

THE CAT'S MEOW

V1.2



RULES AND ADJUSTMENTS MANUAL

- For the Cat's Meow home ROM by idealjoker.
- The Cat's Meow original notes by idealjoker.
- Original rules and adjustments manual by WMS.
- Mashup rules and adjustments manual by mima .



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BAD CATS - GAME STATUS DISPLAYS

Bad Cats provides the game owner/operator with a display of information concerning the game's bookkeeping and game play feature adjustments. Basically, three classes of information now become available in this status display mode: Id (Identification); Au (Audit); Ad (Adjustment). Each of the underscored two-letter abbreviations for these classes appears in the Player Score Displays, while the system microprocessor for the Bad Cats game is displaying the items within each class.

Identification Information--Id

With the game turned on, the coin door open, and the AUTO-UP/MANUAL-DOWN switch in the AUTOUP position, the operator can press the ADVANCE switch once, briefly. Player displays immediately change from the Attract Mode to the Game Status Display or Identification (Id) Mode. This is evident by the following display, shown in columnar form. The column headings refer to the two backbox displays.

Upper Player Score Display	Lower Player Score Display
JP1.2	12-01-24

The game is named in the upper Player Score display. The game's compilation date shows in the Lower Player Score display.

Pressing ADVANCE once more causes the Id 01 display to appear. This display describes the installed software more fully; that is, country; development stage; date of revision.

Pressing ADVANCE once more causes the Id 02 display to appear. This display describes which of the "Install" options is currently in effect. For example, if the YES option of the INSTALL DEFAULT Adjustment Item (Ad 70) was last selected, *DEFAULT SETTING* appears on the player score displays. Changing the setting of any other game adjustment item, after selecting the YES option for Ad 70 causes the display to change to *DEFAULT ALTERED*. Similarly, if the operator selects the YES option for INSTALL HARD (Ad 65), the display indicates *HARD SETTING*. Changing a game adjustment item later then causes the display to show *HARD ALTERED*.

Audit Information--Au

While the AUTO-UP switch remains in the Up position, the operator can press the ADVANCE switch once, briefly, to begin the backbox displays of Audit (sometimes called "bookkeeping") Information. Fifty-three audit entries are now available. Calculation of the various factors is no longer necessary because the System 11B game program now performs all the mathematical factor computations. This information is intended to aid the owner/operator in evaluating how the game is performing in each location, by providing knowledge about which game features are receiving the most play. With this information, the owner/operator can determine whether adjusting the game features to other settings will contribute to increased game earnings.

The operator can press the ADVANCE button once to view each Audit Information display item. To proceed more rapidly through this information, the operator only has to press and hold the ADVANCE button. If a desired item is passed, the operator can use the MANUAL-DOWN switch position with the ADVANCE button to back up to the desired item.

START BUTTON MENU

When the START BUTTON MENU is enabled (AD51), a game is in progress and the ball is parked either in the shooter lane, trash can or dog house, pressing the start button longer than 0.75s enables special functionality:

1. When the first ball of any player is in the shooter lane, the game enters the rules menu (PICKY CAT).
2. In all other cases, the game is paused (CAT NAP).

GAME RULES MENU (PICKY CAT)

There are two general rule sets to choose from -- BAD CATS and THE CAT'S MEOW -- each with multiple difficulty levels. THE CAT'S MEOW rules are similar to the BAD CATS rules with the main difference that the 20M shot is not lit automatically on the last ball but must be earned by completing all other major awards of the game (EXTRA BALL, JACKPOT and 5M FISH BONE-US). Different players in a multi-player game can play with different rules, allowing games with handicaps. Only the scores of games played with the default rules (AD51) are recorded in the high-scores list.

There are two variants of the original BAD CATS rules, one a normal one with default settings (BAD CATS) and an easier one with longer timers and ball saver (BAD KITTENS). There are three variants of THE CAT'S MEOW rules: in addition to the normal one (THE CAT'S MEOW), there is an easier one (SEAFOOD) and a harder one (ME-OW). For details of the different game rules, refer to the GAME ADJUSTMENTS section of the manual.

When entering the PICKY CAT menu, the display shows the currently active game rules (see NOTE below). Use the flipper buttons to select the desired rule set. Then launch the ball to start the game or long-press the start button to return to the score display. While the PICKY CAT menu is active, short-pressing the start button adds another player to the current game, and the flipper buttons can be used to set the rules for that player. This feature allows player 1 to start a multi-player game with different rules (handicaps) for different players.

NOTE: On game boot the active rules are taken from AD51. When a player in a multi-player game chooses a different rule set, the change applies to all remaining players. (Later players can use PICKY CAT themselves if they wish to play with different rules.) After a game ends, the active rules are the rules that were last chosen with the menu. After 7 minutes in attract mode, the game reverts to the default rules from AD51.

CAT NAP

The intent of the CAT NAP is to pause the game so the player can take a phone call, for example. To do so, the player long-presses the start button whenever the ball is parked. (With the first ball parked in the shooter lane, the start button must be pressed longer than 4s to begin a CAT NAP instead of entering the PICKY CAT menu.) Note that the ball is not ejected from the trashcan or dog house until the start button is released, which makes it easy to start the nap even in the unlit dog house.

During the CAT NAP the game is dimmed and muted, with all regular lamp FX continuing at a much slower speed. To end the nap and continue the game, either launch the ball (if it's in the shooter lane), start a CAT SCAN (raise both flippers) or press the start button (long or short).

The **BAD CATS Audit Table** lists the 53 Audit Items of the BAD CATS Game Status Displays. Presentation of these Audit Items again utilizes the player score displays: The Audit Item entry appears in the lower Player Score Display accompanied by the Item's data, while the upper display shows the Item description. A few example entries are shown in the table. Detection of erroneous data affecting any of the counters used in these audit items causes the message, ERROR, to be displayed during display of any audit item associated with that particular counter. (The program does not analyze the cause of the error; it merely alerts the operator of the error's existence by the message.)

BAD CATS Audit Table

Audit Item (Lower)	Descriptive Phrase (Upper Display)	Audit Item Value¹ (Lower Display)
AU01	LEFT COINS (chute next to coin door hinge)	432
02	CENTER COINS	0
03	RIGHT COINS	398
04	PAID CREDITS	830
05	TOTAL PLAYS	
06	TOTAL FREE (Total Free Plays)	
07	PERCENT FREE (% Free Plays)	
08	REPLAY AWARDS	
09	PERCENT REPLAY (% Replay Awards)	
10	SPECIAL AWARDS	
11	PERCENT SPECIAL (% Special Awards)	
12	MATCH AWARDS	
13	HSTD (High Score to Date) CREDITS	
14	PERCENT HSTD (% HSTD Credits)	
15	EXTRA BALLS	
16	PERCENT EX. BALL (% Extra Balls)	
17	AV. BALL TIME (Average Time in Seconds)	
18	MINUTES OF PLAY (Minutes of Play)	
19	BALLS PLAYED	
20	REPLAY1 AWARDS	
21	REPLAY2 AWARDS	
22	REPLAY3 AWARDS	
23	REPLAY4 AWARDS	
24	1 PLAYER GAMES	
25	2 PLAYER GAMES	
26	3 PLAYER GAMES	
27	4 PLAYER GAMES	
28	BURN IN CYCLES	
29	UNLM. MIL. LIT (# of times 'Unlimited Million' was lit)	
30	UNLM. MIL AWARDED (# of awards of 'Unlimited Million')	
31	TWENTY MIL. LIT (# of times 20 Million was lit)	
32	TWENTY MIL. AWARDED (# of times 20 Million awarded)	
33	TGR. RMP. COMPL. (# of Tiger Ramp Completions)	
34	TGR RAMP MISSED (# of Tiger Ramp Noncompletions)	
35	GOLDFISH RAMPS (# of Center Ramp shots)	
36	JACKPOTS AWARDED (# of times 'JACKPOT' awarded)	

37	TOTAL WHEEL SPINS (#of spins of Seafood Wheel)	
38	CURIOSITY SPINS (# of 'Curiosity' Spins)	
39	H.S. RESET COUNTER	
40	0.0-0.4 MIL. SCORE (# of games < 500K)	
41	0.5-0.9 MIL. SCORE (# of games ≥ 500K, <1 M)	
42	1.0-1.4 MIL SCORE (# of games ≥ 1M, <1 .SM)	
43	1.5-1.9 MIL. SCORE (# of games ≥ 1M, <2.0M)	
44	2.0-2.9 MIL. SCORE (# of games ≥ 2.0M, <3.0M)	
45	3.0-3.9 MIL. SCORE (# of games ≥ 3.0M, <4.0M)	
46	4.0-4.9 MIL. SCORE (# of games ≥ 4.0M, <5.0M)	
47	5.0-5.9 MIL. SCORE (# of games ≥ 5.0M, <5.0M)	
48	6.0-7.9 MIL. SCORE (# of games ≥ 6.0M, <8.0M)	
49	8.0-9.9 MIL. SCORE (# of games ≥ 8.0M, <1 0.0M)	
50	10M - 99.9MIL. SCORE (# of games ≥ 10M, <99.9M)	
51	AV. MIN. GAME TIME (Average Game in Minutes)	
52	TOTAL FISH COL.	
53	FISH COL. 10X	
54	FISH 5 MILLION	
55	BONUS MULTIPLIER	
56	LEFT DRAINS	
57	RIGHT DRAINS	
58	CONSOL. EX. BALLS	
59	BAD CATS GAMES (Number of games started with BAD CATS or BAD KITTENS rules)	
60	T.C. MEOW GAMES (Number of games started with TCM MEOW rules.)	
61	SEAFOOD GAMES (Number of games started with TCM EASY (SEAFOOD) rules.)	
62	ME-OW GAMES (Number of games started with TCM HARD (ME-OW) rules.)	
63	BALLS SAVED (Number of balls saved by the Ball Saver.)	

NOTE:

1. The numbers shown in this column for Items 1 through 4 are examples.
Entries for all items depend on the amount of play; thus, they will vary from location to location.
2. (Clarification): To calculate the percentage of saved balls, divide **AU63** by **AU19** (balls played) and multiply by 100.

Adjustment Information--Ad

At end of the Audit Information presentation, with the AUTO-UP switch in the Up position, the operator can press the ADVANCE button to proceed to the Adjustment Information portion of the BAD CATS Game Status Displays, as shown in the Player Score Displays. A list of the Game Adjustments appears in the BAD CATS **Game Adjustment Table**.

The operator can press the ADVANCE button once to view each Adjustment Information display item. To proceed more rapidly through this information, the operator only has to press and hold the ADVANCE button. If a desired item is passed, the operator can use the MANUAL-DOWN switch position with the ADVANCE button to back up to the desired item.

The Cat's Meow Game Adjustment Table lists the 70 items of the Adjustment Information portion of the B A D CATS Game Status Displays. Presentation of the displays is similar to that for the Audit Information (that is, the upper display shows a descriptive phrase; the light type below the column headings names the respective backbox displays where the information appears, etc.).

The Cat's Meow Game Adjustments Table

Adjustment Item (Lower)	Descriptive Phrase
	(Upper Display)
Ad01	AUTO REPLAY <i>or</i> FIXED REPLAY
02	REPLAY START (<i>or</i> REPLAY LEVEL 1)
03	REPLAY LEVELS (<i>or</i> REPLAY LEVEL 2)
04	(REPLAY LEVEL 3)
05	(REPLAY LEVEL 4)
06	REPLAY AWARD
07	SPECIAL AWARD
08	MATCH AWARD
09	BALLS / GAME
10	TILT WARNING
11	MAXIMUM EXTRA BALL
12	MAXIMUM CREDITS
13	HIGHEST SCORES
14	BACKUP HIGH SCORE 1
15	BACKUP HIGH SCORE 2
16	BACKUP HIGH SCORE 3
17	BACKUP HIGH SCORE 4
18	CREDITS FOR HIGHETS SCORE 1
19	CREDITS FOR HIGHETS SCORE 2
20	CREDITS FOR HIGHETS SCORE 3
21	CREDITS FOR HIGHETS SCORE 4
22	AUTOMATIC HIGH SCORE RESET
23	FREE PLAY
24	COINAGE SELECTIONS
25	LEFT CHUTE COIN UNITS
26	CENTER CHUTE COIN UNITS
27	RIGHT CHUTE COIN UNITS
28	UNITS REQUIRED FOR CREDIT
29	UNITS REQUIRED FOR BONUS
30	MINIMUM UNITS REQUIRED FOR ANY CREDITS POSTED
31	DROP TARGET RULES
32	DOGHOUSE TIMER
33	FISH BONE-US TIMER
34	FISH BONE-US RULES
35	TIGER RAMP RULES
36	SKILL SHOT RULES
37	GOLDFISH RAMP TIME
38	GOLDFISH RAMP RULES
39	CONSOL. BALL TIME
40	JACKPOT MEMORY

41	BALL SAVER
42	20M SHOT RULES
43	JACKPOT RULES
44	SEAFOOD WHEEL RULES
45	JACKPOTS / GAME
46	EX. BALLS / GAME
47	SPECIALS / GAME
48	ATT.SND./P.G. STROBE (ATTRACT MODE SOUNDS / POST-GAME STROBE EFFECT)
49	CUSTOM MESSAGE
50	DISPLAY AU 01 • 04
51	THE CATS MEOWS - DEF.RULES/S.BT.MENU (DEFAULT RULES / STARTBUTTON MENU).
52	THE CATS MEOWS - BAD FISH HANDLER.
53 - 58	SPECIAL PRESET ADJUSTMENT SETTINGS
59	INSTALL ADDABALL
60	INSTALL 5-BALL
61	INSTALL NOVELTY
62	INSTALL BAD KITTENS
63	INSTALL BAD CATS
64	INSTALL THE CATS MEOW
65	INSTALL T.C.M EASY
66	INSTALL T.C.M. HARD
67	AUTO BURN-IN
68	CLEAR COINS
69	CLEAR AUDITS
70	INSTALL DEFAULT

Game Difficulty Setting

There is a close relation between the five rule sets the player can choose at ball start and the TCM game adjustments listed above. For example, when playing with SEAFOOD rules, the game plays as if all rules adjustments were set to EASY. Other adjustments, such as timers, are also affected. All the relevant information is found in the following table:

One of the following THE CAT'S MEOW **Game Difficulty Setting Tables** shows the five game 'difficulty' Adjustment Items (ranging from Ad 62 through Ad 66) Installing any one of these 'difficulty' Adjustments causes the values shown for each of the included game play Adjustment Items to be installed as a group, changing the level of play from one difficulty level to another.

Game Difficulty Setting Table for THE CAT'S MEOW

Game Setting	BAD KITTENS (Ad 62)	BAD CATS (Ad 63)	THE CAT'S MEOW (Ad 64 - Default)	T.C.M. EASY (Ad 65)	T.C.M. Hard (Ad 66)
Special Award	AD07	AD07	AD07 ¹ Score	5 MIL ² Score	N/A
Maximum Ex. Ball	9	AD09	AD09 3	9	0
Drop Target Rule	Original	Original	AD31 Normal The Cat's Meow	Easy Seafood <EASY>	Hard ME-OW <HARD>
Doghouse Timer	AD32 +5 sec	20 sec	AD32 20 sec	AD32 +5 sec	AD32 -10 sec
Fish Bonus Timer	AD33 +5 sec	20 sec	AD33 20 sec	AD33 +5 sec	AD33 -5 sec
Fish Bone-us Rules	Original	Original	AD34 Normal The Cat's Meow	Easy Seafood <EASY>	Hard ME-OW <HARD>
Tiger Ramp rules	Original	Original	AD35 Normal The Cat's Meow	Easy Seafood <EASY>	Hard ME-OW <HARD>
Skill Shot Rules	Original	Original	AD36 Normal The Cat's Meow	Easy Seafood <EASY>	Hard ME-OW <HARD>
Goldfish Timer	Easy Seafood <EASY>	Hard	AD37 Hard	AD37 -1 Level	AD37 +1 Level
Goldfish Ramp Rules	Original	Original	AD42 Normal The Cat's Meow	Easy Seafood <EASY>	Hard ME-OW <HARD>
Consolation Ex. Ball	Yes	Yes	AD39 YES	Yes	No
Jackpot Memory	Yes	Yes	AD40 Yes	Yes	No
Ball Saver	AD41 ≥7 sec	Off	AD41 5 sec	AD41 ≥7 sec	Off
20M Shot Rules	Original	Original	AD42 Normal The Cat's Meow	Easy Seafood <EASY>	Hard ME-OW <HARD>
Jackpot Rules	Original	Original	AD43 Normal The Cat's Meow	Easy Seafood <EASY>	Hard ME-OW <HARD>
Seafood Wheel Rules	Original	Original	AD44 ^{1,2} Normal The Cat's Meow	Easy Seafood <EASY>	Hard ME-OW <HARD>
Jackpots / Game	AD45 +50%	5%	AD45 10%	AD45 +50%	Off
Ex. Balls / Game	AD46 +50%	33%	AD45 33%	AD45 +50%	Off
Specials / Game	AD47 +50%	5%	AD45 10%	AD45 +50%	Off
Bad Fish Handler	WMS LA-2 ³	AD52	AD52 ⁴ T. C. MEOW	AD52	WMS LA-5 ⁵

NOTE

¹ When ADD44 is set to NORMAL (default) and AD07 is set to SCORE, the Seafood Wheel Special scores a 5MIL FISH BONE-US award (instead of 100K), which counts toward the 20MIL WISH progress.

² When ADD44 is set to EASY the Seafood Wheel Special scores a 5MIL FISH BONE-US award, regardless of the setting of AD07, and this award counts toward the 20MIL WISH progress.

³ *WMS LA-2* -The fish target behaves like the LA-2 ROM, 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.

⁴ *T. C. MEOW* - Alternative algorithm for detecting phantom switch hits with the intent to combine the target responsiveness of the LA-2 ROM with the phantom-switch filtering of the LA-5 ROM.

⁵ *WMS LA-5* - The fish target behaves like the LA-5 ROM, where the fish switch is throttled severely. While there are very few phantom switch hits with this setting, shots to the target award only 1-2 fish advances. This setting is the most suitable for competition play.

GAME ADJUSTMENT PROCEDURE

Adjustment Items 01 through 70

The coin door must be open to access the Game Adjustment/Diagnostic switches. All readings and setting changes require operation of these coin door switches. Some setting changes utilize the Credit button; some also use the flipper button(s). *Additional text describing the game adjustment items follows this procedure; the value of the Default Setting for each Game Adjustment item is in the preceding BAD CATS Game Adjustment Table.*

1. Use AUTO-UP and press ADVANCE. The Id 00 display initially appears. Press ADVANCE until the Player 3 display indicates Ad 01. If the default setting has not changed, the upper Player Score display indicates AUTO REPLAY, and the lower display shows 10%, indicating a 10% replay percentage. (The game program adjusts itself automatically, as discussed in the following text concerning the 'details' about Adjustment Item 01.)
2. To reach a higher item number (in the lower display), use AUTO-UP and press ADVANCE. To return to a previous item number, use MANUAL-DOWN and press ADVANCE.
3. With the desired Game Adjustment Item number showing in the lower display, increase the setting value (or select another option) shown in the lower display by using AUTO-UP and pressing the Credit button. Repeat this step for each item, until all changes to the default settings for the Game Adjustment Items have been made. The preceding Game Adjustment Table consolidates the Default Settings into one grouping.

(The same procedure can be used for Audit Items. To zero Au 01 - 04 (concerning the coin chutes and the total coins), the operator can proceed to item 68, Clear Coins, and press the Credit button to obtain the YES option. The operator then presses the ADVANCE button and notes the "DONE" display, which verifies that the entry values for items 01 through 04 of the Audit Items are now reset to zero.)

For example, the operator may desire to change the degree of game play difficulty from the Default Setting (equivalent to the Install Medium [Ad 64] difficulty, along with a number of other automatically installed settings, as shown in the right column of the Game Adjustment Table) to another difficulty more suitable for the players at a particular game site. Four other 'automatic' play difficulty settings (Ad 62 - Ad 66) are available, each of which, if selected, installs all the adjustments listed for that difficulty in the Game Adjustment Setting Comparison Table, which precedes the 'details' text.

4. To proceed rapidly through the entire adjustments series, press *and hold* ADVANCE, until Ad 70 shows in the lower display. From item 70, you can: (A) return to the Game-Over Mode; or (B) restore default settings and zero audit (bookkeeping) totals. Perform either of the following, as desired:

A. To reach Game-Over Mode use AUTO-UP and press ADVANCE once. BAD CATS now goes to the Game-Over Mode.

B. To restore the Default Settings for Game Adjustment Items (as listed in the Game Adjustments Table), zero all audit (bookkeeping) totals, *and* return to Game-Over Mode. use AUTO-UP or MANUAL-DOWN to display Ad 70 in the lower display. Press the Credit button to display the YES option in the lower display. Using AUTO-UP, press ADVANCE once. BAD CATS now zeroes ALL Audit Item totals and changes ALL Game Adjustment Items back to those originally selected as Default Settings. It then shows the operator a message ("DEFAULT SETTING") that this has occurred. Stored high scores are not cleared. In order to reset the stored high scores one need to use the coin door switch. (A problem in the Memory Protection circuit or closing the coin door will cause the message "ADJUST FAILURE" to appear.) Press ADVANCE once more to return to the Game-Over Mode.

Details of Adjustment items 01 through 70

01 AUTO REPLAY (OR FIXED REPLAY)

Of the two options, AUTO REPLAY is the percentage of replays automatically awarded per game. The game program aids a pinball's initial installation by causing a comparison of the value of the Replay Level to the value of all players' scores every 50 games. At each comparison, the program increases (or decreases) the Replay Level by an amount necessary to achieve the replay percentage specified either via the default setting or later operator selection. Use the Credit button to change the percentage within the range of 5 to 25 (%), with the value increasing using AUTO-UP (or decreasing using MANUAL-DOWN). The next Credit button change below 5%, selects the FIXED REPLAY option.

For AUTO REPLAY, Ad 02 provides the Starting Replay Level (the upper display shows REPLAY START). Ad 03 provides the number of replay levels (01, 02, 03, or 04). BAD CATS then proceeds to Ad 06 automatically.

For FIXED REPLAY, Ad 02 is the first replay level (REPLAY LEVEL 1). Ad 03, 04, and 05 are the other replay levels.

02 STARTING REPLAY LEVEL (OR REPLAY LEVEL 1)

For AUTO REPLAY (refer to Ad 01), the initial Default Setting is listed in the Game Adjustment Table. The range of settings is 800,000 through 9,800,000 (by increments of 100,000 with AUTOUP or decrements of 100,000 with MANUAL- DOWN).

For FIXED REPLAY, the operator can enter the value to be used for the first fixed replay score level via the Credit button. The range of settings is: OFF; 100,000 through 9,900,000 (by increments of 100,000 with AUTO-UP, or decrements of 100,000 with MANUAL-D OWN).

03 REPLAY LEVELS (OR REPLAY LEVEL 2)

For AUTO REPLAY (refer to Ad 01), this is the number of replay levels in a game. The option range is *one, two, three, or four* replay level(s). When the operator chooses two replay levels, BAD CATS automatically adjusts the second replay level to be twice the value selected for Ad 02, the starting replay level. Choosing three or four replay levels automatically adjusts their replay levels to three times or four times the Ad 02 value.

For FIXED REPLAY, the technique of value entry and the range of settings are identical to those of Ad 02.

04 (REPLAY LEVEL 3)

For AUTO REPLAY, this Adjustment Item is not applicable. BAD CATS automatically bypasses this adjustment.

For FIXED REPLAY, the technique of value entry and the range of settings are identical to those of Ad 02.

05 (REPLAY LEVEL 4)

For AUTO REPLAY, this Adjustment Item is not applicable. BAD CATS automatically bypasses this adjustment.

For FIXED REPLAY, the technique of value entry and the range of settings are identical to those of Ad 02.

06 REPLAY AWARD

For either AUTO REPLAY or FIXED REPLAY (Ad 01), the operator can select the form of the award automatically provided when the player exceeds any Replay Level (Automatic or Fixed). The choices are:

<i>Credit</i>	Reaching each replay level obtains a credit (free game).
<i>Ball</i>	Reaching each replay level obtains an extra ball.
<i>Audit</i>	Reaching each replay level obtains nothing to the player; it does increase the entry value of the Audit item(s) maintaining a tally of these awards (Au 08, and Au 20 through 23, as applicable).

07 SPECIAL AWARD

The operator can select the form of the award automatically provided when the player scores a Special. The choices are:

<i>Credit</i>	Scoring each Special, when lit, obtains a credit (free game).
<i>Ball</i>	Scoring each Special, when lit, obtains an extra ball.
<i>Score</i>	Scoring each Special, when lit, obtains a score advance of 100,000 points or 5M award to the player. Depending on game setting (Game Difficulty Setting Table for THE CAT'S MEOW on page 8)

08 MATCH AWARD

The operator can select (via the Credit button) the desired percentage for the Match action occurring at the completion of each game. The choices are:

- | | |
|----------|---|
| 1% - 50% | 1% is 'hard'; 50% is 'extremely easy'. During Match action, the game selects a random two -digit number at end of game and compares each players score for an identical two digits in the rightmost two positions. A matching of the two digits results in the award of a credit. |
| Off | The MATCH display does not operate at completion of the game; no award is given. |

09 BALLS / GAME

The operator can define a "game" by specifying the number of balls to be played. The range of this setting is 1 through 9.

10 TILT WARNING

The operator can specify the number of total actuations of the plumb bob mechanism that can occur before the game is 'Tilted'. The range of this setting is 1 through 5.

11 MAXIMUM EXTRA BALL

The operator can choose (via the Credit button) the number of Extra Balls to be awarded to a player. The range of this setting is:

- | | |
|------------------|--|
| 00 | NO extra ball play; displays a message, NO EX. BALL. A score is awarded in lieu of the Extra Ball. |
| 1 -9 Extra Balls | 1 through 9 Extra Balls per game. |

12 MAXIMUM CREDITS

The operator can specify the maximum number of credits the game can accumulate, either through game play awards or coin purchases. The range of settings is 5 through 10. Reaching the specified setting prevents the award of any credits.

13 HIGHEST SCORES

The operator can specify (via the Credit button) whether the game is to maintain a record of the four highest scores achieved to date. The choices are:

- | | |
|-----|---|
| Off | NO high scores are recorded. |
| On | The four highest scores are stored in memory for use by Game Adjustment 22. |

14 BACKUP HIGH SCORE 1

The operator can set the Backup High Score value in the upper display (for Player 1), using the Credit button. The game automatically restores this value, when the operator presses, and holds, the HIGH SCORE RESET switch, or when an automatic High Score Reset event (Ad 22) occurs.

15 BACKUP HIGH SCORE 2

This adjustment is similar to Ad 14, except that this applies to the Player 2 Score display. The adjustment technique is identical to Ad 14. It is also restored as described for Ad 14.

16 BACKUP HIGH SCORE 3

This adjustment is similar to Ad 14, except that this applies to the Player 3 Score display. The adjustment technique is identical to Ad 14. It is also restored as described for Ad 14.

17 BACKUP HIGH SCORE 4

This adjustment is similar to Ad 14, except that this applies to the Player 4 Score display. The adjustment technique is identical to Ad 14. It is also restored as described for Ad 14.

18 CREDITS FOR HIGHETS SCORE 1

The operator can select the number of credits to be awarded, by using the Credit button, whenever a player exceeds the previous Highest Score. The range of this setting is 00 through 10.

19 CREDITS FOR HIGHETS SCORE 2

This adjustment is similar to Ad 18, except that this applies to the player's exceeding the second highest score. The Credit button adjustment technique is the same as for Ad 18. The range of this setting is 00 through 03.

20 CREDITS FOR HIGHETS SCORE 3

This adjustment is similar to Ad 18, except that this applies to the player's exceeding the third highest score. The Credit button adjustment technique is the same as for Ad 18. The range of this setting is 00 through 03.

21 CREDITS FOR HIGHETS SCORE 4

This adjustment is similar to Ad 18, except that this applies to the player's exceeding the fourth highest score. The Credit button adjustment technique is the same as for Ad 18. The range of this setting is 00 through 03.

22 AUTOMATIC HIGH SCORE RESET

The operator can specify (via Credit button) that the game will provide an automatic reset of the displayed "Highest Scores", and the number of games to be played before the reset occurs. (Audit item 39 displays the games remaining before the reset.) The values provided upon reset are those selected by the operator in Ad 14 through 17, the Backup High Scores. The range of this setting is *Off* (to disable this adjustment), and 250 to 24, 750 games (in increments of 250). Default setting is *Off*.

23 FREE PLAY

The operator can select (via the Credit button) whether a player can operate the game without a coin (free play) or with a coin. The choices are:

- | | |
|-----|---|
| No | A coin is necessary for game play. |
| Yes | Game play is free; no coin is required. |

24 COINAGE SELECTIONS

The operator can specify (via the Credit button) any of the 23 Standard Settings for game pricing, each of which exhibits a message identifying the country and the number of coins required and the number of games that the coin requirement purchases. Choosing a Standard Setting per it's the game to omit items Ad 25 through 30, which are adjustments allowing for a special custom coinage setting.

Following the last Standard Setting is a Custom Coinage Setting, which allows the operator to utilize Ad 25 through 30 in establishing a special coinage setting. A message, CUSTOM COINAGE, indicates that the operator can enter the appropriate values into the Ad 25 through 30 adjustment items.

The values for Ad 25 through 30 of each Standard Setting, as well as other possible values for the Custom Coinage Setting are shown in the ***Pricing Table***.

25 LEFT CHUTE COIN UNITS

The operator can specify (via the Credit button) the number of coin units purchased by a coin passing through the left coin chute.

26 CENTER CHUTE COIN UNITS

The operator can specify (via the Credit button) the number of coin units purchased by a coin passing through the center coin chute.

27 RIGHT CHUTE COIN UNITS

The operator can specify (via the Credit button) the number of coin units purchased by a coin passing through the right coin chute.

28 UNITS REQUIRED FOR CREDIT

The operator can define (via the Credit button) the number of coin units required to obtain 1 Credit. A coin unit counter in the game program totals the number of coin units purchased through all coin chutes prior to each game. If the total of these coin units matches, or exceeds, the Units per Credit value by a multiple (or more, coin units) of the specified Units per Credit value, the Credits display shows the proper number of Credits. The coin unit counter retains any remaining coin units, until the start of a game; then, the coin unit counter is cleared (its contents are zeroed).

29 UNITS REQUIRED FOR BONUS

The operator can specify (via the Credit button) that 1 additional Credit is to be indicated in the Credits display, when a certain number of coin units are accumulated.

30 MINIMUM UNITS REQUIRED FOR ANY CREDITS POSTED

The operator can specify that NO Credits are to be posted (indicated in the Credits display), until the credit units counter reaches a particular value, by setting this value to 02 (or more). A setting of 01 allows the Credits display to show fractional coin units.

The System 11B game program defines the following 28 Adjustment Items as "game-specific"; that is, they are unique for each game. The Game Designer/Engineer/Programmer team members work together to use these as controlling factors for game play. By varying the setting of these Adjustment Items, it is possible to "fine-tune" a game to suit a particular location, enabling the owner/operator to reap maximum earnings, while still providing the players with sufficient challenge to keep them playing.

31 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.

T.C. MEOW The 3-bank spots 1 letter; the 5-bank spots 2 letters (normally), or 3 (all targets dropped as singles). Both banks award larger bonus when dropped completely with singles. After the Jackpot has been lit for the first time both target banks are on a timer (true also when lit from the wheel). The drop target timer is started the first time more than one target is dropped at the same time.

T.C.M. EASY Same as T.C. MEOW, except that the B-A-D letters are pre-lit at game start. After the Jackpot has been lit for the first time both target banks are on a timer (true also when lit from the wheel). The drop target timer is started the first time more than one target is dropped at the same time.

T.C.M. HARD Each target bank spots 1 letter; both banks are on a timer; the targets only reset after both banks have been completed. The drop target timer is started the first time more than one target is dropped at the same time.

32 DOGHOUSE TIMER

The operator can specify (via the Credit button) the Time Limit for lighting the Doghouse lamp to allow spinning the SEAFOOD TABLE. The Doghouse lamp is lighted (feature enabled) by passing through the Left Return lane, when that lane's "Lites Doghouse" lamp is lighted; to collect the Seafood Table spin requires a shot into the Doghouse while the feature lamp is lighted. The range of this setting is 4 seconds (Conservative) through 99 seconds (Liberal).

33 FISH BONE-US TIMER

The operator can choose (via the Credit button) the Time Limit for lighting the Fish Bone-Us lamp. The Fish Bone-Us lamp is lighted (feature enabled) by hitting the Linear Target. To collect the Fish Bone-Us requires a shot into the Garbage Can (Top Left Eject Hole). The range of this setting is 4 seconds (Conservative) through 99 seconds (Liberal).

34 FISH BONE-US RULES

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

- ORIGINAL Both the Fish Bone-US value and 10x multiplier carry over from ball to ball. Once lit, the Fish Bone-Us value does not drop below 25K. The 10x multiplier can be lit (blinking) either via the lit right inlane or by completing the 5-bank.
- T.C. MEOW The Fish Bone-US value, but not the 10x multiplier, carries over from ball to ball. The 10x multiplier can be lit temporarily (blinking) via the lit right inlane or semi-permanently (solid) by completing the 5-bank or the T skill shot. When blinking, the 10x multiplier is turned off whenever the current Fish Bone-Us timer expires. When the 10x multiplier is lit solid, the Fish Bone-Us timer is paused unless the 5M Fish Bone-Us award has already been scored.
- T.C.M. EASY Same as T.C. MEOW except that the 10x multiplier carries over from ball to ball.
- T.C.M. HARD Neither the Fish Bone-US value nor the 10x multiplier carry over from ball to ball. The 10x multiplier can only be lit by completing the 5-bank.

35 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.
- T.C. MEOW 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 also lit.
- T.C.M. EASY The starting value of the ramp is 50K; the 1M shot is always qualified.
- T.C.M. HARD The starting value of the ramp is zero; the 1M shot must be qualified by completing the 5-target bank, even when the 20M shot is lit.

36 SKILL SHOT 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 a 2x bonus multiplier; lane change is disabled during the skill shot.
- T.C. MEOW The T letter awards the same Fish Bone-Us 10x multiplier as the 5-target bank; the O letter awards a 3x bonus multiplier; the Y letter awards a B-A-D C-A-T-S letter. Lane change is disabled during the skill shot.
- T.C.M. EASY Same as T.C. MEOW except that lane change is enabled during the skill shot.
- T.C.M. HARD All three T-O-Y letters award a score of 150K; lane change is disabled during the skill shot.

37 GOLDFISH RAMP TIME

The operator can specify (via the Credit button) the difficulty for Goldfish (center) Ramp scoring, after it is lit. The range of this setting is;

Hardest (Conservative) through Easiest (Liberal).

38 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.

T.C. MEOW The ramp must be qualified with a completion of the T-O-Y letters or either drop target bank.

T.C.M. EASY Same as ORIGINAL, but with the ramp value not resetting to 25K after the 100K or EB awards. The award sequences are 25K-50K-75K-100K-100K-... and 25K-50K-75K-100K-EB-100K-100K-...

T.C.M. HARD The ramp must be qualified by completing the 3-target bank.

39 CONSOL. BALL TIME

The operator can choose (via the Credit button) whether to award the less-skilled player a Consolation Extra Ball, based on the Average Game Time. If a player's last ball drains while the length of that game is less than two-thirds of the Average Game Time calculated by the game computer, the game system can award this player a Consolation Extra Ball, via the 'Curiosity Spin'.

NOTE: Consolation Extra Balls are NOT audited as Extra Balls.
The choices are:

YES The Consolation Extra Ball feature is activated, allowing this award.

NO The feature is disabled; no Extra Ball is awarded.

40 JACKPOT MEMORY

The operator can choose (via the Credit button) whether the lighted JACKPOT lamp is carried over for 'next-ball' play. The choices are:

Yes (Liberal) The JACKPOT lamp, if lighted, is stored in memory.

No (Conservative) The JACKPOT lamp, if lighted, is turned off at the end of each ball.

41 BALL SAVER

The operator can choose (via the Credit button) whether and for how long to enable the Ball Saver. This setting is either OFF or ranges from 3 seconds (conservative) to 10 seconds (liberal).

42 20M SHOT RULES

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

- ORIGINAL** The 20M shot is enabled on the last regular ball of the game and can be collected only once per game.
- T.C. MEOW** The 20M WISH shot is qualified by scoring a Goldfishbowl Jackpot, an Extra Ball, and a 5M Fish Bone-Us award. After scoring the 20M WISH, all awards are re-enabled and the 20M WISH shot can be lit again.
- T.C.M. EASY** Same as T.C. MEOW 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. Other scoring features, including the doghouse and trashcan, are disabled while the 20M WISH is lit and Unlimited Millions is in progress.
- T.C.M. HARD** Same as T.C. MEOW except that Seafood Wheel awards do not count as progress toward the 20M WISH shot.

43 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 value resets 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 with lamps on the backbox (up to 8M) and periodically reported as the LITTER JACKPOT on the score displays.
- T.C. MEOW** The Jackpot value, with a maximum of 15M, does not carry over from game to game. It is 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 Jackpot value of each player is initialized with the highest Jackpot value of any player achieved during the previous ball. Unless the Jackpot is lit, the skill shot, drop targets, ramps and outlanes advance the Jackpot Value; except for the Skillshot, the bonus multiplier is applied to the Jackpot advance. When the Jackpot is lit, the Jackpot value can only be increased by completing either drop target bank for 1M. Scoring the Jackpot does not change its value.
- T.C.M. 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 T.C. MEOW and scoring the Jackpot does not change its value.
- T.C.M. HARD** The Jackpot value, initialized to 1,860,000 at game start and with a maximum of 15M, is not shared with other players or carried from game to game. Jackpot advance is the same as T.C. MEOW and scoring the Jackpot does not change its value.

44 SEAFOOD WHEEL RULES

The operator can choose (via the Credit button) the rules governing the Seafood Wheel awards. The choices are:

- ORIGINAL The Seafood Wheel awards Light Jackpot, Extra Ball and Special according to the percentages set in AD45-AD47 and the Consolation Extra Ball according to AD39.
- T.C. MEOW Same as ORIGINAL, but during the BBQ mode when the Jackpot has not yet been scored, the wheel awards B-A-D C-A-T-S letters with higher probability.
- T.C.M. EASY Same as T.C. MEOW but with the Special always (independent of AD07) awarding a score of 5M that contributes to the 20M WISH progress.
- T.C.M. HARD The Seafood Wheel gives out awards in a sequence that is random but identical for all players in a multi-player game, and that does not include the Light Jackpot, Extra Ball and Special awards.

45 JACKPOTS / GAME

The operator can choose (via the Credit button) the MINIMUM number of JACKPOTS awarded per game. This adjustment controls how many JACKPOTS are awarded by the Seafood Wheel feature. The range of this adjustment setting is *Enabled 1% (Conservative)* through *9 9 % (Extremely Liberal)*. This adjustment can also be turned off, Via a setting of *0 (Off)*.

46 EX. BALLS / GAME

The operator can choose (Via the Credit button) the MINIMUM value of ALL Extra Balls awarded per game. This adjustment controls how many Extra Balls are awarded by the Seafood Wheel feature. The range of this adjustment setting is *Enabled 1% (Conservative)* through *9 9 % (Extremely Liberal)*. This adjustment can also be turned off, Via a setting of *0 (Off)*.

47 SPECIALS / GAME

The operator can choose (via the Credit button) the MINIMUM AMOUNT OF ALL Specials awarded during a single game. This adjustment controls how many Specials are awarded by the Seafood Wheel feature. The range of this adjustment setting is *Enabled 1% (Conservative)* through *99% (Extremely Liberal)*. This adjustment can also be turned off, Via a setting of *0 (Off)*.

48 ATT.SND./P.G. STROBE (ATTRACT MODE SOUNDS / POST-GAME STROBE EFFECT)

The operator can choose (via the Credit button) whether there are sounds to be heard during the Attract Mode, and whether the post-game [Gl](#) strobe effect is enabled. The choices are:

- YES The feature is enabled.
- NO The feature is disabled.

49 CUSTOM MESSAGE

The operator can choose (via the Credit button) whether to display a message during the Attract Mode. (When display of a message is selected, the operator can either utilize the message provided or change the message.) Three choices are available:

- 1 Display a message during the Attract Mode. The lower display shows this choice as ON. The default message is:

THE CAT 'S MEOW ... A ROM PATCH BY ... <> IDEALJOKER <>
- 2 Do NOT display a message during the Attract Mode. (Lower display shows OFF.)
- 3 The lower display shows this choice as CHANGE. The operator can enter a special ("custom") message, as follows:
 - A. Press ADVANCE once. The operator can now enter as many as three 14-character lines for display during the Attract Mode.
 - B. Use the flipper button(s) to select each message character (alphabet, numbers, and special symbols are available). In case of error, enter a "back arrow" (just before "space") to correct, followed by correct character. For a period after any letter, use letters with periods (following the special symbols). The entire character set is the following :
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z 0 1 2 3 4 5 6 7 8 9 < > ? - / "
A . B . C . D . E . F . G . H . 1 . J . K . L . M . N . O . P . Q . R . S . T . U . V . W . X . Y . Z . _
 - C. Move to the next character via the Credit button. The game program does not allow entirely blank lines to be displayed.

50 DISPLAY AU 01 • 04

The operator can choose (via the Credit button) how to display the coinage audit information, Au 01 - 04. No information is lost; it remains stored in the CPU memory. The information is now available for readout via the player score displays. Three choices are available:

- | | |
|-----|---|
| Yes | Both the audit tex1 (slot identification) and the value is displayed. |
| Nbr | Only the numerical value is displayed. |
| No | NO display occurs. |

51 THE CATS MEOWS - DEF.RULES/S.BT.MENU (DEFAULT RULES / STARTBUTTON MENU).

The operator can choose (via the Credit button) the default game rules, which are used to start new games and record high scores. The Choices are:

<i>B.KTN (BAD KITTENS)</i>	Easier variant of the original Bad Cats rules with longer timers and Ball Saver.
<i>B.CAT (BAD CATS)</i>	Original rules (LA-5) with default settings.
<i>T.C.M. (THE CAT'S MEOW)</i>	TCM rules with normal difficulty.
<i>T.C.M. EASY (SEAFOOD)</i>	Easier variant of the TCM rules.
<i>T.C.M. HARD (ME-OW)</i>	Harder variant of the TCM rules.

Additionally, AD51 is also used to enable additional functionality when the Credit button (Start button) is pressed for 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. For additional information, see the GAME RULES MENU and CAT NAP sections of the manual.

When the startbutton menu is turned off the default rules set with this adjustment are the only rules that can be played-

52 THE CATS MEOWS - 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 switch 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) three different algorithms for mitigating these effects. The choices are:

<i>WMS LA-2</i>	The fish target behaves like the LA-2 ROM, 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.
<i>WMS LA-5</i>	The fish target behaves like the LA-5 ROM, where the fish switch is throttled severely. While there are very few phantom switch hits with this setting, shots to the target award only 1-2 fish advances. This setting is the most suitable for competition play.
<i>T. C. MEOW</i>	Alternative algorithm for detecting phantom switch hits with the intent to combine the target responsiveness of the LA-2 ROM with the phantom-switch filtering of the LA-5 ROM.

53 - 58 N/A

59 INSTALL ADD-A-BALL The operator can utilize this option to delete all Free Play awards and replace them with Extra Ball awards. Individual Adjustments are affected, as follows:

Ad	Name	New Setting	Ad	Name	New Setting
06	Replay Award	Ball	18	Hi Scr 1 Credits	00
07	Special Award	Ball	19	Hi Scr 2 Credits	00
08	Match Feature	Off	20	Hi Scr 3 Credits	00
11	Ex. Ball	4/BIP	21	Hi Scr 4 Credits	00

60 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. No other adjustments are affected.

Ad	Name	New Setting	Ad	Name	New Setting
02	Replay start	5 MIL	09	Balls / Game	05

61 INSTALL NOVELTY

The operator can remove all Free Play and Extra Ball awards. Individual Adjustments are affected, as follows:

Ad	Name	New Setting	Ad	Name	New Setting
01	Fixed Replay	SCORES	07	Special Award	Score
02	Replay Level 1	Off	08	Match Feature	Off
03	Replay Level 2	Off	11	No Extra Ball	00
04	Replay Level 3	Off	18	Hi Scr 1 Credits	00
05	Replay Level 4	Off	19	Hi Scr 2 Credits	00
06	Replay Award	Audit	20	Hi Scr 3 Credits	00
			21	Hi Scr 4 Credits	00

62 INSTALL BAD KITTENS

The operator can change the game rule adjustments to the same combination that is in effect when the BAD KITTENS rules are selected at game start. The GAME DIFFICULTY SETTING TABLE lists the settings that make up the "BAD KITTENS" group.

63 INSTALL BAD CATS

The operator can change the game rule adjustments to the same combination that is in effect when the BAD CATS rules are selected at game start. The GAME DIFFICULTY SETTING TABLE lists the settings that make up the "BAD CATS" group.

64 INSTALL THE CATS MEOW

The operator can change the game rule adjustments to the same combination that is in effect when THE CAT'S MEOW rules, the default rules, are selected at game start. The GAME DIFFICULTY SETTING TABLE lists the settings that make up the "THE CAT'S MEOW" group.

65 INSTALL T.C.M EASY

The operator can change the game rule adjustments to the same combination that is in effect when the SEAFOOD rules are selected at game start. The GAME DIFFICULTY SETTING TABLE lists the settings that make up the "SEAFOOD" group.

66 INSTALL T.C.M. HARD

The operator can change the game rule adjustments to the same combination that is in effect when the ME-OW rules are selected at game start. The GAME DIFFICULTY SETTING TABLE lists the settings that comprise the "ME-OW" group.

67 AUTO BURN-IN

The operator can choose the YES option for this Special Preset Adjustment to perform certain automatic testing of the game, as used in the factory. It does not affect the game operation, but merely provides for a cyclic testing of most of the game's mechanisms.

68 CLEAR COINS

The operator can request the clearing of the coinage audits (Au 01 through 04) by selecting (via the Credit button) the YES option, as shown in the lower display. This adjustment zeroes the counters tallying the number of coins through each slot, the Paid Credits counter, and the Credits display. After the YES option is displayed, the operator must press the ADVANCE button. The game then displays DONE to show that the coinage audits were reset to zero.

69 CLEAR AUDITS

The operator can request the clearing of the non-coinage audits (Au 05 through 55) by selecting (via the Credit button) the YES option, as shown in the lower display. This Adjustment zeroes the counters tallying the remaining Audit factors. Please note that this does NOT affect the Automatic Replay Percentaging data nor the automatic High Score Reset counter. After the YES option is displayed, the operator must press the ADVANCE button. The game then displays DONE to show that the non-coinage audits were reset to zero.

70 INSTALL DEFAULT

The operator can request the game (via the Credit button) to provide the normal Default

Settings, essentially restoring the game to its 'factory condition'. The operator must select the 'INSTALL DEFAULT' option for this adjustment. This Adjustment clears all Audits, resets all Game Adjustments to the respective Default Settings, and provides a restart of the Auto Replay (Ad 01) . After selecting the YES option, the operator must press the ADVANCE button. The game then displays DEFAULT SETTING.

This action does not erase the stored highscores and initials.

Closing of the coin door before appearance of the DEFAULT SETTING message or a problem in the Memory Protect circuit will cause the game to display ADJUST FAILURE. A loss of battery power or improper treatment of the Game Adjustments will cause the game to attempt to restore Default Settings. The game announces the results of this reset process with the appropriate message, DEFAULT SETTING or ADJUST FAILURE.

idealjoker's HOW-TO: OBTAIN AND INSTALL THE CAT'S MEOW HOME ROM

1. Get a copy of the patch files (<5 minutes effort)
2. Get a copy of the L5 ROM files (<15 minutes effort)
3. Create a set of patched ROM files with the TCM code (<5 minutes effort)
4. Create a set of ROM chips with the TCM code (<30 minutes effort)
5. Install the ROM chips in your game (<15 minutes effort)

1. Get a Copy of the Patch Files

I need your email address so I can email the patch files to you. You can PM it to idealjoker on pinside.com (<https://pinside.com/pinball/community/pinsiders/idealjoker/contact>). There are two patch files, one each for the two ROM chips you will have to replace: U26 and U27. The two patch files are called TCM_1.2_U26.xdelta and TCM_1.2_U27.xdelta. The patch files are free. If you enjoy the updated code, I appreciate a tip (<https://buymeacoffee.com/idealjokern>).

2. Get a Copy of the Bad Cats ROM Files (Version LA-5 or L-5)

There are two files, one each for U26 and U27. These are easily available online, including from IPDB.org where you can search for Bad Cats. The files can have different names depending on where you get them from. However, it must be clear from their file names which one is for U26 and which for U27, and both files must be exactly 32768 bytes long.

3. Create a Set of Patched ROM Files

With the xdelta patch format it is not possible to create an invalid output file. If there is something wrong either with the L5 ROM file or with the patch file there will be an error and no output produced. You can patch the ROMs on-line here (<https://www.marcrobledo.com/RomPatcher.js/>). There are two upload buttons on the page, one for the ROM file (the L5 file) and the other for the patch file. Click on 'Apply Patch' and a couple of seconds later you'll have the patched file in your Downloads folder. Make sure that the patched files have unambiguous names, such as TCM_U26.bin and TCM_U27.bin.

4. Create a set of ROM chips

You have two options: a) you can use a commercial ROM burning service, such as hobbyroms.com and others. It should be sufficient for you to send them your patched ROM files and request burning the images on two 27256 EPROM chips, which are used for both U26 and U27 on Bad Cats. b) You burn your own. You'll need an EPROM burner (the popular GQ-4X is normally about \$100), a compatible computer, an EPROM eraser (around \$30 on Amazon) and a couple of 27256 EPROM chips (available second hand for a few bucks on ebay).

5. Install the ROM chips in your game

This is not difficult, but you'll have to be careful. Turn off your game before removing the EPROMs! I use a small screwdriver (glasses type) to lift the EPROMs from their sockets. Very little force is required, so if it's hard it may be that you have the screwdriver between the socket and the board, rather than between the socket and the EPROM, which is not a good idea. If you are very worried, the easiest tool for me is a thin screwdriver (or a piece of piano wire) bent 90 degrees about half an inch from the tip. The legs of most EPROM chips are bent in a way that makes them slightly wider than the sockets. When inserting you'll need to make sure that all legs are seated. If you accidentally bend one or more of the legs while trying to insert the chips you can carefully(!) straighten the bent legs with needlenose pliers and try again but now you'll have to be doubly careful as some of the legs are weak. Make sure the correct chip is in the correct socket and that the chips are oriented the correct way before turning on the game! The game will do a factory reset but won't erase the stored high scores.

//idealjoker