

Escape Jam'r 8

Escape Room Controller

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Key Overview

UP - Volume up, edit mode, mode change, apply setting

DOWN - Volume down, input change, timer setting

Specifications

INPUT

- 9-24 V
- Up to 12 inputs including 8 trigger inputs, e-stop, start, submit, and hot-seat trigger

T1	Input 1
T2	Input 2
T3	Input 3
T4	Input 4
T5	Input 5
T6	Input 6
T7	Input 7
T8	Input 8
T9	Input 9
T10	Input 10
T11	Input 11
T12	Input 12
T13	Input 13
T14	Input 14

T15	Input 15
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OUTPUT

- 500mA
- Up to 8 outputs with an additional win, lose, time, and door output

+B	Busy Output used for mag-locks
+1	Output Trigger 500mA
+2	Output Trigger 500mA
+3	Output Trigger 500mA
+4	Output Trigger 500mA
+5	Output Trigger 500mA
+6	Output Trigger 500mA
+7	Output Trigger 500mA
+8	Output Trigger 500mA
+9	Output Trigger 500mA
+10	Output Trigger 500mA
+11	Output Trigger 500mA
+12	Output Trigger 500mA
+13	Output Trigger 500mA
+14	Output Trigger 500mA
+15	Output Trigger 500mA

Audio - Line level output, digital stereo, quality, MP3 or WAV files

Modes

This section will explain the modes available on the Escape Jam'r

Complete Task Any Order - In this mode, all buttons must be pressed to unlock the door.

Complete Task In Order - In this mode, all the buttons have to be pressed in order before the door will unlock. If the player attempts to press the wrong one, nothing will happen until they press all of the buttons that needed to be pressed before that one.

Complete Task In Order w/ Fail - This mode is the same as Mode 2, but the door will remain locked and the player will lose if they press a wrong button.

Complete Task In Order w/ Do-Over - This mode is the same as Mode 3, but instead of the player losing when the wrong button is pressed the game resets and the player must start over.

Combination Lock - In this mode, the player must turn on switches in a predetermined combination in order to unlock the door. The player will turn on the switches and press a submit button. When the combination is submitted, if the combination is wrong, the voice will tell them how many they got right before they try again.

Simon Says - In this game, the player must press buttons in the sequence provided by the board, starting with one button, and adding one every time the sequence is put in correctly until the player gets one wrong.

Mission Impossible - In this mode, the player must get through a room without triggering any sensors and complete a task (such as pressing a button or opening a door) before the time runs out.

Hide & Seek - In this mode, the player must activate the triggers as they light up or are indicated by the output.

Sequencer - In this mode, the player must follow the sequence given by the board. For example, the player is locked in a room and to get out, they must press 6 buttons in a certain order. Each one will light up one after the other in the order given.

Switching Modes

1. Power off the Escape Jam'r
2. Press and hold **UP** while powering the board back up.
3. Release the button when the **MODE** LED begins blinking red. The number of blinks corresponds to the current mode.
4. Use the **UP** and **DOWN** buttons to change the mode accordingly. The LED will blink the number corresponding to the selected mode.

NOTE: The light must stop blinking before you can select the next option.

5. When you have selected the mode you would like to use, hold the **UP** button again until the LED begins flashing rapidly, then release. The board will flash green and then blink the mode number, indicating it is ready to use.

Time Selection

Each mode has a time limit in which the task must be completed or you'll fail.

To change the time limit, follow these steps:

1. While the Escape Jam'r is powered on and in the correct mode, press and hold the **DOWN** button until the **MODE** LED begins flashing.
2. Using the corresponding buttons, select the time limit you would like to set. The options are organized in 5 minute intervals with additional 1-4 min options and a disabling feature. The voice will read aloud the time limits as you select them.

3. Once you have selected the desired time limit, press and hold the **UP** button until the **MODE** light begins flashing. The time limit is now set and the board is ready to use.

Input Count Selection

The board can support 2-8 separate inputs, but if you have less than that for a given setup, then you can switch the inputs. This section will explain how to do that.

1. Power off the Escape Jam'r
2. Press and hold **UP** while powering the board back up.
3. Release the button when the **MODE** LED begins blinking red. The number of blinks corresponds to the current mode.
4. Hold the **DOWN** button until the light flashes green. The light will then blink green corresponding to the number of inputs.
5. Use the respective keys to change the number of inputs, the light will blink the selected setting.

NOTE: The light must stop blinking before you can select the next option.

6. Press and hold the **UP** button until the light flashes red. The light will then flash green, indicating the board is ready to use.

Changing Volume

To change volume, just press the corresponding button while audio is playing.

Audio Filing System

The sound files on the microSD card are organized using a very specific system. This is how the board knows which sound file to play at which time. This section will explain how to name the audio files you would like to put in the board

This chart will tell you which folder has which files in it

#	Mode #	Category	File Designations
11	Mode 1	Intro	No particular order
12		Triggers	001-008: Trigger #
13		Fail	No particular order
14		Pass	No particular order
21	Mode 2	Intro	No particular order
22		Triggers	001-008: Trigger #
23		Fail	001: Timer 002: Task Fail
24		Pass	No particular order
31	Mode 3	Intro	No particular order
32		Triggers	001-008: Trigger #
33		Fail	001: Timer 002: Task Fail
34		Pass	No particular order
41	Mode 4	Intro	No particular order
42		Triggers	001-008: Trigger #
43		Fail	001: Timer 002: Task Fail
44		Pass	No particular order
45		<i>Empty</i>	<i>Empty</i>
51	Mode 5	Intro	No particular order
52		# Correct	001: No correct settings 002-008: 1-7 Settings Correct

53		Fail	001: Out of tries 002: Wrong combination
54		Pass	No particular order
55		# Tries	001-030: # Tries left 051: Verifying Combination 052: Set Combination
61	Mode 6	Intro	No particular order
62		Triggers	001-008: Trigger #
63		Level	001-030: Level #
64		Fail	001: Mistake 002: Timer 003: Holding Button
65		Pass	No particular order
71	Mode 7	Intro	No particular order
72		Triggers	001-008: Trigger #
73		Fail	001: Timer 002: Sensor
74		Pass	No particular order
90	Misc.		001-005: 1-5 minutes 006-016: 10-60 in 5 minute intervals 017: Timer disabled 018: 30 second warning 019: Countdown 020: Set timer 021: Reset Inputs Warning 022: Inputs Clear 051: Reset E-STOP button 052: Emergency Message