

PARALLEL WORLD

MARBLE RUN

MR01 THE LAST 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

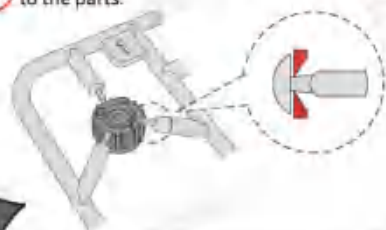
*CUSTOMER SERVICE

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

Instructions of using the pliers



When cutting, make sure the pliers fit tightly to the parts.



Cut leftover cutting points



Icon Illustration



Step 1



Perspective changed



Part P1 in Bag No. 1



Step 2



Remove protective film



Use double-sided adhesive dot



Cut leftover cutting points



Remove by hand



Special attention in assembly

Gameplay Instruction

Lift module
(upward mechanism)

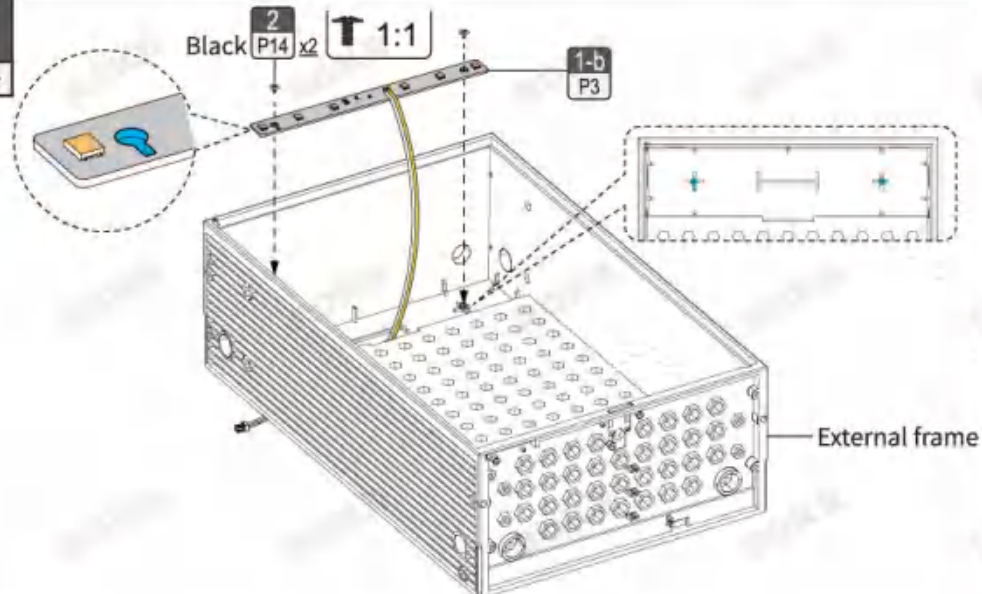


Marble run module
(downward mechanism)

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

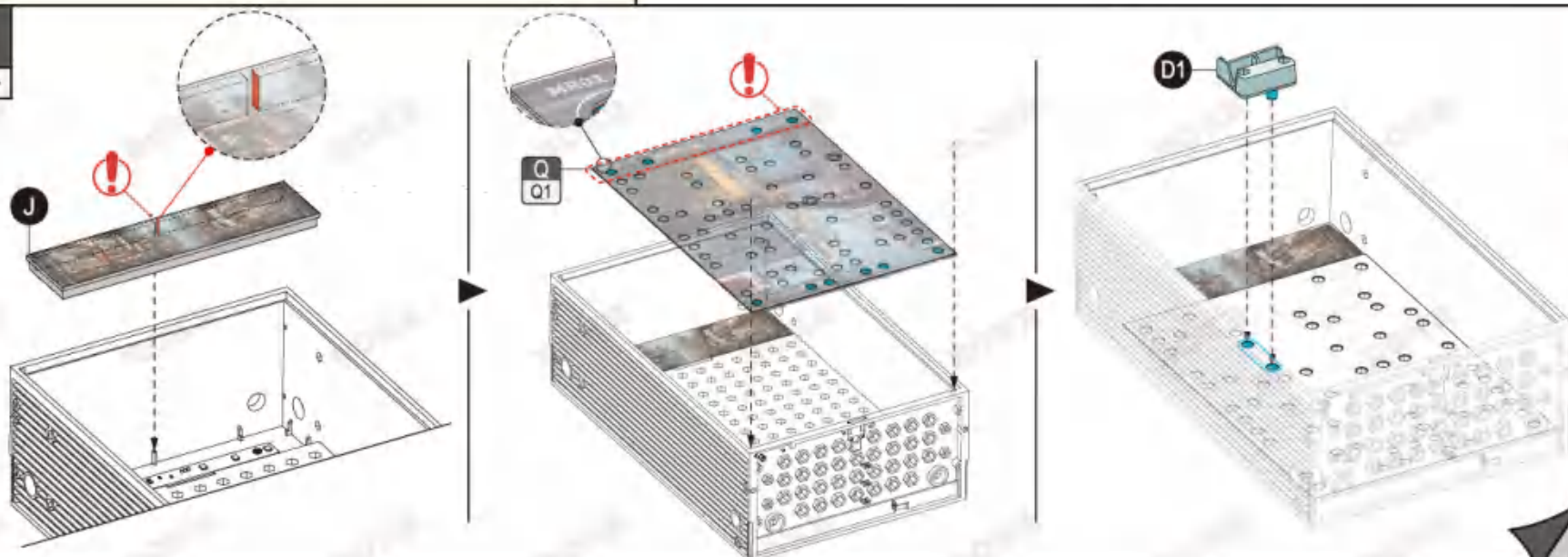
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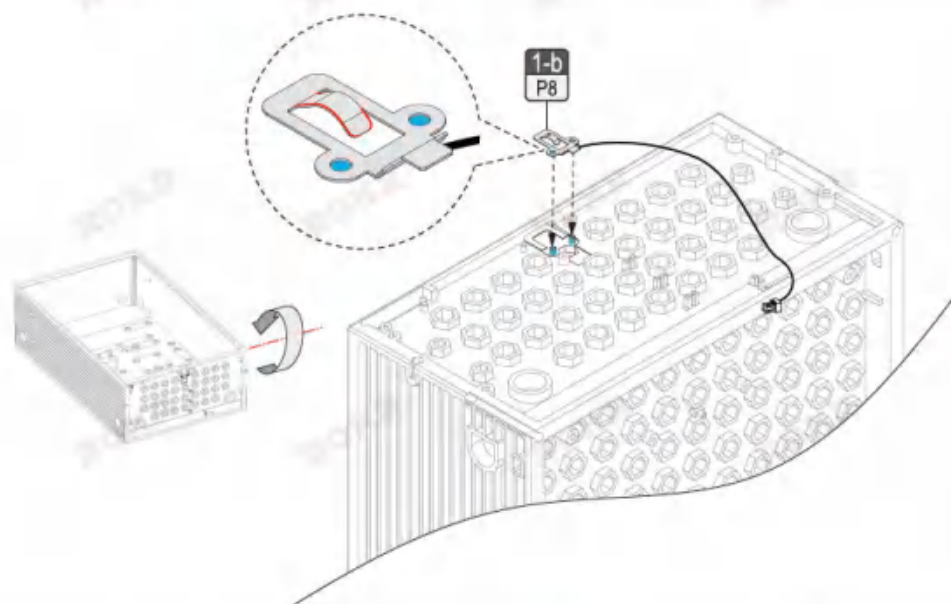
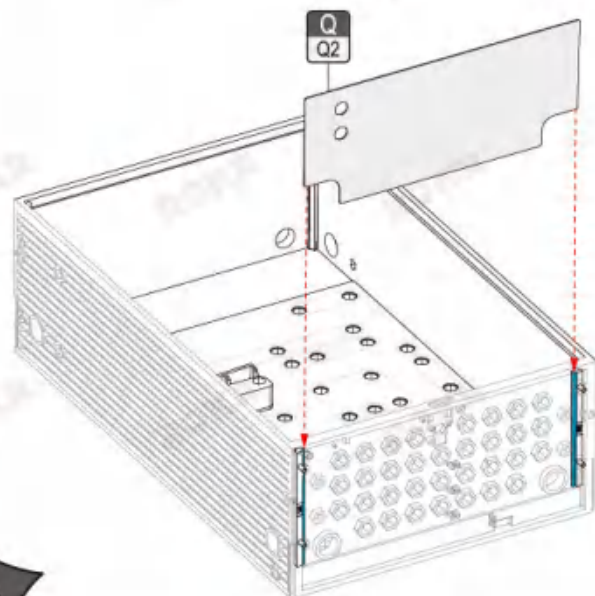
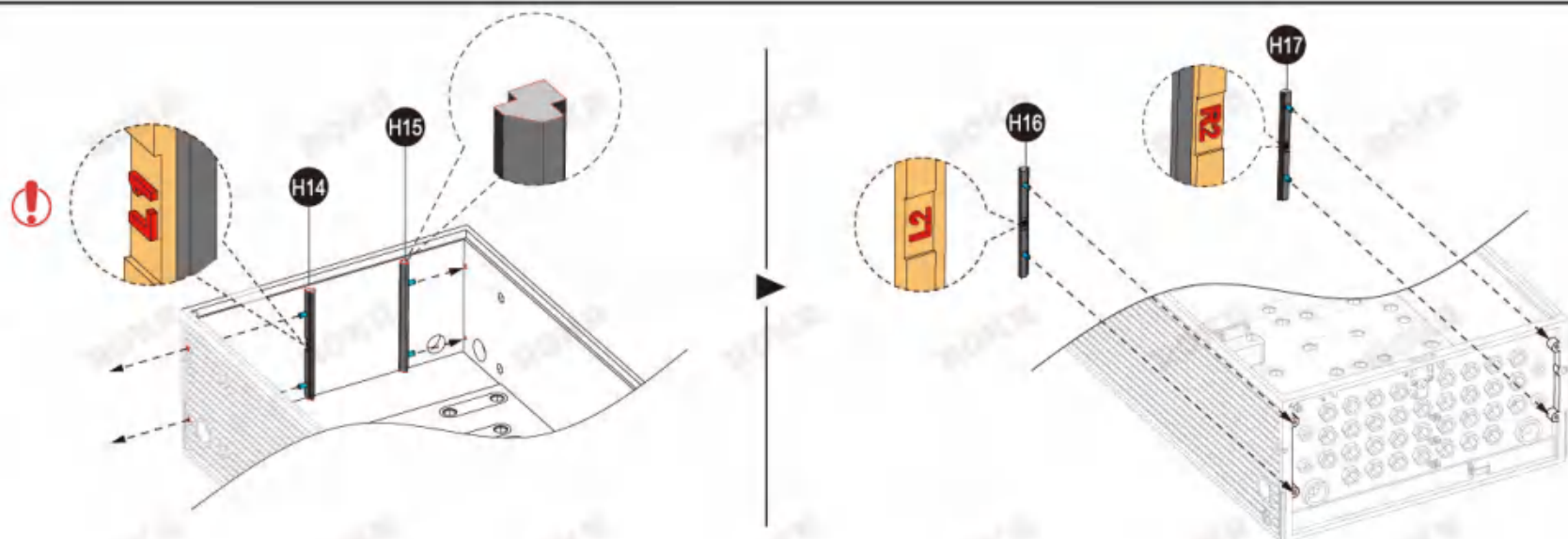
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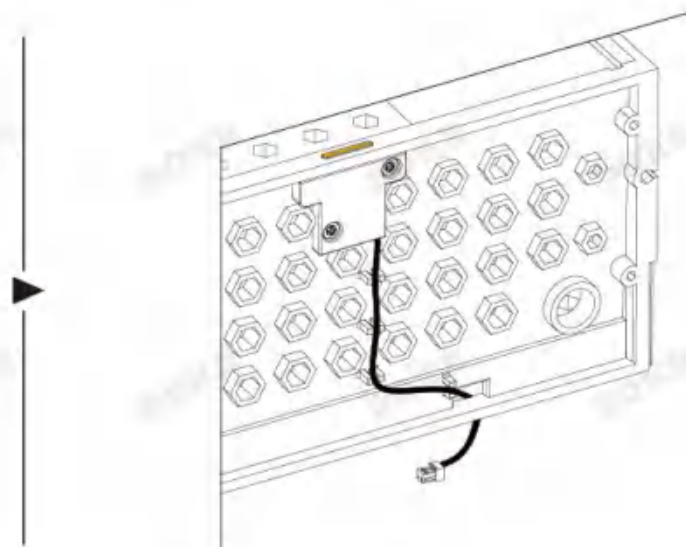
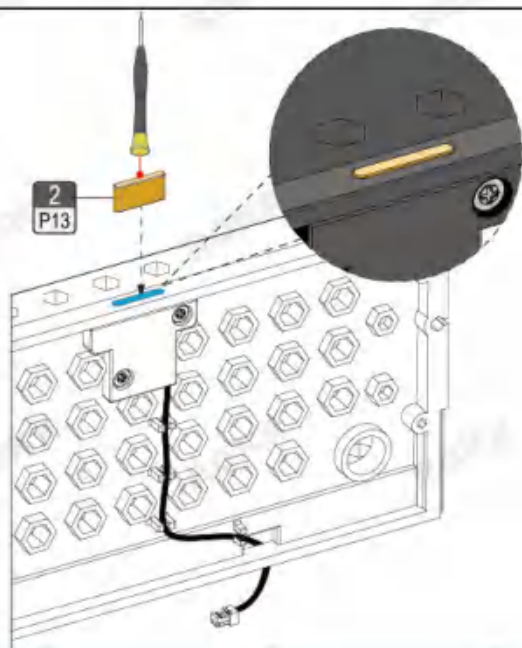
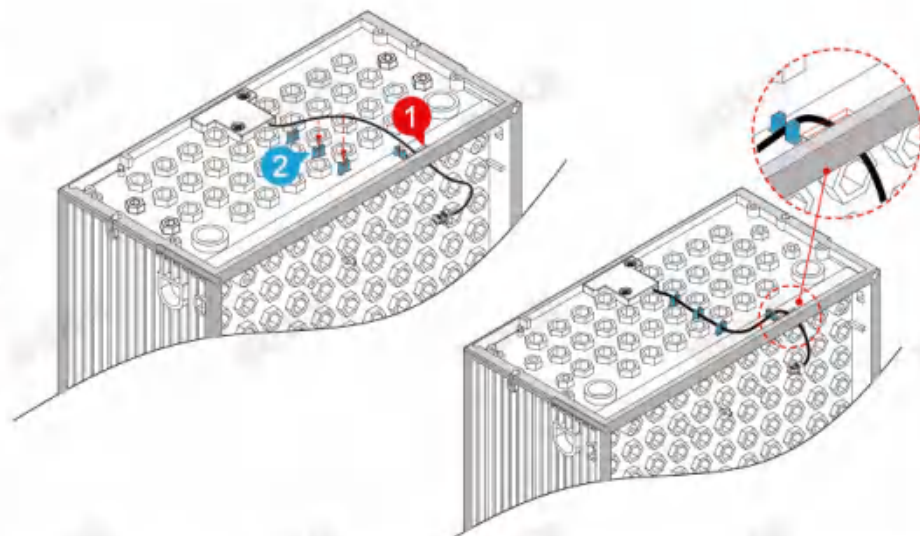
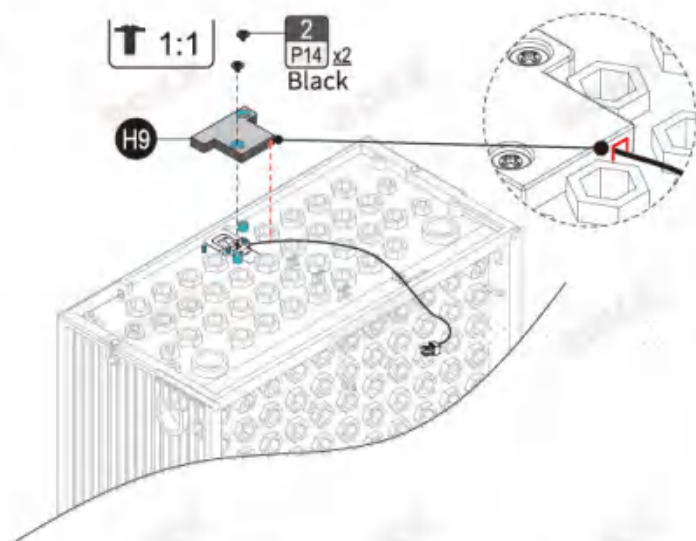
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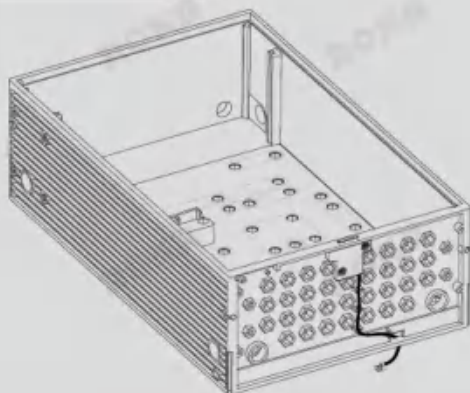
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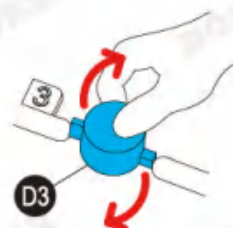
Completion



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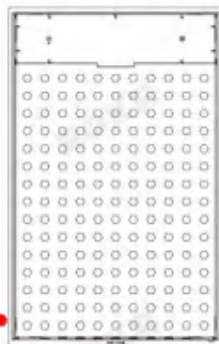


! Some parts can be hand-removed to avoid excessive cutting. When you see the icon , rotate the part by hand to remove it.

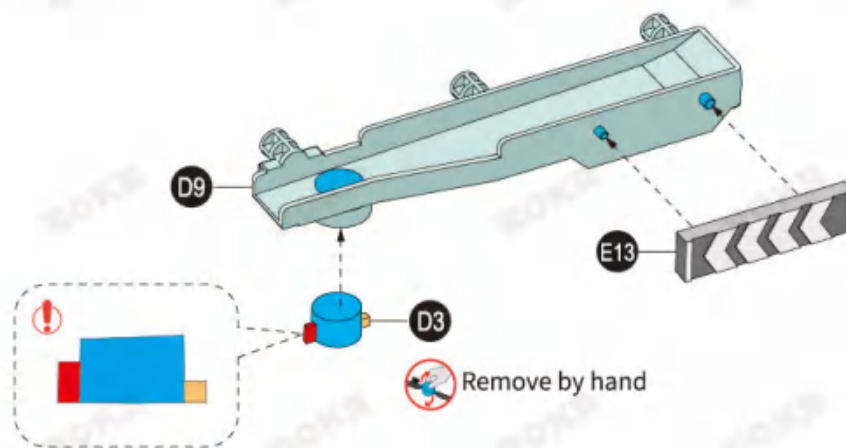


Basic Play

(Assembly instruction for A)



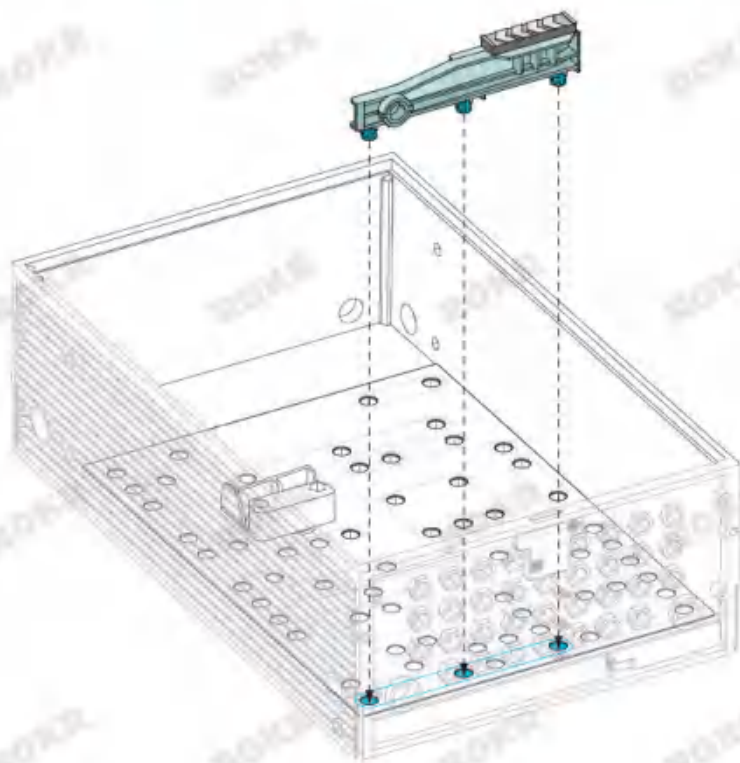
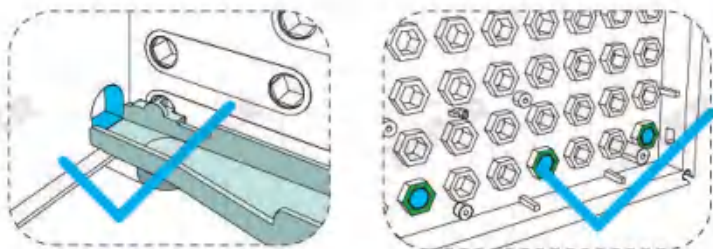
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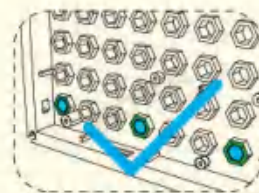
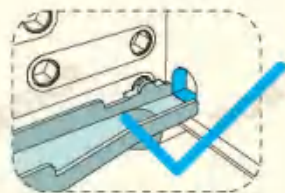
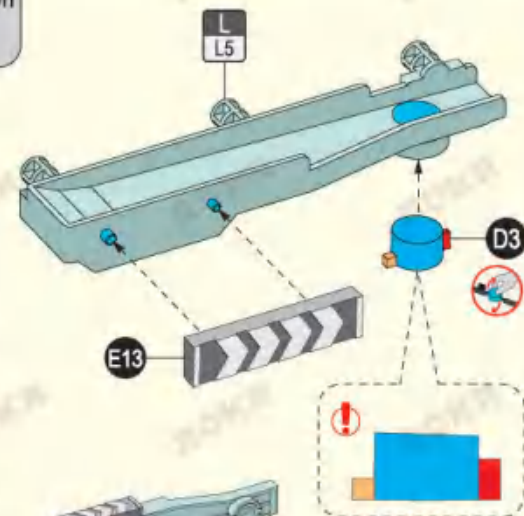
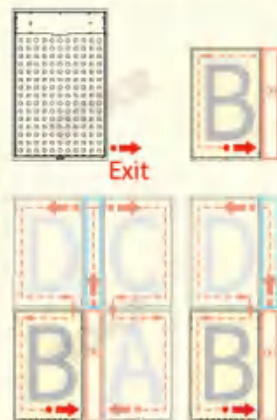
 Remove by hand

2

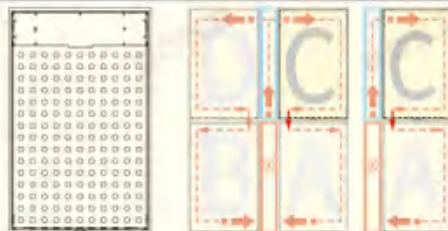
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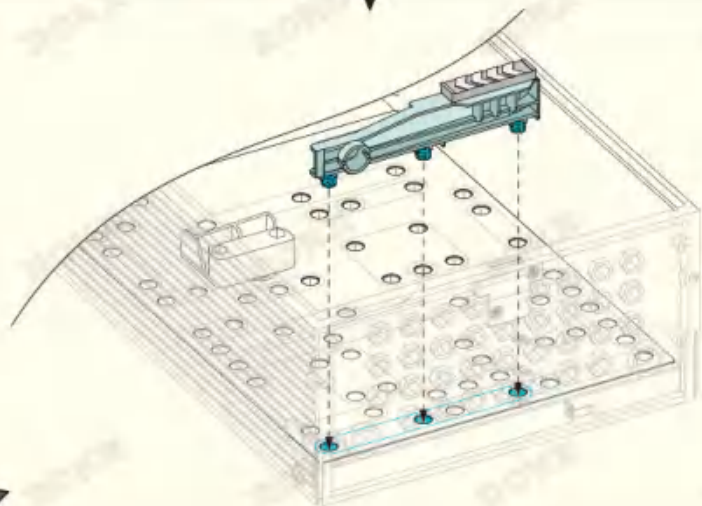
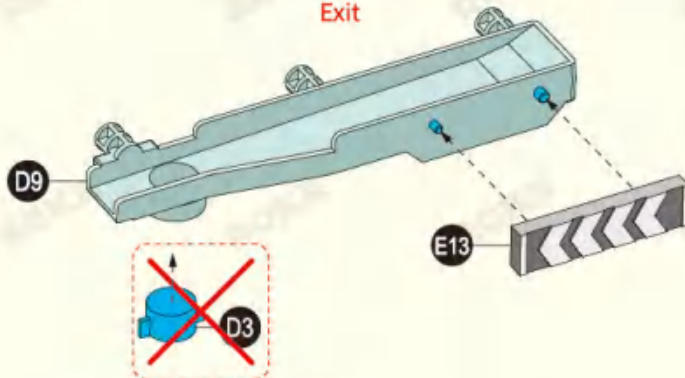
Advanced Play - Module Extension (Skip it if not needed.) (Assembly instruction for B)



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



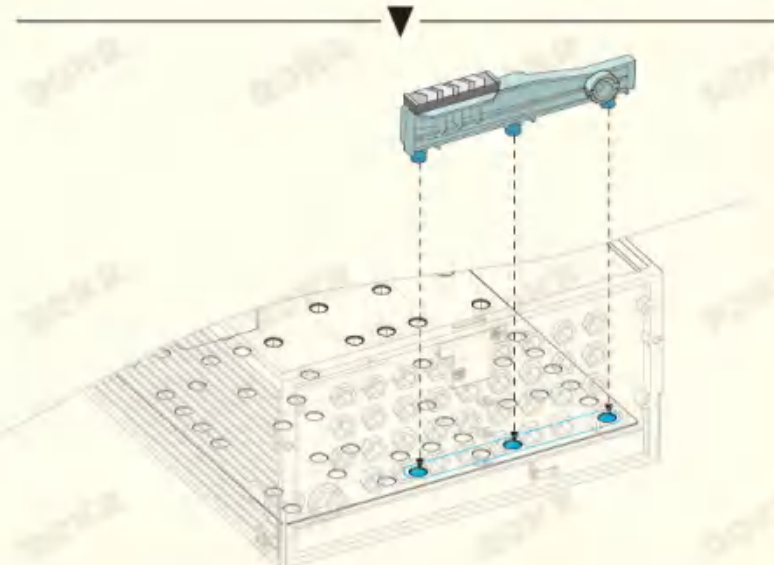
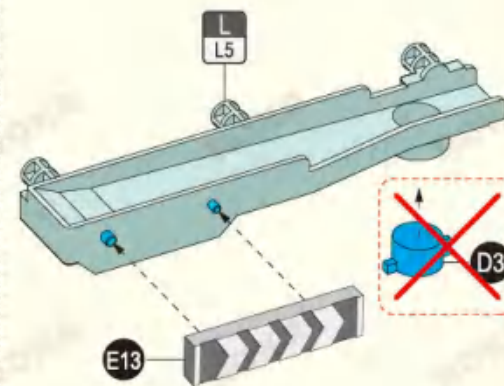
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Advanced Play - Module Extension
 (Skip it if not needed.)
 (Assembly instruction for D)

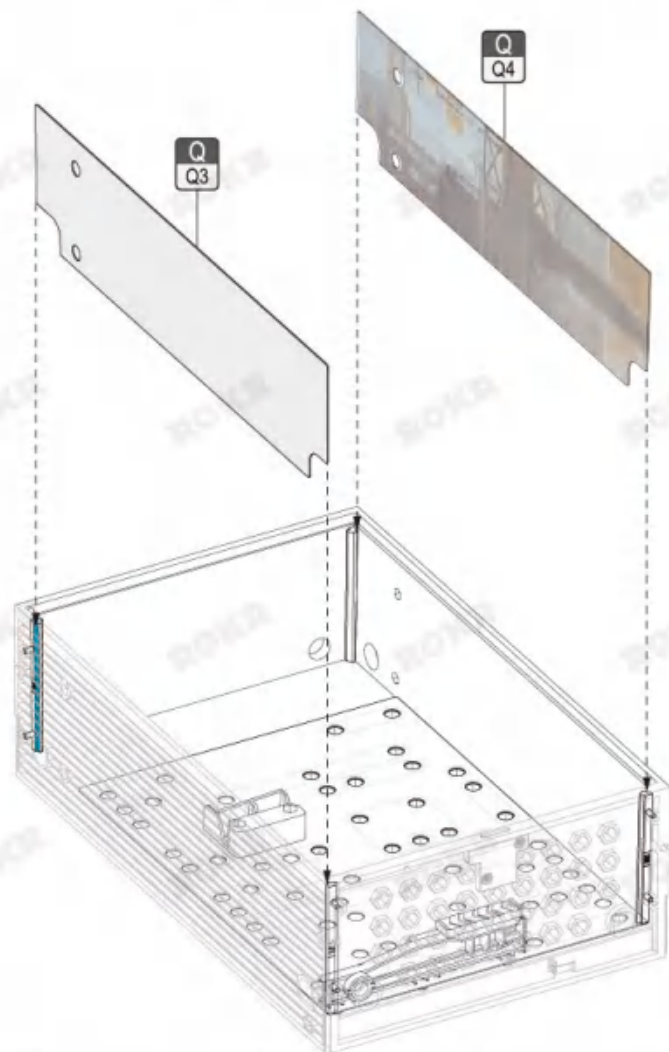


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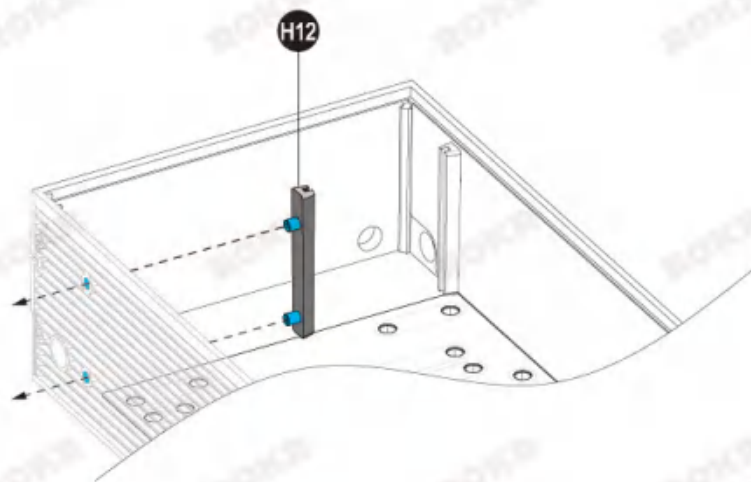
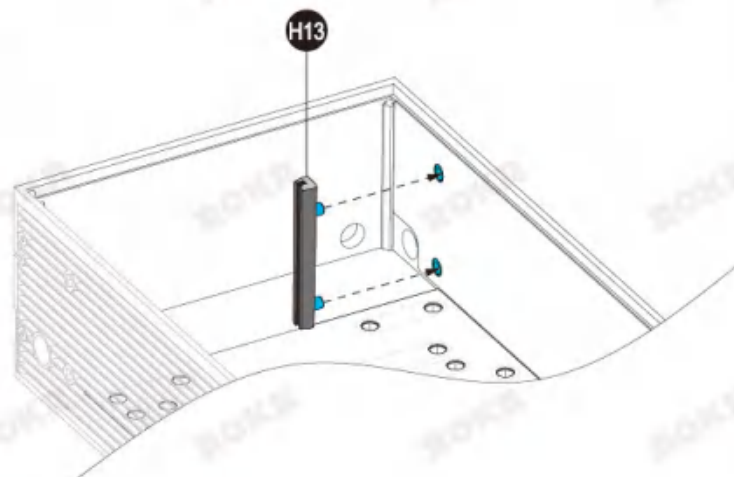
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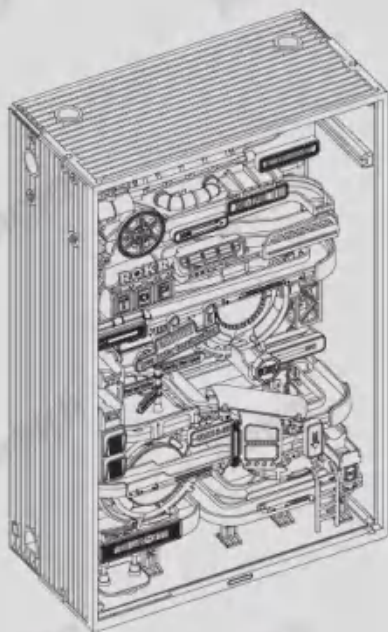
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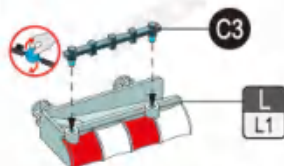
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Completion

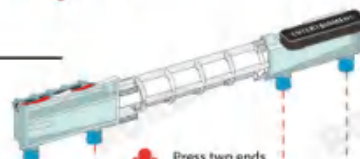
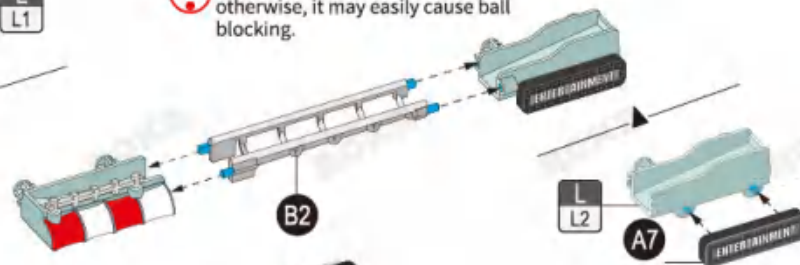


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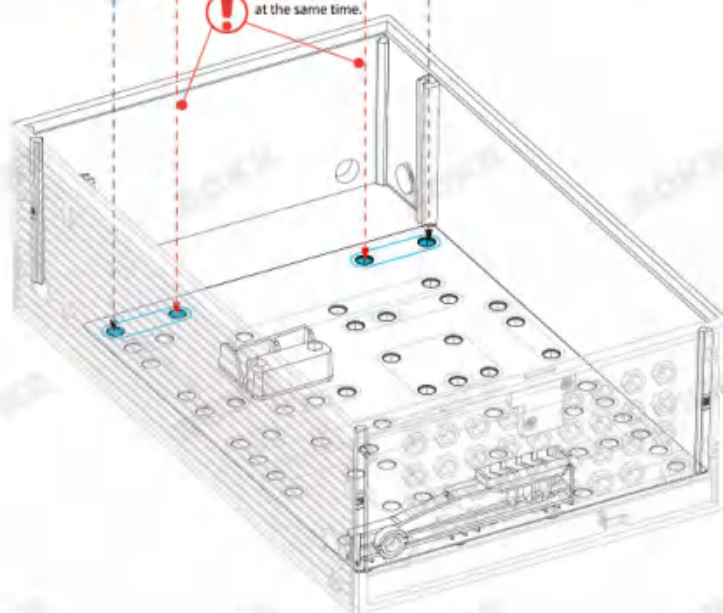
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! Cutting points must be cut again; otherwise, it may easily cause ball blocking.

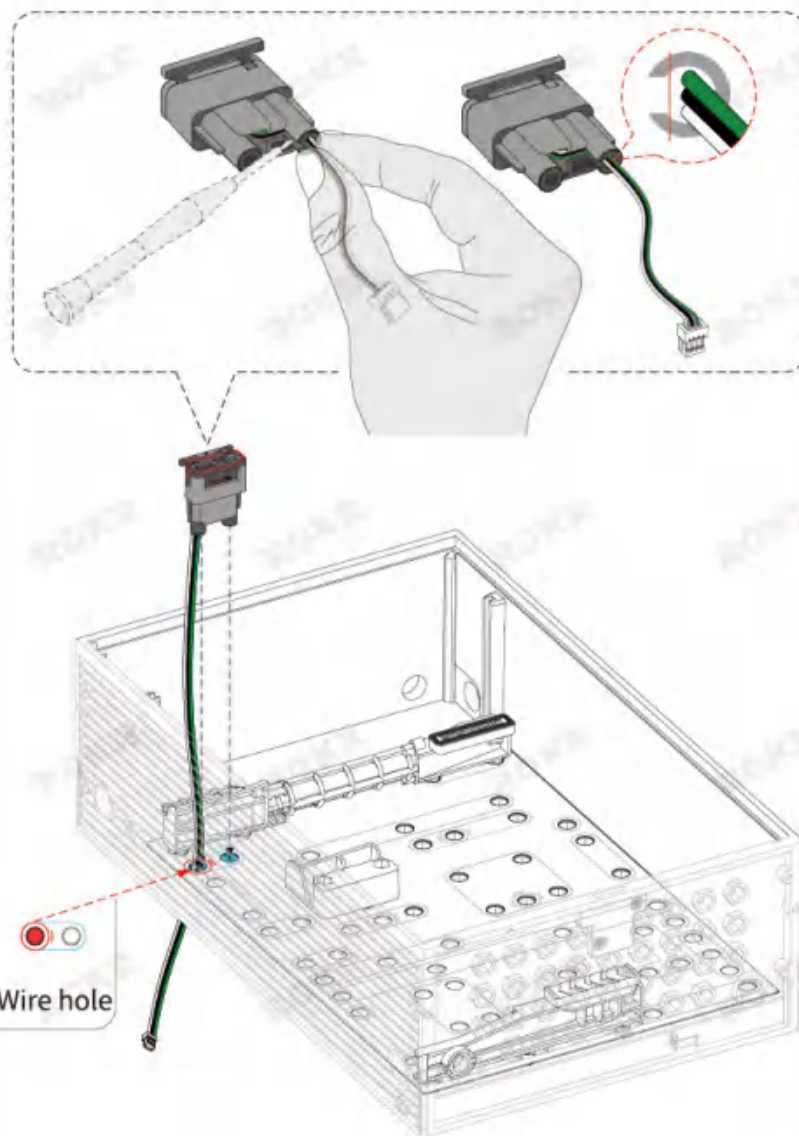
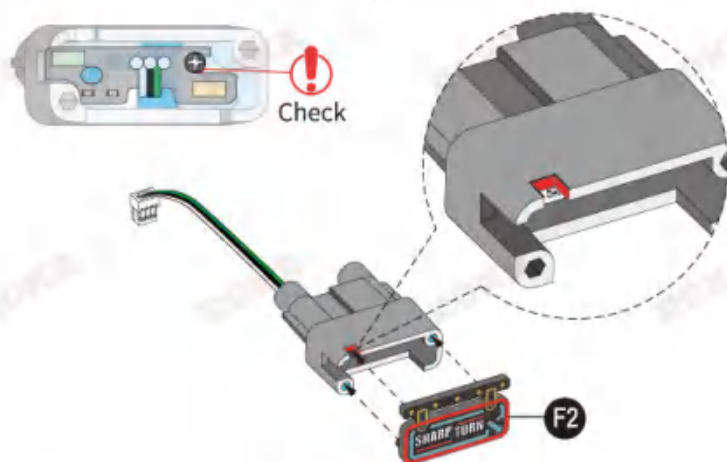
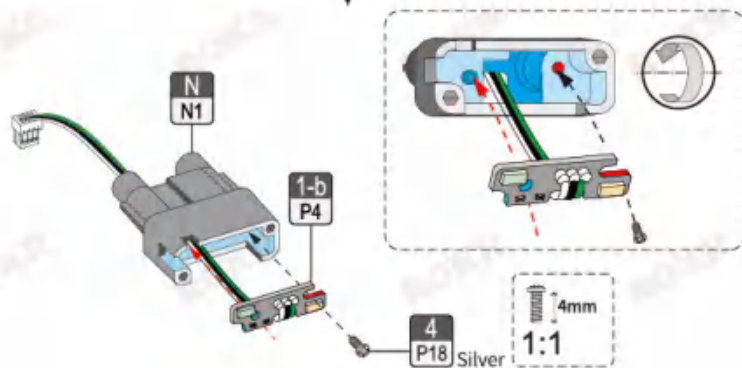
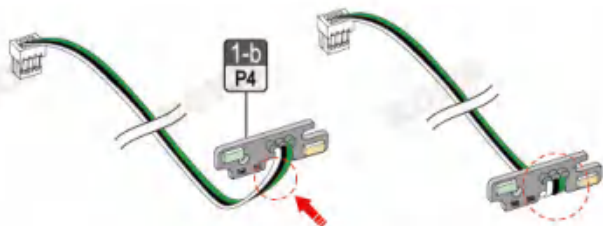


! Press two ends at the same time.



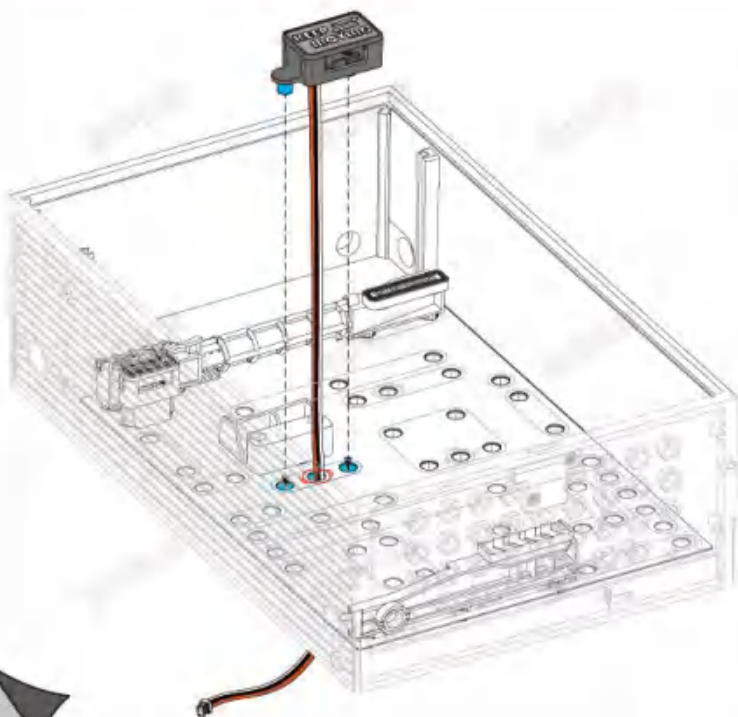
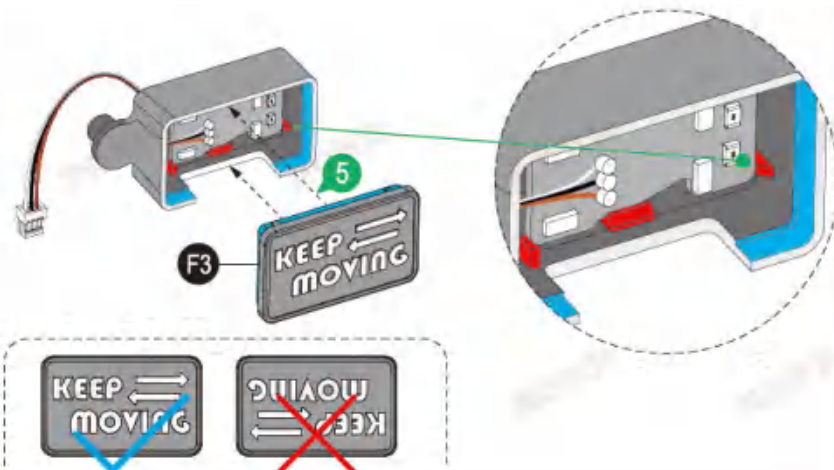
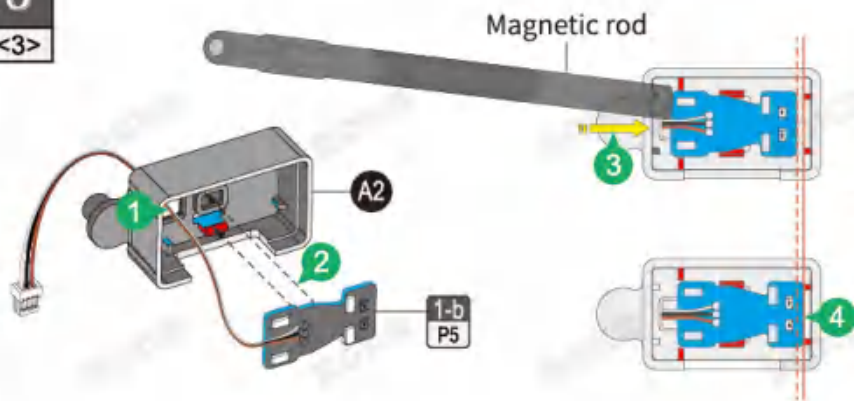
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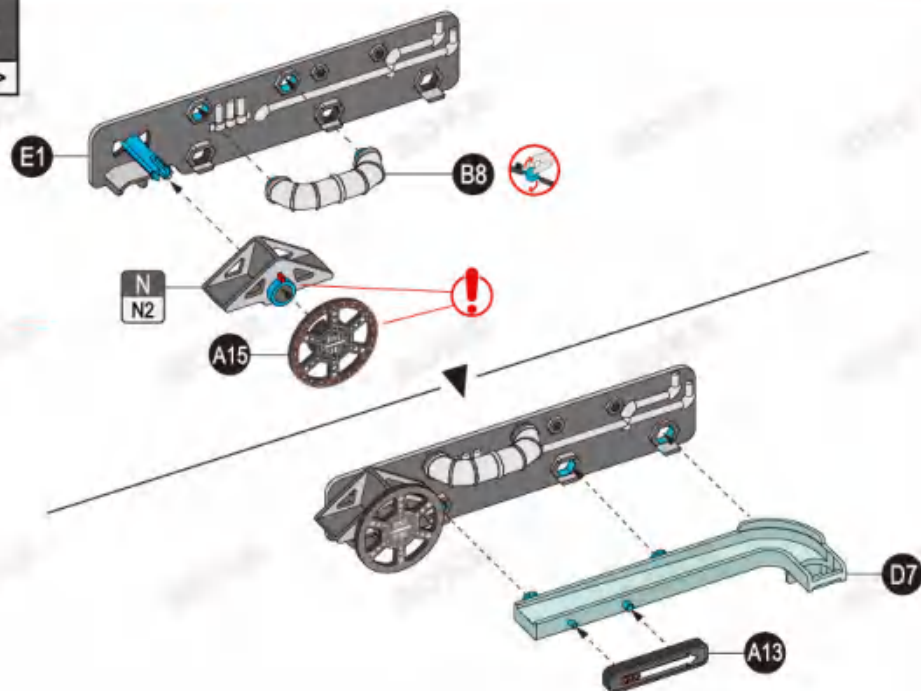
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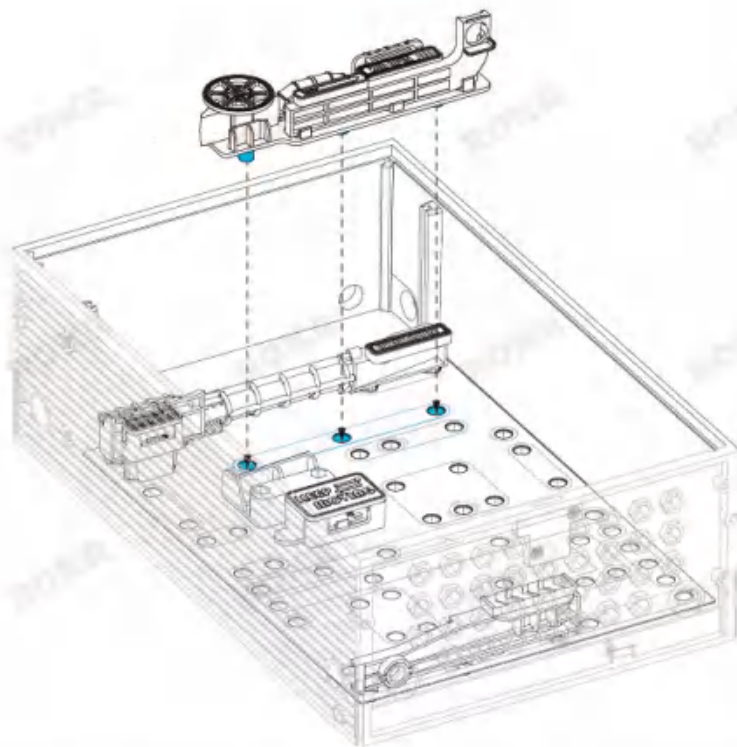
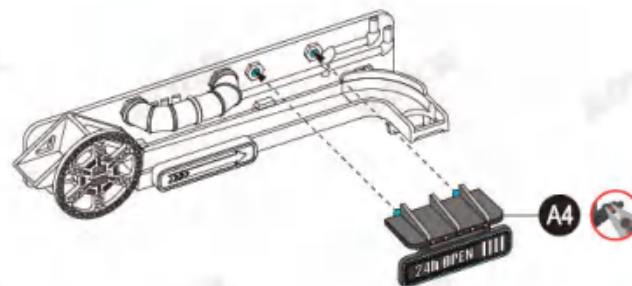
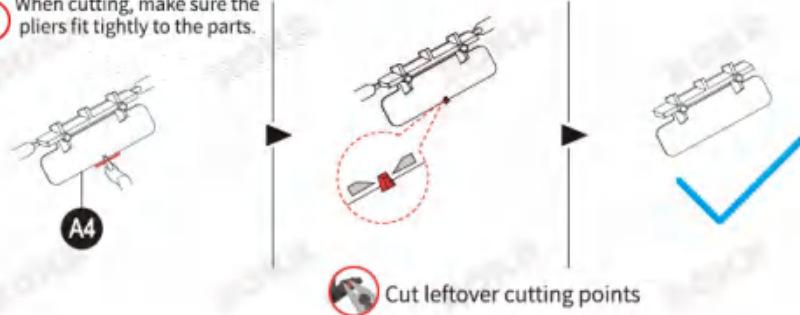
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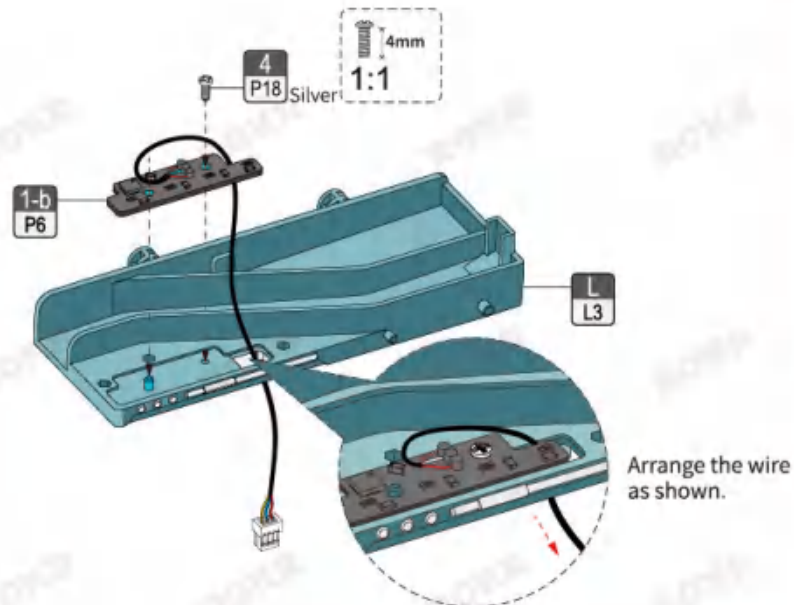
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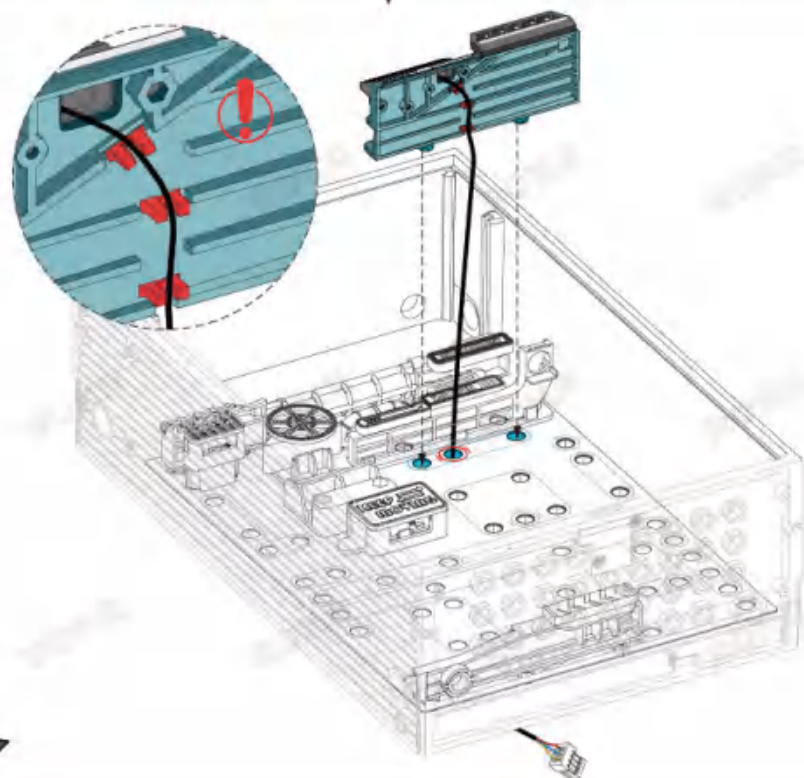
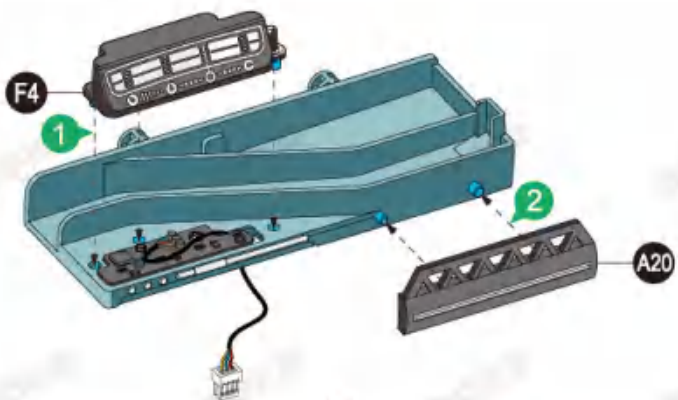
⚠ When cutting, make sure the pliers fit tightly to the parts.



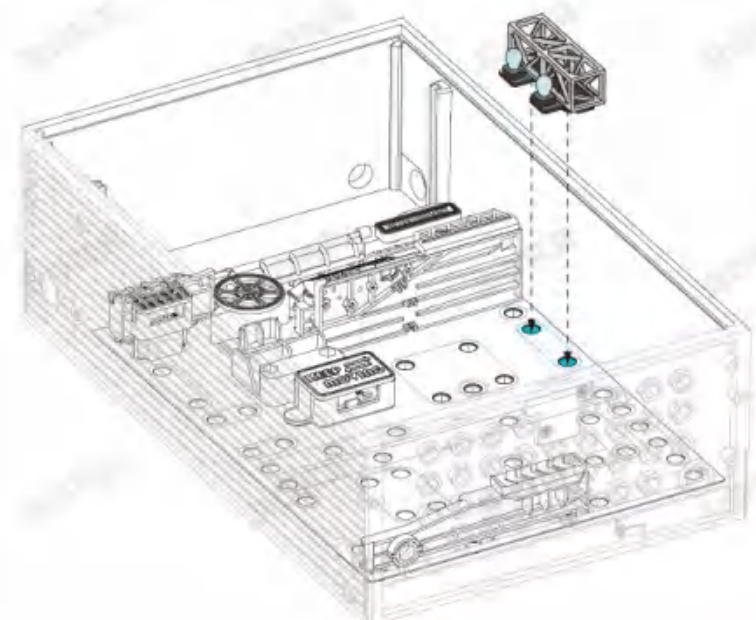
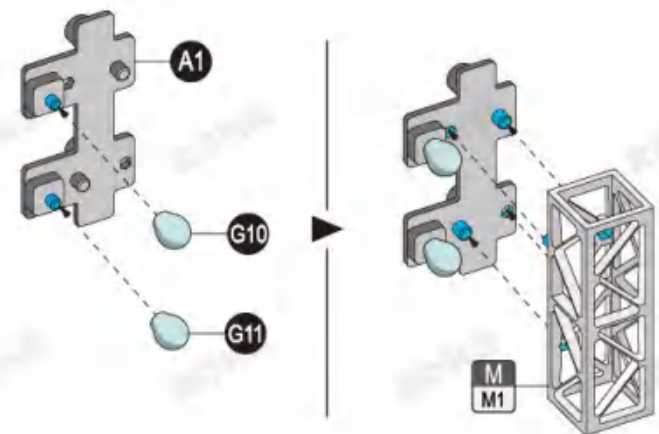
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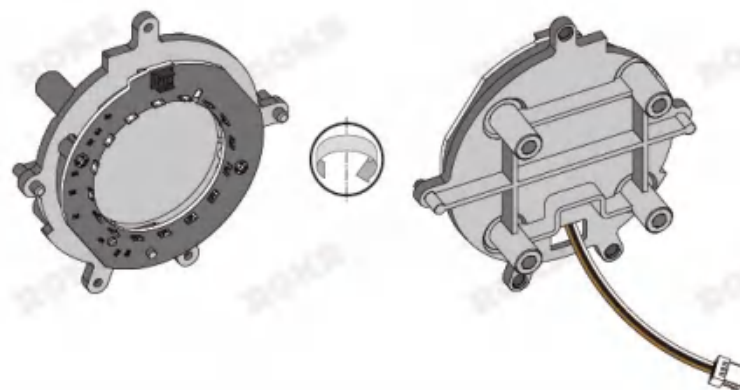
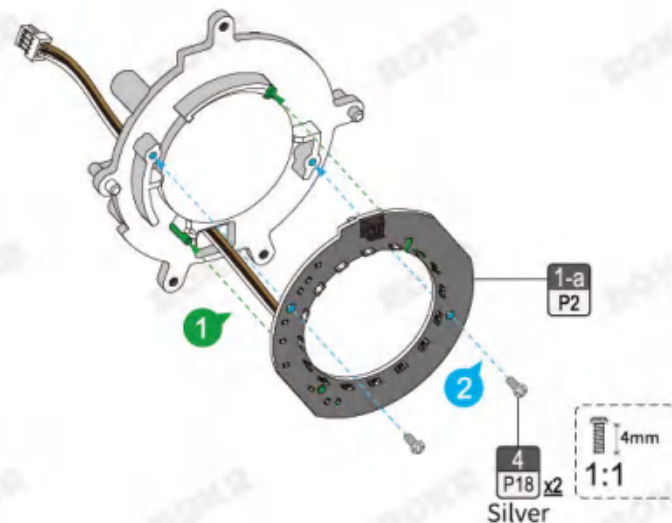
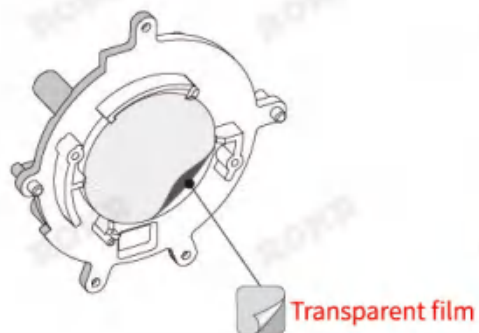
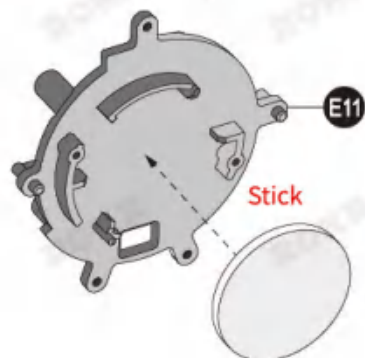
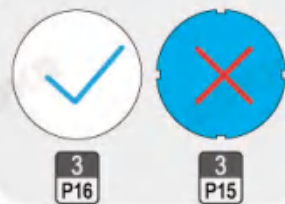


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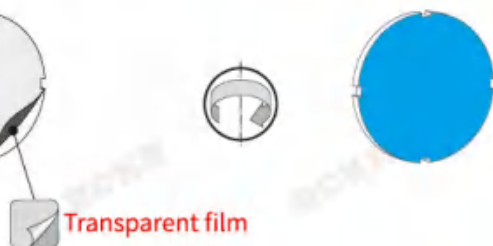
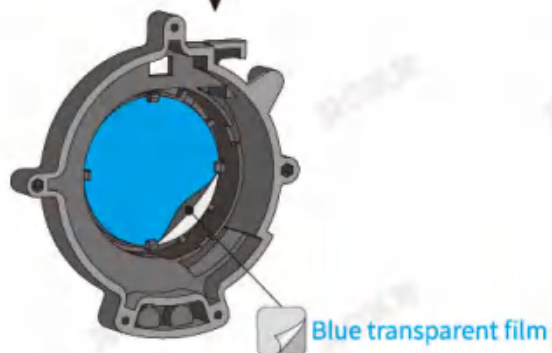
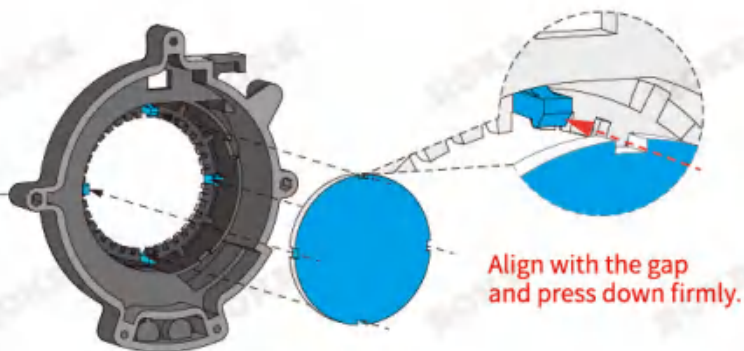
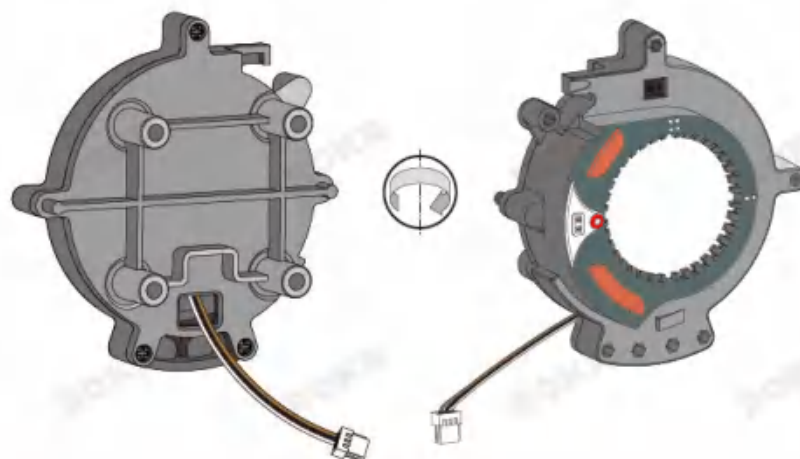
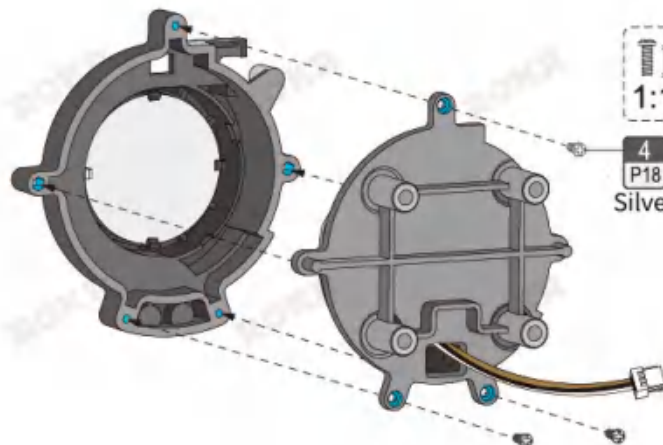
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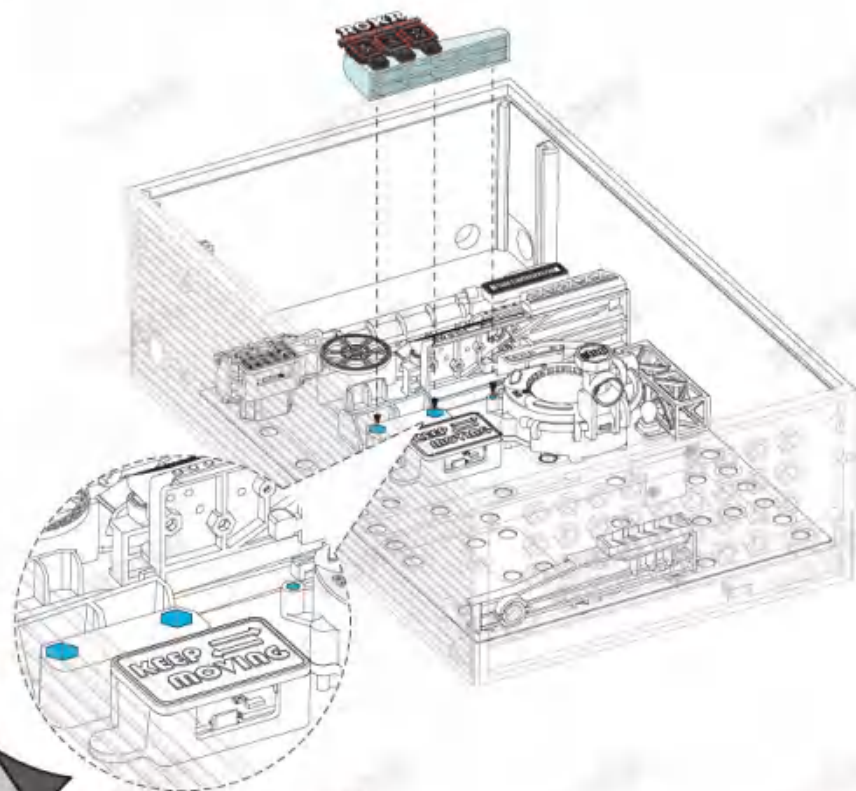
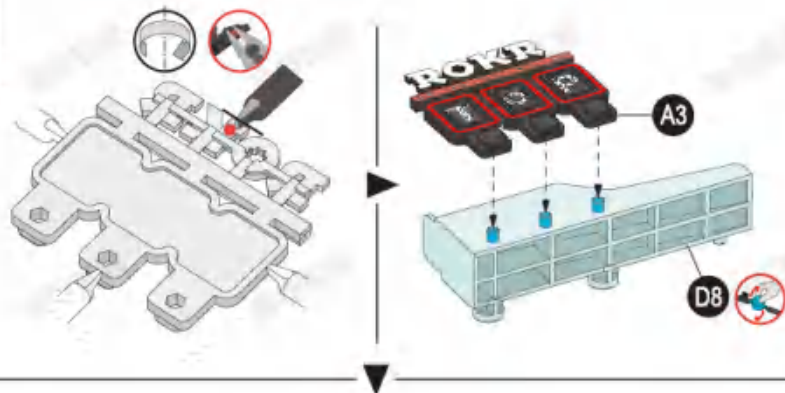
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3
P15M
M24mm
1:14
P18 x3
Silver

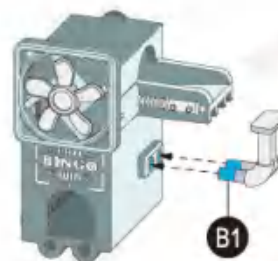
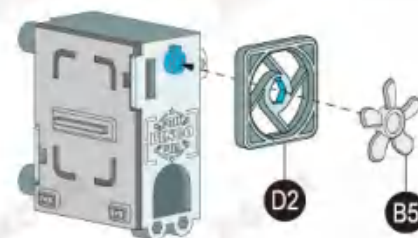
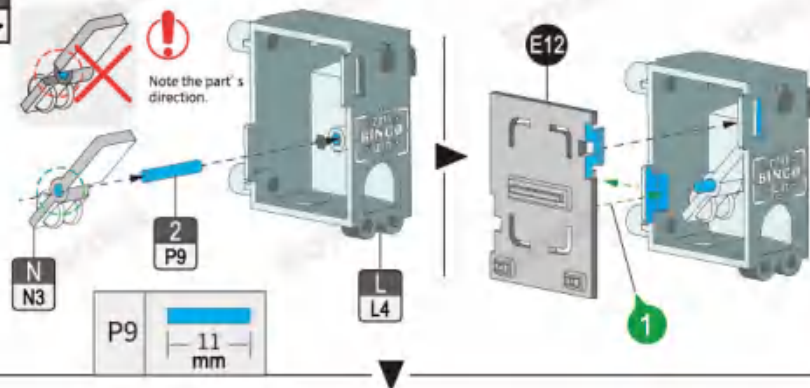
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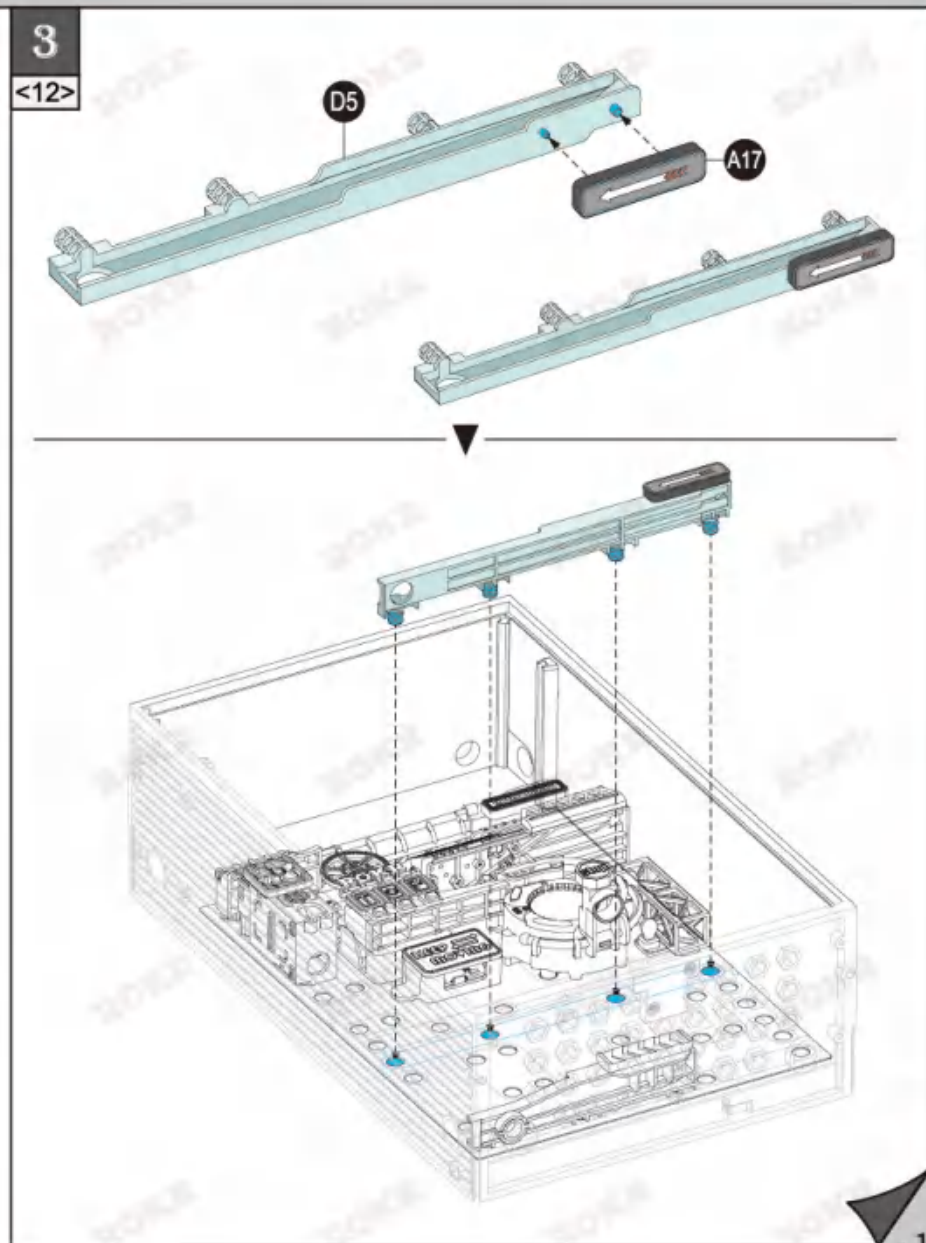
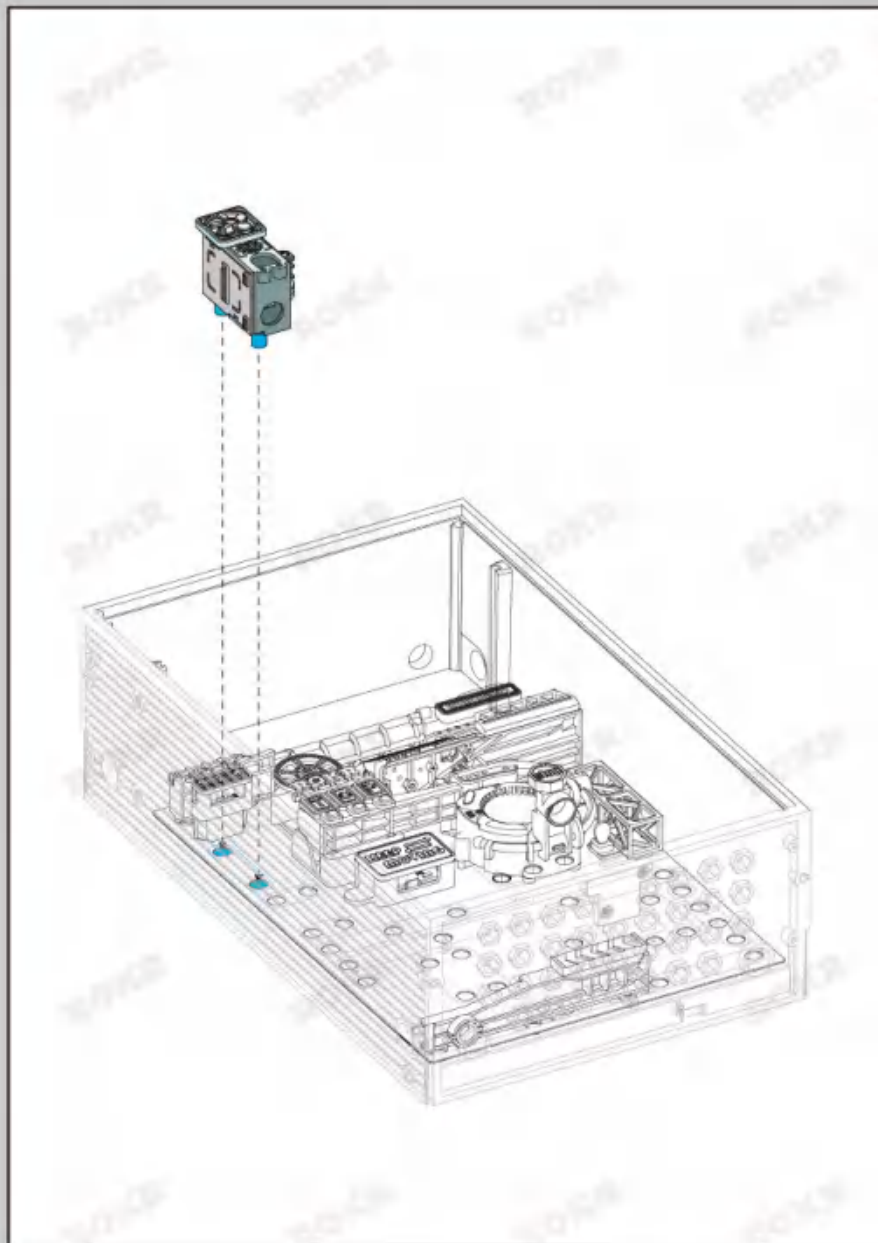
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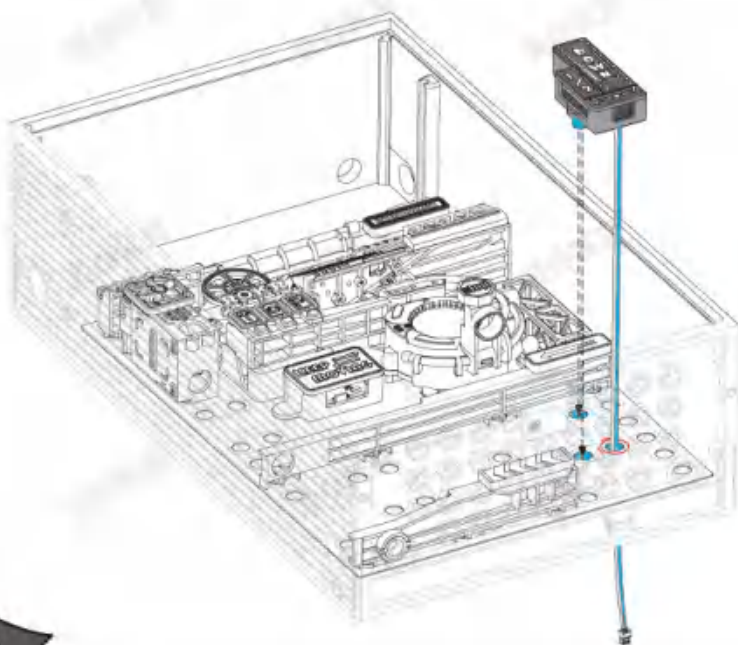
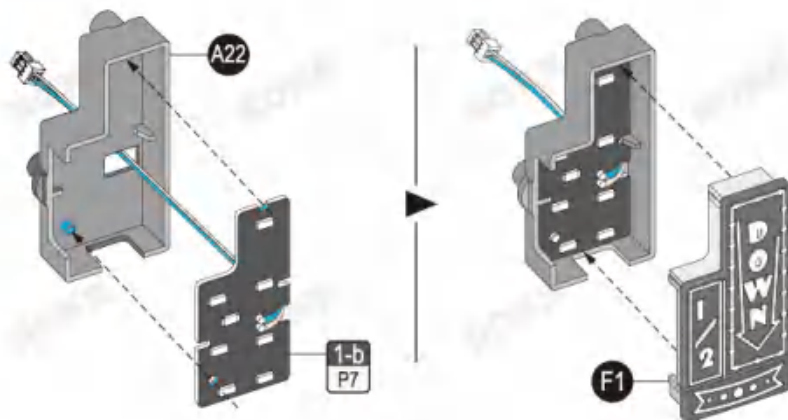
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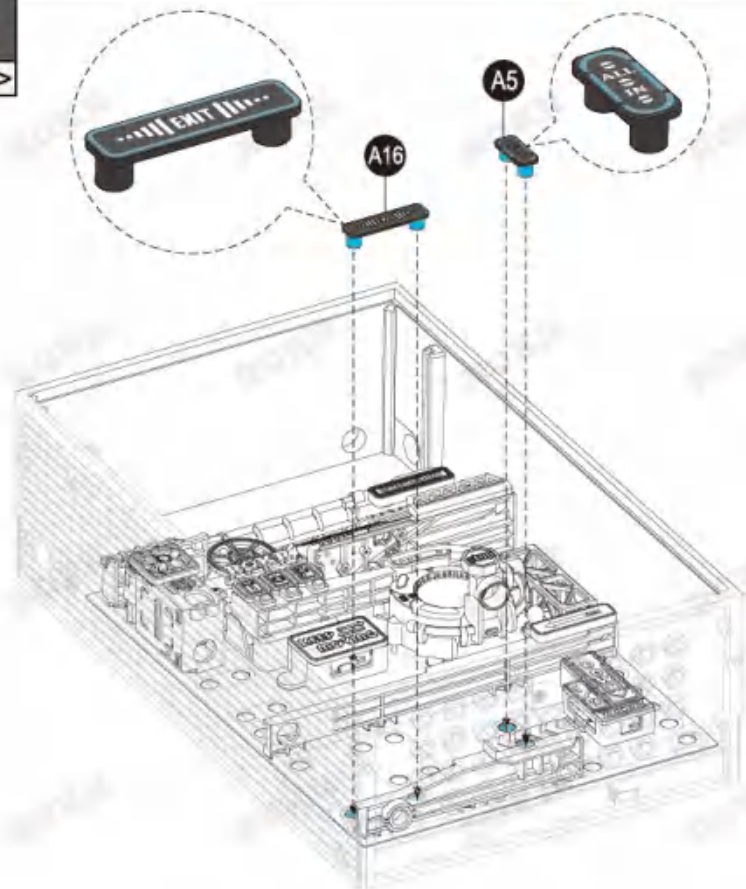
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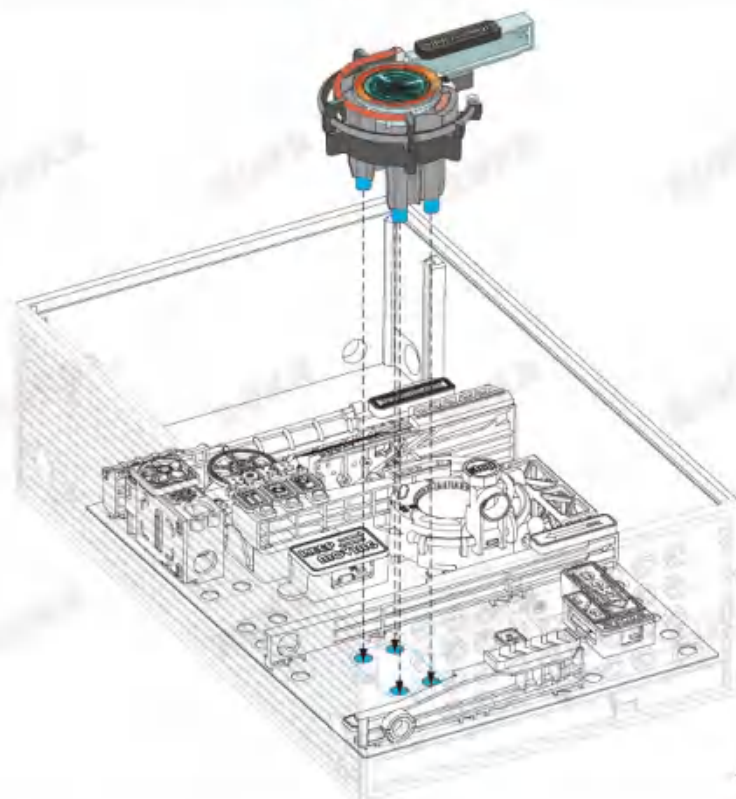
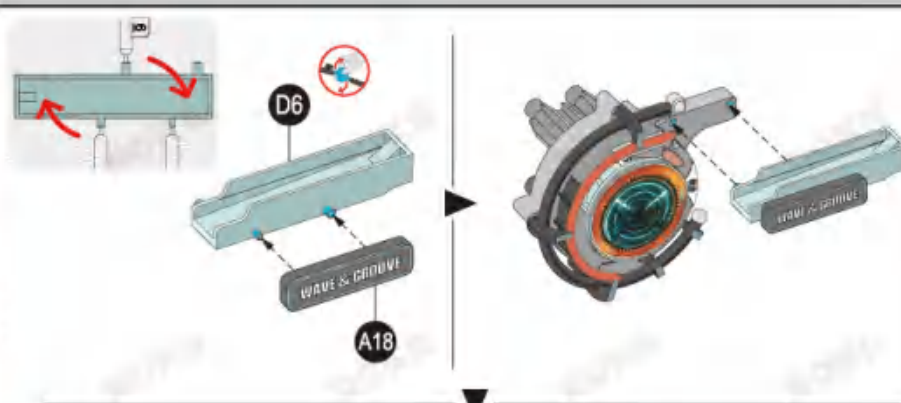
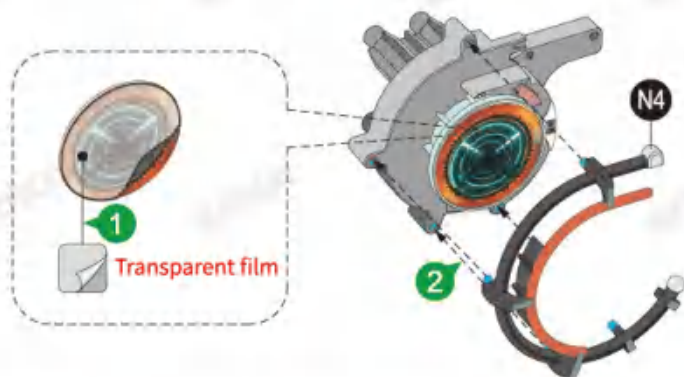
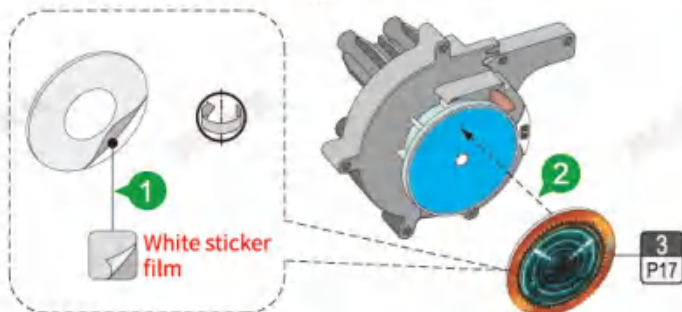
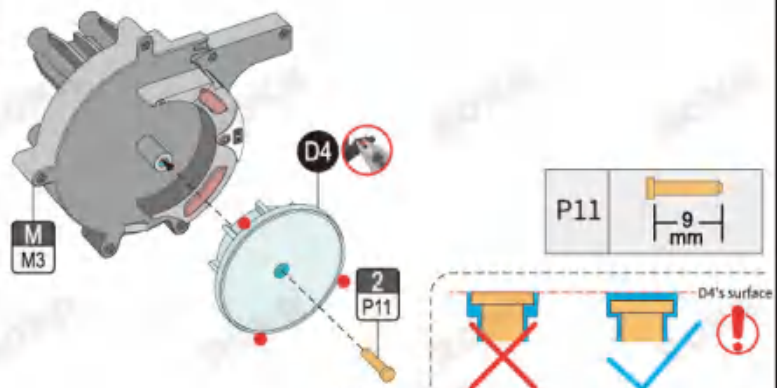


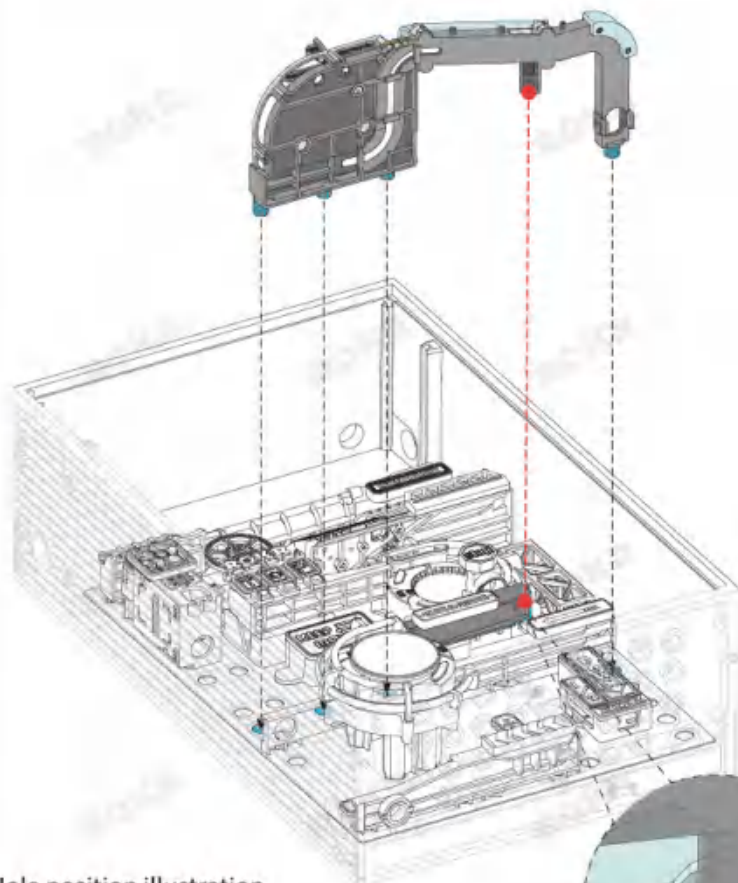
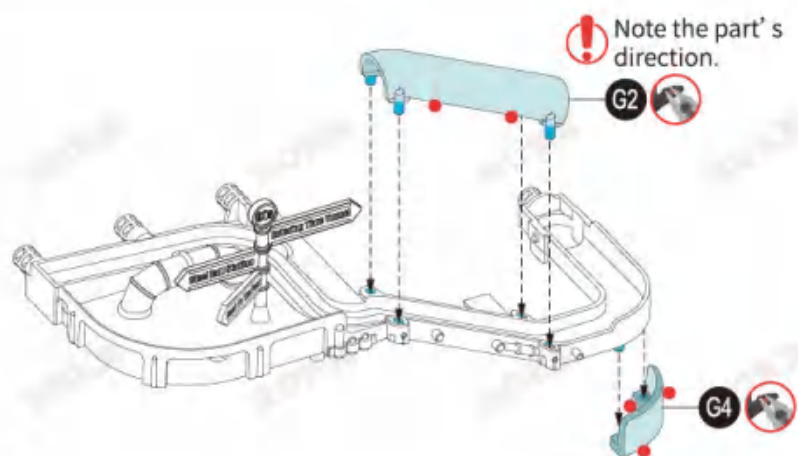
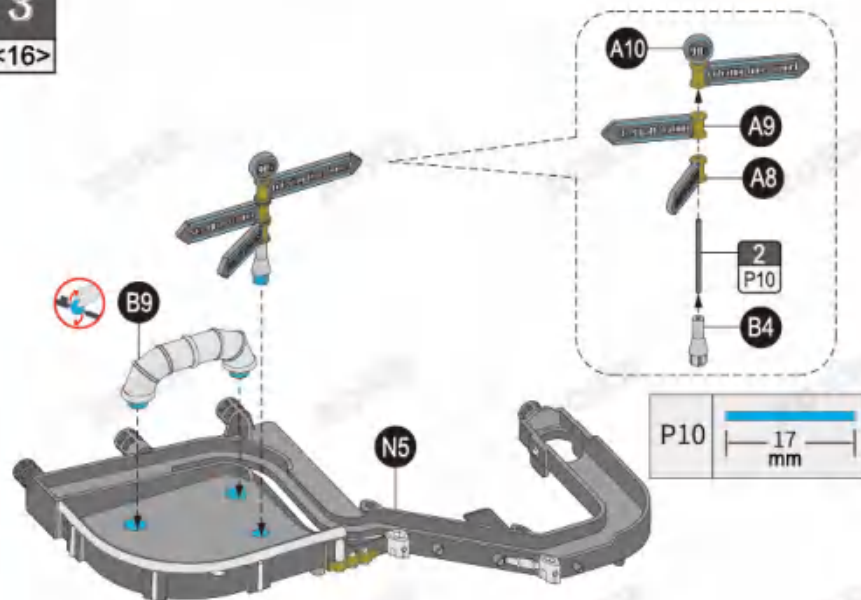
Hole position illustration



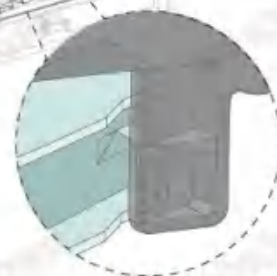
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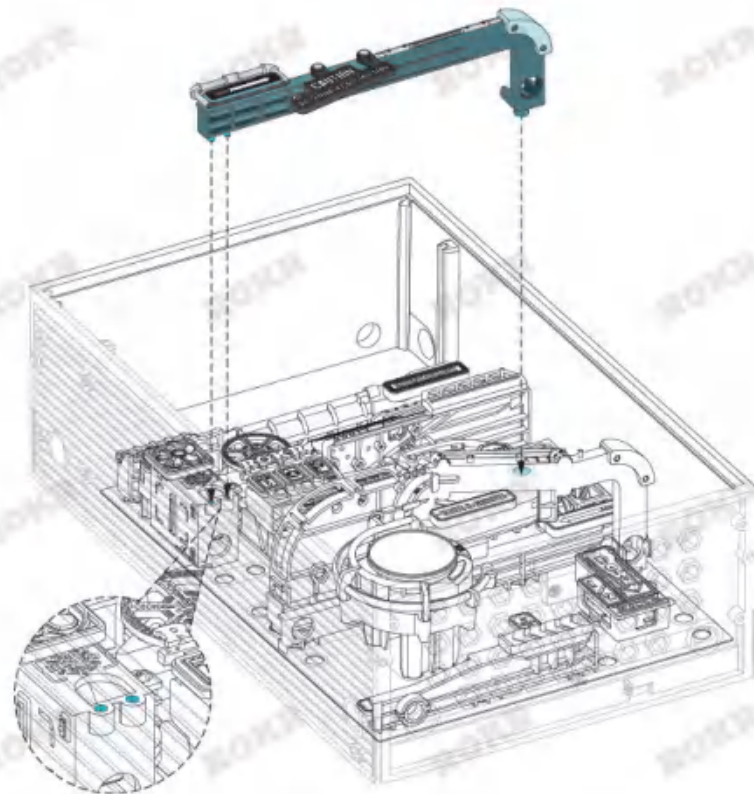
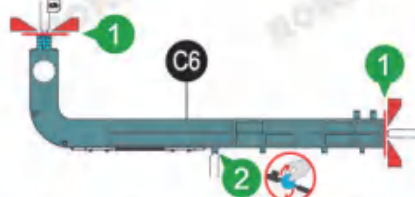
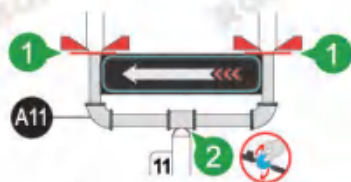


Hole position illustration



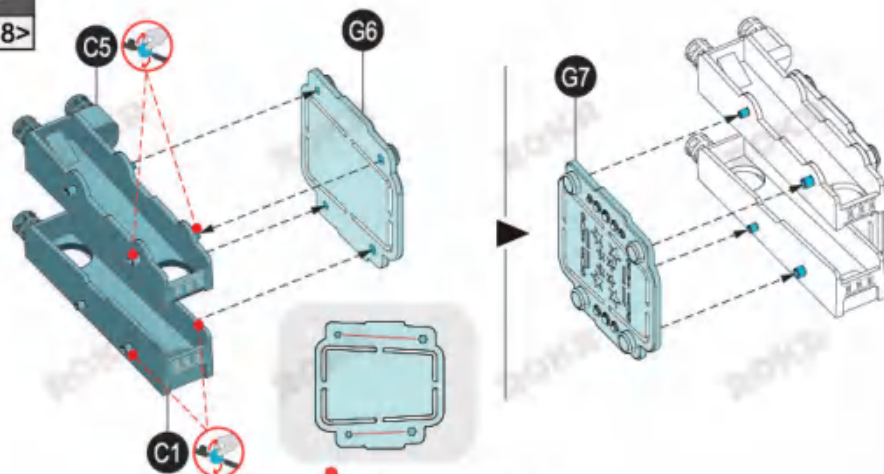
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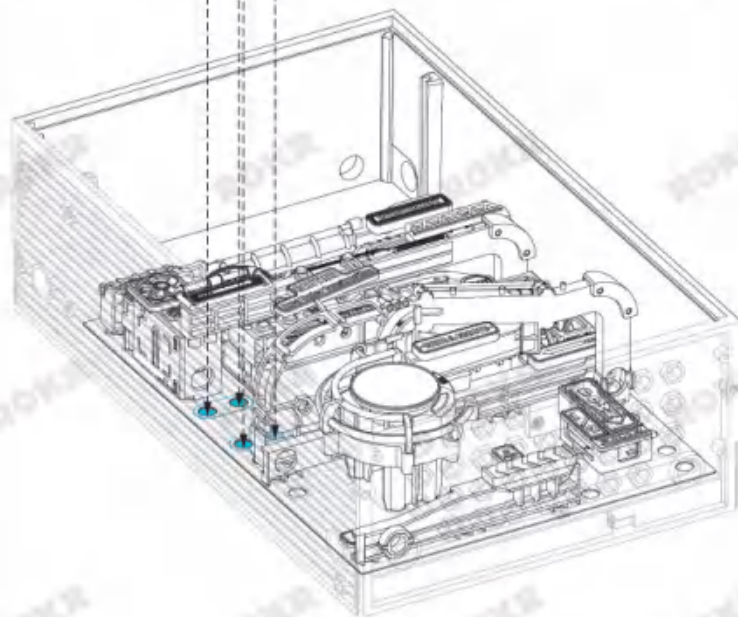
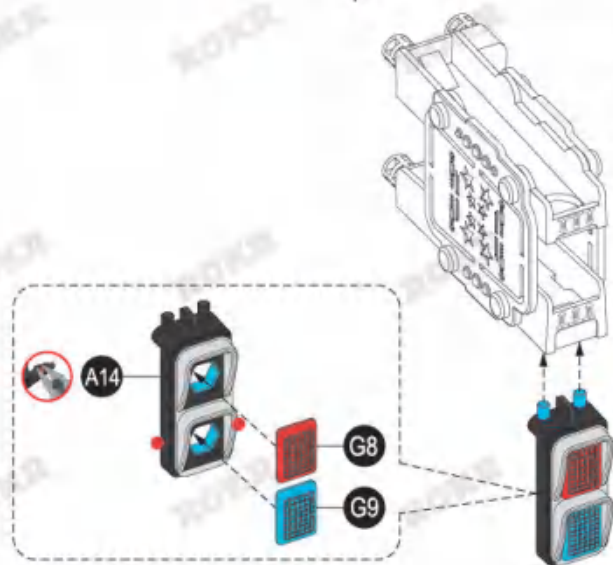
 Removing sequence

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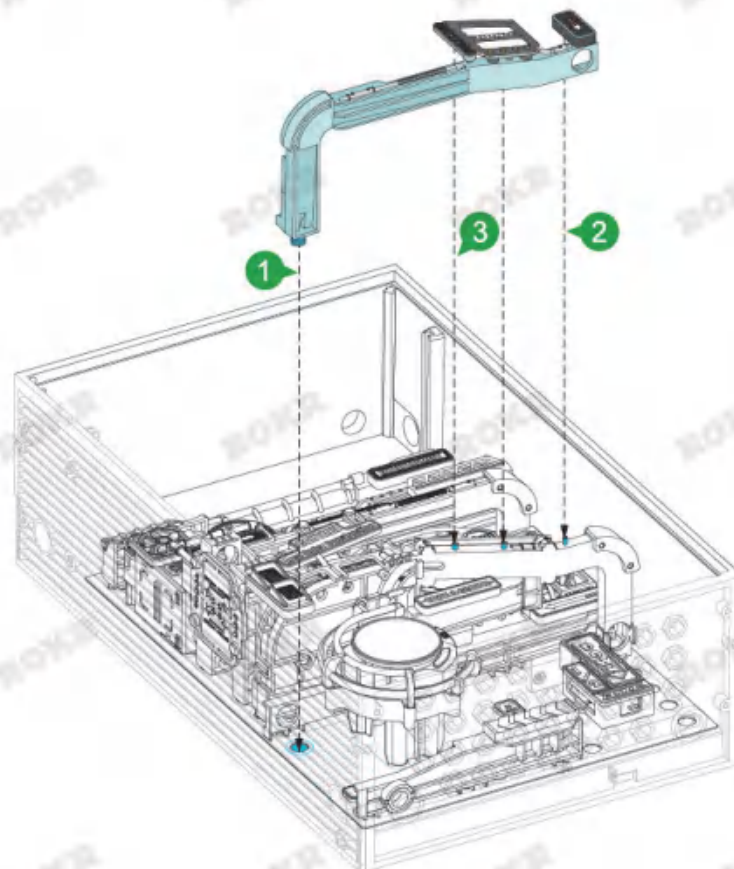
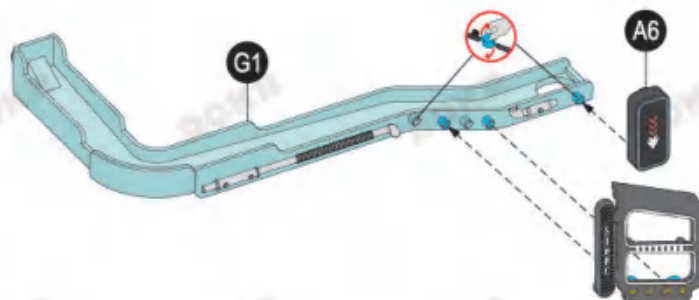
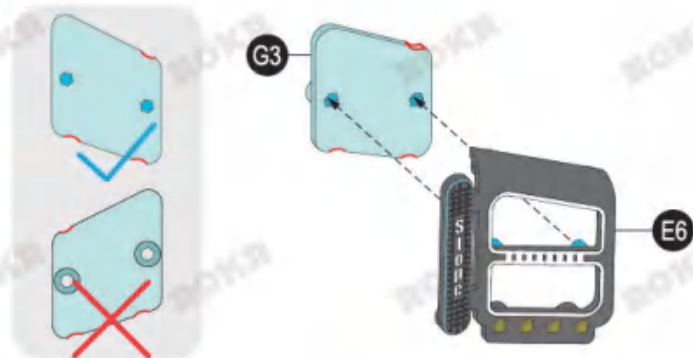
! The long side faces up.



3

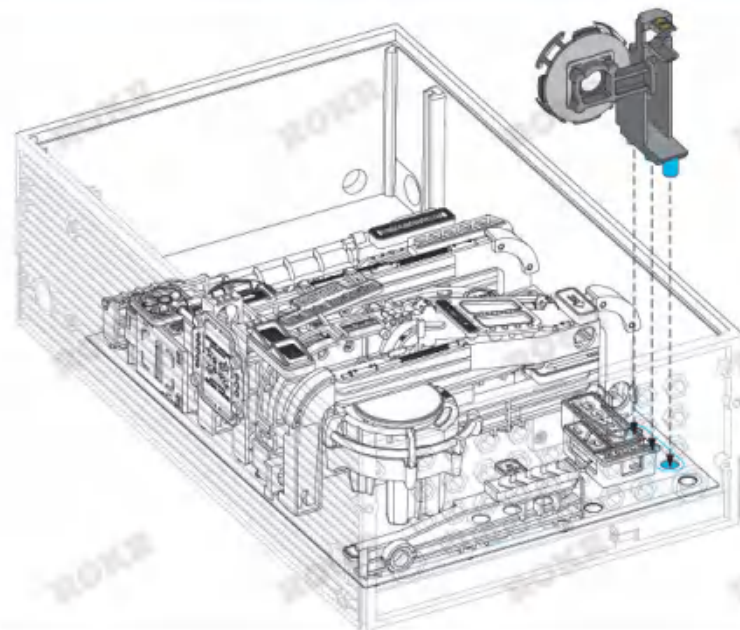
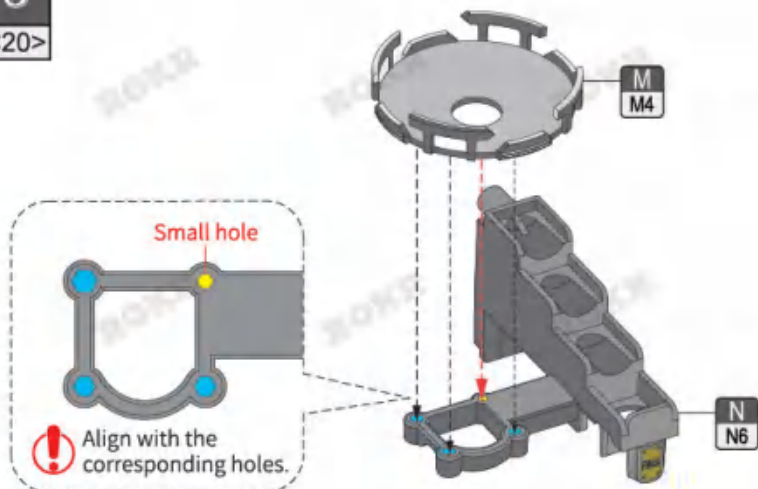
<19>

! Note the part's direction.



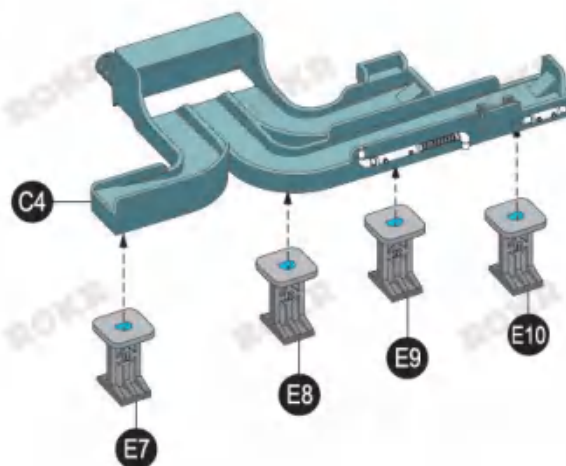
3

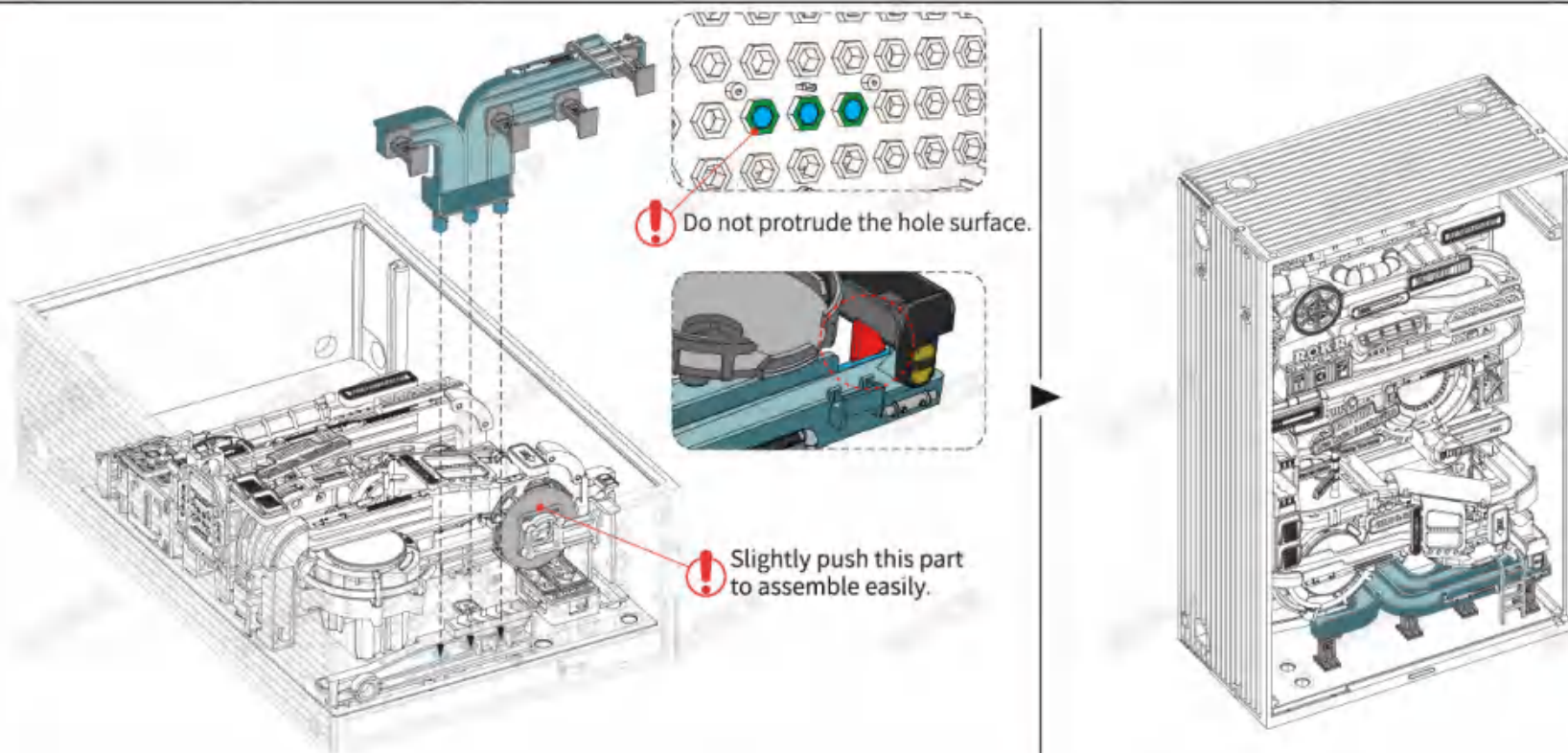
<20>



3

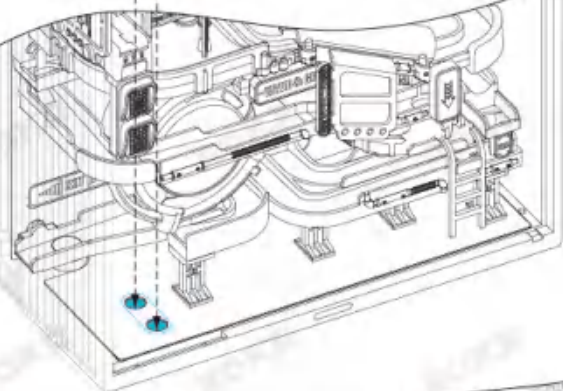
<21>





3

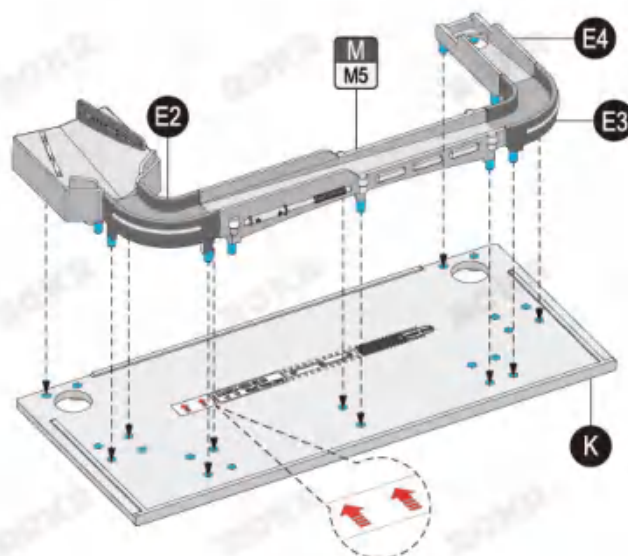
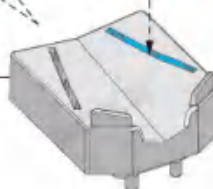
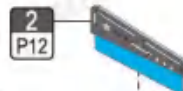
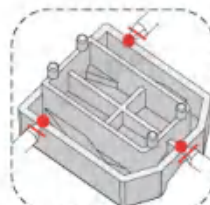
<22>

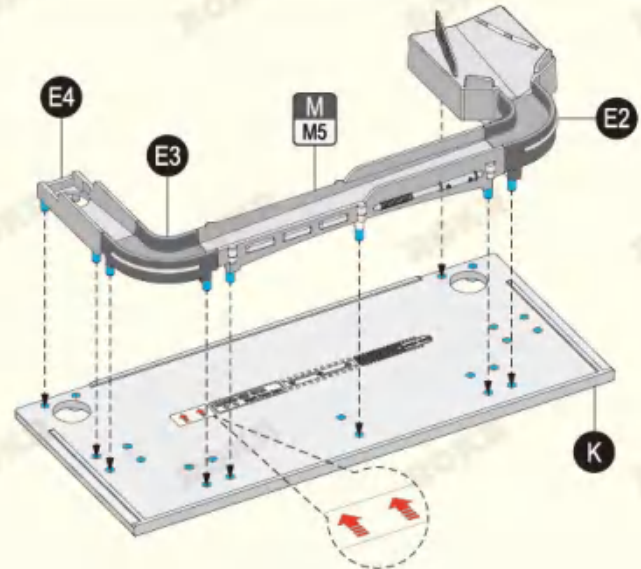
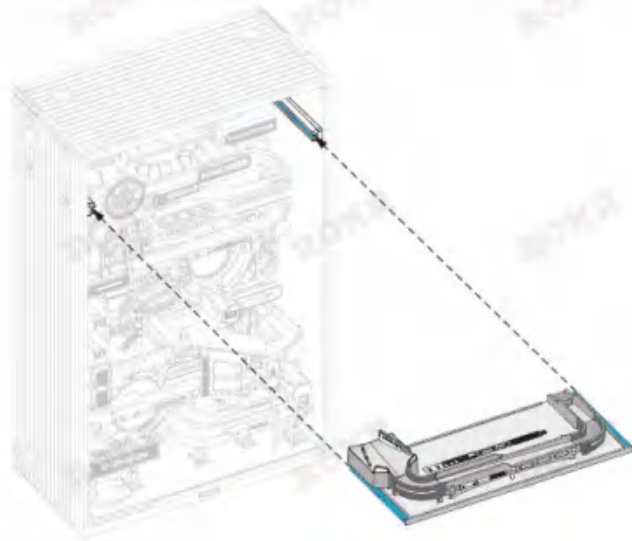


4

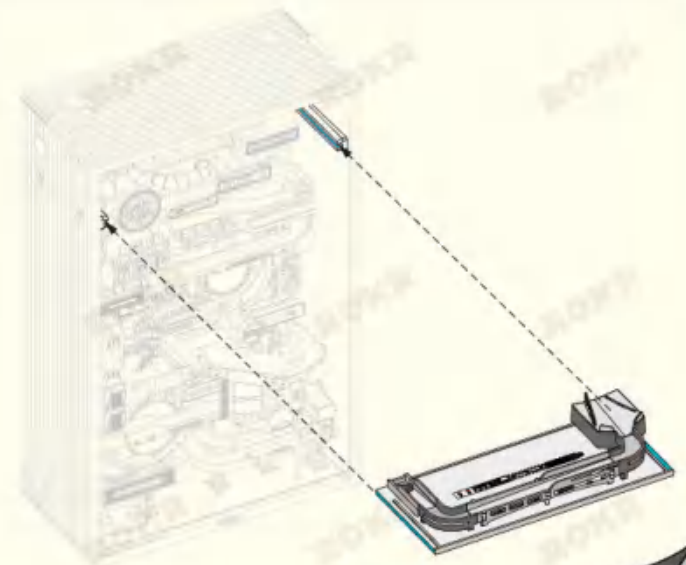
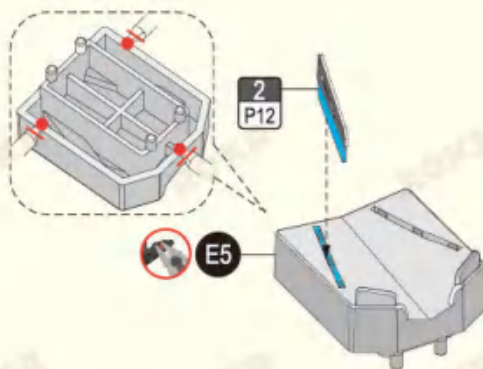
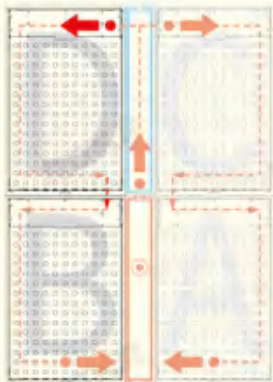
<1>

Basic Play (Assembly instruction for A/C)



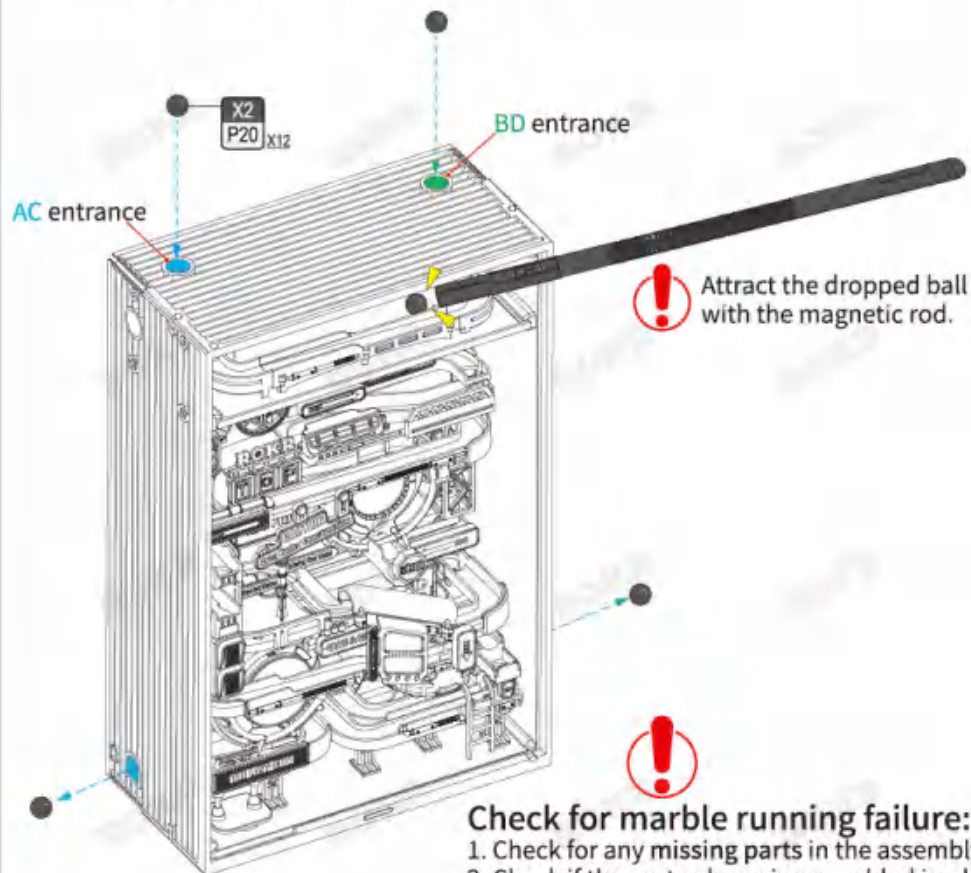


Advanced Play - Module Extension
(Skip it if not needed.)
(Assembly instruction for B/D)



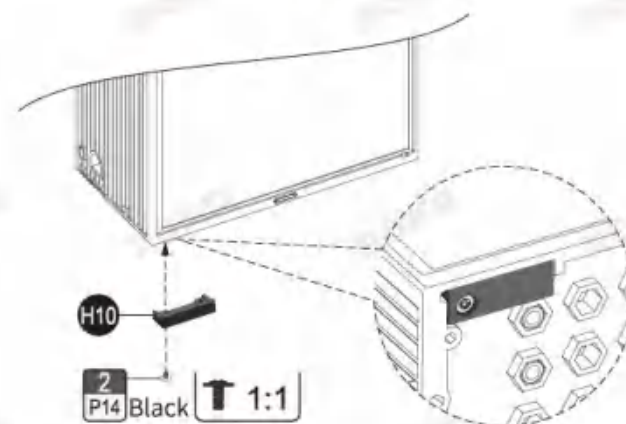
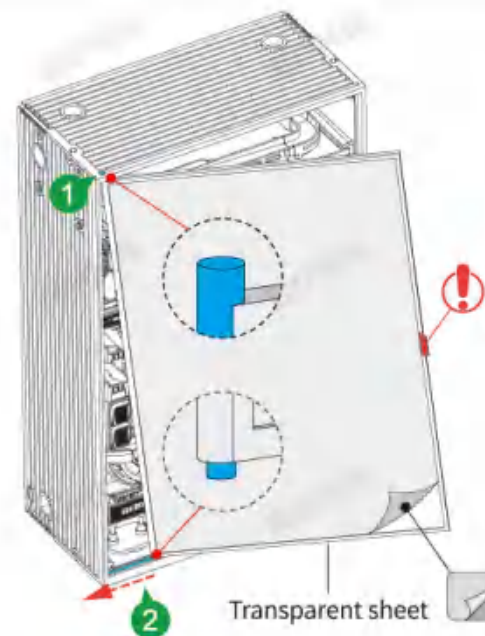
5 Test marbles' running

- ❗ 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.

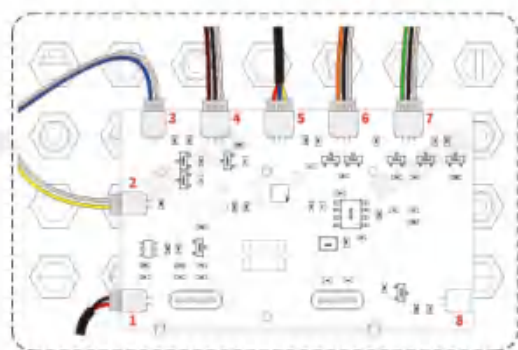
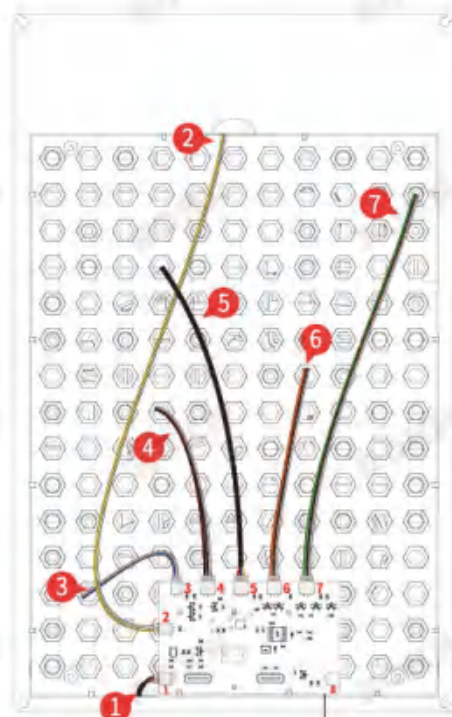
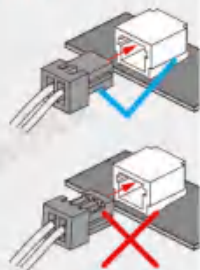
6



7

<1>

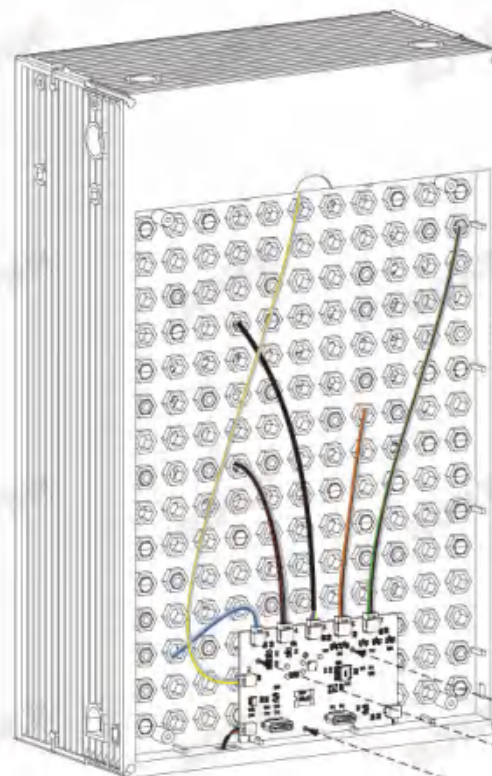
! Note the terminal direction.



1-a
P1

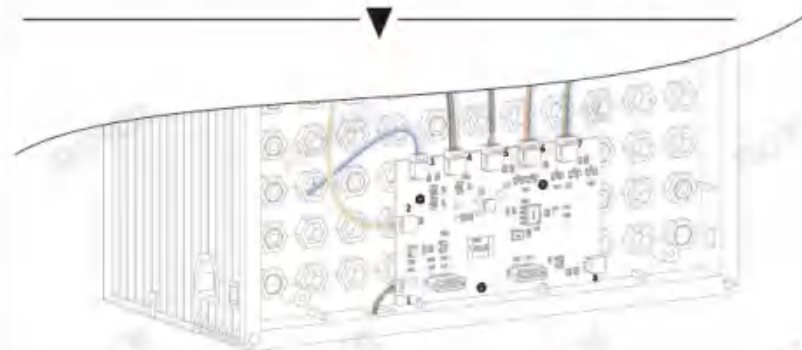
7

<2>



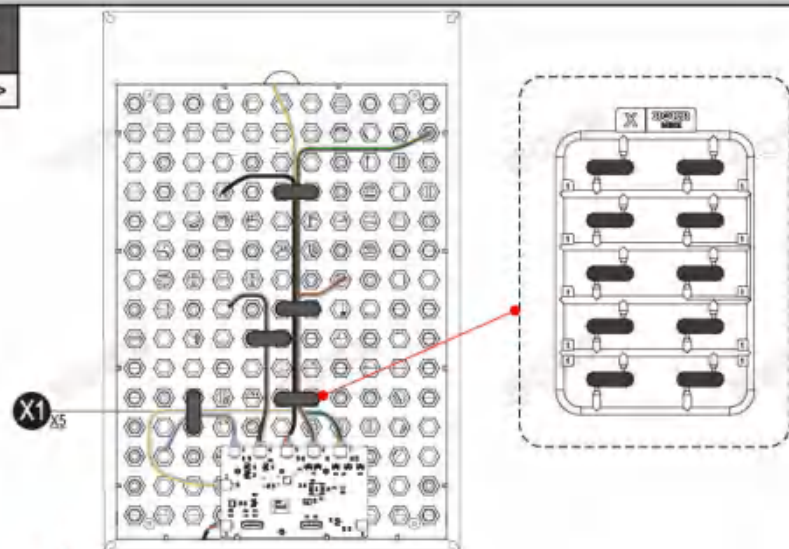
4mm
1:1

4
P18 x3 Silver

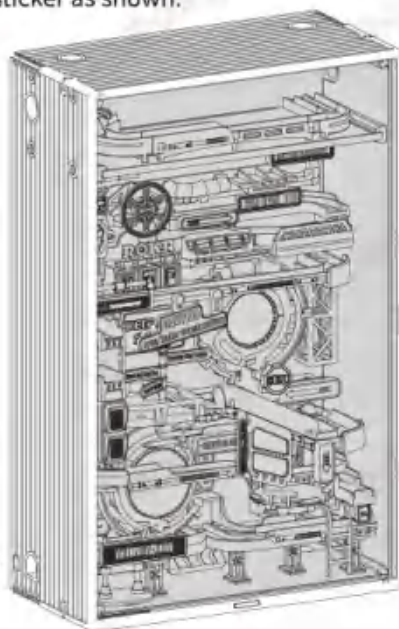


7

<3>



! Secure the wire with the sticker as shown.



The marble run module is completed.

8

Basic Play
(Assembly instruction for A)



Lift A

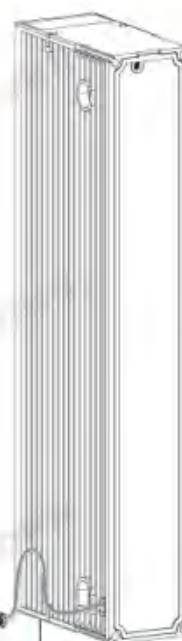
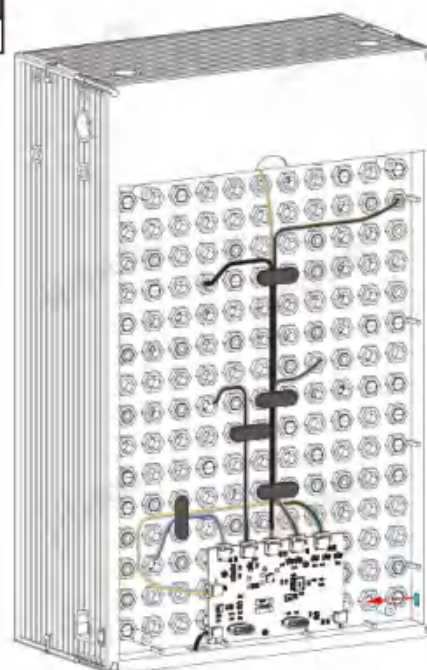


(Refer to the assembly instruction of Lift .)



8

<1>



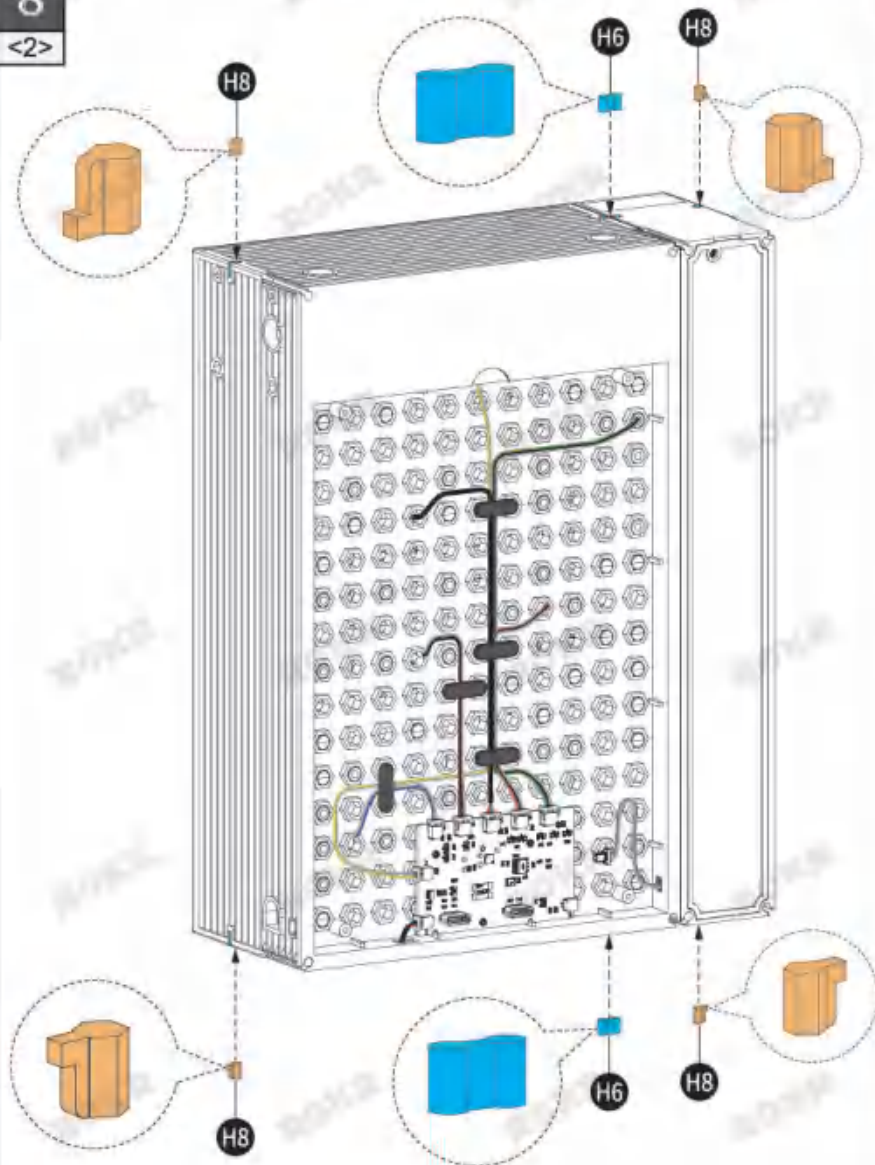
Lift A



Back side

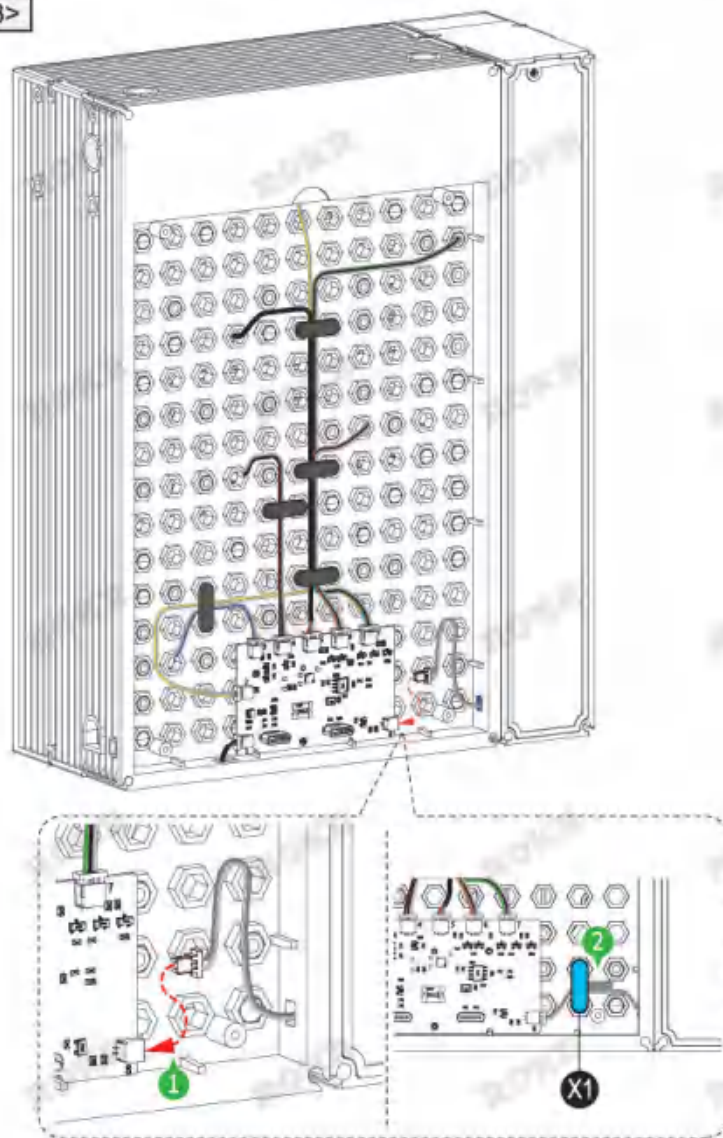
8

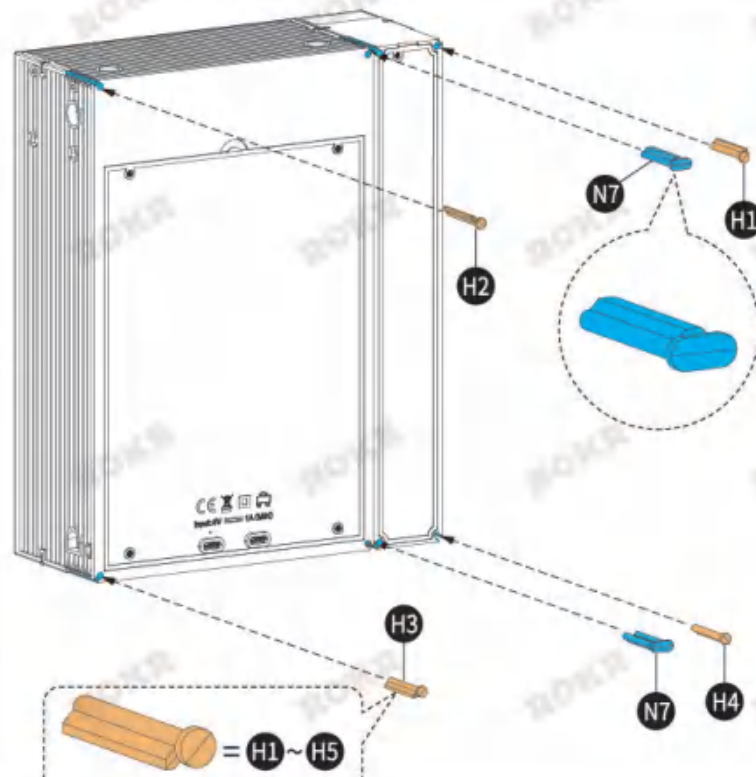
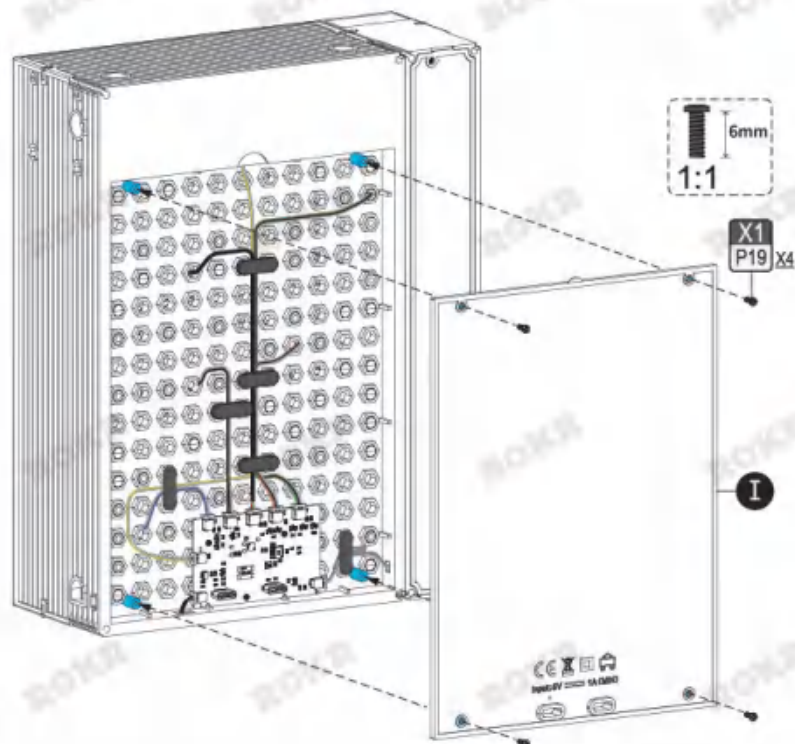
<2>



8

<3>





Suggest to use a regular
power adapter.
Input: 5V=2A



Complete for the basic play.



PARALLEL WORLD

MARBLE RUN

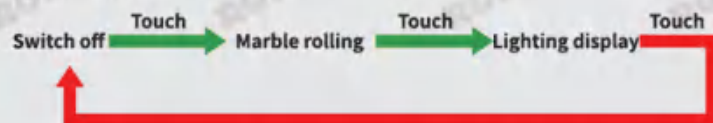
MR01 THE LAST CITY

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.

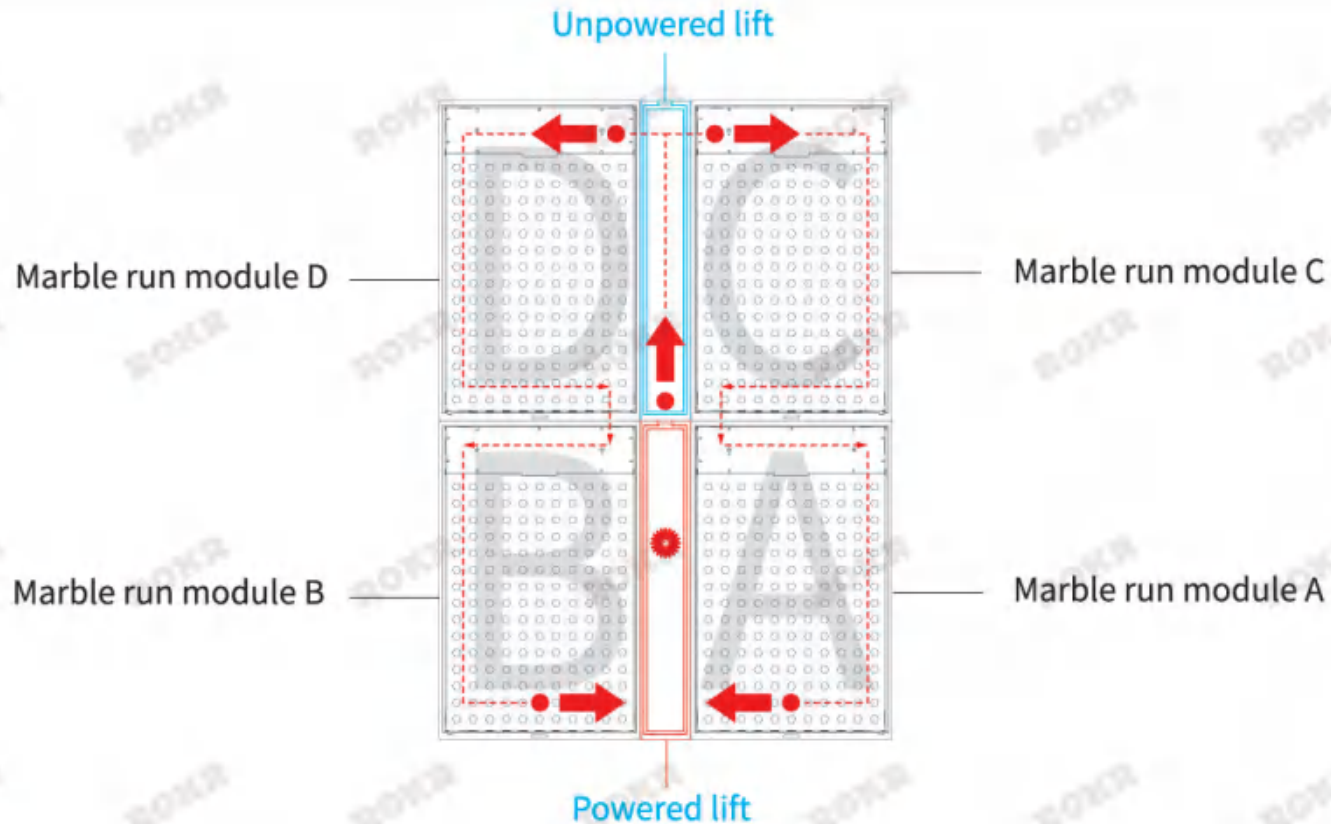
3. Please keep the tool kit of the product well for later maintenance.
4. Keep the remaining parts well for extension playing.



ASSEMBLY INSTRUCTIONS



Advanced Play - Module Extension Instruction



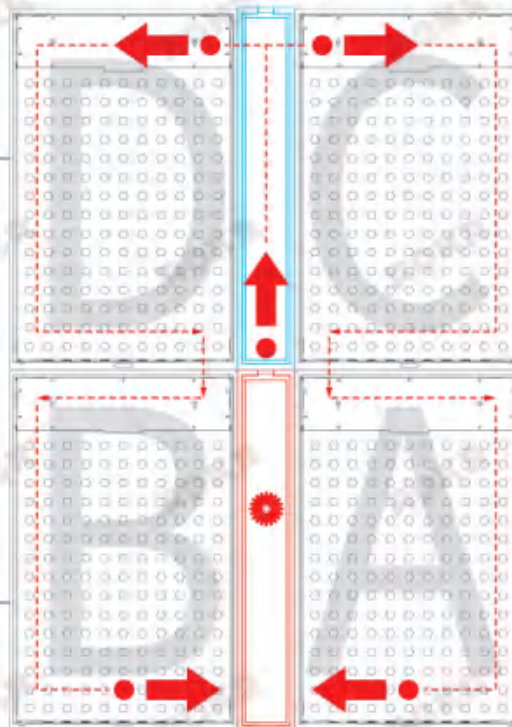
- One system for advanced play includes 2 lift modules and 4 marble run modules as shown.
- Assembling methods for lift and marble run module at different positions are different, please assemble lift and marble run module according to the instruction.

The Last 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

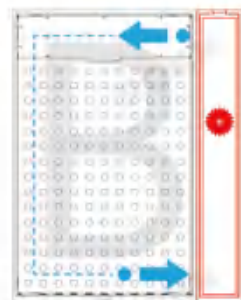
Position B

Position A

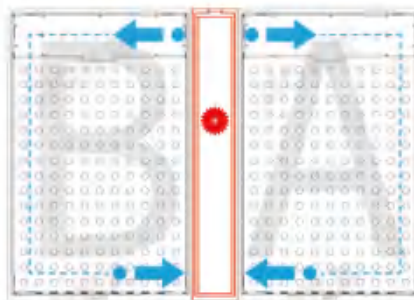


Scan for switching position A into position B, C, D

Assembly instruction for 5 kinds of common advanced play



9
Page 39-40

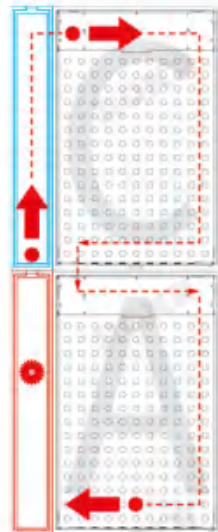


10
Page 41-42

Lift B

Lift C

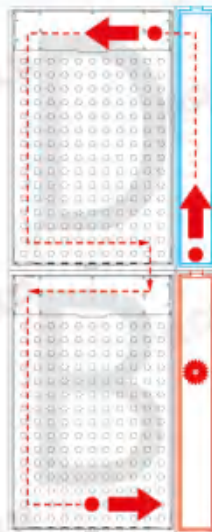
Lift E



11
Page 43-44

Lift D

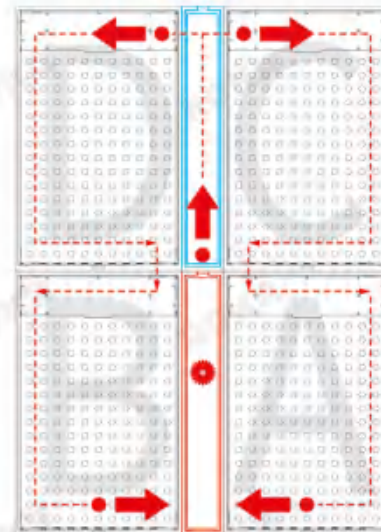
Lift F



12
Page 45-46

Lift D

Lift G

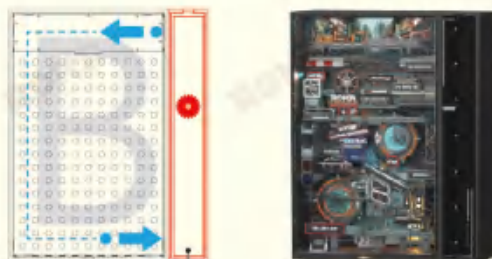


13
Page 47-49

Lift D

9

Advanced Play - Module Extension (Assembly instruction for B)



Lift B

(Refer to the assembly instruction of Lift)

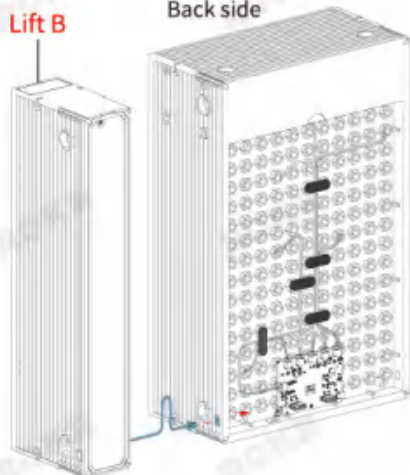
9

<1>

Lift B

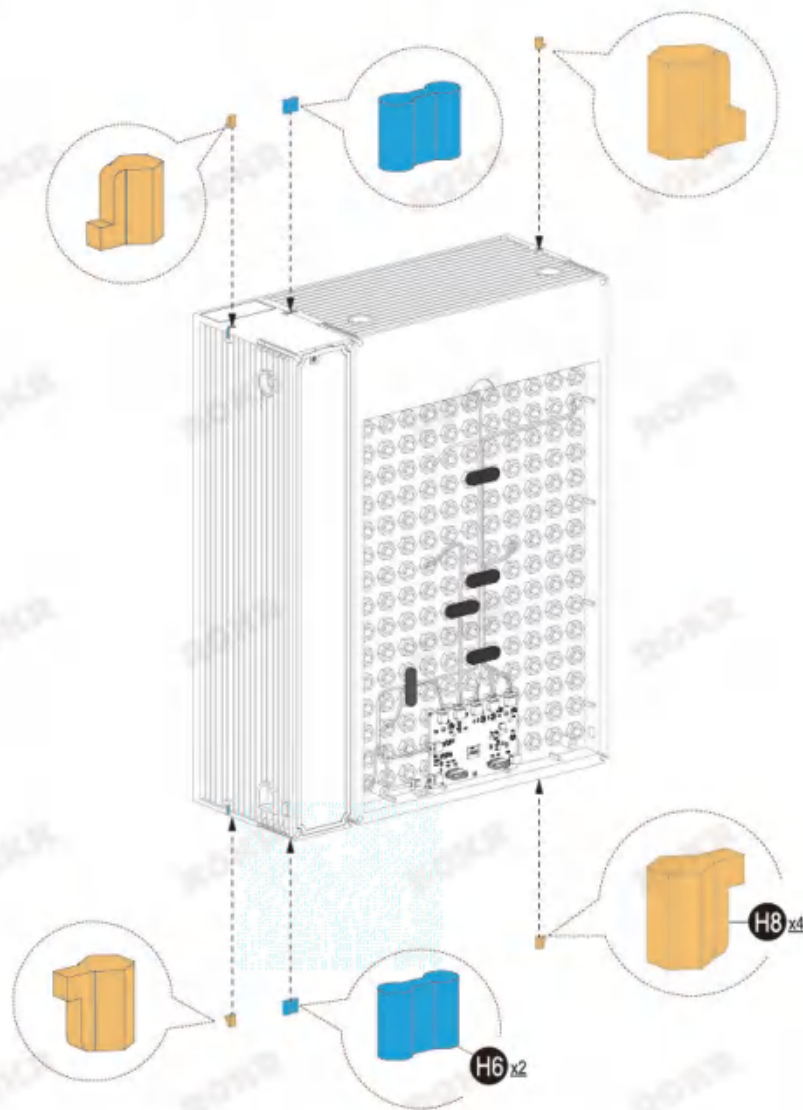


Back side



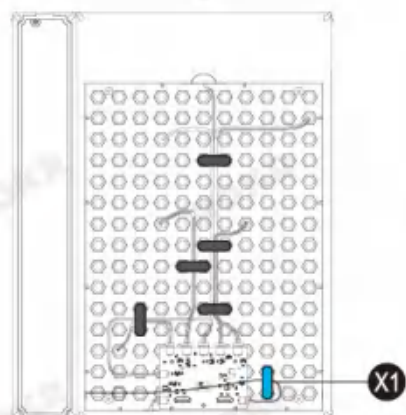
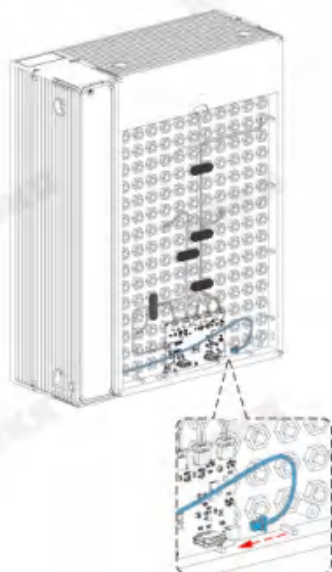
9

<2>



9

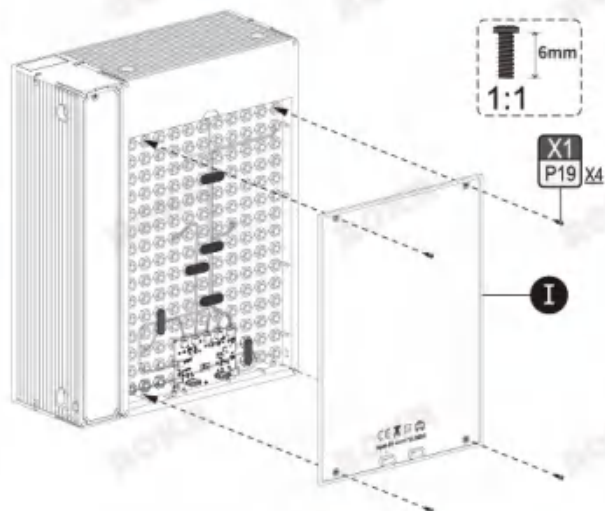
<3>



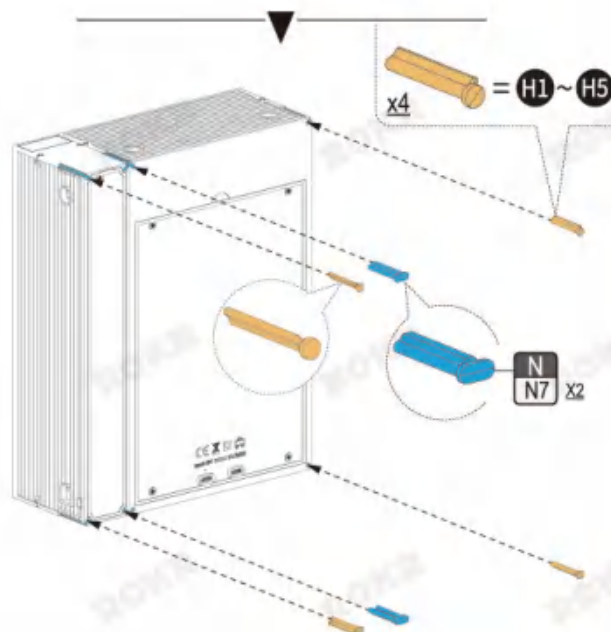
X1

9

<4>

X1
P19 X4

I



x4 = H1 ~ H5

N
N7 X2

9

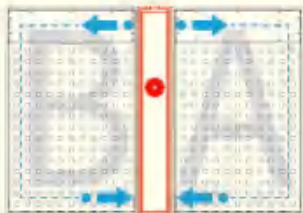
<5>



Complete position B

10

Advanced Play - Module Extension (Assembly instruction for AB)

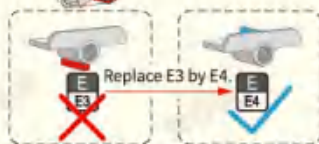
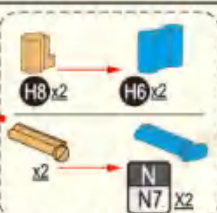


Lift C

(Refer to the assembly instruction of Lift)



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



Replace E4 refer to the Lift Instruction



Video for A dismantling/replacing

10

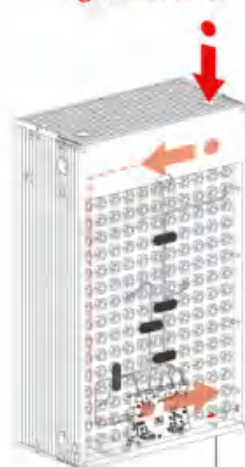
<1>



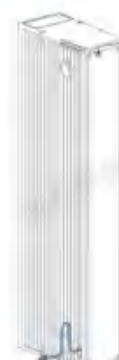
Before assembling, put marbles to test.
Do not reverse the positions of left and right modules.



Back side



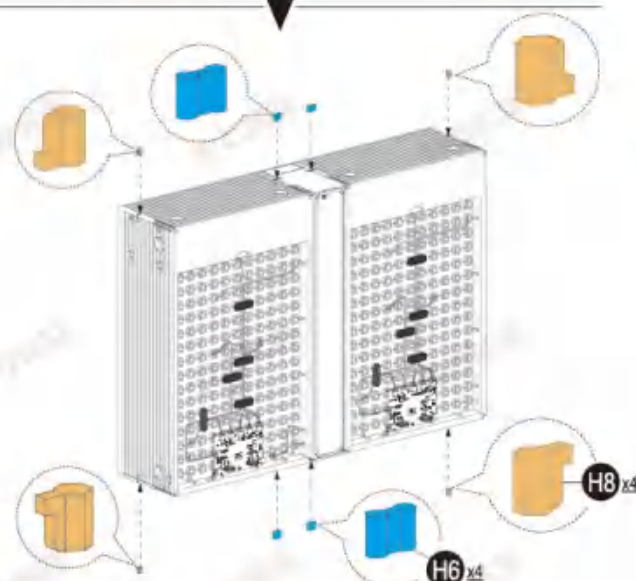
Marble run module A



Lift C

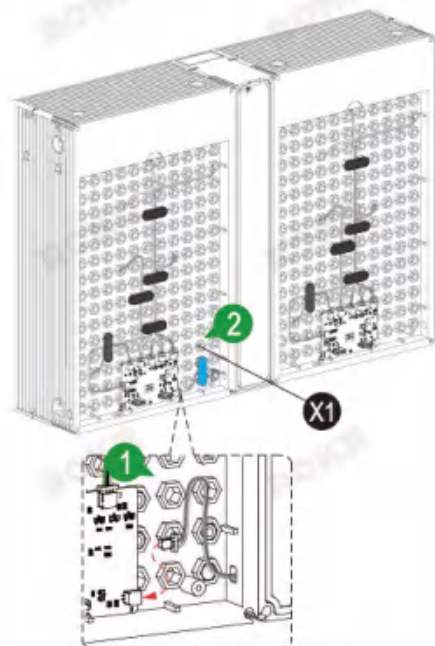


Marble run module B



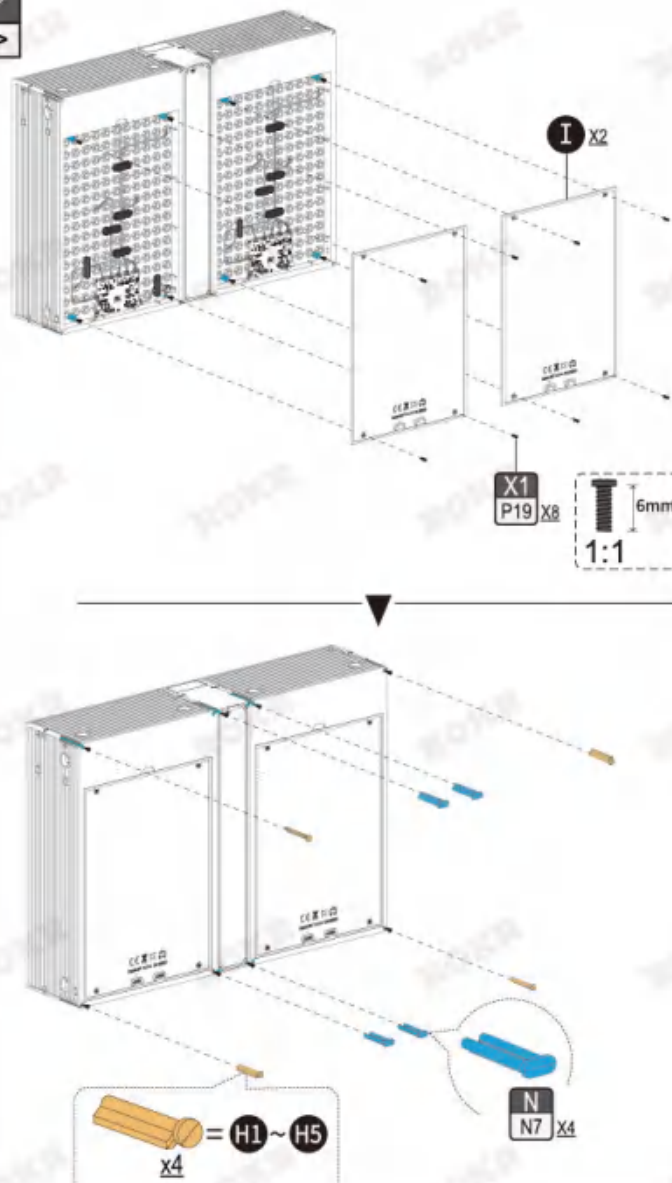
10

<2>



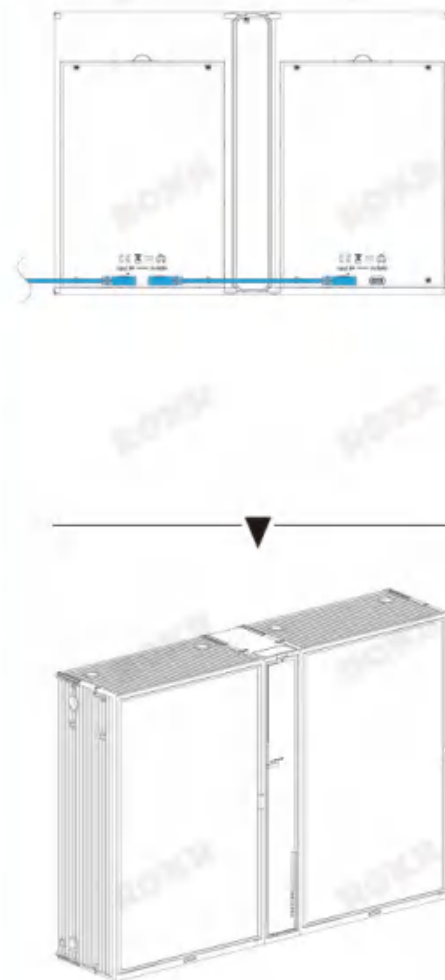
10

<3>



10

<4>

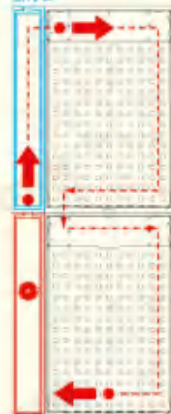


Complete position AB

11

Advanced Play - Module Extension (Assembly instruction for AC)

Lift E

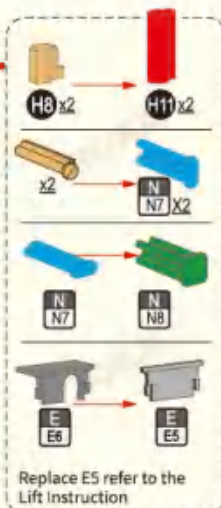


Lift D

(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 11
after dismantling.

11

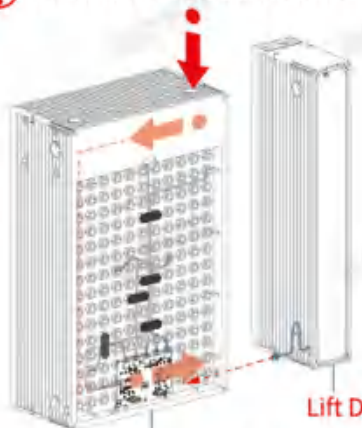
<1>



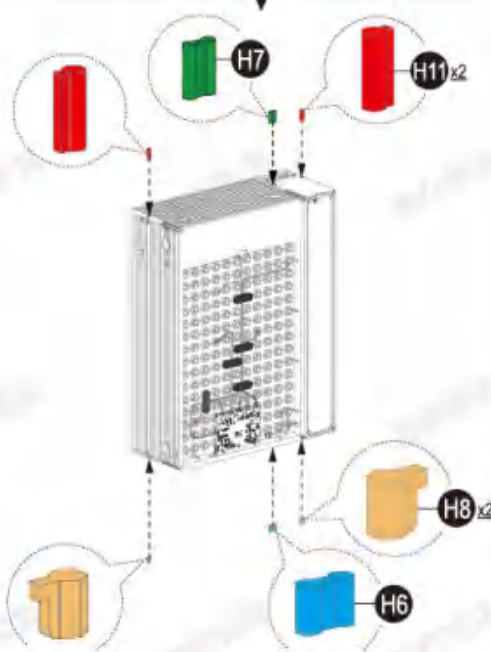
Check the direction of the track.



Back side

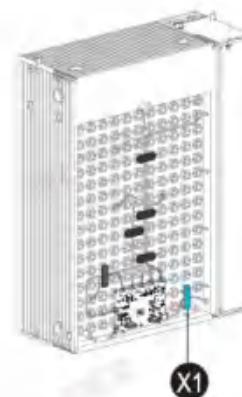
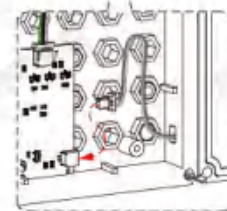


Marble run module A

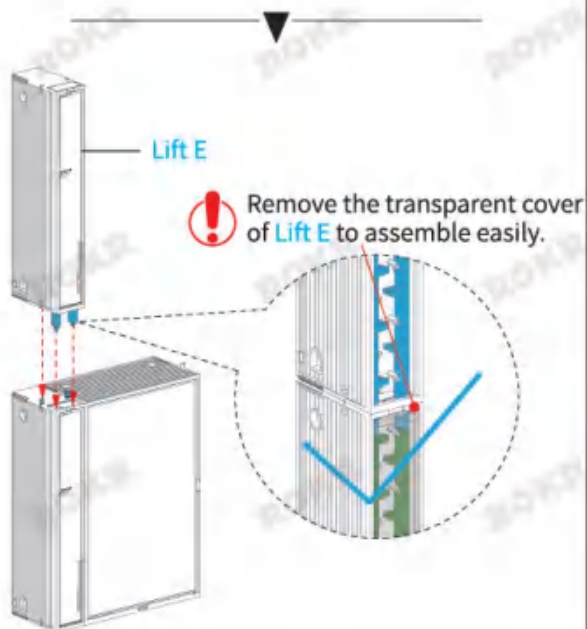


11

<2>



<3>



 Remove the transparent cover of **Lift E** to assemble easily.

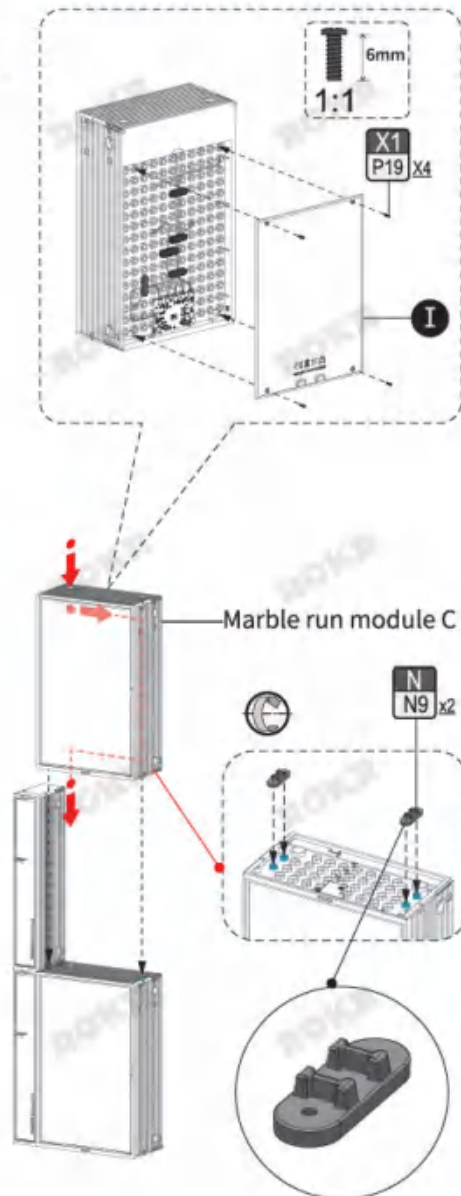
Lift E

–Marble run module C

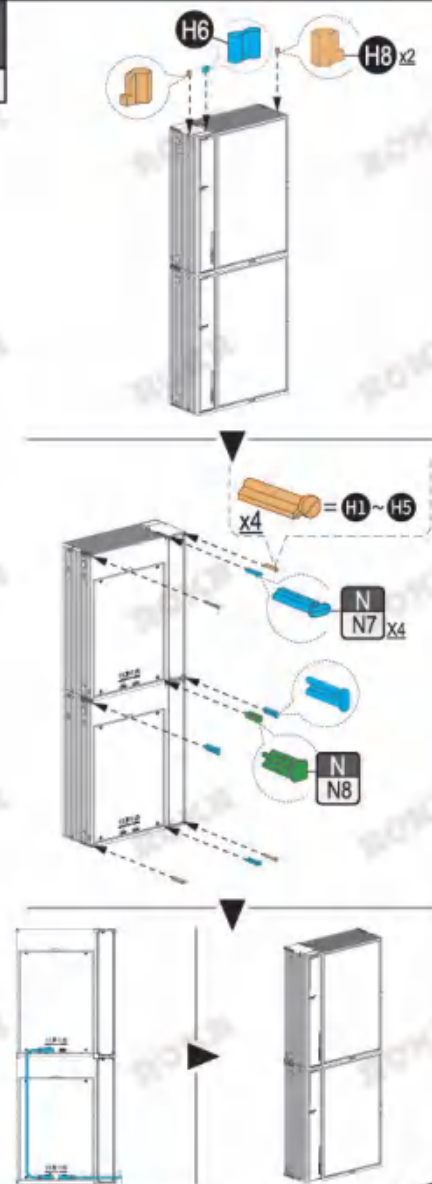
Complete position AC

- 44 -

<4>

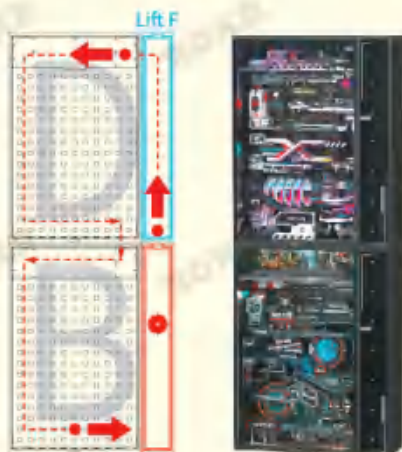


<5>

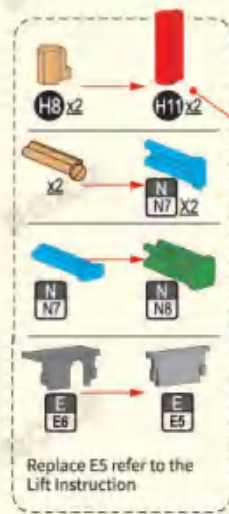


12

Advanced Play - Module Extension (Assembly instruction for BD)



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

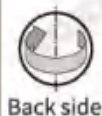


Remove and replace corresponding parts of B: (Skip it if no needed.)

Skip to Step 12
after dismantling.

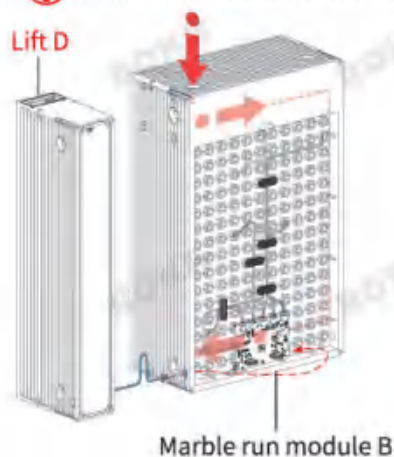
12

<1>



Back side

Check the direction of the track.

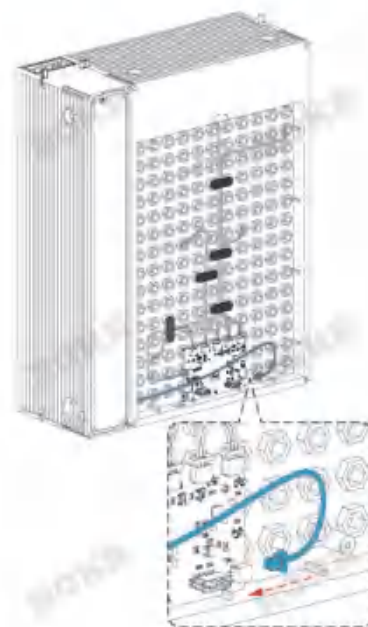


Marble run module B



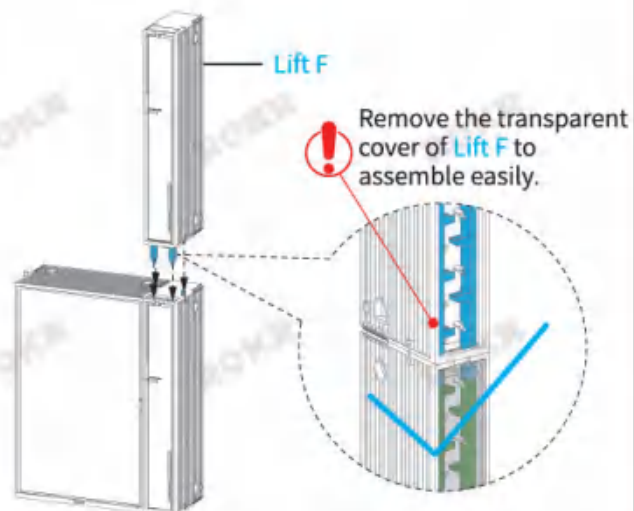
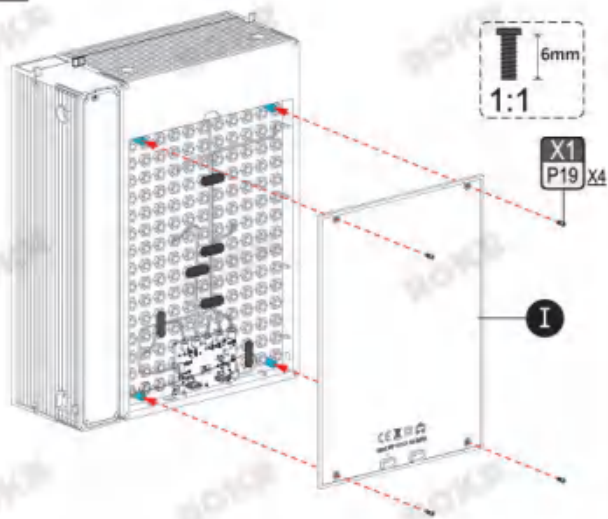
12

<2>



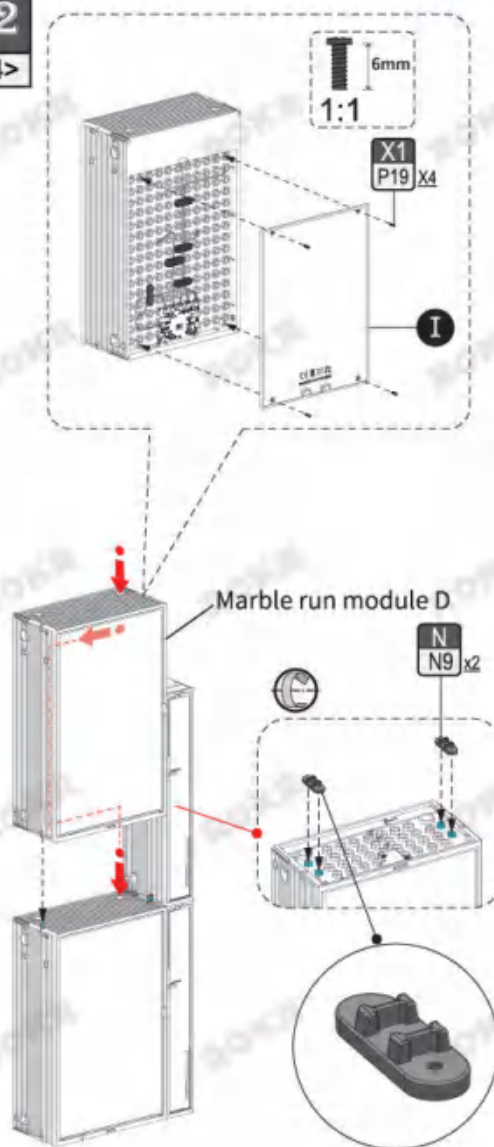
12

<3>



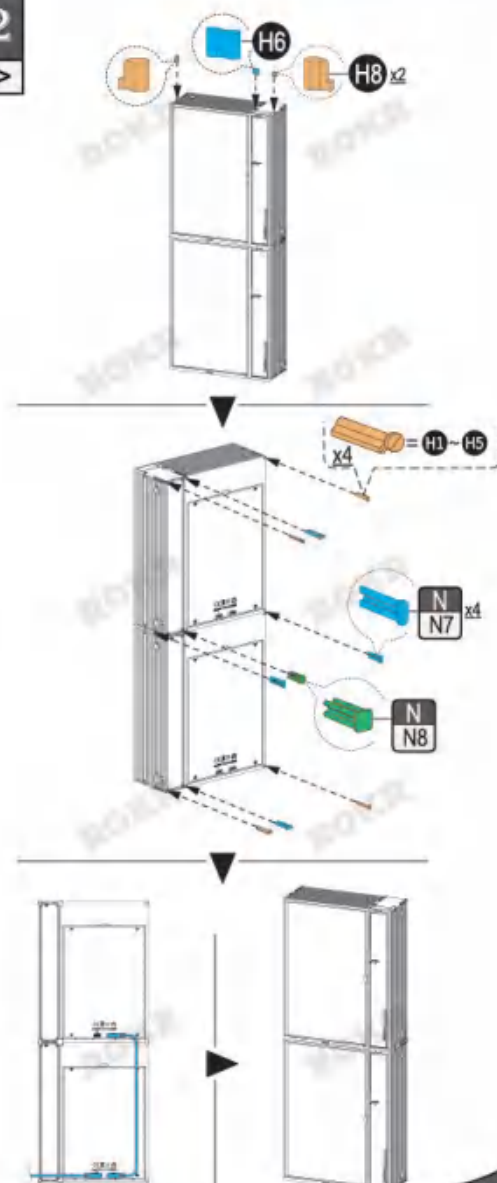
12

<4>



12

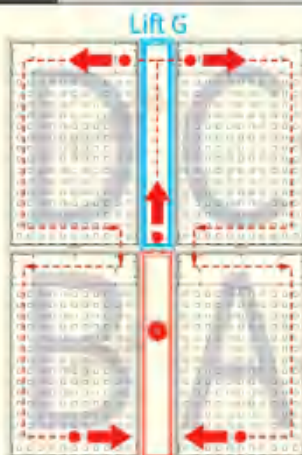
<5>



Complete position BD

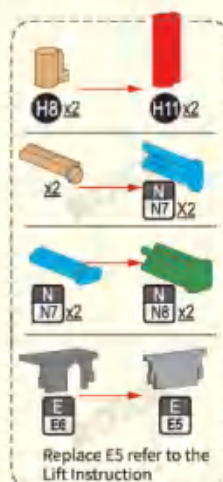
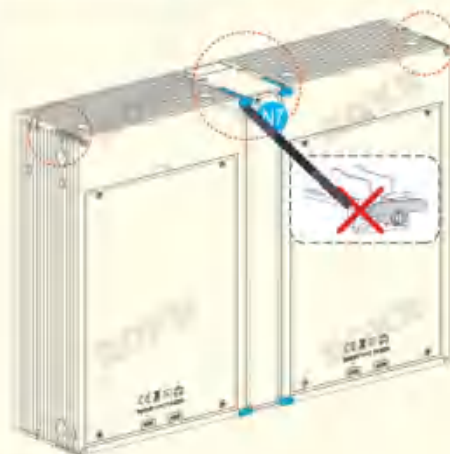
13

Advanced Play - Module Extension
(Assembly instruction for ABCD)



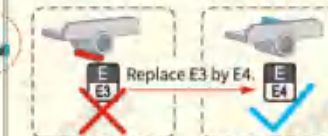
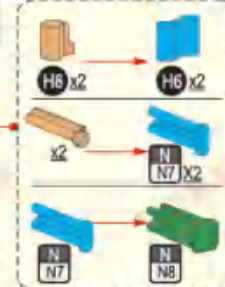
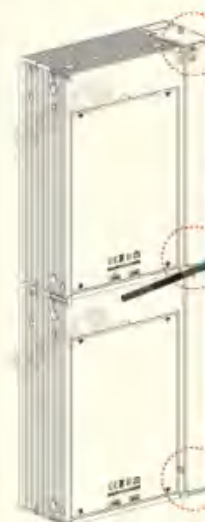
Lift D
(Refer to the assembly instruction of Lift.)

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



Skip to Step 13
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

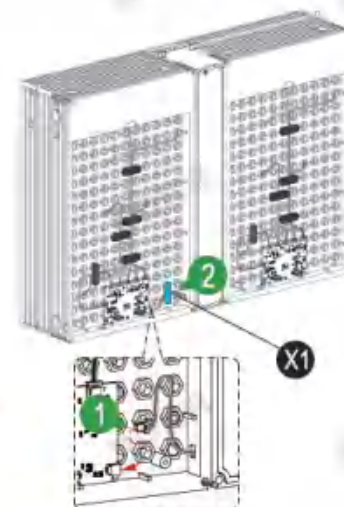
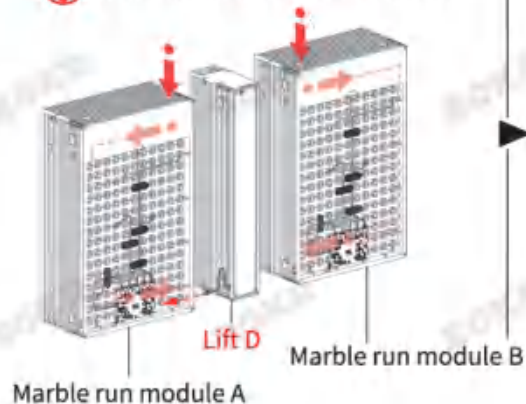
13

<1>



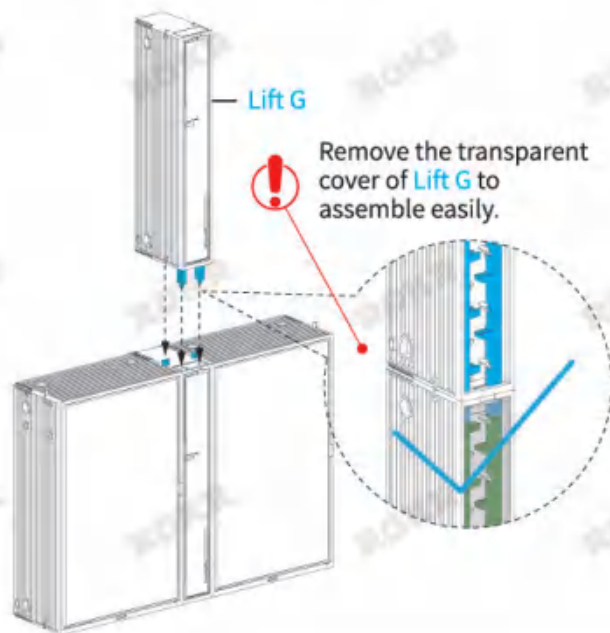
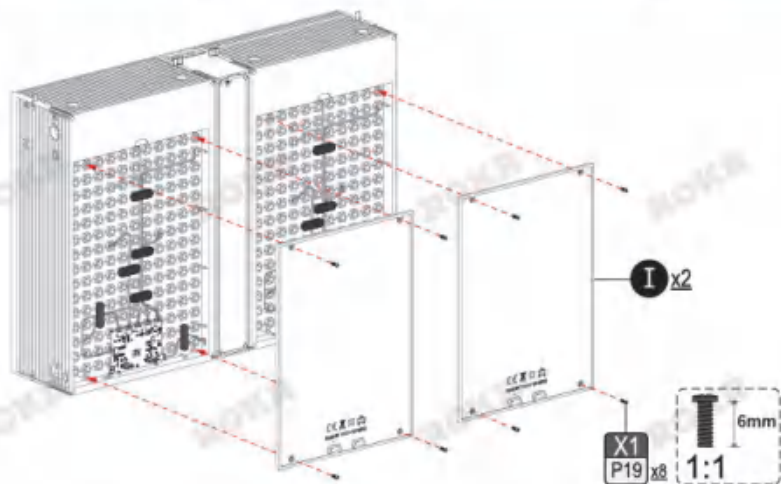
Back side

Check the direction of the track.



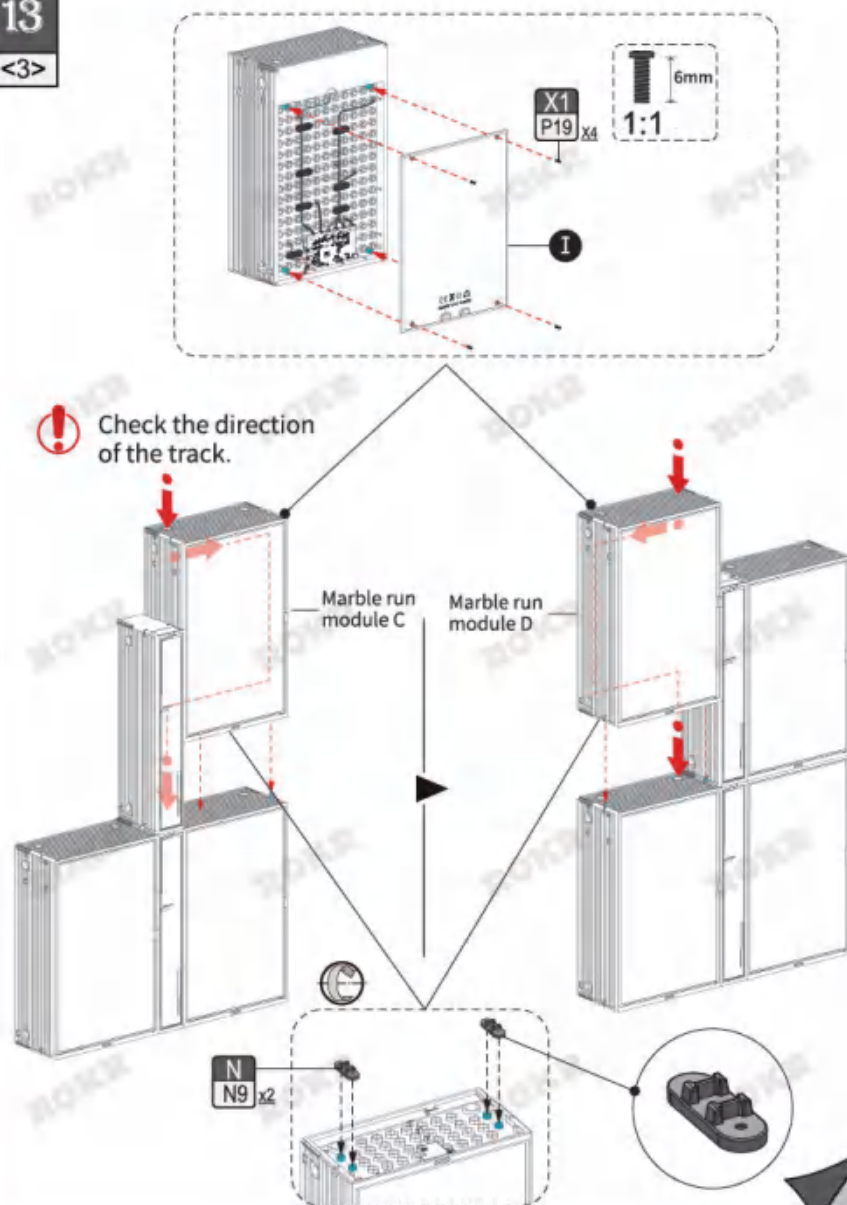
13

<2>



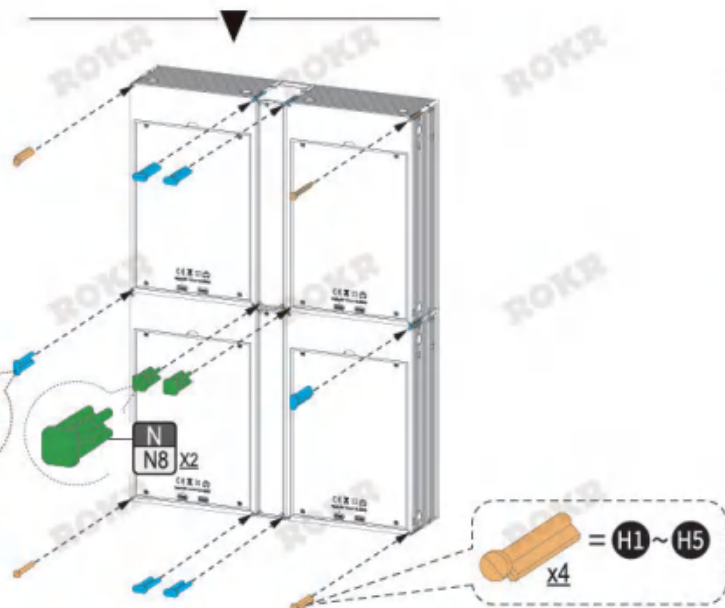
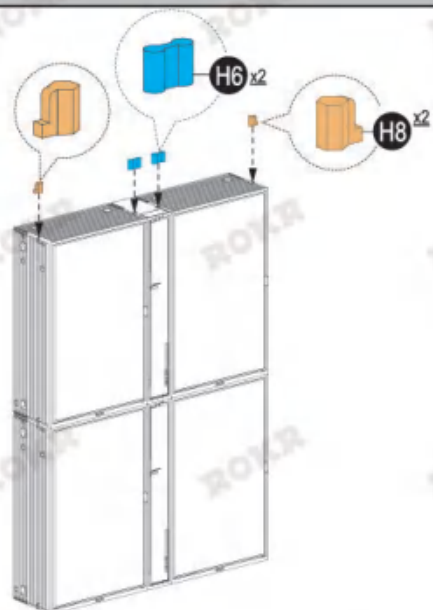
13

<3>



13

<4>



13

<5>



Complete.



Module Swap

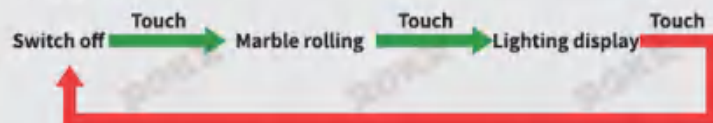
Video for dismantling/
replacing in Advanced play

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.

PARALLEL WORLD MARBLE RUN





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