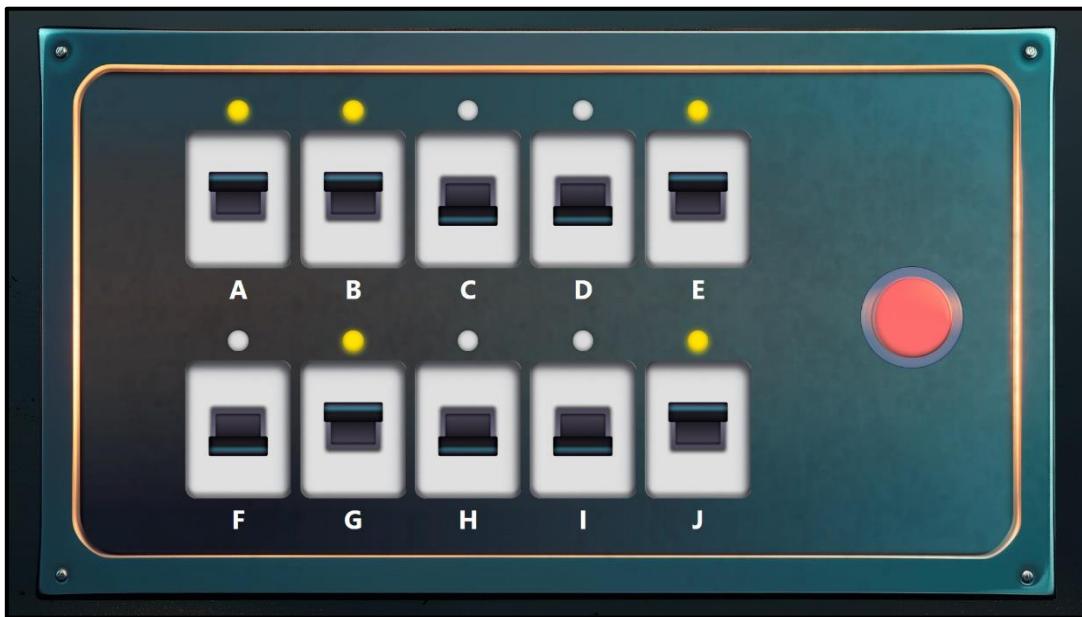


Instructions: Switches



Resource name	Switches
Description	This resource allows you to create a puzzle whose solution requires participants to activate a specific set of switches. Optionally, each switch can be associated with a number, a letter, a symbol, or a color. If a number, letter, or symbol is associated, it will be displayed below the switch. If a color is associated, the indicator light located above the switch will take on that color when the switch is activated.
Usage requirements	None.
Settings	
Skin	This setting allows you to select the appearance of the switches and their container. It can take the following values: "Standard", "Retro", or "Futuristic". If the "Retro" value is selected, the switches will be drawn as torches.
Number of switches	This setting allows you to choose the number of switches that will be shown to participants. Each switch includes an indicator light that shows whether it is activated or not.
Associated elements	This setting allows you to choose the type of elements that will be associated with each switch. It can take the following values: "None", "Numbers", "Letters", "Symbols", or "Colors".
Background	This setting allows you to change the default background. 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 using the following format: $S_1; S_2; \dots; S_N$ Let S_i be the number of the i -th switch that must be activated in order to solve the puzzle. The values $S_1; S_2; \dots; S_N$ must be listed in ascending order, that is, from the lowest to the highest switch number. The switches are numbered from left to right and from top to bottom. The first switch, located in the upper-left corner, is number 1. The numbering continues to

the right until the end of the first row and, if a second row exists, it continues from left to right on that row.

For example, if you want participants to activate the switches as shown in the image included in these instructions in order to solve the puzzle, the following solution must be specified:

1;2;5;7;10