

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
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U. Utilities Menu

- U.1 Clear Audits
- U.2 Clear Coins
- U.3 Reset H.S.T.D
- U.4 Set Time & Date
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- U.6 Set Game I.D
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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

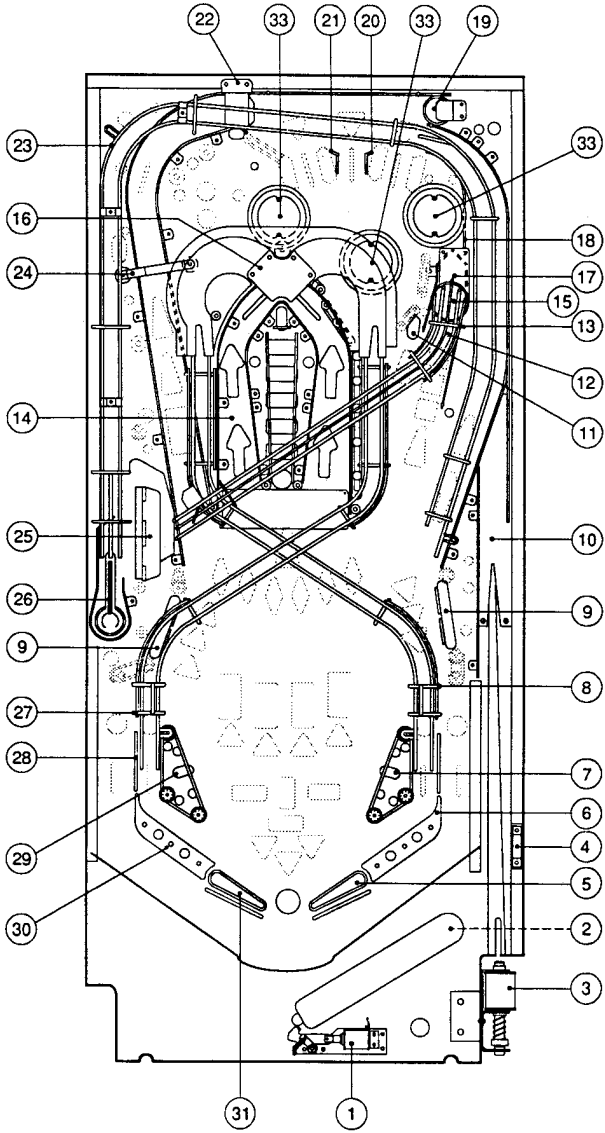
Playfield Parts

Item	Part Number	Description
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

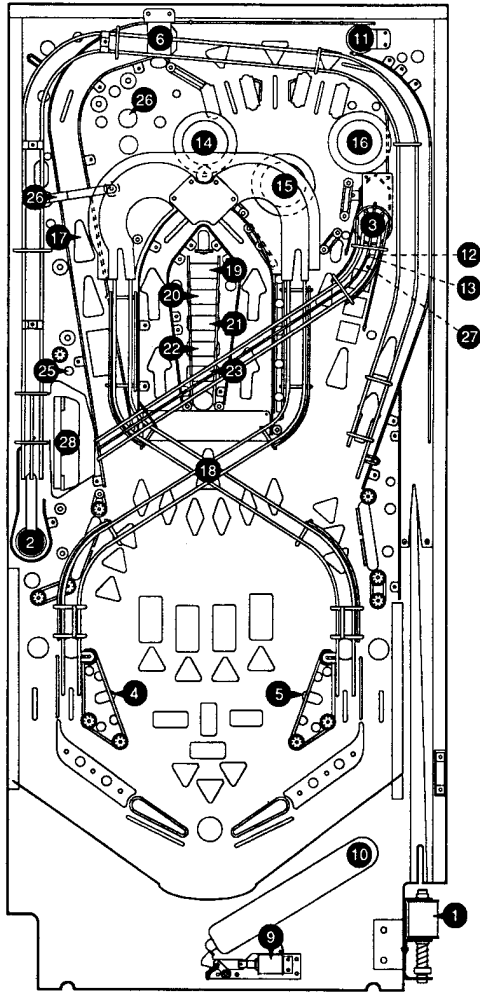
Playfield Parts Locations



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-Grn	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-Grn	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
	General Illumination			Playfield - Insert - Cabinet-Hood		
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-Grn	J121-10	Q16	#555
05	Playfield G.I./Coin Door	G.I.	Wht-Vio	J120-11 J119-1	Q12	#44
	Flipper Circuits			Playfield	Pwr Hold	
	Lower Right Flipper		Blu-Yel	#907-8, 9	Q4 Q11	FL-11629
	Lower Left Flipper		Gry-Yel	#907-6, 7	Q3 Q9	FL-11629

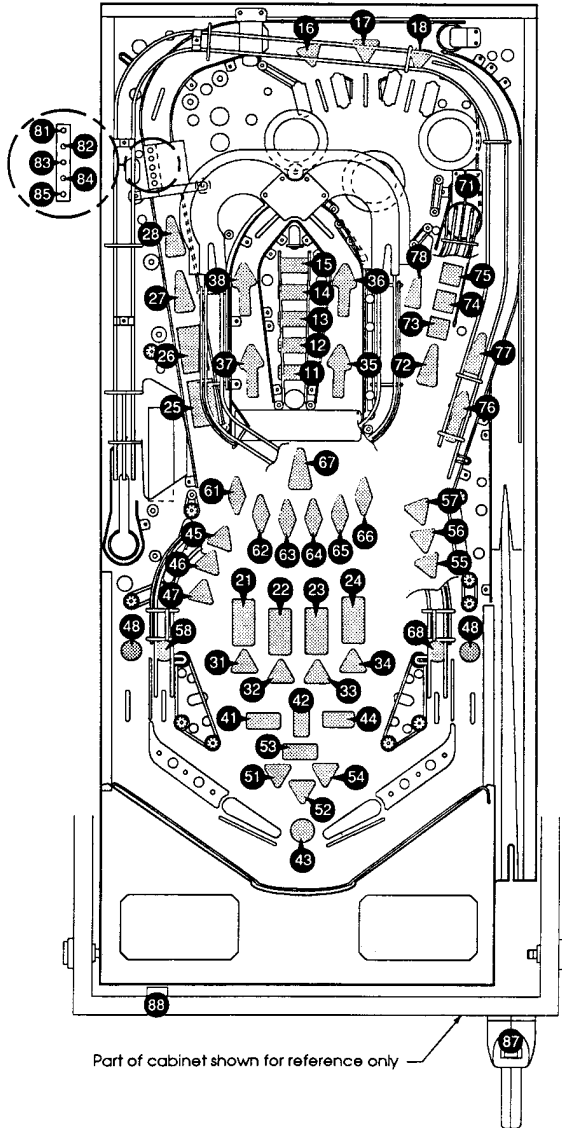
Solenoid Locations



Lamp Matrix

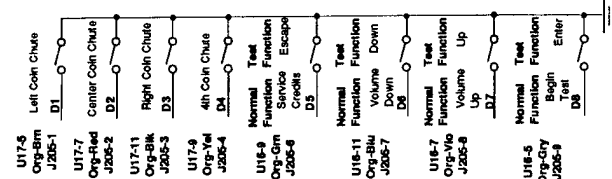
Column	1	2	3	4	5	6	7	8
	Q88 Yel-Brn J137-1	Q97 Yel-Red J137-2	Q96 Yel-Org J137-3	Q95 Yel-Blk J137-4	Q84 Yel-Grn J137-5	Q83 Yel-Blu J137-6	Q82 Yel-Vio J137-7	Q81 Yel-Gry J137-8
1	Q80 Red-Brn J133-1	Stringer 1 Body	Stringer 1 Tail	Tropical	Bonus 1X	School Fish 1	Casters Club	Stretch 5X Actual
2	Q89 Red-Blk J133-2	Video Mode	Stringer 2 Body	Stringer 2 Tail	Freshwater	Bonus 2X	School Fish 2	Doubles Jackpot
3	Q88 Red-Org J133-4	Rock Boat	Stringer 3 Body	Stringer 3 Tail	Cast Again	Auto Cast	School Fish 3	Lock 3
4	Q87 Red-Yel J133-5	Light Extra Ball	Stringer 4 Body	Stringer 4 Tail	Deep Sea	Bonus 4X	School Fish 4	Lock 2
5	Q86 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	Q85 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	Q84 Red-Vio J133-8	Lie I	Fish Finder	Left Boat Entry	Left Fish Tail	Right Fish Tail	Super Jackpot	Long Cast
8	Q83 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

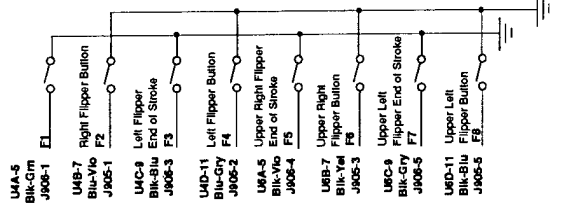


Switch Matrix

Dedicated Switches

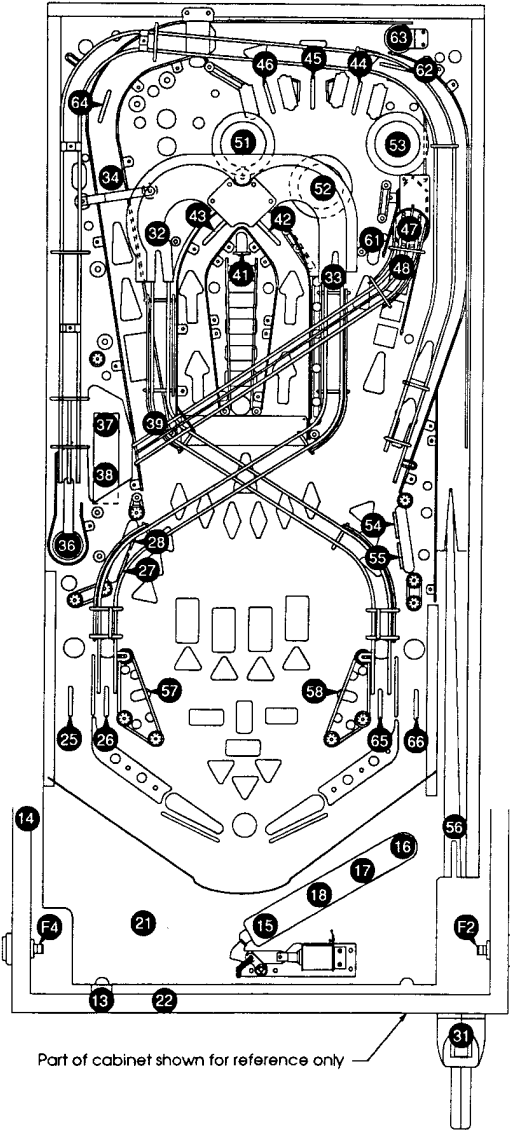


Flipper Switches



Column	1	2	3	4	5	6	7	8
Row	U18-11 Wht-Bm J205-1 Not Used	U20-18 Gm-Blu J205-2 Stam Tik	U20-18 Gm-Org J205-3 Cast	U20-15 Gm-Yel J205-4 Captive Ball	U20-14 Gm-Blk J205-5 Left Jkt	U20-13 Gm-Blu J205-6 Extra Ball	U20-12 Gm-Ylo J205-7 Not Used	U20-11 Gm-Gry J205-8 Not Used
1	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used
2	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used
3	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used	U18-9 Wht-Red J205-2 12 Not Used
4	U18-7 Wht-Yel J205-4 14 Plumb Bob Tie	U18-7 Wht-Yel J205-4 14 Plumb Bob Tie	U18-7 Wht-Yel J205-4 14 Plumb Bob Tie	U18-7 Wht-Yel J205-4 14 Plumb Bob Tie	U18-7 Wht-Yel J205-4 14 Plumb Bob Tie	U18-7 Wht-Yel J205-4 14 Plumb Bob Tie	U18-7 Wht-Yel J205-4 14 Plumb Bob Tie	U18-7 Wht-Yel J205-4 14 Plumb Bob Tie
5	U18-11 Wht-Gm J205-5 15 Outhole	U18-11 Wht-Gm J205-5 15 Outhole	U18-11 Wht-Gm J205-5 15 Outhole	U18-11 Wht-Gm J205-5 15 Outhole	U18-11 Wht-Gm J205-5 15 Outhole	U18-11 Wht-Gm J205-5 15 Outhole	U18-11 Wht-Gm J205-5 15 Outhole	U18-11 Wht-Gm J205-5 15 Outhole
6	U18-9 Wht-Blu J205-3 16 Trough	U18-9 Wht-Blu J205-3 16 Trough	U18-9 Wht-Blu J205-3 16 Trough	U18-9 Wht-Blu J205-3 16 Trough	U18-9 Wht-Blu J205-3 16 Trough	U18-9 Wht-Blu J205-3 16 Trough	U18-9 Wht-Blu J205-3 16 Trough	U18-9 Wht-Blu J205-3 16 Trough
7	U18-5 Wht-Vio J205-8 17 Trough	U18-5 Wht-Vio J205-8 17 Trough	U18-5 Wht-Vio J205-8 17 Trough	U18-5 Wht-Vio J205-8 17 Trough	U18-5 Wht-Vio J205-8 17 Trough	U18-5 Wht-Vio J205-8 17 Trough	U18-5 Wht-Vio J205-8 17 Trough	U18-5 Wht-Vio J205-8 17 Trough
8	U18-7 Wht-Gry J205-9 18 Trough	U18-7 Wht-Gry J205-9 18 Trough	U18-7 Wht-Gry J205-9 18 Trough	U18-7 Wht-Gry J205-9 18 Trough	U18-7 Wht-Gry J205-9 18 Trough	U18-7 Wht-Gry J205-9 18 Trough	U18-7 Wht-Gry J205-9 18 Trough	U18-7 Wht-Gry J205-9 18 Trough

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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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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