

Meteor Switch Assignments:

High Score Feature: Switch 6

Extra Ball Off
Replay On

(Note this is an award for beating one of three preset levels. These levels can be changed in the audit menu 1-3. This award is not for beating the high score on the game that is displayed in attract mode. Set to Replay for Tournament play.)

Missile WOWS Switch 8

1000 thru 6000 Off
1000 thru 7000 On

(Note: Setting the switch to ON will make it easier to collect a Missile WOW, because maxing all three target banks to 7000 basically lights a WOW and keeps it lit as long as it takes for you to hit it. Setting the Switch to OFF makes lighting and collecting WOW much more challenging)

Meteor Bank WOW setting: Switch 23 Switch 24

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Wows are lit when Multiplier = 6x On Off
Wows are lit when Multiplier = 7x Off On

(Note: Unlike the Missile WOWs, this setting makes little difference in the ease of collecting a WOW. If the player maxes out the multiplier at 7x, there is only one chance to collect the WOW. If the METEOR targets are completed without hitting the rotating WOW target, the WOW goes away and does not come back on.)

Slingshots Feature: Switch 25

No Movement On
Movement Off

(Note: this only affects the Missile WOWs and not the METEOR WOWs.)

Special Award:

Switch 14	Switch 31	Switch 32	Special	WOW
Off	Off	Off	No Award	No Award
On	Off	Off	90,000	Extra Ball
Off	On	Off	130,000	70,000 ***
On	On	Off	130,000	Extra Ball
Off	Off	On	Extra Ball	40,000
On	Off	On	Extra Ball	70,000
Off	On	On	Replay	70,000
On	On	On	Replay	Extra Ball

Note: This is the key to disabling the Extra Balls for WOWs (and specials).

*** For tournament play the third setting down gives points reward for both Specials and WOWs without giving an extra ball.