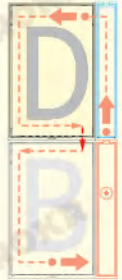
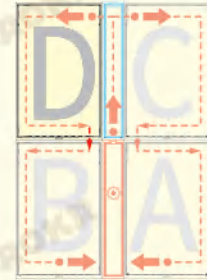
(Assembly method for Position BD)



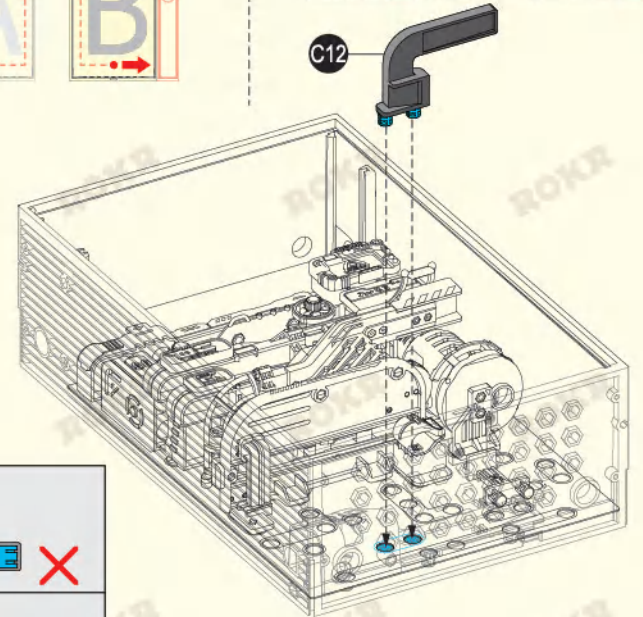
Exit



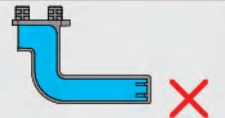
Exit



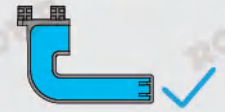
C12



C1

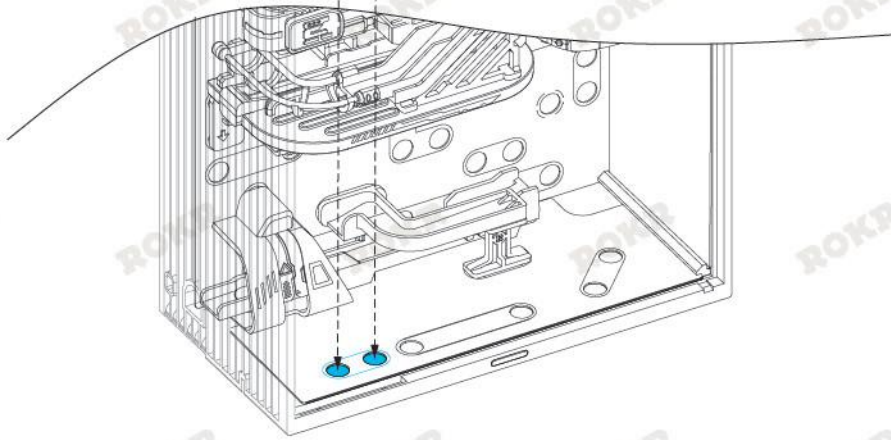
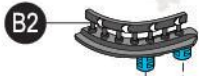


C12



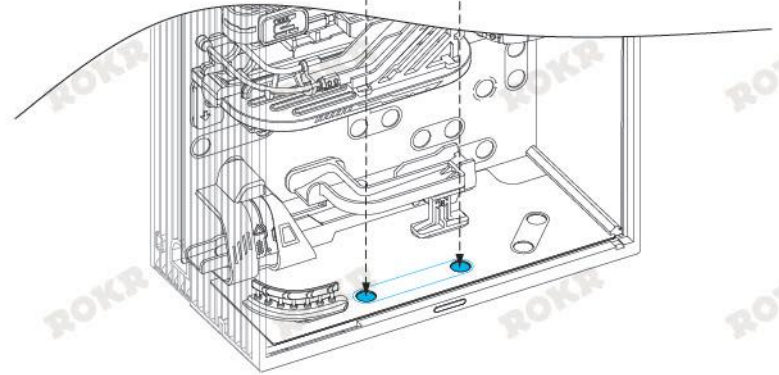
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2

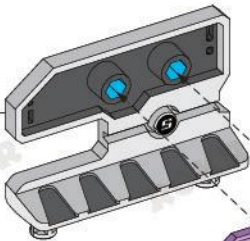
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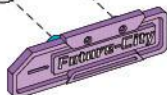
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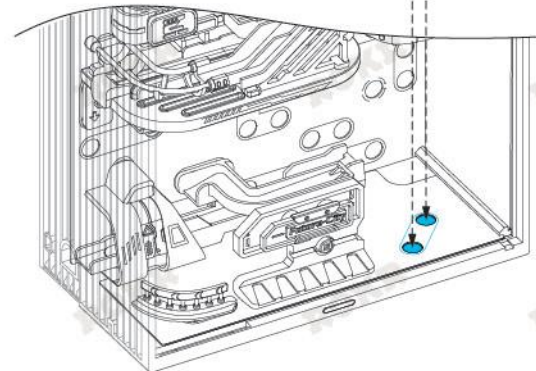
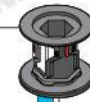
M
M6



E1

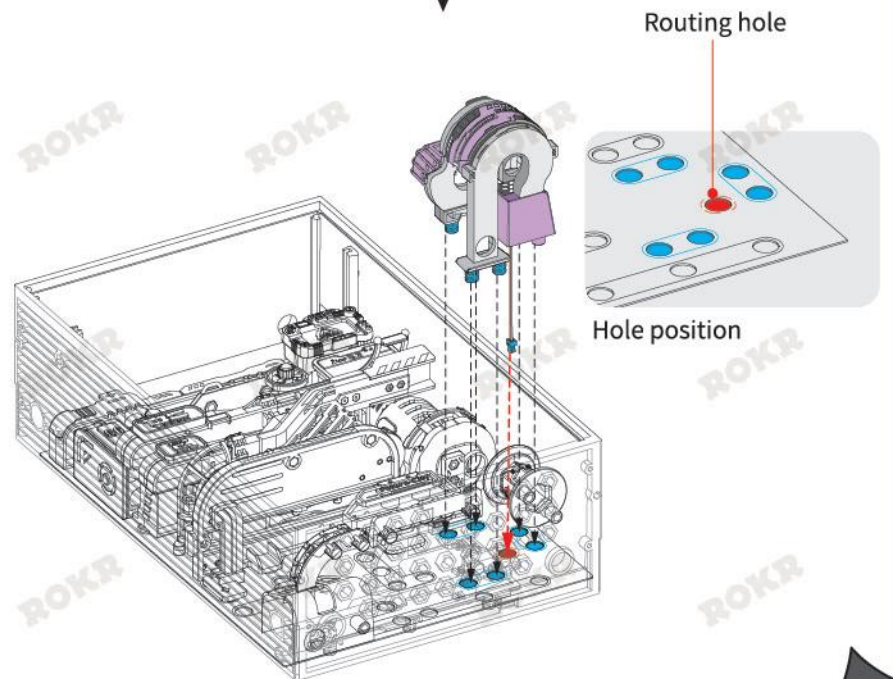
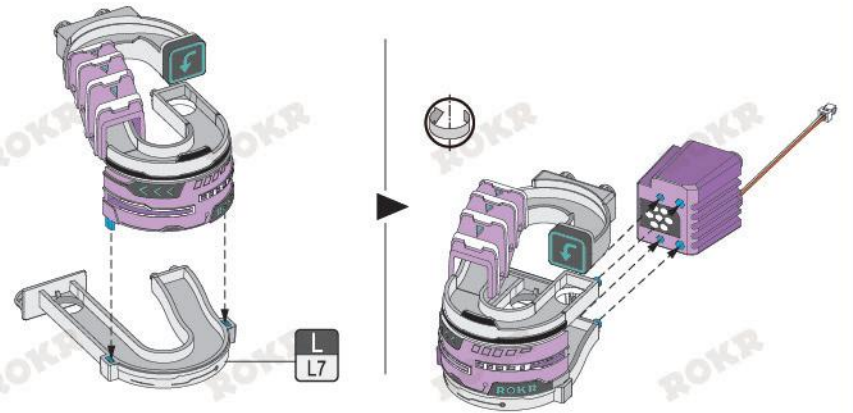
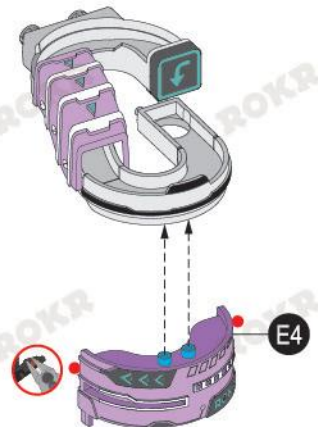
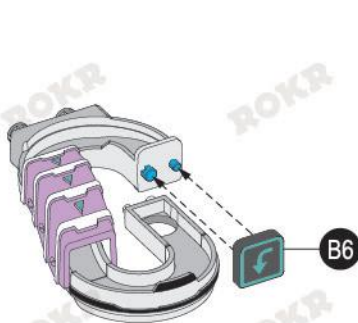
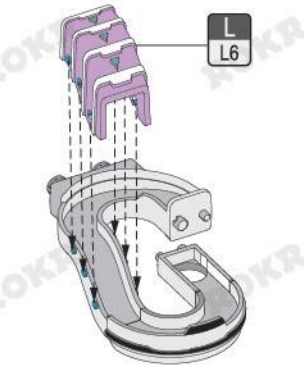
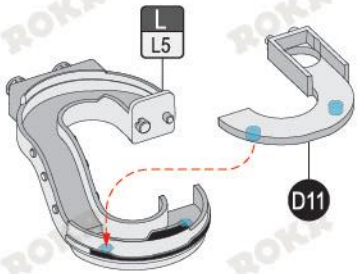
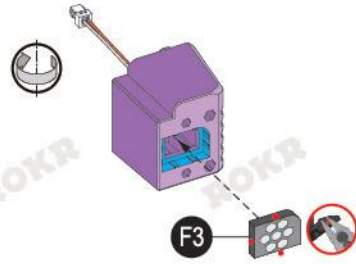
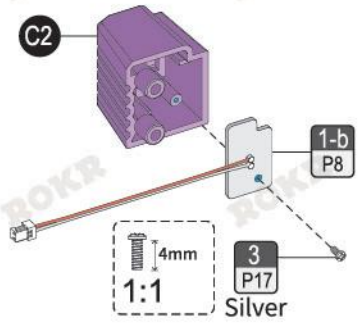


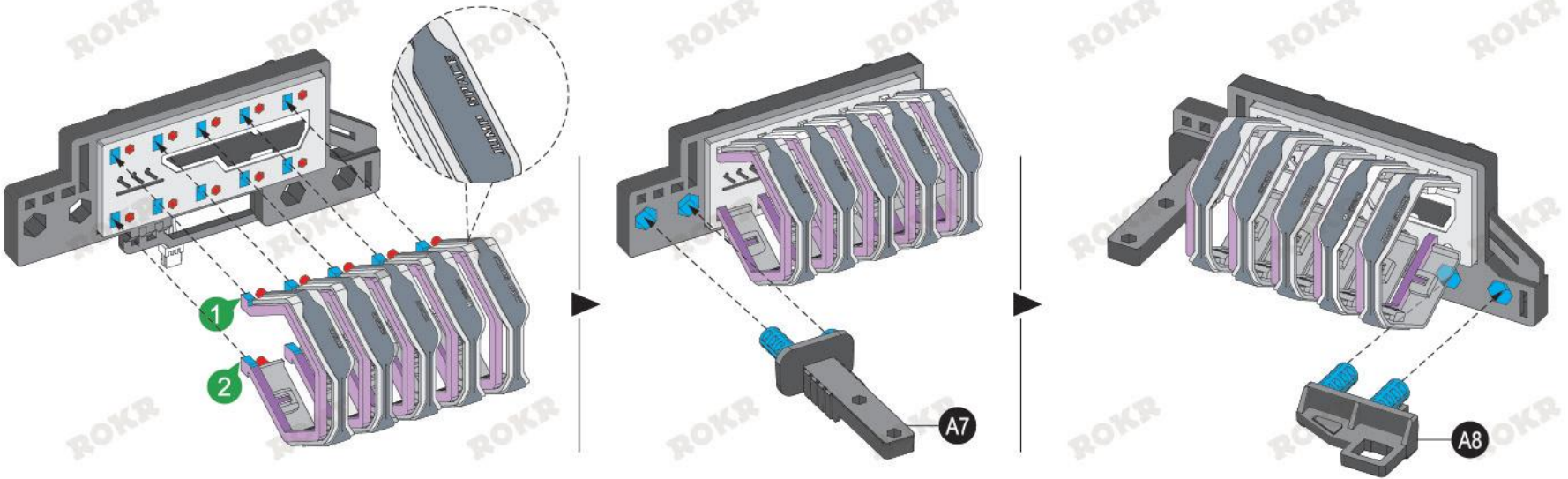
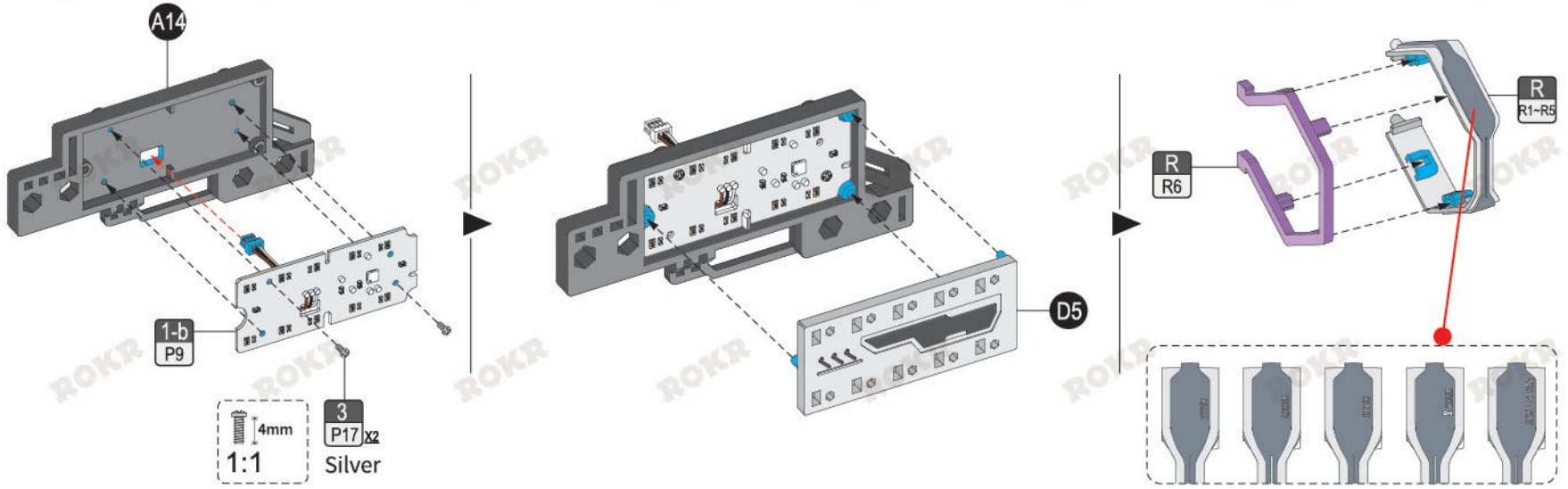
M
M7

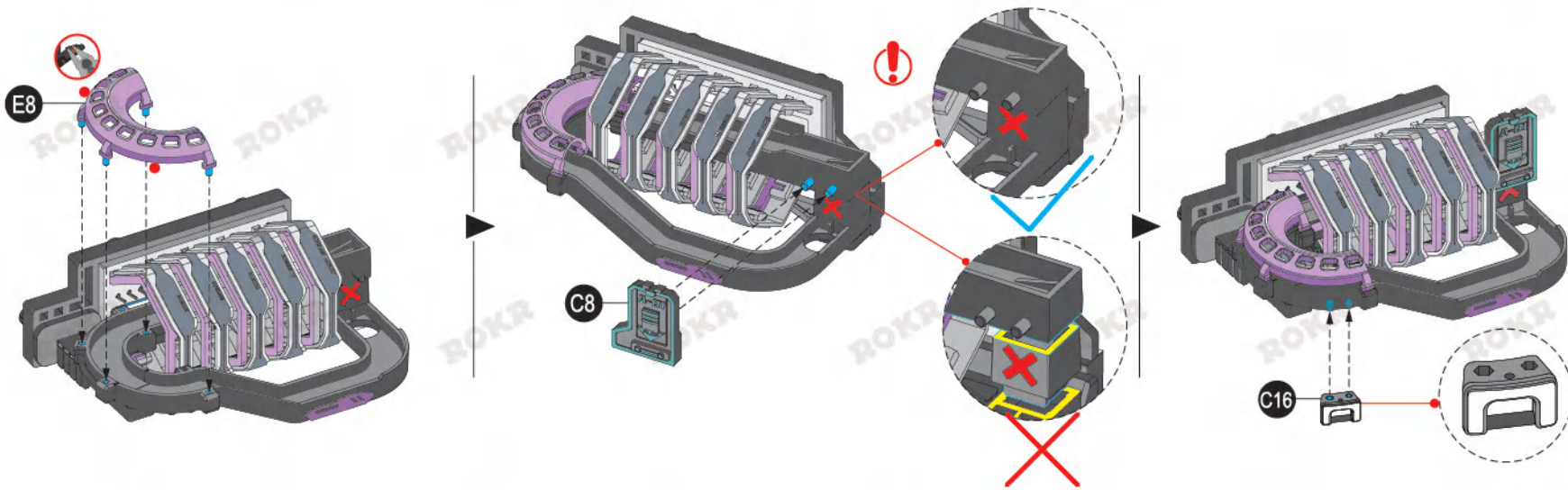
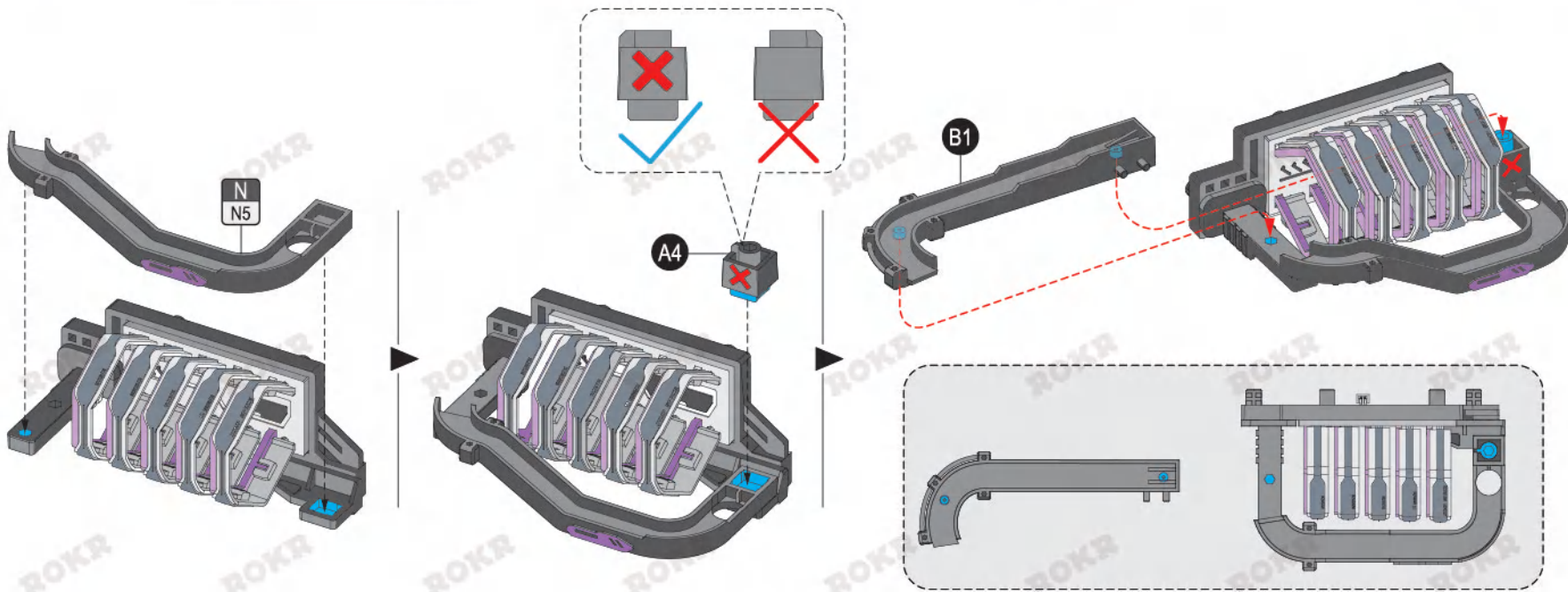



2

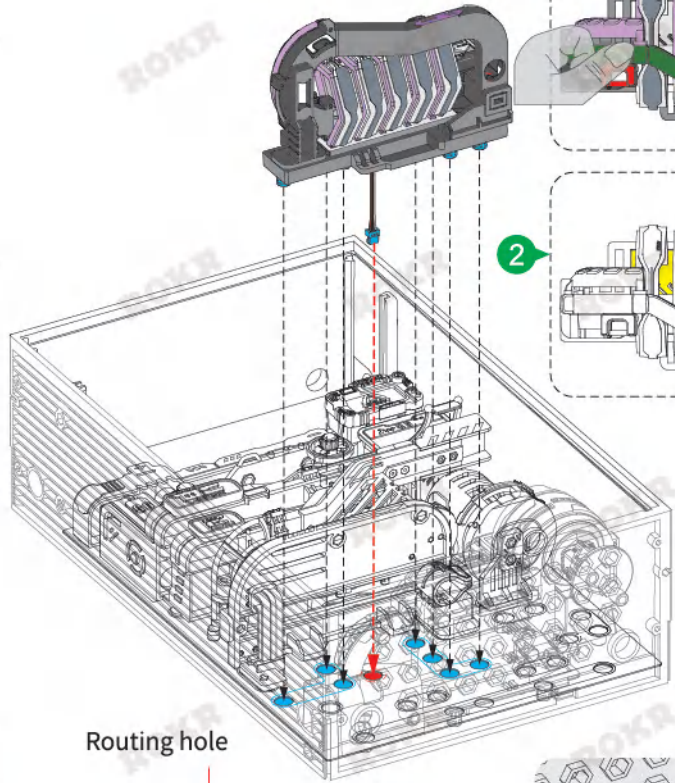
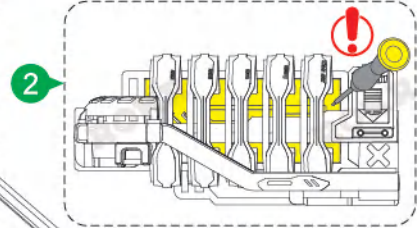
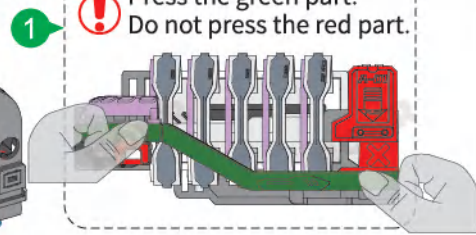
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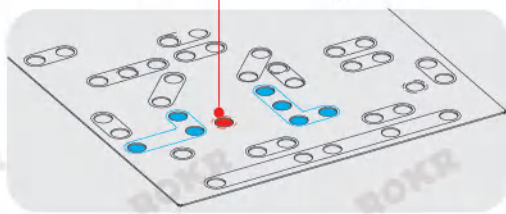




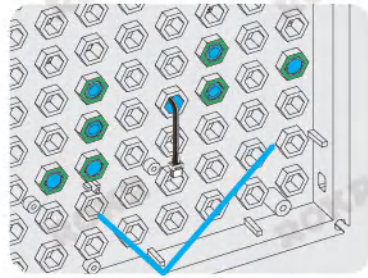
1  Press the green part.
Do not press the red part.



Routing hole

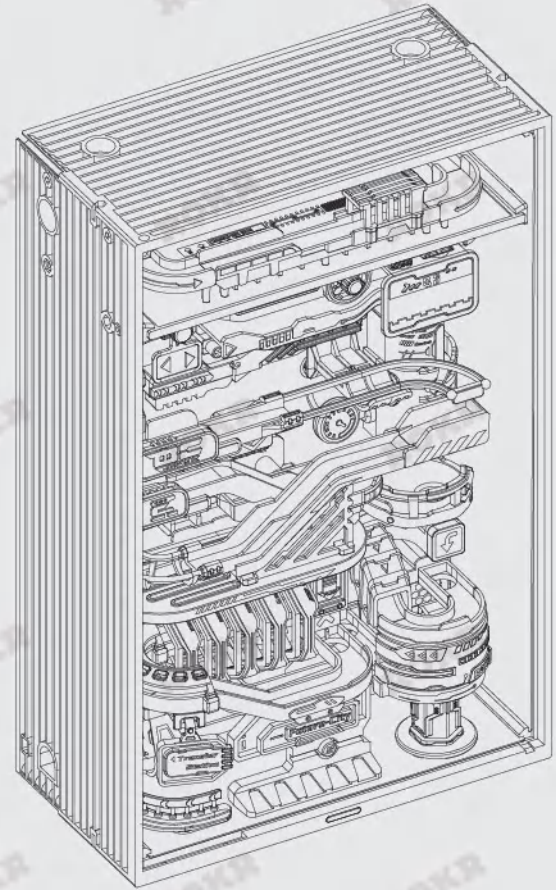


Hole position



Check the back hole position.

3 Completion

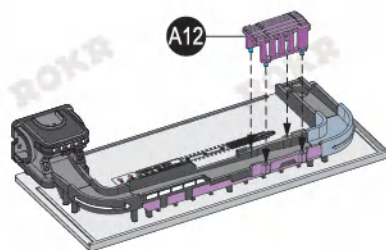
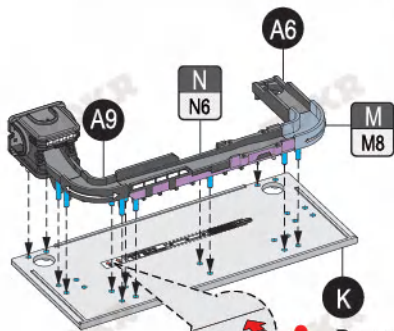
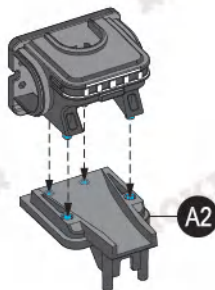
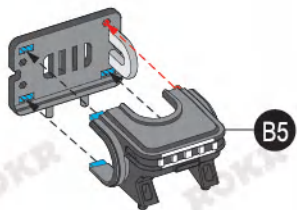
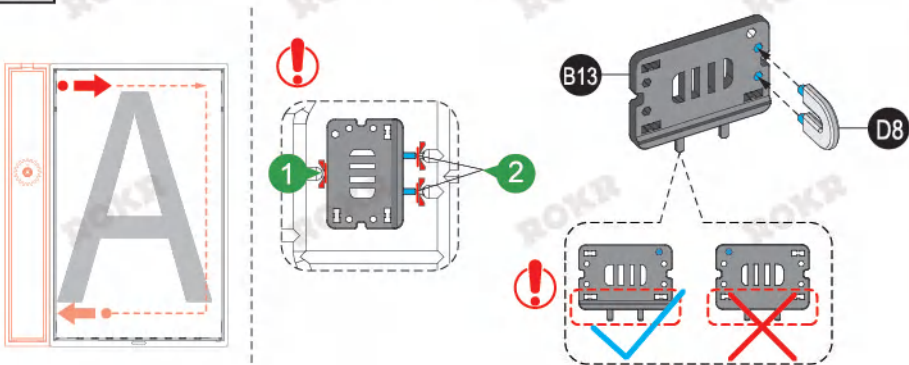


3

Basic gameplay

(Assembly method for Position AC)

<1>

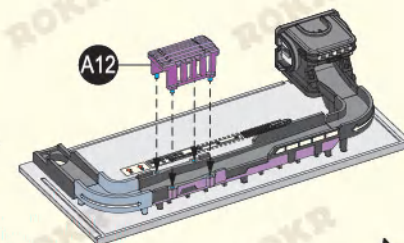
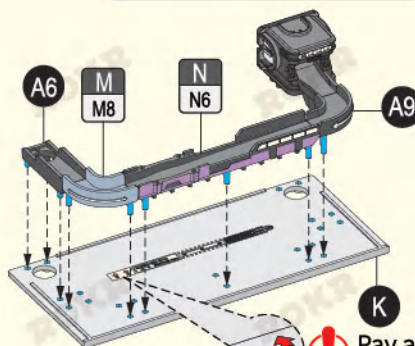
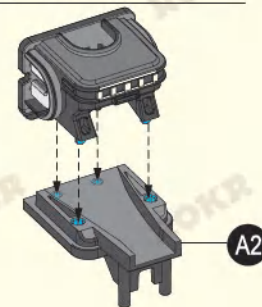
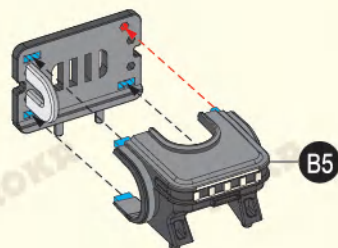
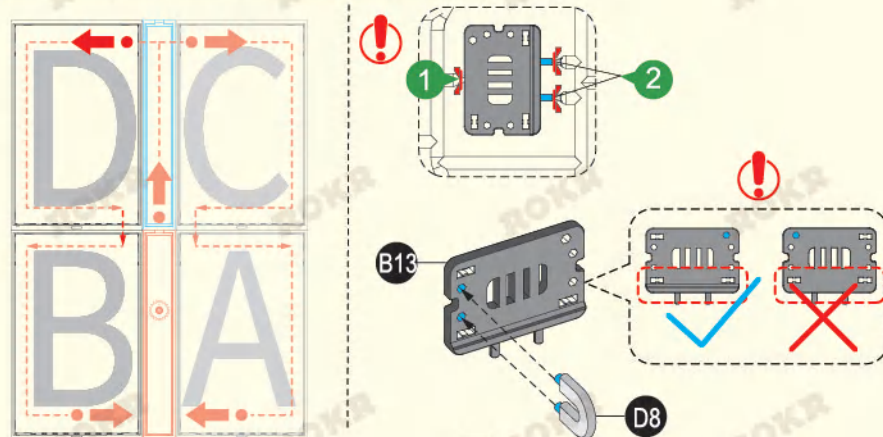


Pay attention to the front and the back.

Advanced Play - Module Extension

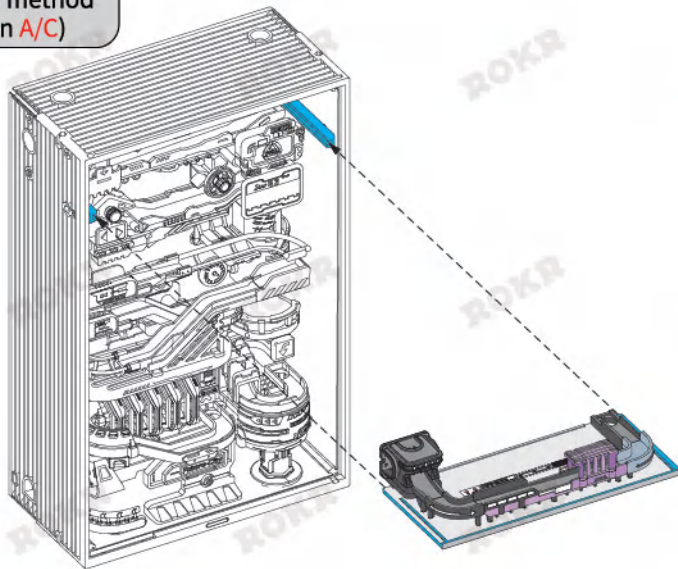
(Skip it if not needed.)

(Assembly method for Position BD)

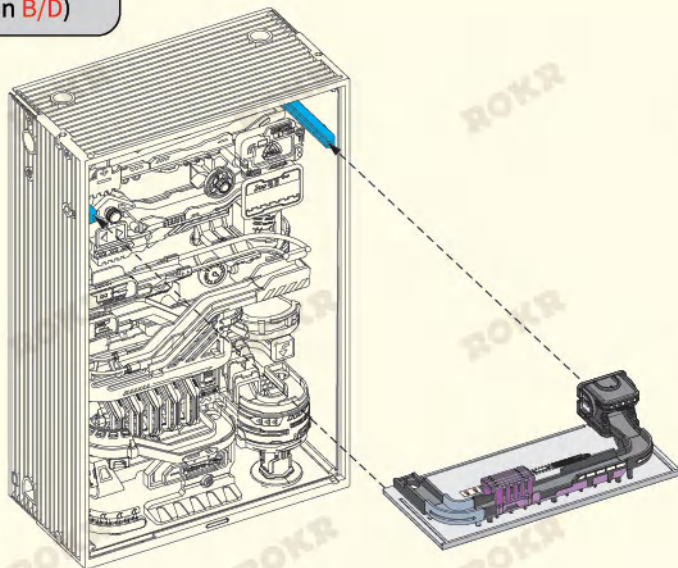


Pay attention to the front and the back.

(Assembly method
for Position A/C)

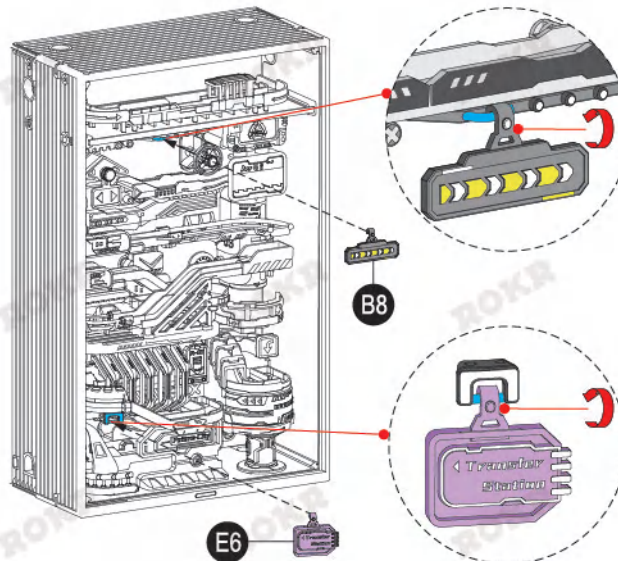


(Assembly method
for Position B/D)



3

<2>



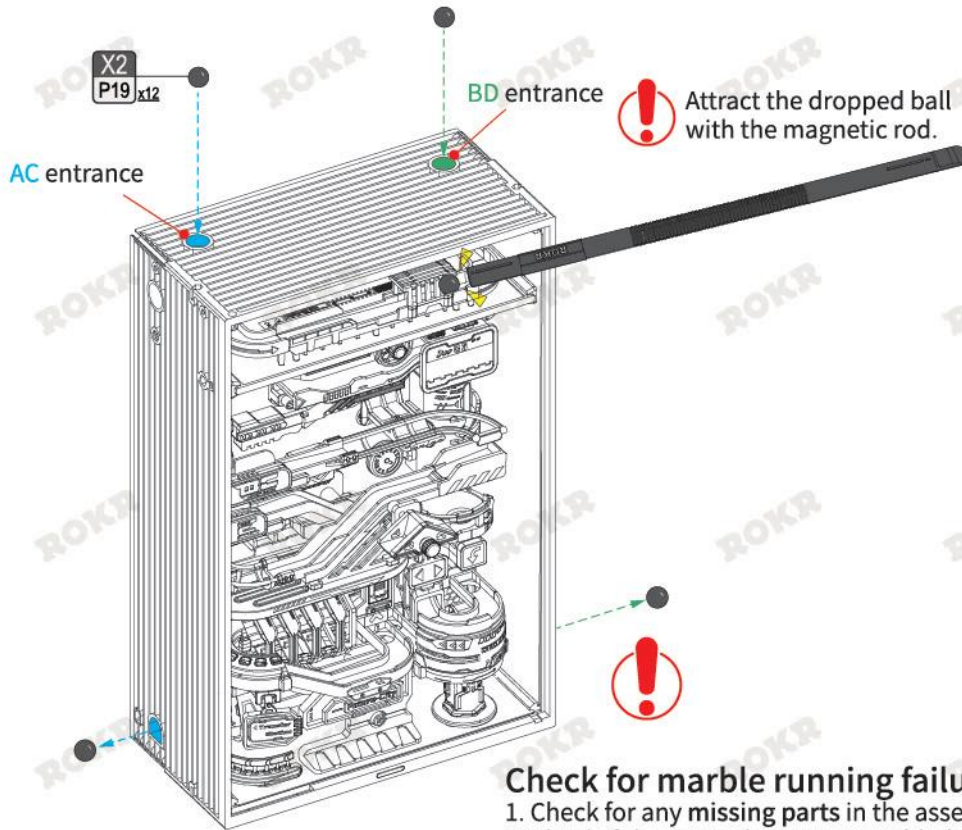
E6

B8

4

Test marbles' running

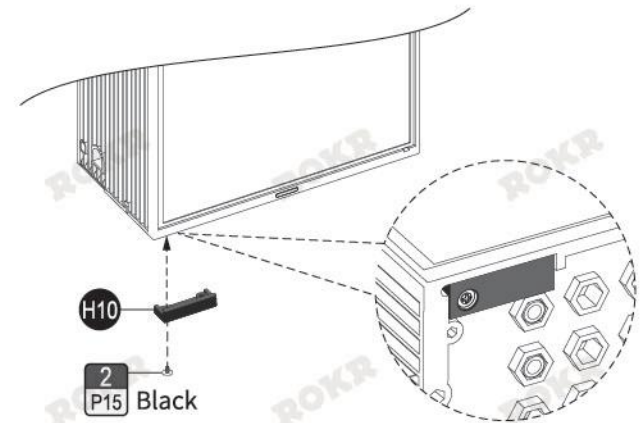
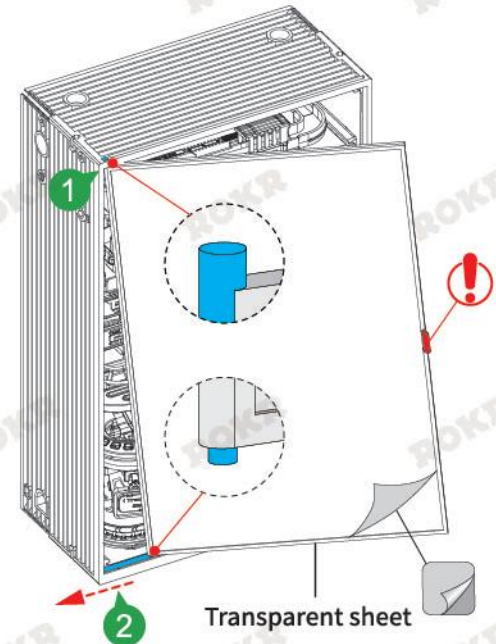
Put **12 marbles** in sequence into the entrance at intervals of **1-2 seconds** and observe if they can come out from the exit.
(Put too many marbles quickly may get stuck.)



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



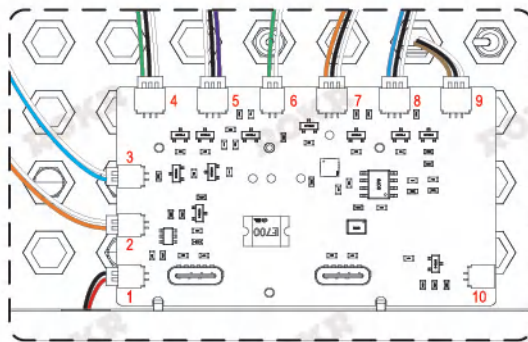
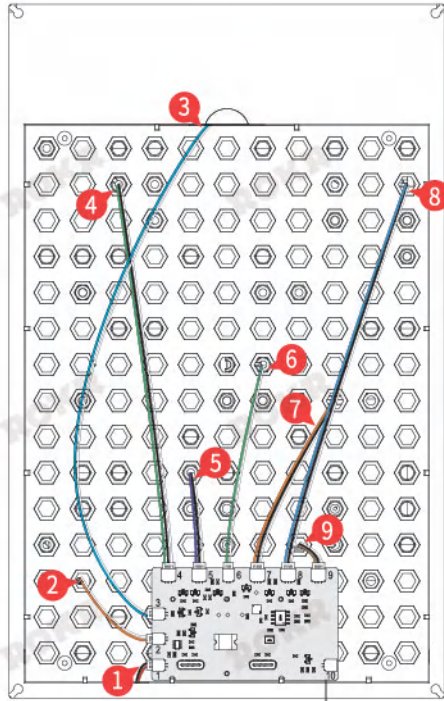
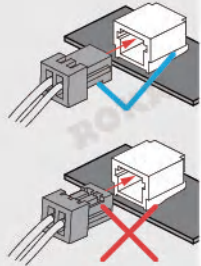
T 1:1

6

<1>

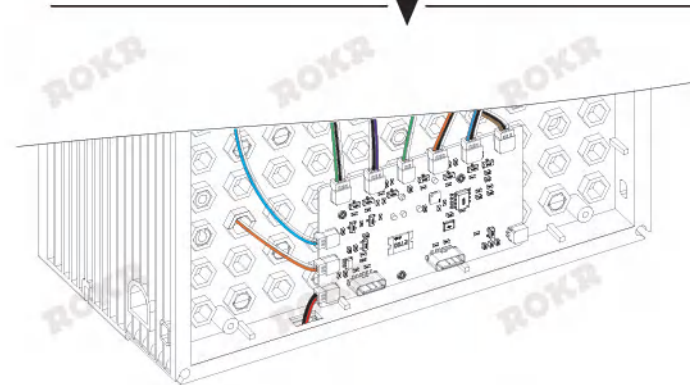
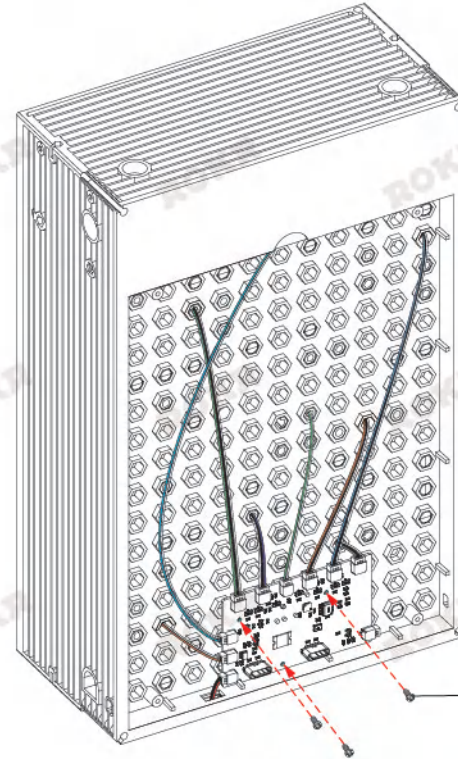


Distinguish the terminal direction.

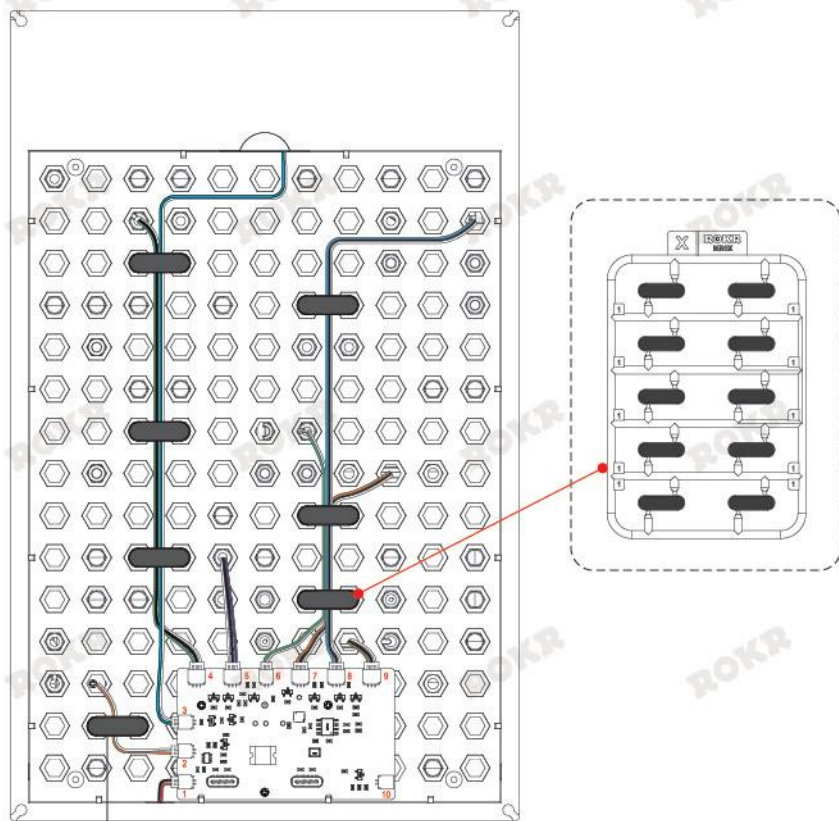


6

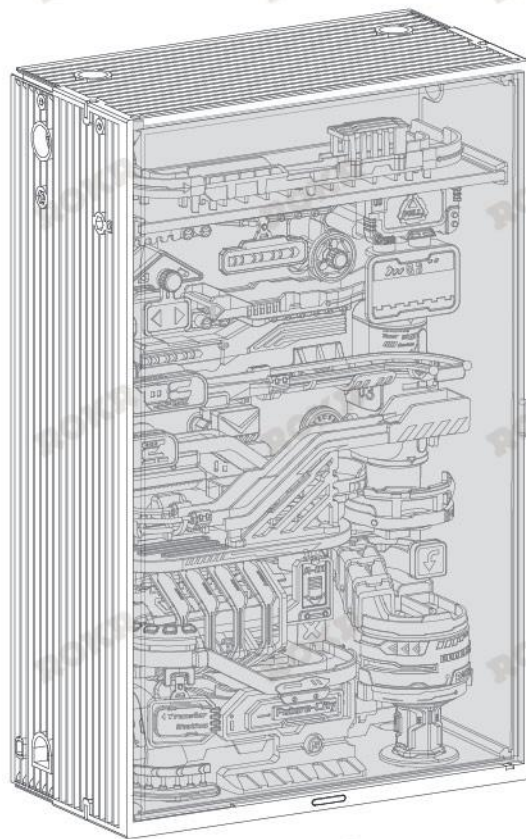
<2>



! Secure the wire with the sticker as shown.



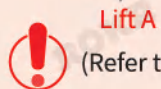
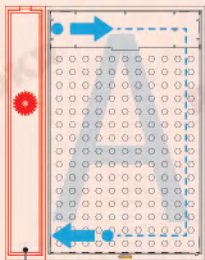
X1 xZ



The marble run module is completed.

7

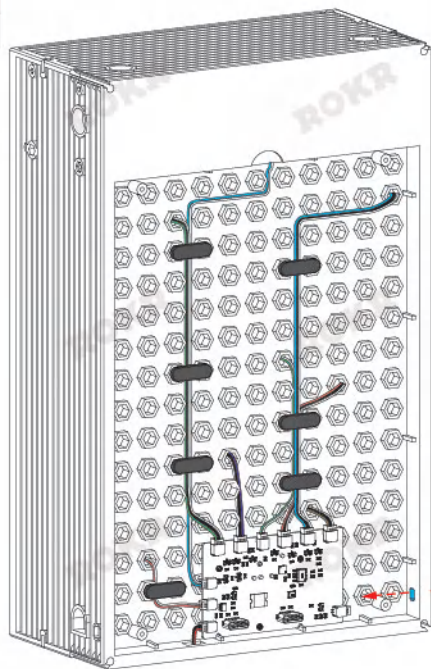
Basic gameplay (Assembly method for Position A)



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

7

<1>



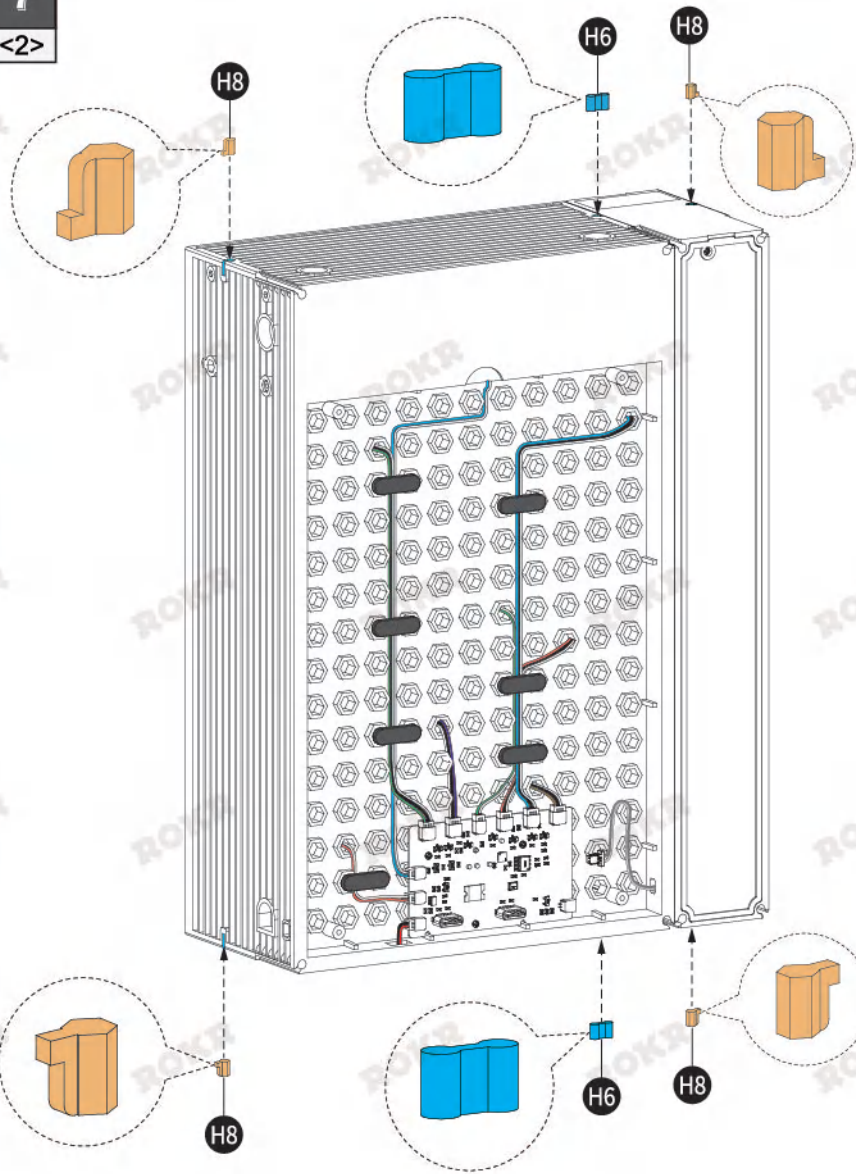
Lift A



Back

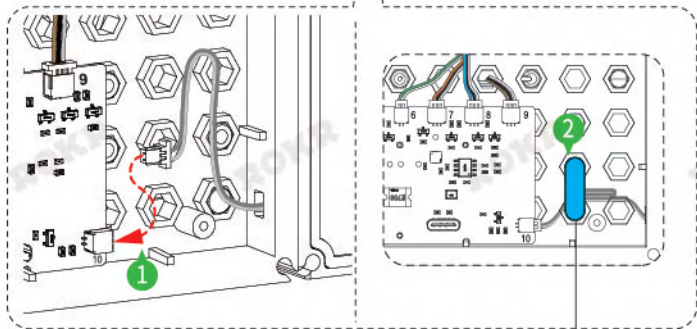
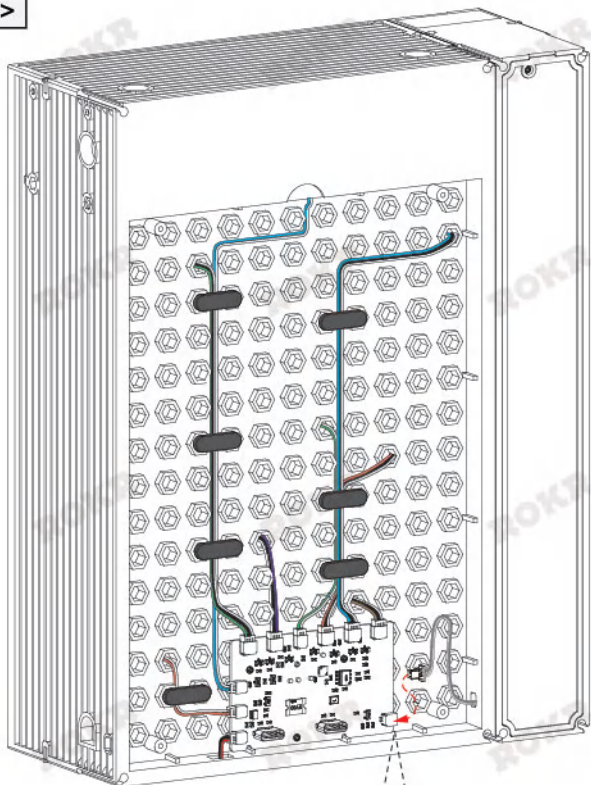
7

<2>



7

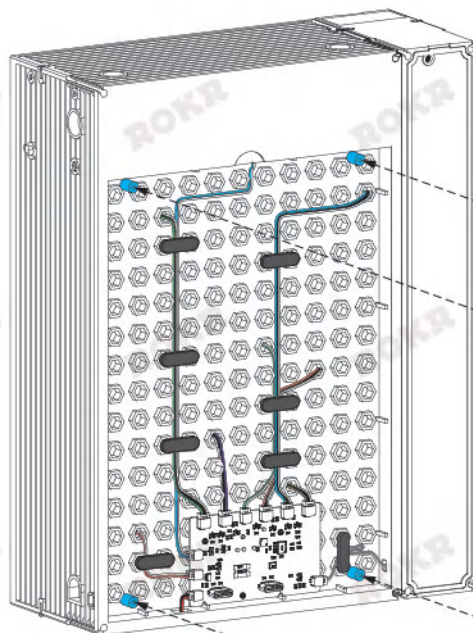
<3>



X1

7

<4>

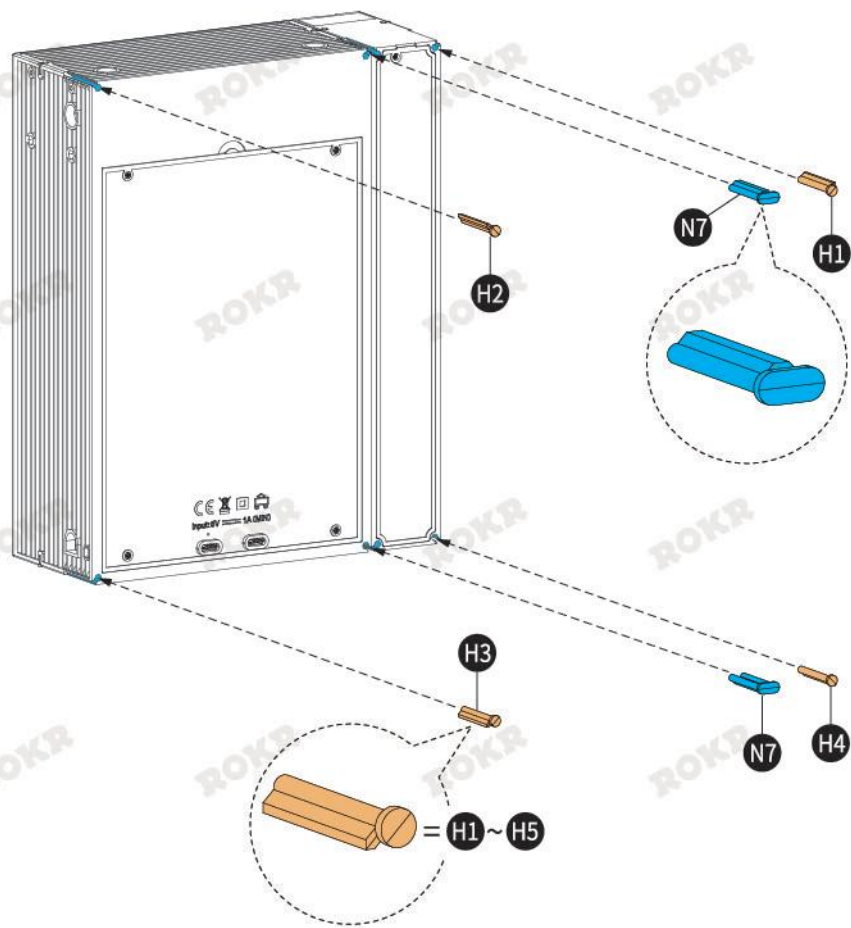



6mm

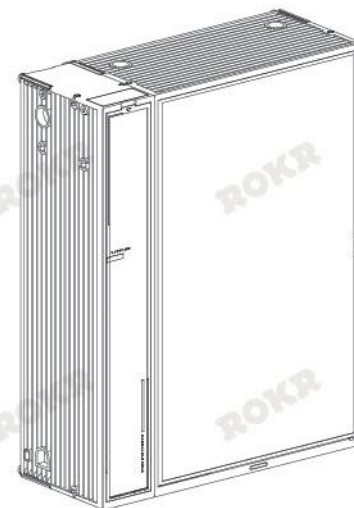
X1
P18 X4

I

CE X4
Input: 6V 1A 0.80



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



Complete for the basic play.

 **PARALLEL WORLD**

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.



MARBLE RUN

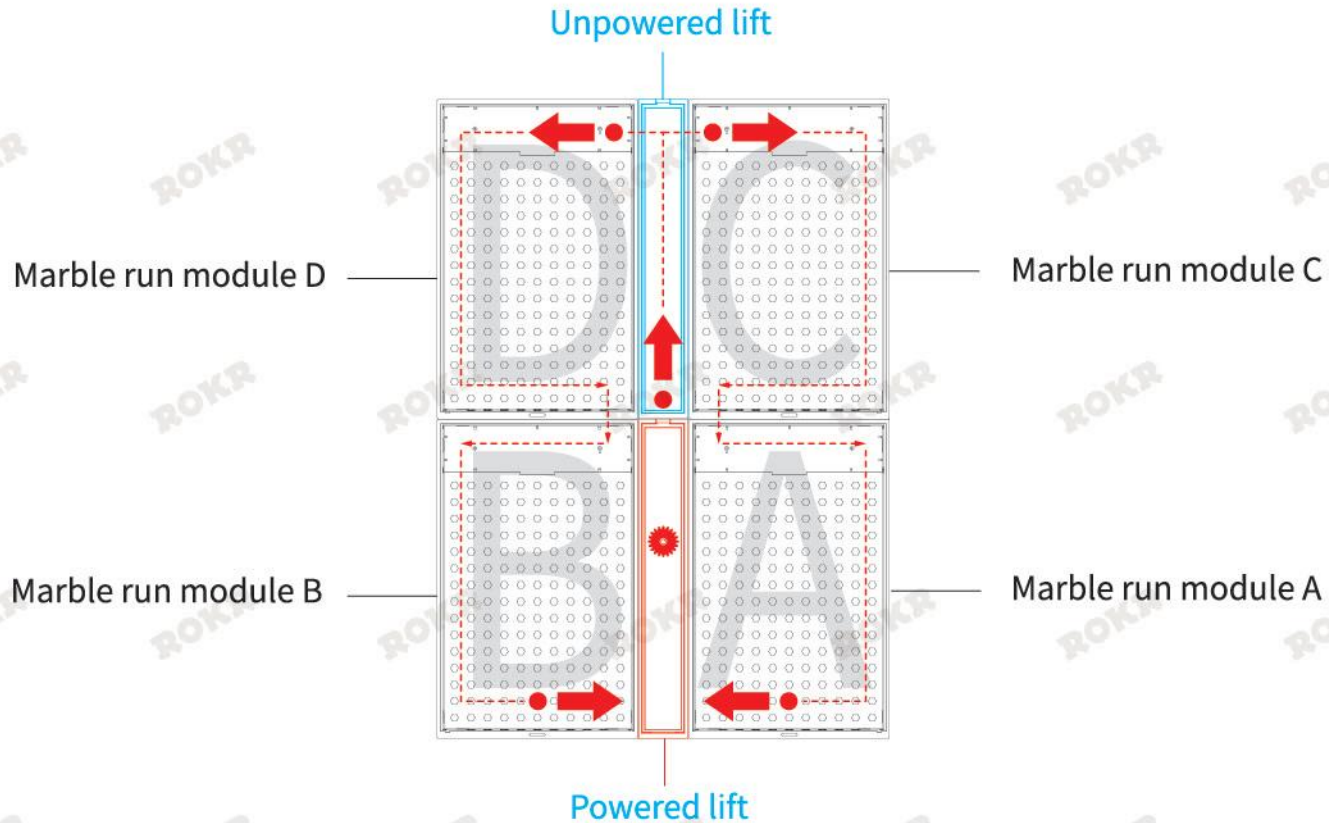
PARALLEL WORLD

Advanced Play - Module Extension

**ASSEMBLY
INSTRUCTIONS**



Advanced Play - Module Extension Instruction



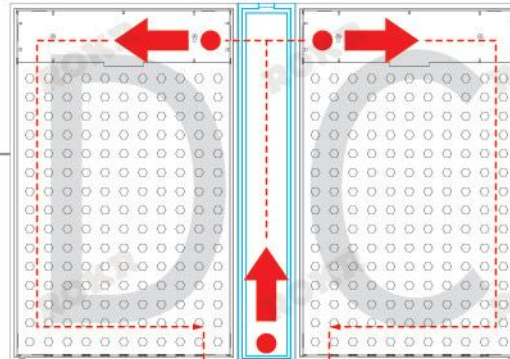
- One system for advanced play includes 2 lift modules and 4 marble run modules as shown.
- Assembling methods for lift and marble run module at different positions are different, please assemble lift and marble run module according to the instruction.

The Future City - Position Switching Instruction for Marble Run Module



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

Position D



Position C

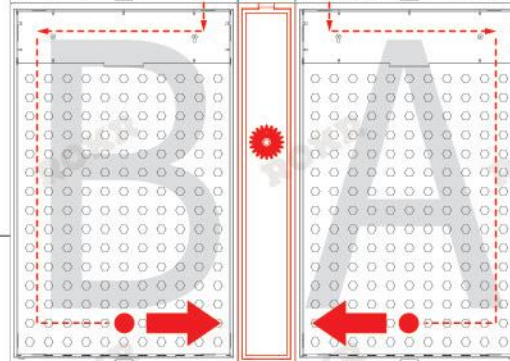


Scan for switching position C into position A, B, D



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

Position B

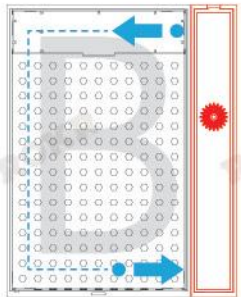


Position A



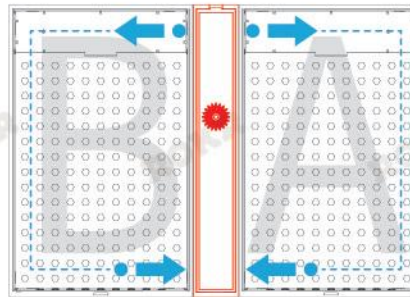
Scan for switching position A into position B, C, D

Assembly instruction for 5 kinds of common advanced play



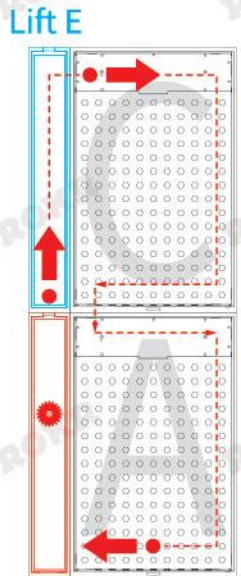
8
Page 39-40

Lift B



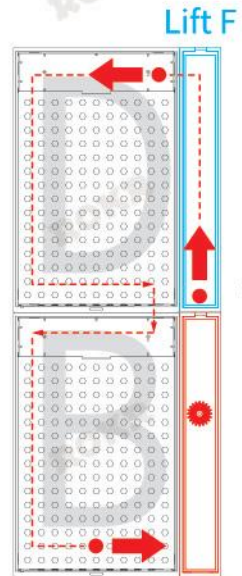
9
Page 41-42

Lift C



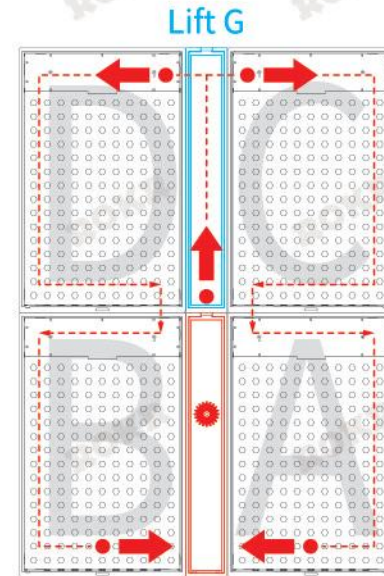
10
Page 43-44

Lift D



11
Page 45-46

Lift D

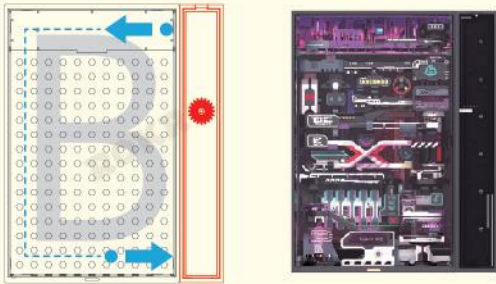


12
Page 47-49

Lift D



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



Lift B

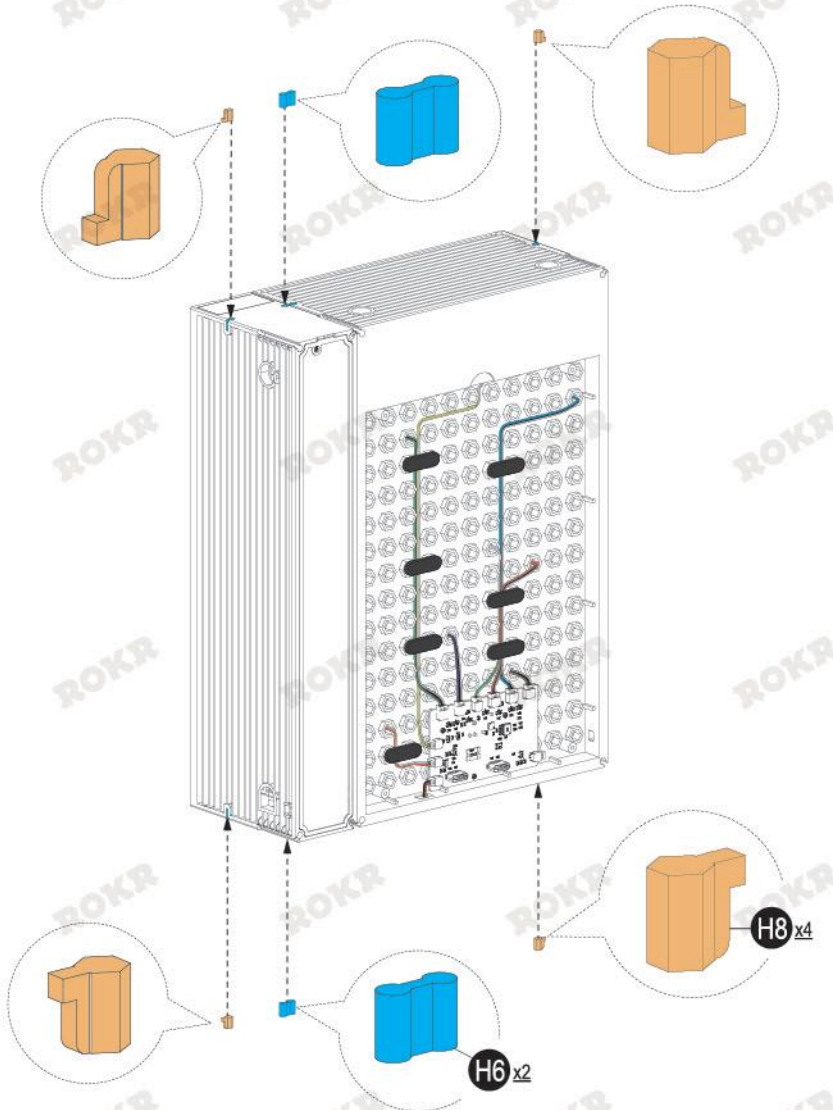
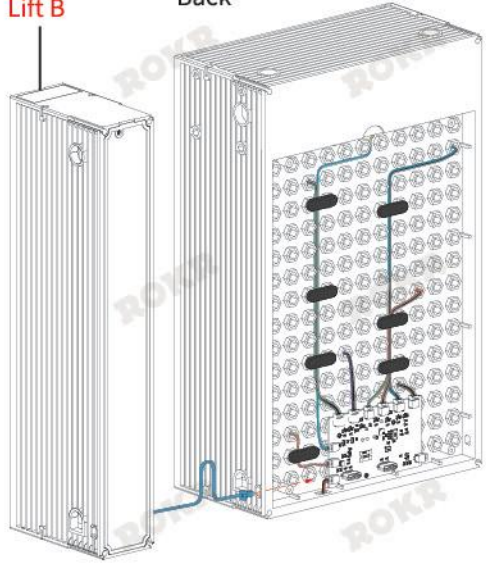
(Refer to the assembly instruction of Lift)

§
<2>

§
<1>

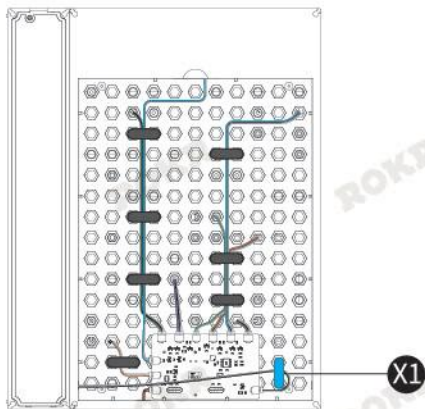
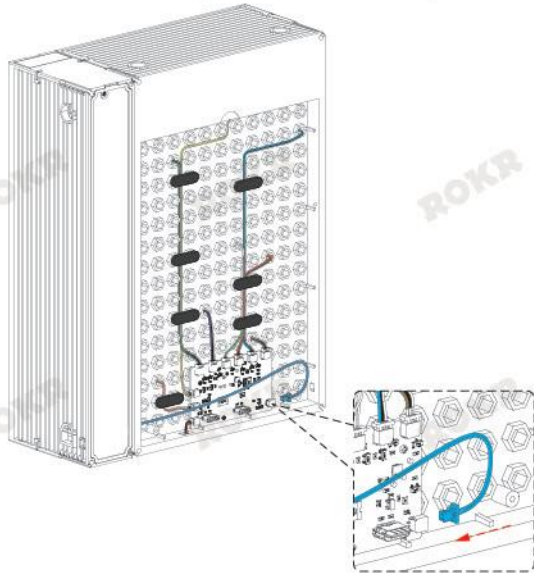


Lift B



8

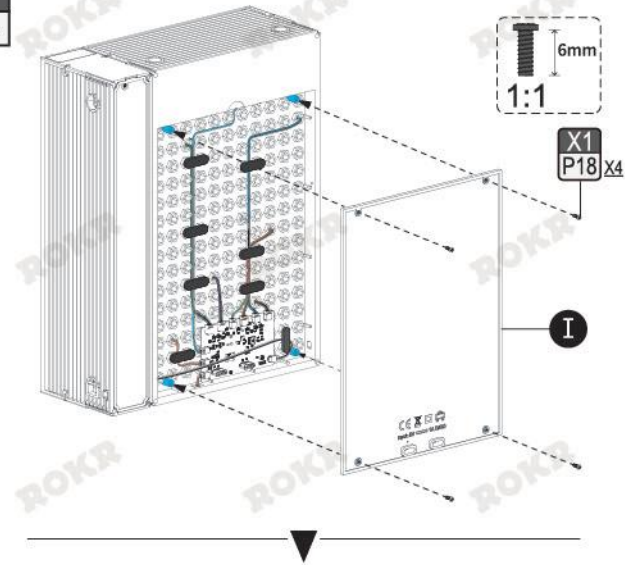
<3>



X1

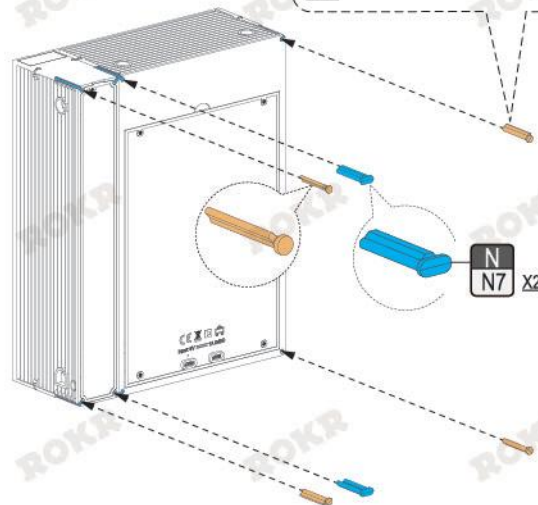
8

<4>

6mm
1:1X1
P18 X4

I

x4 = H1 ~ H5

N
N7 X2

8

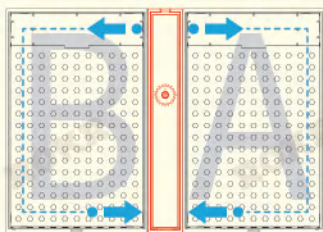
<5>



Complete position B

9

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

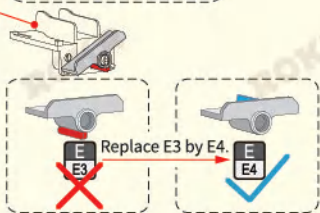
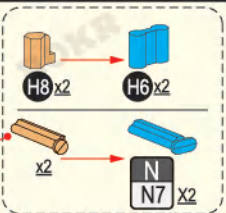


Lift C

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



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



Replace E4 refer to the Lift Instruction



Video for A dismantling/replacing

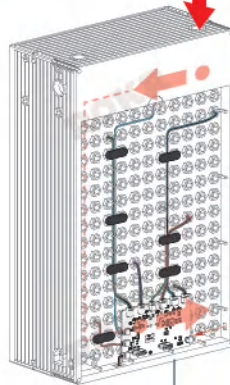
9

<1>

Before assembling, put marbles to test. Do not reverse the positions of left and right modules.



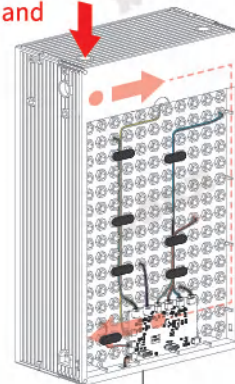
Back



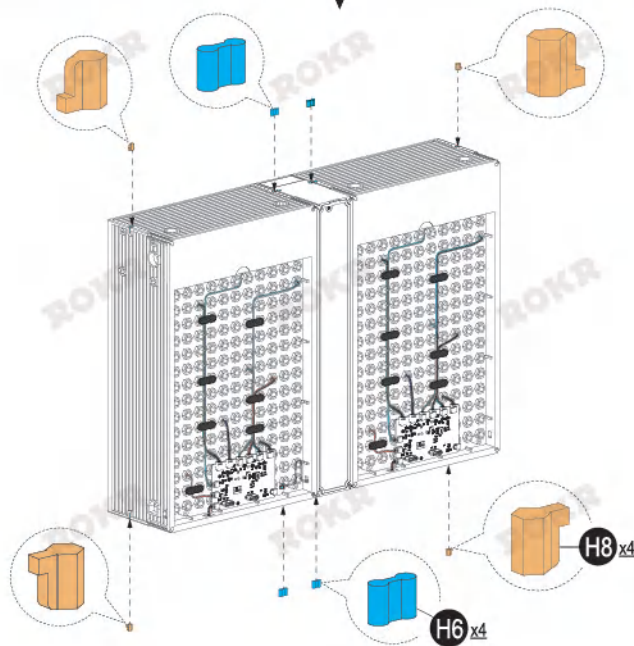
Marble run module A



Lift C

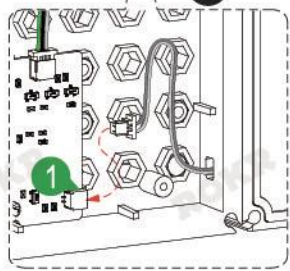
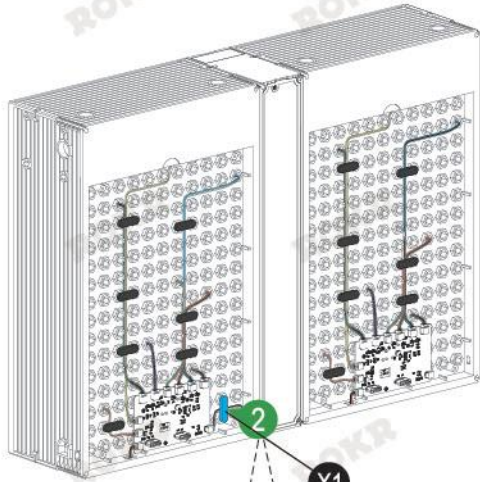


Marble run module B



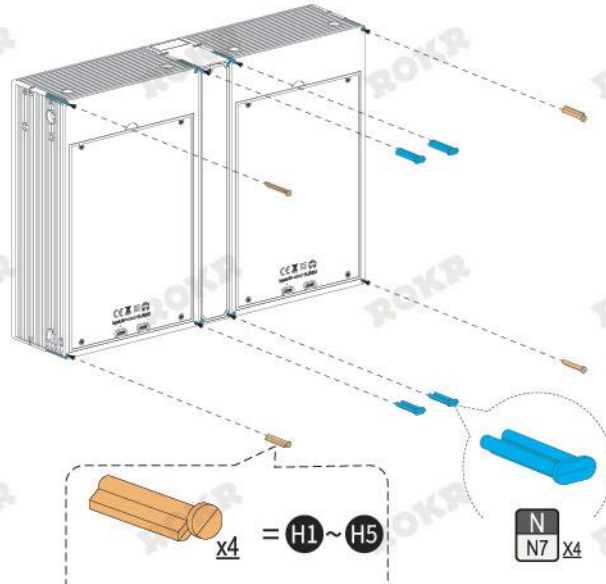
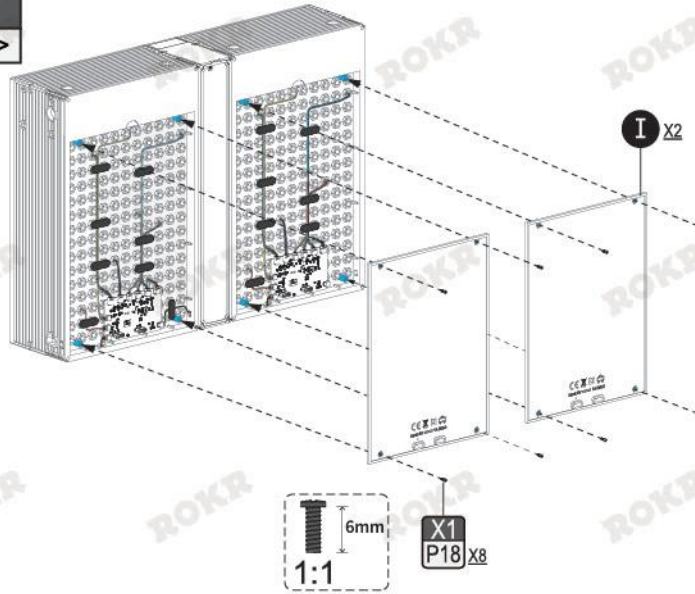
9

<2>



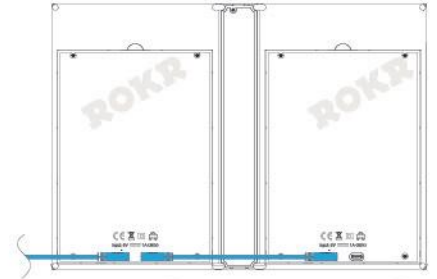
9

<3>



9

<4>

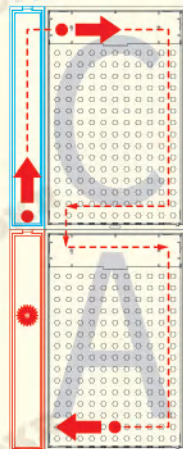


Complete position AB

10

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

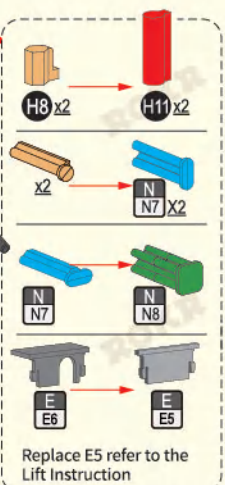
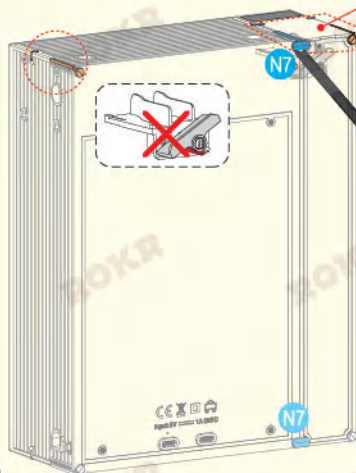
Lift E



Lift D

(Refer to the assembly instruction of Lift.)

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



Replace E5 refer to the Lift Instruction

Skip to Step 10 after dismantling.

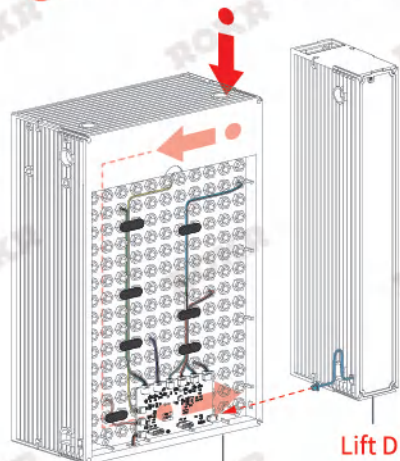
10

<1>

Check the direction of the track.

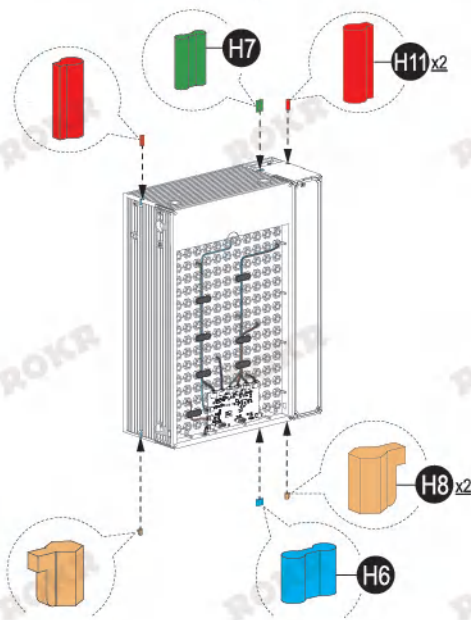


Back



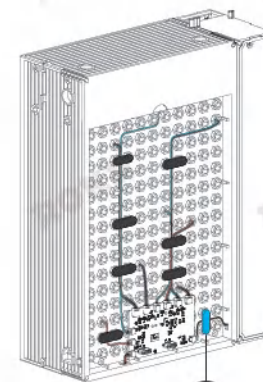
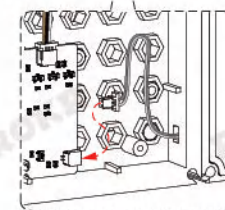
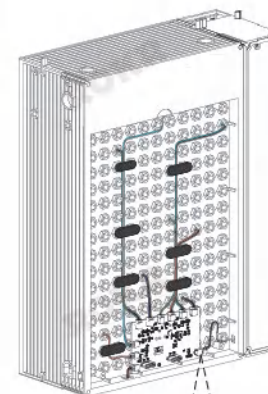
Lift D

Marble run module A



10

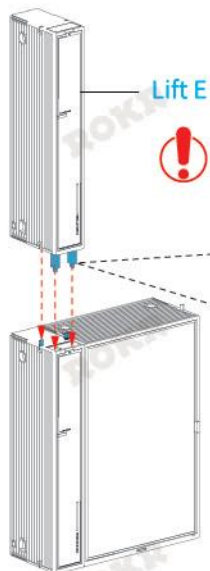
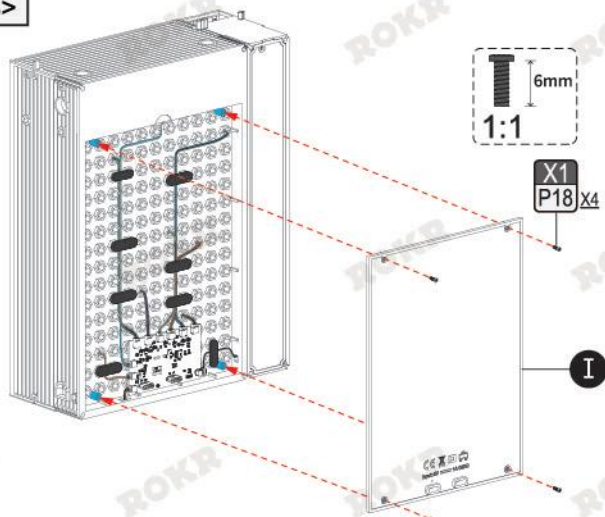
<2>



X1

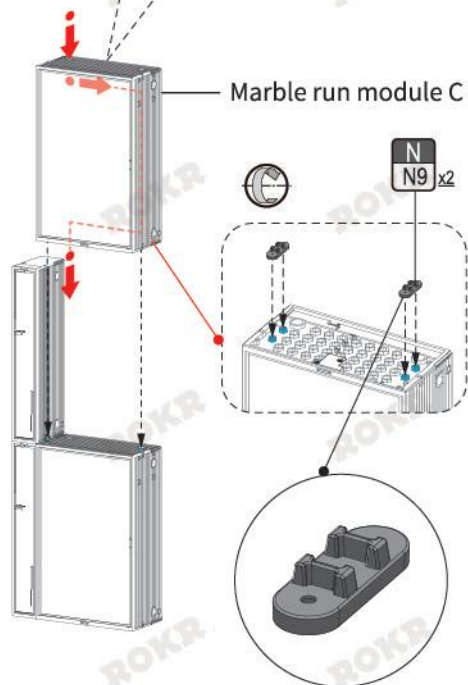
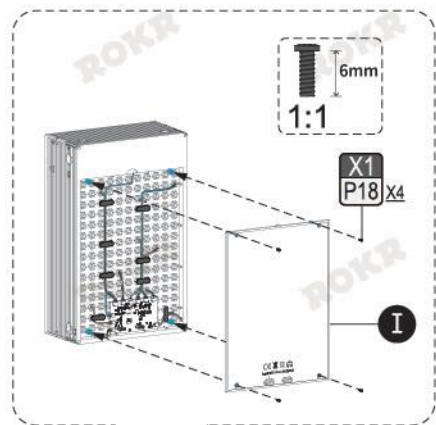
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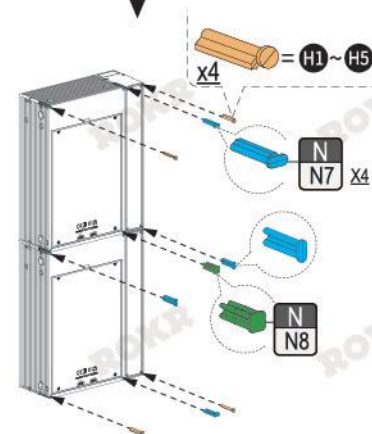
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10

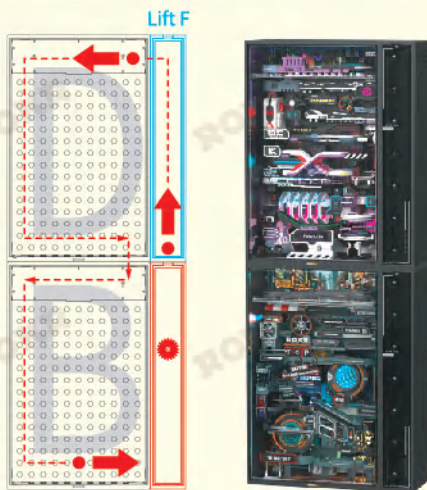
<5>



Complete position AC

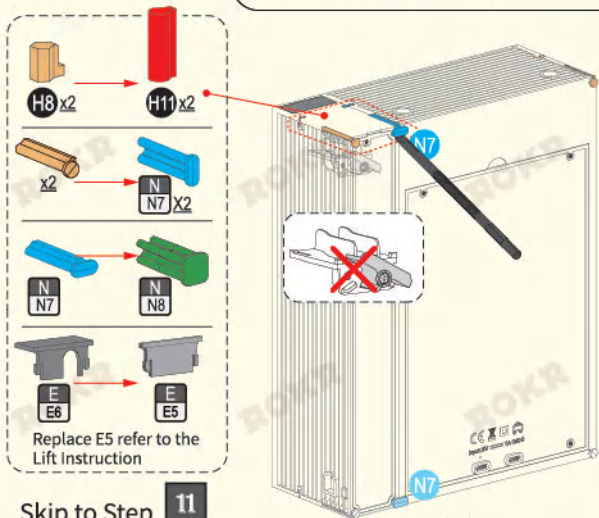
11

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.)

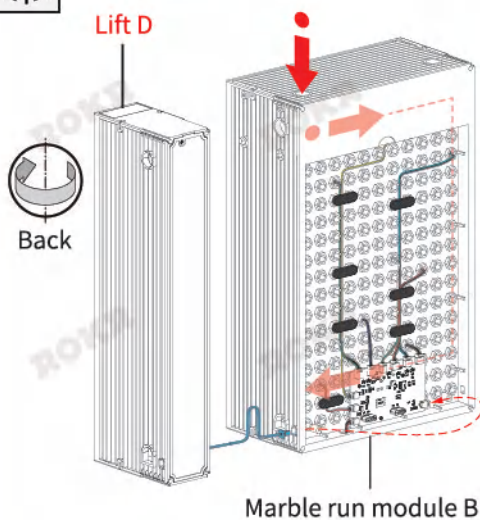


Skip to Step 11 after dismantling.

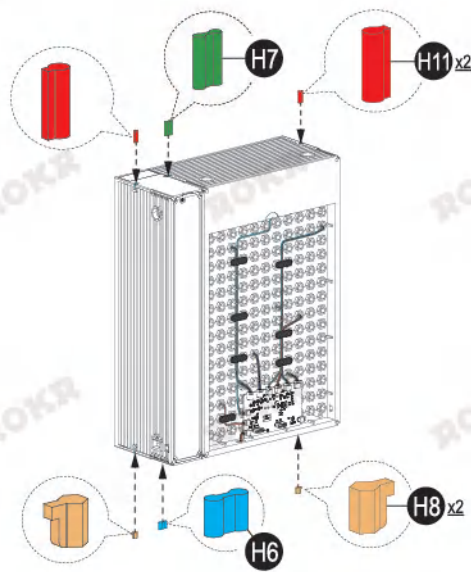
11

<1>

Check the direction of the track.

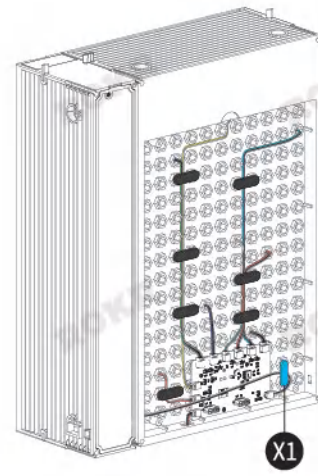
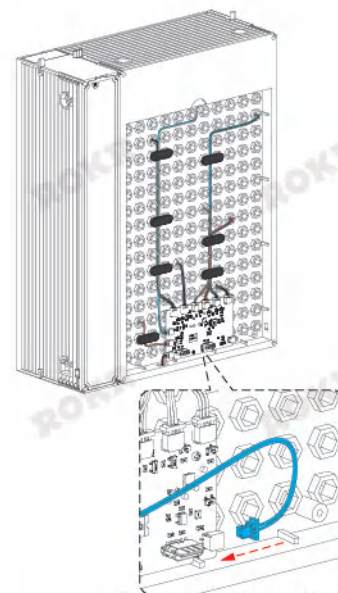


Marble run module B



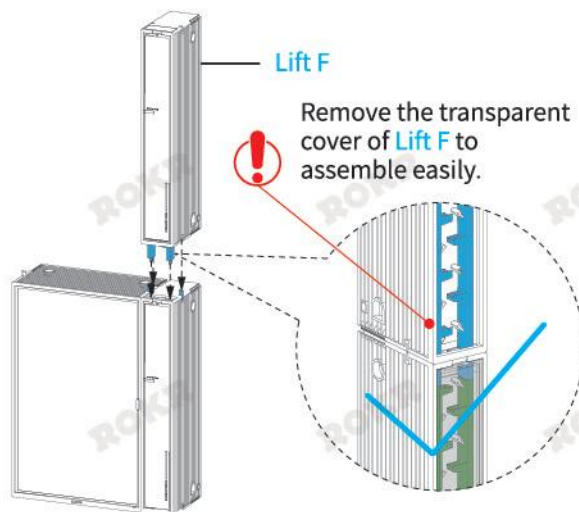
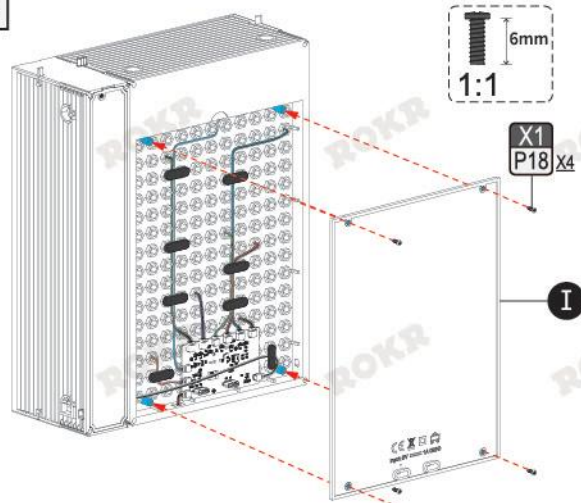
11

<2>



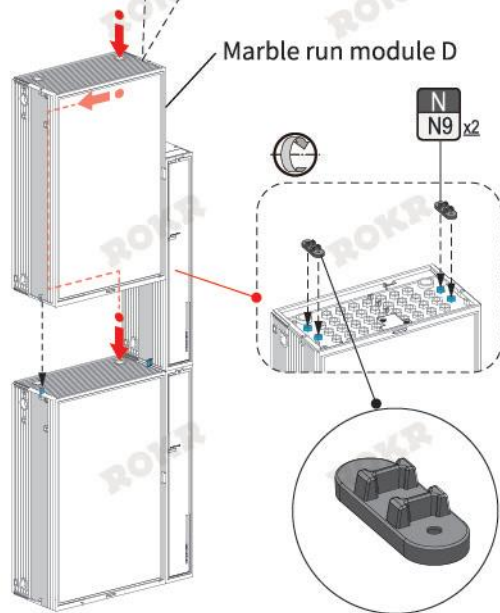
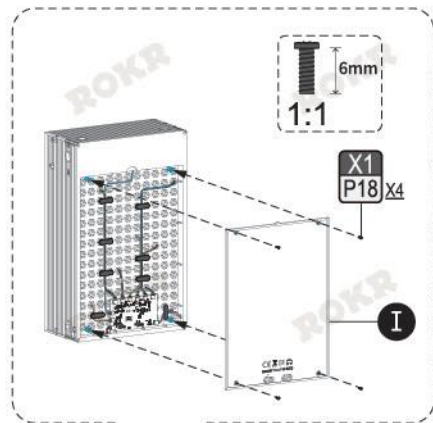
11

<3>



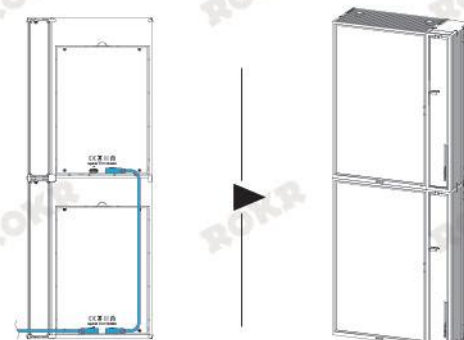
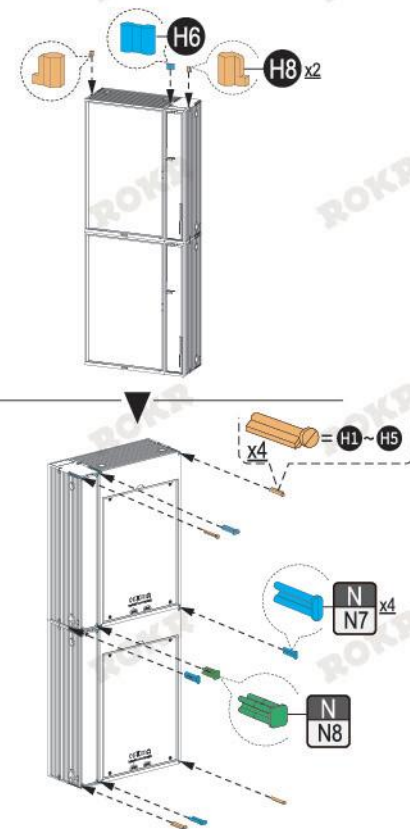
11

<4>



11

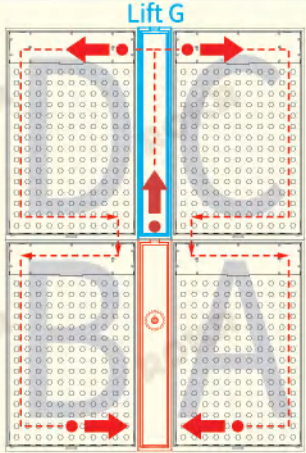
<5>



Complete position BD

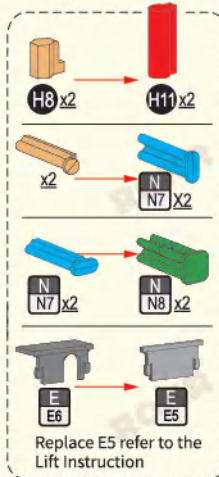
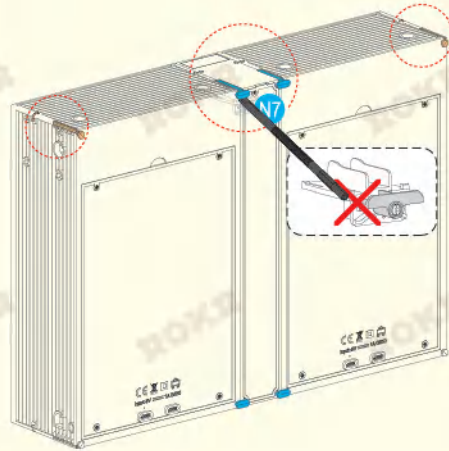
12

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



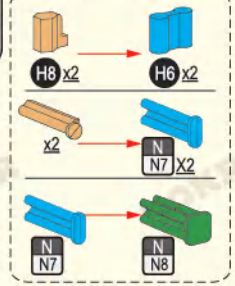
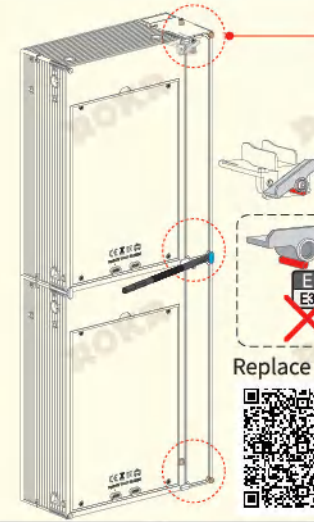
Lift D
(Refer to the assembly instruction of Lift.)

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

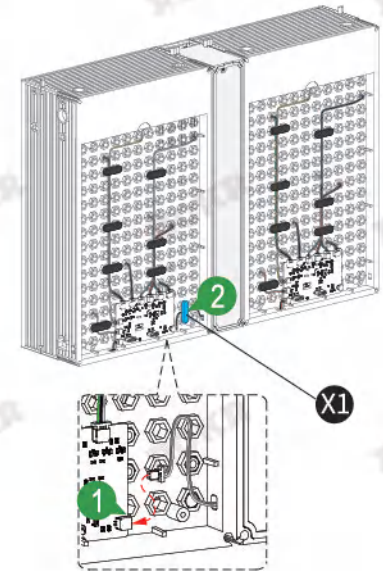
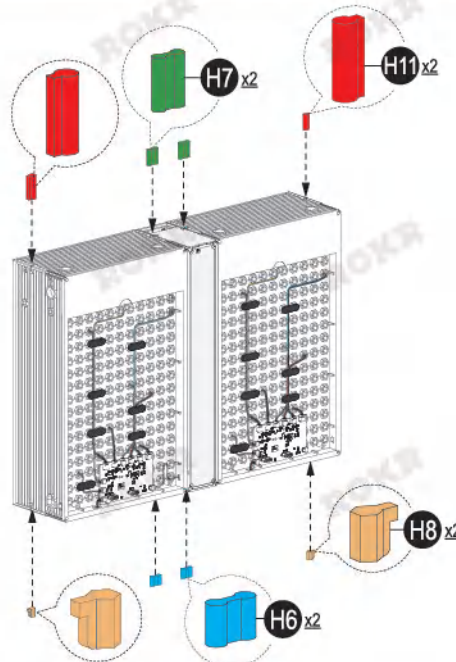
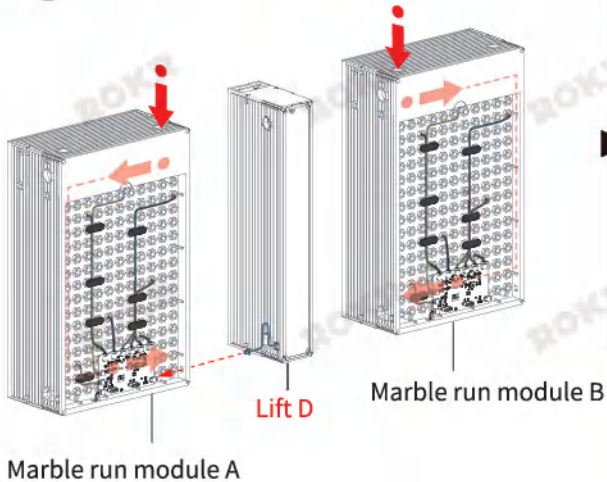
12

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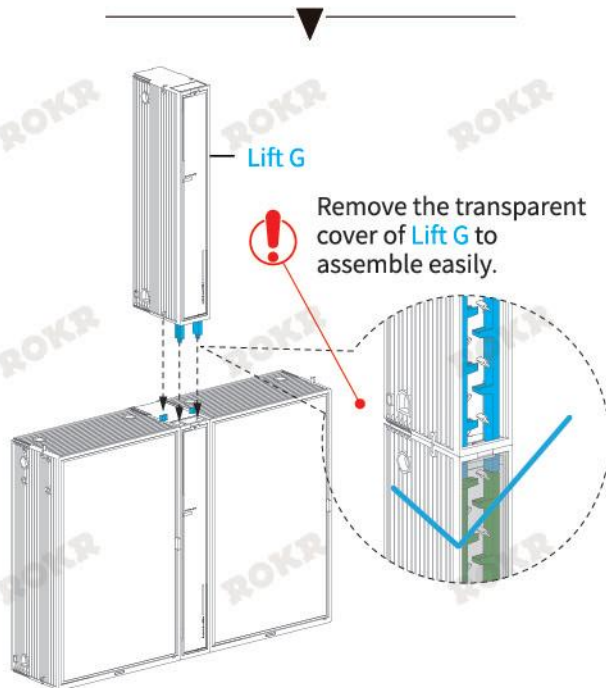
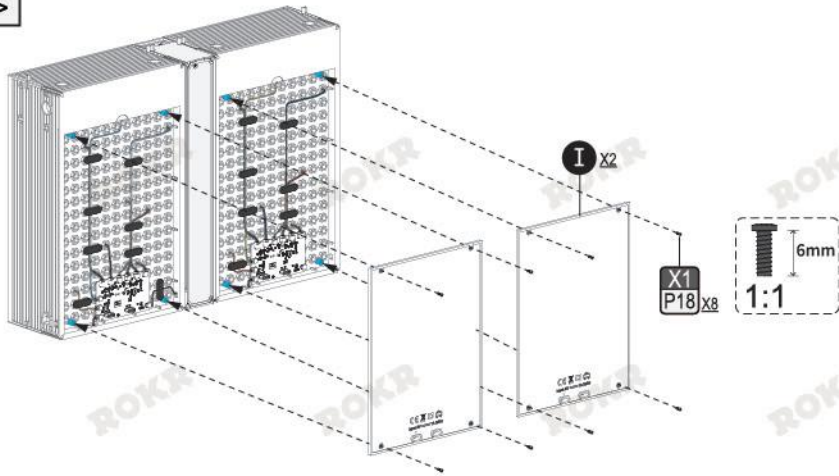
Back

Check the direction of the track.



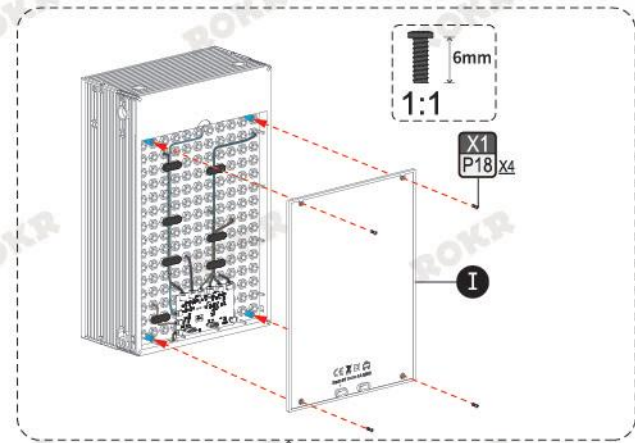
12

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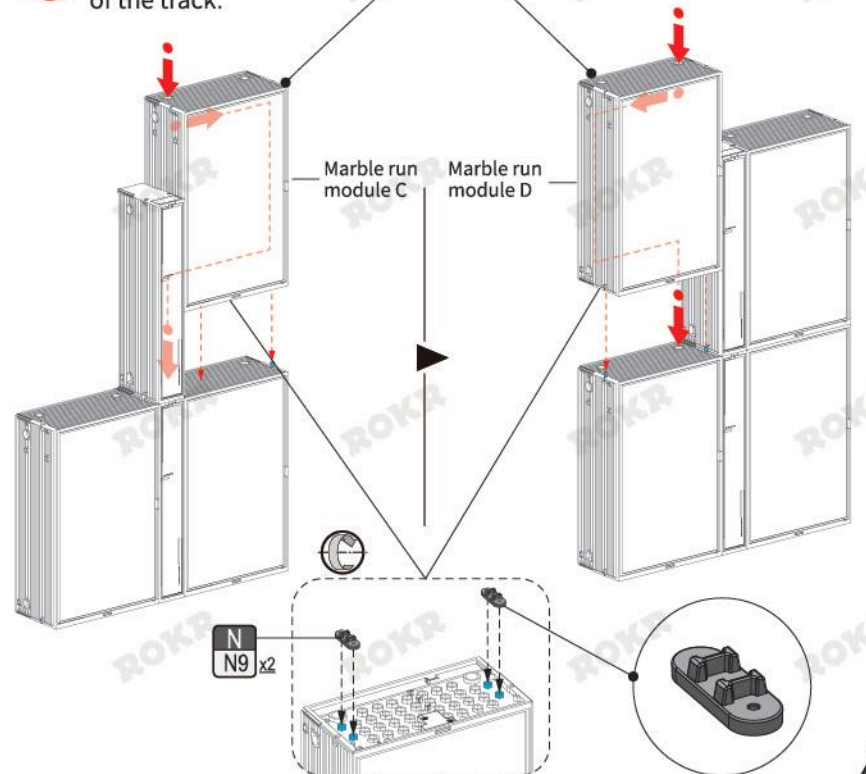


12

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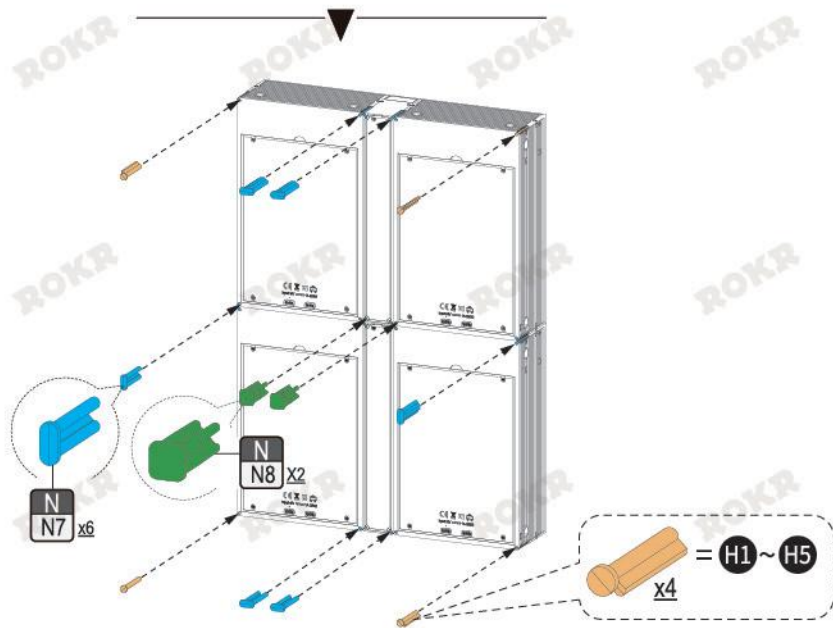
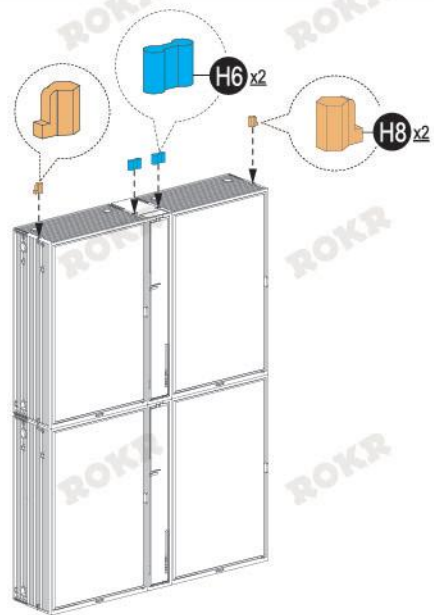


! Check the direction of the track.



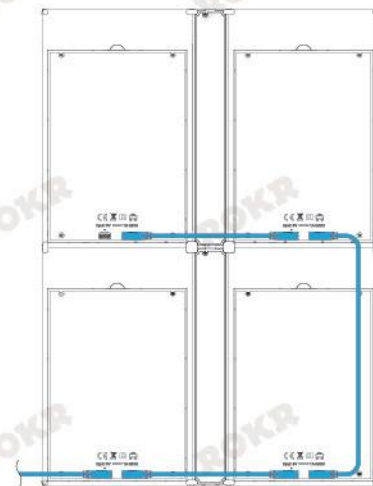
12

<4>



12

<5>



Complete.

MARBLE RUN



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.



AGI



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MARBLE RUN

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