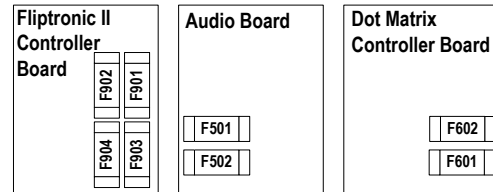


FISH TALES (50005)

FUSE LIST

POWER DRIVER BOARD		
F101	+50V DC General (Left Flipper)	3A, (not used)
F102	+50V DC General (Right Flipper)	3A, (not used)
F103	Solenoids #25 to #28	3A, 250V, SB
F104	Solenoids #9 to #16	3A, 250V, SB
F105	Solenoids #1 to #8	3A, 250V, SB
F106	G.I. #5 White-Violet	5A, 250V, SB
F107	G.I. #4 White-Green	5A, 250V, SB
F108	G.I. #3 White-Yellow	5A, 250V, SB
F109	G.I. #2 White-Orange	5A, 250V, SB
F110	G.I. #1 White-Brown	5A, 250V, SB
F111	Flasher Secondary	5A, 250V, SB
F112	Solenoid Secondary	5A, 250V, SB
F113	+5V Logic	5A, 250V, SB
F114	+18V Lamp Matrix	8A, 32V, N.B.
F115	+12V Lamp Matrix	3/4A, 250V, FB
F116	+12V Secondary	3A, 250V, SB



Audio Board		
F501	-25V	3A, 250V, SB
F502	+25V	3A, 250V, SB

Dot Matrix Controller Board		
F601	+62V	3/8A, 250V, SB
F602	-113V & -125V	3/8A, 250V, SB

LINE FILTER		
Foreign		5A, 250V, SB
Domestic		8A, 250V, SB

Power Driver Board		
F101	Upper Right Flipper	3A, 250V, SB
F902	Upper Left Flipper	3A, 250V, SB
F903	Lower Right Flipper	3A, 250V, SB
F904	Lower Left Flipper	3A, 250V, SB

SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Voltage Connections			Drive Xistor	Drive Connections			Drive Wire Color	Coil/Flashlamp Type	
			Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox
01	BALL SHOOTER	High Power	J107-3			Q82	J130-1			VIO-BRN	AE-23-800	
02	CATAPULT	High Power	J107-3			Q80	J130-2			VIO-RED	AL-23-800	
03	BALL POPPER	High Power	J107-3			Q78	J130-4			VIO-ORG	AE-24-900	
04	LEFT SLINGSHOT	High Power	J107-3			Q76	J130-5			VIO-YEL	AE-27-1200	
05	RIGHT SLINGSHOT	High Power	J107-3			Q64	J130-6			VIO-GRN	AE-27-1200	
06	LEFT GATE	High Power	J107-3			Q66	J130-7			VIO-BLU	A-14406	
07	KNOCKER	High Power		J107-3		Q68	J130-8			VIO-BLK		AE-23-800
08	BACKBOX FISH	Low Power	J107-2			Q70	J130-9			VIO-GRY		AE-23-800
09	OUTHOLE	Low Power	J107-2			Q58	J127-1			BRN-BLK	AE-27-1200	
10	BALL RELEASE	Low Power	J107-2			Q56	J127-3			BRN-RED	AE-26-1200	
11	EJECT HOLE	Low Power	J107-2			Q54	J127-4			BRN-ORG	AE-26-1200	
12	DROP TARGET UP	Low Power	J107-2			Q52	J127-5			BRN-YEL	AE-26-1200	
13	DROP TARGET DOWN	Low Power	J107-2			Q50	J127-6			BRN-GRN	SM1-26-600	
14	LEFT JET BUMPER	Low Power	J107-2			Q48	J127-7			BRN-BLU	AE-26-1200	
15	CENTER JET BUMPER	Low Power	J107-2			Q46	J127-8			BRN-VIO	AE-26-1200	
16	RIGHT JET BUMPER	Low Power	J107-2			Q44	J127-9			BRN-GRY	AE-26-1200	
17	JACKPOT FLASHER	Flasher	J107-6			Q42	J126-1			BLK-BRN	#906	
18	SUPER JACKPOT FLASHER	Flasher	J107-6			Q40	J126-2			BLK-RED	#906	
19	INSTANT MULTI-BALL FLASHER	Flasher	J107-6	J106-5		Q38	J126-3	J125-3		BLK-ORG	#906	#906 (2)
20	LIGHT EXTRA BALL FLASHER	Flasher	J107-6	J106-5		Q36	J126-4	J125-5		BLK-YEL	#906	#906 (2)
21	ROCK THE BOAT FLASHER	Flasher	J107-6	J106-5		Q28	J126-5	J125-6		BLU-GRN	#906	#906 (2)
22	VIDEO MODE FLASHER	Flasher	J107-6	J106-5		Q30	J126-6	J125-7		BLU-BLK	#906	#906 (2)
23	HOLD BONUS FLASHER	Flasher	J107-6	J106-5		Q34	J126-7	J125-8		BLU-VIO	#906	#906
24	NOT USED	Flasher	J107-6			Q32				BLU-GRY		
25	REEL FLASHER	Flasher	J107-6	J106-5		Q26	J122-1	J124-1		BLU-BRN	#89	#906 (3)
26	TOPLEFT FLASHER	Flasher	J107-6			Q24	J122-2			BLU-RED	#89, #906	
27	CASTERS CLUB FLASHER	Flasher	J107-6	J106-5		Q22	J122-3	J124-3		BLU-ORG	#89	#906
28	REEL MOTOR	Low Power	J107-2			Q20	J122-4			BLU-YEL	14-7967	
General Illumination		Voltage Connections			Drive Xistor	Drive Connections			Drive Wire	Bulb Type		
		Playfield	Backbox	Cabinet		Playfield	Backbox	Cabinet		Playfield	Backbox	
01	Insert Board	G.I.	J121-1		Q18	J121-7			WHT-BRN		#555	
02	Insert Board	G.I.	J120-2	J121-2	Q10	J120-8	J121-8		WHT-ORG		#555	
03	Hood	G.I.	J120-3		Q14	J120-9			WHT-YEL		#44	
04	Playfield	G.I.	J121-5		Q16	J121-10			WHT-GRN		#555	
05	Playfield	G.I.	J120-6	J119-1	Q12	J120-11	J119-3	WHT-VIO			#44	
Flipper Circuits		Playfield Voltage Connection		Drive Transistors		Playfield Drive Connections		Drive Wire Colors		Coil Part No.	Coil Colors	
		Power	Hold	Power	Hold	Power	Hold	Power	Hold			
29	LOWER RIGHT FLIPPER	J907-1 (RED-GRN)	Q4	J902-13		YEL-GRN		FL-11629		BLUE		
30		J907-1 (RED-GRN)	Q11	J902-11		ORG-GRN						
31	LOWER LEFT FLIPPER	J907-4 (RED-BLU)	Q3	J902-9		YEL-BLU		FL-11629		BLUE		
32		J907-4 (RED-BLU)	Q9	J902-7		ORG-BLU						
33	NOT USED	J907-6 (RED-VIO)	Q2	J902-6		YEL-VIO						
34		J907-6 (RED-VIO)	Q7	J902-4		ORG-VIO						
35	NOT USED	J907-8 (RED-GRY)	Q1	J902-3		YEL-GRY						
36		J907-8 (RED-GRY)	Q5	J902-1		ORG-GRY						

LAMP MATRIX

Column	Row	1	2	3	4	5	6	7	8
		Yellow-Brown J137-1 Q98	Yellow-Red J137-2 Q97	Yellow-Orange J137-3 Q96	Yellow-Black J137-4 Q95	Yellow-Green J137-5 Q94	Yellow-Blue J137-6 Q93	Yellow-Violet J137-7 Q92	Yellow-Grey J137-9 Q91
1 Red-Brown J133-1 Q90	Hold Bonus	Stringer Body 1	Stringer Tail 1	Tropical	Bonus 1X	School Fish 1	Casters Club	Stretch 5X Actual	
2 Red-Black J133-2 Q89	Video Mode	Stringer Body 2	Stringer Tail 2	Freshwater	Bonus 2X	School Fish 2	Doubles Jackpot	Stretch 3X Actual	
3 Red-Orange J133-4 Q88	Rock The Boat	Stringer Body 3	Stringer Tail 3	Cast Again	Auto Cast	School Fish 3	Lock 3	Stretch 2X Actual	
4 Red-Yellow J133-5 Q87	Light Extra Ball	Stringer Body 4	Stringer Tail 4	Deep Sea	Bonus 4X	School Fish 4	Lock 2	Stretch Actual Size	
5 Red-Green J133-6 Q86	Instant Multi-ball	Left Side Feed Frenzy	Right Boat Entry	Left Fish Head	Right Fish Head	School Fish 5	Lock 1	Stretch Total Lie	
6 Red-Blue J133-7 Q85	Lie (L)	Monster Bonus	Right Boat Feed Frenzy	Left Fish Body	Right Fish Body	School Fish 6	Right Side Feed Frenzy	Video Mode	
7 Red-Violet J133-8 Q84	Lie (I)	Fish Finder	Left Boat Entry	Left Fish Tail	Right Fish Tail	Super Jackpot	Long Cast	Cast	
8 Red-Grey J133-9 Q83	Lie (E)	Jackpot	Left Boat Feed Frenzy	Specials	Light Long Cast	Light Fish Finder	Extra Ball	Start Button	

J1XX = Power Driver Board

SWITCH MATRIX

Column	Row	1	2	3	4	5	6	7	8	FLIPPER GROUNDED SWITCHES
		Green-Brown J206-1 U20-18	Green-Red J206-2 U20-17	Green-Orange J206-3 U20-16	Green-Yellow J206-4 U20-15	Green-Black J206-5 U20-14	Green-Blue J206-6 U20-13	Green-Violet J206-7 U20-12	Green-Grey J206-9 U20-11	
Orange-Brown J205-1 LEFT COIN CHUTE	White-Brown J208-1 U18-11	Not Used	Slam Tilt	Cast	Captive Ball	Left Jet Bumper	Extra Ball	Not Used	Not Used	Black-Green J906-1 Lower Right Flipper E.O.S.
Orange-Red J205-2 CENTER COIN CHUTE	White-Red J208-2 U18-9	Not Used	Coin Door Closed	Left Boat Exit	Right Boat Entry	Center Jet Bumper	Top Right Loop	Not Used	Not Used	Black-Violet J905-1 Lower Right Flipper Opto
Orange-Black J205-3 RIGHT COIN CHUTE	White-Orange J208-3 U18-5	Start Button	Ticket Opto	Right Boat Exit	Left Boat Entry	Right Jet Bumper	Top Eject Hole	Not Used	Not Used	Black-Blue J906-3 Lower Left Flipper E.O.S.
Orange-Yellow J205-4 4TH COIN CHUTE	White-Yellow J208-4 U18-7	Plumb Bob Tilt	Always Closed	Spinner	Lie (L)	Right Stand-Up Target 1	Top Left Loop	Not Used	Not Used	Black-Gray J905-2 Lower Left Flipper Opto
Orange-Green J205-6	White-Green J208-5 U19-11	Normal Function Srv Crdts	Test Function Escape	Outhole	Left Outlane	Reel Entry	Lie (I)	Right Stand-Up Target 2	Right Return Lane	Black-Violet J906-4 Upper Right Flipper E.O.S.
Orange-Blue J205-7	White-Blue J208-7 U19-9	Normal Function Volume Dn	Test Function Down	Trough 1	Left Return Lane	Catapult	Lie (E)	Ball Shooter	Right Outlane	Black-Yellow J905-3 Upper Right Flipper Opto
Orange-Violet J205-8	White-Violet J208-8 U19-5	Normal Function Volume Up	Test Function Up	Trough 2	Left Stand-Up Target 1	Reel 1	Ball Popper	Left Slingshot	Not Used	Black-Gray J906-5 Upper Left Flipper E.O.S.
Orange-Grey J205-9	White-Grey J208-9 U19-7	Normal Function Begin Test	Test Function Enter	Trough 3	Left Stand-Up Target 2	Reel 2	Drop Target	Right Slingshot	Not Used	Black-Blue J905-5 Upper Left Flipper Opto

J2XX = CPU Board; J9XX = Fliptronic II Board;

Yellow (B+) Red

White Green

= OPTO, TYPICALLY CLOSED