

Williams 

COMET TM

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For those operators desiring to change the game operation from the Factory Settings (refer to the Game Adjustment Table on pages 6 and 7 of the COMET Manual) to either more liberal or more conservative settings, as determined by their players' skill, the following are suggested :

Function 35: COMET Roller Coaster.

Bonus buildup timer is set at the factory for 15 seconds, after which it resets until reactivated. This timer can be adjusted for any time period between 10 and 20 seconds. 10 seconds = most conservative; 20 seconds = most liberal.

Function 33: Multiple Scoring from 1-9-8-6.

The timer for multiple scoring (2X, 3X, 5X) is set at the factory for 20 seconds. This is also the time that the "ONE MILLION" scoring chance is available. This timer can be adjusted for any time period between 10 and 30 seconds. 10 seconds = most conservative; 30 seconds = most liberal.

Function 31: Dunk the Dummy.

The timer for this drop target is set for 20 seconds. This timer can be adjusted for any time period between 10 and 30 seconds. 10 seconds = most conservative; 30 seconds = most liberal.

Function 34: Spot Ducks and Rabbits Targets.

The factory setting is 00 , which enables the background and attract mode sounds, and the Ducks/Rabbits targets. A setting to increase the difficulty of achieving the Ducks/Rabbits targets, yet keep the sounds, is 04 . Other settings are also shown in the Game Adjustment Table.

Extra Balls and Specials.

Functions 36, 37, and 38 control the Extra Ball and Special features. The Game Adjustment Table shows the factory settings for these Functions. It also lists other operator-adjustable settings, provided to allow the operator to better control the game operation of the COMET, adjusting it to suit both the location and skill level of the players.