1. **Product Name**

Wizard of 'SnOeZ'

2. **Product Code**

20713

3. **Colour**

As shown above

4. **Brief Description**

Spellbinding! Magically multi-sensory! Fantastic way of encouraging understanding of cause and effect.

5. **Contents**

- 1 x Wizard, already assembled
- 1 x power adapter
- 1 x USB stick

6. Snoezelen® Stimulations

- Touch
- Sight
- Sound

7. Best Use

Use on a flat, stable surface.

8. Compatible ROMPA® Products

Please see www.rompa.com for our extensive range of interactive products. The Wizard should not be used with any accessories.

9. Starting Up

- Given the importance of assembling this product correctly, please read all these instructions before installation, and before first use.

10.   Detailed Description

Spellbinding! Magically multi-sensory!
Fantastic way of encouraging understanding of cause and effect. Tactile, interactive and enchanting! With lights, sounds, audible message and vibration. His wand lights up and he even winks! Volume and brightness controls at the rear. Lights and sounds can be configured or switched off using your PC to suit individual client's needs.

10.   Detailed Description continued

FUNCTIONS

Star button one:
Press the star button to light up star display one with colours and to play audio messages.

Subsequent presses activate star display one and star display two simultaneously. See table below.

Press	Effect		1			2		
	Cycle	Random	Output	Effect	Sound*	Output	Effect	Sound
1	Y	N	Star 1	Flash	Hello!	-	-	-
2	Y	N	Star 1	Flash	Aha!	-	-	-
3	Y	N	Star 1	Rotate 1 LED CW	Effect	-	-	-
4	Y	N	Star 1	Rotate 1 LED CCW	Effect	-	-	-
5	Y	N	Star 1	Rotate 4 LED CW	Effect	Star 2	Rotate 4 LED CW	-
6	Y	N	Star 1	Rotate 4 LED CCW	Effect	Star 2	Rotate 4 LED CCW	-
7	Not Assignable							
8	Not Assignable							

Star button two:
Press the star button to light up the wand with colours and to play audio messages.

Subsequent presses activate different patterns in different colours. See table below.

Press	Effect		1			2		
	Cycle	Random	Output	Effect	Sound*	Output	Effect	Sound
1	Y	N	Wand	B>T¹	Effect	-	-	-
2	Y	N	Wand	M>B>T²	Effect	-	-	-
3	Y	N	Wand	B>T	Effect	-	-	-
4	Y	N	Wand	M>B>T	Effect	-	-	-
5	Y	N	Wand	B>T Green	Effect	-	-	-
6	Y	N	Wand	B>T Blue	Effect	-	-	-
7	Y	N	Wand	B>T Pink	Effect	-	-	-
8	Not Assignable							

Notes:
[1] Bottom> Top
[2] Middle>Bottom>Top

Star button three:
Press the star button to obtain a random effect and audio message with each press.

See table below.

Press	Effect		1			2		
	Cycle	Random	Output	Effect	Sound*	Output	Effect	Sound
1	N	Y	Any	Any	Effect	-	-	-
2	N	Y	Any	Any	Effect	-	-	-
3	N	Y	Any	Any	Effect	-	-	-
4	N	Y	Any	Any	Effect	-	-	-
5	N	Y	Any	Any	Effect	-	-	-
6	N	Y	Any	Any	Effect	-	-	-
7	N	Y	Any	Any	Effect	-	-	-
8	N	Y	Any	Any	Effect			

Star button four:
Press the star button to light up the eyes (inner and/or outer) with bright colours and to play audio messages.

Subsequent presses activate different patterns in different colours. See table below.

Press	Effect		1			2		
	Cycle	Random	Output	Effect	Sound*	Output	Effect	Sound
1	Y	N	Eyes (inner)	Flash	Effect	Eyes	Flash	-
2	Y	N	Eyes	Wink Right	Effect	-	-	-
3	Y	N	Eyes	Wink Left	Effect	-	-	-
4	Y	N	Eyes (inner)	Flash	Effect	Star 1	Flash Red	-
5	Y	N	Eyes	Flash Blue	Effect	Star 1	Flash Blue	-
6	Not Assignable							
7	Not Assignable							
8	Not Assignable							

Star button five:

Press this star button to light up the star display with bright colours and to play audio messages.

Subsequent presses activate different coloured patterns and sounds. On the last press the wand sequence runs as a reward for working through the patterns. See table below.

Press	Effect		1			2		
	Cycle	Random	Output	Effect	Sound*	Output	Effect	Sound
1	Y	N	Star 2	Flash Green	Green!	-	-	-
2	Y	N	Star 2	Flash Blue	Blue!	-	-	-
3	Y	N	Star 2	Flash Red	Red!	-	-	-
4	Y	N	Star 2	Flash	All!	-	-	-
5	Y	N	Star 2	Rotate 4 LED CW	Go Right!	-	-	-
6	Y	N	Star 2	Rotate 4 LED CCW	Go Left!	-	-	-
7	Y	N	Star 2	Flash	All!	-	-	-
8	Y	N	Wand	B>T[1]	Shazam!	-	-	-

Notes:
[1] Bottom> Top

Star button six:
Press this star button for sensory feedback and to play an audio message.

Subsequent presses re-activate the fan and obtain brightly coloured effects from star displays one and two. See table below.

Press	Effect		1			2		
	Cycle	Random	Output	Effect	Sound*	Output	Effect	Sound
1	Y	N	Output	Fan	Whoosh!	-	-	-
2	Y	N	Output	Fan	Whoosh!	Star 1	Flash	-
3	Y	N	Output	Fan	Whoosh!	Star 2	Flash	-
4	Y	N	Output	Fan	Whoosh!	Star 1	Flash	-
5	Not Assignable							
6	Not Assignable							
7	Not Assignable							
8	Not Assignable							

Press	Effect		3			4		
	Cycle	Random	Output	Effect	Sound*	Output	Effect	Sound
1	Y	N	-	-	-	-	-	-
2	Y	N	-	-	-	-	-	-
3	Y	N	-	-	-	-	-	-
4	Y	N	Star 2	Flash	-	-	-	-
5	Not Assignable							
6	Not Assignable							
7	Not Assignable							
8	Not Assignable							

Vibration / button orb:

Press the orb held in the Wizard's hand to activate bright lights and vibration.

Subsequent presses activate different coloured patterns and sounds. See table below.

Press	Effect		1			2		
	Cycle	Random	Output	Effect	Sound*	Output	Effect	Sound
1	Y	N	Orb	Rotate colours CW	Effect	Output	Vibration	-
2	Y	N	Orb	Rotate colours CCW	Effect	Output	Vibration	-
3	Y	N	Orb	Rotate 1 LED CW	Effect	-	-	-
4	Y	N	Orb	Rotate 1 LED CCW	Effect	-	-	-
5	Y	N	Orb	Rotate 4 LED CW	Effect	-	-	-
6	Y	N	Orb	Rotate 4 LED CCW	Effect	-	-	-
7	Not Assignable							
8	Not Assignable							

Notes:
[3] Earlier variant of orb shown in photograph – does not include LED lighting.

Rotary star:

Rotate to the star left or right to make the lights on the star display two trace your movements and to activate audio feedback.

Subsequent rotations activate different coloured patterns on star display two and the orb. See table below.

Press	Effect		1			2		
	Cycle	Random	Output	Effect	Sound*	Output	Effect	Sound
1	Y	N	Star 2	Rotate 4 LED CW	Follow me!	-	-	-
2	Y	N	Star 2	Rotate 4 LED CW	Follow me!	Star 1	Rotate 4 LED CW	-
3	Y	N	Star 2	Rotate 4 LED CW	Follow me!	Orb	Rotate 4 LED CW	-
4	Y	N	Star 2	Rotate 4 LED CW	Follow me!	Star 1	Rotate 4 LED CW	-
5	Not Assignable							
6	Not Assignable							
7	Not Assignable							
8	Not Assignable							

Press	Effect		3			4		
	Cycle	Random	Output	Effect	Sound*	Output	Effect	Sound
1	Y	N	-	-	-	-	-	-
2	Y	N	-	-	-	-	-	-
3	Y	N	-	-	-	-	-	-
4	Y	N	Orb	Rotate 4 LED CW	-	-	-	-
5	Not Assignable							
6	Not Assignable							
7	Not Assignable							
8	Not Assignable							

Glove Box:
Insert your hand into the glove box to trigger bright lights and sound. By moving your hand deeper into the glove box the colour will change and the volume of sound increases. Removing your hand has the reverse effect. See table below.


Zone	Effect		1			2		
	Cycle	Random	Output	Effect	Sound*	Output	Effect	Sound
1	Y	N	Glove Box	All (Pink)	Zing!	-	-	-
2	Y	N	Glove Box	All (Blue)	Zing!	-	-	-
3	Y	N	Glove Box	All (Green)	Zing!	-	-	-
4	Y	N	Glove Box	All (Red)	Zing!	-	-	-
5	Not Assignable							
6	Not Assignable							
7	Not Assignable							
8	Not Assignable							

ADVANCED FEATURES

Restoring original configurations:
To upload the default configuration back into the Wizard memory, first switch off the Wizard and unplug. Insert the supplied USB stick into the rear control panel. Switch the power back on and wait 2 minutes. An audible 'beep' will sound once the configuration has been uploaded. After this 'beep' remove the USB stick.
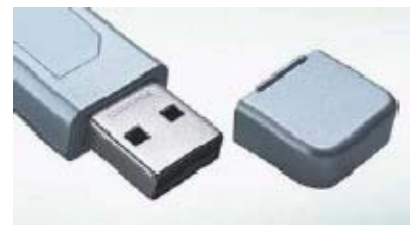
11. Safety

- Always supervise the use of this product.
- Do not attempt to modify this product.
- For indoor use only, on a flat, level and stable floor.
- Keep this product away from naked flames, cigarettes and sources of heat including open fires, radiators and heaters.
- Do not attempt to use any accessories or any parts other than those supplied (e.g. use only the adapter supplied).
- In the unlikely event of product failure or a product fault, cease use of this product immediately.

12. Technical Specification

Size: (including plinth) 158H x 137W x 64cmD
Weight: 25kg
Voltage: 220-240V AC 50Hz mains input; 12V DC output from adapter)
CE: meets all relevant European safety requirements

A = star buttons   **F** = wand and star burst
B = tactile eyebrows and beard   **G** = eyes
C = vibration / button orb   **H** = loudspeaker
D = fan   **I** = star display(s)
E = glove box   **J** = rotary star
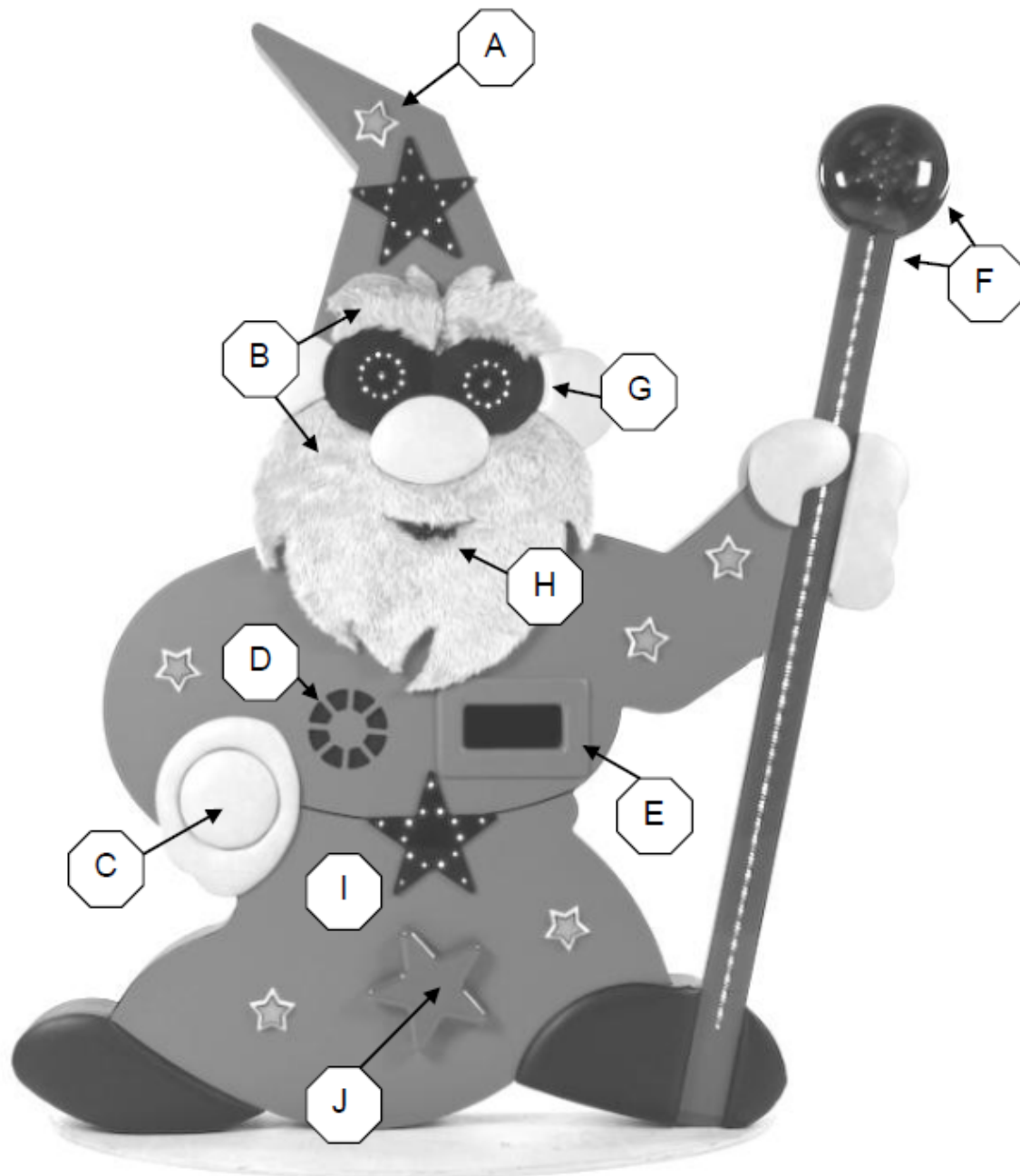
12. Technical Specification continued (1)

Full input parameters:

#	Inputs - Cause	Feedback	Max. Simultaneous Effects	Cycle through Effects	Random Effect	Ignore other inputs?
1.1		Button lit when touched				
1.2		Button lit when effect active				
1.3	Star button 1	Button lit when enabled	8	●	●	●
1.4		Button permanently lit				
1.5		Button not lit				
2.1		Button lit when touched				
2.2		Button lit when effect active				
2.3	Star button 2	Button lit when enabled	8	●	●	●
2.4		Button permanently lit				
2.5		Button not lit				
3.1		Button lit when touched				
3.2		Button lit when effect active				
3.3	Star button 3	Button lit when enabled	8	●	●	●
3.4		Button permanently lit				
3.5		Button not lit				
4.1		Button lit when touched				
4.2		Button lit when effect active				
4.3	Star button 4	Button lit when enabled	8	●	●	●
4.4		Button permanently lit				
4.5		Button not lit				
5.1		Button lit when touched				
5.2		Button lit when effect active				
5.3	Star button 5	Button lit when enabled	8	●	●	●
5.4		Button permanently lit				
5.5		Button not lit				
6.1		Button lit when touched				
6.2		Button lit when effect active				
6.3	Star button 6	Button lit when enabled	8	●	●	●
6.4		Button permanently lit				
6.5		Button not lit				
7.1	Button Orb		8	●	●	●
8.1	Rotary		8	●	●	●
9.1	Glove Box Sense 1		8	●	●	●
10.1	Glove Box Sense 2		8	●	●	●
11.1	Glove Box Sense 3		8	●	●	●
12.1	Glove Box Sense 4		8	●	●	●
13.1	Idle Condition		8	●	●	●

● parameter can be configured*

12. Technical Specification continued (2)

Full output parameters:

#	Output	Effect/Display	LED Colour Select				Delay Effect Start	Adjustable Effect period (LED On)	Adjustable Staff period (LED on)	Adjustable Burst period (LED on)	Link Sound Sample?
			Red	Green	Blue	Pink					
1.1	Star 1	Flash	●	●	●		●	●			●
1.2		Rotate 1 LED CW	●	●	●		●	●			●
1.3		Rotate 1 LED CCW	●	●	●		●	●			●
1.4		Rotate 4 LED CW	●	●	●		●	●			●
1.5		Rotate 4 LED CCW	●	●	●		●	●			●
1.6		Rotate 5 LED CW	●	●	●		●	●			●
1.7		Rotate 5 LED CCW	●	●	●		●	●			●
2.1	Star 2	Flash	●	●	●		●	●			●
2.2		Rotate 1 LED CW	●	●	●		●	●			●
2.3		Rotate 1 LED CCW	●	●	●		●	●			●
2.4		Rotate 4 LED CW	●	●	●		●	●			●
2.5		Rotate 4 LED CCW	●	●	●		●	●			●
2.6		Rotate 5 LED CW	●	●	●		●	●			●
2.7		Rotate 5 LED CCW	●	●	●		●	●			●
3.1	Eyes (Inner)	Flash	●				●	●			●
4.1	Eyes	Flash	●		●	●	●	●			●
4.2		Wink Right	●		●	●	●	●			●
4.3		Wink Left	●		●	●	●	●			●
5.1	Wand	Bottom->Top	●	●	●	●	●	●	●	●	●
5.2		Middle->Bottom->Top	●	●	●	●	●	●	●	●	●
6.1	Output	Fan					●				●
6.2		Vibration					●				●
6.3	Glove Box	All	●	●	●		●	●			●
6.4		Knight Rider	●	●	●		●	●			●
7.1	Orb	Rotate 1 LED CW		●	●	●	●	●			●
7.2		Rotate 1 LED CCW		●	●	●	●	●			●
7.3		Rotate 4 LED CW		●	●	●	●	●		'	●
7.4		Rotate 4 LED CCW		●	●	●	●	●			●
7.5		Rotate Colours CW		●	●	●	●	●			●
7.6		Rotate Colours CCW		●	●	●	●	●			●
8.1	Button LEDs	Sequential					●				●
8.2		Random					●				●
8.3		If button enabled					●				●
8.4		All ON					●				●
8.5		All OFF					●				●

● parameter can be configured*

13.   <u>Installation</u>

1.   Install on a flat, stable and level floor – indoors only. Make sure your floor can comfortably support the weight of this product.
2.   Familiarise yourself with the parts noted above.
3.   Connect the adapter to the socket on the rear control panel of the Wizard.
4.   Plug in the adapter.
5.   Switch ON using the ON/OFF power switch which is next to the adapter socket on the rear control panel.
6.   Adjust the Volume and Brightness as required. There are knobs for these on the rear control panel. The Volume Control is a master control i.e. it adjusts all sound effect volume levels by the same amount. Likewise the Brightness knob will change the intensity level of all the displays by the same amount.
7.   The Wizard holds in its memory a preset selection of cause and effects. A back-up copy of this configuration is on the USB stick supplied. This can be used to re-set the Wizard to the default configuration as required. Please keep the USB stick in a safe place.

14.   <u>Care and Maintenance</u>

- Regular maintenance checks and cleaning are essential for the safe use of this product.
- Unplug after use and before all maintenance and cleaning.
  Cleaning
- To clean the front graphic overlay and the beard/eyebrows, use a damp cloth and a mild detergent. Allow to air dry naturally.
- Stubborn marks on the woodwork (rear of the Wizard) should be cleaned using a soft brush.
- Do not soak or immerse any parts of the Wizard in water.
- Store the product in a cool dry place out of direct sunlight.
- Do not use bleach, solvents, abrasives, synthetic detergents, wax polishes, antibacterial sprays or wipes.
  Checks
- Check that there are no loose, damaged or missing parts. If any are found, discontinue use and contact ROMPA®.
- Make sure the adapter is undamaged and in good working order.
  Lamps
- The lamps used are LEDs and should not need replacing.

15.   <u>Troubleshooting</u>

In the unlikely event of product failure, please check the following:

*Problem: **The configuration is corrupt***
• Use the USB stick provided to install the default configuration. Should you lose your USB stick, replacements can be purchased if required.
• Do not use the USB stick to store any other files.

*Problem: **I want to use different sound files for my own sounds.***
• Please contact ROMPA® for further information.

*Problem: **The beard and/or eyebrows have become dirty. How can I clean these?***
• The material used for these is tested to ISO EN 105 for colour fastness and BS 5665 Part 1 and Part 2 for flammability. Once the Wizard is unplugged, wipe these with a damp cloth and mild detergent. Replacement parts can be purchased if necessary.

Further copies of these instructions can be downloaded at www.rompa.com

We hope you find our instructions invaluable. If you have any suggestions for improving them further your comments will be greatly received – please contact us at
producthelp@rompa.com