

THE CAT'S MEOW - GAME MANUAL

[The information in this section supersedes the corresponding information on pp.18-20 in the Bad Cat Operations Manual.]

RULES SELECTION AT GAME START

When the STARTBUTTON MENU is enabled in the game adjustments and the first ball of any player is resting in the shooter lane, a long-press of the start button enters the game-rules selection menu (PICKY KITTY). Five different rules options can be selected with the flipper buttons:

1. THE CAT'S MEOW -- default rules of the TCM home ROM.
2. BAD CATS -- original Bad Cats rules with factory settings; L2 or L5 rules can be selected with the BAD FISH HANDLER adjustment.
3. BAD KITTENS -- easier variant of the original Bad Cats rules with longer timers and Ball Saver enabled.
4. SEAFOOD -- easier variant of The Cat's Meow rules.
5. ME-OW -- harder variant of The Cat's Meow rules.

Pressing the left flipper button once selects the BAD CATS rules, and then you can launch the ball to play a game with the original rules. In the following YouTube Short I first start a two player game, enter the rules-selection menu, change the rules to BAD CATS and launch the ball for a two-player game with the original rule set.

There are two difficulty levels of the Bad Cats rules and three levels of the TCM rules to chose from. Different players in the same game can play with different rules. So, for example, if you as player 1 want to play a game of Bad Cats (original rules) with a more casual player 2, you start a game and enter the rules selection menu as shown in the video above to chose BAD CATS rules. Then you (short) press the start button to add another player, which automatically switches the menu so you can change the rules for player 2 to BAD KITTENS. This is shown in the video below, where I also long-press the start button after selecting the rules for player 2, to return the display to show the scores, before launching the ball.

NOTES:

- Regardless of what you chose as the rules when you add a player to a game, when that player's first ball is parked in the shooter lane they can long press the start button and chose whatever rules they want to play with.
- Long-pressing the start button, which is also used to enter and exit a CAT NAP, is safe in the sense that it will never use up credits by adding another player to a game.
- In order to mute the game (CAT NAP) instead of choosing the game rules when the first ball is in the shooter lane, long-press the start button until the game is muted.

GAME ADJUSTMENT PROCEDURE

AD31: DROP TARGET RULES The operator can choose (via the Credit button) the Drop Target rules that light B-A-D C-A-T-S letters. The choices are:

- ORIGINAL -- Each target bank spots 1 letter; B-A-D C-A-T-S letters carry over from ball to ball.

- NORMAL -- The 3-bank spots 1 letter; the 5-bank spots 2 letters (normally), or 3 when all targets are dropped individually; B-A-D C-A-T-S letters carry over from ball to ball.
- EASY -- Same as normal, except that the B-A-D letters are pre-lit at game start.
- HARD -- Each target bank spots 1 letter; B-A-D C-A-T-S letters reset at start of each ball.

AD34: FISH BONE-US RULES The operator can choose (via the Credit button) the rules governing the Fish Bone-Us award. The choices are:

- ORIGINAL -- The 10x multiplier can be lit (blinking) either via the lit right inlane or by completing the 5-bank. Once lit, the Fish Bone-Us valued does not drop below 25K. Both the Fish Bone-US value and 10x multiplier carry over from ball to ball.
- NORMAL -- The 10x multiplier can be lit temporarily (blinking) via the lit right inlane or semi-permanently (solid) by completing the 5-bank. When blinking the 10x multiplier is turned off whenever the current Fish Bone-Us timer expires. On time-out Fish Bone-Us value drops to zero. Neither the Fish Bone-US value nor the 10x multiplier carry over from ball to ball.
- EASY -- The 10x multiplier can be lit semi-permanently (blinking) via the lit right inlane or permanently (solid) by completing the 5-bank. When the 10x multiplier is not blinking the Fish Bone-Us timer is disabled. On time-out the Fish Bone-Us value drops to zero. Both the Fish Bone-US value and 10x multiplier carry over from ball to ball.
- HARD -- The 10x multiplier can only be lit (solid) by completing the 5-bank. On time-out Fish Bone-Us value drops to zero. Neither the Fish Bone-US value nor the 10x multiplier carry over from ball to ball.

AD35: TIGER RAMP RULES The operator can choose (via the Credit button) the rules governing the Tiger Ramp awards, except for the 20M shot, which is controlled by AD42. The choices are:

- ORIGINAL -- The starting value of the ramp is 50K; the 1M shot is always qualified; 3 consecutive ramp-shots are required to score the 20M shot.
- NORMAL -- The starting value of the ramp is 50K; the 1M shot is pre-qualified at ball start but must be re-qualified by completing the 5-target bank after each Unlimited Million mode, unless the 20M shot is lit.
- EASY -- The starting value of the ramp is 50K; the 1M shot is always qualified; no consecutive ramp-shots are required for scoring the 20M shot.
- HARD -- The starting value of the ramp is 50K; the 1M shot must be qualified by completing the 5-target bank, even when the 20M shot is lit.

AD36: SKILLSHOT RULES The operator can choose (via the Credit button) the rules governing the skill shot. The choices are:

- ORIGINAL -- All three T-O-Y letters award the 2x bonus multiplier; lane change is disabled during the skill shot.
- NORMAL -- The T letter awards the same Fish Bone-Us 10x multiplier as the 5-target bank; the O letter awards the 2x bonus multiplier; the Y letter awards a B-A-D C-A-T-S letter. Lane change is disabled during the skill shot.
- EASY -- Same as NORMAL except that lane change is enabled during the skill shot.
- HARD -- All three T-O-Y letters award a score of 100K; lane change is disabled during the skill shot.

AD38: GOLDFISH RAMP RULES The operator can choose (via the Credit button) the rules governing qualification of the Goldfish Ramp. The choices are:

- ORIGINAL -- The ramp is always qualified.

- NORMAL -- The ramp must be qualified with a completion of the T-O-Y letters or either drop target bank.
- EASY -- Same as ORIGINAL with ramp not resetting to 25K. The award sequences are 25K-50K-75K-100K-100K-... and 25K-50K-75K-100K-EB-100K-100K-...
- HARD -- The ramp must be qualified by completing the 3-target bank.

AD41: BALL SAVER The operator can choose (via the Credit button) whether to enable the Ball Saver. This setting is either OFF or ranges from 3 seconds (conservative) to 10 seconds (liberal).

AD42: 20M SHOT RULES The operator can choose (via the Credit button) the rules governing qualification of the 20M award of the Goldfish Ramp. The choices are:

- ORIGINAL -- The 20M shot is enabled on ball 3 and can be collected only once per game.
- NORMAL -- The 20M WISH is qualified by scoring a Goldfish Jackpot, an Extra Ball, and a 5M Fish Bone-Us award. After scoring the 20M WISH, all awards are re-enabled and the WISH can be scored again.
- EASY -- Same as NORMAL except that the Unlimited Million mode is NOT aborted when another playfield switch is hit while the 20M WISH is lit. As a result, there are no consecutive shots required to score the 20M WISH.
- HARD -- Same as NORMAL except that Seafood Wheel awards do not count toward progress for the 20M WISH shot.

AD43: JACKPOT RULES The operator can choose (via the Credit button) the rules governing advance of the Goldfish Ramp Jackpot value. The choices are:

- ORIGINAL -- The Jackpot value, with a maximum of 20M, is shared between players and carried over from game to game. Jackpot advance is mainly by the skill shot (500K). After scoring, the Jackpot is reset to 1M. On game reset and after 7 minutes of inactivity a Jackpot value below 3M is reset to 3M. During attract mode the shared Jackpot value is shown on the backbox (up to 8M) and periodically reported as the LITTER JACKPOT on the score displays.
- NORMAL -- The Jackpot value, with a maximum of 15M, is separate for each game but partially shared between players during multi-player games, as follows: At the beginning of ball 1, the Jackpot value for each player is initialized to 2,840,000 points. At the beginning of each subsequent regular ball (not extra balls), the the Jackpot value of each player is initialized with the highest Jackpot value of any player achieved during the previous ball. The skill shot, drop targets, ramps and outlanes advance the Jackpot Value. Scoring the Jackpot does not change its value.
- EASY -- The Jackpot value, initialized to 2,840,000 at game start and with a maximum of 15M, is not shared with other players or carried from game to game. Jackpot advance is double that of NORMAL and scoring the Jackpot does not change its value.
- HARD -- The Jackpot value, initialized to 1M at game start and with a maximum of 15M, is not shared with other players or carried from game to game. Jackpot advance is the same as NORMAL and scoring the Jackpot does not change its value.

AD44: SEAFOOD WHEEL RULES The operator can choose (via the Credit button) the rules governing the high-value Seafood Wheel awards. The choices are:

- ORIGINAL -- The Seafood Wheel awards Light Jackpot, Extra Ball and Special according to the percentages set in adjustments 45-47 and the Consolation Extra Ball according to AD39.
- NORMAL -- In addition to the high-value awards of the ORIGINAL setting, the Wheel awards Spot B-A-D C-A-T-S Letter with significantly increased probability while the BBQ mode is running and the Jackpot has not been awarded yet.

- EASY -- Same as NORMAL setting but with the Special always (independent of AD07) awarding a score of 5M that contributes to the 20M WISH progress (when the 20M WISH shot is enabled with AD42).
- HARD -- The Seafood Wheel gives out the awards as a non-random sequence that does not include the Light Jackpot, Extra Ball and Special awards.

AD51: STARTBUTTON MENU The operator can choose (via the Credit button) whether additional functionality is enabled when the Credit button (Start button) is long-pressed (longer than 0.75s) while the ball is parked in the shooter lane, in the Trashcan, or in the Doghouse. The choices are YES (default) or NO. The start button menu enables two different features:

1. When the first ball of any player is parked in the shooter lane, long-pressing the Credit button enters the rules-selection menu (PICKY KITTY), as described in the RULES SELECTION AT GAME START section of the manual.
2. When enabled and the ball is parked in either of the scoops, or in the shooter lane during later balls, long-pressing the Credit button starts a CAT NAP, which mutes the game, dims the GI and slows the insert lamp effects. For more information, see the CAT NAP section of the manual.

AD52: BAD FISH HANDLER The opto interrupter wheel of the linear Fish Bone-Us target occasionally lands in a position where even the slightest vibration causes the opto to toggle. (With bright LEDs installed it is also possible that reflection off the wheel causes switch toggles without any vibrations at all.) The operator can choose (via the Credit button) four different algorithms for mitigating these effects. The choices are:

- WMS LA-2 -- The fish target behaves like the LA-2 version of the WMS software, where there is no special treatment of phantom switch hits. Shots to the target award 1-4 fish advances, which is taken as the behavior intended by the game designers. This setting is not suitable for competition play.
- WMS LA-5 -- The fish target behaves like the LA-5 version of the WMS software, where the fish switch is throttled severely and there are very few phantom switch hits. On the other hand, shots to the target award only 1-2 fish advances. This setting is most suitable for competition play.
- LEVEL -- Water-level based algorithm for detecting phantom switch hits, intended to combine the target responsiveness of the L2 version with the phantom-switch filtering of the L5 algorithm. Phantom switch hits are announced with male YEAH.
- PATTERN -- Temporal-pattern based algorithm for detecting phantom switch hits, intended to combine the target responsiveness of the L2 version with the phantom-switch filtering of the L5 algorithm. Phantom switch hits are announced with female OH.

AD60: INSTALL 5 BALL The operator can change the game to 5-ball play. In addition to setting BALLS/GAME (AD09) to 5, REPLAY START (AD02) is set to 5,000,000.

AD62: INSTALL BAD KITTENS The operator can change the game rule adjustments to the same combination that is in effect when the STARTBUTTON MENU (AD51) is enabled and the BAD KITTENS rules, an easier version of the original BAD CATS rules, have been selected at game start. The GAME DIFFICULTY SETTING TABLE lists the Adjustments and the settings that comprise the "BAD KITTENS" group.

AD63: INSTALL BAD CATS The operator can change the game rule adjustments to the same combination that is in effect when the STARTBUTTON MENU (AD51) is enabled and the

original BAD CATS rules have been selected at game start. The GAME DIFFICULTY SETTING TABLE lists the Adjustments and the settings that comprise the "BAD CATS" group.

AD64: INSTALL THE CATS MEOW The operator can change the game rule adjustments to the same combination that is in effect when the STARTBUTTON MENU (AD51) is enabled and the THE CAT'S MEOW rules, the default rules, have been selected at game start. The GAME DIFFICULTY SETTING TABLE lists the Adjustments and the settings that comprise the "THE CAT'S MEOW" group.

AD65: INSTALL T.C.M. EASY The operator can change the game rule adjustments to the same combination that is in effect when the STARTBUTTON MENU (AD51) is enabled and the SEAFOOD rules, an easier version of the THE CAT'S MEOW rules, have been selected at game start. The GAME DIFFICULTY SETTING TABLE lists the Adjustments and the settings that comprise the "BAD KITTENS" group.

AD66: INSTALL T.C.M. HARD The operator can change the game rule adjustments to the same combination that is in effect when the STARTBUTTON MENU (AD51) is enabled and the ME-OW rules, an harder version of the THE CAT'S MEOW rules, have been selected at game start. The GAME DIFFICULTY SETTING TABLE lists the Adjustments and the settings that comprise the "T.C.M. HARD" group.