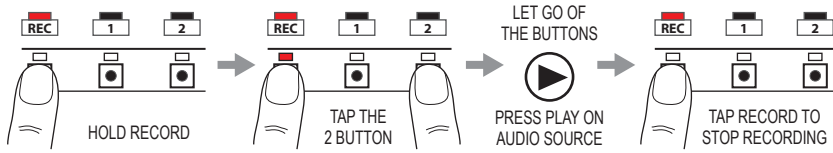### Recording the Scare Sound
The PicoBoo can store a total of two minutes of sound that will playback during your scare. Note that you will also need to record animation once the Line In cable is removed for this sound to play when the unit is triggered.

HOLD RECORD → TAP THE 2 BUTTON → LET GO OF THE BUTTONS / PRESS PLAY ON AUDIO SOURCE → TAP RECORD TO STOP RECORDING

Previewing the Scare Sound
Press the 2 button to preview your Scare sound. You can let it play through or press it again to cancel playback.
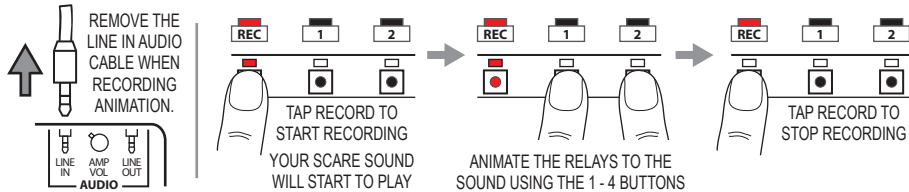
Multiple Scare Sounds
The PicoBoo can store up to ten scare sounds, as long as they are under two minutes (see online manual).

Ambient Sound
The PicoBoo can also record an Ambient sound that it will loop while it waits to be triggered. An Ambient sound must be recorded **before** the Scare sound. To record or preview the Ambient sound, follow the steps above using the 1 button instead of the 2 button. Once you're happy with the Ambient sound you may record the Scare sound, as long as they are under two minutes. To disable the Ambient sound, record silence for less than three seconds.

Recording Animation

REMOVE THE LINE IN AUDIO CABLE WHEN RECORDING ANIMATION.

TAP RECORD TO START RECORDING / YOUR SCARE SOUND WILL START TO PLAY → ANIMATE THE RELAYS TO THE SOUND USING THE 1 - 4 BUTTONS → TAP RECORD TO STOP RECORDING

Previewing your Scare
To preview your Scare press the 4 button. Press the 4 button again to stop it.

Recording Outputs One at a Time
Hold the REC button for a few seconds until all the output LEDs turn on. Use the output buttons to toggle the outputs you'd like to record. If the light is on that output will record, if it's off it will play back. Once you've selected the outputs you'd like to record, let go of the REC button.

Recording Ambient Animation
The PicoBoo PLUS can also have animation in the Ambient mode. Power up the PicoBoo while holding the 3 button, let go after a few seconds. Pressing REC will now record Ambient animation. To preview press 3. To go back to recording the Scare animation, power down and back up without holding any buttons.

Write-Protecting Your Audio and Animation
The write-protect setting can be toggled on or off by powering up the PicoBoo while holding the 2 button. When the red light flashes a few times the write-protect has been toggled.

Troubleshooting

Factory Reset
If at any point you want to start from scratch, power up while holding the REC button for 10 seconds to factory reset.

The yellow IN light is flashing or throbbing and the PicoBoo won't trigger.
The PicoBoo is currently ignoring the trigger. It does this at startup to allow a PIR motion sensor to warm up, or anytime a triggered scene is cancelled by pressing the 2 button. It will resume normal operation shortly.

### The REC button is not responding. Can't record audio or animation.
• The PicoBoo may be write-protected. See *Write-Protecting Your Audio and Animation* above.

The sound starts cutting out or sounds crackly.
• If you're NOT using the amplified output you may have recorded at too high a volume. Try re-recording the audio with the audio source set to a lower volume. If you are using the amplifier, you may need a larger power supply.
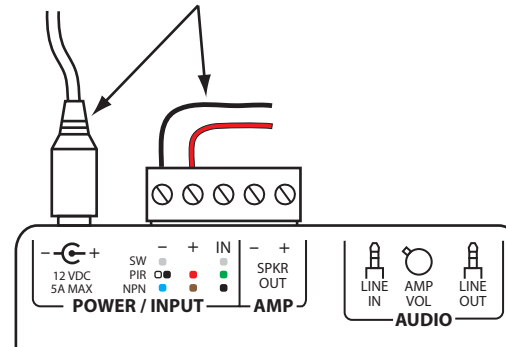

Quick-Start Guide
PicoBoo PLUS
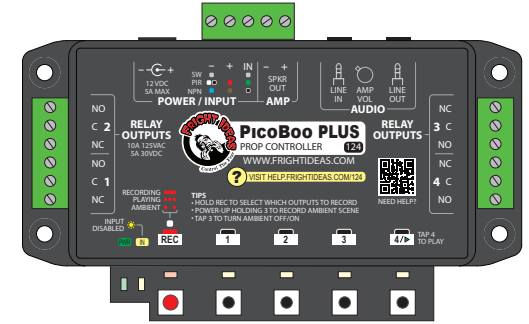
Power Supply

POWER CAN BE SUPPLIED USING THE BARREL CONNECTOR OR THE TRIGGER TERMINAL BLOCK.

Sizing your Power Supply
Your PicoBoo's power supply must be 12 volts DC. The wattage you'll need depends on whether you're using the internal amp, and if you're trying to power other devices from the same supply.

Add up the wattage of all the devices that will be used at the same time and make sure your power supply's wattage is equal to or higher than that number. Use 2 watts for the PicoBoo if you're not using the amp, and 12 if you are.

Example:
```
  12 watts   PicoBoo and internal amp
+ 12 watts   2 x 12VDC 6 watt solenoids
= 24 watts   Total - Need at least 24 watts
```
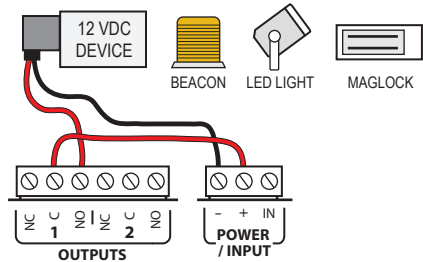
Amplified Speaker Output

ONE 4, 8, OR 16 OHM SPEAKER

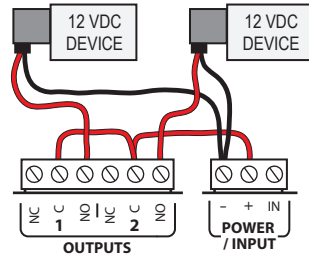TWO 8 OR 16 OHM SPEAKERS
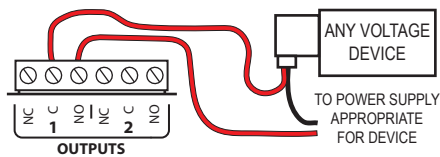
TWO 4 OHM SPEAKERS
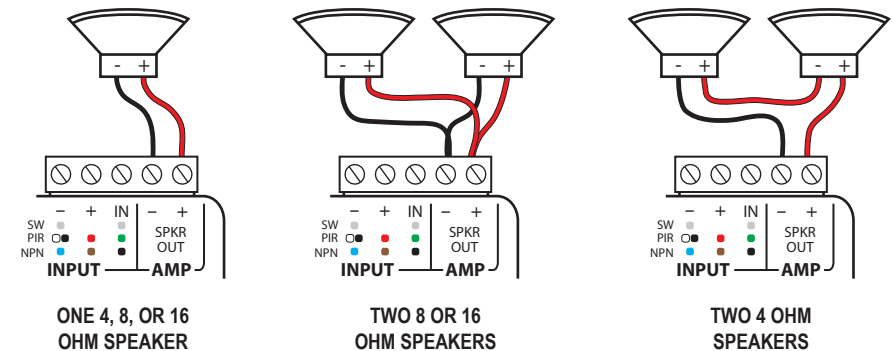
Relay Output Wiring

⚠ • Each output can handle up to 10 amps at 120VAC, or 5 amps at 30 VDC.
• The terminal blocks can be removed by pulling them out in the direction the wires exit the block.
• If you'd like the device to stay on by default and turn off when the output is energized use NC instead of NO.
• Escape Rooms often need an output to stay on after the animation finishes playing. To do this, hold the output's button as you are tapping REC to stop recording. The output(s) will stay on indefinitely. To turn them off tap the 1 button, or re-trigger the controller to restart the scene.
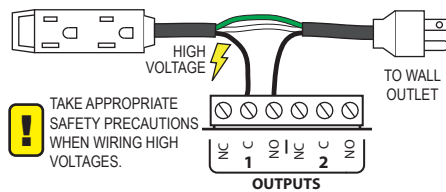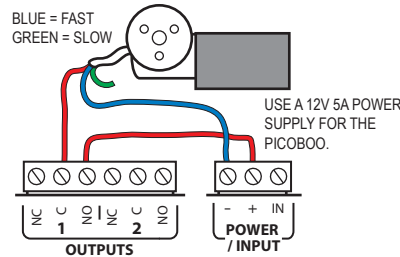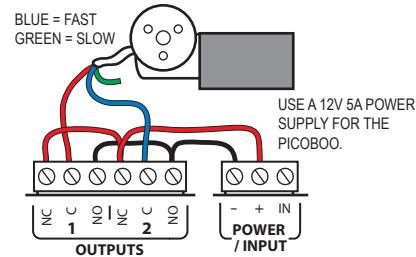
ANY 12 VDC DEVICE
12 VDC DEVICE
BEACON   LED LIGHT   MAGLOCK
OUTPUTS — NC C NO | NC C NO — 1 2
POWER / INPUT — − + IN

TWO 12 VDC DEVICES
12 VDC DEVICE   12 VDC DEVICE
OUTPUTS — NC C NO | NC C NO — 1 2
POWER / INPUT — − + IN

ANY DEVICE THAT'S NOT 12 VDC
ANY VOLTAGE DEVICE
TO POWER SUPPLY APPROPRIATE FOR DEVICE
OUTPUTS — NC C NO | NC C NO — 1 2

ANY 110 VOLT LOAD
HIGH VOLTAGE ⚡
TO WALL OUTLET
⚠ TAKE APPROPRIATE SAFETY PRECAUTIONS WHEN WIRING HIGH VOLTAGES.
OUTPUTS — NC C NO | NC C NO — 1 2

12 VDC MOTOR ON/OFF IN ONE DIRECTION
BLUE = FAST
GREEN = SLOW
USE A 12V 5A POWER SUPPLY FOR THE PICOBOO.
OUTPUTS — NC C NO | NC C NO — 1 2
POWER / INPUT — − + IN

12 VDC MOTOR FORWARD AND REVERSE
BLUE = FAST
GREEN = SLOW
USE A 12V 5A POWER SUPPLY FOR THE PICOBOO.
OUTPUTS — NC C NO | NC C NO — 1 2
POWER / INPUT — − + IN

FOG MACHINE
FOG MACHINE
FOG
⚡ HIGH VOLTAGE
SEE OUR WEBSITE FOR A COMPATIBLE FOG MACHINE CABLE SO YOU DON'T HAVE TO HACK YOUR REMOTE.
OR
1. UNPLUG FOG MACHINE
2. OPEN REMOTE
3. LOCATE FOG BUTTON PINS
4. SOLDER A WIRE TO EACH PIN
5. CONNECT THOSE WIRES AS SHOWN
OUTPUTS — NC C NO | NC C NO — 1 2
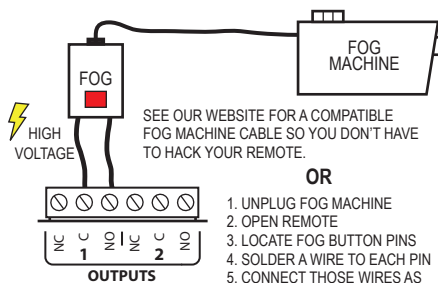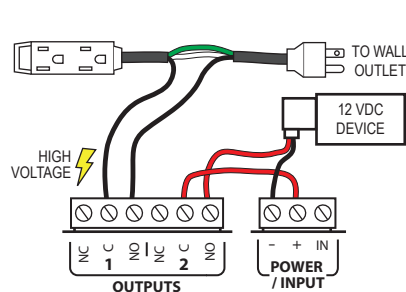
ONE 110 VOLT DEVICE, ONE 12 VDC DEVICE
TO WALL OUTLET
12 VDC DEVICE
HIGH VOLTAGE ⚡
OUTPUTS — NC C NO | NC C NO — 1 2
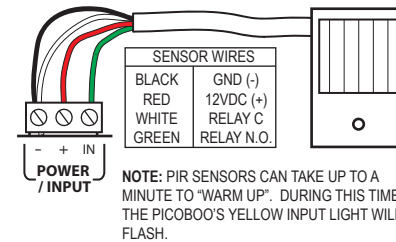POWER / INPUT — − + IN
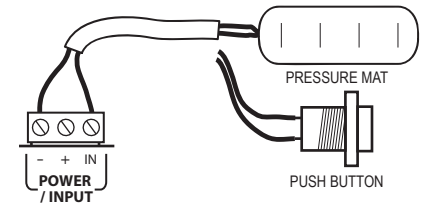
Trigger Input Wiring

⚠ By default, the animation and sound will play once when the trigger is activated. If the trigger is still active when the animation ends it will loop. Enable "Single Shot" mode if you want to prevent looping.
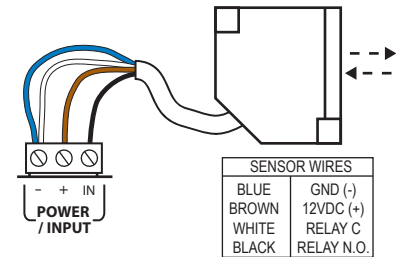
Toggling Single Shot Mode
1. Hold the middle 1 button while powering up the PicoBoo.
2. Keep holding the 1 button for about 10 seconds until the light above it comes on and stays on, then let go.
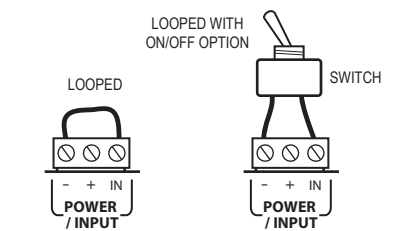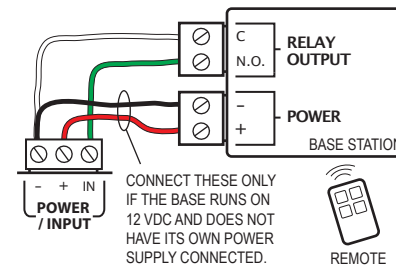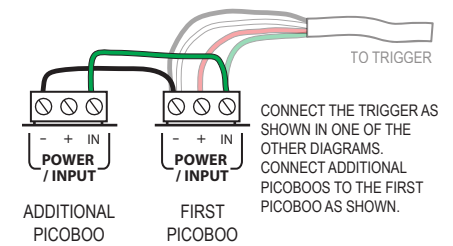Repeat the same steps to disable.

PIR MOTION SENSOR

SENSOR WIRES	
BLACK	GND (−)
RED	12VDC (+)
WHITE	RELAY C
GREEN	RELAY N.O.

POWER / INPUT — − + IN
NOTE: PIR SENSORS CAN TAKE UP TO A MINUTE TO "WARM UP". DURING THIS TIME THE PICOBOO'S YELLOW INPUT LIGHT WILL FLASH.

PRESSURE MAT OR PUSHBUTTON
PRESSURE MAT
PUSH BUTTON
POWER / INPUT — − + IN

BEAM SENSOR

SENSOR WIRES	
BLUE	GND (−)
BROWN	12VDC (+)
WHITE	RELAY C
BLACK	RELAY N.O.

POWER / INPUT — − + IN

CONTINUOUS PLAY (LOOPED)
LOOPED WITH ON/OFF OPTION
LOOPED   SWITCH
POWER / INPUT — − + IN   POWER / INPUT — − + IN

WIRELESS TRIGGER
C / N.O. — RELAY OUTPUT
− / + — POWER
BASE STATION
REMOTE
POWER / INPUT — − + IN
CONNECT THESE ONLY IF THE BASE RUNS ON 12 VDC AND DOES NOT HAVE ITS OWN POWER SUPPLY CONNECTED.

MULTIPLE PICOBOOS WITH ONE TRIGGER
TO TRIGGER
ADDITIONAL PICOBOO — POWER / INPUT — − + IN
FIRST PICOBOO — POWER / INPUT — − + IN
CONNECT THE TRIGGER AS SHOWN IN ONE OF THE OTHER DIAGRAMS. CONNECT ADDITIONAL PICOBOOS TO THE FIRST PICOBOO AS SHOWN.

Recording Audio

Connect Audio Source and Speakers
iPod Computer CD Player
Audio Source
STEREO ✓
MONO ✗
LINE IN   AMP VOL   LINE OUT
AUDIO
Powered Speakers