Williams Pinball – Fish Tales Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Left Target Bank
2. Left Orbit
3. Port Ramp
4. Captive Ball Target
5. Starboard Ramp
6. Spot Target
7. Casters Club
8. Right Orbit
9. Right Target Bank
10. Eject Hole

In this guide when I mention a Ramp, Lane, Hole etc. I will put a number in brackets which will correspond to the above Key, so that you know where on the Table that feature is located.

TABLE SPECIFICS

***Notice*: This Guide is based off the Pinball FX3 (PS4) version of the Table on default controls. Some of the controls will be different on the other versions (Steam, etc...), but everything else in the Guide remains the same.**



INTRODUCTION

Zen Studios is bringing world-renowned pinball tables to *Pinball FX3*! This three-pack of premium pinball perfection is comprised of classic tables from the iconic Williams Bally pinball library. The pack contains tables such as; Medieval Madness, Junkyard & The Getaway: High Speed II.

Fish Tales released as free content for all *Pinball FX3* and *Zen Pinball* Mac players. The table is fully unlocked—both classic and remastered versions along with all game modes are available for unlimited play.

Each table features a classic, exact replica version as well as a remastered version, transforming these tables into modern-day pinball experiences at the toggle of a button.

The table that this guide will cover is of course Fish Tales. Fish Tales is a fishing-themed pinball game which was released by Williams in 1992. It's one of the top 20 most produced pinball machines of all time, selling more than 13,000 units. Designed by Mark Ritchie and programmed by Mark Penacho, it had a production run of 13,640 units.



I hope my Guide will help you understand the Table better.

Extra Balls/Special

Extra Balls –

There are **5** Ways to achieve an **Extra Ball**; Once **Extra Ball** is lit is remains so until collected.

Collect the below **Extra Balls** by hitting the Ball into the Spot Target (6) –



- ***Method 1***: *Replay Score;* Once 100 Million Points is achieved in the game, an **Extra Ball** is automatically awarded.

- ***Method 2***: *Video Mode – hit the "EB" Symbol;* look later in the Guide under "Video Mode" section for information on how.

- ***Method 3***: *Grab Yer Gear (Captive Ball Target (4)) – as a random reward;* look later in the Guide under "Grab Yer Gear" section for information on how.

- ***Method 4***: *Fish Finder – as a random reward;* look later in the Guide under "Fish Finder" section for information on how.

Special -

When lit, Special will become available on both the Left & Right Outlanes. It remains lit until its collected. This happens when a Ball is drained down either sides Outlane.

- ***Method 1***: *Collection of all Captive Ball values;* After collecting all of the Captive Ball values, registering 4 Captive Ball Target (4) hits lights a **Special** in the Left Outlane & Right Outlane (look later in the guide under "Grab Yer Gear" section for more information).

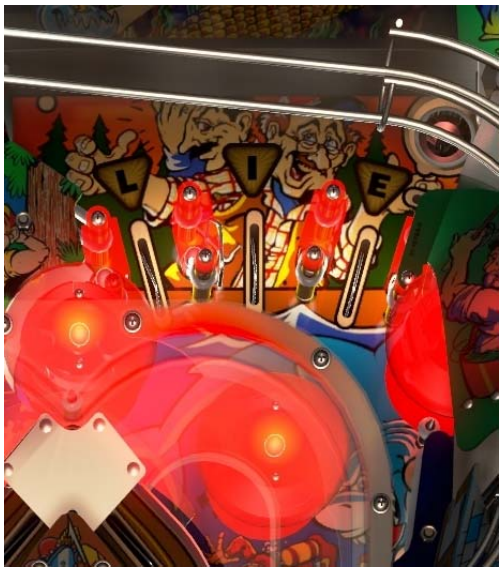
End-of-Ball Bonuses & Raising its Multiplier

When the Ball drains you will earn an End-of-Ball bonus. This starts at 1,000 Points and can be increased to 3 Million Points. Most Lanes on the Playfield will increase the bonus.
Additional Points are awarded for each Fish caught on the Stringer & for each "Tale Told". These are cumulative throughout the game. Each "Tale Told" adds 500,000 Points to the End of Ball Bonus. Each Fish caught will add 250,000 Points to the End-of Ball bonus. (Explained later in the guide under their corresponding sections).

There is also an End-of-Ball Multiplier which can be increased to a maximum of 7x times.

To raise the Multiplier on this Table you will need to do one of the following;

- Each time the 3 "LIE" Rollovers are completed, the Multiplier will advance by 1X Times.



- Collecting the "Bonus X" Fish Finder reward (look later in the guide under "Fish Finder Rewards" for more info).

The Multiplier will reset when the Ball is drained, otherwise If you had previously gained the Captive Ball value award "Hold Bonus 1,000,000" then the Multipliers won't be reset upon the Ball draining. (look later in the section titled "Grab Yer Gear" section). If this is collected on the final Ball of the game, all of the End-of-Ball Bonus values will be awarded twice once the Ball drains.

Fast Cast -

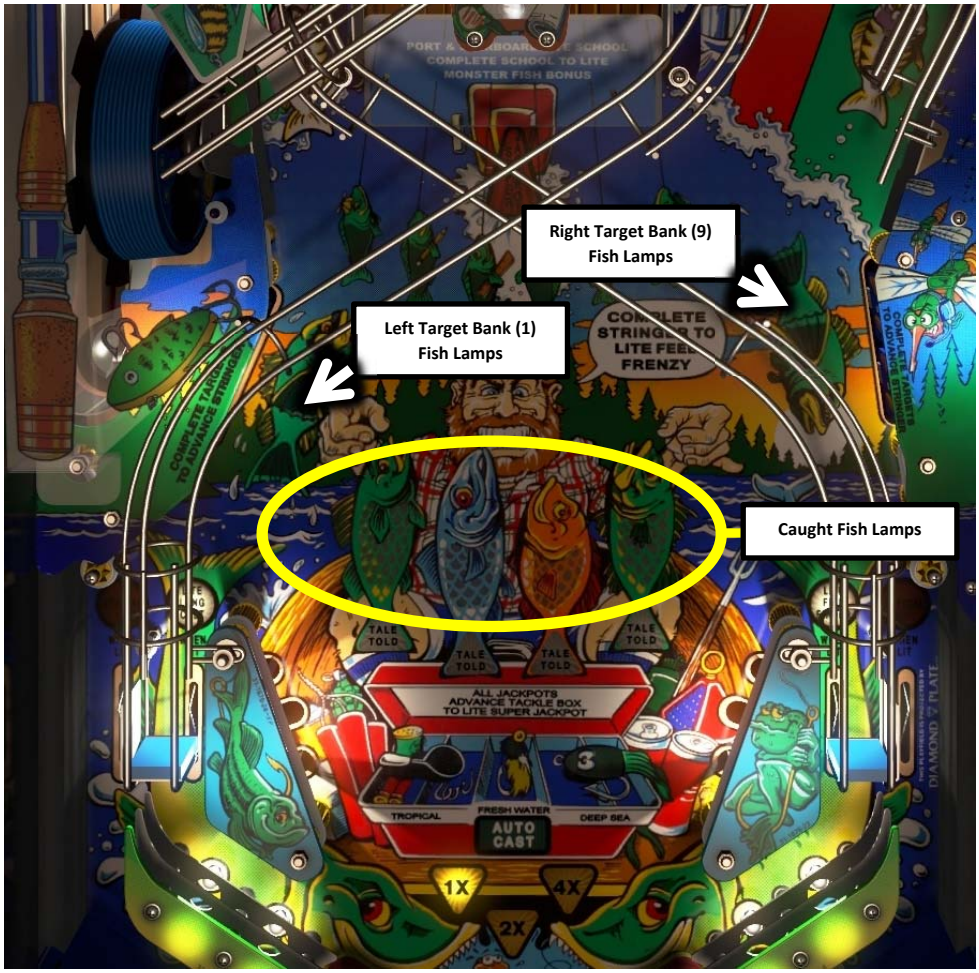
Immediately hit the Caster Club (7) or the Drop Target (if raised) in front of it when the Ball is launched onto the Table Playfield. This is worth 2 Million Points.



This value will be increased by 1 Million Points for each subsequent Fast Cast that is performed. Up to a maximum of 10 Million Points.

Catching Fish -

At the start of each game both of the fish lamps will be flashing in front of the Target Banks on either side.



Once all 3 Fish Lamps are lit on either side, they will turn off & stay unlit until all 3 Fish Lamps are lit on the opposite side of the Playfield. Once this is achieved a Fish is caught (1 of the 4 Fishes will be lit solid). This will then light up “Stretch the Truth” for 15 Seconds. When this is lit, hit the Ball through the Spinner via the Left Orbit (2). Doing this will light 1 of the “Tales Told” Lamps.

Caught Fish are cumulative throughout the game. Each caught fish will add 250,000 Points to the End-of-Ball Bonus.

Stretching the Truth (accessible for 15 Seconds after a caught fish) -

Activation –

Once you catch a Fish by following the instructions detailed in the "Catching Fish" section above this page, the "Stretch the Truth" Lamp will be lit for 15 Seconds.

Mode Itself –

When the "Stretch the Truth" Lamp is lit, hit the Ball through the Spinner via the Left Orbit (2) within 15 Seconds. Doing this will light one of the "Tales Told" Lamps.



The value of catching Fish can be increased by stretching the truth. Once the Spinner is hit via the Left Orbit (2), each rotation will cycle through the "Stretch the Truth" values on the Billboard located above the Left Orbit (2) entrance.



The value that it eventually lands on will determine how much is to be scored. Caught fish have a base value of 1 Million Points, so if it lands on "Actual Size" it will score that value. Although, if it lands on "2X", "3X" or "5X", it multipliers that by 1 Million Points. Now if it lands on "Total Lie" then no Points will be awarded.

To guarantee higher Stretch the Truth values you can turn-off the lower values on the Billboard by completing the 3 "LIE" Rollovers above the Bumpers.



Each time they are completed, it will turn off the lowest value on the Billboard. Then, when the Spinner is hit it will only cycle through the lit values on the Billboard. All of the values on the Billboard will relight once the Spinner is hit or if you drain the Ball. Doing this will light 1 of the "Tales Told" Lamps.

Stretch the Truth are cumulative throughout the game. Each caught fish will add 250,000 Points to the End-of-Ball Bonus. Each "Tale Told" adds 500,000 Points to the End-of-Ball Bonus.

Lighting all 4 "Tale Told" Lamps will activate the "Rock the Boat" Mode.

Feed Frenzy -

Activation –

Another feature of catching fish is that each time all 4 Fish Lamps on the Stringer are lit (explained under the "Catching Fish" section earlier in the guide), it will activate Feed Frenzy.

Mode Itself –

Once this frenzy is activated a 15 Second timer starts counting down on the DMD, and 4 purple coloured Fish Lane Lamps will light up.



These are -



1. Left Orbit (2)
2. Right Orbit (8)
3. Starboard Ramp (5)
4. Port Ramp (3)

Completing a purple Fish Lane shot turns off the light, scores 5 Million Points and resets the 15 Second Timer. The goal here is to complete all 4 shots before the timer expires. Completing the 4th shot will net you 20 Million Points.

Rock the Boat -

Activation –

Each time a “Stretch the Truth” (look earlier under “Stretch the Truth” section for more info) is achieved it lights 1 of the 4 “Tale Told” Lamps. Once all 4 “Tale Told” Lamps are light, it automatically activates the Rock the Boat Mode.



Mode Itself –

This Mode lasts for 30 Seconds. While this is active. Each Starboard Ramp (5) & Port Ramp (3) or Captive Ball Target (4) hit is worth 10 Million Points.





Rock the Boat can also be activated by collecting the “Rock the Boat” Captive Ball value (look later in the “Grab Yer Gear” section for more info), this version only lasts 20 Seconds.

Caster Club Multiball *3 Ball* –

Activation –

Lock 3 Balls into the Reel by hitting the Caster Club (7) while the Lock Lamps are flashing.



All 3 Lock Lamps are flashing at the start of a new game. Each locked Ball scores 100,000 Points. Once the 3rd Ball is locked, the 3 Ball Multiball begins.

Note that there are 2 additional ways to activate the Multiball; these are –

- Collecting the "Instant Multiball" Captive Ball value (look later under the "Grab Yer Gear" section).
- Collecting the "Instant Multiball" Fish Finder reward (look later under the "Fish Finder" section).

Mode Itself –

The 3 Ball Multiball begins;



The goal here is to score 3 different Multiball **Jackpots** in order to light the **Super Jackpot**.

1. The first **Jackpot** is called **Tropical Jackpot**, it has a base value of 20 Million Points.
2. The 2nd is called **Fresh Water Jackpot**, it has a base value of 30 Million Points.
3. The 3rd **Jackpot** is called **Deep Sea Jackpot**, it has a base value of 40 Million Points.

While the Multiball is active the base value of the current Jackpot increases by 1 Million Points each time a Fish is caught (the same way you caught them using the "Catching Fish" section instructions). Scored **Jackpots** carry over throughout the game, so if the **Deep-Sea Jackpot** is flashing at the end of the Multiball it will still be flashing the next time the Multiball is activated.

How to score the **Jackpots**;

1. Hit a Ball into the Caster Club (7). Once this is achieved, a 15 Second timer begins to countdown.
2. Within that time frame, send a Ball around the Left Orbit (2) with enough power that it lands into the Eject Hole (10). Thus, scoring the current **Jackpot**.

Note - If the 2nd Ball is shot into the Caster Club (7) before the timer expires or a Jackpot is scored, it lights the Eject Hole (10) for a Double Jackpot and resets the 15 Second timer. Thus, scoring double the amount of the current Jackpot value

How to score **Super Jackpots**;

Once all 3 **Jackpots** have been scored, the Captive Ball Target (4) will light up, enabling collection of a **Super Jackpot** when hit. This remains lit until the Mutliball ends. You will need to hit the Captive Ball Target (4) hard enough to score the **Super Jackpot**. **Super Jackpots** are initially worth 100 Million Points and there is no limit to the number of those that can be scored.

If the **Super Jackpot** was not collected within the Multiball, it will be lit at the start of the next Multiball in the same game. If at least 1 **Super Jackpot** has been scored during the Multiball, it resets the **Tropical Jackpot** the next time the Multiball is activated. Scoring a **Super Jackpot** increases the base value for all the **Jackpots**, including the **Super Jackpot** itself.

The next time the Multiball is activated;

1. The base **Tropical Jackpot** value can be increased up to 120 Million Points,
2. The base **Fresh Water Jackpot** up to 180 Million Points.
3. The base **Deep-Sea Jackpot** up to 240 Million Points.
4. The base **Super Jackpot** can be increased up to 600 Million Points.

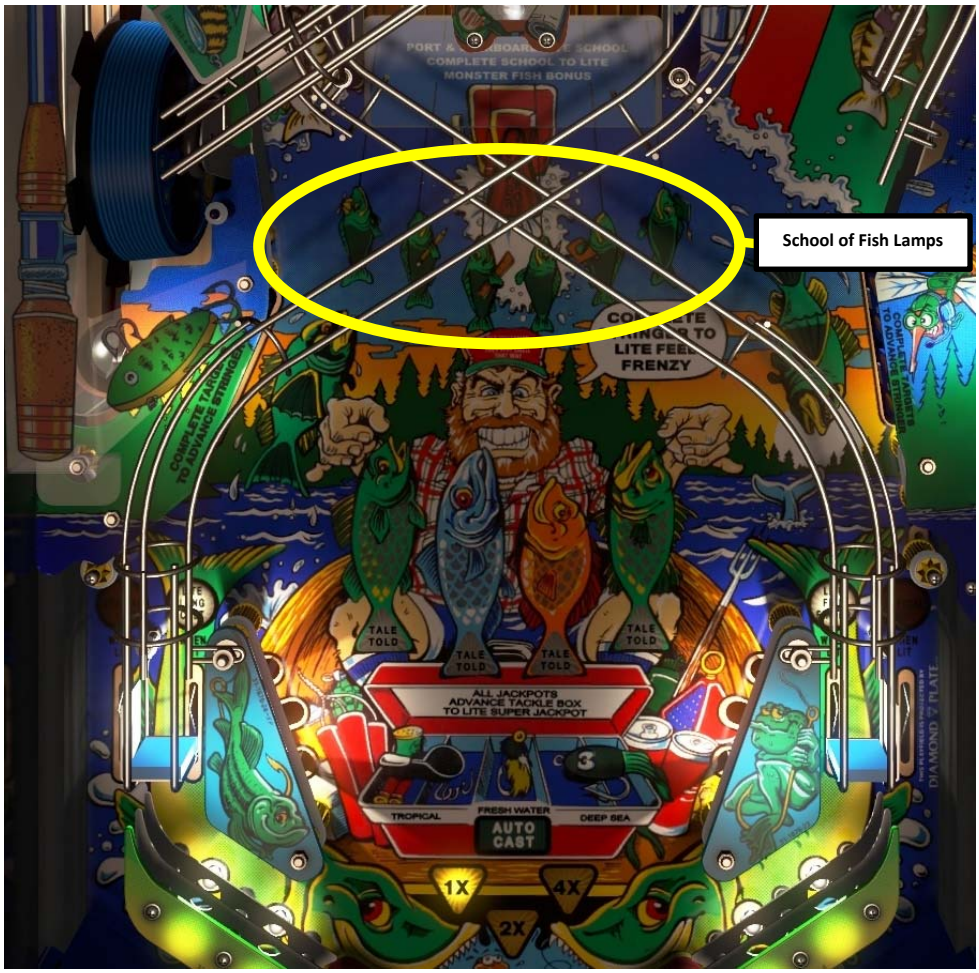
If at least 1 **Jackpot** was scored during the Multiball, a drop Target raises in front of the Caster Club (7) hitting this scores 100,000 Points and relights the Lock Lamps for the Caster Club.

This Multiball Mode will continue if you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode.

Monster Fish -

Activation –

This is a Hurry Up that will light up at the Spinner via the Left Orbit (2). Each time all 6 School of Fish lamps are lit.



You can light these Lamps up by completely sending the Ball up the lit Port Ramp (3) or Starboard Ramp (5). The Ramp shots must be hit with enough power to travel all the way through the Boat. This results in the Ball being feed back to the Flippers from the Habitrails. If a Ramp shot doesn't pass all the way through the Boat, and comes back down the other side, this will instead score a U-Turn award which is worth 1 Million Points. Hitting an unlit Ramp will score you 100,000 Points.

At the start of a new game, both of these Ramps will be lit, thus allowing you 1 untimed shot at each Ramp.



Once you have hit both of these Ramps, they can only be re-lit on a timer. Having the Ball roll down the Left Inlane will light the Starboard Ramp (5) for 10 Seconds. Having the Ball roll down the Right Inlane will light the Port Ramp (3) for 10 Seconds.



The 1st lit Ramp shot will grant you 500,000 Points. This value will increase by 500,000 Points for each subsequent lit Ramp shot, the maximum value of this is 3 Million Points. These values will reset each time the Monster Fish Mode ends.

Mode Itself –

Once all 6 School of Fish Lamps are lit by performing the above process, it lights the Monster Fish Hurry Up Mode for activation. This is activated by hitting the Ball through the Spinner via the Left Orbit (2). Once done, a value of 20 Million Points will start decreasing on the Dot-Matrix Display. Hit the Ball through the Spinner to collect the Monster Fish and collect the current score value displayed on the Dot-Matrix Display.



Remember that the Spinner must be hit via the Left Orbit (2) for it to register. If the decreasing value on the Dot-Matrix Display reaches 5 Million Points you will have 5 Seconds to produce a shot through the Spinner or the Mode will come to an end. If you fail to collect the Monster Fish, the current value will be saved for the next time the Mode is activated. Successfully completing a Monster Fish Mode will increase this value by 10 Million Points the next time this Mode is activated, up to a maximum value of 50 Million Points.

Long Cast -

Long Casts are completed by hitting the Ball around the Right Orbit (8) when "Long Cast" is lit. This will light for 10 Seconds at the start of a new Ball and can be re-lit for 10 Seconds by having the Ball roll down the Left Inlane. If "Long Cast" is not lit, it can also be lit without a timer present by sending the ball around the Right Orbit (8). The first Long Cast shot will score 1 Million Points. This value will then increase by 1 Million Points for each subsequent Long Cast, up to a maximum value of 5 Million Points. For a shot around the Right Orbit (8) to count as a "Long Cast" it must complete the Loop fully.

Each time a Long Cast is completed it advances the Captive Ball value (more info is available under "Grab Yer Gear" section below).

Grab Yer Gear (Captive Ball Values) -

Hitting the Captive Ball Target (4) hard enough so that it hits the Target behind it will collect the lowest flashing value (these values can be seen just above the Captive Ball).



At the start of the game, "Hold Bonus 1 Million" is flashing. Each time a Long Cast shot (explained in the "Long Cast" section above this page) is successful it will in-turn advance the Captive Ball value, making the corresponding Lamp flash. 2 or more Captive Ball values can be flashing at the same time, but only the lowest value will be collected with each strong Captive Ball Target (4) hit. Captive Ball Target (4) hits also score a "Grab Yer Gear" value, this is worth 1 Million Points multiplied times the number of lit Captive Ball values. The Captive Ball values are lit once they are collected and carry over from Ball to Ball until "Instant Multiball" is collected.

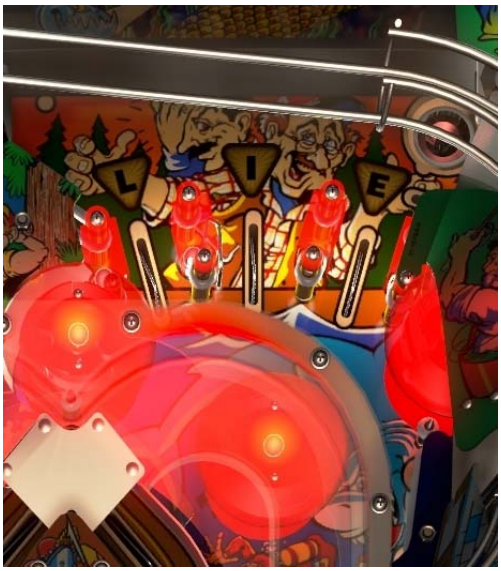
Here are the Captive Ball values and what they do –

- ***"Hold Bonus 1 Million"*** – scores 1 Million Points and carries the current End-of-Ball bonus value and Multiplier over to the next Ball. Note that the Bonus Multiplier normally will reset once a Ball drains.
- ***"Video Mode"*** – this lights at the Eject Hole (10) to activate Video mode. While this is lit, hit the Ball into the Eject Hole (10) to activate the Video Mode.
- ***"Rock the Boat"*** – activates the Rock the Boat Mode (look earlier in the "Rock the Boat" section for more information).
- ***"Lite X-Ball"*** – Lights the Spot Target (6) for an **Extra Ball** until it is collected. Hit the Spot Target (6) to collect an **Extra Ball**.
- ***"Instant Multiball"*** – automatically activates the Multiball. Once the instant Multiball is collected, the Captive Ball value can't be earned or advanced until the Ball in play drains. Each Captive Ball Target (4) hit for the rest of the current Ball in play will instead score a "Sell Yer Gear" value. This is worth 5 Million Points for the 1st time and increases by 500,000 Points for each subsequent Captive Ball Target (4) hit, up to a maximum of 10 Million Points.

After collecting all of the Captive Ball values, registering 4 Captive Ball Target (4) hits lights a **Special** in the Left Outlane & Right Outlane. Drain a Ball down either of these Outlanes to gain a **Special**. At the start of the next Ball, all of the Captive Ball values will turn off. They can be advanced again via Long Cast shots. If there aren't any Captive Ball values lit, hitting the Captive Ball Target (4) scores a "Grab Yer Gear" value of 500,000 Points.

Fish Finder Rewards -

These are gained by hitting the Ball into the Eject Hole (10) when "Fish Finder" is lit. This will light for 10 Seconds when the Ball rolls down the Right Inlane & "Lite Fish Finder" is lit. This is lit at the start of a new game and can be re-lit by completing the 3 "LIE" Rollovers above the Bumpers, use the Flipper Buttons to cycle through the lit Rollovers.



Once "Fish Finder" is lit, hit the Ball into the Eject Hole (10) before the timer expires, to collect a random Fish Finder reward. The easiest way to make this shot, it to send the Ball around the Left Orbit (2) with a strong shot that causes the Ball to land into the Eject Hole (10).

Here are the possible Fish Finder rewards –

- ***"Extra Ball lit"*** - lights the Spot Target (6) for an **Extra Ball**. This will start lit until the **Extra Ball** is collected. The Target will also score 24,990 Points.
- ***"Super Jets"*** – increases the value of the Jet Bumpers to 500,000 Points for the rest of the Ball in play. The Jet Bumpers normally score 11,110 Points per hit.
- ***"Inc. Captive Ball"*** – makes the next unlit Captive Ball value flash.
- ***"Instant Multiball"*** – automatically activates the 3 Ball Multiball.
- ***"Bonus X"*** – increases the End-of-Ball Bonus Multiplier by 1X.
- ***Point value*** - based awards worth 1 Million to 5 Million Points.

Video Mode -

This is played on the DMD. To activate the Video Mode, you must first advance the Captive Ball value so that "Video Mode" is flashing. Once the Captive Ball value for "Video Mode is collected, hit the Ball into the Eject Hole (10) to start the Video Mode.

Video Mode lasts for 20 Seconds. The objective here is to hit as many Boats & Watercrafts as possible. They will move from Left to Right on the DMD at 3 different distances. You can launch up to 20 Torpedoes to hit them, these are activated by either Flipper or Launch Button. Each Boat or Watercraft that is sunk at the closest distance scores 500,000 Points. The middle-distance scores 1 Million Points and the furthest scores 1.5 Million Points. If you manage to sink 15-19 Boats & Watercrafts it will score you a 10 Million Points bonus, sinking all 20 of them will score a 20 Million Point bonus. It's also possible to earn an **Extra Ball**; this is achieved by sinking enough Boats & Watercraft at the furthest distance, this can cause a "EB" symbol to pass on the screen and if you manage to hit it with a Torpedo it will earn you an **Extra Ball**.



Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, Ty-43, deep (without his help this guide wouldn't have been possible!), Captain B. Z., Deep, wims, skyway73, tenorhero, DiscoKing & surf1der**. I couldn't have completed the Guide without your help either directly or indirectly - you are all awesome!!!

In closing I hope you enjoyed this Table, I certainly have and I hope by using this Guide it increases that Fun factor for you and everyone else who plays with you.

Check out the other Tables, they are available to download on the PlayStation 4, Xbox One & Windows 10, Steam, Nintendo Switch and Mac. Also, on the iOS Appstore and Google Play on Mobile

Thanks for viewing my Guide; any feedback would be greatly appreciated -

"Gone Pinballin', Leave a Message."

Yours
ShoryukenToTheChin