ROKR

3D PINBALL

MGP01 Dinosaur Lab

DINOSAUR LAB
DINOSAUR
ROKR

ASSEMBLY INSTRUCTIONS

Scan the QR code or go to Community.robotime.com to discover DIY ideas, quick tips & WIN free kits

WARNING:

01. This product is powered by USB connection and does not contain Type-C power cable, which must be provided by yourself (Input: 5V ⎓ 2A).
02. Not suitable for children under 3 years old.
03. The product shall only be used with a transformer for product or a power supply for it.
04. The product shall be used with the power supply supplied, if the transformer is supplied with the product.
05. The transformer or power supply is not a toy or model.
06. Misuse of transformer can cause electrical shock.
07. 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.
08. Do not connect the wire to output socket.
09. The product is not to be connected to more than the recommended number of power supplies.
10. If the product contains motor, motor may be a hot component. Do not touch it to avoid burns while operating.
11. This product is only to be connected to equipment bearing either of the following symbols: ⧈ or ◈.
12. This product does not need liquid cleaning, and please clean the product with clean soft cloth.
13. This product contains functional edges and points that are sharp and hazardous. To prevent puncture injuries, adult supervision is required.
14. The instruction must be retained since it contains important information.

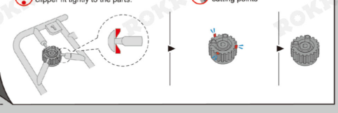
NOTICE:

01. Children should be accompanied by adults while assembling.
02. Please keep the product away from flammable substances and humid environments to prevent damage.
03. 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.
04. Please read the instructions carefully before assembly to confirm that the parts are not damaged or missing.
05. Take off the pieces from the board according to each step before assembling and place them properly in case of missing.
06. For complicated steps, please scan the QR code to view the corresponding assembly videos.
07. Parts marked with a "+" are spare parts on the circuit board.
08. Please install the electronic components correctly and test whether the circuit is normal after completion.
09. Please don't clean this product with chemical cleaners: alcohol, ammonia water, glass cleaner,etc.
10. The QR code on the cover of the instruction is the after-sales certificate, please do not alter it.

Instructions for cutting the sprues

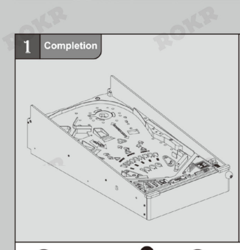
When cutting, make sure the nail clipper fit tightly to the parts.

Cut leftover cutting points



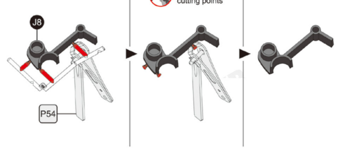
1 Step 1
2 Step 2
Remove protective film
Printed side
x2 Complete 2 same parts
Grease with cotton swabs
Flip to assemble
Perspective changed
Cut leftover cutting points
Press firmly against the back to assemble
Special attention in assembly
1 P18 Part P18 in Bag No. 1

1 Completion

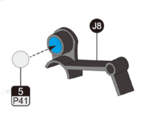


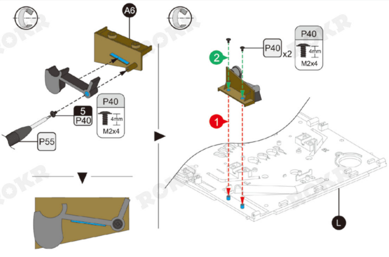
Part removal tips
Two-cut method:
First cut to remove part
Second cut to remove residue

Cut leftover cutting points



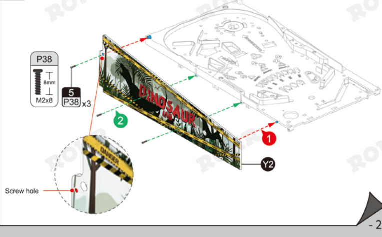
1 <1>





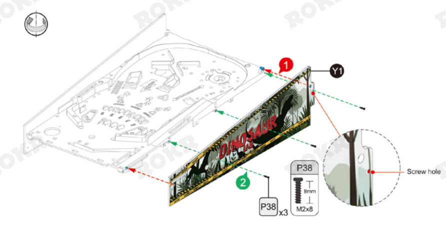
A6
P40
4mm
M2x4
5
P40
P55
P40
x2
2
1
L

1 <2>



P38
8mm
M2x8
5
P38
x3
2
1
Y2

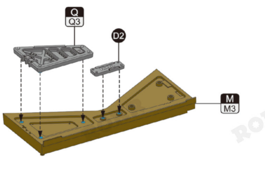
Screw hole

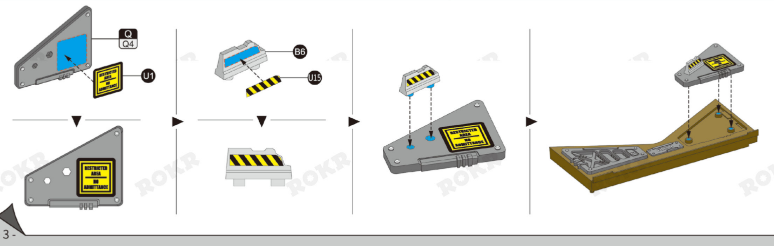


1
Y1
2
P38
x3
P38
8mm
M2x8

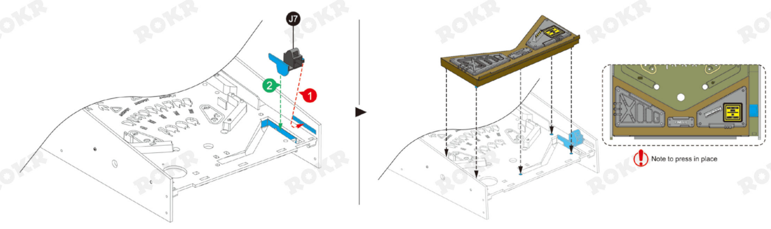
Screw hole

1 <3>

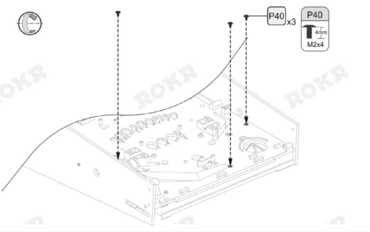




Q
Q4
U1
B6
U15

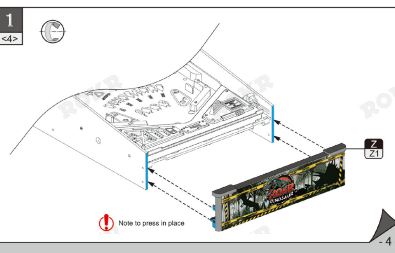


Note to press in place

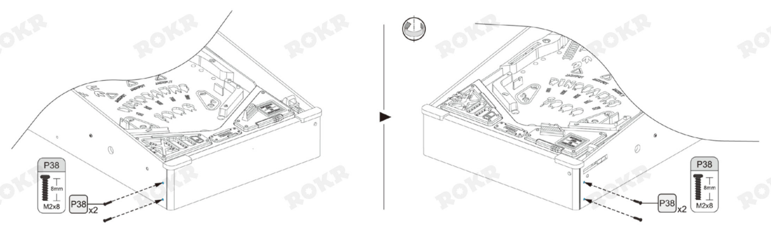


P40
x3
P40
4mm
M2x4

1 <4>

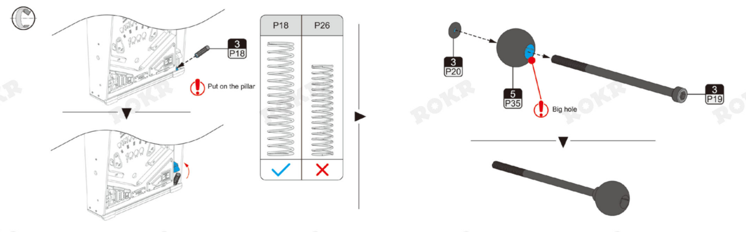


Note to press in place



P38
8mm
M2x8
P38
x2
P38
x2
P38
8mm
M2x8

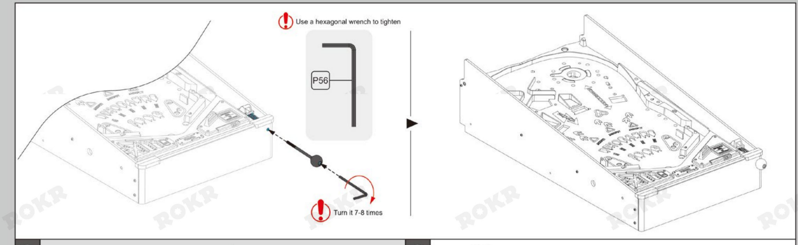
1 <5>



3
P18
P18
P26
✓
✗
3
P20
5
P35
3
P19

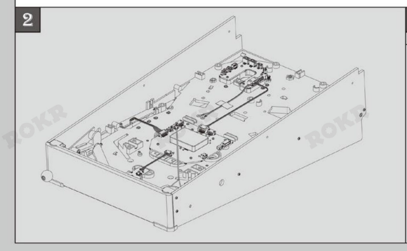
Put on the pillar

Big hole

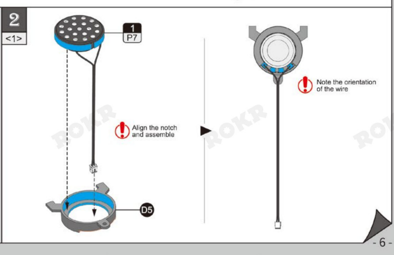

Use a hexagonal wrench to tighten

Turn it 7-8 times

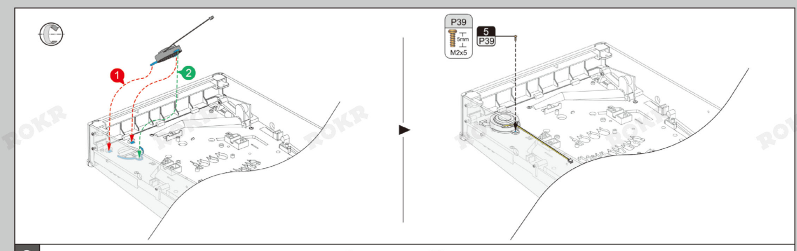
2



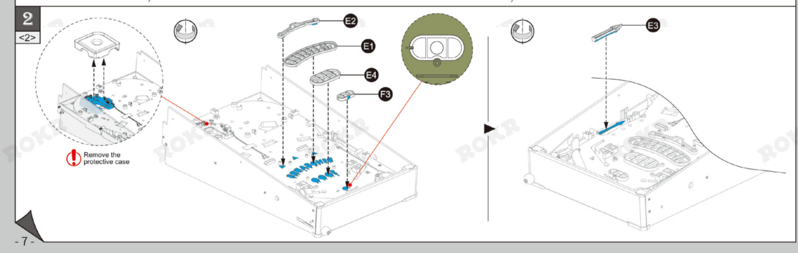
2
<1>

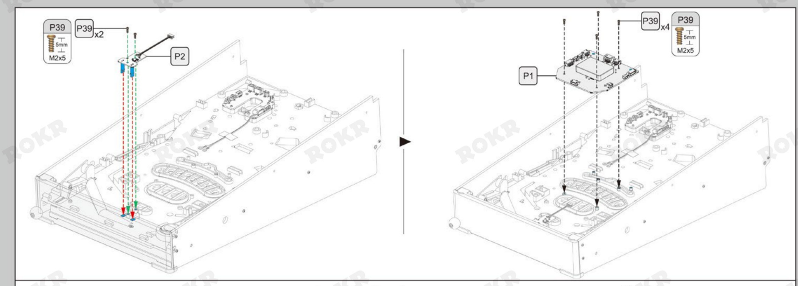

Align the notch and assemble

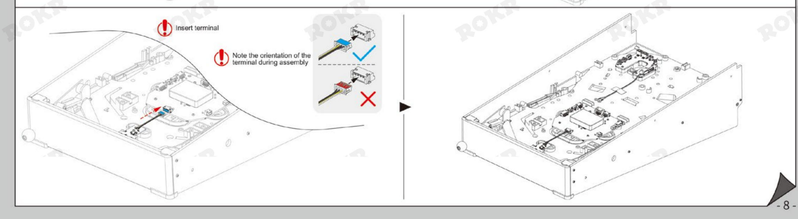
Note the orientation of the wire


1
2
P39
5mm
M2x5
5
P39

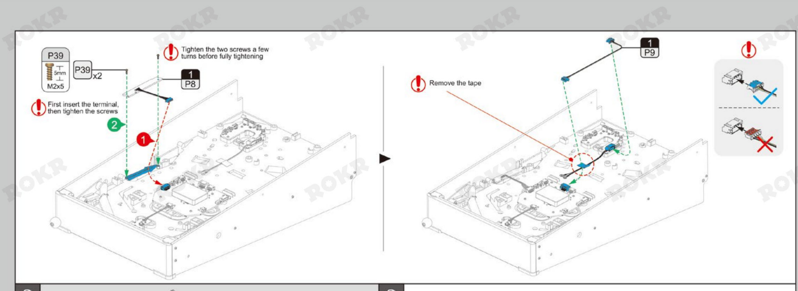
2
<2>


Remove the protective case
E2
E1
E4
F3
E3


P39
5mm
M2x5
P39 x2
P2
P1
P39 x4
P39
5mm
M2x5


Insert terminal

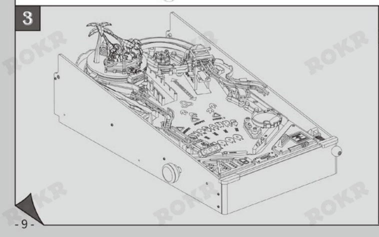
Note the orientation of the terminal during assembly


Tighten the two screws a few turns before fully tightening

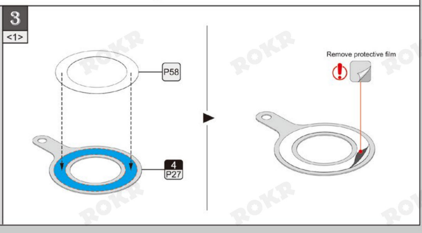
First insert the terminal, then tighten the screws

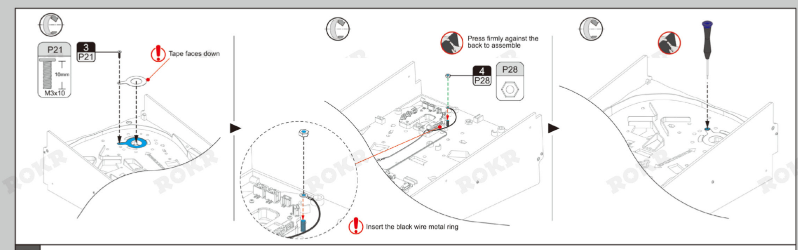
Remove the tape
P39
5mm
M2x5
P39 x2
1
P8
2
1
1
P9

3



3
<1>

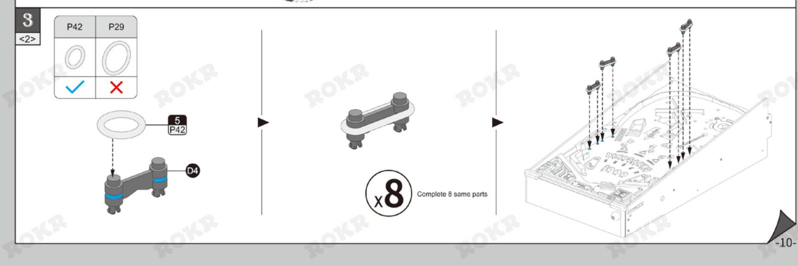

Remove protective film


Tape faces down

Press firmly against the back to assemble

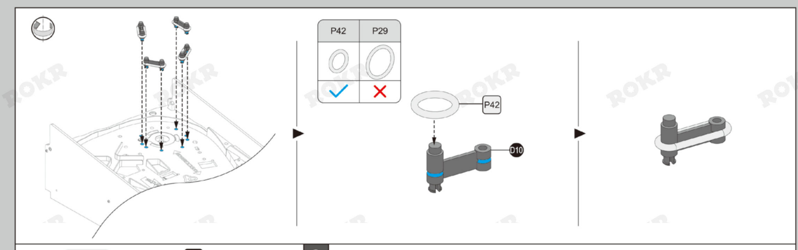
Insert the black wire metal ring
P21
10mm
M3x10
3
P21
4
P28
P28

3
<2>

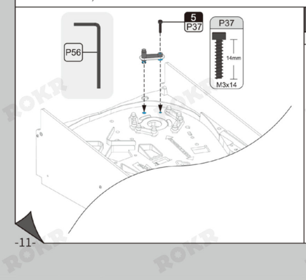


P42	P29
✓	✗

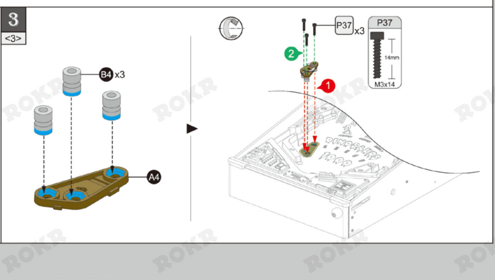
Complete 8 same parts



P42	P29
✓	✗

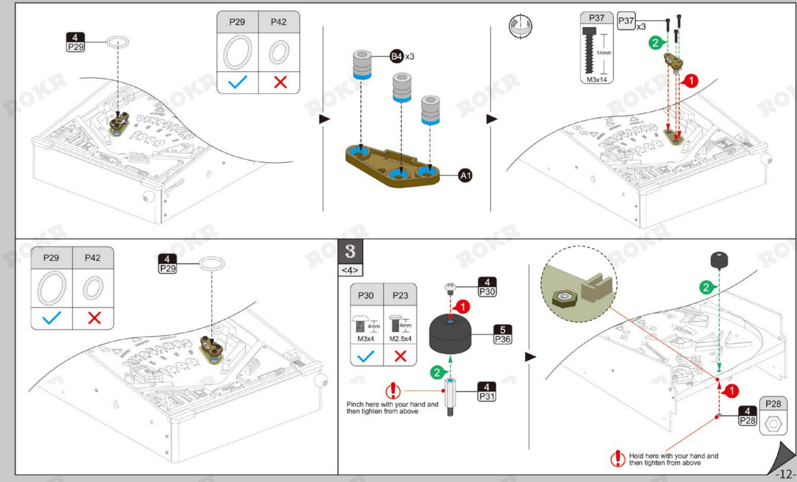

P56
5
P37
P37
14mm
M3x14

3
<3>


B4 x3
A4
P37 x3
P37
14mm
M3x14
2
1

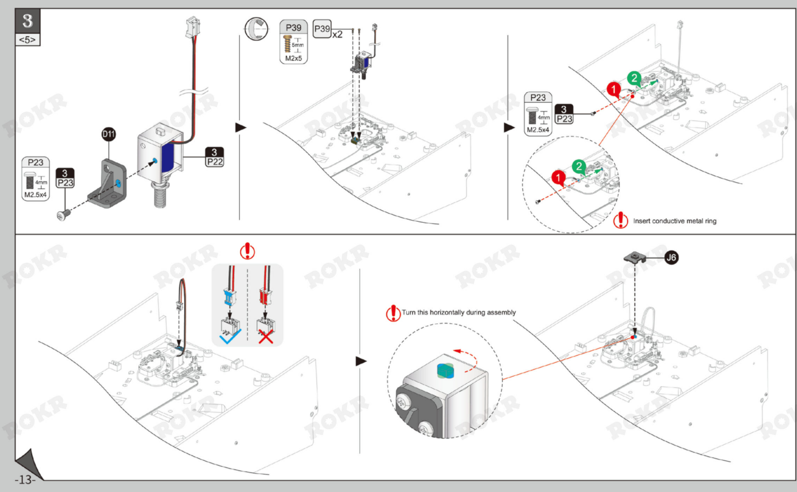
ROKR

ROKR


4
P29
P29
P42
✓
✗
B4 x3
A1
P37
14mm
M3x14
P37 x3
2
1
P29
P42
✓
✗
4
P29
3
<4>
P30
P23
4mm
M3x4
4mm
M2.5x4
✓
✗
4
P30
1
5
P36
2
4
P31
2
1
4
P28
P28

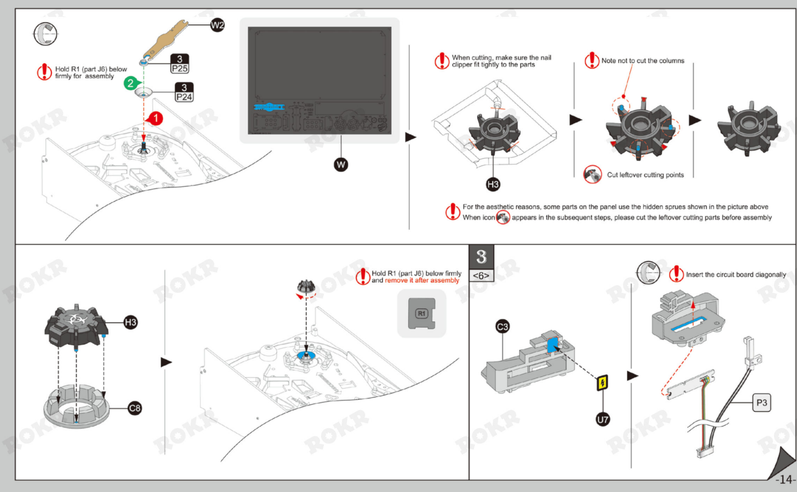
Pinch here with your hand and then tighten from above

Hold here with your hand and then tighten from above


3
<5>
P23
4mm
M2.5x4
3
P23
D11
3
P22
P39
5mm
M2x5
P39 x2
P23
4mm
M2.5x4
3
P23
1
2
1
2
✓
✗
J6

Insert conductive metal ring

Turn this horizontally during assembly


W2
3
P25
2
3
P24
1
W
H3
H3
C8
R1
3
<6>
C3
U7
P3

Hold R1 (part J6) below firmly for assembly

When cutting, make sure the nail clipper fit tightly to the parts

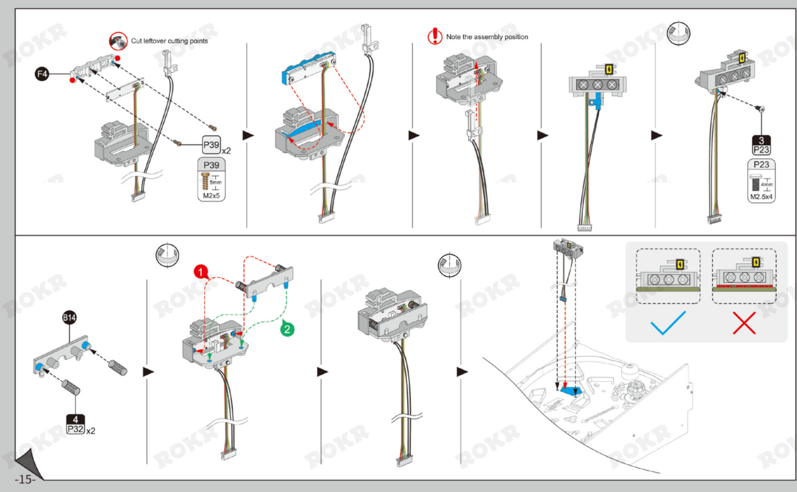
Note not to cut the columns

Cut leftover cutting points

For the aesthetic reasons, some parts on the panel use the hidden sprues shown in the picture above When icon appears in the subsequent steps, please cut the leftover cutting parts before assembly

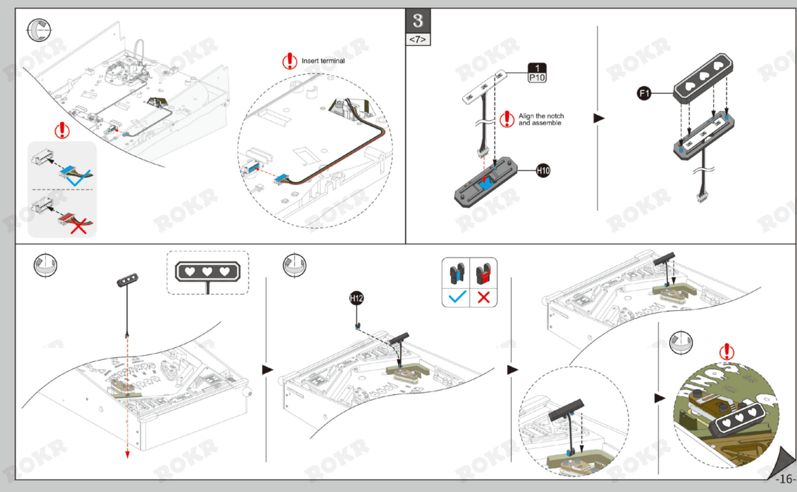
Hold R1 (part J6) below firmly and remove it after assembly

Insert the circuit board diagonally


F4
P39 x2
P39
5mm
M2x5
3
P23
P23
4mm
M2.5x4
B14
4
P32 x2
1
2
✓
✗

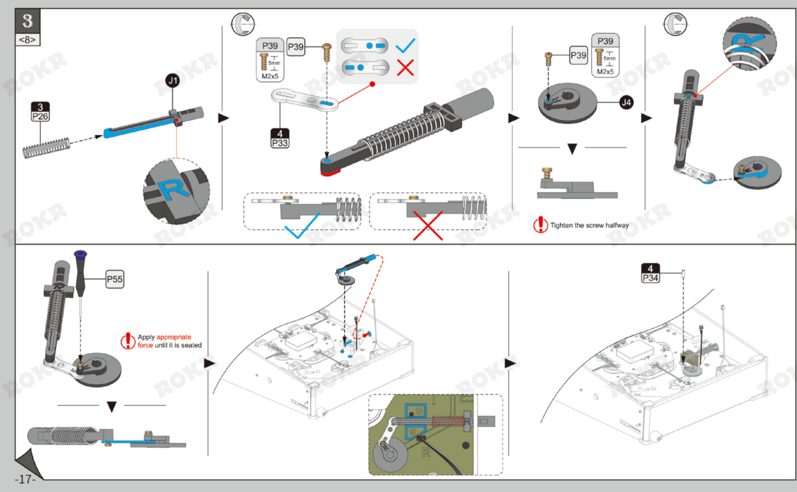
Cut leftover cutting points

Note the assembly position


✓
✗
3
<7>
1
P10
H10
F1
H12
✓
✗

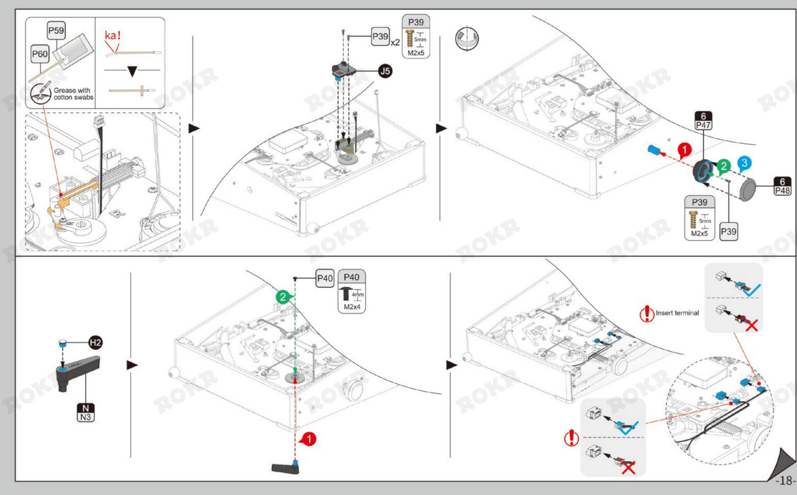
Insert terminal

Align the notch and assemble


3
<8>
3
P26
J1
P39
5mm
M2x5
P39
✓
✗
4
P33
✓
✗
P39
P39
5mm
M2x5
J4
P55
4
P34

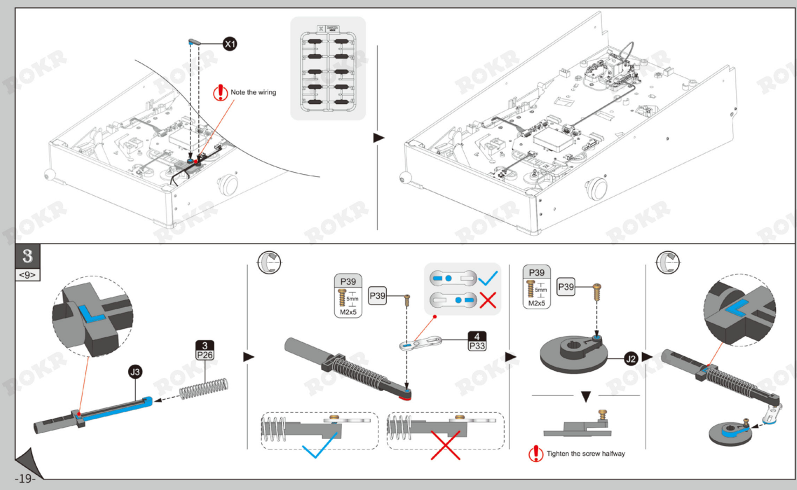
Tighten the screw halfway

Apply appropriate force until it is seated


P59
P60
ka!
P39 x2
P39
5mm
M2x5
J5
6
P47
1
2
3
6
P48
P39
5mm
M2x5
P39
H2
N
N3
P40
P40
4mm
M2x4
2
1
✓
✗
✓
✗

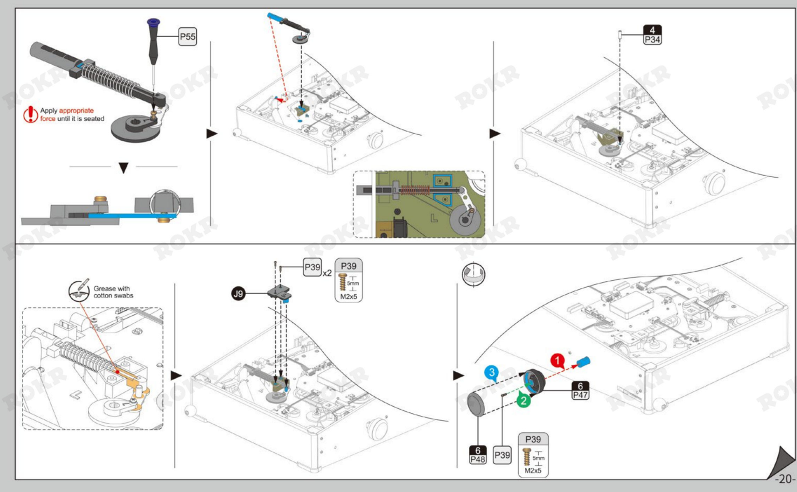
Grease with cotton swabs

Insert terminal


X1
3
<9>
J3
3
P26
P39
5mm
M2x5
P39
4
P33
P39
5mm
M2x5
P39
J2

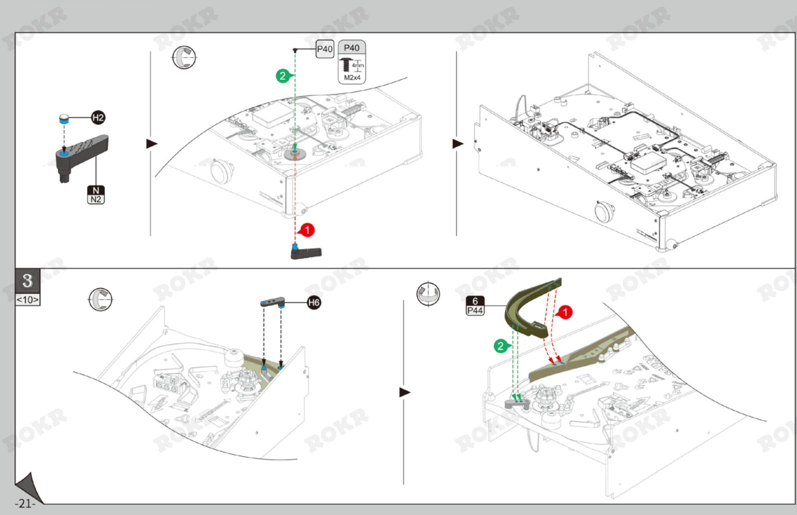
Note the wiring

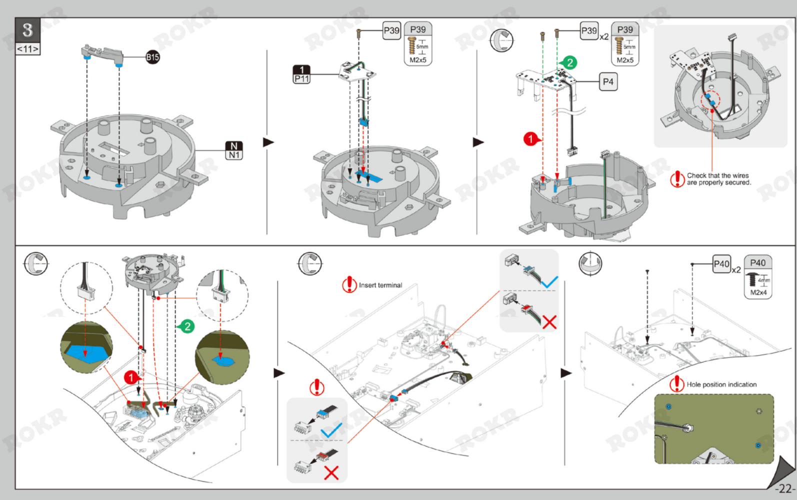
Tighten the screw halfway


P55
4
P34
J9
P39
x2
P39
5mm
M2x5
1
2
3
6
P47
6
P48
P39
P39
5mm
M2x5

Apply appropriate force until it is seated

Grease with cotton swabs

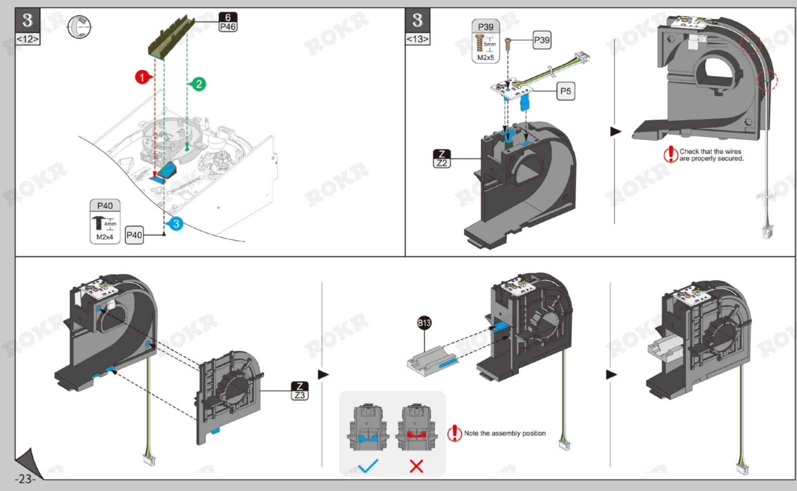

H2
N
N2
P40
P40
4mm
M2x4
2
1
3
<10>
H6
6
P44
1
2


3
<11>
B15
N
N1
P39
P39
5mm
M2x5
1
P11
P39
x2
P39
5mm
M2x5
2
P4
1
2
1
P40
x2
P40
4mm
M2x4

Check that the wires are properly secured.

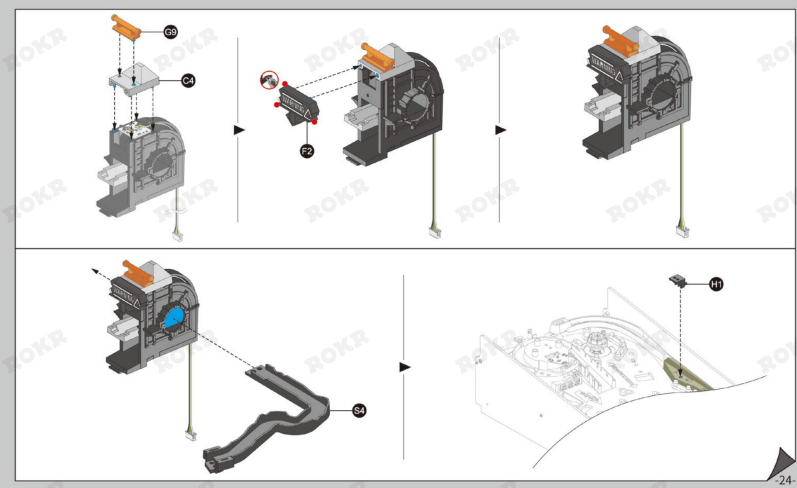
Insert terminal

Hole position indication

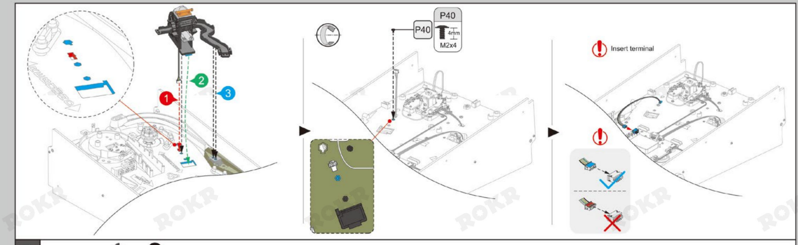

3
<12>
6
P46
1
2
3
P40
4mm
M2x4
P40
3
<13>
P39
5mm
M2x5
P39
P5
Z
Z2
Z
Z3
B13

Check that the wires are properly secured.

Note the assembly position

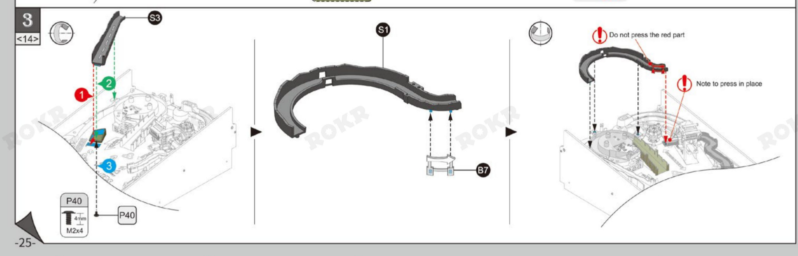

G9
C4
F2
WARNING
S4
H1

ROKR


1
2
3
P40
4mm
M2x4
P40

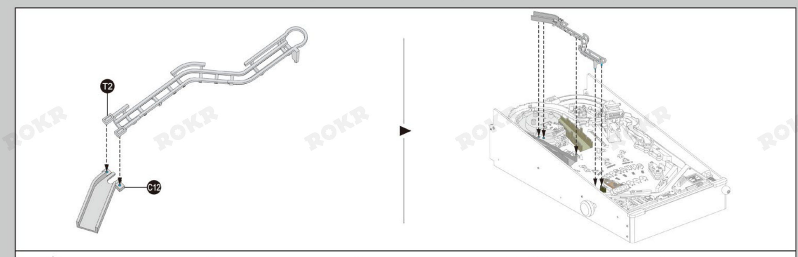
Insert terminal

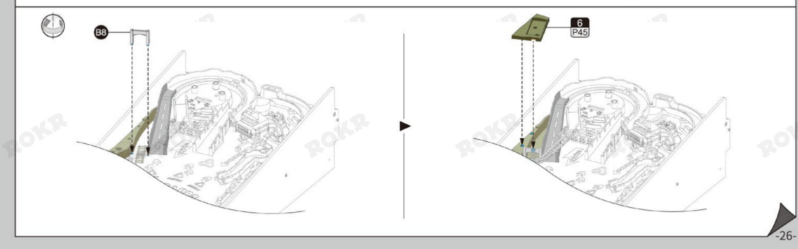
3
<14>


S3
1
2
3
P40
4mm
M2x4
P40
S1
B7

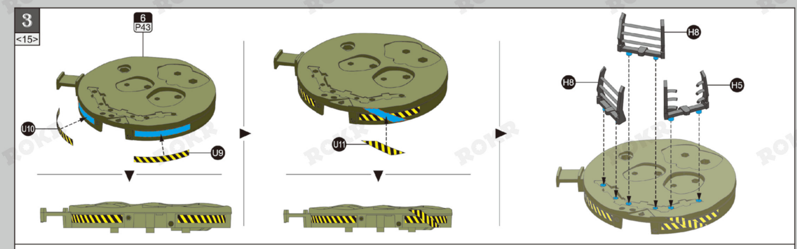
Do not press the red part

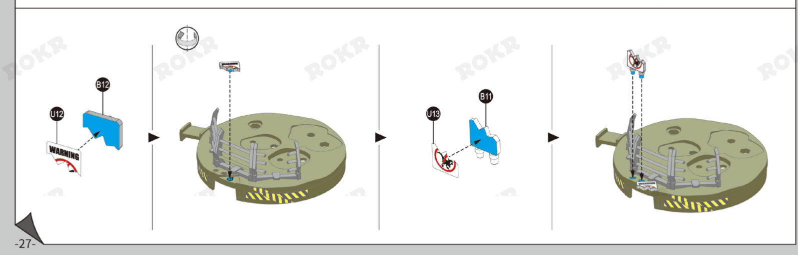
Note to press in place

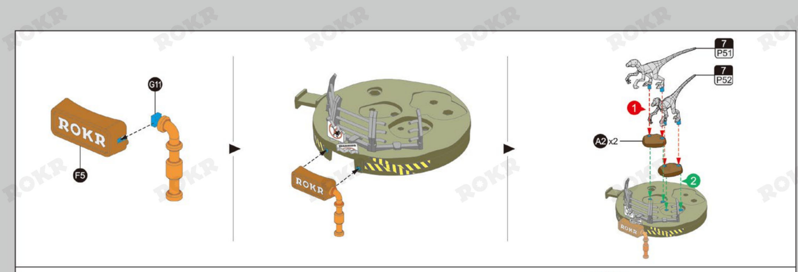


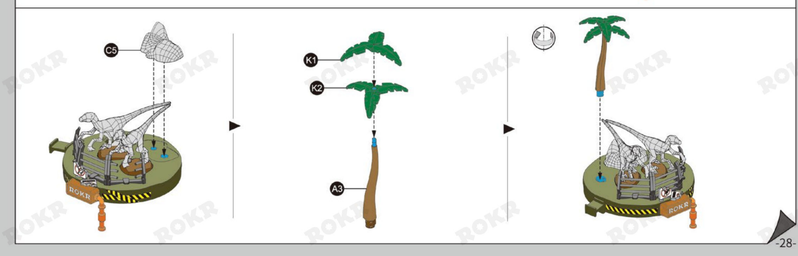


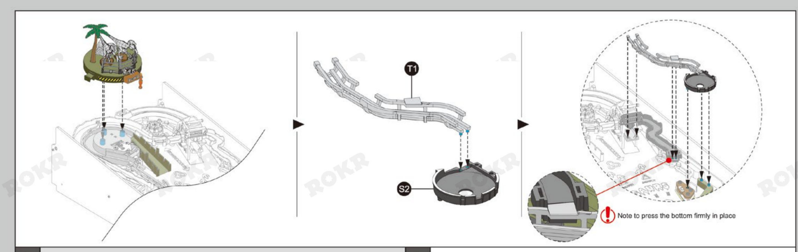
3
<15>


8
P43
U10
U9
U11
H8
H6
H5


U12
B12
WARNING
U13
B11

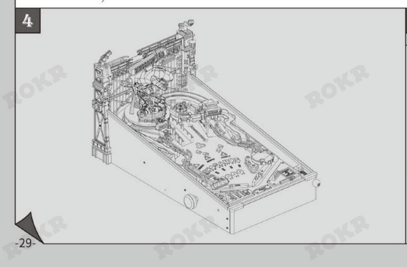

G1
ROKR
F5
7
P51
7
P52
1
A2 x2
2



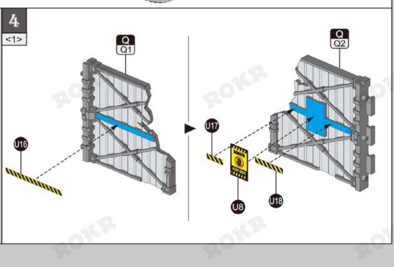


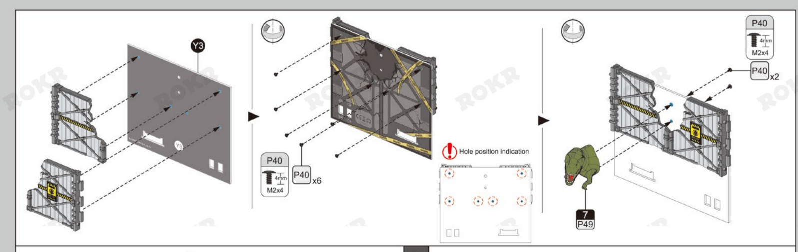
Note to press the bottom firmly in place

4

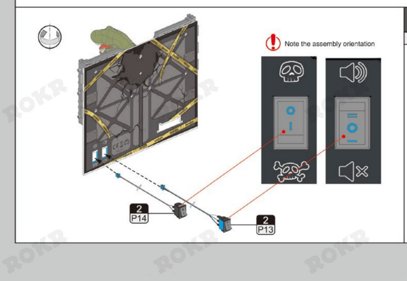


4
<1>


Q
Q1
U16
Q
Q2
U17
U8
U18

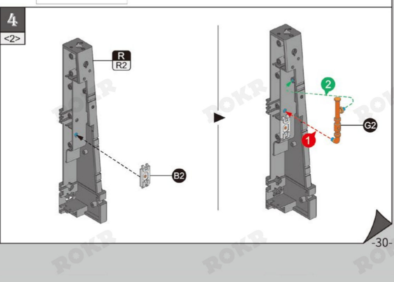

Y3
P40
4mm
M2x4
P40 x6
P40
4mm
M2x4
P40 x2
7
P49

Hole position indication

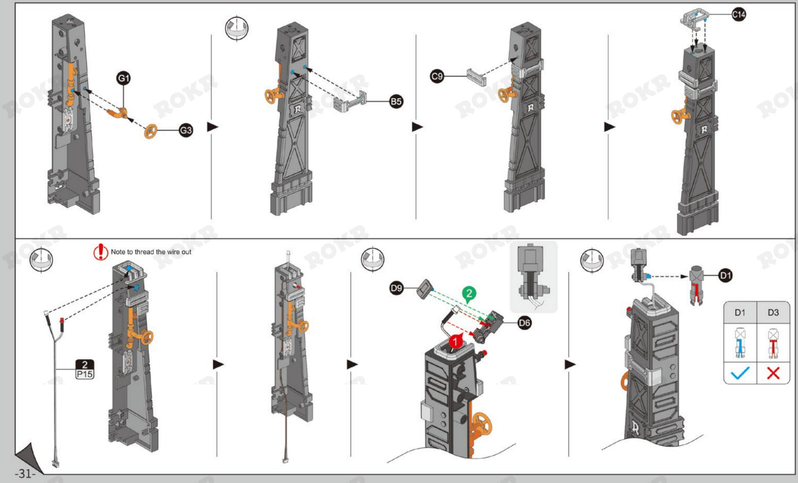


Note the assembly orientation

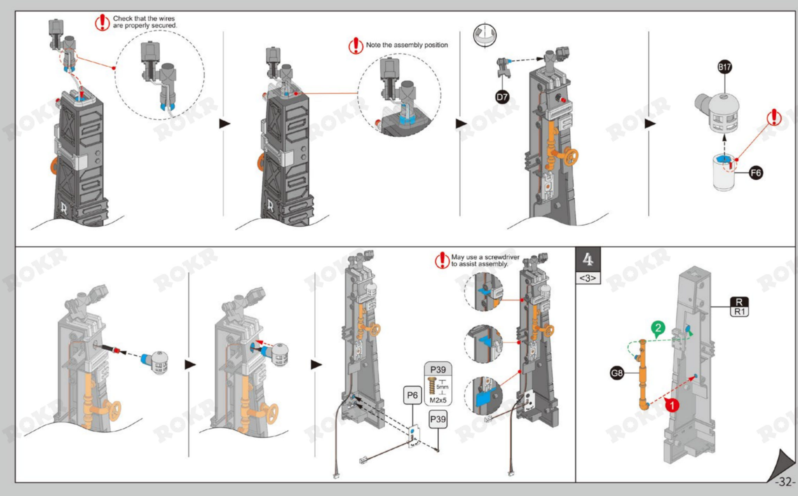
4
<2>



ROKR


G1
G3
B5
C9
C14
2
P15
D9
D6
D1
D1
D3
✓
✗

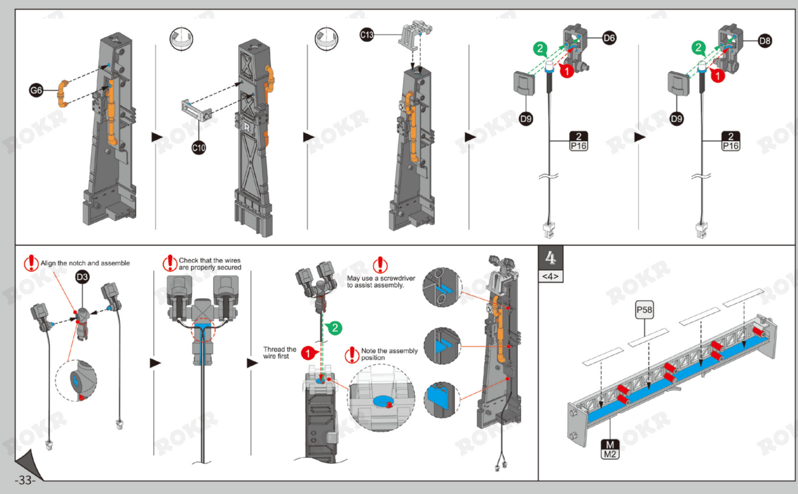
Note to thread the wire out


D7
B17
F6
P6
P39
5mm
M2x5
P39
4
<3>
R
R1
G8

Check that the wires are properly secured.

Note the assembly position

May use a screwdriver to assist assembly.


G6
C10
C13
D6
D8
D9
D9
2
P16
2
P16
D3
4
<4>
P58
M
M2

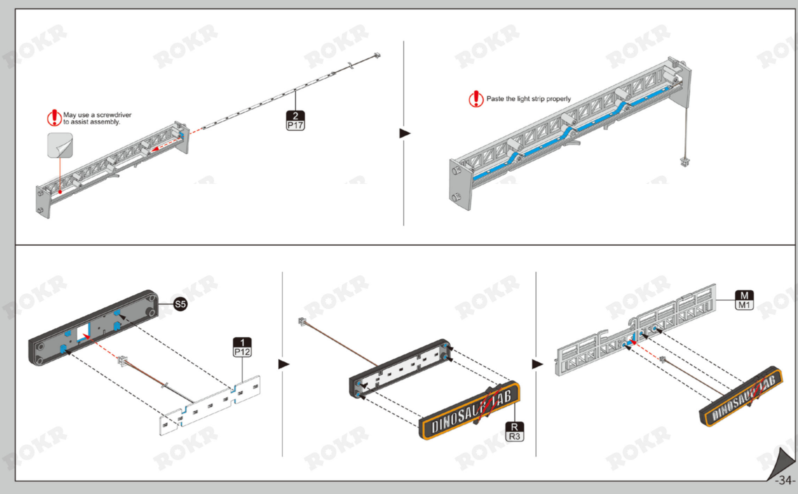
Align the notch and assemble

Check that the wires are properly secured

May use a screwdriver to assist assembly.

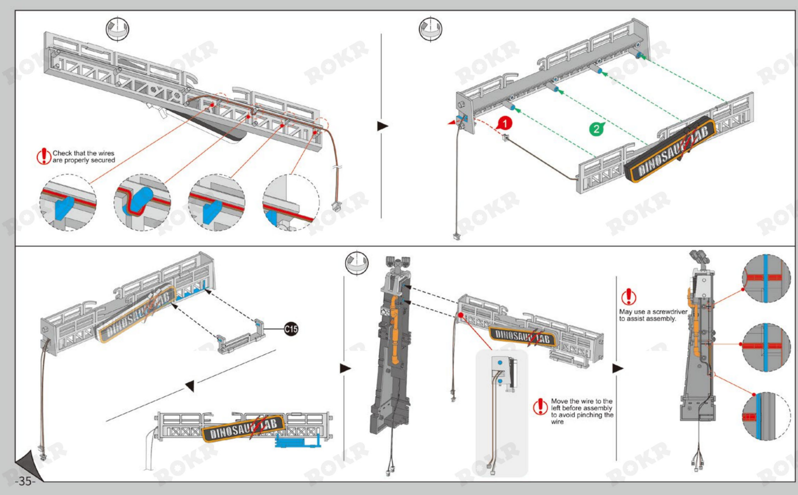
Thread the wire first

Note the assembly position


2
P17
S5
1
P12
DINOSAUR LAB
R
R3
M
M1

May use a screwdriver to assist assembly.

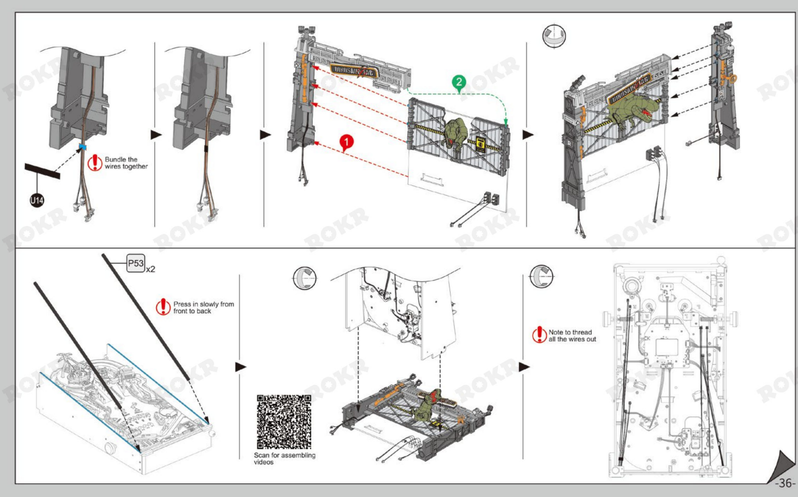
Paste the light strip properly


DINOSAUR LAB
C15

Check that the wires are properly secured

Move the wire to the left before assembly to avoid pinching the wire

May use a screwdriver to assist assembly.

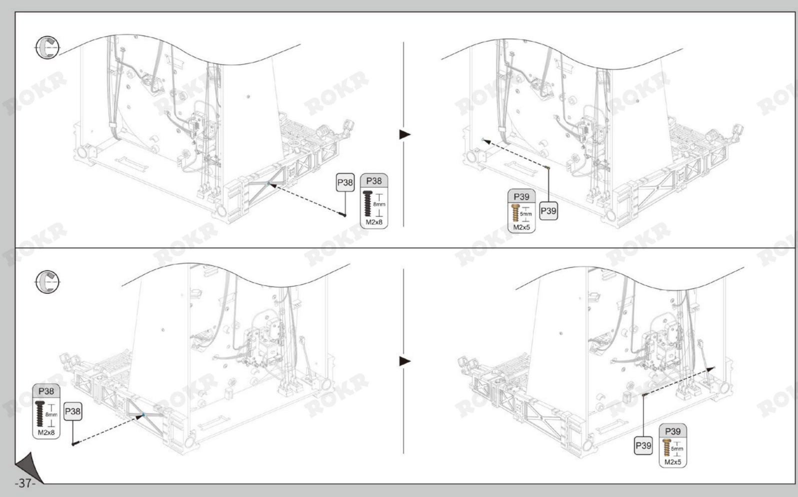

U14
DINOSAUR LAB
P53
x2

Bundle the wires together

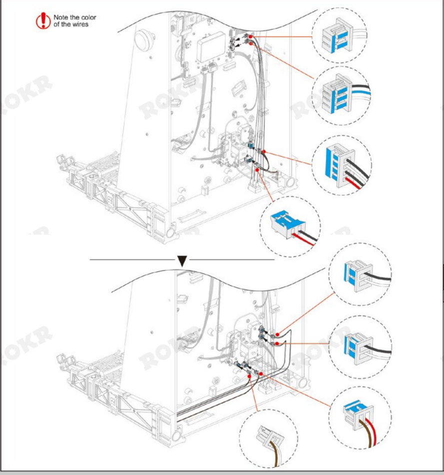
Press in slowly from front to back

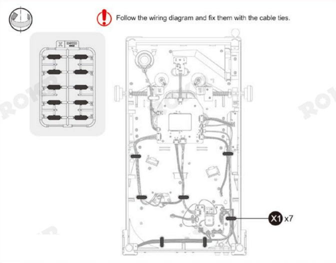
Scan for assembling videos

Note to thread all the wires out

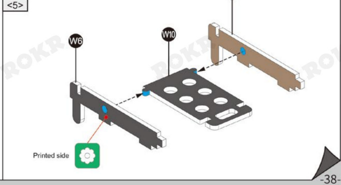

P38
P38
8mm
M2x8
P39
5mm
M2x5
P39
P38
8mm
M2x8
P38
P39
P39
5mm
M2x5

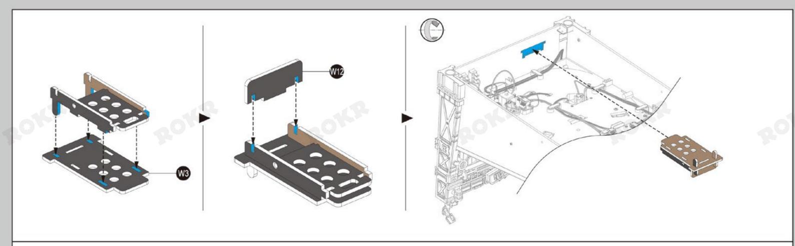
ROKR

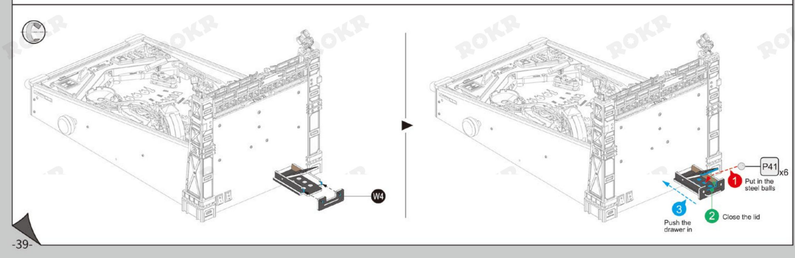

Note the color of the wires


Follow the wiring diagram and fix them with the cable ties.
X1 x7

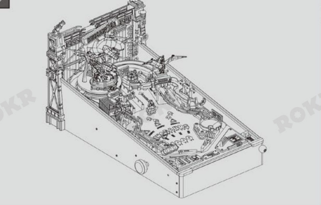
4
<5>


W5
W10
W6
Printed side

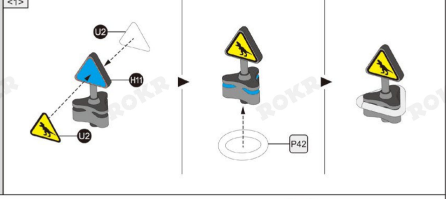


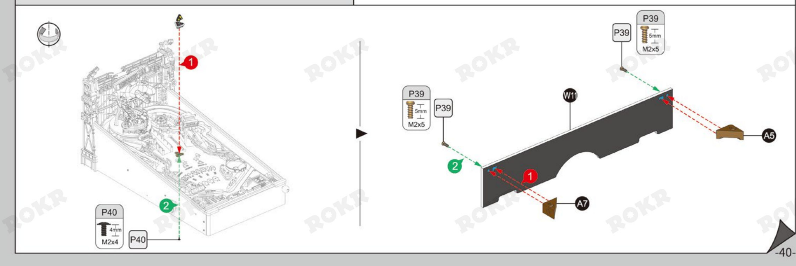

W4
P41 x6
1 Put in the steel balls
2 Close the lid
3 Push the drawer in

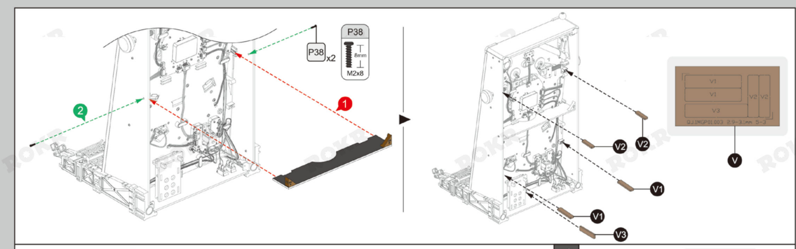
5

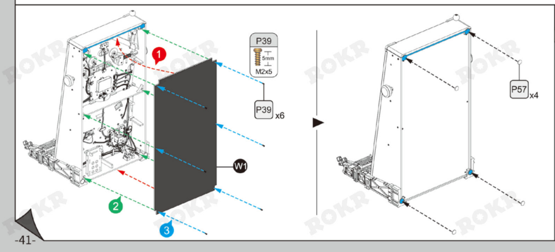


5
<1>

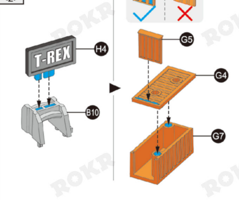

U2
H11
U2
P42

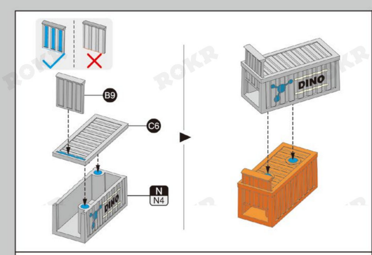

1
2
P40
4mm
M2x4
P40
P39
5mm
M2x5
P39
2
1
W11
A7
P39
P39
5mm
M2x5
A5

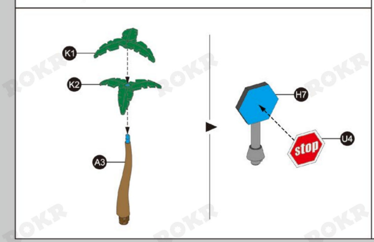

2
1
P38 x2
P38
8mm
M2x8
V2
V2
V1
V1
V3
V
V1
V1
V2
V2
V3

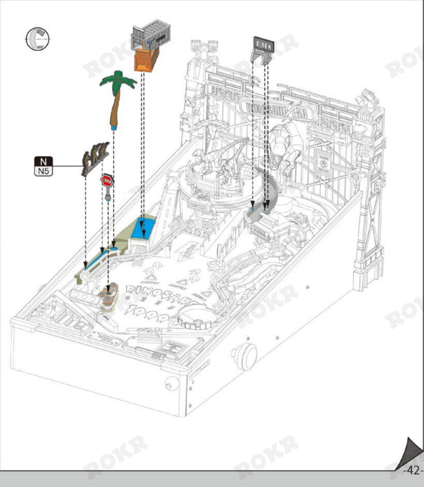

1
2
3
P39
5mm
M2x5
P39 x6
W1
P57 x4

5
<2>

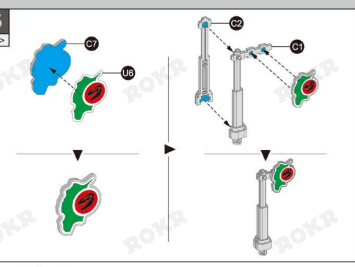

T-REX
H4
B10
G5
G4
G7

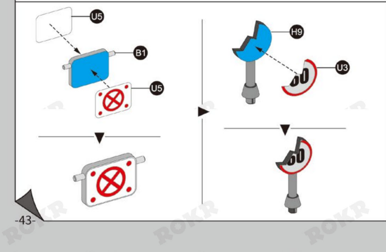

B9
C6
N
N4
DINO

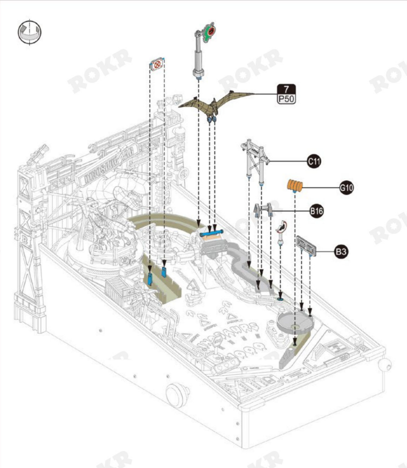

K1
K2
A3
H7
U4
stop

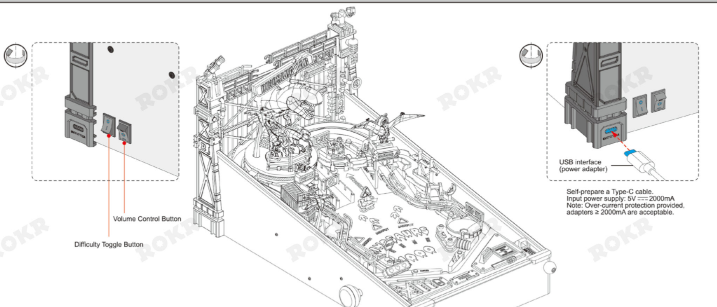


5
<3>

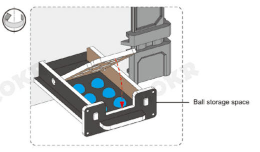



U5
B1
U5
H9
U3


7
P50
C11
G10
B16
B3


Volume Control Button
Difficulty Toggle Button
USB interface
(power adapter)

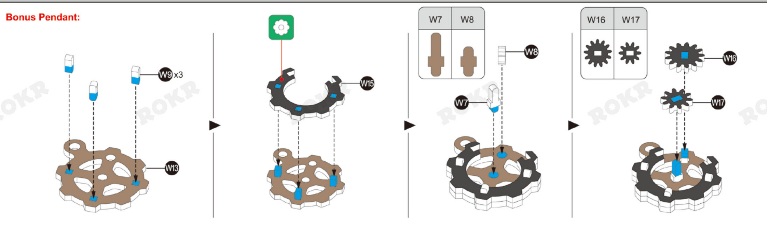
Self-prepare a Type-C cable.
Input power supply: 5V ⎓ 2000mA
Note: Over-current protection provided, adapters ≥ 2000mA are acceptable.

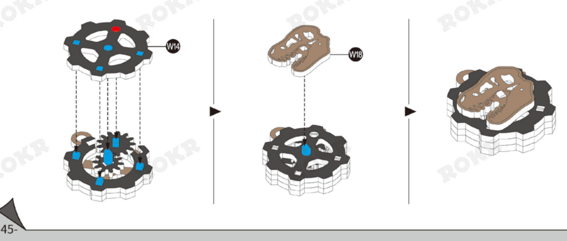

Ball storage space

Notice

1. Use a regular USB power adapter for power supply, with specifications of 5V2A, 5V3A, and 5V4A
   Due to aging/false labeling, some adapters have insufficient current, which affects the use of the product
   When the product functions abnormally (such as restarting during use), it is recommended to replace the adapter.
2. Electronic components (unresponsive, insensitive, etc.), try plugging and unplugging to observe if the interface is loose or not installed properly.
3. During the movement of pinballs, occasional stopping or jamming may occur. Shake left and right as needed to make it roll normally.

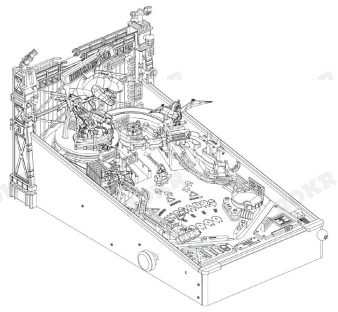
Bonus Pendant:


W9 x3
W3
W5
W7
W8
W16
W17



Turn the gear in the upper right corner
to rotate the dinosaur head
Keep it as a small decoration or pendant

Game Starts:



Connect power supply:

Self-prepare a Type-C cable.
Input power supply: 5V ⎓ 2000mA
Note: Over-current protection provided, adapters ≥ 2000mA are acceptable.

Game steps:

1. Select mode: Switch to the difficulty mode you want to challenge
2. Retrieve ball: Take one ball from the storage area and place it at the starting point (only one at a time). You can take several more balls and place them in the temporary storage area
3. Launch ball: Pull the launch pin to launch the ball
4. Control ball: tap the control end, control the bumpers to guide the ball to hit the scoring area
5. Scoring: Hitting the ball into the track, hitting the bumping point, or completing the target missions can all earn points or health replenishment

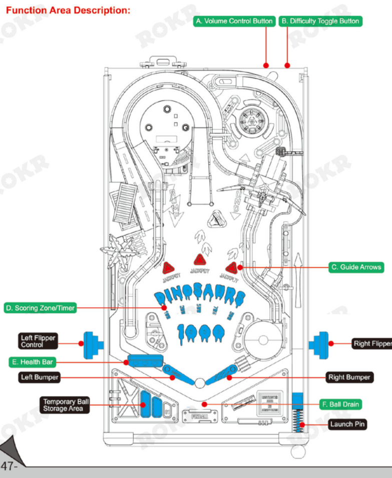
Winning conditions:

This product has two difficulty modes corresponding to different victory conditions:
1. Casual mode: Win by reaching 1000 points before running out of health
2. Challenge mode: Before running out of health, reach 1000 points → Unlock the final showdown mission → Complete the final showdown mission within 2 minutes to win.

Operation suggestions:

Long press the control ends on both sides to lift the bumpers upwards and stop the sliding ball. It's easier to hit the target area when you launch after controlling the ball!

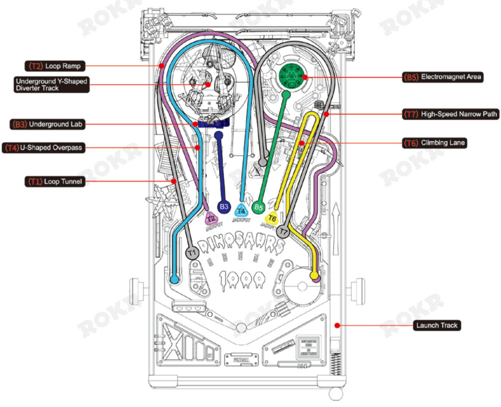
Function Area Description:


A. Volume Control Button
B. Difficulty Toggle Button
C. Guide Arrows
D. Scoring Zone/Timer
Left Flipper Control
Right Flipper Control
E. Health Bar
Left Bumper
Right Bumper
Temporary Ball Storage Area
F. Ball Drain
Launch Pin
JACKPOT
JACKPOT
JACKPOT
DINOSAURS
1000

Special instructions:

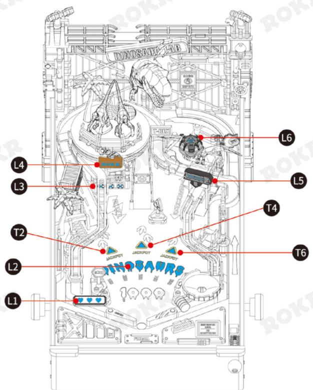
A. Volume control: Mute/Medium/High level sound adjustable
B. Difficulty toggle button: Casual/Challenge mode can be switched
C. Guide arrows: The three guide arrows correspond to three scoring tracks, and when the ball passes through or completes a mission on that track, it will trigger corresponding lighting prompts.
D1. Scoring zone: Each light is worth 100 points, with a maximum of 1000 points.
D2. Timer: In the challenge mode final showdown mission, the scoring zone functions as a timer. Total time is 120 seconds, with each light representing 12 seconds.
E. Health bar: The initial health value is 6, with each heart representing two lives. In non showdown missions, reaching a score of 500 grants +2 lives, and completing designated missions will also reward varying amounts of health.
In the final showdown mission, no extra health replenishment is available.
F. Ball drain: Each time a ball is drained, the health value -1.

Track Directory and Score Explanation:


(T2) Loop Ramp
Underground Y-Shaped Diverter Track
(B3) Underground Lab
(T4) U-Shaped Overpass
(T1) Loop Tunnel
(B5) Electromagnet Area
(T7) High-Speed Narrow Path
(T6) Climbing Lane
Launch Track
T1
T2
B3
T4
B5
T6
T7
DINOSAURS
1000

T1	No score
T2	100 points
B3	Accumulated 3 times * 100 points
T4	100 points
B5	Accumulated 4 times * 100 points
T6	200 points
T7	No score

Lighting Effects Map:


L6
L4
L3
L5
T4
T2
T6
L2
L1

Function indicator light:

L1 Health light: Health value -1, a heart light flashes; Health value -2, a heart light goes out.

L2 Scoring light/timer: Each light represents 100 minutes/12 seconds.

Mission signal light:

L3 Lab power light

L4 ROKR light

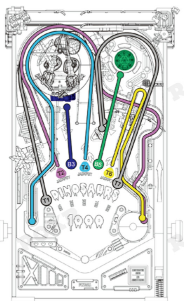
L5 WARNING light

L6 Electromagnetic zone light

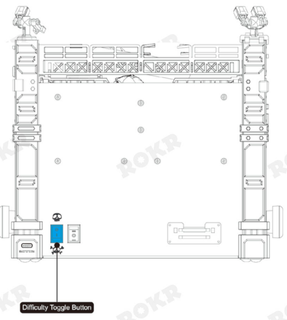
T2 T4 T6 Guide light

Each track is associated with a specific signal light, which serves as a reminder for the initiation and completion of track missions.

T2 -------- T2
B3 -------- L3 L4
T4 -------- T4
B5 -------- L6
T6 -------- T6 L5



Difficulty Modes & Rules:


Difficulty Toggle Button

Casual mode

How to switch: Press the difficulty switch upward.
Switch effect: A mode-change sound will play, and the word "DINOSAUR" will flash twice.
Win condition: Reach 1,000 points before your health runs out.

Challenge mode

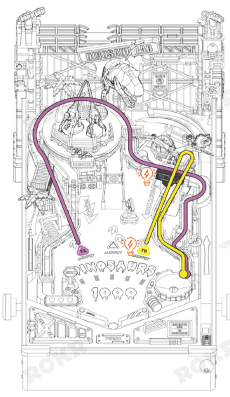
How to switch: Press the difficulty switch downward.
Switch effect: A mode-change sound will play, and the number "1000" will flash twice.
Win condition: Reach 1,000 points before your health runs out → Unlock the Final Showdown Mission → Complete the final showdown within 2 minutes to win.
Mission mechanics: Challenge mode includes additional missions: three Reward Missions and one Showdown Mission.
a. Reward missions: Complete a Reward Mission within the time limit to earn bonus points and extra health.
(Only one reward mission can be active at a time: multiple missions will not trigger simultaneously.)
Entering other tracks during the mission initiation will interrupt the initiation.
b. Showdown mission: Reaching 1,000 points triggers the Showdown Mission.
When activated, the player's health is fully restored immediately. To win, the player must pass through all specified pathways within 2 minutes.
(The mission fails if health runs out or if the time limit expires.)

⚠ **Note: Mode switching is not allowed after any score is earned. Switching is only possible after a loss or a restart.**

Challenge Mode Gameplay Details:

Bonus mission 1:

Difficulty: Medium



Icon Illustration

-- Reward
-- Lighting effect
200 SCORE -- Score
+2 LIFE -- Health

⚠ The signal light serves as a reminder for the initiation and completion of missions.

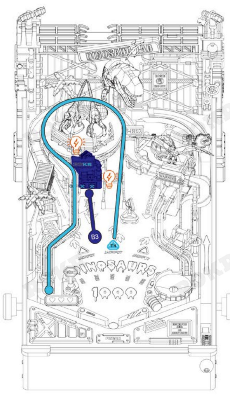
: 200 SCORE +2 LIFE

Activation condition: Enter T2 twice in a row within 15 seconds.
(Entering any other track in between will interrupt the mission)

Completion condition: Enter T6*1 time within 15 seconds.

Bonus mission 2:

Difficulty: Casual



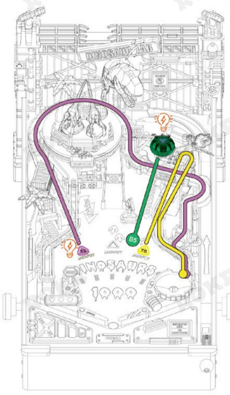
: 100 SCORE +1 LIFE

Activation condition: Enter T4 twice in a row within 15 seconds.
(Entering any other track in between will interrupt the mission)

Completion condition: Hit B3*3 times within 15 seconds.

Bonus mission 3:

Difficulty: Challenge

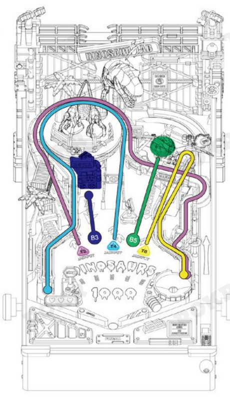


: 200 SCORE +2 LIFE

Activation condition: Enter T6 twice in a row within 20 seconds.
(Entering any other track in between will interrupt the mission)

Completion condition: Enter T2*1 time and hit B5*2 times within 20 seconds.

Showdown Mission:



Activation condition: Reach 1,000 points.
Completion condition: The player must hit B3*3 times, B5*5 times, and pass through once T2, T4, T6, within 2 minutes.

Countdown display: 2-minute time limit. One indicator light turns off every 12 seconds.

Completion lighting: As the player successfully completes each required track, its corresponding light will turn off.

ROKR

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