

# Instructions: Keypad



Resource name	Keypad		
Description	This resource allows you to create a puzzle whose solution requires participants to enter a specific sequence of numbers, letters, colors, or symbols using a keypad.		
Usage requirements	None.		
Settings			
Skin	This setting allows you to select the appearance of the keypad. It can take the following values: "Standard", "Retro", or "Futuristic".		
Type of buttons	This setting allows you to select the type of buttons the keypad will have. It can take the following values: "Numbers", "Letters", "Colors", or "Symbols".		
Action after solving	This setting allows you to select the action that will be carried out after the puzzle is solved. It can take the following values:		
	None		
	Show message	If this action is selected, a message will be shown to participants when they enter the correct sequence. The message can be customized using the "Message" setting.	
Background	This setting allows you to change the default background of the keypad. You can enter the URL of any image from your resource catalog.		
Solution	You must link this resource to an escape room puzzle and specify a solution for that puzzle. The required format of the solution will vary depending on the value you selected for the "Type of buttons" setting.		
	Numbers	The solution must be a sequence of digits. For example: 1234	
	Letters	The solution must be a sequence of uppercase letters. For example: ABCD	
	Colors	The solution must be a sequence of color names, each starting with a capital letter and separated by a semicolon ( ; ). For example: Red;Blue;Green	

The keypad has buttons with the following colors:













Color	Name
	<i>Red</i>
	<i>Green</i>
	<i>Blue</i>
	<i>Yellow</i>
	<i>Orange</i>
	<i>Pink</i>
	<i>Cyan</i>
	<i>Purple</i>
	<i>Brown</i>
	<i>Black</i>
	<i>Gray</i>
	<i>White</i>

### Symbols

The solution must be a sequence of symbol names, each starting with a capital letter and separated by a semicolon ( ; ).

For example: *Triangle;Square;Circle;Moon;Sun*

The keypad has buttons with the following symbols:

Symbol	Name
	<i>Triangle</i>
	<i>Square</i>
	<i>Circle</i>
	<i>Rhombus</i>
	<i>Spades</i>
	<i>Hearts</i>
	<i>Clubs</i>
	<i>Diamonds</i>
	<i>Star</i>
	<i>Moon</i>
	<i>Sun</i>
	<i>Puzzle</i>