

# ***M A X I M I S E R I I I***

## **ADVANCED CREDIT BOARD**

---

### **Simple to connect:**

Single standard connection to coin mechanism.  
Simple connection to optional LED display.  
Simple screw connections to power, external lamps and buttons, and machine.

### **Manual credit button on-board.**

### **Coin counter output for audit and metering.**

### **Both Transistor output and Relay output.**

### **Full control of Electronic Coin Mechanism**

#### **Lamp:**

ON- indicates machine "ready",  
OFF - indicates machine "out-of-service".  
FLASH - indicates more coins are required.

### **Full control of Coin Mechanism Coin Inhibit:**

When the machine is busy coins can be rejected.  
Individual coin types can be permanently rejected.

### **Multi currency capabilities:**

Eight currencies built in, others available to special order.

### **Extensive range of coin/credit combinations:**

16 different pence-per-credit settings.  
1 to 165 units per vend in Vend mode.

### **Ready for the new £2 coin:**

Directly handles 4x50p and £2-on-B systems.

### **Accumulator bonus:**

Up to three bonus levels.

### **Coin bonus facility for any combination of coins.**

### **Full handshake with machine:**

Credits only issued when the machine is ready.  
The machine can stop coins being accepted.

### **Interface to four digit LED displays:**

Amount of money entered in Vend Mode.  
Number of credits waiting in Credit and Relay Modes.  
Seconds countdown in Timer Mode.

### **Four credit formats:**

Credit, Time, Vend, and Relay modes.

### **Start and Pause buttons:**

Either auto payout or button start with optional timer pause.

---

## *Features*

- 10 Amp relay changeover contact drives machines such as ticket/token/coin/card dispensers, rides, cranes, video and arcade games;
- Credit mode for video and arcade games with 16 pulse width/separation settings and 16 price-per-credit settings;
- Vend mode for vending machines with 16 pulse width/separation settings and vending at 1 to 165 vend units;
- Timer mode for fixed time rides and games with settings from 15 to 240 seconds per credit and 16 price-per-credit settings. (Other time settings available to special order, contact factory). Timer mode has pause facility;
- Relay mode for cranes and rides that run for a variable time with 16 price-per-credit settings.
- Supports coin mechanism anti-strimming protection.

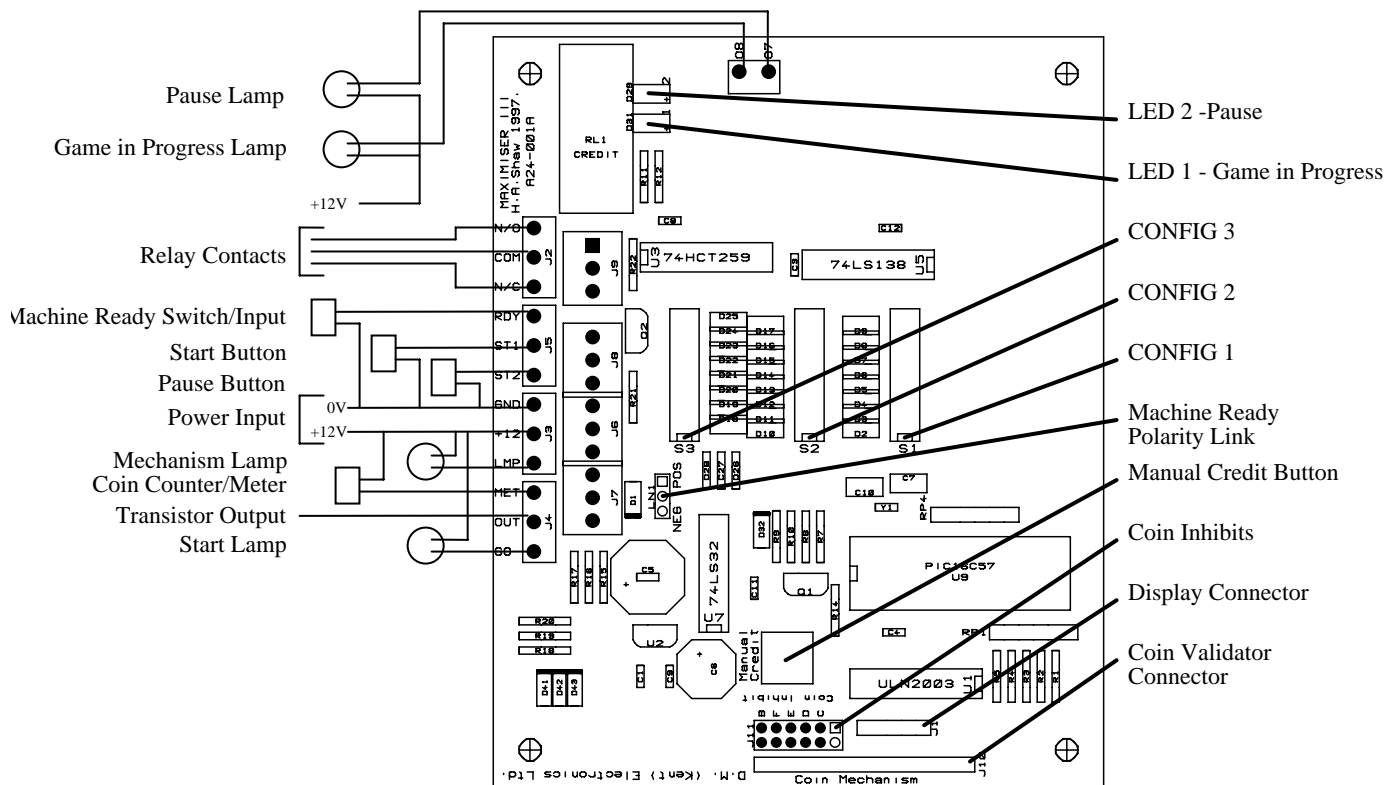
---

**Thomas & Anca Club Supplies Ltd** Units 18-21 Victory Park, Trident Close  
Medway City Estate, Rochester, Kent ME2 4ER

Tel: 01634 726902 Fax: 01634 726906 [www.thomasandanca.co.uk](http://www.thomasandanca.co.uk) [enquiries@thomasandanca.co.uk](mailto:enquiries@thomasandanca.co.uk)

- Never loses partial credit.
- Optional Mechanism Lamp to indicate that more coins are required, machine is out-of-service, or game/ride is in operation.
- Optional Start Lamp to indicate that credits are available.
- Optional Start button to start the payment of a credit to the game or ride.
- Optional Pause button to stop a timed ride without loss of credit partway through its operation in an emergency or other situation.
- Optional Pause Lamp to indicate the pause status in timer mode.
- Optional Game in Progress output to operate lamps or other attract devices.
- Optional Machine Ready input for handshake with game or ride to prevent coin acceptance or credit payout while the game or ride is in operation. Machine Ready input has selectable polarity.
- Optional 4 digit LED display to show the number of credits, amount of time or amount of cash held as well as operational status.
- Optional Coin Bonus mode will encourage the use of high value coins.
- Optional Accumulating Bonus mode will encourage multiple credits.
- Accumulating bonus table resets 29 seconds after last coin is entered.

## Drawing



**Thomas & Anca Club Supplies Ltd** Units 18-21 Victory Park, Trident Close  
Medway City Estate, Rochester, Kent ME2 4ER

Tel: 01634 726902 Fax: 01634 726906 [www.thomasandanca.co.uk](http://www.thomasandanca.co.uk) [enquiries@thomasandanca.co.uk](mailto:enquiries@thomasandanca.co.uk)

## *Maximiser III initial set-up and configuration.*

Maximiser III is a general purpose advanced credit board designed to fulfil the requirements of a wide range of rides (including fixed "kiddie" rides, self powered "bumper" cars and radio control models) and games (including Crane Grab Machines, Punchballs, Video and Arcade games). Maximiser III uses three configuration switches, each with 8 poles to select the various operating modes and options.

In this document a shorthand is used for these switches, for example SW1-3=ON means that pole 3 of configuration switch 1 should be in the ON position. SW3-1..4 means poles 1, 2, 3 and 4 of configuration switch 3.

Setting up a Maximiser III for a specific application is done in four stages.

### Stage 1 - Coins and currencies

The first stage is to decide upon the country that Maximiser III will expect. The country selection determines the coinset that Maximiser III will use and what cash values Maximiser III will assign to each of the five coin mechanism channels (named B, C, D, E and F). After a country is selected Maximiser III will choose the Meter units setting, Accumulating bonus trigger levels, and the Vend units and Vend Mode Display appropriate to the currency. SW1-6..8 should be set to select the required country as shown in the following table:

Country	Bonus Trigger Level			Coin Channel Cash Value					Vend units	Meter units	Vend Mode Display	Config Switch 1		
	1	2	3	B	C	D	E	F				pole 6	pole 7	pole 8
U. K.	50p	£ 1	£ 2	£ 2	10 p	20 p	50 p	£ 1	10 p	10 p	00.00	OFF	OFF	OFF
Denmark	20 K	40 K	60 K	1 K	1 K	5 K	10 K	20 K	1 K	1 K	0000	ON	OFF	OFF
Belgium	50 BF	100 BF	150 BF	---	---	5 BF	20 BF	50 BF	1 BF	10 BF	0000	OFF	ON	OFF
Israel	50 Sc	100 Sc	200 Sc	10 Sc	1 Sc	0.1 Sc	0.5 Sc	5 Sc	0.1 Sc	1 Sc	000.0	ON	ON	OFF
France	50 Fr	100 Fr	200 Fr	20 Fr	1 Fr	2 Fr	5 Fr	10 Fr	1 Fr	1 Fr	0000	OFF	OFF	ON
Holland	250 G	500	750 G	---	5 G	2.5 G	1 G	1/4 G	0.1 G	0.1 G	00.00	ON	OFF	ON
Spain	50 P	100 P	150 P	50 P	25 P	100 P	200 P	500 P	1 P	10 P	0000	OFF	ON	ON
Italy	100 L	200 L	300 L	50 L	100 L	100 L	200 L	500 L	100 L	50 L	0000	ON	ON	ON

## Stage 2 - Payout

The type of payout is selected using SW1-4..5. The selection depends upon the type of game or ride Maximiser III will be connected to.

If Maximiser III is going to be used to control a game or ride that operates automatically once it has been started then **Credit Mode** will be required. Select this with SW1-4=OFF and SW1-5=OFF.

If Maximiser III is going to be used to control a game or ride that operates for a fixed length of time then **Timer Mode** will be required. Select this with SW1-4=ON and SW1-5=OFF.

If Maximiser III is going to be used to control a machine that accepts a sum of money and then dispenses a product then **Vend Mode** will be required. Select this with SW1-4=OFF and SW1-5=ON.

If Maximiser III is going to be used to control a game or ride that operates for a variable length of time before providing an end-of-game signal then **Relay Mode** will be required. Select this with SW1-4=ON and SW1-5=ON.

The selected mode will alter the information shown on the display and whether the optional Pause button and Pause lamp may be connected. The following table summarises payout selection:

Example Applications	Mode	Display shows	Pause button & Pause lamp	SW1-4	SW1-5
Most arcade and video games, and rides providing an end-of-game signal, Crane Grab Machines, Punchballs.	Credit	Unpaid Credits	✘	OFF	OFF
"kiddie" rides and other rides that require an external timer, pool table lights timers, bumper cars, radio control models.	Timer	Time Remaining	✓	ON	OFF
Vending machines, card, token and ticket dispensers	Vend	Cash Total	✘	OFF	ON
Games and rides where an external timer or switch provides the game duration and an end-of-game signal is provided.	Relay	Unpaid Credits	✘	ON	ON

In **Credit** and **Vend** modes Maximiser III will pay each credit as a single pulse of the transistor and relay outputs. The length of the pulse is set by SW2-5. If SW2-5 is OFF then the pulse will be 100ms (one tenth of a second) long. If SW2-5 is ON then the pulse will be 500ms (half a second) long. SW2-6..8 set the separation of pulses if more than one credit is to be paid out. The following table shows the possible settings:

SW2-6	SW2-7	SW2-8	Pulse separation	Fastest pulse rate with	
				100 ms pulses	500 ms pulses
OFF	OFF	OFF	1 × pulse width	300 per minute	60 per minute
ON	OFF	OFF	2 × pulse width	200 per minute	40 per minute
OFF	ON	OFF	3 × pulse width	150 per minute	30 per minute
ON	ON	OFF	4 × pulse width	120 per minute	24 per minute
OFF	OFF	ON	5 × pulse width	100 per minute	20 per minute
ON	OFF	ON	6 × pulse width	86 per minute	17 per minute
OFF	ON	ON	7 × pulse width	75 per minute	15 per minute
ON	ON	ON	8 × pulse width	67 per minute	13 per minute

In **Timer** mode Maximiser III will pay each credit as a fixed time period of the transistor and relay outputs. The length of the time period is set by SW2-5..8. The following table shows the possible settings supplied with Maximiser III as standard. Other times are available, contact the factory for details.

SW2-5	SW2-6	SW2-7	SW2-8	Time Period
OFF	OFF	OFF	OFF	15 seconds
ON	OFF	OFF	OFF	30 seconds
OFF	ON	OFF	OFF	45 seconds
ON	ON	OFF	OFF	60 seconds
OFF	OFF	ON	OFF	75 seconds
ON	OFF	ON	OFF	90 seconds
OFF	ON	ON	OFF	105 seconds
ON	ON	ON	OFF	120 seconds
OFF	OFF	OFF	ON	135 seconds
ON	OFF	OFF	ON	150 seconds
OFF	ON	OFF	ON	165 seconds
ON	ON	OFF	ON	180 seconds
OFF	OFF	ON	ON	195 seconds
ON	OFF	ON	ON	210 seconds
OFF	ON	ON	ON	225 seconds
ON	ON	ON	ON	240 seconds

If more than one credit is to be paid then the time period will be extended as necessary to make a single continuous period.

---

**Thomas & Anca Club Supplies Ltd** Units 18-21 Victory Park, Trident Close  
Medway City Estate, Rochester, Kent ME2 4ER

Tel: 01634 726902 Fax: 01634 726906 [www.thomasandanca.co.uk](http://www.thomasandanca.co.uk) [enquiries@thomasandanca.co.uk](mailto:enquiries@thomasandanca.co.uk)

In **Relay** mode Maximiser III will pay each credit as a single pulse of the transistor and relay outputs. The minimum length of the pulse is set by SW2-5..8. The following table shows the possible settings:

SW2-5	SW2-6	SW2-7	SW2-8	Minimum Pulse
OFF	OFF	OFF	OFF	0.4 seconds
OFF	ON	OFF	OFF	0.8 seconds
OFF	OFF	ON	OFF	1.2 seconds
OFF	ON	ON	OFF	1.6 seconds
OFF	OFF	OFF	ON	2.0 seconds
OFF	ON	OFF	ON	2.4 seconds
OFF	OFF	ON	ON	2.8 seconds
OFF	ON	ON	ON	3.2 seconds
ON	OFF	OFF	OFF	2 seconds
ON	ON	OFF	OFF	4 seconds
ON	OFF	ON	OFF	6 seconds
ON	ON	ON	OFF	8 seconds
ON	OFF	OFF	ON	10 seconds
ON	ON	OFF	ON	12 seconds
ON	OFF	ON	ON	14 seconds
ON	ON	ON	ON	16 seconds

If, during the pulse period, the game or ride uses the Machine Ready Input to show that it is busy operating, the pulse will be extended until the game or ride finishes. The table above gives the minimum time for the pulse, the time allowed for the game or ride to start and become busy.

### Stage 3 - Credits and Bonuses

Cash entered into Maximiser III through the coin mechanism is converted into credits for payment in four ways, namely Game Credits, Vend Credits, Coin Bonuses and Accumulating Bonuses. Which of these is available depends upon the Mode selection made at stage 2 and the options are shown in the following table:

Mode	Type of Credits		Type of Bonuses	
	Game	Vend	Coin	Accumulating
<b>Credit</b>	✓	✗	✓	✓
<b>Timer</b>	✓	✗	✓	✓
<b>Vend</b>	✗	✓	✗	✗
<b>Relay</b>	✓	✗	✓	✓

In **Credit**, **Timer** or **Relay** modes cash is converted into credits using the Game Credit method. The country selected at stage 1 is used to select one of 8 price-per-game tables, one for each country. Each table contains sixteen price-per-game selections appropriate for that currency. SW2-1.4 selects which price-per-game setting is required. The following table lists the standard price-per-game settings are for each country. Other price-per-game settings are available, contact the factory for details.

SW2-1	SW2-2	SW2-3	SW2-4	Price per game							
				U.K.	Denmark	Belgium	Israel	France	Holland	Spain	Italy
OFF	OFF	OFF	OFF	10p	1 K	1 BF	0.1 Sc	2 F	0.1 G	1 P	100 L
ON	OFF	OFF	OFF	20p	2 K	2 BF	0.2 Sc	5 F	0.2 G	2 P	200 L
OFF	ON	OFF	OFF	30p	4 K	5 BF	0.3 Sc	10 F	0.4 G	3 P	300 L
ON	ON	OFF	OFF	40p	6 K	10 BF	0.4 Sc	15 F	0.5 G	4 P	400 L
OFF	OFF	ON	OFF	50p	8 K	15 BF	0.5 Sc	20 F	0.6 G	5 P	500 L
ON	OFF	ON	OFF	60p	10 K	20 BF	0.6 Sc	25 F	0.8 G	6 P	600 L
OFF	ON	ON	OFF	70p	12 K	25 BF	0.8 Sc	30 F	1 G	8 P	700 L
ON	ON	ON	OFF	80p	14 K	30 BF	1 Sc	35 F	1.5 G	10 P	800 L
OFF	OFF	OFF	ON	90p	16 K	35 BF	1.5 Sc	40 F	2 G	12 P	900 L
ON	OFF	OFF	ON	£1.00	18 K	40 BF	2 Sc	45 F	2.5 G	15 P	1000 L
OFF	ON	OFF	ON	£1.10	20 K	45 BF	2.5 Sc	50 F	3 G	20 P	1100 L
ON	ON	OFF	ON	£1.20	24 K	50 BF	3 Sc	60 F	3.5 G	25 P	1200 L
OFF	OFF	ON	ON	£1.30	28 K	55 BF	3.5 Sc	70 F	4 G	30 P	1300 L
ON	OFF	ON	ON	£1.40	32 K	60 BF	4 Sc	80 F	4.5 G	35 P	1400 L
OFF	ON	ON	ON	£1.50	36 K	65 BF	4.5 Sc	90 F	5 G	40 P	1500 L
ON	ON	ON	ON	£1.60	40 K	70 BF	5 Sc	100 F	5.5 G	50 P	1600 L

As cash is entered into Maximiser III it is accumulated and each time the total value exceeds the price-per-game one credit will be earned.

In **Vend** mode cash is converted into credits using the Vend Credit method. SW2-1.4 is used to select the units of the vend price and SW3-1.4 is used to select the tens of the vend price. To set the price at which a credit will be paid proceed as follows:

- The price-per-vend must be a multiple of the Vend Units for the currency. For example for U.K. currency the Vend Units are 10p and therefore the price-per-vend must be a multiple of 10p.
- Divide the required price-per-vend by the Vend Units for the currency. For example if the price-per-vend is £3.60 in U.K. currency then divide £3.60 by 10p to get 36 which is the number of vend units.

- c) If the number is less than 99 set SW3-1..4 from the tens of the number according to the following table.

For example for 36 vend units set:

SW3-1	SW3-2	SW3-3	SW3-4
ON	ON	OFF	OFF

SW3-1	SW3-2	SW3-3	SW3-4	Vend Price (Tens)
OFF	OFF	OFF	OFF	0
ON	OFF	OFF	OFF	10
OFF	ON	OFF	OFF	20
ON	ON	OFF	OFF	30
OFF	OFF	ON	OFF	40
ON	OFF	ON	OFF	50
OFF	ON	ON	OFF	60
ON	ON	ON	OFF	70
OFF	OFF	OFF	ON	80
ON	OFF	OFF	ON	90

- d) If the number is less than 99 set SW2-1..4 from the units of the number according to the following table.

For example for 36 vend units set:

SW2-1	SW2-2	SW2-3	SW2-4
OFF	ON	ON	OFF

SW2-1	SW2-2	SW2-3	SW2-4	Vend Price (Units)
OFF	OFF	OFF	OFF	0
ON	OFF	OFF	OFF	1
OFF	ON	OFF	OFF	2
ON	ON	OFF	OFF	3
OFF	OFF	ON	OFF	4
ON	OFF	ON	OFF	5
OFF	ON	ON	OFF	6
ON	ON	ON	OFF	7
OFF	OFF	OFF	ON	8
ON	OFF	OFF	ON	9

Alternatively for a price-per-vend above 99 vend units use the following table:

SW2-1	SW2-2	SW2-3	SW2-4	SW3-1	SW3-2	SW3-3	SW3-4	Vend price in vend units
OFF	ON	OFF	ON	ON	OFF	OFF	ON	100
ON	ON	ON	ON	ON	OFF	OFF	ON	105
OFF	ON	OFF	ON	OFF	ON	OFF	ON	110
ON	ON	ON	ON	OFF	ON	OFF	ON	115
OFF	ON	OFF	ON	ON	ON	OFF	ON	120
ON	ON	ON	ON	ON	ON	OFF	ON	125
OFF	ON	OFF	ON	OFF	OFF	ON	ON	130
ON	ON	ON	ON	OFF	OFF	ON	ON	135
OFF	ON	OFF	ON	ON	OFF	ON	ON	140
ON	ON	ON	ON	ON	OFF	ON	ON	145
OFF	ON	OFF	ON	OFF	ON	ON	ON	150
ON	ON	ON	ON	OFF	ON	ON	ON	155
OFF	ON	OFF	ON	ON	ON	ON	ON	160
ON	ON	ON	ON	ON	ON	ON	ON	165
OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	Accumulate money, do not vend

In order to simplify the setting up of the price-per-vend a special test facility is available. Disconnect any Start button and then switch Maximiser III on with Config Switch 1 set as follows:

SW1-1	SW1-2	SW1-3	SW1-4	SW1-5	SW1-6	SW1-7	SW1-8
OFF	ON	ON	OFF	ON	Required Country		

Press the Manual credit button once and the current price-per-vend setting will be shown on the display. As SW2-1..4 and SW3-1..4 are changed the display will be automatically updated. When the price-per-vend setting is correct switch Maximiser III off, reconnect any Start button and return SW1-1..5 to the required settings.

## Bonuses

If bonuses are not required in Credit, Timer or Relay modes set SW3 as follows:

SW3-1	SW3-2	SW3-3	SW3-4	SW3-5	SW3-6	SW3-7
ON	OFF	OFF	OFF	OFF	OFF	OFF

In Vend mode bonuses are not available but in Credit, Timer or Relay modes two types of bonuses are available, namely Coin bonuses and Accumulating bonuses.

Coin bonuses are selected by setting SW3-1=ON. When selected each coin can, in addition to any credits earned from its cash value, earn an additional credit. The following table shows how SW3-2..6 is used to select which coins are to earn bonus credits.

Function	SW3-2	SW3-3	SW3-4	SW3-5	SW3-6
Give no bonus credits for coins	OFF	OFF	OFF	OFF	OFF
Give one bonus credit for B channel coin	ON				
Give one bonus credit for C channel coin		ON			
Give one bonus credit for D channel coin			ON		
Give one bonus credit for E channel coin				ON	
Give one bonus credit for F channel coin					ON

Accumulating bonuses are selected by setting SW3-1=OFF. When selected accumulated cash value counts towards bonus credits as well as normal credits. As cash value is entered the accumulating bonus level builds up and as it passes three trigger levels bonus credits are earned. The trigger levels themselves are chosen by Maximiser III to be suitable for the currency, see stage 1. The number of bonus credits earned as each level is passed are set by SW3-2..7 as shown in the following table:

Function	SW3-2	SW3-3	SW3-4	SW3-5	SW3-6	SW3-7
Give no bonus credits for passing level 1	OFF	OFF				
Give 1 bonus credits for passing level 1	ON	OFF				
Give 2 bonus credits for passing level 1	OFF	ON				
Give 4 bonus credits for passing level 1	ON	ON				
Give no bonus credits for passing level 2			OFF	OFF		
Give 1 bonus credits for passing level 2			ON	OFF		
Give 2 bonus credits for passing level 2			OFF	ON		
Give 4 bonus credits for passing level 2			ON	ON		
Give no bonus credits for passing level 3					OFF	OFF
Give 1 bonus credits for passing level 3					ON	OFF
Give 2 bonus credits for passing level 3					OFF	ON
Give 4 bonus credits for passing level 3					ON	ON

## *Stage 4 - External Connections*

- Maximiser III requires a stable +12 Volt supply. When a Mechanism Lamp, Start Lamp, Coin Counter/Meter and 4 digit LED display are all connected Maximiser III will require 500mA (half an Amp) of current when operating. Additional connections such as a Pause lamp and Game in Progress lamp will require more current.
- If automatic payout is required then set SW1-1=ON. If a Start button is required then set SW1-1=OFF and connect a "push-to-make" Start button between terminal connection ST1 and 0 Volts. If the Start button is illuminated by a 12 Volt bulb then connect one side of the bulb to the Start Lamp output (terminal connection GO) and the other side to the +12 Volt supply.
- If a Pause button is required (in Timer Mode only) then set SW1-2=OFF and connect a "push-to-make" Pause button between terminal connection ST2 and 0 Volts. If a pause button is not required then set SW1-2=ON. If the Pause button is illuminated by a 12 Volt bulb then connect one side of the bulb to the Pause Lamp output (terminal connection O7) and the other side to the +12 Volt supply.
- If the game/ride does not provide a "machine ready" signal then set SW1-3=ON. If a "machine ready" signal is provided then set SW1-3=OFF and connect the input to the RDY terminal connection. The signal should float when inactive and connect to 0 Volts (using a switch, relay or transistor) when active.

If the game/ride is ready when the input is connected to 0 Volts then set the Machine Ready Polarity Link to POS. If the game/ride is ready when the input is floating then set the Machine Ready Polarity Link to NEG. Under no circumstances should a voltage be connected directly to the RDY input. This could damage Maximiser III.

If the "machine ready" signal is required to stop the acceptance of further coins when the game/ride is operating then set SW3-8=ON. If further coins can be accepted at any time, even when the game/ride is operating then set SW3-8=OFF.

- A 12 Volt, 5 Watt maximum lamp may be connected between the LMP terminal connection and +12 Volts to act as a Mechanism Lamp.
- A 12 Volt, 5 Watt maximum lamp may be connected between the O8 terminal connection and +12 Volts to act as a Game in Progress Lamp. The lamp will illuminate when credits start to be paid in any payout mode, and will go out after credits have been paid.
- To connect a 12 Volt mechanical Coin Counter/Meter to Maximiser III connect its positive (red) lead or terminal to +12 Volts and its negative (blue or black) lead or terminal to 0 Volts.
- If required a 4-digit LED display may be connected to the display connector. The display will show different information under different conditions as shown in the following table:

Mode	Condition	Display
Credit, Relay	Normal operation	Number of credits waiting to be paid. Display counts down as credits are paid.
Vend	Normal operation	Amount of cash entered. Display decreases as vending occurs.
Timer	Normal operation	Number of seconds remaining in time period. Decimal points flash and display counts down as credits are paid.
Timer	Pause button pressed	STOP
Credit, Relay	More than 9999 credits to be paid	FULL
Vend	More than 9999 units of currency	FULL
Timer	More than 9999 seconds to be paid	FULL Decimal points flash as credits are paid.

### *Summary of configuration switch pole functions.*

Configuration switch 1 configures the country, input buttons and credit output type as follows:

- SW1-1 - Connection of a Start button. (Manual or Automatic payment of credits);
- SW1-2 - Connection of a Pause button;
- SW1-3 - Connection of Machine Ready Input;
- SW1-4..5 - Mode selection (Credit, Timer, Vend or Relay)
- SW1-6..8 - Country selection;

Configuration switch 2 configures the pence-per-game and credit output pulse time as follows:

- SW2-1..4 - Pence-per-game selection (Credit, Timer or Relay modes) or pence-per-vend selection (Vend mode);
- SW2-5..8 - Pulse width/separation selection (Credit, Vend or Relay modes) or pulse time selection (Timer mode);

In Credit, Timer or Relay modes configuration switch 3 configures the bonuses as follows:

- SW3-1 - Bonus type. (Coin or Accumulated bonuses);
- SW3-2..7 - Bonus settings;
- SW3-8 - Machine Ready Input coin inhibit setting;

In Vend mode configuration switch 3 configures the price-per-vend as follows:

- SW3-1..4 - Pence-per-vend selection;
- SW3-5..7 - Not used;
- SW3-8 - Machine Ready Input coin inhibit setting;