

Tkid Magic Maker

Your Tkid Adventure & Quick-Start Guide

Turn Your Big Imagination Into Real Toys!

For kids 5-15

Read it together
with your Grand Mage



A Letter From the Tkid Magic Maker

Welcome to your very own Magic Workshop!
This amazing machine is called Tkid, and it can
turn the ideas in your head in to real toys you
can hold.

Everything wonderful starts small like a tiny seed.
Take good care of your Tkid, follow each step,
and your ideas can grow into a treasure box of
creations.

Before you begin, ask your Grand Mage an
adult magic guide to jo in your quest. Some steps
get hot or tricky, and your Grand Mage's steady
hands keep everyone safe.



Make together. Stay safe. Have fun!



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Chapter 1. Unboxing Your Magic Chest

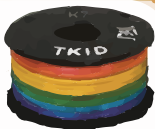
Open the box with your Grand Mage and check for these 7 important items:

1 Tkid Printer
Your Magic Workshop

2 Power Cord (Adapter)
Brings power to the machine.



3 Colorful Filament (PLA)
The material your Tkid shapes into toys.



4 Filament Spool Holder Holds the filament reel steady.



5 Pliers (Cutter)
Trims the filament tip.



Adult use only

6 Calibration Card
Helps the machine measure and prepare.



7 Fun Stickers
Decorate your Tkid machine or the toys you print!



Tip: If anything is missing, ask your Grand Mage to contact Tkid support before you start.

Chapter 2. Waking Up Your Machine



Grand Mage, please help!

1



Step 1 Get the App

Search "XMAKER" in the App Store or Google Play, then install the **XMAKER App**. On Windows, visit www.tkid.tech to download **XMAKER**.

2



Step 2 Turn It On

Plug in the power cord, then flip the red power Switch to "I". A warm light means the machine is on.

3



Step 3 Reset the Machine

Press and hold the red Reset button until you hear a "Beep!" The light turns steady amber/yellow.

4



Step 4 Connect the Wi-Fi

Open the **XMAKER App**, tap **Add Device**, choose **Tkid**, and enter the **Wi-Fi password**.

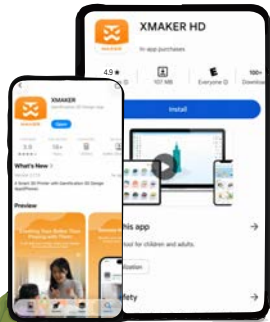


Chapter 3. Getting the XMAKER App

The XMAKER app is your magic remote.

1 For Mobile Devices

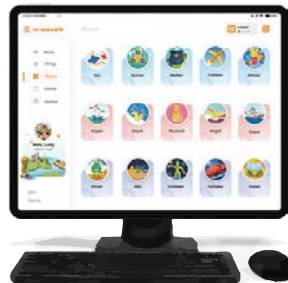
Search for "XMAKER" in the App Store or Google Play, or visit www.tkid.tech to download the XMAKER app.



2 For Windows Computers

Download XMAKER from www.tkid.tech to prepare 3D models for printing.

Windows only, macOS not supported.



First-time helper:

Open the print door and gently remove the foam padding that protects the nozzle.

Chapter 4. Connecting and Using the App Panel



Connect in 4 taps:

1. Machine on.
2. Open the XMAKER App and select your device.
3. Hold the red Reset button until a beep and steady yellow light.
4. Enter the Wi-Fi password and tap Connect.



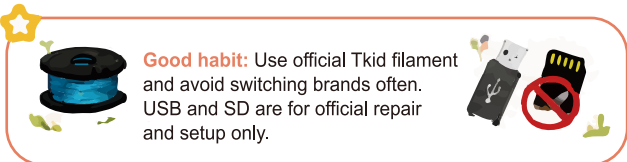
Filament buttons under App -> Device > Filament:

Load - Feeds filament in; wait until a short, steady strand exits the nozzle.
Unload - Backs filament out; never yank by hand.
Change Nozzle - After Unload, wait below 45°C, press the orange button, lift gently.

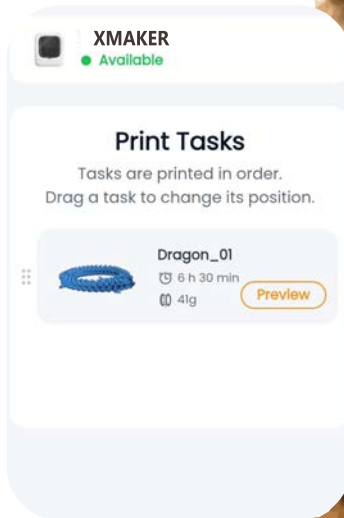


Status window:

Waiting for connection; Connected to Wi-Fi;
Nozzle heating; Printing in progress;
Nozzle cooling; Error.



Good habit: Use official Tkid filament and avoid switching brands often.
USB and SD are for official repair and setup only.



Steady blue light



Filament path



Safe nozzle area



Chapter 5. Loading Filament Safely



1 Prepare the Filament

Grand Mage: trim the tip at a slanted angle with the pliers, then straighten any curl.



2 Set the Spool

Place the spool on its holder so the filament unwinds smoothly. Check for knots or tangles.



3 Insert and Load

Insert the filament straight into the feed inlet. In the XMAKER App, tap Device Filament Load. When a short, steady strand exits the nozzle, loading is complete.



Never force filament in or pull it out. To remove it, tap Unload first, wait for the machine, then remove it gently. The nozzle may exceed 200°C keep hands away.



Before printing: keep the magnetic base plate clean, flat, and correctly seated.

Chapter 6. The Grand Mage's Safety Code



Rule 1

Never Go It Alone.
Power cords, sharp pliers, and hot loading or unloading need your Grand Mage beside you.



Rule 2

The Nozzle Gets Very Hot.
It can reach over 200°C.
Never touch it until the app shows it has cooled below 45°C.



Rule 3

Never Yank the Filament Out.
Run unload in the app first, wait for the machine, then pull slowly and gently.



Rule 4

Use the Right Filament.
Use official Tkid filament to help prevent nozzle clogs.



Safety spell: Ask your Grand Mage whenever something feels hot, stuck or unusual.

Chapter 7. Secret Signals & Quick Help ☆



Steady Yellow/Amber -
Reset and ready;
waiting to connect.



Steady Light Blue/Cyan -
Connected to Wi-Fi



Steady or Blinking Red -
Error; ask your
Grand Mage to check.



**Hands off the
secret ports!!**

Let's Make Something Amazing!

Dream it. Make it. Share it.

Your workshop is ready. Keep creating with your Grand Mage and decorate your Tkid machine or your printed toys with the fun stickers from the box.

Website: www.tkid.tech

Email: service@tkid.tech



Thank you for your learning!

Keep imagining, making and learning together.



Every new idea is a chance to learn.



FCC Warning

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.

NOTE 1: 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.

NOTE 2: Any changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

RF Exposure Statement

To maintain compliance with FCC'S RF Exposure guidelines, This equipment should be installed and operated with minimum 20cm between the radiator and your body. This device and its antenna(s) must not be co-located or operation in conjunction with any other antenna or transmitter.