



MARVEL QUANTUM CORE Instructions

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QUANTUM CORE INTERACTIVE GAME AND BLUETOOTH® SPEAKER

5 MODES

O = OFF

III = Roulette

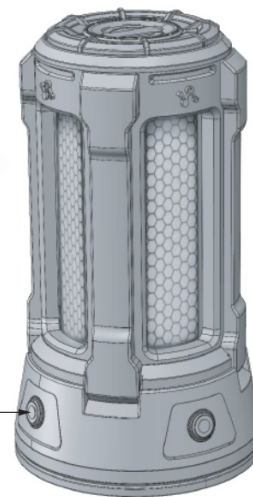
II = Ticking Timer

I = Pattern Match

 = Bluetooth Speaker

BLE Pairing Button

Action Buttons (4x)



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QUANTUM CORE



= Bluetooth Speaker

1. Slide switch to “” location on the bottom of Quantum Core.
2. Hold down the pairing button once located on the bottom of the Quantum Core.
3. The indicator LED has a rolling rainbow with a sound indicator for Bluetooth mode.
4. BLE indicator name should be “Quantum Core”.
5. Once connected there is a sound that signifies a successful connection.
6. Once music starts, LEDs change colors and sync to the music.

Mode 1 “Pattern Match Game”

1. Slide switch to “I” location on the bottom of Quantum Core to activate “Pattern Match Game”. The object of this game is to press the action buttons following the pattern/sequence that the light panels light up. This can be single or multi-player.
2. Press any of the 4 action buttons to start the game (see the above image showing the location of the action buttons).
3. Each panel will have a designated color as it lights up (i.e. one panel will light up the green color, a different panel will light up the blue color, etc.).
4. The first panel will light up for 1 second, play a sound and then turn off. The player has up to 3 seconds to press the action button matching to the light panel that was just illuminated. One of the two below actions will occur:
 - (1) If the player presses the WRONG action button within 3 seconds OR if the action button is not pressed within 3 seconds, all 4 sides will flash red signifying the wrong button/sequence was pressed/matched, and the game is over.
 - (2) If the player presses the CORRECT action button within 3 seconds, the light panel will light up and sounds will play indicating a successful pairing. The same light panel will then light up again, followed by a new different randomized panel with a different light color and different sound. The player has up to 3 seconds to press the action button sequence matching to the light panels and sounds that just illuminated. The light sequence will continue to get longer until the player does not repeat the light pattern sequence correctly. Once the player makes an incorrect choice, all 4 sides will flash red signifying the wrong button/sequence was pressed/matched, and the game is over.
5. The light panels will all change to solid green color and all 4 action buttons will start to blink in a circular pattern. The player must press one of the action buttons to start a new game. If no activity is detected after 5 minutes, the sleep timer will activate, and Quantum Core will turn off.

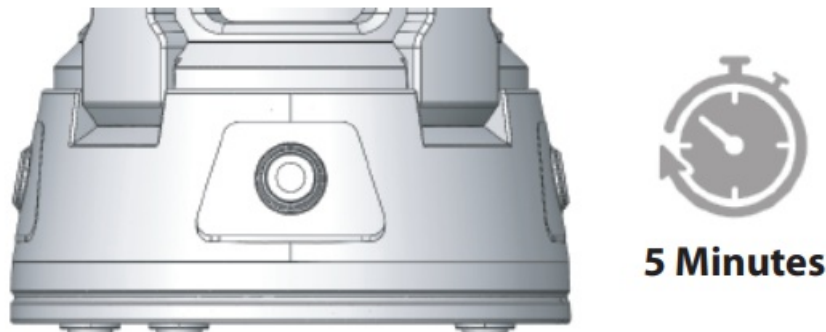
Mode 2 “Ticking Timer”

1. Slide switch to the “II” location on the bottom of Quantum Core to activate the “Ticking Timer” game. The objective of this game is to pass around from one player to another without being the last player left holding the Quantum Core at the end!
2. The light panels will all illuminate in solid red color and all 4 action buttons will start to blink in a circular pattern.

3. Press any of the 4 action buttons to start the game.
4. A ticking timer sound will start to play and light panels will start a color-changing light effect (chasing up and down, changing from green to yellow to red color). An internal timer will start a countdown (the timer is randomized, anywhere from 20 to 40 seconds).
5. Players take turns carefully passing around the Quantum Core to all players.
6. Once the internal timer runs out, the light panels will respond with flashing red lights and sounds indicating time is up and the game is over.
7. If no activity is detected after 5 minutes, the sleep timer will activate, and Quantum Core will turn off.

Mode 3 “Roulette”

1. Slide switch to the “III” location on the bottom of Quantum Core to activate the “Roulette” game. The objective of this game is to not choose the explosive panel!
2. The device will start to pulse in a dim blue color and all 4 action buttons will start to blink in unison.
3. The Player has the choice to press any of the 4 action buttons to play the game.
4. If the player presses the correct button, the light panels will all flash in green color. The light panels will then revert back to pulsing blue color.
5. The light panels will progressively pulse faster and faster the more button presses players get correct in a row.
6. If a player presses the wrong button, all light panels will change to flashing red and orange colors signifying the last player has chosen the wrong button, and the game is now over.
7. After 5 seconds pass, the light panels will revert back to pulsing blue color signifying the game has reset and a new game has started.
8. If no activity is detected after 5 minutes, the sleep timer will activate, and Quantum Core will turn off.



THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS: (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRED OPERATION.

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

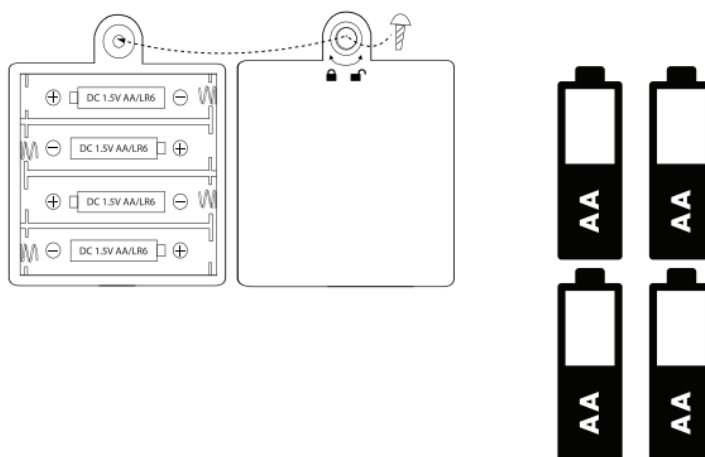
TURNING THE EQUIPMENT OFF AND ON, THE USER IS ENCOURAGED TO TRY TO CORRECT THE INTERFERENCE BY ONE OR MORE OF THE FOLLOWING MEASURES:

- 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 AN EXPERIENCED RADIO/TV TECHNICIAN FOR HELP.

The device has been evaluated to meet general RF exposure requirement

HEREBY, INTERNATIONAL TOY, INC. DECLARES THAT THE RADIO EQUIPMENT TYPE RADIOCONTROLLED TOY IS IN COMPLIANCE WITH DIRECTIVE 2014/53/EU. THE FULL TEXT OF THE EU DECLARATION OF CONFORMITY IS AVAILABLE AT THE FOLLOWING INTERNET ADDRESS:

<https://support.disney.com/hc/en-gb/articles/360034640231-Declarations-of-conformity>



WARNING: CHOKING HAZARD-Small parts. Not for children under 3 years.

REQUIRES 4, AA 1.5V BATTERIES, INCLUDED.




WARNING! CHOKING HAZARD – SMALL PARTS. NOT SUITABLE FOR CHILDREN UNDER 3 YEARS.

MARVEL

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MADE IN CHINA



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