

Cardona Pinball

Code changes and update history for Fish Tales: Ultimate Fishing challenge

YouTube links:

Splash Announcement

<https://youtu.be/1p6cpLBQJwk>

Launch

<https://youtu.be/JCEGnQBTUTQ>

Game Play UI Explain

<https://youtu.be/mvRdWatAink>

Kit Installation

<https://youtu.be/o-XezhzIBvg>

Game Play #1

<https://youtu.be/nS8trDTHXhU>

Game Play #2

<https://youtu.be/1QEV97geEiQ>

How to install:

- Obtain a blank USB memory stick. It is our recommendation to not use a stick that has been previously used on any other system as the CPD CPU does not perform a virus check. Most memory sticks sold in the USA are pre-formatted in FAT formatting (FAT32) because this format is readable by all popular OSes. FAT32 is the way the stick should be formatted in order for the CPD CPU to read it. If your stick has different formatting, such as specific formatting for OSX or Mac OS, then your stick will not be readable by the CPD CPU.
- Download the update.
- If the file is compressed or zipped, expand it to find a file named 'ft_update_files.cpd'
- Copy the file to the USB memory stick.
- Insert the memory stick in an open USB slot on the CPU. Be aware the the CPU power button may be close to the USB slot so be careful to not hit the power button.
- DO NOT plug the USB into any slots on the FAST controller or the FAST sound board. It will not work.
- If there are no open USB slots on the CPU and use that slot on the CPU, then unplug the cord from the CPU that leads to either:
 - sound USB sound input
 - sound USB data control
 - USB power to lower screen (blue cord)
- Navigate to the service menu, then the USB menu, then the SOFTWARE UPDATE submenu.
- Execute the Software Update command. Do NOT turn off the game while files are being copied.
- Depending on the extent of the upgrade, files may have to not only be copied but also compiled which can take some minutes.
- Once the file copying, unpacking, installing, and compiling is complete, the system will either reboot or tell you to reboot.
- Remove the USB memory stick and re-plug the USB cord, if it was removed.

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- **Added** various beta tester names to attract
- **Added** value of next shot to display screen for Trout and Catfish modes
- **Fixed** a bug where if several modes were running at the same time and Feeding Frenzy was the last to end, it would not remove it's display.
- **Changed** freshwater trout max shot score from 16 million to 32 million
- **Changed** gate position when Monster Fish starts to be closed. It would be open if Long Cast was enabled, and if so, that was causing a long cast shot to also collect Monster Fish. With the gate closed, you cannot collect a long cast while monster fish is running.
- **Changed** ball save setting for easy and medium settings:
 - easy increased from 13 to 25 seconds
 - medium increased from 7 to 13 seconds
- **Changed** the scoring for Barracuda and Stingray mini-wizard modes as follows: Previously Barracuda awarded 10million for a casters club shot followed by 125 million for any of the flashing shots. Previously Stingray awarded 100 million for a casters club shot and 150 million for an extra ball shot.
- Now, Barracuda awards 1 million for a casters club shot and for the rest of Barracuda and Stingray, the same shots are used for both of the above modes, however, the scoring value is dependent on how well the player has done in previous modes such that the score for the previous mode shots are added up and you receive the total score for each shot made.

Barracuda and Stingray Mini-Wizard Score Value = total of the below
10 million

highest achieved monster Fish Score (max of 50 million)

feeding Frenzy num fish Score (number of purple fish hit x val with max 35 million)

highest achieved rock The Boat shot Score (max of 40 million)

highest achieved cat Fish shot Score (max of 32 million)

blue Gill num fish Score (number of side fish hit so far x 1 million with no max)

highest achieved freshwater Trout shot Score (max of 32 million)

video Mode total Score (no max)

clown Fish num fish Score (number of clown fish hit x val with max 35 million)

All of the above modes have a minimum of 0 towards the mini-wizard, so if you start a mode and hit no shots, you can qualify towards a mini-wizard, if on easy settings, but you're only going to score the base value of 10 million.

Basically, people would start two modes so they could get to the mini-wizard with the idea to blow that up. So if you do that now, the mini-wizard is not going to be worth much as compared to someone who does better in the opening modes. Additionally, as more modes are played, each successive mini-wizard is worth much more as long as you are hitting shots. Previously, the mini-wizards stayed at the current values. A final thing, some of the modes can run while in the mini-wizard such as clown fish, monster fish, feeding frenzy, and rock the boat, so if they are running simultaneously, they can increase mini-wizard scoring while it is running as well.

The end result, if you don't do well before you start a mini-wizard you will still score a minimum of 10 million per shot, however, if you have done well, you can score much higher than the previous hard-set scoring constants of 100, 125, or 150 million.

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- **Added** video mode
- **Added** Kentucky Red end-of-ball-bonus dialog
- **Added** announcer voices from Jada Holmes
- **Added** headphone support and headphone volume adjustments in the service-settings menu
- **Added** numbering labels to settings so user can more easily find them
- **Added** some settings to Chad's tournament install
- **Added** freeplay/credit status text to attract

- **Fixed** ball save (cast again) light that was sometimes not blinking when ball save was active
- **Fixed** bug in ball save at beginning of a ball that was not turning on the ball save if a wizard mode was ready
- **Fixed** various display issues when caster's club MB was running and a 2nd mode was started
- **Fixed** the scoring display for Blue Gill, the mode was previously OP so we nerfed it in first release, but the display still had the old beta-test scoring values
- **Fixed** an issue with coin play credit accounting
- **Fixed** issue with service mode that was preventing updates from fully installing

- **Changed** some display wording from "stringers" to "school of fish", as they were incorrect
- **Changed** various text on attract slides
- **Changed** scoring on Barracuda and Stingray modes: Barracuda CC hit was 100k, now 10M. Stingray EB hit was 200M, now 150M

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First Commercial Release