



OPERATOR'S MANUAL

Snapshot

V 1.4.3



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ISO 9001 CERTIFIED ORGANIZATION





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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 understanding.



BE SURE TO READ THE FOLLOWING



*** WARNING! ***

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

***Always** when unplugging the game from an electrical outlet, grasp the plug, 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 exits.*

*** CAUTION! ***

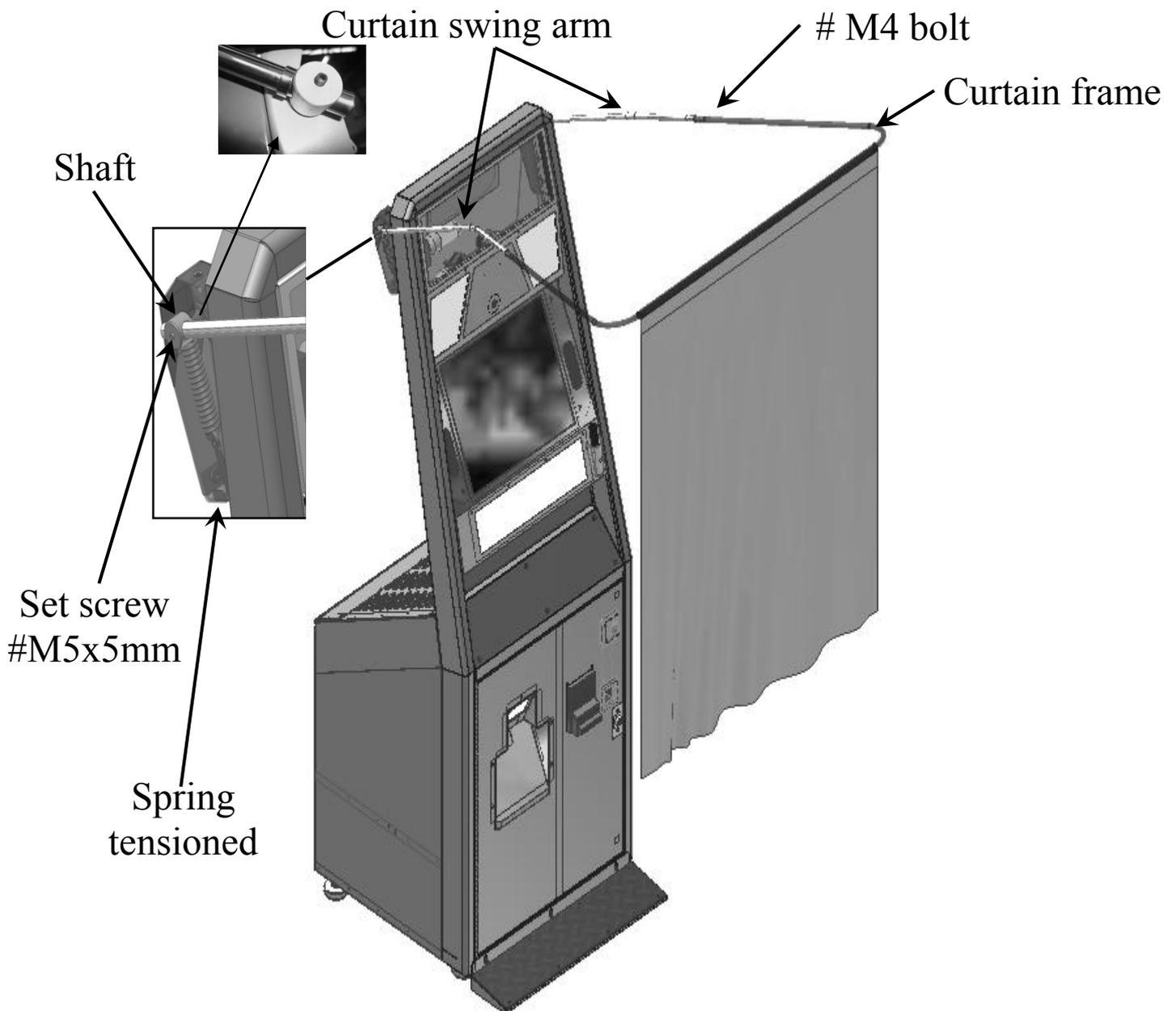
***Always** use a Digital Multimeter, logic tester or oscilloscope for testing integrated circuit (IC) logic PC boards. The use of a continuity tester is not permitted.*

***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.*

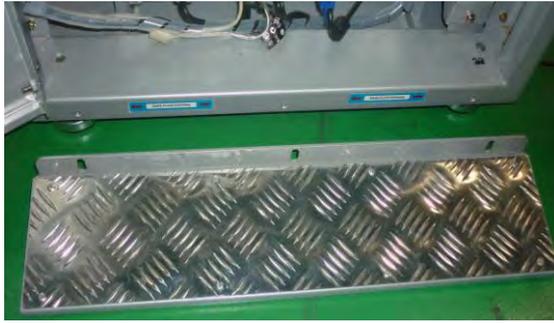
CURTAIN INSTALATION



1. Hook in the curtain frame to L+R curtain swing arm and fasten using available #M4 bolt
2. Hook in L+R curtain swing arm into the shaft hole.
3. Set the curtain swing arm shaft position & fasten the set screw.
4. Adjust L+R spring tension if necessary.

BASE PLATE INSTALATION

Step 1,



Step 2,



Find the base plate on separate package and place it in front of the machine as shown beside

Step3,



Use M5 Allen Key to fastening the 3 x screws

Finish,

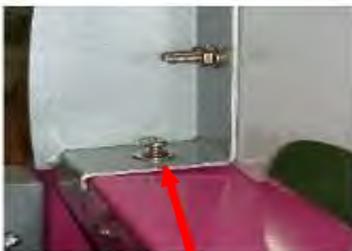


*** CAUTION! ***

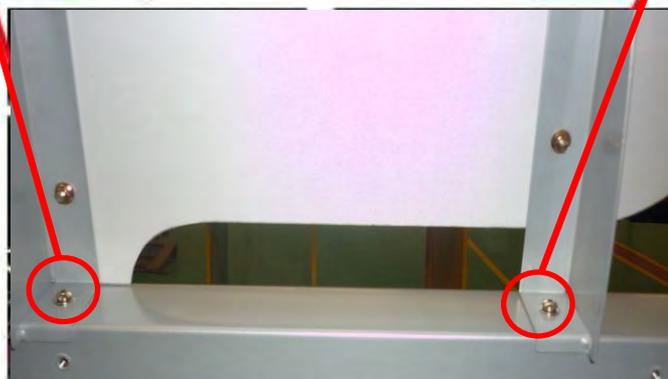
Make sure to check all the screws are secure and tighten



HEADER INSTALATION



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



Header looks after complete installation



INSTALL THE INK RIBBON AND PAPER IN PRINTER BEFORE OPERATING

BEFORE OPERATION

- 1** Take the unit out of the box.

- 2** Turn on the power.

Connect the power cord to this unit and plug it to a wall socket. Press the POWER button on the front panel to turn on the power.



- 3** Open the door.

Press the DOOR OPEN button to open the door.



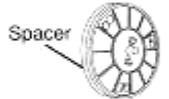
- 4** Attach the supplied paper flanges to both sides of the print paper.

When you pinch the latches on the paper flange, the stoppers retract into the shaft. Attach the flanges to the print paper with the stoppers retracted. Make sure that the flanges are attached to the print paper securely, and release the latches.



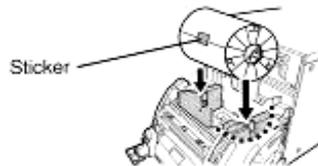
NOTE

When using other than CK9035 and CK9057, remove the spacer from the paper flange. (See page 11 of the operation manual.)

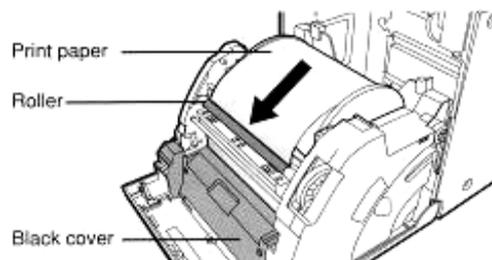


- 5** Install the print paper into the unit.

Make sure to install the print paper firmly.



- 6** Remove the sticker, insert the print paper between the rollers as shown below, and feed the print paper until it reaches the black cover.



- 7** Load the ink ribbon in the ink cassette to the unit.

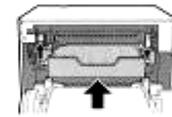
Before installing the ink cassette into this unit, load the ink ribbon (supplied as the PAPER/INK RIBBON SET) in the ink cassette as shown below.



Place the ink cassette on the print paper with the shaft (thicker one) around which the ink ribbon is wound located to the front.



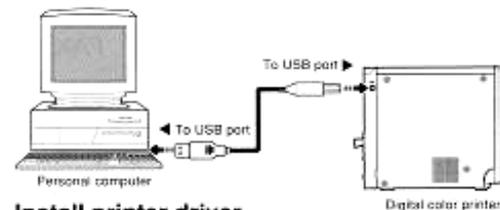
Hold the handle of the ink cassette and push it straight toward the back of the unit. Then raise it until you hear a click to secure it in the ink cassette holder.



- 8** Push the center of the door to close.

When the auto feed & cut mode has been selected, the FEED & CUT procedure is repeated three times after you close the door. When the print paper with the post card printing on its reverse side is installed, the FEED & CUT procedure is repeated five times. When the manual feed & cut mode has been selected, hold down the FEED & CUT button for 1 second or longer.

- 9** Connect this unit with the personal computer as following example.



- 10** Install printer driver.

The printer driver is required to print the data from a personal computer connected with this unit. The printer driver for Windows® is supplied with this unit.

Refer to the "PRINTER DRIVER GUIDE" in the CD-ROM for installing the printer driver.

Windows® 98, Windows® Me, Windows® 2000 and Windows® XP are the registered trademarks of Microsoft Corporation in the U.S.A. and other countries.

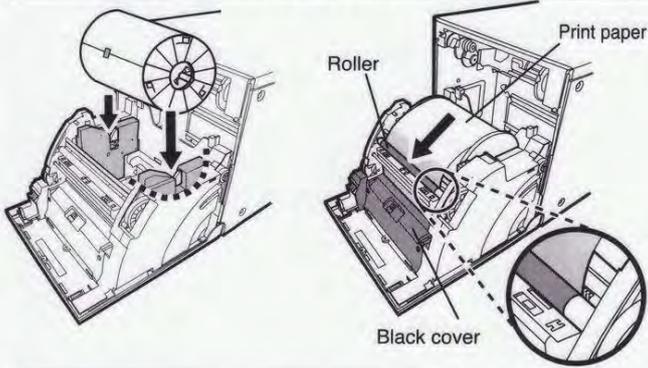
*** CAUTION! ***

*Every time printer changed it need 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*

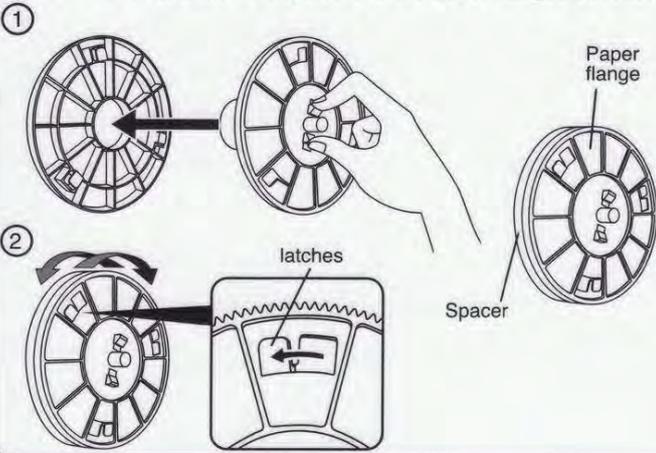


Paper and Ink Installation detail,

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.



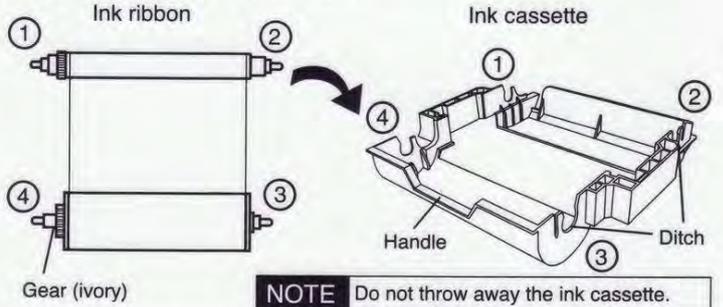
INSTRUCTIONS FOR TRANSPORTATION

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

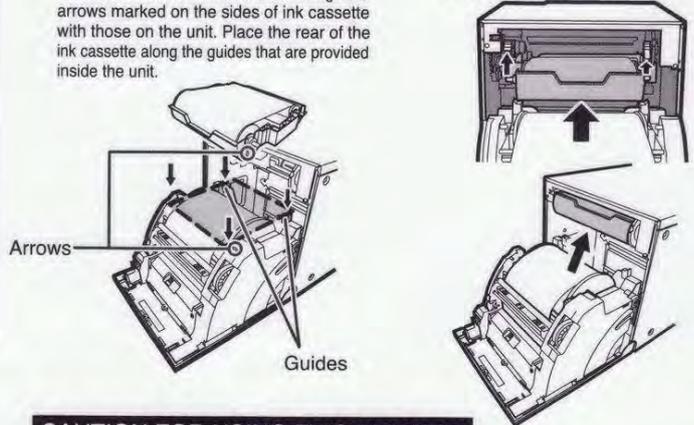
Load the ink ribbon in the ink cassette as shown below. Make sure to set load it in the correct position.



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



INTRODUCTION

CONGRATULATIONS! You have just bought the “**Snap Shot**”, a great photo booth product from **LAI GAMES**. We feel that **Snap Shot** will make a great game at any location, on or off site.

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 a compact Photo booth machine on the market opening up opportunities for placement at convenient locations.
- The game has 3 main modes of play: **Quick mode, Fun Mode and Theme Mode**. In Addition to the normal photo booth concept, this game has advance combination stamps, background colors, many models of borders, and photo result that not only can be printed out but also transferred via Bluetooth directly to player’s cell/mobile phone.
 - **Quick Mode** – Allows to snap a quick photo and print 6 photos as strip photos
 - **Fun Mode** – The player can snap his/her photo and decorate it creatively with stamps, frame and accessories
 - **Theme Mode** – This mode lets the player to take a snap, choose various hair styles and customize to desired settings

ADDITIONAL OPERATOR MAXIMISATION FEATURES

- **Event Management**
This feature allows for setting a determined time period of start and finishing by an operator for event leasing. The photos taken during an event can be printed or stored on a media device.
- **Operator’s Logo / Special Messages Loading**
This feature lets adding special messages, logos, and promotional advertisement to the machine from a CD to appear at the bottom of the photo taken.



PACKAGING

- At 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
 2 x ticket door key

- Operator’s manual
- Recovery CD (In cash box)
- IEC Power Cord (In cash box)
- Parts & Accessories (In cash box)



SPECIFICATIONS

DIMENSIONS

- Weight: 100 Kg (220.46 lbs)
- Height: 2000 mm (78.7")
- Width: 886 mm (34.8")
- Length: 640 mm (25.1")
- 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.

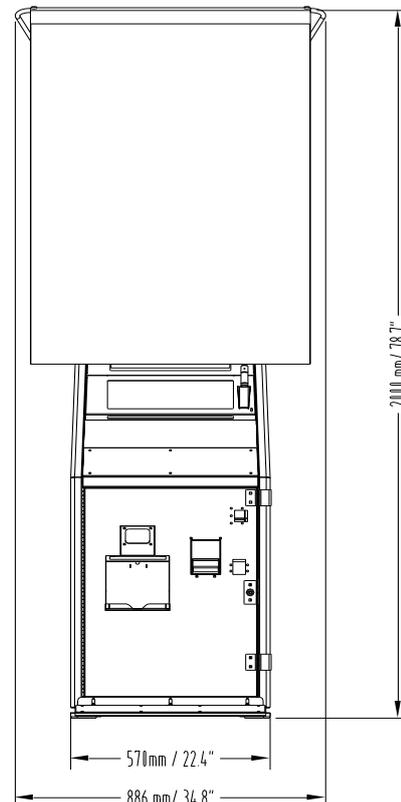
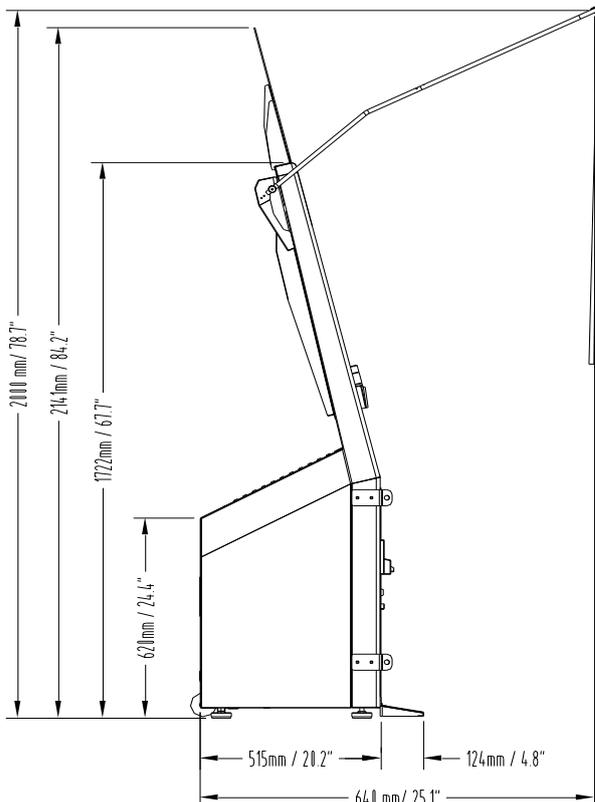
* CAUTION! *

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 careful 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 through.
- Check that the rubber glide feet levelers are set evenly on the floor so that the game cabinet is unable to roll and is 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!

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)



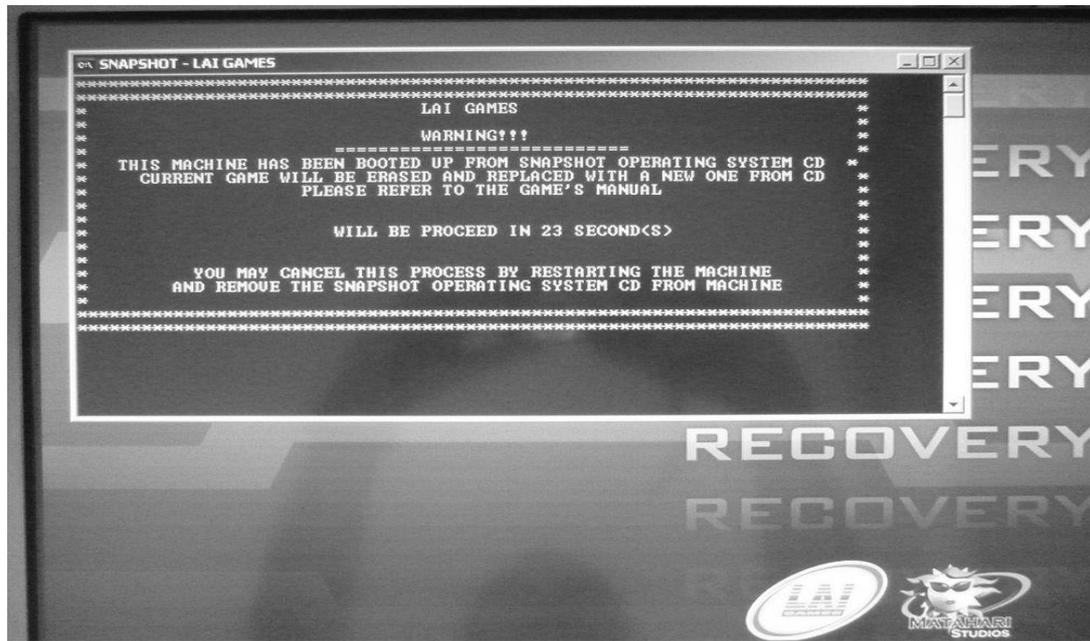
HOW TO USE THE INSTALLATION CD

Snap Shot installation CD Contents:

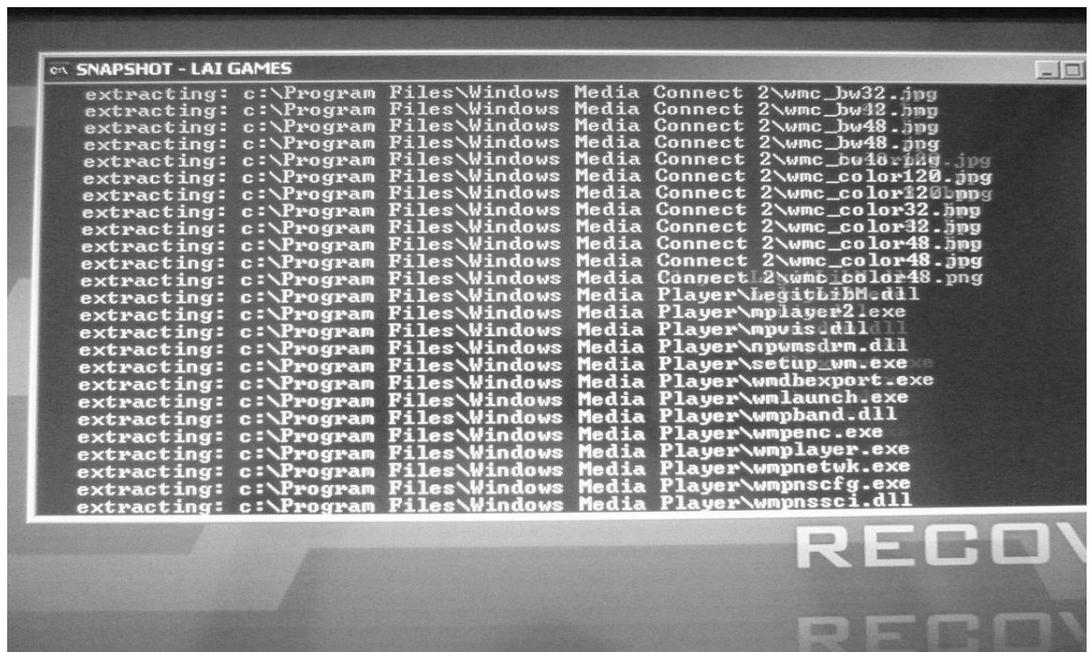
- 1 Snap Shot Operating System CD 1 (OS)
- 2 Snap Shot Game Program CD 2 (Game Program)

Step by step

- 1 Insert the Operating System CD 1 to CD ROM.
- 2 Power OFF and ON the machine.
- 3 The Installation process will proceed in 30 seconds as shown below (Note: you may cancel this process by Restarting the machine and remove CD from CDROM)

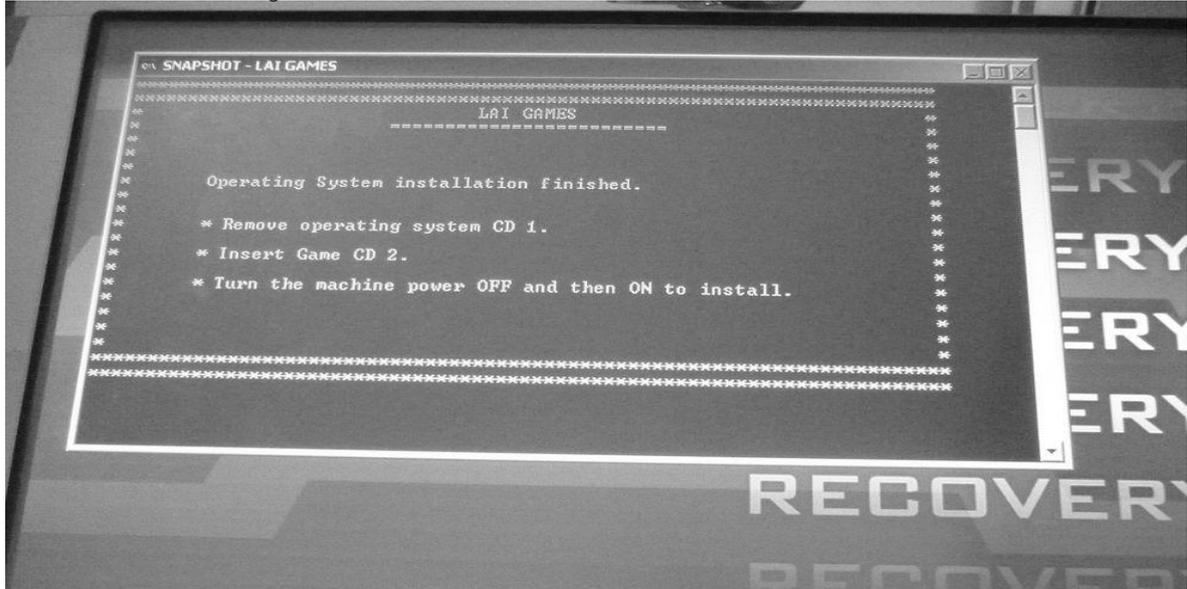


- 4 The Copying Files begins.

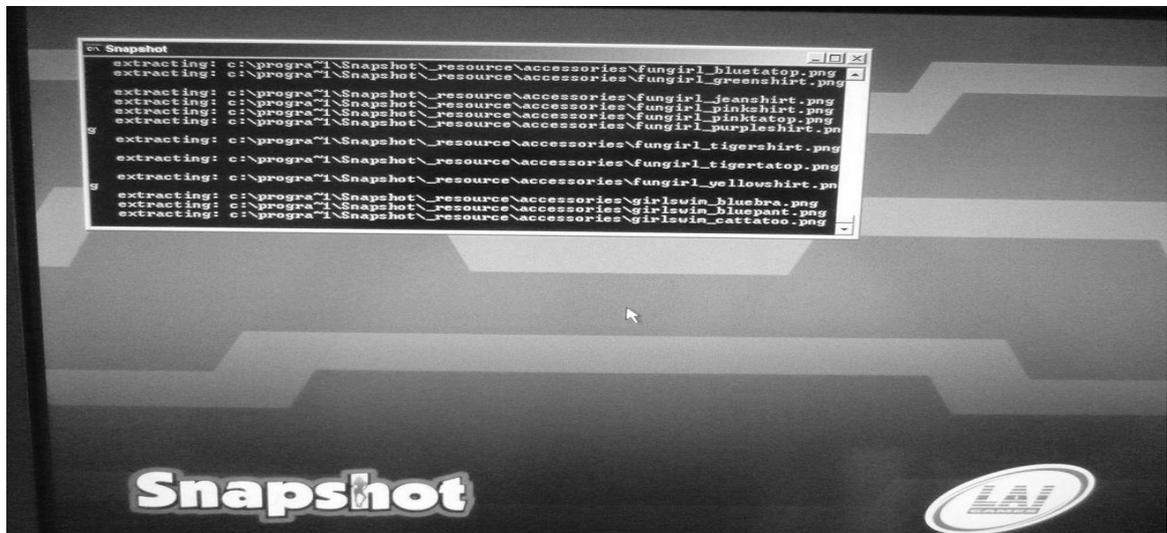




5 After finishing this process, please remove Operating System CD 1 and replace with Game Program CD 2 and power OFF and ON the machine manually.

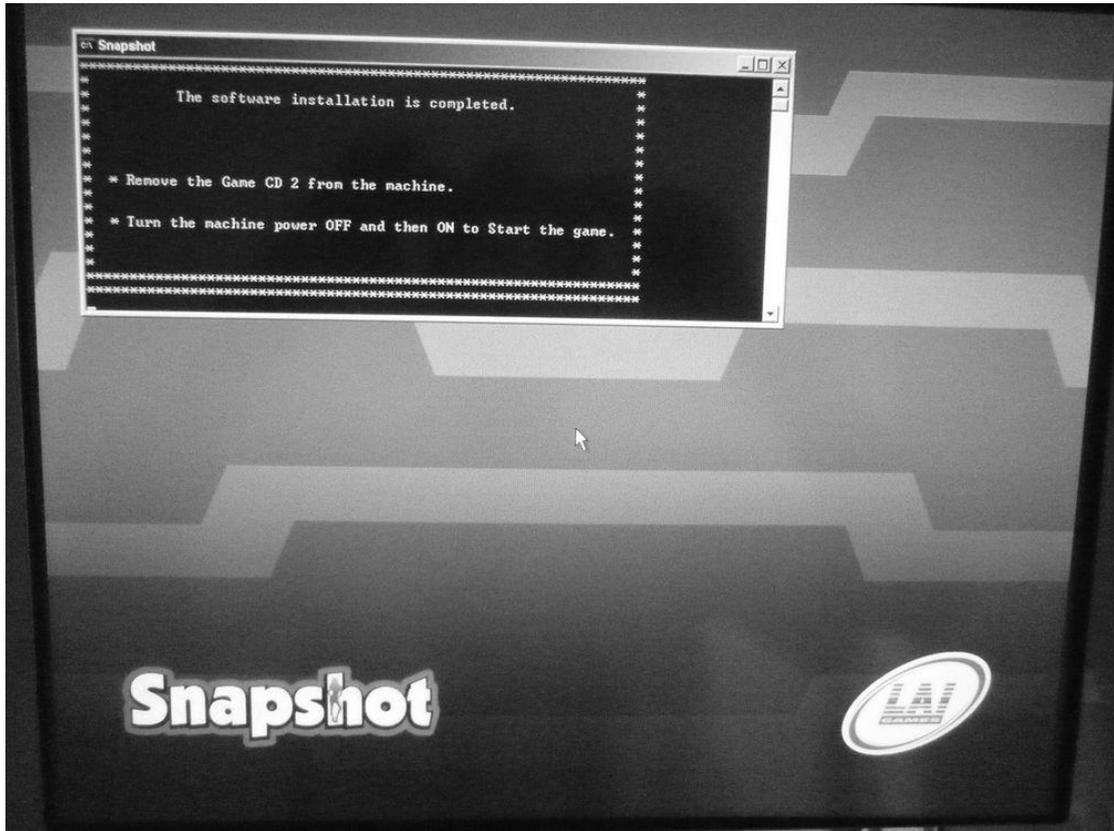


6 Machine will start to copying files as shown below. Please wait, it may take 10 minutes or more and ignore all prompted messages.





7. After copying files finished, please remove Game Program CD 2 from tray and power OFF and ON the machine and game is ready to play.



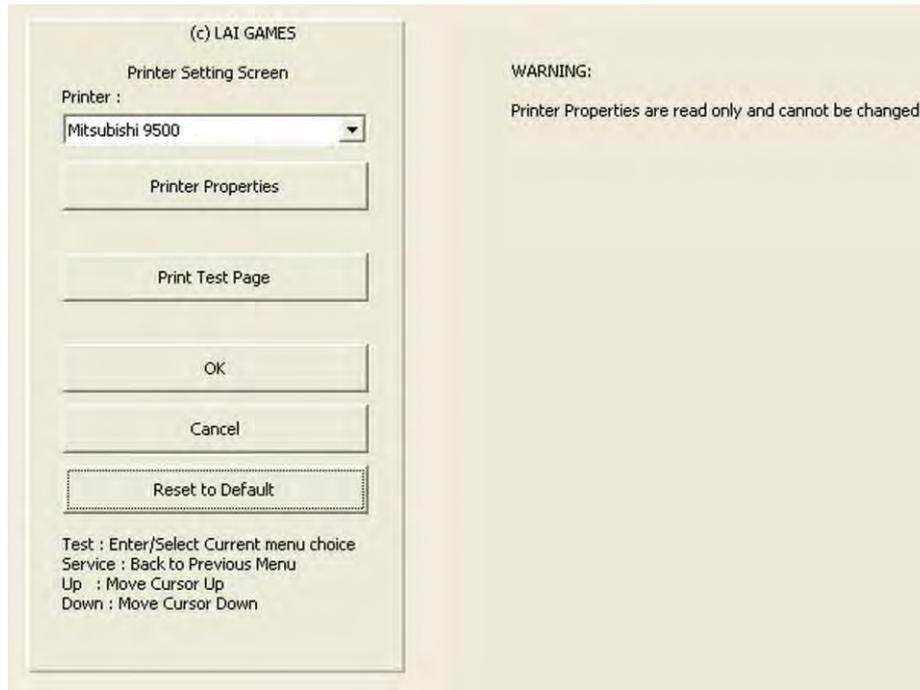
IF, WHEN TRYING TO INSTALL WITHOUT A PRINTER CONNECTED, THEN FOLLOWING STEPS HAVE TO BE FOLLOWED, OR YOU CAN START FROM BEGINNING OF THE INSTALATION PROCESS.

The game will run immediately. Please go to **Test Mode** menu





Go to **Printer Setting** and make sure you select **Mitsubishi CP 9550 DW** (with blue highlighted on box), then press OK



Exit from Test Mode menu, and the game is ready to play.



HOW TO PLAY

THE PLAYER'S AIM IS TO HAVE A MEMORABLE AND FUN PHOTO OF THEIR OWN CREATIONS, DECORATIONS AND STYLING ALONE OR WITH FRIENDS

- Insert coin/s for credits. Touch the screen for playing 3 game modes,
 - **Quick Mode** – For a quick strip photo
 - **Fun Mode** – For player to decorate his / her photo
 - **Theme Mode** – For choosing required hair styles and customization





QUICK MODE

- In Quick Mode, a portrait can be taken and a simple US style 6 strip photos can be printed.

- 6 pictures will be taken during the process.



- Choose the desired picture, and add your choice of styles including Sepia, Color, or Black and White if needed.

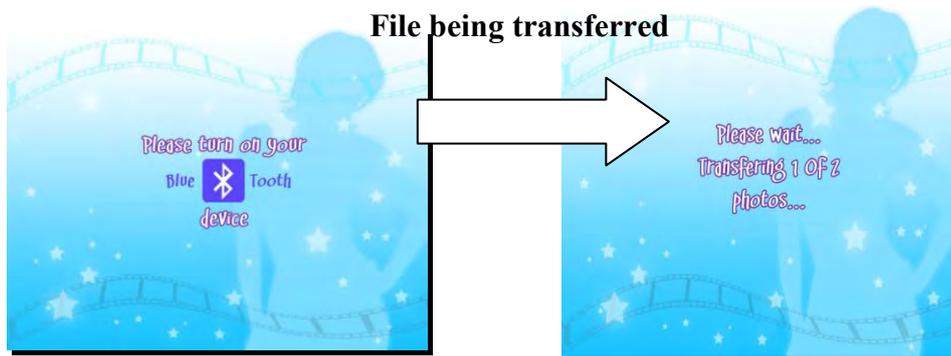


- Touch the Print button on screen. During the print process you will be able to transfer the file via Bluetooth.





If blue tooth transfer is chosen you will see this process,



Note: Make your device discoverable for Bluetooth transfer

- Take your printout from paper tray.





FUN MODE

- In Fun Mode, you can decorate your picture, change frame, add handwritten messages etc.



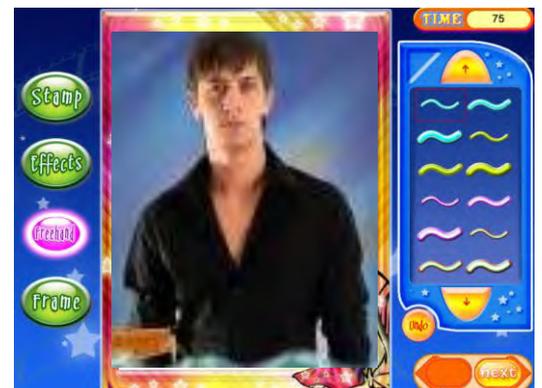
- 4 pictures will be taken during this process.



- Select the two best pictures you wish to use.



- Decorate, handwrite by freehand, apply stamps, and select the frame to give personal touches to your photo in process.





- Select the print layout to process. Select your 2 best layouts to be print out or transfer.



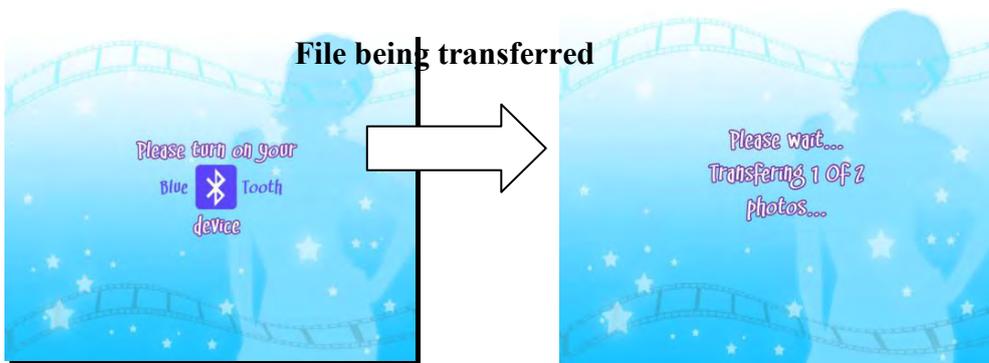
- Touch the Print button on the screen to print. During the print process you will be able to transfer the file via Blue Tooth.



- Choose either Blue tooth or pass.



If blue tooth transfer is chosen you will see this process,



Note: Make your device discoverable for Bluetooth transfer



- Take your printout from paper tray.





THEME MODE

- A unique mode in which you can choose Favorite theme (cartoon or photo), align your face to match with the template shown.



- Choose the overlay.



- 4 pictures will be taken in this mode.



- Select the best photo to be print out.





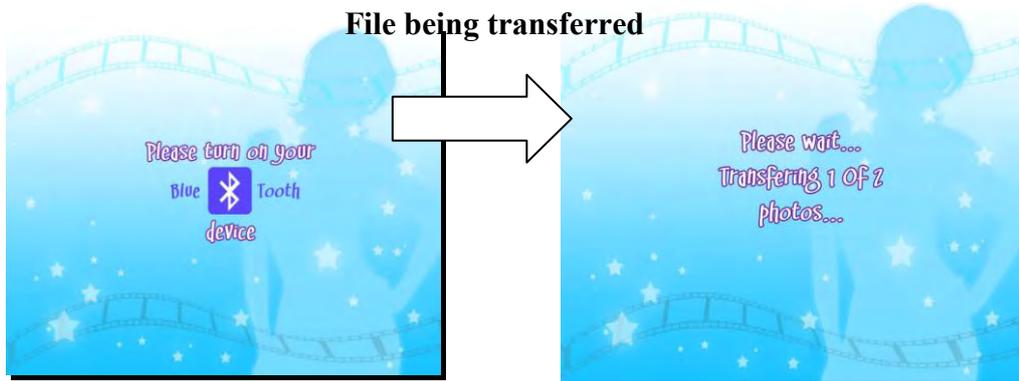
- Decorate your photo by adding tattoos, hats, changing hair color and putting on glasses etc.



- Touch the Print button on the screen to print. During the print process you will be able to transfer the file via Blue Tooth.



If blue tooth transfer is chosen you will see this Process,



- Take your printout from paper tray.

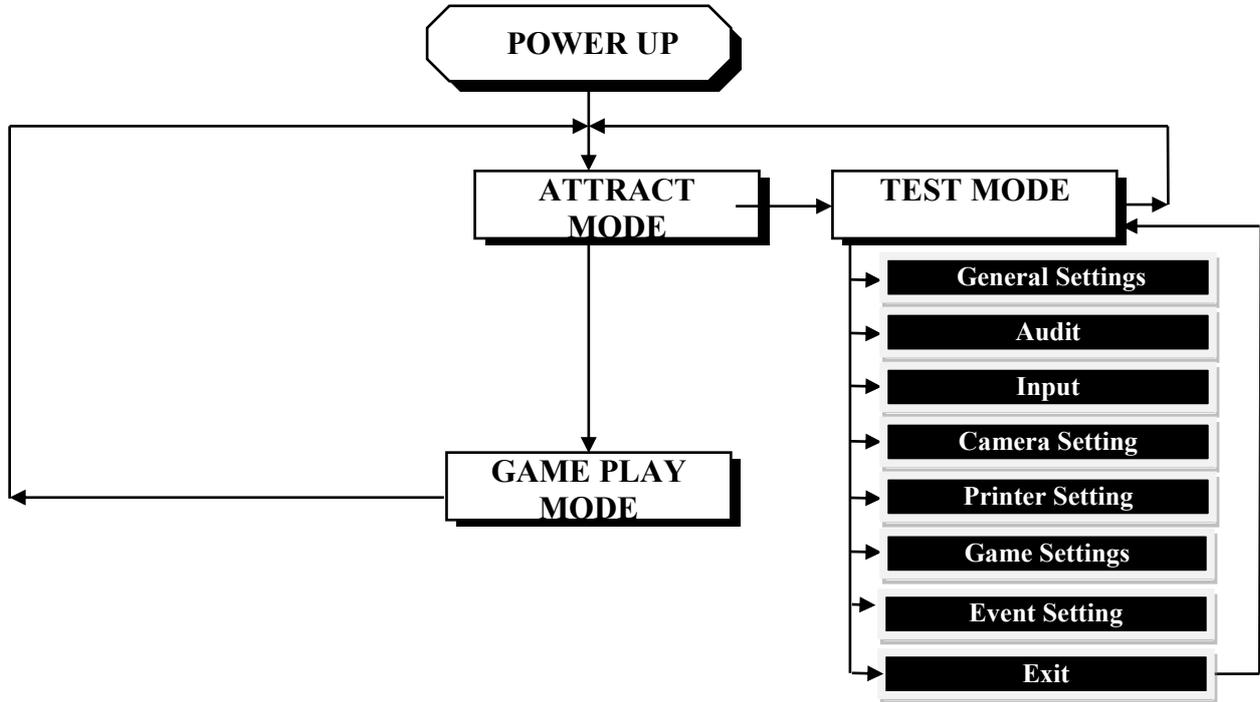




OPERATION

The “*Snap Shot*” game has eleven operational modes: Attract mode, Play mode, Test mode, Programmable Adjustments Mode and Audits Mode.

OPERATIONAL DIAGRAM



ATTRACT MODE

- The Attract mode provides sound, 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

- The 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 set from setting screen inside the test mode.



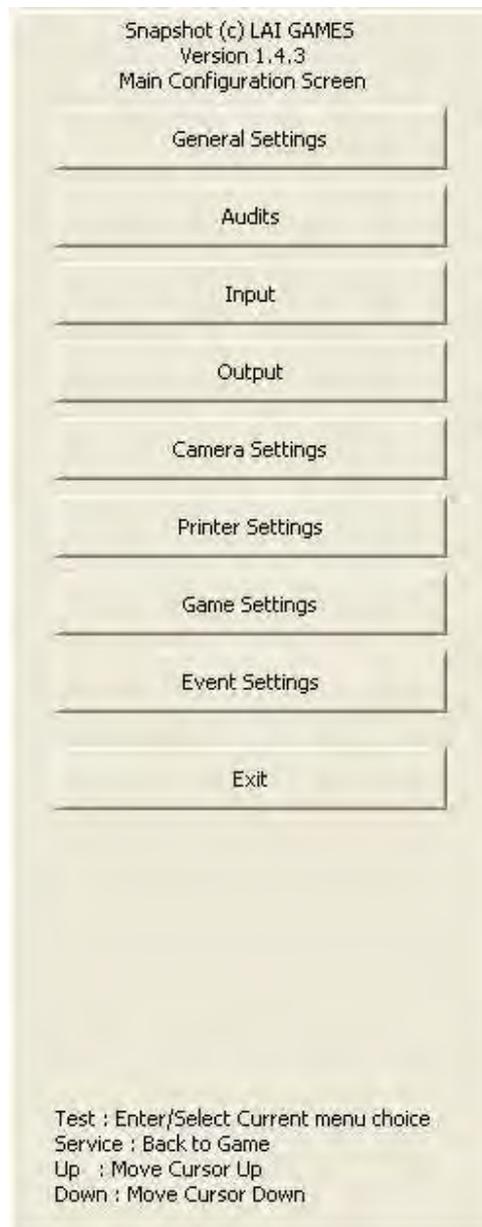
TEST MODE

The *Snap Shot* Test mode has Eleven 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.
- *If during test mode no ADJUSTMENTS or actions are made to the game for approximately four minutes, it will automatically RETURN to Attract Mode.*

TEST MODE MAIN SCREEN V1.4.3





TEST MODE PROCEDURE

- **ENTER** The *Test Mode* can be entered by pressing the red Test button located on the service bracket once while in Attract mode.
- **SELECT** The *Up* and *Down* buttons are used to move up and down, stepping through each of the Test Mode options until the mode is exited.

* 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.

■ CANCEL / BACK

The green Service button is pressed to exit the Test Mode back to Attract mode without going through the Exit.

- **EXIT** The *Test mode* is exited by highlighting the Exit using the Up or Down button and pressing the Test button.

SERVICE BRACKET





GENERAL SETTINGS SCREEN

Snapshot (c) LAI GAMES
Version 1.4.3
General Setting Screen

Payment type:

Common Coin:

Coins Slot #1 per credit:

Coins Slot #2 per credit:

Bonus Credit Slot #1:

Bonus Credit Slot #2:

Attract mode audio volume:

In game audio volume:

Bluetooth Setting:

Decoration screen timer: Photo 1: Photo 2:

System Time:
 :

Game Modes:

Test : Enter/Select Current menu choice
Service : Save and Exit
Up : Move Cursor Up
Down : Move Cursor Down

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 then to play the game you need to have a card system installed.

■ COMMON COIN

(Default *Enabled*) (Adjustable *Disable or Enabled*)

This sets the Common Coin system. When sets to enabled means if using 2 coins combination will be count as one coin input.

■ COINS PER CREDIT 1

(Default *1*) (Adjustable *Disable, 1/10 – 1/2 – 1 - 10*)

This sets the number of coins that need to be inserted into the coin mechanisms for each credit.

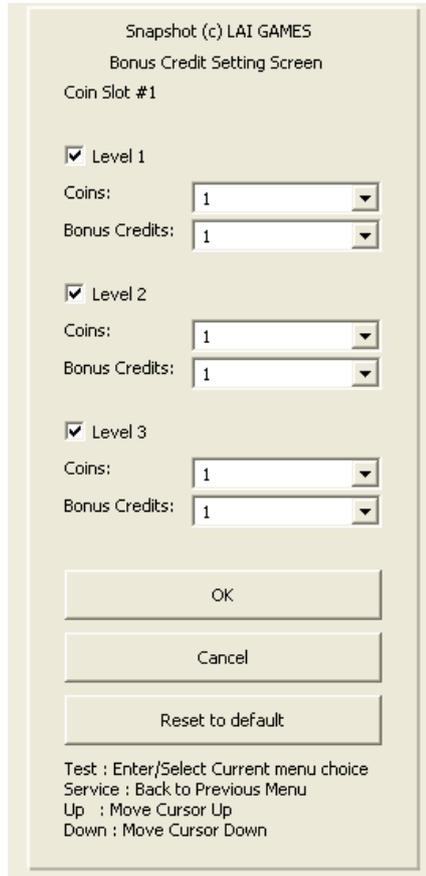


■ COINS PER CREDIT 2

(Default 1) (Adjustable *Disable, 1/10 – 1/2 – 1 - 10*)

This sets the number of coins that need to be inserted into the coin mechanisms for each credit.

BONUS CREDIT SETTING SCREEN



This turns on the multiple bonus credit system and activates the settings for up to 3 bonus levels on coin mechanism 1. It can be set to ON or OFF. The *default* setting is “OFF” this mean the multiple bonuses is disabled, if the setting changed to ON the multiple bonus setting will be open.

■ LEVEL 1 CREDIT BONUS

(Default 1) (Adjustable 1 – 20)

This turns on the multiple bonus credit system and activates the settings bonus levels on coin mechanism 1. The *default* setting is 1 this mean the multiple bonuses is enabled, and setting are open .

COIN(s)

This sets the number of coins (or Bill Acceptor pulses) that is needed to be inserted into coin mechanism 1 to reach the bonus credit level 1. But the setting value must be higher than setting value of standard Coin on the coin per credit.



BONUS

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 required above the standard credit or base credit. It can be set to 1,2,3,...to 99 bonus credit.

■ LEVEL 2 CREDIT BONUS

(Default OFF) (Adjustable ON – OFF)

This turns on the multiple bonus credit system and activates the settings bonus level 1 on coin mechanism 1. It can be set to ON or OFF. The *default* setting is “OFF” this mean the multiple bonuses are disabled, if the setting changed to ON the multiple bonuses setting will be open.

COIN(s)

This sets the number of coins (or Bill Acceptor pulses) that is needed to be inserted into coin mechanism 1 to reach the bonus credit level 2. But the setting value must be higher than setting value of Level 1 Credit bonus setup.

BONUS

This sets the number of bonus credits that are given when credit Level 2 is reached. This Bonus amount is the additional number of credits required above the standard credit or base credit. It can be set to 1,2,3,...to 99 bonus credit.

■ LEVEL 3 CREDIT BONUS

(Default OFF) (Adjustable ON – OFF)

This turns on the multiple bonus credit system and activates the settings bonus level 3 on coin mechanism 1. It can be set to ON or OFF. The *default* setting is “OFF” this mean the multiple bonuses are disabled, if the setting changed to ON the multiple bonuses setting will be open.

COIN(s)

This sets the number of coins (or Bill Acceptor pulses) that is needed to be inserted into coin mechanism 1 to reach the bonus credit level 2. But the setting value must be higher than setting value of Level 2 Credit bonus setup.

BONUS

This sets the number of bonus credits that are given when credit Level 2 is reached. This Bonus amount is the additional number of credits required above the standard credit or base credit. It can be set to 1,2,3,...to 99 bonus credit.

■ ATTRACT MODE AUDIO VOLUME

(Default 3) (Adjustable 0- 5)

This adjustment 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.



■ BLUETOOTH SETTINGS

(Default Enabled) (Adjustable Disable and Enabled)

This adjustment turns the *Bluetooth* adjustment during the game play, when sets to Enabled means that the Bluetooth will active and Photo can be sent to any Bluetooth device found (please check the Phone setup to received files).

■ DECORATION SCREEN TIMER

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

This adjustment turns the *countdown timer* when during game play screen has not been touch or no activity, the default is 200 s it means no activity as long as 200 s the system will sound an alert or auto advance to next step.

■ SYSTEM TIME

This adjustment sets the system time that being use. This time can be use to activate certain theme feature.

■ GAME MODE

(Default *Quick/ Fun/ Theme*) (Adjustable for 9 combinations modes)

This adjustment sets the game mode to be play, there are 9 combinations modes:

- Quick/Fun/Theme
- Quick/Fun/Sexy
- Quick/Theme/Sexy
- Fun/Theme/Sexy
- Quick/Fun
- Quick/Theme
- Quick/Sexy
- Fun/Theme
- Fun/Sexy
- Theme/Sexy

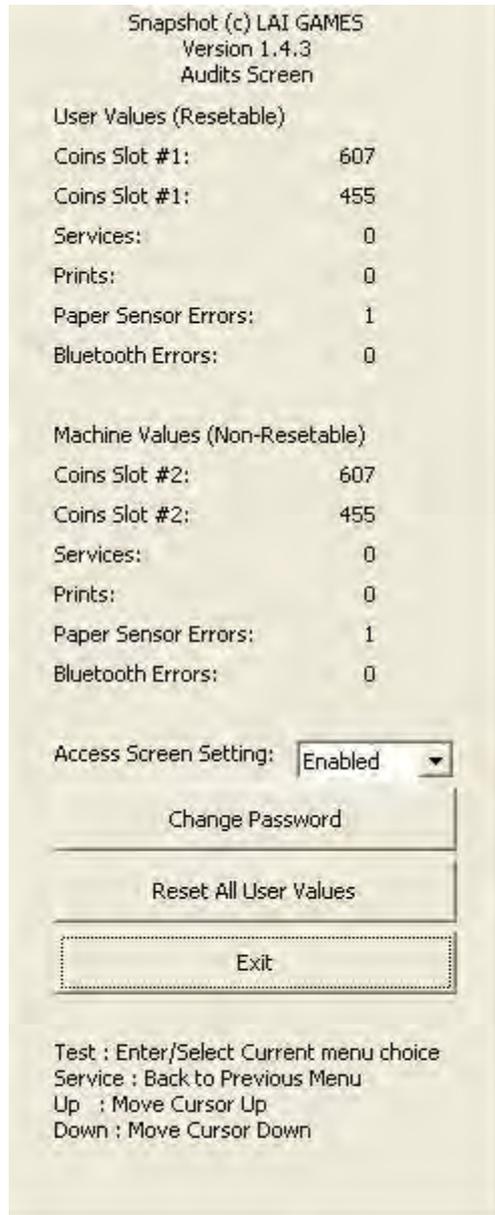
When sets to *Quick/Fun/Theme* these modes will be play when credit received.



AUDITS

- **ENTER** The Audits can be entered by highlighting AUDITS while in Test Mode main screen and pressing the Test button. Or, by pressing the red Test button while in Attract mode once, highlighting AUDITS, and pressing the Test button again.
- **SELECT** The Up and Down buttons are used to step between “OK” and “Reset User Values” dialog buttons repeatedly until the Audits is exited.
- **ACTIVATE** The Test button will activate the highlighted dialog button.
- **CANCEL / BACK** The green Service button is pressed to go back to previous menu screen without going through the OK.
- **EXIT** The Audits is exited into Test Mode main screen by highlighting and pressing the Test button on the “OK” dialog button.

AUDIT SCREEN





PARTS OF AUDITS SCREEN

■ **USER VALUES (RESETABLE)**

The User section enables the operator to see statistics for number of coins inserted, Service button pressed, Prints, and Printer errors occurred, since the last game audits cleared. The statistics in this section can be cleared by highlighting the “Clear” dialog button, pressing the Test button, and choosing YES in the dialog box that appears.

■ **MACHINE VALUES (NON-RESETABLE)**

The Machine section displays total statistics for number of coins inserted, Service button pressed, cards dispensed, card errors occurred, and games played. The statistics in this section is the total number of statistics that were in the User section. Every statistics that were in the User section will be added to statistics in this section. Statistics in this section cannot be cleared.

*** NOTE! ***

- If an audit value in the Machine section reaches the value of 999,999, it will reset itself to 0.

■ **COINS #1**

This audit tells the number of coins inserted into coin mechanism 1. It 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 cleared. This audit is only available in the User section of the Audits.

■ **PRINTS**

This tells how many times print out since the last game audits cleared. This audit will only available in the User section of the audits.

■ **PAPER SENSOR ERROR**

This tells how many paper sensor errors during the print out process since the last game audits cleared. This audit will only available to be clear in User values only.

■ **BLUETOOTH ERRORS**

This audit tells the number Bluetooth errors occurred since the last game cleared. This audit will only resettable in the User section of the AUDITS DETAILED.

■ **ACCESS SCREEN SETTING**

This sets how the Screen access from the attract mode, when sets to Enabled the 4 corner touch on the screen will allow to see the audit data after entered the password.

*** NOTE! ***

LAI Games Customer Support may request from the operator the values of these Manufacturers audits, to help with any service issues.



CHANGE PASSWORD DETAIL

This password is an access for the test mode without pressing the Test button on the service bracket inside the cabinet. Touching 4 corners of the LCD clock wise starting from the top left hand side (when facing to machine) and ends at the bottom left hand side of the LCD.

■ CHANGE PASSWORD

Snapshot (c) LAI GAMES
New Password Screen

Enter The New Password...
WARNING: Password must consist of 6 numbers!

1	2	3	ENTER
4	5	6	
7	8	9	
CLEAR	0	EXIT	

Confirm the password by touching the enter icon.

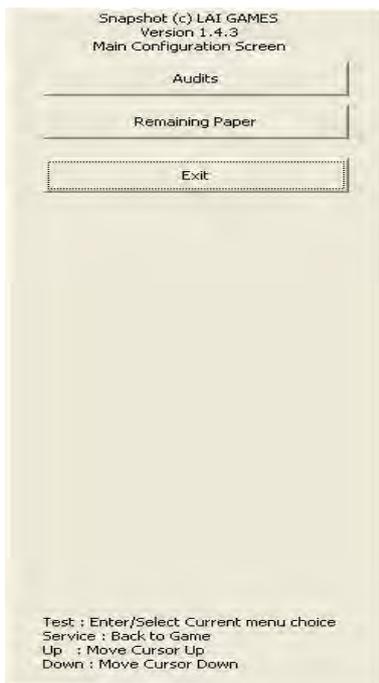
Snapshot (c) LAI GAMES
Confirm New Password Screen

Re-enter The New Password...
WARNING: Password must consist of 6 numbers!

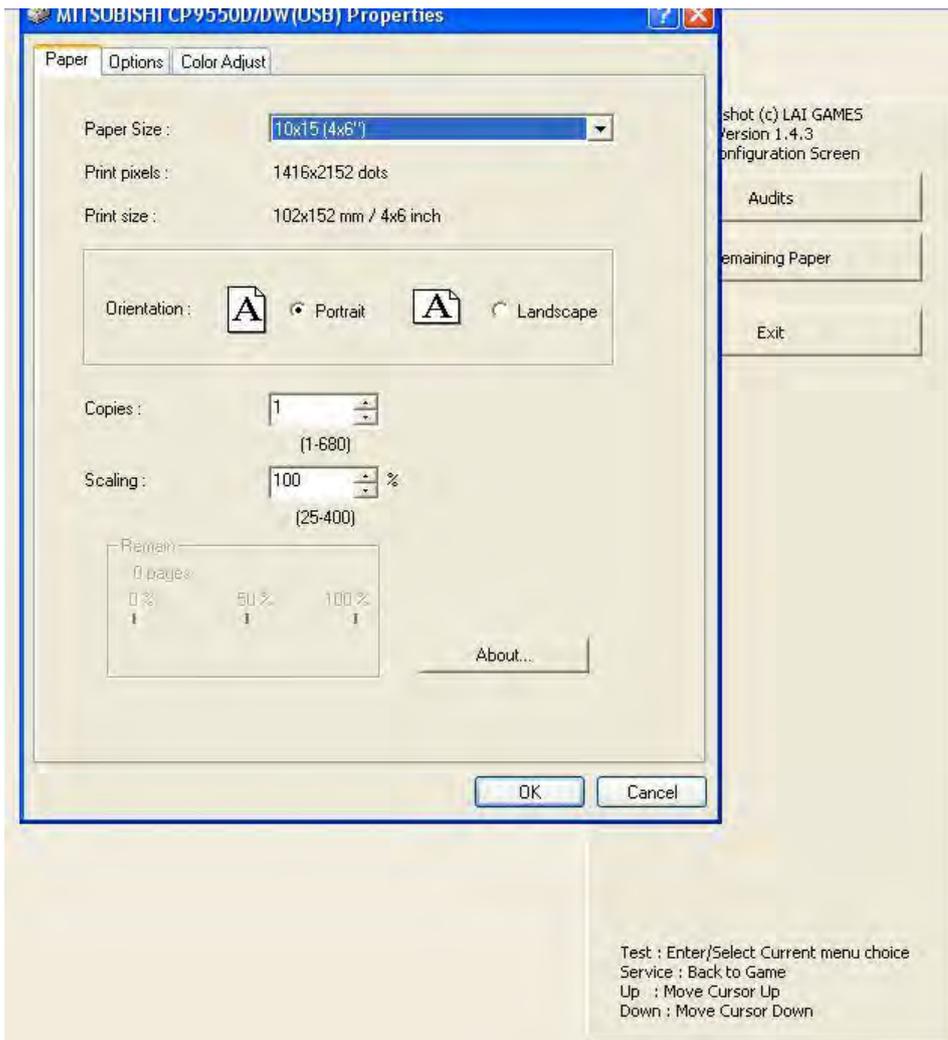
1	2	3	ENTER
4	5	6	
7	8	9	
CLEAR	0	EXIT	



ACCESS SCREEN



REMAINING PAPER SCREEN





INPUT TEST SCREEN



- **ENTER** The Game Test can be entered by highlighting INPUT SCREEN while in Test Mode main screen and pressing the INPUT TEST. Or, by pressing the red Test button while in Attract mode once, highlighting Input test, and pressing the Test button again.
- **SELECT** Touch the individual Icon button on screen or use Up and Down button to scroll through every test mode.
- **ACTIVATE** The Test button will activate the highlighted dialog button.
- **CANCEL / BACK**
The green Service button is pressed to go back to previous menu screen without going through the OK.
- **EXIT** The Input Test is exited into Test Mode main screen by highlighting and pressing the Service button or the “OK” dialog button.



INPUT TEST DETAIL

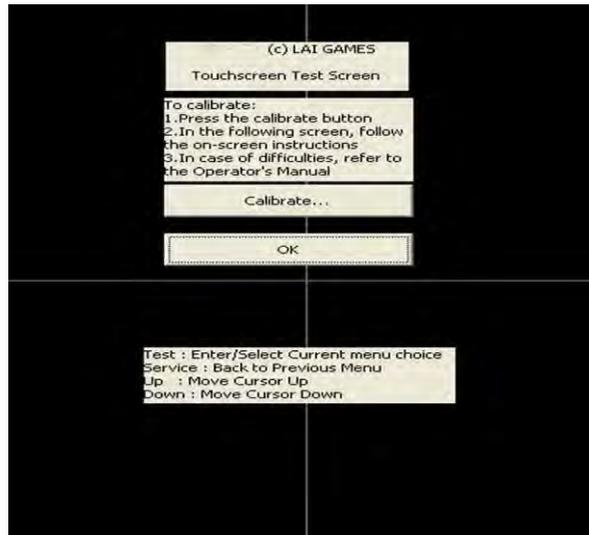
This test procedure will show how the button or sensor input status. When button press or sensor activated it will make the check box tick/mark it means the button or sensor connection is established successfully.

HARDWARE TEST DETAIL

This test procedure will show how all connections to the computer (USB) status. When one or more USB connection establish it will tick/mark the check box.



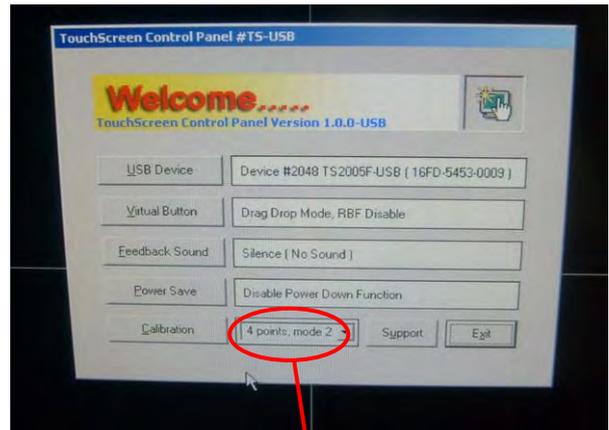
TOUCHSCREEN TEST SCREEN



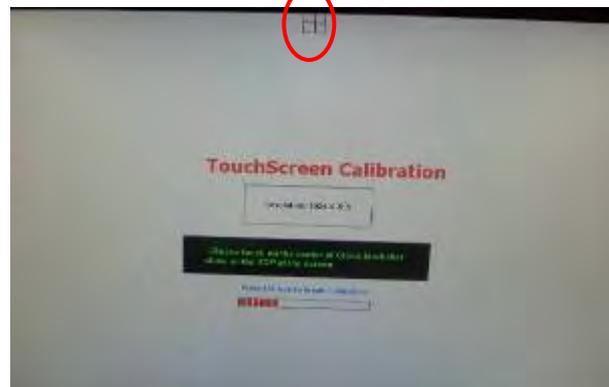
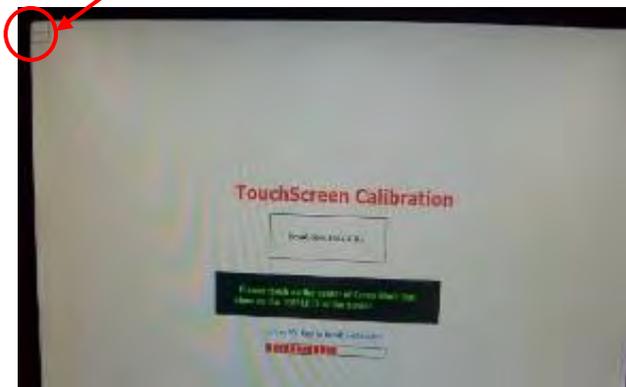
After pressing the calibration button on screen, these touch screen device drivers will show 2 modes of the calibrations select the model1 or mode2 on screen and press the OK button now you can start calibration process.



MODE 1



MODE 2





OUTPUT TEST

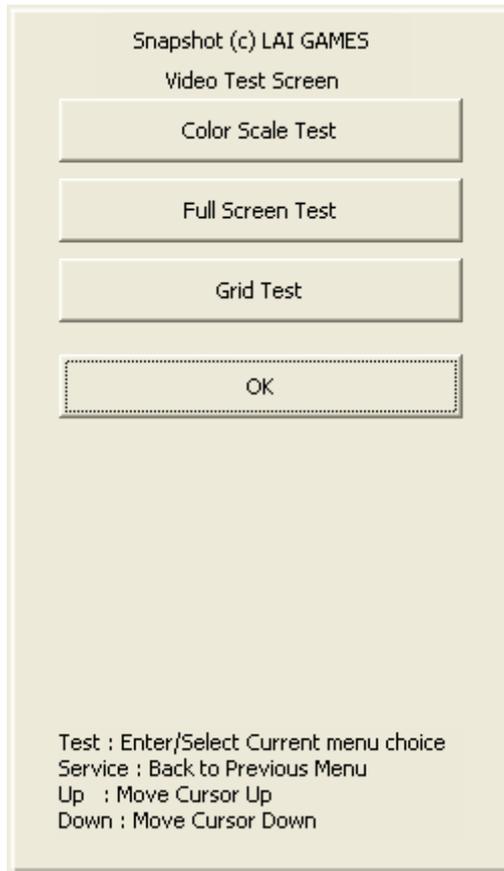


OUTPUT TEST DETAIL

This test procedure will show how all output test and status.



VIDEO TEST SCREEN



VIDEO TEST DETAIL

■ COLOR SCALE TEST

This option is used for adjusting the color balance of the screen monitor. To enter the color Scale display, highlight Scale in the Video Test main screen and press the Test button. The color Scale display is exited into Video Test main screen by pressing Service button once.

■ FULL SCREEN TEST

Full Screen display is used for adjusting the color purity of the screen monitor. It is entered by highlighting Full Screen in the Video Test main screen and pressing the Test button. The Full Screen display is exited into Video Test main screen by pressing Service button once.

■ GRID TEST

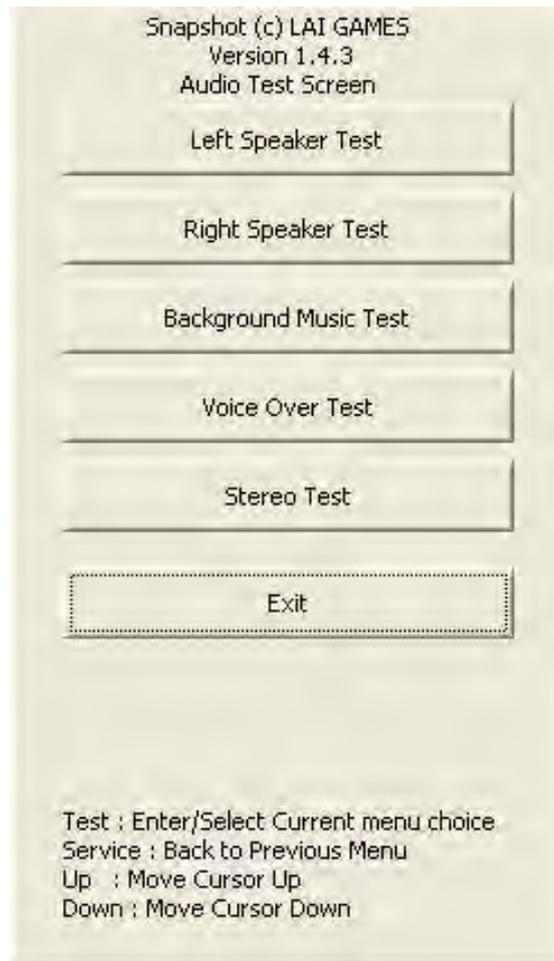
Grid is used for adjusting the screen geometric of the screen monitor. It is entered by highlighting Grid in the Video Test main screen and pressing the Test button. Grid is exited into Video Test main screen by pressing Service button once.

■ OK

Highlighting OK and pressing the Test button will exit the Video Test main screen and go back to Test Mode main screen.



AUDIO TEST SCREEN



AUDIO TEST DETAIL

- **Left Speaker Test**
This test procedure will test the Left Speaker sound (when facing the machine), when the dialog button is press or chosen the left speaker will play music and it can be hear clearly.
- **Right Speaker Test**
This test procedure will test the Right Speaker sound, when the dialog button is press or chosen the Right speaker will play music and it can be hear clearly.
- **Background Music Test (BGM)**
This test procedure will test the Background Music only on both of the speakers, when the dialog button selected both speaker will play Background Music.
- **Voice Over Test**
This test procedure will test the Voice Over only on both of the speakers, when the dialog button selected both speaker will play the Voice Over.
- **Stereo Test**
This test procedure will test both speaker (Left and Right), when the dialog box is press or chosen both speaker will play music and it can be hear clearly.



BLUETOOTH TEST

- ENTER The File transfer Test can be entered by highlighting Blue tooth test while in Test Mode main screen and pressing the red Test button. Or, by pressing the red Test button while in Attract mode once, highlighting Bluetooth test, and pressing the Test button again.

BLUETOOTH TEST SCREEN



FILE TRANSFER TEST





LAMP TEST SCREEN



LAMP TEST DETAIL

On the Photo Lamp test button it will show how the photo lamps function on top of the LCD or besides the camera, when this button selected the Photo Lamps will flashing a few times this means the Photo Lamps in good condition and or the connection is good.

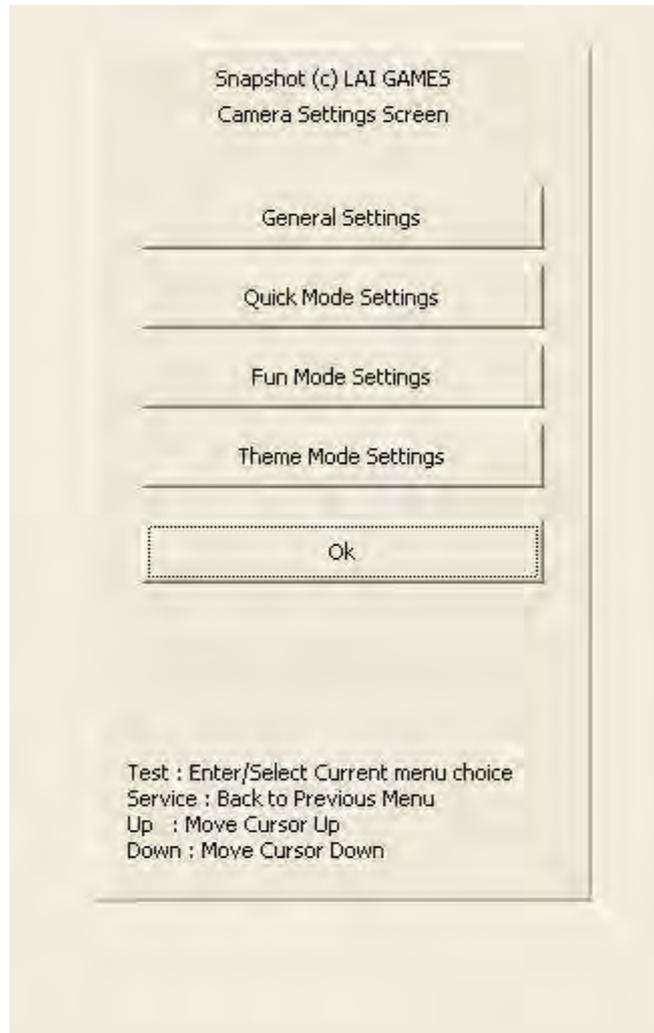
On the Printing Lamp Test it will show how the Printing Lamp function on the paper tray, when this button selected the Printing Lamp will flashing few times this means the printing lamp in good condition and or the connection is good.



CAMERA SETTINGS

- **ENTER** The Align video and camera can be entered by highlighting CAMERA SETTING while in Test Mode main screen and pressing the red Test button. Or, by pressing the red Test button while in Attract mode once, highlighting CAMERA SETTING, and pressing the Test button again.

CAMERA SETTING SCREEN





- General Camera setting screen,



Lens position:
Normal

Take Reference Picture

Zoom : 30.0

OK Cancel

Reset to Default

On this setting will be store as the reference picture for the game. Set the zoom level of the camera to see the object by zoom in or zoom out using the right and left arrow when the desire view have been obtain then press the take reference picture and this view will be store by the system to be use in the game, the view can be change whenever reference picture change again.

Quick mode setting screen (mirror camera view),



Quick Mode Camera:
Mirror Camera

Allow Re-take Photo:
Disable

OK Cancel

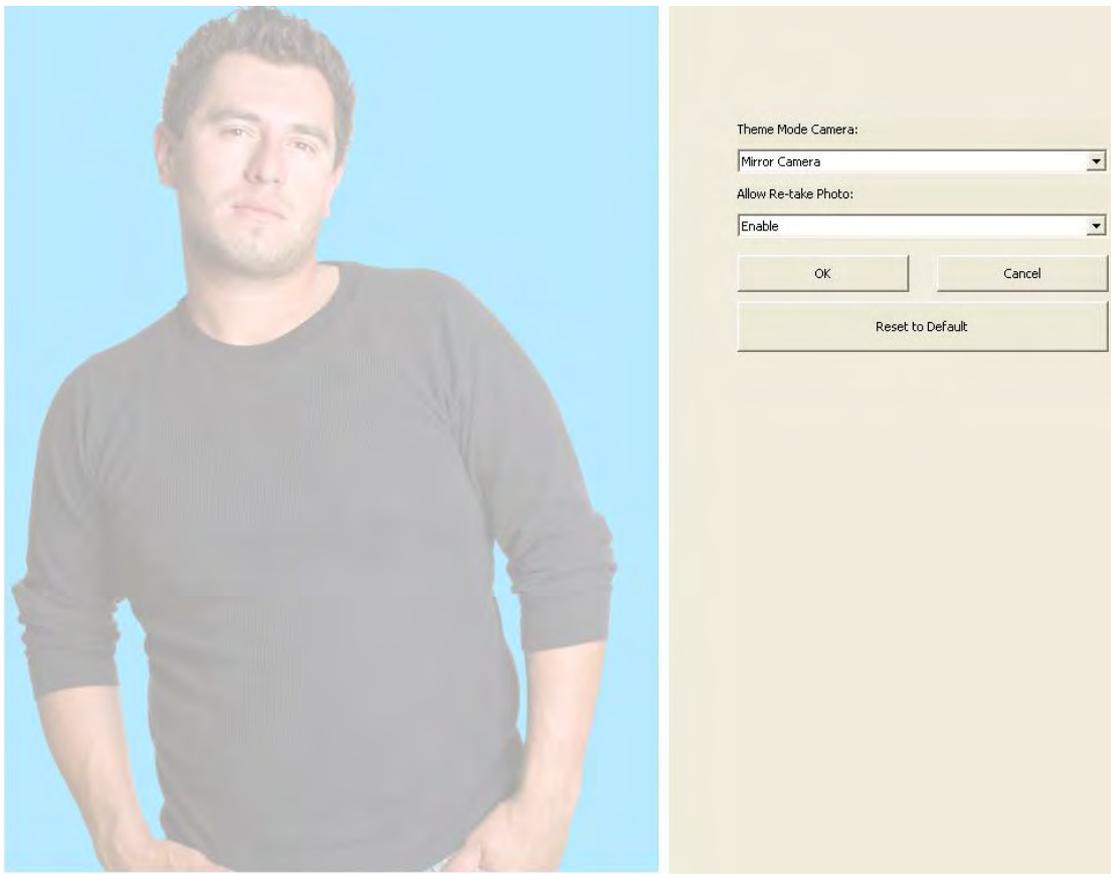
Reset to Default



Fun Mode screen setting (mirror Camera view),



Theme Mode screen setting (mirror Camera view),

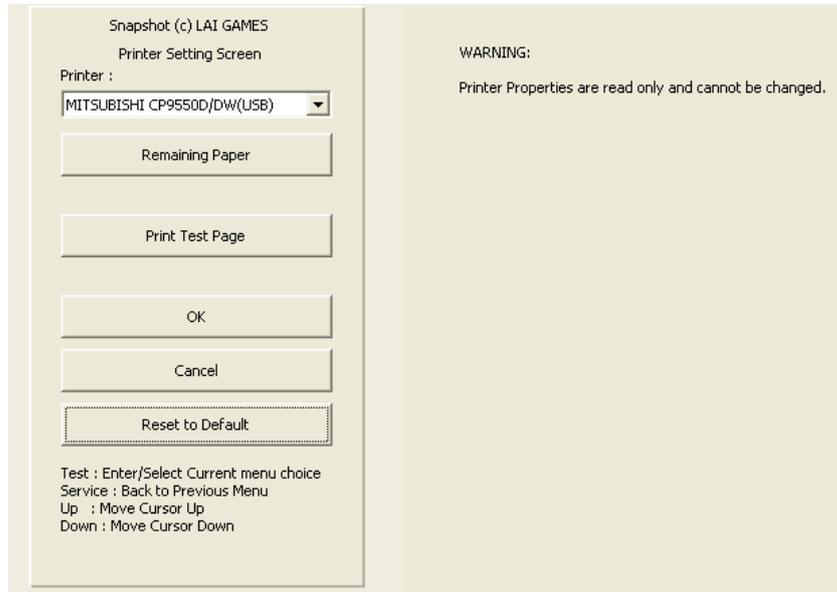




PRINTER SETTINGS

PRINTER SETTINGS SCREEN

- ENTER The Printer Setting Screen Test can be entered by highlighting PRINTER SETTING SCREEN while in Test Mode main screen and pressing the red Test button. Or, by pressing the red Test button while in Attract mode once, highlighting PRINTER SETTING SCREEN, and pressing the Test button again.

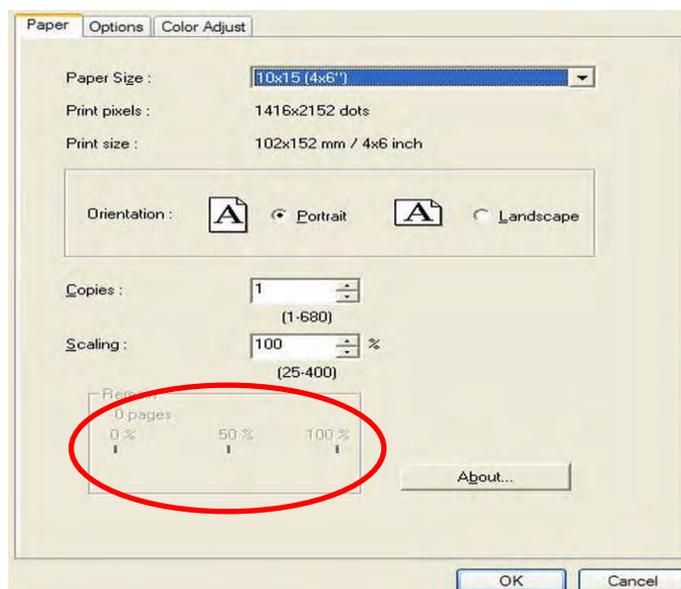


- PRINTER SETTING
(Default *Mitsubishi 9550*) (Adjustable *none*)

This adjustment sets the printer driver in use the standard printer is Mitsubishi CP9550DW, the system will automatically detects any kind of printer that connected to the computer and will ask you to install the appropriate driver.

- REMAINING PAPER

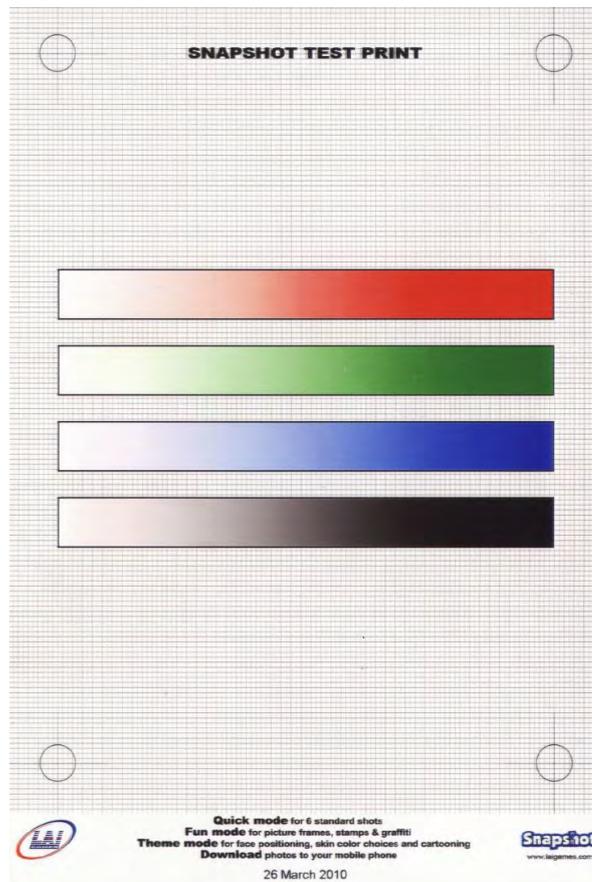
This menu will show you the printer properties information and this is none settable feature just to show the information of the remaining Ink cartridge and paper in use.





■ PRINT TEST PAGE

This menu will print a test page to see whether there is a problem on the print out quality of the printer.



*** CAUTION! ***

Every time printer changed it need 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 SETTING

- **ENTER** The Printer Setting Screen Test can be entered by highlighting GAME DECORATION SETTING while in Test Mode main screen and pressing the red Test button. Or, by pressing the red Test button while in Attract mode once, highlighting GAME DECORATION SETTING, and pressing the Test button again.



- **SELECT** The Up and Down buttons are used to step between “OK” dialog buttons repeatedly until the Game Decoration is exited.
- **ACTIVATE** The Test button will activate the highlighted dialog button.
- **CANCEL / BACK**
The green Service button is pressed to go back to previous menu screen without going through the OK.
- **EXIT** The Game Decoration is exited into Test Mode main screen by highlighting and pressing the Test button on the “OK” dialog button.

STAMP SETTING



■ STAMP SETTING

This adjustment sets the standard Stamp setting that will be display on the game mode. To see the thumbnail picture press the preview dialog button.

FRAME SETTING



■ FRAME SETTING

This adjustment sets the standard Frame setting that will show on the game mode. To see the thumbnail picture press the preview dialog button.



OVERLAY SETTING SCREEN



■ OVERLAY SETTING

This adjustment sets the standard overlay setting on the game mode. To see the thumbnail picture press the preview dialog button.



ADDING OPERATOR'S LOGO SCREEN DETAIL

CREATING THE CD

- Use your preferred image creation software (Photoshop, Paint, and Illustrator, GIMP etc.) to create your desired logo. The dimensions of the logo **MUST** be 1416 pixels by 264 pixels. The image also **MUST** be saved in JPG or JPEG format.
- Burn the files to a CD. Files **MUST** be in the main (root) directory. If they are in a folder, they will not be read.

LOADING THE IMAGES

- Insert the CD.
- Once the CD has loaded, you will be able to select an image from the 'Images on CD' pull down menu.
- Select the custom image you wish to import. To select all images on the CD, select 'Copy All Logos on CD'.
- Press Add to import your custom logo(s).

DELETING THE IMAGES

- Select the image you wish to delete from 'Custom Logos'
- Once the image is selected, 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 a difficult time selecting the menus with your finger, use a stylus, or even your fingernail. This type of screen works best with a hard surface.



ADDING OPERATOR'S LOGO SCREEN DETAIL,

CREATING THE CD
Use your preferred image creation software (Photoshop, Paint, Illustrator, GIMP etc.) to create your desired logo. The image also MUST be saved in .jpg format. Burn the files to a CD. Files MUST be in the main (root) directory. If they are in a folder, they will not be read.

LOADING THE IMAGES
Insert the CD.
Once the CD has loaded, you will be able to select an image from the 'Images on CD' pull down menu. Select the custom image you wish to import. To select all images on the CD, select 'Copy All Logos on CD'. Press Add to import your custom logo(s).

DELETING THE IMAGES
Select the image you wish to delete from 'Custom Logos'. Once the image is selected, 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 a difficult time selecting the menus with your finger, use a stylus, or even your fingernail. This type of screen works best with a hard surface.

Snapshot (c) LAI GAMES
Logo Setting Screen

Printed Logo :
General(default) ▼

Custom Logos:
[] [Delete]

Please Insert CD:
[] [Add]

Remove CD after done

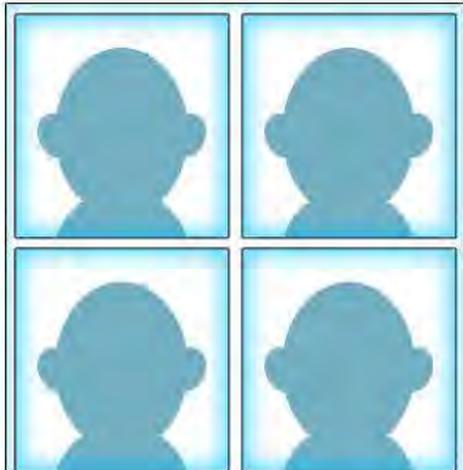
Logo Creator

OK

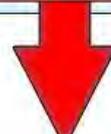
Cancel

Reset to Default

Test : Enter/Select Current menu choice
Service : Back to Previous Menu
Up : Move Cursor Up
Down : Move Cursor Down



Your Logo Here



CURRENT PRINTED LOGO

Filename : General(default) | Size : 1416 x 147



Quick mode for 6 standard shots
Fun mode for picture frames, stamps & graffiti
Theme mode for face positioning, skin color choices and cartooning
Download photos to your mobile phone

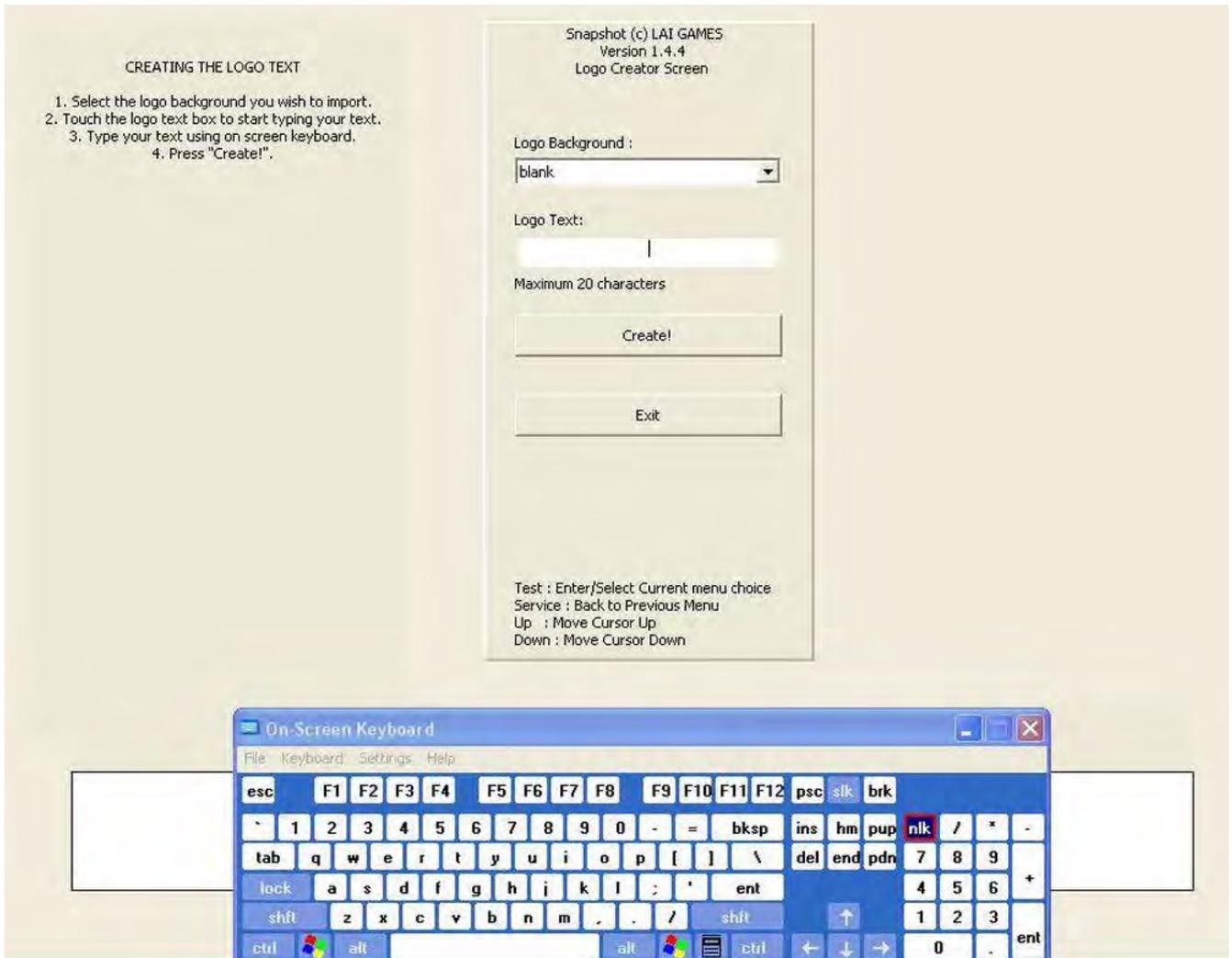


Logo Creator,

Choose the *Logo background* templates there are a few background templates available, B'Day, Corporate, Graduation, Party, Wedding and Blank. Tap on *Logo Text box* and the On Screen Keyboard will appear and type any Words you desire that will be print out every time the game played, select *Create* when all the words is confirm, then use the *Print Test Page procedure* to check the Logo appearance.



On Screen Keyboard,

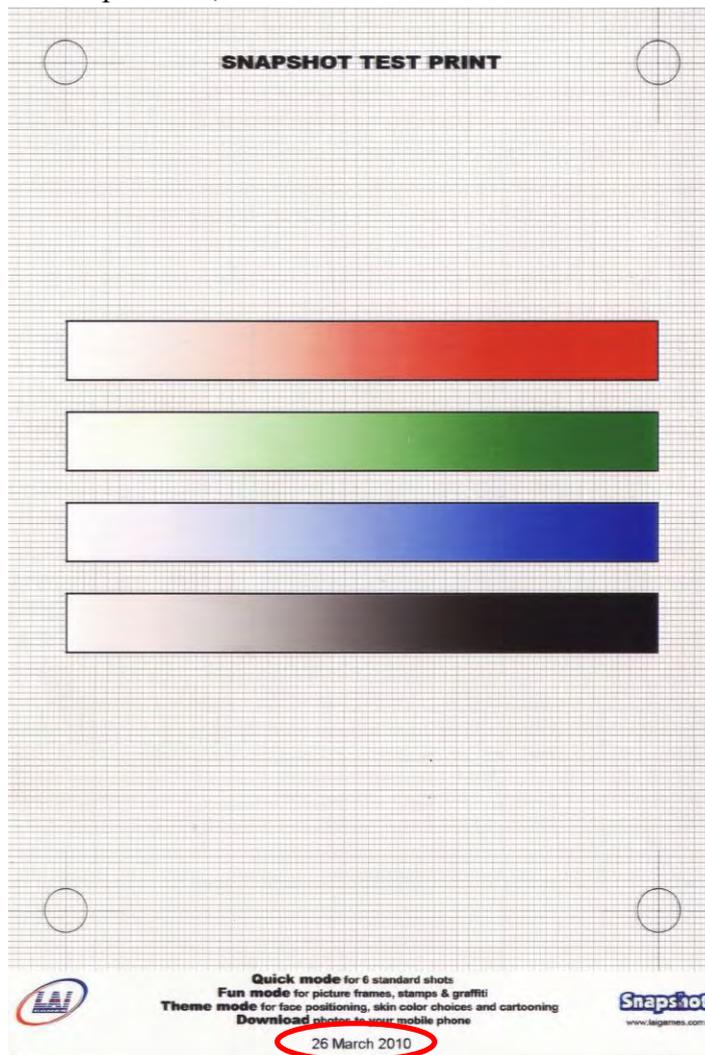




Custom Logo creator Screen,



Sample Logo creator print out,



Date cannot be removed



EVENT SETTINGS

- ENTER The EVENT SETTINGS can be entered by highlighting EVENT SETTINGS while in Test Mode main screen and pressing the red Test button. Or, by pressing the red Test button while in Attract mode once, highlighting EVENT SETTINGS, and pressing the Test button again.

Snapshot (c) LAI GAMES
Event Settings Screen

System Time: 12 ▾ November ▾ 2009 ▾
2 ▾ : 39 ▾ PM ▾

Start Time: 12 ▾ November ▾ 2009 ▾
2 ▾ : 39 ▾ PM ▾

End Time: 12 ▾ November ▾ 2009 ▾
2 ▾ : 39 ▾ PM ▾

Only allow gameplay within the time frame (as specified above)

Free play within the time frame (does not require credits)

No Print-out within the time frame

Print-out limit: Unlimited ▾

Print-outs: 0

Ok

Cancel

Test : Enter/Select Current menu choice
Service : Back to Previous Menu
Up : Move Cursor Up
Down : Move Cursor Down

■ EVENT SETTINGS DETAIL

This setting sets the detail for rental or special event of the game, so it can be seen and setup as needed. When *Only allow game play within the time frame* box is ticked/ON this means all the images /photos will be automatically save on the USB flash stick when the media is inserted on the USB connector on the computer and game will print out as normal play, when sets to OFF/ Un tick the box it will not save the on the USB flash stick even when the media inserted.

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 for some error can cleared by press the test button. If Error message persist you may contact nearest LAI GAMES distributor for help.

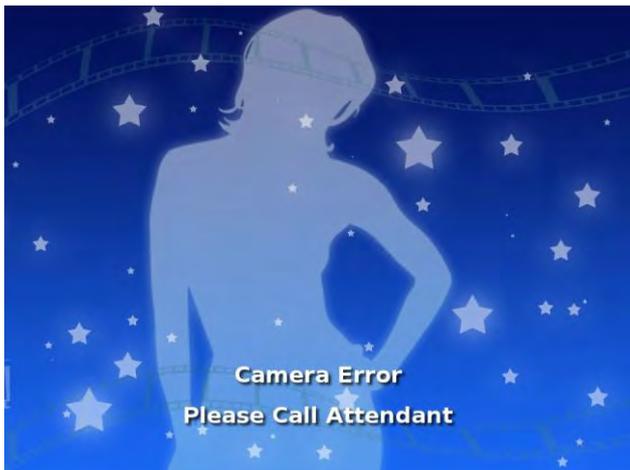


Bluetooth Error

Check the USB Bluetooth make sure connected properly, disable the Bluetooth on the General setting and or replace with new Bluetooth.

NOTE

During Installation CD process this Bluetooth must be connected.



Camera Error

Check the USB Camera make sure connected properly and Or replace with same type of Camera.

NOTE

During Installation CD process this Camera must be connected.



Paper Sensor Error

Checks the print out chute make sure that the paper can pass the chute freely and Check the BAFB84 A&B Sensor PCB for faulty sensor or broken connectors.



Rental period not set

This happen during the Event setup not properly setup the date for starting the rental and or the setup date is in proper. Check the Event Setting setup.



Printer Error

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

NOTE

During Installation CD process this printer must be connected.



Touch Screen Error

Check the USB Touch Screen make sure connected properly, check the LCD Adaptor connection and check if there any broken panel on top of the LCD (scratch/broken glass), the type of the touch panel can be found in this manual.

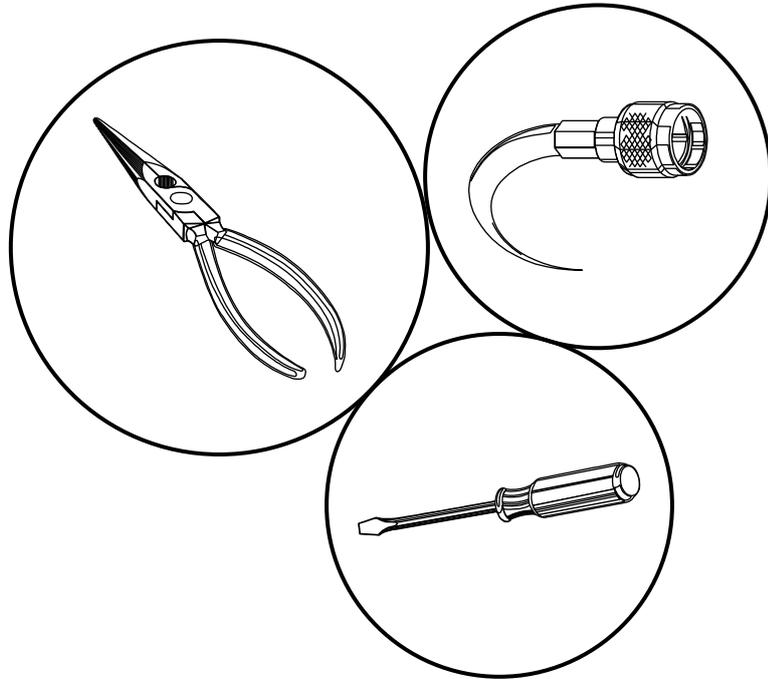
Use Recovery CD process once the LCD replaced and connected.

NOTE

During Installation CD process this touch screen must be connected



SECTION A: SERVICE INSTRUCTIONS



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



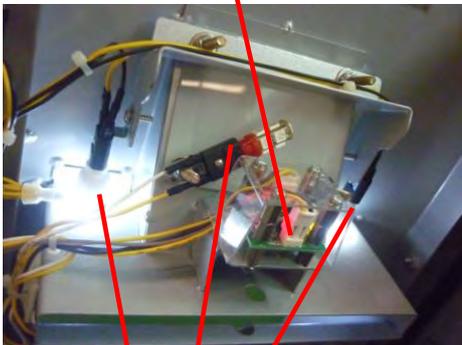
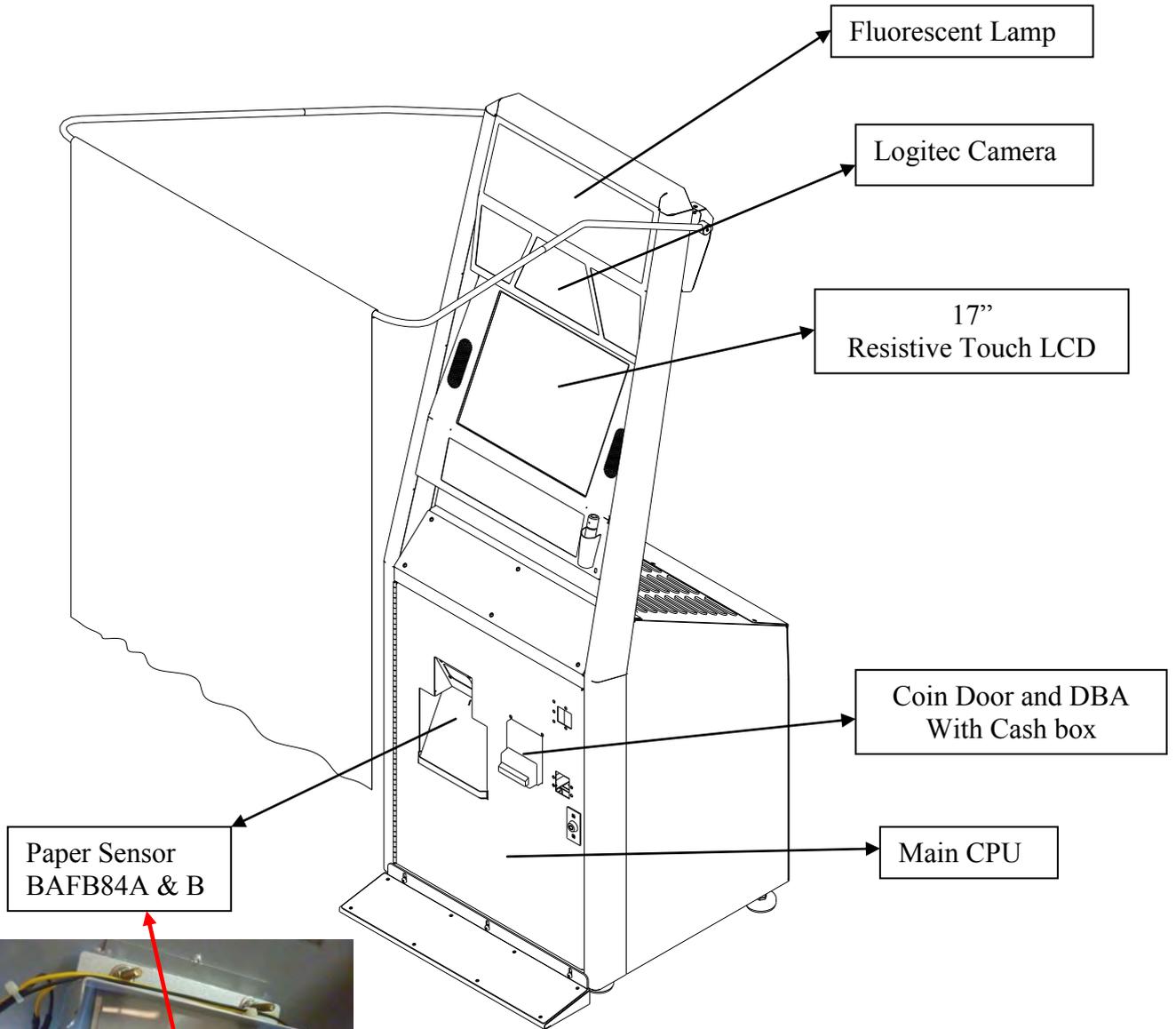
A



LOCATING AND ACCESSING PARTS

PARTS LOCATION DIAGRAM

As viewed from front

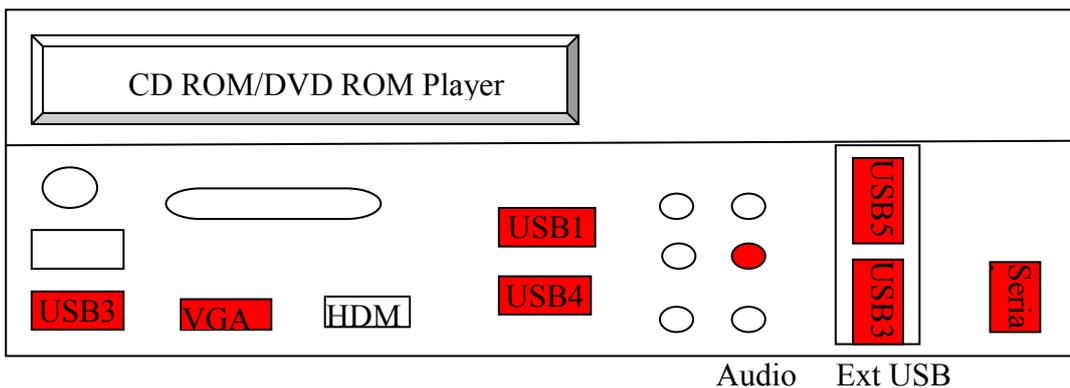
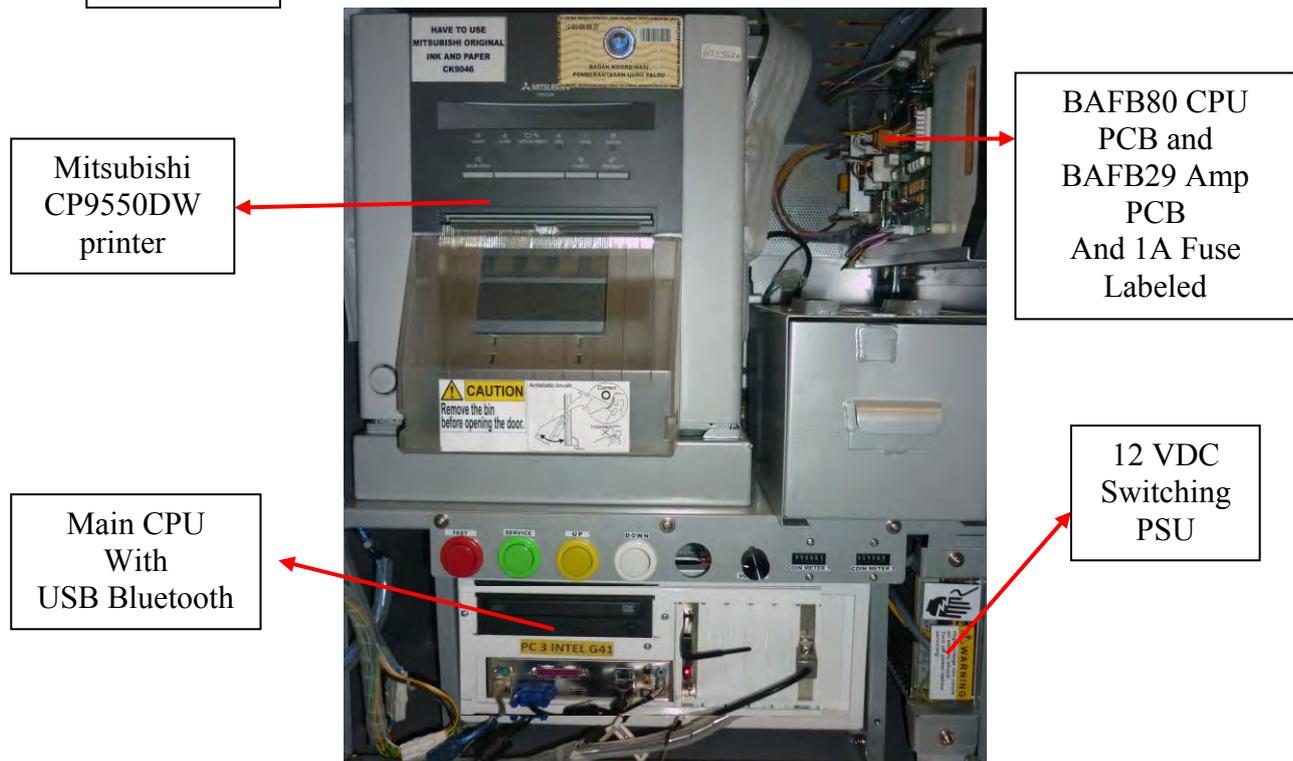
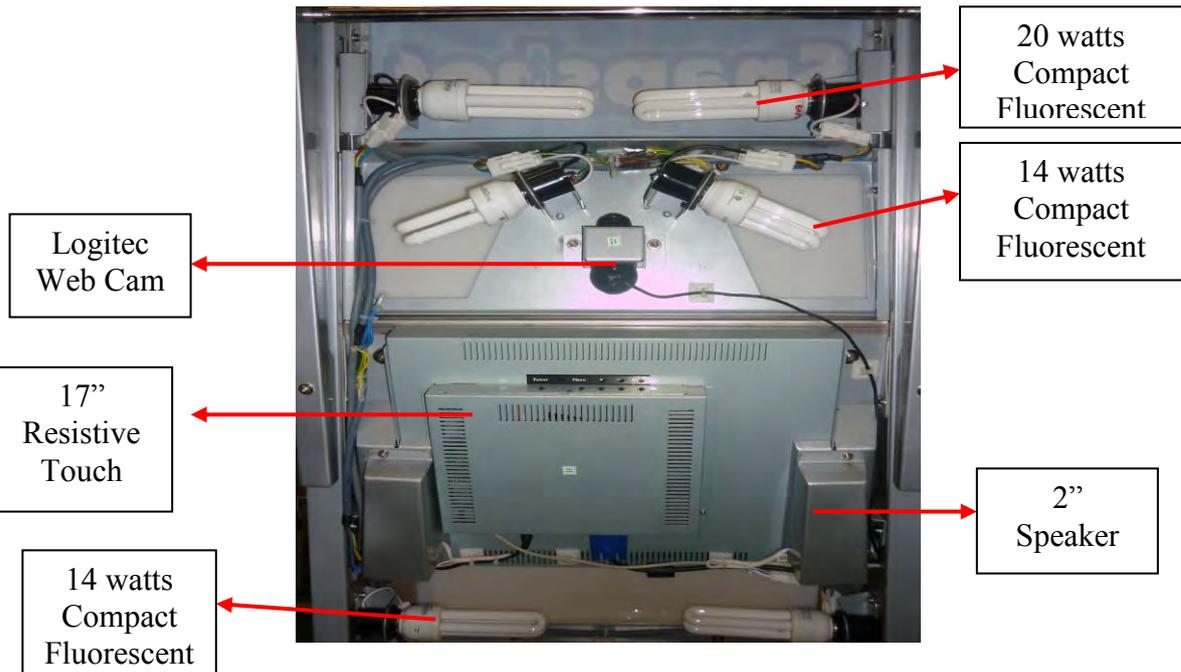


12 VDC LED



PARTS LOCATION DIAGRAM

Continued



- USB1 Touch Screen
 - USB2 Camera
 - USB3 Security Dongle
 - USB4 Printer
 - USB5 Bluetooth
- Used
□ Not Use



PARTS DESCRIPTION

■ COIN MECHANISMS

The coin mechanisms can be accessed inside the Coin door to the right on the front 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 below the control. Access is through the rear door.

■ SERVICE CONTROLS:

Is located on the service panel mounted on top of the cash box and can be accessed through the Coin Door.

SERVICE BUTTON: Used 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 perform the test mode, in combination with the Service button.

UP BUTTON: Used to move the cursor to upwards.

DOWN BUTTON: Used to move the cursor to downwards.

VOLUME KNOB: Used to adjust the speaker's sound level.





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 Fuses and Fuse location 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.



LAMPS

*** WARNING! ***

***Always** turn **OFF** Mains power and unplugged 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**

Four Standard 14 Watt Daylight energy saving (Compact Fluorescent), on middle and bottom side of the Display. Two Standard 20 Watt Daylight energy saver (compact Fluorescent) on top. Access is from the back of the machine.

*** CAUTION! ***

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



MITSUBISHI CP9550DW PRINTER DETAIL

CP9550DW

Mitsubishi Adaptive thermal-head Management Engine

With optimized thermal head pulse control, a key technology for dye sublimation printers, and internal 16-bit processing, the unit delivers faithful reproduction, free of color blur, for crystal clear definition down to the keenest detail. Lightning quick printing, at a mere 15 seconds* (L size), is yet another stellar breakthrough.

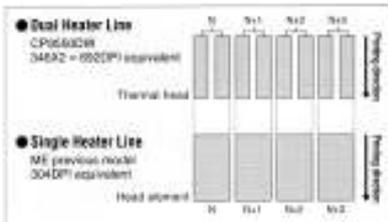


* Top speed at fine mode, continuous printing of two copies at more.

Dual Line Technology: Smoother and Sharper Picture Quality

Equipped with Newly Developed Dual Line Heads

"Dual line heads" are newly adopted on this printer to improve head resolution. Compared to the previous model, printing occurs on two head elements for each dot. This results in stunning images, with even greater detail and texture.



■ SPECIFICATIONS

Model	CP9550DW	
Paper size capacity	89 × 127mm (3.5 × 5")	680sheet
	102 × 152mm (4 × 6")	900sheet
	127 × 178mm (5 × 7")	350sheet
	152 × 229mm (6 × 9")	270sheet
Head Resolution	348DPI	
Print Time**	9 × 13	approx. 15sec
	10 × 15	approx. 16sec
	13 × 18	approx. 25sec
	15 × 20	approx. 29sec
	15 × 23	approx. 30sec
Interface	USB2.0 (High Speed)	
Dimensions (mm)	300(W) × 365(D) × 325(H) (11.8 × 14.3 × 12.8")	
Weight (printer)	17kg	
Power Supply	120V AC 60/60Hz, 220-240V AC 50/60Hz	
Power Consumption	2.9A (120V AC 50/60Hz), 1.6A (220-240V AC 50/60Hz)during printing	
	0.4A (120V AC 50/60Hz), 0.3A (220-240V AC 50/60Hz)when not printing	
Driver Software	Windows® XP/2000/ME/98 Macintosh OS 10.3.3 (Only Web download available)	

* Top speed at fine mode, continuous printing of two copies or more

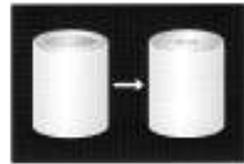
** Without data transfer time. (Fine mode)

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Large-Capacity Roll Paper to Reduce Running Costs

Large-Capacity Roll Paper, Greatly Boosting Printing Output

As an eco-friendly touch, these new digital colour printers use coreless, large-capacity rolls of paper. Even with the same roll diameter as the previous model, the result is a major jump in printing output to 600 sheets at 10cm x 15cm size (versus 220 sheets with the previous ME model – the CP8000DW).

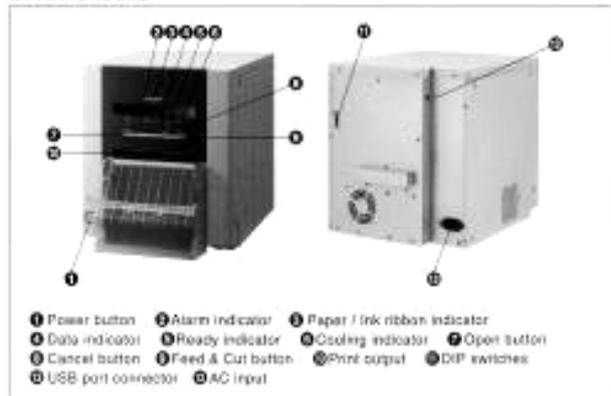


Long Service Life and Durable Heads – Testimony to Quality

Heads Offering Three Times the Service Life and Durability of the Previous Model = CP8000DW comparison

A new protective film applied to the heads enhances durability, while use of a back-layer ink sheet diminishes the wear rate. The bottom line is improved head durability and an impressive new realm of reliability.

■ PARTS NAME



■ DIMENSIONS



■ SPECIAL PAPER (Options)

Model	Print per roll	Image size
CK9035	680	89 × 127mm (3.5 × 5")
CK9046	900	102 × 152mm (4 × 6")
CK9057	350	127 × 178 (5 × 7")
CK9069	270	152 × 229mm (6 × 9")
CK8046PST	600(Postcard)	102 × 152mm (4 × 6")

**PAPER / INK RIBBON SET**

When using this unit, make sure to use the following types of the paper / ink ribbon set. Remove the spacers when using other than CK9035 and CK9057.

Product name	Print size	Number of prints	Application
CK9035	9x13 (3.5x5")	680	Surface-laminated color print
CK9046	10x15 (4x6")	600	Surface-laminated color print
CK9046PST	10x15 (4x6")	600	Surface-laminated color print for post card
CK9057	13x18 (5x7")	350	Surface-laminated color print
CK9069	15x23 (6x9")	270	Surface-laminated color print

Using the Manuals

The Operation Manual and the Operation Manual for the Printer driver are prepared in the Portable Document Format (PDF) in this CD-ROM. Adobe® Reader® is required to open the Operation Manual.

Adobe Reader (English Version) installation

1. Load the CD-ROM into the CD-ROM drive.
2. Open CD-ROM "CP9550D".
3. Open the "Adobe Reader" folder within the CD-ROM.
4. Open the "English" folder.
5. Run the executable file.

Opening the Operation Manual

1. Load the CD-ROM into the CD-ROM drive.
2. Open CD-ROM "CP9550D".
3. Double-click on "INDEX.html" within the CD-ROM. A language selection list for the Operation Manual will be displayed.
4. Move the mouse pointer to the desired language and click. This will launch Adobe Reader and the Operation Manual will open.

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Manufactured by Mitsubishi Electric (Malaysia) Sdn. Bhd.
PLO 32, Kawasan Perindustrian Senai II, 81400 Senai, Johor Darul Takzim, Malaysia

THERMAL HEAD CLEANING

Thermal head cleaning

■ Preparation

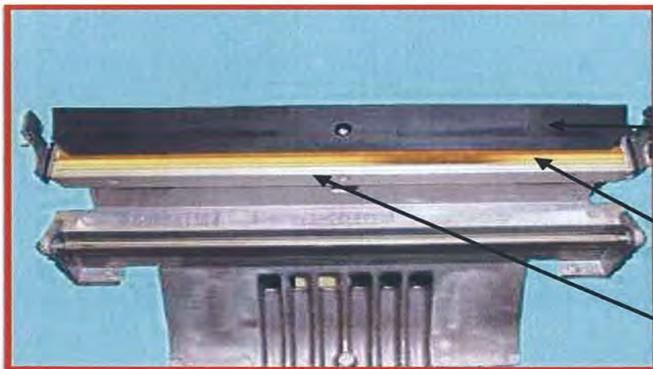
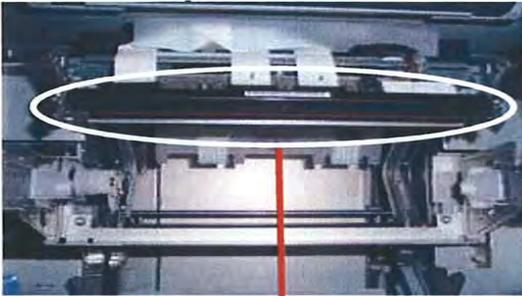
1. Alcohol (Ethanol or Isopropyl Alcohol)
2. Kimwipe® or tissue paper (fold in half about 4 times and use the folded side to clean)

■ Before Cleaning ...

1. Power off while the door is open.
2. Remove the ink cassette.
3. Take out the print paper.

■ Thermal Head Cleaning

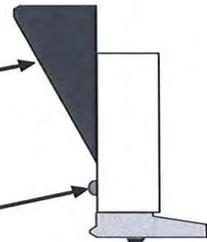
- wipe the heating element and the separator located at the under side of the thermal head.
- wipe the dust gently using tissue paper soaked in a small amount of alcohol.



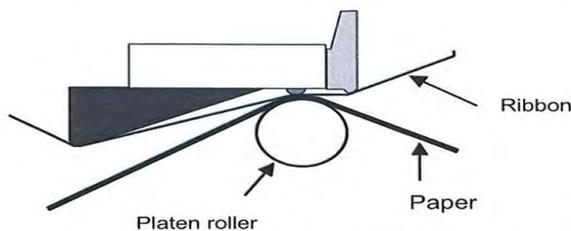
IC cover
(Black plastic part)

Heating element
(Orange color part)

Separator
(Aluminum plate)



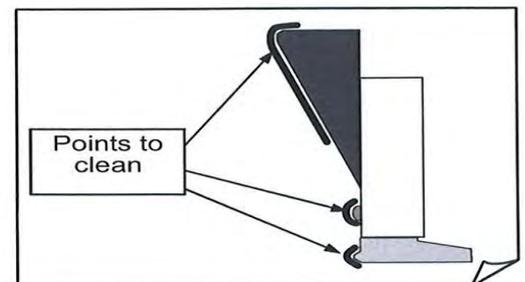
【Reference】



Ribbon

Paper

Platen roller



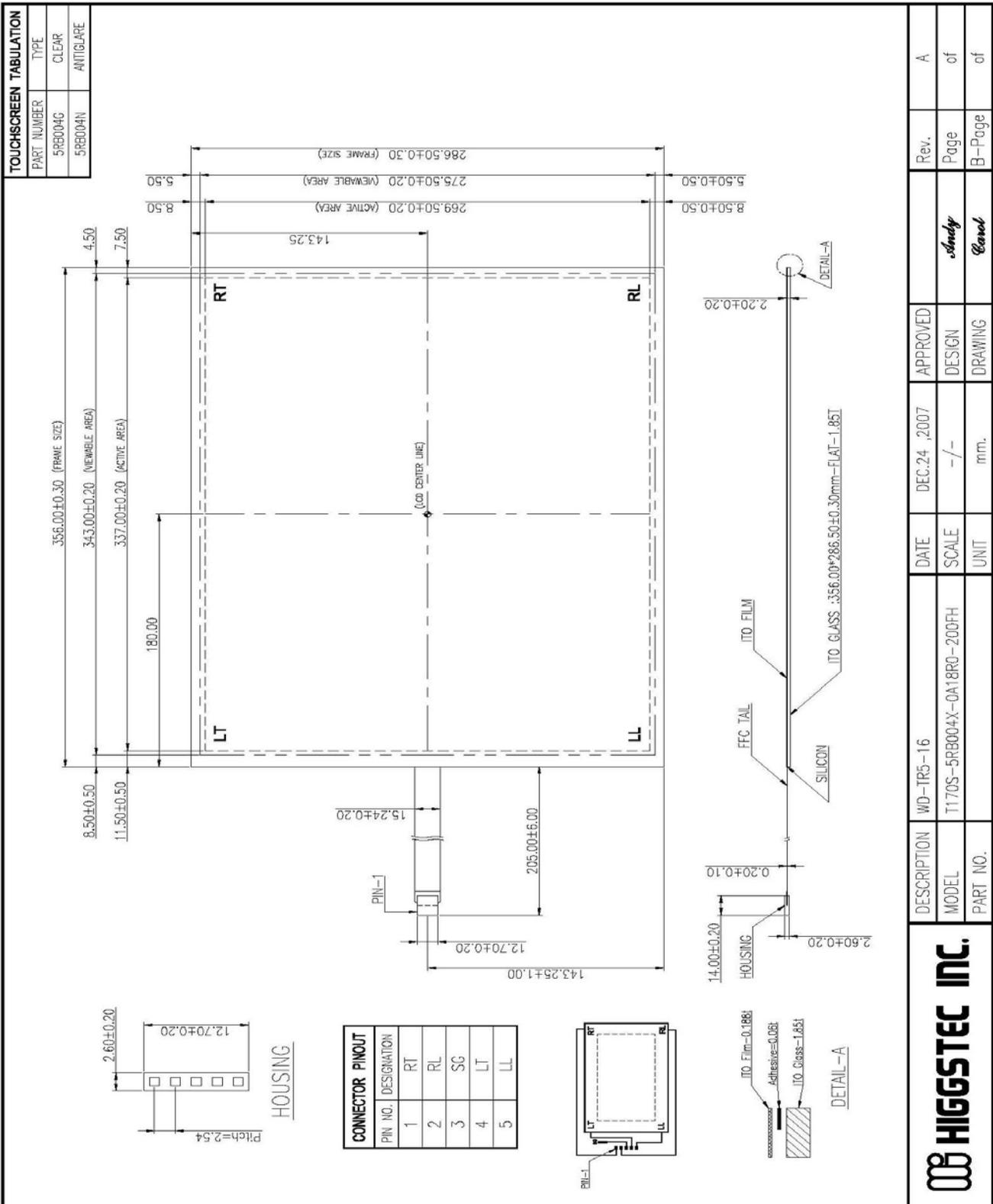
Points to clean

* CAUTION! *

Always Do this Thermal Head maintenance regularly at least every 2 months.
Otherwise the lifetime of the Thermal head will reduce.



TOUCH SCREEN PANEL DETAIL



Snap Shot is using a Fremont LCD Open Frame Display Model No OF170-2R, the inbuilt touch screen is a Higgstec Touch Screen Panel Model HT-170F-5RB-004N-18R-200FH using a Model HT-580 Touch Controller.



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 fiberglass or acrylic can be buffed out using car polish or cut and polish.

*** CAUTION! ***

Do not use solvents on the 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! ***

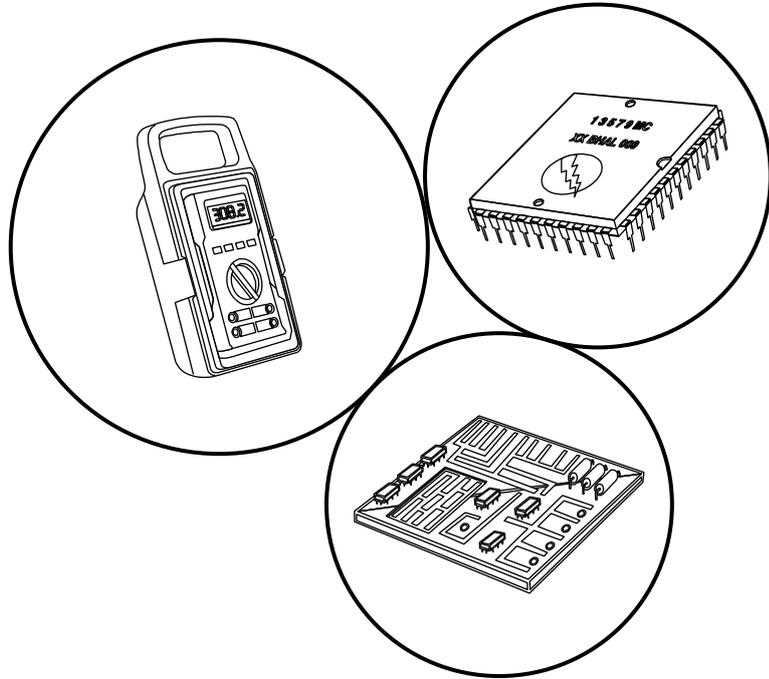
Always turn **OFF** Mains power and unplugged the game, before cleaning the interior of the machine.

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 through the Sounds, Lamps and Display Test. 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.

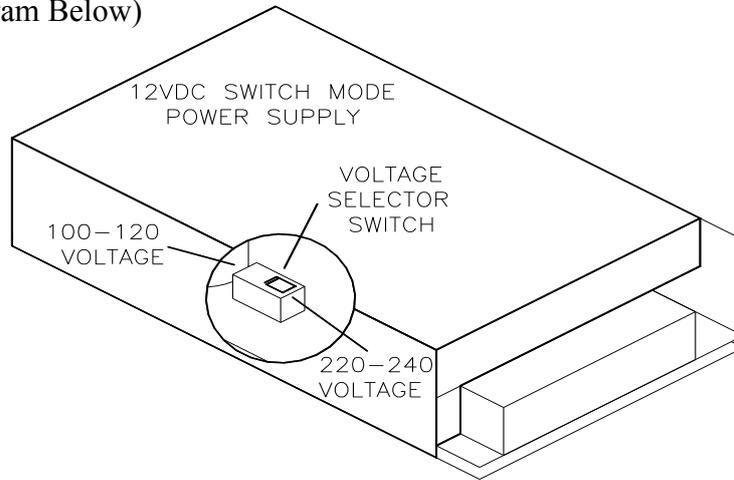


B

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)

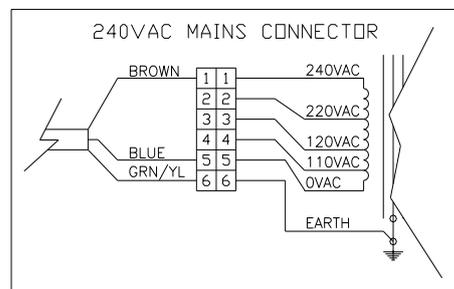
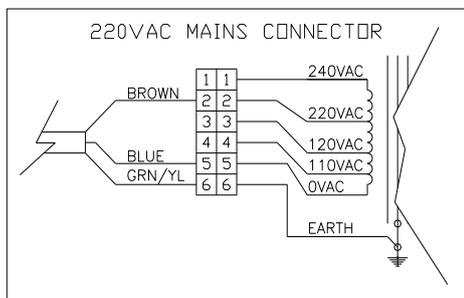
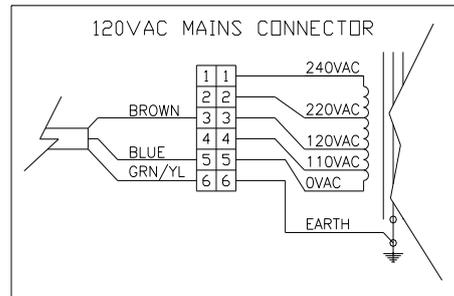


■ TRANSFORMER CONNECTORS

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)

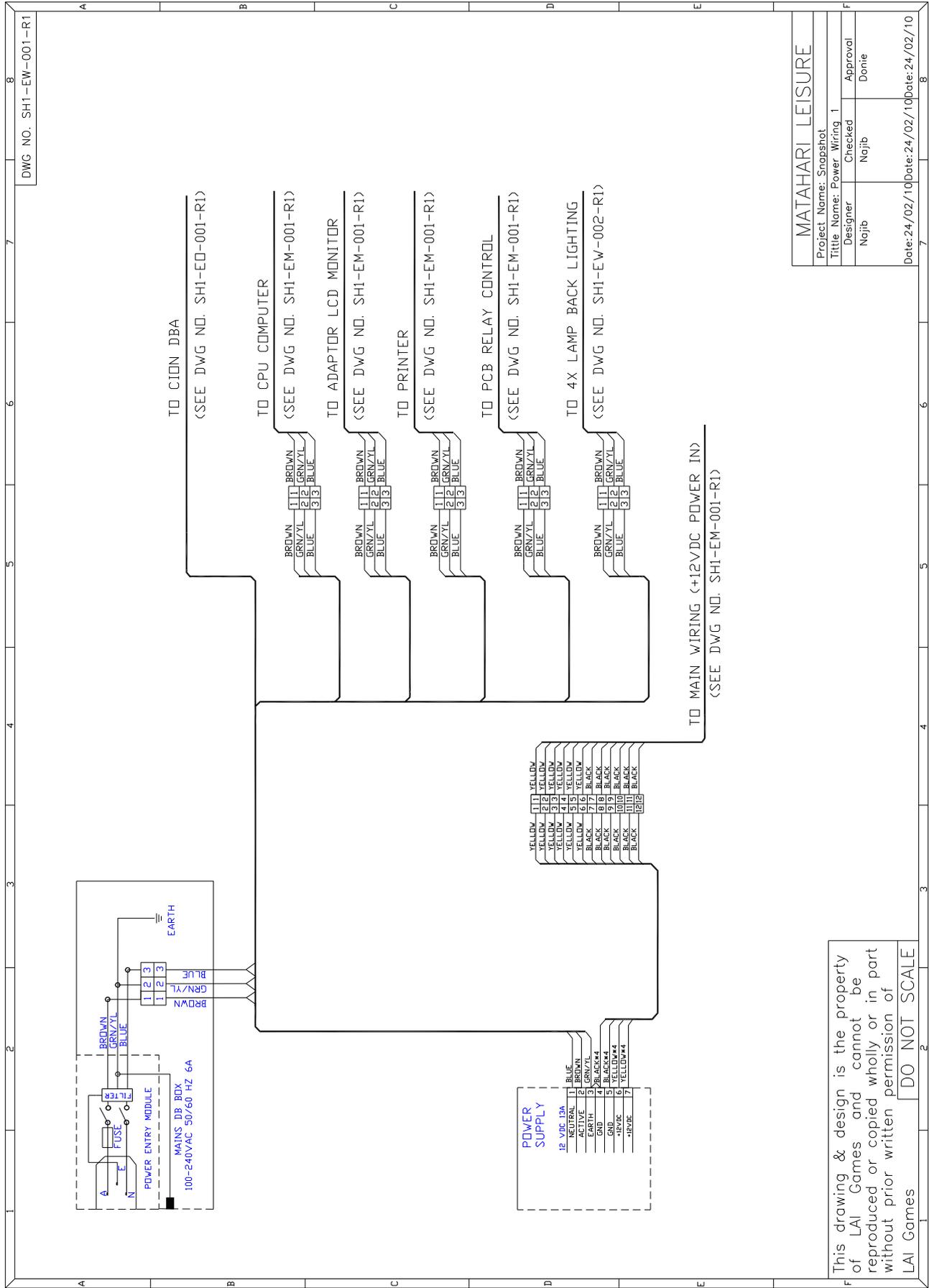
6 WAY CONNECTOR PINOUT

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

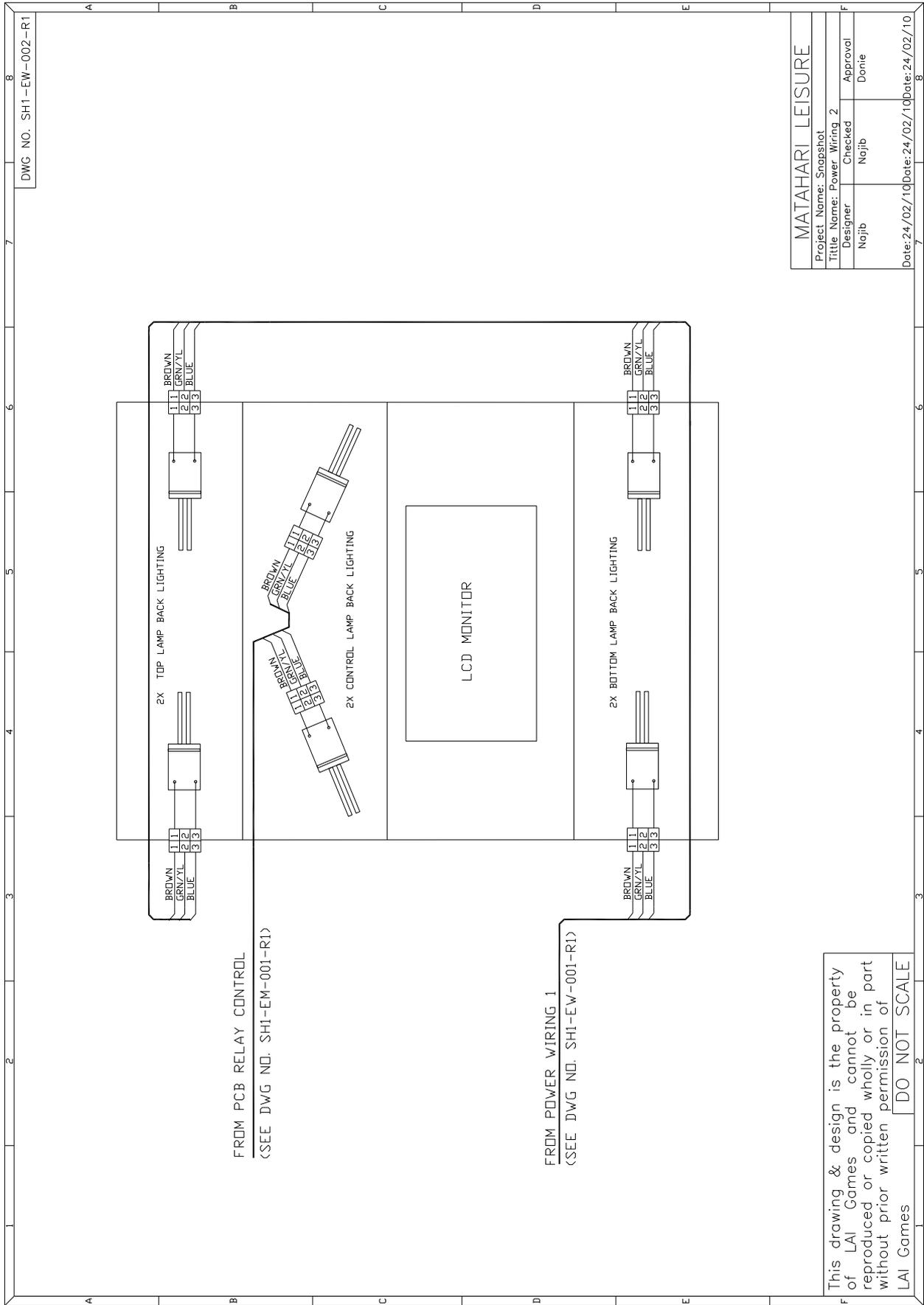




SNAP SHOT POWER WIRING 1



SNAP SHOT POWER WIRING 2

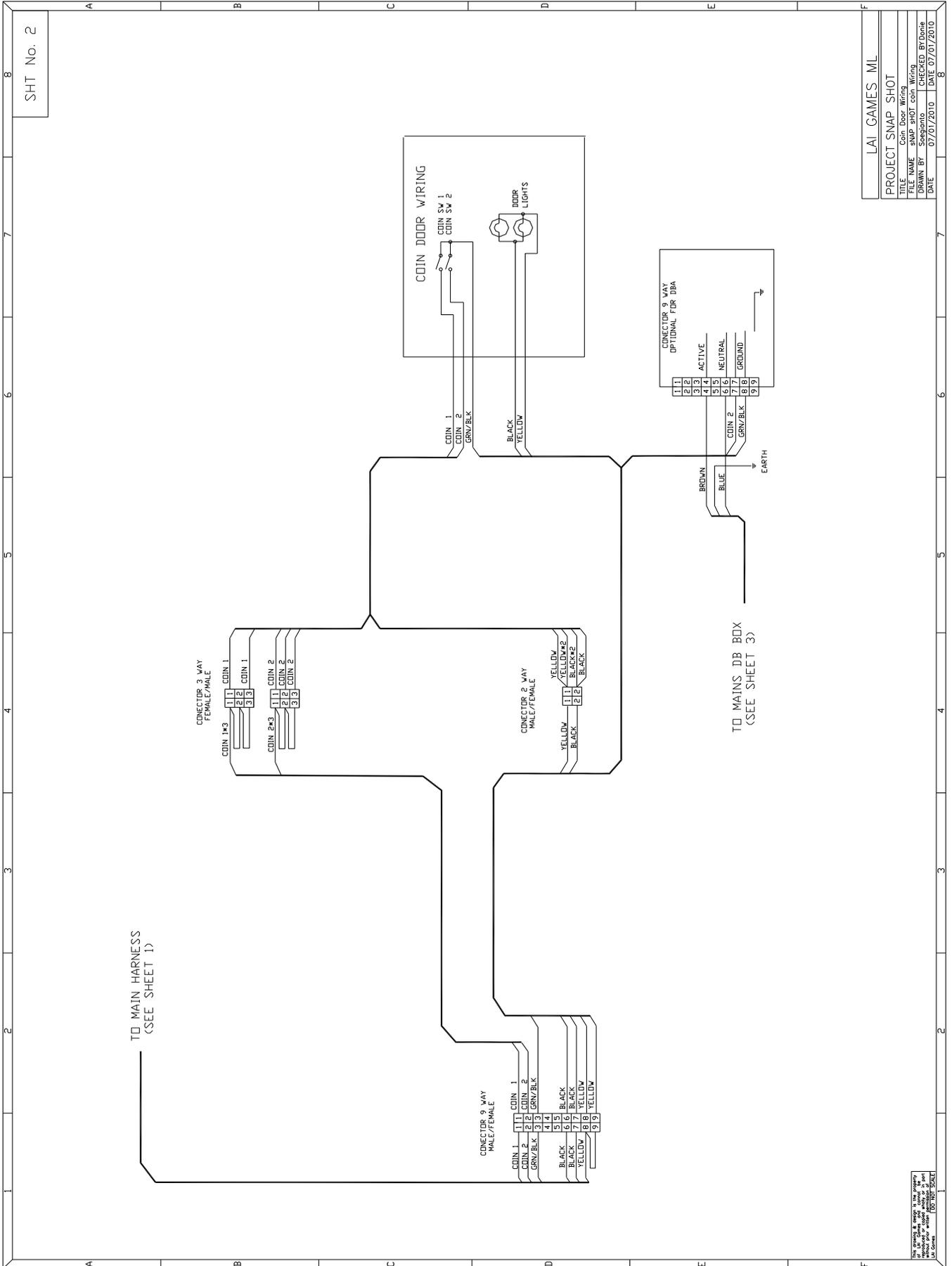


MATAHARI LEISURE	
Project Name: Snapshot	Approval
Title Name: Power Wiring 2	Checked
Designer	Approval
Nojib	Nojib
Date: 24/02/10	Date: 24/02/10

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SNAP SHOT COIN WIRING



LAI GAMES ML	
PROJECT	SNAP SHOT
TITLE	Coin Door Wiring
FILE NAME	SNAP SHOT coin Wiring
DRAWN BY	Sergio
CHECKED BY	Donie
DATE	07/01/2010

SEE DRAWING & WIRING TO THE OPERATOR'S MANUAL FOR THE SNAPSHOT COIN WIRING. THE WIRING IS SUBJECT TO CHANGE WITHOUT NOTICE. LAI GAMES

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