

CREATOR'S BOOKLET



HARALD

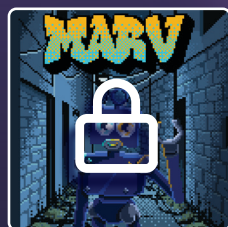
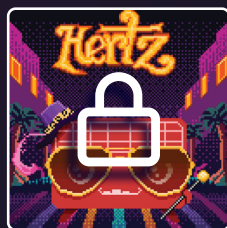
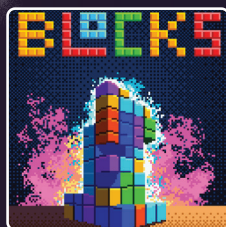


**Scan the QR code for
instructions in your language**



**Wacky Robots are a quirky group of
mini-robots that will help you master the
basics of robotics and electronics.**

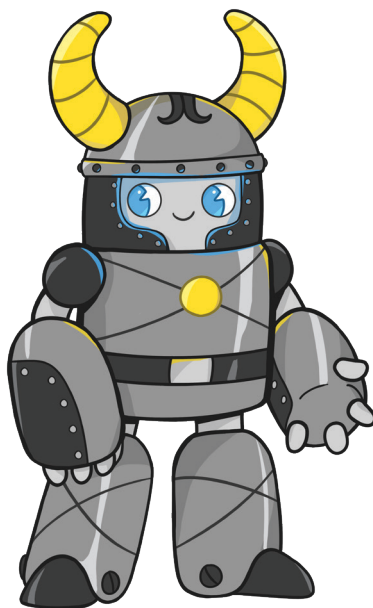
UNLOCK ALL VIDEO GAMES



Meet Harald

Meet Harald, your wacky DIY robot buddy who will take you on an exciting adventure into the world of robotics and STEM!

With Harald, you'll **uncover the history of music, find out if dogs can hear old-fashioned phonographs, and learn how speakers make sound.**



How does it work?



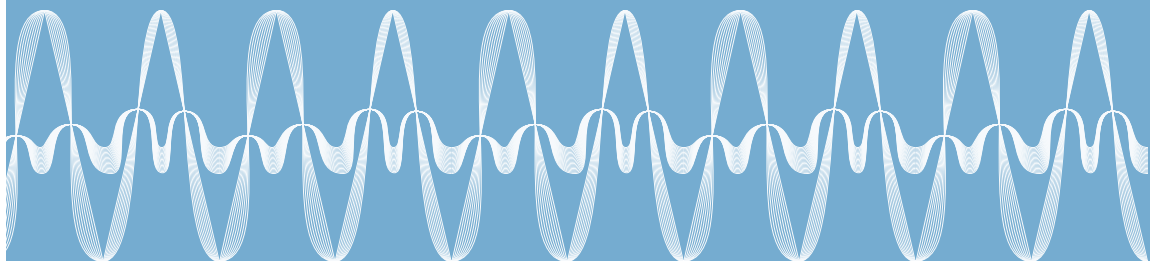
Build your
Wacky Robot



Learn about speakers
and music



Play music



What is CircuitMess?

CircuitMess started in 2016 when Albert (our CEO) was 17 years old.

Albert loved tinkering with electronics and one of his first projects was a DIY game console.

People really liked the idea so he decided to launch it on **Kickstarter** where it raised **\$100,745!**

After that, CircuitMess was born. We are a small and fast-growing team of tech lovers who wish to share our love of creating new technology with the rest of the world!

Albert



All of our kits are designed, manufactured, and packed in Croatia.

Behind the name

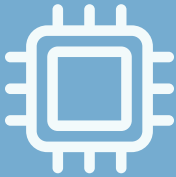
CircuitMess

a reference to
electronic circuits

what best describes
our workplace



The mission



Everybody knows how important technology is, but less than 1% of the population

KNOWS HOW TO

make new technology.



We're here to change that!

With our kits, we want to inspire people to be

CREATORS

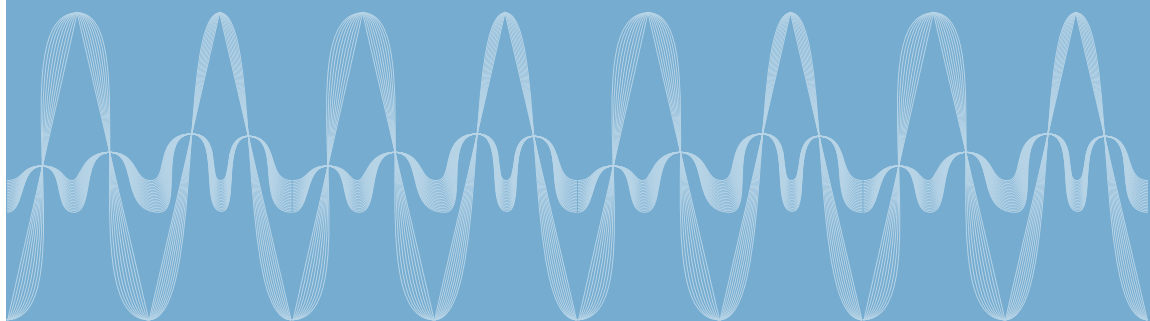
instead of just consumers.





What's in the box?

- | | |
|-------------------------------|----------------------------|
| 1 Speakers | 10 Long standoffs |
| 2 Metal screws | 11 Token |
| 3 Screwdriver | 12 LEDs |
| 4 Large plastic bolts | 13 Rubber feet |
| 5 Small plastic bolts | 14 Batteries |
| 6 Medium plastic bolts | 15 Battery holder |
| 7 Plastic standoffs | 16 USB—C cable |
| 8 Medium standoffs | 17 PCB |
| 9 Nuts | 18 Plexiglass parts |



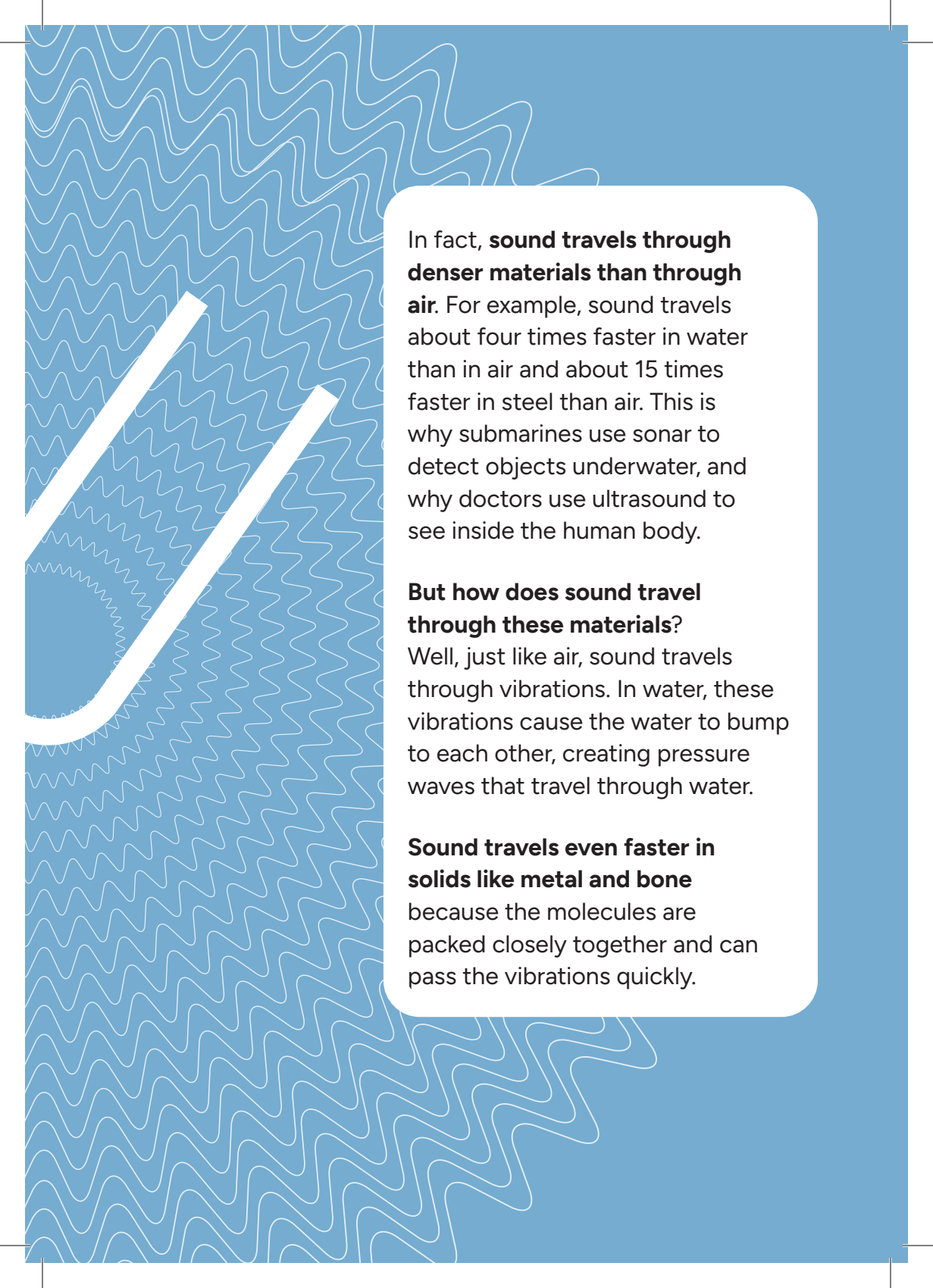
The science of sound: How it travels

Have you ever wondered how sound travels through the air?

Well, it all starts with vibrations!

When an object vibrates, it creates pressure waves that travel through the air in all directions. These pressure waves cause the molecules in the air to bump into each other, creating high and low-pressure areas. This back-and-forth movement of movement of molecules allows sound to travel through the air.

But did you know that sound can also travel through other materials besides air? For example, **sound can travel through water, metal, and even human bones!**



In fact, **sound travels through denser materials than through air.** For example, sound travels about four times faster in water than in air and about 15 times faster in steel than air. This is why submarines use sonar to detect objects underwater, and why doctors use ultrasound to see inside the human body.

But how does sound travel through these materials?

Well, just like air, sound travels through vibrations. In water, these vibrations cause the water to bump to each other, creating pressure waves that travel through water.

Sound travels even faster in solids like metal and bone

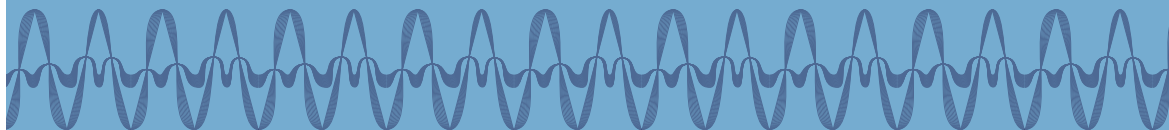
because the molecules are packed closely together and can pass the vibrations quickly.

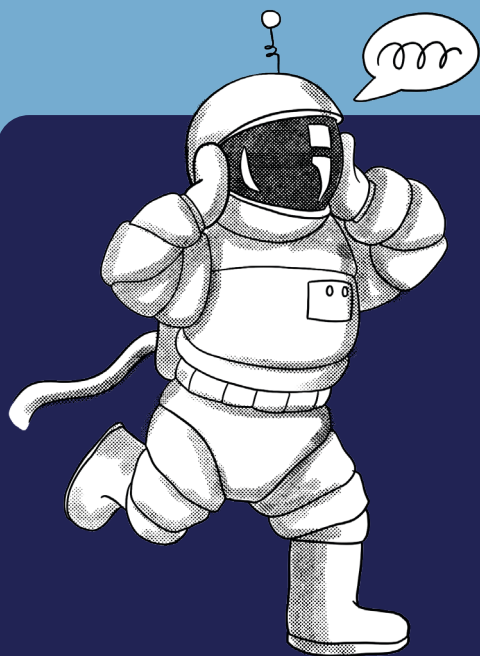
Fun sound facts:



Sound travels around **four times faster in water** than in air.

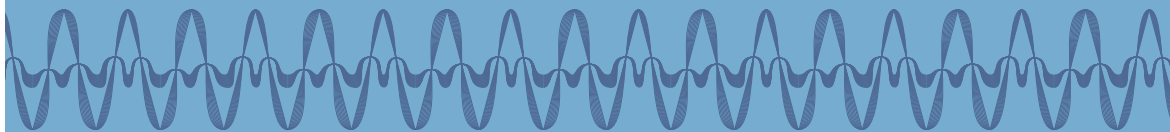
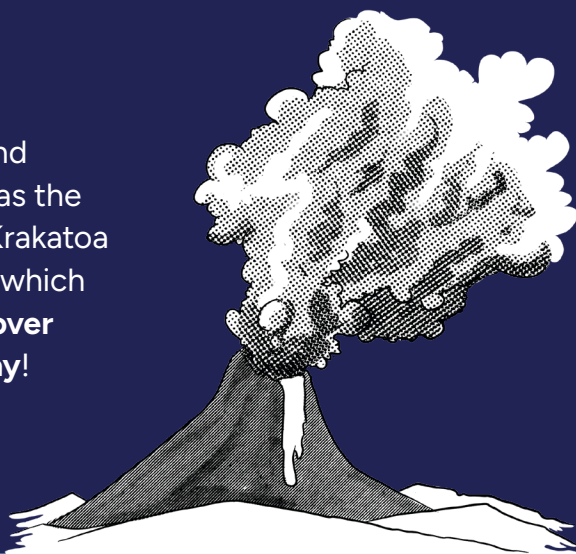
The human ear can distinguish between around **400,000 different sounds**.





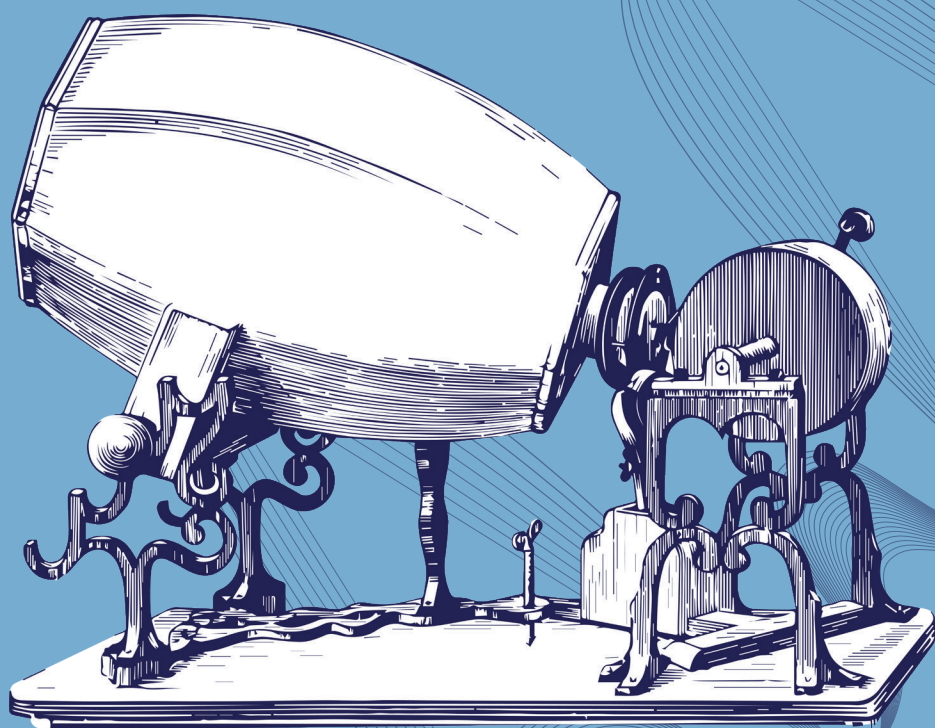
In space, there is no
air for sound to travel
through, so **no one**
can hear you scream
(sorry, sc-fi fans)

The loudest sound
ever recorded was the
eruption of the Krakatoa
volcano in 1883, which
could be heard over
3,000 miles away!



The story of recording sound

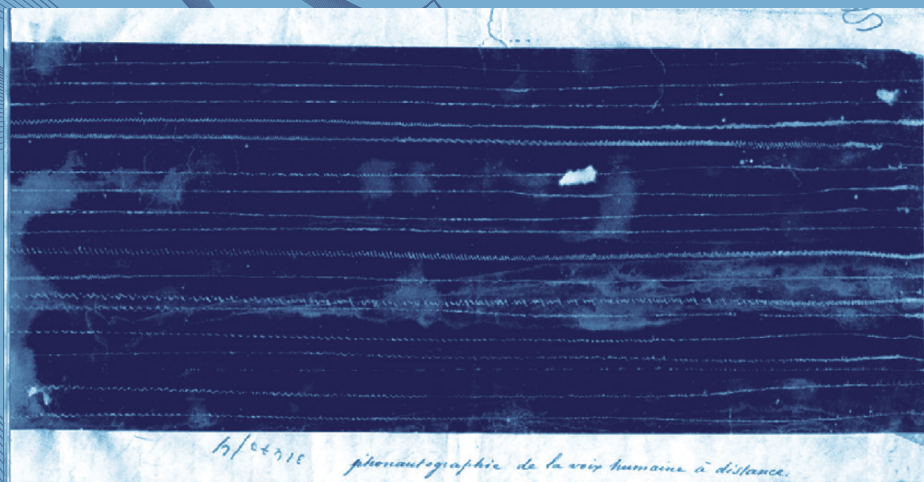
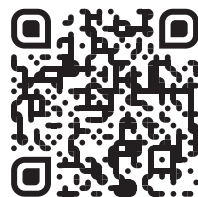
Long ago, before we had fancy gadgets to listen to music, people like us wanted to capture the sounds of the world around them. That's when an amazing invention called the **phonograph**—the first device ever to **record and reproduce sound**—came to life!



PHONOGRAFOGRAPH

In **1857**, a **human voice** was recorded for the first time on a device called **phonautogram** — the first device able to **record the sound**. A few years later, we had the **first song ever** recorded on a music device. It was a French song called “**Au Clair de la Lune**”, and you can listen to it by scanning a QR code here.

People did not know about this recording until 2008, when thanks to modern technology and software which converted the undulating line, which graphically encoded the sound, into a corresponding digital audio file.

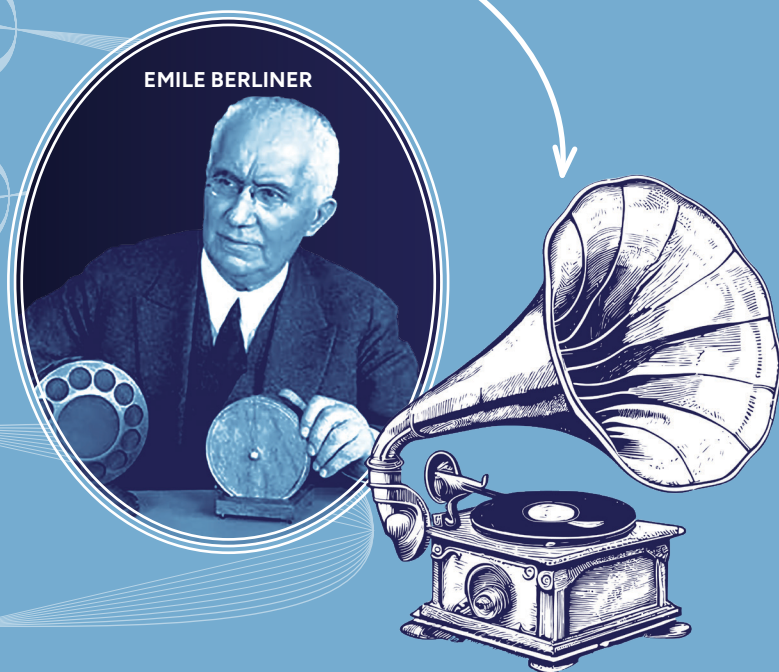


PHONOAUTOGRAPH RECORDING OF HUMAN SPEECH

The invention quickly spread over the world, and over the next two decades, the commercial recording, distribution, and sale of sound recordings grew into a thriving new international industry, with the most successful titles selling millions of units by the early 1900s.

Graphophones: The history of music on cylinders

As technology advanced and people searched for new ways to record and listen to their favorite songs, **Emile Berliner** appeared. He had a wonderful idea to build something called a **gramophone**.



He made the first gramophone in **1887**. Berliner used a special tool stylus to draw lines on a rotating circular object known as a cylinder. This **cylinder** was covered with a special material. When the stylus moved, it left small markings on the cylinder.

Berliner then used a specific method to convert the marks into grooves. These grooves functioned as miniature sound channels.

Later, Berliner discovered an even better way to do this. Instead of a cylinder, he used a flat circular object called a disc. This simplified the process because he didn't have to cut grooves into a curved surface.

He would apply a tiny layer of wax on the disk and use the stylus to draw lines on it. Then he would use a special liquid to transform the lines into grooves. These grooves might then be used to replay the audio later.

“Dogs don’t listen to phonographs!”

There was a dog called **Nipper**. He earned his name because he liked to give little nips to visitors' legs. One day, an artist painted a picture of Nipper listening to a phonograph, but when they tried to sell it to the Edison company, they said, "*Dogs don't listen to phonographs!*"

However, another company that sold gramophones saw the painting and loved it. They asked the artist to add their disc-playing machine to the picture instead.

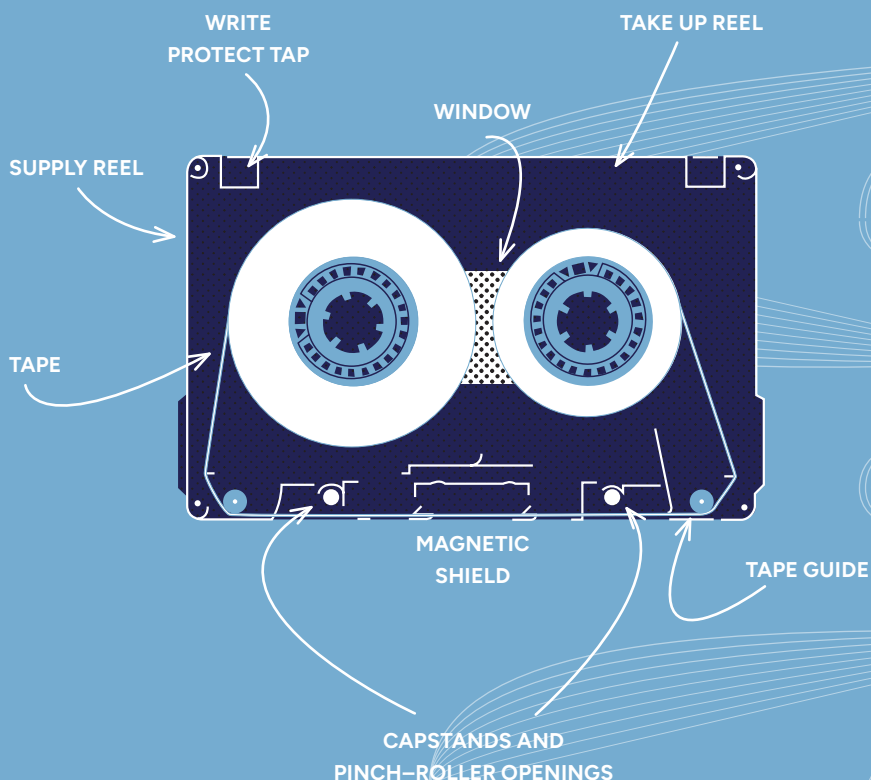
This painting of Nipper later became famous as the logo for Berliner's Gramophone Company. They even changed the painting to show Nipper listening to a gramophone instead of a phonograph, with a flat recording disc.



Tape tales: The iconic era of cassettes

Remember when your parents used to tell you stories about listening to music on cassettes?

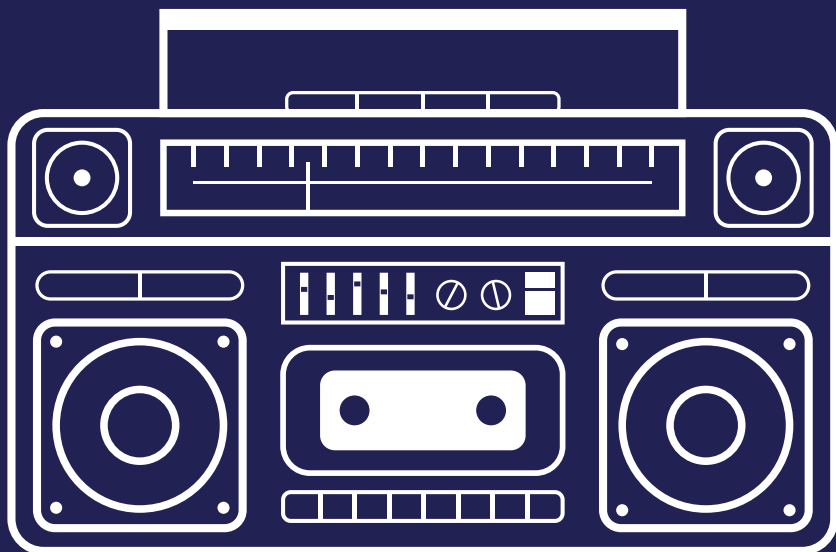
Cassettes were designed for **both audio and video recording**; they were flat and made of plastic, with **magnetic tape** within. You could either buy one with some recordings on it or a blank one where you can insert your own tunes.



What was amazing about cassettes, other than the size, was that the recordings could be played back immediately and easily erased, allowing you to reuse the same tape multiple times.

The tape would sometimes fail, but this simply meant that the belt needed to be fixed, so there were no serious difficulties!

THE BOOMBOX WAS A POPULAR CHOICE FOR PLAYING CASSETTE TAPES, ALONG WITH RADIO, FROM THE 1980s TO 1990s

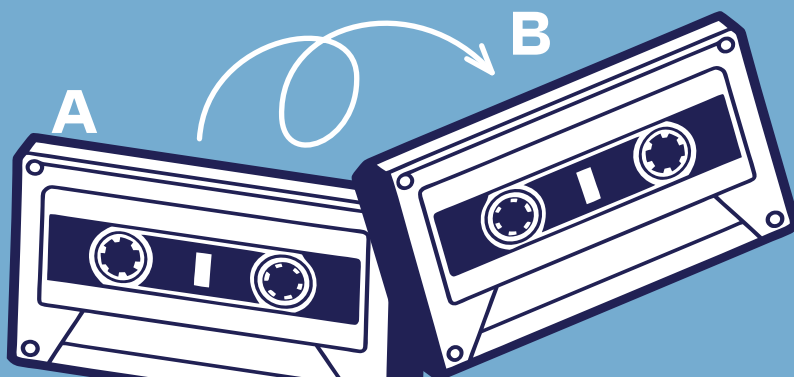


Did you know?

FIRST CASSETTE TAPE EVER!



Cassettes were invented by the Dutch company **Philips** in **1963**.



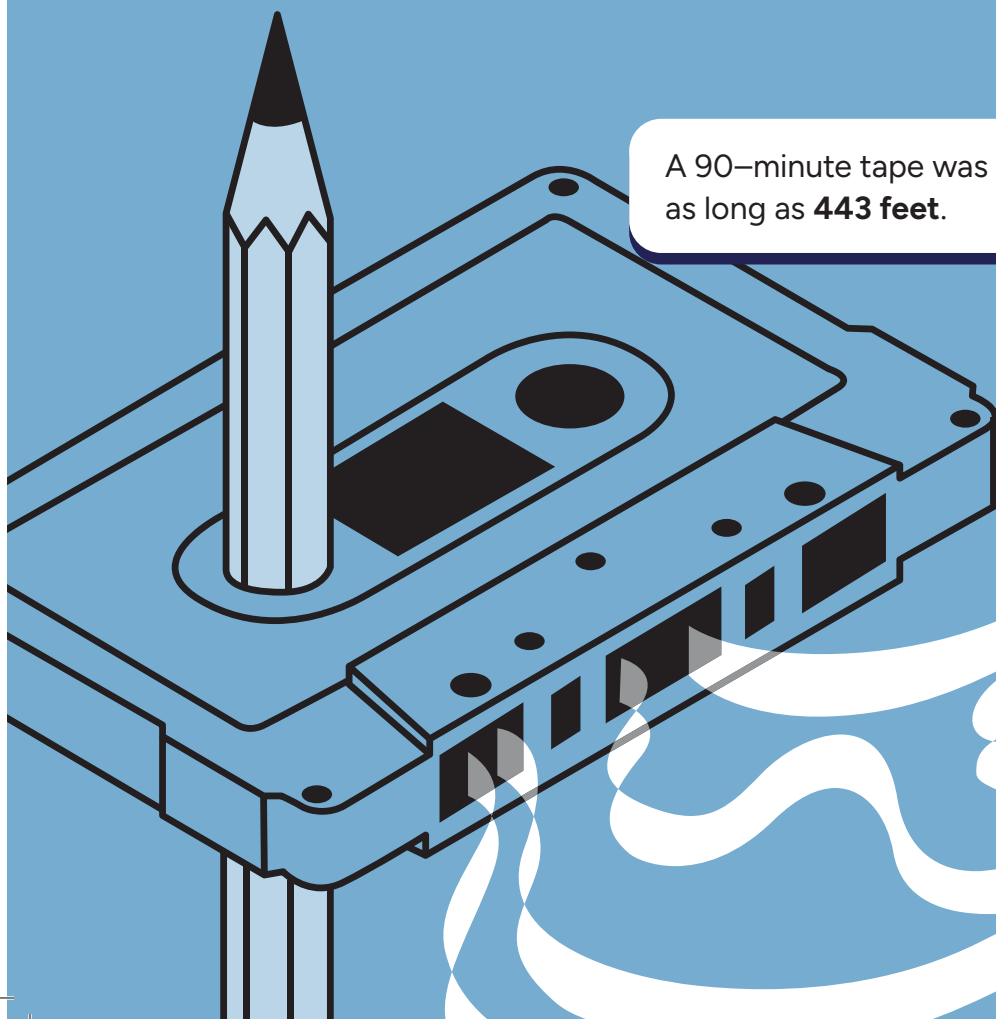
If the tape had no auto reverse capability, it was necessary to **flip it from side A to side B** to listen to the entire content.

Cassettes had a shelf life of **30 years**.

BEST BEFORE
30
yrs



There was even a special music **magazine** called **SFX Cassette** that existed only on tape.



A 90-minute tape was as long as **443 feet**.

Spin and play with CDs

Before Bluetooth and Spotify ruled the world, there was a shiny disc that held the key to our favorite tunes—the **Compact Disc, or CD!**

Philips and Sony collaborated on developing CDs designed to store and play digital audio recordings. **The first CD was released in Japan in 1982.**



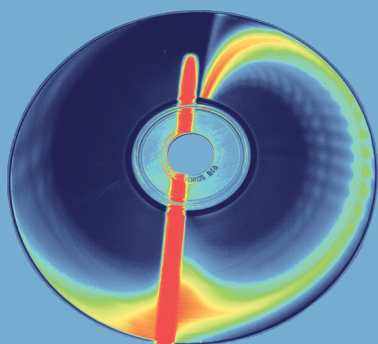
Sony D-50, one of the first portable CD players

One of the most fascinating aspects of CDs is undoubtedly their structure. So, a **CD is a round, flat piece of plastic** used to hold data such as **music, images, games, or programs for computers**. The information is stored on the metallic layer in the form of **tiny pits or holes**, as well as the flat areas in between. The pits are arranged in a spiral or winding path. The spiral starts in the center of the disc and winds around until it reaches the rim.

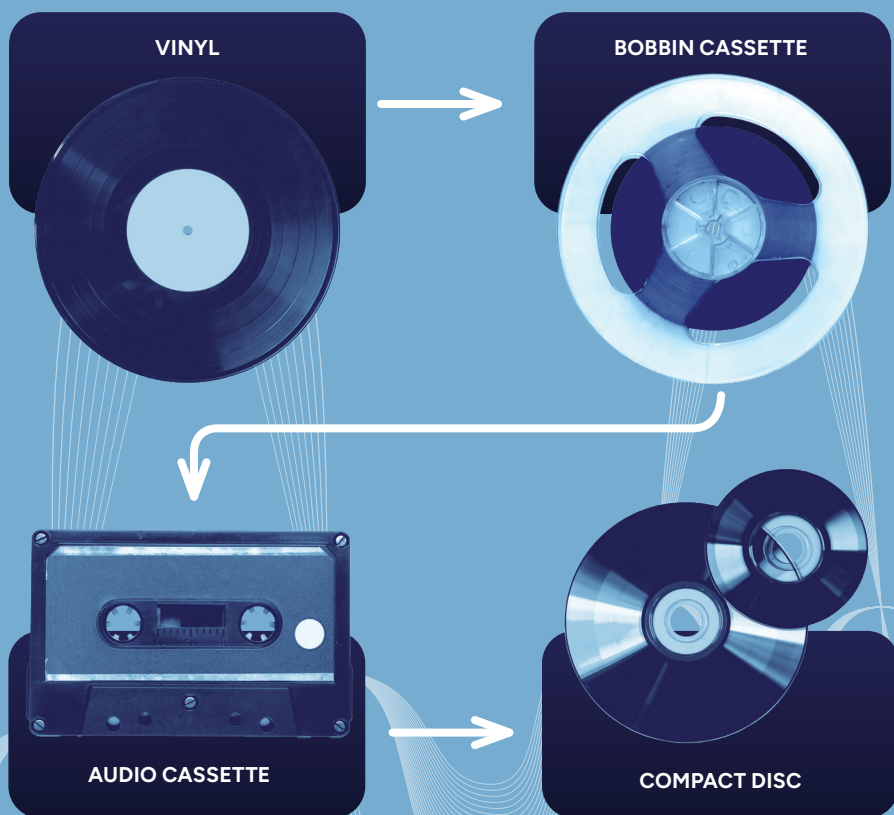
Inserting a CD into a CD player or computer will cause it to **spin and play**. A laser, or a powerful beam of light, glows on the CD as it spins. The **laser beam** bounces off the metallic layer of the CD. The shape of the pits in the metal produces a pattern of reflected light. The CD player or computer reads this light pattern and converts it into a form that can be seen, heard, or both.

Why am I seeing the rainbow effect on my CD?

If you shine a light on the underside of a CD, you will notice a rainbow-like pattern generated by the disc's construction. This illusion is caused by **small grooves on the disc's surface, which reflect light in various colors.**

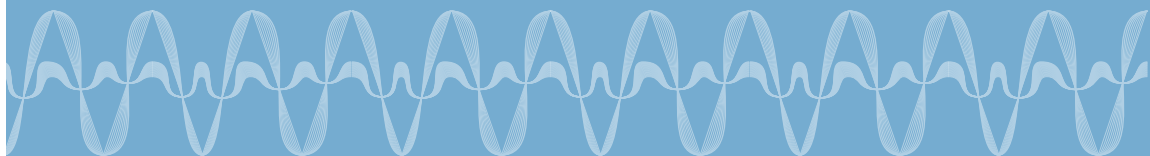


The evolution of sound records

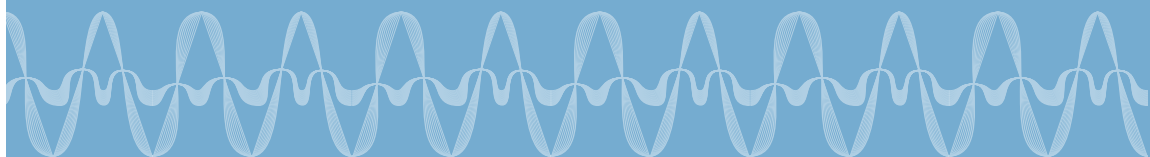


The beat goes on: The mechanism behind the speakers

Imagine you're at a concert, and the singer's voice fills the air, reaching your ears. But how does that sound travel from the stage to your ears? Let's learn about the magic behind the speakers!

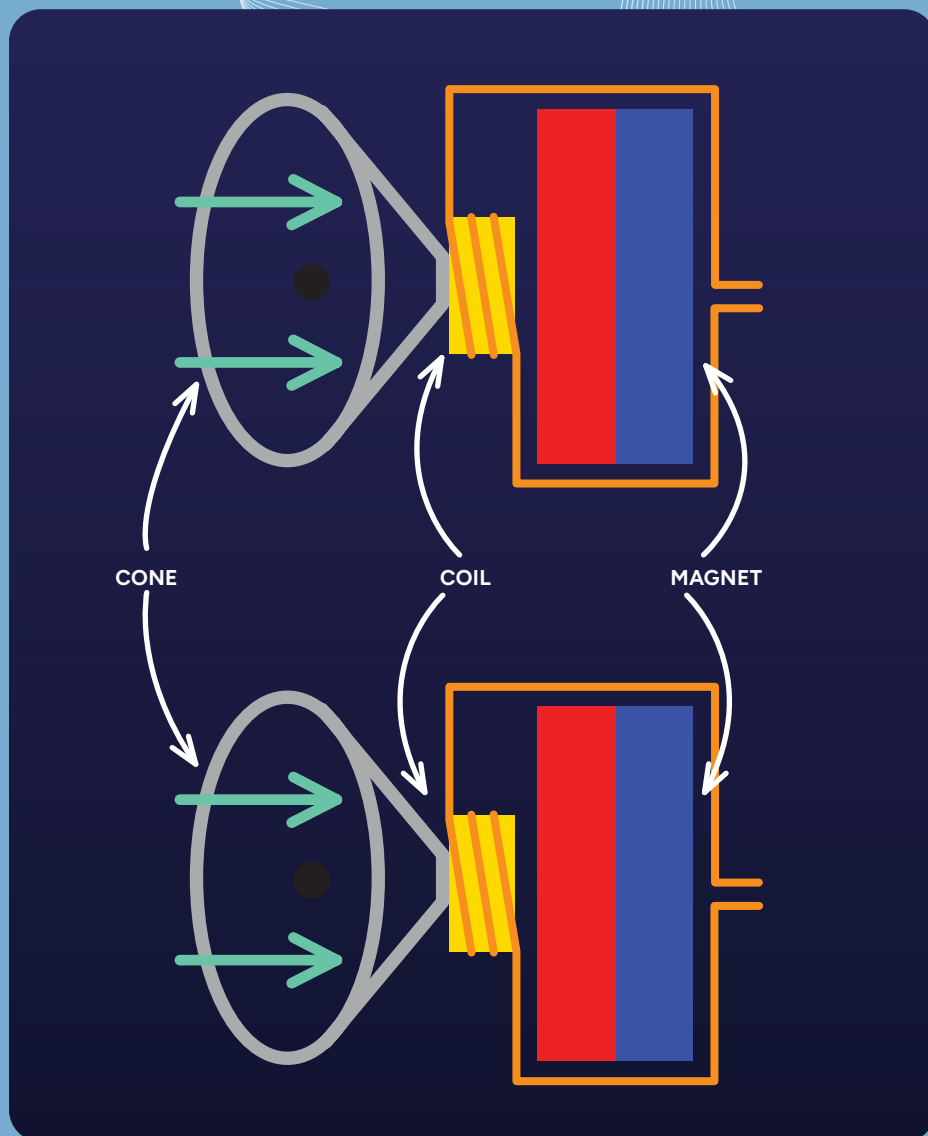


It all starts with an **amplifier**, which sends a **signal to the speaker**. This signal travels through two wires and into the speaker. Inside the speaker, there's a coil made of wire that's wound up like a spring. This coil sits in between two strong magnets. **When the signal from the amplifier goes through the coil, it makes the coil move back and forth**, like a bouncy ball going up and down.



The coil is connected to a big circle called a **cone**, which is like the speaker's mouth. When the coil moves, it makes the cone move, too. When the cone moves, it pushes and pulls the air around it, just like blowing up a balloon and letting the air out. Pushing and pulling make waves in the air, which we hear as sound!

In essence, a **speaker is the final translator of sound**. It takes the electrical language of music and translates it back into the physical realm, where **vibrations become waves and waves become music**.



The marvelous wonders of Bluetooth: From Vikings to Bluetooth speakers

Did you know that Bluetooth technology was named after a **10th-century Danish king named Harald Bluetooth**? He was known for unifying Denmark and Norway, just as Bluetooth technology unifies different devices!

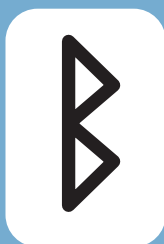
In the 21st century, Bluetooth has become a staple of modern technology, **allowing devices to connect** and communicate with each other wirelessly. And Harald, the Bluetooth speaker robot is no exception!

With its built-in Bluetooth connectivity, **Harald can connect and play your favourite tunes** without wires getting in the way.

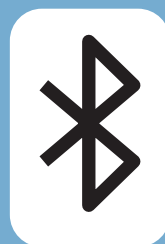
So next time you use Harald, remember the legacy of King Harald Bluetooth and how his name lives in this incredible technology!



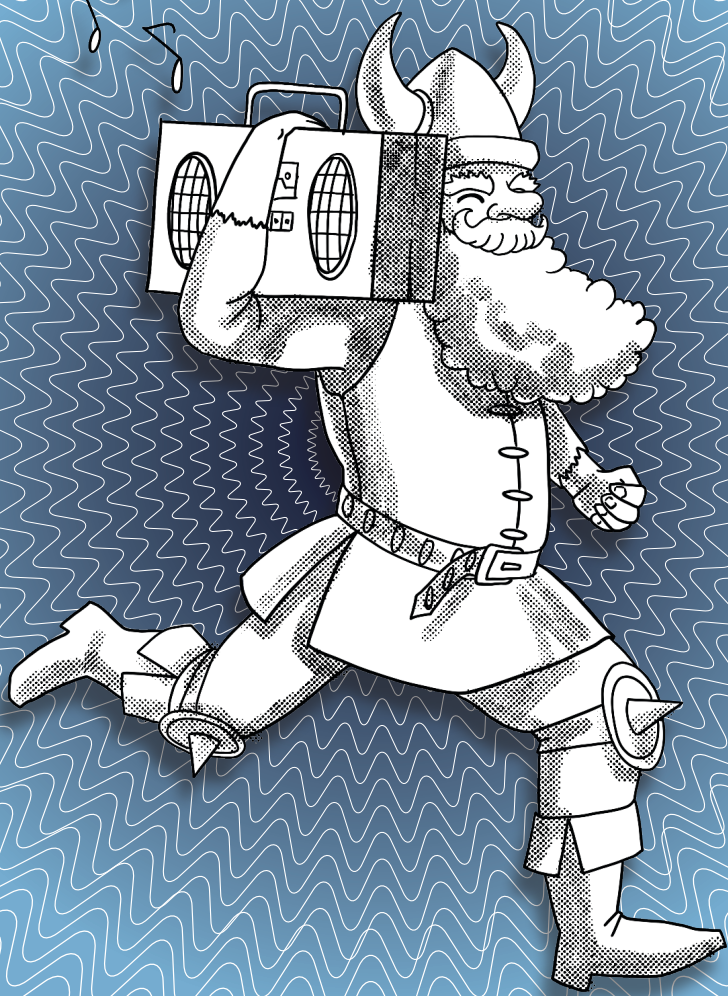
Harald



Bluetooth



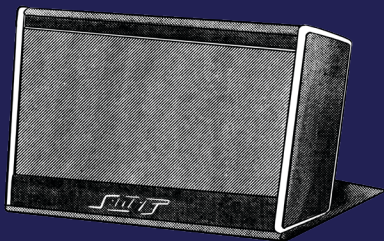
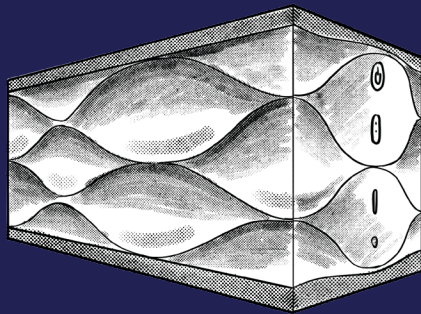
Bluetooth
logo



A brief history of Bluetooth speakers

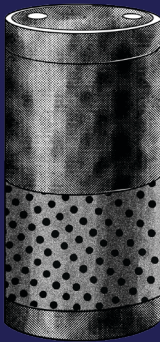
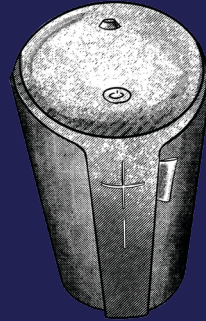
The concept of wireless speakers dates back to the early 2000s, when Bluetooth technology was first introduced. However, it was in the mid-2000s that Bluetooth speakers started to gain popularity.

2006: The first commercially successful Bluetooth speaker was the **Jawbone Jambox**, released by AliphCom (later known as Jawbone). It was small, portable, and had a battery life of up to 10 hours.



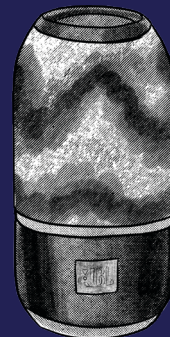
2010: The **Bose Soundlink** was released, setting a new standard for sound quality in Bluetooth speakers. It was also one of the first Bluetooth speakers to offer NFC (Near Field Communication) pairing.

2013: The **UE Boom**, released by Ultimate Ears (a subsidiary of Logitech), became a game-changer in the Bluetooth speaker market with its 360-degree sound and water-resistant design.

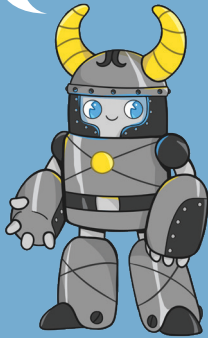


2015: The **Amazon Echo** was released, introducing the world to smart speakers with voice assistants like Alexa. It also had Bluetooth connectivity, allowing users to stream music from their phones or other devices.

2017: The **JBL Pulse 3** was released, featuring built-in LED lights that could sync up with the music being played. It was also one of the first Bluetooth speakers to offer voice control with Siri and Google Assistant.



Quiz time!



We hope you enjoyed reading the text we prepared for you! Now, let's put your knowledge to the test.

Don't worry if you can't remember something — you can always go back and refresh your memory in the text.

TRIVIA:

What was the first device ever invented to record and reproduce sound?

What was one advantage of cassettes over other recording mediums at the time?

How is information stored on a CD?

Do you remember the story behind the name Bluetooth? Tell us!

What kind of Bluetooth speakers can you name? (Hint: We mentioned 5 of them!)

Design your own sound device!

INSTRUCTIONS:

Imagine the future of sound recording and speakers!

Draw your invention in the square box below.



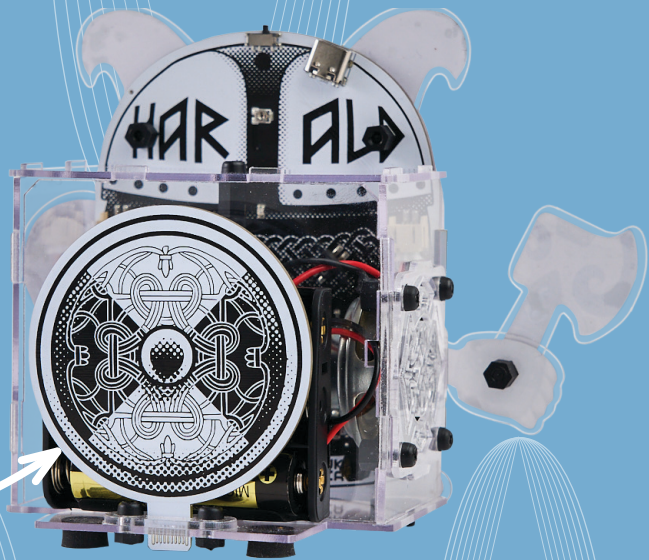
Your parents can take a photo of it and send it to us at **contact@circuitmess.com**.

We're excited to see your creativity!

Playing games!

Now that you know everything about your Harald, there's **one more exciting thing to mention**: you received a **small token along with Harald**

Harald's
token



"But what's it for?" you might wonder.

Well, here's the scoop: you can **use that token to unlock a super cool new game** on our **gaming device called Bit**.

*Please note: Harald and Bit are sold separately.





Safety first

Before you start with the assembly, pay attention to the following safety measures:



Handling a screwdriver is not recommended for children under the age of 7!



Keep the Wacky Robots kit away from young children! This product contains small components that are dangerous to children under the age of 3.



If you are a minor, assemble Harald strictly with the help of an adult.

Closely follow all the instructions you received in this kit and those found on our online pages so that no one gets hurt.

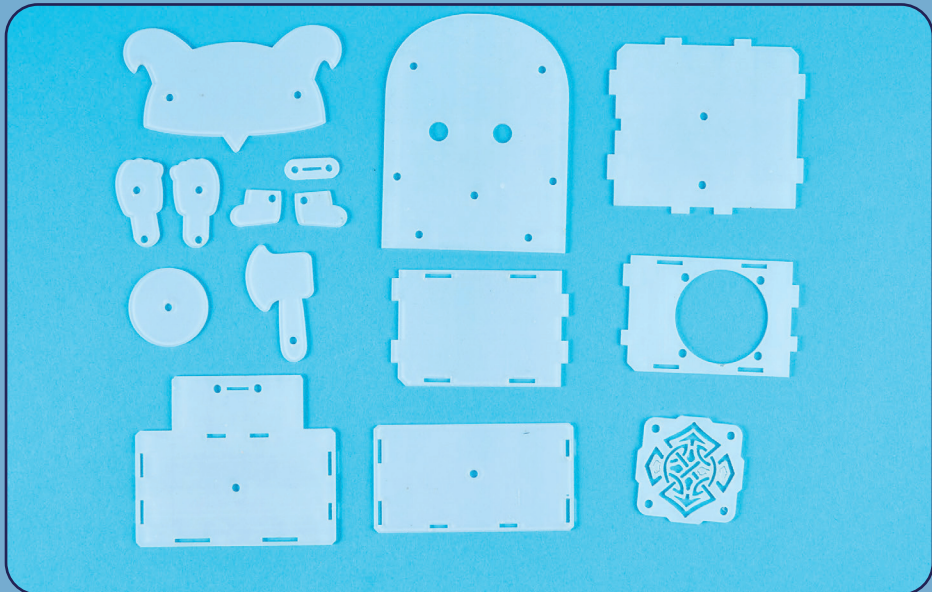
If you have never used a screwdriver, carefully follow the assembly instructions on our website and, if necessary, ask someone more experienced or older than you to help you.

If you are having problems with our kit, contact our customer support via email at contact@circuitmess.com.

Welcome to the Harald build guide!

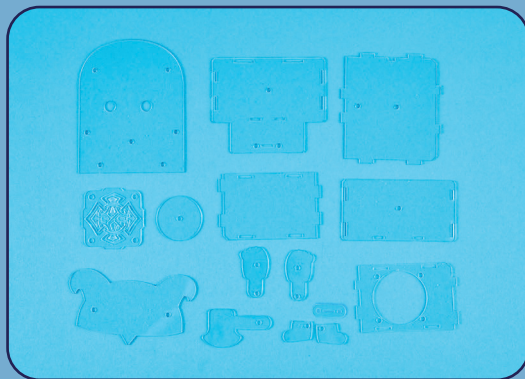
Follow these instructions to assemble your Harald robot step-by-step.

First things first, let's get your **acrylic casings** ready.



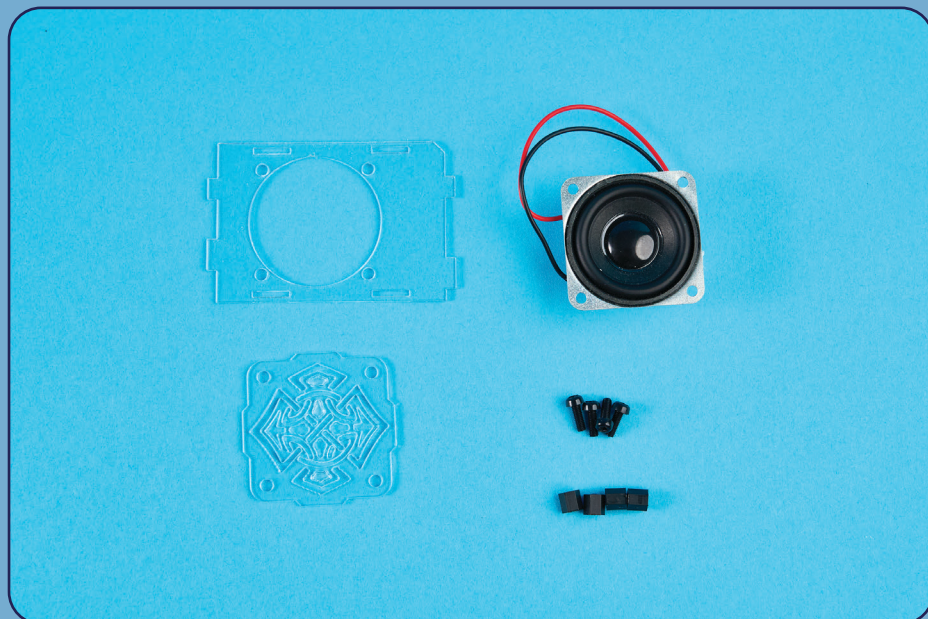
Carefully peel off the protective foil from both sides of each casing so they are clear and shiny.



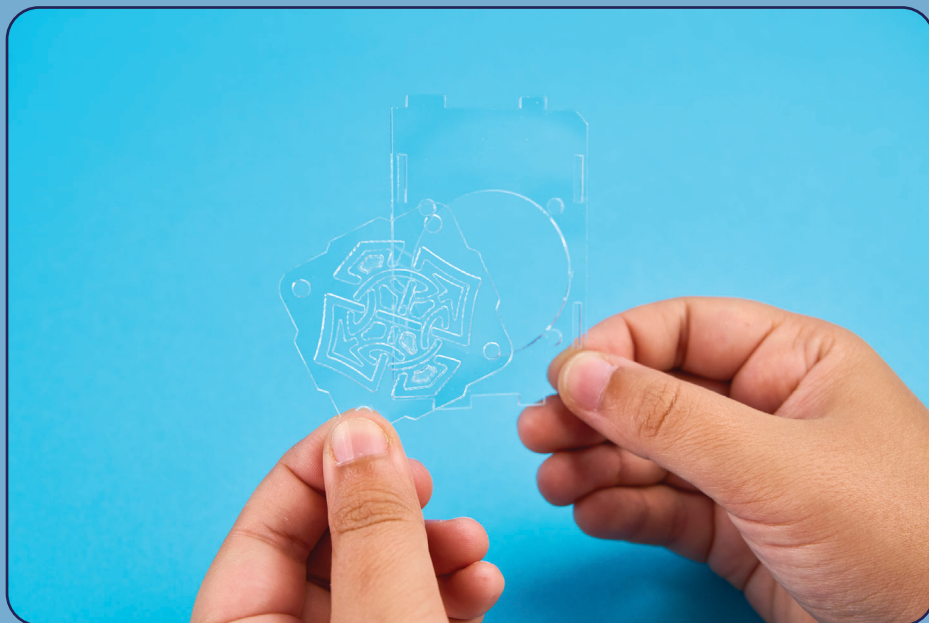


Now let's dive into the exciting assembly part!

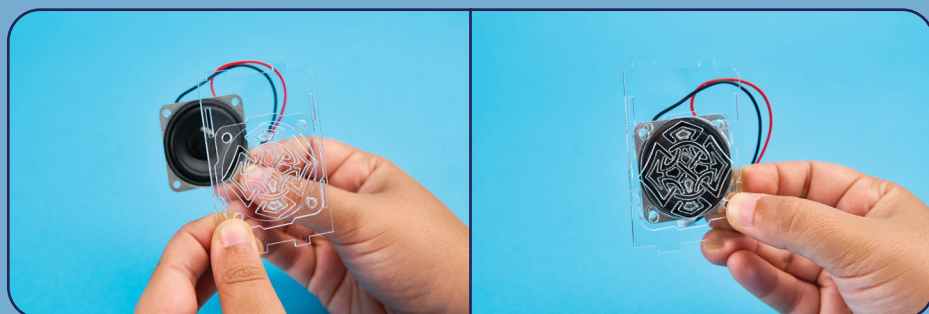
The first components you'll need are a **speaker**, two **acrylic casings** (see photo), four **spacers**, and four **medium-sized bolts**.



Put the casing with the **interesting cut-out part** on the second casing, as shown in the photo below.

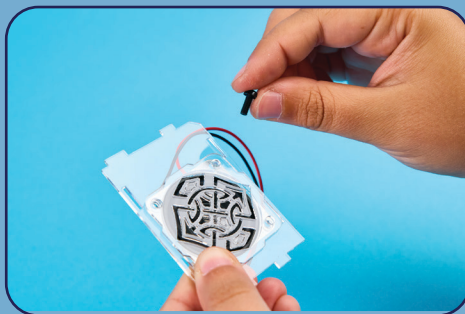


Next, add the **speaker** from the **inner** side of the casing.



Make sure to position the battery holder just like it is shown in the photos. This will be **important** for a later step because of the wire position.

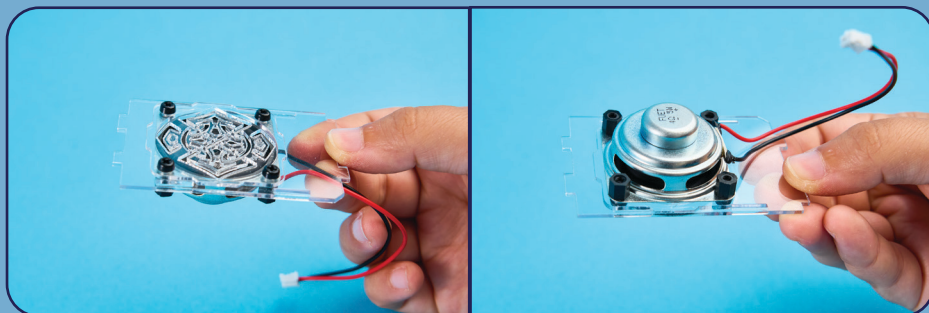
Insert a **bolt** through the casings and speaker from the **outside**.



Fasten the bolt with a **spacer** on the **backside** using your hand.

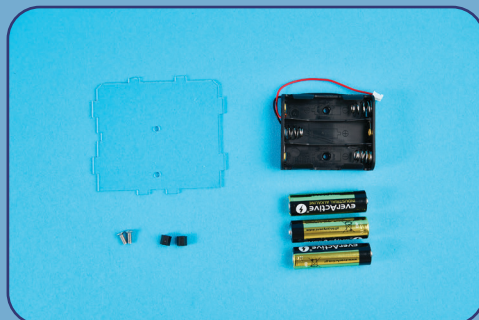


Repeat this step for the remaining three bolts and spacers.



Leave this part aside for now and focus on the battery holder.

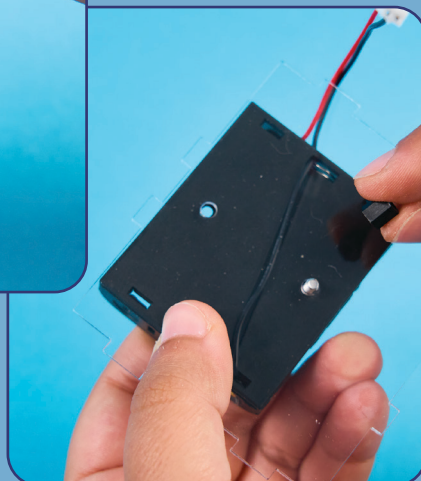
Take the **battery holder**, **batteries**, acrylic **casing** (see the photo), two **metal screws**, and two **spacers**.



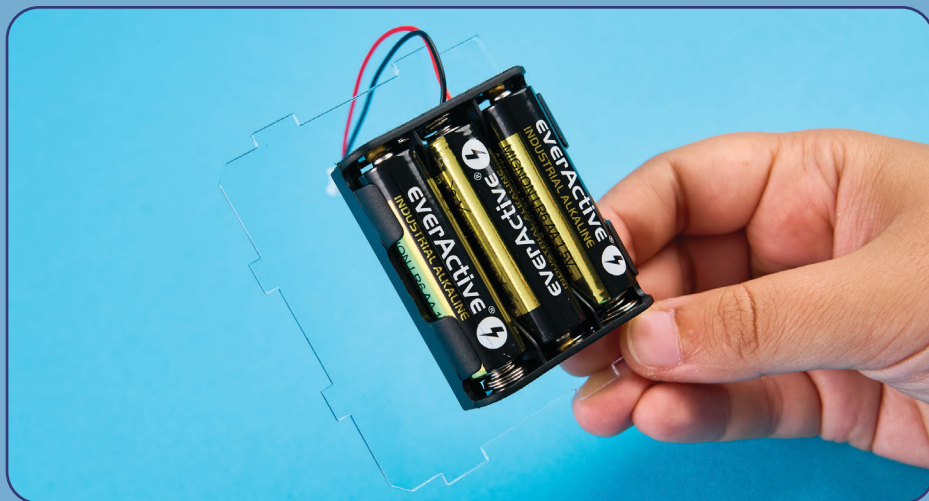
Position the battery holder on the casing so the two holes align with the casing's holes.

Notice the small cut-out on one side of the casing for the battery holder's wire. Ensure the battery holder is positioned so that the wire can go through that cut-out.

Insert a **screw** through the battery holder from the inside and **fasten** it with a **spacer** on the backside using only your fingers.

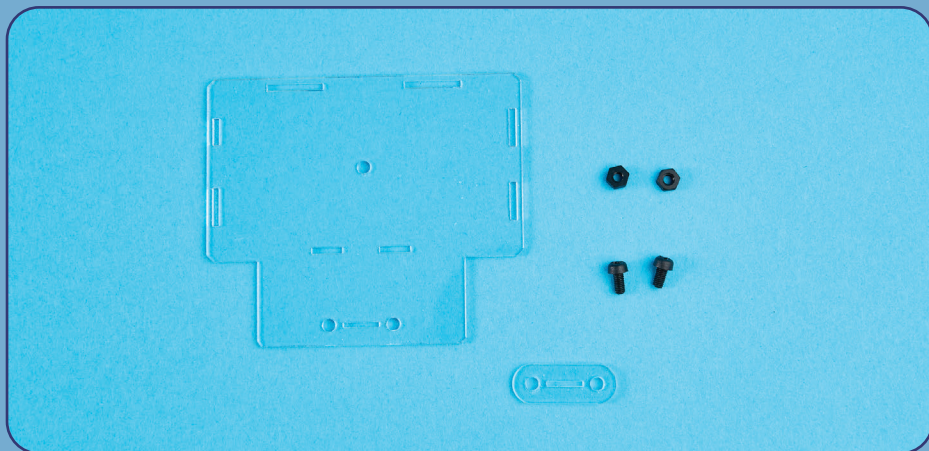


Next, **add the batteries** to the holder. Be **careful** to put the batteries in the right way. Inside the battery holder, there are **+** and **- signs** indicating the correct **polarity**. The same **+** and **- signs** can be found on each battery.

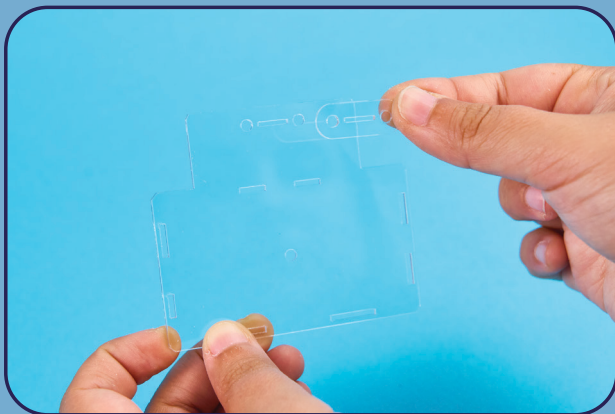


Leave this part aside for now.

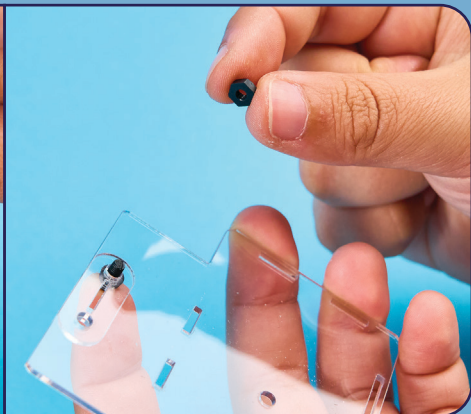
Take the two acrylic **casings** (see the photo), two **small spacers**, and two **small bolts**.



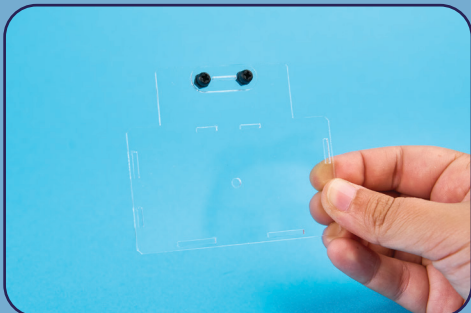
Place the smaller casing on the bigger one as shown in the photo to ensure smooth progress in the next steps.



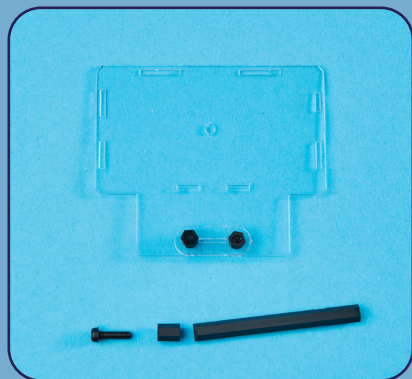
Insert the **bolts** from the side of the smaller casing and fasten them with **nuts** on the backside.



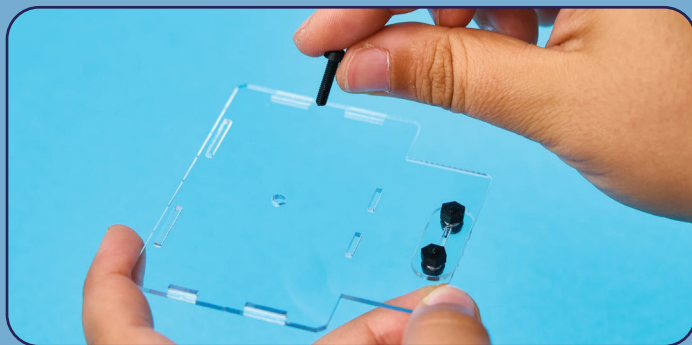
Repeat this step for the second bolt and nut.



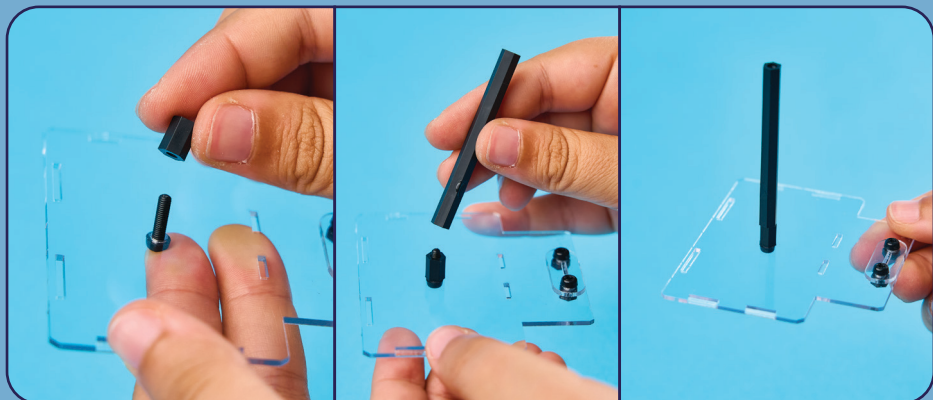
For the next step, you'll need the **piece of acrylic** you just built, one **long bolt**, one **long spacer**, and one **medium long spacer**.



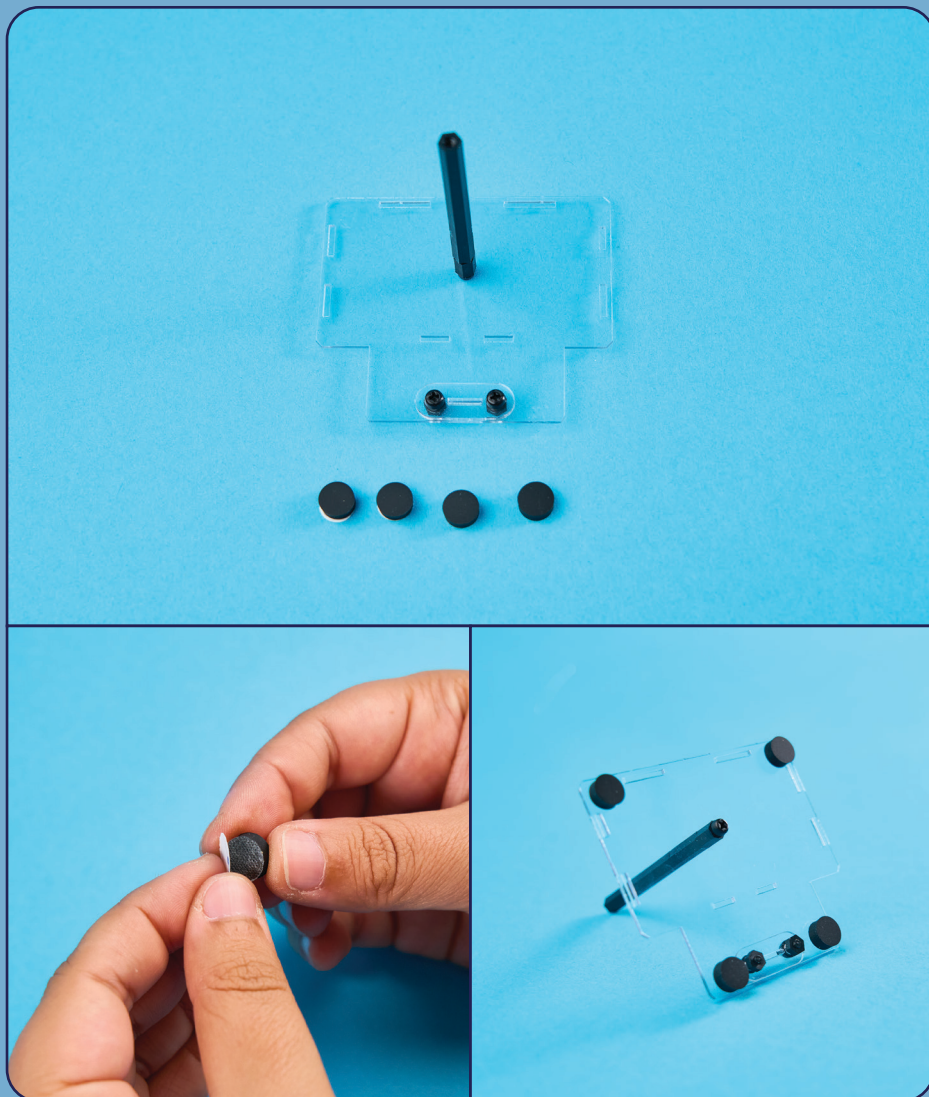
Insert the **bolt** on the **opposite side** from the previous step's bolts.



Fasten this bolt with the **medium long spacer**, and then **place the long spacer on top of it**.

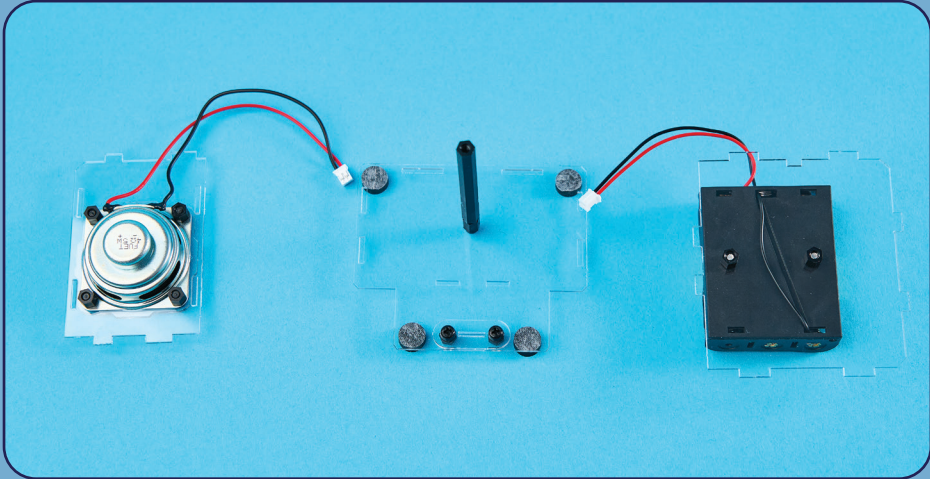


To ensure Harald can stand on any surface without tilting, apply the included **sticky pads** to each corner of the casing after removing the whitish protective film.

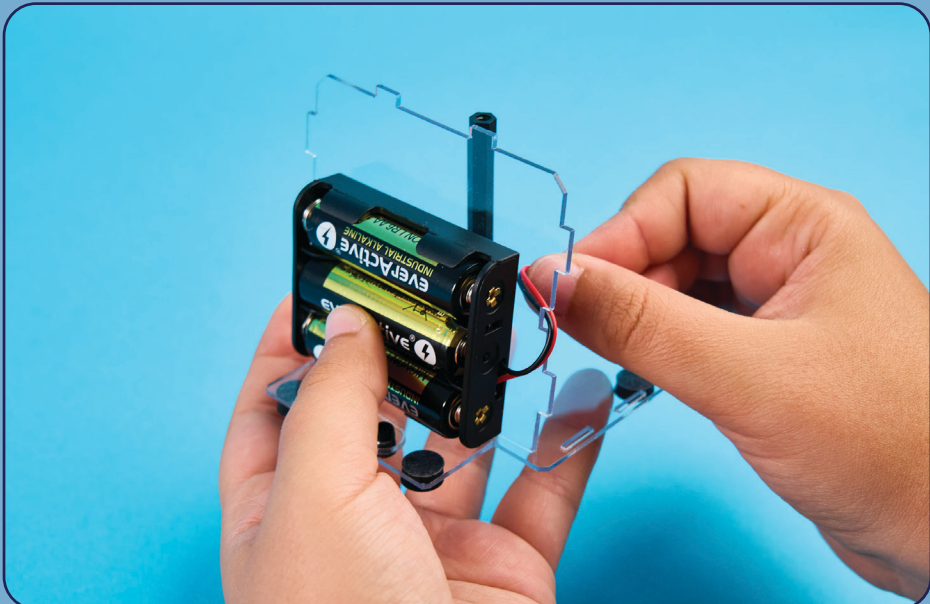


Now, we can start putting Harald together!

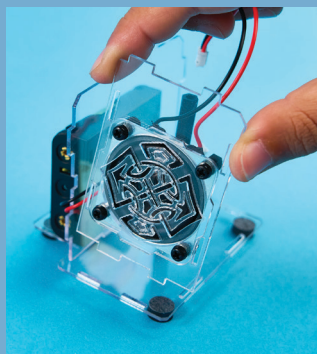
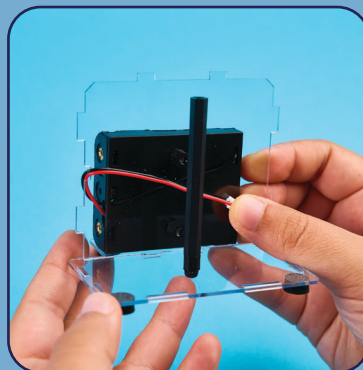
Take the casing parts you've worked on previously.



Connect the battery casing and the casing with the long spacer as shown. Ensure the battery holder is outside, and the small acrylic part (for placing your token) is in front of it.

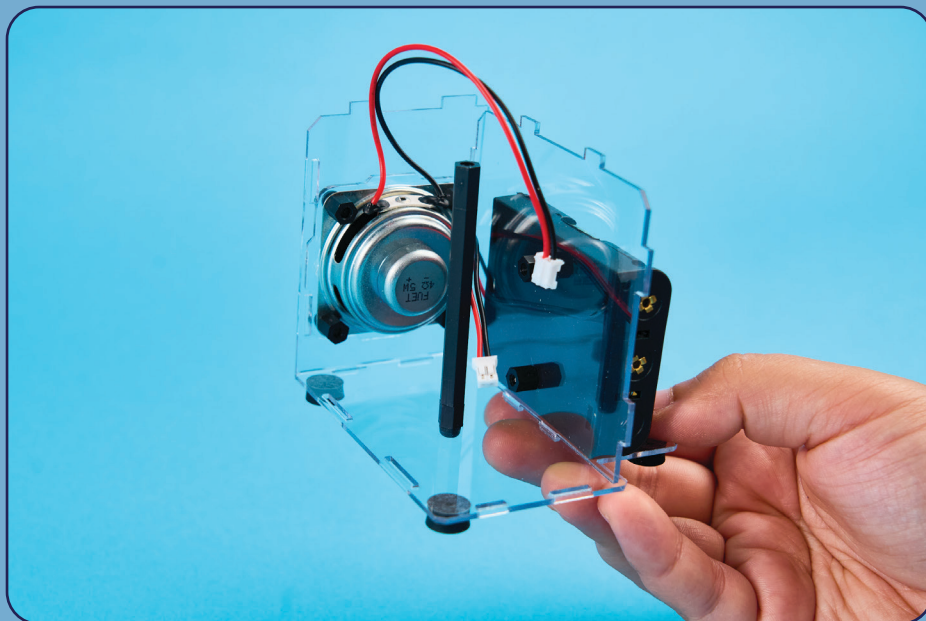


Bend the battery holder wire as shown to proceed with the assembly.



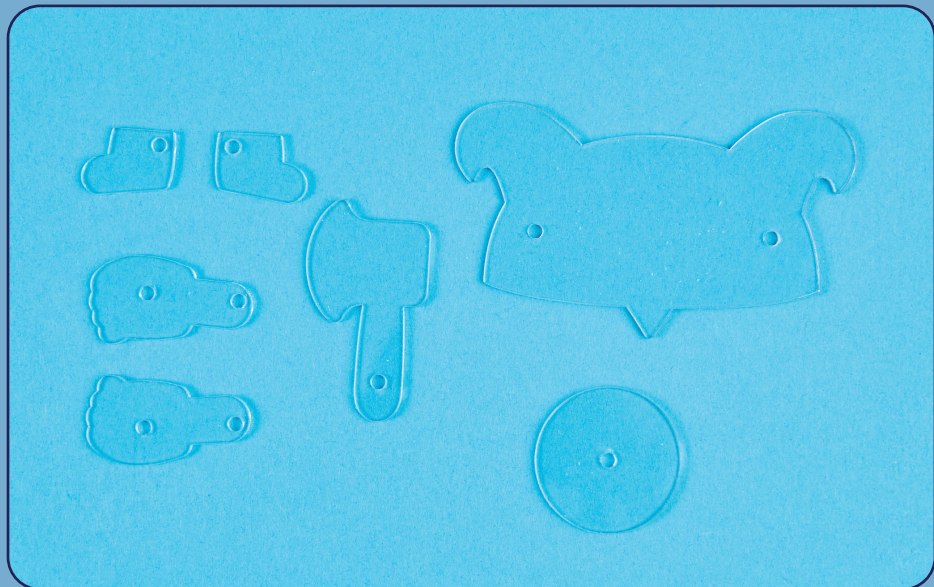
Add the **casing with the speaker** from the side of the battery wire. Ensure the **speaker's wire** is on the **upper side**.

Your Harald should look like this now.



Now for the fun and creative part!

Take all these acrylic casings: these are **Harald's accessories**—his ax, shield, arms, legs, and helmet.



Customize these casings as you wish, but **be careful** to place the stickers on the right side.



Here's a tip: to avoid messing up, place the sticker upside down on the table and stick the casing to it. Ensure it's on the correct side.



This is what casings look like right now.



Time to add Harald's body!

Take all the casings with the stickers, the big casing, PCB, nine bolts, eight spacers, and one nut.



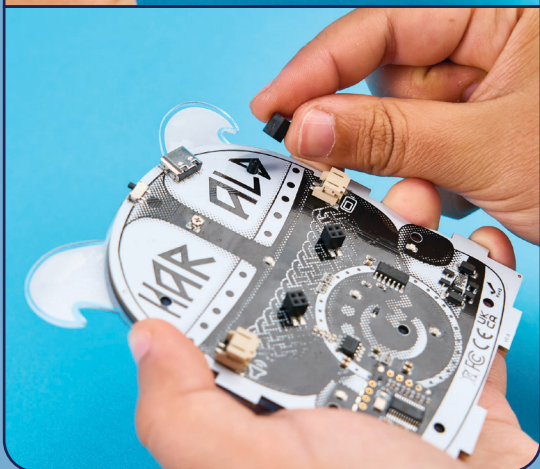
Place the big casing on the board, aligning all the holes for the bolts.



Place the **helmet casing** on the **PCB** and big casing, and insert one bolt.

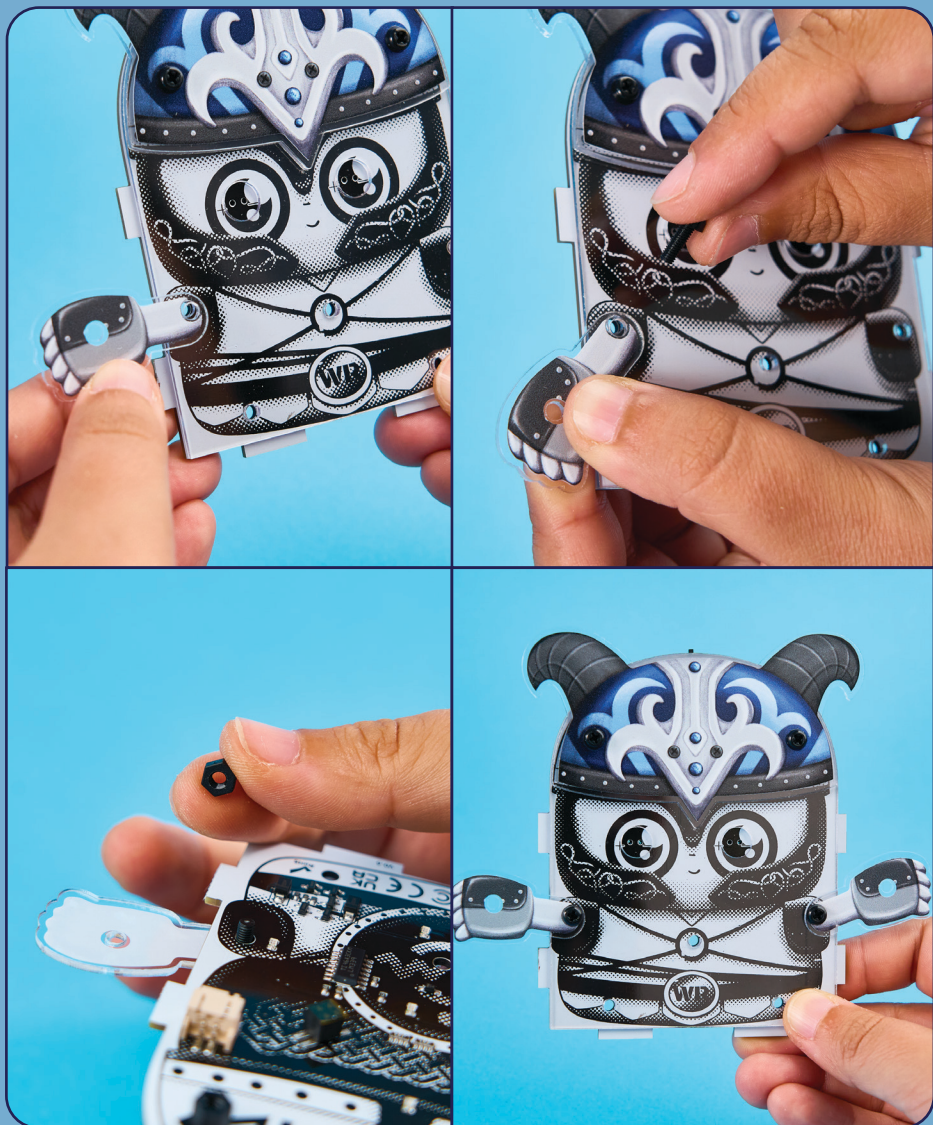


Fasten it with a **spacer** from the back.



Repeat this step for the arms but **BEWARE!**

Right arm has to be fastened from the backside with the nut, while the left one has to be fastened with the spacer.



Next, add the **legs**, **shield**, and **ax**.



Insert one of the **remaining bolts and spacers** into Harald's belly as shown.



As a final touch, we will use **LEDs** as his eyes.





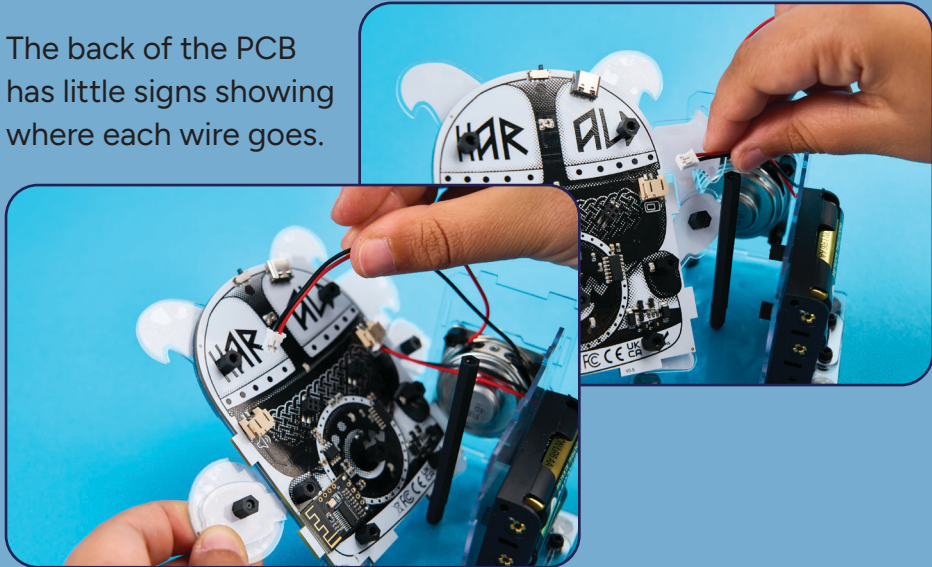
How does Harald look?



Now, let's connect everything together.

First, connect the **battery and speaker wires** to the **PCB** so you can turn Harald on and play music.

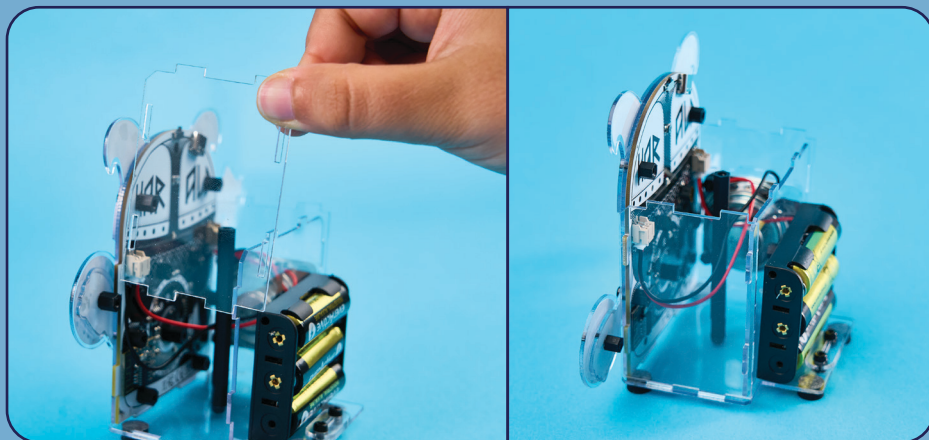
The back of the PCB has little signs showing where each wire goes.



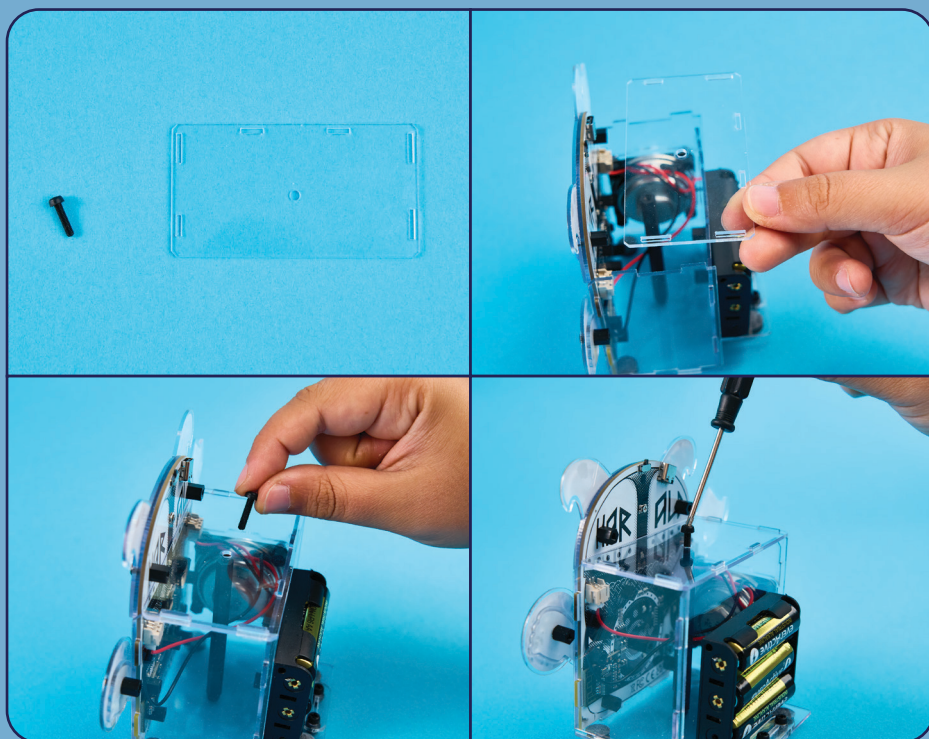
Make sure all the cut-out parts fit perfectly together.



Place the casing from the photo on the side as shown.



Finally, add the **last casing** and **bolt** at the top, and the bolt through the big spacer in the middle.



For fastening this last bolt, you might need a screwdriver.

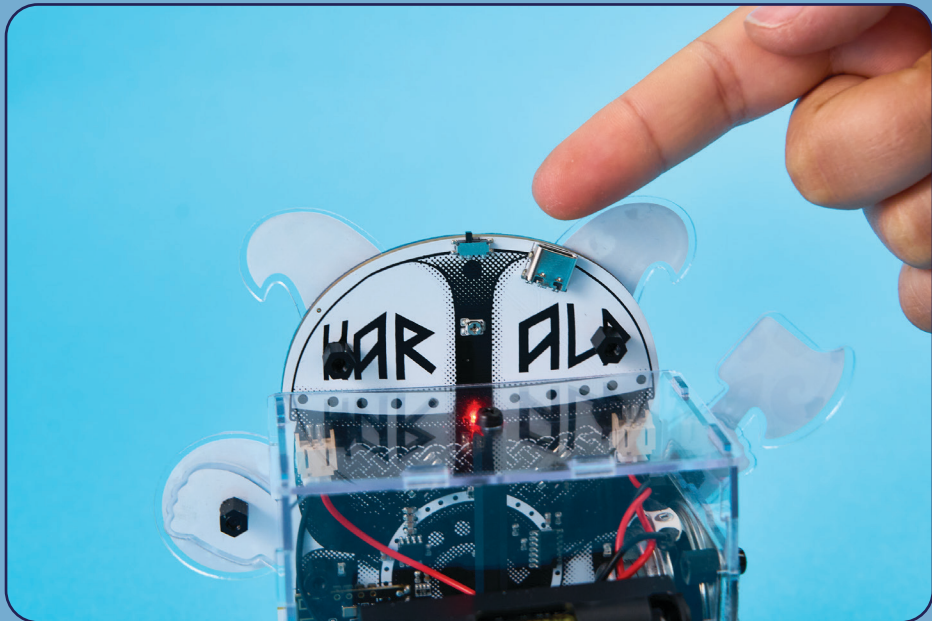
The big **token** in the kit is for connecting to the game console Bit (sold separately) and **unlocking the secret game**. If you are not playing a game, you can place it in its designated spot next to the battery holder.



And here comes **Harald!** Great job—we hope you had so much fun building your robot.



To turn it on, simply click here.



Both front and back LEDs should light up immediately. If the front ones do not, just take them out and switch the side—you probably mixed up the polarities.

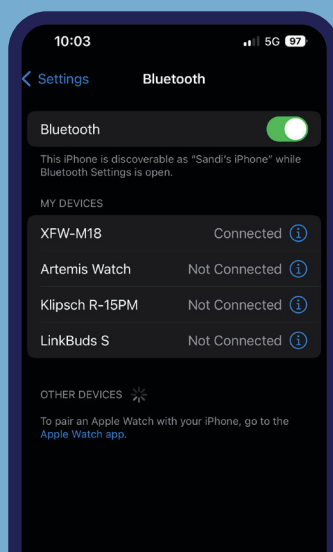
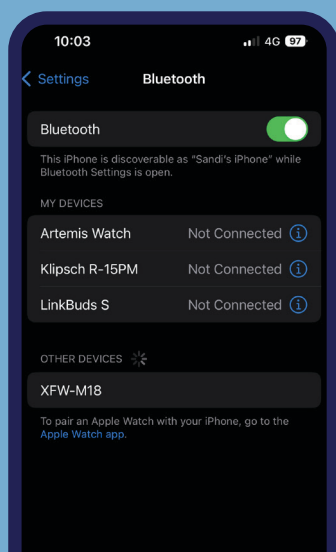
Have fun with your new robot buddy!

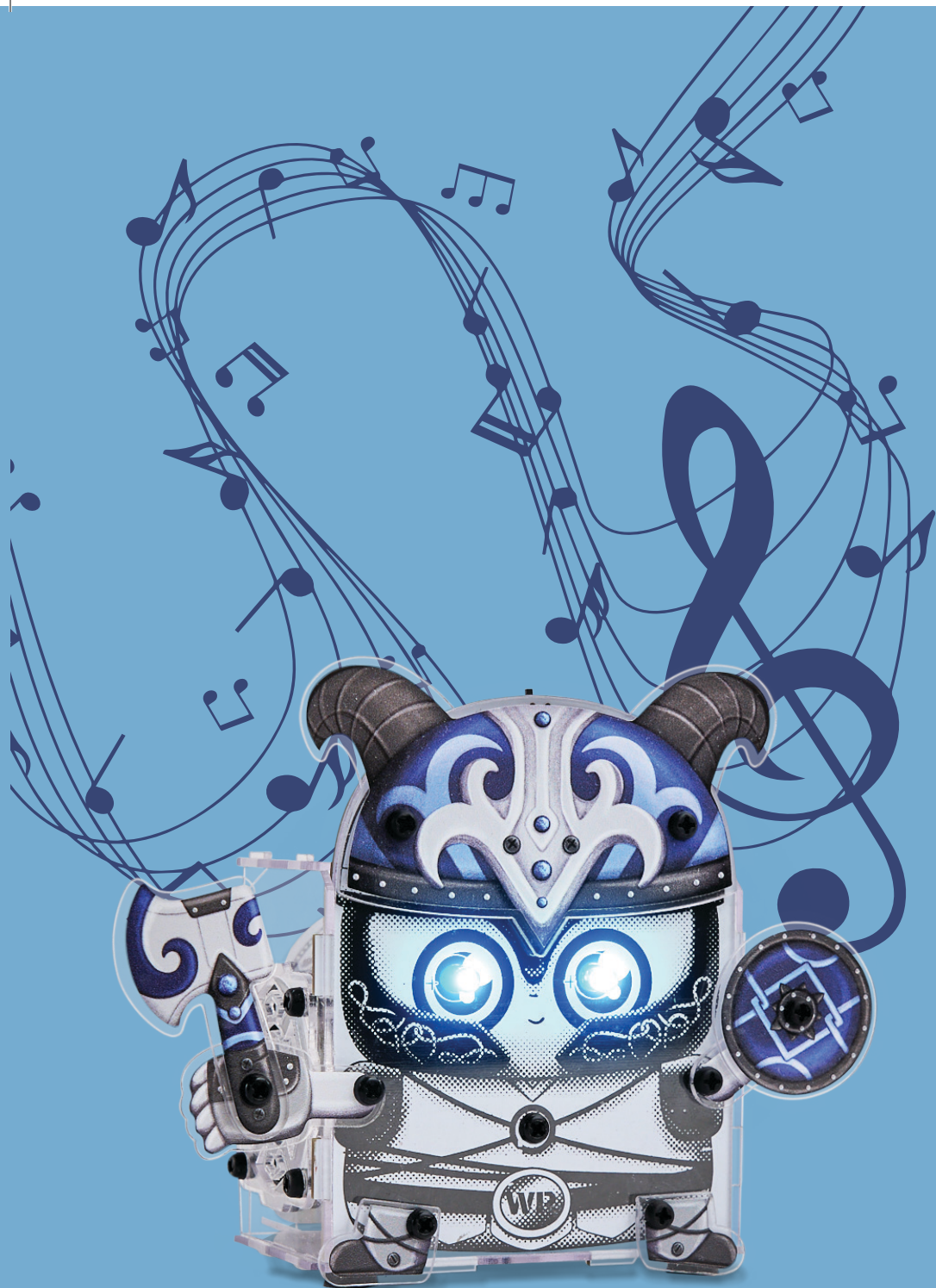
Connect Harald to your phone and play music!

The best thing about Harald is that you can connect it to your phone and play any music you want. Thanks to the speaker you connected previously, you'll be able to hear the music very well.

TO CONNECT HARALD TO YOUR PHONE:

- 1 Turn Harald on as shown in the previous step.
- 2 Turn on Bluetooth on your phone.
- 3 Find "XFW-M18" in the list of available devices.
- 4 Connect to "XFW-M18".
- 5 Start playing your favorite tunes and enjoy!





Thank you for purchasing CircuitMess Wacky Robots Educational kits.

For more information and detailed instructions on assembling and using your device, visit our official website: circuitmess.com/resources/guides

Important safety information for CircuitMess Wacky Robots

Read all safety information before using the device.

WARNING: Failure to follow these safety instructions could result in fire, electric shock, injury, and damage to your device or other objects. Read all safety information before assembling and using this device.

This product is a do-it-yourself device, and for it to work properly, you must assemble it according to the instructions you'll find on our website.

If you are a minor, assemble it only under an adult's supervision to avoid potential risks.

CircuitMess Wacky Robots kit contains sensitive electronic components. CircuitMess Wacky Robots or its components may be damaged if dropped, burned, punctured, crushed, or in contact with liquid. If you suspect that any part of your CircuitMess Wacky Robots kit (especially the batteries) is damaged, stop using the device. Using a damaged device may cause injury.

Use only authorized accessories compatible with your device and/or the supplied tools.

The device's operating temperature ranges from 0 °C ~ 40 °C.

Using this device in conditions

outside this temperature range may damage the device.

Please turn off CircuitMess Wacky Robots after use and store it in a safe and dry location.

The included battery must be recycled appropriately and/or disposed of separately from household waste.

Improper handling of batteries can cause a fire or explosion. Dispose of or recycle

your device, battery, and accessories according to local regulations.

The included battery is NOT rechargeable.

- Do not short-circuit the battery
- Improper use of the battery can cause overheating, burns, or other injuries.
- Do not leave the battery directly exposed to intense sunlight.
- Do not use the device or the battery in high-temperature conditions. Overheating may cause an explosion.
- Do not disassemble or damage the battery to avoid battery leakage, overheating, or explosion.
- In the case of deformation, stop using the battery immediately and dispose of it properly.

If you are not sure whether your device or the included battery is safe to use, turn off the device, put it in a safe place, and contact our customer support via email at contact@circuitmess.com.

Keep the device dry.

Do not attempt to repair the device by yourself.

If any part of the device does not work correctly, contact our customer support (contact@circuitmess.com) or take your device to a certified repair shop.

Connect other devices according to their operating instructions. Do not connect incompatible devices to this device.

Precautions

During prolonged use, Wacky Robots may rarely overheat.

Keep CircuitMess Wacky Robots in a ventilated room during the use and assembly. Pay special attention to this if you suffer from a physical condition that affects your ability to detect heat on your body.

Assembling or using CircuitMess Wacky Robots in an area with a potentially explosive atmosphere, such as areas where the air contains high levels of flammable chemicals, vapors, or particles (such as dust or metal powder), can be dangerous.

Exposure of CircuitMess Wacky Robots to environments with high concentrations of industrial chemicals, including liquefied gases that evaporate, such as helium, can damage the functionality of CircuitMess Wacky Robots.

Do not use CircuitMess Wacky Robots in hospital operating rooms or intensive care units.

Contact your doctor or our customer support (contact@circuitmess.com) to determine if the device's operation may compromise the work of medical devices.

To avoid possible interference with a pacemaker, maintain a minimum distance of 15 cm between the CircuitMess Wacky Robots and the pacemaker. To achieve this, do not carry the included device in your pockets.

Do not use CircuitMess Wacky Robots near hearing aids or similar medical aids and equipment to avoid interference with medical equipment.

Check aircraft safety regulations and turn off CircuitMess Wacky Robots on the aircraft if necessary.

Do not use CircuitMess Wacky Robots while driving.

To avoid lightning strikes, do not use CircuitMess Wacky Robots outdoors during storms.

Do not use the CircuitMess Wacky Robots in high-humidity environments such as bathrooms. Failure to do so may result in electric shock, injury, fire, and damage to the product, electronic components, power adapter, or other parts of this electronic educational kit.

Follow all the rules that limit the use of portable electronic devices in some situations and conditions.

The individual parts and components in the CircuitMess Wacky Robots can pose a choking risk to children under 36 months. Keep all components, tools, and parts of this product away from small children before and after assembling the device.

Additional Recommendations and Precautions for Parents, Guardians, and Teachers Buying CircuitMess Wacky Robots for Children

1. Carefully follow the instructions for

adequately assembling CircuitMess Wacky Robots. Keep these and all other instructions that came with the products in a safe place.

2. Supervise your child while assembling and using the CircuitMess Wacky Robots. Your responsibility is to ensure that the child uses the CircuitMess Wacky Robots correctly and that the CircuitMess Wacky Robots are suitable for the child's age and abilities.

3. Check from time to time if CircuitMess Wacky Robots are damaged or worn out in any way to prevent possible injuries and risks to the child's health and safety. If CircuitMess Wacky Robots is damaged, remove it immediately.

4. Remove any unnecessary packaging, but keep the instructions. Take care that children do not play with any plastic packaging as there are suffocation risks.

5. Teach children to always store CircuitMess Wacky Robots and other parts of the CircuitMess Wacky Robots educational kit appropriately to prevent accidents. Do not leave CircuitMess Wacky Robots on stairs or on the floor in your home or classroom where someone can step on them.

6. Always report a product security issue to our customer support (contact@circuitmess.com)

Declaration of Conformity

CircuitMess d.o.o. declares that these DIY educational kits CircuitMess Wacky Robots model complies with the essential requirements and all other relevant provisions of Directive 2014/53 / EU. The full text of the EU declaration of conformity is available at the following Internet address:

circuitmess.com/certification.

Legal Information

These devices can be used in all EU Member States. Check all the national and local regulations about using the device. These devices may be restricted for use, depending on local laws.

Manufacturer:

CircuitMess d.o.o.

Ulica dr. Luje Naletilića 85,

10256 Botinec,

Zagreb,

Croatia

OIB: 50943449035

Proper disposal of this product

WEEE markings on the product indicate that this product may not be disposed of with the rest of your household waste in the EU. To prevent possible damage to the environment or human health from uncontrolled waste disposal, recycle the product responsibly. Recycling promotes the sustainable reuse of resources. For more information on the disposal of electrical and electronic equipment, don't hesitate to contact your local household waste disposal service, the store where you purchased the kit, or our customer support (contact@circuitmess.com).

IMPORTANT! Warranty conditions:

The warranty is valid only if the original invoice is attached to the product as proof of purchase during the complaint. If the

customer sends the product for repair for any reason not covered by the warranty, the customer may be charged for inspection and testing and delivery costs.

WARRANTY STATEMENT

CircuitMess d.o.o., with its registered office in Zagreb, Croatia, Ulica dr. Luje Naletilića 85, guarantees the quality and proper functionality of the components that come in the CircuitMess Wacky Robots DIY educational kits for a duration of 24 months from the date of purchase.

If the assembled device does not work correctly due to defects in supplied parts or electronic components supplied in the CircuitMess Wacky Robots DIY educational kits, CircuitMess d.o.o. will repair the product or send an equivalent replacement product at their own expense.

In case you are experiencing assembly or functionality difficulties with your device, please contact us via email (contact@circuitmess.com).

Please include a detailed description of the problem.

If you are sending the product to a repair shop, it is recommended to deliver the product in the original packaging to protect it from potential damage during transportation.

WARRANTY CONDITIONS

The warranty period begins on the day of sale indicated on the invoice.

The warranty is valid upon presentation of the original invoice.

If the defect is not remedied within a

reasonable period after receiving the product for repair, CircuitMess d.o.o. will replace it with a new product.

The repair shop does not take responsibility for storing and/or losing personal data while repairing the device.

WARRANTY DOES NOT COVER

Upgrades, alterations, modifications to hardware and/or software without the written consent of CircuitMess d.o.o.

Malfunctions due to improper handling, faults due to wear of the device and/or its parts (in you need help with assembly or if you have difficulty using the device after assembling it, please contact us at contact@circuitmess.com).

Defects caused by external particles (including, but not limited to: staples, waste, dust, food) and external factors (including, but not limited to: moisture, water, thermal damage).

Mechanical damage and/or failures caused by mechanical damage.

Use of the product for a purpose for which it is not intended.

Requirements for the appearance, technical functionalities, and/or capabilities of the product outside the manufacturer's specifications and/or standards.

Damages to personal data, other tangible and/or intangible assets of the buyer and/or third parties, indirect damages, lost profits caused by the use of the product, and/or its failure.

Repairs in an unauthorized repair shop and/or installation

of non—original spare parts.

Damage caused during transportation
caused by improper packaging.

The rights under this warranty are the
exclusive and final rights of the customer
unless otherwise provided by national law.

CircuitMess d.o.o. as the warranty provider
and/or its authorized partners will not
be liable for any defect, damage, loss,
direct or indirect cost, or connection
with the delivered products outside
the warranty conditions written here.

This warranty does not affect other
rights of the customer belonging
to him on other legal grounds.



WARNING:
CHOKING HAZARD -
Small parts. Not for
children under 3 years.

WARNING:

This toy produces flashes
that may trigger epilepsy in
sensitised individuals.

WARRANTY SHEET

Product name:	CircuitMess Wacky Robots do-it-yourself educational kit
Warranty on components and parts contained in this set is:	24 months
Date of purchase:	
Seller and point of sale stamp:	
Invoice number:	

Information on interventions during warranty period is entered by a repair shop technician at an authorized repair shop.

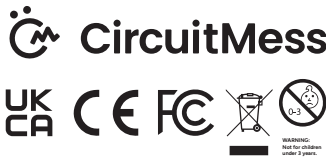
Received on	Issued on	Fault description	Warranty extension

Manufacturer:

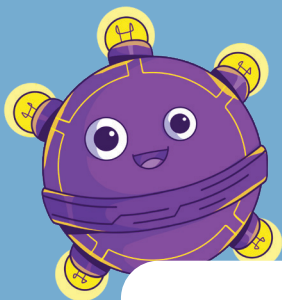
CircuitMess d.o.o.
Ulica dr. Luje Naletilića 85,
10256 Botinec,
Zagreb,
Croatia
Country of origin: Croatia
www.circuitmess.com

Authorized repair shop:

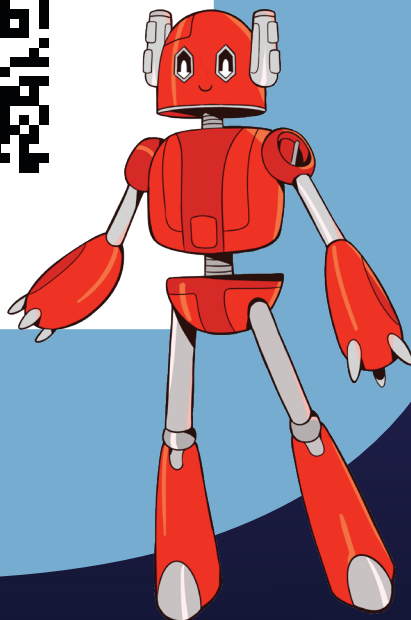
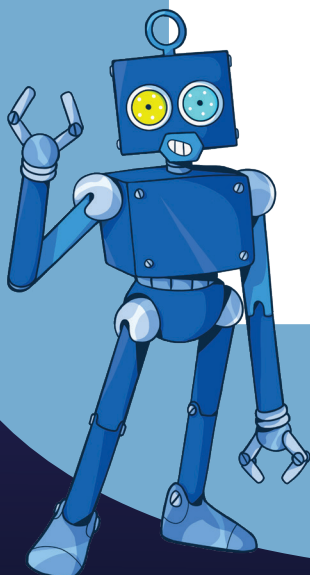
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10256 Botinec,
Zagreb,
Croatia
Country of origin: Croatia
www.circuitmess.com



WACKY
ROBOTS



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