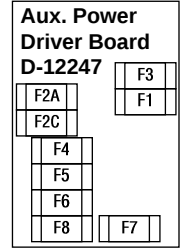
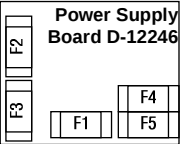
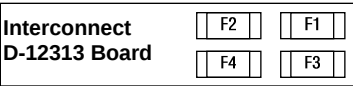
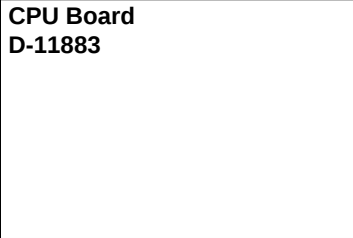


Radical (16-2015)

FUSE LIST

Power Supply Board D-12246		
F1	100V Display Power Input	3/8A, 250V, SB
F2	+100V Display Power Output	1/8A, 250V, SB
F3	-100V Display Power Output	1/8A, 250V, SB
F4, F5	5V & 12V Logic Power Input	7A, 250V, SB
Aux. Power Driver Board D-12247		
F1	+25V Special Solenoids	2-1/2A, 250V, SB
F2A	+25V A-Line Solenoids	2-1/2A, 250V, SB
F2C	+25V C-Line Solenoids	5A, 250V, SB
F3	+25V Controlled Solenoids	2-1/2A, 250V, SB
F4	+50V Solenoids	2-1/2A, 250V, SB
F5	+50V Solenoids	2A, 250V, SB
F6	Lower Flippers	2A, 250V, SB
F7	50Vac Input	4A, 250V, SB
F8	25Vac Input	7A, 250V, SB
Interconnect Board D-12313-50007		
F1	General Illumination (Brown)	5A, 250V, SB
F2	General Illumination (Yellow)	5A, 250V, SB
F3	General Illumination (Green)	5A, 250V, SB
F4	General Illumination (Violet)	5A, 250V, SB
BackBox Fuse		
F1	+18V Controlled Lamps	8A, 250V, N.B.
LINE FILTER		
Foreign		4A, 250V, SB
Domestic		8A, 250V, SB



+18V Controlled Lamps

SOLENOID/FLASHER TABLE

Sol No.	Function	Solenoid Type	Wire ¹ Color	Connections		Driver Transtr	Solenoid Part Number Flashlamp Type	
				CPU Brd	Playfield / Cabinet		Playfield	Insert
01A ³	Outhole	Switched	Vio-Brn	1P11-1	5J1-9: 5J4-9 (A)	Q33	AE-23-800	
01C ³	Ball lock flasher	Switched	Blk-Brn	(Gry-Brn)	5J5-9 (C)		#906	
02A ³	Shooter lane feeder	Switched	Vio-Red	1P11-3	5J1-7: 5J4-8 (A)	Q25	AE-23-800	
02C ³	Left ramp flasher	Switched	Blk-Red	(Gry-Red)	5J5-8 (C)		#906	
03A ³	Ball popper	Switched	Vio-Orn	1P11-4	5J1-6: 5J4-7 (A)	Q32	AE-23-800	
03C ³	Top left flipper flasher	Switched	Blk-Orn	(Gry-Orn)	5J5-7 (C)		906	
04A ³	Top drop target bank	Switched	Vio-Yel	1P11-5	5J1-5: 5J4-6 (A)	Q24	AE-26-1200	
04C ³	Top left & left girl flashers	Switched	Blk-Yel	(Gry-Yel)	5J5-5 (C)		#89	#89
05A ³	Knocker	Switched	Vio-Grn	1P11-6	5J1-4: 5J4-5 (A)	Q31	AE-23-800	
05C ³	Top spin & jackpot flashers	Switched	Blk-Grn	(Gry-Grn)	5J5-4 (C)		#89	#89
06A ³	Bottom drop target bank	Switched	Vio-Blu	1P11-7	5J1-3: 5J4-4 (A)	Q23	AE-26-1200	
06C ³	Drop hole & tittle flashers	Switched	Blk-Blu	(Gry-Blu)	5J5-3 (C)		#89	#89 (3)
07A ³	Ball diverter	Switched	Vio-Blk	1P11-8	5J1-2: 5J4-2 (A)	Q30	AE-23-800	
07C ³	Top right & T-shirt flashers	Switched	Blk-Vio	(Gry-Vio)	5J5-2 (C)		#89	#89
08A ³	Ball locker	Switched	Vio-Gry	1P11-9	5J1-1: 5J4-1 (A)	Q22	AE-23-800	
08C ³	Ball gate & shooter lane flashers	Switched	Blk-Gry	(Gry-Blk)	5J5-1 (C)		#906	#89
09	Lwr dr. tgt. bank & left face flashers	Controlled	Brn-Blk	1P12-1	5J2-9: 5J6-9: 2J4-3	Q17	#906	#89
10	Playfield G.I. relay	Controlled	Brn-Red	1P12-2	5J2-8: 5J6-8: 2J4-5	Q9	5580-09555-01 ^{4a}	
11	Insert G.I. relay	Controlled	Brn-Orn	1P12-4	5J2-6: 5J6-7: 2J4-6	Q16	5580-09555-01 ^{4a}	
12	A/C select relay	Controlled	Brn-Yel	1P12-5	5J2-5	Q8	5580-09555-01 ⁵	
13	Right ball gate	Controlled	Brn-Grn	1P12-6	5J2-4: 5J6-5	Q15	AE-26-1500	
14	Left outlane kicker	Controlled	Brn-Blu	1P12-7	5J2-3: 5J6-3	Q7	AE-24-900	
15	Top slingshot	Controlled	Brn-Vio	1P12-8	5J2-2: 5J6-2	Q14	AE-23-800	
16	Left Curt ramp	Controlled	Brn-Gry	1P12-9	5J2-1: 5J6-1	Q6	#906	
17	Left jet bumper	Special #1	Blu-Brn	1P19-7	5J3-7: 5J7-7	Q75	AE-23-800	
18	Left slingshot	Special #2	Blu-Red	1P19-4	5J3-6: 5J7-6	Q71	AE-26-1500	
19	Right jet bumper	Special #3	Blu-Orn	1P19-3	5J3-3: 5J7-3	Q73	AE-23-800	
20	Right slingshot	Special #4	Blu-Yel	1P19-6	5J3-4: 5J7-5	Q69	AE-26-1500	
21	Bottom jet bumper	Special #5	Blu-Grn	1P19-8	5J3-2: 5J7-2	Q77	AE-23-800	
22	Top jet bumper	Special #6	Blu-Blk	1P19-9	5J3-1: 5J7-1	Q79	AE-23-800	
Flipper Circuits								
	Lower right flipper	Flipper	Orn-Vio	1P19-1	2J5-5: 2P10-7		FL11630/50VDC	
	Lower right flipper switch ²	Switch	Blu-Vio		2J10-1: 2P8-15			
	Lower left flipper	Flipper	Orn-Gry	1P19-2	2J5-4: 2P10-8		FL11630/50VDC	
	Lower left flipper switch ²	Switch	Blu-Gry		2J10-2: 2P8-14			
	Upper right flipper	Flipper	Blk-Blu		2J10-4: 2P8-12		FL11630/50VDC	
	Upper left flipper	Flipper	Blk-Yel		2J10-3: 2P8-13		FL11630/50VDC	

- Notes:
- Wire colors, except flipper Orn-Vio and Orn-Gry, are ground connections (to coil terminal with unbanded end of diode). Flipper Org-Vio and Orn-Gry wires connect from CPU Board to flipper button switch on cabinet.
 - Flipper connections are from flipper button switch to flipper coil.
 - "A" circuits are pulsed, when Sol. 12 is de-energized; "C" circuits are pulsed, with Sol. 12 energized. Wire colors in brackets are those from respective A and C terminals corresponding to the J1-terminal connection listed for the Aux. Power Driver Board, which controls the device pulsing by Sol. 12.
 - Relay is mounted on Relay Board: (4a) p/n C-11998-1: (4b) C-11902-1.
 - Relay is mounted on Aux. Power Driver Board, D-12247, in the backbox.

LAMP MATRIX

Column Row	Red ← Yellow (B+) →							
	1 Yellow-Brown 1J7-1 Q66	2 Yellow-Red 1J7-2 Q64	3 Yellow-Orange 1J7-3 Q62	4 Yellow-Black 1J7-4 Q60	5 Yellow-Green 1J7-6 Q58	6 Yellow-Blue 1J7-7 Q56	7 Yellow-Violet 1J7-8 Q54	8 Yellow-Grey 1J7-9 Q52
1 Red-Brown 1J6-1 Q80	Shoot Again	Spot Letter R	(R)adical	Lock Lane S	Lock Bottom	Left Kickback	Bonus Multiplier 2X	Insert Vertical
2 Red-Black 1J6-2 Q81	Bonus 20K	Spot Letter A	r(A)dical	Lock Lane N	Lock Middle	Loop Ramp 25K	Bonus Multiplier 3X	Insert Tail
3 Red-Orange 1J6-3 Q82	Bonus 40K	Spot Letter D	ra(D)ical	Lock Lane A	Lock Top	Loop Ramp Extra Ball	Bonus Multiplier 4X	Insert Mystery
4 Red-Yellow 1J6-5 Q83	Bonus 60K	Spot Letter I	rad(I)cal	Lock Lane K	Snake Run	Bonus Advance	Bonus Multiplier 5X	Insert Million
5 Red-Green 1J6-6 Q84	Bonus 80K	Spot Letter C	radi(C)al	Lock Lane E	Left Special	Bonus Value	Bonus 100K	Insert Extra Ball
6 Red-Blue 1J6-7 Q85	Bonus 100K	Spot Letter A	radic(A)l	Top Drop Target Right	Left Return	Jackpot Mega Million	Bonus 200K	Insert Skate
7 Red-Violet 1J6-8 Q86	Bonus 500K	Spot Letter L	radica(L)	Top Drop Target Middle	Right Return	Spinner 3K	Bonus 300K	Spot Letter
8 Red-Grey 1J6-9 Q87	Bonus 1 Million	Top Million	Letter Value	Top Drop Target Left	Right Extra Ball	Tall Slider	Bonus 400K	Right Million

SWITCH MATRIX

Column Row	White → Green							
	1 Green-Brown 1J8-1 Q45	2 Green-Red 1J8-2 Q49	3 Green-Orange 1J8-3 Q44	4 Green-Yellow 1J8-4 Q48	5 Green-Black 1J8-5 Q43	6 Green-Blue 1J8-7 Q47	7 Green-Violet 1J8-8 Q42	8 Green-Grey 1J8-9 Q46
1 White-Brown 1J10-9	Plump Bob Tilt	Not Used	Top Spinner	Not Used	Not Used	Not Used	Top Slingshot	Right Flipper
2 White-Red 1J10-8	A/C Relay C-Side	Outhole	X Ramp Left	Not Used	Not Used	Not Used	Top Jet Bumper	Left Flipper
3 White-Orange 1J10-7	Start Button	Ball Trough #1 (right)	X Ramp Right	Middle Man	Not Used	Advance Bonus	Left Outlane	Not Used
4 White-Yellow 1J10-6	Right Coin Switch	Ball Trough #2 (left)	Ball Diverter	Advance Bonus X	Not Used	Bonus Increase	Left Jet Bumper	Not Used
5 White-Green 1J10-5	Center Coin Switch	Not Used	Not Used	Right Spin	Left Loop	Not Used	Right Jet Bumper	Not Used
6 White-Blue 1J10-3	Left Coin Switch	Shooter Lane	Bottom Drop Target Right	Top Drop Target Right	Lock Lane	Left Return Lane	Bottom Jet Bumper	Not Used
7 White-Violet 1J10-2	Slam Tilt	Left Ramp	Bottom Drop Target Middle	Top Drop Target Middle	Left Lockup Top	Right Return Lane	Left Slingshot	Not Used
8 White-Grey 1J10-1	High Score Reset	Ball Popper	Bottom Drop Target Left	Top Drop Target Left	Left Lockup	Right Outlane	Right Slingshot	Not Used