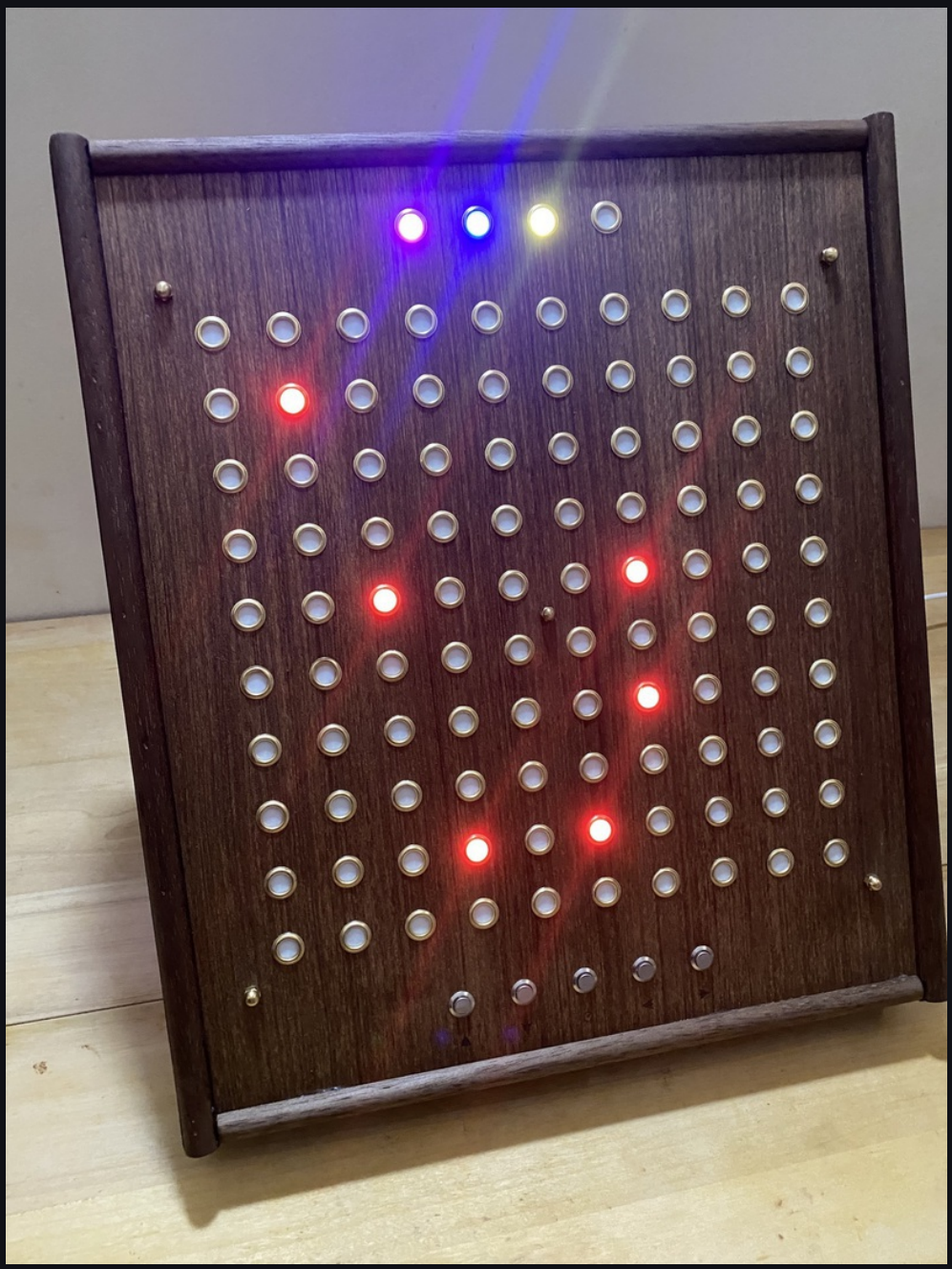
ESCAPE ROOM PROP

MATRIX

USER & OPERATOR GUIDE



12 V DC INPUT

12 V NC MAGLOCK OUTPUT

Play the four patterns. Configure the experience. Control the release.

01 / START HERE

Power & first connection

Connect the assembled prop, then open its built-in control panel.

POWER INPUT

12 V DC
Use the marked power input and observe the polarity indicated on the unit.

MAGLOCK OUTPUT

12 V, normally closed (NC)
Use the configured lock output for the 12 V maglock.

1

Connect the hardware

With power disconnected, connect the maglock to the configured 12 V NC output. Connect a suitable 12 V DC power supply to the prop, following the unit markings.

2

Power on

Switch on the supply. When the relay is inactive, the NC output supplies the maglock. Confirm the lock behavior before starting a session.

3

Join the prop Wi-Fi

On a phone, tablet or computer, join MATRIX_game.
Password: 12345678. Choose to stay connected if the device reports No Internet .

4

Open the home page

Open http://192.168.4.1 in a browser. Use HTTP, not HTTPS. No router, Internet connection or app is required.

5

Enter configuration

The home page displays MATRIX and 25 red squares. Click any square to open the operator configuration page. The home squares are navigation links, not the 100 game cells.

BEFORE THE FIRST GAME

Configure and save all four patterns, then test a complete game and verify the maglock release. Check the release duration separately from the game reset delay.

02 / PLAYER EXPERIENCE

How to play

Complete four patterns in sequence using the direction buttons and OK.

Move the cursor

Use Left, Right, Up and Down to move across the 10 10 playfield. Movement stops at the edges. Holding a direction repeats the movement.

Select - or deselect - a cell

Press OK to confirm the current cell. Press OK again on the same cell to deselect it. A confirmed cell under the physical cursor appears white; when the cursor moves away, confirmed cells use the active pattern color.

Submit a pattern

As soon as the number of confirmed cells equals the number required by the pattern, the game checks the selection automatically. Selection order does not matter. Once the check begins, wait for the result.

CORRECT PATTERN

A success animation plays, a progress indicator lights up, and the next pattern starts.

INCORRECT PATTERN

A red animation plays. The current selection clears and the same pattern restarts. Completed patterns remain completed.

After the fourth pattern

The game activates the relay to release the maglock. The completed game remains displayed until the configured automatic reset. The default reset delay is 1 minute, measured from the final successful pattern.

The relay release duration is independent of this delay. In Timed mode, the maglock can be powered again before the game resets. See page 5.

Operator view: white cell borders identify cells confirmed by the players. The colored outline marks the live cursor. The status line identifies the active game pattern.

03 / OPERATOR CONFIGURATION

Create the four patterns

Patterns define the cells players must select. Each pattern also has its own color.



1 Choose a pattern and its color

The four colored buttons show pattern number saved LED count. Select a button, then use Pattern color to set its color. The initial colors are violet, blue, yellow and red.

2 Select the required cells

Click cells in the 10 10 editor to add or remove them. Cells are numbered 0-99, left to right, top to bottom. Each saved pattern must contain at least one cell.

3 Preview your changes

Click Preview on LEDs. The button becomes colored and reads Return to game. The game is reset and paused while the LEDs show your current editor pattern, including unsaved edits.

4 Edit while previewing

Adding or removing a cell immediately turns its LED on or off. Changing the color updates the LEDs. Switching to another pattern immediately previews that pattern. Clear this pattern clears the editor selection.

5 Save the patterns

Click Save patterns to store all four cell selections and their colors. Preview alone does not save them. A save keeps preview active if it was already active; otherwise it restarts the game.

6 Return to play

Click Return to game to leave preview and start a fresh game. Unsaved edits remain in the browser until you leave or reload the page. Closing the browser during preview leaves the prop paused.

Reading the matrix: the colored fill is the pattern being edited. White borders show player-confirmed cells; the colored outline shows the live player cursor. These live marks relate to the active game pattern, even if another editor tab is open.

04 / SETTINGS & DAILY USE

Release, reset & controls

Settings save automatically. Save patterns is only for pattern cells and colors.

LED brightness	Adjust the slider for immediate LED response. The value saves automatically after adjustment.
Relay mode: Timed	Default: 500 ms. Adjustable from 100 to 60000 ms, in 100 ms steps. The relay activates for this duration, then switches off.
Relay mode: Fixed	The relay remains active until Relay OFF, Restart game, reboot, or the automatic reset following a completed game.
Reset after victory	Default: 1 minute. Adjustable from 1 to 1440 minutes. This restarts the game after the final pattern, independently of the relay timer.

What the NC output does

Relay OFF = 12 V supplied to the maglock. The lock is powered.
Relay ON = NC supply interrupted. The maglock releases.
In Timed mode, 12 V returns when the pulse ends. In Fixed mode, it returns when the relay is switched off.
Restart and reboot switch the relay off.

Operator commands

Relay ON / OFF: test the release or restore power to the maglock. ON repeats the timer in Timed mode. Restart game: clears progress and switches the relay off. Reboot device: restarts the unit; saved settings and patterns remain stored.

If something does not respond

No page: reconnect to MATRIX_game, remain connected without Internet, and open http://192.168.4.1. If needed, temporarily disable automatic mobile-data switching or a VPN.
No game input: save four non-empty patterns and leave preview using Return to game.
Lock does not release: use Relay ON to test the NC output and check the 12 V supply, output wiring and release duration.
Before opening a session: test a full solution and both release/reset timings.