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Xinbeiya YB26 Rechargeable Game Handheld Cube User Manual

Contents

Xinbeiya

**Xinbeiya YB26 Rechargeable Game Handheld Cube**

Scoring Panel

- One face of the Game Cube has a scoring panel that displays points. Before the game starts, it displays the "MAX" score, which is the highest score in history for that game. When the game is over ,it will switch to display the current score "CUR" score and "MAX" score. When the score generates a new highest record, the "MAX" score will be updated.

- **CUR:** Display current score for the game.
- **MAX:** Display the highest score in history for the game.
- **Charging:** When the power is low, the low power reminder icon will flash. Please charge it in time. The charging indicator icon is red during charging and turns green after fully charged.
- **Volume Adjustment:** Press it to swttch between loud, medium, low, and mute.
- **Power Button:** Press to turn on.long press to turn off.
- **Automatic Shutdown:** When not in the game state.it will automatically shut down in 5 minutes.

⊘ Comet Hunt

+2 score (Unnecessary)

Game over

+1 score (Necessary)
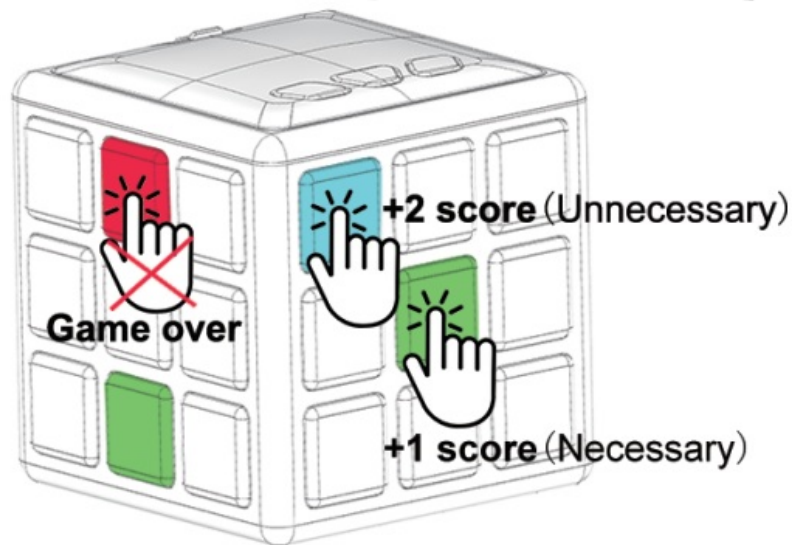
Go! Go! Go! Speed up! Please prevent the green comet from colliding with Earth. The blue square represents the space supply station, and the red one represents the bomb!

- **Game attributes:** ⚡ Reaction Speed

- **Difficulty factor:** ⭐⭐

- **Failure judgment:** Timeout / A press on red square

- **Scoring rules:** 1 point for green, 2 points for blue

- **Total game levels:** 9

- **How to play:** Please press all green squares on all game faces within the time limit, do not press red squares! As the difficulty increases, more and more green squares will appear. You will get extra points by pressing blue squares and you will not fail if you don't press them, but you will fail if you press red squares!

🛸 Alien Track
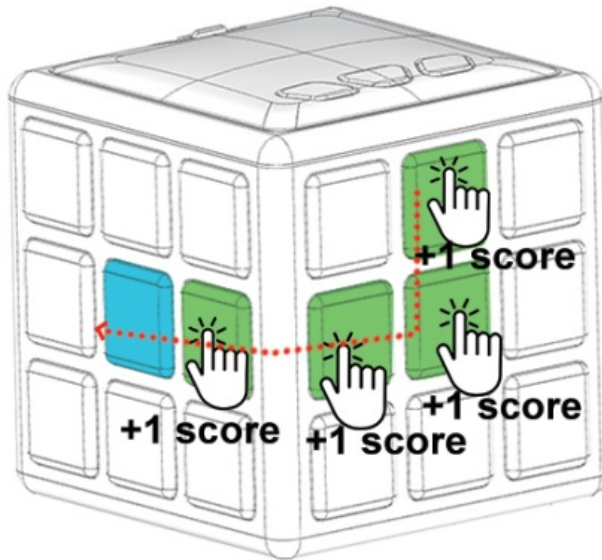
The blue alien is escaping according to their planned route.
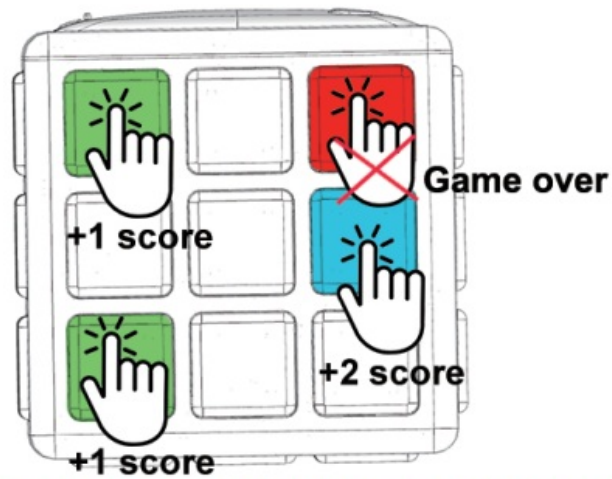Please track it according to the green square route!

- **Game attributes:** Reaction Speed

- **Difficulty factor:**

- **Failure judgment:** Timeout

- **Scoring rules:** 1 point for green

- **Total game levels:** 50

- **How to play:** A blue square will travel around the game cube with a green square tail. Please press all green squares in turns as fast as possible to catch up with the blue square. As the difficulty increases, green square will appear faster and faster!

Shoot Lurker

Enemy lurkers are lurking around us, and the green squares represent randomly appearing lurkers. To attack and exterminate them, we must concentrate.

- **Game attributes:** Reaction Speed

- **Difficulty factor:** ⭐⭐⭐

- **Failure judgment:** Timeout/A press on red square

- **Scoring rules:** 1 point for green, 2 points for blue

- **Total game levels:** 7

- **How to play:** When the game starts, green squares will appear on one game face. Please press all green squares within the time limit. As the difficulty increases, more and more green squares will appear. You will get extra points by pressing the blue squares and you will not fail if you don't press them, but you will fail if you press the red squares!

Create Star Show

switch color

switch color
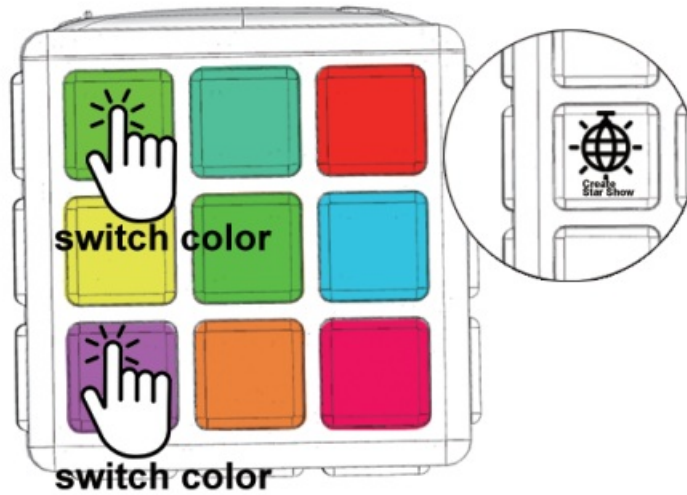
Let's relax and create a gorgeous light show that will shine like stars in our memories for eternity!

- **Game attributes:** ,creativity
- **Difficulty factor:**
- **Failure judgment:** None
- **Scoring rules:** None
- **How to play:** You can press each square on all game faces to choose the light color you like, after you finish creating, press the "Create Star Show" button to play your own light show. This game has a memory function, re-creating will overwrite the previous creation.

 Planet Rock

Press to record
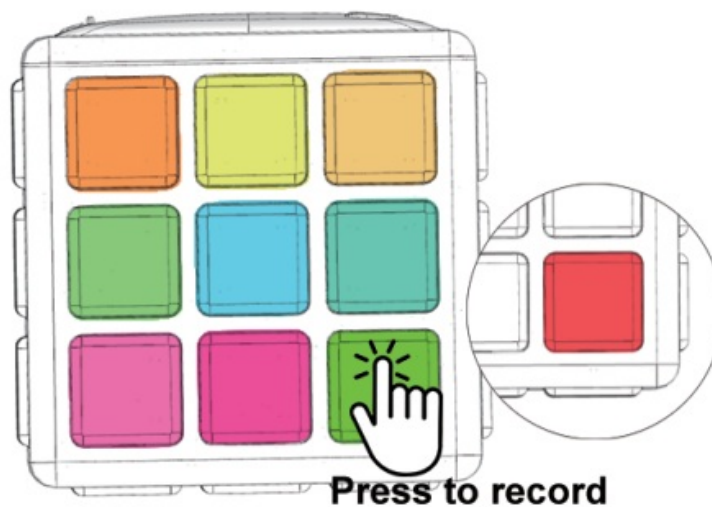
To remember the important moment, please create an exclusive piece of music!

- **Game attributes:** Creativity

- **Difficulty factor:** ☆

- **Failure judgment:** None

- **Scoring rules:** None

- **How to play:** Press the green button in the lower right corner of the game face, when the square turns red, you can press the other squares to compose your own tune. After you complete composing, press the red square again in the lower right corner to turn it green, then the music you composed will be played. This game has a memory function, re-composing will overwrite the previous tune.

space Rescue
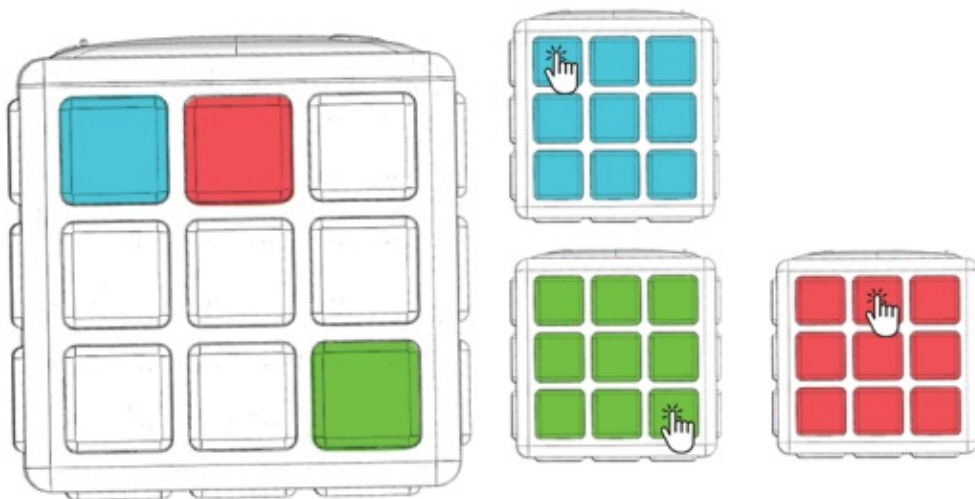
Emergency! Please rescue your teammates by following their distress signal and confirming the corresponding color and location.
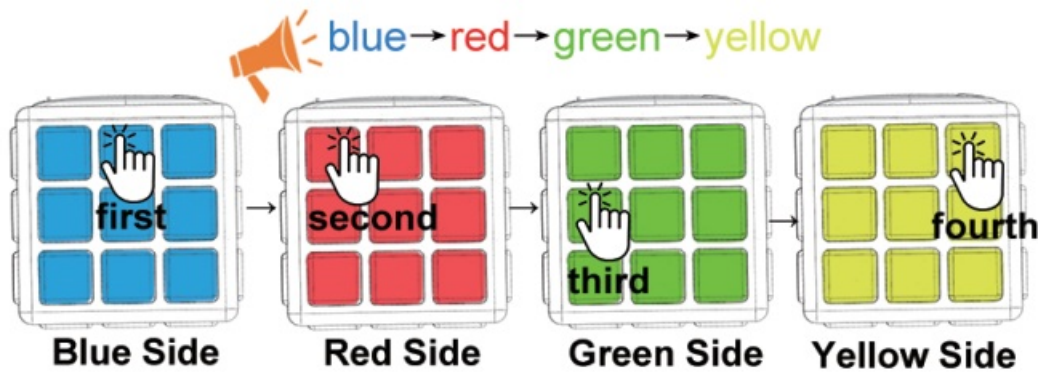
- **Game attributes:** Memory

- **Difficulty factor:** ★★★

- **Failure Judgment:** Wrong press / Timeout

- **Scoring rules:** 1 point for 1 correct press

- **Total game levels:** 7

- **How to play:** At the beginning of the game, three random colors will appear in three random positions on one face. Please press the squares of the corresponding colors and positions on the other three faces. As the difficulty increases, the number of squares that need to be pressed will increase.

Cosmos Command

blue→red→green→yellow

first / Blue Side

second / Red Side

third / Green Side

fourth / Yellow Side

The Commander is sending you battle orders, please press the corresponding colors in strict order, if you do not follow the order, you will destroy the battle plan.

- **Game attributes:** Memory

- **Difficulty factor:** ☆☆☆☆

- **Failure Judgment:** Wrong press /Timeout

- **Scoring rules:** 1 point for 1 correct press

- **Total game levels:** 43

- **How to play:** Please carefully listen to the color commands (red/blue/yellow/green) announced by the voice and press any square on the corresponding color face in order, the number of commands will increase as the difficulty increases.

Radar Location

Side 1   Side 3

Side 2   Side 4
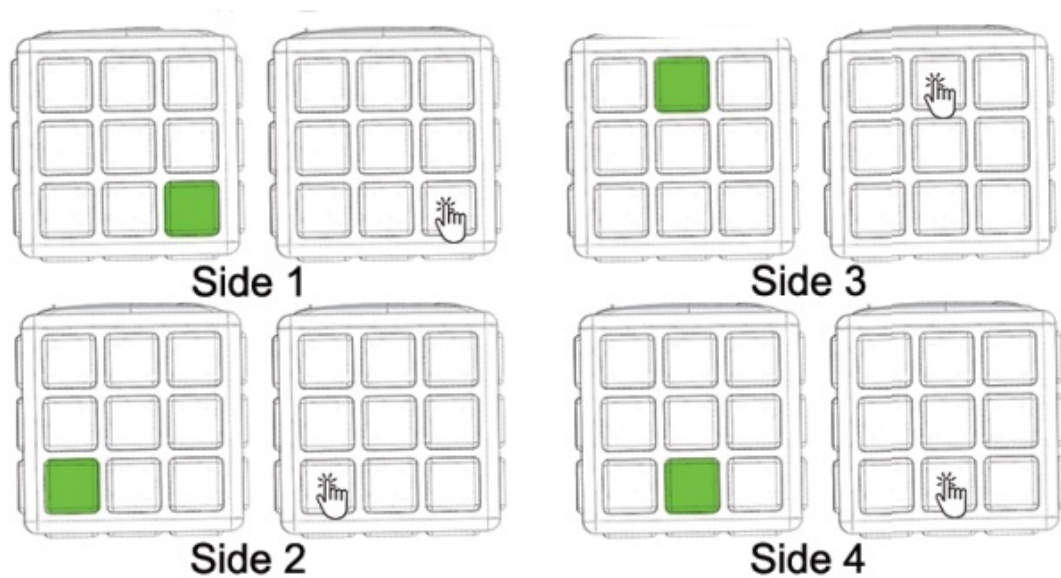
The evil lurkers have buried many mines on our planet, please quickly identify the locations of the mines and protect the planet's inhabitants from safe evacuation.

- **Game attributes:** Memory

- **Difficulty factor:** ⭐⭐⭐⭐⭐

- **Failure** Judgment: Wrong press / Timeout

- **Scoring rules** :1 point for 1 correct press

- **Total game levels:** 5

- **How to play:** At the beginning of the game, green squares will appear randomly on the four game faces, please memorize the position of the green squares within the limited time. After the memory time is over, green squares will disappear, you need to find and press the green squares within the specified time. As the difficulty increases, the number of green squares will increase.

PK Mode
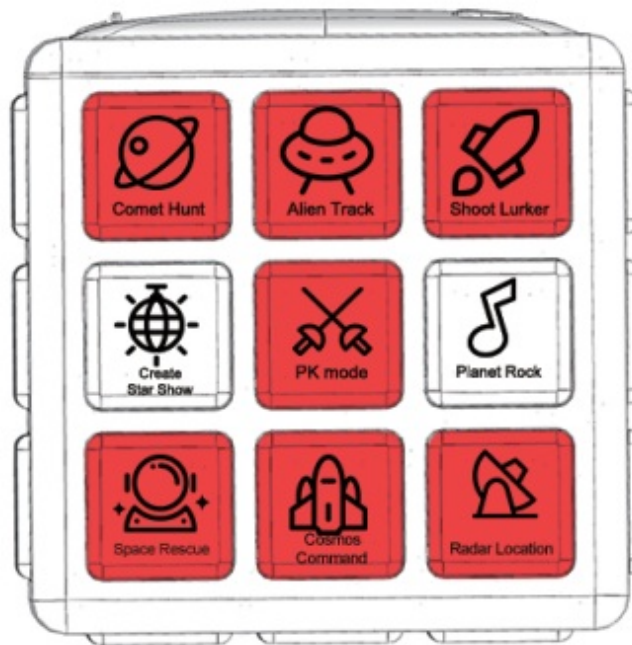
- Press the "PK Mode" button to enter PK mode. The games participating in PK Mode are: Comet Hunt, Alien Track, Shoot Lurker, Space Rescue, Cosmos Command, Radar Location.
  After selecting a game, Player 1 starts to play the game first. After the game is over, 'Pass" will be heard, then Player 1 passes the Game Cube to Player 2. After the game is over, Player 2 hears "Pass" and passes the Cube to Player 1. And the cycle continues in turn. If any player loses, that player's score will be announced. When the two players finish the game, the system will judge the winner based on their game score.

 STAR SHOW
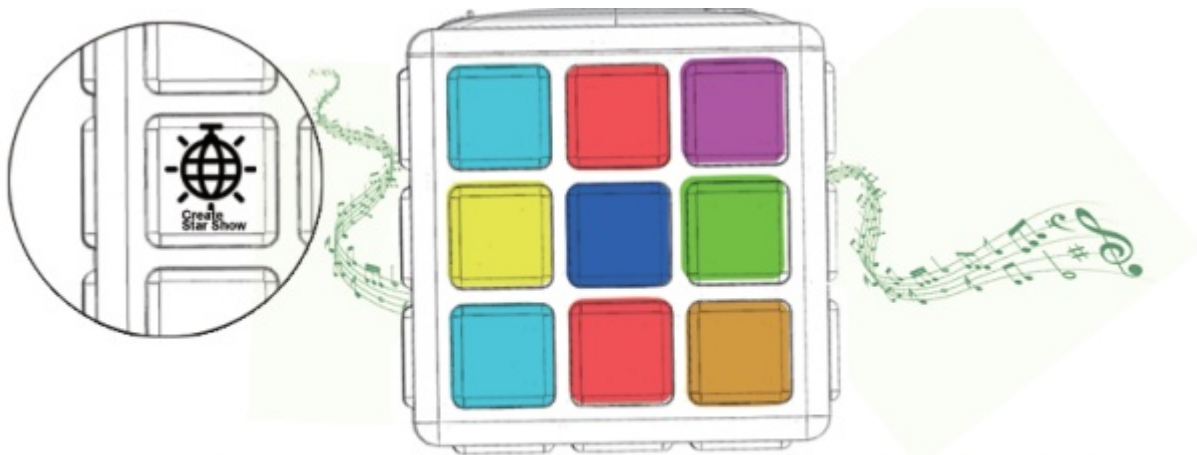
Press the Star Show Button to enjoy the colorful light show and dynamic music!

- **Product Name** : Game Cube
- **Type** : YB26
- **Material** : ABS+PC
- **Power Supply** : DC-5V

- **Dimension** : 2.87×2.87×2.87 inches
- **Product Weight** : 207g/7.3 oz
- **Manufacturer** : Shenzhen Jialing Industrial Co., ltd
- **Address** : Room 609 6th Floor,Shukan Building Qinghu Communtty ,Longhua Street, Longhua District, Shenzhen

Documents / Resources

	Xinbeiya YB26 Rechargeable Game Handheld Cube [pdf] User Manual YB26 Rechargeable Game Handheld Cube, YB26, Rechargeable Game Handheld Cube, Game Handheld Cube, Handheld Cube

References

- **User Manual**