

# OPERATOR'S MANUAL

## Snapshot

V 1.5.15



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## SAFETY PRECAUTIONS

The following safety precautions and advisories are used throughout this manual and are defined as follows.

**\* WARNING! \***

*Disregarding this text could result in **serious injury**.*

**\* CAUTION! \***

*Disregarding this text could result in damage to the machine.*

**\* NOTE! \***

*An advisory text to hint or help understand*



### BE SURE TO READ THE FOLLOWING



**\* WARNING! \***

**Always** turn **OFF** Mains AC power and unplug the game, before opening or replacing any parts.

**When** unplugging the game from an electrical outlet, grasp the plug and not the line cord.

**Always** connect the Game Cabinet to grounded electrical outlet with a securely connected ground line.

**Do Not** install the Game Cabinet outdoors or in areas of high humidity, direct water contact, dust, high heat or extreme cold.

**Do Not** install the Game Cabinet in areas that would present an obstacle in case of an emergency, i.e. near fire equipment or emergency

**\* CAUTION! \***

**Always** use a Digital Multi meter, logic tester or oscilloscope for testing integrated circuit (IC) logic PC boards. The use of a continuity tester is not permitted.

**Do Not** connect or disconnect any of the integrated circuit (IC) logic PC boards while the power is **ON**.

**Do Not** use any fuse that does not meet the specified rating.

**Do Not** subject the game cabinet to extreme temperature variations. Reliability of electrical components deteriorates rapidly over 60 °C.



## QUICK START SET UP

- **Unpack machine and check all parts are present (some in the cash box)**
- **Fix base plate or optional base floor with seat bar**
- **Fix curtain to the machine if desired**
- **Fix header to the machine if desired**
- **Check that the voltage sticker on the back of the game is correct for your use**
- **Check inside the game for the paper holder (may be secured with ties)**
- **The game needs power to open the printer door for film and paper maintenance**
- **Connect power to the game, and let the game set up for normal operation**
- **Open the front door and press the door button on the printer**
- **To fit paper and ink cartridge, follow instructions in the manual or cabinet**
- **Once the paper and ink cartridge are installed, enter Test Mode**
- **Set the price per play for the game**
- **Set the volume levels for the game and attract mode**
- **Set which modes you want available in the game**
- **Set all other fine adjustments as you require**
- **Enter Printer Test and print a Test Page**
- **If all works, the game is ready for operational play**
- **If you have any problems, please refer to Troubleshooting in this manual**



## PACKAGING

- Upon delivery, the machine should arrive in good condition. To move the packaged machine for transport or placement, use a forklift and take care not to hit the package or stack heavy objects on top, as this may cause damage to the machine.

### CONTENTS

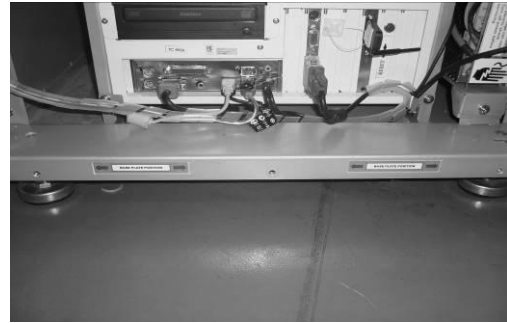
- The “*Snap Shot*” cabinet
- Keys: 2 x coin door keys
  
- Operator’s manual
- Recovery CD (In cash box)
- IEC Power Cord (In cash box)
- Parts & Accessories (In cash box)



## BASE PLATE INSTALLATION

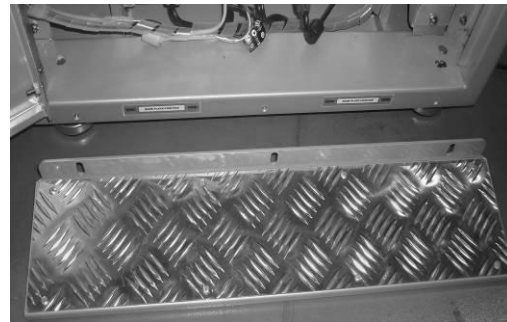
### Step 1,

Remove the 3 x M5 screws from the lower front of the machine. Stickers show their position.



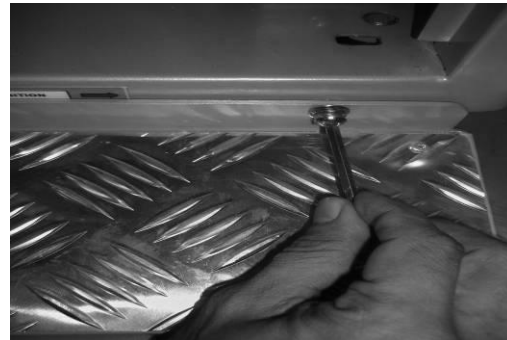
### Step 2,

Place the base plate in front of the machine and fasten the base plate with the 3 x M5 screws you just removed.



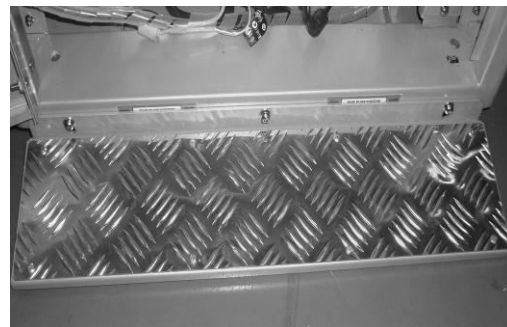
### Step3,

Slide the base plate to the floor and then secure the 3 x M5 screws with the M5 Allen Key provided.



### Finish,

The finished base plate should be secured to the machine and resting level on the ground

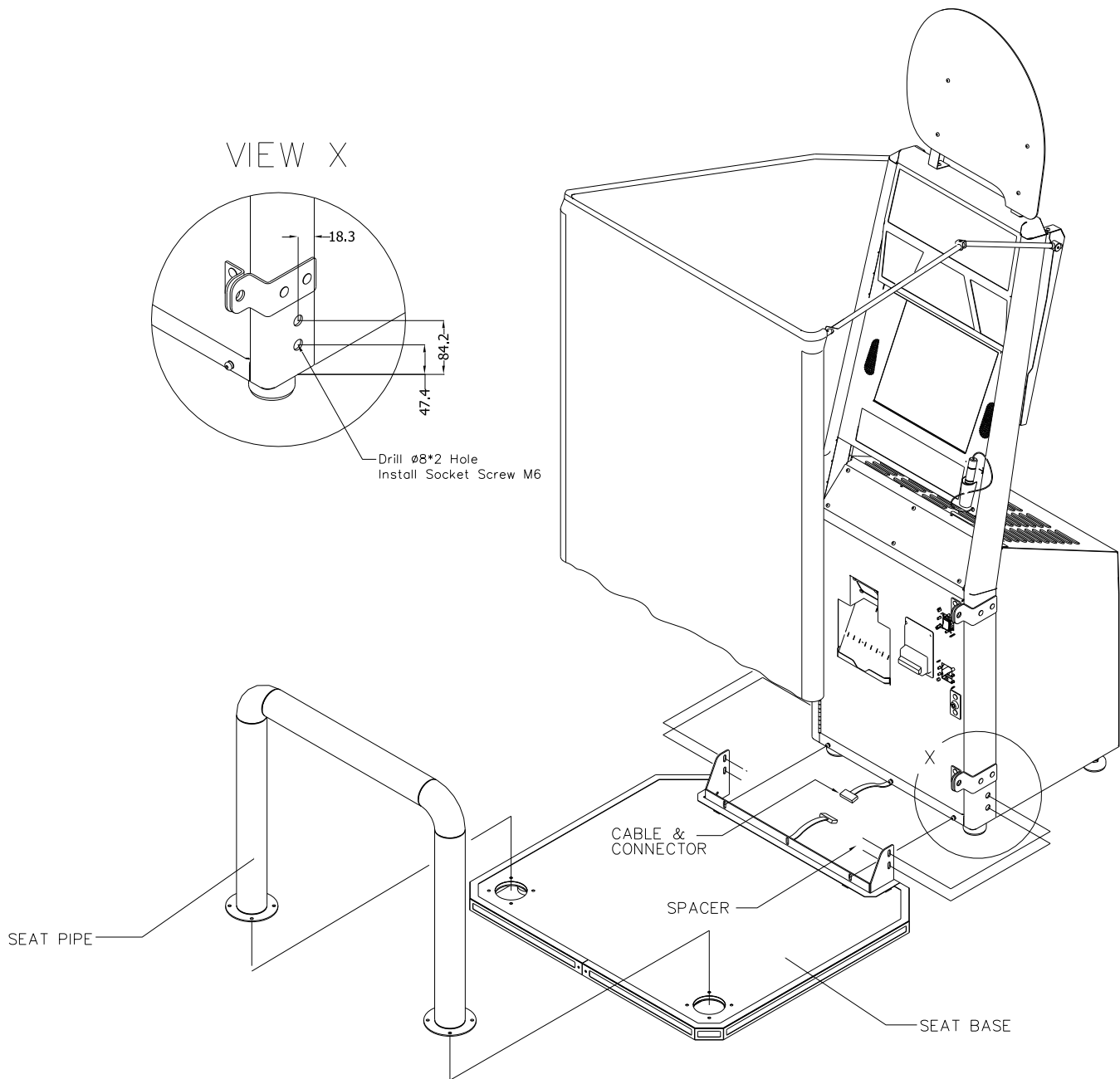


**\* CAUTION! \***

**Make sure to check all the screws are secure and tight**



## BASE WITH SEAT INSTALLATION (*optional*)



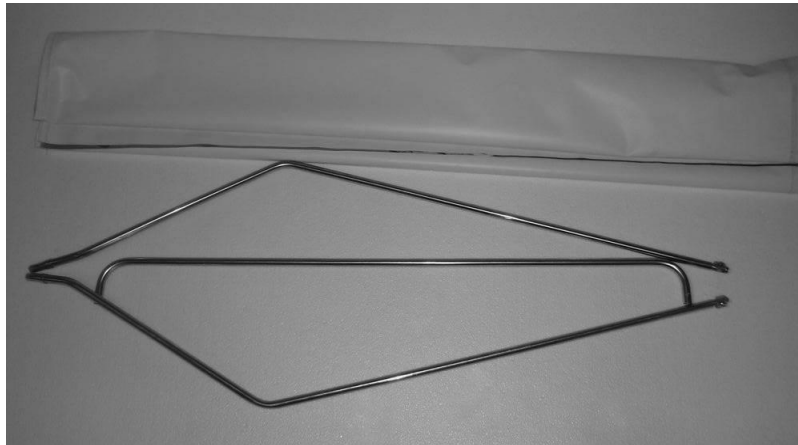
**\* NOTE! \***

Contact your LAI Games Distributor for help regarding drilling holes and any wiring





## CURTAIN INSTALLATION



Curtain complete Parts unpacked

### Step 1



Take the back bar and insert to the curtain use the middle 4 curtain hooks, leaving 3 curtain hooks on each side not inserted.

### Step 2



Take the left or right bar and insert to the 3 curtain hooks on each side, insert to the back bar.



### Step 3

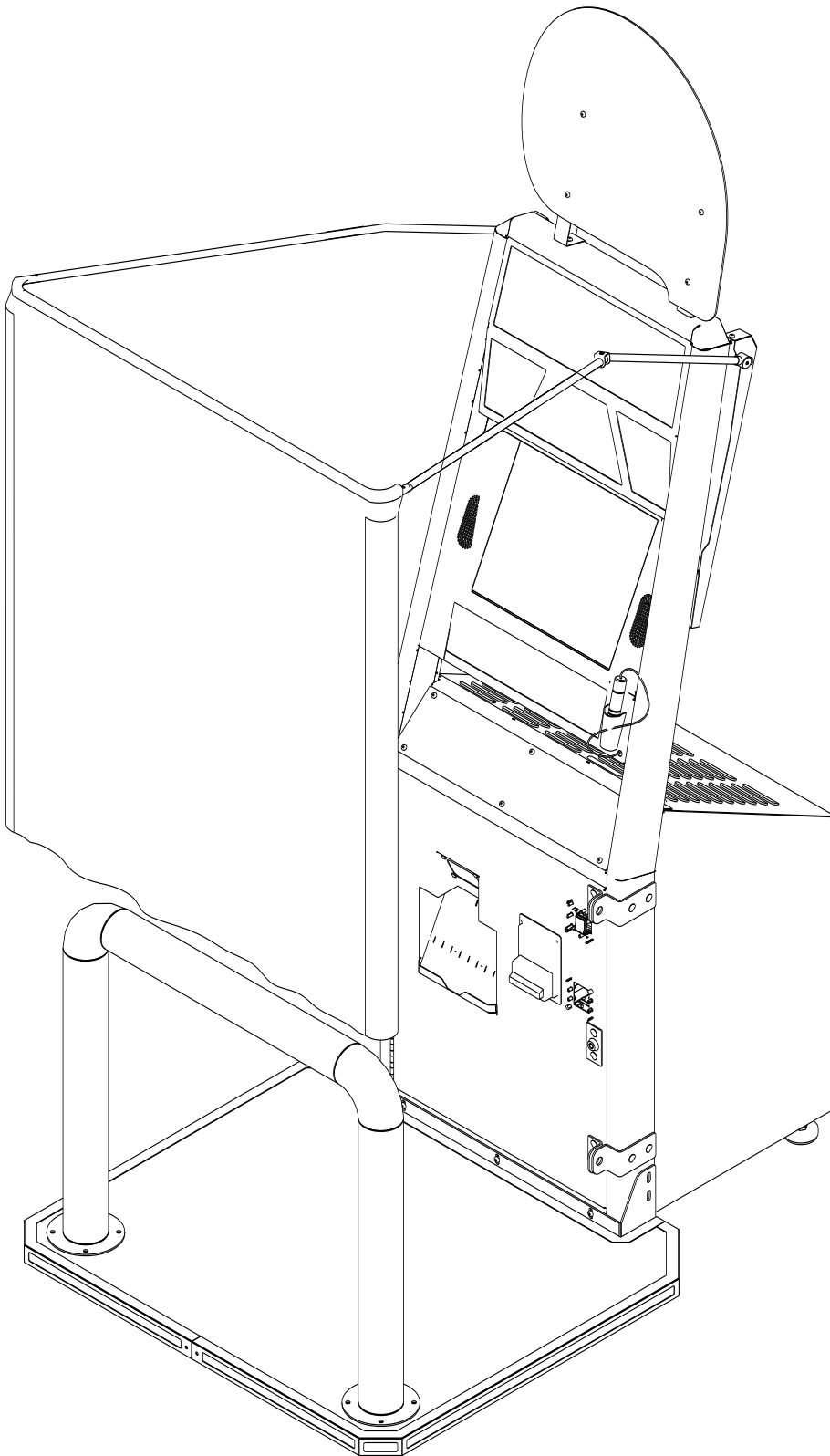


Secure the bar to the back bar left and right with the M3 Allen Key Screw from the top side.



Position the curtain bar to its holder on the cabinet and secure it using M2 Allen key.





**\* CAUTION! \***

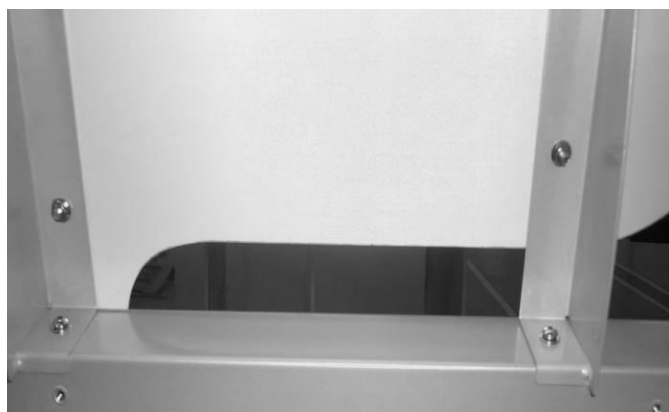
**Make sure to check all the screws are secure and tight**



## HEADER INSTALLATION



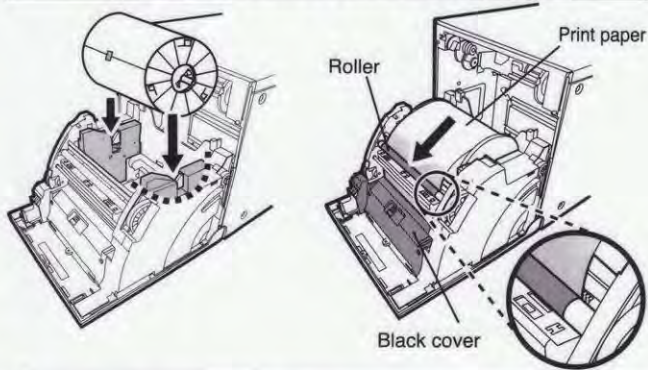
Screw both side of  
The header bracket  
Holder on top of  
The cabinet



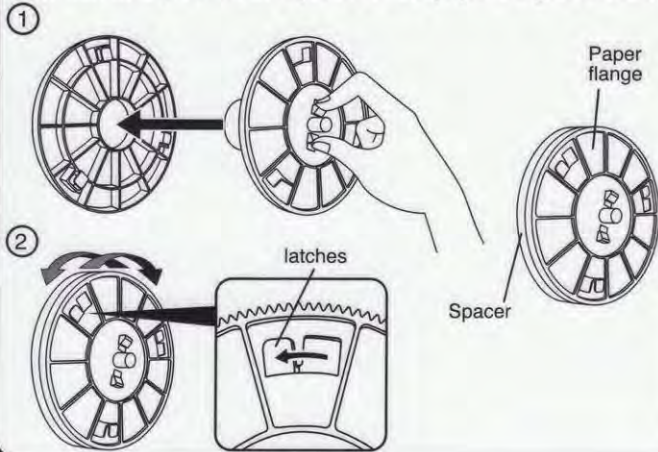
## PAPER AND INK INSTALLATION DETAILS

**To open the printer door, make sure there is power to the game.**

### INSTALLATION OF PRINT PAPER



When using the 9x13 (3.5x5") and 13x18(5x7")size paper (127 mm width), attach the spacers to the paper flanges as follows.

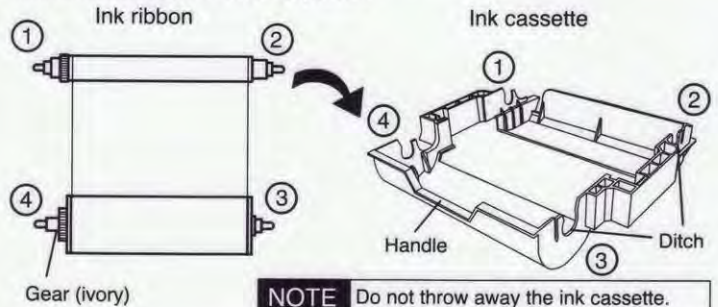


### INSTRUCTIONS FOR TRANSPORTATION

- When transporting this unit for some reason, follow the instructions below.
1. Remove all the accessories (ink ribbon, print paper, ink cassette, and paper flanges) from the printer.
  2. Close the door with the printer's power on.  
After the PAPER/INK RIBBON indicator blinks, turn the power off.

### INSTALLATION OF INK RIBBON

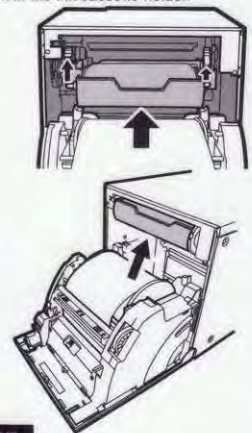
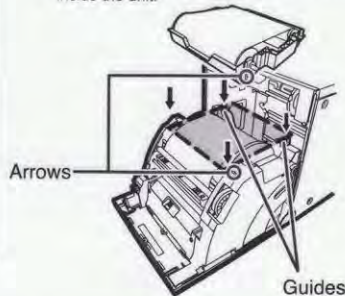
Load the ink ribbon in the ink cassette as shown below. Make sure to set load it in the correct position.



**NOTE** Do not throw away the ink cassette.

### INSTALLATION OF INK CASSETTE

- 1 Place the ink cassette containing the ink ribbon in the position as shown below.  
Place the ink cassette on the print paper with the shaft (thicker one) around which the ink ribbon is wound located to the front. Align the arrows marked on the sides of ink cassette with those on the unit. Place the rear of the ink cassette along the guides that are provided inside the unit.
- 2 Push the ink cassette toward the back of the unit.  
Hold the handle of the ink cassette and push it straight toward the back of the unit. Then raise it until you hear a click to secure it in the ink cassette holder.



### CAUTION FOR USING THIS PRINTER

Do not pull out nor touch the print paper until printing is completed. It may degrade the print quality or cause an error.

ZP-56 ZCJ 857C107A10

**\* NOTE! \***

*Above instruction is attached on the inside of the cabinet as well*

**\* CAUTION! \***

*If the printer is changed, it needs the recovery CD procedure for proper operation.  
Please make sure to always use CK9046 Mitsubishi Ink and Paper Cartridge 10 X 15 (4 X 6") with 600 prints.*



## INTRODUCTION

**CONGRATULATIONS!** You have just bought ***Snap Shot***, a great photo booth product from **LAI Games**. We feel that ***Snap Shot*** will make a great game for any location.

We hope you take the time to read this manual and learn about the many other features and user-friendly adjustments that can be made to fine-tune the game for maximum earning potential.

### DESCRIPTION

- This version of ***Snap Shot*** is the most compact Photo booth machine on the market, opening up opportunities for placement at convenient locations.
- The operator can select a combination of 3 modes of play from: ***Classic/Nostalgia mode, Frame and Decorate Mode, Masquerade Mode and Sexy Mode***. The modes can be chosen in the main test mode settings. In addition to the normal photo booth concept and the mode selected, this game has advanced combinations of stamps, frames, styles and freehand drawing to add to your photo to be printed. Also, photos can be transferred via Email or directly uploaded to customers' Facebook accounts.
- **Classic/Nostalgia Mode** – This mode allows six quick photos and prints them in two strips of three.
- **Frame and Decorate Mode** – The player can snap their photo and decorate it creatively with stamps, frames and accessories or use freehand writing or drawing.
- **Masquerade Mode** – The players face is positioned in the image selected giving them a new looks, and then can be decorated creatively with stamps, frames and accessories or use freehand writing or drawing.
- **Sexy Mode** – The player can pose with sexy models and can decorate it creatively with stamps, frames and accessories or use freehand writing or drawing.

### ADDITIONAL OPERATOR MAXIMISATION FEATURES

#### ■ **Event Management**

This feature is setup for short term hire or event hire where the game can be set for a determined time period, there are many options available where the operator can choose a certain number of prints, a certain period of time and also whether the game can or can't be played prior to this Event period. Also an operator can record all the photos taken during the event on a USB stick as an additional feature for the event hire.

#### ■ **Logo Creator / Special Messages Loading**

This feature allows adding special messages, logos, and promotional advertisements to the machine, via a CD upload, to subsequently appear at the bottom of the printed photo.



## SPECIFICATIONS

### DIMENSIONS

- Weight: 115 Kg (253 lbs)
- Height: 2161 mm (86")
- Width: 890 mm (35")
- Length: 1242 mm (50")
- Power : 220 watt Maximum

### ELECTRIC SUPPLY

The game has the option to operate on an 110V, 120V, 220V or 240V AC 50/60Hz single phase mains electric supply.

**The supply must be a three wire grounded supply.**

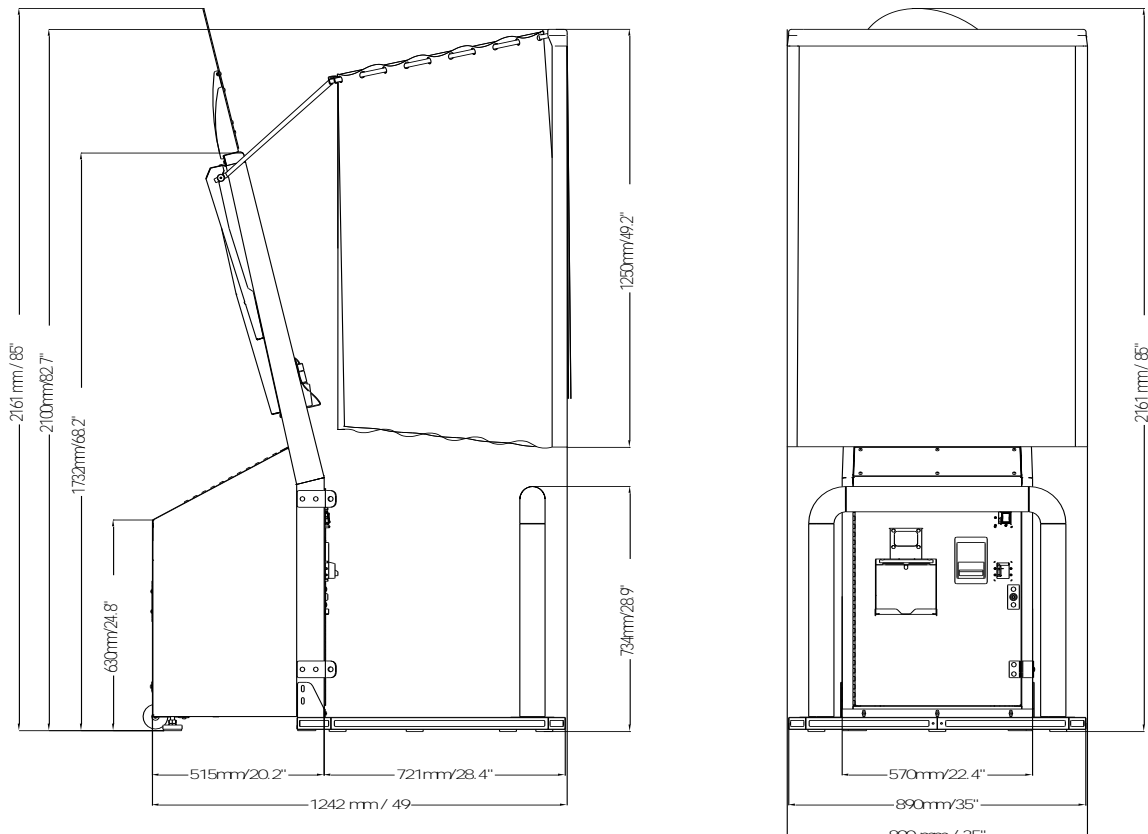
#### \* CAUTION! \*

**Before** Switching the machine on be sure to check that it has been set on the correct voltage for your area!

**Please** Refer to the mains voltage adjustment section of this manual. Machines are normally shipped on 220V AC unless otherwise specified.

### LOCATION REQUIREMENTS

- Ambient temperature: between 5°C and 40°C.
- Ambient humidity: Low
- Ambient U.V. radiation: Very low
- Vibrations level: Low







## MACHINE INSTALLATION AND INSPECTION

When installing and inspecting **Snap Shot**, be very mindful of the following points and pay attention to ensure that the players can enjoy the game safely.

- Be sure to turn the power **OFF** before working on the machine.

**\* WARNING! \***

**Always** Turn **Off** mains power before removing safety covers and refit all safety covers when work is completed.

- Make sure the power cord is not exposed on the surface (floor, ground, etc.) where people walk.
- Check that the rubber glide feet levellers are set evenly on the floor so that the game cabinet is level and stable.
- Always make complete connections for the integrated circuit (IC) logic PC Boards and other connectors. Insufficient insertion can damage the electrical components.

**\* CAUTION! \***

**Before** Switching the machine on be sure to check that it has been set on the correct voltage for your area!

**Please** Refer to the mains voltage adjustment section of this manual.  
Machines are normally shipped on 220V AC unless otherwise specified.

- Only qualified personnel should inspect or test the integrated circuit (IC) logic PC Boards.
- If any integrated circuit (IC) logic PC Boards should need servicing, please contact the nearest **LAI GAMES** Distributor. (Refer to the back page of this manual)



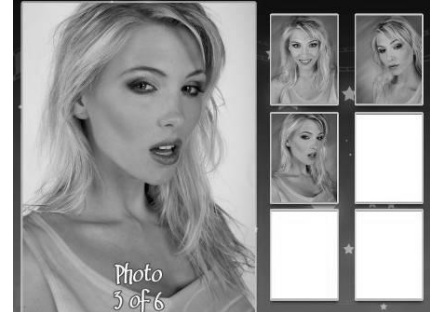


## HOW TO PLAY

### Select the Game Mode to play from the on-screen selection

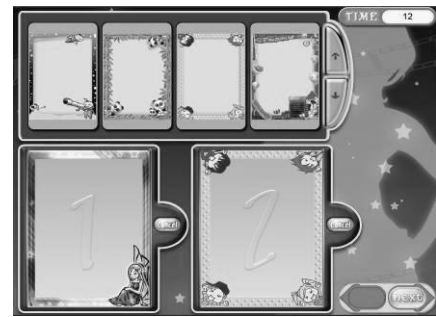
#### Classic/Nostalgia Mode – For a quick and easy photo

- Pose for six photos.
- Your pictures will automatically print
- Select a file transfer method if you want to upload
- Select your best two pictures to send
- Collect your print



#### Frame & Decorate Mode – For Stamps, Frames & Drawings

- Select a frame for your pictures
- Pictures will be taken during this process.
- Select the two best pictures you wish to use.
- Decorate your pictures
- Select the layout to be printed
- Select file transfer method if you want to upload
- Collect your print



#### Masquerade Mode – For your Face and different body photo

- Select a Masquerade for your pictures
  - Align your face in the picture
- Pictures will be taken during this process.
- Select the two best pictures you wish to use.
- Decorate your pictures and try different accessories
- Select the layout to be printed
- Select file transfer method if you want to upload
- Collect your print



#### Sexy Mode – Your pose next to sexy models

- Select a sexy image for your pictures
  - Align yourself in the picture
- Pictures will be taken during this process.
- Select the two best pictures you wish to use.
- Decorate your pictures
- Select the layout to be printed
- Select file transfer method if you want to upload
- Collect your print

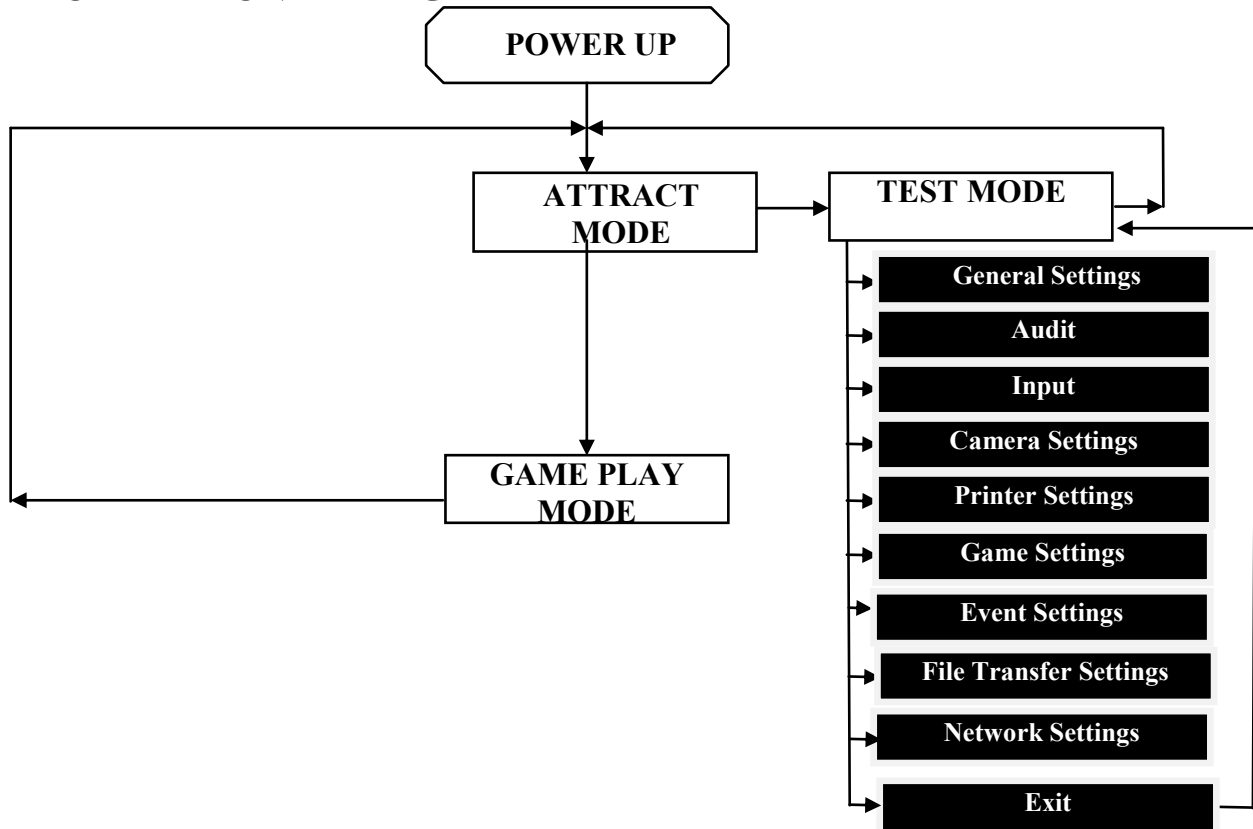




## OPERATION

“*Snap Shot*” has five operational modes: Attract Mode, Play Mode, Test Mode, Programmable Adjustments Mode and Audits Mode.

### OPERATIONAL DIAGRAM



### ATTRACT MODE

- The Attract mode provides a demonstration of the game play and game features while the game is not being played. This feature is to attract potential customers to play the game. The attract mode sound can be turned on and off

### PLAY MODE

- *Snap Shot* has two play modes. The Standard Coin Play mode, where a coin, or coins are inserted, or Free Play where no coins are necessary.

### COIN PLAY

- The Coin Play mode is entered from Attract mode, by inserting coins in any of the two coin slots on the front of the machine cabinet, then following the instructions in the “How to Play” section of this manual.

### FREE PLAY

- The Free Play mode can be selected in General Settings from Test Mode.



## TEST MODE

*Snap Shot* Test mode has Nine Test Configurations allowing you to explore the functioning of the Sound, Light & Display, and the Game Switches and to allow an operational test of the game systems.



**\* NOTE! \***

**Entering Test Mode will CLEAR any CREDITS remaining in the game.**

**During Test mode if no ADJUSTMENTS or actions are made, it will automatically RETURN to Attract Mode after few minutes.**



## TEST MODE PROCEDURE

- **ENTER**      The *Test Mode* can be entered by pressing the red Test button located on the service bracket while in Attract mode. After a few seconds the Test Mode selection will appear on the monitor
- **SELECT**      Use the *Up* or *Down* buttons to scroll through each of the Test Mode options or touch the button on the screen to select the option you want.

**\* NOTE! \***

**By holding down the UP or DOWN buttons, you can step through the options quicker.**

- **ENTERING OPTIONS SETTINGS**

The red Test button is then pressed again to enter the chosen Test Mode option or do this directly using the touch screen menus.

- **CANCEL / BACK**

The green Service button is pressed to step back to previous screen and exit the Test Mode returning to the Attract Mode or directly use the exit buttons using the touch screen.

- **EXIT**

The Test Mode can be exited by highlighting the Exit button using the Up and Down buttons, then pressing the Test button. If any changes have been made in any settings, use Save & Exit to save changes before automatically exiting.

## SERVICE BRACKET





## GENERAL SETTINGS

### GENERAL SETTINGS DETAILED

#### ■ PAYMENT TYPE

(Default *Coin*) (Adjustable *Card*, *Coin* or *Free*)

This sets the type of credit, per play, that is going to be used. Default is coin, meaning a normal coin can be inserted. When set to card, you will need to have a card system installed in order to play. Free play means the game requires no coin or credit to play.

#### ■ COMMON COIN

(Default Enabled) (Adjustable Disable or Enabled)

This sets the Common Coin system. When set to Enabled, coin 1 and coin 2 inputs are electronically joined together so there is only one pricing adjustment setting. If set to Disabled, coin 1 and coin 2 inputs are separate allowing individual price settings for each input if required.

#### ■ COINS PER CREDIT- COIN SLOT No.1

(Default 1) (Adjustable *Disable*, 1/20 – 1/2 – 1 - 20)

This sets the number of coins required to be inserted into the coin 1 input for each credit.

#### ■ COINS PER CREDIT- COIN SLOT No.2

(Default 1) (Adjustable *Disable*, 1/20 – 1/2 – 1 - 20)

This sets the number of coins required to be inserted into the coin input 2 for each credit.

### BONUS CREDIT SETTINGS (COIN SLOT 1&2)

This activates the multiple bonus credit system levels for each on the two coin inputs. It can be set to ON or OFF. The *default* setting is OFF and multiple bonuses are disabled. If set to ON, the multiple bonus settings are active and there are 3 bonus levels that can be programmed. EG \$3=1 play, \$5=2 plays. \$10=5plays and \$15=9 plays.

### BONUS CREDIT SETTING- COINS

(Default 1) (Adjustable 1 – 99)

This sets the number of coins (or Bill Acceptor pulses) that needs to be inserted into the coin mechanism to reach the bonus credit level. The set value must be higher than the set value for standard coin per credit.

### BONUS CREDIT SETTING- BONUS CREDITS

(Default 1) (Adjustable 1 – 99)

This sets the number of bonus credits that are given when credit Level 1 is reached. This Bonus amount is the additional number of credits given above the standard credit or base credit. It can be set between 1 - 99 bonus credits.



## ■ ATTRACT MODE AUDIO VOLUME

(Default 3) (Adjustable 0- 5)

This adjustment sets the *attract mode sounds volume level* and also turns the attract mode sounds ON or OFF. This is the sound and music that the game generates to attract customers when it is not being played.

## ■ IN GAME AUDIO VOLUME

(Default 3) (Adjustable 0- 5)

This adjustment sets the *in game mode sounds volume level* and ON or OFF. This is the sound and music that the game generates in game play.

## ■ DECORATION SCREEN TIMER

(Default 120s) (Adjustable 60s – 200s)

This adjustment sets the *number of seconds a player has to decorate the photo they have taken. There is a separate adjustment for the decoration time for Photo 1 and Photo 2.* The default is 120s.

## ■ SYSTEM TIME

This sets the system date and time that is being used. This time can be used to activate certain theme features and is important to be correct if the Event Mode settings are being used.

## ■ GAME MODE

(Default *Classic / Frame/ Masquerade*) (Adjustable for 9 combinations modes)

This adjustment sets the game modes that can be played, there are 9 combinations:

- Classic/Frame/Masquerade (Default)
- Classic/Frame/Sexy
- Classic/Masquerade/Sexy
- Frame/Masquerade/Sexy
- Classic/Frame
- Classic/Masquerade
- Classic/Sexy
- Frame/Masquerade
- Frame/Sexy
- Masquerade/Sexy

## ■ REMOVABLE DEVICE SAVING OPTION

These check boxes enable the USB Flash Disk Photo Storage. When *Event Mode only is checked*, photos will only be saved to USB Flash Disk during a programmed Event period. When *Normal Game Play is checked* photos will be saved to a USB Flash Disk every time the game is played.

**\* NOTE! \***

**A Standard USB Flash Disk will need added to a spare USB slot in the game before photos can be recorded. Don't Remove the Device/USB Flash Disk during game operation**



## AUDITS

- **ENTER** The Audits can be entered by highlighting AUDITS while in Test Mode main screen and pressing the Test button, or by touching the Audits button on the touch screen.
- **SCROLL** Through the menu using the Up and Down buttons to highlight which menu you require or do this directly using the touch screen buttons
- **CANCEL** The green Service button will step back to the previous menu, or exit the Test Mode or cancel directly using the touch screen buttons
- **EXIT** The Audits is exited into Test Mode main screen by highlighting Exit, and pressing the Test button or exit directly using the touch screen buttons

### ■ **USER VALUES (RESETABLE)**

The User section enables the operator to see statistics for a number of different operations in the game. These can be cleared by selecting the reset dialog box and pressing test, or by touching the dialog box on the screen.

### ■ **MACHINE VALUES (NON - RESETABLE)**

The Machine section enables the operator to see statistics for a number of different operations in the game. These cannot be cleared unless the PC has been recovered using the recovery disks.

**\* NOTE! \***

**If an audit value exceeds 999,999 it will reset back to 0**

### ■ **COINS #1**

This audit tells the number of coins inserted into coin mechanism 1. This audit is available in User and Machine section.

### ■ **COINS #2**

This tells the number of coins inserted into coin mechanism 2. This audit is available in User and Machine section.

### ■ **SERVICES**

This tells how many times the Service button is pressed for credits since the last game audits were cleared. This audit is available in User and Machine section.

### ■ **PRINTS**

This tells the number of prints that the game has printed since the last time the audits were cleared. This audit is available in User and Machine section.

### ■ **PAPER SENSOR ERROR**

This tells the number of paper sensor errors during the print out process since the last audits were cleared. This audit is available in User and Machine section.

### ■ **QUEUE/SENT EMAIL**

This audit tells the number of queuing or sent emails since the last game audits were cleared. This audit is only in the User Audits



■ **ACCESS SCREEN SETTINGS (default Enabled)**

This allows an operator simple on screen access to the game audits and remaining paper without accessing the front door or pressing the Test button on the service bracket inside the cabinet. Security is by a 6 digit password that is set up and easily changed using the “Change Password” button in the audits menu.

This is done by touching 4 corners of the LCD touch screen clock wise starting from the top left hand side (when facing towards the machine), and ends at the bottom left hand side of the LCD. A Keypad will appear and a 6 digit password will need to be keyed in to access the audits. NOTE: No game settings can be changed using this access method.

■ **CHANGE PASSWORD**

Touch the “Change Password” on screen button to access the numerical keypad and follow the on screen instructions

Enter your new password

Confirm your new password

It is now ready to use.





## INPUT TEST

- **ENTER** The Input Test by highlighting INPUT TEST while in Test Mode main menu, and pressing the Test Button or touching the on screen dialog box.
- **SELECT** The input to test and activate it. You should have a response in the corresponding check box.
- **SERVICE** When pressed, the Service button will return you to the previous menu, which also shows it is working or exit by touching the on screen dialog box
- **EXIT** the Input Test by highlighting Exit and pressing the test button, or by touching the Exit dialog box on the screen.

### INPUT TEST DETAIL

This test will show the input status of all the games buttons or sensors. When a button or sensor is activated, it will place a tick in the corresponding check box. This means the button or sensor connection is established successfully.

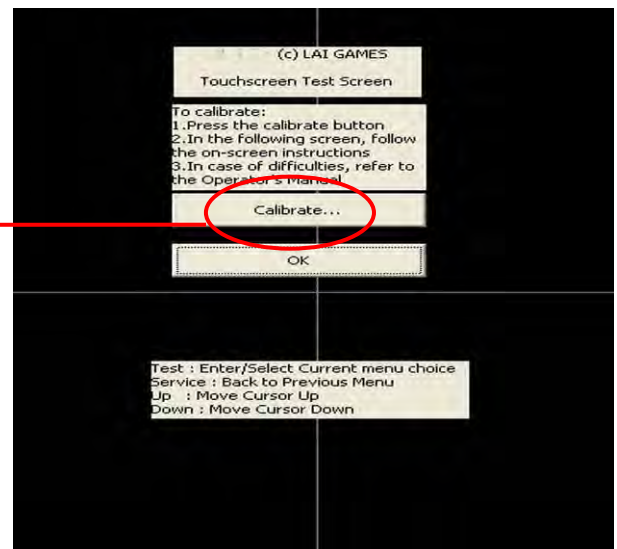
### HARDWARE TEST DETAIL

This test procedure will show the status of connections to the computer (USB). When one or more USB connections are established, it will place a tick in the corresponding check box.

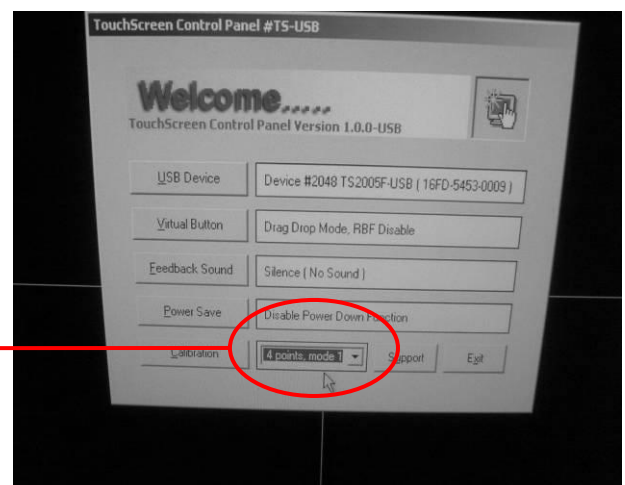
## TOUCHSCREEN TEST SCREEN

- **ENTER** the Touch Screen Test by highlighting Touch Screen Test while in the Input Test Mode menu, and pressing the Test Button or touching the button on-screen.
- **SELECT** the touch screen by moving the stylus over it and checking if the cursor is directly under it. If not, calibrate the touch screen.
- **SELECT** Calibrate by highlighting Calibrate and pressing the Test Button, or by touching the Calibrate dialog box.
- **SELECT** The calibration mode. Suggested selection is the four point mode, and simply follow the on screen instructions.
- **EXIT** the Touch Screen Test by highlighting Exit and pressing the Test button, or by touching the Exit dialog box on the screen.

Select Calibrate



Select the Calibration Mode





## OUTPUT TEST

### Select an Output from Menu, Video Test, Audio Test and Lamp Test

#### **Video Test**

- **ENTER** the Video Test by highlighting the dialog box and pressing the Test button, or by touching the highlighted dialog box.
- **SELECT** the display test you require on-screen, from Colour Test, Full Screen Test and Grid Test.
- **EXIT** the Touch Screen Test by highlighting Exit and pressing the test button, or by touching the Exit dialog box on the screen.

#### **Audio Test**

- **ENTER** the Audio Test by highlighting the dialog box and pressing the Test button, or by touching the highlighted dialog box.
- **SELECT** the Audio test for Left Speaker, Right Speaker, Background Music, Voice overs or Stereo.
- **EXIT** the Audio Test by highlighting Exit and pressing the test button, or by touching the Exit dialog box on the screen.

#### **Lamp Test**

- **ENTER** the Photo Lamp Test by highlighting the dialog box and pressing the test button, or by touching the highlighted dialog box on-screen.
- **SELECT** which Lamp Test your require by highlighting the dialog box and pressing the test button, or by touching the highlighted dialog box on-screen.
- **EXIT** the lamp test by highlighting the Exit dialog box and pressing the Test button, or by touching the dialog box on-screen.



## CAMERA SETTINGS

### Camera Settings

- **ENTER** the Camera Settings by highlighting the Camera Settings dialog box in the main menu and pressing the Test button, or by touching the highlighted dialog box on-screen. This allows you to test the camera picture and adjust the camera and picture taking settings.
- **SELECT** the Game Modes Settings which can be changed. These are General Settings, Classic Mode, and Frame Mode and Masquerade mode.
- **SELECT** the Game Mode Settings required by highlighting the dialog box and pressing the Test Button, or by touching the highlighted dialog box on-screen.
- **ADJUST** the zoom, camera output (normal or mirrored), and whether the picture can be retaken or not in each mode.
- **EXIT** the Camera Test by highlighting Exit and pressing the test button, or by touching the highlighted dialog box on-screen.



## PRINTER SETTINGS

### **Printer Settings**

- **ENTER** the Printer Test by highlighting the Printer Test dialog box in the main menu and pressing the Test button, or by touching the highlighted dialog box on-screen.
- **SELECT** the printer from the drop down menu in the top settings. This setting should default to the CP9550D Printer.
- **SELECT** to check the remaining paper, or Print Test Page, by highlighting one of the dialog boxes and pressing the Test Button, or by touching the highlighted dialog box on-screen.
- **EXIT** the Printer Settings by highlighting Exit and pressing the test button, or by touching the highlighted dialog box on-screen.
- 

**\* CAUTION! \***

*If the printer is changed it requires the Installation CD procedure for proper operation.*

*Please make sure to always use CK9046 Mitsubishi Ink and Paper Cartridge 10 X 15 (4 X 6") with 600 prints.*



## GAME SETTINGS

### GAME DECORATION SETTINGS

- **ENTER** the Game settings Screen Test by highlighting the Game Setting dialog box and press the test button, or by touching the highlighted dialog box on-screen.

#### ■ STAMP SETTINGS

This allows you to make adjustments to the categories of Stamps that are available to the player during normal game play. Categories can be turned on by checking the box next to the category or switched off by un checking the box. To see thumbnails of the stamps in each category, press the preview dialog button.

#### ■ FRAME SETTINGS

This allows you to make adjustments to the categories of Frames that are available to the player during normal game play. Categories can be turned on by checking the box next to the category or switched off by un checking the box. To see thumbnails of the Frames in each category, press the preview dialog button.

#### ■ OVERLAY SETTING S (MASQUERADE MODE)

This allows you to make adjustments to the categories of Overlays that are available to the player during the Masquerade Mode. Categories can be turned on by checking the box next to the category or switched off by un checking the box. To see thumbnails of the stamps in each category, press the preview dialog button.

#### ■ LOGO SETTINGS

This adjustment screen allows an operator to selection from a standard selection of logo and message screens or to upload a custom 1416 x147 pixel .jpg Logo or Message via CD. This Logo/ Message area is the small area approximately 12mm x 100mm (1/2" x 4") at the bottom of every printed photo.

### Printed Logo

This is an on screen pull down menu that allows you to select from a series of standard generic logos and messages like Merry Christmas, Happy Birthday etc. A preview of the selected Logo/Message is displayed at the bottom of the monitor screen.

### Put Date On Logo (default –enabled)

This option allows you to choose whether the current date is printed in the Logo/Message area.

### Creating your own Custom Logos/Messages

There are two methods to create your own custom Logo/Messages, the simplest and quickest is using the in game “Logo Creator” which gives a selection of custom backgrounds to choose from and then you can add up to 20 characters of text using an on screen keyboard to create your custom Logo/Message. The second method is to create a 1416 x 147 pixel custom logo/message using image creation software like Photoshop or MS Paint, save this as a .JPG file, burn this to a CD and upload it to the Game using the CD drive.



### Logo Creator

1. Choose the *Logo background* templates from the templates available, for example Birthdays, Corporate, Graduation, Party, Wedding and Blank.
2. Touch the *Logo Text box* and the On Screen Keyboard will appear, allowing you to type your message of up to 20 characters
3. Select *Create* when your text is finished and a sample of the custom Logo/Message will then appear at the bottom of the screen. This Logo/Message is automatically selected in the “Printed Logo” pull down menu and is labelled “(creator) operator”. Run a test print to see how it looks

## Creating Special “Custom Logos” Using Image Creation Software

### Creating the image and the CD

Using any image creation software like Photoshop, MS Paint, Adobe Illustrator or GIMP you can create your own fully customised logos and upload as many of these as you like to a Snapshot game so they can be selected when required and printed at the bottom of every photo..

The dimensions of the logo MUST be 1416 pixels by 264 pixels and the image also MUST be saved in JPG or JPEG format and burnt to a CD. Any of these custom Logo files MUST be in the main (root) directory of the CD and not stored in a folder on the CD you burn as they will not be read

#### ■ Loading the Custom Logo(s)

Once the images have been created and burned to a CD insert this CD into the CD drive in the game computer then go to the “Logo Setting Screen” in the “Game Settings” of the test menu. The Game will automatically find the .JPG files and these files will be displayed in the pull down menu under the “Please Insert CD” text. You can choose to “Copy All Logos On CD” or select and the logos separately in the pulldown menu and upload by touching “Add”. The Logo you wish to use can be selected from the “Printed Logo” pulldown menu. All uploaded Custom Logos are labelled “(custom) file name”.

#### ■ Deleting the Custom Logo(s)

Any of the Custom Logos that you upload that are no longer required can be deleted from the system. Simply select the Custom Logo you wish to delete from 'Custom Logos' pulldown menu and press „Delete“. To delete all of the custom logos, click on 'Reset to Factory Default'. A warning window will pop up, asking you to confirm. If you are sure, then select 'Yes'. **WARNING:** All custom images will be gone and will need to be manually reloaded. Please make sure you have all of your original images backed up.

#### ■ Troubleshooting tips

If the 'Images on CD' pull down menu is not accessible, open the CD tray and close it again while you are still on this screen.

If you are having trouble selecting the menus with your finger, use a stylus, or even your fingernail. This type of screen works best with a hard stylus.



## EVENT SETTINGS

- **ENTER** the EVENT SETTINGS by highlighting EVENT SETTINGS while in Test Mode main screen and pressing the red Test button, or by touching the highlighted dialog box on-screen.

These settings are used when Snapshot is being used for rental, hire or special timed events. The start and end of a hire period plus all the options for this Event can be set using this screen.

Please Note: It is also possible to record all the photos taken during an Event Period on a standard USB memory stick. This is an addition option to give or sell to the person hiring the game. To activate this record feature check the box “Removable Device Saving Option” for “Event Mode Only” in the “General Settings” in the Test Mode. If recording the photos please take note of the disclaimer referring to Privacy/Copyright which comes up if this option is selected.

### System Clock

The system date and time is displayed for reference and is read only so it can be easily checked to make sure it is set correctly before any Event times are set as all Event Times will work based on the System Clock. If it is incorrect it can be adjusted in the “General Setting” of the main Test Mode.

### Start Time

This is the date and time that an Event or Rental Period for the game will “Start”.

### End Time

This is the date and time that an Event or Rental Period for the game will “Finish”

### Optional Check Boxes

#### -Only allow Gameplay within the time frame

If this option is checked it means that the game can only be played during the “Event Period” based on the start and end times and outside of the event period the game will not play. If this box is not checked the game can be played based on its normal pricing and play settings.

#### -Free play with the timeframe

If this option is checked the game will pay on free play for the “Event Period” based on the start and end times, if it is unchecked the game can be played based on its normal pricing and play settings.

#### No Print-out within the timeframe

If this option is checked the game will not print any prints for the “Event Period” based on the start and end times, if it is unchecked the game will print photos as normal. This option could be used to lower the rental fee and photos can still be recorded onto a USB Stick or sent out by email or uploaded to Facebook.

### Print-Out Limit

This option allows a limit on the total number of prints that are allowed to be printed during the “Event Period” based on the start and end times. This allows an operator to rent or hire the game based the number of prints that are used rather than purely on a time basis. The game will stop after the either the set number of prints have been dispensed or the “Event Period” has finished.





### **Print Copy Amount**

The option allows the operator to set the number of prints that are printed of each photo. E.G. if set on 3 a person playing the game will receive 3 copies of the same print.

### **Print Outs**

This is an Event Mode audit that tells how many prints were dispensed during the event period. This may be used if an operator is changing a “Per Print” cost for the hire or rental period.



## FILE TRANSFER SETTINGS

### ■ Email Sending

(Default *Enabled*) (Adjustable *Enabled or Disabled*)

When Enabled, this setting allows e-mails to be sent. If there is an internet connection, the emails will be send out directly and there is not internet connection the emails will be queued and sent out when the game is connected to the internet next.

When disabled the option to email photos is not available to the Snapshot player

### ■ Upload to Facebook

(Default *Enabled*) (Adjustable *Enabled or Disabled*)

When enabled, this setting allows players to directly upload their pictures to a Face Book account. This is only possible when there is a direct internet connection. If no internet connection is available, or the web site is not working for any reason, it will show Facebook as disabled. There is still the option to upload their photos to the Snapshot Facebook Wall. This is at????????????

The uploading to the Facebook Wall is a queue process like email and still requires the game to be connected to the internet; it is also a delay process and can take 24-48 hours after the game has been connected



## NETWORK SETTING

This screen is used for connecting to the Internet via Wifi and also for testing the internet connection.

NOTE: The game can also be connected to the Internet via a standard LAN connection. There are not settings required for this LAN connection and it just requires the the LAN cable to be into the connector on the computer. It will only work with routers that generate an IP Address Automatically and will not work with static/fixed IP address systems.

For the Wifi to operate the game must be fitted with a special USB WiFi modem, this is normally fitted on top of the printer to maximise the Wifi range. These WiFi Modems are fitted standard on new model Snapshots but if your Snapshot does not have one fitted please contact your nearest **LAI Game** distributor or office to enquire about ordering one.

### ■ Wi-Fi Setting

Selecting this option will bring up the standard Wifi Connection screen and it will search for available Wi-Fi connections, and allow you to then select which one to connect to. If your wireless is secure it will then bring up screens for auto connection to your WiFi router, unless you are very familiar with this “skip” these two screens and then you will be required to enter your Security Key. To do this you can bring up the onscreen keyboard by tapping the “Keyboard” dialog button in the bottom right corner of the screen. Type in the required password, and follow on-screen instructions for completion. The next time the game is turned on it will remember the setting and password, and automatically connect.

### ■ Test Connection

This option tests if the internet is working or not and is operated by tapping the Test Connection dialog Button, if the connection is OK it indicates “Connection Success” there is also a green box in the top right side of the test mode screen indicating whether the internet is on or off.



## ERRORS AND TROUBLESHOOTING

If the game microprocessor detects any problems with the operation of the game, an Error message will be displayed on the screen. Some errors can be cleared by pressing the test button. If the Error message persists, you may contact nearest LAI GAMES distributor for help.

### **Camera Error**

Check the Camera USB connector is plugged into the computer. You can try unplugging the camera and plugging back in while power is connected, and the game should find the camera if the camera connection is good.

**NOTE:** *During Installation CD process, the Camera must be connected.*

### **Paper Sensor Error**

Check the print out chute is not blocked or if any paper is jammed in the printer. Go into Input Test to check the paper sensor and make sure it is working correctly. The sensor is an optical sensor and is mounted on the paper chute on the front door. It has a red indicator LED that lights when a print is passed between the sensors.

### **Rental period not set**

This happens during the Event setup if a change has been made and not saved on exit, or the date has been entered incorrectly. Check the dates and exit and save. Also, check the master date is correct.

### **Touch Screen Error**

Check the USB connector for the Touch Screen is connected properly into the Computer. Check the LCD Adapter connection. Check if there are any broken panels on top of the LCD (scratch/broken glass). The type of the touch panel can be found in this manual. It is possible to test the touch screen on a laptop by plugging the USB in, as windows should find the USB Device and install it as a mouse. If touch screen is replaced you may be required to re-install the game software again.

**NOTE:** *During the Installation CD process the touch screen must be connected.*

### **Software Failure**

For any software failure or component change, you may be required to reinstall the software. Please follow the instructions on “How to use the recovery disks” in the next few pages.



## PRINTER ERRORS

Check the Printer USB connection and the Power Plug for printer are connected properly, check if there is any other LED status lit (other than normal) on the printer, and check the paper, ink, and cartridge.

**NOTE:** During Installation CD process this printer must be connected.

**NOTE:** The LED status on the printer will indicate more faults.

<div>  : Steady on               : off               : Blinking              — : Depends on the previous condition         </div>					
ALARM	PAPER/ INK RIBBON	DATA	READY	COOLING	Causes and Countermeasures
		—			The door is open. • Close the door. A paper jam occurs. • Refer to "Overcoming paper jams."
		—			The power is turned off during printing process. • Turn on the power and carry out the paper feed & cut.
		—			The temperature of the thermal head is too high. • Wait until the indication goes off. * Note
		—			The ink ribbon is not loaded. The ink ribbon is used up. The ink ribbon which is not available to this printer is installed. • Replace the ink ribbon with a new one.
		—			The print paper is not installed. The print paper is used up. • Install new print paper. The combination of the ink ribbon and the print paper is incorrect. • Use a correct combination of the ink ribbon and the print paper.
		—			Other errors



## HOW TO USE THE RECOVERY DISKS

**The game arrives with the software preloaded. The recovery disks are used to restore the game to factory condition, or if there is a software update there would be new Recovery Disks but the installation procedure is the same.**

**The Recovery Disks will clear all data from the Games hard drive and reinstall a fresh copy of the software.**

**Please Note: The CD1 (Operating System) disk is specific to certain model PC's. The PC in the Snapshot game will have a label indicating which PC it is E.G. PC2, PC3, PC4 etc. Please make sure that the CD 1 is the correct CD for your games PC.**

- |   |                            |                         |
|---|----------------------------|-------------------------|
| 1 | Snap Shot Operating System | CD 1 (Operating System) |
| 2 | Snap Shot Game Program     | CD 2 (Game Program)     |

### Step by step

**\*\*This recovery process will take 10-15 minutes\*\***

- Turn on the game power
- Insert the Operating System CD 1 into the CD Drive.
- Power OFF and ON the machine to boot from CD Drive.
- The game counts down 30 seconds before starting to allow time to cancel
- After the 30 seconds the files will start to extract and install
- Do not touch the screen or any pop-up windows which appear
- When CD 1 is completed, follow on screen instructions
- Remove CD 1 and insert CD 2 then switch the game power off and on
- CD 2 will wait a short time then start extracting the files
- Do not touch the screen or any pop-up windows which appear
- When CD 2 is completed, follow the on screen instructions
- Remove CD 2 and power the machine off and on
- The machine will now start to load the game as normal
- If using a Wifi internet connection the connction must be set up in the Network settings



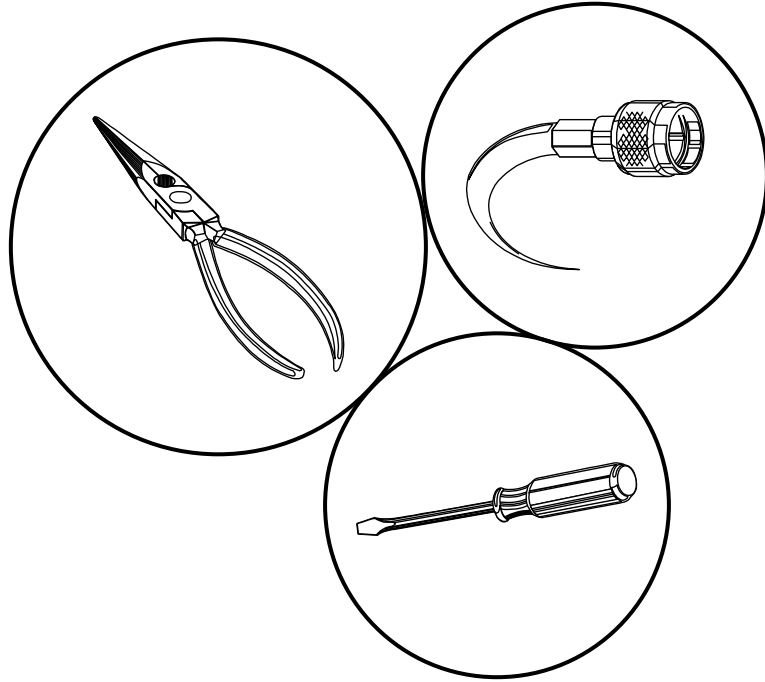
## USING RECOVERY DISK WITHOUT A PRINTER

**If you have installed the recovery disks without a printer connected, please follow these instructions to make sure the printer works when connected.**

- Go to printer settings and select Mitsubishi CP 9550 DW
- Go to Print Test Page, if it prints, save and exit
- If it does not print, you must reinstall recovery disks with the printer connected



## SECTION A: SERVICE INSTRUCTIONS



**BE SURE TO READ THE FOLLOWING  
Carefully before servicing this machine**



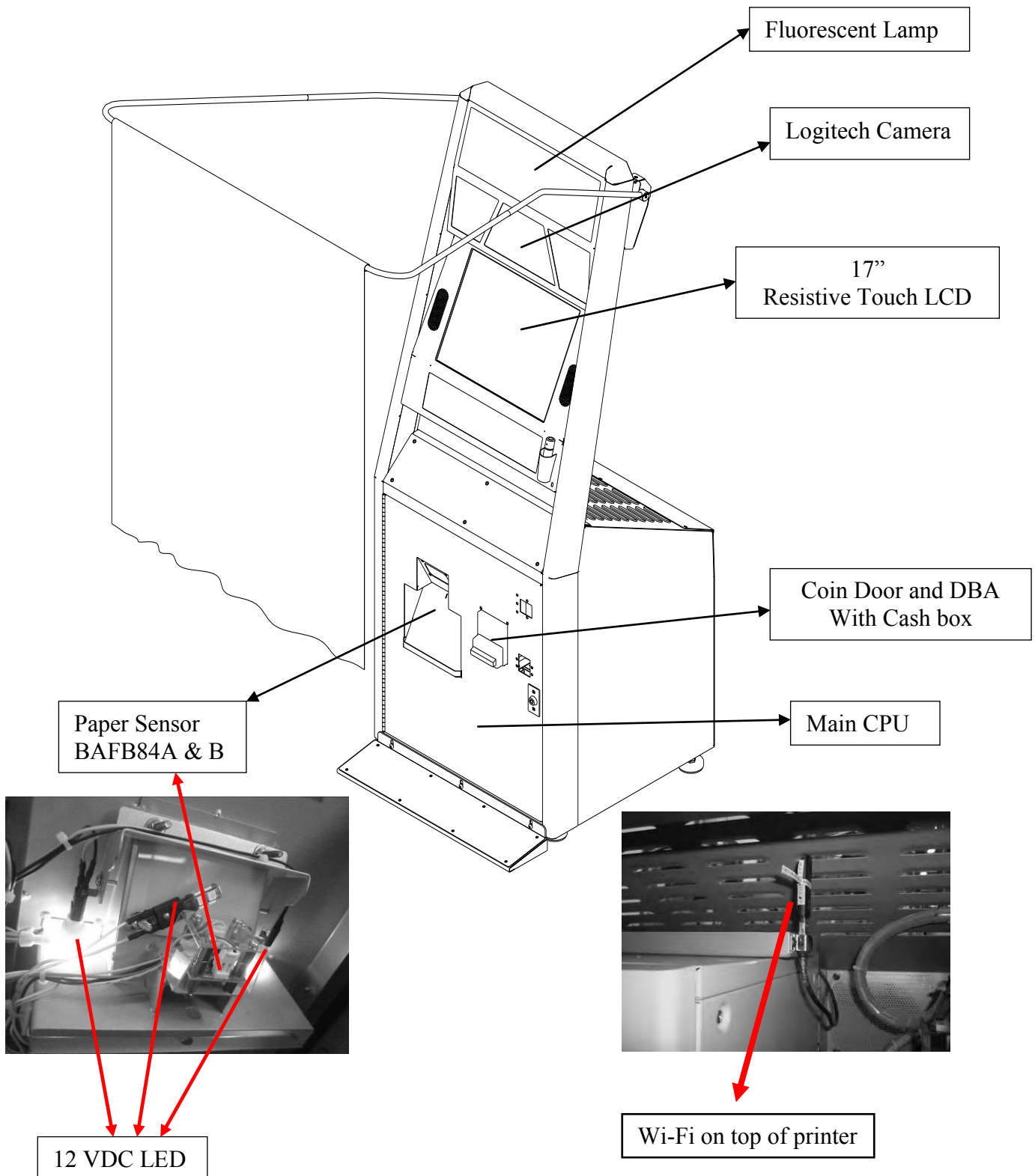
# A





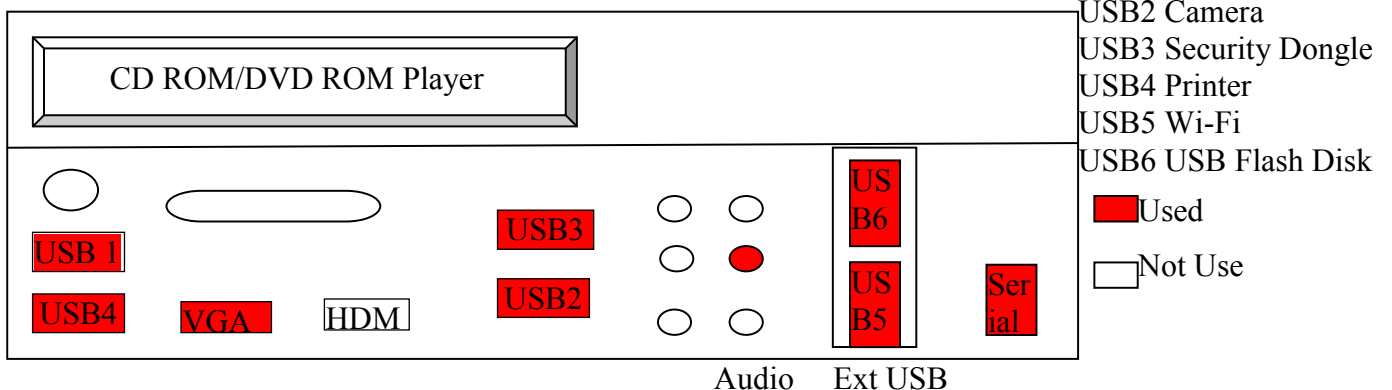
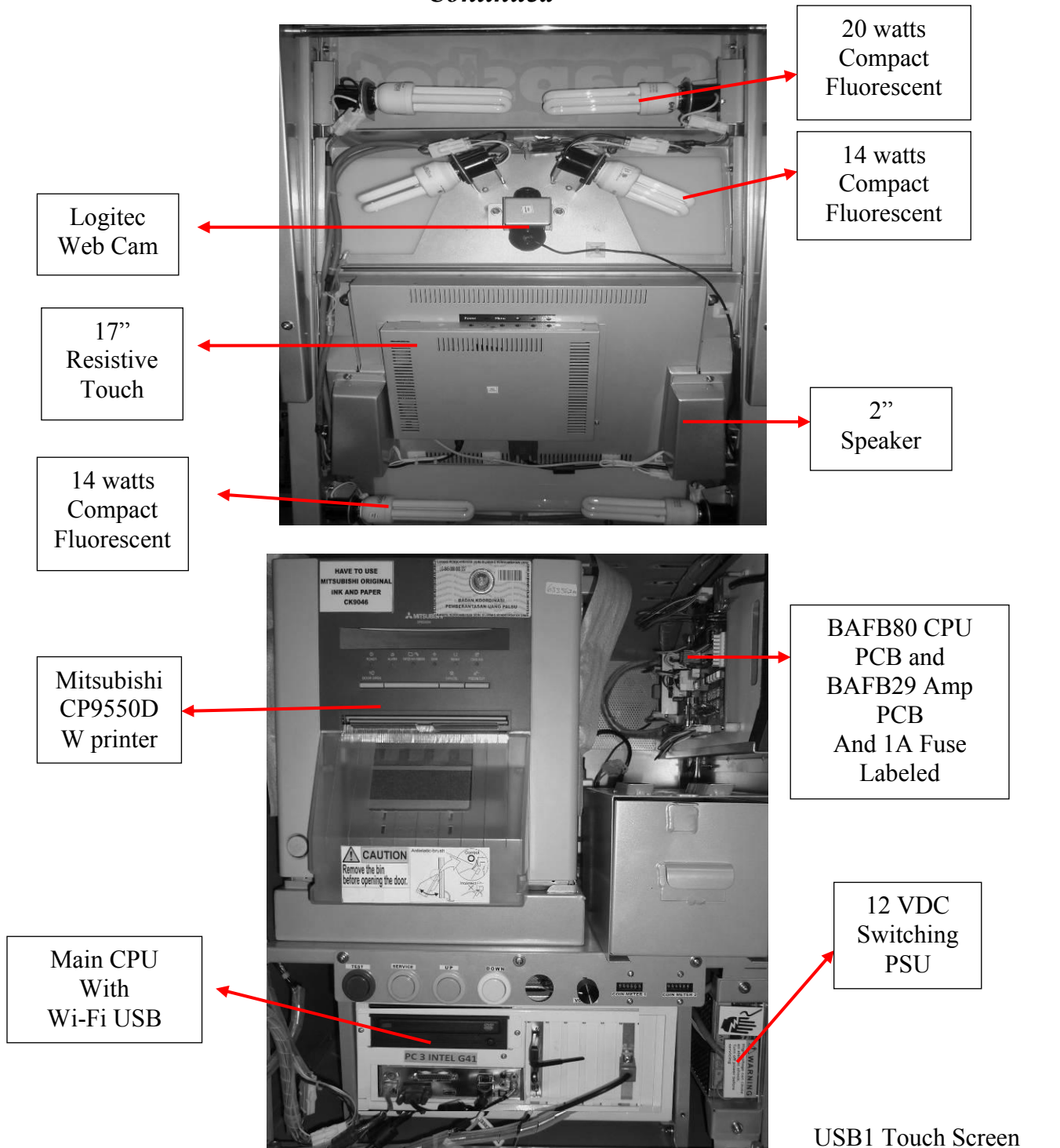
## LOCATING AND ACCESSING PARTS

*As viewed from front*



## PARTS LOCATION DIAGRAM

*Continued*



USB1 Touch Screen  
 USB2 Camera  
 USB3 Security Dongle  
 USB4 Printer  
 USB5 Wi-Fi  
 USB6 USB Flash Disk



## PARTS DESCRIPTION

### ■ COIN MECHANISMS

The coin mechanisms can be accessed inside the Coin door, at the front-right of the machine cabinet.

### ■ CASH BOX

The cash box is located inside the coin door on the front of the machine cabinet.

### ■ SPEAKERS

Two speakers are located to the front of the cabinet above the monitor. Access is through the rear service panel.

### ■ SERVICE CONTROLS

Are located on the service panel mounted below the printer and Cashbox, they are accessed by opening the Coin Door.

#### ■ SERVICE BUTTON

Use to input credits to the game without activating the coin counter, and to perform test procedures in combination with the Test button.

#### ■ TEST BUTTON

Used to enter and access the Test Mode, in combination with the Service button.

#### ■ UP BUTTON

Use to move the cursor upwards.

#### ■ DOWN BUTTON

Use to move the cursor downwards.

#### ■ VOLUME KNOB

Use to adjust the speaker's sound level.



TEST BUTTON	SERVICE BUTTON	UP BUTTON	DOWN BUTTON	VOLUME KNOB	COIN METER 1	COIN METER 2
----------------	-------------------	--------------	----------------	----------------	-----------------	-----------------



## ■ POWER CORD

The power cord is a standard IEC power cord (as used on computers), that is plugged in to the power inlet socket at the rear of the machine. The power cord can be removed for transport.

## ■ POWER INLET

The power inlet is located at the rear of the machine, on the left-hand side as viewed from the rear. It is a standard IEC inlet socket.

## ■ MAINS SWITCH

The mains switch is located on the power inlet assembly, along with the mains fuse and IEC inlet socket.

## ■ FUSES

For locations of all fuses refer to the Fuses and Fuse Location sections of this manual.

### \* WARNING! \*

**Always** Turn **OFF** Mains power and unplug the game before replacing any fuses.  
**Always** Use the correct rated fuse.

## ■ PCB's

For location of all game PCB's, refer to the Parts Location diagram page of this manual.

## ■ POWER SUPPLY

The power supply is located at the back of the cabinet, and is accessed from the front of the machine. It is a 12V 12.5A 150 Watt switching power supply. The Computer also has its own internal Power Supply.



## LAMPS

**\* WARNING! \***

**Always** Turn **OFF** Mains power and unplug the game before replacing any lamps.

**Always** Allow time for cooling as Lamps that have been active for a time may still be too hot to touch.

### ■ COIN DOOR LAMPS

The coin door lamps all are 12V/DC LED or equivalent, and can be accessed through the coin door.

### ■ PRINTER PAPER LAMPS

The lamps all are 12V/DC LED or equivalent, and can be accessed through the coin door.

### ■ SIDE LAMPS

Use four Standard 14 Watt Daylight energy saving lamps, with two above and two below the monitor Display. Also use two Standard 20 Watt Daylight energy saver lamps (compact Fluorescent) at the top. Access is via the service panel at the back of the machine.

**\* CAUTION! \***

**Always** Replace the lamps with the same or equivalent size, wattage and voltage.

## FR0203-12A0

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## MAINTENANCE

### CLEANING AND CHECK UP

#### ■ EXTERIOR

**Regularly** dust and clean the external cabinet areas as required, using a soft water-damp cloth and mild soap. Check for blown bulbs and replace as required.

Any scratches or marks in the fibre glass or acrylic can be buffed out using car polish or cut and polish.

**\* CAUTION! \***

**Do not** use solvents on the touch screen as it could damage it or the game panels as it may affect the artwork.

#### ■ INTERIOR

**Regularly** dust and vacuum the interior of the cabinet, taking care to remove any objects that may have fallen on the PCBs. Check and tighten all fixing hardware and fasteners as required.

**\* WARNING! \***

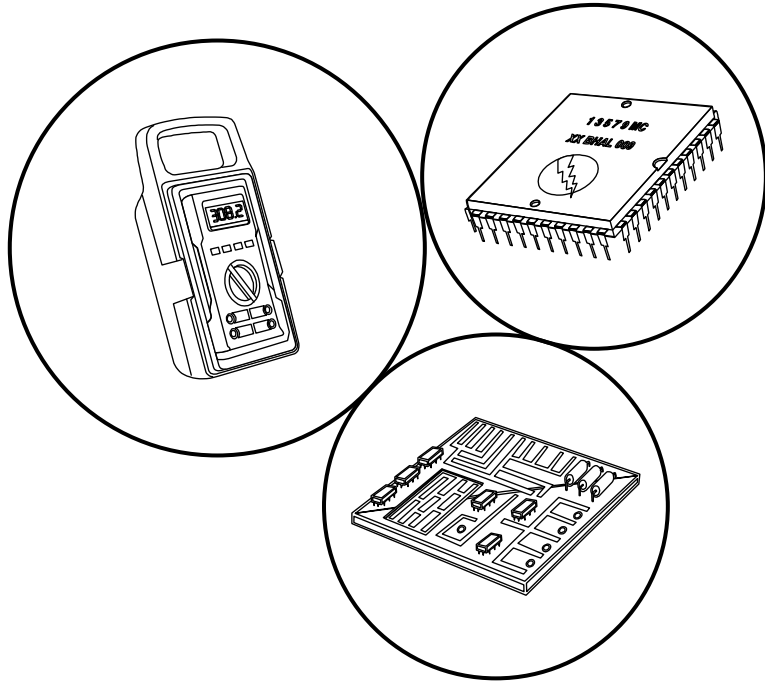
**Always** Turn **OFF** Mains power and unplug the game, before cleaning the interior of the machine.

**Always**, after cleaning the cabinet interior, check all harness connectors and restore all loose or interrupted connections.

**Regularly** check that all the Display and Button Lamps are operating using the Input and Output Tests. Replace any globes that are not operational.



## SECTION B: TECHNICAL DETAILS



It is advised that anybody using SECTION B for repairing or modifying any of the components of the game should be a qualified technician, having at least a basic knowledge of digital components, integrated circuits and electricity.



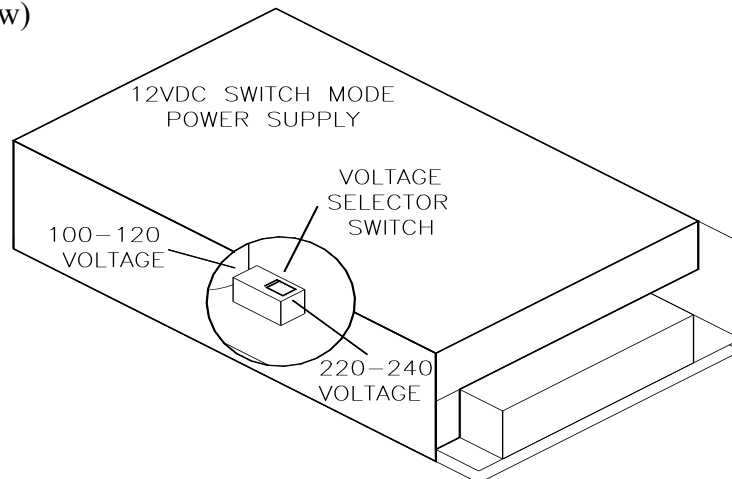
# B



# MAINS VOLTAGE ADJUSTMENT

## POWER SUPPLY

The Switch Mode Power Supply has a switch to set the mains voltage range. It is located at the rear of the game cabinet, and is accessed via the back door. Use a thin blade screwdriver to move the selector switch to the desired mains voltage (See Diagram Below)

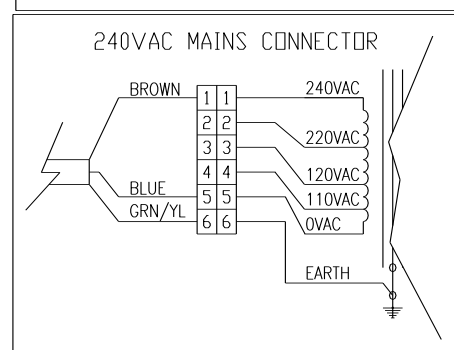
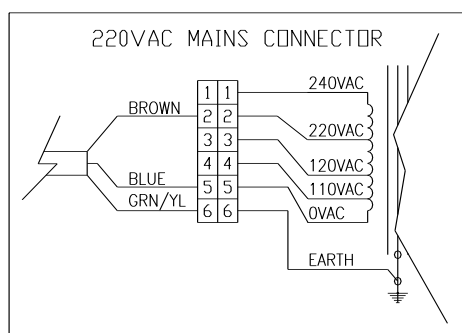
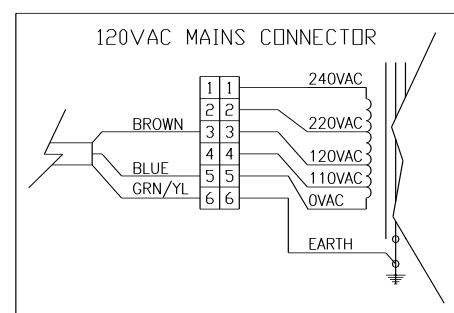


## TRANSFORMER CONNECTORS

Locate the machine transformer(s) in the base of the cabinet. If unsure of the location of the transformer(s), refer to Parts location diagram page of this manual. Change the position of the „ACTIVE“ or „HOT WIRE“ input, (marked brown on the diagram), to the position for the desired mains voltage. (See Diagram Below)

### 6 WAY CONNECTOR PINOUT

PIN	FUNCTION
1	<b>240VAC</b>
2	<b>220VAC</b>
3	<b>120VAC</b>
4	<b>110VAC</b>
5	<b>0VAV (NEUTRAL)</b>
6	<b>EARTH</b>

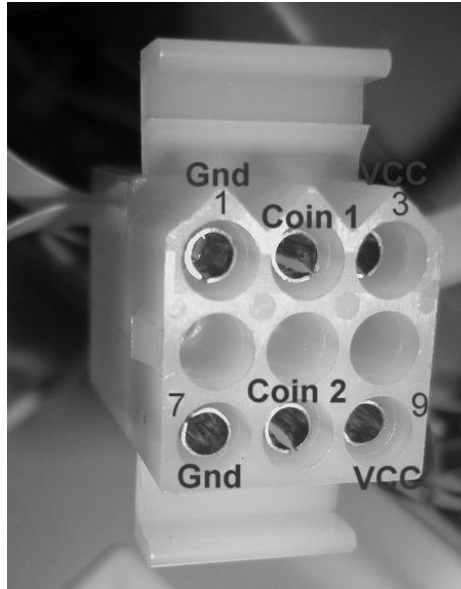




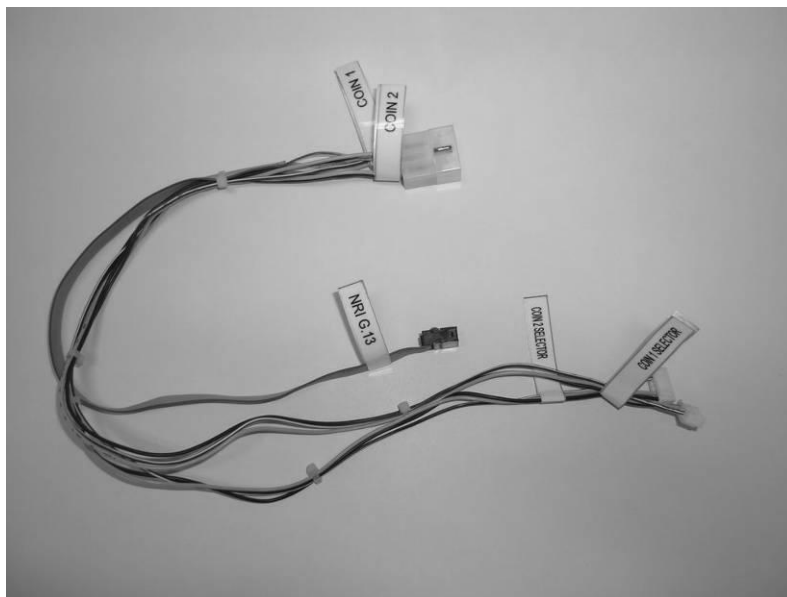
## COIN OPTIONS REFERENCE GUIDE

LAI Games have installed a 9 way Molex connection on the coin door of every product. This coin options connector should be usable for most electronic coin systems, and electronic coin comparators.

Please see the picture below that gives the connections on this connector.

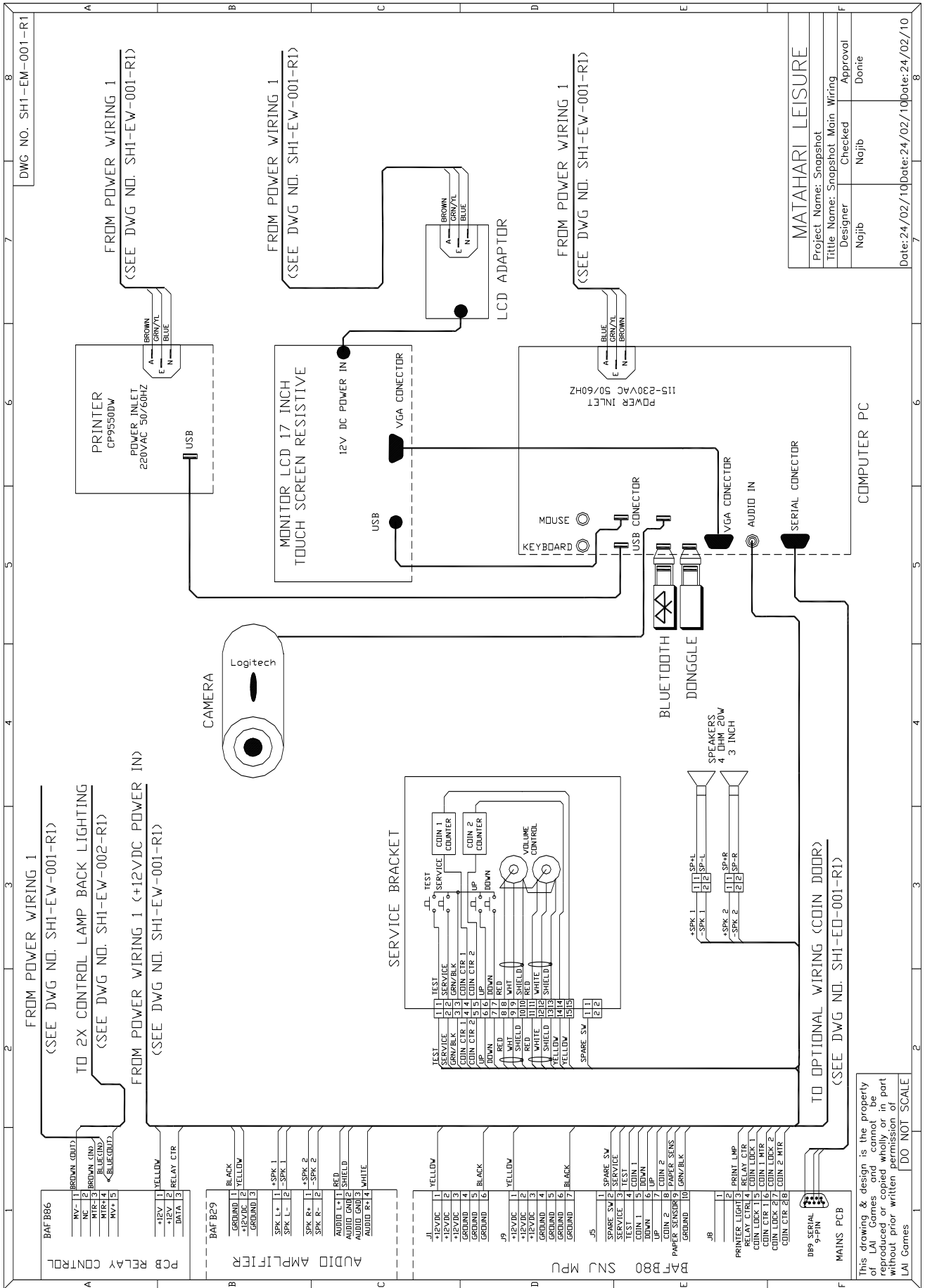


The Coin harness's supplied with the game.

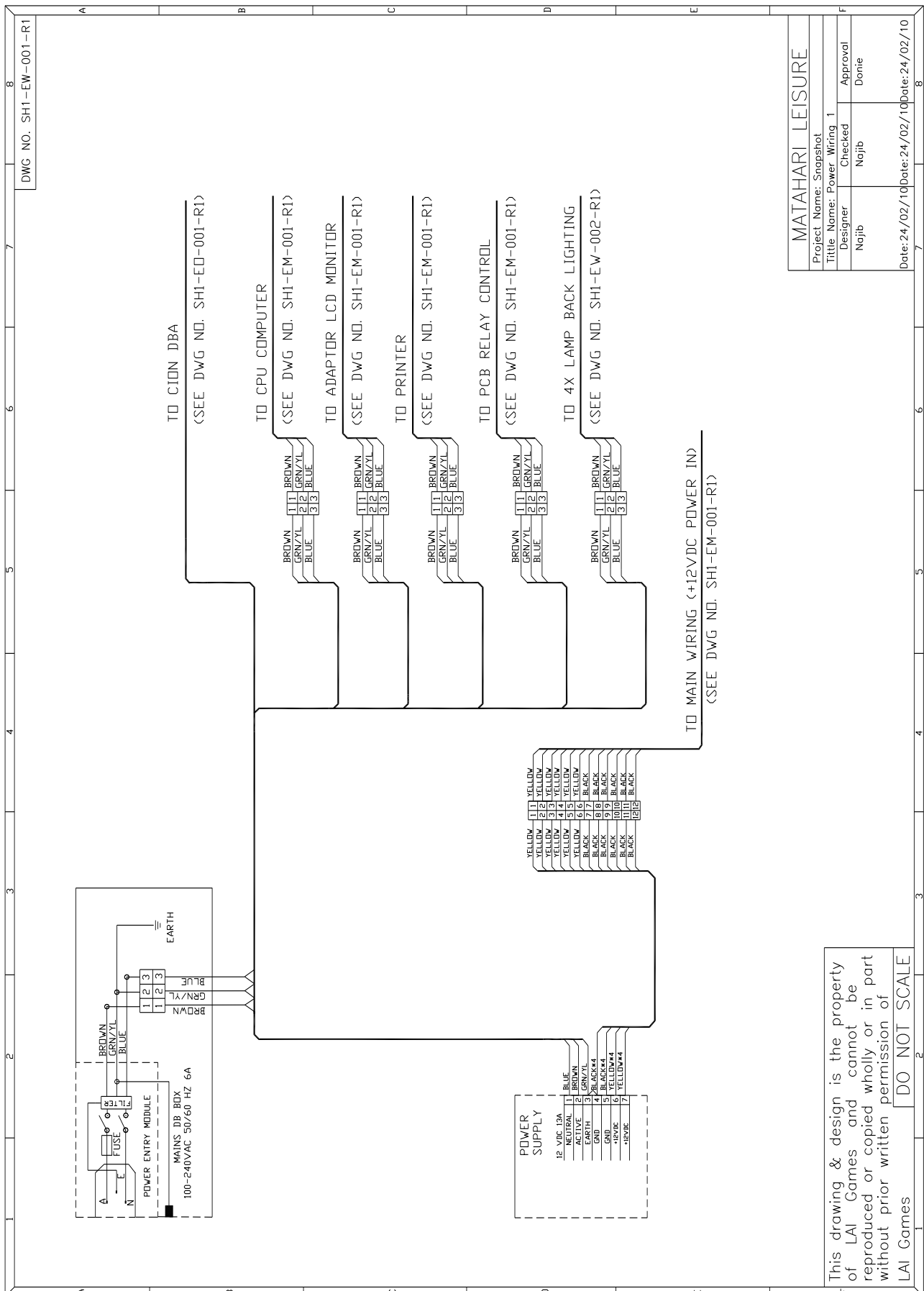


Connections are supplied for NRI G13 and 2x Electronic Coin Comparator (LAI Games standard). Other types of coin electronic harnessing can be supplied as requested; please contact your nearest LAI GAMES distributor.

# SNAPSHOT MAIN WIRING

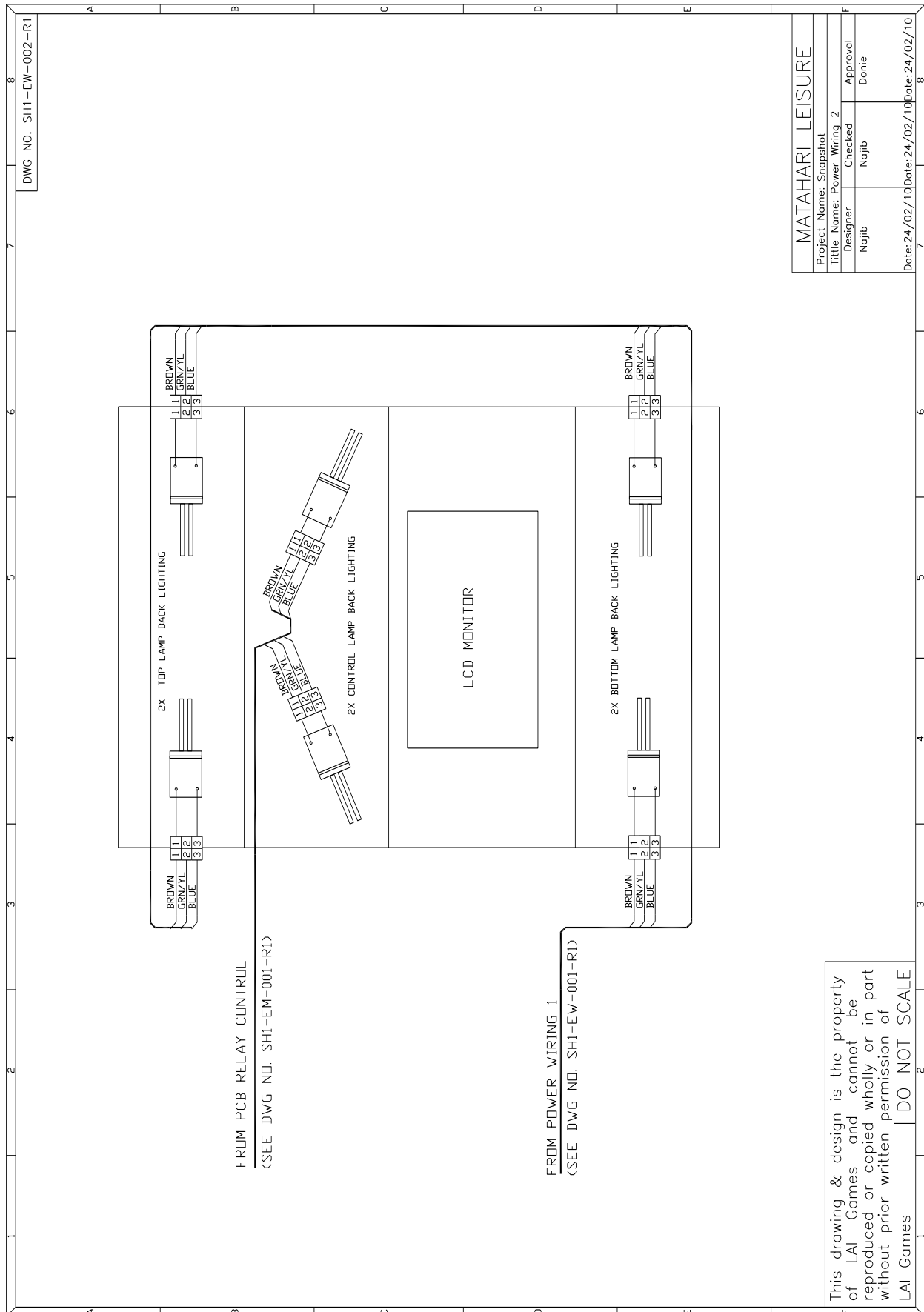


# SNAP SHOT POWER WIRING 1





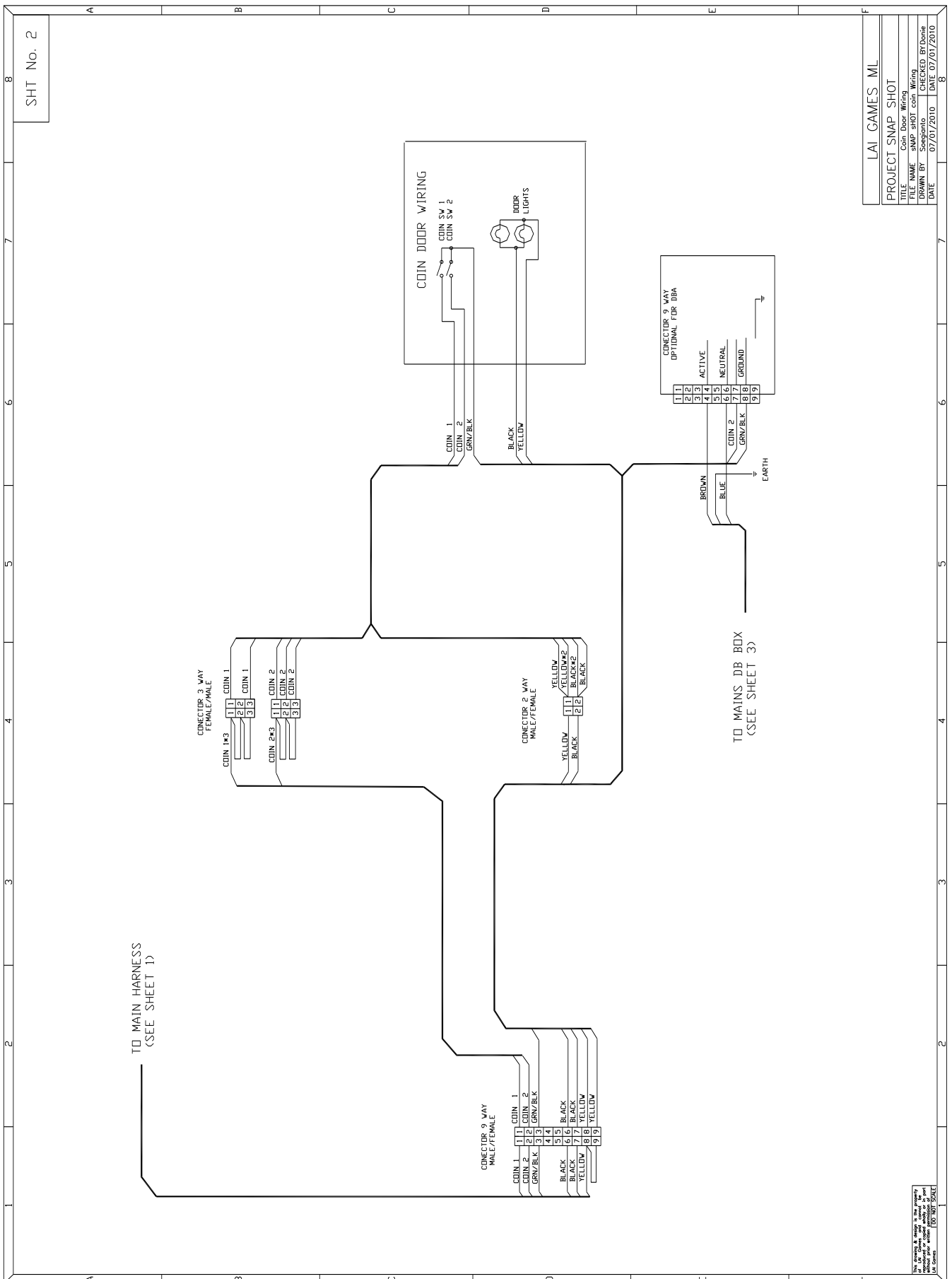
# SNAP SHOT POWER WIRING 2



## DO NOT SCALE



## SNAPSHOT COIN WIRING



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**LAI Games** shall have no obligation to make repairs necessitated by negligence or interference to any component by any unauthorized personal. This will automatically void any existing warranty.

## **IF MAKING A WARRANTY CLAIM:**

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- (b) To and from Transport and freight costs are not covered by the warranty.
- (c) Warranty is not transferable with the sale of a machine from one owner to another.

