



# User manual

Everything you need to play your first match,  
lift cups and make the table your own.



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Read it straight through or jump to what you need. The screenshots come from the app in English: if you play in another language you will find the same buttons in the same places, with other words.

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# Welcome to Taca Taca

The foosball table you grew up with, in your pocket and on your desk.

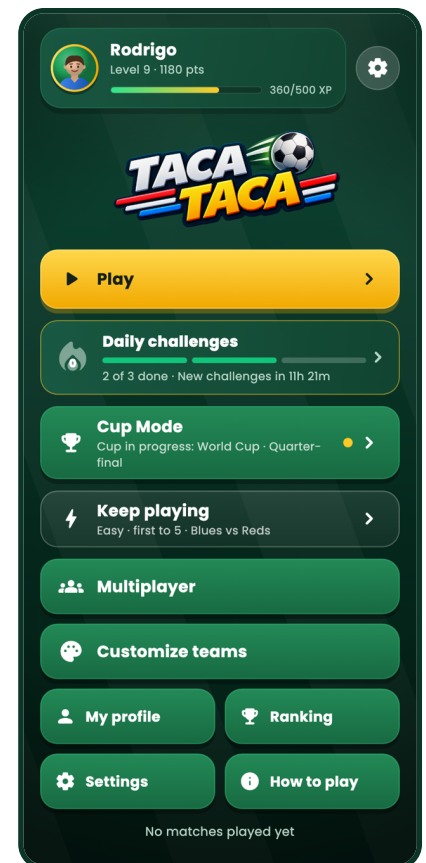
## ■ What is this game?

**Taca Taca** is a game of foosball (table football, also known as *taca taca*, *futbolín* or *metegol*). You get eight rods of little figures, a ball that bounces off the walls and a rival goal waiting at the other end. Nothing more. Nothing less.

The trick is that the table behaves like a real one: the figures strike with their feet, shots off the edge of a foot fly out at an angle, the ball picks up spin if you move the rod as you shoot, and the surface has invisible slopes so the ball never sits dead in a corner.

You can play alone against the computer, two of you on the same phone, against someone else on your Wi-Fi network, set up a tournament for up to eight friends, or dive into **Cup Mode** and fight through six tournaments up to the World Cup.

A game lasts exactly as long as you want: a quick first-to-3 match is a couple of minutes; a whole cup can be the entire afternoon.



**The main menu.** Everything starts here: a quick match, cups, the daily challenges, teams and your profile.

## ■ Where you can play

The same app runs on five systems and adapts itself to the size of the screen: on a phone everything sits within reach of your thumb, and on a tablet or computer the game spreads the content into columns and draws the cup brackets as a full tree.

| System                 | What you get                                                                                                                                           |
|------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
| Android                | Phones and tablets, portrait and landscape. Includes the world ranking and achievements through Google Play Games, plus cloud backup of your progress. |
| iPhone and iPad        | Portrait and landscape; on iPad also in multitasking and windows.                                                                                      |
| Mac, Windows and Linux | Resizable window, full screen with <b>F11</b> , menus and keyboard shortcuts.                                                                          |
| Browser                | An extra build for trying the game out; the Wi-Fi match is not available there.                                                                        |



On a big screen it is **not the phone stretched out**: the title and the buttons line up with the content column, and the menu compacts itself in short windows so it fits whole without scrolling.

## ■ What you will not find

It is worth saying up front, because it is unusual: the game **has no ads, no in-app purchases and needs no internet**. You can play it on a plane, on the underground or out in the countryside with no signal, and it works exactly the same.

### Offline

#### Everything happens on your device

Matches, cups, your statistics and your teams are all saved on the phone or computer itself.

### No accounts

#### There is no sign-up

We never ask for an email or a password. Just a nickname for your profile, and you can change it whenever you like.

# First steps

From opening the app for the first time to having your profile ready, in under a minute.

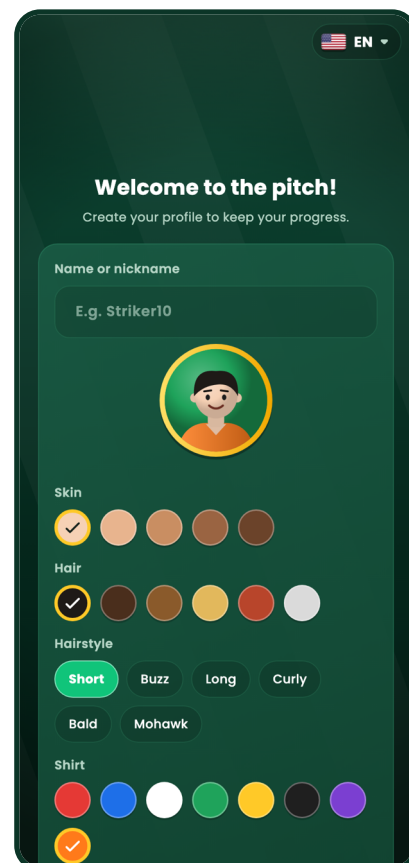
## ■ The welcome screen

The first time you open the game you will see the logo and a card for creating your profile. Two things, and that is it:

- **Your nickname.** Up to 16 characters. It is the name that shows on the scoreboard, in the ranking and on the replays you share.
- **Your avatar.** A little figure you build by picking a skin tone, hair, shirt colour and background. You can change it as often as you want afterwards.

At the top of the same screen sits the **language** picker. The game starts in your device's language and you can switch it right there or later in Settings. Spanish, English, Portuguese, French, Italian and German are available.

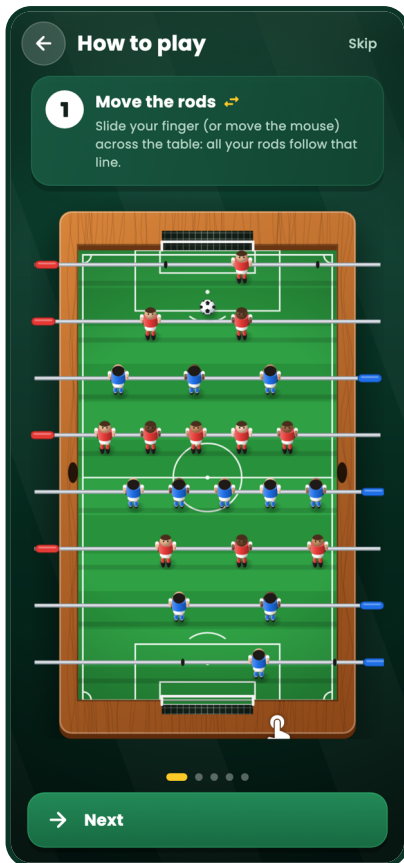
Tap **Let's play!** and your profile is created — straight into the main menu.



**Welcome.** Nickname, avatar and language: the only things asked before you play.

**TIP** If you play on Android while signed in to Google Play Games, the game suggests your own gamertag as the nickname and links the profile to that account, so your score travels to the world ranking.

## ■ The tutorial: five steps and you are in



Before your first match, **How to play** appears: a five-step walk-through with a live table below every explanation. It is not a video – it is the game's own engine, so what you see there is exactly what will happen in a match.

The five steps cover the essentials: moving the rods, shooting, the angle of a shot, defending and the kick-off.

You can skip it with the **Skip** button in the corner and come back whenever you like from the main menu, under **How to play**. It will never force you to watch it again.

If reading is not your thing, there is an even shorter route: tap **Play**, pick **Easy** and learn by shooting. The AI on Easy reacts slowly and makes mistakes on purpose.

**How to play.** Five cards with the table moving underneath, so you can try while you read.

## ■ The main menu, button by button

The whole game hangs off this screen. From top to bottom:

| Button                        | What it does                                                                                                                                                                |
|-------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Your profile card</b>      | Right at the top: your avatar, your level, your score and how much experience is left to the next level. Tap it to open your profile; the cog beside it opens the settings. |
| <b>Play</b>                   | The big yellow button. It opens the screen where you choose how you want to play.                                                                                           |
| <b>Daily challenges</b>       | Today's three challenges, your streak and how long until they refresh.                                                                                                      |
| <b>Cup Mode</b>               | The six tournaments. If you have a cup half finished, it tells you which round you are on.                                                                                  |
| <b>Keep playing</b>           | Repeats your last match with the same settings, skipping the menus.                                                                                                         |
| <b>Multiplayer</b>            | Two players on the same device, a friends tournament or a Wi-Fi match.                                                                                                      |
| <b>Customize teams</b>        | The classic teams and the ones you create: colours, shirt and style.                                                                                                        |
| <b>My profile · Ranking</b>   | Your statistics and achievements; and the table of every profile on the device.                                                                                             |
| <b>Settings · How to play</b> | Game settings and the tutorial, always within reach.                                                                                                                        |

# Your first match

How it moves, how you shoot and what everything on screen means.

## ■ Moving the rods

On a real table you grab the handles and slide them side to side. Here it is just as simple, with whatever controls you have at hand.

### With your finger (phone and tablet)

- **Move:** slide your finger across the table. All your rods line up with that line, as if you were working the handles with both hands.
- **Shoot:** tap the screen, flick quickly towards the rival goal, or rest a second finger down while you move.
- The rod that shoots is always **the one nearest the ball**, so you never have to choose.

### With a mouse or trackpad

- **Move:** glide the cursor over the table; the rods follow it.
- **Shoot:** any mouse button.

### With a keyboard

| Action        | Player 1                               | Player 2                               |
|---------------|----------------------------------------|----------------------------------------|
| Move the rods | <b>A</b> <b>D</b> or <b>W</b> <b>S</b> | <b>←</b> <b>→</b> or <b>↑</b> <b>↓</b> |
| Shoot         | <b>Space</b>                           | <b>Enter</b>                           |
| Pause         | <b>Esc</b> or <b>P</b>                 |                                        |
| Full screen   | <b>F11</b>                             |                                        |

**TIP** Just starting out? In **Settings** → **Game** turn on **Auto shoot**: the figures shoot by themselves when the ball comes close and all you worry about is moving them. And if you dislike the rods jumping to wherever you touch, switch **Touch mode** to **Relative**: then you drag from anywhere on the screen, like a trackpad.

## ■ The match screen

- 1 Pause.** Stops the match and opens the menu: resume, restart, settings or quit. On a computer, **Esc** does the same.
- 2 Scoreboard and clock.** Your name and your rival's, the goals for each side, the time elapsed and, underneath, how many goals win the match.
- 3 The table.** Your rods are the ones in your colour; the rival goal is always at the top. Turn the phone and the table lies down while the scoreboard moves to the side.
- 4 Shoot button.** The blue circle. It is optional: tapping the table or flicking upwards does the same.
- 5 Arrows.** A fine nudge for the rods, handy for lining the ball up before you shoot.



**A match under way.** The table fills almost the whole screen; the controls stay at the edges so they never cover the play.

## ■ The rules of the table

They are the same as any bar-room foosball table, translated to the screen:

- **First to the agreed number of goals wins** (3, 5 or 10). If you set a time limit and it runs out, whoever is ahead wins.
- **The kick-off** goes back to the middle after every goal, for whoever conceded.
- **Dead ball:** if the ball stops where nobody can reach it, it is put back in play. Even so, the table has invisible slopes that make it almost never happen.
- **Your own figures do not block you:** when your shot passes behind one of your rods, those figures lift their feet on their own, just as a real player would.
- **Angle matters:** hitting with the edge of a foot, or moving the rod at the moment of contact, sends the ball across. That is how the best goals are made.

**NOTE** The computer plays by your rules: it sees the ball with a delay, it cannot move the rods faster than a person, and it does not know where the ball will end up. It never cheats; on Expert it is simply very good.

## ■ Full time: result and statistics



When the last goal goes in, the result screen appears — with confetti if you won. On it you get:

- **The score** and who won.
- **The experience earned** (XP), how far your level bar moved and how your score changed.
- **The match statistics**, head to head: shots, shots on target, saves, possession and the strongest shot from each side.
- **The list of goals**, to watch them in slow motion or share them (chapter 11).

At the bottom sit the usual two buttons: **Play again**, which repeats the same match right away, and **Main menu**.

If you levelled up or unlocked something, the game tells you here with a reward card.

**End of the match.** The score, the experience earned and a side-by-side comparison with your rival.

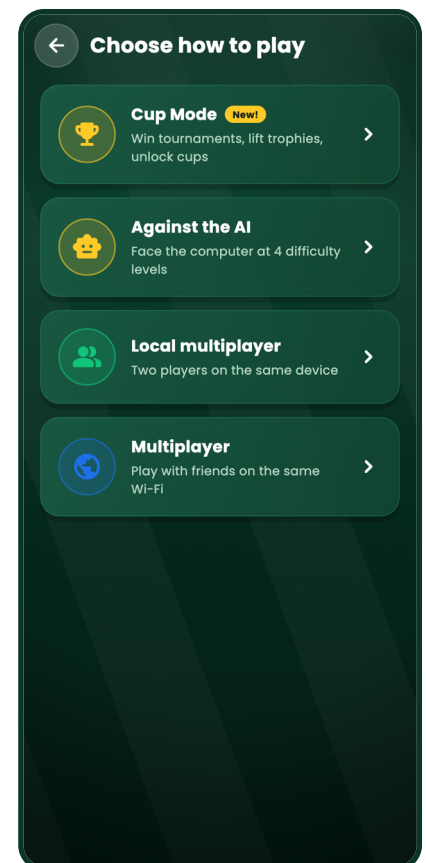
# Game modes

On your own, two on one device, with friends over Wi-Fi or a full tournament.

The **Play** button on the menu opens this screen, with the four ways to play:

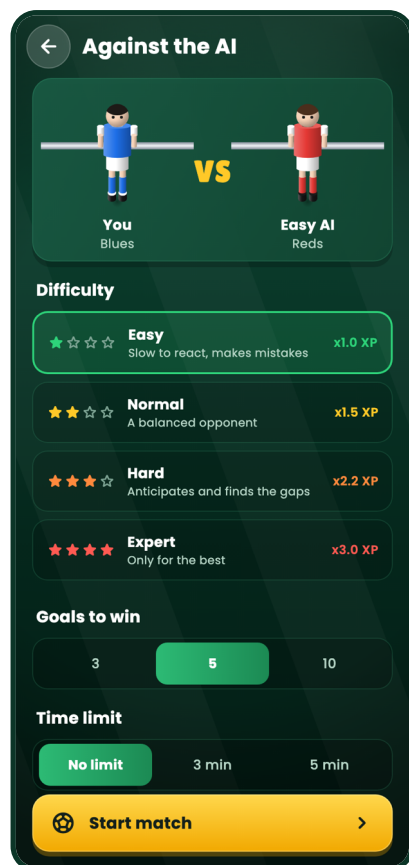
- **Cup Mode:** knockout tournaments against the computer's teams. It has its own chapter (number 5).
- **Against the AI:** a one-off match against the computer, at whatever difficulty you choose.
- **Local multiplayer:** two people on the same screen.
- **Multiplayer:** a friends tournament or a match against another device on the same Wi-Fi network.

None of them needs the internet. The Wi-Fi one only needs both devices on the same home network.



**Choose how to play.** Four routes, all available from day one.

## ■ Against the AI



Before you start you pick three things: who you are up against, how many goals win it, and how much time there is.

There are **four difficulties**, and each one multiplies the experience you earn. The tougher the rival, the more every win is worth:

| Difficulty | How it plays                      | XP   |
|------------|-----------------------------------|------|
| Easy       | Slow to react and makes mistakes  | ×1.0 |
| Normal     | An even match                     | ×1.5 |
| Hard       | Reads the play and finds the gaps | ×2.2 |
| Expert     | For the very best only            | ×3.0 |

**Before kick-off.** Difficulty, goals to win and time limit, all on one screen.

Then you choose **goals to win** (3, 5 or 10) and the **time limit** (none, 3 or 5 minutes). A first-to-3 match with no limit takes a couple of minutes; first to 10 is a long battle. When it all looks right, hit **Start match**.

**TIP** To measure how much you have improved, always play first to 5 against **Normal**. That is the benchmark rival the game is balanced against: an average player beats it roughly three times out of eight.

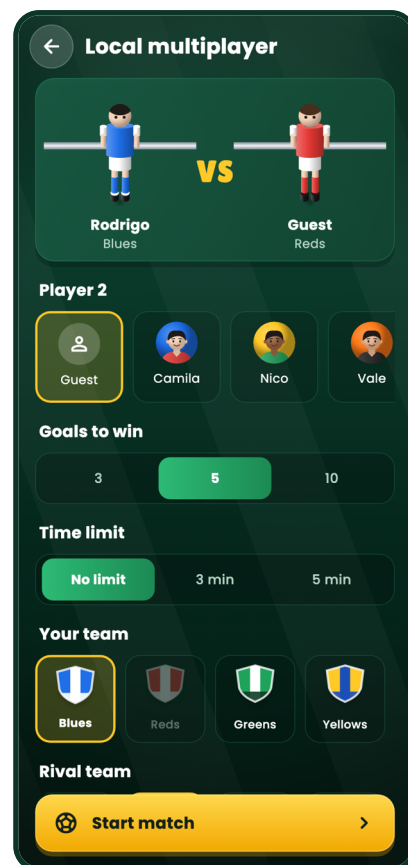
## ■ Two players on one device

The classic of the real table: two people, one device.

- **On a phone or tablet:** each player controls their half of the screen. Sit one at each end and off you go.
- **On a computer:** Player 1 uses **A** **D** and **Space**; Player 2, the arrow keys and **Enter**.

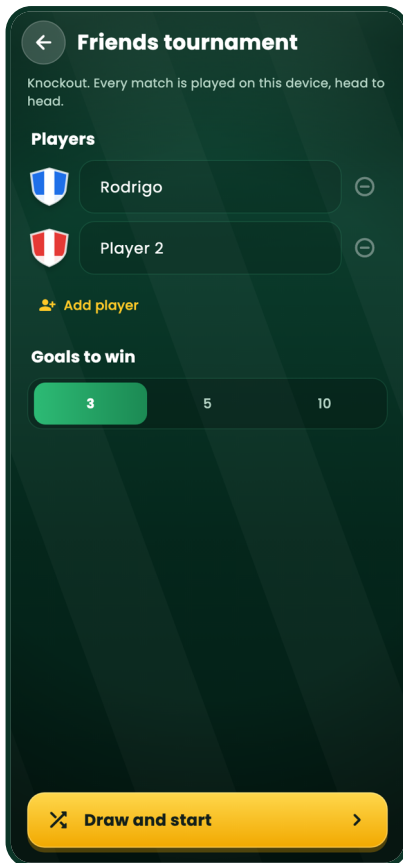
Before kick-off each player picks a team. If the two shirts look too alike, the second team automatically switches to its away kit so there is no confusion.

These matches **do not count** towards the highest difficulty beaten, but they do earn experience (with a small bonus) and they do move the score of whichever profiles are playing.



**Two players.** Each with their own team and their own side of the screen.

## ■ Friends tournament



**Build the tournament.** From 2 to 8 players, each with a name and a team.

If there are more than two of you, this is the one. A **knockout tournament for 2 to 8 people** on the same device: you type the names, everyone picks a team, the game draws the bracket and shares out the byes if the number is odd.

The matches are two-player local games, first to 3, 5 or 10 goals, and there are no draws: if time runs out level, play continues to a golden goal.

**The bracket is saved.** You can close the app, go and have dinner, and carry on later: it comes back exactly where you left it.

Winning a friends tournament unlocks an achievement. It does not move the XP or the ranking of the profiles, though: it is pure bragging rights.



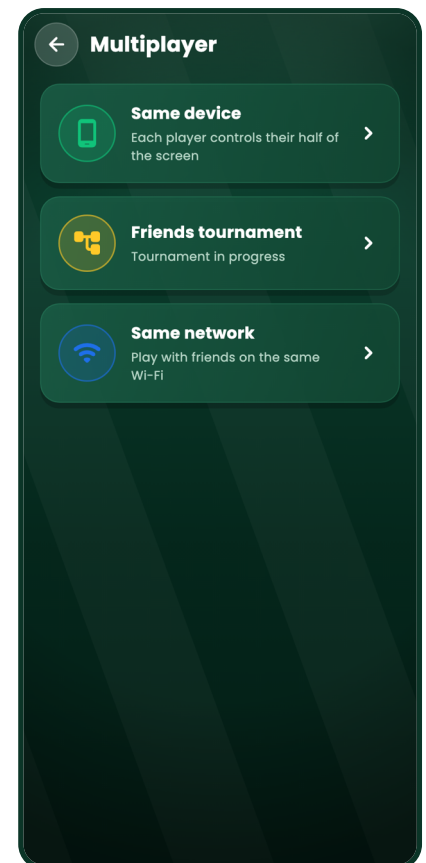
**The tournament bracket** shows who plays, who went through and who is out. On wide screens it is drawn as a tree, with every match centred between the two it comes from.

## ■ On the same Wi-Fi network

Two devices, two screens, one match. No internet and no account needed: all it takes is both being connected **to the same Wi-Fi network**.

1. Both of you open **Multplayer** → **Same network**.
2. One taps **Create game** and waits.
3. The other sees it appear in the list on its own and taps it. If the network will not let them find each other, you can type in the host's **IP address**, shown on their screen.

Whoever creates the game is the one simulating the match, sending the state to the other sixty times a second; the guest sees the table from their own end. The rules and the physics are the same as playing alone.



**Multplayer.** Same device, friends tournament or a Wi-Fi match.

**NOTE** Some office, hotel and university networks keep devices apart from each other for security; there the two will never find one another. On a normal home network it works with nothing to configure. In the browser build this mode is not available.

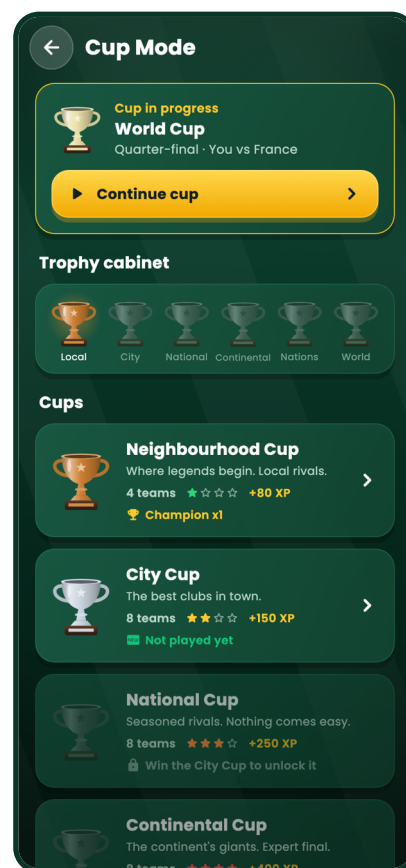
# Cup Mode

Six tournaments, from the local pitch to the World Cup final.

Cup Mode is the heart of the game for a solo player. Six **knockout tournaments** against the computer's teams, each with its own name, kit and way of playing.

They unlock **in order**: to enter the City Cup you have to win the Neighbourhood Cup, and so on up to the World Cup. Every cup you lift stays in your **trophy cabinet**, which you can see here and in your profile.

If you leave a cup half finished, the main menu and this screen remind you which round you were on and who you are up against.



**Cup Mode.** The cup in progress at the top, the cabinet in the middle and the list of tournaments below.

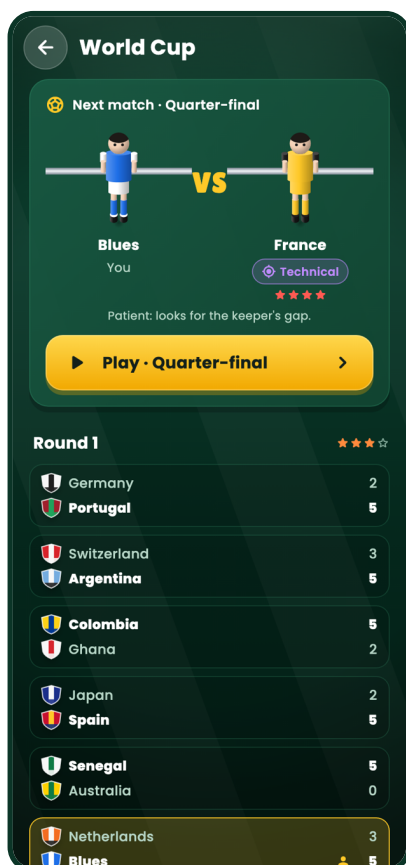
## ■ The six cups

Top to bottom, in the order they unlock.

| Cup               | Teams | Difficulty                  | Prize    |
|-------------------|-------|-----------------------------|----------|
| Neighbourhood Cup | 4     | Easy · first to 3 goals     | +80 XP   |
| City Cup          | 8     | Easy → Normal               | +150 XP  |
| National Cup      | 8     | Normal → Hard               | +250 XP  |
| Continental Cup   | 8     | Hard → Expert               | +400 XP  |
| Nations Cup       | 8     | Hard → Expert               | +600 XP  |
| World Cup         | 32    | Hard → Expert · five rounds | +1000 XP |

The difficulty rises **inside** each cup: the first rivals are gentler and the final is the hardest thing that tournament has to offer. The World Cup is the longest of the lot: 32 teams, five rounds and 31 matches, five of which are yours.

## ■ How a cup is played



1. You pick your team and the game makes the draw.
2. You play your match of the round. The other ties are settled according to each team's strength, so the bracket moves along with you.
3. Win and you go through. Lose or quit and you are out; the cup ends there.
4. The final is played on the golden table, even if you have not unlocked it.

The champion takes the full prize in experience. The **runner-up** does not go home empty-handed either: they get 40 % of the prize.

You can leave a cup half played and come back another day: the bracket is saved with your progress.

**The bracket.** Your next match at the top and the round's results below, including the other teams'.



On a **tablet or computer** the bracket is drawn as a full tree, one column per round, so you can see the whole road to the final at a glance.

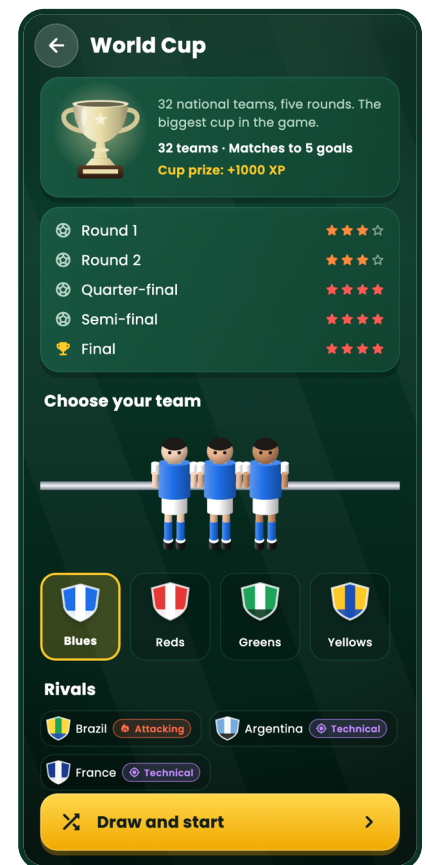
## ■ Know your rivals

Before every cup match, the rival's card tells you their **style of play** and their difficulty stars. There are five styles and each one strengthens something at the cost of something else:

- **Balanced:** no obvious weak spot.
- **Defensive:** hard to break down, little threat going forward.
- **Attacking:** attacks non-stop and leaves gaps at the back.
- **Technical:** patient, hunting for the keeper's gap.
- **Fast:** lightning reactions, but less accurate.

In the Nations Cup and the World Cup the rivals are national teams: country names and colours only. There are 32 in the catalogue, so every World Cup draw leaves someone out.

And if a rival clashes with your kit, they automatically bring out their away shirt.



**Before you enter.** Every cup introduces itself with its teams, its rounds and the prize at stake.



Winning the final gets its own celebration: trophy, confetti and a summary of what you have taken home. If it was your first title, or if that cup opens the next one, the game says so right there.

From then on the trophy sits shining in your cabinet and the title count for that cup goes up by one. You can replay any cup you have already won as often as you like, to push the counter up or simply for the fun of it.

**Champion!** The trophy, the prize in experience and the cup that unlocks next.

# Your progress: XP, levels and unlocks

Every match counts, even the ones you lose.

## ■ How experience is earned

When a match ends you get **XP** (experience). The maths is simple:

| What               | How much it adds                                                                                                                                    |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|
| Winning            | 60 base points                                                                                                                                      |
| Drawing            | 25 base points                                                                                                                                      |
| Losing             | 10 base points (playing always counts for something)                                                                                                |
| Difficulty         | The base is multiplied: $\times 1.0$ Easy $\cdot \times 1.5$ Normal $\cdot \times 2.2$ Hard $\cdot \times 3.0$ Expert. In multiplayer, $\times 1.2$ |
| Each goal of yours | +5 points                                                                                                                                           |
| Clean sheet        | +20 points for winning without conceding                                                                                                            |
| Quitting           | 0 points (and in a cup, you are out)                                                                                                                |

On top of that come the cup prizes (from 80 to 1000 XP) and the daily challenges (chapter 7).

## ■ Levels

Experience turns into levels, from 1 to 99. Each level asks for a little more than the last: **100 XP for level 2**, 150 for level 3, 200 for level 4, and so on. Your progress bar is always visible on the main menu card and in your profile.

## ■ What unlocks as you climb

Levelling up opens up new **tables** and **balls**, which you then choose under **Settings** → **Graphics**. They are purely cosmetic: they change how the game looks, never how it plays.

#### Tables

##### Five finishes by level

**Classic** from the start · **Night** at level 3 · **Retro** at 5 · **Ice** at 7 · **Gold** at 10.

The **Beach** and **Carbon** tables are not bought with levels: they are daily-challenge rewards.

#### Balls

##### Five designs

**Classic** from the start · **Leather** at level 2 · **Orange** at 4 · **Neon** at 6 · **Gold** at 8.

The ball you choose is used in every match, cups included.

## ■ The score (and why it is not the same as your level)

As well as a level, every profile has a **score** that starts at 1000 and goes up or down depending on who you beat. It is the kind used in chess: beating someone far better than you adds plenty; beating someone weaker, very little. Quitting a match costs 8 points.

The difference is this: **your level only goes up** (it measures how much you have played) and **your score measures how well you play** right now. The ranking sorts by score.

# Daily challenges, streak and rewards

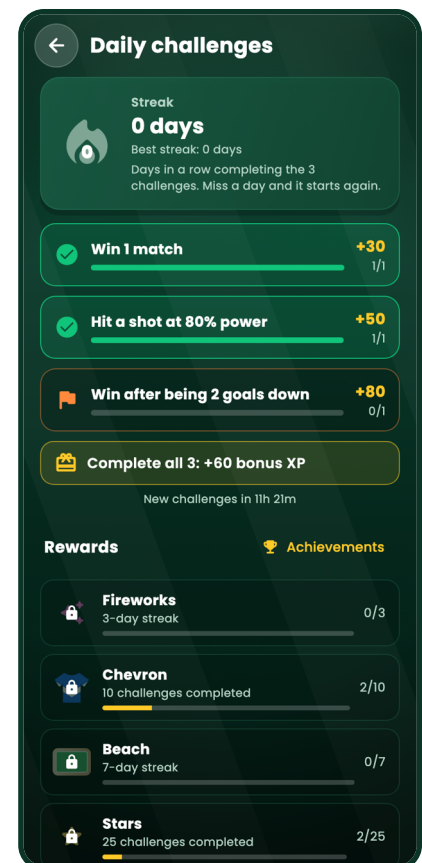
Three fresh challenges every day and prizes you cannot get any other way.

Every day brings **three challenges**: an easy one, a medium one and a hard one. They are drawn from the date, so they are **the same for everybody** that day — if you play with friends, you can compare.

They are concrete things: win a match, make a number of saves, score with the keeper, come back from two goals down, win with more of the ball, hit a shot above 80 % power, win a cup...

They complete themselves as you play, in any mode. There is nothing to switch on.

- Easy challenge: **+30 XP**
- Medium challenge: **+50 XP**
- Hard challenge: **+80 XP**
- All three on the same day: **+60 XP extra**



**Daily challenges.** Your streak at the top, the three challenges in the middle and the rewards below.

## ■ The streak

Completing **all three** challenges in a day adds one day to your **streak**. Miss a day and the streak goes back to zero (your all-time best is kept anyway). It is the one part of the game that rewards showing up more than skill.

## ■ The eight rewards

Your streak and your completed challenges unlock cosmetics you cannot get by levelling up:

| Reward      | What it is       | How to earn it          |
|-------------|------------------|-------------------------|
| Fireworks   | Goal celebration | 3-day streak            |
| Chevron     | Shirt pattern    | 10 challenges completed |
| Beach       | Table            | 7-day streak            |
| Stars       | Goal celebration | 25 challenges completed |
| Checkered   | Shirt pattern    | 14-day streak           |
| Lightning   | Goal celebration | 40 challenges completed |
| Carbon      | Table            | 60 challenges completed |
| Golden rain | Goal celebration | 30-day streak           |

Celebrations are chosen under **Settings** → **Graphics** → **Goal celebration**, and shirt patterns in the team editor.

## ■ The daily reminder

If you want it, the game can nudge you **once a day** when you still have challenges pending: at 6 pm, or at 8 pm if your streak is at risk. It is offered on the challenges screen and switched on or off under **Settings** → **Game** → **Reminders**.

**NOTE** It is a notification your own device schedules, not a message sent from a server: no account, no data leaving the device, and it works offline. Available on Android, iPhone and Mac. The first time, the system will ask your permission to show notifications.

# The 23 achievements

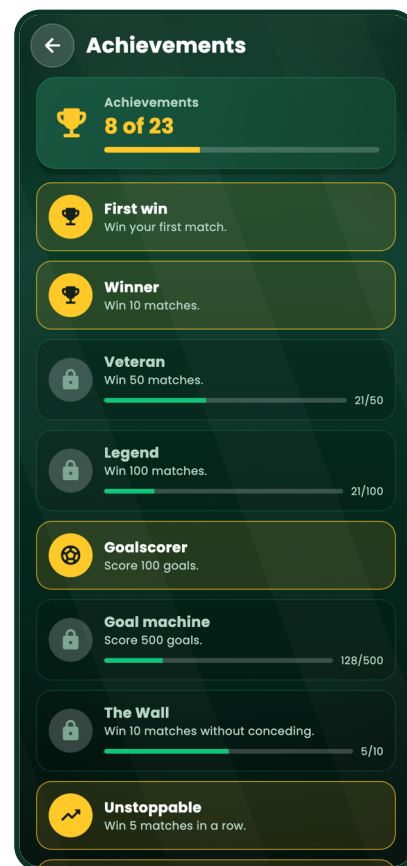
Long-haul goals for anyone who wants to squeeze the game dry.

Achievements are permanent medals. They live under **My profile** → **Achievements**, and the ones you have not earned yet show a bar with how far along you are, so you know what is left.

They are spread across several things:

- **Wins:** your first, then 10, 50 and 100 matches won.
- **Goals:** 100 and 500 scored.
- **Clean sheets:** winning without conceding, once and many times.
- **Streaks:** winning several matches in a row.
- **Difficulty:** beating the AI on Expert.
- **Cups:** your first title and the big tournaments.
- **Levels:** reaching level 10 and level 25.
- **Social:** winning a friends tournament, sharing a replay...

They unlock on their own as you play. If you already met the conditions before they existed, opening the Achievements screen makes the game check your statistics and hand them over.



**Achievements.** The ones you have earned glow yellow; the rest show how far you have to go.

**TIP** On Android, signed in to Google Play Games, the same 23 achievements also unlock on your Google account and stay on your player profile alongside those from every other game.

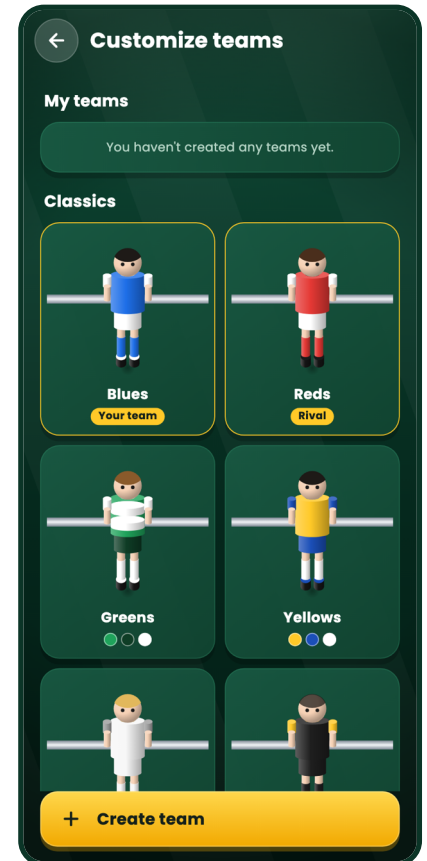
# Teams and customisation

The colours you walk out in.

Under **Customize teams** you will find the **classic teams** — Blues, Reds, Greens, Yellows, Whites, Blacks and several more — and the ones you create.

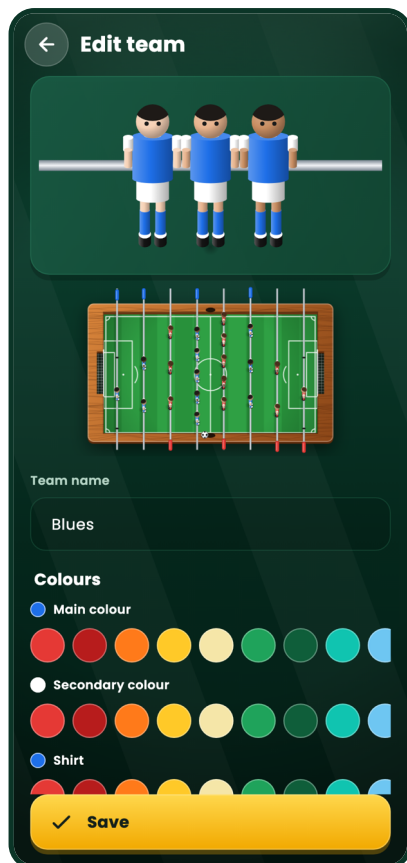
Tap a team to make it **your team** (the one you use by default) or your preferred **rival**. The yellow label shows which is which.

Teams are used in every mode: one-off matches, cups, friends tournaments and Wi-Fi games.



**Customize teams.** Your teams at the top, the classics below and the button to create a new one.

## ■ Creating your own team



The **Create team** button opens the editor, with a live preview of the figure. You can choose:

- **The team name.**
- **The colours:** shirt, trim and shorts.
- **The shirt pattern:** plain, stripes, hoops, sash, halves, and the patterns you have earned as rewards (chevron and checkered).

You can also **duplicate** an existing team to start from something close and change a couple of things, or delete the ones you no longer use.

If your team looks too much like your rival's, the game automatically puts the other side in its away kit so you can tell them apart on the table.

**The editor.** Change a colour and the figure above updates instantly.

## ■ Tables, balls and celebrations

The rest of the customisation lives under **Settings** → **Graphics**: the **table** finish, the **ball** design and the **goal celebration** (confetti, fireworks, stars, lightning or golden rain). Anything you have not unlocked yet shows a padlock and tells you what is missing.

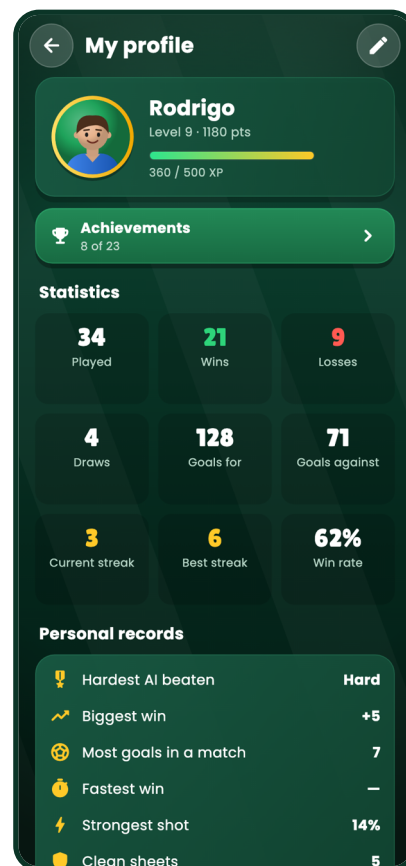
# Your profile and the ranking

Your numbers, your records and the table of the house.

My profile gathers everything you have done under that nickname:

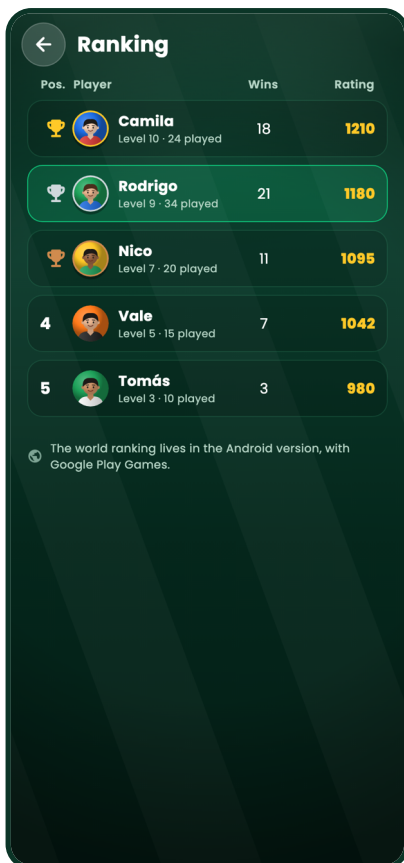
- **Level and score**, with the bar showing what is left to climb.
- **Statistics**: matches, wins, losses, draws, goals for and against, current streak, best streak and win percentage.
- **Personal records**: highest difficulty beaten, biggest win, most goals in a match, fastest win, strongest shot and clean sheets.
- **History** of your latest matches, with the result and the rival.
- **Achievements**, with the counter of how many of the 23 you have.

The pencil at the top right lets you change your nickname and avatar whenever you like.



**My profile.** Everything you have played, on a single screen.

## ■ Several players on one device



**Ranking.** The device's profiles sorted by score, with yours highlighted.

If several people play at your place, each one can have **their own profile** on the same device, with separate statistics, cups and challenges. You create and switch them from **My profile**.

The **Ranking** sorts them by score, with the podium at the top and each player's match count. It is the table of the house: perfect for settling arguments between siblings.

On Android, the **Global** tab also opens the Google Play Games world ranking. Windows and Linux have no such service, so there the local ranking is what counts.

## ■ Cloud progress

On Android, signed in to Google Play Games, your progress is also saved **to your account**: profiles, teams, cups, challenges and your last 300 matches. Change phones or reinstall the game and it restores itself. Under **Settings** → **Cloud progress** there are buttons to save and restore by hand, always asking for confirmation before replacing anything.

**NOTE** What belongs to this device stays here: the friends tournament in progress and the error reports do not travel to the cloud.

# Goal replays and sharing

That screamer off the wall deserves a second look. And a send button.

## ■ Slow motion

While you play, the game **records every one of your goals** without you doing a thing: from 3.2 seconds before to 1.1 after. The recording lives in the device's memory for the length of the match and never affects performance.

When it ends, the result screen shows **the list of goals**. Tap one and it opens in **slow motion**, with the whole move: where the shot came from, what it bounced off and how it went in.

## ■ Sharing the screamer

From that same window you can **share the goal as a GIF**, with the score and the game's mark baked in. Your system's share sheet opens, so you can send it by WhatsApp, Telegram or email, or save it to your gallery.

### Also

#### Share the result

You can also share the result screen as an image, with the score and the match statistics.

### Achievement

#### Sharing counts

Sharing your first replay unlocks one of the game's 23 achievements.

**TIP** Converting to GIF takes a few seconds because it happens in the background, without stalling the game. If the goal ran long, the replay automatically trims to the interesting part.

# Settings in detail

What every switch does, from top to bottom.

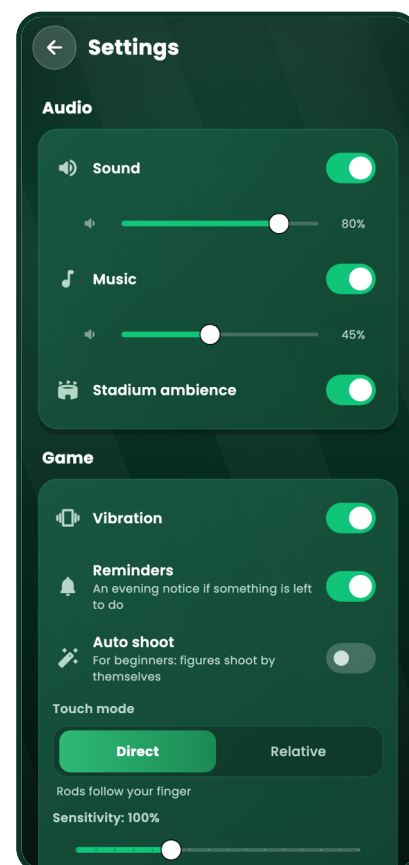
You get there from the cog on the main menu, or from the pause menu during a match. Anything you change saves itself and applies instantly.

## Audio

- **Sound:** the effects (shots, bounces, whistle) and their volume.
- **Music:** the menu and match music, with its own volume.
- **Stadium ambience:** the murmur of the crowd, which rises as the play gets tense.

## Game

- **Vibration:** the thump you feel when you shoot or concede.
- **Reminders:** the daily nudge about pending challenges.
- **Auto shoot:** the figures shoot by themselves. Ideal for starting out or for playing with children.



**Settings.** Audio, game, graphics, language, cloud and data, in that order.

## Touch controls

| Option                      | What it does                                                                                                                  |
|-----------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| <b>Touch mode: Direct</b>   | The rods go exactly where you put your finger on the table. It is the default and the most intuitive.                         |
| <b>Touch mode: Relative</b> | You drag from anywhere on the screen and the rods move in proportion, like a trackpad. Useful if your finger covers the play. |
| <b>Sensitivity</b>          | From 50 % to 200 %. Higher means less finger travel to cross the table.                                                       |

## Graphics

- **Graphics quality:** low, medium or high. Turn it down if your device is old and you notice stutter.

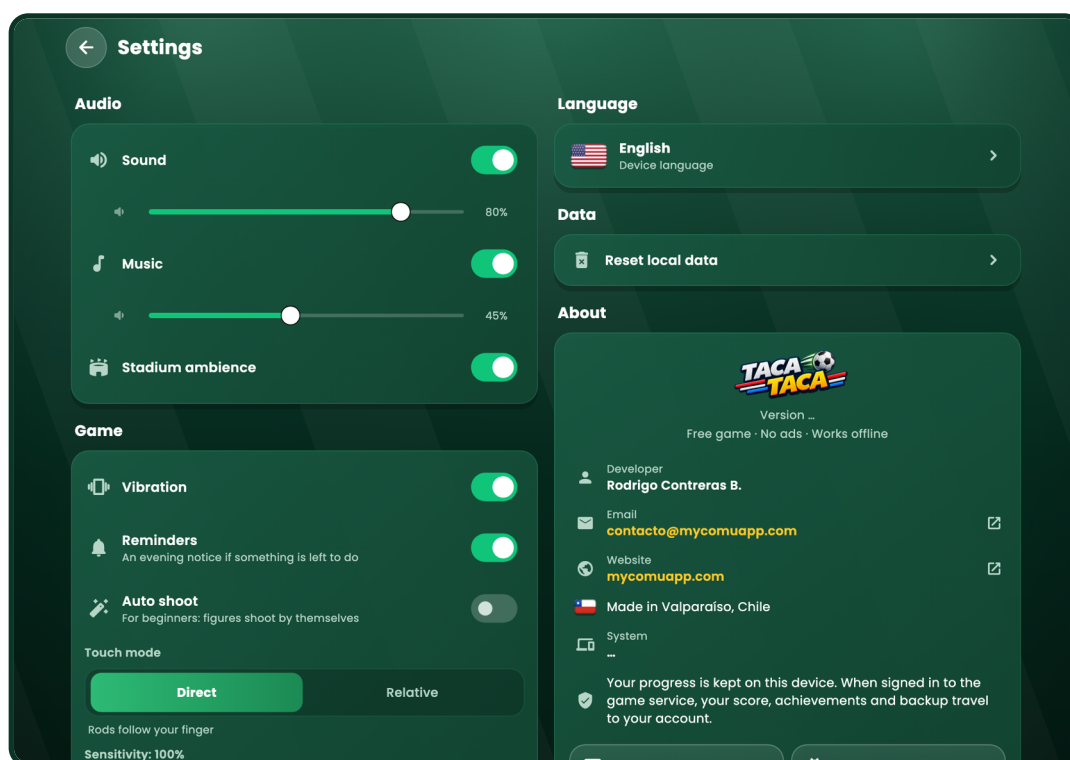
- **Animations:** switch them off for a plainer picture (and a touch more speed).
- **Full screen** (computers only), the same as **F11**.
- **Table, ball and goal celebration:** whatever you have unlocked by level or by challenge.

## Language

Español, English, Português, Français, Italiano and Deutsch. The change is immediate: no restart needed. On Android 13 and above the language can also be changed from the system settings.

## Cloud progress, data and About

- **Cloud progress:** save and restore by hand (Android with Play Games).
- **Reset local data:** leaves the game as if freshly installed. It asks for confirmation, because it cannot be undone.
- **About:** version, developer, website, contact email, your device's system and the privacy note, with buttons to write to the developer or report a problem.



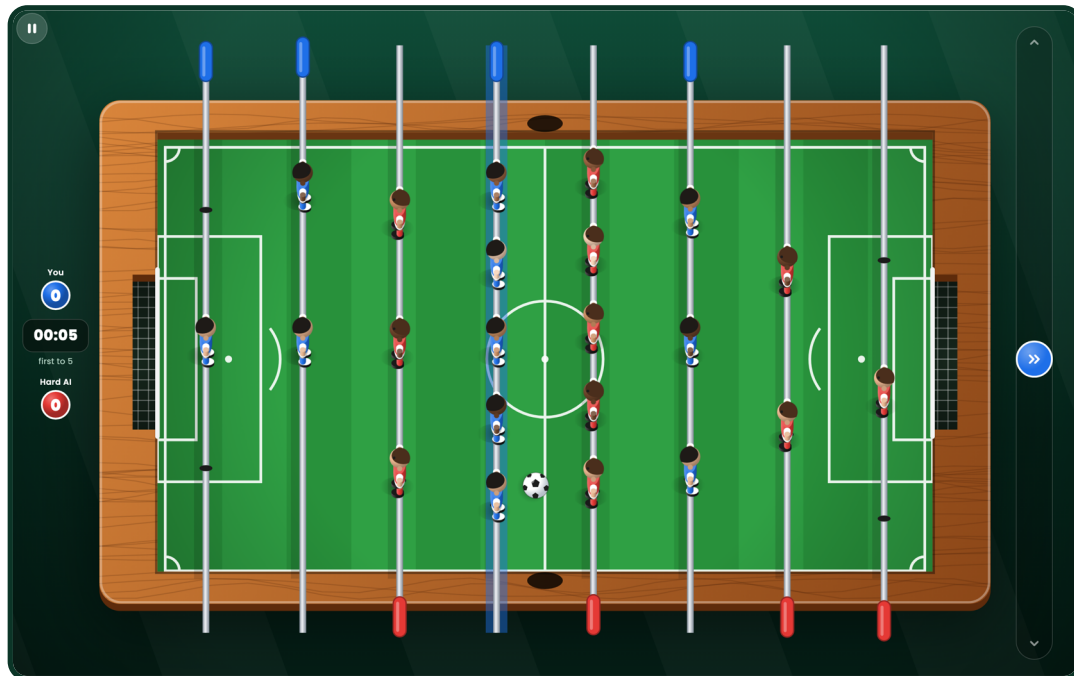
On a tablet or computer the settings spread into two columns, so half the screen is not left empty.

# On a computer: window, menus and shortcuts

Mac, Windows and Linux come with a few extra comforts.

## ■ The window

The window resizes freely and the game rearranges itself as you drag: make it narrow and it looks like a phone, stretch it out and you get the two columns and the cup brackets as a tree. **F11** enters and leaves full screen.



**A match in landscape.** The table lies down and the scoreboard moves to a side column; in nearly square windows the game picks whichever layout leaves the table bigger.

## ■ The menus

On **Mac** the menus sit in the bar at the top, next to the apple: **Taca Taca, Game, Edit, View, Go, Window and Help**. On **Windows and Linux** they are a bar inside the window, under the title (hidden in full screen): **Game, View, Go and Help**.

The match options only light up when a match is running, and the **Go** menu jumps straight to any section. Everything appears in the language you chose inside the game.

## ■ Keyboard shortcuts

| Action                           | Mac       | Windows and Linux |
|----------------------------------|-----------|-------------------|
| Play... / Keep playing           | N / ⇧N    | +N / +⇧+N         |
| Cup Mode / Multiplayer           | K / ⇧M    | +K / +⇧+M         |
| Pause or resume / Restart        | P / R     | +P / +R           |
| Quit the match                   | .         | —                 |
| Main menu                        | ⇧H        | +⇧+H              |
| Profile / Ranking / Teams        | 1 2 3     | +1 +2 +3          |
| Settings                         | ,         | + ,               |
| Full screen                      | ⇧F or F11 | F11               |
| How to play / Keyboard shortcuts | ? / /     | F1 / + /          |
| Quit                             | Q         | +F4 · +Q          |

Inside a match and still pause. The full list is always available under **Help** → **Keyboard shortcuts**.

# Frequently asked questions

The ones we get asked most, answered straight.

## ? Do I need the internet to play?

No. The whole game works offline. The internet is only needed for the world ranking and the Android cloud backup, both optional.

## ? Are there ads or purchases?

Neither. No advertising, no in-app purchases and nothing that unlocks by paying: it is all earned by playing.

## ? Can I play with a friend who is far away?

For now, a match between two devices works on the same Wi-Fi network. Playing over the internet is prepared in the code but not switched on yet.

## ? The AI on Expert always beats me. Is that normal?

Yes. Expert is calibrated so an average player almost never wins; Hard is already a serious rival. Work your way up: Easy to learn, Normal to train and Hard for a fight.

## ? How do I unlock the golden table?

By reaching level 10. You will see it before that anyway: every cup final is played on it, whatever your level.

## ? Can several players share one phone?

Yes, as many profiles as you like, each with its own statistics, cups and challenges. You switch them from My profile.

## ? Do I lose my progress if I change phones?

On Android, if you played signed in to Google Play Games, it restores itself when you install the game on the new device. On other systems the progress lives on the device.

## ? I left a cup half played. Have I lost it?

No. The bracket is saved and you can carry on whenever you like. What does end it is losing a match or quitting one.

## ? Are the challenges the same for everyone?

Yes. They are drawn from the date, so on any given day everybody has the same three. They refresh at midnight.

## ? Does the game spy on me or send data?

No. There is no analytics, no advertising and nothing sent automatically. The only things that leave your device are what you choose to share, or an email you send yourself when reporting a problem.

# If something goes wrong

Fixes for the most common stumbles.

| What is happening                                 | What to do                                                                                                                                                                       |
|---------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| No sound at all                                   | Check that <b>Sound</b> and <b>Music</b> are on in Settings and that the device is not muted. On an iPhone, the side silent switch mutes the game too.                           |
| The game stutters                                 | Drop <b>Graphics quality</b> to medium or low and turn off <b>Animations</b> under Settings → Graphics. Closing other background apps helps as well.                             |
| The rods do not go where I want                   | Try the other <b>Touch mode</b> (Direct or Relative) and adjust the <b>Sensitivity</b> . If you are just starting, turn on <b>Auto shoot</b> .                                   |
| The two devices cannot find each other over Wi-Fi | Make sure they are on the <b>same network</b> (not one on Wi-Fi and the other on mobile data). If the network isolates devices, type in the IP address the host shows.           |
| The reminders never arrive                        | Check that the game has notification permission in the system settings and that <b>Reminders</b> is on. Remember it is one a day, and only if you still have challenges pending. |
| The world ranking does not show up                | It only exists on Android with Google Play Games. Windows and Linux have no such service, so the local ranking is used instead.                                                  |
| I want to start over                              | <b>Settings</b> → <b>Data</b> → <b>Reset local data</b> . It leaves the game as if freshly installed; it cannot be undone, so it asks for confirmation.                          |

## ■ Reporting a problem

If the game closes on its own or does something odd, it writes it down on the device itself (the last five errors). The next time you open **Settings** → **About** you will see a card offering to **send it by email** or discard it.

The email is put together for you with the game version, your system and the technical detail of the error. You decide whether to send it: nothing leaves the device without your say-so.

**TIP**

If the problem is something you can describe — a rule that feels unfair, a badly translated line, an idea — use the **Write to the developer** button on that same screen. Every email gets read.

# Privacy, data and contact

What is stored, where, and who made this.

## ■ What the game stores

Everything you see in the app lives **on your own device**: profiles, statistics, match history, teams, cups, challenges, achievements and your settings. There are no game servers, no accounts and no sign-up.

### There is no

#### Advertising or analytics

The game ships with no ads, no trackers and no third-party measurement tools.

### Optional

#### Google Play Games

Android only, and only if you sign in: it powers the world ranking, the achievements on your account and the progress backup.

## ■ The only things that leave the device

- Whatever you choose to **share** (a replay as a GIF or a result image), through the app you pick.
- The **email** you send the developer, if you decide to report a problem.
- Your **score and achievements** on Google Play Games, if you signed in on Android.

## ■ Credits

The game is built with Flutter and Flame. The table graphics are drawn in code, the sounds and music are generated by synthesis (no third-party files), and the typefaces are Poppins and Lilita One, both under the SIL Open Font License.



## See you at the table!

Thanks for playing Taca Taca.

If you have an idea, a problem, or you just want to tell someone you beat the AI on Expert, write to us.

|                |                                                                    |
|----------------|--------------------------------------------------------------------|
| <b>Email</b>   | <a href="mailto:contacto@mycomuapp.com">contacto@mycomuapp.com</a> |
| <b>Website</b> | <a href="http://mycomuapp.com">mycomuapp.com</a>                   |
| <b>Made by</b> | MyComuApp                                                          |
| <b>Version</b> | 2026                                                               |