1. Tutorial escape room contains the following electronics:

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| **rooms and doors:**GM – game master roomH – hallA, B, C – game roomsD1-D3 – doors between the roomsD4 - fake door **control system:**CS (-1000) – Control SystemA1 (-1000) – amplifiers for the general sound**other game master stuff**CCTV(-0) – CCTV video recorderGMPC(+1000) – game master PC/laptop**audio and video**TV1(-1000) – TV for briefingA1.1-A1.4(-0) – general sound speakersCAM1-CAM3(-0) – video cameraMIC1-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 lightingL2.1 (+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 doorsML2.1, ML2.2 (+0) – electromagnetic locks for the caches inside the chests**sensors:**T1.1, T1.2 (+1700) – reed sensors puzzleT2.1 (+1700) – RFID panelT3.1 (+1500) – photoresistor (LDR) in the eye of smth T4.1 (-0) – noise sensorT3.2,T3.3 (+1500) – bend sensors;**gadgets:**G1 (+1000) – Gadget 1: 15-puzzleG2 (+1000) – Gadget 2: snakes pedestalG3 (+1000) – Gadget 3: wheel for lighting supplyG4 (+1000) – Gadget 4: magic final riddle-1G5 (+1000) – Gadget 5: magic final riddle-2SG1 (+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.