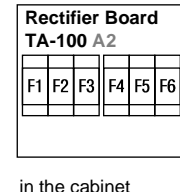
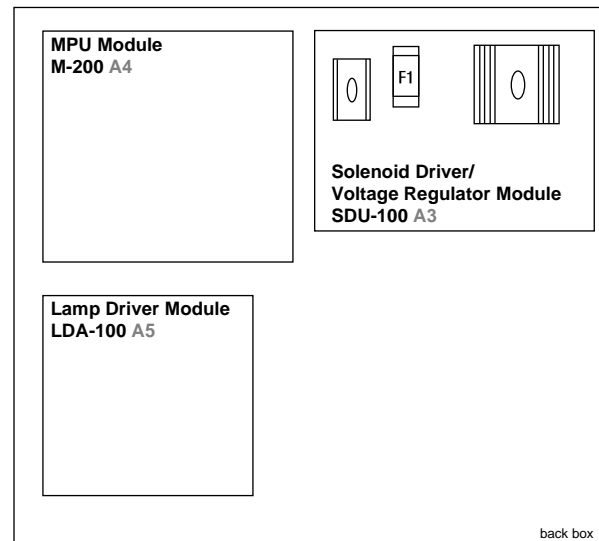


Fuse List

Rectifier Board TA-100		
F1	6.5V Switched illumination	10A, 250V
F2	230V Display power input	0.75A, 250V, SB
F3	5V Unregulated input	4A, 250V
F4	43V Solenoids	7A, 250V, SB
F5	6.5V General illumination	20A, 250V
F6	Main fuse	3A, 250V, SB
Sol. Dr./Volt. Reg. SDU-100		
F1	190V Display power output (if present)	0.25A, 250V
Under the Playfield fuses		
F1	Playfield Solenoids	1A, 250V, SB

CHEETAH

BY Stern



Controlled Lamps Chart

SCR	connector	lamp description	wire color	tr type	SCR	connector	lamp description	wire color	tr type
Q58	A5J3-2	5-Bank #1	Yel-Blk	2N5060	Q50	A5J3-12	Loop Bank, Amber, Left	Blk-Yel	2N5060
Q20	A5J1-13	5-Bank #2	Wht-Blu	2N5060	Q54	A5J3-11	Loop Bank, Amber, Middle	Wht	MCR-106
Q25	A5J1-6	5-Bank #3	Brn-Red	2N5060	Q60	A5J3-3	Loop Bank, Amber, Right	Gm	2N5060
Q04	A5J1-28	5-Bank #4	Blk-Wht	2N5060	Q38	A5J3-25	Loop Bank, Blue, Left	Red-Yel	2N5060
Q01	A5J1-24	Bonus 10,000	Brn-Blu	MCR-106	Q49	A5J3-17	Loop Bank, Blue, Middle	Yel-Blu	MCR-106
Q24	A5J1-5	Bonus 20,000	Blu-Orn	MCR-106	Q37	A5J3-23	Loop Bank, Blue, Right	Wht-Gry	2N5060
Q42	A5J3-21	Bonus 30,000	Blk-Grn	MCR-106	Q12	A5J1-19	Loop Bank, Red, Left	Gry-Grn	2N5060
Q56	A5J3-10	Bonus 40,000	Gry-Blk	MCR-106	Q08	A5J1-23	Loop Bank, Red, Middle	Blu-Wht	MCR-106
Q02	A5J1-25	Bonus 50,000	Pur-Blk	MCR-106	Q10	A5J1-15	Loop Bank, Red, Right	Gry-Yel	MCR-106
Q17	A5J1-11	Bonus 60,000	Blk-Orn	MCR-106	Q27	A5J1-9	Loop Bank, Yellow, Left	Gry	2N5060
Q41	A5J3-20	Bonus 70,000	Wht-Orn	MCR-106	Q35	A5J1-3	Loop Bank, Yellow, Middle	Red-Grn	MCR-106
Q46	A5J3-18	Bonus 80,000	Red-Blu	2N5060	Q22	A5J1-10	Loop Bank, Yellow, Right	Gry-Blu	MCR-106
Q03	A5J2-21	Bonus 90,000	Gm	MCR-106	Q45	A5J2-1	Match	Gry-Yel	2N5060
Q23	A5J2-8	Bonus 100,000	Pur-Yel	MCR-106	Q34	A5J1-2	Right 3-Bank 15,000	Pur-Wht	MCR-106
Q32	A5J3-27	Bonus Advance 30,000 to Game Over	Orn-Wht	2N5060	Q09	A5J1-14	Right 3-Bank Extra Ball	Gry-Orn	MCR-106
Q28	A5J1-8	Bonus Collect Left	Gm-Blk	2N5060	Q40	A5J3-22/J2-9	Shoot Again (Playfield / Backglass)	Gry-Red	MCR-106
Q55	A5J3-9	Bonus Lane Collect 20,000	Wht-Red	MCR-106	Q11	A5J1-16	Special Lane 50,000	Blk	2N5060
Q53	A5J2-3	Bonus Multiplier 2X	Blk-Wht	2N5060	Q51	A5J3-15	Special Outlane Left	Wht-Blk	2N5060
Q39	A5J2-4	Bonus Multiplier 3X	Pur-Blu	2N5060	Q44	A5J3-19	Special Outlane Right	Blk-Red	2N5060
Q21	A5J2-12	Bonus Multiplier 4X	Wht-Yel	2N5060	Q48	A5J3-16	Spinner Lite Left	Red-Blk	MCR-106
Q07	A5J2-13	Bonus Multiplier 5X	Gry-Grn	2N5060	Q15	A5J2-23	Spinner Lite Right	Orn	MCR-106
Q26	A5J1-7	Extra Ball Lane 40,000	Yel-Grn	2N5060	Q47	A5J2-10	Tilt	Gry-Blk	MCR-106
Q05	A5J2-16	Extra Ball on Left Loop Spinner	Blk	2N5060	Q57	A5J3-1	Top 3-Bank 2X	Gm-Red	2N5060
Q18	A5J2-20	Extra Ball on Right Loop Spinner	Orn-Gm	2N5060	Q36	A5J3-26	Top 3-Bank 3X	Blk	2N5060
Q52	A5J2-5	Extra Ball Stand-Up Target	Blk-Yel	2N5060	Q29	A5J1-1	Top 3-Bank 4X	Blu-Red	2N5060
Q30	A5J2-6	Extra Ball, Left Inlane	Yel	2N5060	Q14	A5J1-18	Top 3-Bank 5X	Brn-Blk	2N5060
Q43	A5J2-7	Extra Ball, Right Inlane	Blu-Wht	2N5060	Q06	A5J2-14			2N5060
Q33	A5J2-11	Game Over	Gry-Wht	MCR-106	Q19	A5J2-15			2N5060
Q16	A5J2-22	High Score to Date	Gry-Orn	MCR-106	Q31	A5J2-2			2N5060
Q13	A5J1-17	Kick Out Lane Special	Pur	2N5060	Q59	A5J3-4			2N5060

Coil Table

Sol. No	Solenoid description	Solenoid Type	Wire Color	Connector	Driver Transistor	Solenoid Coil Type
1	Upper Right Slingshot	Momentary	Gm-Orn	A3J2-9, J1-2	Q1	J-26-1500
2	Left Slingshot	Momentary	Gm-Blu	A3J2-4, J1-3	Q2	J-26-1500
3	Knocker	Momentary	Gm-Blk	A3J2-5, J3-4	Q3	N-26-1200
4	Top 3-Bank Drop Target Reset	Momentary	Blk-Blu	A3J1-5	Q4	B-27-2300
5	Top Thumper Bumper	Momentary	Gm-Yel	A3J2-10	Q5	J-26-1200
6	Lower Thumper Bumper	Momentary	Gm-Red	A3J2-11	Q6	J-26-1200
7	Middle Thumper Bumper	Momentary	Red-Yel	A3J2-12	Q7	J-26-1200
8	Right 3-Bank Drop Target Reset	Momentary	Blk-Orn	A3J5-10	Q8	B-27-2300
9	Trip Drop Target #3 (5-Bank)	Momentary	Red-Blu	A3J5-9	Q9	C1-34-3400
10	Trip Drop Target #4 (5-Bank)	Momentary	Orn-Wht	A3J5-15	Q10	C1-34-3400
11	5-Bank Drop Target Reset	Momentary	Orn-Blk	A3J5-14	Q11	B-24-1600
12	Lower Right Slingshot	Momentary	Orn-Grn	A3J5-13	Q12	J-26-1500
13	Trip Drop Target #1 (5-Bank)	Momentary	Blk-Yel	A3J5-12	Q13	C1-34-3400
14	Trip Drop Target #2 (5-Bank)	Momentary	Blk-Grn	A3J5-11	Q14	C1-34-3400
15	Flipper enabling relay	Continuous	--	--	Q15	48V Relay
16	Outhole	Momentary	Gm-Wht	A3J5-8, J2-6, J3-7,	Q16	JX-26-1200
17	Arch 3-Bank Drop Target Reset	Continuous	Orn-Red	A3J5-7	Q17	B-27-2300
18	Ball Kicker	Continuous	Wht-Red	A3J5-3, J2-15, J3-9	Q18	J-28-2300
19	Coin Lockout	Continuous	Yel-Wht	A3J2-8	Q19	C-36-5300
Flipper Circuits	Power Wire	Flipper Coil Wire	Flipper Button Wire	Coil		
Lower Left Flipper	Blu-Wht	Gm A3J1-8	Blu A3J2-2	J-25-475/34-4500		
Upper Left Flipper	Blu-Wht	--	via Lower Left EOS	J-25-475/34-4500		
Lower Right Flipper	Blu-Wht	Orn A3J1-9	Red A3J2-1	J-25-475/34-4500		

Switch Matrix

strobe (ST) \rightarrow \leftarrow return (I)

Column	STROBE 0 A4J2-1 Wht-Red A4J3-2 Red-Yel	STROBE 1 A4J2-2 Brn-Wht A4J3-3 (not used)	STROBE 2 A4J2-3 Wht-Blu	STROBE 3 A4J2-4 Wht-Yel	STROBE 4 A4J2-5 Yel-Red
Row					
RETURN 10 A4J2-8 Brn A4J3-9 Red-Wht	Coin Chute I (Center) 1	Extra Ball Spin Target 9	Arch 3-Bank Drop Target #1 (Left) 17	Top 3-Bank Drop Target #1 (Left) 25	Outhole 33
RETURN 11 A4J2-9 Gry A4J3-10 Brn-Wht	Coin Chute II (Left) 2	Stand-Up Target 10	Arch 3-Bank Drop Target #2 (Center) 18	Top 3-Bank Drop Target #2 (Center) 26	Right Outlane 34
RETURN 12 A4J2-10 Wht-Orn A4J3-11 Blu	Coin Chute III (Right) 3	Lower Right Slingshot 11	Arch 3-Bank Drop Target #3 (Right) 19	Top 3-Bank Drop Target #3 (Right) 27	Left Outlane 35
RETURN 13 A4J2-11 Wht-Blk A4J3-12 not used	Left Spin Target 4	Top Thumper Bumper 12	Left 5-Bank Drop Target #5 (Top) 20	Right 3-Bank Drop Target #1 (Top) 28	Right Return Lane 36
RETURN 14 A4J2-12 Wht-Grn A4J3-13 not used	Right Spin Target 5	Lower Thumper Bumper 13	Left 5-Bank Drop Target #4 21	Right 3-Bank Drop Target #2 (Center) 29	Left Return Lane 37
RETURN 15 A4J2-13 Brn-Brn A4J3-14 Blu-Wht	Credit Button 6	Middle Thumper Bumper 14	Left 5-Bank Drop Target #3 22	Right 3-Bank Drop Target #3 (Bottom) 30	Right Extra Ball Lane 38
RETURN 16 A4J2-14 Brn-Yel A4J3-15 Blu-Orn	Tilt 7	Upper Right Slingshot 15	Left 5-Bank Drop Target #2 23	Upper Left Lane Rollover Wire 31	Left Extra Ball Lane 39
RETURN 17 A4J2-15 Orn A4J3-16 Yel	Slam (3) 8	Left Slingshot 16	Left 5-Bank Drop Target #1 (Bottom) 24	Right Side Ball Kicker 32	10 Points Rebound 40