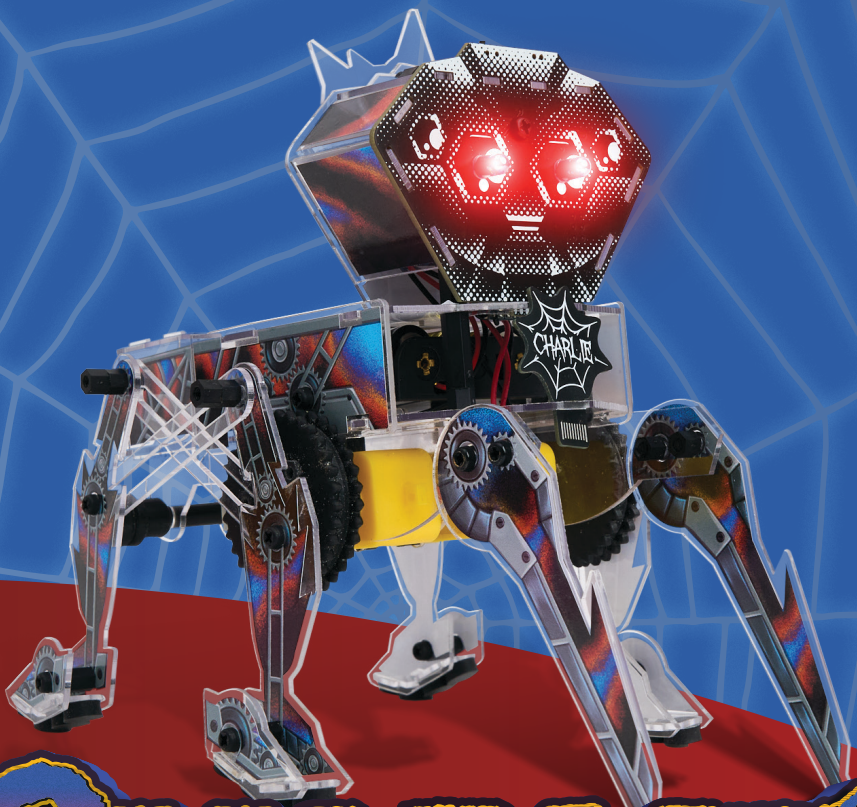
CREATOR'S BOOKLET



CHARLIE

CircuitMess

WACKY ROBOTS

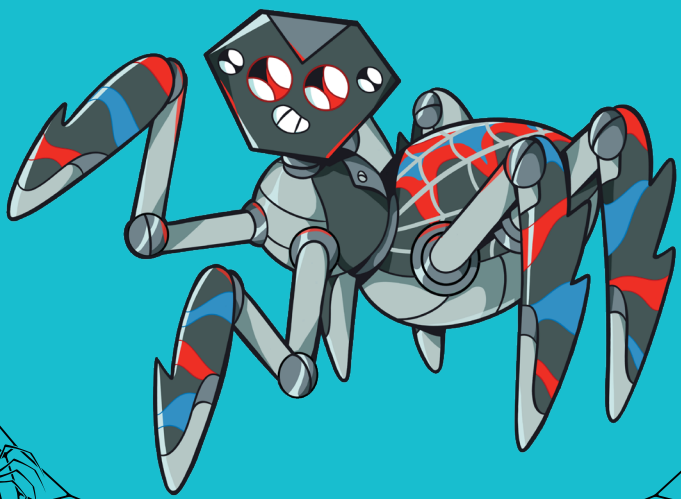
Scan the QR code for instructions in your language

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 Charlie

Charlie is a Wacky Robot that knows how to weave a web. Resembling a real–life spider in both form and movement, Charlie is named after the trailblazing scientist in robotics and AI, Charles Rosen.



How does it work?

- Follow the guides and assemble your Charlie
- Discover the world of walking robots
- Explore what LIDAR is and how it functions
- Take Charlie for a stroll and enjoy the adventure

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!

Behind the name

CircuitMess

a reference to electronic circuits

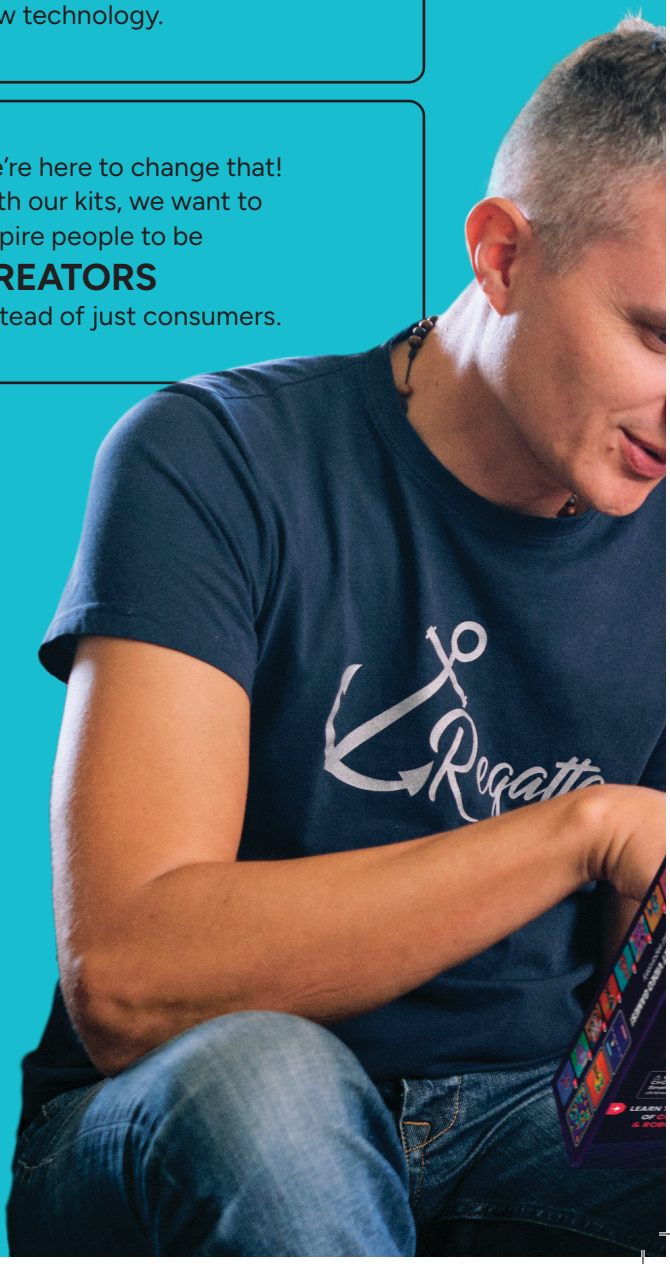
what best describes our workplace

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

The mission

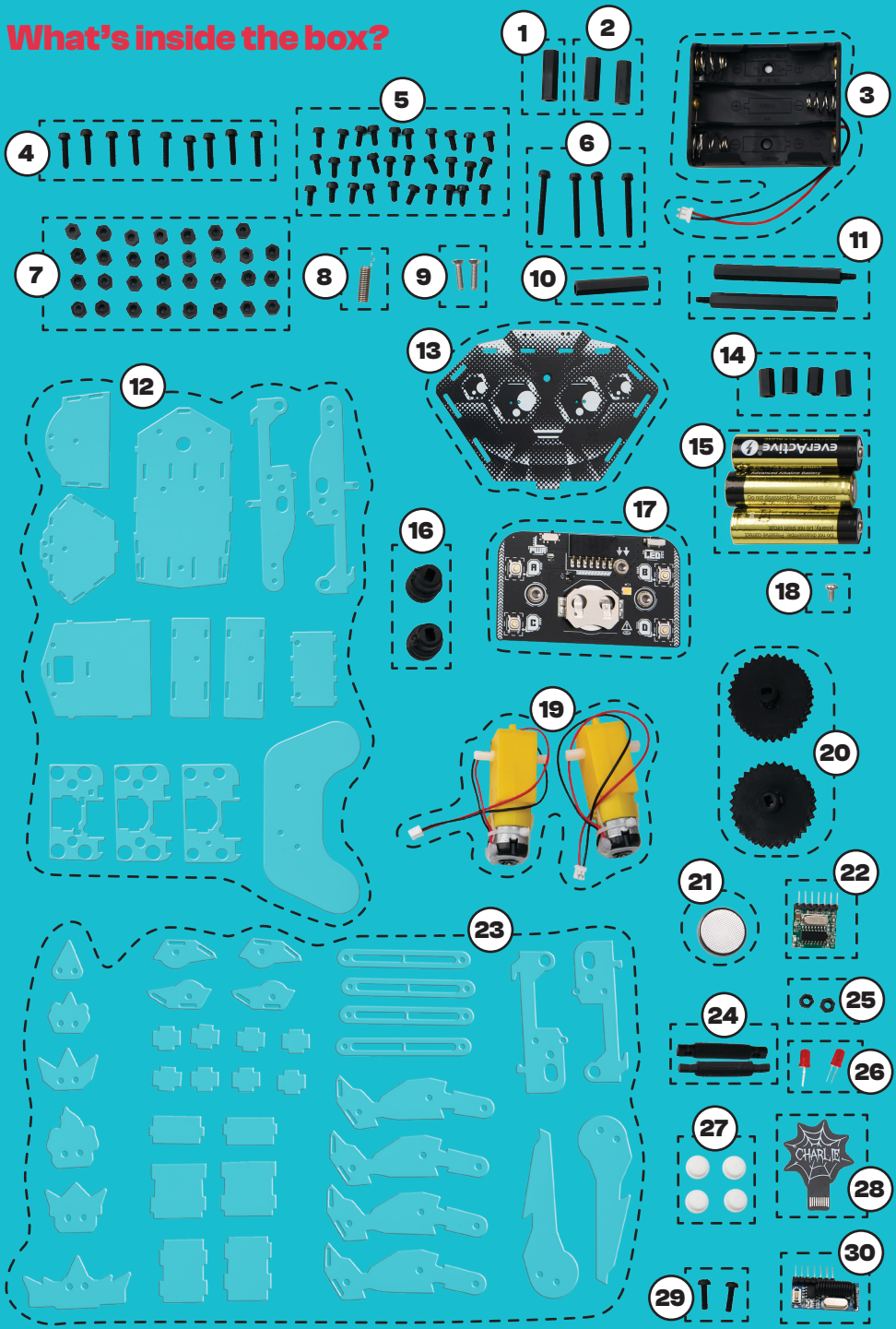
Everybody knows how important technology is, but less than 1% of the population knows
HOW TO MAKE
new technology.

We're here to change that! With our kits, we want to inspire people to be
CREATORS
instead of just consumers.



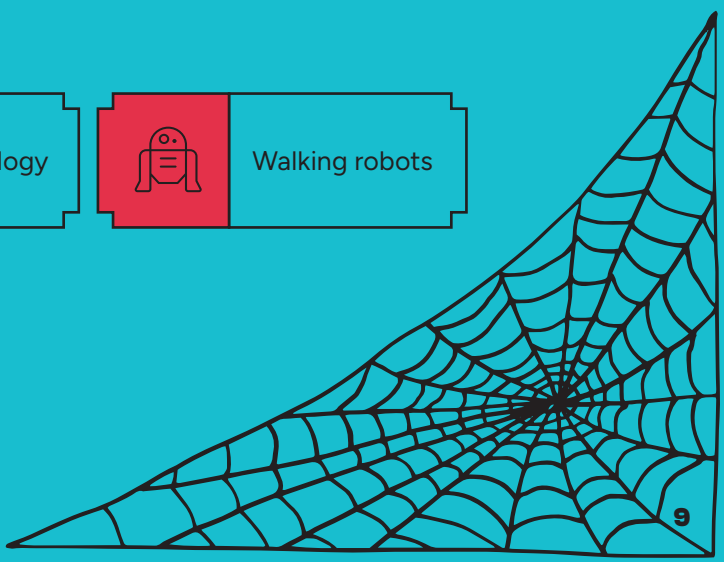
CircuitMess
BiT
CircuitMess
STEM
BUILD YOUR OWN GAME CONSOLE!
7+
CONNECT IT WITH WACKY ROBOTS
LEARN THE BASICS OF CODING & ROBOTICS!
See it in action!
WINKY
ROBBY

What's inside the box?



1. M3x20 nylon standoff
2. M3x17 naylon standoff
3. Battery holder
4. M3x10 nylon screw
5. M3x6 nylon screw
6. M3x25 nylon screw
7. M3x5 nylon standoff
8. Antenna
9. M3x12 metal screw flathead
10. M3x30 nylon standoff
11. Spacers
12. Controller acrylic casings
13. Charlie pcb
14. M3x10 nylon standoff
15. Batteries
16. Custom molded small wheel
17. Controller pcb
18. M3x6 metal screw roundhead
19. Motors
20. Wheels
21. Coin battery
22. Transmitter
23. Charlie acrylic casings
24. Custom molded wheel shaft
25. M3 nut
26. Leds
27. Pushbuttons
28. Token
29. M3x10 nylon screw
30. Receiver module

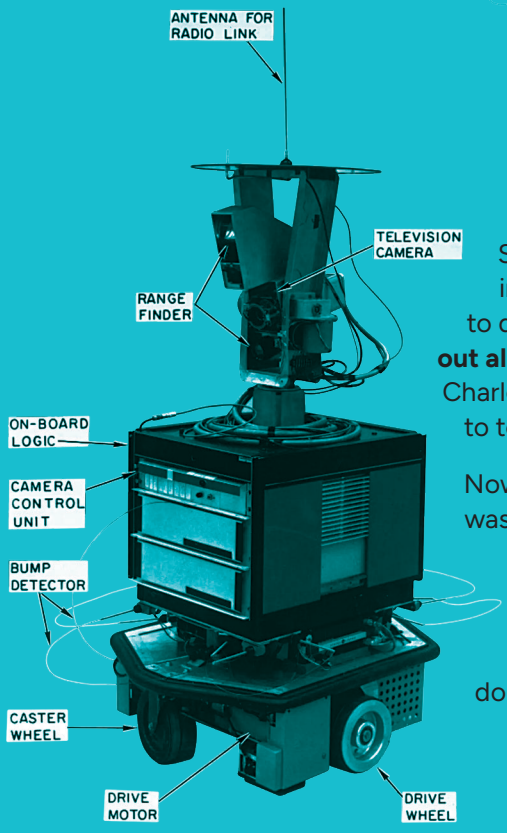
You'll learn about



The name — Charles Rosen

Charlie isn't just any robot. He's named after one of the coolest scientists in the world of robotics and AI: **Charles Rosen**. Let's learn a little bit about the amazing Charles Rosen and his famous creation, **Shakey!**

Charles Rosen was a superstar in the world of artificial intelligence. He and his team at **SRI** (which stands for the Stanford Research Institute, a super smart group of scientists) did something incredible: they created the **first ever robot that could think for itself,** called Shakey.



Shakey wasn't like the robots you see in movies. It wasn't just programmed to do one thing; it could **figure things out all on its own!** From 1966 to 1972, Charles Rosen and his team worked hard to teach Shakey how to be super smart.

Now, let's imagine **Shakey's world.** It was a bit like a big puzzle, with rooms and corridors connected together, but it was still a bit **limited.** Shakey could do all sorts of cool stuff like turning lights on and off, opening doors, and even moving objects around.

But here's the really cool part: Shakey could plan out its moves just like a chess master plans out their next move. If there were obstacles in its way, no problem! Shakey used special techniques to figure out the best path to take.

And guess what? Shakey's brain had a special tool called **STRIPS,** which helped it solve even the trickiest of problems. It used search techniques to plan "way points" for navigating while avoiding obstacles. A planning system called STRIPS ("Stanford Research Institute Problem Solver") reasoned about complicated goals, like "go to room D and push block 9 over to where doorway 4 is."

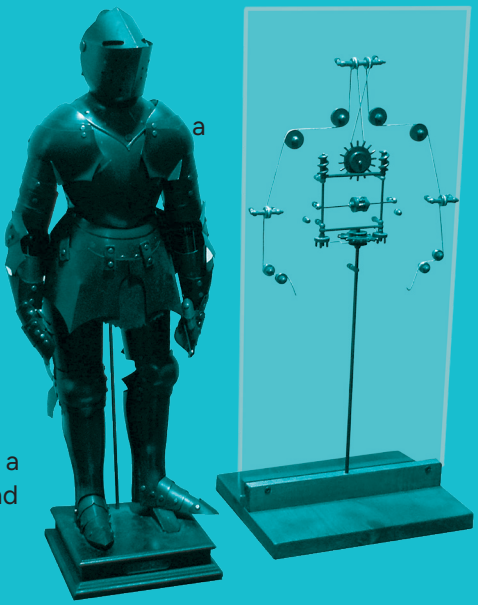
LEARN MORE ABOUT SHAKEY

Shakey didn't just do cool tricks; it left a **big mark on the world of robots, electronics, and AI.** So, the next time you see Charlie the Robot doing something awesome, just remember, he's following in the footsteps of the legendary Shakey, thanks to the amazing Charles Rosen!

History of legged robots

Are robots going to rule the world one day? That's the question that is yet to be answered. However, we are on a way of symbiotic life of humans and robots.

Long before Shakey the Robot and even before modern technology, people were dreaming up ideas for robots. In fact, one of the very first recorded designs of humanoid robots dates all the way back to the **15th century,** thanks to the genius mind of **Leonardo da Vinci!** In his notebooks, he sketched designs for a knight in armor that could sit up, wave, and move its head and jaw. Imagine, even back then, people were already thinking about robots that looked like us!



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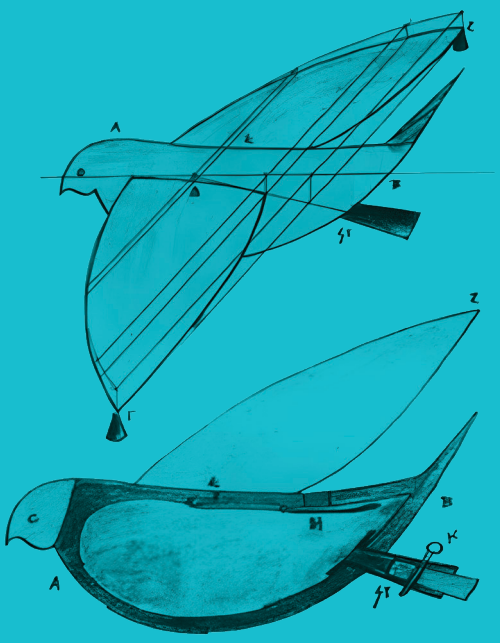


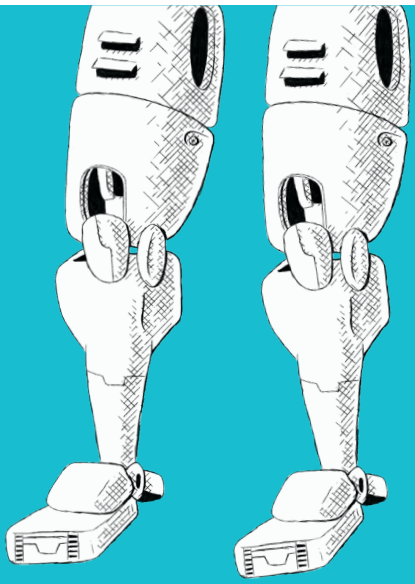
But Leonardo da Vinci wasn't the only one with big ideas. In ancient Greece, a mathematician named **Archytas of Tarentum** thought of a mechanical bird called **"The Pigeon"** that could fly using steam power. How cool is that?

People have been thinking about robots and developing ideas since ancient times, and all these inventions today are just a new chapter in the history of robotics.

Legged robots

Fast forward to today, and we're still fascinated by robots. Now, let's talk about legged robots like the one you're building, Charlie!

Legged robots come in all shapes and sizes, depending on how many legs they have.

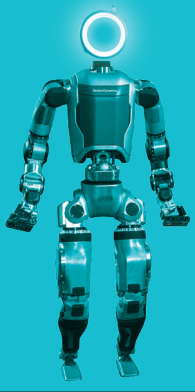


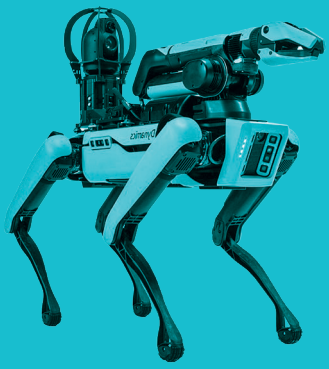
One–legged or pogo–stick robots

First up, we have the one–legged robots, also known as pogo–stick robots. Just like **hopping** around on a pogo stick, these robots use a **hopping motion** to move. But they're **not the most stable** because, as you can probably guess, the more legs, the better!

Bipedal or two–legged robots

These robots are a big deal because they're inspired by the way our own human bodies work. One famous two–legged robot is called **Atlas,** and it looks super cool!



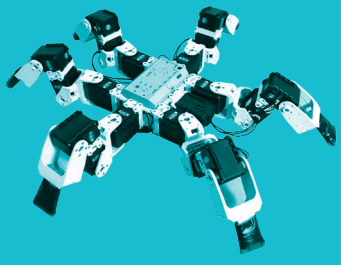


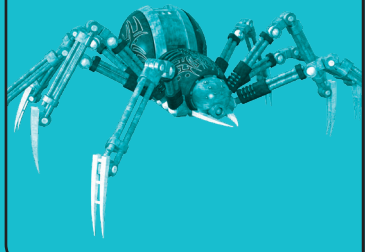
Quadrupedal or four–legged robots

These robots move just like four–legged **animals** such as **dogs.** You might have seen one of the most famous quadruped robots, **Spot,** which looks like a yellow robot dog made by **Boston Dynamics.** Spot can carry equipment of up to **14 kg (30.9 lbs)** and run as fast as **5.7 kmph (3.579 miles/hr).** Its primary tasks are in manufacturing, construction, research and mining.

Hexapods or six–legged robots

Then there are the six–legged robots, **inspired by insects.** They move around in a way that mimics how insects scurry about, helping them gain more stability.





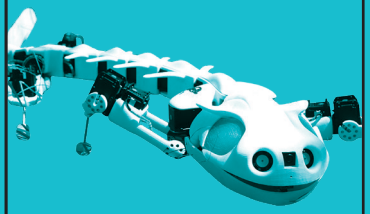
Eight–legged robots

And don't forget about the eight–legged robots, inspired by spiders! These robots are super stable because, well, spiders are pretty good at keeping their balance.

Hybrids

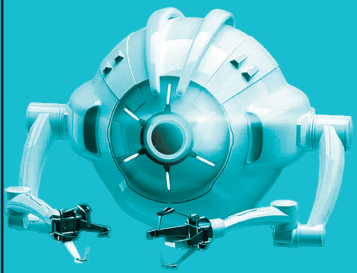
But wait, there's more! We also have hybrid robots that have **both wheels and legs.** These robots are like the best of both worlds, able to move around on different types of terrain.

And speaking of hybrids, have you heard of the **Robot Salamander?** It's a robot that can swim in the water and walk on land, just like a real salamander! How cool is that?



So, whether they're hopping, walking, or scurrying, legged robots like Charlie are paving the way for an exciting future where humans and robots work together in harmony. Who knows what amazing robots we'll see next?

5 fun robots that exist right now

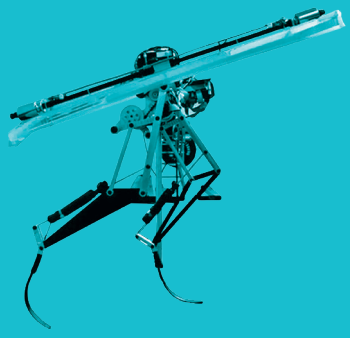


Nano–robot

Imagine a tiny hero, smaller than the tiniest speck you've ever seen! That's a Nano–robot. It's so small, about **50–100 nanometers wide,** that you need a super–powerful microscope just to spot it! It is designed for **precise drug delivery** in the human bloodstream and to **assist in delicate surgical operations** alongside traditional surgery.

Sophia Robot

Sophia was made by brilliant minds at Hanson Robotics and she's as smart as she is human–like. She can copy your facial expressions, chat with you about anything under the sun, and guess what? She's so cool that Saudi Arabia even gave her citizenship!

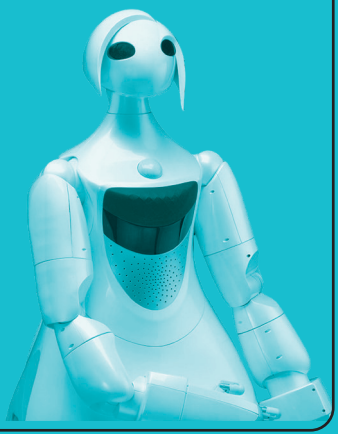


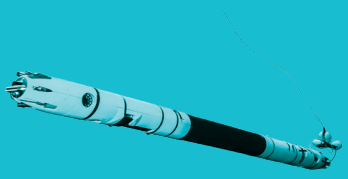
Raptor

Meet Raptor, the robot speedster inspired by the swift Velociraptor dinosaur! Created by smart scientists in Korea, Raptor can zoom faster than even the speediest humans, reaching up to 46 kilometers per hour! Just imagine trying to race against a robot that's modeled after a real–life dinosaur known for its lightning–fast moves!

Care robots

Did you know that in Japan, robots are helping take care of people? Yep, it's true! The **Japanese** government is spending lots of money on creating special robots called carebots. One of them is **Robina,** made by Toyota. Robina's like a friendly nurse, helping out with all sorts of tasks to make life easier for people who need a little extra help.





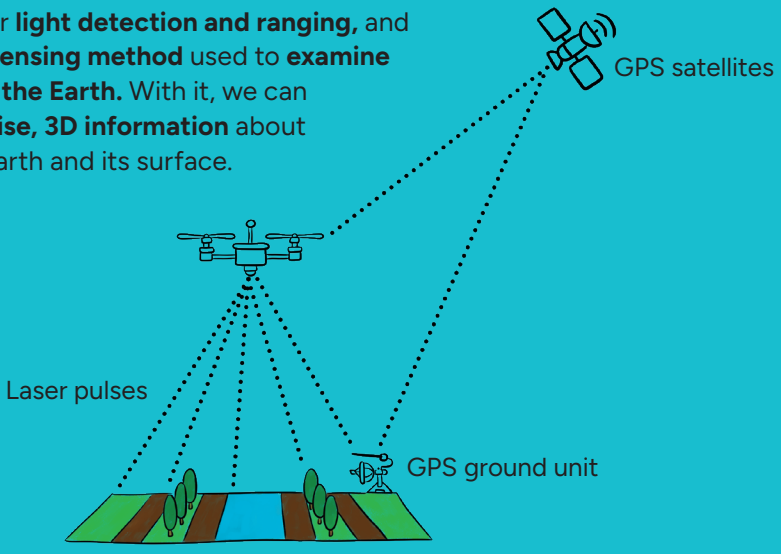
Icefin robot

Dive deep into the icy waters of Antarctica with the Icefin robot! This cool robot was sent there by smart scientists at Cornell University to **explore the frozen world beneath the sea.** It made the first–ever detailed map of where the ice meets the water, called the grounding zone. By studying this special place, we can learn more about how ice shelves melt and freeze, which helps us understand important things like sea–level rise.

LIDAR

To make the robots that we talked about previously, we need to have all kinds of technologies. One of the most interesting technologies is called **Lidar,** and it is extremely important for autonomous cars and robots that can walk around freely without a human navigating them.

Lidar stands for **light detection and ranging,** and it is a **remote sensing method** used to **examine the surface of the Earth.** With it, we can **generate precise, 3D information** about the shape of Earth and its surface.

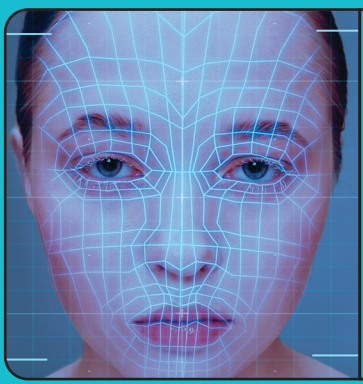


How does Lidar work?

A typical lidar sensor **emits pulsed light waves** into the surrounding environment. These pulses bounce off surrounding objects and return to the sensor. The sensor uses the time it took for each pulse to return to the sensor to calculate the distance it traveled. Repeating this process millions of times per second creates a precise, **real–time 3D map of the environment.** But, it not only measures distance but the entire shape and size of objects to make the 3D map as realistic as possible. This 3D map is called a **point cloud.** An onboard computer can utilize the lidar point cloud for safe navigation.

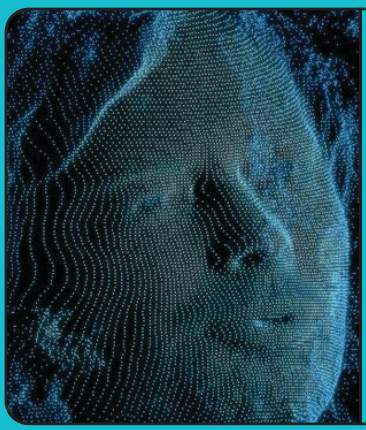
Lidar also creates its own light source so we can use it in very dark places as well.

Fun facts

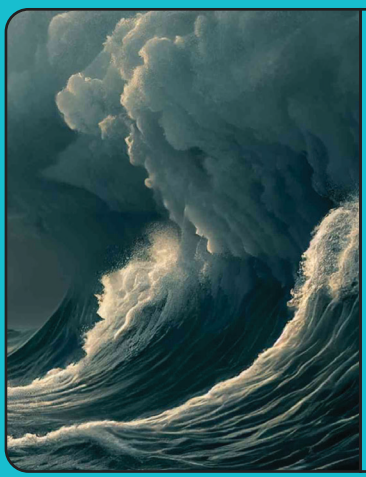


As Lidar sensing advances, we will be able to use it to figure out **body language and read faces,** including lips. But it is still in the early phases.

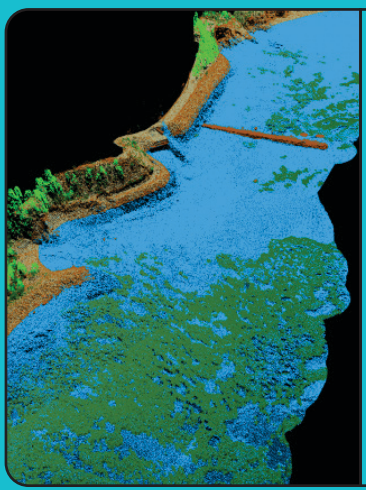
If you have an **iPhone,** you most likely have Lidar on it as well! On Apple devices, lidar empowers **portrait mode** pictures with night mode, quickens auto focus and improves accuracy in the Measure app.



Did you know that back in **2007,** the band Radiohead used Lidar to make the **music video** for their song **"House of Cards"?** It was the first time ever that real–time 3–D laser scanning was used to record a music video!



And here's something really amazing: Lidar can even help scientists **predict** when **a tsunami** might hit and how bad it might be. By using Lidar to create detailed maps of coastal areas, scientists can figure out which areas are most at risk and help keep people safe.



In **oceanography,** scientists use Lidar to gather all sorts of information about the ocean, like how deep it is, what it's made of, and even how many tiny plants called phytoplankton are living in it. They can even use Lidar to figure out what kinds of animals live deep down in the ocean, and how many of them there are!

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

1. Describe Shakey the Robot and its abilities.

2. What are the different types of legged robots mentioned in the text, and what animals or objects inspire them?

3. How does a Lidar sensor work, and what is its primary function?

4. What is the primary function of a Nano–robot?

5. Who was the famous historical figure known for designing humanoid robots in the 15th century?

Create your own robot

Now that you've seen what real robots can do and what they look like, use your imagination to create your own!

My robot's name is _____

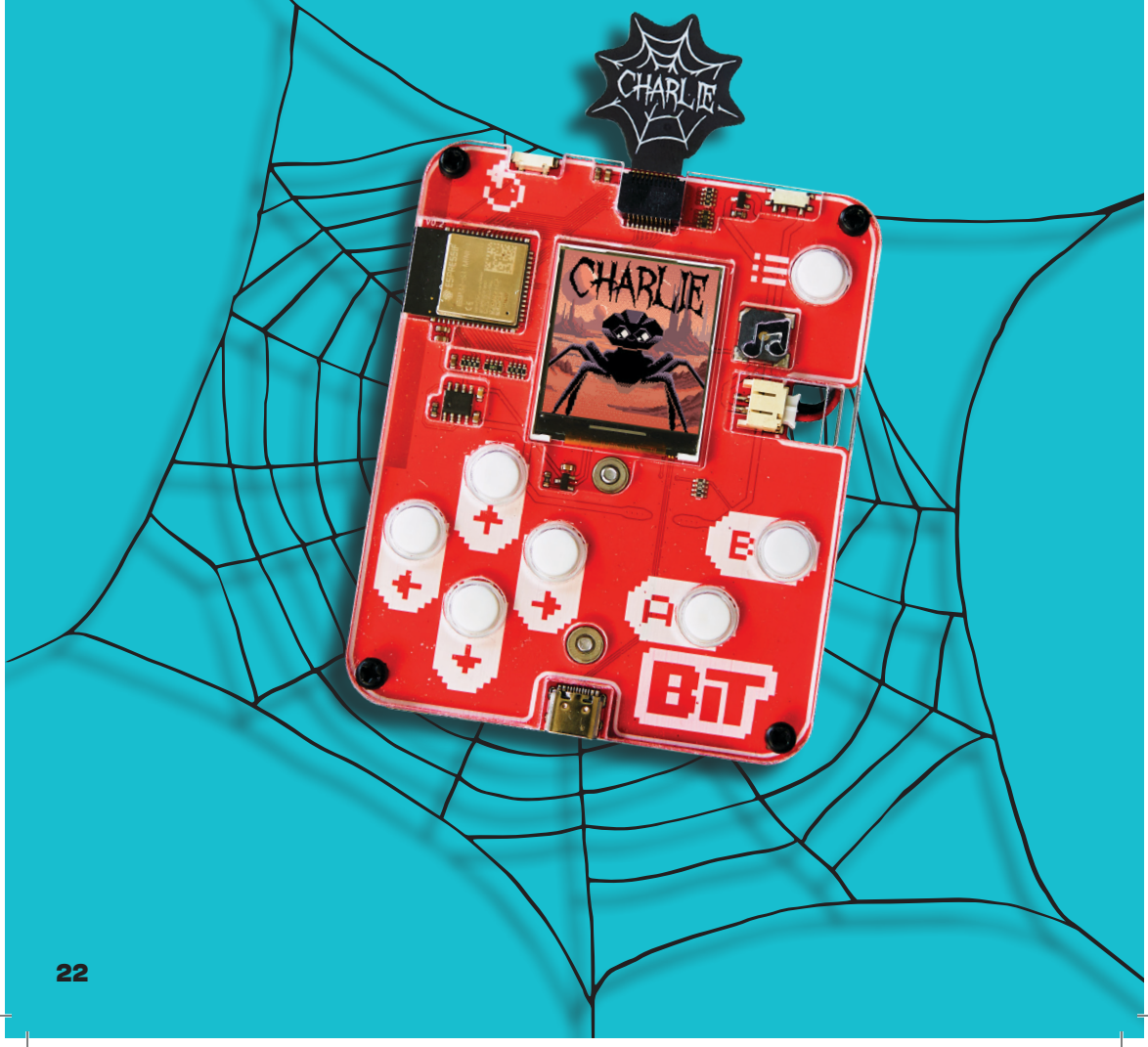
Playing games!

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

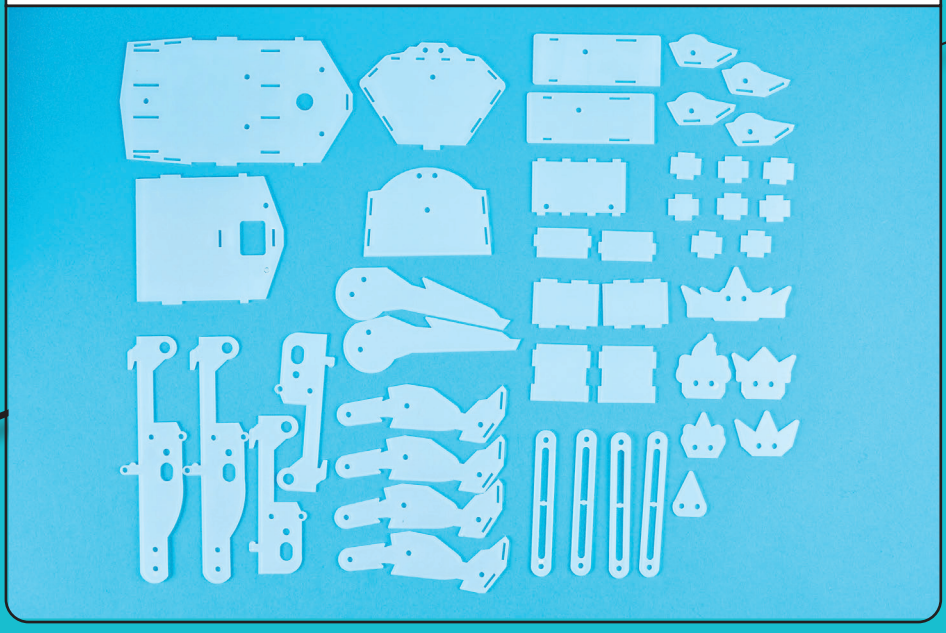
Please note: Charlie and Bit are sold separately.



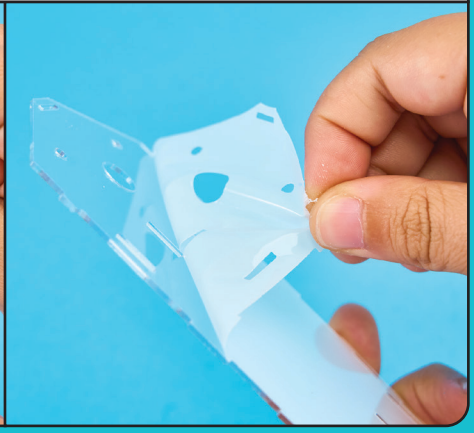
Welcome to the Charlie build guide!

Ready to build your very own Charlie robot? Follow these fun and easy steps to bring Charlie to life!

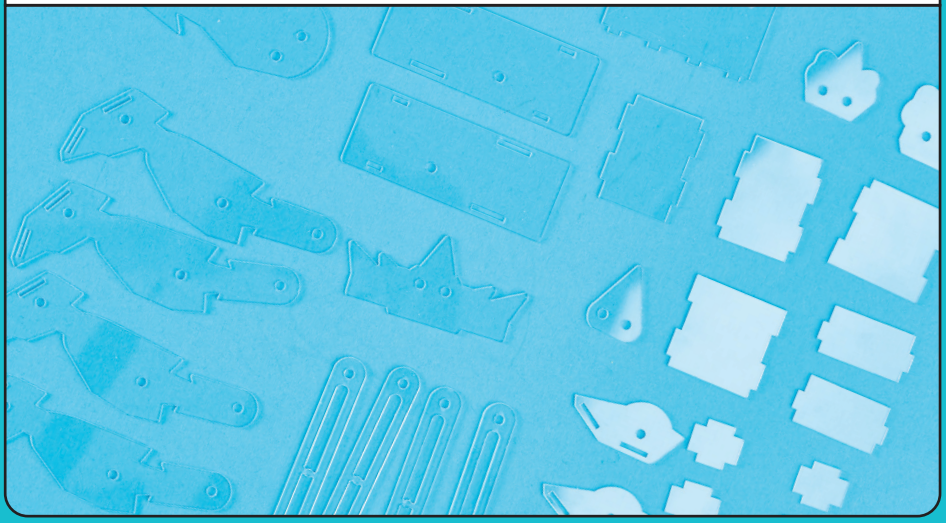
First things first, let's get your **acrylic casings** ready.



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

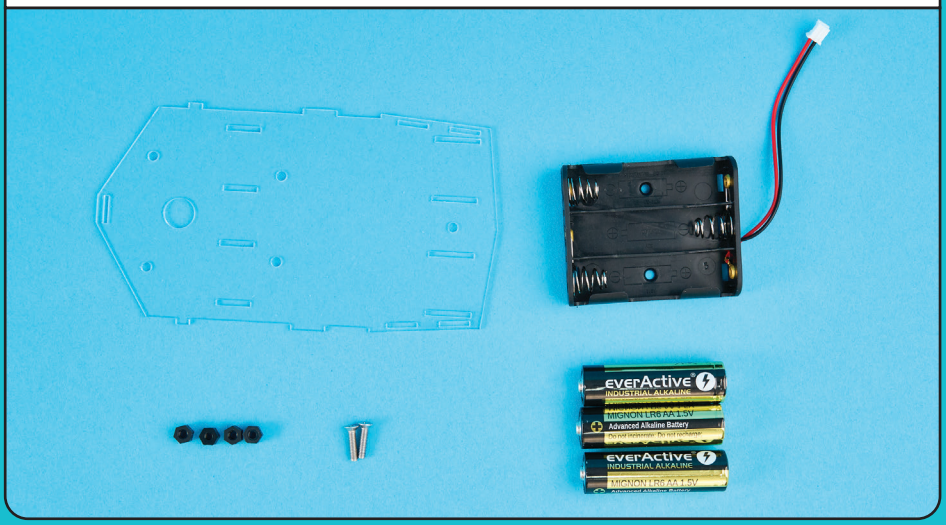


Wow, look how shiny they are now!

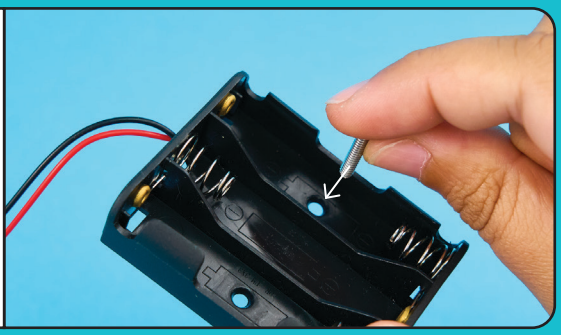


Now let's dive into the exciting assembly part!

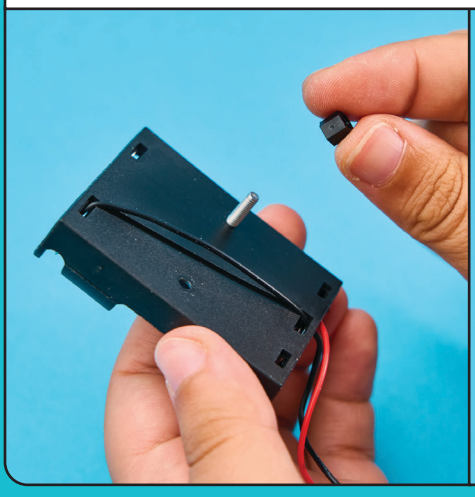
The first components you'll need are a **battery holder, two metal screws, four spacers and a casing** from the photo.

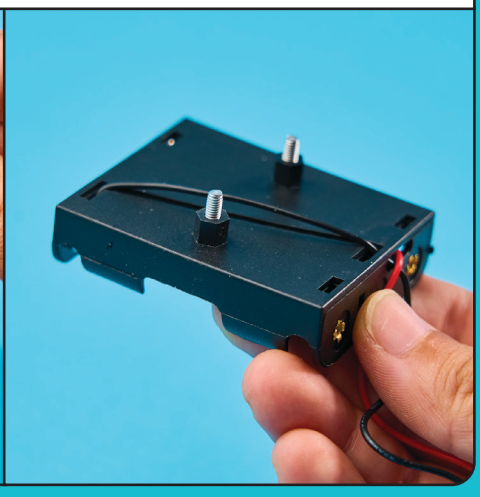


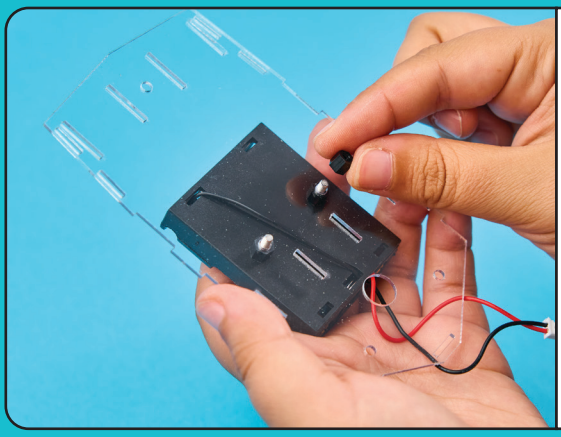
Place the metal screws into the slots within the battery holder.



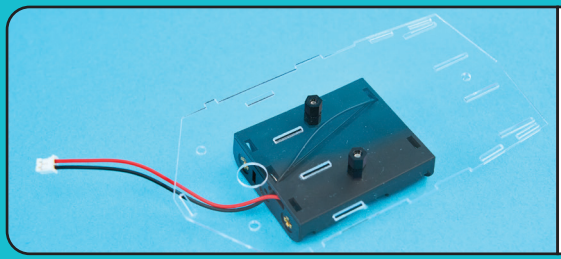
On the backside use the spacers to fasten the screws:





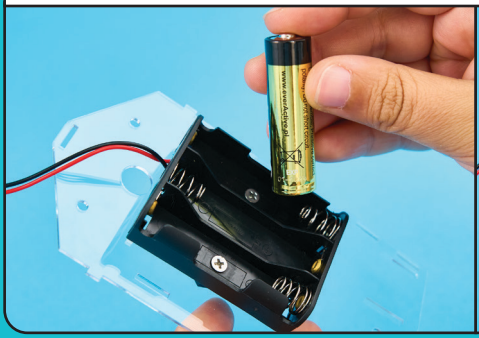


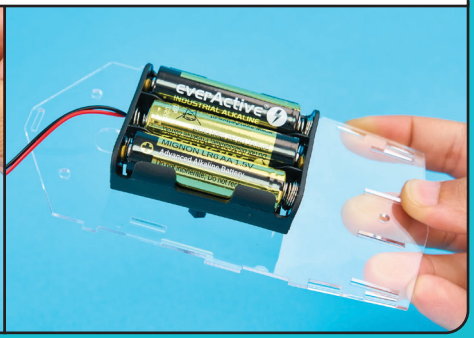
Next, position the battery holder on the large casing, making sure the **wires** are directed toward the **pointy end** of the casing. Take two remaining spacers and fasten the battery holder to the casing. This will ensure that it stays secure.



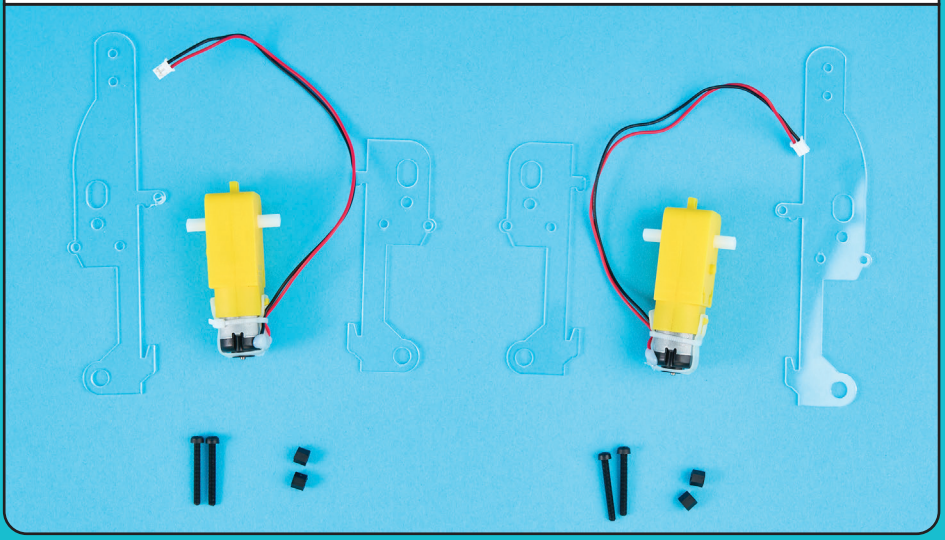
This is what the final result should look like:

Take the batteries and insert them into the battery 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.



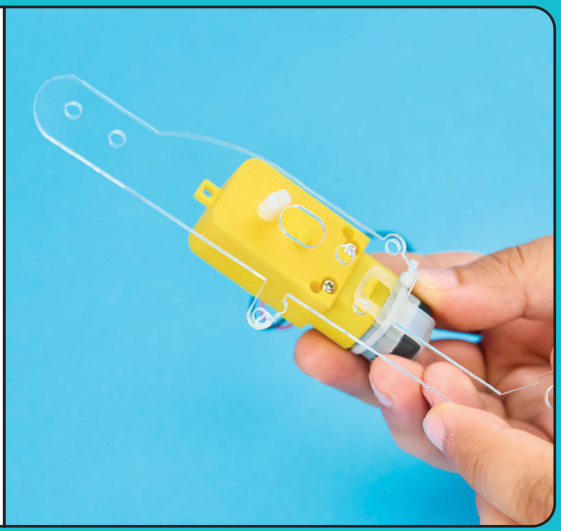


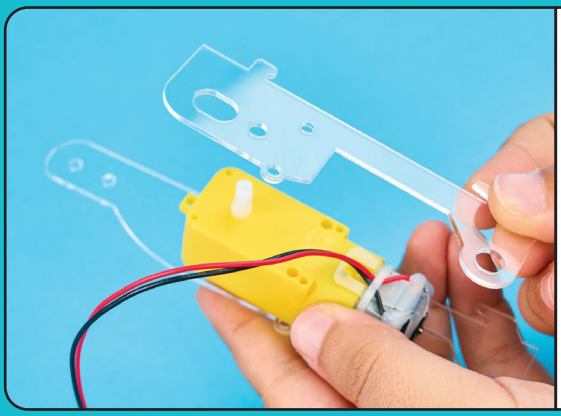
Now it's time to **connect the motors!** Here are the parts you'll need.



Lay out all the parts on your table, like in the photo. This will help you keep track of everything and avoid mistakes.

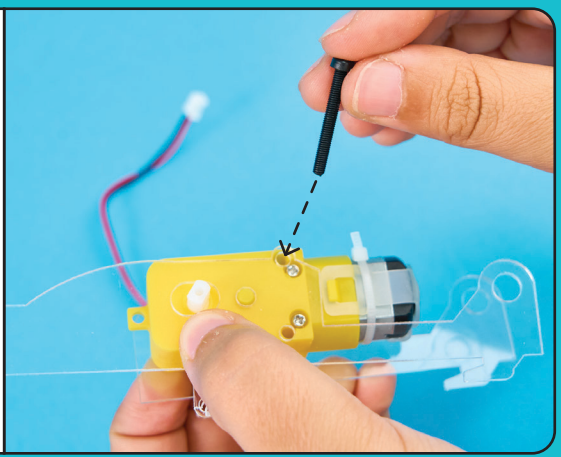
Take one of the **motors** and **a longer casing.** Attach the **casing to the side of the motor** without the wire. You'll see that the motor's parts fit perfectly into the casing's cutouts.



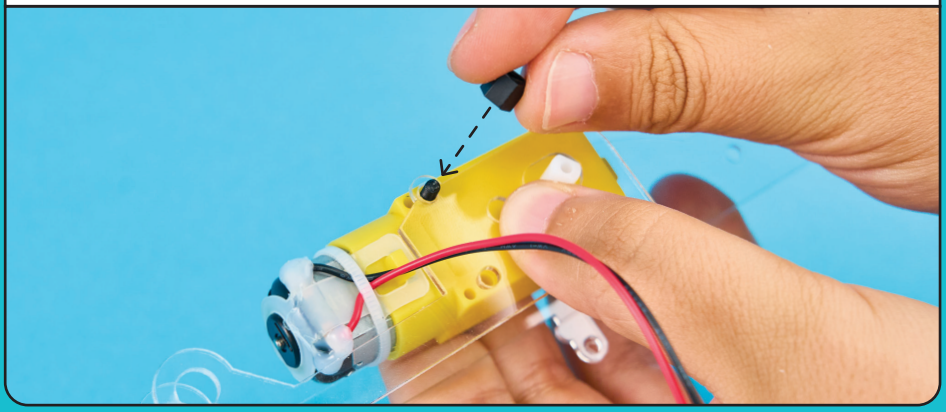


Take the **smaller casing** and **attach it to the side with the wire.** It will fit perfectly with the motor, just like the other casing.

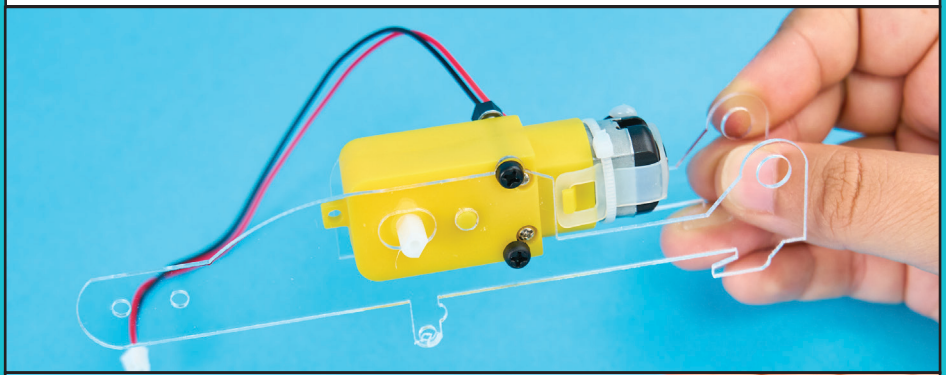
Take one **long bolt** and **insert it through both casings and the motor.** Start from the side with the longer casing and push it through.

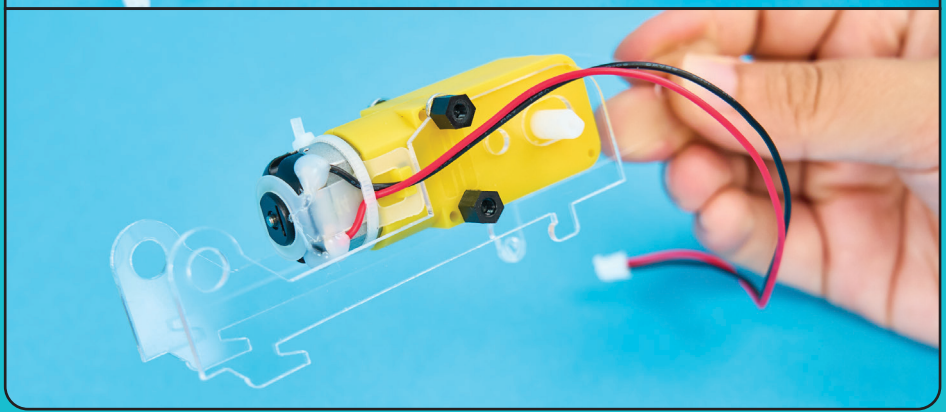


Attach **a spacer** to the side of the **smaller casing** to securely hold everything together.

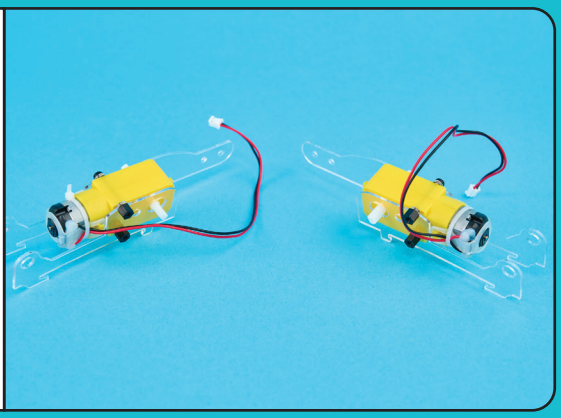


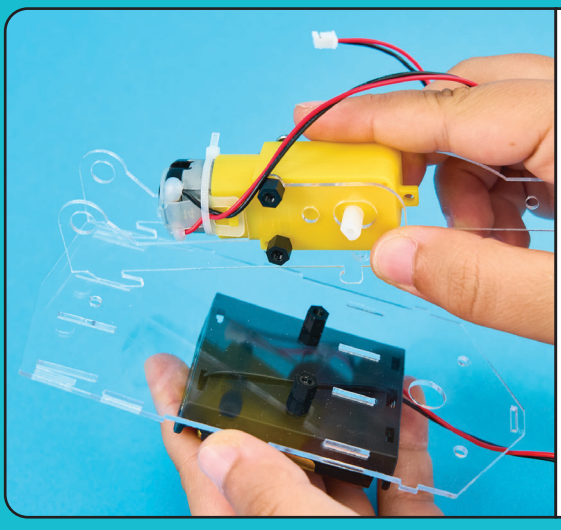
Repeat this step with the second spacer and bolt. **Once you're done, everything will be securely in place.** Here's what it should look like:





Repeat the steps for the second motor, ensuring that the smaller casing is on the side that has the wire. This will give you two symmetrical motors. Be sure that the wired parts are facing each other.

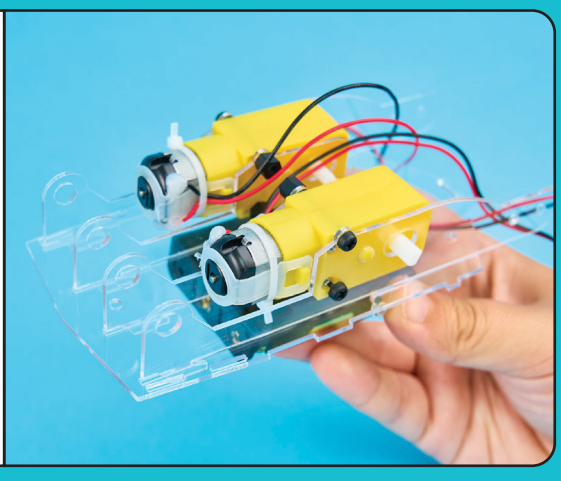




Now, it's time to connect the motors to the battery holder.

Make sure the wires are facing away from the battery holder. Look for the cutouts on the casing where you can fit the motor parts into the battery holder.

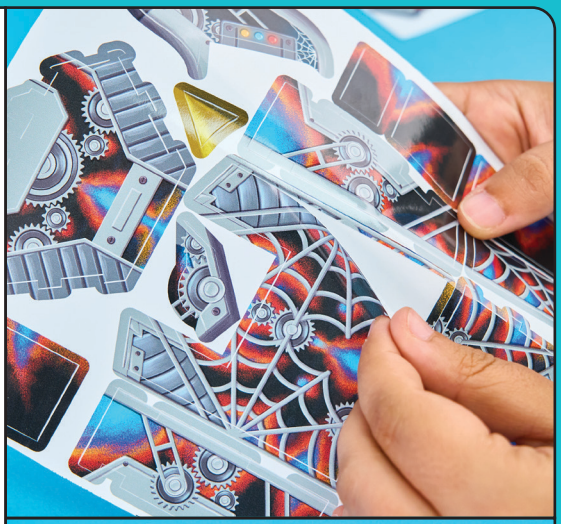
Now, do the same for the second motor.



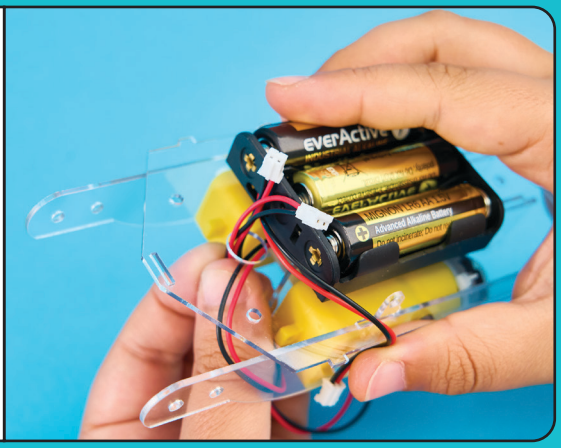
Make sure everything is secure so **nothing falls out,** even if you turn it upside down.

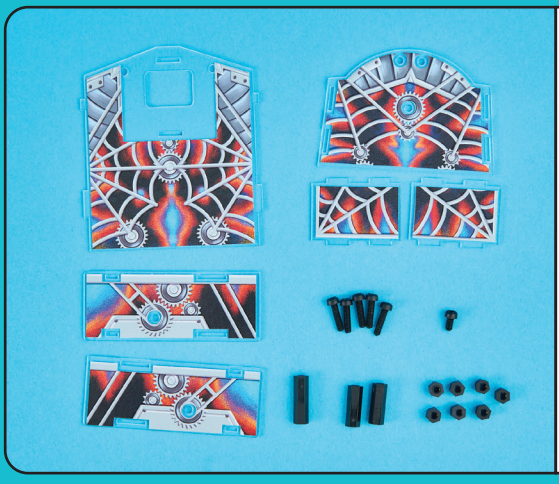
It's time for some creative fun!

The box contains stickers that you can use to give your Charlie a unique look. **Just remember to place all the stickers on the right side so Charlie doesn't end up inside out!**



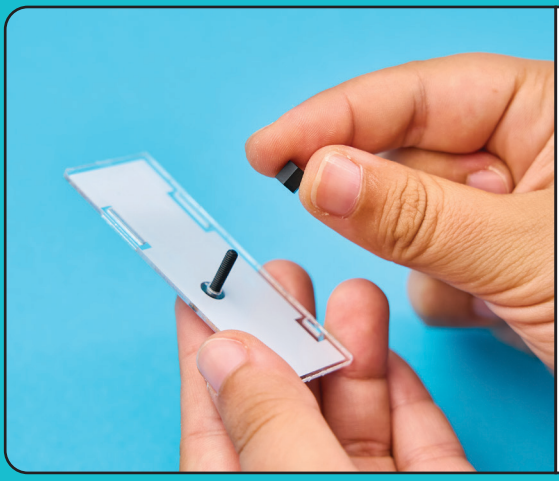
Before continuing the assembly, we need to **pull all the motor wires through the hole,** just like in the photo. This way, they'll be next to the battery holder's wire.





Now you can grab these parts, and we're ready to start putting everything together!

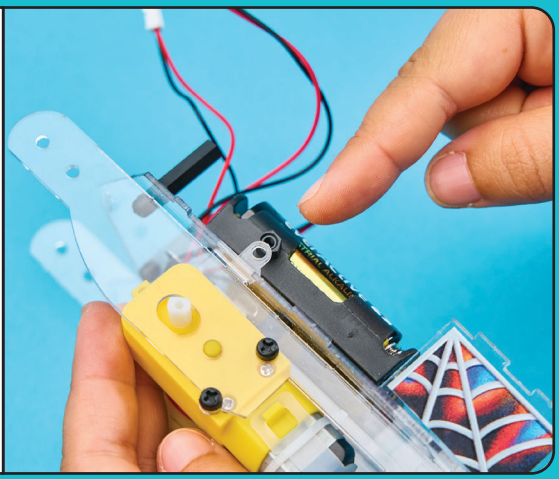
Grab this casing and one of the bolts. Insert the bolt through the casing like this:

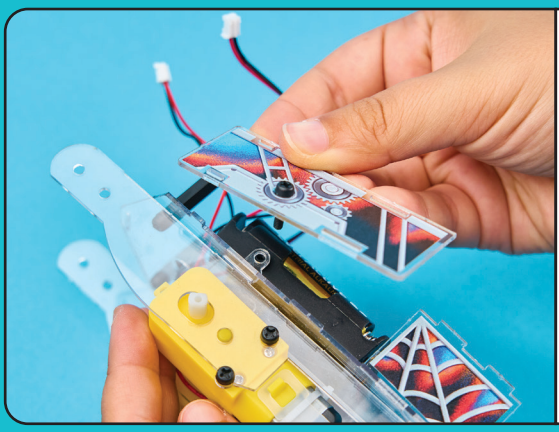


Take the spacer and fasten the bolt from the backside:

Now, take the second spacer, and put it in between the battery holder and the casing. Just like this:

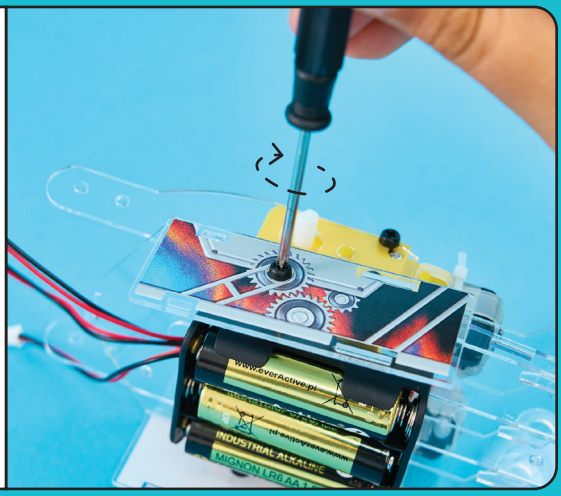
Also, add this smaller rectangle with the web sticker on it as shown in the picture.



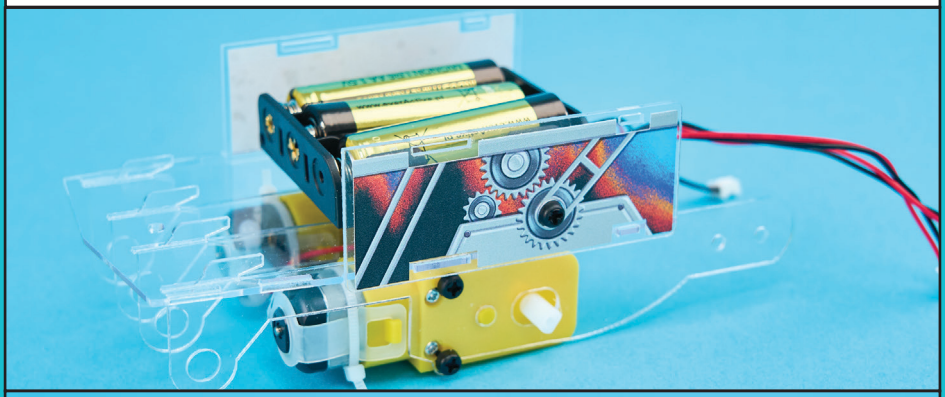


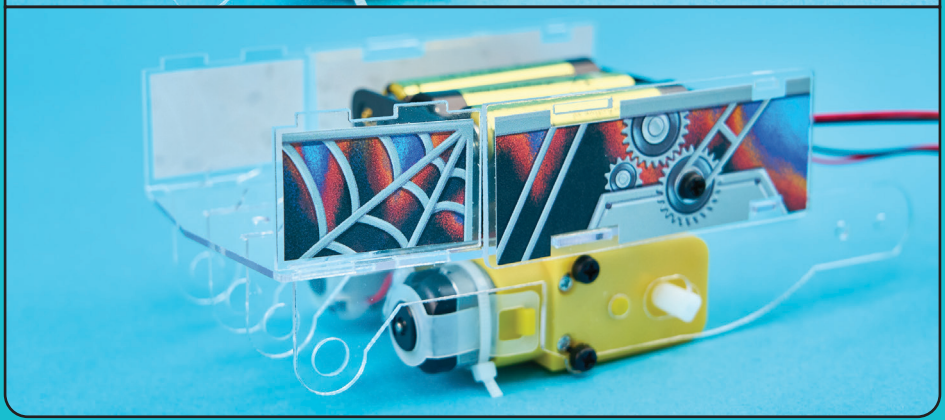
Add the casing part with the bolt and spacer on top of the bolt you added right now.

Take the screwdriver and tighten these parts together.



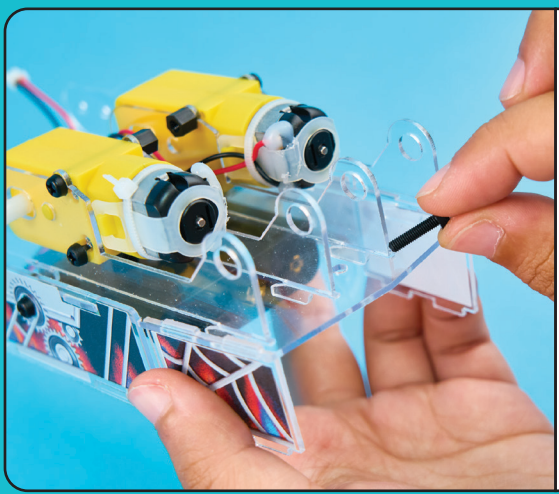
Do the same thing on the other side, too.





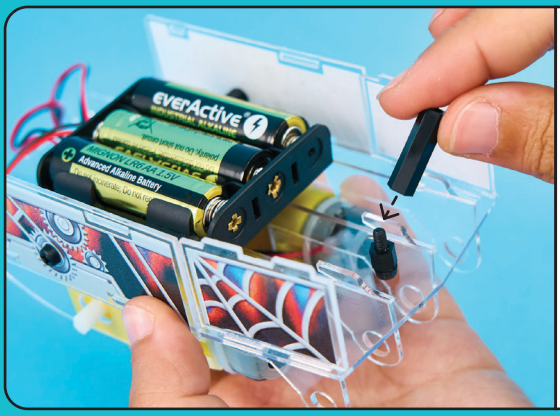
You did it!

Now, grab these parts to keep building:



Take the **longer bolt** and insert it through the casing like this, starting from the side with the **motors.**

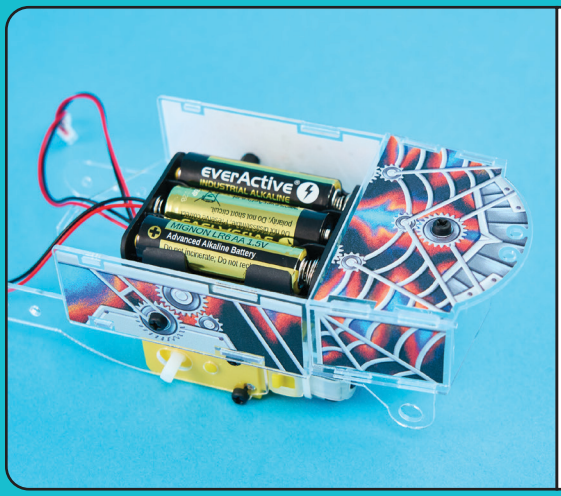
Turn Charlie around, take the smaller standoff, and use it to secure the bolt.



Place the longest spacer on top and tighten everything together.

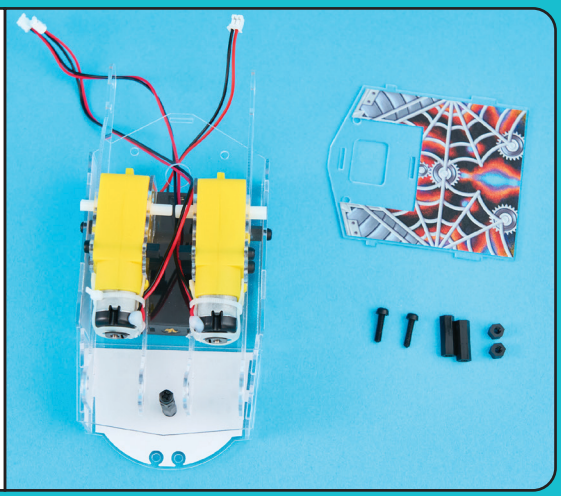
Take this casing and put it on top of the spacer.

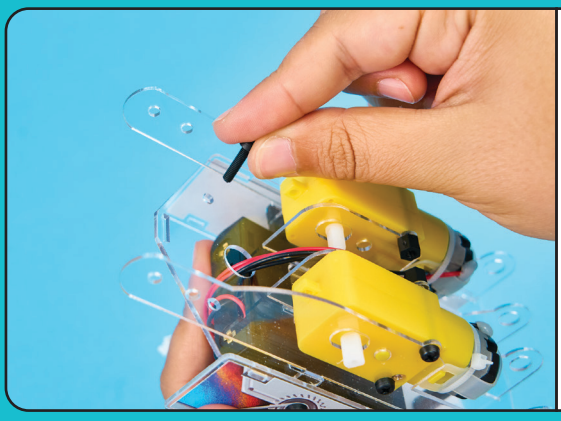
Finally, use the smaller bolt to tighten everything together so nothing falls off.



Here's what everything should look like so far:

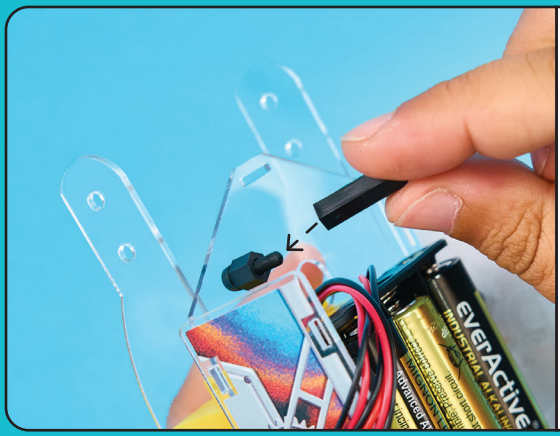
For the next step, you'll need these parts:





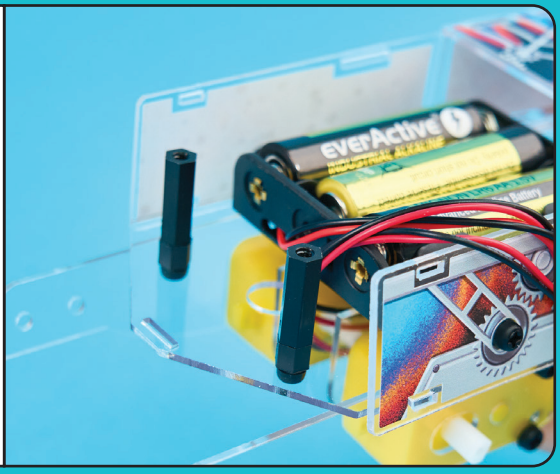
Add one of the bolts to the side with the motors, next to the hole with the wires.

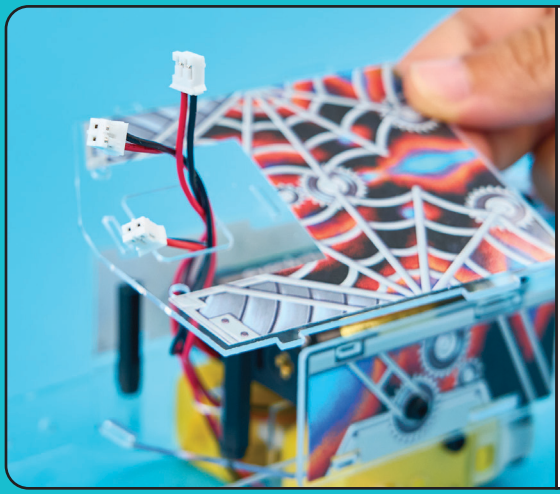
Secure a **bolt** with the **smaller spacer,** just like we did in the previous step.



Place the longer spacer on top.

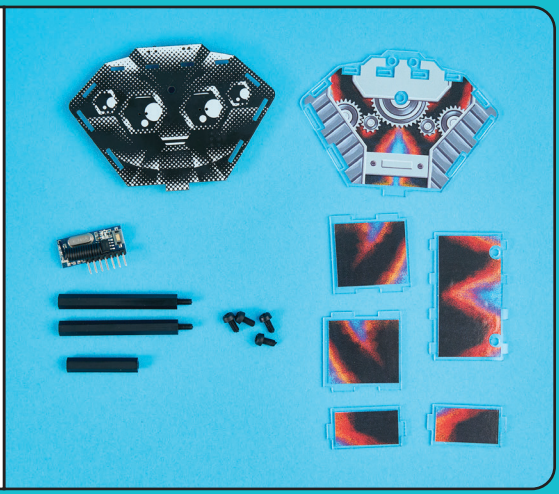
Repeat this step with the second bolt and another set of spacers.



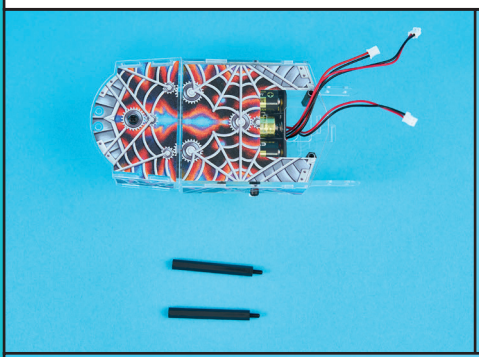


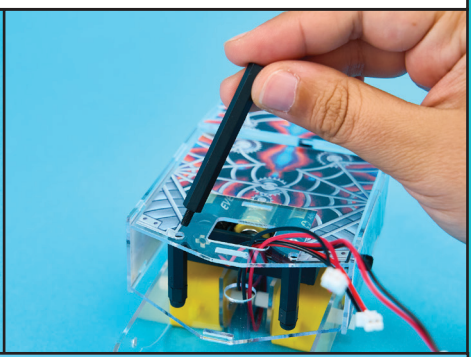
Place this casing on top, making sure the **wires go through the rectangular hole.**

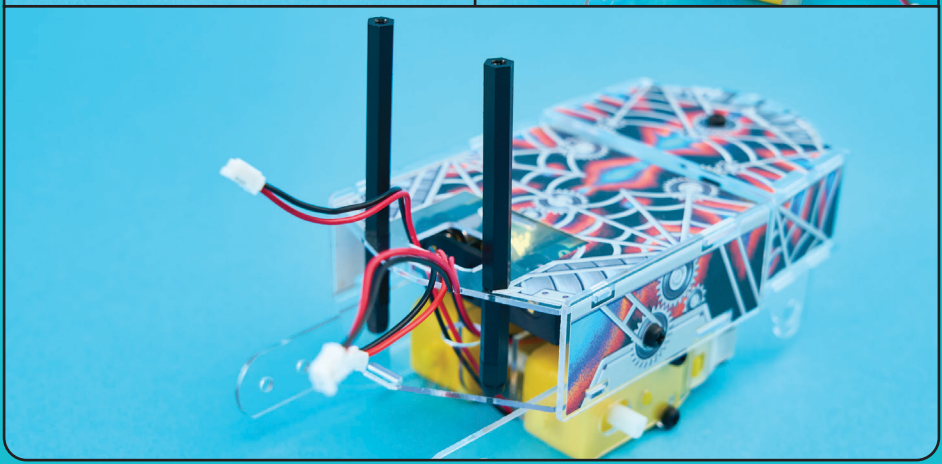
Now, let's assemble Charlie's head.

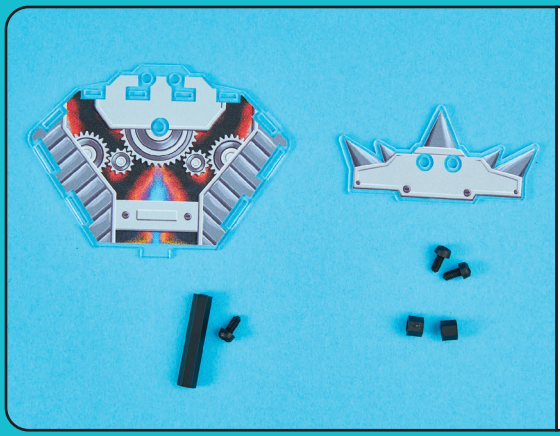


First, place these two spacers **into the spacers you just added,** which are still not connected to anything. Like this:



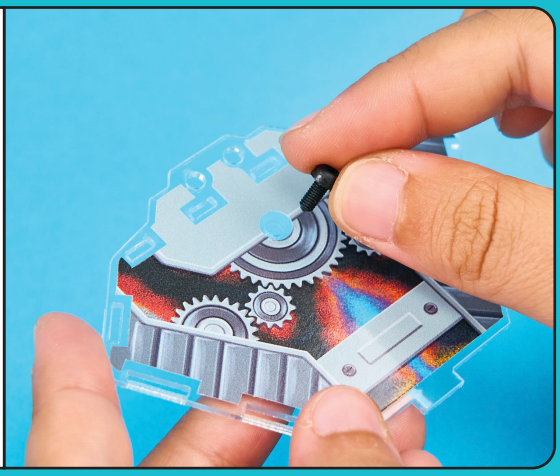




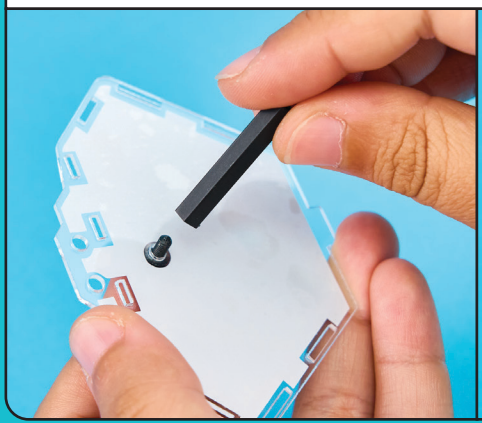


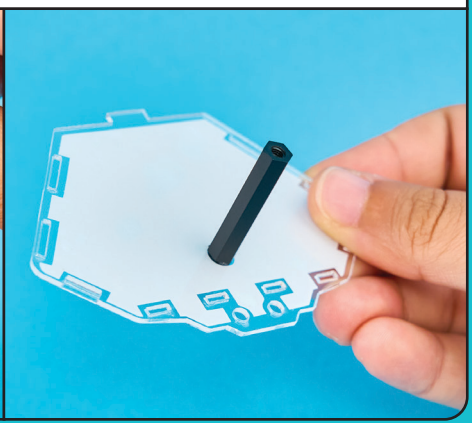
Next, add these parts:

Place one of the **bolts** through the **middle of the head** casing.

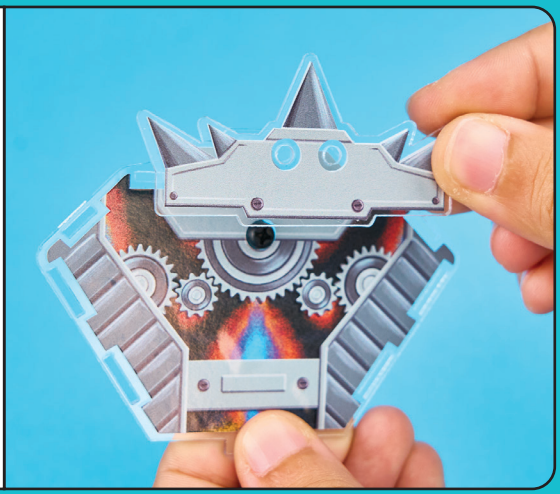


Fasten it with the **long spacer** on the **back** side.

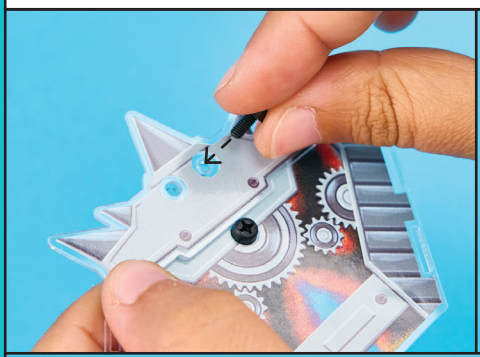


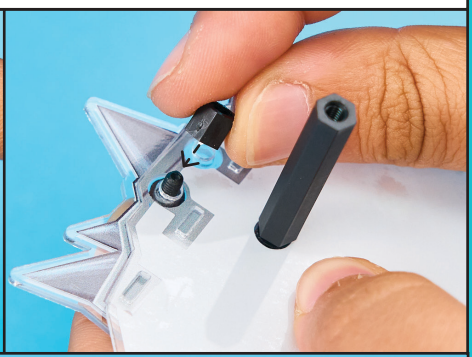


Take the casing that looks like a **crown** and place it **on top of Charlie's head.**

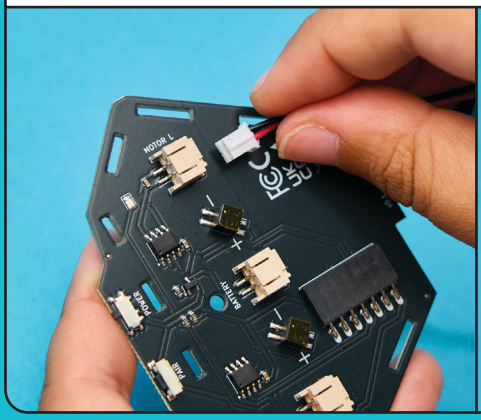


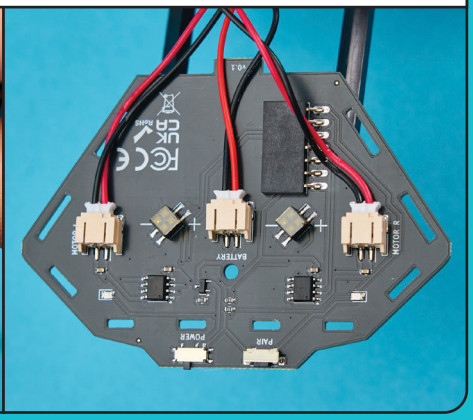
Place the two remaining bolts in those spots and secure them on the backside with the two small spacers.



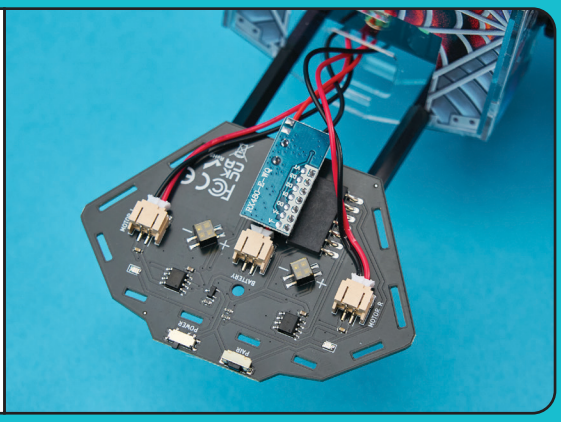


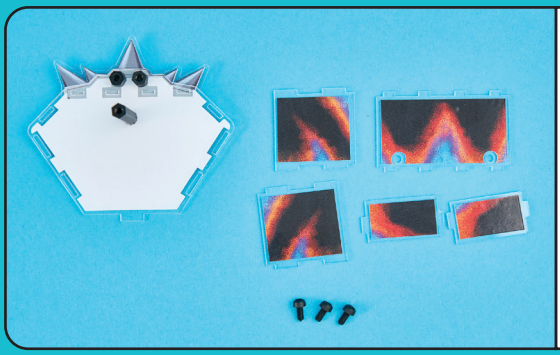
Take the PCB and **connect** all the wires to it. The labels show where the battery and motors go. Connect the **motor from the left side to the Motor L** connector, and the **motor from the right side to the Motor R** connector.





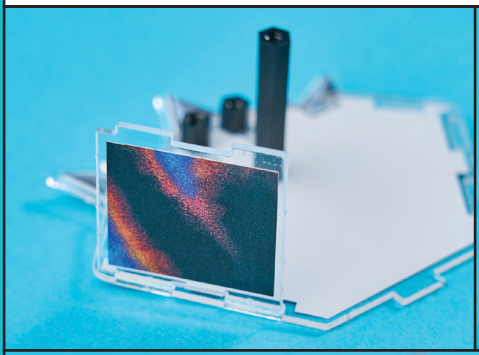
Take the **receiver** module and **plug it into the pin headers** on the board.

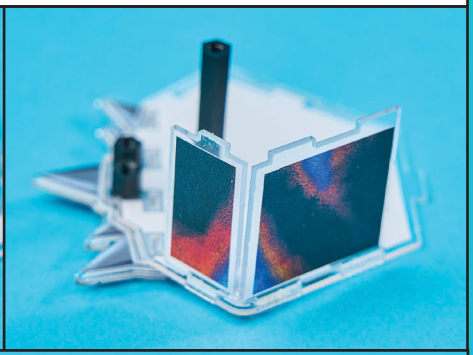


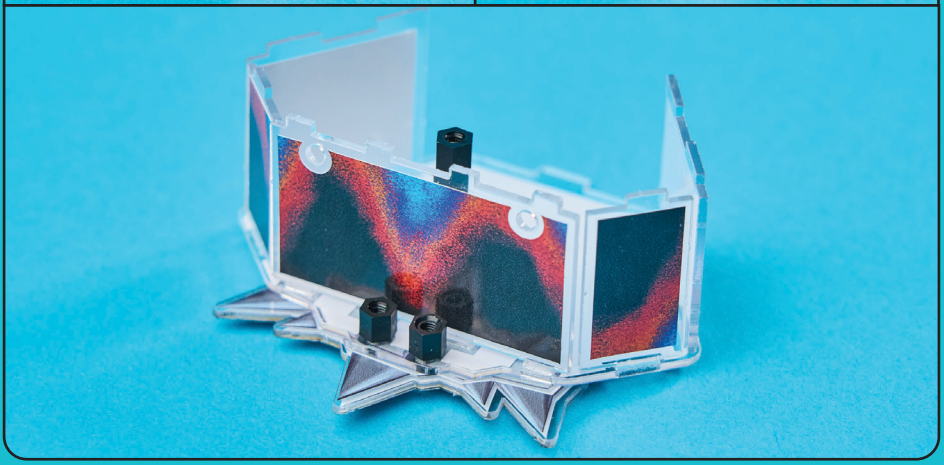


Let’s return to the casings. Grab these parts:

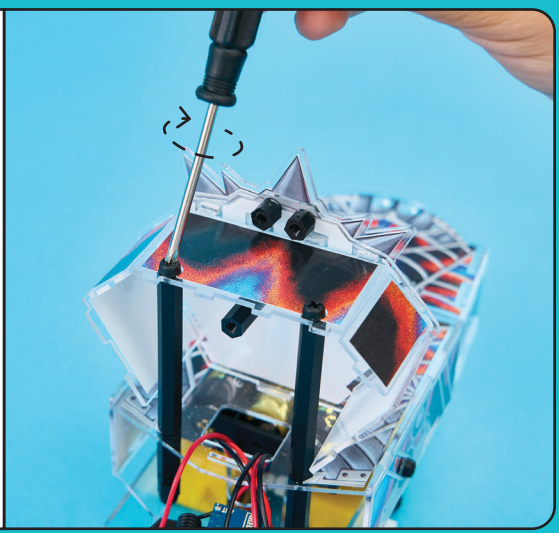
Follow these steps like a puzzle to put everything together.



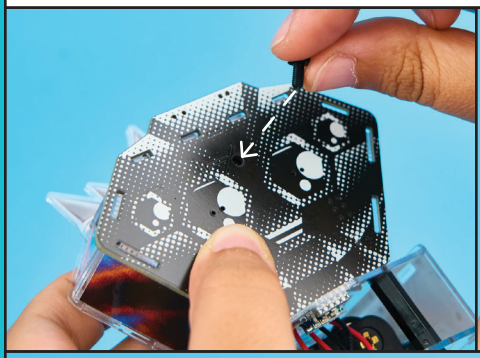


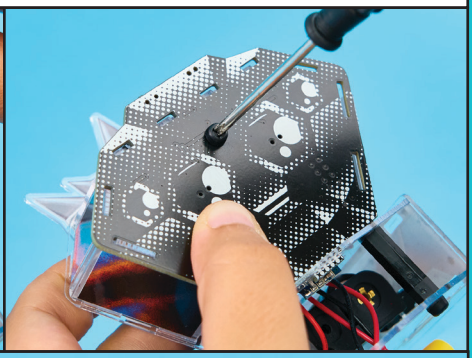


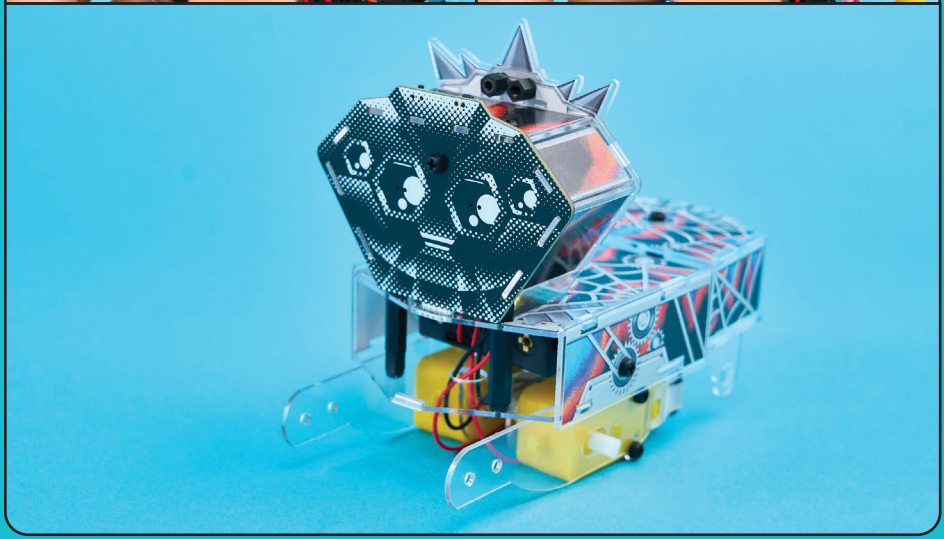
As shown in the photo, take this casing part and attach it to the rest of the body. Then, use the bolts to secure it to the long casings so everything stays in place.

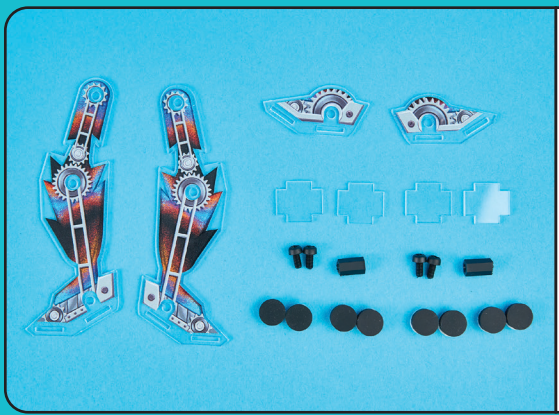


Take the PCB and attach it to the front side. Use one bolt to keep the PCB in place.



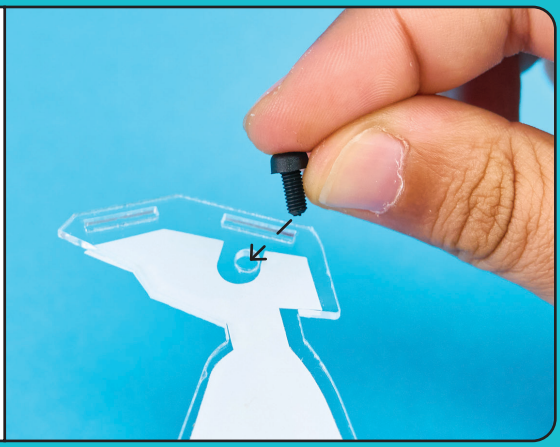




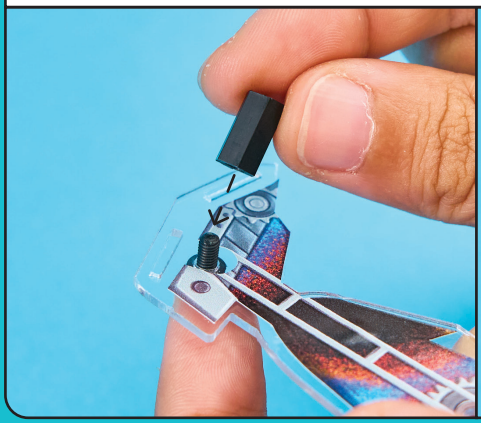


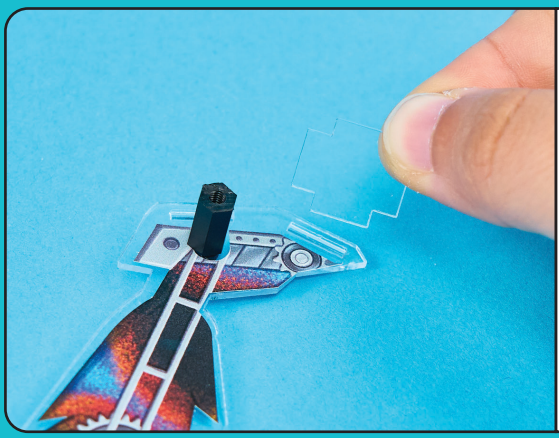
The head and body are all set! Now, let's move on to the legs to give Charlie some movement.

Take **one of Charlie's legs and a bolt.** Insert the bolt into the leg like this:

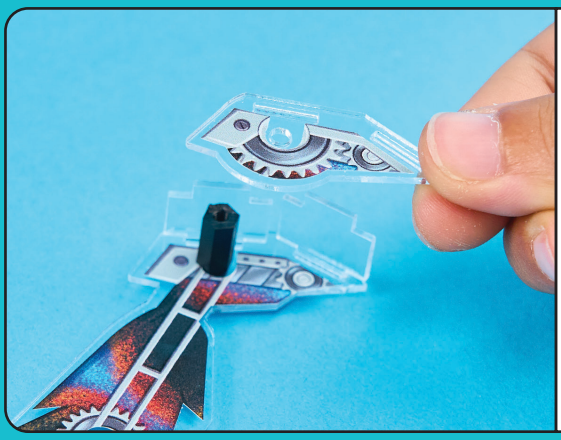


Take a medium–sized spacer and use it to fasten the bolt. **This time, place the bolt at the back and the spacer at the front of the leg.**



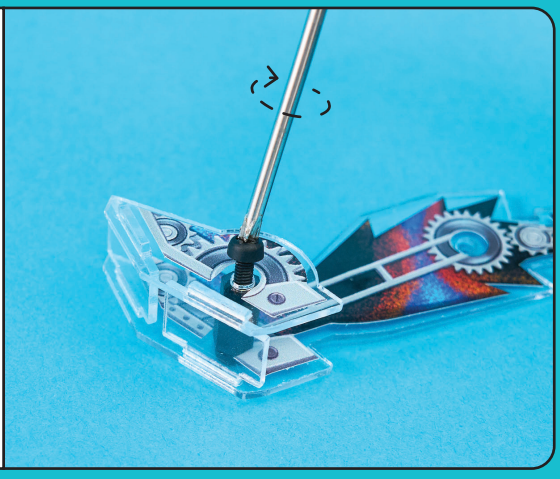


Now, take the s**mall rectangle parts** and insert them like this:



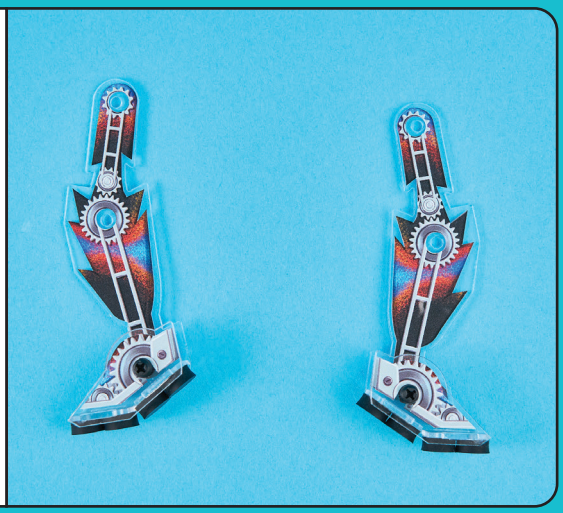
Next, place this small casing on top from the front side.

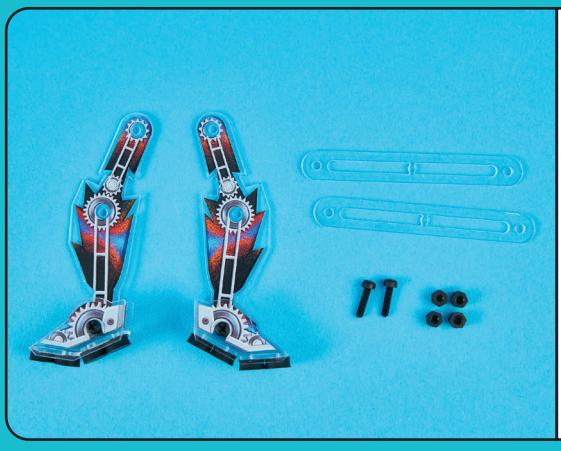
To keep Charlie's foot in place, use the bolt to secure it tightly.



We'll add **rubber feet** to the bottom of Charlie's leg — **four feet per leg.**

Repeat the same steps for the other leg.

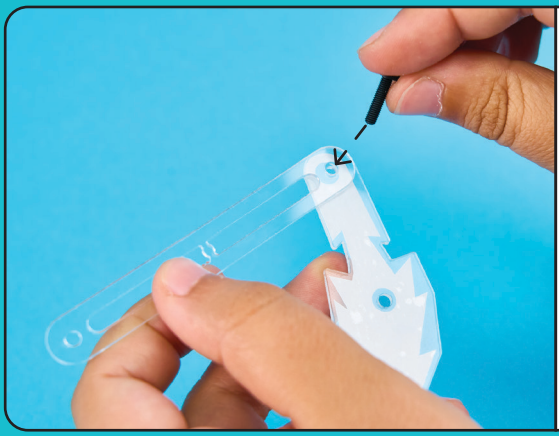




Now, let's connect the legs together.

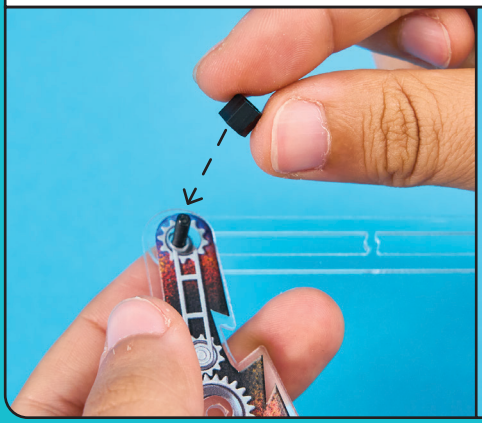
For this, you'll need these components:

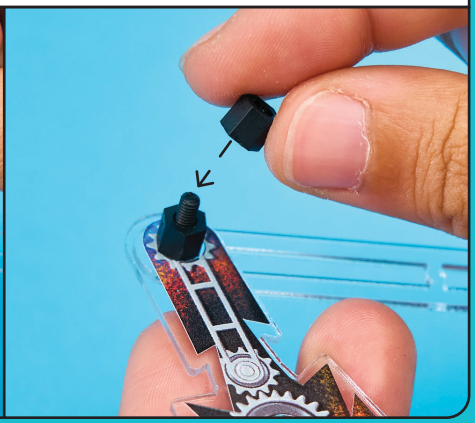
Take the left (front) leg and this plastic stick. Position the stick behind the leg.



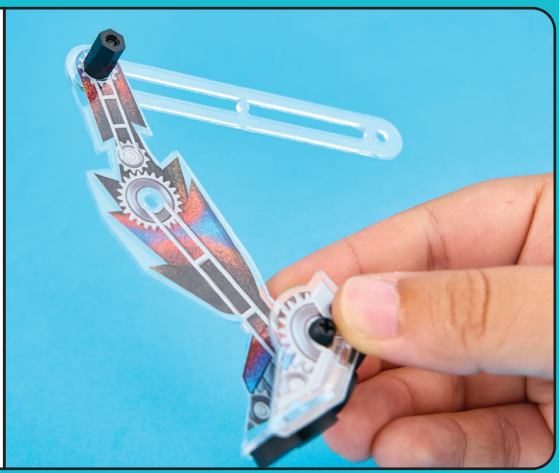
Next, insert a bolt from the back side, through both casings.

On the front side, secure it with **two small spacers.**



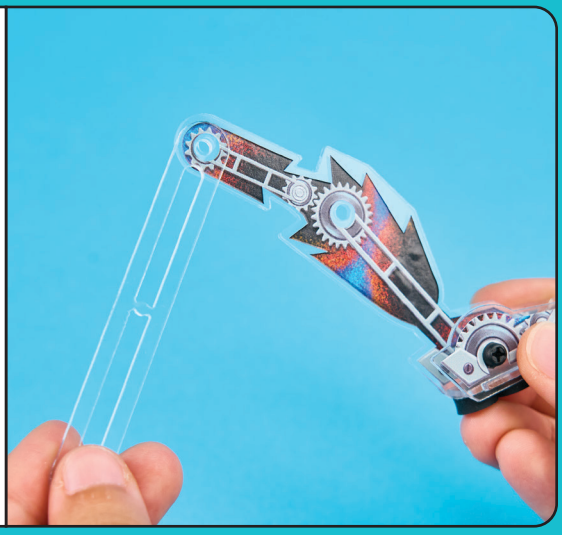


Here's what everything should look like so far:

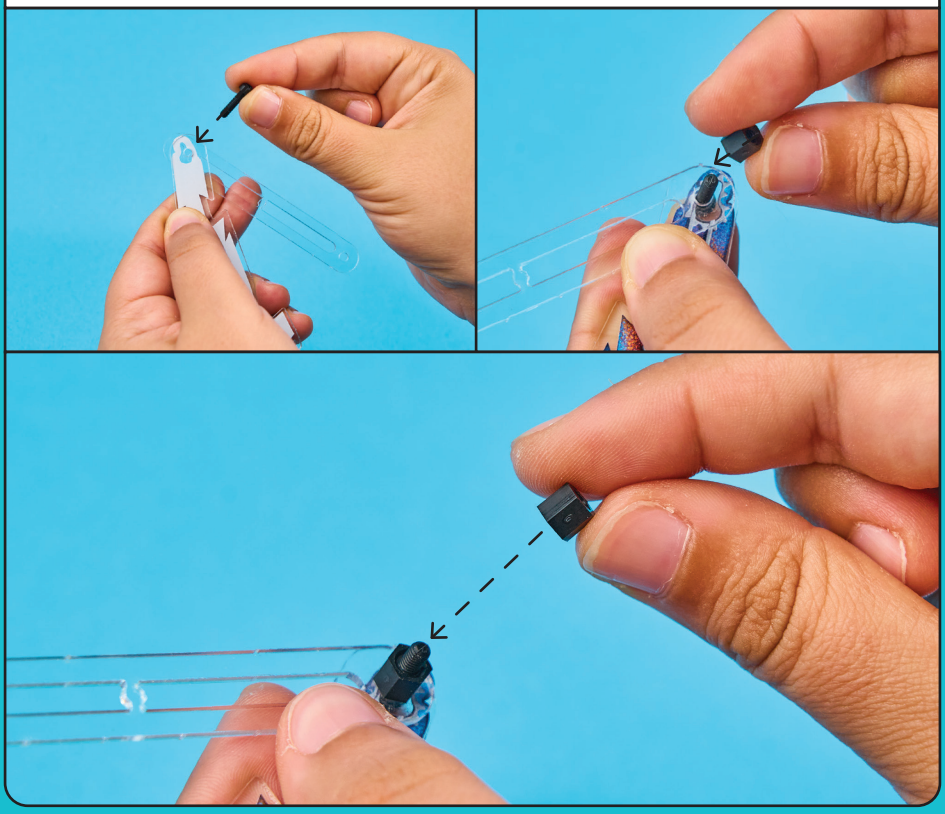


Now, let's move on to the right (back) leg.

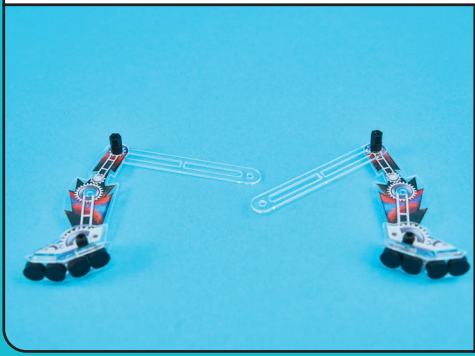
For this leg, position the stick casing in front of the leg.

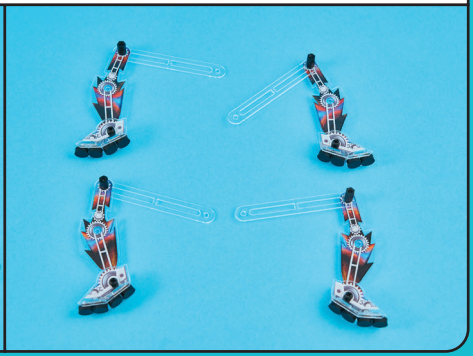


Place the bolt at the back and secure it with spacers at the front.



The legs are all set!

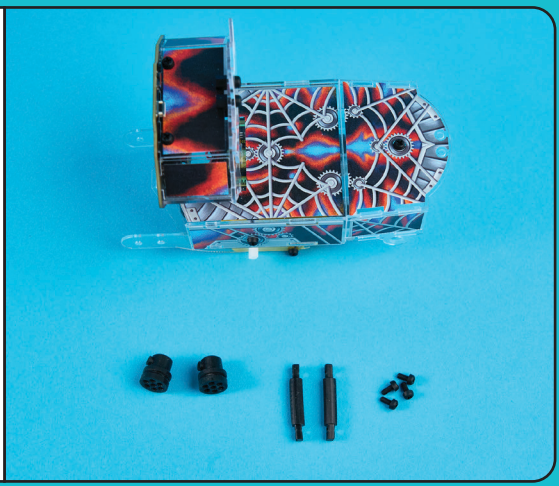


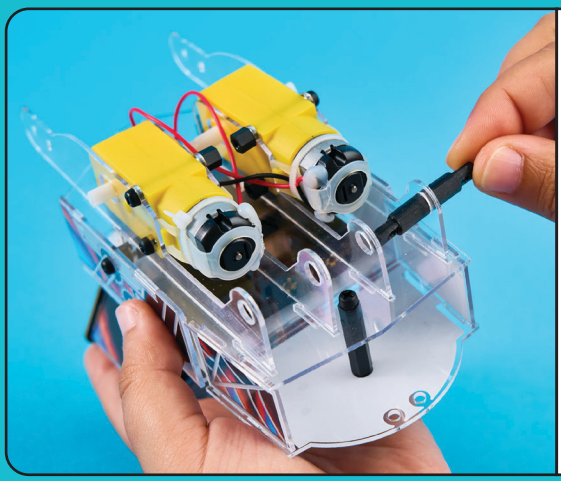


Almost there!

We just need to connect the legs to each other and attach them to the rest of the body.

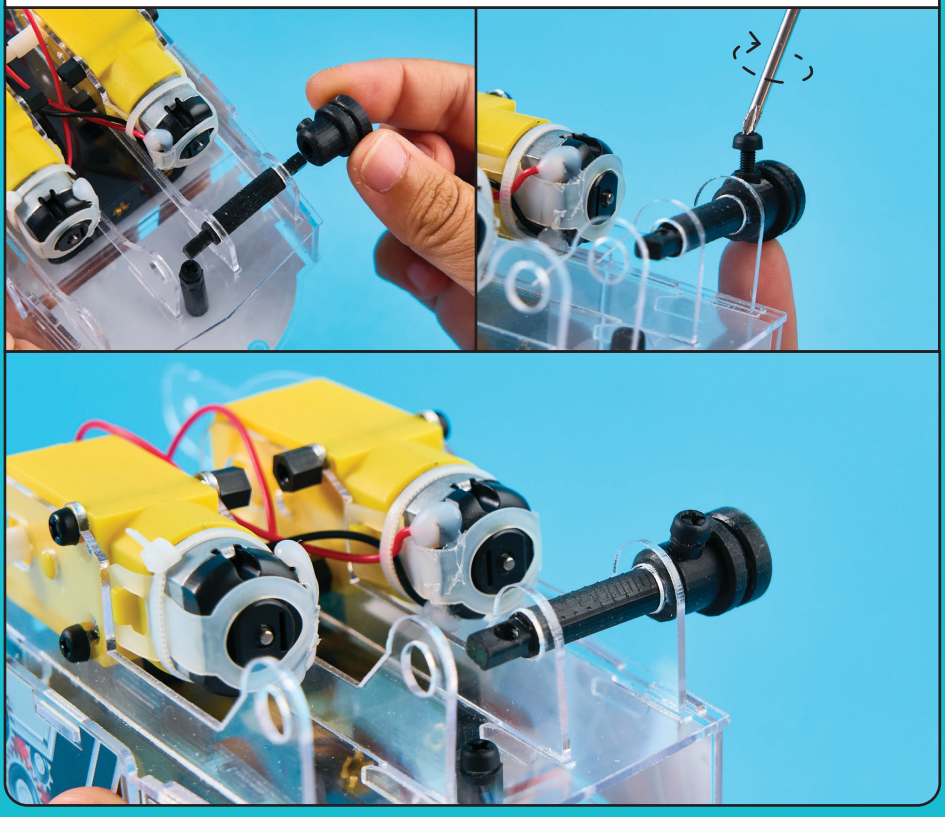
To do this, you'll need these components:



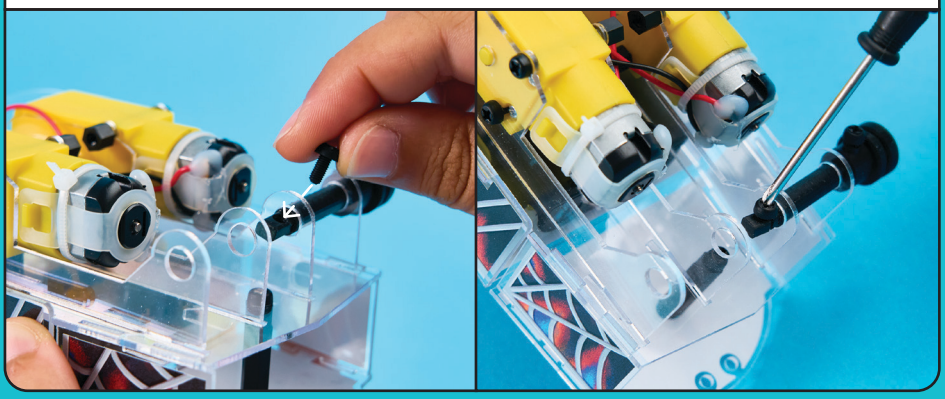


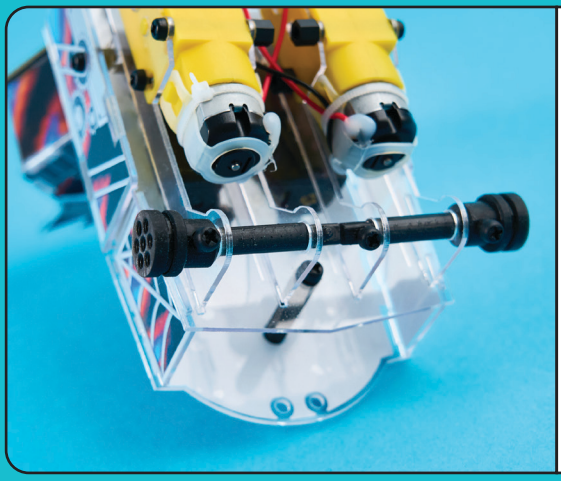
Slide one s**pacer through the motor casings** like this:

Both the spacer and the rubber piece have holes that need to line up so you can insert a bolt through them and keep everything securely in place.



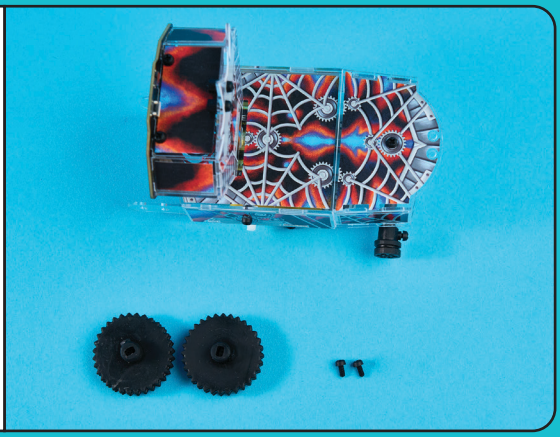
Insert another bolt through the second hole on the inside.

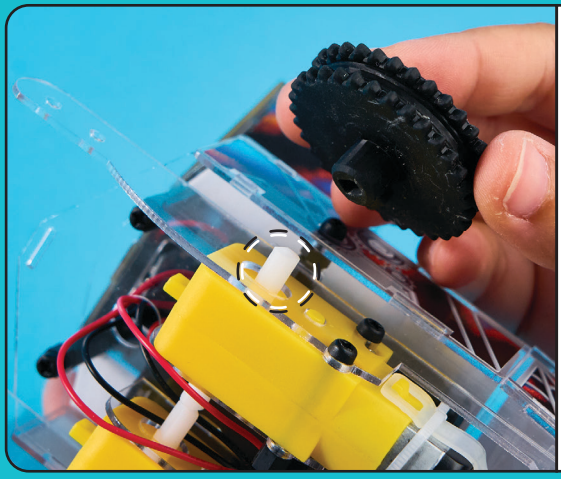




Do the same for the other side.

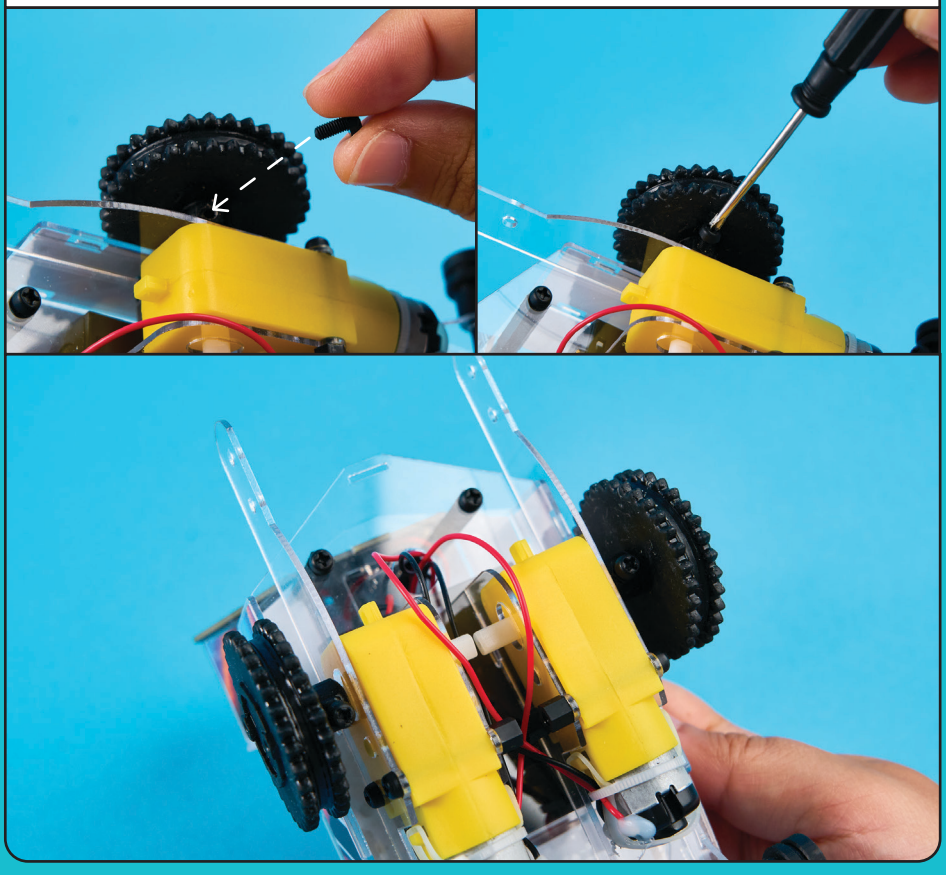
Now, let's add the wheels to the motors.





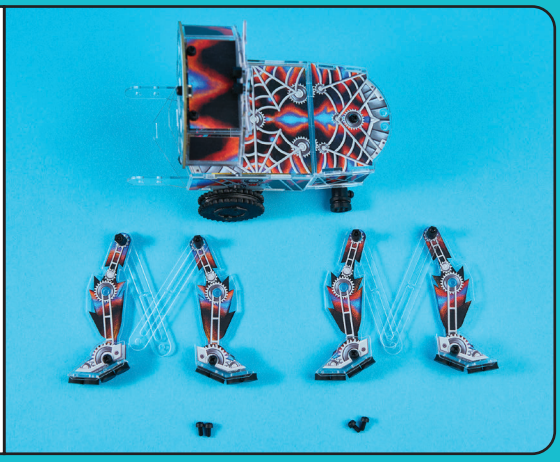
You'll see the **white part** of the motor sticking out from Charlie's body. Attach the wheels to these white parts.

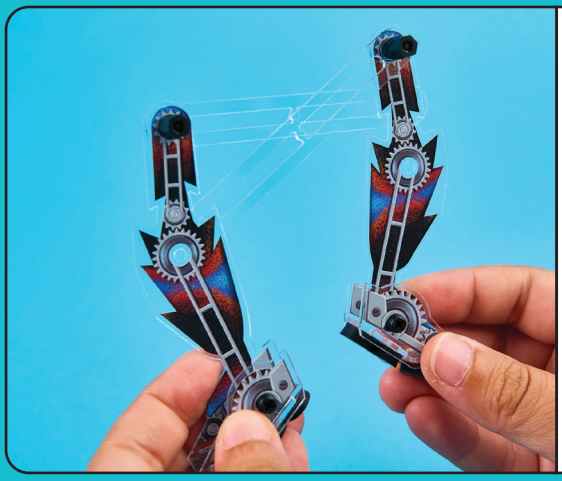
Next, use the bolt to secure everything in place.



Great job!

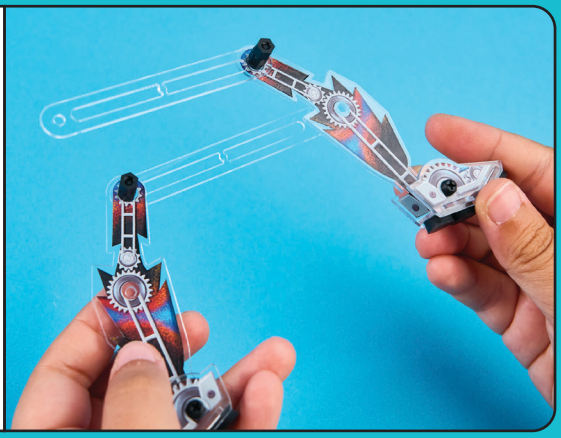
Now, let's return to the legs.

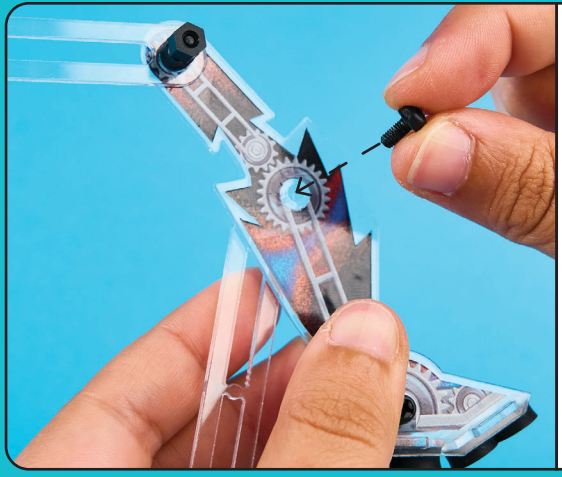




Here's how to **correctly connect the legs** on one side.

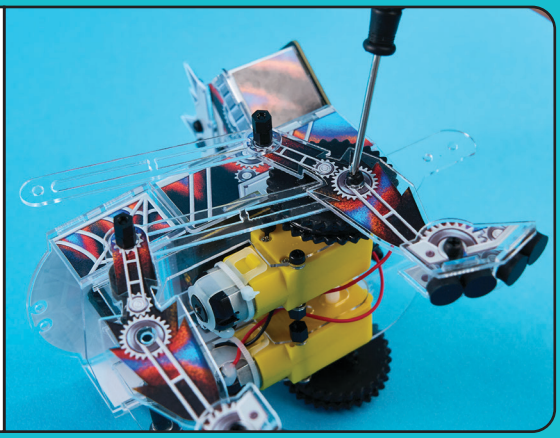
For a **clearer idea** of where everything goes, here's another photo:



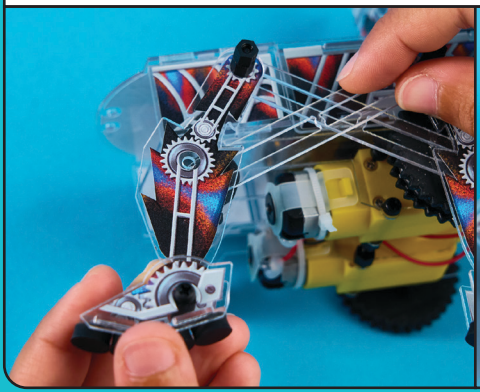


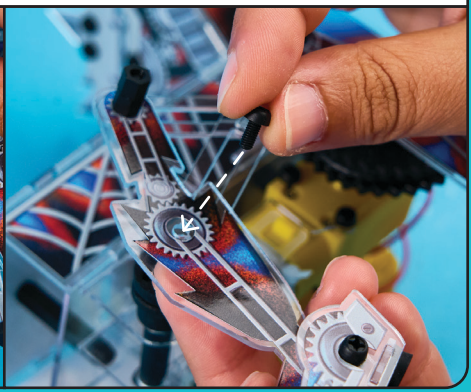
Take a bolt, position the legs on the Charlie, and insert the bolt into the right leg like this:

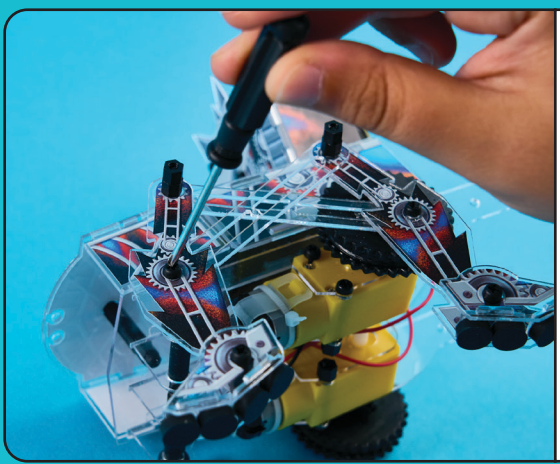
Secure it with the wheel at the back:



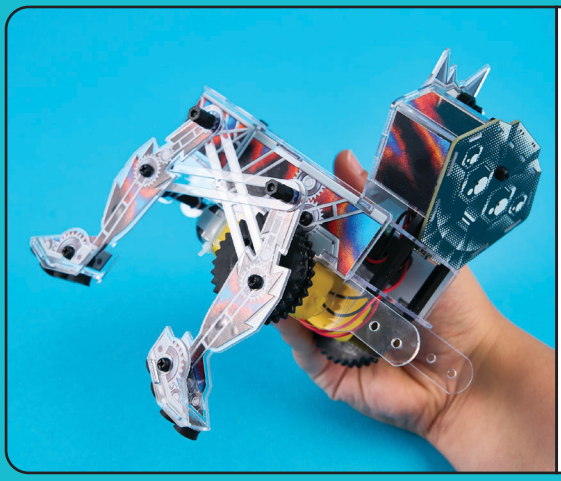
Now, align the hole on the left leg with the rubber piece we just installed:





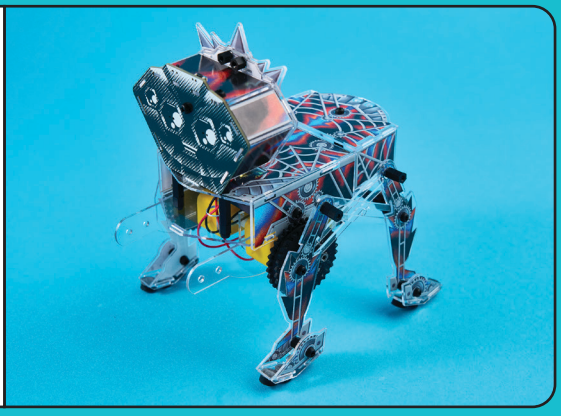


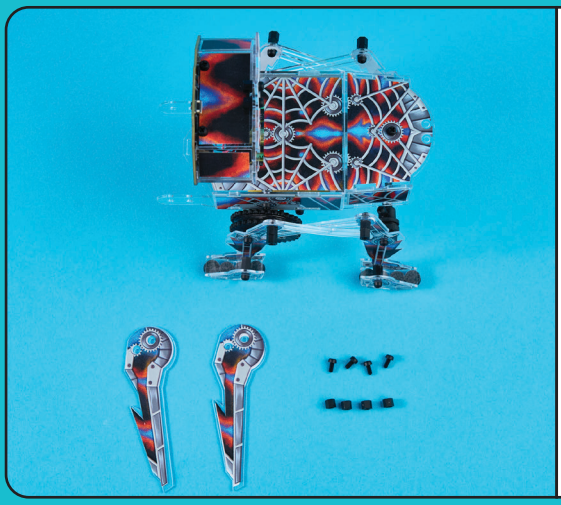
Grab the bolt and a screwdriver, and let's secure it in place:



Here's what Charlie should look like so far:

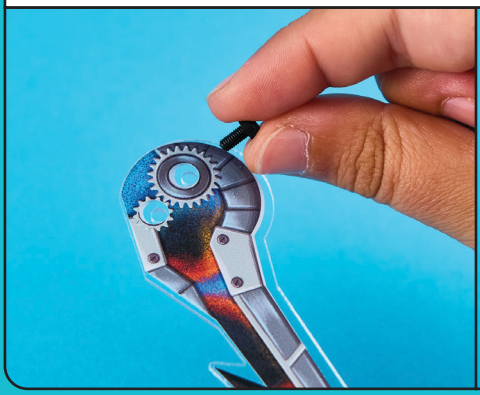
Repeat the process on the other side until Charlie looks like this and **can stand on its own:**

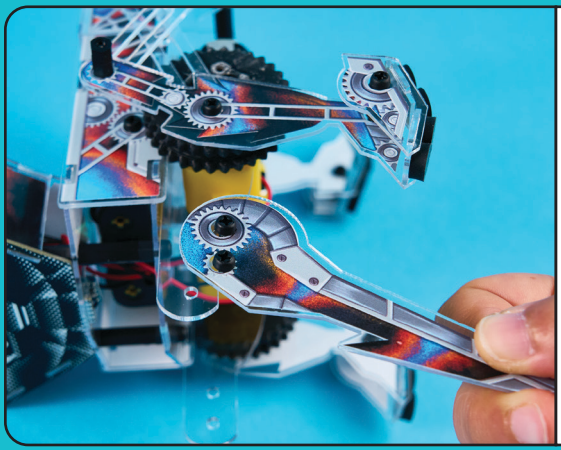




But that's not all — **more legs make your robot more stable.** So, let's add two more legs to the front!

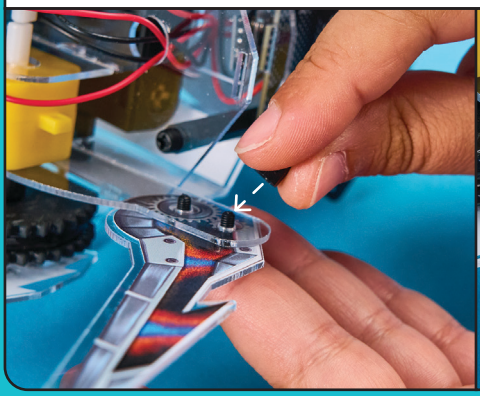
We'll attach two bolts to each leg:

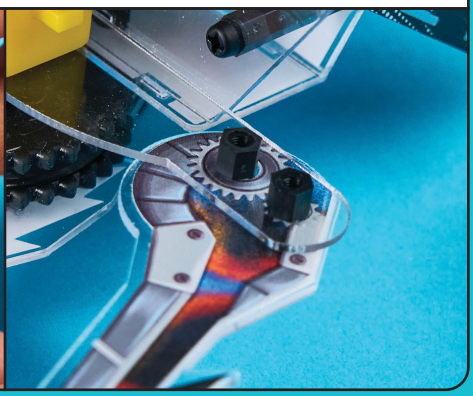


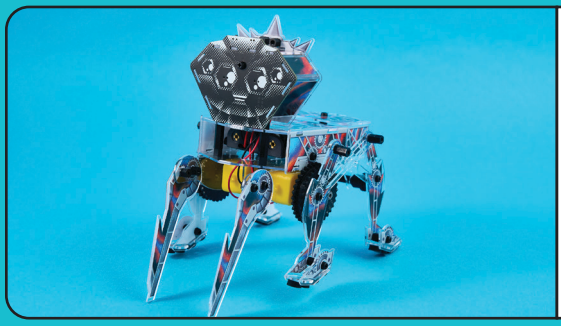


Now, position the leg and bolts on Charlie like this:

From the inside, use the spacers to secure those two bolts to Charlie.



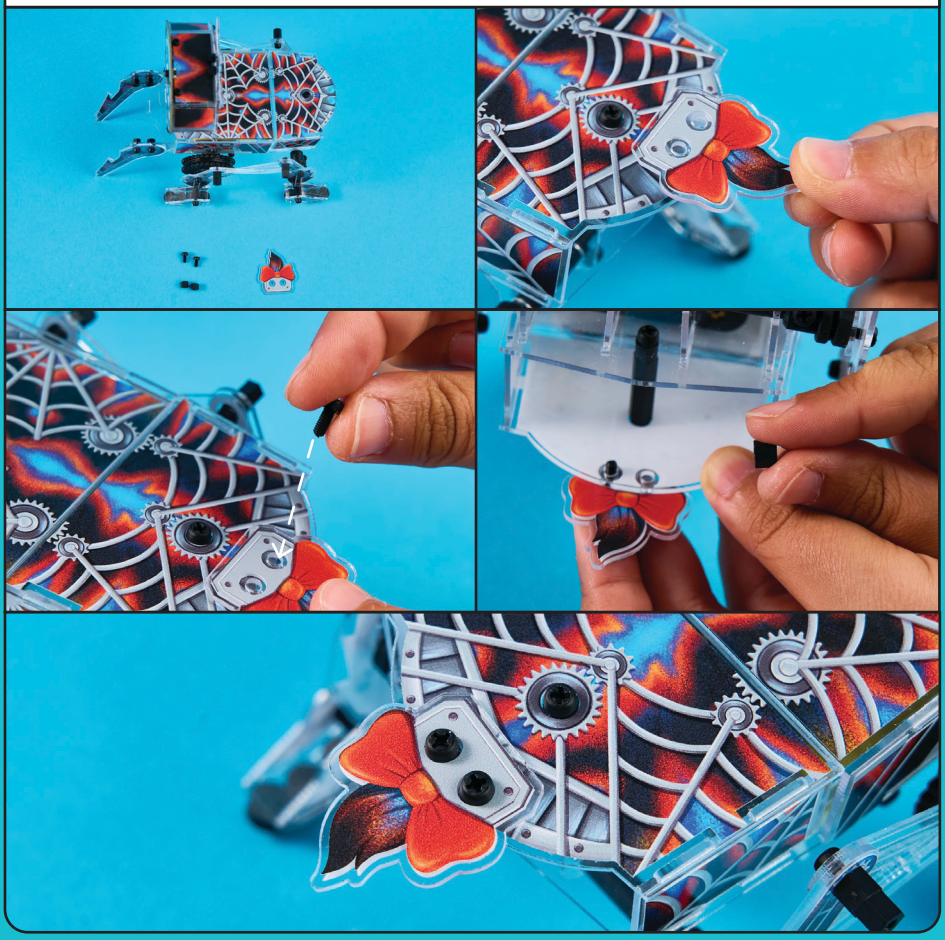




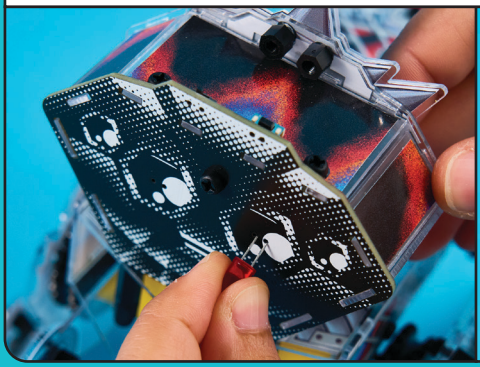
Repeat this step on the other side as well:

Now that Charlie is fully functional and stable, we can add some cool accessories and start building a controller.

For example, let's add this fun tail:

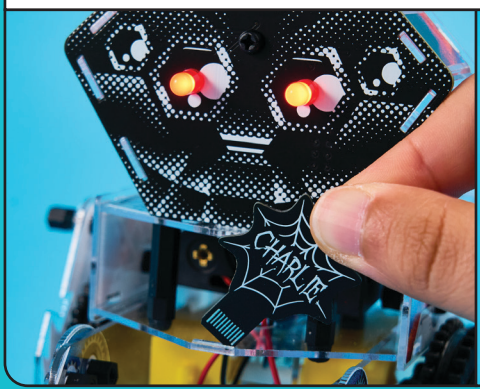


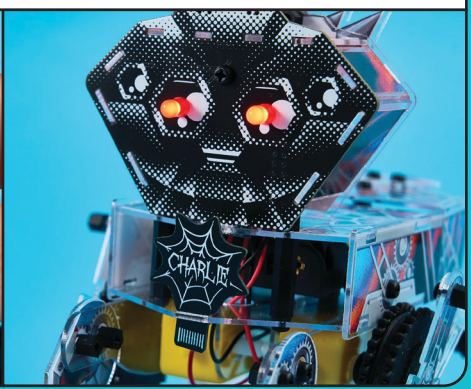
Don't forget to use **LEDs for Charlie's eyes.** Make sure to connect the flat side of the LED to the minus (–) side. You can find the plus (+) and minus (–) signs on the back of the PCB to help you.



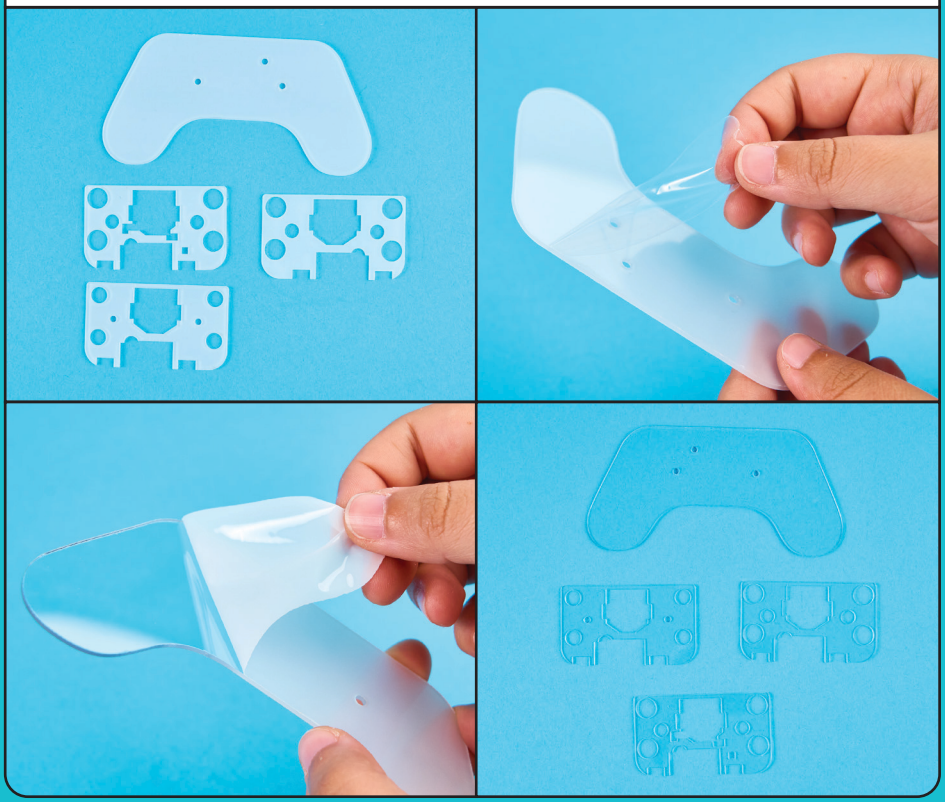
To turn it on, simply click here.

With Charlie, you'll receive a **token** that **unlocks a special new game** on Bit (a game console sold separately). If you're not using the token, you can keep it on Charlie to make sure you don't lose it.



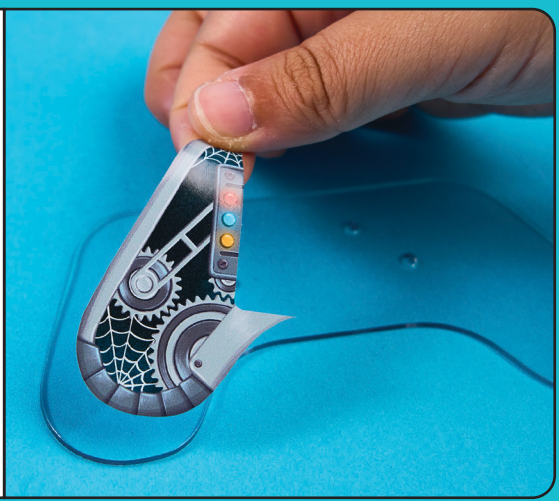


The final step is to **build the controller.** First, **peel off the protective foil** from both sides of the casings.



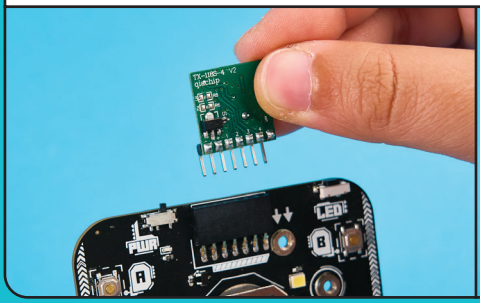
Start by taking those fun stickers and placing them on the longest acrylic piece you have left.

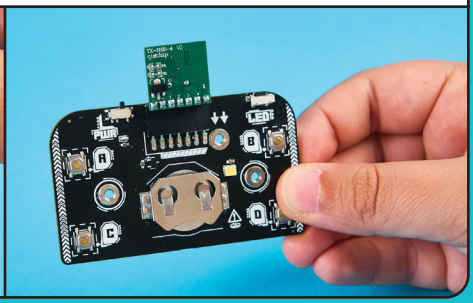
Important: Before applying stickers, ensure the casing is positioned on your table with the two holes on your right side and the single hole on your left side.



Once you've **customized the casing,** connect the PCB and the green module using the pin headers.

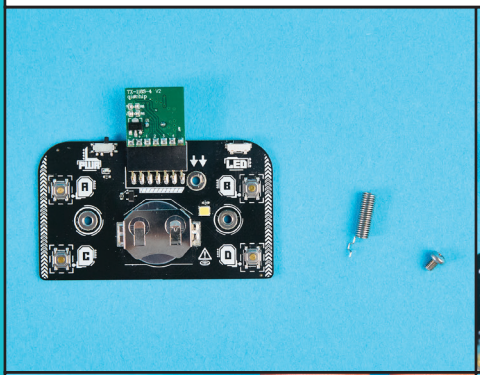
This little **module** will ensure your controller and Charlie can **communicate** with each other.

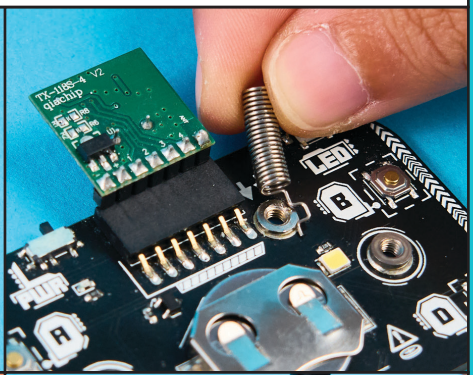


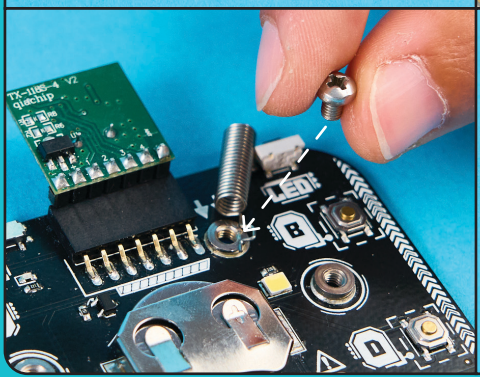


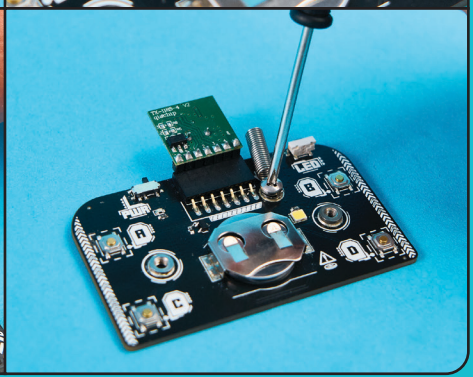
Next, take the **antenna** and a **round–head screw.**

Insert the round–head screw, as shown in the photo, and place the antenna underneath the screw to keep it securely in place.



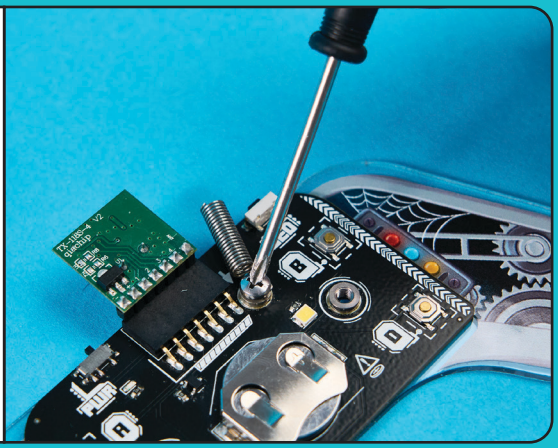






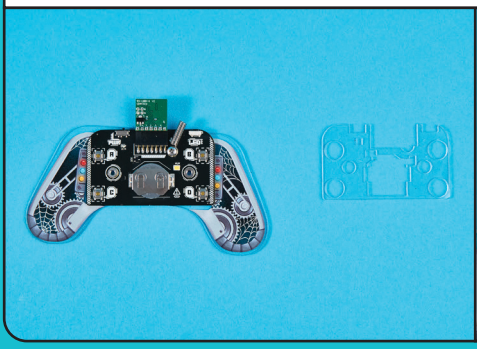
If you haven't already, it's time to add the **coin battery** to the **PCB.** Make sure the **+ sign** is facing up.

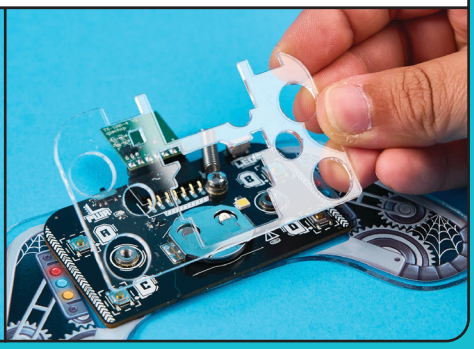
Next, place the PCB onto the customized casing and secure it with screws.



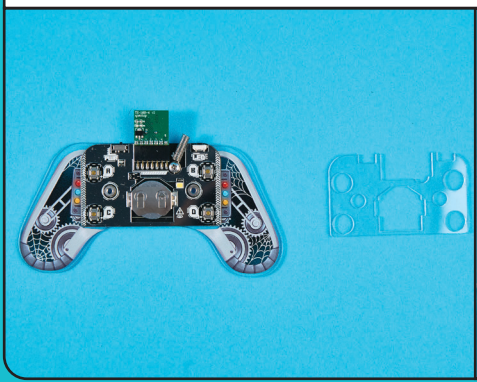
Ensure the **antenna is pointing up** and securely in place.

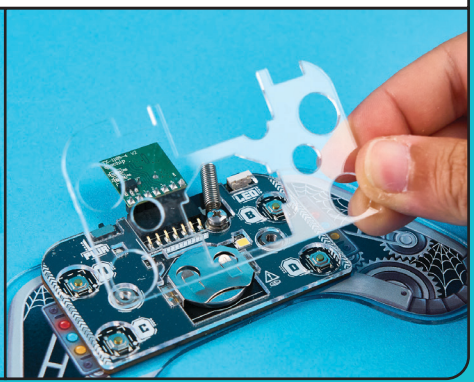
Now, attach the casings to hold everything together. Don't worry about which side to place the casing on — there's only one way it will fit.



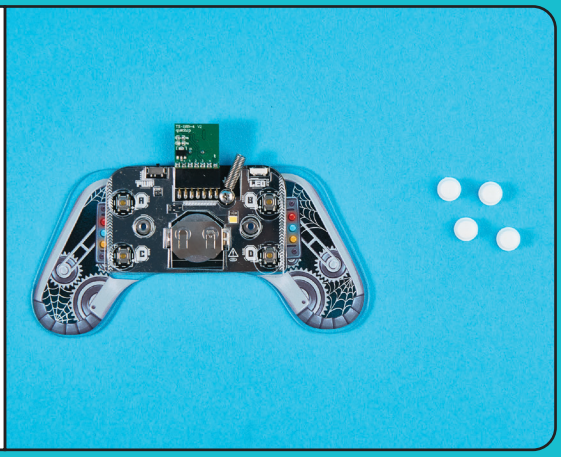


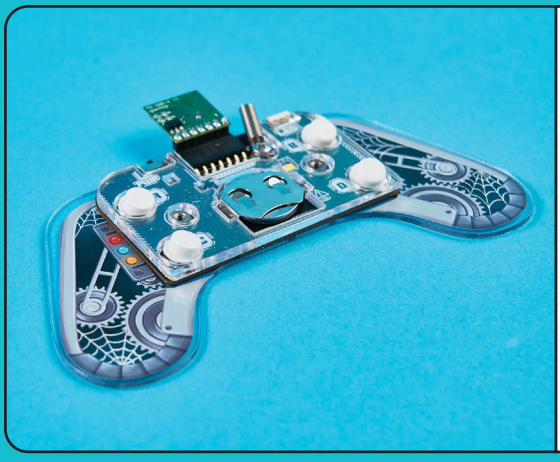
Next, let's move on to the second casing:





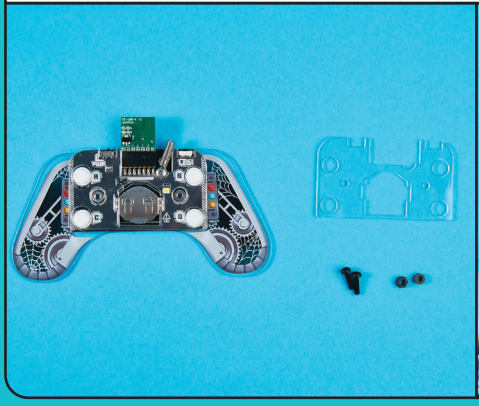
Now it's time to add the **pushbuttons,** which will let you **navigate Charlie** easily.

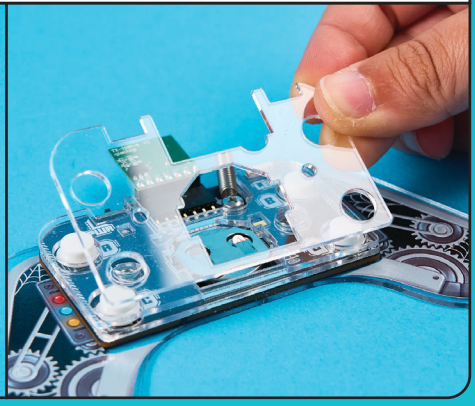




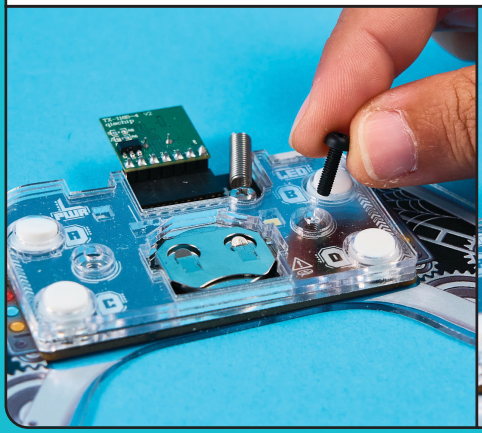
Insert the pushbuttons into the holes on the casings. Don't worry if they seem **tilted** — the next casing we add will straighten them out.

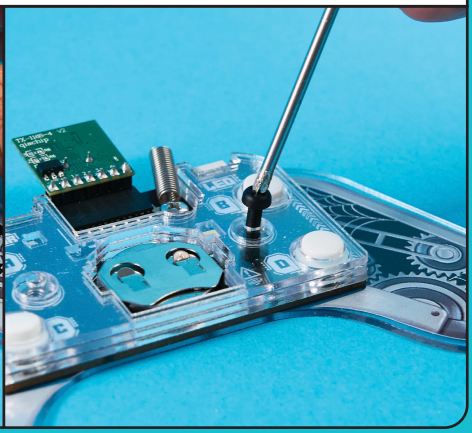
Now, grab the last casing, along with the bolts and spacers.

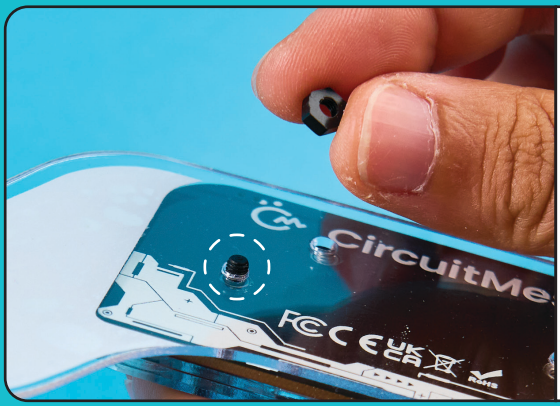




Insert the **bolts** from the front side, and use the **screwdriver** to ensure they go through the PCB properly.

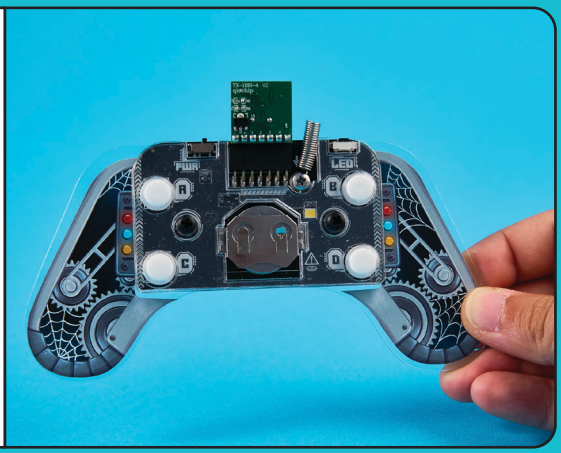




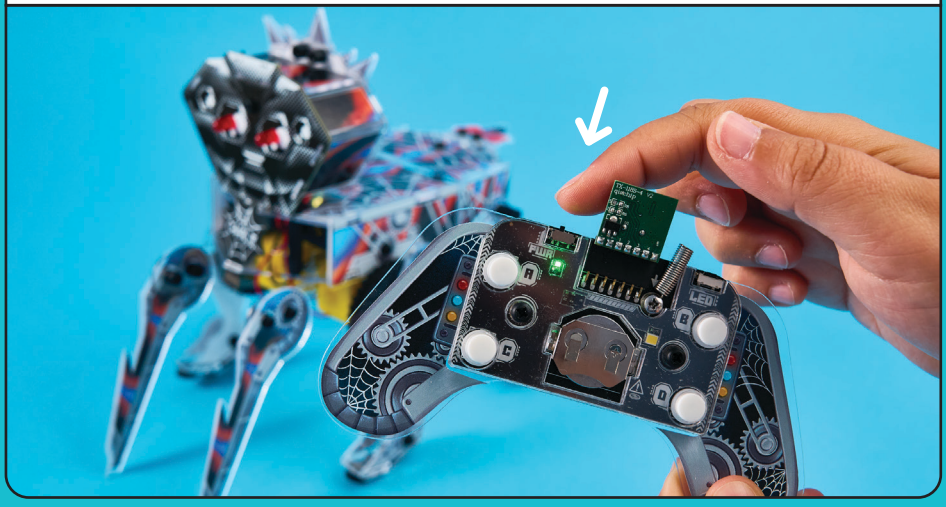


On the backside, add the **spacers** to keep everything securely in place

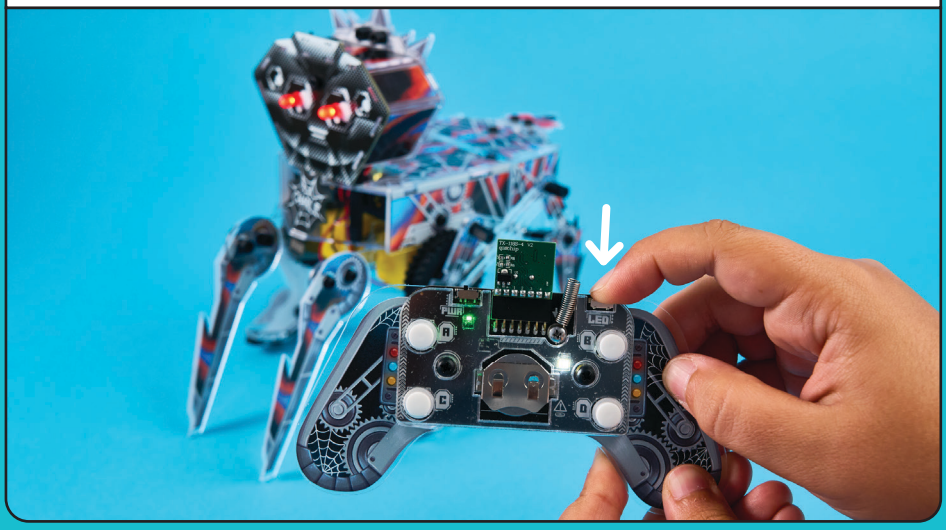
And there you have it — your **controller!**



Press the power button to **turn on** your controller, as shown in the photo. Once the controller is on, the **LED** below the switch will light **green.**



To turn on the other **LED** on the controller, **simply press and hold the pushbutton** labeled **"LED"** on the board.



Once both the controller and Charlie are powered on, use buttons A to D to navigate Charlie.

Have fun exploring!

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.

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:

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

CircuitMess

UK CA CE FC

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

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

WARNING

THIS PRODUCT CONTAINS OR USES A BUTTON CELL BATTERY

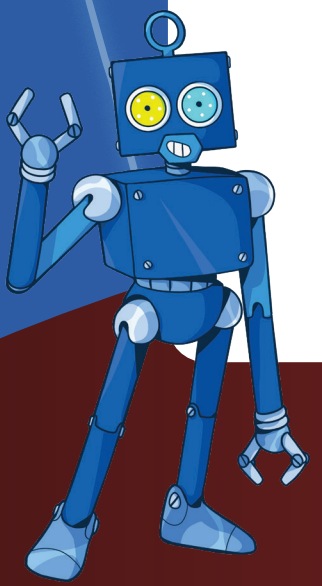
If swallowed, a lithium battery can cause severe or fatal injuries within 2 hours.

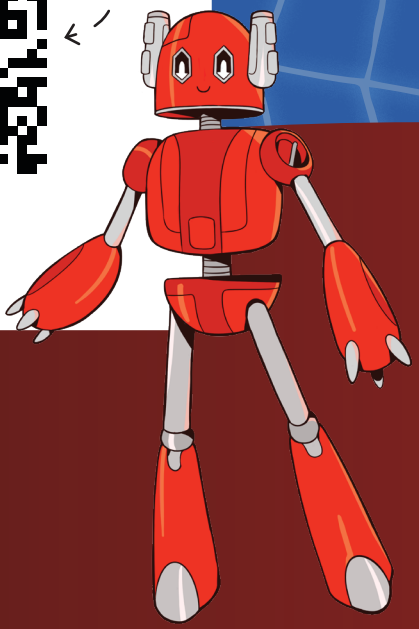
Keep batteries out of reach of children.

If you think batteries may have been swallowed or placed inside any part of the body, seek immediate medical attention.

WACKY ROBOTS

Scan for more fun





CircuitMess