OPERATORS MANUAL
SNAPSHOT 2
V1.2 AND ABOVE

PLEASE NOTE:
Read this manual BEFORE operating the machine.
Keep this manual for your reference.

© LAI Games
Correspondence regarding this machine should be addressed to your closest LAI Games office, or LAI Games Distributor. For contact details, refer to the back page of this manual.

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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! *  
Is 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.  
**Always** grasp the plug, not the line cord, when unplugging the game from an electrical outlet.  
**Always** connect the Game Cabinet to a 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.
MACHINE INSTALLATION AND INSPECTION

When installing and inspecting **Snapshot 2**, 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.

- Check that the rubber glide feet levelers are set correctly 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!

  **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)
INTRODUCTION
Congratulations on your purchase of **Snapshot 2** by LAI Games. We hope you take the time to read this manual and learn about the many features and user-friendly adjustments that can be made to fine-tune the game for maximum earning potential.

DESCRIPTION
**Snapshot 2** is a photo booth with dual cameras and mobile integration that lets the players choose which game mode they want to play, and offers a variety of photo decoration options unique to each mode. The **Snapshot 2 Companion** app is available on both iOS and Android as a companion app to the **Snapshot 2** photo booth.

SNAPSHOT 2 COMPANION APP
Using the Snapshot mobile app, players are able to transfer photos between the booth and their mobiles allowing them to share images with an unlimited number of social networks and applications, as well as import and print any photo from their mobile.

PACKAGING
CONTENTS
- The Snapshot 2 cabinet
- Operator Manual
- 1 x USB (preloaded with game system image) (In cash box)
- 2 x coin door keys
- 2 x pad lock
- IEC Power Cord (In cash box)
- Parts & Accessories (In cash box)

SPECIFICATIONS
DIMENSIONS
- Weight: 245kg (540.1lb) (excluding packaging)
- Weight: 250kg (573.2lb) (including packaging)
- Height: 1997.6mm (78.6”) (including header)
- Height: 1821mm (71.7”) (excluding header)
- Width: 1019mm (40.1”)
- Length: 1369.6mm (53.9”)
- Cabinet Power: Maximum 350W
- Printer Power: Maximum 350W

ELECTRIC SUPPLY
The game can operate on a universal mains input voltage between 88-264VAC 50/60Hz single phase. The supply must be a three wire grounded supply. An adjustment screw is available for fine-tuning the output voltage.
LOCATION REQUIREMENTS

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

ASSEMBLY

EXTENDING THE CABINET

- Remove two the bolts on the floor and two bolts on ceiling as pictured above.
- Pull the back of the cabinet away from the rest of the cabinet.
When the cabinet is fully extended, refasten the four bolts that were removed in the previous step.
GAMEPLAY AND MODES

HOW TO PLAY

- Pay to play
- Select a game mode
- Take your photos (in masquerade mode, decorations are picked first)
- Decorate your photos
- Choose your print layout
- Collect your photos

OR

- Pay to play
- Log in using the Snapshot app
- Select two photos from your account
- Decorate your photos
- Choose your print layout
- Collect your photos

CLASSIC MODE
Classic mode allows players to take six quick photos, and apply a single filter to all the photos.

FILTER AND DECORATE MODE
Filter and decorate mode allows players to take two photos, apply a preset combination of effects to them, as well as adding stickers and drawing on the photos. Once they're done, they can select a print layout.

MASQUERADE MODE
Masquerade mode allows players to select two masquerades and then take photos that fit into them. Once they're done, they can select a print layout.

ATTRACT MODE
Snapshot 2 has an external monitor that shows a slideshow of photos taken within the Snapshot 2 photo booth, displaying the content to potential players.

PLAY MODE
Snapshot 2 has two play modes. The standard Coin Play mode, where a coin or coins are inserted, or Free Play mode, where no coins are necessary.

COIN PLAY
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
Free play can be set in one of three ways:
- Entering the operator menu by pressing the red TEST button, then entering the game settings. From here, enter free play settings and turn free play mode on.
- For a single free game, just press the green SERVICE button once.
- Push and hold the green SERVICE button for 5 seconds. This is a temporary free mode, and the game will return to normal when reset.
OPERATION

OPERATOR MENU GUIDE

- MAIN MENU
  - GAME SETTINGS
    - COIN SETTINGS
    - BONUS CREDITS
    - FREE PLAY
    - SOUND SETTINGS
  - AUDITS
  - INPUT AND OUTPUT TESTS
    - LAMP TESTS
    - INPUT TESTS
    - AUDIO TESTS
  - ERRORS
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  - PRINTER
    - TEST PRINT
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  - SYSTEM SETTINGS
    - EXTERNAL SCREEN SIDE
    - PHOTO STORAGE
    - SCREEN CALIBRATION
    - CAMERA ALIGNMENT
    - TIME AND DATE SETTINGS
  - SYSTEM DIAGNOSTICS
    - COPY LOGS
  - NETWORK SETTINGS
    - CONNECT TO NETWORK
    - TEST CONNECTION
  - LANGUAGE
GAME SETTINGS
Game settings can be accessed from the main menu of the operator menu. Use the blue UP and DOWN buttons to scroll to the game settings button and press the red TEST button to enter game settings.

COIN SETTINGS
- **Coin 1 Number of Coins** (Default: 1, Adjustable: 1-20)
  The number of coins that need to be inserted into coin mechanism one, for each credit.

- **Coin 1 Games per Credits** (Default: 1, Adjustable: 1-20)
  The number of games for each credit inserted into coin mechanism one.

- **Common Coin** (Default: On, Adjustable: On/Off)
  This controls the dual coin system. When set to off, both coin systems are separate (double coin system), when set to on, both coin inputs will be combined and into a single accumulated pool.
  **Example:** This is often used with a DBA set on 25c pulses and 25c coin mech.
  **NOTE:** The value of both inputs needs to be the same.

- **Coin 2 Number of Coins** (Default: 1, Adjustable: 1-20)
  The number of coins that need to be inserted into coin mechanism two, for each credit.

- **Coin 2 Games per Credits** (Default: 1, Adjustable: 1-20)
  The number of games for each credit inserted into coin mechanism two.

BONUS CREDITS
- **Level One** (Default: Off, Adjustable: On/Off)
  Defines if the first level of bonus credits is active or not.
  - **No. of Coins:** This sets the number of coins that need to be inserted into coin mechanism 1 to reach the bonus credit level 1.
  - **Bonus Credits:** This sets the number of bonus credits that are given when credit level 1 is reached. This is the number of bonus credits given, on top of what has been paid for.
  - **Total Credits:** This sets the total number of credits given when level 1 is reached.

- **Level Two** (Default: Off, Adjustable: On/Off)
  Defines if the second level of bonus credits is active or not.
  - **No. of Coins:** This sets the number of coins that need to be inserted into coin mechanism 1 to reach the bonus credit level 2.
  - **Bonus Credits:** This sets the number of bonus credits that are given when credit level 2 is reached. This is the number of bonus credits given, on top of what has been paid for.
  - **Total Credits:** This sets the total number of credits given when level 2 is reached.

- **Level Three** (Default: Off, Adjustable: On/Off)
  Defines if the third level of bonus credits is active or not.
  - **No. of Coins:** This sets the number of coins that need to be inserted into coin mechanism 1 to reach the bonus credit level 3.
- **Bonus Credits**: This sets the number of bonus credits that are given when credit level 3 is reached. This is the number of bonus credits given, on top of what has been paid for.
- **Total Credits**: This sets the total number of credits given when level 3 is reached.

**FREE PLAY SETTINGS**

- **Free Play Mode** (Default: Off, Adjustable: On/Off)
  Defines if the machine is running in free play mode.
- **Give Prizes** (Default: Off, Adjustable: On/Off)
  Defines if the machine prints photos when in free play mode.
- **Show Waiver** (Default: Off, Adjustable: On/Off)
  Defines if the attract mode shows a marketing waiver when in free play mode.

**SOUND SETTINGS**

- **Game Volume** (Default: 10, Adjustable: 1-10)
  The volume of the audio during gameplay.
- **Attract Mode Sound** (Default: On, Adjustable: On/Off)
  Defines whether the attract mode audio is played continuously, at set intervals, or is turned off completely.
- **Attract Volume** (Default: 10, Adjustable: 1-10)
  The volume of the audio during attract mode.
- **Attract Mode Audio Delay** (Default: Off, Adjustable: 1/2/5/10/15/20/30/60/Off)
  Defines the intervals in minutes between the attract mode audio loop being played.
AUDITS

1. Total Coins Mech 1
   The total number of coin mech 1 pulses since the audits were last cleared

2. Total Coins Mech 2
   The total number of coin mech 2 pulses since the audits were last cleared

3. Bonus Credits
   The total number of bonus credits issued

4. Service Credits Used
   The total number of service credits issued since the audits were last cleared

5. Credits Used
   The total number of credits used

6. Games Played
   The total number of games played

7. Classic Mode %
   The percentage of players that chose to play Classic Mode

8. Filter Mode %
   The percentage of players that chose to play Filter and Decorate mode

9. Masquerade Mode %
   The percentage of players that chose to play Masquerade Mode

10. Average Game Time
    The average amount of time, in seconds, one game lasts for

11. Total Prints
    The total number of prints

12. Average Number of Printer Per Game
    The average number of photos printer per game

13. One Extra Print Percentage
    The percentage of players that purchased one extra print

14. Two Extra Prints Percentage
    The percentage of players that purchased two extra prints

15. Three Extra Prints Percentage
    The percentage of players that purchased three extra prints

16. Total Number of Extra Prints
    The total number of extra prints that have been purchased

17. Total Number of Extra Prints Percentage
    The total percentage of players that have purchased at least one extra print

18. Print Failures
    The total number of failed prints

19. Logged In Percentage
    The percentage of game plays that had a user logged in
INPUT AND OUTPUT TESTS

LAMP TESTS

- **PHOTO SLOT LIGHT**
  Test the photo slot light, located at the top of the print chute.

- **TOP CAMERA LIGHT**
  Test the arrow lamp that points to the top camera, located directly beneath the top camera.

- **COUNTDOWN LIGHT 1**
  Test the first countdown light, number one, located above the bottom camera.

- **COUNTDOWN LIGHT 2**
  Test the second countdown light, number two, located in the center of the two cameras.

- **COUNTDOWN LIGHT 3**
  Test the third countdown light, number three, located below the top camera.

- **BOTTOM CAMERA LIGHT**
  Test the arrow lamp that points to the bottom camera, located directly above the bottom camera.

- **BOOTH LIGHTING 1**
  Test the interior booth lighting by scaling up the brightness from one to ten.

- **BOOTH LIGHTING 2**
  Test the interior booth lighting by scaling up the brightness from one to ten.

- **BOOTH LIGHTING 3**
  Test the interior booth lighting by scaling up the brightness from one to ten.

- **RED RGB**
  Test the red RGB lighting by scaling up the brightness from one to ten.

- **GREEN RGB**
  Test the green RGB lighting by scaling up the brightness from one to ten.

- **BLUE RGB**
  Test the blue RGB lighting by scaling up the brightness from one to ten.

INPUT TESTS

Test all the inputs on the cabinet. A cross in the checkbox indicates that the input is receiving a signal.

AUDIO TESTS

- **TEST INTERNAL SPEAKERS**
  Play a voice over through the internal speakers.

- **TEST INTERNAL SPEAKERS**
  Play a voice over through the external speakers.
# ERRORS

<table>
<thead>
<tr>
<th>Error Name</th>
<th>Cause</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>Coin Jammed</td>
<td>The coin sensor has been pressed for a long period of time.</td>
<td>Release the coin sensor to clear the error. See Input Tests in the Input and Output Tests section of the operator menu to check the status of the coin mech sensor.</td>
</tr>
<tr>
<td>Input Jam</td>
<td>There is an input that has been receiving a signal for a long period of time. This includes all buttons.</td>
<td>See Input Tests in the Input and Output Tests section of the operator menu to see which button is being detected as pressed. Ensure that this button isn’t stuck.</td>
</tr>
<tr>
<td>No Bundles</td>
<td>The software cannot find any content bundles to load</td>
<td>Reflash the game using the USB that came in the original packaging. See the section in this manual on “Updating a Cabinet Using a Bootable USB” for instructions.</td>
</tr>
<tr>
<td>Printer Not Found</td>
<td>The printer was not detected when the machine started up.</td>
<td>Check all the printer cables are connected properly and restart the machine.</td>
</tr>
<tr>
<td>Printer Error</td>
<td>An error occurred while printing.</td>
<td>Check that nothing is blocking the printer slot. Press the “Feed and Cut” button on the printer to ensure that the paper or ink roll isn’t jammed.</td>
</tr>
<tr>
<td>Printer Disconnected</td>
<td>The printer has been disconnected.</td>
<td>Check that the printer is turned on and the cables are securely plugged in and restart the machine.</td>
</tr>
<tr>
<td>Printer Busy</td>
<td>The printer is busy, it may be trying to print documents in the printer queue</td>
<td>Give the printer some time to finish printing any backed up documents, then try printing again.</td>
</tr>
<tr>
<td>Printer Data Transfer Error</td>
<td>The printer cannot transfer data.</td>
<td>Please check that the printer is turned on and the cables are securely plugged in.</td>
</tr>
<tr>
<td>Printer Out of Ink</td>
<td>The printer has run out of ink.</td>
<td>Please install a new ink ribbon, then perform a successful print to clear the error.</td>
</tr>
<tr>
<td>Printer Out of Paper</td>
<td>The printer has run out of paper.</td>
<td>Please install a new paper roll, then perform a successful print to clear the error.</td>
</tr>
<tr>
<td>Printer Paper Jam</td>
<td>There is a paper jam.</td>
<td>Please clear the jam and press the &quot;Feed and Cut&quot; button on the front of the printer or perform a successful print to clear the error.</td>
</tr>
<tr>
<td>-------------------</td>
<td>----------------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Printer Ink Ribbon or Paper Roll Incorrect</td>
<td>There is an incorrect ink ribbon or paper roll installed.</td>
<td>Please check that both are installed correctly and are the correct type for this printer.</td>
</tr>
<tr>
<td>Printer Ink Ribbon Incorrect / Error</td>
<td>There is an incorrect ink ribbon installed or the ink ribbon has been installed incorrectly.</td>
<td>Please check that the ink ribbon is installed correctly and is the correct type for this printer.</td>
</tr>
<tr>
<td>Printer Paper Roll Incorrect</td>
<td>There is an incorrect paper roll installed.</td>
<td>Please check that the paper roll is installed correctly and is the correct type for this printer.</td>
</tr>
<tr>
<td>Printer Overheated</td>
<td>The printer has overheated.</td>
<td>Turn off the printer to let it cool down and increase the air flow around it.</td>
</tr>
<tr>
<td>Printer Door Open</td>
<td>The printer door is open.</td>
<td>Please shut the printer door to resume printing.</td>
</tr>
<tr>
<td>Printer Mechanical Error</td>
<td>There is a mechanical error.</td>
<td>Press the &quot;Feed and Cut&quot; button on the front of the printer or perform a successful print to clear the error.</td>
</tr>
<tr>
<td>Printer Turned Off While Printing</td>
<td>The printer was turned off while printing.</td>
<td>Please check that the printer is turned on and the cables are securely plugged in.</td>
</tr>
<tr>
<td>Other Printer Errors</td>
<td>There are a number of other unlikely printer errors which can be caused.</td>
<td>If an error is not listed here, please check all the printer cables, clear the printer slot and restart the machine. The “Feed and Cut” button can be useful in solving other printer errors.</td>
</tr>
<tr>
<td>Corrupted Config File</td>
<td>The game was switched off during a critical point in saving data.*</td>
<td>The game automatically recovers from this error, but please check all the game settings, as they may have reverted back to their default settings.</td>
</tr>
</tbody>
</table>
*Please note that in most cases, there will be no issues caused by switching a game off at any point during operation or from sudden power failures. Corrupted data errors will only occur if all data backups are corrupted simultaneously, which is highly unlikely.

**CURRENT ERRORS**

This menu lists information on all current/active errors. Further information on the error is provided in the information box on the left of the top screen. Use the UP and DOWN buttons to select an error, then press the red TEST button to attempt to clear it or be taken to the relevant menu for troubleshooting.

**ERROR HISTORY**

This section lists all errors, both current and already cleared. The type of error, date it occurred on and the date it was cleared on (if applicable) are listed.

**ERROR SETTINGS**

There are a number of ways the **Snapshot 2** cabinet can notify you that there is an error with the machine. These can be switched on or off in the operator menu by entering Errors and then Error Settings. The silent red lighting alert is the default setting. The error history can also be cleared by pressing the red TEST button with the clear error history option selected.

<table>
<thead>
<tr>
<th>Alert Type</th>
<th>Options</th>
<th>Default Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>Voice Over Warning</td>
<td>On/Off</td>
<td>Off</td>
</tr>
<tr>
<td>On Screen Warning</td>
<td>On/Off</td>
<td>On</td>
</tr>
<tr>
<td>Red Light Warning</td>
<td>On/Off</td>
<td>Off</td>
</tr>
</tbody>
</table>

**CLEAR ALL ERRORS**

This button will clear all current errors as well as the error history.

**PRINTER**

This page will show the name of the printer and how many prints are remaining on the bottom right hand of the screen.

- **Print Photos** (Default: On, Adjustable: On/Off)
  Enable or disable printing the players photo at the end of a game.
- **Watermarks On Prints** (Default: On, Adjustable: On/Off)
  Enable or disable the watermark on the bottom of each print.
- **TEST PRINT**
  Perform a test print. If successful, this will clear any current printer errors.
- **PRINT LAST PHOTO**
  Reprint the last photo sent to the printer. If successful, this will clear any current printer errors.
- **RESET PRINTER DRIVERS**
  If a new printer has been installed or the printer not found error is appearing, reset the printer drivers and restart the cabinet. The game will automatically reinstall the printer drivers.
SYSTEM SETTINGS

- **External Screen Side** (Default: Left Side, Adjustable: Left Side/Right Side)
  Set which side of the booth the external screen and printer are located on.
- **App Functions** (Default: Left, Adjustable: Left/Right)
  Allow users to log in with the Snapshot app and gain access to extra features. NOTE: You must have an internet connection to your Snapshot booth for app functions to work.
- **Upsell Option** (Default: On, Adjustable: On/Off)
  Enable or disable the option at the end of a game to purchase extra prints.

PHOTO STORAGE

- **Save Photos** (Default: Off, Adjustable: On/Off)
  Enable or disable saving a digital copy of all the photos taken. NOTE: If you are saving your customers photos, please let them know.
- **Number of Photos Saved** (Default: 500, Adjustable: 1-500)
  Set the maximum number of photos to save. When this limit is reached, old photos will be deleted to make space for new photos.
- **Copy Photos**
  Copy all currently stored photos to a USB device.
- **Delete Photos**
  Delete all photos currently stored.

SCREEN CALIBRATION

This menu is used for calibrating the touch screen.

CAMERA ALIGNMENT

The currently highlighted camera will show a live feed on the right hand side of the screen. If the top and bottom cameras are not assigned correctly, use the Swap Camera Positions button to swap the position of the cameras. NOTE: Swapping the cameras will restart the game.

TIME AND DATE SETTINGS

Change the system time and date, as well as the format in which the time and date will be displayed in all menus.

SYSTEM DIAGNOSTICS

COPY LOGS

Automatically copies a zip file onto a USB that contains all relevant game data. LAI Games support may request this file to assist in troubleshooting. A message will show on screen to notify you if the file has been copied successfully.

LANGUAGE

Change the language of all in game text.
NETWORK SETTINGS

To take advantage of the full set of Snapshot 2 features, LAI Games strongly recommends that you connect your Snapshot 2 booth to the internet. This allows players to access a host of extra features available when using the free Snapshot 2 Companion app and highly incentivizes repeat plays. The Network Settings menu can be used to connect to a wired or wireless network. On the right side of the menu, information for all currently connected adapters is shown. The Quixant comes with two Ethernet adapters installed. If you plug in your own network adapter, please wait a few seconds for the list to refresh.

CONNECT TO A NETWORK

WIRED NETWORK

1. Plug an Ethernet cable into one of the two Ethernet ports on the Quixant.
2. Enter the operator menu and navigate to the Network Settings menu.
3. Select Connect to a Network.
4. Select the first option, “Wired Network.”
5. Press the red TEST button to connect to the selected network.
6. Wait for the software to confirm the connection.
7. You should now be connected to the internet. This can be confirmed by checking that the “Wired Network” label is now green and has a small “connected” label underneath it.
8. Press back to return to the Network Settings menu. The adapter being used should now have a green “Connected” status.

WIRELESS NETWORK

1. Plug a wireless network adapter into one of the available USB ports.
2. Enter the operator menu and navigate to the Network Settings menu.
3. Select Connect to a Network.
4. Allow the menu a few seconds to refresh, then select the wireless network you wish to connect to.
5. Press the red TEST button to connect to the selected network.
6. If a password is required, you will be prompted to enter it using the onscreen keyboard.
7. Wait for the software to confirm the connection.
8. You should now be connected to the internet. This can be confirmed by checking that the wireless network name you connected to is now green and has a small “connected” label underneath it.
9. Press back to return to the Network Settings menu. The adapter being used should now have a green “Connected” status.

TEST CONNECTION

To test the current network connection, select Test Connection and press the red TEST button. The software will attempt to connect to the internet.

BOOTH REGISTRATION

By registering your Snapshot 2 booth with LAI Games, it will become visible to everyone who has downloaded the free Snapshot 2 Companion app. The Find Snapshots feature in the app allows users to view a map showing them exactly where to find your Snapshot photo booth.

To register your booth, simply email snapshot@LAIGames.com with the name and address of your location, as well as a short description to help players locate the booth. A confirmation email will be sent to you when the registration is complete.
SECTION A: SERVICE INSTRUCTIONS

*NOTE*
Be sure to read the following carefully before servicing the machine.

LOCATING AND ACCESSING PARTS
The following pictures identify the location of the main serviceable items.

CABINET REAR
OPERATOR PANEL – SERVICE CONTROLS

- Utility Button
- Service / Back button
- Up button
- USB Port
- Counters 3x
- Volume knob
- Test / Enter button
- Down button

MONITOR CONTROLS

- Power button
- Up button
- Down button
- Select button
- Menu button
- Power LED
- Auto button
PARTS DESCRIPTION

SPEAKERS
4 speakers are used for system sounds. Left audio channel is used for the 2 outside speakers and the right is used for the 2 inside speakers.

COUNTERS
Counters will increment for each coin input and each photo printed. All counters are under software control. COIN1/COIN2 counters are triggered by the coin mechanism inputs. PRINT OUT counter is triggered every time the print sensor is triggered.

BUTTONS
Press the green SERVICE/BACK button to issue a service credit from attract mode.
Press the red TEST/ENTER button to enter the operator menu from attract mode.
When in the operator menu, use all four buttons to navigate through the menu.

VOLUME KNOB
Use to adjust the speaker’s sound level.

POWER INLET/MAINS SWITCH
The power inlet is a standard IEC inlet socket with mains power switch, located at the rear of the machine. There is a main power fuse internal in this IEC socket. The fuse should be a M205, 250VAC, 3A.

* WARNING! *
ALWAYS turn OFF mains power and unplug the game before replacing any fuses, and
ALWAYS use the correct rated fuse.

POWER SUPPLY
The power supply is located at the back of the cabinet, and is accessed via the rear service panel of the machine. It is a SP-320-12 12V 25A Universal AC input switching power supply. It can handle AC input from 100-240VAC at 50/60Hz. An adjustment screw is available for fine-tuning the output voltage.
LAMPS

* WARNING *
Always turn OFF mains power and unplug the game, before replacing any lamps.
Always replace the lamps with the same or equivalent size, wattage and voltage.

COIN DOOR LAMPS (LED)
The coin door lamps all are 12V/DC T10 LED or equivalent and can be accessed via the coin door.

BUTTON LAMPS (LED)
The button lamps all are 12V/DC T10 LED or equivalent and can be accessed by removing the operator panel.

BOOTH LIGHTING (LED)
Internal booth lighting is all white LED strip and can be accessed by removing the holder brackets behind the rear service panel. Always replace LED booth lighting strip with the same type as different lighting levels can dramatically affect photo quality.

MAINTENANCE

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. Check all LED strips are functioning and repair as required.
- Check the monitor image is clear.
- Wipe the monitor clean with a soft damp cloth.

INTERIOR
- Regularly dust and vacuum the interior of the cabinet, taking care to remove any objects that may have fallen.
- 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.
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.

POWER SUPPLY
The single universal AC input power supply generates 12VDC for the entire machine. The green LED indicates powered operation.
The power supply output voltage should be 12VDC. It can be adjusted when necessary by turning the blue adjustment trimpot with a small Philips screwdriver.
**COIN OPTIONS REFERENCE GUIDE**
By default, the coin door contains a micro switch connected to the COIN2 input for crediting the machine.

A 9 way Molex connector has been installed on the coin door which can be optionally used to make adaptors for most electronic coin systems and comparators. The following picture illustrates the connector pinout.

Shell part number: Molex 03-09-1092

Pins:
- Molex 02-09-1119 (loose)
- Molex 02-09-1117 (chain)

PIN1 = GND
PIN2 = COIN1 input
PIN3 = 12VDC
PIN7 = GND
PIN8 = COIN2 input
PIN9 = 12VDC

Contact your nearest LAI Games distributor for harnessing to suit different coin comparators and bill acceptors.

**CARD SYSTEM REFERENCE GUIDE**
A 21 pin connector exists inside the coin door for connection to a card system.

Mating shell part number: JST YLP-21V

Pins part number: SYF-01T-P0.5A (for AWG26-20)

PIN1 = COIN1 Input
PIN2 = COIN2 Input
PIN3 = COIN1 METER Output
PIN4 = COIN2 METER Output
PIN5 = TICKET 1 DRIVE (from GAME)
PIN6 = TICKET 1 DRIVE (to MECH)
PIN7 = TICKET 2 DRIVE (from GAME)
PIN8 = TICKET 2 DRIVE (to MECH)
PIN9 = TICKET 1 NOTCH (to GAME)
PIN10 = TICKET 1 NOTCH (from MECH)
PIN11 = TICKET 2 NOTCH (to GAME)
PIN12 = TICKET 2 NOTCH (from MECH)
PIN13 = 12VDC POWER Output
PIN14 = 12VDC POWER Output
PIN15 = GND
PIN16 = GND
PIN17 = PRIZE METER Output
PIN18 = MINOR METER Output
PIN19 = TICKET METER Output

Ticket mech connections allow a card system to intercept the ticket mech signals. If no card system is connected then ensure the loopback connector is installed (connects PIN5 to PIN6 and PIN9 to PIN10).

Ensure no more than 1A total is drawn from pins 13 and 14.

SECURITY DONGLE
A security dongle is required to be plugged in before the game application will start. If the dongle is missing, the game will not run, and the screen will remain black.
The dongle plugs into any USB port and must remain plugged in at all times.

QUIXANT QXi-200
The front and rear panels as well as required connections are shown below.

DVI-D – connects to monitor.
USB – connects to the security dongle. The port is not specific, when operating the green LED will be on solid.
COM4 – connect to RGB Controller PCB.
SATA LED – flashes to indicate disk activity.
+3.3V – lights when internal power regulator is operating.
+12V – lights when the QXi-200 has power. Power supply must be between 8~14VDC to operate.
The rear panel contains connections for the FB182 IO PCB, power supply and speaker. All connections are required to be plugged in for proper operation.

J1, J2, J3, J4, J5 – connect to FB194.
PWR – Connects to the 12VDC power supply.
FB194 CONNECTOR WIRING

<table>
<thead>
<tr>
<th>Fuse</th>
<th>Value</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>FUSE 1</td>
<td>1A Fast</td>
<td>J1 camera indicator (pin 5)</td>
</tr>
<tr>
<td>FUSE 2</td>
<td>3A Fast</td>
<td>J11 fused power (pins 3,4)</td>
</tr>
<tr>
<td>FUSE 3</td>
<td>3A Fast</td>
<td>J8 counter power (pins 6,7)</td>
</tr>
<tr>
<td>FUSE 4</td>
<td>3A Fast</td>
<td>J11 high side switched power (pins 5,6)</td>
</tr>
<tr>
<td>FUSE 5</td>
<td>1A Fast</td>
<td>PCB logic supply</td>
</tr>
</tbody>
</table>

CONNECTORS

**J1 – Indicators**

1. Camera Indicator Lv1
2. Camera Indicator Lv2
3. Camera Indicator Lv3
4. +12VDC (fused)

Harness connector shell: JST VHR-5N
Harness connector pins: SVH-21T-P1.1

**J2 – Quixant I/O**

<table>
<thead>
<tr>
<th>DIN 1 – Service/Back Button</th>
<th>16</th>
<th>7</th>
<th>DIN 0 – Test/Right Button</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIN 3 – Down/Select Button</td>
<td>17</td>
<td>8</td>
<td>DIN 2 – Up/Take Win Button</td>
</tr>
<tr>
<td>DIN 5 – Coin 2</td>
<td>18</td>
<td>9</td>
<td>DIN 4 – Coin 1</td>
</tr>
</tbody>
</table>

Harness connector shell: Molex Microfit 43025-1800
Harness connector pins: Molex Microfit 43030-0001
### J3 – Quixant I/O

<table>
<thead>
<tr>
<th>Pin</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>GND</td>
</tr>
<tr>
<td>12</td>
<td>DIN 6 – Start Button</td>
</tr>
<tr>
<td>13</td>
<td>DIN 9 – Photo sensor</td>
</tr>
</tbody>
</table>

Harness connector shell: Molex Microfit 43025-2000
Harness connector pins: Molex Microfit 43030-0001

### J5 – Quixant I/O

<table>
<thead>
<tr>
<th>DOUT 9</th>
<th>13</th>
<th>1</th>
<th>DOUT 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>DOUT 11</td>
<td>14</td>
<td>2</td>
<td>DOUT 10</td>
</tr>
<tr>
<td>DOUT 13</td>
<td>15</td>
<td>3</td>
<td>DOUT 12 – LED Printer</td>
</tr>
<tr>
<td>DOUT 15 – LED Flash 1</td>
<td>16</td>
<td>4</td>
<td>DOUT 14 – LED Flash 2</td>
</tr>
<tr>
<td>DOUT 17 – LED Flash 3</td>
<td>17</td>
<td>5</td>
<td>DOUT 16 – LED Flash 4</td>
</tr>
<tr>
<td>DOUT 19</td>
<td>18</td>
<td>6</td>
<td>DOUT 18</td>
</tr>
<tr>
<td>DOUT 21</td>
<td>19</td>
<td>7</td>
<td>DOUT 20</td>
</tr>
<tr>
<td>DOUT 23</td>
<td>20</td>
<td>8</td>
<td>DOUT 22</td>
</tr>
<tr>
<td>DOUT 25 – Coin 2 Meter</td>
<td>21</td>
<td>9</td>
<td>DOUT 24 – Coin 1 Meter</td>
</tr>
<tr>
<td>DOUT 27 – Photo/Prize Meter</td>
<td>22</td>
<td>10</td>
<td>DOUT 26</td>
</tr>
<tr>
<td>DOUT 29</td>
<td>23</td>
<td>11</td>
<td>DOUT 28</td>
</tr>
<tr>
<td>DOUT 31</td>
<td>24</td>
<td>12</td>
<td>DOUT 30</td>
</tr>
</tbody>
</table>

Harness connector shell: Molex Microfit 43025-2400
Harness connector pins: Molex Microfit 43030-0001

### J8 – Counter/Meter Connection

<table>
<thead>
<tr>
<th>Pin</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Photo Meter</td>
</tr>
<tr>
<td>2</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Coin 2 Meter</td>
</tr>
<tr>
<td>4</td>
<td>Coin 1 Meter</td>
</tr>
<tr>
<td>5</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>12VDC (fused)</td>
</tr>
<tr>
<td>7</td>
<td>12VDC (fused)</td>
</tr>
</tbody>
</table>

Harness connector shell: JST VHR-7N
Harness connector pins: SVH-21T-P1.1

Meters can be connected and powered by the fused pins 6 and 7. The PCB has on-board back-EMF diodes for use with inductive meters so no additional diodes are needed in the harness nor meters. Current per meter pin should be limited to 1.5A maximum.

### J9 – Power Input

<table>
<thead>
<tr>
<th>Pin</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>12VDC</td>
</tr>
<tr>
<td>2</td>
<td>GND</td>
</tr>
<tr>
<td>3</td>
<td>GND</td>
</tr>
<tr>
<td>4</td>
<td>GND</td>
</tr>
</tbody>
</table>

Harness connector shell: JST VHR-4N
Harness connector pins: SVH-21T-P1.1
**J11 – Indicator**

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Photo exit flash lamp</td>
</tr>
<tr>
<td>2</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>12VDC (fused)</td>
</tr>
<tr>
<td>4</td>
<td>12VDC (fused)</td>
</tr>
<tr>
<td>5</td>
<td>Camera indicator 1</td>
</tr>
<tr>
<td>6</td>
<td>Camera indicator 2</td>
</tr>
<tr>
<td>7</td>
<td>GND</td>
</tr>
<tr>
<td>8</td>
<td>GND</td>
</tr>
</tbody>
</table>

Harness connector shell: JST VHR-8N
Harness connector pins: SVH-21T-P1.1

**P1 – Game Inputs**

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>GND</td>
<td>13</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>18</td>
<td>6</td>
</tr>
<tr>
<td>Utility Button</td>
<td>19</td>
<td>7</td>
</tr>
<tr>
<td>Coin 1</td>
<td>20</td>
<td>8</td>
</tr>
<tr>
<td>Up/Take Win Button</td>
<td>21</td>
<td>9</td>
</tr>
<tr>
<td>Right/Test Button</td>
<td>22</td>
<td>10</td>
</tr>
<tr>
<td></td>
<td>23</td>
<td>11</td>
</tr>
<tr>
<td></td>
<td>24</td>
<td>12</td>
</tr>
</tbody>
</table>

Harness connector shell: Molex Minifit 003901-2240
Harness connector pins: Molex Minifit 39-00-0038 (Reel)
Harness connector pins: Molex Minifit 39-00-0039 (Loose)

**WIRING DIAGRAMS**

*(Next page)*
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(c) Any tampering with, changes to, or modifications of the licensed software that occur after the software leaves LAI Games’ factory that is not made by authorized LAI Games personnel and that is directly or indirectly caused by Operator; and

(d) Any tampering with the computer chip/electronic programmable read only memory (EPROM) by or on behalf of Operator that directly or indirectly causes the tamper-indicating holographic seal on the computer chip/EPROM to be broken or damaged in any way.

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LAI Games exclusive obligation is to repair any item with any defects as a result of faulty workmanship or materials, providing the defective item or items of equipment are returned to the LAI Games distributor from which the machine was purchased.

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:

(a) A Copy of the sales invoice must accompany the claim.

(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.