

THE CAT'S MEOW -- GAME DIFFICULTY SETTING TABLE
(Rev. 03/30/2023)

Game Setting	BAD KITTENS	BAD CATS	G A M E R U L E S	THE CAT'S MEOW [DEFAULT SETTING]	SEAFOOD (EASY)	ME-OW (HARD)
SPECIAL AWARD	AD07	AD07	AD07(+)	[CREDIT]	5M SCORE(*)	0%
MAXIMUM EX.BALL	9	AD09	AD09	[3]	9	0
HIGHEST SCORES	OFF	OFF	AD13	[ON]	OFF	OFF
DROP TARGET RULE	ORIGINAL	ORIGINAL	AD31	[T.C. MEOW]	EASY	HARD
DOGHOUSE TIMER	AD32 + 5sec	20sec	AD32	[20sec]	AD32 + 5sec	AD32 - 10sec
FISH BONUS TIMER	AD33 + 5sec	20sec	AD33	[20sec]	AD33 + 5sec	AD33 - 5sec
F.BONE-US RULES	ORIGINAL	ORIGINAL	AD34	[T.C. MEOW]	EASY	HARD
TIGER RAMP RULES	ORIGINAL	ORIGINAL	AD35	[T.C. MEOW]	EASY	HARD
SKILLSHOT RULES	ORIGINAL	ORIGINAL	AD36	[T.C. MEOW]	EASY	HARD
GOLDFISH TIMER	EASY	HARD	AD37	[HARD]	AD37 - 1 level	AD37 + 1 level
G.FISH RAMP RULES	ORIGINAL	ORIGINAL	AD38	[T.C. MEOW]	EASY	HARD
CONSOLATION EB	YES	YES	AD39	[YES]	YES	NO
JACKPOT MEMORY	YES	YES	AD40	[YES]	YES	NO
BALL SAVER	AD41 (>=7sec)	OFF	AD41	[5sec]	AD41 (>=7s)	OFF
20M SHOT RULES	ORIGINAL	ORIGINAL	AD42	[T.C. MEOW]	EASY	HARD
JACKPOT RULES	ORIGINAL	ORIGINAL	AD43	[T.C. MEOW]	EASY	HARD
SFD WHEEL RULES	ORIGINAL	ORIGINAL	AD44(+,*)	[T.C. MEOW]	EASY	HARD
JACKPOTS/GAME	AD45 + 50%	5%	AD45	[10%]	AD45 + 50%	0%
EX.BALLS/GAME	AD46 + 50%	33%	AD46	[33%]	AD46 + 50%	0%
SPECIALS/GAME	AD47 + 50%	5%	AD47	[10%]	AD47 + 50%	0%
STARTBUTTON MENU	AD50	AD50	AD50	[YES]	AD50	AD50
BAD FISH HANDLER	WMS LA-2	WMS LA-5	AD51	[PATTERN]	LEVEL	PATTERN

Notes:

- (+) When AD44 is set to T.C. MEOW (default) and AD07 is set to SCORE, the Seafood Wheel SPECIAL scores a 5M FISH BONE-US award (instead of 100K), which counts toward the 20M WISH progress.
- (*) When AD44 is set to EASY the Seafood Wheel SPECIAL scores a 5M FISH BONE-US award, regardless of the setting of AD07, and this award counts toward the 20M WISH progress.