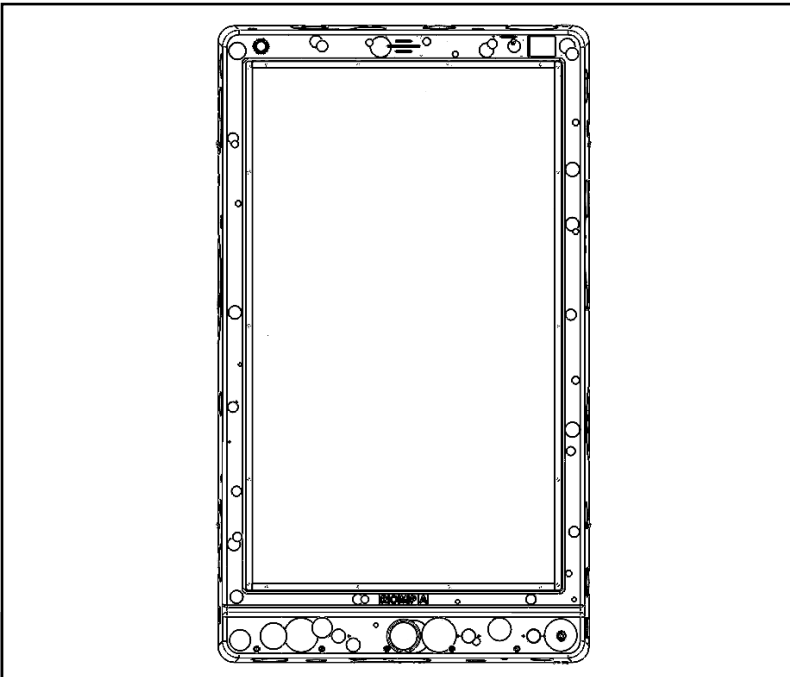




Life Changing Sensory Solutions For All

snoezelen®

INSTRUCTION MANUAL



**SNOEZELEN® COLOUR CATCH COMBO™
SENSORY ROOM WALL PANEL**

24511

01.

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02.

ABOUT THE PRODUCT

Product Description

Includes 5 colour based games designed to improve memory, colour recognition, motor skills, using microphone but most of all to be great fun!

The panel fills with colour and light during use and provides exciting visual and auditory rewards for taking part. Matching is an important foundation skill for language and mathematical concepts, whilst being an activity enjoyed by all ages.

User Benefits

This panel is designed to foster engagement and interaction among participants, promoting social skills and collaborative play. It enhances memory skills by requiring players to recall and match items, strengthening cognitive abilities. The task also improves hand-eye coordination as participants must accurately manipulate objects, honing their motor skills. Additionally, it aids in colour recognition, helping individuals distinguish and identify different hues, which is crucial for visual development. Lastly, it teaches the concept of cause and effect, allowing players to understand the relationship between their actions and the outcomes, thereby developing critical thinking and problem-solving skills.

Product Compatibility

Controllers

20848 / 21098 Sensory Magic® 2 Panel /
Sensory Magic® 2 Portable
23717 / 23725 Sensory Magic® 3 Compact /
Sensory Magic® Compact Plus
21098 Sensory Magic Portable®
19847 Deluxe 8 Colour Wirefree Controller
21006 8 Colour Wirefree Switch
18870 Talking Cube
20402 Mini Talking Cube
24515 Colour Command Centre™
21918 Wi-Fi Override Transmitter
21728 Wi-Fi App Control Box
22716 Wi-Fi Colour Control Bumpas – set of 8
22867 Wireless Colour Controller Cushion
Wall Mat

Receivers

24513 Multifinity Explorer™ Panel
24515 Colour Command Centre™ Panel
24509 Fireworks Extravaganza™ Panel
24512 Sound to Sight Showtime™ Panel
24516 Double Bubble Bonanza Panel
24511 Colour Catch Combo™ Panel
24514 Hip Hop Activity Box™ Panel
23273 Midi Bubble Tube
19772-5 Maxi Bubble Tube
19777-80 Aquatic Bubble Tube
19776 Giant Maxi Bubble Tube
19767-770 Ball-Bubble Tube
19210 Light Source
21452 Two Port Light Source
20287 Wi-Fi Starry Sky Panel
20878 Wi-Fi LED Spotlight
20845 Wi-Fi Mood Lighting
21002 Wi-Fi Strip Light System

TECHNICAL SPECIFICATION

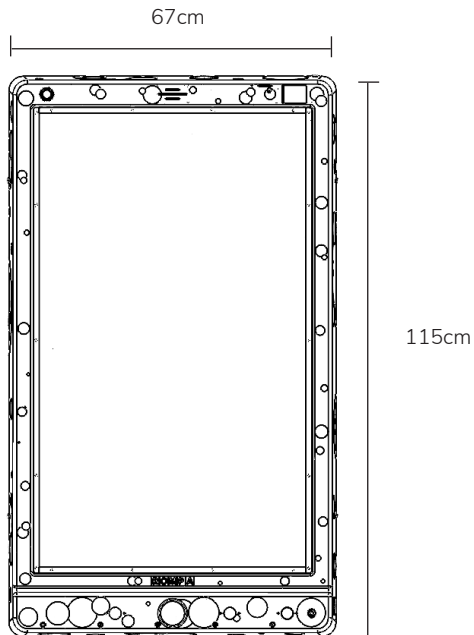
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Included Parts

- 1x Colour Command Centre™ Panel
- 2x Wall Mounting Bracket
- 4x M4 Screws (screwed on sides)
- 1x UK Mains Lead
- 1x US Mains Lead
- 1x EU Mains Lead

Technical Specification

- Weight: 13.5kg
- Dimensions: 115H x 67W x 10cm
- Input: 100-240V 50/60Hz
- Output: 5V DC 10A
- Material: ABS (Phthalate-Free)



04.

SAFETY AND CARE

Product Safety and Care Instructions

Installation

- Panel must be installed indoors in a dry environment. Do not install the panel where it may be subject to excessive heat or moisture as this may damage the product or reduce the product's lifespan.
- Ensure any packaging is disposed of correctly. Plastic bags can be a suffocation risk.
- Ensure the panel is mounted by suitably competent or qualified people. Improper mounting could result in injury. Care should be taken to the type of wall you are mounting the panel to and the appropriate fixings which should be used.
- Consider the height at which you are mounting the panel. The age of the primary user and whether they should be seated or standing should dictate the height at which the panel is mounted.

Operation

- Panel must always be used under supervision.
- Do not strike the panel. The panel is built robustly but intentional misuse will shorten the product's lifespan.
- Do not open or attempt to repair the panel yourself as this may cause injury and invalidate the warranty.
- Disconnect any cables when installing or moving the product. Pulling of the cables can cause premature wear or damage to the product and/ or accessories.
- If the product generates abnormal sounds, a burning smell or smoke disconnect immediately and contact Rompa® customer services.
- Do not press and hold the panel push buttons for durations of longer than a minute. Over time this may reduce the life expectancy of the product.

Care and maintenance

To prolong its product life, please read the following instructions when installing and operating this panel:

- When installing please ensure to keep the layer of protective film on the screen on until the whole panel is fully mounted and is ready for use.
- Ensure no sharp tools or objects are near to the screen.
- Rompa® recommends using a soft microfibre cloth for cleaning and dusting. It optimises the finish and will prevent scratches onto the screen.
- Slightly dampening the cloth or use of isopropyl alcohol is recommended for more stubborn stains. Ensure the panel does not become wet.
- Particular care should be taken around apertures in the chassis and any electronics (touch screen, power button, illuminated push buttons, external switch jacks and microphone input jack).
- Avoid food or drinks near this panel.

- Do not attempt to physically damage the product including the electronics, screen and buttons.
- Ensure loose wires are out of sight.

At the end of the product's life please dispose of the product ethically:

- Product can be taken to local recycling centre. Visit [RecycleNow.com](https://www.recycle-now.com) to find your local recycling centre.
- Some councils offer a household recycling collection service. Contact your local authority for more details.

05.

**ASSEMBLY &
INSTALLATION GUIDE**

Installing Wall Bracket, Tank & Panel

Ensure that, after installation, the mains plug and/or power switch for the Panel is easily accessible to facilitate removal of power.

Due to the size of the product, it is recommended that two people are required to install the product.

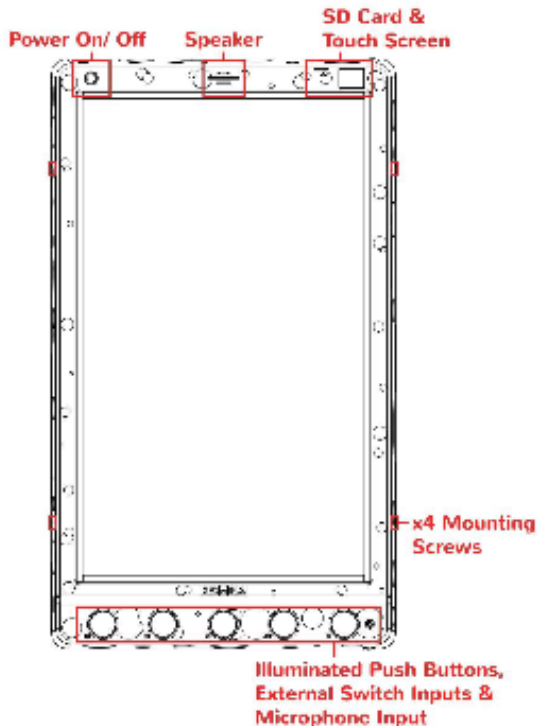
Recommended tools

- Drill
- Spirit level
- Pencil
- Tape measure
- Appropriate fixings (e.g., wall plugs, etc.)

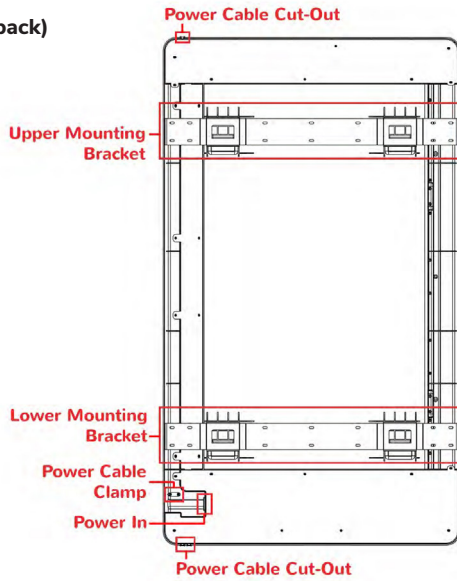
Installation steps

1. Unscrew the 4x M4 screws which secure the 2x brackets to the panels. The brackets are secured to avoid any damage during transit. Be sure to place the 4x M4 screws in a safe place as they will be required later.
2. Remove the brackets from the panel by sliding the bracket down and then lift them out of the panel. Place the brackets safely to one side as they will be required later.

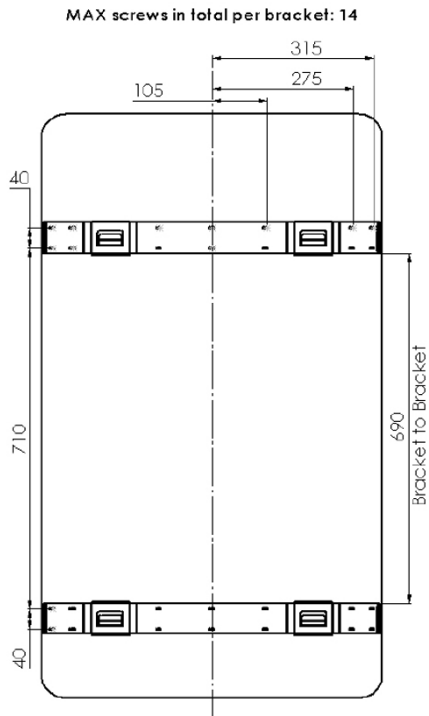
Panel Overview (front)



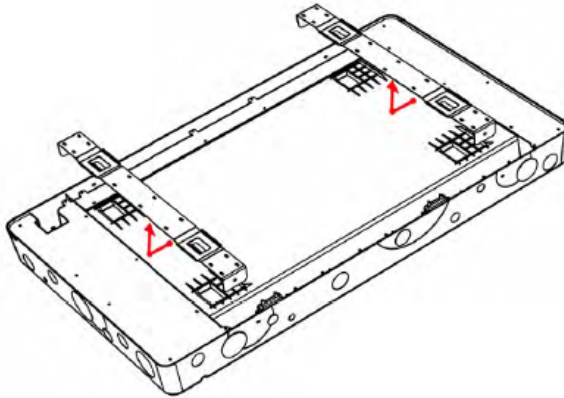
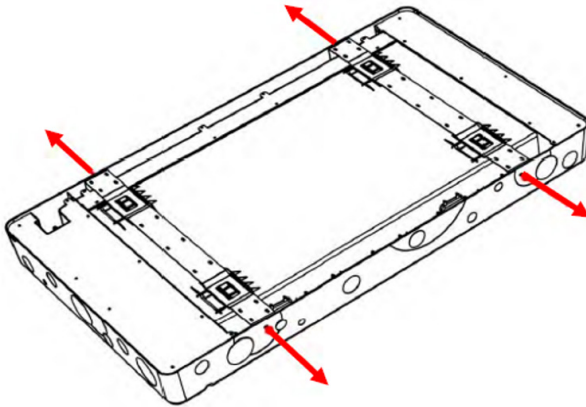
Panel Overview (back)



(All dimensions in mm)

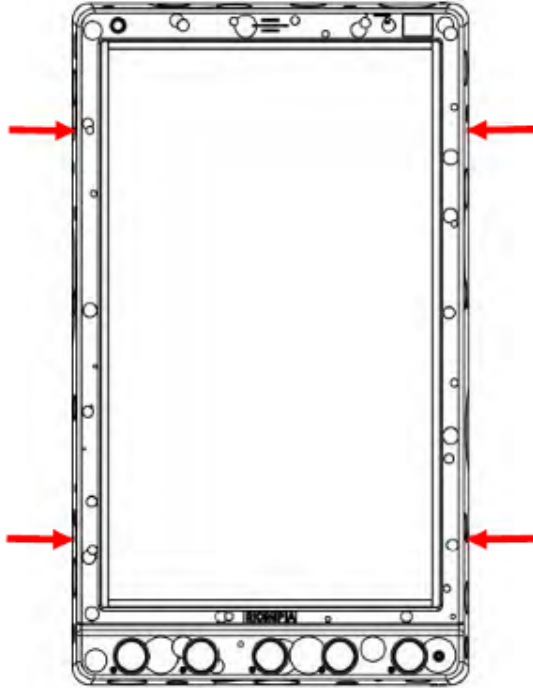


Panel Overview (back)



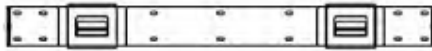
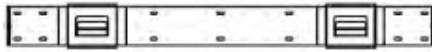
3. Hold the panel where you would like it to be mounted ensuring it is level. Whilst in position mark where the centre of the bracket mounting holes are on the wall. Do this for all 4x bracket mounting holes.

Place the panel safely to the side.



4. Secure both brackets to the wall* ensuring the centre of the bracket mounting holes line up with the marks just made to ensure the bracket is level when mounting it to the wall. The top bracket mounting holes should line up with the top 2x marks and the bottom bracket mounting holes should line up with the bottom 2x marks.

*Fasteners are not supplied and must be purchased separately. Please ensure the correct fasteners are used dependant on the construction of wall in question.



Clean the wall and brackets of any dust and debris which may have been created whilst mounting the brackets.

Place the panel on the brackets. To do this have the panel slightly higher than its final resting position. When you feel the panel has slotted into the bracket gradually lower the panel into position.

Reinstall the 4x M4 screws into the mounting bracket holes.

Troubleshooting

No Sound

- Ensure volume is on and turned up to a sufficient level via the touch screen.
- Turn the panel off and wait 10 seconds. Turn the panel back on.
- This will reset the panel settings and revert the sound to volume 2 and Sound Effects set to on.

Frozen or Unresponsive

- Turn the panel off and wait 10 seconds. Turn the panel back on. This will reset the panel and revert the 1st mode shown on Touch Screen.

Push Button(s) Unresponsive

- Ensure panel buttons are not locked via the touch screen.

External Switch Unresponsive

- Ensure the switch inlet is clear of any dust or debris.
- Ensure the switch is fully inserted into the inlet.
- Ensure panel buttons are not locked via the touch screen.
- Turn the panel off and wait 10 seconds. Turn the panel back on.
- This will reset the panel settings and revert the panel buttons to unlock.

No Power

Ensure the mains is off before checking the power cable is fully inserted into the panel and then turn the mains back on. Check the power lead's fuse.

If troubleshooting does not solve the issue please contact Rompa® Customer Services
+44 (0) 1246 211 777

USER GUIDE

06.

Modes

The mode dictates how the panel behaves. The Colour Catch Combo™ Panel has 4 modes which can be selected via the touch screen and an additional mode when a microphone is plugged into the ¼"/6.35mm microphone input:

Mode 1: Colour Fill

The user can fill the panel with colours of their choice. Pressing any of the coloured illuminated push buttons will illuminate a random sized square of the panel's screen in the colour selected. Once the panel is filled an auditory reward is triggered.

Mode 2: Basic Colour Match

To start a game press any of the illuminated push buttons. A 3-second auditory countdown will begin.

The panel will illuminate a random number of squares in a random selection of colours (based on difficulty). The user must press the corresponding coloured illuminated push buttons to extinguish the coloured squares on the screen to score points.

The user has to score a certain number of points to be awarded more time. The game finishes when the time runs out and an auditory reward will be triggered. The users score is displayed on the LCD screen when finishes. The panel records the high score for the session (this is reset when the panel is turned off).

Mode 3: Memory Match

To start a game press any of the illuminated push buttons. A 3-second auditory countdown will begin.

The panel will illuminate a random number of squares in a random selection of colours (based on difficulty). The squares will then extinguish and the user will have press the corresponding coloured illuminated push buttons from memory (this may require the user to press the same coloured push button more than once).

The user has to score a certain number of points to be awarded more time. The game finishes when the time runs out and an auditory reward will be triggered. The users score is displayed on the LCD screen when finishes. The panel records the high score for the session (this is reset when the panel is turned off).

Mode 4: Falling Colour Match

To start a game press any of the illuminated push buttons. A 3-second auditory countdown will begin.

Random coloured squares starting at the top of the panel will travel towards the bottom of the panel. To score the user has to press the corresponding coloured illuminated push buttons before the square reaches the bottom of the panel. As the game progresses more squares will begin to fall and the speed at which they fall will increase.

The game finishes when a square reaches the bottom of the panel. An auditory reward is triggered and the user's score is displayed on the LCD screen when game finishes. The panel records the high score for the session (this is reset when the panel is turned off).

Microphone Mode: Snap

This mode cannot be accessed via the touch screen. To access this mode plug a microphone into the ¼"/6.35mm microphone input. The panel will automatically change to microphone mode once a microphone has been detected. The mode and brightness of the panel cannot be adjusted via the touchscreen whilst a microphone is plugged in.

The panel will display two colours. The size, location and the speed at which the colours change will depend on the difficulty selected. When the two colours on the screen match the user has to make a sound or say 'snap'. If the panel detects a sound when the colours are matching it rewards a point.

The game finishes when the time runs out and an auditory reward will be triggered. The users score is displayed on the LCD screen when finished. The panel records the high score for the session (this is reset when the panel is turned off).

Touch Screen

The touch screen is intended for the supervisor of the session not the primary user of the panel. The touch screen allows you to control in detail how the panel behaves as well as view statistics of panel usage.

Upon booting the panel up it will revert to its default settings:

Mode 1: Colour Fill

Volume: 2

Touch Screen Brightness: 100%

Panel Brightness: 100%

Sound Effects: On

WiFi: On

Lock: Off



Mode

Press the light blue mode button to cycle through the modes of the panel.

Press the red forward or back buttons to cycle through the other menu options.



Media*

Press the 'play/ pause' button to play or pause music. Press the 'skip forward' to play the next track or 'skip back' to play the previous.

Press the red forward or back buttons to cycle through the other menu options.

*This functionality may only be available when an SD card has been inserted.



Volume

Pressing the '+' will increase the volume and pressing '-' will reduce the volume.

Press the red forward or back buttons to cycle through the other menu options



Sound Effects

Pressing the light green sound effect button will cycle the sound effects on or off. Sound effect refers to the sounds made when the user activates the illuminated push buttons.

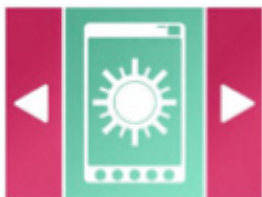
Press the red forward or back buttons to cycle through the other menu options.



Touch Screen Brightness

Pressing the light Yellow screen brightness button will cycle the panel through 6 levels of brightness.

Press the red forward or back buttons to cycle through the other menu options.



Panel Brightness

Pressing the Turquoise touch screen brightness button will cycle the touch screen through 3 levels of brightness.

Press the red forward or back buttons to cycle through the other menu options.



Lock

Pressing the red lock button will lock and unlock the illuminated push buttons. When locked the push buttons will dim and be unresponsive.

Press the red forward or back buttons to cycle through the other menu options.



Wireless

Pressing the purple wireless button will cycle the panel wireless on or off. With wireless turned on the panel will respond to other Rompa® compatible wireless products. With wireless turned off it will ignore Rompa® compatible wireless products.

Press the red forward or back buttons to cycle through the other menu options.



Stats

Pressing the blue stats button will open the stats screen.

From the stats screen you can see in real time the amount of button presses that have been made on the panel and the duration the panel has been used for.



To return to the main menu press the Red backward button

Press the red forward or back buttons to cycle through the other menu options.

Illuminated Push Buttons

The Colour Catch Combo™ Panel has 5 illuminated push buttons so the user can control the visual and audio effects the panel produces. When pressed each button will flash and a unique sound effect will be triggered. Sound effects can be turned off via the touch screen. Illuminated buttons can also be locked via the touch screen if required. The brightness of the illuminated buttons is reduced and the buttons are unresponsive when locked.



Red

Select Red via the 'Red' illuminated push button or an external switch plugged into the 'Red' input jack.



Green

Select Green via the 'Green' illuminated push button or an external switch plugged into the 'Green' input jack.



White

Select White via the 'White' illuminated push button or an external switch plugged into the 'White' input jack.



Blue

Select Blue via the 'Blue' illuminated push button or an external switch plugged into the 'Blue' input jack.

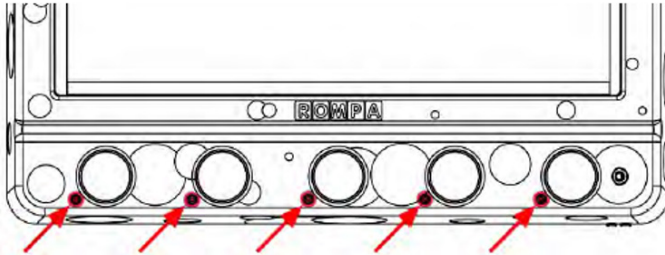


Yellow

Select Yellow via the 'Yellow' illuminated push button or an external switch plugged into the 'Yellow' input jack.

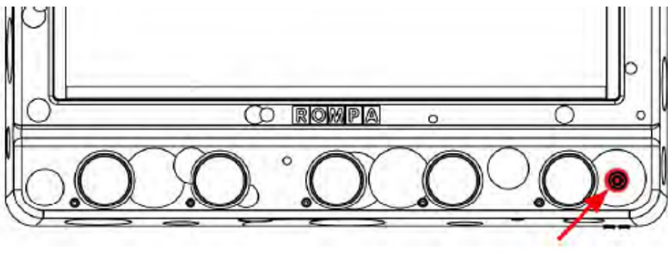
External Switches

The panel has 5 external switch inputs each located underneath their associated illuminated push button. To connect the external switch simply plug into the ¼"/6.35mm jack and remove when finished (external switches without a ¼"/6.35mm jack may need an adapter fitting).



Microphone Input

The panel has 1 microphone input. To use a microphone with the panel simply plug a microphone into the ¼"/6.35mm jack located in the bottom right of the panel. When the microphone is inserted, the panel will automatically detect its presence and turn to 'Microphone Mode'. The panel also acts as a karaoke and sounds spoken through the microphone can be heard through the integrated speaker. Simply remove the microphone from the panel when finished and the panel will automatically revert back to its previous mode.



Rompa® Wireless Operation

The Colour Catch Combo™ Panel is compatible with a range of Rompa® wireless products (see Compatible Rompa® Products):

8 Colour Wirefree Controller Simple and Deluxe

Pressing the colour buttons turns the all the panel screen to the corresponding colour selected. The panel will remain this colour unless a new colour is selected via a wireless controller or a button on the panel is pressed to return the panel to its previous mode.

Pressing the central 'function button' turns the panel screen multi-coloured. The panel will remain this colour unless a new colour is selected via the panel or a button on the panel is pressed to return the panel to its previous mode.

Other Wireless Products

Selecting a colour turns the all the panel the corresponding colour selected. The panel will remain this colour unless a new colour is selected via a wireless controller or a button on the panel is pressed to return the panel to its previous mode.

NOTES

07.

snoezelen[®]



Life Changing Sensory Solutions For All

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