

# CASECORE

game props for your events

## Explorer Case

User Manual



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[www.cascoregames.com](http://www.cascoregames.com)



## Important safety instructions

- Before using the product, read these instructions carefully. Keep this document in a safe place for future reference.
- Only use this device in dry, clean and well ventilated places, minimum clearances for ventilation are top: 10cm, rear: 10cm, sides 10 cm.
- Keep the device away from any heat sources, vibrations, direct sunlight and water.
- Do not place any objects on top of the device, do not cover with cloths, paper or other materials that may obstruct heat radiation.
- Always make sure the device is turned off when storing.
- Do not plug this device directly into the wall socket with USB cable, as it may cause an electrical shock, fire, damage to the unit and/or personal injury.
- Do not use the device installed upside-down.
- Do not use force on switches, buttons, keypad or other elements.
- This device should not be used by children without supervision of adults.
- Only input voltage specified for this unit can be used. Using higher voltage can be dangerous and may cause fire, damage the unit and/or personal injury. Cascore will not be held responsible for any damage resulting from the use of this unit with a voltage other than specified.
- Do not attempt to modify or fix this unit without contacting Cascore Games.
- The front panel of the unit should not be lifted without contacting Cascore Games.
- Don't leave the device on constant charging when storing.
- **To charge up the batteries inside the device use a stable 5V DC / 1A power supply.**

## 1. Intended use of the device

This device is designed as a game prop and should not be used in any other way. It was made for order based on customer requests and specifications.

### 1.1 Handle with care

The device was made as durable and robust as possible but fragile electronic connections inside might be damaged on serious impacts, therefore move it with care using two hands, avoid using a handle to carry it.

### 1.2 Specifications of the unit

Model	Explorer Case
Dimensions (Width x Height x Depth)	47cm x 35cm x 16.5cm
Weight	7 kg
Tilt Range	45°
Operating Temperature	0°C to 35°C
Operating Humidity	< 80%
Battery charge input power	5V DC / 1A

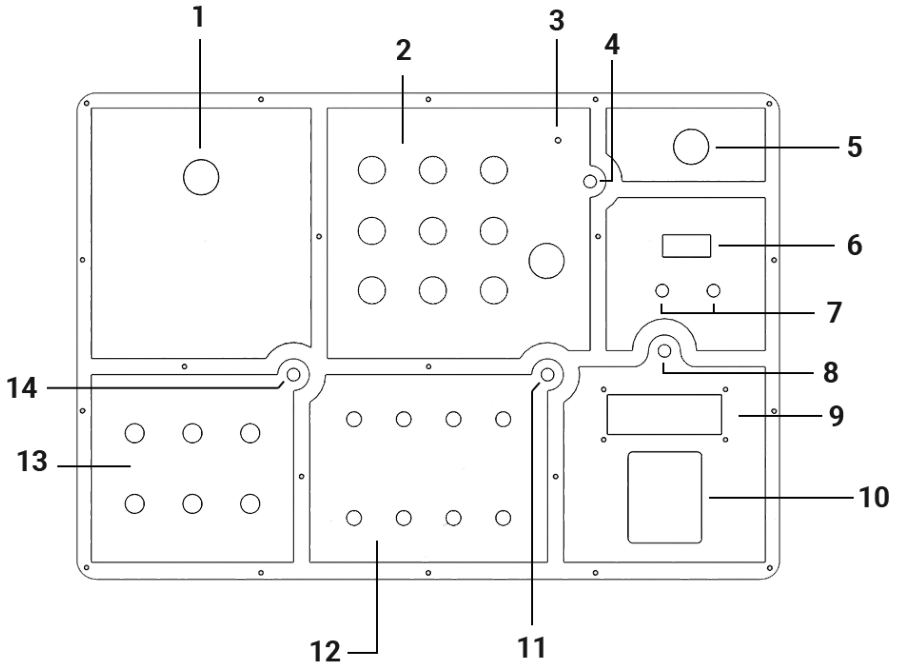


#### **CAUTION! DO NOT PUT IN DOMESTIC WASTE.**

This marking means that the product cannot be discarded with other wastes. To prevent potential damage to the environment or health, used up the product must be recycled. In accordance with applicable law, unfit electrical equipment must be collected separately, at specially designated places for them to be processed and re-processed, based on applicable environmental protection standards.



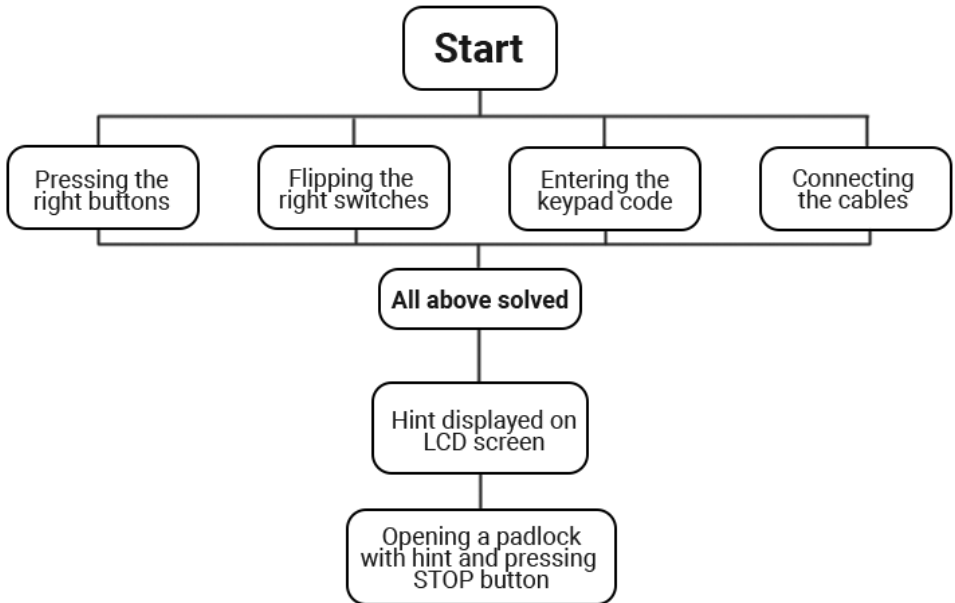
## 2.1 Prop panel elements



1	STOP button	8	Keypad section LED
2	Buttons section	9	LCD display
3	Light sensor hole	10	Keypad
4	Button section LED	11	Cables section LED
5	Power switch - key	12	Cables section
6	Timer display	13	Switches section
7	Last two mistake LEDs	14	Switches section LED

### 3.1 Gameplay mechanics

- Inside the case there are **5 separate elements** to solve by the players.
- Each of them can be solved at any time, except the STOP button that can be pressed only after solving the previous 4 modules.
- When designing your game keep in mind that players will have to open a physical padlock with the use of hints displayed after solving all 4 modules.



### 3.2 When the game starts?

- There are two options of starting the game:
  - Right after the power key is inserted and turned once.
  - When the lid of the case is opened.

### You can change the starting condition via the app.



If you chose to start a game when the lid is opened, a staff member would need to insert the key, turn it once, remove the key while keeping the lid semi closed (so no light can go into the sensor hole). After that the case is “armed” and the game will start when the lid is fully open again.

The key switch instead of regular on/off switch is important, so the players can't turn or restart the device during a game. If you leave the key to the players, it is possible but unlikely they will figure out how to turn the device off and on again.

### 3.3 When the game ends?

- The game will end after all the modules are solved and the **STOP** button has been pressed, then the lights will flash green and victory text will be displayed.
- Players will lose if they run out of total mistakes or when the time lost penalty is greater than remaining game time.

Please remember that if you run a fun only game, you can set maximum mistakes to 999 and no time lost on each mistake.

### 3.4 How to turn the device off?

To turn off the case, you have to insert the key and turn it twice within 2 seconds. This will shut down the battery power, then after turning it once again after a while the game will start as described in **3.2**.

### 3.5 Resetting the device

To reset the program and make it ready for another game follow these steps:

1. Remove all jack cables.
2. Flip all the switches to OFF state.
3. Lock the STOP button lid with a padlock.
4. Twist the red two stage button.

### 3.6 Charging the battery

At the back of the case, there is a USB type B slot. Use the provided cable along with any 5V DC charger to charge up the battery. The batteries are protected by over discharge and overcharge, but don't leave the device on constant charging when storing. **During charging, the power level will not be highlighted.**

### 3.7 Battery power level (2022 models only)

At the back of the case there is a battery level indicator. To check how much power is left press and hold the metal button right next to the indicator labeled "check power".



#### Battery indicator stages:

Red outline only: >25% battery almost discharged

1 blue bar: 25% battery

2 blue bars: 50% battery

3 blue bars: 75% battery

4 blue bars: 100% battery

### 4.1 Setting up the case for your needs - Bluetooth app

You can set up your case with an Android App available for download [here](#) or on our website [www.casecoregames.com](http://www.casecoregames.com)

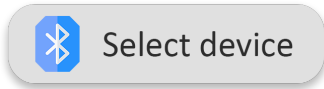


When installed this icon should appear in your main menu

#### To pair with your phone follow the below instructions:

1. Turn on the case
2. Turn on the bluetooth connection on your phone
3. Go to the bluetooth device list in your phone and look for devices available to pair with.
4. After a while a Casecore device should appear, please note the name of the device is usually HC-05 but on your phone it might be different.
5. Click on the name and enter password: "1234".
6. If the devices are successfully paired, open the Casecore app.

In the app press “Select device” button:



From the list select the device you just paired with, should be named HC-05 or similar. After that you can change every aspect of the case simply by selecting the desired option and pressing the update button to send the command from your phone to a case.

**All the changes will be active after power reset.** Please note that when powering off the case and turning it back on, you would need to connect the app once again by selecting the device from the list (but you only need to pair the device once with your phone).

## 4.2 Modules and options - Bluetooth app

### 1. Switch module

This element solution is about flipping the right switches from **OFF** to **ON** state. If the players flip the wrong switch it will count as a mistake only once. To solve all the switches has to be in the right orientation.

Flip the switches in any combination and press **Update** on the app to save a new solution.

### 2. Jack module

This element solution is about connecting the right slots. Put the correct cables in desired slots and press Update on the app. All 4 cables need to be connected.

### 3. Buttons module

This element solution is about pressing all the correct buttons at the same time with the red knob pressed down or released. When one of the correct buttons is pressed and the red knob is in the correct state nothing will happen. If any other button is pressed, it will be a mistake. The red knob will never trigger a mistake.

Press or release the red knob, keep holding the desired buttons and press **Update** on the app to save a new solution.

#### 4. Keypad module

This element solution is about typing in the correct password. The password can be 1-7 digits long. Pressing \* will erase the code and # will confirm it.

Type in the new code and press **Update** on the app to confirm it.

#### **Setting light sensor sensitivity:**

- Since the environment where props are used can be different, if you've chosen to start a game with the "lid is lifted" option, you also have to adjust the amount of light required by the case to start the game.
- Above the red knob there is a small hole, it's labeled as **3** in the **3.1** section of this instruction.
- Using the slider in the app you have to find a good value for the sensor. This might require a few tries, but a middle value of 500 should be fine for most places.
- If the game doesn't start (the display is not showing numbers counting down and you didn't hear a beep sound) it means that there is not enough light, so you have to increase the sensitivity, making the value higher, for example 700.
- The same goes the other way around, if the game starts right away even with half closed lid, you have to decrease the value.

#### **Setting new time:**

- Minimal time limit is 1 minute, maximum is 60.

#### **Setting new penalty:**

- Number of mistakes can be from 1 to 999.
- **Red leds on the panel indicate the last two remaining mistakes.**

We hope that's all you have to know, and the prop will serve you well and your customers will like it. If at any time there is a problem with the case, let us know right away and I'll provide every support needed.

**Thank you ;)**  
Cascore Games Team