



OPERATOR'S MANUAL



V 1.4.15



PLEASE NOTE:

- Read this manual **BEFORE** operating the machine.
- Keep this manual for your reference.
- Go to www.LAIGames.com click on Support to register your games and receive of future updates.



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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LAI Games

sales@laigames.com www.laigames.com



LAI Games Notes

Dear Customer,

Keep up-to-date with any new Software release or Service Bulletins for this Game.

Check our Website at www.laigames.com and click on Support, here you will find links to all the Bulletins and Software Updates to keep your game in top working order.

Thanks,





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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 unplugged 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.



MACHINE INSTALLATION and INSPECTION

When installing and inspecting “*Mini Little Masterpiece*”, be very careful of the following points 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)



INSTALL THE INK RIBBON AND PAPER IN PRINTER BEFORE OPERATING

BEFORE OPERATION

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

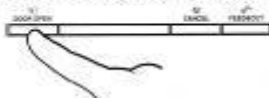
- 2 Turn on the power.**

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

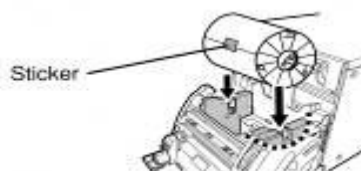
When using other than CK9035 and CK9057, remove the spacer from the paper flange. (See page 11 of the operation manual.)

Spacer

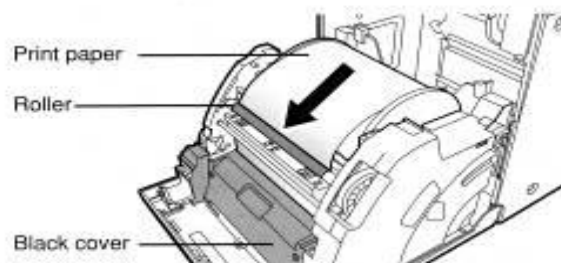


- 5 Install the print paper into the unit.**

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.**

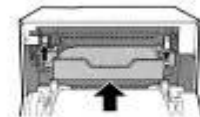
Before installing the ink cassette into this unit, load the ink ribbon (supplied as the PAPER/INK RIBBON SET) in the ink cassette as shown below.



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



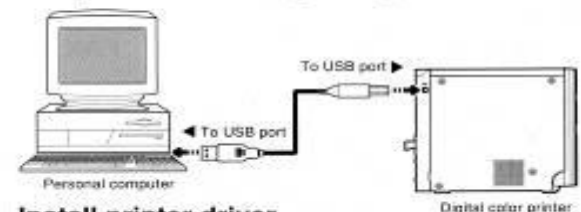
Hold the handle of the ink cassette and push it straight toward the back of the unit. Then raise it until you hear a click to secure it in the ink cassette holder.



- 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.

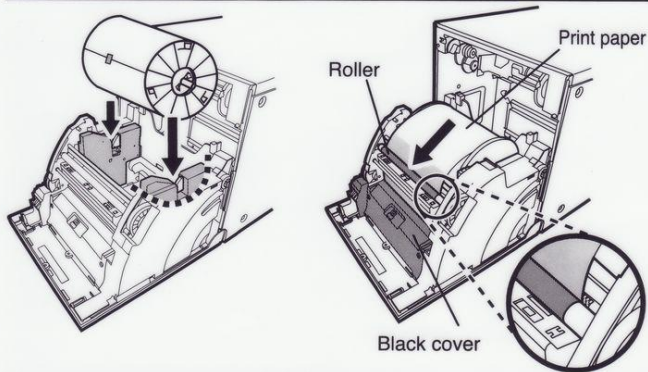
* CAUTION! *

*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*

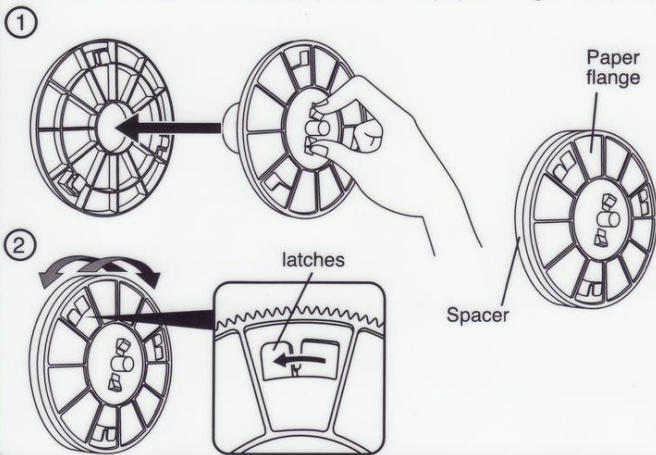


Paper and Ink Installation detail,

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.



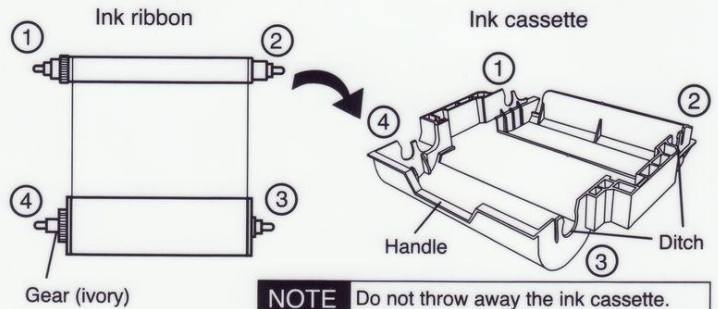
INSTRUCTIONS FOR TRANSPORTATION

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.

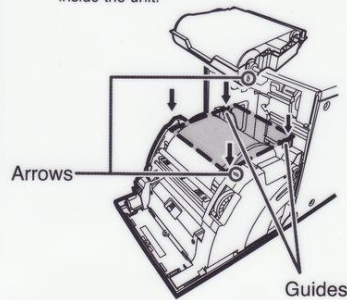


NOTE Do not throw away the ink cassette.

INSTALLATION OF INK CASSETTE

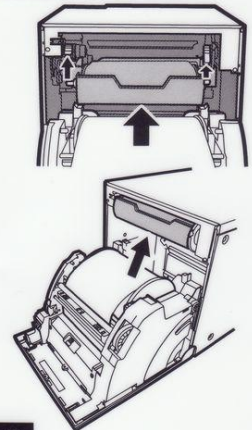
- 1 Place the ink cassette containing the ink ribbon in the position as shown below.

Place the ink cassette on the print paper with the shaft (thicker one) around which the ink ribbon is wound located to the front. Align the arrows marked on the sides of ink cassette with those on the unit. Place the rear of the ink cassette along the guides that are provided inside the unit.



- 2 Push the ink cassette toward the back of the unit.

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



CAUTION FOR USING THIS PRINTER

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

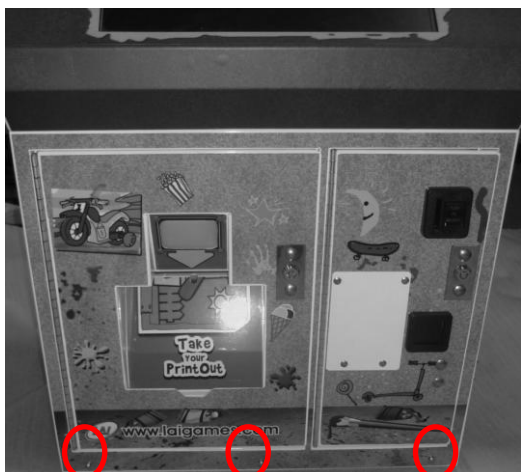
ZP-56 ZCJ 857C107A10

*** NOTE! ***

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



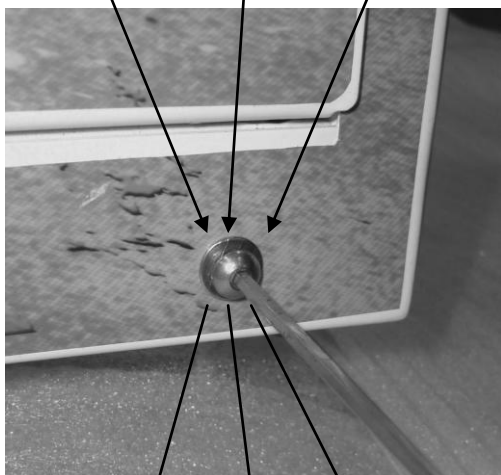
SEAT INSTALATION



Cabinet before installation



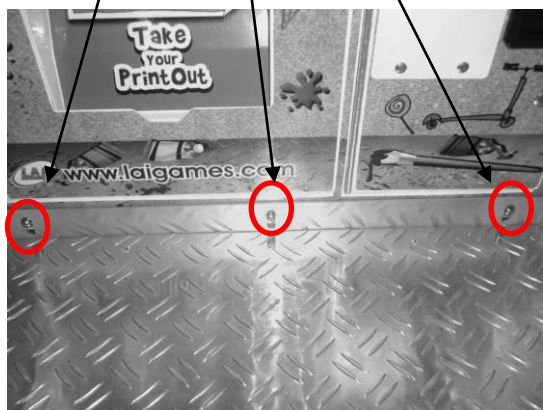
Seat Assembly



Unscrew the 3 Allen Head screws
below the cabinet



Position the seat aligned with the
cabinet with the middle bar in
center of cabinet



Screw back the 3 Allen Head Screws
into their respective positions securely



Seat installation is
finished

*** WARNING! ***

Make sure that all the screws are securely fastened and the seat sits flat



SPECIFICATIONS

DIMENSIONS

- Weight: 121 kg (266.75 lb)
- Height: 1455 mm (57.2")
- Width: 575 mm (22.6")
- Length: 1166.22 mm (45.9")
- Power: Maximum 200 W – (220V @1.2 A)(120V @2.4 A)

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.

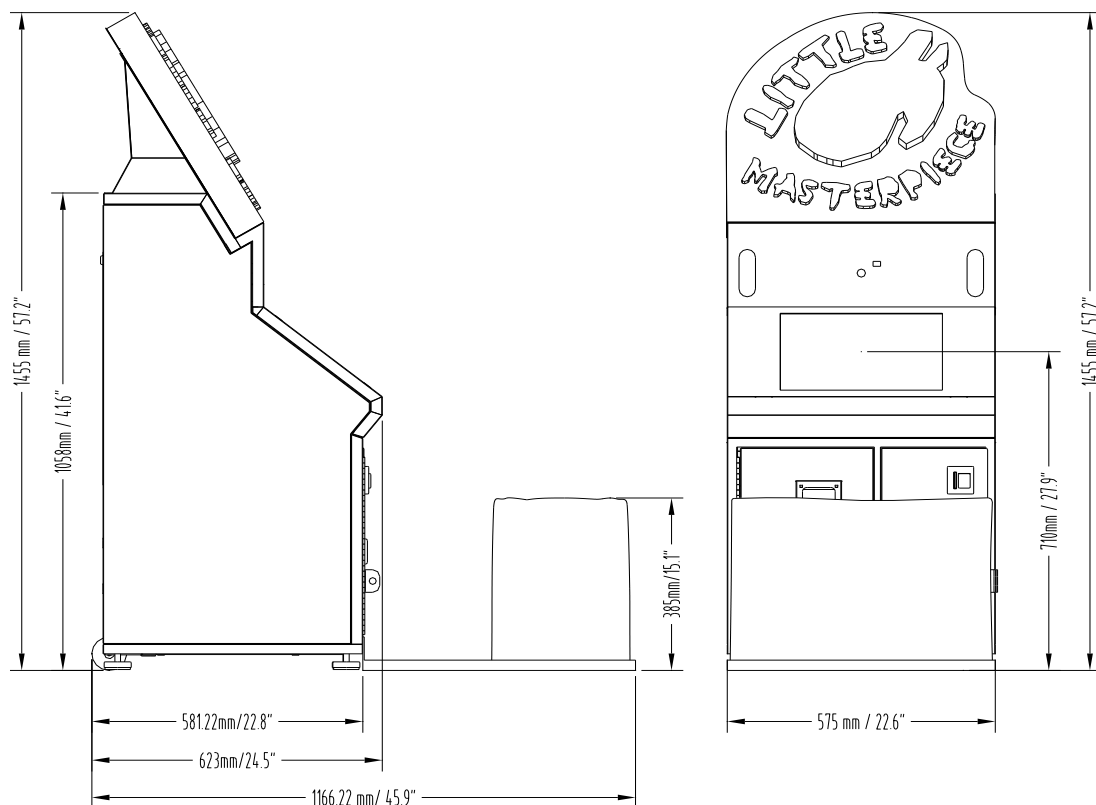
* CAUTION! *

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





INTRODUCTION

CONGRATULATIONS! You have just bought *“Little Master Piece”*, a great fun drawing game for kids, another great product from **LAI Games**. Kids love to scribble, decorate, fill and draw pictures and this game has many features that kids will love to see with the added advantage of snapping there picture and printing it out along with their own “Masterpiece” on a 6” x 4” photograph

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

- *“Little Master Piece”* is a touch screen video drawing game for kids that can print out the finished drawings in superb photo quality. Kids can choose 24 cartoons to scribble, decorate, fill, draw and print out the result together with their name and picture

ADDITIONAL OPERATOR MAXIMISATION FEATURES

■ **Operator Adjustable Logo/Message**

This feature is allows the operator to key in his own advertising message or location info which will be printed out on every print from *“Little Master Piece”*

PACKAGING

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

CONTENTS

- “Little Master Piece” Cabinet
- “Little Master Piece” Base and Seat
-
- Keys: 2 x Front door keys
 2 x Coin Door keys
 2 x Back Door door key
- Operator’s manual
- Recovery CD
- IEC Power Cord (In cash box)
- Parts & Accessories (In cash box)



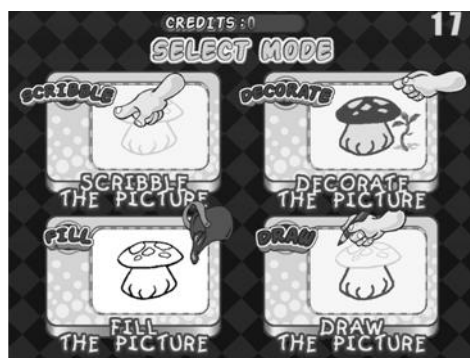
HOW TO PLAY

PLAYERS CREATE THEIR OWN DRAWING THEY CAN HAVE PRINTED ON A FRAMED PRINTOUT

- Pay to play.
- Touch the screen to start your game.



- Touch the screen and select modes of play Easy, Medium, or Hard.



- Choose the desired picture by scrolling up and down, and touch the picture you would like to draw.

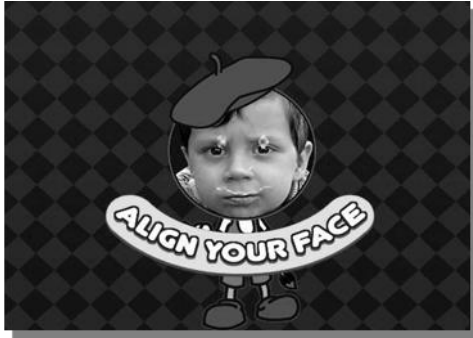


- Depending on the mode selected use your finger color and paint the picture.





- Next take your picture and align your face with the camera.



- Re take the picture if you not satisfied,



- Type in your name using the onscreen Keyboard before you printout your finished picture.



- While printing is in progress and waiting for the printout, you can play simple puzzle game.



- Take your color printout.

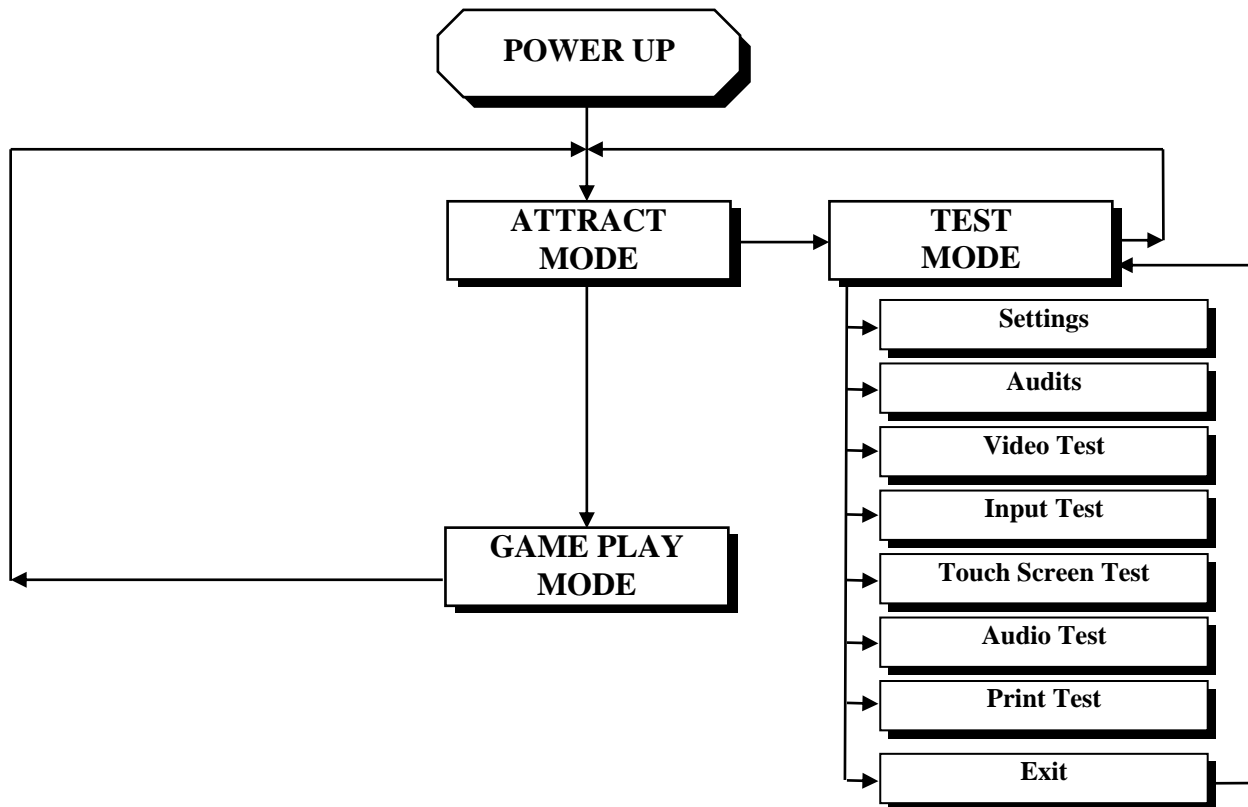




OPERATION

“*Mini Little Masterpiece*” has five operational modes: Attract mode, Play mode, Test mode, Programmable Adjustments Mode and Audits Mode.

OPERATIONAL DIAGRAM



ATTRACT MODE

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

PLAY MODE

- *Little Masterpiece* 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 is entered from attract mode by pressing the test button to go into the program settings and changing the value for each coin slot to FREE.
- For a single free game, just press the Service button once.

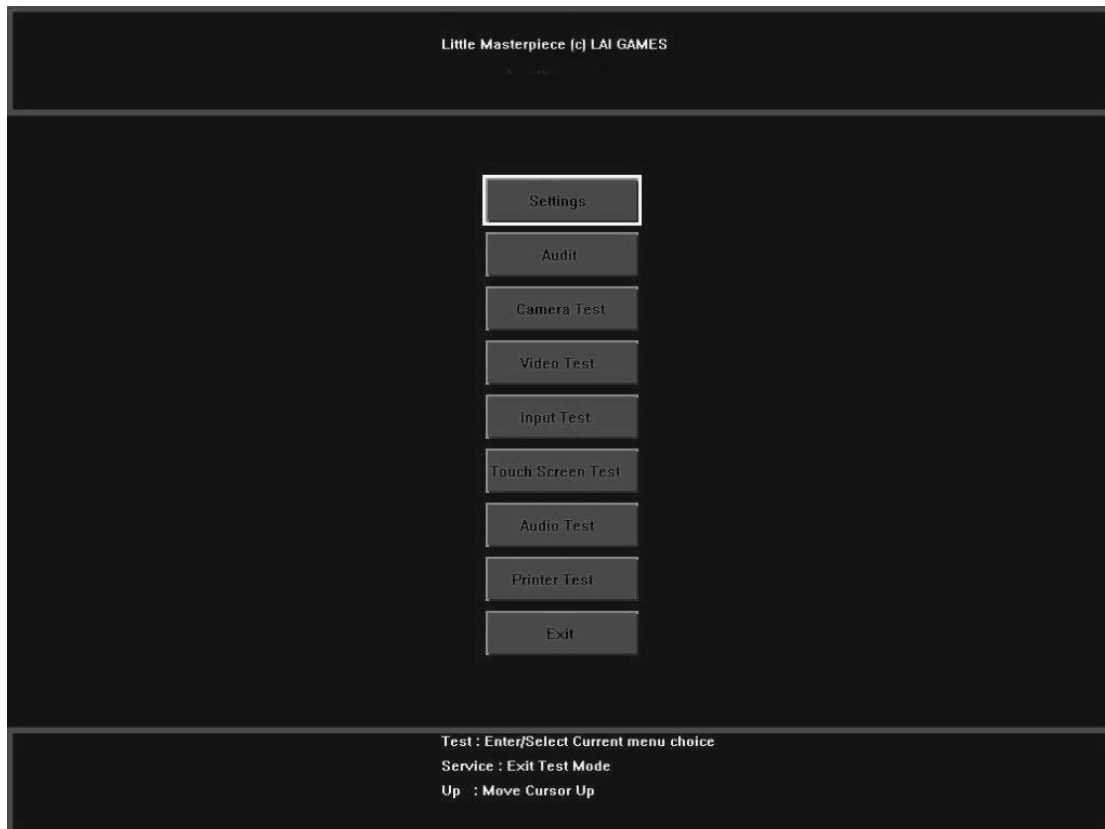


TEST MODE

Little Masterpiece Test Mode allows you to adjust the game settings, see the audits and do input, touch screen, printer, screen, and sound tests. From the main screen of the Test Mode you can choose one of the eight options available that is suitable to your needs.

(Refer to the Test Mode Main Screen below).

TEST MODE MAIN SCREEN



*** NOTE! ***

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

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



TEST MODE PROCEDURE

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

*** 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.

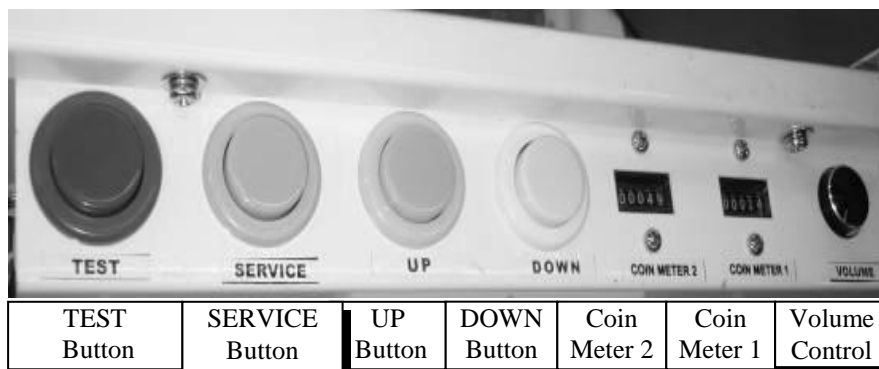
- **CANCEL / BACK**

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

- **SAVE & EXIT**

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

SERVICE BRACKET





SETTINGS SCREEN

Little Masterpiece (c) LAI GAMES
SETTINGS

Language	English	Timeout	
Payment Type	Coin	Mode selection	30 Seconds
Coin 1	1	Picture selection	30 Seconds
Coin 2	1	Write name	60 Seconds
Attract/demo volume	2	Scribble mode	40 Seconds
Ingame volume	2	Decorate mode	60 Seconds
Printing option	Auto 1 Print	Fill mode	90 Seconds
		Free hand mode	120 Seconds

Custom Logo Date Time Settings

Save & Exit
Cancel
Reset to default

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

SETTINGS DETAILED

■ **LANGUAGE**

(Default English)

This will set what language will be used in the machine text and voice feedback.

■ **PAYMENT TYPE**

(Default Coins) (Adjustable Card, Coin and Free)

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

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

(Default 1) (Adjustable 1/20 – 1/2 – 1 - 20)

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

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

(Default 1) (Adjustable 1/20 – 1/2 – 1 - 20)

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



■ **ATTRACT MODE VOLUME**

(Default 2) (Adjustable 0- 5)

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

■ **IN GAME VOLUME**

(Default 2) (Adjustable 0- 5)

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

■ **PRINTING OPTION**

(Default 1 free auto *Printout*) (Adjustable 1 free auto print and No print)

This sets the number of *prints per game*. Default setting 1 free auto printout means that player will receive 1 print copy, the other setting is no print out at all.

■ **TIMEOUT OPTION**

All (Adjustable 10 – 999 Seconds)

- **Mode Selection (Default 30 Sec)**
This setting sets the amount of time the player has for mode selection after a coin is inserted.
- **Picture Selection (Default 30 Sec)**
This setting sets the amount of time the player has for Picture selection after choosing play mode.
- **Write Name (Default 60 Sec)**
This setting sets the amount of time the player has to write their name after their picture is taken.
- **Scribble Mode (Default 40 Sec)**
This setting sets the amount of time the player has to complete their picture if the Scribble mode is selected.
- **Decorate Mode (Default 60 Sec)**
This setting sets the amount of time the player has to complete their picture if the Decorate mode is selected.
- **Fill Mode (Default 90 Sec)**
This setting sets the amount of time the player has to complete their picture if the Fill mode is selected.
- **Free Hand Mode (Default 120 Sec)**
This setting sets the amount of time the player has to complete their picture if the Free Hand mode is selected.



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 “**SAVE & EXIT**” and “**Reset User Values**” dialog buttons repeatedly until the Audits is exited.

■ RESET

Choose this button to reset all audit value under the “Resettable” User Values of the audits, you will be asked for confirmation before you reset this value.

■ SAFE AND EXIT

The Audits Mode is exited into the Test Mode main screen by highlighting and pressing the Test button on the “**SAFE & EXIT**” dialog button.

AUDIT SCREEN

Little Masterpiece (c) LAI GAMES			
AUDITS			
Non-resettable		Resettable	
Coins(1)	26	Coins(1)	26
Coins(2)	0	Coins(2)	0
Service	1	Service	1
Prints	8	Prints	8
Print error	4	Print error	4
Scribble Mode	3	Scribble Mode	3
Decorate Mode	1	Decorate Mode	1
Fill Mode	17	Fill Mode	17
Draw Mode	4	Draw Mode	4
<div>Reset User Values</div> <div>Save & Exit</div>			
Test : Enter/Select Current menu choice Service : Back to Previous Menu Up : Move Cursor Up			

PARTS OF AUDITS SCREEN

■ RESETTABLE

The Resettable section enables the operator to see statistics for a number of different operations and inputs of the game. The statistics in this section can be cleared by highlighting the “**Reset User Value**” dialog button, pressing the Test button, and choosing YES in the confirmation dialog box that appears.

*** NOTE! ***

- If an audit value in the User section reaches the value of 999,999, it will automatically go back to 000000.



■ **Non resettable**

The Non resettable section displays total statistics for a number of different operations and inputs of the game. Statistics in this section cannot be cleared unless the PC has been recovered using the recovery disk or if updated software is installed.

*** NOTE! ***

- If an audit value in the Machine section reaches the value of 999,999, it will reset itself to 000001.

AUDITS DETAILED

■ **RESET USER VALUE**

This allows you to clear the resettable audits and is achieved by highlighting the RESET USER VALUE dialog button, pressing the red Test button, and choosing YES in dialog box.

■ **EXIT AND SAVE**

Highlighting the **EXIT AND SAVE** dialog button and pressing the Test button will exit the Audits and go back to Test Mode main screen.

■ **COINS (1)**

This audit records the number of coins inserted into coin mechanism 1. This audit is available in the Resettable and Non-Resettable sections.

■ **COINS (2)**

This records the number of coins inserted into coin mechanism 2. This audit is available in the Resettable and Non Resettable sections.

■ **SERVICE**

This audit records how many times the Service button is pressed for credits. This audit is available in the Resettable and Non-Resettable sections.

■ **PRINTS**

This audit records how many prints have been printed by the machine. This audit is available in the Resettable and Non-Resettable sections.

■ **PRINT ERRORS**

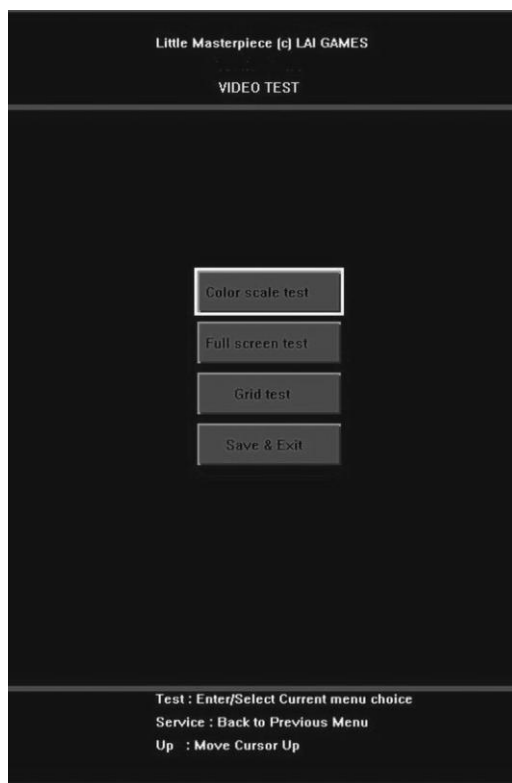
This audit records the number print errors that have occurred in the machine. This audit is available in the Resettable and Non-Resettable sections.



VIDEO TEST

- **ENTER** The Video Test can be entered by highlighting **VIDEO TEST** while in Test Mode main screen and pressing the Test button. Or, by pressing the red Test button once while in Attract mode, highlighting **VIDEO TEST**, and pressing the Test button again.
- **SELECT** The Up and Down buttons are used to step through each of the Video Test options until the Screen Test is exited.
- **COLOR SCALE TEST**
The red Test button is then pressed again to enter the highlighted Video Test option.
- **CANCEL / BACK**
The green Service button is pressed to go back to previous menu screen and exiting the Video Test without going through the **Exit**.
- **EXIT AND SAVE**
The Video Test is exited by highlighting the **Exit and Save** dialog box and pressing the Test button.

VIDEO TEST MAIN 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 Color Scale Test button 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 Test Button 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**

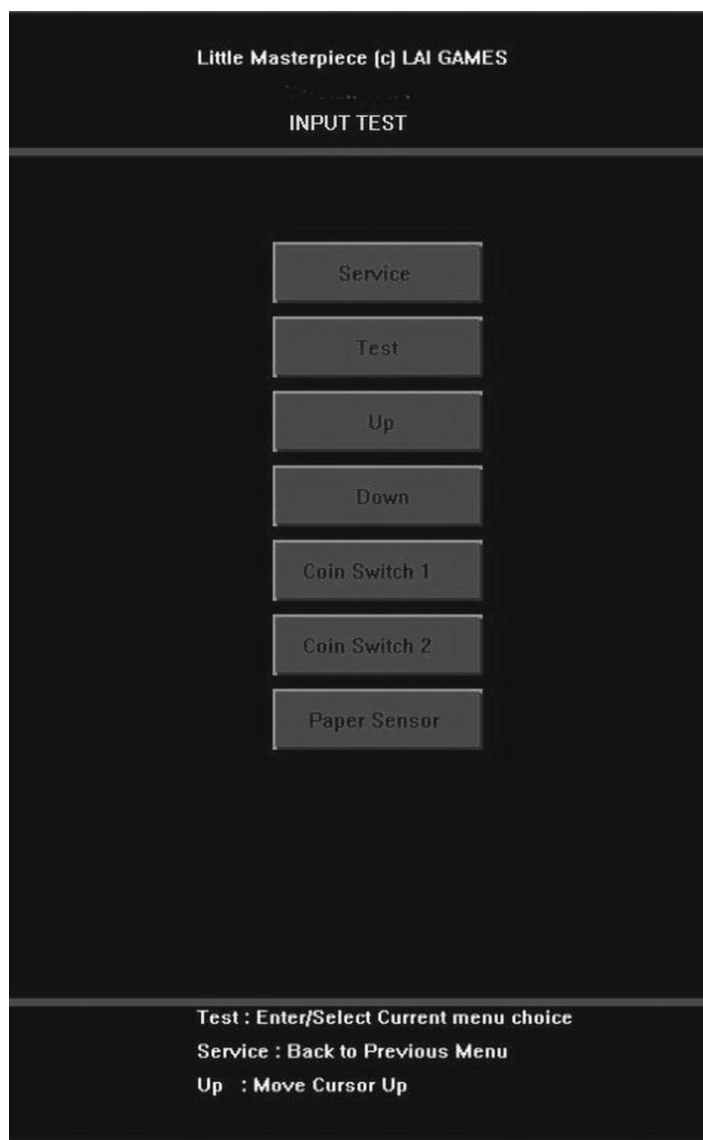
Grid is used for adjusting the screen geometric and alignment of the screen monitor. It is entered by highlighting Grid Test Button in the Video Test main screen and pressing the Test button. Grid Test is exited into the Video Test main screen by pressing Service button once.



INPUT TEST

- **ENTER** The Input Test can be entered by highlighting **INPUT 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 **INPUT TEST**, and pressing the Test button again.
- **TESTING GAME SWITCHES**
To test the game switches, activate any of the game switches and see in the Input Test screen whether the activated switch is ON or OFF. When ON the switch is active, if OFF the switch is not active.
- **EXIT** The Switch Test is exited into Test Mode main screen by pressing the Service button once.

INPUT TEST MAIN SCREEN





INPUT TEST DETAIL

■ **SERVICE**

This test will show if the Service button is working properly or not, press the service button and the on screen Service Icon will blink, this shows the Service button is active.

■ **TEST**

This test will show if the Test button is working properly or not, press the service button and the on screen Test Icon will blink, this shows the Test button is active.

■ **UP**

This test will show if the Up button is working properly or not, press the Up button and the on screen Up Icon will blink, this shows the Up button is active.

■ **DOWN**

This test will show if the Down button is working properly or not, press the Down button and the on screen Down Icon will blink, this shows the Down button is active.

■ **COIN SWITCH1**

This test will show if the Coin Switch 1 is working properly or not, operate the Coin Switch1 and the on screen Coin Switch1 Icon will blink, this shows the Coin Switch1 is active.

■ **COIN SWITCH2**

This test will show if the Coin Switch 2 is working properly or not, operate the Coin Switch 2 and the on screen Coin Switch2 Icon will blink, this shows the Coin Switch 2 is active.

■ **PAPER SENSOR**

This test will show if the Paper Sensor is working properly or not, operate the Paper Sensor by blocking the infra red sensor on the front door and the on screen Paper Sensor Icon will blink, this shows the Paper sensor is active.



TOUCHSCREEN TEST

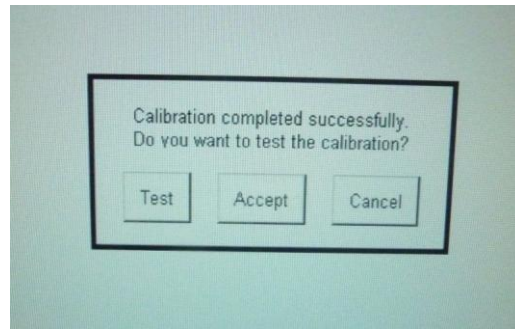
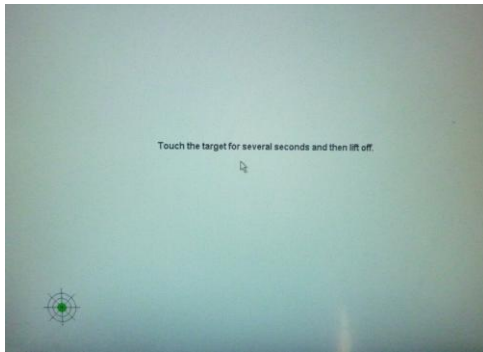
- **ENTER** The Touch Screen Test can be entered by highlighting **TOUCH SCREEN TEST** while in Test Mode main screen and pressing the red Test button. Or, by pressing the red Test button while in Attract mode once, highlighting **TOUCHSCREEN TEST**, and pressing the Test button again.
- **SELECT** Calibrate by highlighting Calibrate and pressing the Test Button. Then follow the on screen prompts to calibrate the Touch screen.

TOUCHSCREEN MAIN SCREEN

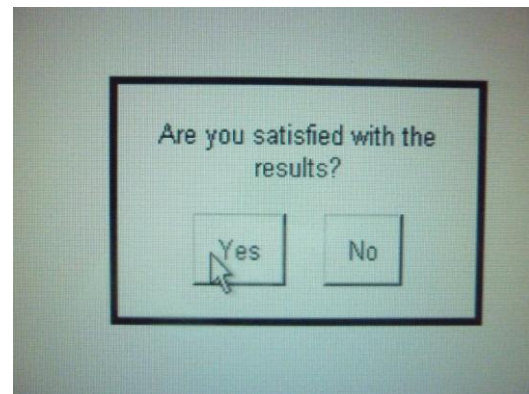
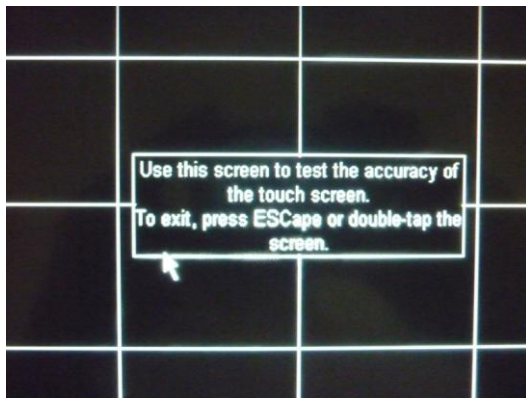




CALIBRATION DETAIL SCREEN



Use your finger to touch the center green dot mark on the screen until it change to red color do this on each corner, once it is done you can choose accept to update the calibration, to make sure calibration success try to test on the calibration test screen do not forget to press the Yes dialog box to update the calibration.

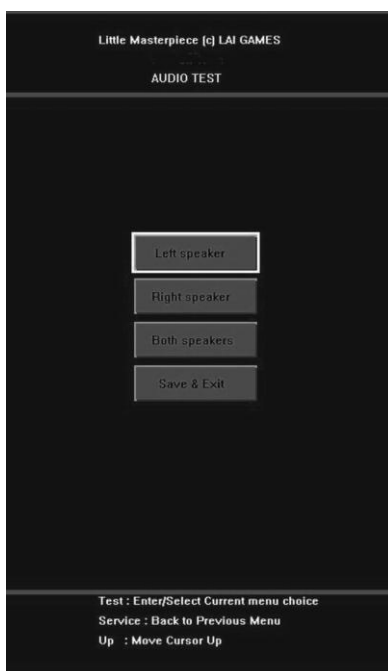




AUDIO TEST

- **ENTER** The Audio Test can be entered by highlighting **AUDIO 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 **AUDIO TEST**, and pressing the Test button again.
- **SELECT** The Audio test for Left Speaker, Right Speaker, Both Speakers
- **EXIT** The Audio Test by highlighting the Save& Exit button and pressing the test button.

AUDIO TEST MAIN SCREEN

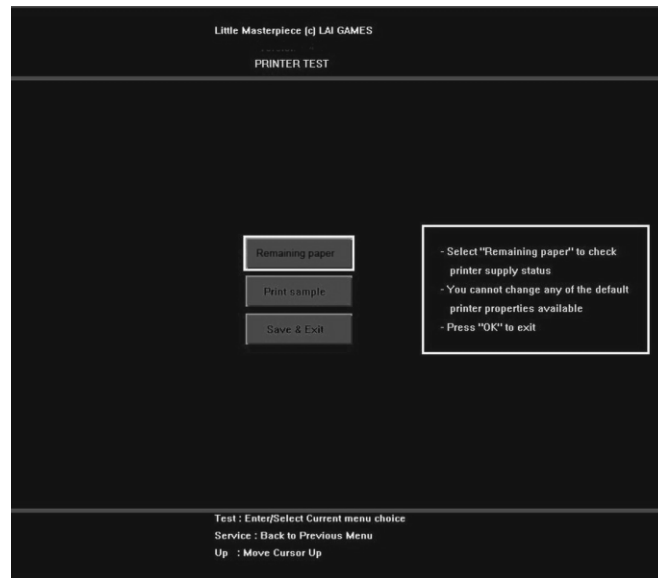




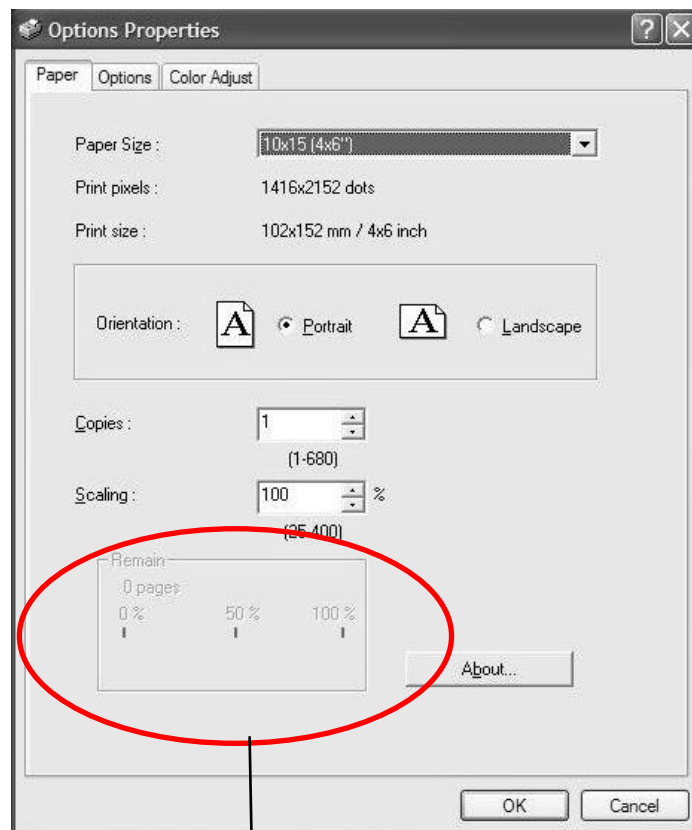
PRINTER TEST

- **ENTER** The Printer Test can be entered by highlighting **PRINTER 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 **PRINTER TEST**, and pressing the Test button again.

PRINTER TEST MAIN SCREEN



REMAINING PAPER SCREEN



Remaining Paper printer



*** 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*

*** CAUTION! ***

Every time printer changed it need the recovery CD procedure for proper operation

PRINT SAMPLE

You can print a sample of the printout and test the printer using this test. Highlight the Print Sample button using the up/down buttons and then push the test button.





HOW TO USE THE RECOVERY DISKS

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

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

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

- 1 Little Master Piece Operating System CD

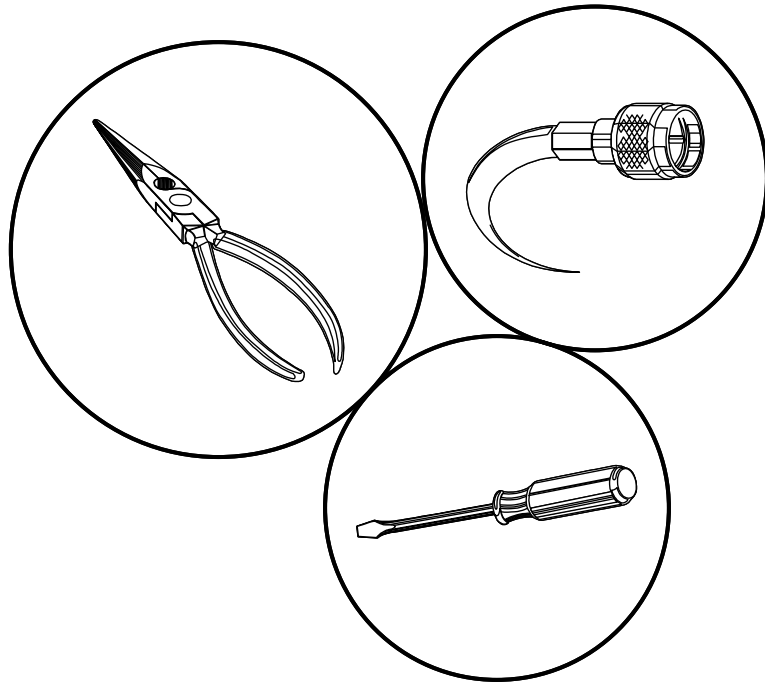
Step by step

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

- Turn on the game power
- Insert the CD into the CD Drive.
- Power OFF and ON the machine to boot from CD Drive.
- The game counts down 30 seconds before starting to allow time to cancel
- After the 30 seconds the files will start to extract and install
- Do not touch the screen for any pop-up windows which appear
- Remove CD and power the machine off and on
- The machine will now start to load the game as normal



SECTION A: SERVICE INSTRUCTIONS



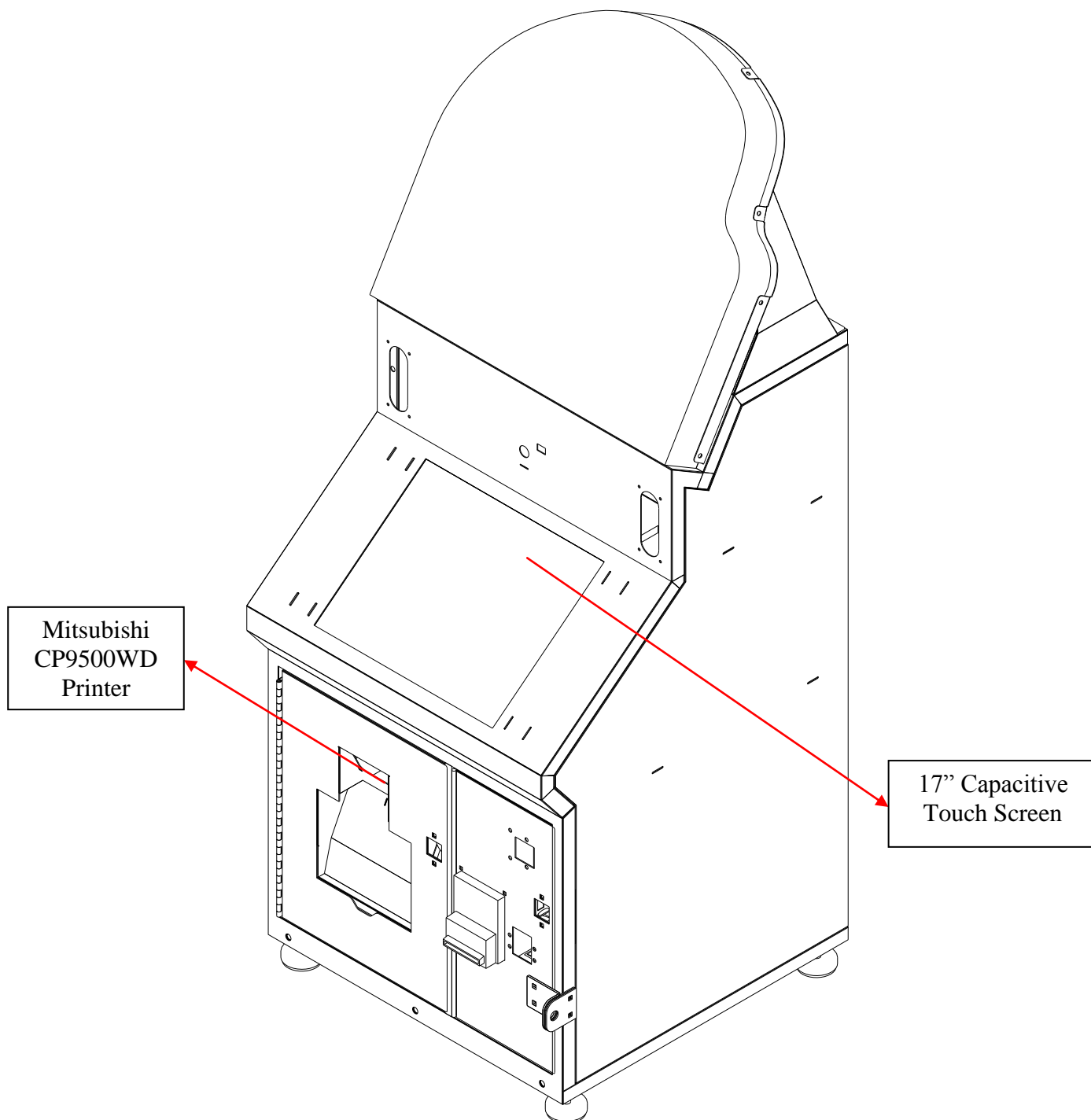
***BE SURE TO READ THE FOLLOWING
Carefully before servicing this machine***



A

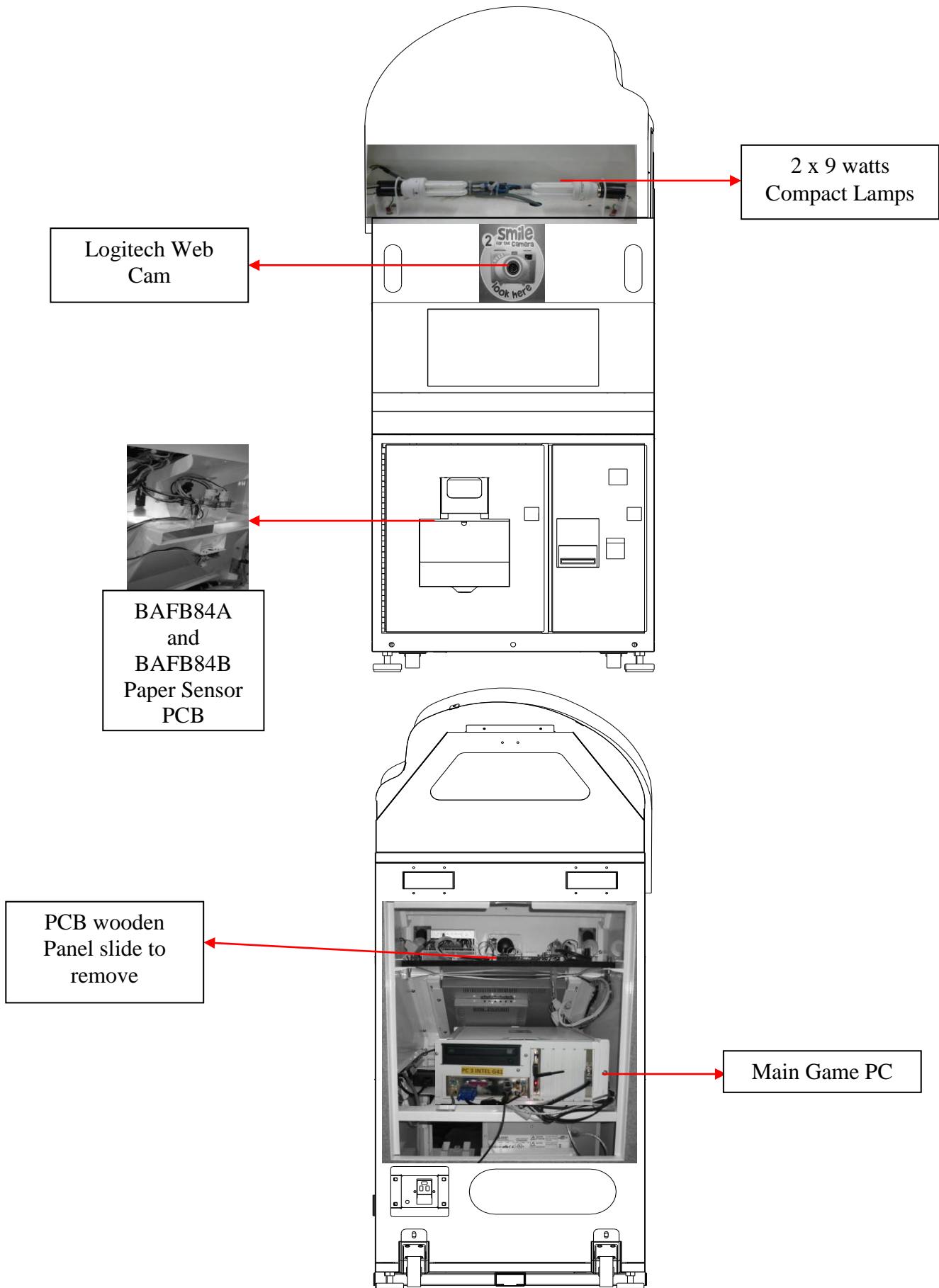


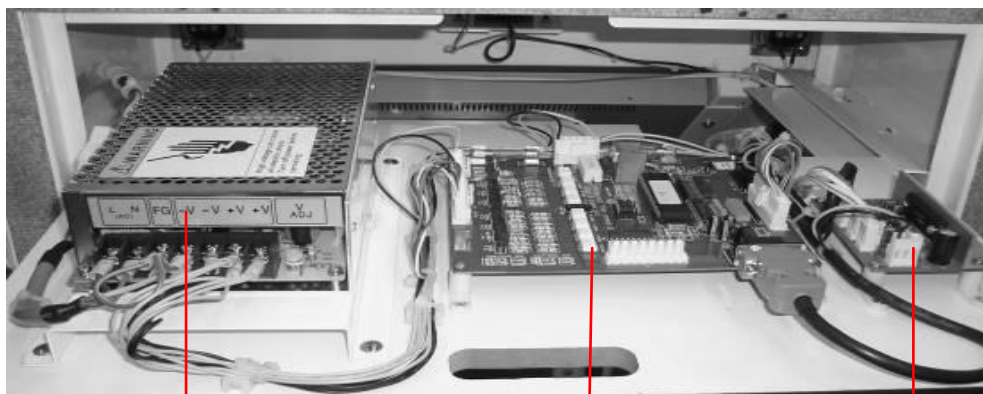
LOCATING AND ACCESSING PARTS





ELECTRONIC DETAIL POSITION

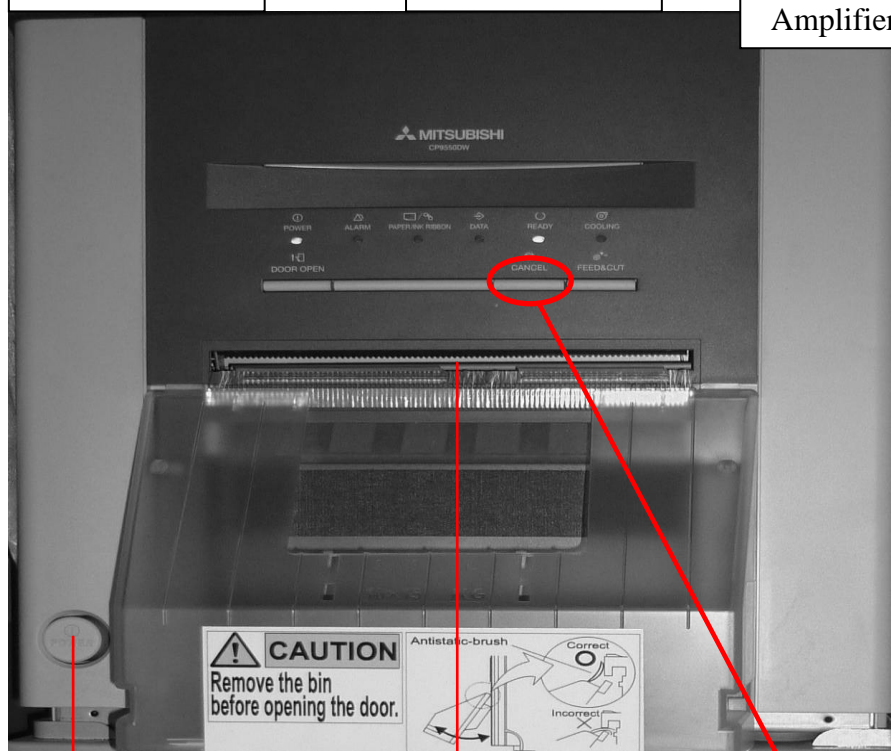




PSU Switching

BAFB80 PCB

BAFB29
Amplifier PCB

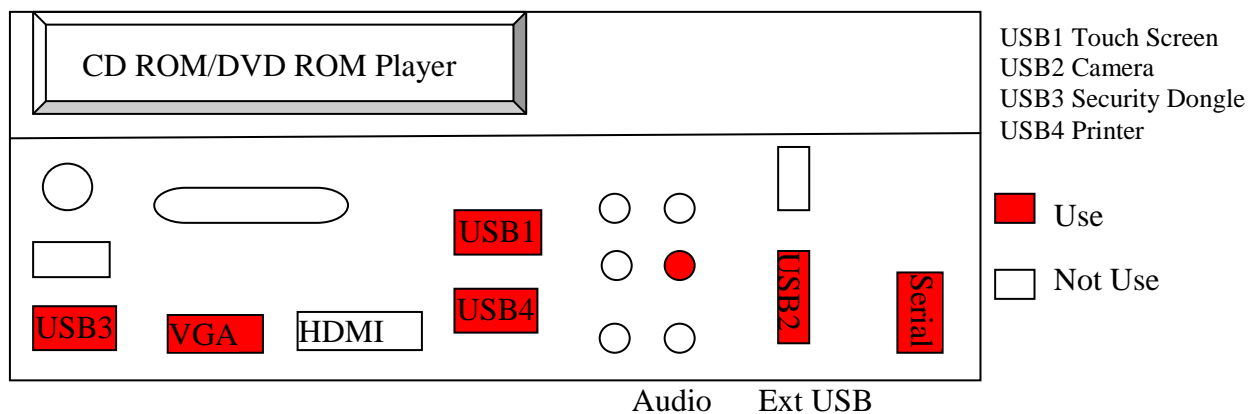


Power Button
Printer

Paper Out

Press and hold Cancel
button to clear Printer
memory manually

PC Connection Detail,





PARTS DESCRIPTION

■ COIN MECHANISMS

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

■ CASH BOX

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

■ SPEAKERS

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

■ SERVICE CONTROLS

Are located on the service panel mounted on the top of the Coin Door, they are accessed by opening the Coin Door.

■ SERVICE BUTTON

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

■ TEST BUTTON

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

■ UP BUTTON

Use to move the cursor upwards.

■ DOWN BUTTON

Use to move the cursor downwards.

■ VOLUME KNOB

Use to adjust the speaker's sound level.



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



■ 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- MAIN AC SUPPLY FUSE (1 x 6 AMP FAST BLOW, M205 TYPE)

This fuse is for the main AC supply and is situated in the IEC mains input socket.

* WARNING! *

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

■ PCB's

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

■ POWER SUPPLY

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



LAMPS

* WARNING! *

Always turn OFF Mains power and unplug the game, before replacing any lamps.

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

COIN DOOR LAMPS

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

PRINTER PAPER LAMPS

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

HEADER LAMPS

There is one standard UL 2x20 Watt Daylight Energy safer on Header. Access is from the front 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.

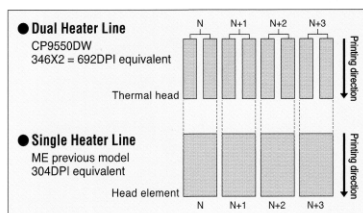


* Top speed at fine mode, continuous printing of two copies or more.

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")	600sheet
	127×178mm (5×7")	350sheet
	152×229mm (6×9")	270sheet
Head Resolution	346DPI	
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 50/60Hz, 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)

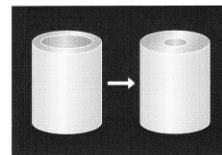
Windows® is a registered trademark of Microsoft Corporation in the U.S.A and other countries.

Macintosh is a trademark of Apple Computer, Inc.

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).

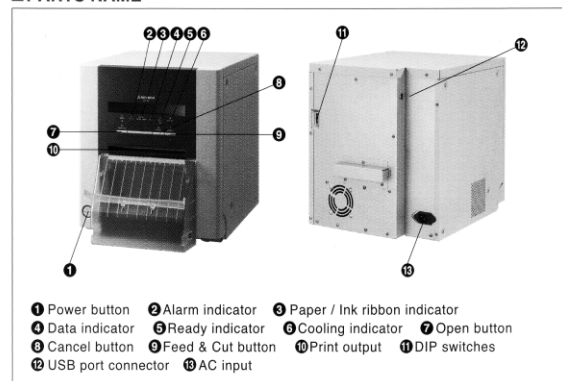


Long Service Life and Durable Heads ~ Testimony to Quality

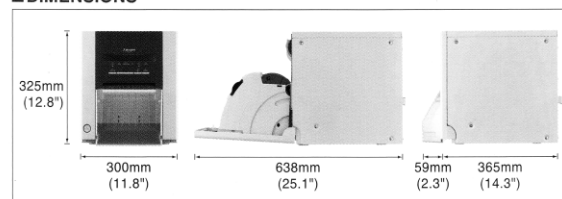
Heads Offering Three Times the Service Life and Durability of the Previous Model = CP8000DW comparison

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	600	102×152mm (4×6")
CK9057	350	127×178 (5×7")
CK9069	270	152×229mm (6×9")
CK9046PST	600(Postcard)	102×152mm (4×6")



MITSUBISHI ELECTRIC CORPORATION

HEAD OFFICE: TOKYO BLDG.2-7-3, MARUNOUCHI, CHIYODA-KU, TOKYO 100-8310, JAPAN



■ 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.

Adobe, the Adobe logo, and Reader are either registered trademarks or trademarks of Adobe Systems Incorporated in the United States and/or other countries.



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Phone +33 (1) 55 68 55 00 FAX +33 (1) 55 68 57 31

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Viale Colleoni, 7, 20041 Agrate Brianza, (Milano) Italy
Phone +39 03960531 FAX +39 0396053214

Benelux Branch

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3641 RP Mijdrecht, The Netherlands
Phone +31 (0) 297-282461 FAX +31 (0) 297-283936

Spanish Branch (Barcelona)

Ctra. de Rubí, 76-80 - Apdo. 420
08190-Sant Cugat del Vallés - (Barcelona) Spain
Phone +34 93 565 3154 FAX +34 93 589 4388

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



PRINTER LED INDICATOR

☐: Steady on ●: off ☐●: Blinking — : Depends on the previous condition

ALARM	PAPER/ INK RIBBON	DATA	READY	COOLING	Causes and Countermeasures
☐●	●	—	●	●	<p>The door is open.</p> <ul style="list-style-type: none"> • Close the door. <p>A paper jam occurs.</p> <ul style="list-style-type: none"> • Refer to “Overcoming paper jams.”
☐●	☐	—	●	●	<p>The power is turned off during printing process.</p> <ul style="list-style-type: none"> • Turn on the power and carry out the paper feed & cut.
●	●	—	☐	☐●	<p>The temperature of the thermal head is too high.</p> <ul style="list-style-type: none"> • Wait until the indication goes off. * Note
●	☐●	—	●	●	<p>The ink ribbon is not loaded.</p> <p>The ink ribbon is used up.</p> <p>The ink ribbon which is not available to this printer is installed.</p> <ul style="list-style-type: none"> • Replace the ink ribbon with a new one.
●	☐	—	●	●	<p>The print paper is not installed.</p> <p>The print paper is used up.</p> <ul style="list-style-type: none"> • Install new print paper. <p>The combination of the ink ribbon and the print paper is incorrect.</p> <ul style="list-style-type: none"> • Use a correct combination of the ink ribbon and the print paper.
☐	●	—	●	●	Other errors

When ALARM or PAPER/INK RIBBON indicator illuminates or blinks, open the door and carry out the above countermeasures.

If the indicator is not turned off by closing the door, carry out the paper feed & cut.

*Note If an error occurs while the continuous printing through the PC is ongoing, it is resumed after the COOLING indicator goes off.

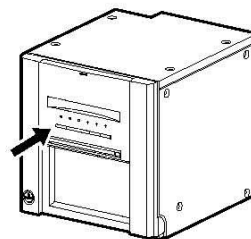


ERROR MESSAGES & COUNTERMEASURES

OVERCOMING PAPER JAMS

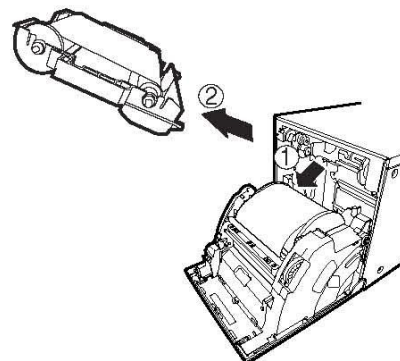
1 Press the DOOR OPEN button to open the door.

Make sure that the power is turned on before opening the door.
If the door does not open, turn off the power and turn it on again.
Then press the DOOR OPEN button again.



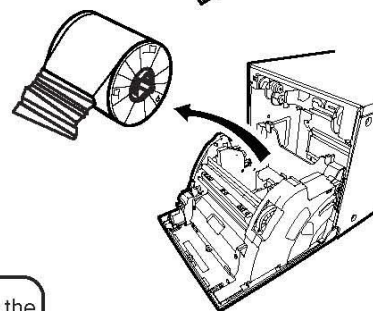
2 Remove the ink cassette.

Push down the ink cassette as shown by the arrow ① and pull it out.



3 Take out the print paper.

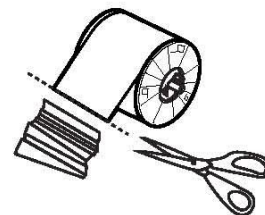
When taking the print paper out, pull it up toward you.



4 Cut off the defective part of the print paper with scissors.

NOTE

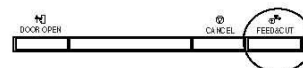
Make sure to cut off the printed part of the print paper. Failure to do this may result in the ink ribbon sticking to the print paper and being torn.



5 Install the print paper and the ink cassette with the ink ribbon.

6 Push the center of the door to close.

The print paper setting is initialized two minutes after you close the door.
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.



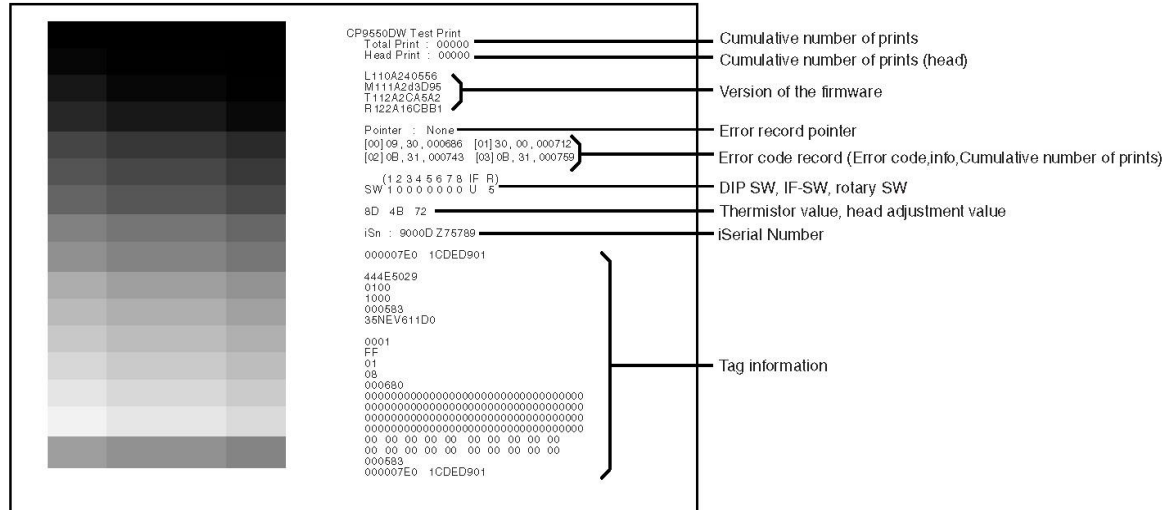
■ When the manual & cut mode has been selected

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



TEST PRINT MODE (FOR SERVICING)

- While holding down the DOOR OPEN and FEED&CUT buttons, press the POWER button to turn on the power.
- Press the CANCEL button.
- Test printing is carried out.
(The test pattern is printed in the size of 9x13 (3.5x5") regardless of the type of print paper being used.)



Test pattern print

Error code	Mechanism status	Remedy	Resumption condition
13	Paper jam	Door open	Door close
14		Door open	Door close
15		Door open	Door close
16		FEED & CUT	FEED & CUT
17		FEED & CUT	FEED & CUT
18		FEED & CUT	FEED & CUT
19		FEED & CUT	FEED & CUT
1A	Mechanism error	Door open	Door close
20		FEED & CUT	FEED & CUT
21		FEED & CUT	FEED & CUT
22		FEED & CUT	FEED & CUT
24		Door open	Door close
25		Door open	Door close
26		Door open	Door close
27		Door open	Door close
28		Door open	Door close
29		Door open	Door close
2A		Door open	Door close
2B		FEED & CUT	FEED & CUT
2C		FEED & CUT	FEED & CUT
0F	M3/M4 position error	Door open	Door close
10		Door open	Door close
33	Ink sheet mark skipping	-	-

Resumption condition : If printing is interrupted by an error, the printer does not resume printing until the specified resumption condition is satisfied.

FEED & CUT : Press the FEED & CUT button.



THERMAL HEAD CLEANING

Thermal head cleaning

■ Preparation

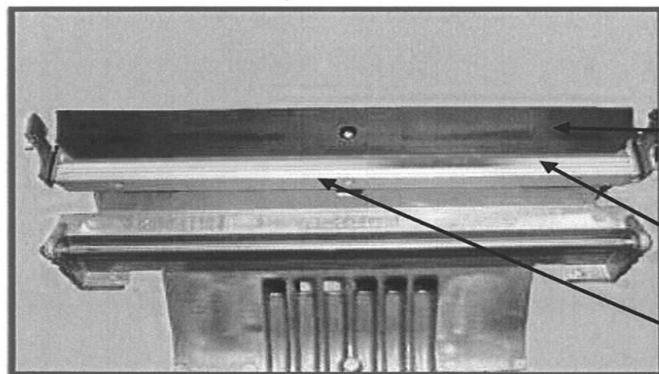
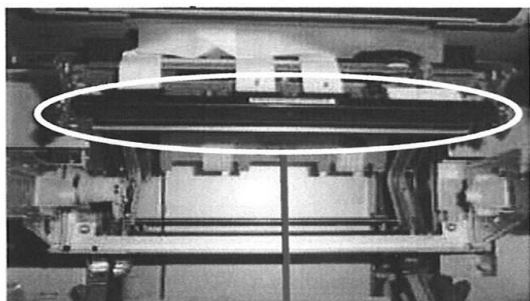
1. Alcohol (Ethanol or Isopropyl Alcohol)
2. Kimwipe® or tissue paper (fold in half about 4 times and use the folded side to clean)

■ 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.

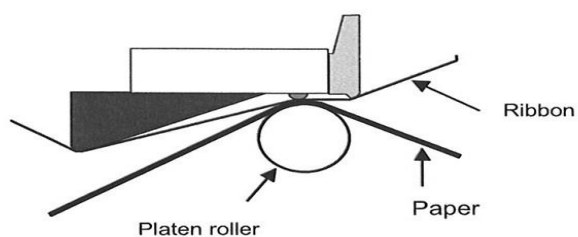


IC cover
(Black plastic part)

Heating element
(Orange color part)

Separator
(Aluminum plate)

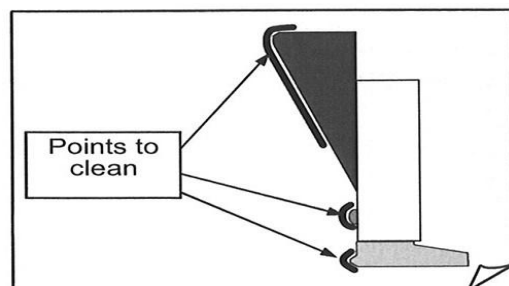
【Reference】



Ribbon

Paper

Platen roller



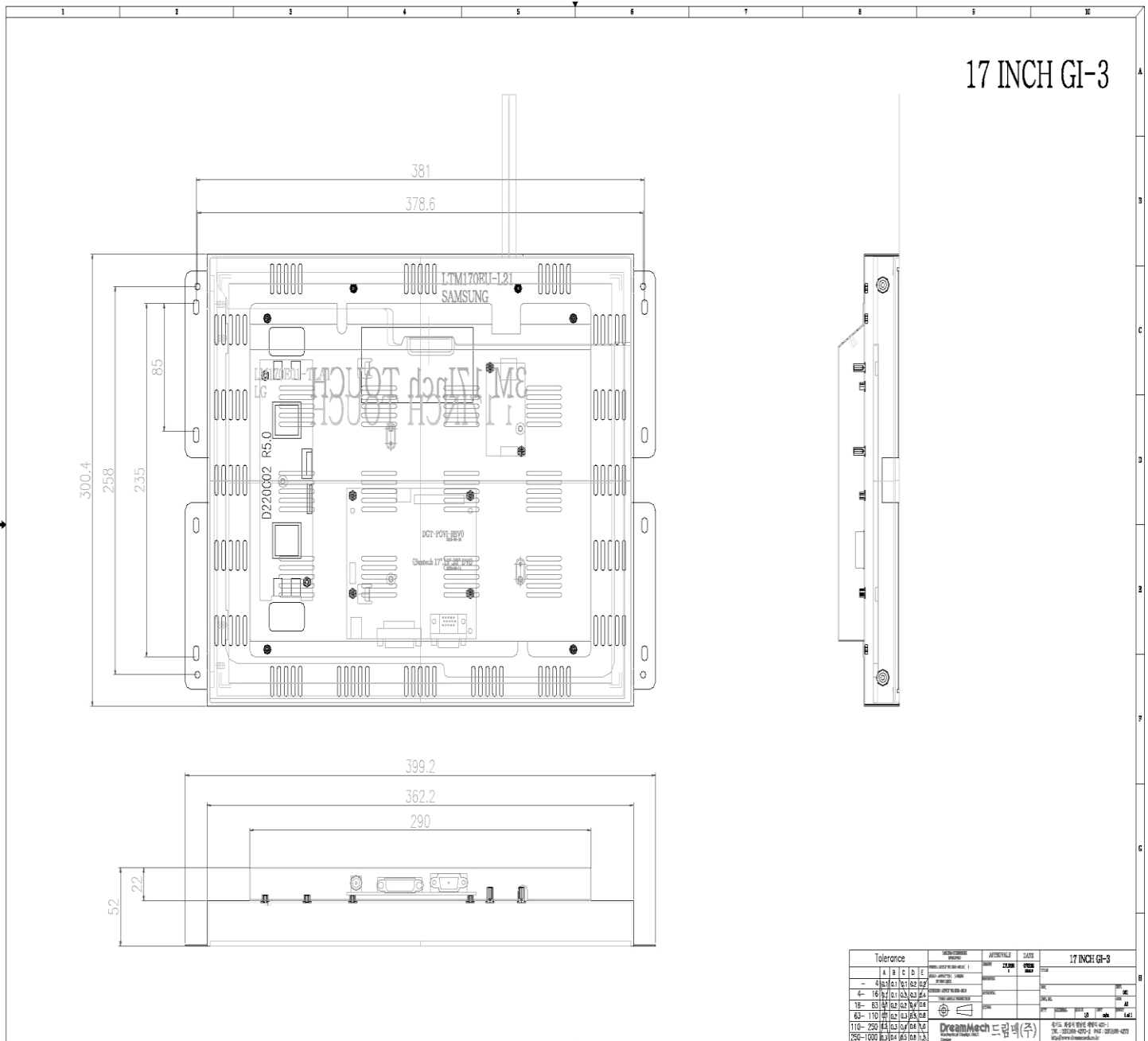
Points to clean

* CAUTION! *

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

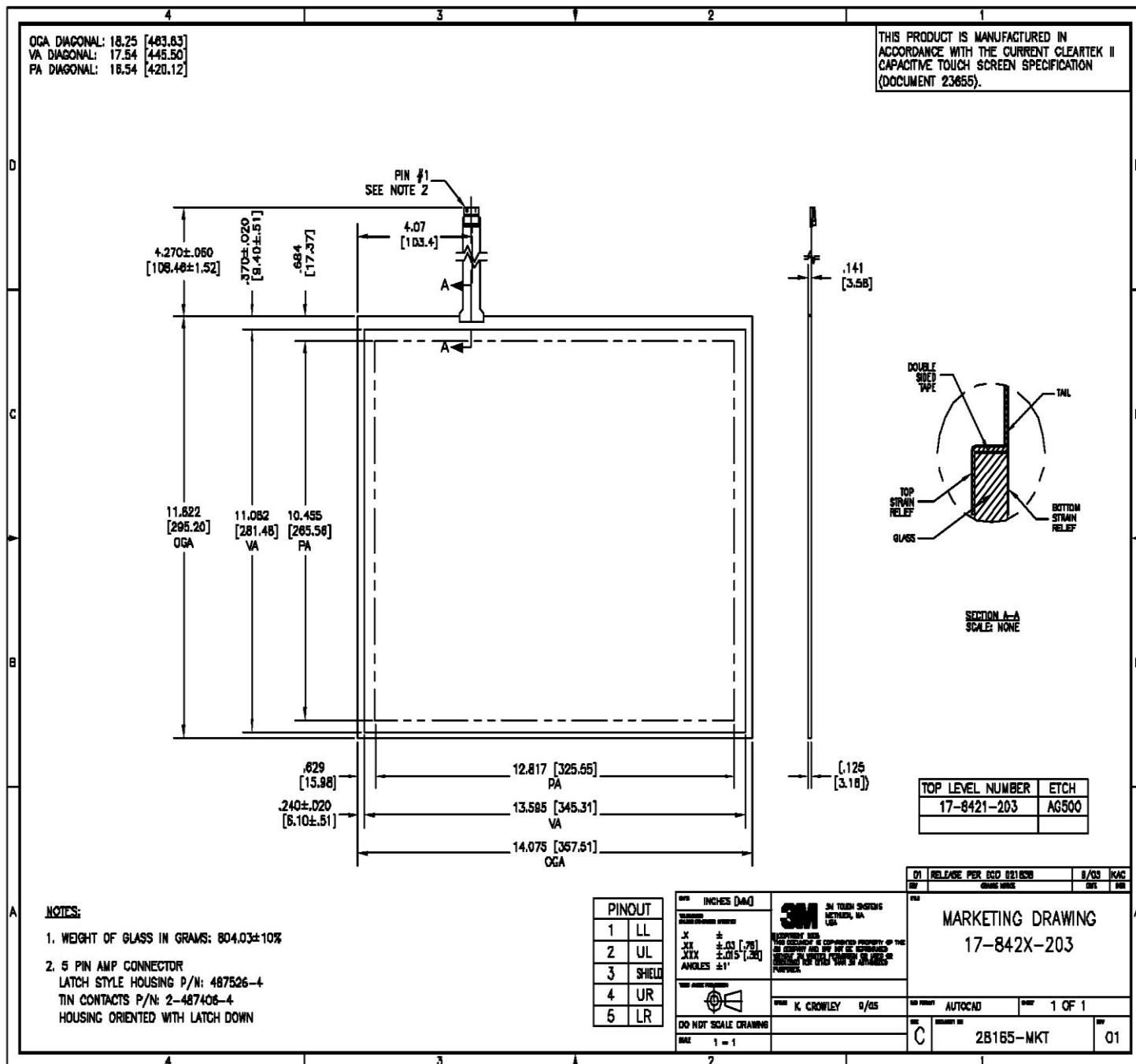


LCD PANEL DETAIL





TOUCH PANEL





MAINTENANCE

CLEANING AND CHECK UP

■ EXTERIOR

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

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

*** CAUTION! ***

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

■ INTERIOR

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

*** WARNING! ***

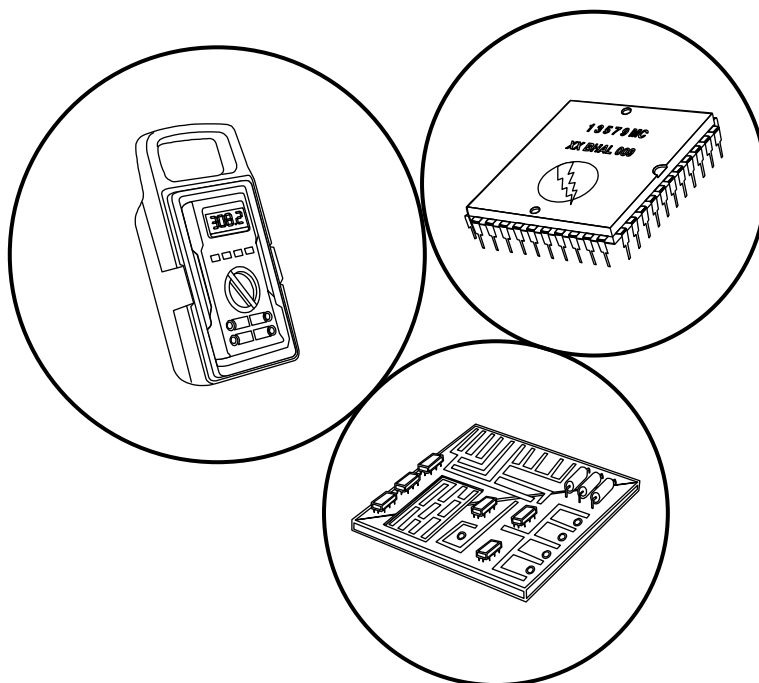
Always Turn **OFF** Mains power and unplug the game, before cleaning the interior of the machine.

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

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



SECTION B: TECHNICAL DETAILS



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



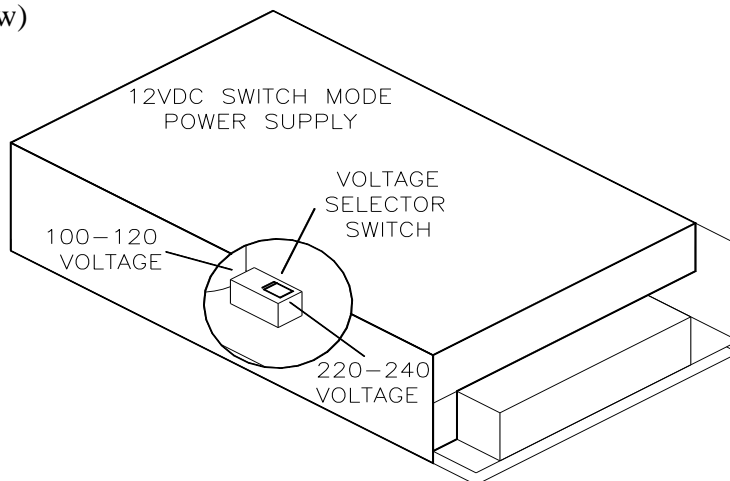
B



MAINS VOLTAGE ADJUSTMENT

POWER SUPPLY

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

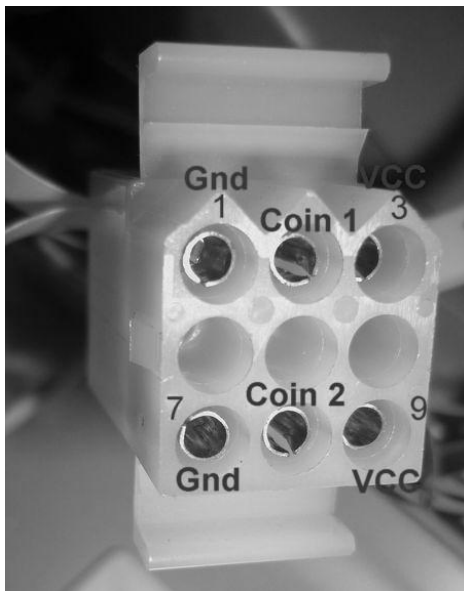




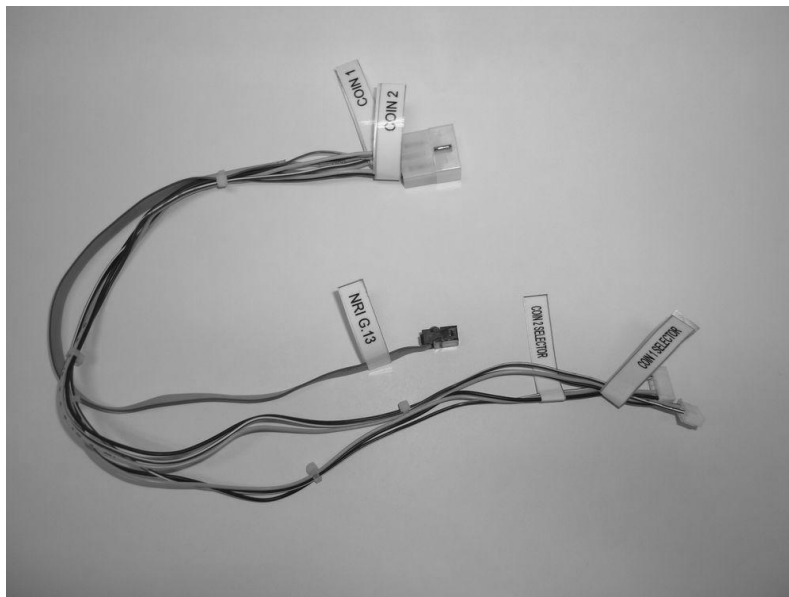
COIN OPTIONS REFERENCE GUIDE

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

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



The Coin harness's supplied with the game,

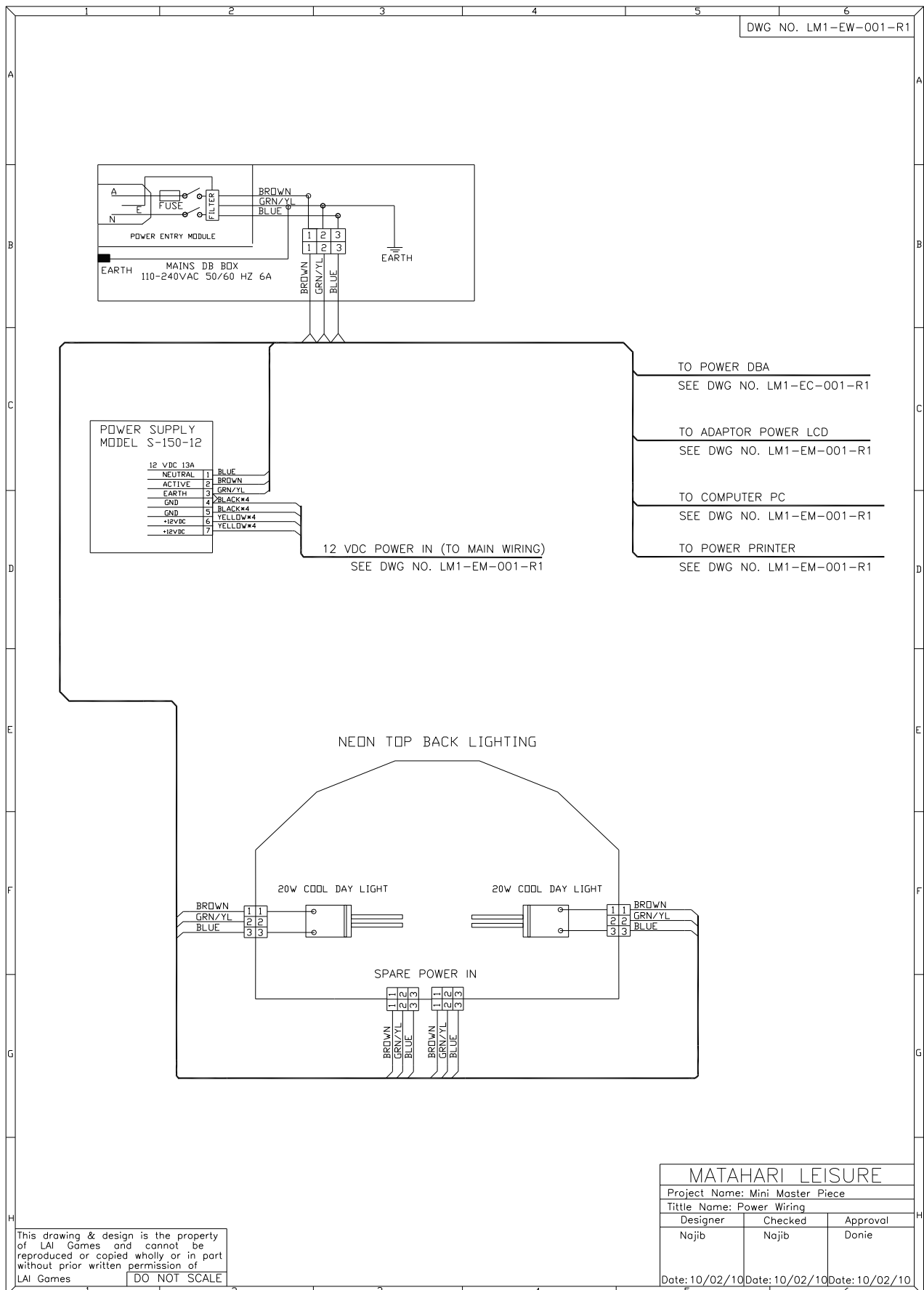


Connections are supplied for NRI G13 and 2x Electronic Coin Comparator **LAI Games** standard). Other types of coin electronic harnessing can be supplied as requested, please contact your nearest **LAI GAMES** distributor.

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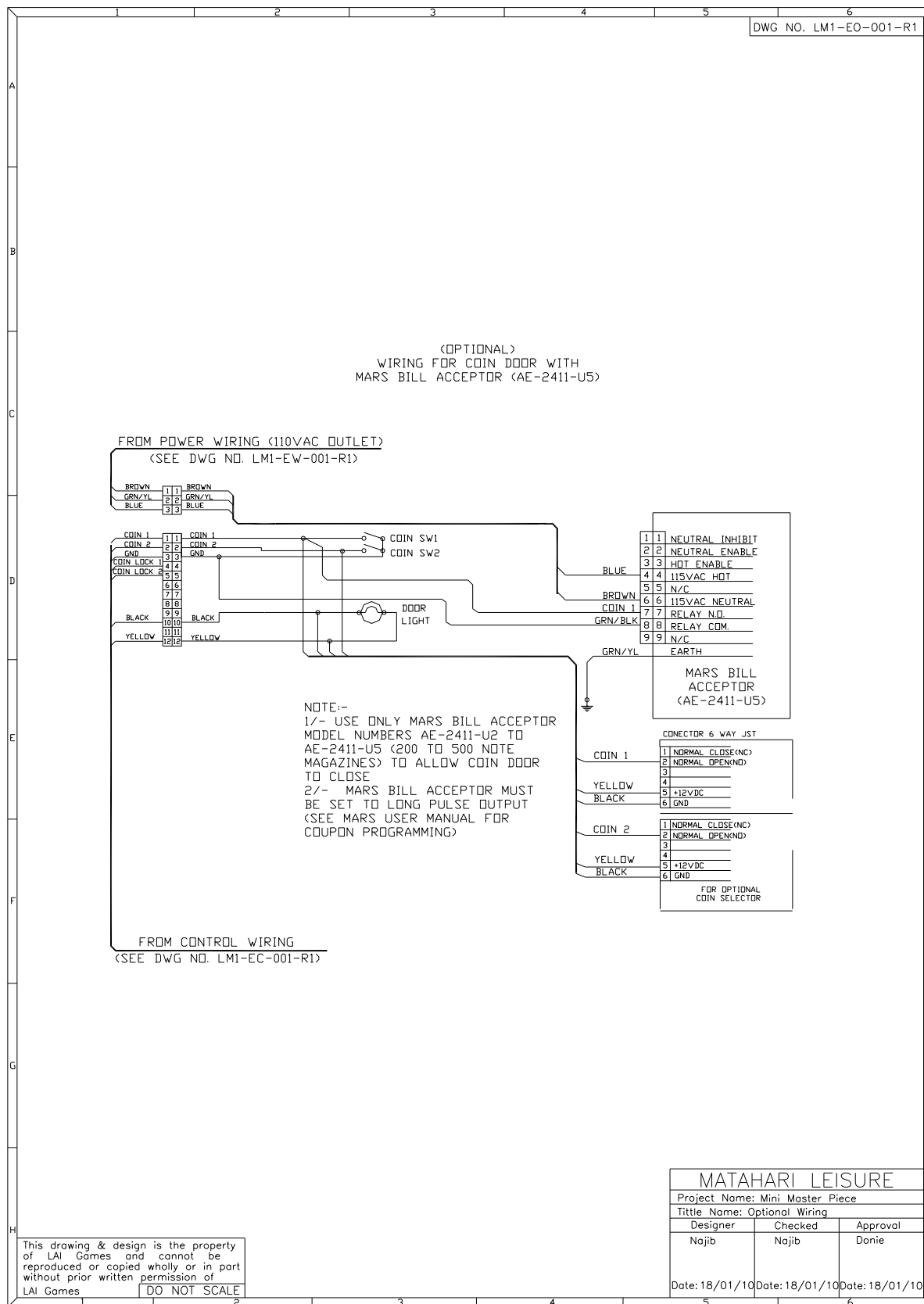


MINI LITTLE MASTERPIECE POWER WIRING





MINI LITTLE MASTERPIECE OPTIONAL WIRING



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

IF MAKING A WARRANTY CLAIM:

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



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