

16-50005-103

June 1992

# **FISH TALES**

## **Operator's Handbook**

Including----

Main Menu Chart

Playfield Parts and Locations

Solenoid Table and Locations

Lamp Matrix and Locations

Switch Matrix and Location

Williams Electronics Games, Inc.  
3401 N. California Ave.  
Chicago, IL 60618

# Main Menu

## B. Bookkeeping Menu

- R.1 Main Audits  
etc., etc.
- B.2 Earnings Audits  
etc., etc.
- B.3 Standard Audits  
etc., etc.
- B.4 Feature Audits  
etc., etc.
- B.5 Histograms  
etc., etc.
- B.6 Time-Stamps  
etc., etc.

### Press Escape

To move out of a menu selection.

### Press Enter

To get into a menu selection.

### Press Up

Increases sequence; (ex. A.1, A.2, A.3, A.4).

### Press Down

Decreases sequence; (ex. A.4, A.3, A.2, A.1).

## P. Printouts Menu

- P.1 Earnings Data
- P.2 Main Audits
- P.3 Standard Audits
- P.4 Feature Audits
- P.5 Score Histograms
- P.6 Game Time Histograms
- P.7 Time-Stamps
- P.8 All Data

Use Up or Down to cycle through the selections in a menu.

Use Escape and Enter to move into and out of the selected menu.

## T. Test Menu

- T.1 Switch Edges
- T.2 Switch Levels
- T.3 Single Switches
- T.4 Solenoid Test
- T.5 Flasher Test
- T.6 General Illumination
- T.7 Sound and Music Test
- T.8 Single Lamps
- T.9 All Lamps
- T.10 Lamp & Flasher Test
- T.11 Display Test

## U. Utilities Menu

- U.1 Clear Audits
- U.2 Clear Coins
- U.3 Reset H.S.T.D
- U.4 Set Time & Date
- U.5 Custom Message
- U.6 Set Game I.D
- U.7 Factory Adjustments
- U.8 Factory Resets
- U.9 Presets  
etc., etc.
- U.10 Clear Credits
- U.11 Auto Burn-in

## A. Adjustments Menu

- A.1 Standard Adjustments  
etc., etc.
- A.2 Feature Adjustments  
etc., etc.
- A.3 Pricing Adjustments  
etc., etc.
- A.4 H.S.T.D. Adjustments  
etc., etc.
- A.5 Printer Adjustments

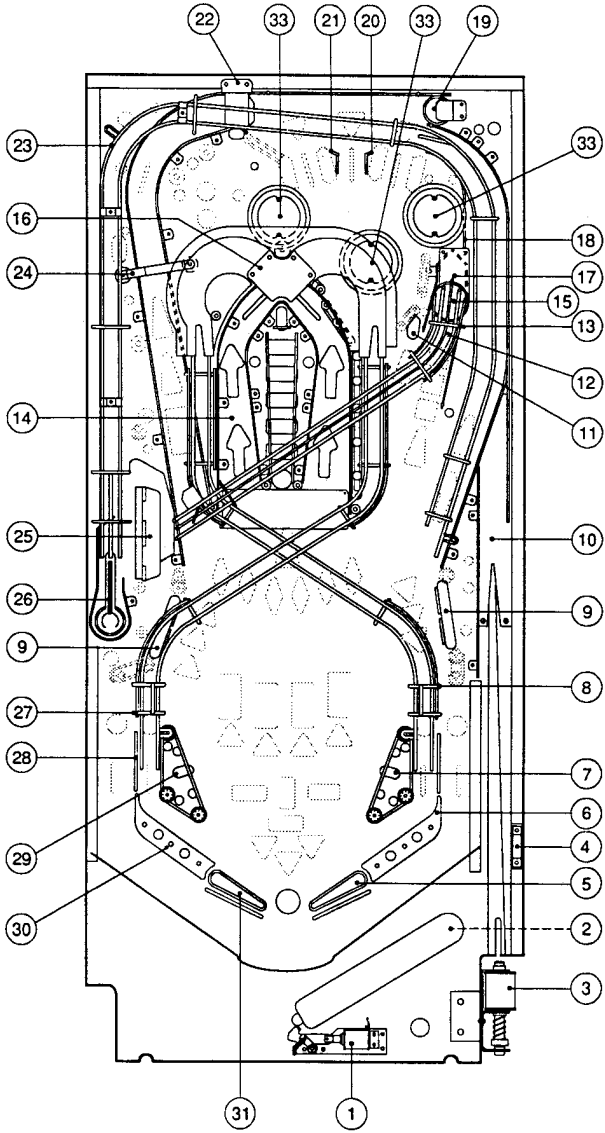
# Playfield Parts

<u>Item</u>	<u>Part Number</u>	<u>Description</u>
1	A-8039-3	Outhole
2	C-9638	Ball Release
a)	B-9362-R-3	Coil & Bracket Assembly
3	A-14525	Shooter Lane Kicker
4	20-9691	Level
a)	03-8633	Level Mount
5	A-15205-R-2	Right Flipper Assembly
a)	20-9250-6	Yellow Flipper Paddle & Shaft
6	A-15403-2	Right Flipper Paddle Return
7	B-12665	Kicker Assembly
a)	A-14369-R	Coil & Bracket
8	A-15412	Right Wire Ramp
9	A-15741	Standup Target
10	01-10489	Shooter Ramp Bracket
11	A-15658-2	Oblong Target
12	A-15211	Drop Target
13	A-15405	Reel Enter ramp
14	A-15109	Boat Assembly
a)	A-14691-5	Captive Ball Target
15	D-11335-1	Ball Popper
16	A-15055	Boat Ramp
17	A-15373	Ball Guide Unit
18	12-7033	Wire Ball Guide
19	B-9361-R-11	Ball Eject
a)	B-9362-R-3	Coil & Bracket
20	12-7024-2	Wire Ball Guide
21	12-7024-1	Wire Ball Guide
22	B-10732-L	Ball Gate Assembly
a)	A-14422	Ball Gate Actuator
23	12-7033	Wire Ramp Guide
24	A-15401	Spin Target & Light Assembly
25	A-14945	Fish Reel Unit
a)	14-7967	Motor
b)	A-15340	EMI Motor Board
c)	A-14231	LED Board
d)	A-14232	Trans Board
e)	A-13901-1	Opto Switch Board
26	A-14947	Catapult
27	A-15413	Left Wire Ramp
28	12-6466-10	Wire Guide
29	B-12665	Kicker Assembly
a)	A-15749	Coil & Bracket Assembly
30	A-15403-1	Left Flipper Return
31	A-15205-L-2	Left Flipper Assembly
a)	20-9250-6	Yellow Flipper Paddle & Shaft
32	A-13204-50005	Bottom Arch Assembly
33	B-9414-3	Jet Bumper Assembly
a)	B-12030-2	Switch Assembly
b)	A-9415-2	Coil & Bracket Assembly

## Not Shown

A-13204-50005	Bottom Arch Assembly
12-6842	Wire Fence
16-50005-1	Instruction Card
20-9041	Tinnerman Speednut
20-9045	Instruction Card Cover
23-6313-1	Rubber Grommet
31-1008-50005	Screened Bottom Arch
A-15058	Flipper Cabinet Switch
01-3569-1	Ball Return Runway
03-8674-2	Jet Bumper Mylar
03-8674-3	Small Playfield Mylar
03-8674-4	Boat Mylar
20-6500	Steel Ball

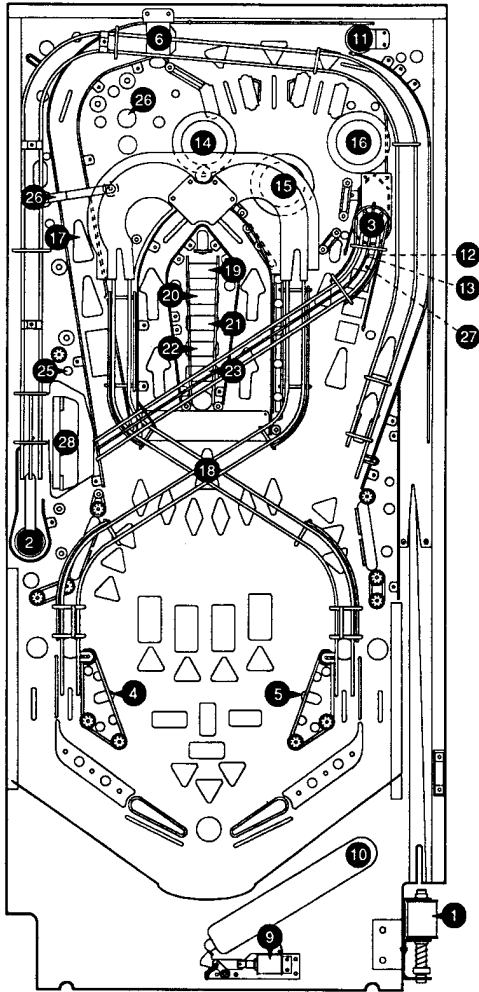
# Playfield Parts Locations



# Solenoid Table

Sol. No.	Function	Solenoid Type	Wire Color	Connections Playfield - Insert - Hood	Driver Trmatr	Solenoid Part Number Flashlamp Type
01	Ball Shooter	High Power	Vio-Brn	J130-1	Q82	AE-23-800
02	Catapult	High Power	Vio-Red	J130-2	Q80	AL-23-800
03	Ball Popper	High Power	Vio-Grn	J130-4	Q78	AE-24-900
04	Left Sling	High Power	Vio-Yel	J130-5	Q76	AE-27-1200
05	Right Sling	High Power	Vio-Grn	J130-6	Q64	AE-27-1200
06	Left Gate	High Power	Vio-Blu	J130-7	Q66	A-14406
07	Knocker	High Power	Vio-Blk	J130-8	Q68	AE-23-800
08	Backbox Fish	High Power	Vio-Gry	J130-9	Q70	AE-23-800
09	Outsole	Low Power	Brn-Blk	J127-1	Q58	AE-27-1200
10	Ball Release	Low Power	Brn-Red	J127-3	Q69	AE-26-1200
11	Ball Hole	Low Power	Brn-Grn	J127-4	Q64	AE-26-1200
12	Drop Target Up	Low Power	Brn-Yel	J127-5	Q62	AE-26-1200
13	Drop Target Down	Low Power	Brn-Gm	J127-6	Q68	SM1-26-600
14	Left Jet Bumper	Low Power	Brn-Blu	J127-7	Q48	AE-26-1200
15	Center Jet Bumper	Low Power	Brn-Vio	J127-8	Q46	AE-26-1200
16	Right Jet Bumper	Low Power	Brn-Gry	J127-9	Q44	AE-26-1200
17	Jackpot Flasher	Flasher	Blk-Brn	J126-1	Q42	1PL #906
18	Super Jackpot Flasher	Flasher	Blk-Red	J126-2	Q40	1PL #906
19	Instant Multi-ball Flasher	Flasher	Blk-Grn	J126-3 J125-3	Q38	1PL #906 2 IB #906
20	Light Extra Ball Flasher	Flasher	Blk-Yel	J126-4 J125-5	Q36	1PL #906 2 IB #906
21	Rock the Boat Flasher	Flasher	Blu-Grn	J126-5 J125-6	Q28	1PL #906 2 IB #906
22	Video Mode Flasher	Flasher	Blu-Blk	J126-6 J125-7	Q30	1PL #906 2 IB #906
23	Hold Bonus Flasher	Flasher	Blu-Vio	J126-7 J125-8	Q34	1PL #906 1 IB #906
24	Not Used	Flasher	Blu-Gry		Q32	
25	Ball Flasher	Flasher	Blu-Brn	J122-1 J124-1 J124-1	Q26	1PL #89/1HD #906 2 IB #906
26	Top Left Flasher	Flasher	Blu-Red	J122-2	Q24	1PL #89/1PL #906
27	Castles Club Flasher	Flasher	Blu-Grn	J122-3 J124-3	Q22	1PL #89 1 IB #906
28	Ball Motor	Low Power	Blu-Yel	J122-4	Q20	1L-2967
	<b>General Illumination</b>			<b>Playfield - Insert - Cabinet-Hood</b>		
01	Backbox G.I.	G.I.	Wht-Brn	J121-7	Q18	#555
02	Backbox G.I./Hood	G.I.	Wht-Grn	J121-8 J120-8	Q10	#555
03	Playfield G.I.	G.I.	Wht-Yel	J120-9	Q14	#44
04	Backbox G.I.	G.I.	Wht-Gm	J121-10	Q16	#555
05	Playfield G.I./Coin Door	G.I.	Wht-Vio	J120-11 J119-1	Q12	#44
	<b>Flipper Circuits</b>			<b>Playfield</b>	<b>Pwr Hold</b>	
	Lower Right Flipper		Blu-Yel	#907-8, 9	Q4 Q11	FL-11629
	Lower Left Flipper		Gry-Yel	#907-6, 7	Q3 Q9	FL-11629

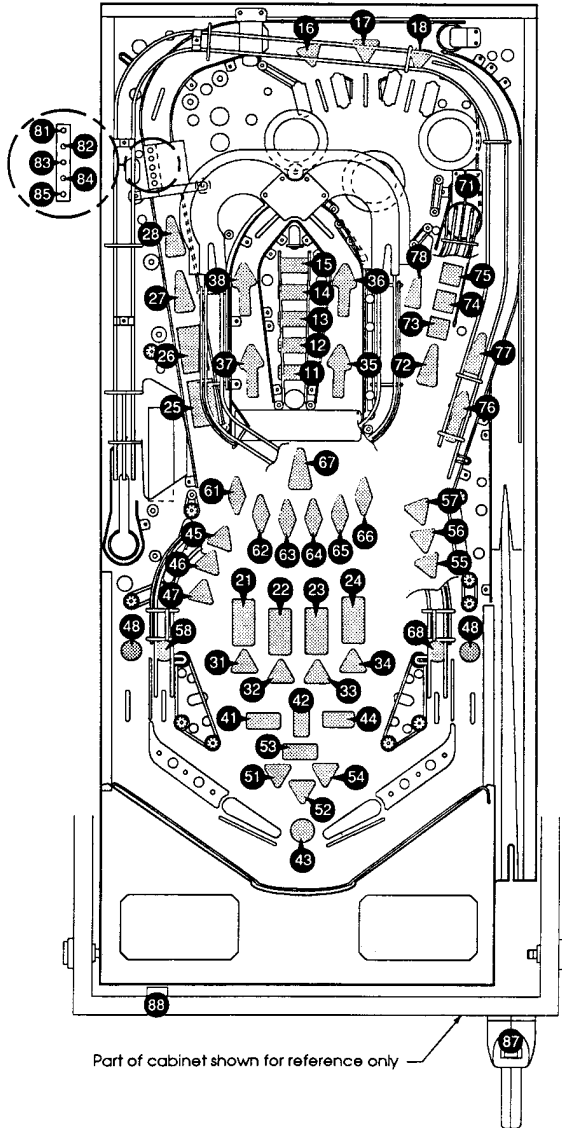
# Solenoid Locations



# Lamp Matrix

Column	1	2	3	4	5	6	7	8
	<b>Q88</b> Yel-Brn J137-1	<b>Q97</b> Yel-Red J137-2	<b>Q96</b> Yel-Org J137-3	<b>Q95</b> Yel-Blk J137-4	<b>Q84</b> Yel-Grn J137-5	<b>Q83</b> Yel-Blu J137-6	<b>Q82</b> Yel-Vio J137-7	<b>Q81</b> Yel-Gry J137-8
1	<b>Q80</b> Red-Brn J133-1	Stringer 1 Body	Stringer 1 Tail	Tropical	Bonus 1X	School Fish 1	Casters Club	Stretch 5X Actual
2	<b>Q89</b> Red-Blk J133-2	Video Mode	Stringer 2 Body	Stringer 2 Tail	Freshwater	Bonus 2X	School Fish 2	Doubles Jackpot
3	<b>Q88</b> Red-Org J133-4	Rock Boat	Stringer 3 Body	Stringer 3 Tail	Cast Again	Auto Cast	School Fish 3	Lock 3
4	<b>Q87</b> Red-Yel J133-5	Light Extra Ball	Stringer 4 Body	Stringer 4 Tail	Deep Sea	Bonus 4X	School Fish 4	Lock 2
5	<b>Q86</b> Red-Grn J133-6	Instant Multi-ball	LI Side Feeding Frenzy	Right Boat Entry	Left Fish Head	Right Fish Head	School Fish 5	Lock 1
6	<b>Q85</b> Red-Blu J133-7	Lie L	Monster Bonus	Rt Boat Feeding Frenzy	Left Fish Body	Right Fish Body	School Fish 6	Rt Side Feeding Frenzy
7	<b>Q84</b> Red-Vio J133-8	Lie I	Fish Finder	Left Boat Entry	Left Fish Tail	Right Fish Tail	Super Jackpot	Long Cast
8	<b>Q83</b> Red-Gry J133-8	Lie E	Jackpot	Left Boat Feeding Frenzy	Specials	Light Long Cast	Light Fish Finder	Extra Ball
	11	21	31	41	51	61	71	81
	12	22	32	42	52	62	72	82
	13	23	33	43	53	63	73	83
	14	24	34	44	54	64	74	84
	15	25	35	45	55	65	75	85
	16	26	36	46	56	66	76	86
	17	27	37	47	57	67	77	87
	18	28	38	48	58	68	78	88

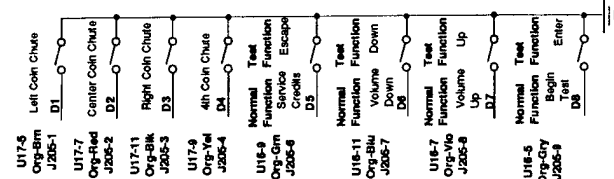
# Lamp Locations



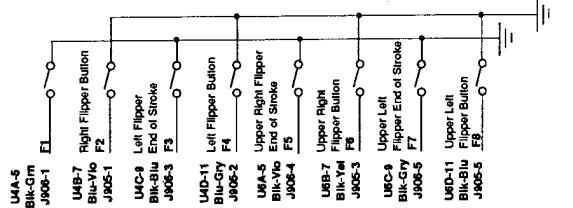


# Switch Matrix

## Dedicated Switches

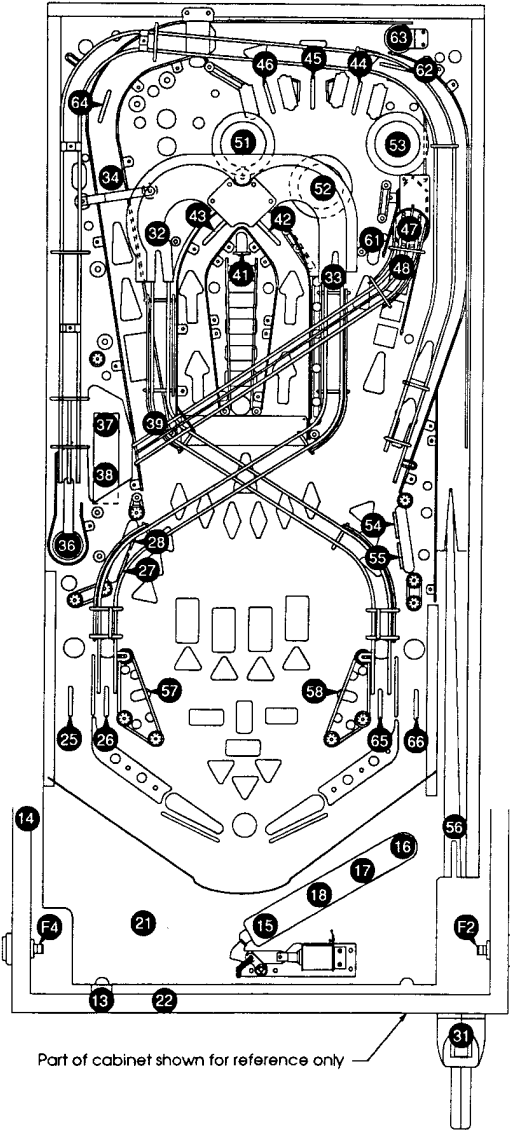


## Flipper Switches



Column	1	2	3	4	5	6	7	8	
Row	U18-11 Wh-Blm J206-1	U20-18 Gm-Blm J206-1	U20-17 Gm-Red J206-2	U20-18 Gm-Org J206-3	U20-15 Gm-Yel J206-4	U20-14 Gm-Blk J206-5	U20-13 Gm-Blu J206-6	U20-12 Gm-Vio J206-7	U20-11 Gm-Gry J206-8
1	U18-11 Wh-Blm J206-1	Stam Tlk 21	Cast 31	Captive Ball 41	Left Jat 51	Extra Ball 81	Not Used 71	Not Used 81	
2	U18-9 Wh-Red J206-2	Coin Door Closed 21	Left Boat Exit 32	Right Boat Exit 42	Center Jat 52	Top Right Loop 82	Not Used 72	Not Used 82	
3	U18-5 Wh-Org J206-3	Thick Buttons 23	Right Boat Exit 33	Left Boat Entry 43	Right Jat 53	Top Eject Holds 83	Not Used 73	Not Used 83	
4	U18-7 Wh-Yel J206-4	Always Closed 24	Spinner 34	Lie E 44	LR Standup 54	Top Left Loop 84	Not Used 74	Not Used 84	
5	U18-11 Wh-Gm J206-5	Left Outlets 25	Reel Entry 35	Lie I 45	RR Standup 55	Right Return 85	Not Used 75	Not Used 85	
6	U18-9 Wh-Blu J206-6	Trough 1 26	Left Return Lane 36	Catapult L 46	Ball Shooter 56	Right Outline 86	Not Used 76	Not Used 86	
7	U18-5 Wh-Vio J206-7	Trough 2 27	Standup 1 37	Reel Popper 47	Left Sling 57	Not Used 87	Not Used 77	Not Used 87	
8	U18-7 Wh-Gry J206-8	Trough 3 28	Li Trough 38	Reel Target 48	Right Sling 58	Not Used 88	Not Used 78	Not Used 88	

# Switch Locations



## WARNINGS & NOTICES

### WARNING

**FOR SAFETY AND RELIABILITY**, substitute parts and equipment modifications are not recommended. Use of Non-WILLIAMS parts or modifications of game circuitry, may adversely affect game play, or may cause injuries.

**SUBSTITUTE PART OR EQUIPMENT MODIFICATIONS** may void FCC Type Acceptance.

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### WARNING

Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generated, uses, and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

### RF Interference Notice

CABLE HARNESS PLACEMENTS and ground strap routing on this game have been designed to keep RF radiation and conduction within levels accepted by the FCC Rules.

TO MAINTAIN THESE LEVELS, reposition harnesses and reconnect ground straps to their original placements, if they become disconnected during maintenance.

**FCC STICKER.** Check the back of your game to verify that an FCC-certification sticker was attached to your game at the factory. All games that leave the WILLIAMS plant have been tested and found to comply with FCC Rules. Because the sticker is proof of this fact, legal repercussions to the owner and distributor may result, if the sticker is missing. If you receive a game, manufactured after December 1982, that has no FCC sticker, call WILLIAMS for advice or write us a note on your Game Registration Card. Be sure that the card bears your game's serial number.



### CAUTION

Transport this game **ONLY**  
with hinged backbox **DOWN!**

### "Orange Blossom Special"

(Words and Music By: ERVIN T. ROUSE)

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