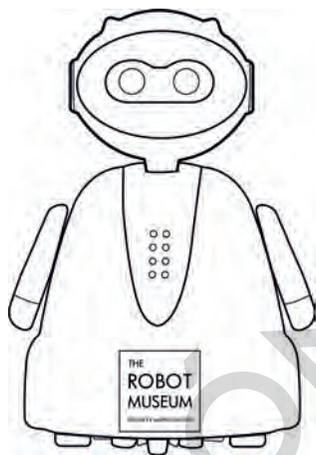


Age: 5+

INSTRUCTION MANUAL



THE ROBOTIC **TRACKY** CARD GAME

JUGUETRÓNICA, SL - Tax ID Number (CIF): B83788414
C/ Alberto Aguilera, 1 - 28015 Madrid - Spain
Thank you for purchasing this product.

Warranty:

www.juguetronica.com/garantia

National Technical Service:

www.juguetronica.com/servicio-tecnico-juguetronica



JUGUETRÓNICA[®]
LOS JUGUETES DEL FUTURO, HOY



Thank you for purchasing Tracky, the robotic card game!

To use it correctly and ensure your safety, please read the instruction manual carefully before beginning to use the product and keep it for future reference.

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1. Tracky is not only a game designed to improve mental ability and coordination (suitable for one or more people) but it is also a robotic pet.
2. It is advisable to play on a smooth surface to improve playability. The robot has two infrared sensors that detect objects nearby.
3. If you play on a table or any other raised surface, try to keep Tracky away from the edge; its phototransistor sensors do not detect unevenness and it could fall to the ground.
4. Tracky is a precision game for one or more people. For best playing experience play on a smooth surface. Tracky has two phototransistor sensors thanks to which follows the trajectory of a dark line.

WARNINGS

1. Warning. Not suitable for children under 36 months of age.
2. Warning. Not suitable for children under 3 years of age.
3. Choking hazard. Contains or can create small parts.
4. Warning. For domestic use only.
5. Not recommended for children under 4 years of age.
6. If the child gets too close to the wheels, their hair may get stuck.
7. Packaging materials are not toys.
8. Before giving this toy to children, remove all parts, labels, and staples from the packaging.
9. For better gameplay, it is not recommended to use Tracky outdoors, as direct sunlight can interfere with the proper operation of the sensors it uses to follow the lines.
10. As an extra precaution, check this game regularly for any damage or signs of wear.

SIMPLIFIED DECLARATION OF CONFORMITY

Hereby, JUGUETRONICA S.L., declares that this equipment is in compliance with the essential requirements and other relevant provisions of Directive 2009/48/CE – Safety of toys and games. The complete text of the declaration UE of conformity is available in these internet direction: www.juguetronica.com/ce-docs/

BATTERY WARNINGS AND PRECAUTIONS

Requires 4 LR44 button batteries included.

You will need a small Phillips screwdriver to open its housing and replace the batteries once they run out.

Alkaline batteries are recommended. · Rechargeable batteries can be used. · Do not mix new and worn out batteries nor different kinds of batteries. · Make sure to put the batteries with the polarity in the correct direction. · If a battery is worn out, it should be removed from the product. · Make sure to not short-circuit the terminals. · Never try to recharge non-rechargeable batteries. · Never throw batteries into fire. Once depleted, the batteries must be deposited into an approved container. The batteries should only be replaced by an adult.

DISPOSAL

To protect the environment, do not dispose of the device at the end of its service life along with household waste.

It can be disposed of at the appropriate collection points available in your area. Dispose of the device in accordance with the European Directive on Waste Electrical and Electronic Equipment (WEEE).

- Used, fully discharged batteries must be disposed of in specially designated collection containers, at special waste collection points, or through electronic equipment distributors.

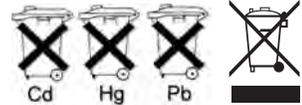
Users are required by law to dispose of batteries properly.

- These symbols are found on batteries that contain toxic substances:

Pb: The battery contains lead.

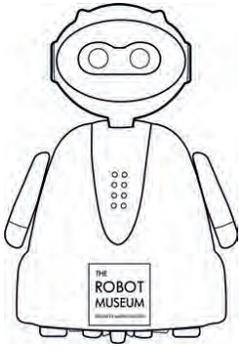
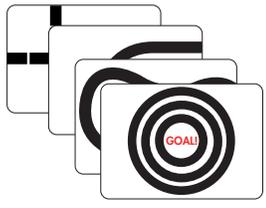
Cd: The battery contains cadmium.

Hg: The battery contains mercury.



For further information, please contact the municipal waste disposal authority.

BOX CONTENTS

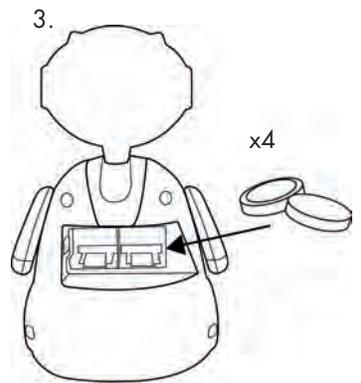
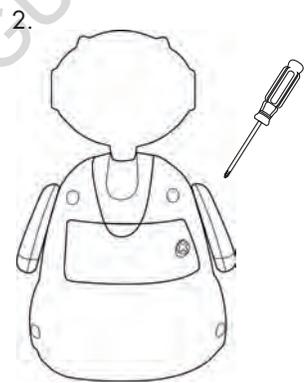
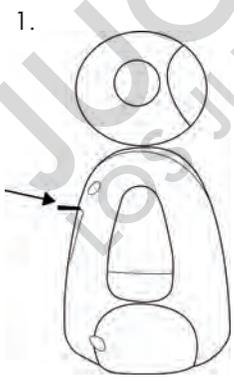


List of components:

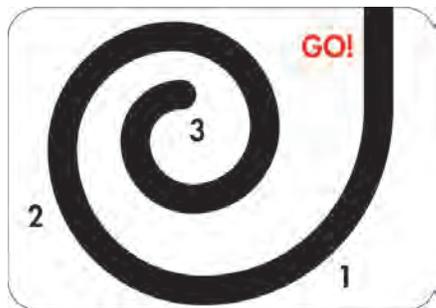
- 1 x Tracky Robot
- 1 x Goal Card
- 2 x Game Over Card
- 1 x Start Card (1,2,3,Go)
- 1 x Three-dimensional finish line
- 39 x Travel Cards

STARTING UP AND INSTALLING THE BATTERIES

- If this is your first time playing with Tracky, remove the plastic band that you will find sticking out of the hole in the battery compartment lid.
- If the batteries are empty, unscrew the cover on Tacky's back to access the battery compartment, remove the cover and insert four button batteries placing them with the correct polarity, as shown in the picture. Then close the cover and screw it back on to finish the process.



Start Card



Path card



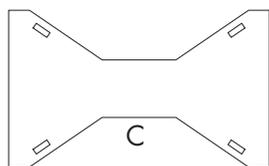
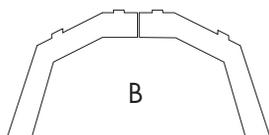
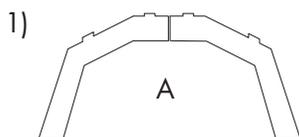
Goal Chart



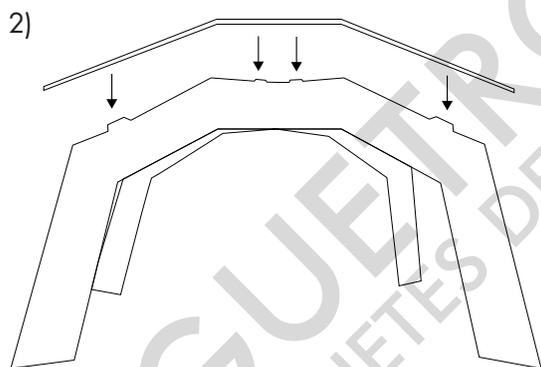
Game Over Card



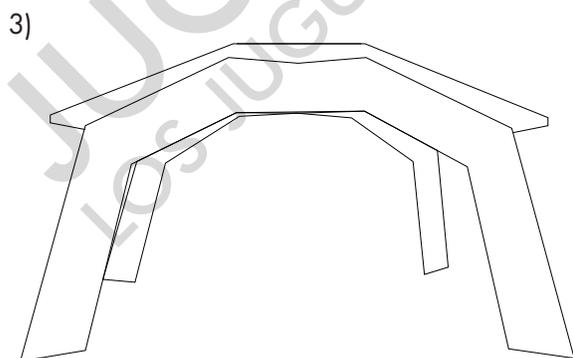
BUILDING TRACKY'S SPACESHIP



Separate the 3 pre-cut pieces that create the finish line and throw away the cardboard left.



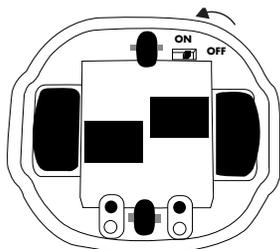
Assemble parts A and B as shown in the picture to create the legs of the ship. Then place part C on top of the structure.



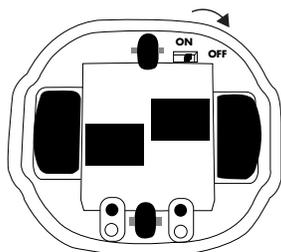
Tracky's spaceship is ready!

SETTING UP THE GAME

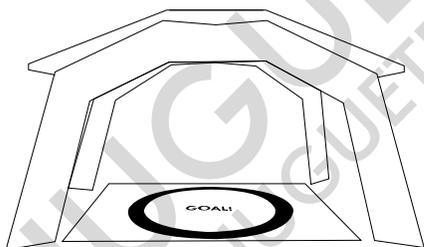
1. Change the switch position to ON at Tacky's base to start it.



2. Change the switch position to OFF at Tracky's base to turn it off.



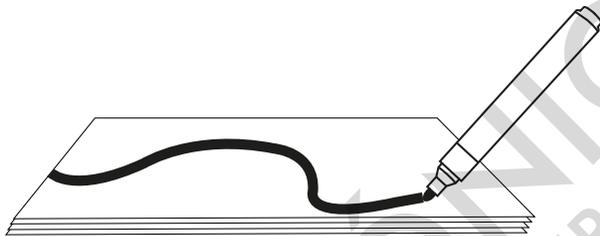
3. Remove the GOAL card and place the already assembled Tracky spaceship (see page 6) on top of it, as shown in the picture.



TRACKY FREESTYLE (SINGLE PLAYER OR MULTIPLAYER GAME)

Free-style mode to develop your creativity. To play in Free-style mode, you don't need the game cards as Tracky is able to follow any line:

- 1- Use a thick-tipped black marker to draw lines on a white surface.
- 2- Place Tracky at the beginning of the drawn line and you will see how it will start to run through it.
- 3- Create all the figures you want and use your imagination. The challenge is to create the longest and most complicated stroke and get Tracky to pick it up from start to finish.



NOTE: If Tracky has trouble following the line, it may not be thick enough. Try a thicker-tipped marker or go over the line to thicken it.

TRACKY MEMORY (SINGLE PLAYER OR MULTIPLAYER GAME)

This mode tests your mental agility and your memory:

1. Draw the START, GOAL and one GAME OVER card from the deck. Shuffle the remaining cards and draw the first 7.
3. Place the START and GOAL cards at different points in the room without them being too far apart from each other. Remember to place Tracky's spaceship on top of the GOAL card.
4. Place the remaining 7 cards and the GAME OVER card facing up.
5. Change these 8 position cards and place them sequentially one after the other.
6. Start the game: Take one minute to memorise the cards and turn them over (the 8 position cards, i.e. all the ones you have drawn from the deck except the START and GOAL ones).
7. Activate Tracky and place it on the START card.
8. Start turning the memorised cards and place them in the most efficient way after the START card to get Tracky to the GOAL card, but be careful! If you turn the "GAME OVER" card, the game will end and you will have to start over.
9. Challenge your friends and see who can memorise the most cards and, if you find it too easy, make the challenge more difficult - would you dare to play with two GAME OVER cards? What about with 10 cards instead of 7?

TRACKY SPEED (SINGLE PLAYER OR MULTIPLAYER GAME)

Create your own strategies to be the fastest to get Tracky back to its spaceship.

1. Place the START and GOAL cards on opposite sides of the room.
2. Remove the GAME OVER cards from the deck and shuffle the remaining cards.
3. If the game is for more than one player, alternately draw cards from the deck until someone draws the card with a straight line. This card starts the game.
4. Place the deck face down and deal each player 8 cards. The players can see their cards but not show them to their opponent. Start Tracky up and place it on the START card.
5. The game begins: The player who starts the game must use their turn to place one of the cards besides the START card and then draw a card from the deck. The next player must do the same by placing their card next to the one the previous player placed and so on. If a player runs out of all their cards and there are no more cards left in the deck, they must draw the first card placed at the start of the game and place it in their turn.
6. Hurry up and place your card and be the one to get Tracky to the GOAL card. If Tracky steps off the circuit before playing the card, the player currently playing their turn is eliminated. Tracky does not wait! If there are more than two players in the game, Tracky must return to the last card placed. The game continues to skip the turn of the player who has been eliminated.
7. When the last card placed is close enough to the GOAL card so there is no room to place another card in between, the next player will let Tracky reach the end of the path. If Tracky crosses the space between the two cards and reaches the GOAL card, the player who placed that last card is the winner. If, on the other hand, Tracky steps off the circuit, the GOAL card is placed back within one foot of its last location. Then, Tracky is set on the last card placed and the game continues with its usual turns until one player manages to get Tracky to the GOAL card.

TRACKY SPEED LEVEL UP (TWO PLAYERS)

Play Tracky Speed in expert mode for 2 players only!

1. Place the START and GOAL cards on opposite sides of the room.
2. Remove the GAME OVER cards from the deck and shuffle the remaining cards.
3. Alternatively, draw cards from the deck until someone draws the card with a straight line. This card is the one that starts the game. Then, each of the players chooses a team: Blue or yellow.
4. Place the deck face down without dealing cards. Switch Tracky on and place it on the START card.
5. The player who starts the turn draws a card from the deck and places it besides the START card. If the line is just black or has the colour of your team, place it but... Watch out! If the card is the other team's colour, you must give it to your opponent so that they can place it and you will lose your turn. If a player places a card of the other team's colour or hands it over when Tracky is already reaching the end of the path, they lose the game. If Tracky leaves the circuit before the card is placed, the player who had the turn is eliminated.
6. When the last card placed is close enough to the GOAL card so there is no room to place another card in between, the next player will let Tracky reach the end of the course. If Tracky crosses the space between the two cards and reaches the GOAL card, the player who placed that last card is the winner. If, on the other hand, Tracky steps off the circuit, the GOAL card is placed back within one foot of its last location. Then, Tracky is set on the last card placed on the table and the game continues with its usual turns until one player manages to get Tracky to the GOAL card.

GAME MODES

TRACKY HERO AND VILLAIN (GAME FOR TWO PEOPLE)

If you're the hero, you'll take Tracky back to its spaceship to return to its planet. If you're the villain, you won't let that happen.

Who will win?

1. Place the START and GOAL cards on opposite sides of the room.
2. One of the players must get Tracky to the GOAL card (hero), while the other must prevent it (villain).
3. Remove the GAME OVER cards from the deck. The villain must choose 4 cards from the deck without the hero seeing them. After that, the hero must shuffle the deck and draw the first 15 cards.
4. The game starts: Turn Tracky on and place it on the START card.
5. The hero will lay their cards on the board and create a path for Tracky.
6. But beware, the villain can use their cards whenever they want to get in the way! (They may only use each card once). Everyone must create the perfect strategy to achieve their goal.

The hero will win if they get to the GOAL card.

The villain will win if the hero gets to the GOAL card before using their 15 cards.

SEQUENTIAL PROGRAMMING (GAME FOR ONE OR TWO PEOPLE)

Introduction to programming.

Use the deck to design an optimal path with the least number of cards. Will you make it?

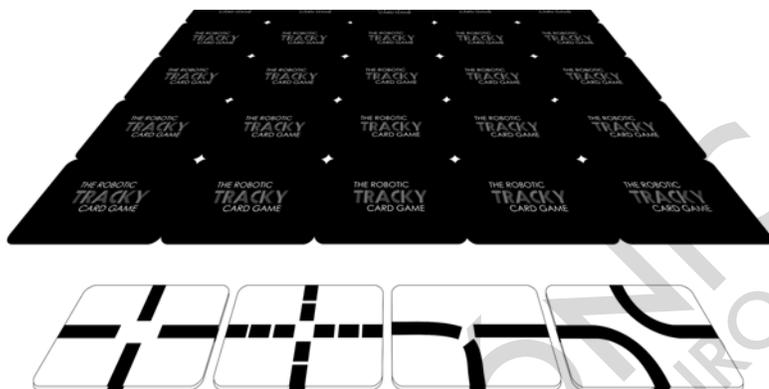
1. Place 25 cards facing down as shown in the picture (remove the Game Over, Goal, and Start card for this game). These will become the programming board.



2. One of the players must decide where in the board Tracky should start and where it should finish.

GAME MODES

3. The other player must get from start to finish by placing the least number of cards. To do this, they will choose the cards they want to use from the deck and place them in order and in line, as shown in the picture:



4. After checking that everything is fine, the cards should be placed in the chosen order, as shown in the picture. Will you be able to make the journey in the shortest time with the least number of cards? Program your path and find out!



TROUBLESHOOTING

1. If Tracky does not move or has issues moving, the batteries may be running low. Follow the steps on page 5 to replace them.
2. If Tracky has trouble making the journey between two cards, it may be due to two reasons: Because you are placing them too far apart from each other or because you have overlaid them, causing Tracky to trip due to the slope caused by the two cards.
3. If Tracky does not clearly recognise the path of the cards, make sure it is not in direct sunlight or exposed to a strong light source, as this can interfere with the proper functioning of its sensors.
4. If Tracky does not move correctly, turn it off, place it upside down and check for any objects (lint, sand, dirt, etc.) that might be obstructing the wheels.
5. If you draw a line and Tracky doesn't recognise it, make sure the surface is completely white and the line is thick and dark enough.

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