



first time pairing of a device to KUBE or if your device is not one of the four most

1) Press Bluetooth key and release it after 3 seconds, speaker will sound two

This means the KUBE is now ready and standing-by for 10 minutes to be

Follow the directions listed under "Step Two: Re-connecting with your

beep tones and LED indicator light will flash in blue and red colors.

recent to be paired with KUBE, perform initial set-up as follows:

paired with your device.

KUBE can be connected to non-Bluetooth

If KUBE's 3.5mm line in connection is used with

a device already paired with KUBE, inserting or

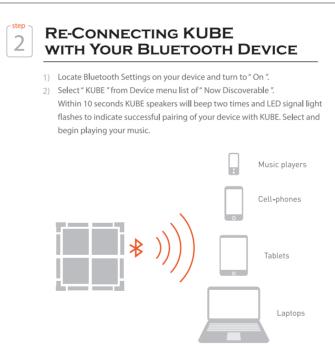
removing 3.5mm plug will pause music; simply

resume " Play " on device to begin music.

devices via a 3.5mm audio cable.

Bluetooth Device ".

LINE IN



## PICK UP / HANG UP PHONE

When playing music paired with Bluetooth capable phones, calls can be picked-up and music paused by:

- 1) One Ouick-click on Bluetooth Key to connect with call.
- 2) Quick-click again when finished to disconnect call.
- 3) Two Quick-clicks on Bluetooth key to reject incoming call.

## **TURN OFF**

Slide the power switch to "Off" position - LED light will go out.

## RECHARGING

- 1) When KUBE battery levels go below 20% the speakers will emit a series of guick beeps. Once battery power is completely depleted, beeping will stop.
- 2) Re-charge KUBE battery using the micro-USB charging cable included in the box.
- 3) To re-charge, insert the micro-USB connector into the KUBE charging port. Insert the other end of the USB charging cable into any USB approved charging source.
- 4) LED indicator light will turn red to indicate KUBE is being re-charged and light will go out once KUBE battery is fully re-charged.

BT version: 3.0

Working indications:

Low power indicator is Red flash

Bluetooth pair is Blue / Red flash

www.wiseways.com.tw

Audio source: Bluetooth+AUX audio in

Work distance: Up to 10m

Speaker driver: 50mm/4Ω3W \*2

Power output: 2.6W+2.6W RMS On / Off

Up / down

10 x 10 x 10 cm

FCC Statement