1. Tutorial escape room contains the following electronics:

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| **rooms and doors:**  GM – game master room  H – hall  A, B, C – game rooms  D1-D3 – doors between the rooms  D4 - fake door  **control system:**  CS (-1000) – Control System  A1 (-1000) – amplifiers for the general sound  **other game master stuff**  CCTV(-0) – CCTV video recorder  GMPC(+1000) – game master PC/laptop  **audio and video**  TV1(-1000) – TV for briefing  A1.1-A1.4(-0) – general sound speakers  CAM1-CAM3(-0) – video camera  MIC1-MIC3(-0) – microphones  **buttons and panels:**  B1.1 (+1500) – button START  BE1 - BE6 (+1500) – emergency exit buttons  **lighting:**  L3.1, L3.2, L3.3 (-0) – dimming RGB lamps of the general lighting  L2.1 (+0) – chest highlighting  L4.1 (-0) – UV lamp  L4.2 (-0) – laser  **electromagnetic lock:**  ML1.1, ML1.2, ML1.3 (+2100) – electromagnetic locks for the doors  ML2.1, ML2.2 (+0) – electromagnetic locks for the caches inside the chests  **sensors:**  T1.1, T1.2 (+1700) – reed sensors puzzle  T2.1 (+1700) – RFID panel  T3.1 (+1500) – photoresistor (LDR) in the eye of smth  T4.1 (-0) – noise sensor  T3.2,T3.3 (+1500) – bend sensors;  **gadgets:**  G1 (+1000) – Gadget 1: 15-puzzle  G2 (+1000) – Gadget 2: snakes pedestal  G3 (+1000) – Gadget 3: wheel for lighting supply  G4 (+1000) – Gadget 4: magic final riddle-1  G5 (+1000) – Gadget 5: magic final riddle-2  SG1 (+0) - smoke machine |

2. Detailed vertical locations of all the element’s cables output point are specified in the round brackets (here) after each element name. Each item sign has the following format X+H\*R or X-H\*R. Sign “+“ means, the height is measured from the floor; sign “-” means the height is measured from the ceiling. By the default it is necessary to have 1000mm (1 meter) reserve of the cable from the each side, but if we need to leave more then 1000mm, this value is specified after the sign “\*”. For instance, G7+1000\*2000 means, the cable for G7 output is located on the height 1000mm from the floor, and it is necessary to leave 2000mm length of cable reserve from the output point.

3. wiring.docx file contains detailed informations about the cables.

4. scenario.docx file contains detailed informations about the cables.

5. plan.png file contains an approximate location of each element in the horizontal (plan).

6. Digital Video Recorder for the CCTV system must be located at the game master room (107A) and it is named as CCTV in the wiring.docx file. **Warning! Maximum cable length from the CCTV (DVR) to any camera (CAMx) or any microphone (MICx) must be at most 20 meters.**

7. It is necessary to put a following cables between CS (see 02.devices\_zombie.pdf) and game master room:

- FTP/UTP for Ethernet connection between game master PC and control system (CS);

- 3x1.5 cable for power supply.

8. It is necessary to have a AC socket near to the CS, CCTV and game master PC. The maximum power consumption for one room is 2kW.