

E-cube

Explanation and translation of instructions

The tekst below is taken from the forum on <http://www.twistypuzzles.com/forum>. I have only improved the format. The text itself is not changed.

By Volitar Prime, Warren, MI. USA

I received an E-Cube from cube4you at http://www.cube4you.com/404_E-Cube.html and have had some time to play around with it. The body of the cube is 66mm per side and the buttons stick out about 2mm so it is larger than a standard Rubik's cube. The buttons and lighted areas are made of a soft rubber, which feels similar to the buttons on a Lights Out puzzle. Even though the lights on this puzzle look and feel similar to those on the Lights Out Cube, they are not buttons, which makes some of the play modes somewhat awkward to use (as I'll mention below). When you move and/or shake the cube you hear what sounds like something loose inside it. Do not be alarmed, the cube has 3 tilt sensors in it.

The included instructions are entirely in Chinese and I can't read them at all. I've searched online for some English ones but have had no luck. What I did find was a series of youtube videos from someone who works for the company that makes this puzzle (I link to them below as I talk about each play mode). What I'm going to do here is list out what I've been able to figure out and add to it as I figure out more.

One face of the puzzle has a small on/off switch on it. Position the puzzle so that this face is on the top and orient it so that you can read the "OFF" and "ON" on the switch. I am using this orientation when I talk about "top", "left", "front", etc below. You will notice that the button to the right of the center light has a small "o" next to it. Each face of the puzzle has this mark. Much of what I will talk about below will work from any face if you orient it in the same way as you have the face with the on/off switch right now.

When you first turn on the puzzle, it is in a solved Rubik's cube mode. You can use any of the bottoms to simulate moving any side/slice of the puzzle. You can scramble it and solve it just like a real Rubik's cube.

Pressing the button above the center light and the one below the center light at the same time will let you access the games menu mode. You should see what appears as a green "U" on the top face (all of the top face lights are green except for the center and the light above the center). You can use the buttons above and below the center light to cycle through the game modes. Pressing the lower button seems to cycle through the menus and options in a forward direction, the upper button cycles through them in reverse. Pressing the button to the right of the center, the one with the "o" will select the displayed mode. Many game modes allow you to then select between some options. If the selected game mode has any additional options to select, the top right light will be illuminated. Use the buttons to the top and bottom of the center light to cycle through these options by turning on additional lights. Press the "o" button to start.

Pressing the button below the center light to cycle through the menu will display the following modes: U, C, O, T, I, M, E, Y, F, L, H, and then repeat (all in green lights).

- U “U” seems to be a “Utility” mode. After selecting it you can cycle through 4 options indicated by lighting up 1 through 4 red lights. Selecting option 2 turns off the beep sounds. Selecting option 4 turns on the tilt sensors. In this mode only the top most 3 surfaces light up. I haven’t figured out what options 1 and 3 do. Your selected options will remain in effect until you power off the puzzle.
- C “C” seems to stand for “Cube” mode. This mode has 2 selectable options, indicated by 1 or 2 blue lights. Option 1 is just like when you turn the puzzle on, you are presented with a solved simulation of a Rubik’s cube which you can manually scramble and then solve. Option 2 will present you with a pre-scrambled cube to solve. http://www.youtube.com/watch?v=PA_00E8EnMg
- O “O” is a “Tic-Tac-Toe” mode. This also has 2 options to select, also indicated by blue lights. Option 1 is for 2 players while option 2 is for 1 player (yes, it does seem backwards). In this mode you use buttons next to the lights you want to turn on. There is a diagram in the instructions which show which buttons will activate which light. Here is where I wish the lights were buttons too, like with the Lights Out Cube. Many of the game modes use this method for selecting lights. <http://www.youtube.com/watch?v=0SoqKfOUIEg>
- T “T” is “Beat Mole” according to youtube. It does not have any selectable options, instead the number of displayed blue lights indicate which level you are on. You press the button next to the illuminated lights. I think this is supposed to simulate a “whack-a-mole” arcade game. <http://www.youtube.com/watch?v=NJEeIWxweAU>
- I “I” is “Invert Game” which works like the Lights Out Cube. There are 9 puzzles that can be selected, indicated by the number of blue lights. <http://www.youtube.com/watch?v=fOaKokZ4jls>
- M “M” is called “Turntable” mode on youtube. I don’t understand this one yet. There are no options to select with this mode. <http://www.youtube.com/watch?v=X1wZAHn9mUM>
- E “E” is “Landmine” mode. It seems to work like a cube shaped Mine Hunt game. Selection between 1 and 9 blue lights seems to select difficulty level, but it may be that there are only 9 built in levels and you are selecting them through this option menu. I haven’t played it enough to determine which is correct. <http://www.youtube.com/watch?v=gikZHIVmXiA>
- Y “Y” is “Memory Game” which works somewhat like the electronic Simon game. Selecting 1, 2, or 3 blue lights on the option menu will determine how many faces of the cube are used. <http://www.youtube.com/watch?v=HrsZBOx0ZX0>

- F "F" works like a cube shaped sliding tile puzzle. One of the lights is out, and you can use the buttons next to it to "slide" other lights into the "empty" slot. The option menu lets you select from 8 different play modes which vary the number of faces and colors in the puzzle. <http://www.youtube.com/watch?v=llr8R9J0ly0>
- L "L" seems to be a "Light Show" mode. Pretty patterns of lights are displayed, but there is no interactivity with it.
- H "H" puts the puzzle into an automatic demo mode. After selecting "H" the menu changes to blue and you can once again cycle through the different modes but this time, whatever you select will run in demo mode.

After you finish a puzzle you are presented with a multicolor display across all of the faces. I'm not sure what it is supposed to be but I suspect that it may represent of score of some sort.

I've also discovered that if you hold down the buttons to the bottom and right side of the top left light while turning the puzzle on you will get a nice light pattern, but it doesn't seem to do anything.

I have attached a picture of the E-Cube next to a standard Rubik's cube to show the size difference. I have also attached a scan of the instructions. Sorry that the file is so large, the printing is quite small and I didn't want to lose too much detail.

By 512456, Malaysia

This is a direct translation of the instructions (literal).

The main title on the left:

E-cube instructions and warnings.

1. Main function

- Contain a lot of functions for playing purpose.

2. Warning/Attention

- This product is not suitable for children below the age of 6.
- When changing the battery, make sure the batteries are from the same company and make sure to change all the batteries together.
- Only the same type of batteries can be used.
- The batteries must be inserted into their respective poles(+/-).
- Once the batteries are out, the batteries must be removed from the product.
- Avoid short circuit. (I don't really understand this one)

3. Maintaining and repairing

- If the product is not being used for a long time, please remove the batteries.
- Avoid putting the product under the sun/sunlight or in a hot place.
- Avoid dropping the product into the water as it will damage the electric components in the product.

4. Attention

- Parents must supervise their children when changing and inserting the batteries.

- For the best performance of the product, it is recommended to use all-new alkali batteries.
- Always change the batteries to avoid damaging the product.
- In a place where there are stall(can't find another word) electricities, the product may malfunction or you may need to restart the product.
- Buyers should keep this instruction booklet for future references.
- Users should strictly follow the instructions in this booklet to operate the product.

5. Replacing the batteries' guidelines

- Electricity: DC 4.5 V
- Work done(Power): 1.35 W
- Batteries: Need 3 1.5 V AAA batteries(included in the package)

E-cube Usage Guidelines(version 1.4):

Operational manuals:

1. Insert the batteries and switch on the cube.
2. By referring to the screw on the cube as the functional face, and placing the screw on the top.
3. Press 'UP' and 'DOWN' at the same time and enter your choice.
4. Press 'UP' or 'DOWN' to scroll on the main menu.
5. Press 'O' to confirm and 'X' to cancel.
6. Press 'UP' or 'DOWN' to scroll on the second menu.
7. Press 'O' to confirm and 'X' to cancel.

TO SET:

Follow the cube with green lights.

AIM: Refer to the diagrams below.

SET A NEW GAME: After the game ends, it will replay the last game.

1ST CUBE: NEW GAME

2ND CUBE: SOUND

3RD CUBE: REST

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CUBE.

AIM: To make all 6 sides to have the same solid color.

HOW: By pushing the buttons and play till the game ends.

1 light: Practice.

2 lights: Auto set.

3 lights: Preset 1 timer

4 lights: Preset 2 timer

5 lights: Preset 3 timer

6 lights: Preset 4 timer

7 lights: Preset 5 timer

8 lights: Preset 6 timer

9 lights: Preset 7 timer

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Take reverse (direct translation)

AIM: To let all the lights shine on the same time.

HOW: By pressing the needed buttons: UP, DOWN, LEFT, RIGHT and its own opposite light until all the lights light up.

1 light: 6 faces 3D practice

2 lights: 1 area timer

3 lights: 2 area timer

4 lights: 3 faces area timer

5 lights: 4 faces area timer

6 lights: 3 faces 3D timer

7 lights: 4 faces 3D timer

8 lights: 5 faces 3D timer

9 lights: 6 faces 3D timer

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Stepping on the mines. (Kind of like minesweeper)

AIM: To avoid choosing a landmine. The person who chooses a landmine loses.
1-9 mines.

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Display.

The cube will display all the modes randomly.

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Jigsaw puzzle.

AIM: Place all the same colored lights on the same face.

Flash Lights.

AIM: The cube will display cool flashing lights.

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Hit a mole. (Like Rubik's Revolution)

AIM: Press the light(s) that lights up.

Turntables. (like gambling)

AIM: Place your bet on the lights. After the game, the person who bets on the most lights that lights up after the game wins.

Memory game.

AIM: Press the lights according to the order the lights flashes.

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The word 'jing(3)'

AIM: The person who lights up 3 lights in a row wins.

Shines on.

AIM: All the lights will light up.