

THE CAT'S MEOW

V1.2



RULES - TUNED FOR COMPETITIVE PLAY

- For the Cat's Meow home ROM by idealjoker.
- Original Bad Cats Rulesheet by Bill Ung.
- Mashup rules and competitive play tuning by mima.



idealjoker



mima

Rules below reflects this configuration of The Cat's Meow Version 1.2 for competitive play

Adjustment Item (Lower)	Descriptive Phrase (Upper Display)	Competitive Setting (Lower)
		The Cat's Meow
06	REPLAY AWARD	Audit
07	SPECIAL AWARD	Score
08	MATCH FEATURE	Off
09	BALLS / GAME	3
10	TILT WARNING	2
11	NO EXTRA BALLS	00
31	DROP TARGET RULES	T.C. MEOW
32	DOGHOUSE TIMER	10 SEC
33	FISH BONUS TIMER	20 SEC
34	F. BON-US RULES	T.C.M. HARD
35	TIGER RAMP RULES	T.C.M. HARD
36	SKILLSHOT RULES	T.C.M. EASY
37	GOLDFISH TIMER	HARDEST (Hardest through Easiest)
38	F.BOWL RAMP RULES	T.C.M. HARD
39	CONSOL. XBALL	NO
40	JACKPOT MEMORY	YES
41	BALL SAVER	03 SEC
42	20M SHOT RULES	T.C. MEOW
43	JACKPOT RULES	T.C.M. HARD
44	S.F.D. WHEEL RULES	T.C. MEOW
51	DEF.RULES/S.BT.MENU	T.C.M. / NO
52	BAD FISH HANDLER.	WMS LA-5

SKILL SHOT

The ball is shot into the upper rollovers. One lane is selected and will be flashing, you can change which one that is lit by a standard lane change. Pass the ball through the flashing lane and the game will award you;

T - awards the same Fish Bone-Us 10x multiplier as the 5-target bank

O - awards a 3x bonus multiplier

Y - awards a B-A-D C-A-T-S letter.

BARBECUE

The barbeque, when lit, raises the point value of the bumpers from 500 points to 5,000 points each. Lights via the Skill Shot or by completing a drop-target bank.

INLANES

The left inlane, when lit, lights the DogHouse scoop. The right inlane, when lit, lights the 10X Fish Bone-Us. One lane is always lit, when collected, the light moves to the other lane. The lit lane can also be moved by the slingshots, possibly the left/right rubber-switches, and maybe even the jet bumpers.

GOLDFISH RAMP

The center ramp, when lit, awards 30K, 50K, 100K and Extra Ball. It lights by completing the 3-target bank.

S-E-A-F-O-O-D

The S-E-A-F-O-O-D feature is collected from a lit Doghouse. The Doghouse is lit by passing through a lit left inlane, or by shooting the unlit Doghouse. It is lit for 10 seconds. Shooting a lit Doghouse spins the S-E-A-F-O-O-D wheel, which will award one of the following prizes:

1. Spots B-A-D C-A-T-S letter & 25,000 points
2. 10,000 points
4. 50,000 points
6. Spin Again & 100,000 points
8. 250,000 points

The wheel is also spin if you manage to collect "Curiosity Spin".

TRASH CAN / FISH BONE-US

The Trash will award 10K if you hit it whit out first have hit the fish target. Hitting the Fish target will light the fish for 25K, 50K, 75K, 100K or 500K. These values are timed and will slowly unlight, one at a time, until only the 25K lamp is hit. You get 20 seconds per lamp.

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.

The Fish Bone-US value, but not the 10x multiplier, carries over from ball to ball.

By collecting the 10x-Trash Can it awards 100K, 250K, 500K, 750K, 1M or 5M points.

TIGER RAMP

This is the far left ramp.

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.

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. The Seafood Wheel awards do not count as progress toward the 20M WISH shot.

JACKPOT

The Jackpot value, with a maximum of 15M, does not carry over from game to game and is not shared with other players.

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.

The basic Jackpot advance values are as follows:

- Skill Shot: 500K
- Birds (5) Bank: 430K as singles, 210K otherwise
- Milk (3) Bank: 120K as singles, 90K otherwise
- Fishbowl Ramp: 80K
- Tiger Ramp: 110K
- Left outlane: 100K
- Right outlane: 90K

The Jackpot is lit by hitting the drop targets. Each successive sweep of the 3-target bank awards one B-A-D C-A-T-S letter and the 5-target bank awards two B-A-D C-A-T-S letters. Unless all the 5-bank targets were dropped as singles, then it awards three B-A-D C-A-T-S letters. Completing B-A-D C-A-T-S lights the jackpot on the center ramp. It takes one hit to collect it. After the Jackpot has been lit for the first time both target banks are on a timer.

If the JACKPOT lamp is lit but not collected, it carries over for your 'next-ball' play.

There is no limit to the number of Jackpots you can collect per game. You must relight the Jackpot via the Drop Targets every time so it's a lot of work.

CURIOSITY SPIN

The "Curiosity Spin" lamps are lit at both outlanes (simultaneously) on your last ball. If you drain by the outlane, you get a Curiosity Spin, which spins the S-E-A-F-O-O-D wheel.

SPECIAL

When lit and collected, special awards 100,000 points.

BONUS

Bonus is awarded by hitting various targets. The bonus points do not carry over between balls;

- 1,000 bonus points to start, per ball
- 1,000 bonus points per hit of the linear "Fish Bone-Us" target
- 1,000 bonus points for any ramp entrance switch
- 2,000 bonus points for lit Doghouse
- 2,000 bonus points for knocking down any Drop Target
- 2,000 bonus points for any top rollover lane (lit or unlit)
- 2,000 bonus points for any inlane switch (lit or unlit)
- 5,000 bonus points for the Tiger Ramp scoring switch
- 10,000 bonus points for completing the Birds (5-bank) Drop Targets
- 10,000 bonus points for the Trash Can (lit or unlit)
- 15,000 bonus points for the Goldfish Ramp scoring switch
- 20,000 bonus points for completing the Milk Bottles (3-bank) Drop Targets
- 30,000 bonus points for any Outlane switch (lit or unlit)

Completing the top rollovers, or the O-Skill Shot will give you a bonus multiplier, from 2X to a maximum of 7X. The bonus itself maxxes out at **999,000** bonus points.